

TRAVELLER[®]
The New Era

REGENCY COMBAT VEHICLE



GUIDE



Regency
Manual
2

Sword and Shield

For centuries, the mighty Third Imperium was defended by the most powerful, sophisticated fighting vehicles ever created by humanity. These vehicles of the Imperial Army and Marines provided security and reassurance as humanity expanded to bring life to the stars, and defended them when those stars instead returned death. The Third Imperium did not win all of its wars, but it did grow to become the largest interstellar society ever known, through the ingenuity of its explorers and builders, and the courage of its soldiers.

And then, tragically, the people of the Imperium turned these most powerful weapons onto each other, destroying all that they had together built over a millennium of progress. When the irresistible force of Imperial attack met the immovable object of Imperial defense, the shock rocked the galaxy, and all that this great society had once been, all that it still had promised, all was gone.

Except for one last spark of hope.

The Regency

All was gone of the Imperium except for one isolated outpost, a frontier backwater called "The Marches," barely one-tenth the size of the Imperium. Facing their destruction, these people resolved to carry on the promise of the dead Imperium and preserve its heritage for the future.

Here, in the new Regency, Imperial armed forces did not fight each other, because humanity, finally aware of its fragility, faced the darkness around it with unity, and the might of the former Imperial armed forces rallied to the banner of the Regency. Once again, the most powerful destructive forces of humanity were pledged to its protection, not its destruction.

Now, for the first time in the history of **Traveller**, a single book, the **Regency Combat Vehicle Guide**, presents the primary combat vehicles of the Regency's "Thunderbolt," its planetary armed forces and its two main branches: the "Sword" of the Regency Marines and the "Shield" of the Army.

The Sword

The sword, or more properly, the *cutlass* of the highly trained Marine assault forces is wielded by pure TL-15 forces equipped with such vehicles as the legendary Imperial Marine Grav APC, Imperial Marine Fire Support APC, Imperial Marine Assault Gun, the Norris Battle Tank, and the Imperial Meson Artillery Vehicle.

The Shield

The Army's forces provide the major mass of Regency military power, and are expressed by such vehicles as the TL-15 Imperial APC and its Fire Support, Command, and Fire Direction Gun variants, the TL-15 Heavy Grav Tank, the TL-14 Trepida grav tank family, and a variety of support units, including the Imperial Artillery Vehicles, Point Defense APCs, Nuclear Damper Carriers, Grav Sled, and Imperial Recovery Vehicle.

Wield the Thunderbolt

If you've been a **Traveller** military fanatic for years, locked in your basement with **Striker** while your family desperately bangs on the door, or if you are a relative newcomer, locked in your basement with **Striker II**, this is the book you've been waiting for. Even if you're not a miniatures player, but simply like to let your mind soar through the future with **Traveller's** carefully detailed and visualized high-tech military forces, the **Regency Combat Vehicle Guide** provides extensive hardware detail ready for use in your **Traveller** campaign, and plenty of cost for your unbounded imagination.

• 32 TL-14 and 15 combat vehicles and variants in all, with 22 illustrations by Kirk Wescom, **Traveller's** premier technology illustrator.

• Details of 40 Regency Marine and 18 Army units with their locations and duties.

• Each vehicle entry discusses the Imperial and Regency military doctrine that made it what it is, and gives insights into the nature and principles of TL-15 combat operations.

GDW: 0320 \$12.00



ISBN 1-55878-197-8

Traveller is a registered trademark of GDW, Inc. Copyright © 1995 GDW, Inc. All rights reserved. Made & printed in U.S.A.

GDW

P.O. Box 1646
Bloomington, IL 61702-1646



This is the *Thunderbolt*. Its personnel are the best that history has to offer. They were not born to serve you, but you to serve them. Be worthy of their faith. You of all humanity are most cursed if you misuse them, or most blessed if you ennoble them.

The force of arms is not the only force in this universe, but when it is called upon, it can be the mother of life, or the father of damnation.

Use this *Thunderbolt* well, with justice, courage, compassion and honor, now and forever. If you do this, you will have proved worthy.

Forge the Future, in the name of all that is timeless.

Regent General Mitchell De Groat,
Commander-in-Chief, Regency Planetary Forces,
Change of Command Ceremony, 1202

To Major General Lon E. Maggart, custodian of the future of mounted operations in this and all possible futures that are worth a damn: Forge the *Thunderbolt*!

Soli Deo Gloria.

About the Cover: The symbol on the cover is that of the Regency Planetary Forces, consisting of the Regency Army and Marine Corps. The Regency Army insignia removes the thunderbolt, places a shield behind the sun-and-unicorn device, and changes the sunburst from gold to black. The Regency Marine Corps insignia foregoes the shield and color change and replaces the thunderbolt with a downward-pointing cutlass, symbolizing its planetary assault role. The colors of the cover approximate the colors of the Regency Army (crimson and black) and the Marine Corps (maroon and gold).

Design and Development: David Charles Nilsen

Proofreading and Typesetting: Michelle Sturgeon

Cover: Julie Callahan

Interior Art: Kirk Wescom

Art Direction: David Nilsen and Julie Callahan

Credits Are: Going to be relatively dignified in this book. Well, maybe dignified isn't the right word. The others were dignified too, in a manic sort of way. Give me a break.

But Just In Case You Are Looking For Something Plthy: "The Armored Division must be a balanced fighting team of combat arms and service units, all of equal importance and equal prestige."

—Major General Adna R. Chaffee

Believe. Always Believe.

Regency Combat Vehicle Handbook™

Copyright©1995, GDW, Inc.

Regency Combat Vehicle Handbook™ is GDW's trademark for its military sourcebook set in the Traveller® universe.

Traveller® is GDW's registered trademark for its science-fiction roleplaying game.

Made in USA. Printed in USA. All rights reserved.

ISBN 1-55878-197-8

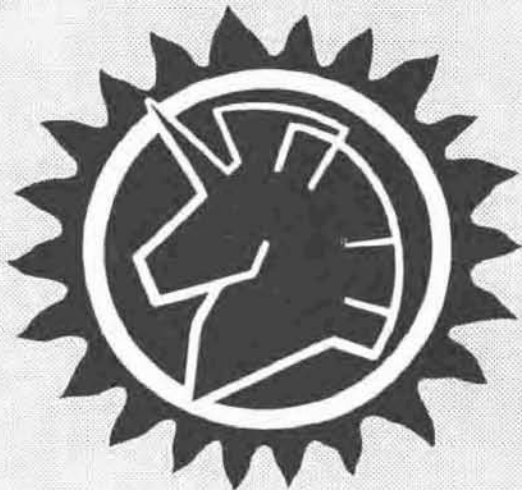


P.O. Box 1646

Bloomington, IL 61702-1646

Table of Contents

Introduction	2
Regency Planetary Forces	4
<i>Types of Armed Forces</i>	4
Regency Combat Vehicles	4
Type-Standardized Imperial/Regency	
High-Energy Weapons	5
<i>Weapon Characteristics</i>	5
Imperial Heavy Grav Tank, TL15	6
Imperial Heavy Grav Tank, Command Variant	7
Trepida I Grav Tank, TL14	8
Trepida IIA Grav Tank, TL14	10
Trepida IIB Grav Tank, TL14	11
Norris Battle Tank, TL15	12
Norris Battle Tank, Command Variant	13
Astrin Grav APC, TL14	14
Astrin Grav APC, Early Production Version	15
Imperial Marine Grav APC (IMAPC)	16
Imperial Marine Command APC (IMCAPC)	18
Imperial Marine Staff APC (IMSAPC)	19
Imperial Marine Support APC (IMSAPC)	20
Imperial Marine Assault Gun (IMAG)	21
Imperial APC, TL15 (GAPC)	22
Imperial Fire Support APC, TL15 (FSAPC)	24
Imperial Austere Fire Support APC	25
Imperial Command/Staff APC (CSAPC)	25
Imperial Marine Fire Direction Center APC (IMFAPC) ..	26
Imperial Fire Direction Center APC, TL15 (FAPC)	28
Imperial Point Defense Vehicle, TL15 (PDV)	30
Imperial Nuclear Damper	
Control Vehicle, TL15 (NDCV)	31
Imperial Nuclear Damper Carrier, TL15 (NDC)	32
Imperial Cavalry Vehicle,	
TL15 (ICV, TL15 Armed Air Raft)	34
Imperial MRL Artillery Vehicle, TL15 (MRLAV)	36
Imperial RDM Artillery Vehicle, TL15 (RDMAV)	38
Imperial Meson Artillery Vehicle (MAV)	40
Imperial Grav Utility Sled, TL15	42
Imperial Recovery Vehicle, TL15 (GRV)	44
Militarized Convertible Air Raft, TL15	45
Convertible Air Raft, Command Variant	45
Civilian Convertible Air Raft, TL15	45
Regency Military Units and Deployments	46



Introduction

With the publication of the **Regency Combat Vehicle Guide** (hereafter **RCVG**), GDW has in print more fully detailed vehicle designs for the current edition of **Traveller** than at any point in its history (I think—I trust that I will be corrected if I have miscalculated), and this number will continue to grow in the months to come, at least until we pass the magic figure “101.” For obvious reasons, the 89 vehicles rated in **Striker II**’s Appendices B-E (along with all of the missiles and infantry equipment in Appendices F and G) had to first be fully designed to the roleplaying level of detail using the **Fire, Fuslon & Steel (FF&S)** design sequences. Only then were these designs converted to the **Striker II** format, with the attendant loss of fine-grained detail.

Of these, 20 had previously been published as fully detailed **TNE** vehicles with all of the details necessary for a roleplaying campaign. Since the publication of **Striker II**, a handful of its vehicles (the TL9 Abomination and the Trepida/Intrepid series) have been detailed in **Challenge** magazine, leaving 64 **Striker II** vehicles still to be published to the level of detail that would allow **TNE** referees to run them in their roleplaying campaigns. With the publication of **RCVG**, this number falls to 43, and will continue to fall with upcoming releases.

COMPATIBILITY WITH STRIKER II

This book is the first of a series of spin-offs from **Striker II**, which are not actually used with **Striker II**. While **RCVG** covers the same subject matter as **Striker II**, it expands on this material in ways which are used with the **TNE** roleplaying rules but do not add new material to the **Striker II** miniatures rules. These vehicles already exist in **Striker II** with sufficient detail to allow them to be fully used with that system, so there is no need to add to their presentation there. But what if a PC group obtained one of these amazing vehicles? How much cargo space do they have? How many people can they hold? How fast can they go?

RCVG is intended to help bring **TNE** up to date with **Striker II**, by presenting **Striker II**’s Imperial/Regency vehicles to the level of detail used in the **TNE** roleplaying rules. This book will not present new military organizations, because that sort of large-scale information is appropriate to **Striker**, while one-on-one or two-on-two vehicle engagements are appropriate to roleplaying rules. So **Striker II** does support **RCVG** by showing the frequency, numbers and organizations in which these vehicles may be found.

When you think about it, this represents something of new wrinkle for the **Traveller** lineage of game systems. Whereas the original **Striker** (1981—do you feel old yet?—back then people were still wondering if Ronald Reagan would live through a term in the White House, and when you mentioned Jimmy Carter, everyone thought of sweaters and “malaise,” and no one thought of building houses) was the vehicle design system for the original **Traveller**, **Striker II** represents an *alternative* means of resolving large-scale ground combat, in the same fashion that **TNE**’s **Battle Rider** corresponds to **TNE**’s **Brilliant Lances**. Thus the same vehicle has two faces in the new **TNE** system: one for **TNE** proper (i.e., the roleplaying rules), and one for **Striker II**.

Perhaps the one way that **RCVG** actually does support a **Striker II** miniatures campaign is that it presents prices for these vehicles. These were not presented in **Striker II**, the same way that the price of an M4A3E2 (76) Jumbo was not presented in **Command Decision 2nd Edition**. Like **CD2**, **Striker II** was intended to allow the resolution of historical (i.e., “historical”)

scenarios with the use of historical/"historical" TO&Es. But many **Striker II** players like to organize their own unique or mercenary units, and price figures are important for this. Now this is possible.

DESIGNER'S NOTES

As I hope all old-time **Traveller** fans have noticed by now, the selection of vehicles and TO&Es in **Striker II** were painstakingly based on material presented in original **Traveller**, especially **Striker** and various issues of the **Journal of the Travellers' Aid Society**. Some material was also drawn from the **MegaTraveller** period from such sources as the **Rebellion Sourcebook** and **Digest Group's Travellers' Digest** magazine.

For TO&Es, the conversion was straight-forward: **Traveller** and **MegaTraveller** TO&Es were presented in "real world" terms and were easily converted into the **Striker II** standards of fireteam and single-vehicle stands. This yielded the **Huscarles**, **Imperial Marine Task Force**, **Imperial Guard**, **MARcav** and **Zhodani** units.

Updating vehicle designs was more complicated, as weapons performance, armor and mobility were not convertible directly to **TNE** or **Striker II** standards. So what I had to do was divine the qualitative concept of a vehicle and create a vehicle for **TNE** which fulfilled the same concept while retaining as many of the original's quantitative features as possible. Although measurements of armor thickness or weapon penetration did not translate from the logarithmic **Striker/MegaTraveller** system into the linear **TNE** system, items such as number of crew or passengers were more easily accommodated. I treated armor and weapons on a relative basis, i.e., this guy has more than this guy, but not as much as that other guy, but specific weapons types—lasers, fusion guns, **VRF** gauss guns—were retained, even though their functional **TNE** performance might not perfectly replicate their **Striker/MegaTraveller** parameters. For example, if old **Striker** said a missile massed 95 kg and had a 0.5 kiloton warhead, I retained those data points as *defined features*, but allowed their *derived features* like range, speed and price to fall pretty much where **FF&S** dictated. But I did do a lot of tweaking when I could finesse the derived features closer to their models.

The high-energy weapons upgrade (see "Putting the Heat Back into Plasma," from **Challenge 76** or **Striker II**—take your pick) threw something of a wrench into this, as the tremendous increase in plasma/fusion lethality knocked some pre-existing designs out of balance, requiring some repairs to get them back into line with their concepts.

The most notable example of this is the radiation of the single **Intrepid/Trepida** tank in the **Reformation Coalition Equipment Guide (RCEG)** into the three Imperial versions seen in **Challenge 77** and this book. Since the upgrade had thrown the design's offensive/defensive balance out of whack, I "rescued" it by postulating a series of upgrades that explained how the imbalance came to be.

In other cases, I just left the wounded vehicles to their own devices. In the case of the hapless **Pyrrhus** support sled (**RCEG** page 126, a.k.a. **TNE's** "grav tank," page 364) the vehicle was already an odd duck, so further weirdness just wasn't that big a deal.

REFORMATION COALITION CAMPAIGNS

All of you who love the **Star Vikings**, please do not fear that this book represents a turning away from the **Reformation Coalition** campaign. It does not. **GDW** loves the **Star Vikings**, too. We will not skimp on **RC** coverage and development, and as many of

you already realize, this book is for **RC** campaigns too. Only one of the vehicles in this book (the **Norris** battle tank, pages 12-13) was not a standard Imperial vehicle in the pre-Collapse period. That means that all the other umpteen vehicles and variants in this book can be found in the **Wilds**, to be salvaged by **RC** recovery teams or already in use by **TEDs**, or, you guessed it, the **Empire of Solee**. (Oops—maybe this book is bad news for the **RC** after all. Sorry, I wasn't thinking.)

WHAT NEXT?

Future vehicle guides will cover the **Zhodani** and other **Spinward States**, lower-tech vehicles that can be used for **Spinward States** planetary armies or the **Wilds**, and the **Reformation Coalition**. While many of these will be military vehicles, civilian, exploration and paramilitary vehicles will be covered as well.

After that, I don't know. The **Millennium?**
Burma!

FORMAT

The 32 vehicles on the following pages are identical to the vehicles of the same names presented in **Striker II**, but are presented in the **TNE** format as presented in the basic **TNE** rulebook and expanded in the **Reformation Coalition Equipment Guide**. This latter format provides specific roleplaying-level information such as speed in **kph**, speed-specific **Diff** **Mods** vs. fire, more detailed fuel breakdowns, etc. These simplify the referee's job when converting vehicle performance into real-world or game-specific terms.

One additional line of data has been added compared to **RCEG**, and that is "Reloading Data." This provides the parameters of weapons magazines and gives the time required to replace turret-mounted magazines, whether from storage elsewhere in the vehicle or from supply vehicles. Replacement time does not refer to multiple magazines already carried within the turret (as in the case of multiple **VRF** gauss gun cassettes); these replace each other automatically as ammunition is expended. Replacement time refers to removing empty cassettes from the turret and replacing them with fresh ones.

Each vehicle also comes with historical and technical information, discussion of design variations and background on their military operational usage. However, details on the larger **Regency** or **Imperial** units of which these vehicles are a part will not be found here. **Striker II** is necessary for such large-scale data.

NOMENCLATURE

In the **Regency of 1202**, it is common to still refer to equipment as being an "Imperial" design. This is especially the case in the **Regency's** armed forces, which take pride in their unbroken descent from Imperial organizations. Although the **Regency** is no longer the **Imperium per se**, such vehicles as the **Imperial Marine Grav APC** are still called *Imperial* rather than **Regency**, as they are the same vehicles that were designed and used by the Imperial armed forces. Although used by the **Regency**, their names recall their original creators, and the organization that the **Regency** is committed to preserve. Therefore the terms *Imperial* and *Regency* are often used interchangeably in the following pages.

Regency Planetary Forces

The Regency's armed forces are divided into two broad categories: space forces and planetary forces. *Space forces* include the Regency Navy, Scouts and Quarantine Service. *Planetary forces* include the Regency Army and Marine Corps, and all planetary forces: armies, navies, air forces and aerospace defense forces.

The distinction derives from their differing main focus of operations. Planetary forces control planets: their ground, oceans, atmosphere and close orbit. Space forces control space: the area between planets.

Planetary forces comprise a tremendous variety of traditional military mission areas: ground forces (armies), nautical forces ("wet" navies), atmospheric forces (air forces), naval assault troops (marines) and orbital control forces (astronauts). But in spite of the wide variety of planetary force niches, and the different skills necessary to operate a howitzer, a submarine, a helicopter, or a satellite, from the point of

TYPES OF ARMED FORCES

There are two major types of distinctions when describing armed forces: function and ownership.

Functional distinctions are two, and are described in the main text: space forces and planetary forces.

Ownership distinctions are also two: Regency and world armed forces. *Regency* armed forces are those raised, outfitted, paid, maintained and controlled by the Regency government itself. *World* armed forces are those raised, outfitted, paid, maintained and controlled by an individual world.

There is naturally a great deal of overlap between the two ownership classifications. Since the Regency consists of a number of member worlds, its forces represent and act in the name of the worlds that make up the Regency. By the same token, world forces, controlled by loyal member worlds of the Regency, also (ideally) act in the name of the Regency as a whole. For this reason it is common for people to lump all armed forces in the Regency's territory, Regency-owned and world-owned alike, together under one term, "Regency armed forces." This term would be particularly appropriate if the Regency were attacked as a whole by an outside force (i.e., Virus, the Zhodani Consulate, etc.). However, it obscures the important distinctions of the missions an armed force is equipped to perform (Regency planetary forces are able to function in all kinds of planetary environments, while world planetary forces are usually only required to function in the world's own local environment) as well as the technology with which it is outfitted (Regency forces are equipped at TL 14 or 15, while world forces are usually equipped at the local tech level). Furthermore, only Regency forces can be found operating at all points in the Regency, while world armed forces will only be deployed for purposes that are of interest or advantage to the owning government.

Note the semantic distinction: *Planetary* refers to planets as a physical or natural entity. *World* refers to planets as a political and social entity. Thus Regina has a *planetary* atmosphere and a *planetary* gravity, but a *world* government and a *world* technology level. Regina has world armed forces (i.e., they are paid for and controlled by the Regina world government) but these world armed forces can consist of space forces (which primarily defend Regina's star system but can be deployed to other systems) and planetary forces (i.e., those which defend the Regina "planetary" environment, even though Regina is technically a moon).

Thus, there can be Regency space forces (forces owned and controlled by the Regency government whose mission is the control of the interplanetary, or space, environment), Regency planetary forces (forces owned and controlled by the Regency government whose military mission is the control of the planetary environment), world space forces (forces owned and controlled by the government of a single world whose mission is the control of the space environment at least in the world's own system, and perhaps farther away), and world planetary forces (forces owned by the government of a single world whose mission is the control of the planetary environment, usually the world's own, but perhaps other planets' environments as well).

view of the Imperial-cum-Regency Navy, "it's all dirtside." (Note, however, that at high tech levels, the speed and mode of contra-grav travel make the distinction between ground and air vehicles increasingly meaningless, and air, after all, has meaning only as it relates to the ground beneath it and the planetary regime within which it exists.)

The Regency government only maintains two planetary forces, the Regency Army and Marine Corps, and these only at the high end of the tech range: tech level 14 and 15 (although it is the Regency's goal to standardize all of its planetary forces at TL15, this has not yet proven possible). There is no reason for the Regency government itself to maintain forces at tech levels lower than this. First, it is the Regency's job to defend its territory using the most capable forces possible. Equipping them with anything less than the absolute best technology available would be wasteful.

Second, it is the role of world governments to maintain their own planetary armed forces at tech levels appropriate to local world conditions.

REGENCY COMBAT VEHICLES

Regency armed forces have generally retained and perpetuated Imperial military doctrine except where it conflicts with new post-Collapse realities, such as Virus, smaller astrographic, manpower and industrial bases, etc. This includes the retention of four basic classes of battlefield vehicles: tanks, APCs, specialist vehicles and support vehicles.

Because the Regency does not maintain armed forces below the TL14 level, all Regency planetary forces are by definition "grav" or "lift" forces. While many of the Regency's units retain these distinctions in their designations (for historical reasons), classes of vehicles do not, as all Regency tanks are grav tanks, and all APCs are grav APCs (exception, see page 16).

Tanks: While Imperial forces maintained a distinction between classes of tanks—heavy, medium (called "grav," not "medium grav"), and light—the Regency maintains one class of tank, the medium tank, now called the battle tank. Like the former Imperial medium tanks, these are simply called "grav tanks." The Regency's much smaller industrial base and much higher threat:elf ratio has not permitted it to retain the luxury of multiple types of first-line tanks nor the quantity of assault shipping to carry such specialized equipment. Battle tanks are in the 10-14 displacement ton range, and are typified by the Norris grav tank on pages 12-13. This new reality is largely due to the excellent performance of the 10-ton Trepida family of medium tanks in the Civil War. These vehicles proved the mainstay of high-stellar level combat (see page 8) during the Civil War, while the more massive, voluminous and expensive heavy tanks (see page 6) were simply high-value targets. They were never available in sufficient numbers to make a difference on their own, and their rareness made their commanders reluctant to commit them when they could have made a difference. Post-Collapse Regency analysts determined that a similar number of 10-ton tanks would have made a more significant contribution to the battles in which the heavy tanks were available. Heavy tanks remain in service in the Regency only in world planetary forces. Light tanks are now rated as reconnaissance/scout vehicles and are classed under specialist vehicles below. See pages 6-13.

APCs: This terminology was deliberately chosen instead of variations on the "infantry fighting vehicle" theme to emphasize an essential point of Imperial doctrine: the true nature of infantry is that they are capable of fighting dismounted, and not as glorified AFV gunners. Infantry does not perform its mission of tenaciously holding ground in detail, or of rooting out opposing infantry, when it is in a vehicle. From this point of view, the term "infantry fighting vehicle" is essentially an oxymoron, because infantry in a vehicle are not infantry at all.

Imperial/Regency APCs are infantry *carriers*. While they fulfill the IFV performance concepts—such as the speed to keep up with tank forces, the armor to stand on the battlefield, and an armament which allows the vehicle to suppress threats to its carried infantry—their only reason for existing is to carry infantry to where they are able to do their job.

Because fire support vehicles are variants of APCs and are usually used in infantry organizations, these vehicles are usually grouped with APCs rather than specialist vehicles. See pages 14-25.

Specialist Vehicles: Specialist vehicles include all other combat vehicles, including scout and reconnaissance vehicles, artillery vehicles, combat engineer vehicles, air/point defense vehicles, etc. Many of the vehicles of this class are variants of tank or APC chassis. See pages 26-41.

Support Vehicles: Support vehicles encompass the vehicles that operate on or near the battlefield but which are not intended to engage directly in combat. These vehicles include liaison vehicles, ammunition supply vehicles and fuelers, maintenance and recovery vehicles, ambulances, etc. See pages 42-45.

Other Vehicle Types: Although no vehicles of this class appear in this book, this includes the vast majority of military-owned vehicles that support the military's institutional infrastructure: unarmored long-haul supply vehicles and tankers, unarmored utility sleds, staff cars and troop-carrying buses.

There are other vehicle types that are no longer used or never found favor in Imperial/Regency service. One such vehicle is the "combat vehicle," intended to replace the tank and APC categories. The last attempt to build such a vehicle was the TL15 Lancer combat vehicle, in the final years of the antebellum period. Armed with a heavy laser and fusion gun (a TL15 version of the rapid-pulse Y gun), the Lancer was armed and armored like a tank (two tanks, really), but also carried a very large infantry section of 24 troops.

Bridging the gap (or obliterating the distinction, depending upon your point of view), between tank and APC, the combat vehicle was another misguided attempt to create an AFV that would be all things to all people. By crossing an over-armed main battle tank with an APC, the result is a vehicle needlessly powerful in the APC role, and needlessly valuable in the battle tank role. In other words, it is too expensive in roles for which cheaper purpose-designed vehicles will do just as well, and its very expense would make its users reluctant to use it where the loss of a single combat vehicle would equal the loss in capability of two tanks and two APCs.

Although the dual-role combat vehicle concept is sure to arise again, it is currently banished from Regency military thought and doctrine.

TYPE-STANDARDIZED IMPERIAL/REGENCY HIGH-ENERGY WEAPONS

Because of the variety of tech levels and manufacturers that provided materiel to the military forces of the Third Imperium, it was crucial for the military services to establish equipment standards to ensure that ammunition produced in one sector would fit the weapons of the troops deployed there, and that grav tanks manufactured on different worlds would be able to use the same stocks of spare parts. The total scope of this administrative program was immense, as it covered everything from boots to small arms to armored fighting vehicles to starships, but in practice it was broken down into specific areas, rather than designating all weapons in a single unified series. One such area was AFV main armament, which was further broken down into functional areas: kinetic energy direct-fire projectiles, indirect fire systems, missiles, rockets, high-energy (plasma and fusion) weapons, etc.

The dominant AFV armament at the high end of Imperial technology (TL14-15) was the high energy weapon, specifically the fusion gun, generally in rapid-fire configurations. (For further information on the design of rapid-fire high energy weapons, see the *Reformation Coalition Equipment Guide*, page 156.) Imperial standard fusion guns were classified by the following system.

Fusion V Gun: Any single-chambered fusion gun with a pulse energy of 3 megajoules.

Fusion W Gun: Any single-chambered fusion gun with a pulse energy of 18.5 megajoules.

Fusion X Gun: Any single-chambered fusion gun with a pulse energy of 74 megajoules.

Fusion Y Gun: Any single-chambered fusion gun with a pulse

energy of 125 megajoules.

Fusion Z Gun: Any single-chambered fusion gun with a pulse energy of 175 megajoules.

RAPID PULSE FUSION WEAPONS

These weapons were designated in the RPN-XX series, where N denoted the standardized pulse energy level shown above, and XX was the tech level of manufacture. Thus the TL14 rapid pulse fusion "Y" gun was designated RPY-14. In some cases, rapid pulse fusion guns of more than one rate of fire would be manufactured at the same tech level and within the same pulse energy band. In this case, the weapons received the additional designation "high" or "low" to indicate whether they were the high-ROF or low-ROF variant of the weapon. In a few cases, three ROFs were standardized, and the middle ROF weapon received the notation "medium."

Rapid Pulse Fusion V Gun: Any rapid pulse multi-chambered fusion gun with a pulse energy of 3 megajoules.

The most common example of this weapon was the RPV-14 mounted on the Astrin grav APC.

Rapid Pulse Fusion W Gun: Any rapid pulse multi-chambered fusion gun with a pulse energy of 18.5 megajoules.

This weapon was manufactured in large numbers at TL15 as the RPW-15 Low (RPW-15L) mounted on the Imperial Marine Grav APC and the RPW-15 High (RPW-15H) mounted on Imperial Point Defense and ND Control APCs.

Rapid Pulse Fusion X Gun: Any rapid pulse multi-chambered fusion gun with a pulse energy of 74 megajoules.

This weapon was manufactured in large numbers at TL14 as the RPX-14 mounted on early marks of the Trepida grav tank. At TL15 it was manufactured as the smaller RPX-15 and fitted to the Imperial Marine Support APC.

The 15-chamber TL14 weapon was often referred to as the RPX-14 High (RPX-14H) to further distinguish it from the lower ROF six-chamber TL15 weapon, which was also called the RPX-15 Low (RPX-15L).

Rapid Pulse Fusion Y Gun: Any rapid pulse multi-chambered fusion gun with a pulse energy of 125 megajoules.

This weapon was manufactured in large numbers at TL14 as the RPY-14 and mounted on the Trepida Mark II grav tanks. A lighter version of the weapon has also been built at TL15 with a lower rate of fire as the RPY-15. To further distinguish it from the higher-ROF TL14 version, the 10-chamber TL15 version is also known as the RPY-15 Low (RPY-15L) and the 20-chamber TL14 version is the RPY-14 High (RPY-14H).

Rapid Pulse Fusion Z Gun: Any rapid pulse multi-chambered fusion gun with a pulse energy of 175 megajoules. This weapon was manufactured in the Third Imperium as the RPZ-15 and mounted on the 20-ton heavy grav tanks. In the Regency, this weapon is fitted to the smaller Norris grav tank, an upgraded TL15 version of the TL14 Trepida.

Miscellaneous: A TL15 40-chamber 200-Mj rapid pulse fusion gun was tested and manufactured by the Third Imperium, but was never type-standardized. This undoubtedly saved Imperial bureaucrats from having to figure out what letter came after "Z."

WEAPON CHARACTERISTICS							
TL	Weapon	ROF	Dam Val	Pen Rtg	Pen Val	C-B	Short Range
TL14	3 Mj 3-Chamber Rapid Pulse Fusion Gun (RPV-14)						
14	3 Mj RP Fusion Gun RPV-14	5	52	1-1-2-10	52-52-26-5	3-5	260m
TL15	18.5 Mj 12-Chamber Rapid Pulse Fusion Gun (RPW-15 Low)						
15	18.5-Mj RP Fusion Gun RPW-15L	3	129	1-1-2-10	129-129-65-13	17-15	650m
TL15	18.5 Mj 19-Chamber Rapid Pulse Fusion Gun (RPW-15 High)						
15	18.5-Mj RP Fusion Gun RPW-15H	5	129	1-1-2-10	129-129-65-13	17-15	650m
TL15	74-Mj 6-Chamber Rapid Pulse Fusion Gun (RPX-15 Low)						
15	74-Mj RP Fusion Gun RPX-15L	SA2	258	1-1-2-10	258-258-129-26	67-25	1290m
TL14	74-Mj 15-Chamber Rapid Pulse Fusion Gun (RPX-14 High)						
14	74-Mj RP Fusion Gun RPX-14H	SA5	258	1-1-2-10	258-258-129-26	67-25	1290m
TL14	125-Mj 20-Chamber Rapid Pulse Fusion Gun (RPY-14 High)						
14	125-Mj RP Fusion Gun RPY-14H	SA4	335	1-1-2-10	335-335-168-34	112-35	1680m
TL15	125-Mj 10-Chamber Rapid Fire Fusion Gun (RPY-15 Low)						
15	125-Mj RP Fusion Gun RPY-15L	SA2	335	1-1-2-10	335-335-168-34	112-35	1680m
TL15	175-Mj 35-Chamber Rapid Pulse Fusion Gun (RPZ-15)						
15	175-Mj RP Fusion Gun RPZ-15	SA5	397	1-1-2-10	397-397-198-40	158-35	1980m

TL: Technology level; ROF: Rate of Fire in shots per fire action, except in the case of weapons listed as "SAN," where N is the total number of shots that the weapon can fire per five-second combat turn; Dam Val: Damage Value; Pen Rtg: Penetration Rating at short-medium-long-extreme ranges; C-B: Concussion value and Burst radius in meters; Short Range: Short Range in meters.

scenarios with the use of historical/"historical" TO&Es. But many **Striker II** players like to organize their own unique or mercenary units, and price figures are important for this. Now this is possible.

DESIGNER'S NOTES

As I hope all old-time **Traveller** fans have noticed by now, the selection of vehicles and TO&Es in **Striker II** were painstakingly based on material presented in original **Traveller**, especially **Striker** and various issues of the **Journal of the Travellers' Aid Society**. Some material was also drawn from the **MegaTraveller** period from such sources as the **Rebellion Sourcebook** and **Digest Group's Travellers' Digest** magazine.

For TO&Es, the conversion was straight-forward: **Traveller** and **MegaTraveller** TO&Es were presented in "real world" terms and were easily converted into the **Striker II** standards of fireteam and single-vehicle stands. This yielded the **Huscarles**, **Imperial Marine Task Force**, **Imperial Guard**, **MARcav** and **Zhodani** units.

Updating vehicle designs was more complicated, as weapons performance, armor and mobility were not convertible directly to **TNE** or **Striker II** standards. So what I had to do was divine the qualitative concept of a vehicle and create a vehicle for **TNE** which fulfilled the same concept while retaining as many of the original's quantitative features as possible. Although measurements of armor thickness or weapon penetration did not translate from the logarithmic **Striker/MegaTraveller** system into the linear **TNE** system, items such as number of crew or passengers were more easily accommodated. I treated armor and weapons on a relative basis, i.e., this guy has more than this guy, but not as much as that other guy, but specific weapons types—lasers, fusion guns, **VRF** gauss guns—were retained, even though their functional **TNE** performance might not perfectly replicate their **Striker/MegaTraveller** parameters. For example, if old **Striker** said a missile massed 95 kg and had a 0.5 kiloton warhead, I retained those data points as *defined features*, but allowed their *derived features* like range, speed and price to fall pretty much where **FF&S** dictated. But I did do a lot of tweaking when I could finesse the derived features closer to their models.

The high-energy weapons upgrade (see "Putting the Heat Back into Plasma," from **Challenge 76** or **Striker II**—take your pick) threw something of a wrench into this, as the tremendous increase in plasma/fusion lethality knocked some pre-existing designs out of balance, requiring some repairs to get them back into line with their concepts.

The most notable example of this is the radiation of the single **Intrepid/Trepida** tank in the **Reformation Coalition Equipment Guide (RCEG)** into the three Imperial versions seen in **Challenge 77** and this book. Since the upgrade had thrown the design's offensive/defensive balance out of whack, I "rescued" it by postulating a series of upgrades that explained how the imbalance came to be.

In other cases, I just left the wounded vehicles to their own devices. In the case of the hapless **Pyrrhus** support sled (**RCEG** page 126, a.k.a. **TNE's** "grav tank," page 364) the vehicle was already an odd duck, so further weirdness just wasn't that big a deal.

REFORMATION COALITION CAMPAIGNS

All of you who love the **Star Vikings**, please do not fear that this book represents a turning away from the **Reformation Coalition** campaign. It does not. **GDW** loves the **Star Vikings**, too. We will not skimp on **RC** coverage and development, and as many of

you already realize, this book is for **RC** campaigns too. Only one of the vehicles in this book (the **Norris** battle tank, pages 12-13) was not a standard Imperial vehicle in the pre-Collapse period. That means that all the other umpteen vehicles and variants in this book can be found in the **Wilds**, to be salvaged by **RC** recovery teams or already in use by **TEDs**, or, you guessed it, the **Empire of Solee**. (Oops—maybe this book is bad news for the **RC** after all. Sorry, I wasn't thinking.)

WHAT NEXT?

Future vehicle guides will cover the **Zhodani** and other **Spinward States**, lower-tech vehicles that can be used for **Spinward States** planetary armies or the **Wilds**, and the **Reformation Coalition**. While many of these will be military vehicles, civilian, exploration and paramilitary vehicles will be covered as well.

After that, I don't know. The **Millennium?**
Burma!

FORMAT

The 32 vehicles on the following pages are identical to the vehicles of the same names presented in **Striker II**, but are presented in the **TNE** format as presented in the basic **TNE** rulebook and expanded in the **Reformation Coalition Equipment Guide**. This latter format provides specific roleplaying-level information such as speed in **kph**, speed-specific **Diff** **Mods** vs. fire, more detailed fuel breakdowns, etc. These simplify the referee's job when converting vehicle performance into real-world or game-specific terms.

One additional line of data has been added compared to **RCEG**, and that is "Reloading Data." This provides the parameters of weapons magazines and gives the time required to replace turret-mounted magazines, whether from storage elsewhere in the vehicle or from supply vehicles. Replacement time does not refer to multiple magazines already carried within the turret (as in the case of multiple **VRF** gauss gun cassettes); these replace each other automatically as ammunition is expended. Replacement time refers to removing empty cassettes from the turret and replacing them with fresh ones.

Each vehicle also comes with historical and technical information, discussion of design variations and background on their military operational usage. However, details on the larger **Regency** or **Imperial** units of which these vehicles are a part will not be found here. **Striker II** is necessary for such large-scale data.

NOMENCLATURE

In the **Regency of 1202**, it is common to still refer to equipment as being an "Imperial" design. This is especially the case in the **Regency's** armed forces, which take pride in their unbroken descent from Imperial organizations. Although the **Regency** is no longer the **Imperium per se**, such vehicles as the **Imperial Marine Grav APC** are still called *Imperial* rather than **Regency**, as they are the same vehicles that were designed and used by the Imperial armed forces. Although used by the **Regency**, their names recall their original creators, and the organization that the **Regency** is committed to preserve. Therefore the terms *Imperial* and *Regency* are often used interchangeably in the following pages.

Heavy Grav Tank



Security Clearance



300-1202

Date

TL15 HEAVY GRAV TANK

This tank is a classic example of "too much of a good thing." Although it served for many years as the standard TL15 tank for Imperial Marine, Army and Guard units, at 20 displacement tons it was simply too large for the capabilities it provided and was not that much more capable than the TL14 Trepida tanks which are only half its size. While this is not so much of a problem on the planetary battlefield, it is a major issue when it comes time to ship tank-equipped units from one world to another. Because the heavy grav tank requires twice the interstellar transport or assault lift of 10-ton designs, its use in these units created infrastructure costs far out of proportion to its actual battlefield capabilities. In addition, its crew size, also twice that of the Trepida series, doubled the personnel costs of the vehicle over the course of its operational life-cycle.

In addition, its command variant was a failure. The absence of a main armament on a vehicle which was clearly intended to operate with and masquerade as its fellow tanks on the battlefield was a critical shortcoming. Although it provided space for headquarters personnel, this function could have as easily been provided for with APCs at the headquarters, and this option would not have placed crucial headquarters personnel at risk in an effectively unarmed vehicle that was obliged to remain in the thick of the battle.

The heavy grav tank no longer serves in Regency Marine units, where it has been replaced by the Norris battle tank (see page 12). Heavy tanks removed from Marine service have been passed onto Regency Army units whose operational assignments do not require interplanetary redeployment.

Likewise, Regency Army "fire brigade," rapid-deployment and peacekeeping units have traded their heavy tanks for Norris tanks. Heavy grav tank production is complete, although manufacture of spares and maintenance parts continues; surplus vehicles from previous users are sufficient to meet the needs of all current heavy grav tank users. All new TL15 grav tank production is of 10-ton designs such as the Norris.

Heavy Grav Tank

Tech Level: 15

Price: MCr20.982401

Size: 280 cubic meters=20 displacement tons (VS)

Mass: 401.57 tonnes empty, 434.7 loaded

Power: TL15 12.42 MW fusion power plant supplying 2 MW to high-efficiency contra-grav lifters, with HEPlar thruster generating 148 tonnes of thrust (0.0076 MW excess power)

Maint: 72

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Ft flight computers, TL10+ IGS navigation system

Commo: TL15 3000km radio, TL15 300km meson communicator

Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 3km active EMS sensor, 4xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 60 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (80 m3), and one air lock

Cargo: 312 kg of crew equipment (1.2515 m³)

Crew: 4 (Driver, Main Gunner, Secondary Gunner, Commander)

Passengers: None; includes two half-bunks for crew

Fire Control: EMS rangefinder and TL14 point defense ballistic computer (ignore 5 Diff Mods, and multiply Diff Mods of ballistic target by 0.5, dropping fractions), each of two EMS rangefinders may function as 3km short range laser/EMS designator

Armament: TL15 rapid-pulse 175-Mj fusion gun in main turret, VRF gauss gun in remote turret

Stabilization: Advanced (fire at any speed) for both weapons
Ammo: 200 rounds of 175-Mj 24.6x73.6cm PFC cartridges (Cr1400 each, MCr0.28 for full load of 200) and 120,000 rounds of 4mm gauss ammunition (Cr1200 for full load of 120,000 rounds dart)

Reloading Data: Fusion gun magazine is 14 m³, 28.28 tonnes loaded, 0.28 tonnes empty, MCr0.2814 loaded, MCr0.0014 empty, reloading requires 283 five-second combat turns and a crane or contra-grav lifters. VRF gauss gun ammunition is carried in 4 cassettes, 0.017m³ each, 0.017 tonnes loaded, 0.002 tonnes empty, Cr320 loaded, Cr20 empty, replacement requires four actions (see TNE page 273).

Speed: 785 kph maximum, 589 kph cruising, 190 kph safe NOE

Travel Move: 2356/1140

Combat Move: 109 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Signature: +1 Diff Mods vs. HRT and Radar, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +4 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.34 G

Fuel Capacity: 55,500 liters reaction mass plus 103.5 liters for fusion reactor

Fuel Consumption/Endurance: 1850 liters/hour (endurance of 30 hours), plus reactor fuel is sufficient for one month constant power

Combat Statistics

Config: Turret	TF: 336	HF: 336
Susp: Grav	TS: 168	HS: 168
	TR: 168	HR: 168
	Deck: 252	Belly: 252

WEAPON CHARACTERISTICS

TL15 175-Mj 35-Chamber Rapid Pulse Fusion Gun (RPZ-15)

TL	Weapon	ROF	Dam Val	Pen Rtg	Pen Val	C-B	Short Range
T5	RPZ-15 RP Fusion Gun	SAS	397	1-1-2-10	397-397-198-40	158-35	1980m

TL: Technology level; ROF: Rate of Fire in shots per fire action, except in the case of weapons listed as "SAN," where N is the total number of shots that the weapon can fire per five-second combat turn; Dam Val: Damage Value; Pen Rtg: Penetration Rating at short-medium-long-extreme ranges; C-B: Concussion value and Burst radius in meters; Short Range: Short Range in meters.

Secondary Weapon, VRF Gauss Gun

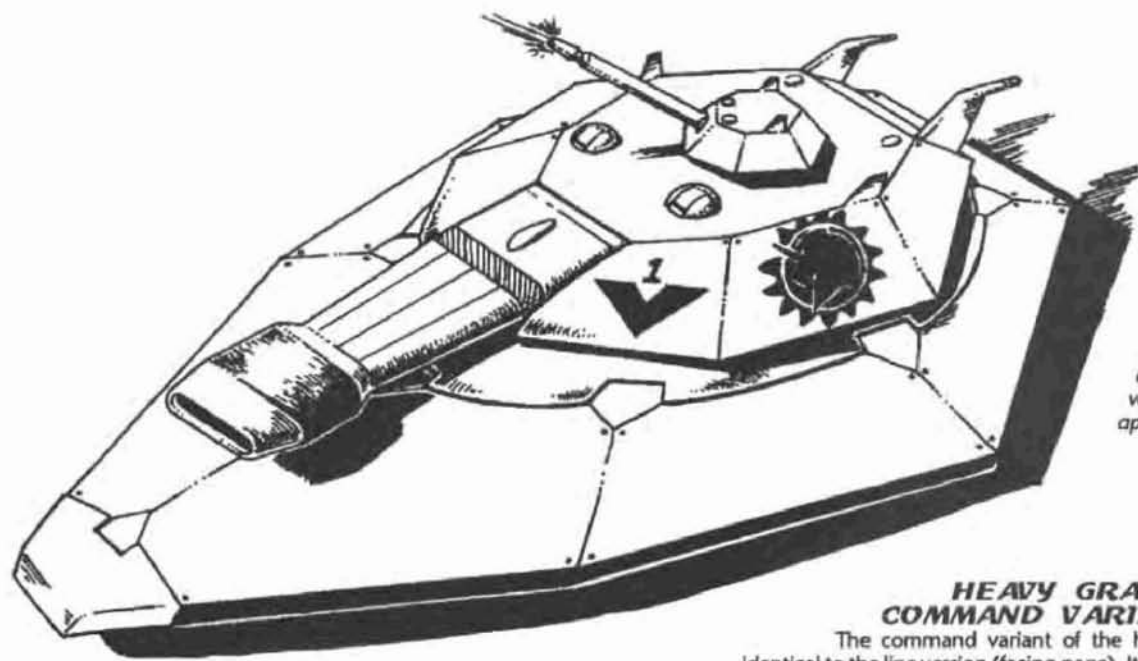
TL	Round	ROF	Dam Val	Pen Rtg	Pen Val	Magazine	Short Range
T0	4x20mm/60 Dart	50	6	1-1-3-5	6-6-2-1	120,000C	300

TL: Technology Level; Round: type of round fired; ROF: Rate of Fire in shots per fire action; Dam Val: Damage Value; Pen Rtg: Penetration Rating at short-medium-long-extreme ranges; Pen Val: Penetration Value, i.e., Damage Value already adjusted by Penetration Rating at short-medium-long-extreme ranges for use against unarmored targets; Magazine: Magazine capacity in shots, where C indicates the cassette magazine type; Short Range: Short Range in meters.

Regency Combat Vehicle Guide

Power 

ON/OFF 



Heavy grav tank firing the VRF gauss gun in its secondary turret. Note that the dummy fusion gun carried by the command variant makes it virtually impossible to tell if this is a line or a command version simply by its appearance.

HEAVY GRAV TANK, COMMAND VARIANT

The command variant of the heavy grav tank is visually identical to the line version (facing page). It features a dummy RPZ gun

which includes a thermal simulator that duplicates the distinctive heat plume of an operating fusion gun. While this theoretically makes the command tank more visible than it otherwise would be, it performs the more important function of preventing the enemy from easily picking out the command tank from its line companions (however, experienced troops can identify command vehicles by their behavior on the battlefield, which cannot be disguised).

Under standard Imperial doctrine, platoon-level tactical jamming is provided by the platoon's command vehicle. The command tank is accordingly fitted with a 30km EMS jammer to fulfill this role.

Imperial and now Regency doctrine calls for the establishment of a "constellation" of orbital surveillance and communications relay satellites around all worlds on which major military operations are being conducted. The long-range maser communicator allows the command tank to tie into the orbital communications and surveillance constellation and thereby communicate with ships in orbit and units on the ground anywhere under the constellation's coverage. The standard pair of TL15 computers for command vehicles allows its personnel to efficiently track, access, coordinate and route all intelligence, communications, and all command and control instructions to and from subordinate and superior units.

Characteristics of the command variant are shown below only where they differ from the line variant on the facing page. *

Heavy Grav Tank, Command Variant

Price: MCr19.553243

Mass: 388.13 tonnes empty, 393.94 loaded

Power: TL15 18.72 MW fusion power plant supplying 2 MW to high-efficiency contra-grav lifters, with HEPLAR thruster generating 148 tonnes of thrust (0.0574 MW excess power)

Maint: 66

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Flt flight computers, TL10+IGS navigation system, 2xTL15 Model St computers

Commo: TL15 3000km radio, TL15 300km meson communicator, 30,000km maser

Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 3km active EMS sensor, 6xWSV goggles

ECM: 30km EMS jammer, Electromagnetic masking package, 4 decoy dispensers each with space for 60 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)

Cargo: 477 kg of crew equipment (1.788 m³)

Crew: 3 (Driver, Gunner, Electronics Tech, Commander)

Passengers: Normal workstations for two command personnel, plus adequate seats for up to three additional passengers and two half-bunks for crew

Fire Control: EMS rangefinder and TL14 point defense ballistic com-

puter (ignore 5 Diff Mods, and multiply Diff Mods of ballistic target by 0.5, dropping fractions), EMS rangefinder may function as 3km short range laser/EMS designator

Armament: VRF gauss gun in remote turret, dummy RPZ gun visually identical to basic noncommand version

Stabilization: Advanced (fire at any speed)

Ammo: 120,000 rounds of 4mm gauss ammunition (Cr1200 for full load of 120,000 rounds dart)

Reloading Data: VRF gauss gun ammunition is carried in 4 cassettes, 0.017m³ each, 0.017 tonnes loaded, 0.002 tonnes empty, Cr320 loaded, Cr20 empty, replacement requires four actions (see TNE page 273).

Speed: 976 kph maximum, 732 kph cruising, 190 kph safe NOE

Travel Move: 2928/1140

Combat Move: 136 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Maximum Acceleration: 0.376 G

Fuel Capacity: 55,500 liters reaction mass plus 156 liters for fusion reactor

Fuel Consumption/Endurance: 1850 liters/hour (endurance of 30 hours), plus reactor fuel is sufficient for one month constant power

Weapon Characteristics

VRF Gauss Gun only, see weapons characteristics box (facing page) for line version

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL15 systems, or by two levels vs. TL14-sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for heavy grav tanks cost Cr20,000 each regardless of type, or MCr4.8 for a full load of 240.

Trepida I Grav Tank



Security Clearance



300-1202

Date

TL14 TREPIDA GRAV TANK

This tank was the pre-eminent symbol of irresistible armored firepower in the antebellum period, and was the standard grav tank of the high-stellar technology Imperial armed forces of the Last Imperium. The Imperial Army maintained units in three technology bands: Early Stellar (TL9-10), Average Stellar (11-13), and High Stellar (14-15). Because of the many significant technological break points (e.g., high-efficiency contra-grav at TL12, bonded superdense armor and fusion weapons at TL14, etc.) within these bands, technology of certain levels would tend to dominate the equipment of a certain band. In the High Stellar band, the greater number of TL14 worlds militated for TL14 vehicles rather than the Imperial TL15 absolute upper limit, and it was this consideration that made the TL14 Trepidas the standard high stellar tank. In addition to units of the three bands above, the Imperium maintained small numbers of "top tier" units equipped exclusively at TL15. Top tier units included Imperial Marine Regiments, Imperial Guard Regiments, and other elite spearhead forces. Sector governments typically maintained at least one top tier unit; in the Spinward Marches this unit was the Duke of Regina's Own Huscarles (see pages 46-47 and also *Striker II*).

The Trepida fully deserved its fearsome reputation; it is a dangerous weapon indeed, able to penetrate the equivalent of 2.5 meters of steel (in early models, more in later models) at a range of over 2.5 kilometers, but armored to withstand that same firepower across its frontal arc. Although the tank is expensive, it is more than a match for most starships, provided they get within its firing range.

It is interesting to note that almost the entire price of the tank is attributable to its powerful fusion gun, valued at 11.3 million credits of the tank's total price of MCr15.6 in the case of the Trepida II. As the Imperium's standard "high end" main battle tank, the Trepida was produced in a variety of models over the years, which are detailed below.

The TL14 Trepida is no longer the standard high stellar tank in the Regency, owing to the Regency's high priority program to maximize Regency technology up to the TL15 ceiling. Although many Trepidas can still be found in service in the armies of TL14 worlds, most Trepidas have been rebuilt as TL15 Norris battle tanks (see pages 12-13).

Trepida I Grav Tank

Tech Level: 14

Price: MCr9.885669

Size: 140 cubic meters=10 displacement tons (VS)

Mass: 210.97 tonnes empty, 237.21 loaded

Power: TL14 7.98 MW fusion power plant supplying 1 MW to high-efficiency contra-grav lifters, with HEPIaR thruster generating 86.62 tonnes of thrust (0.0298 MW excess power)

Maint: 40

Controls: Holographic linked, TL10+ flight avionics, TL14 terrain following avionics, 3xTL14 Model Fit flight computers, TL10+ IGS navigation system

Commo: TL14 3000km radio, 2xTL14 3km masers

Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 3km active EMS sensor, 2xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 20 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see facing page, bottom)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators, and one air lock

Cargo: 155 kg of crew equipment (0.62 m³)

Crew: 2 (Driver, Commander/Gunner)

Passengers: None

Fire Control: EMS rangefinder and TL14 point defense ballistic computer (ignore 5 Diff Mods, and multiply Diff Mods of ballistic target by 0.5, dropping fractions), EMS rangefinder may function as 3km short range laser/EMS designator

Armament: Turret-mounted TL14 rapid-pulse 74-Mj fusion gun, coaxial VRF gauss gun

Stabilization: Advanced (fire at any speed) for both weapons

Ammo: 410 rounds of 74-Mj 18.5x55cm PFC cartridges (Cr592 each, MCr0.243 for full load of 410) and 60,000 rounds of 4mm gauss ammunition (Cr600 for full load of 60,000 rounds dart)

Reloading Data: Fusion gun magazine is 12.15m³, 24.543 tonnes loaded, 0.243 tonnes empty, MCr0.244215 loaded, MCr0.001215 empty, reloading requires 246 five-second combat turns and a crane or contra-grav lifters. VRF gauss gun ammunition is carried in 2 cassettes, 0.017m³ each, 0.017 tonnes loaded, 0.002 tonnes empty, Cr320 loaded, Cr20 empty, replacement requires four actions (see TNE page 273).

Speed: 713 kph maximum, 535 kph cruising, 178 kph safe NOE

Travel Move: 2140/1068

Combat Move: 99 (high mode absolute speed)/25 (NOE safe speed) in 10-meter grid squares

Signature: +1 Diff Mods vs. HRT and Radar, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +4 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.365 G

Fuel Capacity: 19,922.6 liters reaction mass plus 66.5 liters for fusion reactor

Fuel Consumption/Endurance: 1082.75 liters/hour (endurance of 18.4 hours), plus reactor fuel is sufficient for one month constant power

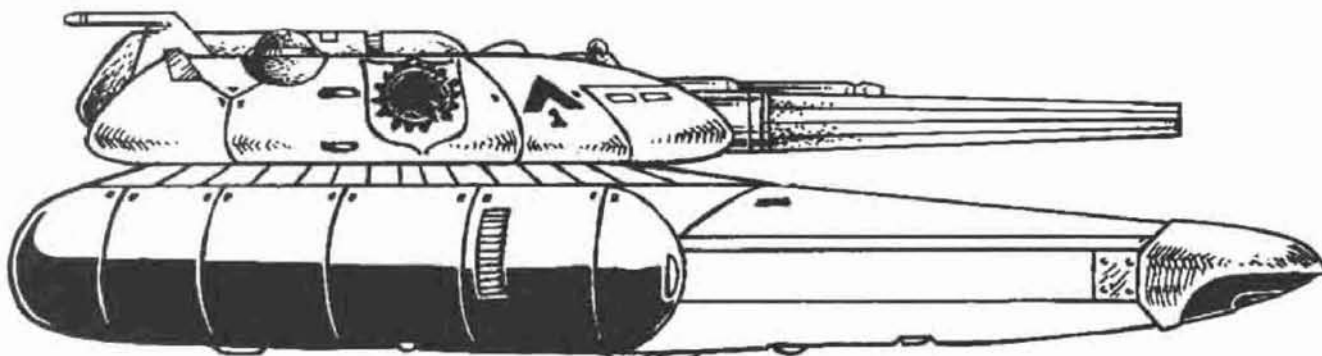
Combat Statistics

Config: Turret	TF: 258	HF: 258
Susp: Grav	TS: 129	HS: 129
	TR: 129	HR: 129
	Deck: 129	Belly: 129

Regency Combat Vehicle Guide

Power 

ON/OFF 



Regency Army Trepida I grav tank. Note the distinctive fluted barrel of the RPX-14H rapid-pulse fusion gun. Compare it to illustrations of the Cuspid-type gunboats (*Regency Sourcebook*, page 90). The barrel of the coaxial VRF gauss gun is barely visible above and beyond the fusion gun.

TREPIDA I

This is the first production version of the tank, and arguably the best balanced design. For example, note that unlike the up-gunned Mk II Trepidas, its frontal armor is matched to its weapon's performance, a typical design consideration of Imperial AFV manufacturers. Although its gun is less powerful than that in the later Trepida IIs, the 74-Megajoule rapid-pulse fusion X gun has a higher rate of fire than the later 125-Mj weapon, and is supplied with more ammunition, allowing the tank to stand longer in combat, almost seven minutes at its maximum cyclic rate of fire. Furthermore, the coaxial VRF gauss gun allows the tank to economically engage a wider variety of targets than can the Trepida II, armed only with its huge fusion gun. Perhaps more importantly, it can engage these targets with restraint (a word not often used in reference to bolts of fusing hydrogen plasma), an important consideration for peacekeeping, police action, and internal security missions.

Because of its lower offensive performance as compared to the Trepida IIs (next page), the Mk I is the variant most often chosen for rebuilding to the Norris battle tank design, which involves the scrapping of the turret. However, the turrets components are reused in other programs. The most interesting example of this component recycling is the Cuspid-type gunboat. The Trepida's RPX-14 fusion gun is salvaged, refurbished, and installed as a close-quarters weapon on this space-based fighter (see *Regency Sourcebook* page 90).

Like the Norris battle tank (page 12), the command version of the Trepida I retains its main armament and is supplemented by an APC in the headquarters section.

WEAPON CHARACTERISTICS

74-Mj 15-Chamber Rapid Pulse Fusion Gun (RPX-14H)

TL	Weapon	ROF	Dam Val	Pen Rtg	Pen Val	C-B	Short Range
T4	RPX-14H RP Fusion Gun	SAS	258	1-1-2-10	258-258-129-26	67-25	1290m

TL: Technology level; ROF: Rate of Fire in shots per fire action, except in the case of weapons listed as "SAN," where N is the total number of shots that the weapon can fire per five-second combat turn; Dam Val: Damage Value; Pen Rtg: Penetration Rating at short-medium-long-extreme ranges; C-B: Concussion value and Burst radius in meters; Short Range: Short Range in meters.

Secondary Weapon: VRF Gauss Gun

TL	Round	ROF	Dam Val	Pen Rtg	Pen Val	Magazine	Short Range
T0	4x20mm/60 Dart	50	6	1-1-3-5	6-6-2-1	60,000C	300

TL: Technology Level; Round: type of round fired; ROF: Rate of Fire in shots per fire action; Dam Val: Damage Value; Pen Rtg: Penetration Rating at short-medium-long-extreme ranges; Pen Val: Penetration Value, i.e., Damage Value already adjusted by Penetration Rating at short-medium-long-extreme ranges for use against unarmored targets; Magazine: Magazine capacity in shots, where C indicates the cassette magazine type; Short Range: Short Range in meters.

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL14 systems, or by two levels vs. TL13- sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for Trepida grav tanks cost Cr20,000 each regardless of type, or MCr1.6 for a full load of 80.

Trepida II Grav Tank

TREPIDA IIA

The Trepida IIA is an attempt to fit the maximum possible firepower into the Trepida tank, making it more useful in antitank and direct support roles. The 125-Mj gun was the largest gun that could practically be fitted to the tank without sacrificing too much in rate of fire or ammunition capacity.

Even so, the tank has lost some ROF compared to the earlier model, and has had its ammunition supply reduced to only 3.5 minutes at the maximum cyclic rate. More importantly, it has given up its secondary armament, so the tank has no weapon with which to engage low-value targets other than its expensive and often over-powerful fusion cartridges. The Trepida II is thus very poorly equipped for peace-keeping operations where carefully controlled lethality and limited collateral damage is critical.

The low ammunition capacity of the early Trepida IIs caused the creation of the Trepida IIB type, which traded fuel endurance for additional ammunition. Early model IIs then became known as IIAs, but remained in production on a number of worlds.

Trepida IIA Grav Tank

Tech Level: 14

Price: MCr15.441221

Size: 140 cubic meters=10 displacement tons (VS)

Mass: 216.12 tonnes empty, 235.11 loaded

Power: TL14 6.63 MW fusion power plant supplying 1 MW to high-efficiency contra-grav lifters, with HEPlAR thruster generating 86.62 tonnes of thrust (0.0298 MW excess power)

Maint: 39

Controls: Holographic linked, TL10+ flight avionics, TL14 terrain following avionics, 3xTL14 Model Flt flight computers, TL10+ IGS navigation system

Commo: TL14 3000km radio, 2xTL14 3km masers

Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 3km active EMS sensor, 2xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 20 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see facing page, bottom)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators, and one air lock

Cargo: 238 kg of crew equipment (0.955 m³)

Crew: 2 (Driver, Commander/Gunner)

Passengers: None

Fire Control: EMS rangefinder and TL14 point defense ballistic computer (ignore 5 Diff Mods, and multiply Diff Mods of ballistic target by 0.5, dropping fractions), EMS rangefinder may function as 3km short range laser/EMS designator

Armament: Turret-mounted TL14 rapid-pulse 125-Mj fusion gun

Stabilization: Advanced (fire at any speed)

Ammo: 170 rounds of 125-Mj 22x66cm PFC cartridges (Cr1000 each, MCr0.17 for full load of 170)

Reloading Data: Fusion gun magazine is 8.5 m³, 17.17 tonnes loaded, 0.17 tonnes empty, MCr0.17085 loaded, MCr0.00085 empty, reloading requires 172 five-second combat turns and a crane or contra-grav lifters.

Speed: 712 kph maximum, 534 kph cruising, 178 kph safe NOE

Travel Move: 2136/1068

Combat Move: 99 (high mode absolute speed)/25 (NOE safe speed) in 10-meter grid squares

Signature: +1 Diff Mods vs. HRT and Radar, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +4 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

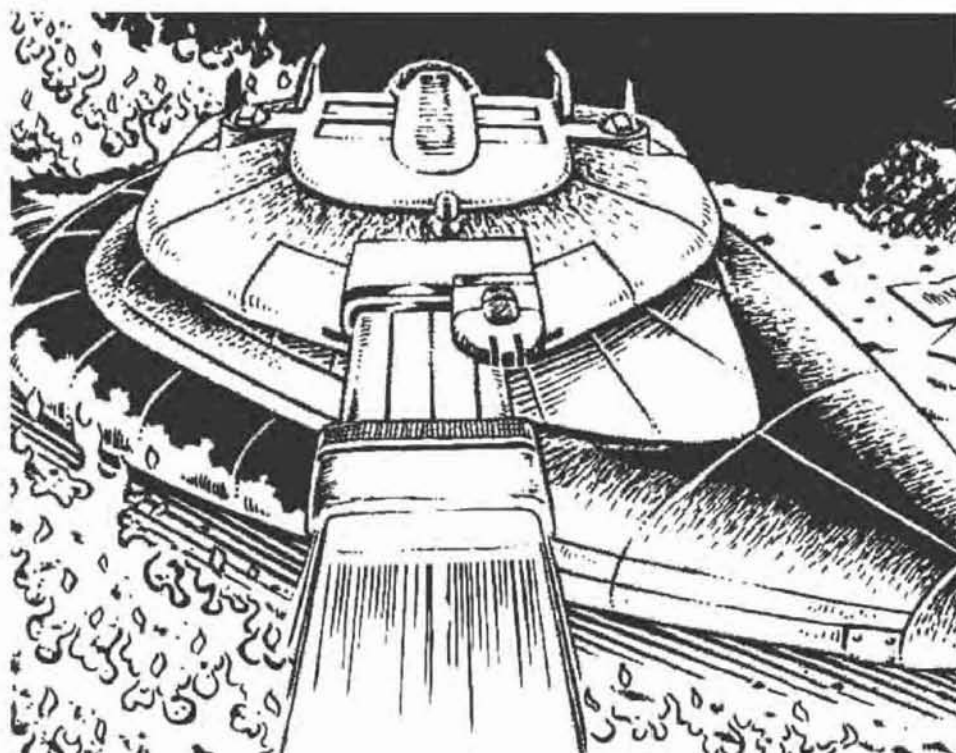
Maximum Acceleration: 0.368 G

Fuel Capacity: 19,922.6 liters reaction mass plus 55.25 liters for fusion reactor

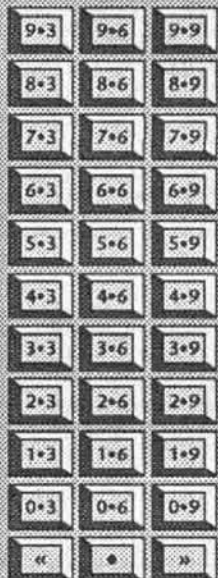
Fuel Consumption/Endurance: 1082.75 liters/hour (endurance of 18.4 hours), plus reactor fuel is sufficient for one month constant power

Combat Statistics

Config: Turret	TF: 258	HF: 258
Susp: Grav	TS: 129	HS: 129
	TR: 129	HR: 129
	Deck: 129	Belly: 129



Trepida II fires its 125-Megajoule fusion gun during a night engagement



Security Clearance



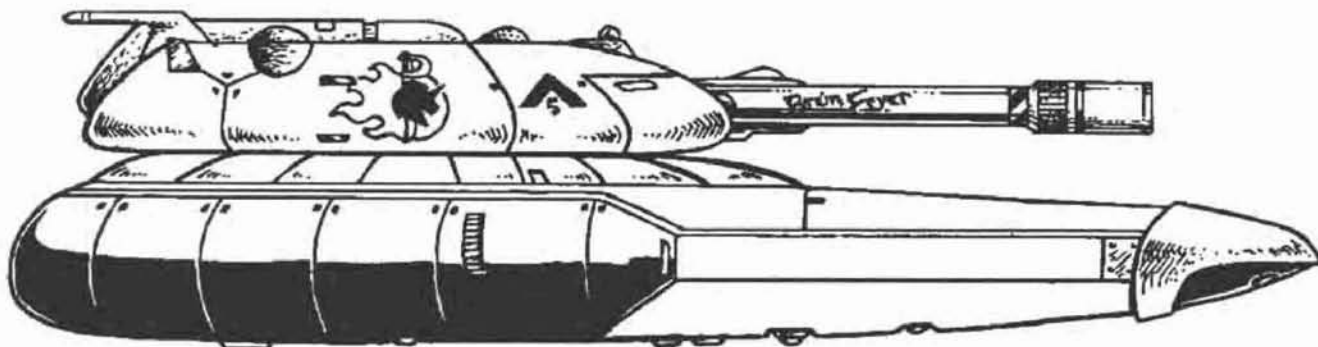
300-1202

Date

Regency Combat Vehicle Guide

Power 

ON/OFF 



Trepida IIB bearing the distinctive Fireball markings of the 444th Tank Regiment, currently serving with the 61st Fleet as the Regency Quarantine District 3 Mobile Force (see page 47). The presence of the cutlass in the design probably indicates that the vehicle is crewed by a Marine crew serving on an exchange tour with the Army.

TREPIDA IIB

The Trepida IIB is a revision of the up-gunned model II design, gaining greater ammunition capacity (over four minutes at the maximum cyclic rate) at the expense of four hours of fuel endurance. This is thought by most users to be a better balanced design than the IIA, as there is no need to have the additional fuel range on a vehicle which will run out of ammunition more rapidly, especially a tank which is ill-suited for peace-keeping patrol duty. The Trepida IIB was therefore produced in much greater numbers than the IIA.

The Trepida IIB is believed to have been the most numerous model of the Trepida family to see service in the Civil War, in which case it likely inflicted and sustained more casualties than any other single vehicle type.

Trepida IIB Grav Tank

Tech Level: 14

Price: MCr1 5.592871

Size: 140 cubic meters=10 displacement tons (VS)

Mass: 216.45 tonnes empty, 238.09 loaded

Power: TL14 6.63 MW fusion power plant supplying 1 MW to high-efficiency contra-grav lifters, with HEPlAR thruster generating 86.62 tonnes of thrust (0.0298 MW excess power)

Maint: 40

Controls: Holographic linked, TL10+ flight avionics, TL14 terrain following avionics, 3xTL14 Model Fit flight computers, TL10+ IGS navigation system

Commo: TL14 3000km radio, 2xTL14 3km masers

Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 3km active EMS sensor, 2xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 20 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see facing page, bottom)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators, and one air lock

Cargo: 95 kg of crew equipment (0.381 m³)

Crew: 2 (Driver, Commander/Gunner)

Passengers: None

Fire Control: EMS rangefinder and TL14 point defense ballistic computer (ignore 5 Diff Mods, and multiply Diff Mods of ballistic target by 0.5, dropping fractions), EMS rangefinder may function as 3km short range laser/EMS designator

Armament: Turret-mounted TL14 rapid-pulse 125-Mj fusion gun
Stabilization: Advanced (fire at any speed)

Ammo: 200 rounds of 125-Mj 22x66cm PFC cartridges (Cr1000 each, MCr0.2 for full load of 200)

Reloading Data: Fusion gun magazine is 10 m³, 20.2 tonnes loaded, 0.2 tonnes empty, MCr0.201 loaded, MCr0.001 empty, reloading requires 202 five-second combat turns and a crane or contra-grav lifters.

Speed: 673 kph maximum, 505 kph cruising, 168 kph safe NOE

Travel Move: 2020/1008

Combat Move: 94 (high mode absolute speed)/23 (NOE safe speed) in 10-meter grid squares

Signature: +1 Diff Mods vs. HRT and Radar, None vs. other methods
Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +4 at cruising speed (high mode travel move), +2 at safe NOE speed, +3 at 2x safe NOE speed, and +4 at 3x safe NOE speed
Maximum Acceleration: 0.364 G

Fuel Capacity: 16,890.9 liters reaction mass plus 55.25 liters for fusion reactor

Fuel Consumption/Endurance: 1082.75 liters/hour (endurance of 15.6 hours), plus reactor fuel is sufficient for one month constant power

Combat Statistics

Config: Turret	TF: 258	HF: 258
Susp: Grav	TS: 129	HS: 129
	TR: 129	HR: 129
	Deck: 129	Belly: 129

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL14 systems, or by two levels vs. TL13-sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for Trepida grav tanks cost Cr20,000 each regardless of type, or MCr1.6 for a full load of 80.

WEAPON CHARACTERISTICS

125-Mj 20-Chamber Rapid Pulse Fusion Gun (RPY-14)

TL	Weapon	ROF	Dam Val	Pen Rtg	Pen Val	C-B	Short Range
T4	RPY-14 RP Fusion Gun	SA4	335	1-1-2-10	335-335-168-34	112-35	1680m

TL: Technology level; ROF: Rate of Fire in shots per fire action, except in the case of weapons listed as "SAN," where N is the total number of shots that the weapon can fire per five-second combat turn; Dam Val: Damage Value; Pen Rtg: Penetration Rating at short-medium-long-extreme ranges; C-B: Concussion value and Burst radius in meters; Short Range: Short Range in meters.

Norris Grav Tank

TL15 NORRIS BATTLE TANK

Originally known as the Trepida Mk III while still in development, it was renamed for the late First Regent upon his death in 1157. Because of the known shortcomings of the TL15 heavy grav tank design (see page 6 for discussion), it was determined that a tank in the Trepida size range but with heavy tank's performance would be the design goal for the TL15 future battle tank (FBT-15). Although it was possible to fit the RPZ-15 gun into the Trepida chassis, it did not prove feasible to improve the armor protection without increasing the overall size of the vehicle. Because maintaining the 10-ton size for ease of interstellar deployability was a primary design requirement, this shortcoming was acceptable. However, it was the existence of large numbers of Trepidas that could be quickly converted to the FBT configuration that clinched the argument. Since this would allow many more tanks to be quickly placed in service than in the case of an entirely new design, the Trepida III was approved for production in late 1156.

The hulls of the TL14 Trepida and TL15 Norris are virtually identical, sharing hull structure, control, contra-grav, and ECM systems. Thus conversion from Trepida to Norris standards was accomplished primarily by the substitution of a more powerful (though smaller) TL15 power plant and the installation of a new turret containing the TL15 armament, fire control, communications, and sensor systems.

Another major feature of the Norris design is the provision of a secondary armament: the coaxial VRF gauss gun. This allows the tank to engage targets under circumstances that do not warrant highly destructive fusion gun fire. This makes the Norris much more suitable for peacekeeping operations than are the Mk II Trepidas.

Norris battle tanks are the standard tank used by the Regency Marine Corps and most top-tier Regency Army units. Only army units which are organized for planetary defense of high-tech worlds still utilize the 20-ton heavy grav tank (see pages 6-7).

Perhaps the only shortcoming of the Norris design compared to its Trepida forebears is its relatively small ammunition capacity, only 1.75 minutes at the maximum cyclic rate. However, it also shares a weakness with its TL14 ancestors: relatively weak armor. In some respects the Norris is actually less well-armored than the standard TL15 APCs.

Tech Level: 15

Price: MCr18,569,693

Size: 140 cubic meters=10 displacement tons (VS)

Mass: 217.25 tonnes empty, 233.96 loaded

Power: TL15 10.2 MW fusion power plant supplying 1 MW to high-efficiency contra-grav lifters, with HEPlaR thruster generating 86.62 tonnes of thrust (0.2048 MW excess power)

Maint: 39

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Fit flight computers, TL10+ IGS navigation system

Commo: TL15 3000km radio, TL15 300km meson communicator

Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 30km active EMS sensor, 2xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 30 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see facing page, bottom)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (40 m³), and one air lock

Cargo: 176 kg of crew equipment (0.705 m³)

Crew: 2 (Driver/gunner, commander)

Passengers: None

Fire Control: EMS rangefinder and TL14 point defense ballistic computer (ignore 5 Diff Mods, and multiply Diff Mods of ballistic target by 0.5, dropping fractions), EMS rangefinder may function as 3km short range laser/EMS designator

Armament: Turret-mounted TL15 rapid-pulse 175-Mj fusion gun, coaxial VRF gauss gun

Stabilization: Advanced (fire at any speed) for both weapons

Ammo: 105 rounds of 175-Mj 24.6x73.6cm PFC cartridges (Cr1400 each, MCr0.147 for full load of 105) and 60,000 rounds of 4mm gauss ammunition (Cr600 for full load of 60,000 rounds dart)

Reloading Data: Fusion gun magazine is 7.35m³, 14.847 tonnes loaded, 0.147 tonnes empty, MCr0.147735 loaded, MCr0.000735 empty, reloading requires 149 five-second combat turns and a crane or contra-grav lifters. VRF gauss gun ammunition is carried in 2 cassettes, 0.017m³ each, 0.017 tonnes loaded, 0.002 tonnes empty, Cr320 loaded, Cr20 empty, replacement requires four actions (see TNE page 273).

Speed: 784 kph maximum, 588 kph cruising, 190 NOE

Travel Move: 2352/1140

Combat Move: 109 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Signature: +1 Diff Mods vs. HRT and Radar, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +4 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.37 G

Fuel Capacity: 19,489.5 liters reaction mass plus 85 liters for fusion reactor

Fuel Consumption/Endurance: 1082.75 liters/hour (endurance of 18 hours), plus reactor fuel is sufficient for one month constant power

Combat Statistics

Config: Turret	TF: 258	HF: 258
Susp: Grav	TS: 129	HS: 129
	TR: 129	HR: 129
	Deck: 129	Belly: 129

WEAPON CHARACTERISTICS

175-Mj 35-Chamber Rapid Pulse Fusion Gun (RPZ-15)

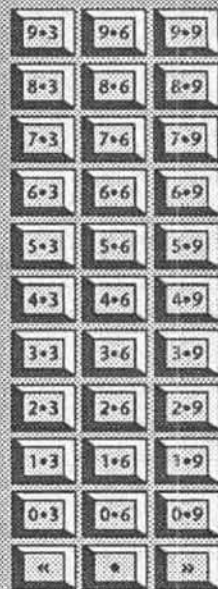
TL	Weapon	ROF	Dam Val	Pen Rtg	Pen Val	C-B	Short Range
T5	RPZ-15 RP Fusion Gun	SAS	397	1-1-2-10	397-397-198-40	T58-35	1980m

TL: Technology level; ROF: Rate of Fire in shots per fire action, except in the case of weapons listed as "SAN," where N is the total number of shots that the weapon can fire per five-second combat turn; Dam Val: Damage Value; Pen Rtg: Penetration Rating at short-medium-long-extreme ranges; C-B: Concussion value and Burst radius in meters; Short Range: Short Range in meters.

Secondary Weapon: VRF Gauss Gun: VRF Gauss Gun

TL	Round	ROF	Dam Val	Pen Rtg	Pen Val	Magazine	Short Range
T0	4x20mm/60 Dart	50	6	1-1-3-5	6-6-2-1	60,000C	300

TL: Technology Level; Round: type of round fired; ROF: Rate of Fire in shots per fire action; Dam Val: Damage Value; Pen Rtg: Penetration Rating at short-medium-long-extreme ranges; Pen Val: Penetration Value, i.e., Damage Value already adjusted by Penetration Rating at short-medium-long-extreme ranges for use against unarmored targets; Magazine: Magazine capacity in shots, where C indicates the cassette magazine type; Short Range: Short Range in meters.



Security Clearance



300-1202

Date

Regency Combat Vehicle Guide

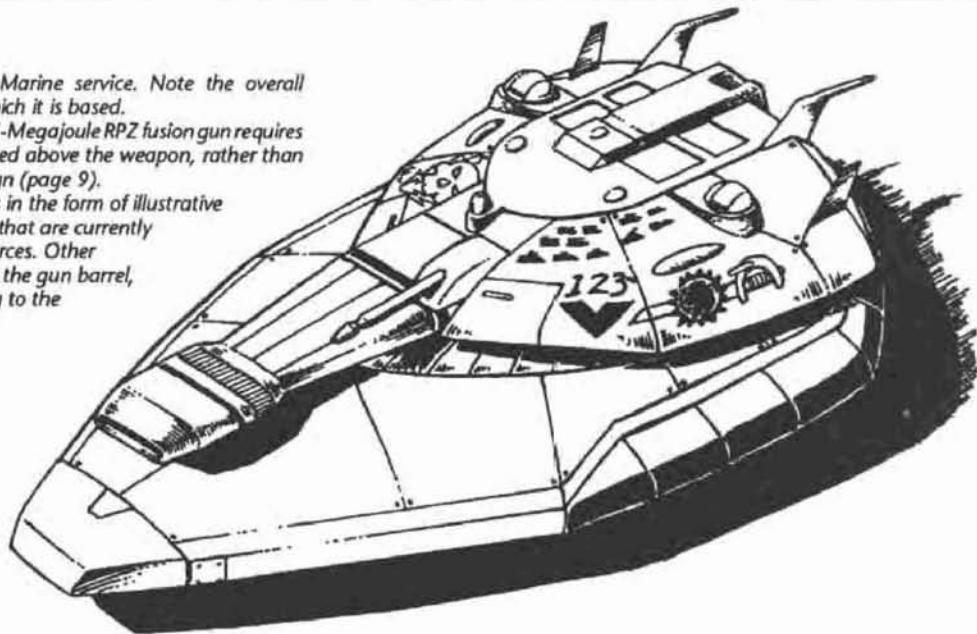
Power 

ON/OFF 

Norris battle tank in Regency Marine service. Note the overall similarity to the Trepida tank on which it is based.

Note that the bulk of the huge 175-Megajoule RPZ fusion gun requires the coaxial VRF gauss gun to be fitted above the weapon, rather than alongside it as in the Trepida I design (page 9).

This vehicle displays kill markings in the form of illustrative silhouettes, one of several methods that are currently popular in the Regency planetary forces. Other methods include "kill rings" around the gun barrel, and national insignia corresponding to the allegiance of the destroyed system.



COMMAND VARIANT

The Norris command tank was carefully designed to be fully compatible with its subordinate tanks from a logistical and operational point of view. Both have identical battlefield endurance, and the command tank has equal or greater speed. Both use the same weapons fit, ammunition, decoys, electronics and avionics suites, fuel tanks, and thrusters, which greatly simplifies logistics support, maintenance, and stocking of spare parts.

The main differences between the two is the addition of a single TL15 computer and hull workstation for the commander, plus a 30,000km maser uplink to tie the platoon into the surveillance and communications constellation (SCC, see page 7). This is achieved at the cost of 47 rounds of main armament ammunition, and a new life-support scheme. Unlike the basic variant, which includes an air lock and 40 m³ habitable area, the command version has no air lock and limits its life support equipment to a small 15 m³ capsule occupied by the three crew in the hull.

The command version carries 55% of the ammunition available to the standard versions, so is able to effectively stand in battle when required to do so, and retains the same number of decoys as the standard tank. The command variant can be visually recognized by its slimmer turret, but unlike the command variant of the heavy grav tank (page 7), there was no attempt nor any real need to disguise the identity of this tank, as it is not a defenseless command vehicle masquerading as a tank, but a fully equipped combat vehicle well-able to defend itself.

Because the Norris command tank does not carry the other personnel of the platoon headquarters section (unlike the heavy command tank), the headquarters of a Norris-equipped platoon also includes an Imperial Marine Command/Computer APC (page 18) or Imperial Fire Support/Command APC (page 24). This gives the Norris headquarters a separate "command" and "headquarters" vehicles: one from which the commander leads from the front and the other where the headquarters section coordinates information and logistics flow. The headquarters vehicle also makes up for the relative lack of computing capacity of the command tank, which only carries one computer instead of the two required of a full-fledged command/headquarters vehicle.

The Norris command tank is identical to the standard Norris but with the following changes. Simply replace the line in the Norris entry on the facing page with the information below.

Price: MCr26.430074

Mass: 218.28 tonnes empty, 228.34 loaded

Power: TL15 15.6 MW fusion power plant supplying 1 MW to high-efficiency contra-grav lifters, with HEPIaR thruster generating 86.62 tonnes of thrust (0.0357 MW excess power)

Maint: 38

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Fit flight computers, TL10+ IGS navigation system, 1xTL15 St computer

Commo: TL15 3000km radio, TL15 300km meson communicator, TL15 30,000km maser

Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 30km active EMS sensor, 3xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 30 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see facing page, bottom), 30km EMS jammer

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (20 m³), no air lock

Cargo: 38.7 kg of crew equipment (0.155 m³)

Crew: 3 (Driver, gunner/vehicle commander, unit commander)

Ammo: 58 rounds of 175-Mj 24.6x73.6cm PFC cartridges (Cr1400 each, MCr0.0812 for full load of 58) and 60,000 rounds of 4mm gauss ammunition (Cr600 for full load of 60,000 rounds dart)

Reloading Data: Fusion gun magazine is 4.06m³, 8.2012 tonnes loaded, 0.0812 tonnes empty, MCr0.081606 loaded, MCr0.000406 empty, reloading requires 83 five-second combat turns and a crane or contra-grav lifters. VRF gauss gun ammunition is carried in 2 cassettes, 0.017m³ each, 0.017 tonnes loaded, 0.002 tonnes empty, Cr320 loaded, Cr20 empty, replacement requires four actions (see TNE page 273).

Speed: 869 kph maximum, 652 kph cruising, 190 NOE

Travel Move: 2608/1140

Combat Move: 121 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Maximum Acceleration: 0.38 G

Fuel Consumption/Endurance: 1082.75 liters/hour (endurance of 18 hours), plus reactor fuel is sufficient for 2.6 weeks constant power

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with lidar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL15 systems, or by two levels vs. TL14- sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for Norris grav tanks cost Cr20,000 each regardless of type, or MCr1.6 for a full load of 80.

Astrin Grav APC

TL14 ASTRIN GRAV APC

The Astrin grav APC is the standard Imperial TL14 APC, and as such was widely used and lost in the Civil War along with its sister AFV, the Trepida grav tank.

The Astrin APC is closely based on the chassis of the Trepida grav tank, and in fact has identical armor protection, power, locomotive, and electronic systems, allowing the two vehicles to operate together quite effectively. Although the Norris battle tank (see page 12) is the TL15 version of the Trepida, no TL15 APC version was ever built or contemplated, given the profusion of TL15 APCs already fielded and being produced.

The Astrin is intended for the carriage of 10 troops wearing heavy battle dress. The cramped seating required that a large troop door be installed to allow the troops to disembark rapidly (five per five-second combat turn).

The Astrin has a substantial cargo capacity (equivalent to seating for an additional three troops), allowing the embarked squad to carry heavy weapons, support equipment, etc. along with them.

Tech Level: 14

Price: MCr3.7052325

Size: 140 cubic meters=10 displacement tons (VS)

Mass: 200.09 tonnes empty, 206.1 loaded

Power: TL14 5.37 MW fusion power plant supplying 1 MW to high-efficiency contra-grav lifters, with HEPlaR thruster generating 58.65 tonnes of thrust (0.0123 MW excess power)

Maint: 34

Controls: Holographic linked, TL10+ flight avionics, TL14 terrain following avionics, 3xTL14 Model Fit flight computers, TL10+ IGS navigation system

Commo: TL14 3000km radio, 2xTL14 3km masers

Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 3km active EMS sensor, 2xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 20 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see facing page, bottom)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (for 70 cubic meters), and one air lock

Cargo: 2015 kg of crew equipment (8.06 m³)

Crew: 2 (Driver, commander/gunner)

Passengers: 10 in cramped seats with large cargo hatch, allowing 5 battle dress-equipped troops to disembark/embark per five-second combat turn.

Fire Control: EMS rangefinder and TL14 point defense ballistic computer (ignore 5 Diff Mods, and multiply Diff Mods of ballistic target by 0.5, dropping fractions), EMS rangefinder may function as 3km short range laser/EMS designator

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL14 systems, or by two levels vs. TL13-sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for Astrin grav APCs cost Cr20,000 each regardless of type, or MCr1.6 for a full load of 80.

Armament: TL14 rapid-pulse 3-Mj fusion gun in remote turret

Stabilization: Advanced (fire at any speed)

Ammo: 500 rounds of 3-Mj 6.3x19.25cm PFC cartridges (Cr24 each, MCr0.012 for full load of 500)

Reloading Data: Fusion gun magazine is 0.6m³, 1.212 tonnes loaded, 0.012 tonnes empty, MCr0.01206 loaded, MCr0.00006 empty, reloading requires 13 five-second combat turns and a crane or contra-grav lifters.

Speed: 867 kph maximum, 650 kph cruising, 180 kph NOE

Travel Move: 2600/1080

Combat Move: 121 (high mode absolute speed)/25 (NOE safe speed) in 10-meter grid squares

Signature: +1 Diff Mods vs. HRT and Radar, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +4 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.285 G

Fuel Capacity: 20,527.5 liters reaction mass plus 44.75 liters for fusion reactor

Fuel Consumption/Endurance: 733.125 liters/hour (endurance of 28 hours), plus reactor fuel is sufficient for one month constant power

Combat Statistics

Config: 5m Turret	TF: 258	HF: 258
Susp: Grav	TS: 129	HS: 129
	TR: 129	HR: 129
	Deck: 129	Belly: 129

WEAPON CHARACTERISTICS

TL14 3 Mj 3-Chamber Rapid Pulse Fusion Gun (RPV-14)

TL	Weapon	ROF	Dam Val	Pen Rtg	Pen Val	C-B	Short Range
T4	RPV-14 RP Fusion Gun	5	52	1-1-2-10	52-52-26-5	3-5	260m

TL: Technology level; ROF: Rate of Fire in shots per fire action, except in the case of weapons listed as "SAN," where N is the total number of shots that the weapon can fire per five-second combat turn; Dam Val: Damage Value; Pen Rtg: Penetration Rating at short-medium-long-extreme ranges; C-B: Concussion value and Burst radius in meters; Short Range: Short Range in meters.



Security Clearance



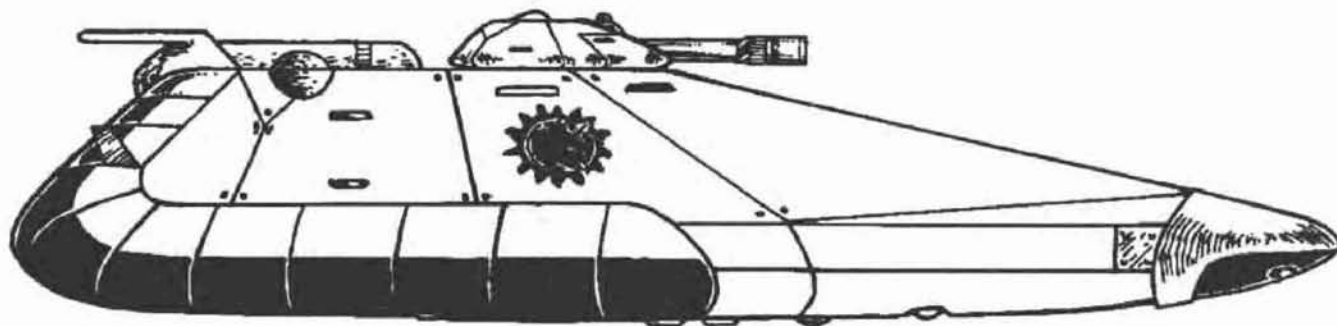
300-1202

Date

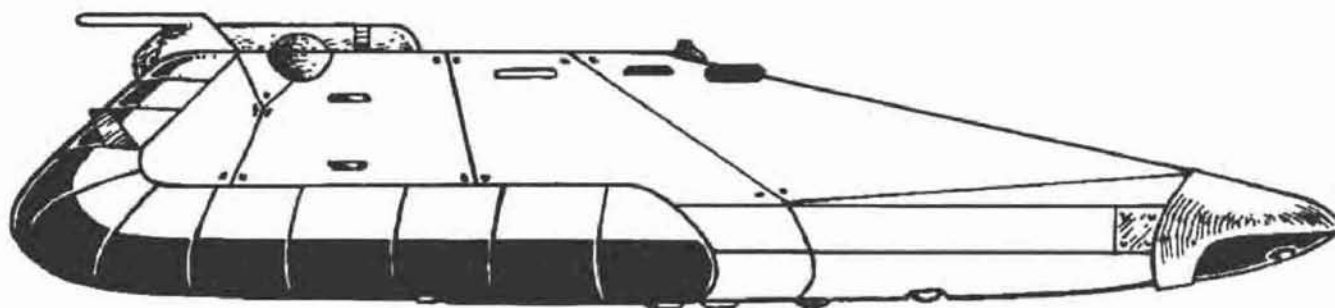
Regency Combat Vehicle Guide

Power 

ON/OFF 



Current production Regency Astrin APC, showing the standard turret-mounted RPV fusion gun. This side view makes the Astrin's common ancestry with the Trepida grav tanks very clear. Compare to pages 9 and 11.



Early production Imperial Astrin APC, without turret. In comparison with the current-production vehicle, note how the sensor equipment at the forward end of the hull deck has been displaced to the turret.

ASTRIN GRAV APC, EARLY PRODUCTION VERSION

The Astrin Grav APC was developed as a companion to the Trepida series tanks (see pages 8-11), and its production lagged several years behind that of the tanks. While the Trepida was type-standardized in 1109, the Astrin did not achieve large-scale deliveries until 1112, only four years prior to the assassination of Emperor Strephon. Thus the Astrin only began service entry in the last few years of the antebellum period, but these initial vehicles differed from current Regency-standard Astrins in their lack of a turret.

There was substantial pressure to field this companion vehicle in the Trepida-equipped organizations, and the design was rushed into production before a final decision was reached as to the nature of its armament, or even if such armament was required. Some pointed out that since the vehicle would operate in consort with Trepida tanks it would be wasteful and duplicative to give it a weapon of its own. Furthermore, the lack of a turret would increase the vehicle's speed and reduce its signature and target size.

In any event, the vehicle entered production and fought the Civil War without a turret, although its combat performance proved to Regency military leaders that such a turret was in fact quite necessary. For this reason, all Astrins produced in the Domain of Deneb and Regency following the onset of the Civil War have been equipped with a turret-mounted fusion gun as seen on the facing page.

Turretless early production Astrins are identical in most features to current production versions, except as detailed below.

Price: MCr2.5704725

Size: 130.666 cubic meters=9.333 displacement tons (Mc)

Mass: 199.72 tonnes empty, 204.54 loaded

Fire Control: None

Armament: None

Stabilization: None

Ammo: None

Speed: 953 kph maximum, 715 kph cruising, 180 kph NOE

Travel Move: 2860/1080

Combat Move: 132 (high mode absolute speed)/25 (NOE safe speed)

in 10-meter grid squares

Signature: +2 Diff Mods vs. HRT and Radar, +1 vs. other methods
 Diff Mods vs. Fire: 0 Diff Mod stationary, +6 at maximum speed (high mode combat move), +6 at cruising speed (high mode travel move), +4 at safe NOE speed, +5 at 2x and 3x safe NOE speed
 Maximum Acceleration: 0.287 G

Combat Statistics

Config: No Turret
 Susp: Grav

HF: 258

HS: 129

HR: 129

Deck: 129

Belly: 129

Imperial Marine Grav APC

IMPERIAL MARINE GRAV APC

This vehicle has never been assigned an official name. It is simply known as the "Imperial Marine Grav APC," although it is unofficially referred to as "The Big Stick." It is no accident that the vehicle has no low-lethality secondary weapons. It literally has no ability to respond to provocation while limiting damage, for that is not its job.

The fact that it is entirely armed with nuclear Tac missiles and a fusion gun was well-advertised throughout the Imperium, and the message was clear: when the Marines arrive, the party is over, and no half-measures will be taken. And now, after the Collapse, the point remains: Regency Marines are not peacekeepers. Rather, they are peacemakers, even if only the peace of the dead.

As an exception to the standard elimination of the title "grav" for Regency equipment, the Imperial Marine APC retains the descriptor "grav" as part of its antebellum mystique. It is curious that Imperial forces retain this mystique, for no forces of any of the various factions of the Shattered Imperium were ever able to gain a decisive advantage in the Civil War. Some historians claim that this is because the factions were each of approximately equal size, and it was the high quality of the former Imperial forces under the control of each that prevented any from gaining the advantage. Others claim that this inability of any faction to gain the upper hand is a fortunate (though admittedly chance) event that allows all former Imperial citizens to claim proud allegiance to the "real" Imperium, not just the faction that controlled their local space. Although this might simply be a flimsy nicety, it is from such psychological fig leaves that lasting peace can be fashioned.

Nonetheless, there are some armies which unaccountably retain the *cachet* of invincibility even in the presence of inconvenient refuting evidence, and the Imperial forces are one such army.

As another terminological exception, the "Imperial Marine Grav APC" carries no tech level designator, unlike most other Imperial-designed vehicles. This is because Imperial Marine equipment was automatically known to be TL15, so no designator was required.

Unlike the TL15 Imperial APC, the Marine grav APC carries all its weapons in its turret. As with most things this carries advantages and disadvantages. The carriage of its missile armament in a streamlined turret means that the Marine APC has less aerodynamic drag, and can therefore achieve a higher speed. Its missiles are also protected from non-penetrating fire.

On the down side, the Marine vehicle must reload its turret missile magazine after six shots while the army variant can fire all 30 of its missiles without any delay for reloading. Likewise, the Marine APC is limited in the firing of special rounds by the five missiles carried in the magazine. The army APC can fire any or all of its 30 rounds (assuming they have not been damaged by small arms fire or fragments) at any time, and in any order, as all 30 are ready to fire at any time.

Also unlike its army counterpart, the Marine APC carries a full-sized TL15 computer. This is used for command, control, and coordination of the APC's carried squad, and for proper integration with the remainder of the APC's unit. This computer was specified by the Imperial Marines because of the demands of the Marines' mission. Imperial (and Regency) Marines are usually deployed in small numbers, which requires them to operate over large areas with a resulting very low unit density. It is not unusual for a Marine regiment to be given responsibility for an entire planet, which means that entire countries can be the responsibility of a mere platoon or squad. The carried computer is tremendously valuable in keeping track of the data required by such distributed operations, and its provision is the main reason for the APC's very high unit cost (compare to the Trepida I grav tank, page 8, and the TL15 Imperial APC, page 22).

Another by-product of the on-board computer is the small squad size, only eight troops. The vehicle commander is also the squad commander, and is often obliged to disembark with the squad, although his or her usual post is at the console of the squad's command computer aboard the APC.

The Imperial Marine Grav APC is one of many TL15 combat vehicles which is built on the Imperial TL15 Standard APC Hull; see pages 22-23 for details.

WEAPON CHARACTERISTICS

TL15 18.5 Mj 12-Chamber Rapid Pulse Fusion Gun (RPW-15 Low)

TL	Weapon	ROF	Dam Val	Pen Rtg	Pen Val	C-B	Short Range
T5	RPW-T5L RP Fusion Gun	3	129	1-1-2-10	129-129-65-13	17-15	650m

TL: Technology level; ROF: Rate of Fire in shots per fire action, except in the case of weapons listed as "SAN," where N is the total number of shots that the weapon can fire per five-second combat turn; Dam Val: Damage Value; Pen Rtg: Penetration Rating at short-medium-long-extreme ranges; C-B: Concussion value and Burst radius in meters; Short Range: Short Range in meters.

TL15 Nuclear Tac Missiles

TL	Guidance	Yield	Mass	Price	Short Range	Max Range	M/turn	Agility
T5	TeleG/TD/Hmg	0.1	95	3810.4	20km	70km	1668	4
15	TeleG/TD/Hmg	0.5	95	7806.4	20 km	65km	1668	4
15	TeleG/TD/Hmg	1	95	12,803.2	20km	62km	1668	4
15	TeleG/Tgt Skr	0.1	95	12,310.4	40km	70km	1668	4/6
15	TeleG/Tgt Skr	0.5	95	16,306.4	40km	65km	1668	4/6
15	TeleG/Tgt Skr	1	95	21,303.2	40km	62km	1668	4/6
15	Tgt Skr/TD/Hmg	0.1	95	14,844.8	40/20km	133km	16,680	8/10
15	Tgt Skr/TD/Hmg	0.5	95	18,836.8	40/20km	124km	16,680	8/10
15	Tgt Skr/TD/Hmg	1	95	23,830.4	40/20km	118km	16,680	8/10

TL is tech level of missile; Guidance is guidance packages in missile, where TeleG indicates teleguidance, TD is AEMS/Laser target designated, Hmg is advanced IR homing, and Tgt Skr is imaging radar target seeker; Yield is warhead yield in kilotons; Mass is mass of missile in kilograms; Price is price of missile in credits; Short Range is short range of missile in homing mode, where figures separated by a slash are in target seeker/homing mode; Max Range is maximum range of missile in teleguided or target designated mode; M/turn is the number of meters the missile travels in a five-second combat turn; Agility is the missile's agility, where missiles with a target seeker guidance mode have their target seeker agility to the right of the slash. All missiles have a volume of 95 liters, diameter of 30cm, and length of 1.34m.



Security Clearance



Yes No

300-1202

Date

Regency Combat Vehicle Guide

Power

ON/OFF



Although the Regency Marines are rightly regarded as among the most disciplined troops in Charted Space, there is an undeniable tradition of chaos in their vehicle markings, as this vehicle illustrates. Not only has the vehicle's crew adorned it with a large number of personal markings, but the national insignia is rendered in another of a plethora of unofficial variations on the Regency Marine insignia, all involving some number and combination of cutlasses.

Tech Level: 15

Price: MCr12.001883

Size: 168 cubic meters=12 displacement tons (VS)

Mass: 218.72 tonnes empty, 233.73 loaded

Power: TL15 9.9 MW fusion power plant supplying 1.2 MW to high-efficiency contra-grav lifters, with HEPlAR thruster generating 86.62 tonnes of thrust (0.0616 MW excess power)

Maint: 39

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Ft flight computers, TL10+ IGS navigation system, 1xTL15 Model St computer

Commo: TL15 30km radio, TL15 300km meson communicator

Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 30km active EMS sensor, 3xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 30 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (for 134.4 cubic meters), and one air lock

Cargo: 2060 kg of crew equipment (8.24 m³)

Crew: 3 (Driver, Commander, Gunner)

Passengers: 8 in adequate seats with large cargo hatch, allowing all 8 battle dress-equipped troops to debark/embark in one five-second combat turn.

Fire Control: EMS rangefinder and TL14 point defense ballistic computer (ignore 5 Diff Mods, and multiply Diff Mods of ballistic target by 0.5, dropping fractions), control units for advanced IR homing, imaging radar target seeking, teleguided, and laser designated missiles, 300km laser designator, EMS rangefinder may function as 3km short range laser/EMS designator

Armament: TL15 rapid-pulse 18.5-MJ fusion gun and magazine launcher

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL15 systems, or by two levels vs. TL14- sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for the Imperial Marine Grav APC costs Cr20,000 each regardless of type, or MCr2.4 for a full load of 120.

with 1+5 nuclear Tac missiles, both mounted in remote turret

Stabilization: Advanced (fire at any speed)

Ammo: 500 rounds of 18.5-MJ 11.6x35cm PFC cartridges (Cr148 each, Cr74,000 for full load of 500), 1+5 nuclear missiles in magazine launcher plus up to 26 more in cargo/damper box (usually only 26 total in both locations because of radiation hazard)

Reloading Data: Fusion gun magazine is 3.7m³, 7.474 tonnes loaded, 0.074 tonnes empty, MCr0.07437 loaded, MCr0.00037 empty, reloading requires 75 five-second combat turns and a crane or contra-grav lifters. Missiles are 95kg each, replacement requires 19 actions each (see TNE page 273).

Speed: 1092 kph maximum, 819 kph cruising, 190 kph NOE

Travel Move: 3276/1140

Combat Move: 152 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Signature: +1 Diff Mods vs. HRT and Radar, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +5 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.371 G

Fuel Capacity: 16,782.625 liters reaction mass plus 82.5 liters for fusion reactor

Fuel Consumption/Endurance: 1082.75 liters/hour (endurance of 15.5 hours), plus reactor fuel is sufficient for one month constant power

Combat Statistics

Config: 5m Turret	TF: 252	HF: 252
Susp: Grav	TS: 140	HS: 140
	TR: 126	HR: 126
	Deck: 126	Belly: 140

Imperial Marine Command/Computer APC

IMPERIAL MARINE COMMAND/COMPUTER GRAV APC

This is the standard command vehicle for line Marine companies, and is also used as a key headquarters vehicle at levels above company in Marine units. The organization tables in *Striker II* list this vehicle in three different ways: "Imperial Marine Command APC," "staff uplink Imperial Marine Command APC," and "staff radio Imperial Marine Command APC."

Imperial Marine Command APC and staff uplink Imperial Marine Command APC are the same identical vehicle. The only difference between the two is their assigned role; either vehicle could fill in for the other with a simple change in the specific crewmembers assigned (i.e., unit commanders and staff in the command vehicle, and communications specialists and staff in the staff uplink vehicle)

The staff radio Imperial Marine Command APC is a slight modification of the first vehicle and merely adds radios. It has the same uplink capability as the standard vehicle, and can fill in for the staff uplink vehicle if required to do so.

The communications suites of these and other Imperial Marine APCs show the reliance placed on meson communications at TL15. The only radio (except for the dedicated staff radio variant) is a small 30km model which is only a backup to the meson communicators. Compare this suite to the TL14 grav tank suites on pages 8-11, as meson communicators are not technically feasible until TL15.

In Imperial and Regency military doctrine, the ECM mission is handled at the company and battalion headquarters level. Thus all Imperial command vehicles intended for these levels are fitted with 30km EMS jammers. These are deception jammers and not broad-band "noise" jammers, and hence do not expose the command vehicles to a greater risk of detection or targeting. In order for such jamming to be successful, the vehicles to be protected must be sited relatively near to the command/jamming vehicle, which can often be a problem in Marine operations (see page 16). However, the jammer's range is generally sufficient to protect headquarters elements and such combat support elements as point defense and nuclear damper vehicles.

As is the case with the Marines' platoon-level command vehicle, the command/computer/staff APCs are fully combat ready, with offensive systems duplicating those of the line APCs, only omitting the internal stowage for additional missile rounds.

Imperial Marine Command/Computer and Staff Uplink Grav APC

Tech Level: 15

Price: MCr20.445411

Size: 168 cubic meters=12 displacement tons (VS)

Mass: 224.32 tonnes empty, 235.09 loaded

Power: TL15 15.6 MW fusion power plant supplying 1.2 MW to high-efficiency contra-grav lifters, with HEPlaR thruster generating 86.62 tonnes of thrust (0.01182 MW excess power)

Maint: 39

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Fit flight computers, TL10+ IGS navigation system, 2xTL15 Model St computer

Commo: TL15 30km radio, 2xTL15 300km meson communicator, 2xTL15 30,000km maser (only one powered)

Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 30km active EMS sensor, 3xWSV goggles

ECM: 30km EMS jammer, Electromagnetic masking package, 4 decoy dispensers each with space for 30 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (for 134.4 cubic meters), and one air lock

Cargo: 489 kg of crew equipment (1.957 m³)

Crew: 3 (Driver, Commander, Gunner)

Passengers: 2 unit leaders in normal workstations, plus adequate seats for 4 additional passengers, large cargo hatch

Fire Control: EMS rangefinder and TL14 point defense ballistic computer (ignore 5 Diff Mods, and multiply Diff Mods of ballistic target by 0.5, dropping fractions), control units for advanced IR homing, imaging radar target seeking, teleguided, and laser designated missiles, 300km laser designator, EMS rangefinder may function as 3km short

range laser/EMS designator

Armament: TL15 rapid-pulse 18.5-Mj fusion gun and magazine launcher with 1+5 nuclear Tac missiles, both mounted in remote turret

Stabilization: Advanced (fire at any speed)

Ammo: 500 rounds of 18.5-Mj 11.6x35cm PFC cartridges (Cr148 each, Cr74,000 for full load of 500), 1+5 nuclear missiles in magazine launcher (no additional in hull)

Reloading Data: Fusion gun magazine is 3.7m³, 7.474 tonnes loaded, 0.074 tonnes empty, MCr0.07437 loaded, MCr0.00037 empty, reloading requires 75 five-second combat turns and a crane or contra-grav lifters. Missiles are 95kg each, replacement requires 19 actions each (see TNE page 273).

Speed: 1092 kph maximum, 819 kph cruising, 190 kph NOE

Travel Move: 3276/1140

Combat Move: 152 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Signature: +1 Diff Mods vs. HRT and Radar, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +5 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.368 G

Fuel Capacity: 16,782.625 liters reaction mass plus 130 liters for fusion reactor

Fuel Consumption/Endurance: 1082.75 liters/hour (endurance of 15.5 hours), plus reactor fuel is sufficient for one month constant power

Combat Statistics

Config: 5m Turret

Susp: Grav

TF: 252

TS: 140

TR: 126

Deck: 126

HF: 252

HS: 140

HR: 126

Belly: 140



Security Clearance



Yes No

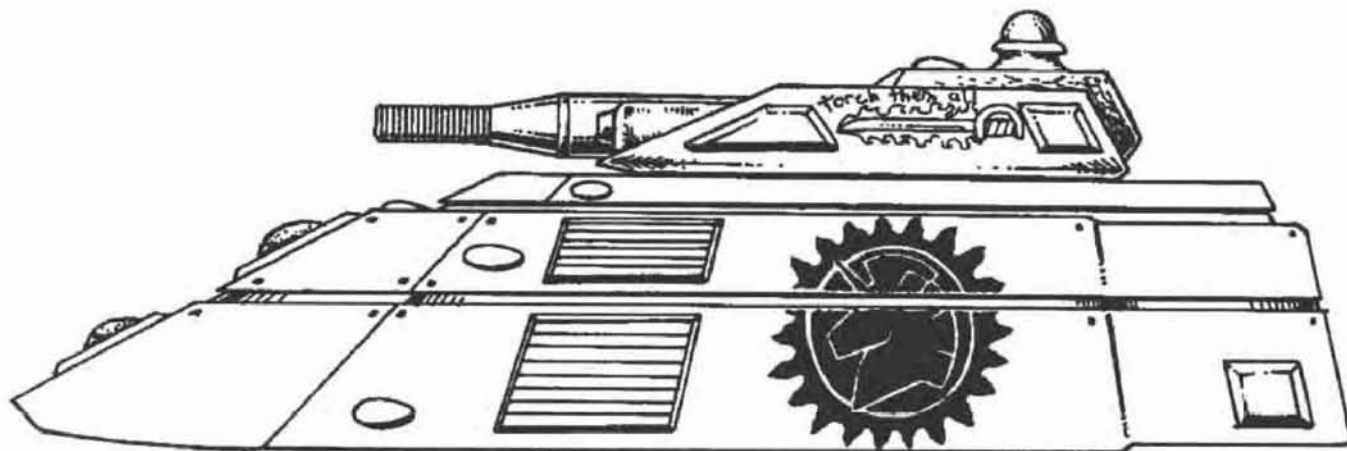
300-1202

Date

Regency Combat Vehicle Guide

Power 

ON/OFF 



This Marine Command APC shows that even command vehicles are not exempt from bloody-minded personal markings. The "radome" on the turret is actually the protective housing for the 30,000km orbital maser link, a characteristic item of the communications suite of all Regency company level+ command and staff vehicles.

IMPERIAL MARINE COMMAND/COMPUTER AND STAFF RADIO GRAV APC

As discussed above, this variant is identical to the Command/Computer and Staff Uplink Grav APC except for the following items:

Price: MCr20.573411

Mass: 225.00 tonnes empty, 235.69 loaded

Power: TL15 17.64 MW fusion power plant supplying 1.2 MW to high-efficiency contra-grav lifters, with HEPIaR thruster generating 86.62 tonnes of thrust (0.05182 MW excess power)

Commo: TL15 30km radio, 2xTL15 300km meson communicator, 2xTL15 30,000km maser (only one powered), 2xTL15 30,000km radios

Cargo: 399 kg of crew equipment (1,598 m³)

Fuel Capacity: 16,782.625 liters reaction mass plus 147 liters for fusion reactor

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL15 systems, or by two levels vs. TL14- sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for the Imperial Marine Command APC costs Cr20,000 each regardless of type, or MCr2.4 for a full load of 120.

WEAPON CHARACTERISTICS

TL15 18.5 MJ 12-Chamber Rapid Pulse Fusion Gun (RPW-15 Low)

TL	Weapon	ROF	Dam Val	Pen Rtg	Pen Val	C-B	Short Range
T5	RPW-TSL RP Fusion Gun	3	129	1-1-2-10	129-129-65-13	17-15	650m

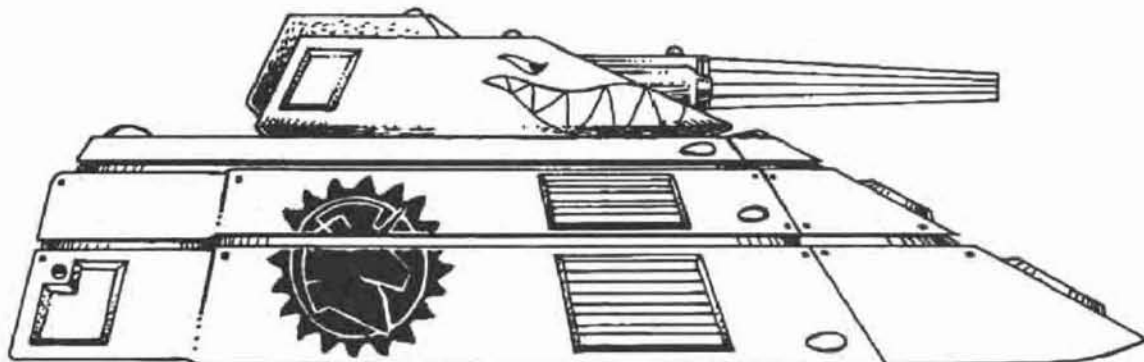
TL: Technology level; ROF: Rate of Fire in shots per fire action, except in the case of weapons listed as "SAN," where N is the total number of shots that the weapon can fire per five-second combat turn; Dam Val: Damage Value; Pen Rtg: Penetration Rating at short-medium-long-extreme ranges; C-B: Concussion value and Burst radius in meters; Short Range: Short Range in meters.

TL15 Nuclear Tac Missiles

TL	Guidance	Yield	Mass	Price	Short Range	Max Range	M/turn	Agility
T5	TeleG/TD/Hmg	0.1	95	3810.4	20km	70km	1668	4
T5	TeleG/TD/Hmg	0.5	95	7806.4	20 km	65km	1668	4
T5	TeleG/TD/Hmg	1	95	12,803.2	20km	62km	1668	4
T5	TeleG/Tgt Skr	0.1	95	12,310.4	40km	70km	1668	4/6
T5	TeleG/Tgt Skr	0.5	95	16,306.4	40km	65km	1668	4/6
T5	TeleG/Tgt Skr	1	95	21,303.2	40km	62km	1668	4/6
T5	Tgt Skr/TD/Hmg	0.1	95	14,844.8	40/20km	133km	16,680	8/10
T5	Tgt Skr/TD/Hmg	0.5	95	18,836.8	40/20km	124km	16,680	8/10
T5	Tgt Skr/TD/Hmg	1	95	23,830.4	40/20km	118km	16,680	8/10

TL is tech level of missile; Guidance is guidance packages in missile, where TeleG indicates teleguidance, TD is AEMS/Laser target designated, Hmg is advanced IR homing, and Tgt Skr is imaging radar target seeker; Yield is warhead yield in kilotons; Mass is mass of missile in kilograms; Price is price of missile in credits; Short Range is short range of missile in homing mode, where figures separated by a slash are in target seeker/homing mode; Max Range is maximum range of missile in teleguided or target designated mode; M/turn is the number of meters the missile travels in a five-second combat turn; Agility is the missile's agility, where missiles with a target seeker guidance mode have their target seeker agility to the right of the slash. All missiles have a volume of 95 liters, diameter of 30cm, and length of 1.34m.

Imperial Marine Fire Support APC and Assault Gun



Regency Marine Fire Support APC, with typically aggressive unofficial markings. The fire support vehicle is easily distinguished from the assault gun (facing page) by the distinctive fluted barrel of the RPX fusion gun (compare with the illustration of the Trepida I tank on page 9). The assault gun is equipped with smooth, oval-cross-sectioned RPY gun as seen on the Trepida II tanks (pages 10-11). The fire support vehicle also retains the stubby barrel of the 9.5-kg tac missile launcher, which is deleted from the assault gun design.

IMPERIAL MARINE FIRE SUPPORT APC

In keeping with Imperial doctrine, platoon command vehicles double as the platoon fire support element, replicating the role of weapons platoons in low-tech leg infantry platoons (see also page 24). Thus the vehicle is a fully capable combat unit, with sensors and firepower equal to or better than those in the squad APCs, but with command features layered on top of those.

However, platoon command vehicles do not fulfill the orbital uplink or ECM roles, and are therefore lacking these systems which are present on company-level+ command vehicles.

Its command functions aside, this vehicle typically serves as a surrogate close-support tank, as the Imperial forces have never fielded a grav tank with the speed to keep up with the Imperial Marine Grav APC. This the Fire Support APC can do, and with its rapid-pulse fusion X gun, it provides tank-class firepower (although admittedly at the low end of this class). The logical extension of the capabilities inherent in this vehicle led ultimately to the Imperial Marine Assault Gun (facing page).

Tech Level: 15

Price: MCr19.066647

Size: 168 cubic meters=12 displacement tons (VS)

Mass: 223.49 tonnes empty, 240.02 loaded

Power: TL15 10.5 MW fusion power plant supplying 1.2 MW to high-efficiency contra-grav lifters, with HEPlaR thruster generating 86.62 tonnes of thrust (0.0614 MW excess power)

Maint: 40

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Fit flight computers, TL10+ IGS navigation system, 2xTL15 Model St computer

Commo: TL15 30km radio, 2xTL15 300km meson communicator

Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 30km active EMS sensor, 5xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 30 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (for 134.4 cubic meters), and one air lock

Cargo: 122 kg of crew equipment (0.491 m³)

Crew: 3 (Driver, Commander, Gunner)

Passengers: 2 unit leaders in normal workstations, plus adequate seats for 2 additional passengers, large cargo hatch

Fire Control: EMS rangefinder and TL14 point defense ballistic computer (ignore 5 Diff Mods, and multiply Diff Mods of ballistic target by 0.5, dropping fractions), control units for advanced IR homing, imaging radar target seeking, teleguided, and laser designated missiles, 300km laser designator, EMS rangefinder may function as 3km short range laser/EMS designator

Armament: TL15 rapid-pulse 74-Mj fusion gun, maga-

zine launcher with 1+5 nuclear Tac missiles

Stabilization: Advanced (fire at any speed)

Ammo: 190 rounds of 74-Mj 18.5x55cm PFC cartridges (Cr592 each, Cr112,480 for full load of 190), 1+5 nuclear missiles in magazine launcher plus up to 26 more in cargo/damper box (usually only 26 total in both locations)

Reloading Data: Fusion gun magazine is 5.624m³, 11.36048 tonnes loaded, 0.11248 tonnes empty, MCr0.1130424 loaded, MCr0.0005624 empty, reloading requires 114 five-second combat turns and a crane or contra-grav lifters. Missiles are 95kg each, replacement requires 19 actions each (see TNE page 273).

Speed: 1028 kph maximum, 771 kph cruising, 190 kph NOE

Travel Move: 3084/1140

Combat Move: 143 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Signature: +1 Diff Mods vs. HRT and Radar, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +5 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.361 G

Fuel Capacity: 16,782.625 liters reaction mass plus 87.5 liters for fusion reactor

Fuel Consumption/Endurance: 1082.75 liters/hour (endurance of 15.5 hours), plus reactor fuel is sufficient for one month constant power

Combat Statistics

Config: 5m Turret

Susp: Grav

TF: 252

TS: 140

TR: 126

Deck: 126

HF: 252

HS: 140

HR: 126

Belly: 140



Security Clearance



Yes No

300-1202

Date

Regency Combat Vehicle Guide

Power 

ON/OFF 

WEAPON CHARACTERISTICS

74-MJ 6-Chamber Rapid Pulse Fusion Gun (RPX-15L)

TL	Weapon	ROF	Dam Val	Pen Rtg	Pen Val	C-B	Short Range
T5	RPX-15L RP Fusion Gun	SA2	258	1-1-2-10	258-258-129-26	67-25	1290m

TL: Technology level; ROF: Rate of Fire in shots per fire action, except in the case of weapons listed as "SAN," where N is the total number of shots that the weapon can fire per five-second combat turn; Dam Val: Damage Value; Pen Rtg: Penetration Rating at short-medium-long-extreme ranges; C-B: Concussion value and Burst radius in meters; Short Range: Short Range in meters.

TL15 Nuclear Tac Missiles

TL	Guidance	Yield	Mass	Price	Short Range	Max Range	M/turn	Agility
T5	TeleG/TD/Hmg	0.1	95	3810.4	20km	70km	1668	4
T5	TeleG/TD/Hmg	0.5	95	7806.4	20 km	65km	1668	4
T5	TeleG/TD/Hmg	1	95	12,803.2	20km	62km	1668	4
T5	TeleG/Tgt Skr	0.1	95	12,310.4	40km	70km	1668	4/6
T5	TeleG/Tgt Skr	0.5	95	16,306.4	40km	65km	1668	4/6
T5	TeleG/Tgt Skr	1	95	21,303.2	40km	62km	1668	4/6
T5	Tgt Skr/TD/Hmg	0.1	95	14,844.8	40/20km	133km	16,680	8/10
T5	Tgt Skr/TD/Hmg	0.5	95	18,836.8	40/20km	124km	16,680	8/10
T5	Tgt Skr/TD/Hmg	1	95	23,830.4	40/20km	118km	16,680	8/10

TL is tech level of missile; Guidance is guidance packages in missile, where TeleG indicates teleguidance, TD is AEMS/Laser target designated, Hmg is advanced IR homing, and Tgt Skr is imaging radar target seeker; Yield is warhead yield in kilotons (see Fire, Fusion, & Steel page 143); Mass is mass of missile in kilograms; Price is price of missile in credits; Short Range is short range of missile in homing mode, where figures separated by a slash are in target seeker/homing mode; Max Range is maximum range of missile in teleguided or target designated mode; M/turn is the number of meters the missile travels in a five-second combat turn; Agility is the missile's agility, where missiles with a target seeker guidance mode have their target seeker agility to the right of the slash. All missiles have a volume of 95 liters, diameter of 30cm, and length of 1.34m.

IMPERIAL MARINE ASSAULT GUN

This is the logical extension of the Imperial Marine Fire Support APC, placing a larger tank-class gun in a vehicle with global mobility in the class of the Marine APC. It is likely that vehicles similar to this one, perhaps mounting RPY-14s identical to those in Trepida IIs, were created by various factions in the Civil War. Because of the higher priority given to the manufacture of TL15 battle tanks, production of the IM Assault Gun has been limited, and only a handful of regiments have received it. Furthermore, current TO&Es do not reflect the addition of the assault guns, so there is no official prescribed pattern for their assignment. Some units have replaced fire support APCs with assault guns on a one-for-one basis; others have added an assault gun to each platoon headquarters, or two or three to the company headquarters. More dramatically, the 5th MARCav regiment is conducting an experiment where all of the grav tanks in their armored cavalry squadrons are replaced on a one-for-one basis with assault guns, turning the tank sections into assault gun sections (see Striker II page 142). This gives the armored cavalry troops greater global mobility, but they are now less heavily armed. Because of the confusion over the assault gun's role, there are also many different schemes for using the vehicle's cargo and passenger capacity. When assigned to headquarters, they usually carry headquarters personnel, although they are sometimes used to augment the ammunition and fuel carriage of the units they are assigned to support. The fact that it retains a significant power overage has made it possible for many units to rig them as additional command vehicles, with a second computer, and commander's workstations replacing the passenger and cargo space. Characteristics of the assault gun where they differ from the fire support APC are shown below. Items not listed are identical to the figures on the facing page.

WEAPON CHARACTERISTICS

TL15 125-MJ 10-Chamber Rapid Pulse Fusion Gun (RPY-15L)

TL	Weapon	ROF	Dam Val	Pen Rtg	Pen Val	C-B	Short Range
T5	125-MJ RP Fusion Gun	SA2	335	1-1-2-10	335-335-168-34	112-35	1680m

TL: Technology level; ROF: Rate of Fire in shots per fire action, except in the case of weapons listed as "SAN," where N is the total number of shots that the weapon can fire per five-second combat turn; Dam Val: Damage Value; Pen Rtg: Penetration Rating at short-medium-long-extreme ranges; C-B: Concussion value and Burst radius in meters; Short Range: Short Range in meters.

Price: MCr14.543491

Mass: 222.75 tonnes empty, 248.21 loaded

Power: TL15 10.5 MW fusion power plant supplying 1.2 MW to high-efficiency contra-grav lifters, with HEPlaR thruster generating 86.62 tonnes of thrust (0.63262 MW excess power)

Maint: 41

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Flt flight computers, TL10+ IGS navigation system, 1xTL15 Model St computer

Cargo: 3.25 tonnes (13 m³)

Passengers: Adequate seats for 4 passengers, large cargo hatch

Fire Control: EMS rangefinder and TL14 point defense ballistic computer (ignore 5 Diff Mods, and multiply Diff Mods of ballistic target by 0.5, dropping

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL15 systems, or by two levels vs. TL14 sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for the Imperial Marine Fire Support APC or Assault Gun cost Cr20,000 each regardless of type, or MCr2.4 for a full load of 120.

fractions), EMS rangefinder may function as 3km short range laser/EMS designator

Armament: TL15 rapid-pulse 125-MJ fusion gun in remote turret

Ammo: 100 rounds of 125-MJ 22x66cm PFC cartridges (Cr1000 each, MCr0.1 for full load of 100), plus one additional fully-loaded magazine in hull (MCr 0.1005 fully loaded)

Reloading Data: Fusion gun magazine is 5m³, 10.1 tonnes loaded, 0.1 tonnes empty, MCr0.1005 loaded, MCr0.0005 empty, reloading requires 101 five-second combat turns and a crane or contra-grav lifters.

Speed: 1004 kph maximum, 753 kph cruising, 190 kph NOE

Travel Move: 3012/1140

Combat Move: 140 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Maximum Acceleration: 0.349 G

TL15 Imperial APC

TL15 IMPERIAL APC

This was the standard grav APC for TL15 Imperial Army units, and remains, with the Astrin, as the standard APC for all Regency Army units. It is a successful design: well-armed, reasonably fast, flexibly armed, capacious, and best of all, inexpensive.

While it does not have the blistering speed of the Marine Grav APC (page 16), this is not a problem in the Imperial APC's role. The speed of the Marine vehicle is a by-product of the Marine requirement for distributed operations, and the need to be able to rapidly move from one point on the globe to any other. The army generally operates in larger numbers, with a greater unit density, and does not have such demanding mobility requirements. Thus, the main question when assessing the mobility of the Imperial APC is, "Can it keep up with the grav tanks?" and the answer is yes.

One of the main reasons for this vehicle's low price when compared to the Marine APC (page 16) is the lack of a full-size computer. This is possible because army operations usually do not call for the low unit densities typical of Marine operations, and the task of tracking unit locations and routing intelligence and instructions can be pushed up from the squad to the platoon level, where the Imperial Command APC (page 24) handles them with its computers.

The Imperial APC is armed entirely with missiles, a fact which makes some crew members unhappy. Although TL15 missiles are quite reliable, and even VRF gauss guns jam on occasion, there is something comforting about a noisy, lead- or plasma-spitting weapon that a missile launcher can just not replace.

The heavy missile magazine launcher is identical to that fitted on the Marine Grav APC family, but the army APC does not carry as many reloads in the hull, instead making space for a much larger infantry section, almost twice the size of that carried on the Marine vehicle. This makes the army version a much more flexible vehicle for army operations, allowing it to fulfill roles for which the Marines might require a specialized variant.

The siting of all of the APC's light Tac missiles on external launch rails is somewhat unusual, and makes the vehicles visually distinctive. While placing all the missiles on their own rails means they are immune to the sort of lucky hit that destroys a launch tube, leaving a magazine full of useless missiles, this position exposes them to small arms hits and fragments (the missiles' skin has an armor value of 3, any penetration makes it nonfunctional). In addition, there is never the problem of having the wrong mix of missiles loaded up in the magazine; any or all of the 30 missiles can be fired at any time, and in any order.

The Imperial APC is one of many TL15 combat vehicles which is built on the Imperial TL15 standard APC hull. Although there are many differences between the Imperial APC and the Imperial Marine Grav APC (page 16), both are based on the same standard hull, as are all the vehicles appearing on pages 16-33 and 36-39 of this book. Even the ubiquitous grav sled hull is related to the standard APC hull. Although its hull armor is much thinner, its overall dimensions and support systems are largely the same.

The use of a single hull for all TL15 APCs, command vehicles, and combat support vehicles vastly simplified the problems of logistics, maintenance, repair, and spares support over the vast reaches of the Imperium. Not only are hull fittings and incidentals, such as landing gear, identical on all users of this hull, they all also use identical contra-grav modules, avionics fits, holographic-linked control circuits, and 86.62-tonne HEPiAR thrust chambers. The life support system, for the hull's useful volume of 134.4 m³, is also identical on all but a handful of the vehicles that use this hull (see page 26).

Tech Level: 15

Price: MCr4.060751

Size: 168 cubic meters=12 displacement tons (VS)

Mass: 216.11 tonnes empty, 224.22 loaded

Power: TL15 9.3 MW fusion power plant supplying 1.2 MW to high-efficiency contra-gravlifters, with HEPiAR thruster generating 86.62 tonnes of thrust (0.01187 MW excess power)

Maint: 37

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Fit flight computers, TL10+ IGS navigation system

Commo: TL15 30km radio, TL15 300km meson communicator

Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 30km active EMS sensor, 2xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 30 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (for 134.4 cubic meters), and one air lock

Cargo: 2752 kg of crew equipment (11.011 m³)

Crew: 2 (Driver, Commander/gunner)

Passengers: 14 in cramped seats with large cargo hatch, allowing 5 battle dress-equipped troops to debark/embark per five-second combat turn.

Fire Control: Control units for advanced IR homing, imaging radar target seeking, teleguided, and laser designated missiles, 300km laser designator, EMS rangefinder may function as 3km short range laser/EMS designator

Armament: Magazine launcher with 1+5 nuclear Tac missiles, 30 launch rails for fire and forget missiles

Stabilization: Advanced (fire at any speed)

Ammo: 1+5 nuclear missiles in magazine launcher plus up to 6 more in cargo/damper box (usually only 6 total in both locations), 30 fire and forget missiles on launch rails, plus additional can be carried as cargo

Reloading Data: Missiles are 95kg (magazine-launched) and 30kg (rail-launched) each, replacement requires 19 actions each and 6 actions each, respectively (see TNE page 273).

Speed: 752 kph maximum, 564 kph cruising, 188 kph NOE

Travel Move: 2256/1128

Combat Move: 105 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Signature: +1 Diff Mods vs. HRT and Radar, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +4 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.386 G

Fuel Capacity: 21,113.625 liters reaction mass plus 77.5 liters for fusion reactor

Fuel Consumption/Endurance: 1082.75 liters/hour (endurance of 19.5 hours), plus reactor fuel is sufficient for one month constant power

Combat Statistics

Config: 5m Turret

Susp: Grav

TF: 252

TS: 140

TR: 126

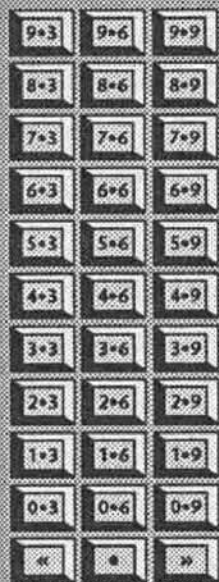
Deck: 126

HF: 252

HS: 140

HR: 126

Belly: 140



Security Clearance



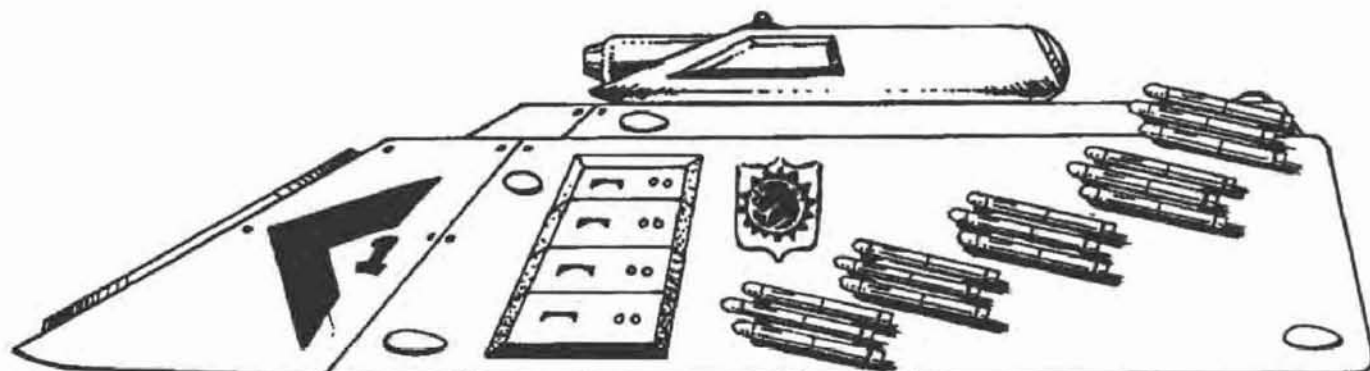
300-1202

Date

Regency Combat Vehicle Guide

Power 

ON/OFF 



The Imperial APC, also known as the Army APC, is one of the more distinctive vehicles of the Imperial/Regency services. With its exposed missile armament it has an aerodynamically "dirty" look that is not shared by Marine vehicles. Markings on Army vehicles, as this APC demonstrates, are also much more sober and subdued than on their Marine counterparts.

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL15 systems, or by two levels vs. TL14- sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for the Imperial grav APC costs Cr20,000 each regardless of type, or MCr2.4 for a full load of 120.

WEAPON CHARACTERISTICS

TL15 Nuclear Tac Missiles

TL	Guidance	Yield	Mass	Price	Short Range	Max Range	M/turn	Agility
15	TeleG/TD/Hmg	0.1	95	3810.4	20km	70km	1668	4
15	TeleG/TD/Hmg	0.5	95	7806.4	20 km	65km	1668	4
15	TeleG/TD/Hmg	1	95	12,803.2	20km	62km	1668	4
15	TeleG/Tgt Skr	0.1	95	12,310.4	40km	70km	1668	4/6
15	TeleG/Tgt Skr	0.5	95	16,306.4	40km	65km	1668	4/6
15	TeleG/Tgt Skr	1	95	21,303.2	40km	62km	1668	4/6
15	Tgt Skr/TD/Hmg	0.1	95	14,844.8	40/20km	133km	16,680	8/10
15	Tgt Skr/TD/Hmg	0.5	95	18,836.8	40/20km	124km	16,680	8/10
15	Tgt Skr/TD/Hmg	1	95	23,830.4	40/20km	118km	16,680	8/10

TL is tech level of missile; *Guidance* is guidance packages in missile, where TeleG indicates teleguidance, TD is AEMS/Laser target designated, Hmg is advanced IR homing, and Tgt Skr is imaging radar target seeker; *Yield* is warhead yield in kilotons; *Mass* is mass of missile in kilograms; *Price* is price of missile in credits; *Short Range* is short range of missile in homing mode, where figures separated by a slash are in target seeker/homing mode; *Max Range* is maximum range of missile in teleguided or target designated mode; *M/turn* is the number of meters the missile travels in a five-second combat turn; *Agility* is the missile's agility, where missiles with a target seeker guidance mode have their target seeker agility to the right of the slash. All missiles have a volume of 95 liters, diameter of 30cm, and length of 1.34m.

TL15 Fire and Forget Missiles

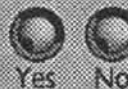
TL	Guidance	Whd	Mass	Price	Sh Rng	Mx Rng	C-B	Dngr Spc	Pen	M/Turn	AGL
15	Tgt Skr/TD	HE	30	4136.8	20	54	16-45	—	5C	16,680	8/10
15	Tgt Skr/TD	Flech	30	4328.8	20	54	—	150x600	1-Nil	16,680	8/10

TL is tech level of missile; *Guidance* is guidance packages in missile, where TD is AEMS/Laser target designated and Tgt Skr is IR target seeker; *Whd* is warhead type; *Mass* is mass of missile in kilograms; *Price* is price of missile in credits; *Sh Rng* is short range of missile in target seeker mode; *Mx Rng* is maximum range of missile in target designated mode; *C-B* is concussion and burst for HE warheads; *Dngr Spc* is danger space for flechette warheads; *Pen* is Penetration Value for HE warheads and Penetration Rating for flechette warheads in primary-secondary danger space (damage value is 2D6/1D6 respectively); *M/turn* is the number of meters the missile travels in a five-second combat turn; *AGL* is the missile's agility, with the target designation mode agility to the left of the slash and the target seeker guidance mode agility to the right of the slash. All missiles have a volume of 30 liters, diameter of 20cm, and length of 95cm.

Imperial Fire Support APC

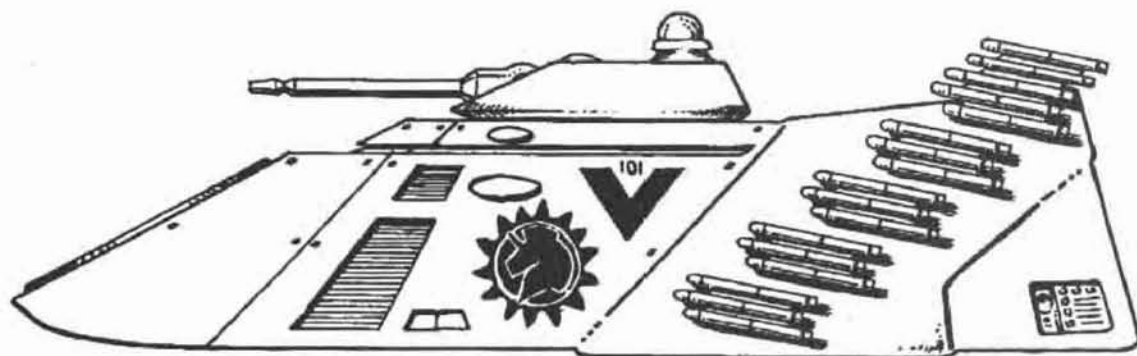


Security Clearance



300-1202

Date



As is typical for Regency Army vehicles, this fire support APC is distinguished by only authorized tactical markings and the Regency national insignia, with no personal crew markings. Contrast this with the flamboyantly-marked Marine command APC on page 19. The protective dome for the turret-mounted orbital maser link belies the vehicle's role as a command vehicle.

IMPERIAL FIRE SUPPORT APC

Following the Imperial doctrine of placing a devoted fire-support/command vehicle at the platoon headquarters, this vehicle is the army's counterpart to the Imperial Marine Fire Support APC (page 20). However, the choice of armament gives a clear insight to the service's operating procedures and mission roles.

The Marines are used as expeditionary forces and in environments of all-out war. The first point means that the Marines expect to fight outnumbered and have to hold out on their own for long periods of time, without being able to call on heavy armored support. This requires them to build expensive AFVs which can meet a wide variety of dissimilar threats. The second point is that the Marines do not anticipate fighting in ambiguous, low-intensity conflicts or in peacekeeping roles. When the Marines are committed they fight to win, quickly and violently. Their weapons are not intended to be non-escalatory, in fact, quite the opposite.

These two points taken together yield the Marine RPX-15 Armed Fire Support APC. First, its heavy gun allows it to serve as a surrogate tank, as tank support will likely not be available when needed. Second, it has no need for a weapon that allows it to respond carefully with minimal lethality to a low-grade threat. Just level the damn block, say the Marines.

Tech Level: 15

Price: MCr19.312404

Size: 168 cubic meters=12 displacement tons (VS)

Mass: 222.48 tonnes empty, 231.87 loaded

Power: TL15 16.92 MW fusion power plant supplying 1.2 MW to high-efficiency contra-grav lifters, with HEPlaR thruster generating 86.62 tonnes of thrust (0.03182 MW excess power)

Maint: 38

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Ft flight computers, TL10+ IGS navigation system, 2xTL15 Model St computers

Commo: TL15 30km radio, TL15 300km meson communicator, TL15 30,000km maser

Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 30km active EMS sensor, 5xWSV goggles

ECM: 30km EMS jammer, Electromagnetic masking package, 4 decoy dispensers each with space for 30 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (for 134.4 cubic meters), and one air lock

Cargo: 1302 kg of crew equipment (5.209 m³) plus 150 fire and forget missiles carried as cargo

Crew: 3 (Driver, Commander, Gunner)

Passengers: 2 command personnel at normal workstations plus cramped seats for two additional passengers, large cargo hatch.

Fire Control: EMS rangefinder and TL14 point defense ballistic computer for VRF Gauss Gun (ignore 5 Diff Mods, and multiply Diff Mods of ballistic target by 0.5, dropping fractions), control units for advanced IR homing, imaging radar target seeking, teleguided, and laser designated mis-

siles, 300km laser designator, EMS rangefinder may function as 3km short range laser/EMS designator

Armament: VRF Gauss Gun, 34 launch rails for fire and forget missiles

Stabilization: Advanced (fire at any speed)

Ammo: 300,000 rounds VRF gauss gun (Cr3000 for full load of 300,000 rounds needle), 34 fire and forget missiles on launch rails, plus 150 additional carried as cargo

Reloading Data: VRF gauss gun ammunition is carried in 10 cassettes, 0.017m³ each, 0.017 tonnes loaded, 0.002 tonnes empty, Cr320 loaded, Cr20 empty, replacement requires four actions (see TNE page 273). Missiles are 30kg each, replacement requires 6 actions each.

Speed: 758 kph maximum, 569 kph cruising, 190 kph NOE

Travel Move: 2276/1140

Combat Move: 105 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Signature: +1 Diff Mods vs. HRT and Radar, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +4 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.374 G

Fuel Capacity: 21,113.625 liters reaction mass plus 141 liters for fusion reactor

Fuel Consumption/Endurance: 1082.75 liters/hour (endurance of 19.5 hours), plus reactor fuel is sufficient for one month constant power

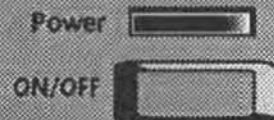
Combat Statistics

Config: 5m Turret
Susp: Grav

TF: 252
TS: 140
TR: 126
Deck: 126

HF: 252
HS: 140
HR: 126
Belly: 140

Regency Combat Vehicle Guide



The Imperial/Regency Army, on the other hand, expects that it will often be expected to deal with situations short of all-out war: brushfire wires, counter-insurgency, peacekeeping, and security roles. These require weapons that can be used with some discrimination. Second, the army, when committed to combat, is committed decisively and in quantity, which generates two circumstances and one requirement. The first circumstance is that the army will be able to set the conditions of engagement to an extent that the Marines are not capable of. By dictating the tempo and choosing the time and place of their decisive engagements, they can control the risk to which their forces will be subjected, which does not require the sort of super-AFVs the Marines favor. The second circumstance is that since the army operates in numbers, supporting forces will be readily available to units which get in over their heads. The one requirement is that committing forces in large numbers require that they be affordable.

These three points yield the army's take on the fire support vehicle's armament: an inexpensive high-rate-of-fire suppression weapon useful in low-intensity engagements, mounted on a relatively inexpensive vehicle designed to function in close company with other complementary weapon systems.

During the Imperial era the Fire Support APC was originally used as a command vehicle at the platoon, company, and battalion level, but the vehicle was too expensive for use at the platoon level and insufficiently capable at the battalion level. This prompted the creation of two sub-variants of the Fire Support APC, the Austere FS APC for use at the platoon headquarters level, and the Imperial Command/Computer/Staff APC for use at the company, battalion, and battalion staff level. Both of these variants, in current use by post-Collapse Regency forces, are detailed after the main entry for the original Fire Support APC.

WEAPON CHARACTERISTICS

VRF Gauss Gun

TL	Round	ROF	Dam Val	Pen Rtg	Magazine	Short Range
T0	4x20mm/60 Dart	50	6	1-3-5	300,000C	300

TL: Technology Level; Round: type of round fired; ROF: Rate of Fire in shots per fire action; Dam Val: Damage Value; Pen Rtg: Penetration Rating at short-medium-long-extreme ranges; Pen Val: Penetration Value, i.e., Damage Value already adjusted by Penetration Rating at short-medium-long-extreme ranges for use against unarmored targets; Magazine: Magazine capacity in shots, where C indicates the cassette magazine type; Short Range: Short Range in meters.

TL15 Fire and Forget Missiles

TL	Guidance	Wtd	Mass	Price	Sh Rng	Mx Rng	C-B	Dngr Spc	Pen	M/Turn	AGL
T5	Tgt Skr/TD	HE	30	4136.8	20	54	16-45	—	5C	16,680	8/10
T5	Tgt Skr/TD	Flech	30	4328.8	20	54	—	150x600	1-Nil	16,680	8/10

TL is tech level of missile; Guidance is guidance packages in missile, where TD is AEMS/Laser target designated and Tgt Skr is IR target seeker; Wtd is warhead type; Mass is mass of missile in kilograms; Price is price of missile in credits; Sh Rng is short range of missile in target seeker mode; Mx Rng is maximum range of missile in target designated mode; C-B is concussion and burst for HE warheads; Dngr Spc is danger space for flechette warheads; Pen is Penetration Value for HE warheads and Penetration Rating for flechette warheads in primary-secondary danger space (damage value is 2D6/1 D6 respectively); M/Turn is the number of meters the missile travels in a five-second combat turn; AGL is the missile's agility, with the target designation mode agility to the left of the slash and the target seeker guidance mode agility to the right of the slash. All missiles have a volume of 30 liters, diameter of 20cm, and length of 95cm.

AUSTERE FIRE SUPPORT APC

This vehicle is optimized for use at the platoon level by reducing its cost through the removal of one full-size computer and the EMS jammer which is not required in platoon command vehicles by Imperial military doctrine. However, the vehicle retains the larger power plant required by these two pieces of equipment, allowing the vehicle to be rapidly modified to the earlier standards if required.

The following characteristics are changed compared to the Fire Support Vehicle above; all other details are identical.

Price: MCr11.312604

Mass: 220.12 tonnes empty, 230.34 loaded

Power: TL15 16.92 MW fusion power plant supplying 1.2 MW to high-efficiency contra-grav lifters, with HEPIaR thruster generating 86.62 tonnes of thrust (5.58182 MW excess power)

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Fit flight computers, TL10+ IGS navigation system, 1xTL15 Model St computer

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 30 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)

Cargo: 1927 kg of crew equipment (7.709 m³) plus 150 fire and forget missiles carried as cargo

Passengers: 2 command personnel at normal workstations plus cramped seats for four additional passengers, large cargo hatch.

IMPERIAL COMMAND/COMPUTER/STAFF APC

This vehicle retains the full armament of the fire support vehicle, but has additional communications added to allow it to perform in any of the following roles: company-level+ command APC, computer APC, staff uplink APC, and staff radio APC. Its power plant has been increased in output to allow for the additional power draw from the three new communicators.

The following characteristics are changed compared to the Fire Support Vehicle above; all other details are identical.

Price: MCr19.480404

Mass: 223.23 tonnes empty, 232.52 loaded

Power: TL15 19.08 MW fusion power plant supplying 1.2 MW to high-efficiency contra-grav lifters, with HEPIaR thruster generating 86.62 tonnes of thrust (0.04182 MW excess power)

Commo: TL15 30km radio, TL15 300km meson communicator, 2xTL15 30,000km masers, 2xTL15 30,000km radios

Cargo: 1205 kg of crew equipment (4.819 m³) plus 150 fire and forget missiles carried as cargo

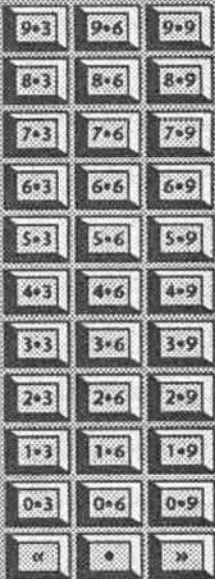
Fuel Capacity: 21,113.625 liters reaction mass plus 159 liters for fusion reactor

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL15 systems, or by two levels vs. TL14-sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for the Imperial Fire Support APC and its two sub-variants cost Cr20,000 each regardless of type, or MCr2.4 for a full load of 120.

Imperial Marine Fire Direction Center (FDC) APC



Security Clearance



300-1202

Date

IMPERIAL MARINE FDC APC

Fire direction centers (see also *Fire, Fusion & Steel* page 88) coordinate the fire of several indirect fire systems (tube artillery, rocket artillery, and meson guns) at a single target, convert correction requests from forward observers into precise elevation, traverse, propellant, and trajectory commands, and calculate the effects of a wide variety of factors on artillery accuracy (such as atmospheric, different elevations between the firing weapon and the target, and so on). While fire direction centers are not required to conduct indirect fire, they increase the effectiveness of that fire dramatically.

For fire conducted through a fire direction center, the task roll to hit the target is a Difficult (instead of Formidable) task.

Fire direction centers substitute the appropriate weapon skill/asset of the main operator (usually the most skilled gunner in the FDC) for the weapons skills of the gunners of all the weapons controlled by the FDC (called the "battery"). All weapons in the battery must have a communications link to the FDC.

TL15 FDCs have an effective indirect fire range of 80 kilometers, meaning that the advantages described in the two paragraphs above apply within this range. Indirect fire using the FDC beyond this range is allowed, but the task roll to hit is Formidable instead of Difficult. TL15 FDCs mass 10 tonnes, displace 14 m³, cost MCr3, and require a crew of four (of these, three require dedicated workstations, one may double as the vehicle commander from a vehicle crewstation). The FDC in this vehicle is supplemented by the standard command vehicle suite of two full-size TL15 computers, allowing them to be fully integrated and coordinated with military operations throughout the operational area.

Note that this 80-kilometer range is from the FDC to the target, and has nothing whatever to do with where the firing artillery is in relation to the target or the FDC. Thus, as long as the firing artillery is in range of the target and in communications with the FDC, the indirect fire task can be conducted as described above, even if the firing artillery is thousands of kilometers from the target, as in the case of a battlefield meson gun, or orbital artillery fire (see TNE page 281). This allows meson guns (page 40), MRL artillery vehicles (page 36), and the like to be sited far away from potential combat while retaining the ability for precision fire.

The Imperial Marine Fire Direction Center (FDC) vehicle is designed to be externally similar to the standard grav APC to enhance its battlefield survivability. For this reason it retains a fully equipped grav APC turret, although it does not carry any additional missile reloads within the hull. This gives the vehicle a robust self-defense capability, and allows it do "service" small nuisance targets on its own without having to waste a fire mission. Retention of the missile fire control systems also means that the FDC vehicle has a 300km range laser designator, although the FDC role does not usually call for it to designate its own targets from the front.

Like the command variant of the Norris battle tank (pages 12-13), the Marine FDC vehicle has dispensed with its hull's standard airlock and life support arrangement, in favor of a small 35 m³ life support module for its six crew. This makes it one of the few vehicles using the standard TL15 APC hull (see page 22) that does not use the standard life support system.

The range at which the TL15 fire direction center can apply its coordinating function, 80 kilometers, is rather limited compared to the range available to TL15 artillery systems (650 km in the case of TL15 MRL rockets, page 36, and 3600 km in the case of the Meson Artillery Vehicle, page 40). However, the fire direction center is the "on the scene" coordinator for such fire, and as described above, allows the actual firing artillery to remain far away from the battlefield.

Note also that remote drone missiles (pages 38-39), although classed as "artillery" do not use fire direction centers, as their mode of operation is entirely different from classical indirect fire.

WEAPON CHARACTERISTICS

TL15 18.5 Mj 12-Chamber Rapid Pulse Fusion Gun (RPW-15 Low)

TL	Weapon	ROF	Dam Val	Pen Rtg	Pen Val	C-B	Short Range
T5	RPW-15L RP Fusion Gun	3	129	1-1-2-10	129-129-65-13	17-15	650m

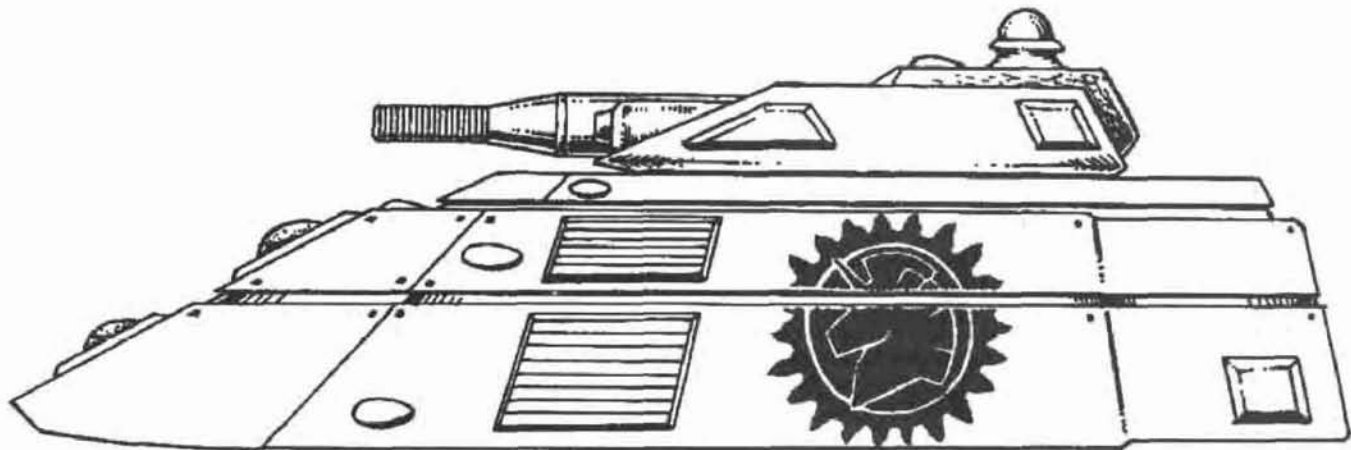
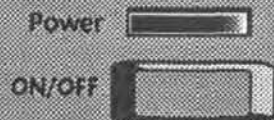
TL: Technology level; ROF: Rate of Fire in shots per fire action, except in the case of weapons listed as "SAN," where N is the total number of shots that the weapon can fire per five-second combat turn; Dam Val: Damage Value; Pen Rtg: Penetration Rating at short-medium-long-extreme ranges; C-B: Concussion value and Burst radius in meters; Short Range: Short-Range in meters.

TL15 Nuclear Tac Missiles

TL	Guidance	Yield	Mass	Price	Short Range	Max Range	M/turn	Agility
T5	TeleC/TD/Hmg	0.1	95	3810.4	20km	70km	1668	4
15	TeleC/TD/Hmg	0.5	95	7806.4	20 km	65km	1668	4
15	TeleC/TD/Hmg	1	95	12,803.2	20km	62km	1668	4
15	TeleC/Tgt Skr	0.1	95	12,310.4	40km	70km	1668	4/6
15	TeleC/Tgt Skr	0.5	95	16,306.4	40km	65km	1668	4/6
15	TeleC/Tgt Skr	1	95	21,303.2	40km	62km	1668	4/6
15	Tgt Skr/TD/Hmg	0.1	95	14,844.8	40/20km	133km	16,680	8/10
15	Tgt Skr/TD/Hmg	0.5	95	18,836.8	40/20km	124km	16,680	8/10
15	Tgt Skr/TD/Hmg	1	95	23,830.4	40/20km	118km	16,680	8/10

TL is tech level of missile; Guidance is guidance packages in missile, where TeleG indicates teleguidance, TD is AEMS/Laser target designated, Hmg is advanced IR homing, and Tgt Skr is imaging radar target seeker; Yield is warhead yield in kilotons; Mass is mass of missile in kilograms; Price is price of missile in credits; Short Range is short range of missile in homing mode, where figures separated by a slash are in target seeker/homing mode; Max Range is maximum range of missile in teleguided or target designated mode; M/turn is the number of meters the missile travels in a five-second combat turn; Agility is the missile's agility, where missiles with a target seeker guidance mode have their target seeker agility to the right of the slash. All missiles have a volume of 95 liters, diameter of 30cm, and length of 1.34m.

Regency Combat Vehicle Guide



With the exception of the dome-protected maser uplink atop the turret, the Marine FDC vehicle is externally virtually identical to the standard Marine APC (see view on page 17) as it is fitted with a fully operational turret. This was done to prevent enemy forces from rapidly targetting artillery direction vehicles, and to also give them the ability to auto-suppress nuisance targets with direct fire and thereby save artillery fire missions for more important targets.

Tech Level: 15

Price: MCr20.872611

Size: 168 cubic meters=12 displacement tons (VS)

Mass: 227.79 tonnes empty, 238.01 loaded

Power: TL15 10.08 MW fusion power plant supplying 1.2 MW to high-efficiency contra-grav lifters, with HEPlaR thruster generating 86.62 tonnes of thrust (0.597 MW excess power)

Maint: 40

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Ft flight computers, TL10+ IGS navigation system, 2xTL15 Model St computer

Commo: TL15 30km radio, TL15 300km meson communicator, TL15 30,000km maser

Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 30km active EMS sensor, 3xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 30 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (for 35 cubic meters)

Cargo: 160 kg of crew equipment (0.639 m³)

Crew: 6 (Driver, Gunner, Commander/FDC Officer, 3 FDC Technicians)

Passengers: None.

Fire Control: EMS rangefinder and TL14 point defense ballistic computer (ignore 5 Diff Mods, and multiply Diff Mods of ballistic target by 0.5, dropping fractions), control units for advanced IR homing, imaging radar target seeking, teleguided, and laser designated missiles, 300km laser designator, EMS rangefinder may function as 3km short range laser/EMS designator, TL15 Fire Direction Center with indirect fire coordinating range of 80 km.

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL15 systems, or by two levels vs. TL14—sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for the Imperial Marine FDC Carrier costs Cr20,000 each regardless of type, or MCr2.4 for a full load of 120.

Armament: TL15 rapid-pulse 18.5-Mj fusion gun and magazine launcher with 1+5 nuclear Tac missiles, both mounted in remote turret

Stabilization: Advanced (fire at any speed)

Ammo: 500 rounds of 18.5-Mj 11.6x35cm PFC cartridges (Cr148 each, Cr74,000 for full load of 500), 1+5 nuclear missiles in magazine launcher

Reloading Data: Fusion gun magazine is 3.7m³, 7.474 tonnes loaded, 0.074 tonnes empty, MCr0.07437 loaded, MCr0.00037 empty, reloading requires 75 five-second combat turns and a crane or contra-grav lifters. Missiles are 95kg each, replacement requires 19 actions each (see TNE page 273).

Speed: 1092 kph maximum, 819 kph cruising, 190 kph NOE

Travel Move: 3276/1140

Combat Move: 152 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Signature: +1 Diff Mods vs. HRT and Radar, None vs. other methods
Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +5 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.364 G

Fuel Capacity: 17,865.375 liters reaction mass plus 84 liters for fusion reactor

Fuel Consumption/Endurance: 1082.75 liters/hour (endurance of 15.5 hours), plus reactor fuel is sufficient for one month constant power

Combat Statistics

Config: Sm Turret

TF: 252

HF: 252

Susp: Grav

TS: 140

HS: 140

TR: 126

HR: 126

Deck: 126

Belly: 140

TL15 Imperial FDC APC

TL15 IMPERIAL FDC APC

Fire direction centers (see also *Fire, Fusion, & Steel* page 88) coordinate the fire of several indirect fire systems (tube artillery, rocket artillery, and meson guns) at a single target, convert correction requests from forward observers into precise elevation, traverse, propellant, and trajectory commands, and calculate the effects of a wide variety of factors on artillery accuracy (such as atmospheric, different elevations between the firing weapon and the target, and so on). While fire direction centers are not required to conduct indirect fire, they increase the effectiveness of that fire dramatically.

For fire conducted through a fire direction center, the task roll to hit the target is a Difficult (instead of Formidable) task.

Fire direction centers substitute the appropriate weapon skill/asset of the main operator (usually the most skilled gunner in the FDC) for the weapons skills of the gunners of all the weapons controlled by the FDC (called the "battery"). All weapons in the battery must have a communications link to the FDC.

TL15 FDCs have an effective indirect fire range of 80 kilometers, meaning that the advantages described in the two paragraphs above apply within this range. Indirect fire using the FDC beyond this range is allowed, but the task roll to hit is Formidable instead of Difficult. TL15 FDCs mass 10 tonnes, displace 14 m³, cost MCr3, and require a crew of four (of these, three require dedicated workstations, one may double as the vehicle commander from a vehicle crewstation). The FDC in this vehicle is supplemented by the standard command vehicle suite of two full-size TL15 computers, allowing them to be fully integrated and coordinated with military operations throughout the operational area.

Note that this 80-kilometer range is from the FDC to the target, and has nothing whatever to do with where the firing artillery is in relation to the target or the FDC. Thus, as long as the firing artillery is in range of the target and in communications with the FDC, the indirect fire task can be conducted as described above, even if the firing artillery is thousands of kilometers from the target, as in the case of a battlefield meson gun, or orbital artillery fire (see TNE page 281). This allows meson guns (page 40), MRL artillery vehicles (page 36), and the like to be sited far away from potential combat while retaining the ability for precision fire.

The Imperial Fire Direction Center (FDC) vehicle is based on the Imperial Fire Support and Command APC (page 24), but with the external missile racks deleted. The loss of drag gives the Imperial FDC vehicle a blistering turn of speed, and makes it by far the fastest member of the army family of grav APCs (pages 22-25 and this page). Its light armament is intended for self-defense only, as the army feels comfortable that it will have sufficient support forces available that its FDC vehicle will not need to attack targets itself in order to save scarce indirect fire missions. The removal of the missiles underscore this point, but more importantly, make it possible for the vehicle to rapidly move around the battlefield, bringing the effects of massive bombardment to any points required. While the Marines are concerned that bombardment assets will be scarce in the Marine combat environment, the army expects them to be relatively plentiful; it is rather the FDC vehicles that will be the limiting factor. Therefore high FDC vehicle speed, moving the "footprint" of applicable firepower around the battlefield in the shortest amount of time possible, is the critical feature of its FDC carrier.

However, for the simple sake of redundant capability, the vehicle does retain the missile fire control capability of the fire support vehicle. This allows it to control missiles fired by other vehicles, and also gives it a 300km range laser designator, although the FDC role does not usually call for it to designate its own targets from the front.

Note also that remote drone missiles (see pages 38-39), although classed as "artillery" do not use fire direction centers, as their mode of operation is entirely different from classical indirect fire.

Tech Level: 15

Price: MCr20.087204

Size: 168 cubic meters=12 displacement tons (VS)

Mass: 229.16 tonnes empty, 231.78 loaded

Power: TL15 11.94 MW fusion power plant supplying 1.2 MW to high-efficiency contra-grav lifters, with HEPlaR thruster generating 86.62 tonnes of thrust (0.05182 MW excess power)

Maint: 39

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Ft flight computers, TL10+ IGS navigation system, 2xTL15 Model St computers

Commo: TL15 30km radio, TL15 300km meson communicator, TL15 30,000km maser

Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 30km active EMS sensor, 5xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 30 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (for 134.4 cubic meters), and one air lock

Cargo: 150 kg of crew equipment (0.6 m³)

Crew: 6 (Driver, Gunner, Commander/FDC Operator, 3 FDC Technicians)

Passengers: None

Fire Control: EMS rangefinder and TL14 point defense ballistic computer for VRF Gauss Gun (ignore 5 Diff Mods, and multiply Diff Mods of ballistic target by 0.5, dropping fractions), EMS rangefinder may function as 3km short

range laser/EMS designator, TL15 Fire Direction Center with indirect fire coordinating range of 80 km.

Armament: VRF Gauss Gun in remote turret

Stabilization: Advanced (fire at any speed)

Ammo: 300,000 rounds VRF gauss gun (Cr3000 for full load of 300,000 rounds needle)

Reloading Data: VRF gauss gun ammunition is carried in 10 cassettes, 0.017m³ each, 0.017 tonnes loaded, 0.002 tonnes empty, Cr320 loaded, Cr20 empty, replacement requires four actions (see TNE page 273).

Speed: 1166 kph maximum, 875 kph cruising, 190 kph NOE

Travel Move: 3500/1140

Combat Move: 162 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Signature: +1 Diff Mods vs. HRT and Radar, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +5 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.374 G

Fuel Capacity: 21,113.625 liters reaction mass plus 99.5 liters for fusion reactor

Fuel Consumption/Endurance: 1082.75 liters/hour (endurance of 19.5 hours), plus reactor fuel is sufficient for one month constant power

Combat Statistics

Config: 5m Turret

Susp: Grav

TF: 252

TS: 140

TR: 126

Deck: 126

HF: 252

HS: 140

HR: 126

Belly: 140



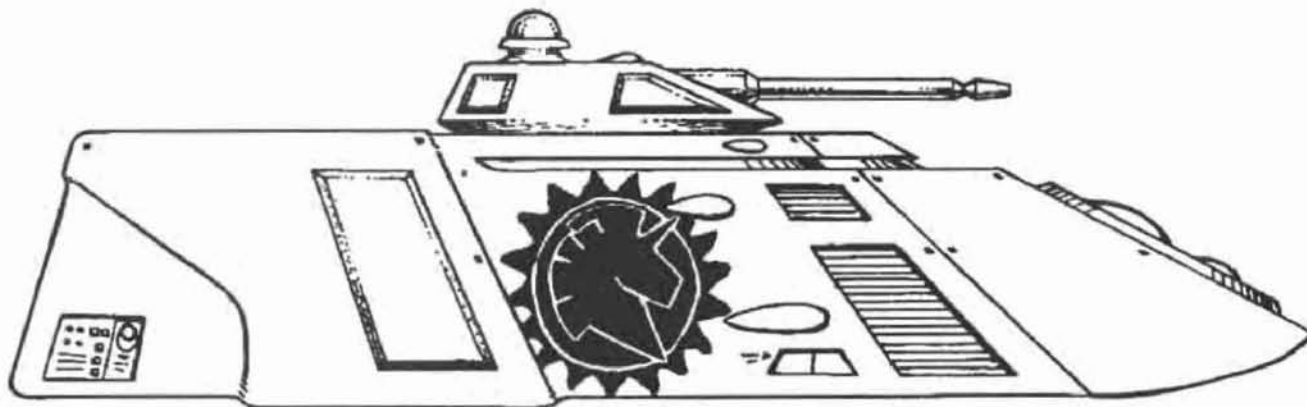
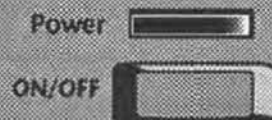
Security Clearance



300-1202

Date

Regency Combat Vehicle Guide



Fire Direction Center vehicle belonging to an unidentified Regency Army unit. The national insignia is unusually large, probably indicating that the vehicle is a member of a peacekeeping force, which routinely use over-sized insignia to minimize the chance of mistaken identity in these tense operations. Note that although the Regency insignia appears to be applied "backwards," it is official policy that when affixed to vehicles, the unicorn in the insignia should be facing "forward," in the direction of the vehicle's travel. Thus port-side insignia appear "correct" while starboard-side insignia seem to be reversed.

The orbital maser uplink atop the turret is a standard part of the fire direction communications suite. These vehicles are able to collate data from orbital satellite networks or warships, coordinate fire from meson guns on the other side of a planet, and even direct the fire of orbital bombardment.

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL15 systems, or by two levels vs. TL14- sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for the Imperial FDC Carrier costs Cr20,000 each regardless of type, or MCr2.4 for a full load of 120.

WEAPON CHARACTERISTICS

VRF Gauss Gun

TL	Round	ROF	Dam Val	Pen Rtg	Magazine	Short Range
T0	4x20mm/60 Dart	50	6	1-3-5	300,000C	300

TL: Technology Level; Round: type of round fired; ROF: Rate of Fire in shots per fire action; Dam Val: Damage Value; Pen Rtg: Penetration Rating at short-medium-long-extreme ranges; Pen Val: Penetration Value, i.e., Damage Value already adjusted by Penetration Rating at short-medium-long-extreme ranges for use against unarmored targets; Magazine: Magazine capacity in shots, where C indicates the cassette magazine type; Short Range: Short Range in meters.

Imperial TL15 Point Defense and Nuclear Damper Control APCs

TL15 IMPERIAL POINT DEFENSE (PD) APC

At TL15, the point-defense mission combines the roles of anti-aircraft, anti-artillery, and antimissile fire into a single platform. However, because dedicated point-defense platforms high-value targets, such as battalion+head-virtually all TL15 Imperial AFVs are equipped not all of them possess the rate of fire and

The PD APC can bring five fusion pulses vehicle, which is a sufficiently lethal volume of Point defense sections, generally allocated command vehicle which provide situational subordinate vehicles to allow them to situate or incoming threats.

cannot be everywhere, the coverage of PD vehicles is generally limited to quarters, artillery concentrations, logistics nodes, and the like. Although with point-defense quality fire control (for self-defense versus Tac missiles), weapons performance necessary for an area-defense capability. per second against any incoming aircraft, missile, artillery round, or fire to provide reasonable security to high-value targets even at TL15. at the battalion or regimental level, consist of three PD APCs and a awareness and directional cues to their otherwise prepare themselves for



Point Defense APC with its rapid-pulse RPW-15H fusion gun in its customary position: at near-maximum elevation, prepared to engage incoming aircraft, top-attack missiles, and artillery rounds.

Tech Level: 15
Price: MCr7.294131
Size: 168 cubic meters=12 displacement tons (VS)
Mass: 219.46 tonnes empty, 282.35 loaded
Power: TL15 10.98 MW fusion power plant supplying 1.2 MW to high-efficiency contra-grav lifters, with HEPlAR thruster generating 86.62 tonnes of thrust (0.01262 MW excess power)
Maint: 47
Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Fit flight computers, TL10+ IGS navigation system
Commo: TL15 30km radio, 2xTL15 300km meson communicator, TL15 30,000km maser
Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 300km active EMS sensor, 3xWSV goggles
ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 30 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)
Life Support: Heat, light, extended life support, artificial gravity/G-compensators (for 134.4 cubic meters), and one air lock
Cargo: 1033 kg of crew equipment (4.134 m³)
Crew: 3 (Driver, Commander, Gunner)
Passengers: 2 in adequate seats with large cargo hatch
Fire Control: EMS rangefinder and TL14 point defense ballistic computer (ignore 5 Diff Mods, and multiply Diff Mods of ballistic target by 0.5, dropping fractions), EMS rangefinder may function as 3km short range laser/EMS designator

Armament: TL15 rapid-pulse 18.5-Mj fusion gun
Stabilization: Advanced (fire at any speed)
Ammo: Magazine with 1000 rounds of 18.5-Mj 11.6x35cm PFC cartridges (Cr148 each, Cr148,000 for full load of 1000), plus three additional magazines carried as cargo (Cr148,740 each fully loaded, Cr446,220 for all three)
Reloading Data: Fusion gun magazine is 7.4m³, 14,948 tonnes loaded, 0.148 tonnes empty, MCr0.14874 loaded, MCr0.00074 empty, reloading requires 150 five-second combat turns with no additional loading gear required, as gear is integral to vehicle.
Speed: 873 kph maximum, 654 kph cruising, 190 kph NOE
Travel Move: 2616/1140
Combat Move: 121 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares
Signature: +1 Diff Mods vs. HRT and Radar, None vs. other methods
Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +4 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed
Maximum Acceleration: 0.307 G
Fuel Capacity: 21,113.625 liters reaction mass plus 91.5 liters for fusion reactor
Fuel Consumption/Endurance: 1082.75 liters/hour (endurance of 19.5 hours), plus reactor fuel is sufficient for one month constant power

Combat Statistics

Config: 5m Turret	TF: 252	HF: 252
Susp: Grav	TS: 140	HS: 140
	TR: 126	HR: 126
	Deck: 126	Belly: 140

Decoys

See facing page for description.

Decoys for the Imperial Point Defense APC costs Cr20,000 each regardless of type, or MCr2.4 for a full load of 120.

WEAPON CHARACTERISTICS

TL15 18.5 Mj 19-Chamber Rapid Pulse Fusion Gun (RPW-15H)

TL	Weapon	ROF	Dam Val	Pen Rtg	Pen Val	C-B	Short Range
TS	18.5-Mj RP Fusion W Gun	5	129	1-1-2-10	129-129-65-13	17-15	650m

TL: Technology level; ROF: Rate of Fire in shots per fire action, except in the case of weapons listed as "SAN," where N is the total number of shots that the weapon can fire per five-second combat turn; Dam Val: Damage Value; Pen Rtg: Penetration Rating at short-medium-long-extreme ranges; C-B: Concussion value and Burst radius in meters; Short Range: Short Range in meters.



Security Clearance



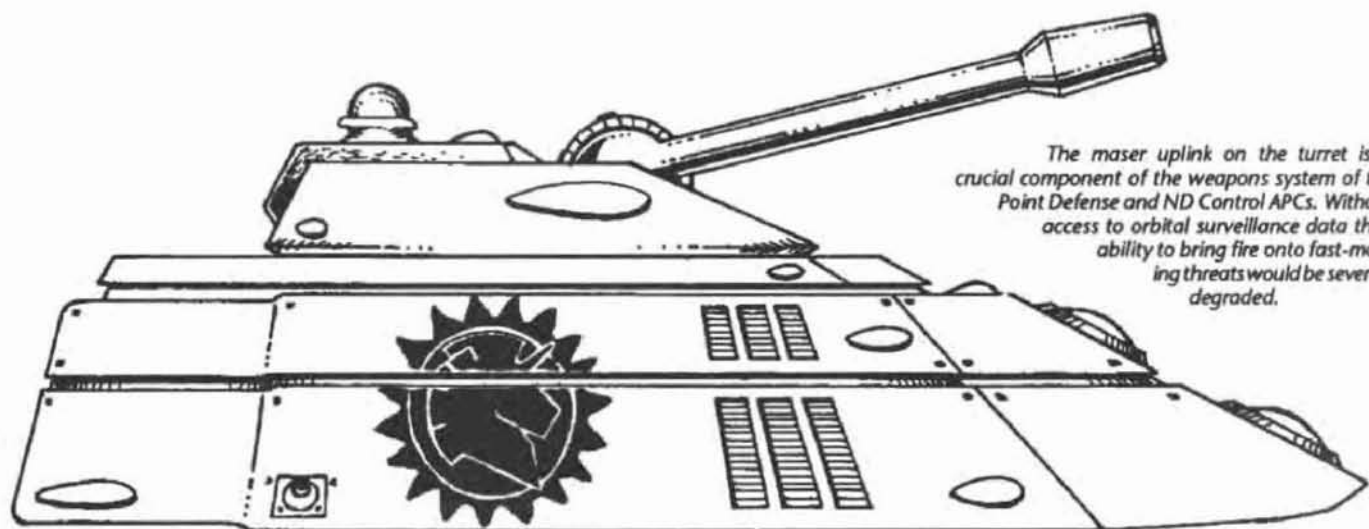
300-1202

Date

Regency Combat Vehicle Guide

Power 

ON/OFF 



The maser uplink on the turret is a crucial component of the weapons system of the Point Defense and ND Control APCs. Without access to orbital surveillance data their ability to bring fire onto fast-moving threats would be severely degraded.

TL15 IMPERIAL NUCLEAR DAMPER (ND) CONTROL APC

The ND Control APC is the vehicle that directs and allocates the fire of Imperial Nuclear Damper Carriers (NDCs) against identified and suspected nuclear warheads to prevent their detonation (see NDCs, next page). TL15 NDCs have a 3000km over-the-horizon (OTH) range that requires the assistance of fire control centers that allows them to direct fire against nuclear warheads that are not yet in their line of sight. ND Control APCs provide this service, as they are tied into the planetary command-and-control network. This network conveys the identification of likely or confirmed nuclear warhead or nuclear warhead-carrying vehicles, as well as the determination of their cargo as fission or fusion weapons (see next page, or Fire, Fusion & Steel page 57; the correct determination of fission vs. fusion and the correct application of nuclear damper effects is handled via the standard task resolution system).

In design, the ND Control APC is a cross between a command APC and the Point Defense APC (previous page). The command functions allow the control vehicle to access the global observation and intelligence data to track and: 1) determine the location and imminent threat of nuclear warheads, 2) determine the firing and trajectory of nuclear warheads, and 3) hand off targeting data for these warheads to nuclear damper vehicles which can neutralize these warheads.

The purpose of ND control vehicle's armament is two-fold: to provide nonnuclear air defense to the NDCs under its control as well as to provide additional firepower against incoming projectiles in the case of saturation attacks too intense for the nuclear dampers to handle.

Each nuclear damper section (see Striker II) consists of three ND Control APCs and four Nuclear Damper Carriers. This allows two active ND controllers each controlling two NDCs plus one reserve ND controller which is either resting its crew between alert periods or is monitoring the global situation preparatory to taking over control of a two-NDC fire element. Each NDC element can maintain a rate of fire of two shots per five-second combat turn.

Tech Level: 15

Price: MCr13.820031

Size: 168 cubic meters=12 displacement tons (VS)

Mass: 221.96 tonnes empty, 269.01 loaded

Power: TL15 12.54 MW fusion power plant supplying 1.2 MW to high-efficiency contra-grav lifters, with HEPIaR thruster generating 86.62 tonnes of thrust (0.02262 MW excess power)

Maint: 45

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Fit flight computers, TL10+ KGS navigation system, TL15 Model St computer

Commo: TL15 30km radio, 2xTL15 300km meson communicator, TL15 30,000km maser

Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 3000km active EMS sensor, 3xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 30 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (for 134.4 cubic meters), and one air lock

Cargo: 140 kg of crew equipment (0.56 m³)

Crew: 5 (Driver, Commander, Gunner, Coordinator, Relief Coordinator)

Passengers: None

Fire Control: EMS rangefinder and TL14 point defense ballistic computer (ignore 5 Diff Mods, and multiply Diff Mods of ballistic target by 0.5, dropping fractions), EMS rangefinder may function as 3km short range laser/EMS designator

Armament: TL15 rapid-pulse 18.5-MJ RPW-15H fusion gun

Stabilization: Advanced (fire at any speed)

Ammo: Magazine with 1000 rounds of 18.5-MJ 11.6x35cm PFC cartridges (Cr148 each, Cr148,000 for full load of 1000), plus two additional magazines carried as cargo (Cr148,740 each fully loaded, Cr297,480 for both)

Reloading Data: Fusion gun magazine is 7.4m³, 14.948 tonnes loaded, 0.148 tonnes empty, MCr0.14874 loaded, MCr0.00074 empty, reloading requires 150 five-second combat turns with no additional loading gear required, as gear is integral to vehicle.

Speed: 916 kph maximum, 687 kph cruising, 190 kph NOE

Travel Move: 2748/1140

Combat Move: 127 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Signature: +1 Diff Mods vs. HRT and Radar, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +4 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.322 G

Fuel Capacity: 21,113.625 liters reaction mass plus 104.5 liters for fusion reactor

Fuel Consumption/Endurance: 1082.75 liters/hour (endurance of 19.5 hours), plus reactor fuel is sufficient for one month constant power

Combat Statistics

Config: 5m Turret

Susp: Grav

TF: 252

TS: 140

TR: 126

Deck: 126

HF: 252

HS: 140

HR: 126

Belly: 140

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL15 systems, or by two levels vs. TL14- sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for the Point Defense and ND Control APCs cost Cr20,000 each regardless of type, or MCr2.4 for a full load of 120.

TL15 Imperial Nuclear Damper Carrier

TL15 IMPERIAL NUCLEAR DAMPER CARRIER (NDC)

Nuclear dampers disable nuclear warheads by preventing their warheads from undergoing nuclear reactions. In the case of fission warheads, they do this by transforming their fissile material into nonfissile elements, and in the case of thermonuclear warheads, they do this by preventing the hydrogen nuclei from being able to fuse. This sort of alchemy is made possible by the manipulation of the strong and electroweak forces. Weakening the strong force, which holds subatomic particles together in atomic nuclei, prevents hydrogen nuclei from fusing in thermonuclear reactions. On the other hand, manipulating the electroweak force, which controls the decay of subatomic particles, allows the nuclear damper to cause Uranium or Plutonium to rapidly decay into nonfissile isotopes, preventing the nuclear warhead from functioning. (Note, however, that improperly identifying a fission warhead as a fusion warhead and firing a nuclear damper at it to weaken the strong force will actually cause the detonation of a fission warhead, rather than prevent it.) For further discussion of nuclear damper technology, see **Fire, Fusion & Steel** pages 56-57.

Although it is believed that at higher tech levels so-called "nuclear damper" technology (although "nuclear enhancer" technology would be just as accurate, depending upon its specific application) will permit true alchemy, at current levels it is only able to provide economical results in military applications (where the result of a nuclear explosion has truly profound implications), and with materials that are either inherently unstable (in the case of fissile elements) or are in critical transitional states (in the case of fusion ignition).

Like meson guns, the positive or negative "nodes" generated by nuclear dampers are not affected by intervening terrain and can be generated at points over the horizon. This means that unless nuclear damper fire is to be restricted to direct "above the horizon" fire, their fire must be controlled by command centers that can pass over-the-horizon targeting points to the firing nuclear dampers. These command centers are the Nuclear Damper Control APCs detailed on page 31.

Like most TL15 battlefield support systems, the NDC is based on the TL15 grav APC hull. This has led to its commonly being called the "Nuclear Damper Grav APC," although this term is a misnomer, as it is a damper carrier, not a personnel carrier.

Tech Level: 15

Price: MCr21.992491

Size: 168 cubic meters=12 displacement tons (VS)

Mass: 235.11 tonnes empty, 238.75 loaded

Power: TL15 22.8 MW fusion power plant supplying 1.2 MW to high-efficiency contra-grav lifters, with HEPlAR thruster generating 86.62 tonnes of thrust (0.03292 MW excess power)

Maint: 40

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Ft flight computers, TL10+ IGS navigation system, TL15 Model St computer

Commo: TL15 30km radio, 2xTL15 300km meson communicator, TL15 30,000km maser

Sensors: 30km passive EMS sensor, 3000km passive EMS sensor, 3000km active EMS sensor, 2xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 30 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (for 134.4 cubic meters), and one air lock

Cargo: 576 kg of crew equipment (2.306 m³)

Crew: 4 (Driver, Commander, Damper Operator, Replacement Damper Operator)

Passengers: None, but accommodations include two half-bunks for crew

Fire Control: TL15 3000km beam pointer (ignore

5 Diff Mods, and multiply Diff Mods of ballistic target by 0.5, dropping fractions)

Armament: TL15 3000km nuclear damper (SA1)

Stabilization: Advanced (fire at any speed)

Ammo: None (damper is powered directly from power plant)

Reloading Data: N/A

Speed: 1200 kph maximum, 900 kph cruising, 190 kph NOE

Travel Move: 3600/1140

Combat Move: 169 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Signature: +2 Diff Mods vs. HRT and Radar, +1 Diff Mods vs. Passive and Active EMS, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +5 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.363 G

Fuel Capacity: 34,648 liters reaction mass plus 190 liters for fusion reactor

Fuel Consumption/Endurance: 1082.75 liters/hour (endurance of 32 hours), plus reactor fuel is sufficient for one month constant power

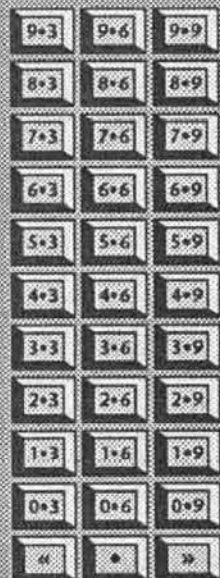
Combat Statistics

Config: No Turret HF: 252

Susp: Grav HS: 140

HR: 126

Deck: 126 Belly: 140



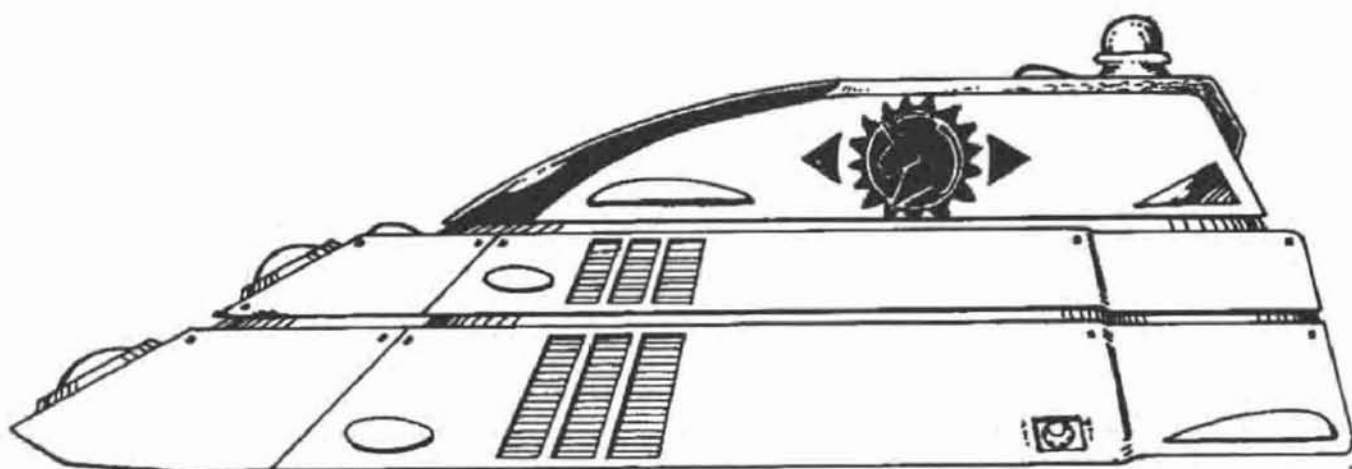
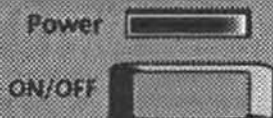
Security Clearance



300-1202

Date

Regency Combat Vehicle Guide



Imperial Nuclear Damper Carrier (NDC). These vehicles are allocated at the battalion level, and are generally deployed to protect high-value targets, such as command/control/communications nodes, resupply points, and civilian populations, although they can operate with small tactical units, moving their umbrella of protection with the lead formations.

Fire from nuclear dampers vs. a specified target (either detected by the NDC itself or passed off from an NDC control vehicle) is resolved as normal direct fire (TNE page 275), except that a nuclear damper has only a single range band. Targets within this range may be attacked, and targets outside this range may be not. Targets within this range are all attacked with a basic difficulty level of Difficult. This task also applies Diff Mods for target speed (TNE page 294). Note that the vehicle is equipped with ballistic fire control, allowing it to disregard five such Diff Mods after multiplying the Diff Mods for ballistic targets by 0.5.

Nuclear dampers apply one additional Diff Mod, detailed as follows. Since the effect of the nuclear damping described above is not instantaneous, but requires the application of the proper positive and negative nodes to the material, the success of the damper is based on the "dwell time" of its field upon the target. The ability to keep this field focused on the target depends again upon the target's closing speed, with Diff Mods based on the net closing velocity of the nuclear warhead. Divide the net closing velocity in kilometers per hour of the targeted warhead by 60,000, and round to the nearest whole number. The result is the target's CV (closing velocity, using units of the TNE and Brilliant Lances space combat system) which is divided by the indicated value to yield a positive difficulty modifier. This Diff Mod is then applied to the basic fire task difficulty level based on range. Note that the CV units are so large (with 29,999 kph rounding down to 0) that this hardly ever creates a problem in the planetary combat arena; it is only the frictionless vacuum of space that allows nuclear warheads to get up to such high speeds.

The nuclear damper carried by this vehicle has a rate of fire of only one shot per turn, which means that each ND carrier can only conduct one fire task per five-second combat turn.

The reality of terrain-following nuclear munitions (or warhead-carrying aircraft) and their high speed means that nuclear dampers are dependent on hand-offs from systems that can provide over-the-horizon (OTH) targeting. Such systems are carried by ND Control APCs, which are detailed on page 31. In general, two ND carriers are given targeting information by a single ND Control APC. Battery organization is discussed on page 31.

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL15 systems, or by two levels vs. TL14- sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

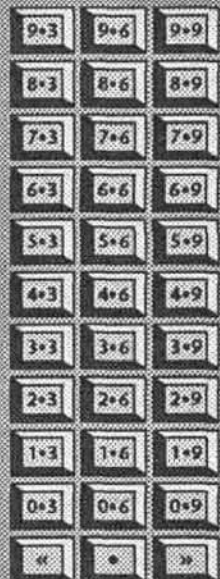
Decoys for the Imperial NDC costs Cr20,000 each regardless of type, or MCr2.4 for a full load of 120.

WEAPON CHARACTERISTICS

TL	Weapon	ROF	Range	Diff Mod
15	Nuclear Damper	SA1	3000km	CV+5

Diff Mod: Divide the net closing velocity in kilometers per hour of the targeted warhead by 60,000, and round to the nearest whole number. The result is the target's CV (closing velocity, using units of the TNE and Brilliant Lances space combat system) which is divided by the indicated value to yield a positive difficulty modifier. This Diff Mod is then applied to the basic fire task level, which is always Difficult.

TL15 Imperial Cavalry Vehicle/ Armed Air Raft



Security Clearance



300-1202

Date

TL15 ARMED AIR RAFT

The Armed Air Raft is the standard scout vehicle of the Imperial/Regency planetary forces, army and Marines alike, and is used in regimental and battalion scout sections, Marine Armored Cavalry (MARcav) platoons, and a variety of other light armed roles. It has the advantages of being reasonably fast, inexpensive, and carrying the offensive punch of the TL15 Imperial Fire Support APC (page 22). Because of its scout role it is officially known as the TL15 Imperial Cavalry Vehicle.

Its combination of VRF gauss gun and light Tac missiles gives it an effective and powerful armament for a vehicle of its relatively small size, although the carriage of the missiles in a single-tube magazine launcher makes them slightly less flexible than on the Fire Support APC with its 34 missile rails, any or all of which can be fire at any one time. In addition, its 300km laser designator makes it an effective artillery designator (see the MRL Artillery Vehicle, page 36). "Hunter-Marker" teams of FDC vehicles (pages 26-29) and armed air rafts are often assembled in artillery-heavy forces to bring the force of massive indirect fire onto the battlefield, in the form of target designated MRL fire via armed air rafts or standard MRL/meson fire via the FDC vehicles.

The armed air raft is designed for use as a recce/scout vehicle, and carries two observers who can be dismounted for ground reconnaissance/target designation/special operations missions. A full scout section of five armed air rafts can place an infantry element of two full fire teams plus a two-man command element onto the ground, and support them with gauss gun and Tac missile fire. This combination makes not only a successful intelligence-gathering scout force, but also a useful rear-guard or economy of force detachment.

Although meson communicators are not standard equipment on the armed air raft in order to reduce costs, power is reserved in the design for 300km units, which adds MCr0.25 to the vehicle cost and reduce cargo capacity by 0.5 m³.

The Regency Army maintains a number of light action civil security battalions that are equipped primarily with armed air rafts and grav belt-equipped infantry wrapped around a standard headquarters component which includes a battery of eight MRL artillery vehicles. These units have a relatively low impact in terms of public provocation, but are very effective in terms of area surveillance, and the MRL battery provides a devastating punch which allows the unit to hold its position while awaiting reinforcement.

Tech Level: 15

Price: MCr1.420423

Size: 42 cubic meters=3 displacement tons (Mc)

Mass: 6.33 tonnes empty, 8.03 tonnes loaded

Power: 2.52 MW fusion power plant, with HEPlaR thruster generating 8 tonnes of thrust (0.0733 MW excess power)

Maint: 1

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 2x Model 15-FLT computers, TL10+ IGS positioning navigation

Commo: 300km radio, 2x30km maser

Sensors: 30km passive EMS, 5xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 20 of any combination of antilaser, antiactive sensor, or antipassive sensor decoys (see below)

Life Support: Pressurized, light, heat, basic life support

Cargo: 260 kg of crew equipment (1.04 m³)

Crew: 5 (Driver, Missile Gunner, Gauss Gunner, 2 Observer/Dismounted Scouts)

Passengers: None (2 Observer/Dismounted Scouts in adequate seats)

Fire Control: EMS rangefinder and TL14 direct fire ballistic computer (ignore 5 Diff Mods), control units for imaging radar target seeking and laser designated missiles, 300km laser designator, EMS rangefinder may function as 3km short range laser/EMS designator

Armament: Turret-mounted VRF gauss gun, hull-mounted magazine launcher with 0+12 30kg fire-and-forget Tac missiles

Stabilization: Advanced (fire at any speed)

Ammo: 5 cassettes for VRF gauss gun (Cr1600 for full load of 150,000 rounds/needle) 12 Tac missiles in magazine launcher (price varies, see table below)

Reloading Data: VRF gauss gun ammunition is carried in 5 cassettes, 0.017m³ each, 0.017 tonnes loaded, 0.002 tonnes empty, Cr320 loaded, Cr20 empty, replacement requires four actions (see TNE page 273). Missiles are 30kg each, replacement requires 6 actions each.

Speed: 746 kph maximum, 560 kph cruising, 187 kph NOE (safe speed)

Travel Move: 2240/1122

Combat Move: 104/26

Signature: +2 Diff Mods vs. HRT and Radar, +1 vs. other methods

Diff Mods vs. Fire: No Diff Mod stationary, +6 at maximum speed (high mode combat move), +5 at cruising speed (high mode travel move), +8 at safe NOE speed, +10 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.267 G

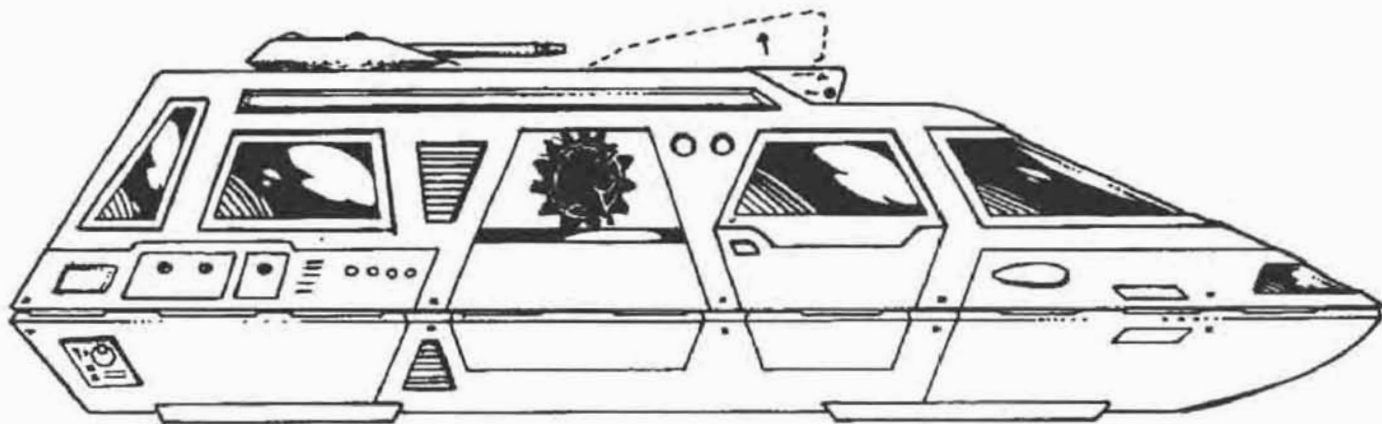
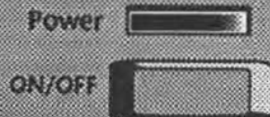
Fuel Capacity: 4800 liters liquid hydrogen (LHyd)

Fuel Consumption: 100 liters/hour (endurance of 48 hours), plus power plant fuel is sufficient for one month.

Combat Statistics

Config: 5m Turret	TF: 8	HF: 8
Susp: Grav	TS: 4	HS: 4
	TR: 4	HR: 4
	Deck: 4	Belly: 4

Regency Combat Vehicle Guide



Imperial Cavalry Vehicle. Note dotted line showing missile launcher in the raised (firing) position. The VRF gauss gun turret cannot fire directly ahead when the missile launcher is firing, although it has full 360-degree traverse when the missile launcher is retracted. The two scouts dismount either through the doors on each side or through a crew ramp in the hull rear.

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL15 systems, or by two levels vs. TL14- sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for the armed air raft cost Cr20,000 each regardless of type, or MCr1.6 for a full load of 80.

WEAPON CHARACTERISTICS

TL15 30kg Fire and Forget Missiles

TL	Guidance	Whd	Mass	Price	Sh Rng	Mx Rng	C-B	Dngr Spc	Pen	M/Turn	AGL
15	Tgt Skr/TD	HE	30	4136.8	20	54	16-45	—	5C	16,680	8/10
15	Tgt Skr/TD	Flech	30	4328.8	20	54	—	150x600	1-Nil	16,680	8/10

TL is tech level of missile; *Guidance* is guidance packages in missile, where TD is AEMS/Laser target designated and Tgt Skr is IR target seeker; *Whd* is warhead type; *Mass* is mass of missile in kilograms; *Price* is price of missile in credits; *Sh Rng* is short range of missile in target seeker mode; *Mx Rng* is maximum range of missile in target designated mode; *C-B* is concussion and burst for HE warheads; *Dngr Spc* is danger space for flechette warheads; *Pen* is Penetration Value for HE warheads and Penetration Rating for flechette warheads in primary-secondary danger space (damage value is 2D6/TD6 respectively); *M/turn* is the number of meters the missile travels in a five-second combat turn; *AGL* is the missile's agility, with the target designation mode agility to the left of the slash and the target seeker guidance mode agility to the right of the slash. All missiles have a volume of 30 liters, diameter of 20cm, and length of 95cm.

VRF Gauss Gun

TL	Round	ROF	Dam Val	Pen Rtg	Magazine	Short Range
10	4x20mm/60 Dart	50	6	1-3-5	300,000C	300

TL: Technology Level; *Round*: type of round fired; *ROF*: Rate of Fire in shots per fire action; *Dam Val*: Damage Value; *Pen Rtg*: Penetration Rating at short-medium-long-extreme ranges; *Pen Val*: Penetration Value, i.e., Damage Value already adjusted by Penetration Rating at short-medium-long-extreme ranges for use against unarmored targets; *Magazine*: Magazine capacity in shots, where C indicates the cassette magazine type; *Short Range*: Short Range in meters.

TL15 Imperial Artillery Vehicle (Multiple Rocket), MRLAV

TL15 IMPERIAL MULTIPLE ROCKET LAUNCHER (MRL) ARTILLERY VEHICLE, MRLAV

The MRL Artillery Vehicle is the standard Imperial area-saturation weapon. By ripple-firing its full load of 20 rockets a single MRLAV is able to lay fire on an area as large as 2060 meters across as far as 650 kilometers away. With its integral autoloader the MRLAV can reload in only five minutes. Thus under ideal circumstances a single MRLAV could cover almost 40 square kilometers with fire in a single hour. In a high-threat environment this figure would be reduced by the need to displace to a new firing position after each salvo, but given the vehicle's ability to rapidly open fire this value would be no more than cut in half.

The EMS guidance of these rockets allows them to be designated by any laser, radar, or active EMS system, which allows a very high first-round hit probability. The rockets may also be fired using normal indirect fire procedures, but given the capability of EMS target designation this method is wasteful and is only used in unusual circumstances.

MRL Artillery Vehicles are employed in four-vehicle units, either as separate MRL platoons or as MRL sections. Separate MRL platoons are small artillery units organic to nonartillery battalions and include an FDC vehicle as the platoon headquarters. MRL sections are assigned one or two at a time to a regimental or divisional artillery battery along with an RDM section. The MRL and RDM sections have no FDCs of their own. The battery is commanded from a single FDC battery command vehicle.

In both cases, there is usually one grav sled (see page 42) assigned per MRL vehicle as an ammunition carrier.

Tech Level: 15

Price: MCr9.013841

Size: 168 cubic meters=12 displacement tons (VS)

Mass: 257.17 tonnes empty, 269.24 loaded

Power: TL15 7.2 MW fusion power plant supplying 1.2 MW to high-efficiency contra-grav lifters, with HEPlaR thruster generating 86.62 tonnes of thrust (0.29092 MW excess power)

Maint: 45

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Fit flight computers, TL10+ IGS navigation system

Commo: TL15 30km radio, TL15 300km meson communicator, TL15 30,000km maser

Sensors: 30km passive EMS sensor, 3xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 30 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (for 134.4 cubic meters), and one air lock

Cargo: 49 kg of crew equipment (0.197 m³)

Crew: 3 (Driver, Commander, Gunner)

Passengers: None

Fire Control: TL15 Indirect Fire Control

Armament: 20-round multiple rocket launcher for 30cm, 500 kg EMS-designated artillery rockets

Stabilization: Advanced (allows set-up time to be reduced to 6 turns, or 30 seconds)

Ammo: 20x30cm rockets carried in launch tubes

Reloading Data: Autoloader reduces reload time to 5 minutes (60 combat turns)

Speed: 1070 kph maximum, 802 kph cruising, 190 kph NOE

Travel Move: 3208/1140

Combat Move: 149 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Signature: +2 Diff Mods vs. HRT and Radar, +1 Diff Mods vs. Passive and Active EMS, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +5 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.322 G

Fuel Capacity: 21,113.625 liters reaction mass plus 60 liters for fusion reactor

Fuel Consumption/Endurance: 1082.75 liters/hour (endurance of 19.5 hours), plus reactor fuel is sufficient for one month constant power

Combat Statistics

Config: Standard

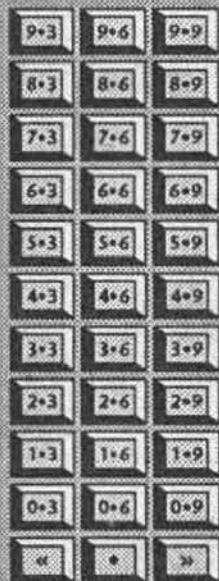
Susp: Grav

HF: 252

HS: 140

HR: 126

Deck: 126 **Belly:** 140



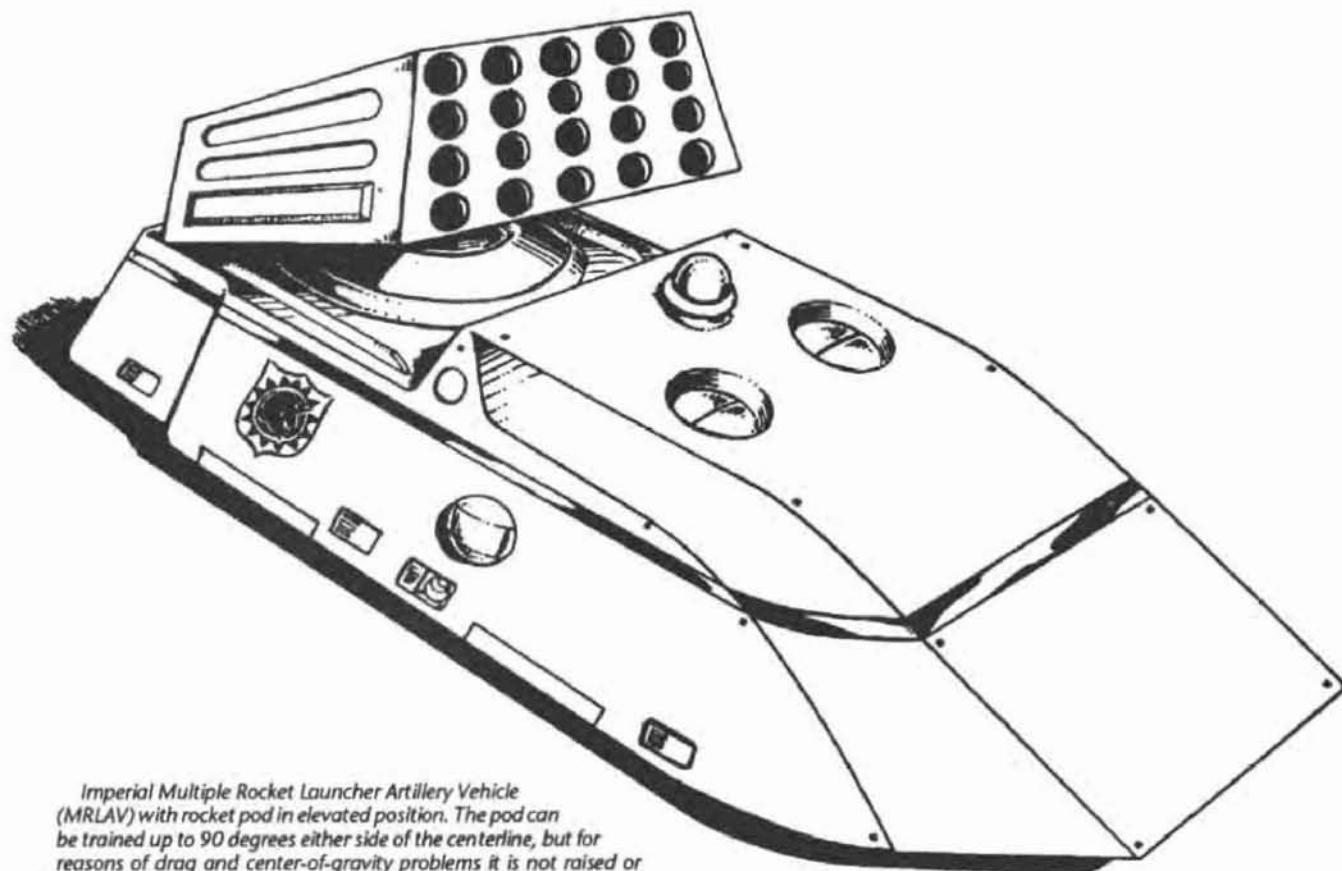
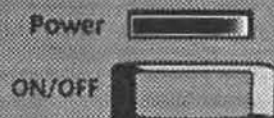
Security Clearance



300-1202

Date

Regency Combat Vehicle Guide



Imperial Multiple Rocket Launcher Artillery Vehicle (MRLAV) with rocket pod in elevated position. The pod can be trained up to 90 degrees either side of the centerline, but for reasons of drag and center-of-gravity problems it is not raised or trained except when the vehicle is stationary.

Autoloader rails are installed at the rear of the rocket pod, allowing the pod to be reloaded from ammunition vehicles (such as the Imperial grav sled, see page 42) in as little as five minutes.

This view affords a good view of the radome-protected orbital maser uplink, located between and behind the crew hatches, and just in front of the break in the hull for the rocket pod recess. The maser allows full access to the FDC net (see pages 26-29), so crucial to accurate indirect fire.

The shield around the Regency insignia shows that this is an Army vehicle. In any event, the vast majority of MRLAVs in service belong to the Army anyway, as the Marines prefer the Meson Artillery Vehicle (MAV), see pages 40-41.

WEAPON CHARACTERISTICS

TL15 30cm Artillery Rockets

Warhead	Guidance	Conc-Brst	Direct Hit On	Pen	IF Rng	Cbt Move	Price
HE	EMS Desig	225-155	—	38C	650km	30,310/+9	3696
Submun	EMS Desig	NA-225	1, 1-5	10C	650km	30,310/+9	13,696
Hmg Submun	EMS Desig	NA-115	1-3, 1-7	10C	650km	30,310/+9	21,696
HEAP	EMS Desig	149-125	—	353C	650km	30,310/+9	4696

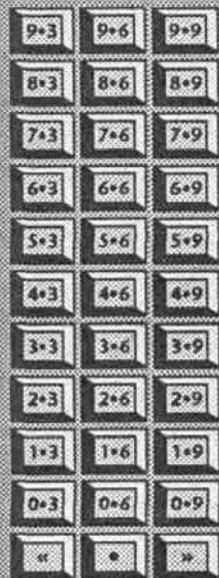
All rockets have a diameter of 30cm and a length of 7 meters. *Conc-Brst* is Concussion and primary burst radius in meters (TNE 283-285); *Direct Hit On* shows the chance of a submunition direct hit on a personnel or vehicle target on 1D10 (TNE 284-285); *Pen* is the penetration value of the unitary warhead or each separate submunition; *IF Rng* is the maximum Indirect Fire Range; *Cbt Move* is the distance in meters travelled by the rocket per five-second combat turn and the Target Movement Diff Mod (TNE page 294); *Price* is the price of each rocket in credits.

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL15 systems, or by two levels vs. TL14- sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for the MRL Artillery Vehicle cost Cr20,000 each regardless of type, or MCr2.4 for a full load of 120.

TL15 Imperial Artillery Vehicle (Remote Drone)



Security Clearance



300-1202

Date

TL15 IMPERIAL REMOTE DRONE MISSILE (RDM) ARTILLERY VEHICLE, RDMAV

Whereas the MRL Artillery Vehicle (previous page) is used for area saturation fire, the RDM Artillery Vehicle is used for precision strike and real-time reconnaissance-strike. Its primary weapon is the Imperial TL15 0.1-ton drone missile. The details of drone missile operation below refer specifically to this weapon, but the general principles are the same for all drone missiles.

Drone missiles are operated using a combination of three assets—RCV Operations, Sensors, and Tac Missile. They are a cross between grav vehicles, Tac missiles, and mobile remote sensors, and operate in all these fashions over the course of a single mission. Over most of its mission, a drone missile operates as an NOE grav vehicle with a maximum speed of 200 kph, and is remotely controlled by its operator, usually in the firing vehicle, who communicates with it either via its 300km radio or its 30,000km satellite uplink.

The operator has the use of a single-purpose TL15 flight-class computer which allows him to synthesize sensor pictures from the drone(s) and other sensors with which the operator is internetted. This sensor picture allows him to move the drone missile toward targets he is aware of, or, by using the drone's own on-board sensors, he can reconnoiter in real time via the drone itself. Use of the drone's on-board sensors, a 3km passive EMS sensor in the case of the 0.1-ton drone, is a task using Sensors and RCV Operations (i.e., the lower of the two, see TNE page 109). During this "cruise mode" the drone flies an NOE profile and never exceeds 200 kph. (This is also considered its safe speed for the Drive action, using the RCV Operations asset.) However, once the drone is in range of a target which is visible to the drone (via another sensor task as above), the operator may commit the missile to attack that target. At this point the drone missile is operated and resolved as a homing missile, using the RCV Operations and Tac Missile assets (i.e., the lower of the two). The listed short range of the missile is based on the distance it can cover in five seconds at maximum thrust. Given the very long short range of the 0.1-ton drone, especially as compared to the range of its sensor, it is difficult to imagine that it will ever be fired at any range other than short.

The drone missile may be commanded to hit a face of the target (i.e., the top, the far/rear side, etc.) which is not directly visible from its point at the commencement of the attack, but this increases the task one difficulty level. When drone missiles are fired at moving targets, they use their agility as a counteracting DM to the target's own speed. The TL15 0.1-ton missile has an Agility of 12: 7 for its own speed with a +5 bonus from its drone brain. However, only its own speed is used as a modifier for weapons attempting to fire at it during this terminal phase.

Drone missiles which are never committed to an attack and which are returned undamaged into friendly hands may be refueled, recharged, and re-used. Any drone missile which is committed to an attack, even if it misses, may not be re-used.

Because of the way that the RDM and MRL artillery vehicles complement each other, Imperial artillery batteries include at least one section each of 4 RDM or MRL vehicles, with the typical ratio being two sections of MRL to one of RDM for a total of eight MRL and four RDM vehicles per battery. Each battery is commanded from an FDC vehicle; there is no separate FDC vehicle at the section level. Unlike MRL vehicles, Remote Drone vehicles are not deployed in separate platoons.

Tech Level: 15

Price: MCR4.119341

Size: 168 cubic meters=12 displacement tons (VS)

Mass: 230.05 tonnes empty, 261.18 loaded

Power: TL15 7.2 MW fusion power plant supplying 1.2 MW to high-efficiency contra-grav lifters, with HEPLAR thruster generating 86.62 tonnes of thrust (0.07592 MW excess power)

Maint: 44

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 4xTL15 Model Flt flight computers, TL10+ IGS navigation system

Commo: TL15 30km radio, TL15 300km meson communicator, TL15 30,000km maser

Sensors: 30km passive EMS sensor, 3xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 30 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (for 134.4 cubic meters), and one air lock

Cargo: 266 kg of crew equipment (1.064 m³)

Crew: 3 (Driver, Commander, Gunner)

Passengers: None

Fire Control: Control station with TL15 Model Flt computer, TL15 300km radio, and TL15 30,000km maser to control remote drone missiles, up to a maximum of 6 at one time.

Armament: 34-round magazine launcher for remote drone missiles

Stabilization: None

Ammo: 34 remote drone missiles (price varies, see below)

Reloading Data: Drone missiles are 0.857 tonnes each, replacement requires 9 five-second combat turns each.

Speed: 1103 kph maximum, 827 kph cruising, 190 kph NOE

Travel Move: 3308/1140

Combat Move: 153 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Signature: +2 Diff Mods vs. HRT and Radar, +1 Diff Mods vs. Passive and Active EMS, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +5 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.332 G

Fuel Capacity: 21,113.625 liters reaction mass plus 60 liters for fusion reactor

Fuel Consumption/Endurance: 1082.75 liters/hour (endurance of 19.5 hours), plus reactor fuel is sufficient for one month constant power

Combat Statistics

Config: Standard

Susp: Grav

HF: 252

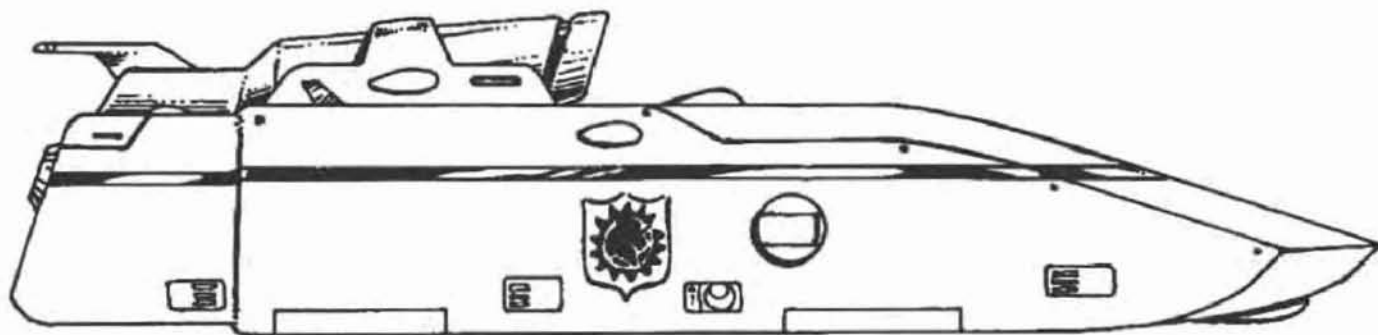
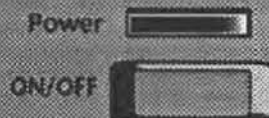
HS: 140

HR: 126

Deck: 126

Belly: 140

Regency Combat Vehicle Guide



A sleek and attractive Remote Drone Missile Artillery Vehicle, in the markings of the Regency Army. Compare this view to the MRLAV on page 37 to see the details of the common hull shared by these two Imperial artillery vehicles.

The vehicle in this view is unusual in that it is missing its orbital maser uplink, which should be visible atop the rear deck housing between the communications/ECM blades. It has presumably been removed for maintenance. See the view of the Meson Artillery Vehicle on page 41 for correct placement of the maser dome.

WEAPON CHARACTERISTICS

TL15 0.1-ton Remote Drone Missiles

Warhead	Guidance	Conc-Brst	Dir Hit	Pen	Atk Rng	Crs Mv	Atk Mv	Price
HE	Drone, 300km radio, 30,000km maser	225-155	—	38C	12.36km	278m/+4	12,360m/+9	208,120
Submun	Drone, 300km radio, 30,000km maser	NA-225	1, 1-5	4C	12.36km	278m/+4	12,360m/+9	218,120
Hmg Submun	Drone, 300km radio, 30,000km maser	NA-115	1-3, 1-7	4C	12.36km	278m/+4	12,360m/+9	226,120
HEAP	Drone, 300km radio, 30,000km maser	149-125	—	353C	12.36km	278m/+4	12,360m/+9	209,120

All missiles have a diameter of 60cm and a length of 4.95 meters, a mass of 857 kg, and a maximum flight-time duration of two hours. All missiles are equipped with 3km PEMS. All missiles have an Agility bonus of 12 used during the terminal attack flight to offset target agility bonuses. *Conc-Brst* is Concussion and primary Burst radius in meters (TNE 283-285); *Dir Hit* shows the chance of a submunition direct hit on a personnel or vehicle target on 1D10 (TNE 284-285); *Pen* is the penetration value of the unitary warhead or each separate submunition; *Atk Rng* is the maximum range at which the drone missile can begin its attack; *Cruise Mv* is the distance in meters travelled by the rocket per five-second combat turn while it is in cruise mode, and after the slash, the Target Movement Diff Mod (TNE page 294); *Atk Mv* is the same data except when it is in terminal attack mode; *Price* is the price of each drone missile in credits.

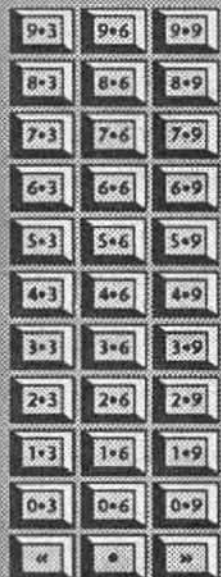
Note: On page 152 of *Striker II*, the rules for drone missiles do not mention the need for sensors. If no sensors are installed, the drone is treated as having the equivalent of "eyeballs" for on-board sensors. Additional capabilities can be achieved by installing and powering various sensors.

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL15 systems, or by two levels vs. TL14- sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for the remote drone missile artillery vehicle cost Cr20,000 each regardless of type, or MCr2.4 for a full load of 120.

Imperial Meson Artillery Vehicle



Security Clearance



300-1202

Date

MESON ARTILLERY VEHICLE (MAV)

The Meson Artillery Vehicle is unique among the TL15 battlefield systems in that it is not built on the TL15 grav APC hull, but has its own purpose-designed hull. This was necessary to accommodate the vehicle's meson gun, which has a constant diameter of three meters, too large for the grav APC hull, and to carry the large power plant required to make a militarily useful meson weapon. (Even at a rate of fire of one shot every 20 seconds, the 3315 Mj input meson gun draws almost 166 MW of the vehicle's 174 MW total power requirement.) Unlike other Imperial Artillery Vehicles (see pages 36 and 38), the MAV does not carry the "TL15" designator. This is because there are no meson artillery vehicles at earlier tech levels. It was only the two-fold increase in fusion power plant output at TL15 that allowed the first battlefield meson guns to be created.

However, the current MAV is the result of attempts to create an Imperial battlefield meson vehicle that were made at the TL-14 level. This program quickly proved the impracticality of such an effort, but the MAV retains reminders of its tech 14 lineage in the use of the visually distinctive components of the TL-14 Trepida/Astrin grav vehicles in its hull. Although MAVs built by many manufacturers retain this original layout, many current production MAVs display the more angular lines current to TL-15 designs. However, in military circles, the TL-14 styled MAV is considered one of the more visually sporty designs of the Imperial/Regency vehicles currently in service.

Meson guns fire a stream of subatomic particles called mesons which do not interact with matter and have a very short lifespan, at the conclusion of which they disintegrate in a burst of radiation and other damaging particles. By firing these mesons at relativistic speeds, the meson's subjective passage of time can be altered, which controls at what distance from the firing weapon the meson will decay and explode. This means that these explosions appear as if by magic at some point downrange from the gun, although there is no visible mechanism linking the firing weapon and the point of impact. Although the concussion and burst figures listed on the weapon characteristics table seem quite small compared to conventional projectile and rocket artillery, the concussion values are completely unaffected by armor of any kind, as the exploding mesons materialize everywhere within the listed burst radius, on all sides of any armor that may be within that volume. Even personal armor does not protect its wearer when disintegrating mesons are appearing directly within his chest cavity.

Despite the fact that the meson gun fires in a perfectly straight line, it is used primarily as an "indirect fire" weapon because the straight line of the meson beam is capable of passing directly through intervening terrain and obstacles to hit objects hidden from line of sight. This requires the use of indirect fire observation and fire direction techniques, despite the direct fire nature of the weapon itself.

Nonetheless, the weapon is equipped with direct fire capabilities (the beam pointers required by all meson guns, particle accelerators, and nonsmall arms lasers automatically confer direct fire capabilities, see *Fire, Fusion & Steel* page 89), but the absence of weapon stabilization on the large gun mount prohibits the fire-on-the-move tactics of TL15 direct fire weapons. The MAV must come to a stop in order to conduct aimed direct or indirect fire, or suffers the adverse effects if attempting direct fire on the move (+1 Diff Mod for quick fire and +1 additional for movement, see TNE pages 275 and 294).

The three-meter-long meson tunnel actually yields an effective range of 3600 kilometers, but its short range is limited to 3000 kilometers by its beam pointer. When provided with the proper targeting information the MAV can actually be pressed into service as a planetary defense weapon, as its maximum range of 30,600 kilometers allows coverage of a full space combat hex. Note that at its longer range bands the battlefield meson gun has no appreciable concussion or burst effect, which makes it an ineffective area weapon at these distances. However, if it achieves a direct hit on a vehicle or spacecraft target at these ranges it uses its damage value against the vehicle or spacecraft directly. (For spacecraft use the normal space combat procedures as found in *Brilliant Lances* or TNE pages 311-326; for use against vehicles use damage value for the value "FPV-AV" on the Vehicle Damage Table on TNE page 299.)

MAVs are deployed in four-vehicle batteries. Each MAV constitutes a one-vehicle firing section, allowing a full battery to maintain one hit per combat turn on a given target. The battery headquarters consists of a command APC, a Fire Direction Center Vehicle (both of either the Marine or army configuration depending upon the service of the battery), and three forward observer sections each containing an air raft. Independent meson batteries deployed with a Marine task force (see *Striker II* page 138) also include a battery security section with two Marine squads, each mounted in an IM Grav APC (page 16) and an Imperial Cav Vehicle (page 34) for the section commander.

Combat Statistics

Config: No Turret HF: 28
 Susp: Grav HS: 14
 HR: 14
 Deck: 14 Belly: 14

WEAPON CHARACTERISTICS

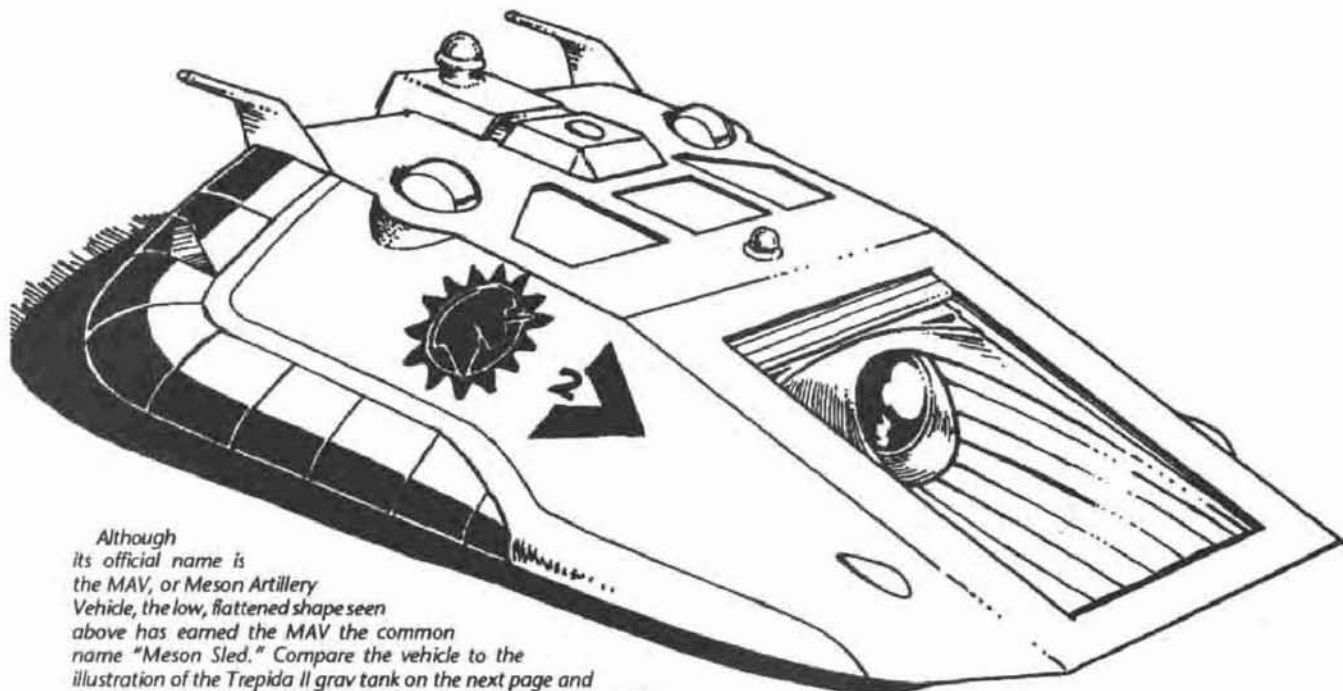
TL	Weapon	ROF	Dam Val	Pen Rtg	Pen Val	C-B	Range (DF Band)
T5	663-Mj Meson Gun IFR=30,600km	1/4	129	NA	NA	33-15	0-3000km (Short)
		1/4	77	NA	NA	12-15	3001-6000km (Medium)
		1/4	39	NA	NA	3-5	6001-12,000 km (Long)
		1/4	19	NA	NA	1-0	12,001-24,000km (Extr.)
		1/4	15	NA	NA	0-0	24,001-30,600km (IFR only)

TL: Technology Level; Round: type of round fired; ROF: Rate of Fire in shots per five-second combat turn, where 1/4 equals one shot every four turns; Dam Val: Damage Value, used as "Final Penetration Value" (FPV) when scoring a direct hit on a vehicular target; Pen Rtg: Penetration Rating, not applicable to meson guns as they disregard armor; Pen Val: Penetration Value, not applicable to meson guns; C-B: Concussion value and Burst radius in meters, note that the concussion value is applied to all personnel targets within this radius, disregarding any cover or armor that may be between them and the point of the meson explosion; Range (DF Band): The meson gun's explosive effects vary with its range. This column shows the maximum range at which the line's effects are used, and also show the range band used with that line for direct fire purposes. All meson fire beyond 24,000 kilometers is conducted as an indirect fire mission, and not as direct fire.

Regency Combat Vehicle Guide

Power 

ON/OFF 



Although its official name is the MAV, or Meson Artillery Vehicle, the low, flattened shape seen above has earned the MAV the common name "Meson Sled." Compare the vehicle to the illustration of the Trepida II grav tank on the next page and the Astrin APCs on page 15 and it is easy to see that the Meson Sled shares a common automotive lineage with these vehicles.

The slatted cover on the hull's forward slope protects the sensitive focusing elements of the meson gun when not in use. Although the meson beam could as easily pass through this as it can pass through intervening terrain obstacles, the electromagnetic beam focusing elements work better without the interference caused by the electromagnetic properties of bonded superdense armor. These electro-magnetic perturbations, although hardly noticeable for most purposes, when close to the barrel can introduce tiny beam deviations that have tremendous impact on beam accuracy hundreds or thousands of kilometers downrange.

Tech Level: 15

Price: MCr12.29142

Size: 280 cubic meters=20 displacement tons (VS)

Mass: 342.55 tonnes empty, 343.34 loaded

Power: TL15 174.15 MW fusion power plant supplying 2 MW to high-efficiency contra-grav lifters, with HEPlaR thruster generating 90 tonnes of thrust (0.036 MW excess power)

Maint: 57

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Flt flight computers, TL10+ IGS navigation system

Commo: TL15 30km radio, 2xTL15 300km meson communicator

Sensors: 30km passive EMS sensor, 2xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 10 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (for 224 cubic meters), and one air lock

Cargo: 98 kg of crew equipment (0.39 m3)

Crew: 3 (Driver, Commander, Gunner)

Passengers: None

Fire Control: TL15 3000km beam pointer, TL15 indirect fire control

Armament: 663-MJ Meson Gun

Stabilization: None

Ammo: Powered direct from power plant

Speed: 800 kph maximum, 600 kph cruising, 190 kph NOE

Travel Move: 2400/1140

Combat Move: 111 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Signature: +1 Diff Mods vs. HRT and Radar, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +4 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.262 G

Fuel Capacity: 4500 liters reaction mass plus 1451.25 liters for fusion reactor

Fuel Consumption/Endurance: 1125 liters/hour (endurance of 4 hours), plus reactor fuel is sufficient for one month constant power

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL15 systems, or by two levels vs. TL14- sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for the meson artillery vehicle cost Cr20,000 each regardless of type, or MCr0.8 for a full load of 40.

TL15 Imperial Utility Grav Sled

TL15 IMPERIAL GRAV SLED

The Imperial Grav Sled is ubiquitous in the Imperium's high stellar units, and serves in large numbers in the Regency Army and Marine units in the logistics, liaison, maintenance, and "hack" roles. For this reason it is also known as the Utility Sled.

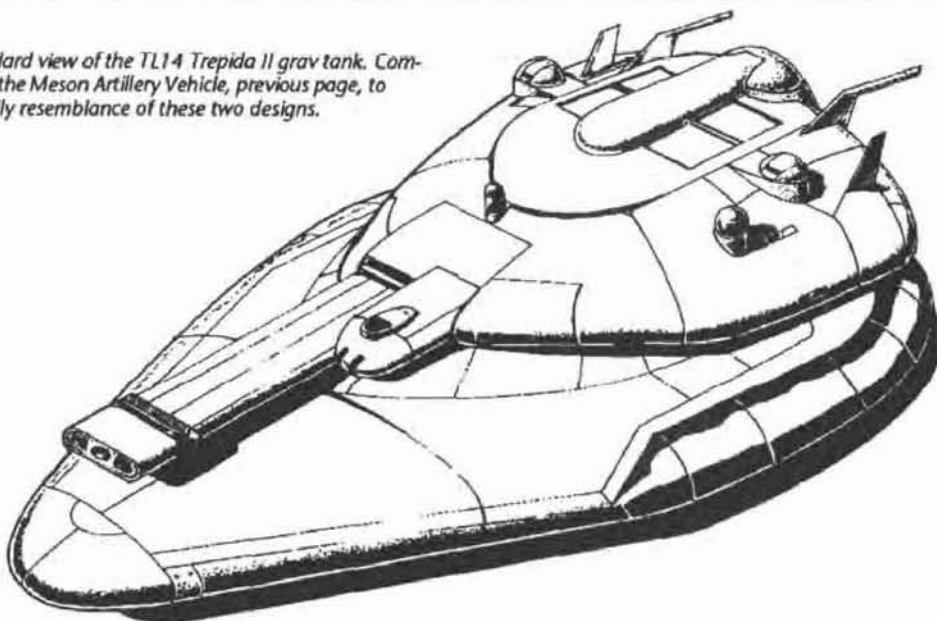
Although they are not armored to the standards of true TL15 combat vehicles, the grav sled is quite well-protected by most other standards, and the grav sled is often used as a surrogate APC, especially by planetary armies. It is usually fitted with some form of weapon (typically a VRF gauss gun in a remote turret) in this role. When pressed into service as APCs, grav sleds are generally equipped with adequate seats to allow more rapid "debussing" of armored troops in combat. Grav/Utility Sleds are often used as ammunition vehicles to resupply the AFVs described elsewhere in this book. The quantity of ammunition that can be stowed varies by ammunition type and can be determined by the table below. Mixed loads of multiple ammunition types can be determined by pro-rating the figures on the table. For example, a grav sled loaded with one-half RPW-15 rounds, one-fourth RPZ-15 rounds, and one-fourth 30cm rockets would carry 4865, 257, and 18 rounds of the respective types of munitions. Note that these densely-packed ammunition loads are much more massive than general cargo, and raise the vehicle's loaded mass considerably.

Grav/Utility Sled Ammunition Carriage

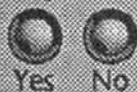
Ordnance	Number Carried	Cost Each/Full Load
Decoys (antilaser, antiactive, or antipassive)	18,000	Cr20,000/MCr360
VRF Gauss Gun cassettes (30,000 rmds each)	4235 (127 mill. mds)	Cr320/MCr1.3552 (dart)
6.3cm 3Mj PFC cartridges (RPV-14)	60,000 rounds	Cr24/MCr1.44
11.6cm 18.5Mj PFC cartridges (RPW-15)	9730 rounds	Cr148/MCr1.44
18.5cm 74Mj PFC cartridges (RPX-14/15)	2432 rounds	Cr592/MCr1.44
22cm 125Mj PFC cartridges (RPY-14)	1440 rounds	Cr1000/MCr1.44
24.6cm 175Mj PFC cartridges (RPZ-15)	1028 rounds	Cr1400/MCr1.44
30cm Artillery Rockets	72 rounds	varies by warhead (see pages 36-37)
60cm Remote Drone Missiles	25 rounds	varies by warhead (see pages 38-39)

The figures for PFC rounds are for individual rounds carried in bulk, while the vehicles listed in this book are usually reloaded with complete magazines. The volume and time required for this operation is listed with each vehicle. The number of these magazines which can be carried in the grav sled's 72 m³ cargo area can be easily calculated. Used as battlefield refuelers, the grav sled carries 72,000 liters of transferrable fuel, enough for three Norris battle tank refuelings or four grav APC refuelings. Like the TL15 APC hull, the grav sled hull is the basis for a wide variety of purpose-built variants, although for reasons of space these are not detailed in this volume. Grav sleds are ubiquitous in the Regency armed forces, and war-wearied or surplus examples can be found in nonmilitary hands, serving in mercenary units, in police, paramilitary, or internal security forces, as hostile-environment vehicles, or customized for use by explorers and adventurers.

Standard view of the TL14 Trepida II grav tank. Compare to the Meson Artillery Vehicle, previous page, to see family resemblance of these two designs.



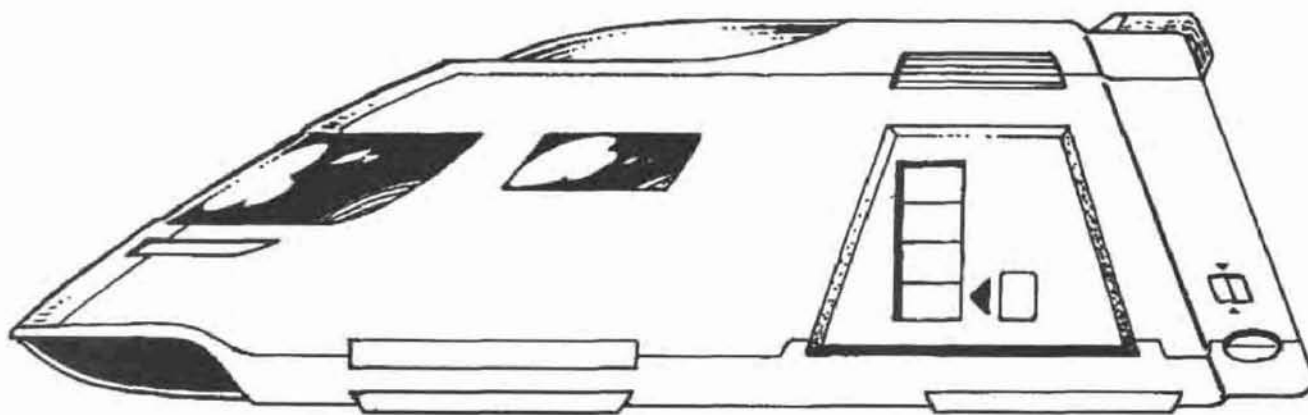
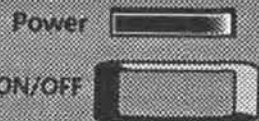
Security Clearance



300-1202

Date

Regency Combat Vehicle Guide



Utility grav sled, unmarked. Note that in keeping with its primary cargo-carrying duties the grav sled is equipped with three doors, one on each side at the rear plus the traditional rear ramp.

Tech Level: 15

Price: MCr2.2407955

Size: 168 cubic meters=12 displacement tons (VS)

Mass: 54.3 tonnes empty, 74.14 loaded with general cargo, up to 200.14 loaded with ammunition

Power: TL15 4.8 MW fusion power plant supplying 1.2 MW to high-efficiency contra-grav lifters, with HEPLAR thruster generating 43.31 tonnes of thrust (0.20642 MW excess power)

Maint: 12

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Fit flight computers, TL10+ IGS navigation system

Commo: TL15 30km radio, TL15 300km meson communicator

Sensors: 30km passive EMS sensor, 2xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 30 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (for 134.4 cubic meters), and one air lock

Cargo: Cargo area for 18 tonnes (72 m³) plus 185 kg of crew equipment (0.743 m³), with large cargo hatch

Crew: 2 (Driver, Commander)

Passengers: None, although cargo space can be allocated to 28 cramped (MCr0.0028) or 20 adequate (MCr0.002) seats. Large cargo hatch allows ingress/egress by 10 unarmored personnel or 5 armored (combat armor/battle dress) troops per combat turn with cramped

seats or 20 unarmored personnel or 10 armored troops per combat turn with adequate seats.

Fire Control: None

Armament: None

Stabilization: None

Ammo: None

Speed: 1200 kph maximum, 900 kph cruising, 190 kph NOE

Travel Move: 3600/1140

Combat Move: 167 (high mode absolute speed)/26 (NOE safe speed) in 10-meter grid squares

Signature: +2 Diff Mods vs. HRT and Radar, +1 Diff Mods vs. Passive and Active EMS, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +5 at maximum speed (high mode combat move), +5 at cruising speed (high mode travel move), +3 at safe NOE speed, +4 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.361 G

Fuel Capacity: 17,324 liters reaction mass plus 40 liters for fusion reactor

Fuel Consumption/Endurance: 541.375 liters/hour (endurance of 32 hours), plus reactor fuel is sufficient for one month constant power

Combat Statistics

Config: No Turret HF: 56

Susp: Grav HS: 28

HR: 28

Deck: 28 Belly: 28

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL15 systems, or by two levels vs. TL14- sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

Decoys for the grav sled cost Cr20,000 each regardless of type, or MCr2.4 for a full load of 120.

TL15 Imperial Recovery Sled and TL15 Convertible Air Raft

TL15 IMPERIAL RECOVERY SLED

Most AFVs taken out of action during combat can be returned to service if they are repaired, but heavy grav vehicles without power or gravitic negation are extremely hard to move. The answer is another grav vehicle designed to pick them up and move them, and this vehicle is called the recovery sled.

Unlike many recovery vehicles, the grav recovery sled does not require winches or cranes to manipulate or extricate damaged or derelict vehicles. Rather, the bottom of its rear bed can be opened, allowing the recovery sled to set down around the disabled vehicle from above, and attach itself to it. This allows the recovery sled's contra-grav envelope and maneuvering thrusters to act directly on the now attached disabled vehicle without the use of winches or cranes. This open frame bed measures 15.6 meters long by 7.5 meters wide, and is large enough to easily accommodate the largest Imperial battlefield vehicles, the heavy grav tank and meson artillery vehicle.

Some units fit the vehicle with remote turrets mounting heavy machineguns or VRF gauss guns, but as these are seldom

Tech Level: 15

Price: MCr4.4009975

Size: 420 cubic meters=30 displacement tons (VS)

Mass: 37.99 tonnes empty, 463.28 loaded

Power: TL15 8.4 MW fusion power plant supplying 3 MW to high-efficiency contra-grav lifters, with HEPlaR thruster generating 43.31 tonnes of thrust (0.2513 MW excess power)

Maint: 6

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xTL15 Model Flt flight computers, TL10+ IGS navigation system

Commo: TL15 30km radio, TL15 300km meson communicator

Sensors: 30km passive EMS sensor, 2xWSV goggles

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 30 of any combination of antilaser, antiactive sensor, or antiactive sensor decoys (see below)

Life Support: Heat, light, extended life support, artificial gravity/G-compensators (for 420 cubic meters), and one air lock

Cargo: Cargo bed for 424 tonnes (327 m³, 23.36 displacement tons) plus 244 kg of crew equipment (0.977 m³). Mass of recovered vehicle is limited by sled performance. Heavier loads can be carried, but at much lower speed.

Crew: 2 (Driver, Commander)

Passengers: None

Fire Control: None

Armament: None

Stabilization: None

Ammo: None

Speed: 400 kph maximum, 300 kph cruising, 100 kph NOE

Travel Move: 1200/600

Combat Move: 56 (high mode absolute speed)/14 (NOE safe speed) in 10-meter grid squares

Signature: +1 Diff Mod vs. HRT and Radar, None vs. other methods

Diff Mods vs. Fire: -1 Diff Mod stationary, +4 at maximum speed (high mode combat move), +3 at cruising speed (high mode travel move), +2 at safe NOE speed, +3 at 2x and 3x safe NOE speed

Maximum Acceleration: 0.144 G

Fuel Capacity: 8662 liters reaction mass plus 70 liters for fusion reactor

Fuel Consumption/Endurance: 541.375 liters/hour (endurance of 16 hours), plus reactor fuel is sufficient for one month constant power

Combat Statistics

Config: Open HF: 11

Susp: Grav HS: 7

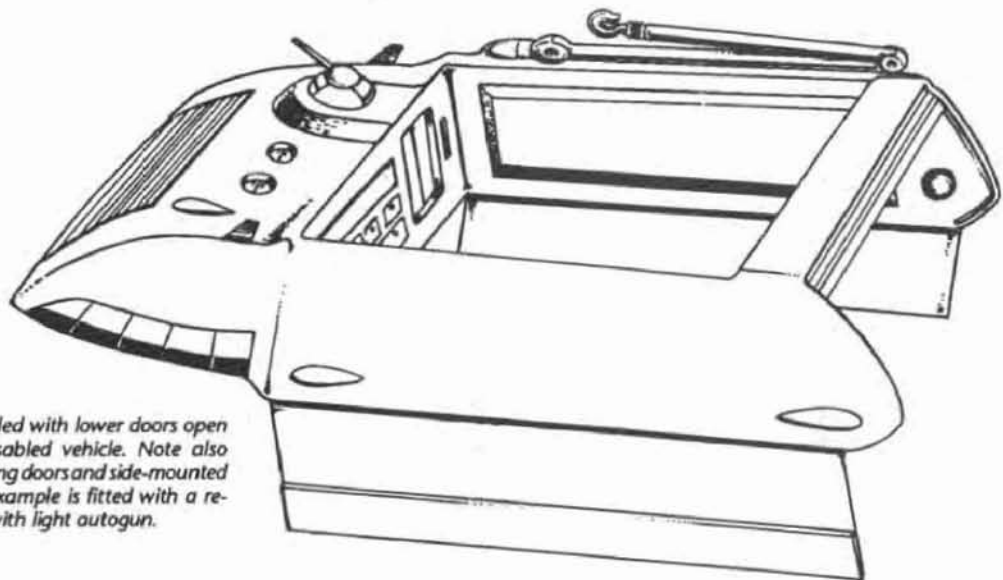
HR: 7

Deck: 7 Belly: 7

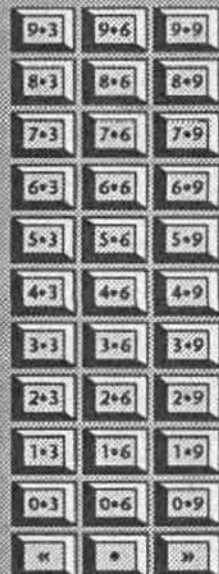
Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with ladar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL15 systems, or by two levels vs. TL14-sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second.

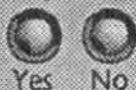
Decoys for the recovery sled cost Cr20,000 each regardless of type, or MCr2.4 for a full load of 120.



Recovery sled with lower doors open to accept disabled vehicle. Note also open rear rolling doors and side-mounted crane. This example is fitted with a remote turret with light autogun.



Security Clearance



300-1202

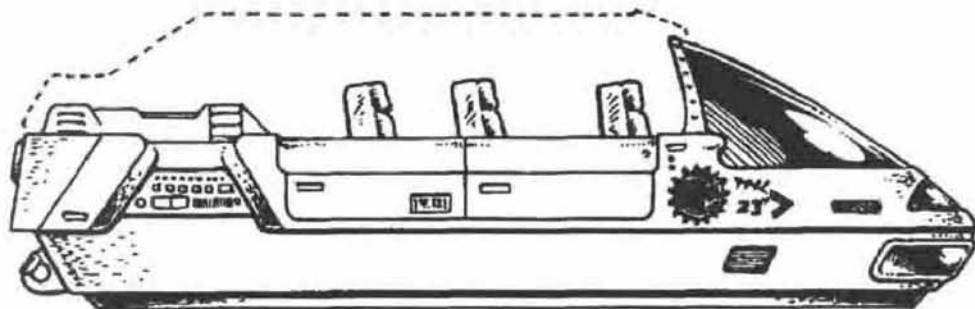
Date

Regency Combat Vehicle Guide



TL15 MILITARY CONVERTIBLE AIR RAFT

This is the military version of the standard civilian TL15 air raft with such militarized features as decoys, ECM, extra communications gear, and sensors. Compared to the civilian version the military version adds 5xWSV goggles, a second maser communicator, a third flight computer, electromagnetic masking (EMM), and decoy dispensers, giving it an electronics suite comparable to that of the TL15 armed air raft (see ICV page 34). This air raft can be used in an open-topped or enclosed configuration. With the top fitted it has a fully enclosed, pressurized environment with basic life support. The top alone masses 0.64 tonnes and is stored at 12.6 m³ (0.9 displacement tons). Although removing the top is quite simple and easily accomplished in the field, reattaching it is more complicated (in order to ensure airtight integrity) and requires two hours in a hangar or field maintenance facility.



Military convertible air raft shown in open-topped configuration. Dotted line shows silhouette when fitted with pressurized hardtop.

Like the grav sled, the air raft is used for a wide variety of combat support and combat service support missions, including liaison, headquarters vehicle, supply, maintenance, military police, etc. If used for ammunition supply, its five passenger seats are removed, increasing cargo volume to 18.45 m³. For figures on ammunition capacity, consult the table for the grav sled on page 42 but multiply the listed amounts by 0.25. Unlike the grav sled, the air raft is used for a large number of formal combat missions, including that of forward observer (FO) vehicles and section vehicles for grav belt-equipped light infantry. The most expensive portion of the militarized package is the EMM package, and this feature is often excluded from vehicles used for purely noncombat purposes. With this change the price becomes Cr541,090 and cargo capacity is increased to 6.79 m³ (with seats removed for ammunition carriage multiply the grav sled figures by 0.26).

Tech Level: 15

Price: Cr751,090 (Cr750,019 without lid, Cr1071 for top alone)

Size: 42 cubic meters=3 displacement tons (Mc)

Mass with Top: 5.13 tonnes empty, 7.53 tonnes loaded

Mass without Top: 4.49 tonnes empty, 6.89 tonnes loaded

Power: 1.2 MW fusion power plant, with HEPlaR thruster generating 7.6 tonnes of thrust (0.1658 MW excess power)

Maint: 1

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 3xModel 15-FLT computers, TL10+ IGS positioning navigation

Commo: 300km radio, 2x30km maser

Sensors: 30km passive EMS

ECM: Electromagnetic masking package, 4 decoy dispensers each with space for 20 of any combination of antilaser, antiactive sensor, or antipassive sensor decoys (see below)

Life Support: Light, heat, basic life support (pressurized with top fitted)

Cargo: 1.4875 tonnes (5.95 m³)

Crew: 1

Passengers: 5 in cramped seats

Speed: 798 kph maximum, 599 kph cruising, 190 kph NOE (safe speed), 300 kph maximum in any mode when top is removed and passengers have

no protective gear or breathing apparatus

Travel Move, Open [Enclosed]: 1200/945 [2396/1140]

Combat Move, Open [Enclosed]: 42/22 (note that only 2x safe speed may be achieved in NOE mode) [111/26]

Signature: +1 Diff Mod vs. all methods

Diff Mods vs. Fire: No Diff Mod stationary, +6 at maximum speed (enclosed high mode combat move, not attainable with open configuration), +5 at cruising speed (enclosed high mode travel move, not attainable with open configuration), +4 at safe NOE speed (enclosed and open; this is also Diff Mod for maximum open configuration speed), +5 at 2x and 3x safe NOE speed (2x and 3x safe speed not attainable in open configuration)

Maximum Acceleration: 0.253 G

Fuel Capacity: 4380 liters liquid hydrogen (LHyd)

Fuel Consumption: 95 liters/hour (endurance of 46 hours), plus power plant fuel is sufficient for one month.

Combat Statistics

Statistics show air raft in its enclosed/open-topped configurations

Config: Standard/open topped HF: 8/[8]

Susp: Grav HS: 4/[4]

HR: 4/[4]

Deck: 4/open Belly: 4

CIVILIAN VERSION

The civilian version of the TL15 air raft is identical to the militarized version with the following exceptions: Simply replace the entries for the vehicle above with those below.

Price: Cr504,450 (Cr503,379 without lid, Cr1071 for top alone)

Mass with Top: 3.77 tonnes empty, 6.68 tonnes loaded

Mass without Top: 3.21 tonnes empty, 6.12 tonnes loaded

Power: 1.2 MW fusion power plant, with HEPlaR thruster generating 7.6 tonnes of thrust (0.2408 MW excess power)

Controls: Holographic linked, TL10+ flight avionics, TL15 terrain following avionics, 2xModel 15-FLT computers, TL10+ IGS positioning navigation

Commo: 300km radio, 30km maser

ECM: None

Cargo: 2 tonnes (8 m³)

Decoys

Decoys are of three types: antilaser (which affect attempts to detect a target with radar or to designate it with a laser designator), antiactive sensor (which affect attempts to detect a target or designate it with radar or active EMS), and antipassive sensor (which affect attempts to detect a target with HRT or passive sensors, including infrared goggles and sights). Each decoy only works against its specified sensor, and increases the difficulty of a detection or designation task by one level vs. TL14+ systems, or by two levels vs. TL13- sensors. Each decoy lasts one combat turn (five seconds), and affects all appropriate sensor attempts against the owning vehicle, regardless of direction. Decoy dispensers may launch one decoy per second. Decoys for the air raft cost Cr20,000 each regardless of type, or MCr1.6 for a full load of 80.

COMMAND VARIANT

The command variant is assigned to units such as the point defense section which require a vehicle for the section commander, but do not need a full-fledged command/coordination vehicle. Unlike true command vehicles, the tactical command air raft is not equipped with full-sized computers. Rather, it is simply equipped with a maser uplink that allows it to tap into the command-control network which the Point Defense APCs already directly access on their own. It thus functions as a repeater, allowing the commander to see the same information as his PD vehicles. It is identical to the militarized convertible air raft above with the following exceptions:

Price: Cr787,090 (Cr750,019 without lid, Cr1071 for top alone)

Mass with Top: 5.15 tonnes empty, 7.55 tonnes loaded

Mass without Top: 4.51 tonnes empty, 6.91 tonnes loaded

Power: 1.2 MW fusion power plant, with HEPlaR thruster generating 7.6 tonnes of thrust (0.0108 MW excess power)

Commo: 300km radio, 2x30km maser, 1xTL15 30,000km maser

Regency Military Units and Deployments

REGENCY MARINE REGIMENTS

Regency Marine regiments (frequently still called *Imperial* Marine regiments, especially by their members) are of two types: line regiments and armored cavalry regiments. The Regency does not maintain Marine divisions, and even the Imperium maintained very few of these on a permanent basis.

Line regiments are the standard multipurpose marine organization, heavy on grav infantry. Marine armored cavalry ("MArCav") regiments are fast-moving, hard-hitting, armored assault forces.

Line regiments are assigned areas of responsibility on the basis of one regiment per numbered fleet. MArCav regiments are assigned as mobile fire brigades to broad astrographic regions—two regiments each in the Spinward Marches and Deneb Sectors, and another two in the combined Trojan Reach-Reft area. Each MArCav regiment is complete with its own assault shipping.

The Regency Marine Corps (RMC) maintains 34 line regiments on its rolls, six MArCav regiments, and a number of reserve units which are primarily training organizations. Note that these regiments do not represent all of the strength of the RMC by any stretch of the imagination. Permanently assigned ship's troops, security detachments at embassies and naval bases, etc., are all organized separately and are not part of the regimental structure above. These 40 line and cavalry regiments are combat-organized military units, and do not have ship's or security troops

drawn from their numbers.

Of the 34 line regiments, eight trace their lineage to Imperial Marine regiments of the antebellum period, and these retain their high-numbered Imperial designations, for reasons of history. Thus, in a reversal of typical military precedence, it is not the low-numbered Regency Marine regiments that have a place of pride in the corps, but the high-numbered regiments. All the MArCav regiments were raised by the Regency after the Collapse so are simply numbered 1 through 6.

Line Regiment Organization: The Marine Task Force organization shown on *Striker II*, page 138, is only one possible configuration that could be formed by its parent regiment. Each regiment contains three task force headquarters groups identical to that shown in *Striker II*. In addition, each regiment contains a pool of 18 companies that can be divided up among the three headquarters in any proportion desired. These comprise nine line infantry companies, five meson gun artillery batteries, two lift cavalry companies, a grav tank company and a commando company. When the regiment is committed to combat as a unit, one or two artillery batteries, a lift cavalry company and the commando company are often retained and commanded directly by the regimental headquarters.

The task force shown in *Striker II* (three line marine companies and a meson battery) is a common multipurpose organization.

MArCav Regiment Organization: The Regency MArCav regiment is a modified version of the Imperial unit shown on page 142 of *Striker II*. However, the regimental fire support battery is deleted, and each armored cavalry squadron had been given its own organic artillery battery with one section each of MRL and RDM artillery vehicles (see pages 36-39 of this book and *Striker II* page 141 for an example of such a balanced battery).

Unlike the line regiments, which are part of a fleet, each MArCav is permanently assigned its own assault squadron (*SaultRon*) with sufficient shipping to move and land the entire regiment in one lift. These assault squadrons are not part of any fleet structure, but are independent units which can be attached to any command as required. They are named and numbered as Independent Assault Squadrons (*IndSaultRon*) 1 to 6.

MArCav assignments are: 1st and 2nd in Spinward Marches, 3rd and 4th in Deneb, and 5th and 6th in Trojan Reach and Reft.

MARINE LINE REGIMENT ASSIGNMENTS

(By Fleet assignment and Subsector location)

Spinward Marches

212th, Jewell (B): 2091st Line
213th, Regina (C): 1071st Line
214th, Aramis (D): 5722nd Line
193rd, Vilis (F): 3277th Line
18th, Lanth (G): 1st Line
23rd, "Axemen" Rhyllanor (H): 1931st Line
151st, Sword Worlds (J): 8327th Line
43rd, Lunion (K): 3rd Line
73rd, Mora (L): 6th Line
208th, Five Sisters (M): 22nd Line
184th, Plankwell (N): 13th Line
100th, Glisten (O): 9th Line
207th, Trin's Shroud (P): 21st Line
Swing Fleet: 88th: 8th Line

Deneb

194th, Pretoria (A): 14th Line
315th, Lamas (B): 6127th Line
61st, RQD 3: 5th Line
195th, Sabine (E): 15th Line
257th, Inar (F): 23rd Line
125th, Namidshur (G): 8041st Line
183rd, RQD 4: 12th Line
196th, Star Lane (I): 16th Line
258th, Vincennes (J): 24th Line
154th, Usani (K): 11th Line
74th, RQD 5 (and Macon, Reft B): 7th Line
303rd, Gulf (M): 26th Line
260th, Zeng (N): 25th Line
Swing Fleet: 55th: 4th Line

Trojan Reach

201st, Pax Rulin (C): 17th Line
203rd, Sindal (G): 19th Line
202nd, Gazulin (D): 18th Line
204th, Tobia (H): 20th Line

Reft

19th, Vestus (A): 2nd Line
128th, RQD 5A: 10th Line
74th, Macon (B) (and RQD 5): 7th Line

REGENCY ARMY UNITS

As with the Regency Marines above, the Regency Army maintains its ties to its Imperial Army antecedents by perpetuating units that date back to the antebellum period. These units keep their unusually high numbers from the huge Imperial rolls, while the low-numbered units are those raised by the Regency since the Collapse.

Note the lack of any armored or tank divisions. Regency Army doctrine dictates a combined arms organization above the brigade level. Cavalry and infantry divisions contain armored components at a level corresponding to their designations (i.e., orbital cavalry is more lavishly supplied with tanks than is lift cavalry; armored infantry has more tanks than lift or assault infantry units).

Terminology: A wide variety of cross-cutting unit descriptions have been used in the Regency and Imperial armed forces. Many are misleading or incomplete, and many are used in confusing and contradictory ways. For example, lift infantry is gravitic in nature, but can be either heavy or light, and a mechanized infantry unit is clearly heavy, but could be either ground or gravitic in nature. The decision to limit Regency Army units to TL14/15 has allowed it to simplify this confusing terminology, as all its units are automatically lift or grav units, and all its infantry units are automatically equipped with combat armor or battle dress.

However, this clarity is limited, because although the army designates all its units raised since the Collapse in accordance with this system, it allows its former Imperial units to retain their historical names, which often defy orderly categorization. Furthermore, this clarity is limited only to the Regency Army. The Regency's world, subsector and sector forces perpetuate a bewildering welter of contradictory and misleading terms.

Armored: This term is no longer used as a primary designator by Regency forces, having been replaced by "tank." Armored is still used by the RA as a modifier, as "armored infantry."

Armored Cavalry: A heavy cavalry unit, with no distinction between

Regency Military Units and Deployments

ground or gravitic equipment. This term is still used by the Regency Marine Corps where its gravitic nature is understood, but it has been replaced in the army by the term "orbital cavalry."

Armored Infantry: Current Regency Army term for infantry mounted in well-armored grav APCs, and not jump-trained. This term is also used by other services to distinguish infantry wearing combat armor or battle dress from units not so-equipped, as well as to distinguish troops (either with or without personal armor) mounted in armored, as opposed to thin-skinned, transport.

Assault Infantry: Jump troops. Assault infantry can be equipped to lift infantry or armored infantry standards, but it is their capacity for meteoric assaults that gives them their name.

Drop Troops: Jump troops. This term is not a Regency Army term.

Grav Infantry: No longer used by the Regency Army, having been replaced by "lift infantry" and "armored infantry." Where still in use, the term can refer to grav belt-equipped infantry or infantry in grav APCs. In some usage, however, grav infantry refers to heavy infantry (equivalent to "armored infantry") as opposed to light infantry (i.e., "lift infantry.")

Grav Tank: Unit equipped with gravitic tanks. This term is redundant in the all-grav Regency Army, so the term has been replaced by simply "tank."

Jump Troops: Infantry trained for individual meteoric assault from orbit to the planetary surface. Now officially known in the Regency Army as "assault infantry."

Lift Cavalry: A cavalry unit mounted in gravitic vehicles. However, the term makes no distinction between light and heavy cavalry. In current Regency Army usage, the term refers specifically to light cavalry. Such units are small, such as battalion scout platoons or the divisional cavalry squadron in a lift infantry divisions. The term is no longer used in the Regency Army for large units, having been replaced by "orbital cavalry."

Lift Infantry: In general usage, an infantry unit equipped with gravitic vehicles. In current Regency Army usage, this specifically means light grav infantry without heavy APCs.

Mechanized Infantry: Infantry mounted in armored vehicles. It is no longer used for grav units, but is reserved for units equipped with ground vehicles. Hence the term has disappeared from use in the purely TL14/15 Regency Army.

Orbital Cavalry (OrCav): The new term used by the Regency Army for "armored cavalry." Note that the organization of these units is virtually identical to the Regency Marine armored cavalry (MArCav) units above, although they use army instead of marine equipment. The term emphasizes the unit's high mobility and ability to operate from the "high ground" of close orbit to rapidly descend to any point on the world's surface.

Tank: In the Regency Army, a unit equipped with gravitic tanks.

Organization: Regency assault and lift infantry units are organized along the lines of the Imperial Guard jump infantry regiment shown on page 139 of *Striker II*. Regency tank units are organized along the lines of the Household Cavalry Regiment (page 140, *Striker II*), except tank platoons contain only four tanks instead of five. Armored infantry organizations are organized like tank regiments but with the proportion of tank and infantry battalions reversed. As discussed above, OrCav regiments are set up like the MArCav regiment in *Striker II*, but with the modifications as discussed in the marine section above.

THE DUKE OF REGINA'S OWN HUSCARLES (4518TH LIFT INFANTRY)

Although the Regina ducal seat no longer exists, the Huscarles retain their historical name and are under the nominal control of Regent Caranda, a direct descendant of the last Duke of Regina. In the antebellum period, the Huscarles, officially the 4518th Lift Infantry Regiment on the Imperial rolls, consisted of six battalions, three of lift infantry, two of lift cavalry and one of jump troops (see *Striker II*, page 141).

Since then, an additional two battalions have been raised, the 7th and 8th-4518th, and the lift infantry and jump troop organizations have been merged. Now the Huscarles' infantry battalions are all identical: All are fully jump trained, but all are also supplied with grav APCs so they can perform in either the assault role or armored infantry role when called upon. In addition, the lift cavalry squadrons have been

reorganized as "orbital cavalry" following the new MArCav organization discussed above.

The 4518th is no longer thought of as a single deployable unit, but rather a parent formation of battalions and support units which are deployed separately. To this end, the regimental support units have been beefed up. The regimental artillery battery has been expanded to a battalion containing two mixed MRL-RDM batteries and two meson batteries. The Huscarles' new organization is therefore five lift infantry battalions (1st, 2nd, 4th, 6th and 7th), three OrCav (3rd, 5th and 8th), and one artillery battalion ("Regina Thunder," unnumbered).

Although the unit had not been part of the Imperial Army, with the dissolution of direct noble rule, the Huscarles were taken over by the Regency Army, but have retained their mission of defending Spinward Marches sector. Three of its battalions are currently deployed in the Sword Worlds subsector as occupation/peacekeeping forces: the 1st on Joyeuse, the 3rd on Gram, and the 6th on Sacnoth (see *Regency Sourcebook*, page 45).

It is equipped with TL15 Imperial Army equipment and uses the Norris battle tank, appropriately enough.

FORMER IMPERIAL UNITS

The Regency Army includes a large number of Imperial Army units that simply turned into Regency Army units in 1132 (see *Regency Sourcebook*). Many of these units have illustrious histories in the Frontier Wars or the Civil War era.

The following is a selection of several former Imperial units with the current designations, tech level of equipment, notes on specific equipment (where applicable), current location and duties.

317th Aero-Mech Brigade (OrCav): TL15, Norris Battle Tanks, Eface (Spinward Marches 1705), reaction force.

2012th Lift Cavalry Division (OrCav): TL15, Heavy Tanks, Esalin (Spinward Marches 1004), ceremonial/garrison.

2013th Lift Cavalry Division (OrCav): TL15, Heavy Tanks, Duale (Spinward Marches 2728), police action.

3012th Armored Cavalry Division (OrCav): TL15, Heavy Tanks, Durendal (Spinward Marches 1523), counter-insurgency.

3013th Armored Cavalry Division (OrCav): TL15, Norris Battle Tanks, Lanth (Spinward Marches 1719), school unit, Regency Army Combat Arms University.

850th Lift Division (Infantry): TL15, Frenzie (Spinward Marches 1116), civil affairs/refugee relief.

3014th Lift Infantry Division: TL15, Heavy Tanks, Deneb (Deneb 1925), garrison.

3512th Armored Infantry Division: TL15, Heavy Tanks, Fist (Trojan Reach 2918), reaction force.

3513th Armored Infantry Division: TL14, Trepida I, Islands (Reft/J, /K), peacekeeping.

85th Lift Infantry Brigade (Armored): TL15, Norris Battle Tanks, 88th Fleet (Spinward Marches/G), mobile force.

86th Lift Infantry Brigade (Armored): TL15, Heavy Tanks, Sacnoth (Spinward Marches 1325), security and peacekeeping.

87th Lift Infantry Brigade (Armored): TL15, Heavy Tanks, Violante (Spinward Marches 2708) security and peacekeeping.

88th Lift Infantry Brigade (Armored): TL15, Heavy Tanks, Tobia (Trojan Reach 3215), garrison.

1197th Light Infantry Brigade (Lift): TL15, Islands (Reft/J, /K), peacekeeping.

45th Assault Infantry Regiment (Lift): TL14, Trepida I, Asilah (Trojan Reach 2916), security and peacekeeping.

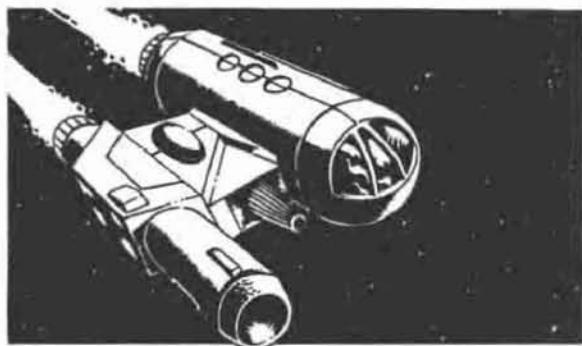
3122nd Assault Infantry Regiment (Armored): TL15, Norris Battle Tanks, 193rd Fleet (Spinward Marches/F), mobile force.

3123rd Assault Infantry Regiment (Armored): TL15, Heavy Tanks, Lamas (Deneb 1309), reaction force.

444th Armored Regiment (Tank): TL14, Trepida IIB grav tanks, 61st Fleet (RQD 3), mobile force.

616th Grav Tank Regiment: TL15, Heavy Tanks, Mora (Spinward Marches 3124), garrison.

The Regency Starship Guide



This ain't the Wilds, this is the Regency.

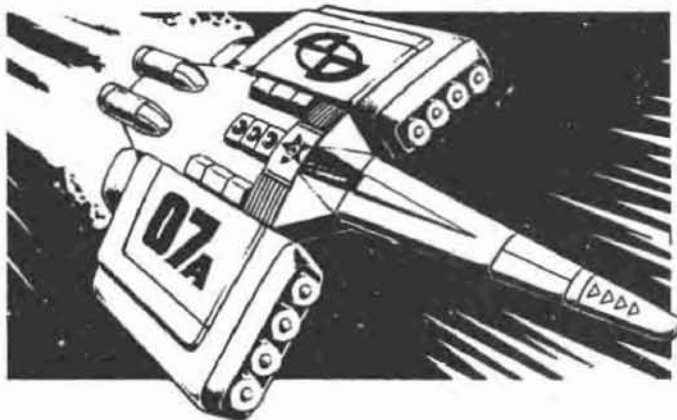
And these ain't no family-owned rustbucket free traders, held together with gum and spit for four generations.

This is tech level 15 hardware, the way the Emperor used to make it. It moves fast, and it hits hard.

Regency ships might be old, hard-used, and scarred by combat, but they're not rusty, and you won't find any gum. They've been held together for 85 years by the best technicians and tech-15 and -16 shipyards humanity has to offer. Not by spit.

In the Regency, they do things a little bit differently. They don't have a different turret in each socket, based on whatever they could scrape together. Regency warships are fitted with batteries of unmanned 210-

Megajoule laser turrets, all remotely controlled by top-of-the-line master fire directors, because when Virus is banging at the gate, second-best just won't pay the bills. New turret, barbette, and MFD designs are the norm in the Regency, because every ship and every life counts when you're manning the barricades of civilization.



Fer-de-Lance DEs, Pocket Carriers, Fleet Escorts, Quarantine Cutters, updated Patrol Cruisers, Close Escorts, SDBs, and Missile Corvettes, Xboats, Xboat Tenders, you name it, they're all here.

Because somebody has to defend civilization, and it might as well be you.

The Regency Starship Guide

#0321 \$12.00

Coming your way, Early 1996

Rolling in Hot

GDW

GDW

GDW



TRAVELLER

The New Era

Product List

0300	\$27.00	Traveller: The New Era (basic rules book)
0301	\$10.00	Survival Margin (New Era historical background information)
0302	\$46.00	Deluxe Traveller (basic rulebook and Fire, Fusion, & Steel, plus play aids)
0303	\$30.00	Brilliant Lances (starship combat boardgame and starship design rules)
0304	\$16.00	Fire, Fusion, & Steel (Traveller technical architecture sourcebook)
0305	\$14.00	Smash & Grab (adventure anthology—Star Viking Manual #2)
0306	\$ 8.00	Players' Forms (play aid)
0307	\$ 8.00	Referee's Screen (play aids and adventure)
0308	\$30.00	Battle Rider (fleet level starship combat boardgame)
0309	\$18.00	Path of Tears (sourcebook—Star Viking Manual #1)
0310	\$20.00	Reformation Coalition Equipment Guide (Star Viking Manual #3)
0311	\$14.00	World Tamers Handbook (sourcebook on world building and colonization)
0312	\$16.00	Vampire Fleets (sourcebook on Virus, robot design, intelligent machines)
0313	\$20.00	Striker II (ground combat miniatures rules)
0314	\$12.00	Keepers of the Flame (Regency Manual #1)
0315	\$13.00	Star Viking: Personalities of the Reformation Coalition (Star Viking Manual #4)
0316	\$17.00	Traveller: The New Era T-Shirt (large)
0317	\$17.00	Traveller: The New Era T-Shirt (extra-large)
0318	\$14.00	Aliens of the Rim I: Hivers and Ithklur (sourcebook)
0319	\$12.00	Reformation Coalition Players' Handbook (sourcebook) never published
0320	\$12.00	Regency Combat Vehicle Guide (Regency Manual #2)
0321	\$12.00	Regency Starship Guide (Regency Manual #3) never published
0380	\$ 5.95	Death of Wisdom (novel, part one of three)
0381	\$ 5.95	To Dream of Chaos (novel, part two of three)
0382	\$ 5.95	The Backwards Mask (novel, part three of three) Original
0383	\$ 5.95	The Backwards Mask (novel, part three of three) Alternate



www.DriveThruRPG.com

Title Downloads a la carte



www.FarFuture.net
Collections on CD-ROM