

# THE Bastards OF FOREVEN

## QUICK DECKS 5:
## SALIENT-CLASS PATROL FRIGATE

*A Ship Book for the Bastards of Foreven ATU for Traveller(tm)*

OSL Ironworks

TRAVELLER
Compatible Product
Foreven
FREE SECTOR

*Requires the use of the Traveller (TM) Main Rulebook, available from Mongoose Publishing*

# THE Bastards OF FOREVEN

## Quick Decks 5: Salient-class Patrol Frigate

A Ship Book for the Bastards of Foreven

Alternate Traveller Universe for Mongoose Traveller

by Donavan Lambertus

TRAVELLER

Compatible Product

Foreven

FREE SECTOR

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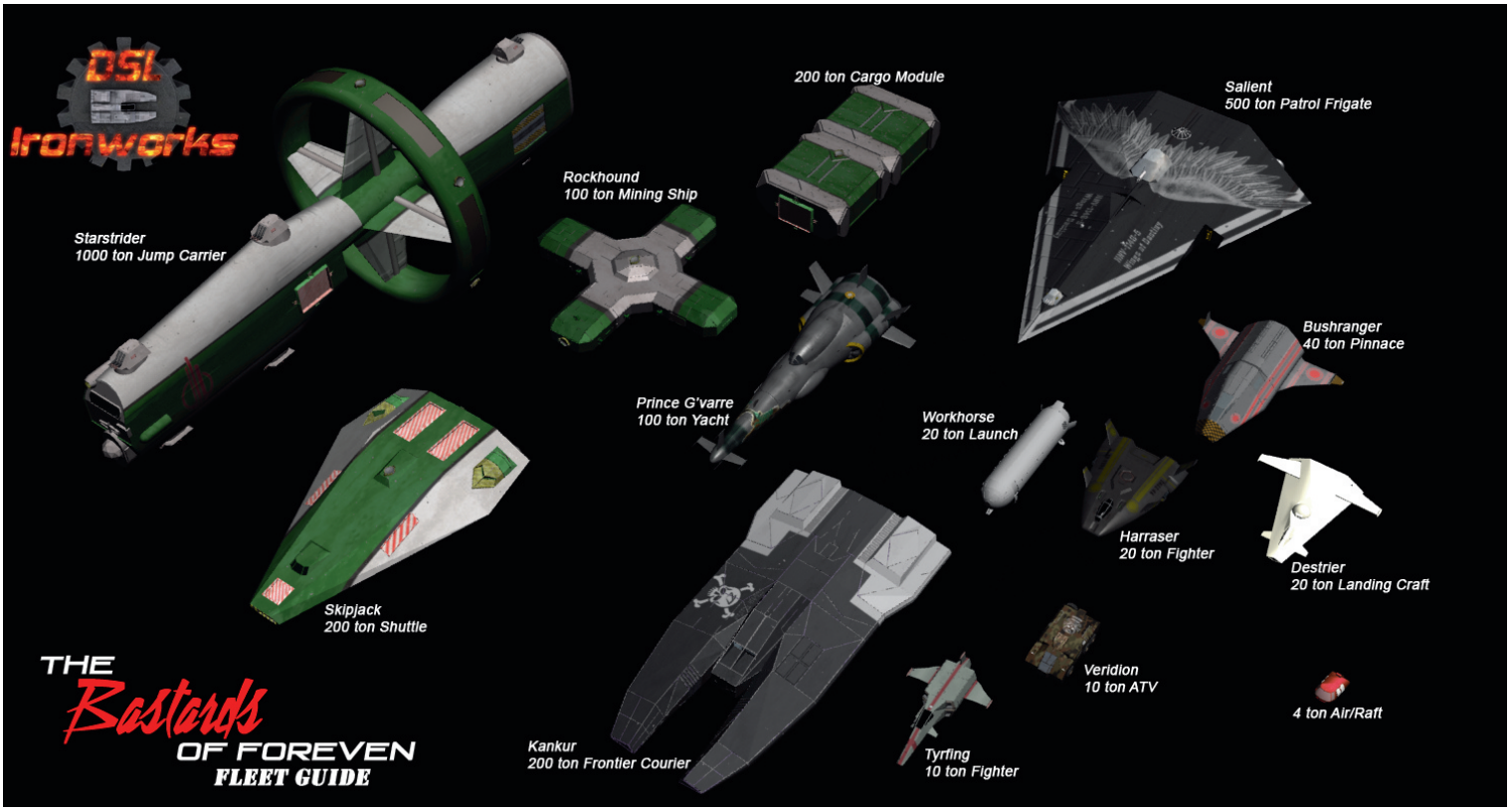
# INTRODUCTION AND FOREWARD

Welcome to Quick Decks 5: Salient-class patrol frigate, the latest ship book release from DSL Ironworks. Part of the Bastards of Foreven series, QD5 examines a 500 ton patrol vessel produced by Instellarms and sold to various Imperial client states in Foreven. Built for combat and long range patrol, the Salient is heavily armored, equipped with a powerful particle beam barbette as well as lasers and missiles, and carries a squad of troops for a variety of missions. Also included in the Outrider, an 8 ton G-carrier commonly used by troops aboard Salient-class ships for trips to a planets surface.

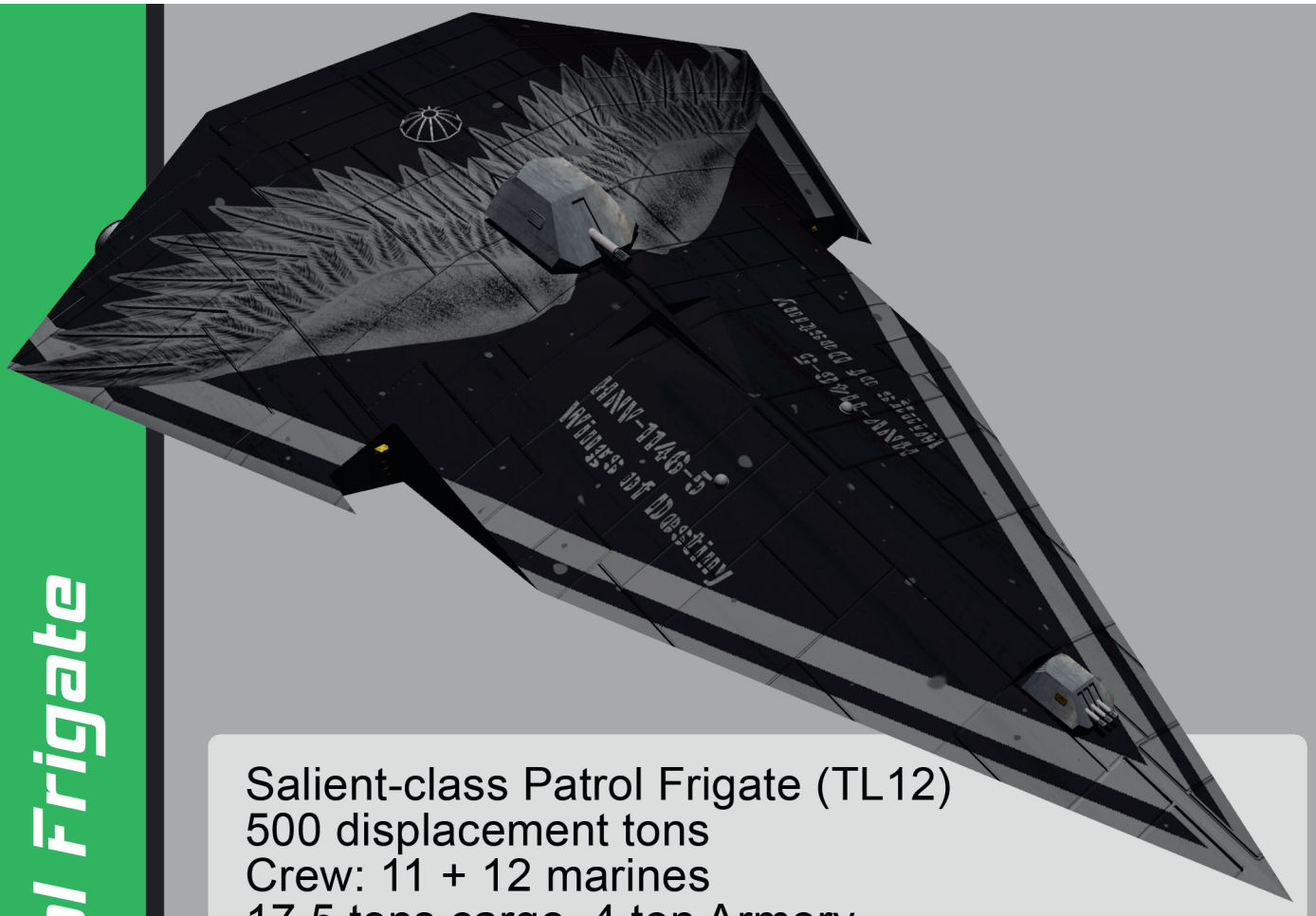
Each of these ship books is a labor of love, and I'd like to take a moment to thank you for your purchase and continued support of DSL Ironworks. Without you, the Traveller fan base, none of this would be possicle. My hope is to expand the entire line as quickly as possible while maintaining the product standards you've come to know and expect from the Ironworks. I also thought I'd take a moment to show you whats coming in the future from the Bastards of Foreven. This is not, by any means, a comprehensive list of upcoming books but a glimpse at whats on the horizon.

Starstrider - 1000 ton jump tender, capable of carrying up to 1000 additional tons through jump-2.
Skipjack - 200 ton utility shuttle, used as a cargo shuttle, ore barge, or combat lander.
Rockhound - 100 ton mining ship, used as a prospecting ship for small operations.
Astoria (not pictured) - 500 ton executive transport, used to carry megacorp VIPs.
Tentedal (not pictured)- 1000 ton ex-Zhodani patrol ship, used by the Avalar Consulate.
Stalwart (not pictured) - 400 ton close escort.
Vermosse (not pictured) - 2000 ton frontier freighter.

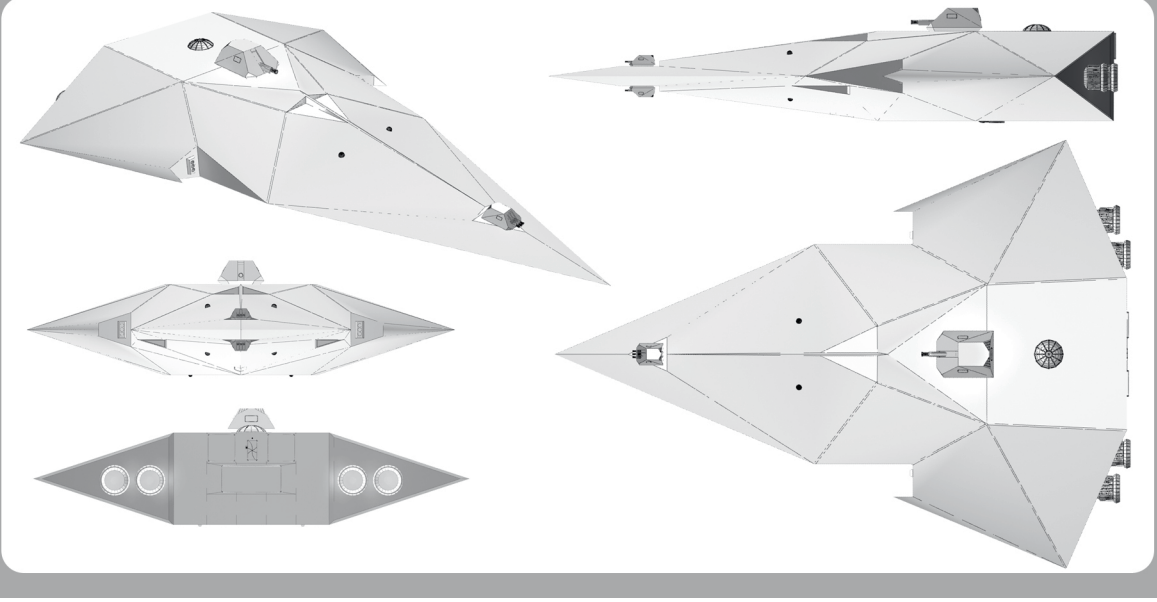
Various small craft (most likely released as a single product or in related single books)
Tyrfing - 10 ton Sword World fighter
Harraser - 20 ton Imperial fighter
Destrier - 20 ton landing craft
Workhorse - 20 ton launch
4 ton prospecting pod
Bratsoepr - 30 ton Zhodani fighter
Chtaraa - 40 ton Zhodani assault shuttle
Bushranger - 40 ton pinnace
4 ton Enclosed Air/Raft



# Salient-class Patrol Frigate




Salient-class Patrol Frigate (TL12)
500 displacement tons
Crew: 11 + 12 marines
17.5 tons cargo, 4 ton Armory
2x Triple Fixed Missile Racks (120 missiles)
2x Triple Pulse Laser Turret
Particle Beam Barbette
8 displacement ton Grav APC
Jump-3, 4-G Acceleration
Fuel for 1x J-3, and 4 weeks of operation



## CLASS DEVELOPMENT

The Salient-class Patrol Frigate is a relatively heavy escort originally developed by Instellarms in the mid-900s for export to various small polities outside the Imperium. Given the tension in the Foreven sector, many of these frigates were sold to governments with a sufficient tech base to support them (TL 12) that also had a pro-Imperial leaning, in order to provide them with the best ships to meet rival polities backed by the Zhodani head on. In most cases, the Salient has proven to be a tough, reliable combatant, and in many cases, more than a match for ships that face them.

The original specifications called for an armored jump 3, 4-G patrol craft capable of carrying a small marine unit, their equipment, and supplies for long duration missions. Originally, the standard Type T patrol cruisers were considered standard issue for this mission, but early discussions with potential customers revealed that many were looking for a ship with heavier armor, advanced electronics, and a weapons package with a more significant 'punch'. The Salient-class was the end result of those discussions.

In comparison, the Salient offers the same performance level with three times the armor (as well as adding stealth and radiation shielding that the Type T lacks), which greatly enhances combat survivability. The larger hull of the Salient allows the addition of a particle beam barbette, giving it that extra 'punch' the client states were looking for, while retaining the same secondary weapons and magazine space. The electronics package was expanded in similar fashion, upgrading the bridge with holographic controls and a model/4 computer. The only real downgrade to the entire package was the fact that the Salient only retained the G-carrier for troop transport, sacrificing the 30 ton ships boat carried by the Type T. The cost was also much higher than a standard Type T, but the Salient has proven time and time again that its heavier armor and devastating firepower are a worthwhile investment.

The first Salient-class prototype was laid down in 953, after a four year development program handled by various subsidiary companies. After initial flight and combat trials, another six were produced for evaluation by several governments in the Foreven sector (principally Hirion, Iirgadar, and Shakiirs' Folly). The Salient was quickly adopted by several of those governments, with the Hirion Directorate perhaps one of the most enthusiastic; the Salient has become a mainstay of that worlds fleet, with well over a dozen in service and several more on order.

Unlike many military ship classes, the Salient has gone through remarkably few changes in the 60 years it has been in production. The original prototype was referred to as Build-4,Series-3 (or B4S3 in shorthand). The evaluation versions sold to various systems are known as the B4S4 model; the only substantive difference in the B4S4 model was a model/3 computer, caused by a lack of the appropriate model/4s when those ships were being assembled. That supply problem was resolved by the time full production began.

Originally, the Salient was produced with a TL10 particle beam weapon system that was remarkably robust (Resilient upgrade) and readily available. Instellarms acquired the license to a TL 12 version that was every bit as robust, but also much more accurate and easier to repair in combat (Resilient, Accurate, and Easy to Repair upgrades). These were refitted to most ships of the class as an upgrade, and are known as B4S9a.

The Hirion Directorate, however, commissioned Khoensaeger Industries to design a TL 12 version of that particle beam with a much higher output and improved beam control (giving those ships the Variable Range and Very High Yield upgrades). Designated as the B4S9d model, these ships have proven highly effective against Avalar Consulate ships, many of which tend to have lighter armor. In some cases, Avalar ships have been disabled in just a few hits.

Rumors abound that the Avalar Consulate is very distressed by this latest upgrade to the Hirion patrol fleet, and are negotiating with the Zhodani Consulate to acquire a higher tech counter to the Salient. To date, Avalar strategy to counter the Salient is to deploy their patrols in over-sized units of 2-4 ships to given them a numerical edge. The effects of this shift aren't clear as of yet, but naval strategists agree, the heavier armor of the Salient tend give them more than enough time to withdraw from any overwhelming engagement.

## Encounter at Gawanje
## 254-1102, Gawanje (1936 Foreven)

The *Wings of Destiny* dropped out of jump with a brilliant blue flash that slowly flickered and went out, revealing the dark, menacing shape of its wedge hull. On the bridge, Captain Murio Faladann glanced around the dimly lit bridge. "Secure from jump, weapons hold, passive scans only. Set course for the inner gas giant, full thrust." he said quietly, watching as the tactical holo display updated with early results from passive sensors. As the armored patrol frigate accelerated into the system at a comfortable 4 Gs, the grizzled old captain brought up the mission briefing packet on his station screen. The Hirion Directorate and the Avalar Consulate had been rivals for years, over everything from trade to politics to colonization rights of the surrounding worlds. Once again, it looked like things were heating up between the two worlds, and the Directorate navy had been tasked with keeping watch on the surrounding systems for an Avalar attack. A few weeks back, a Directorate survey team in this system had been strafed by Consulate fighters, killing four of the team. A second team was being assembled, and the *Wings of Destiny* was tasked with securing the system before their arrival.

Faladann glanced up at the tactical plot, arching an eyebrow at a new flashing trace, which quickly resolved into six. Before he could ask, crewman Salamsa was already calling out the information. "Contact! Active EM trace, radar and lidar. Multiple contacts, I read 3 total now, 31 by 60, range 50k. Signature indicates an Avalar Tentedal-class escort and two fighters on intercept course." The Tentedal were older Zho patrol craft, 1200 tons and each carrying a squad of marines and two fighters. They were slower than the *Destiny*, and lightly armored. The fighters were much faster and better armored, but the pulse lasers they carried were little more than a nuisance to the heavily armored Hirion ship.

Captain Faladann gave the order to suit up; at this range, it would be several minutes before either side could begin firing. In minutes, the crew of the *Wings of Destiny* were suited up and back at their posts. "Mr. Yvesti, please give our guests proper welcome. Commence missile launch on those fighters, full spread nuclear, you are weapons free. Main gun, adjust for range and engage at will." The triple launch tubes on both sides of the ship began spitting missiles in groups of three, which accelerated toward the fighters at 5-G. “Mr. Bulikan, come to heading 31 by 50, full thrust if you please.”

The *Wings of Destiny* nosed over and to starboard, the spearhead shaped ship aimed at the heart of the Avalar formation. Behind the aft bulkhead of the bridge, a deep thrumming could be heard as the main particle accelerator charged. A moment later, a brilliant green light flashed over the bridge window as the beam blazed through the darkness. Incredibly, despite being at the edge of practical targeting, the particle beam speared the lead fighter almost directly on the cockpit armor, slicing through it like butter. Behind the Captain and to his right, gunner Tofleson whooped loudly as the fighter tumbled out of formation. A quick glance with a barely muted grin of his own brought Tofleson back to attention. “Bandit one damaged, apparent mission kill.” She reported around an ear to ear grin. She had developed a reputation with extraordinary shots, and it appeared today was no exception.

Salamsa continued to call the rapidly dwindling range to the first fighter, then tensed. “Missile launch from the Tentedal, nine so far.” The tactical holo updated with the new missile launches as the particle beam thrummed again, settling into a rhythm as it fired tracking shots every thirty seconds or so. The second fighter was proving to be a bit more cagey, putting his ship through precise erratic maneuvers designed to avoid incoming fire. As good as he was, he proved to be no match for Tofleson over the next few minutes. His fate was similar to his flight leader, with the hot energy of the particle beam slamming through the armor between the fighters twin drive pods. It cart-wheeled, spilling fire as it disintegrated. The nuclear missiles launched earlier continued onward, eventually detonating and obliterating any trace of the fighters.

The two ships rushed toward each other as the forward pulse laser turrets of the *Destiny* went on the defensive, picking off half of the incoming missiles. Faladann let the two forward gunners work – there was little need to worry about those missiles, but point defense was good practice for them. The remaining missiles drove on, the particle beams aboard the Tentedal opening up at their optimal range. One beam splashed against the forward armor but accomplished little more than searing the paint and armor plate. Captain Faladann smiled. A lucky hit might penetrate the armor, but the thick crystaliron and radiation shielding did an excellent job of protecting the crew. “All batteries target the carrier. Weapons free, fire at will.” Seconds later, all of the weapons aboard the *Destiny* opened up on the much larger Avalar ship. Salamsa alternated between electronic countermeasures and sensors, jamming the enemies sensors while trying to get a good lock on them in return.

The remaining missiles from the Tentedal detonated, although the crew barely noticed the impacts. The fire from the *Destiny* was withering, its first salvo damaging the Avalar ships sensors and maneuver drive, while nuclear missiles blasted holes in its thinner armor. For another thirty minutes, the *Destiny* hounded the Avalar carrier as it tried to flee, its fire washing over the patrol frigates’ hull like so much rain, and with nearly the same effect. The carrier fared much worse, a fleeing lamb before a savage wolf. *Destiny* pounded the ship relentlessly until finally it drifted, disabled and nearly dead. Its fuel tanks were shattered, its drives were dark, and it looked like they were operating on emergency power only. Captain Faladann touched the intercom as the *Destiny* closed with the battered ship. “Lieutenant Foxtowne, boarders away. We’ll dock once the prisoners are secured, then scuttle the ship.” He glanced around the bridge, nodding as he stood up. “Well done people, well done. Once we get back home, the beer is on me.”

# DESIGN AND BUILD SHEET

Built on a custom 500 ton streamlined hull, the Salient-class Patrol Frigate is equipped with 12 points of crystaliron armor (including radiation shielding and stealth features). Drives include a Ling Standard Products K class jump drive, twin Tivion Design K class maneuver drives, and a Ling Standard Products K class power plant, providing a performance of jump-3 and 4-G acceleration. A total of 190 tons of fuel tankage supports the power plant for up to 1 month as well as a single jump-3. Fuel scoops are integrated in the hull, and the ten tons of fuel processors provided can refine a full load of fuel in 22.8 hours. The medium bridge is equipped with 5 standard workstations (captain, pilot, navigator, particle beam gunner, and engineer), holographic controls, a Model/4 computer, and very advanced sensors. The standard armament on a Salient-class vessel includes a primary particle beam barbette, a forward pair of triple pulse laser turrets, and a pair of forward fixed triple missile racks. A total of 9 tons are dedicated to fire control, and a further 10 tons are dedicated to missile magazine storage. Accommodations include 4 single staterooms assigned to the ships officers and 4 double staterooms are assigned to the crew. A barracks and armory support the 11 marines carried. A typical crew roster consists of the Captain, pilot, navigator, the marine lieutenant, 3 engineers, 5 gunners, and 11 marines. A 13 ton vehicle hangar can carry up to 10 tons of small craft; vehicles typically carried can include light fighters, G-carriers, ground attack speeders, or a pair of air/rafts. Cargo space of 17.5 tons carries additional provisions, spare parts, marine equipment, or cargo. A standard Salient-class Patrol Frigate costs a total of MCr 474.575, not including ships vehicles or marine equipment.

## Salient-Class Patrol Frigate - Standard Production Model (TL:12)

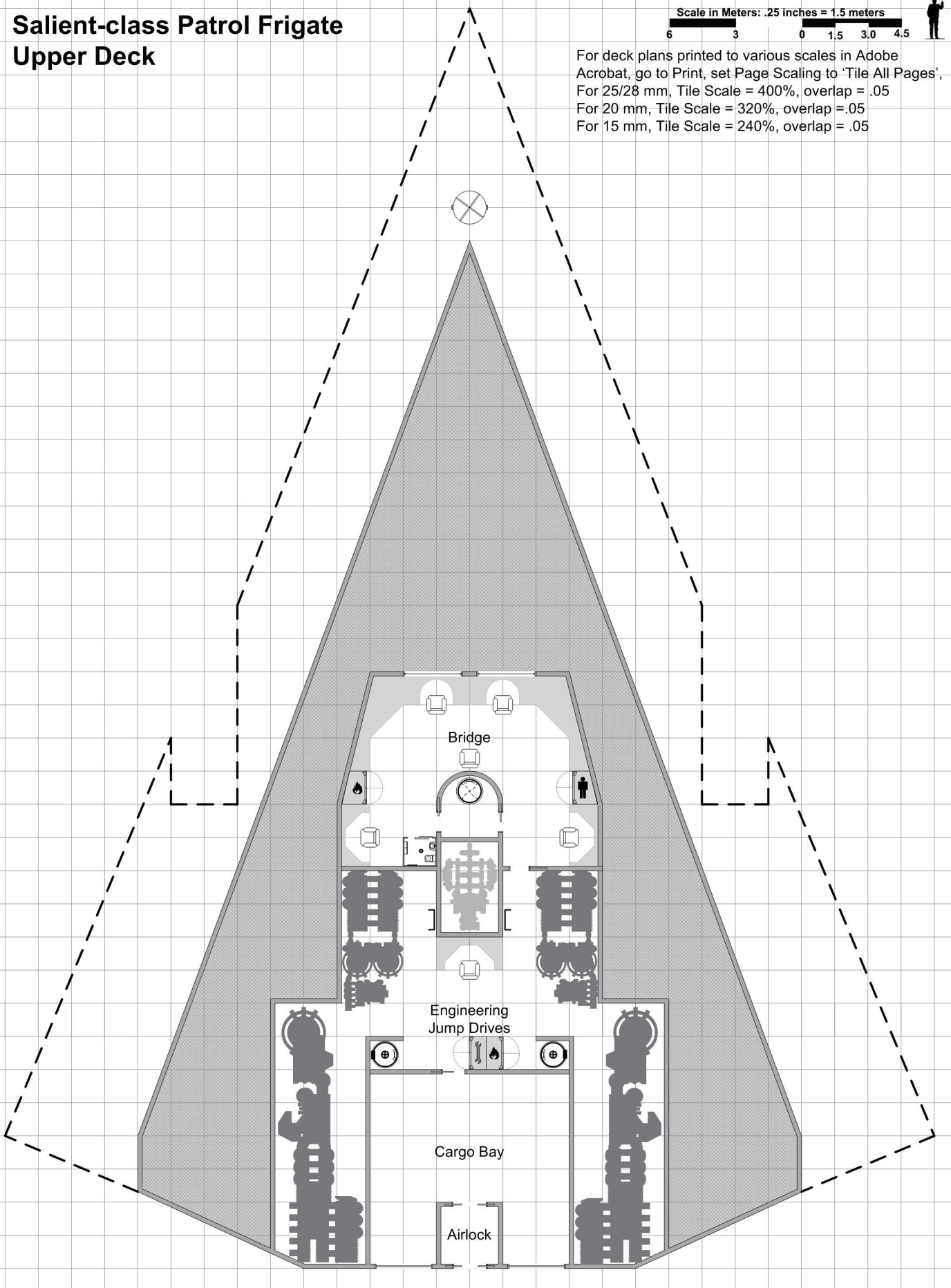
| Component | Notes | Ton | Cost |
|---|---|---|---|
| Standard Hull | 500 tons, Streamlined | 0 | 35.2 |
| Crystaliron Armor | 12 pts, Stealth, Rad Shielding | 75 | 194.2 |
| Jump Drive H | Rating=3, Jump-3 | 45 | 80 |
| Maneuver Drive K | Rating=4, 4-G acceleration | 19 | 40 |
| Power Plant K | Rating=4 | 31 | 80 |
| Medium Bridge | Holographic Controls | 20 | 3.125 |
| Very Adv, Sensors | DM+2 | 5 | 4 |
| Model/4 | Rating=20 | 0 | 5 |
| Staterooms (Single) | x4 : Captain, Pilot, Navigator, Marine Lt. | 16 | 2 |
| Staterooms (Double) | x4 : 3 Engineers, 5 Gunners | 16 | 2 |
| Barracks | x11 : 11 Marines | 22 | 1.1 |
| Armory | | 4 | 1 |
| Fuel Tankage | 1x Jump-3, 4 weeks endurance | 190 | 0 |
| Fuel Processor | x10, Process all fuel in 22.8 hours | 10 | 0.5 |
| Fuel Scoops | Integral with hull | 0 | 1 |
| Particle Beam Barbette | x1 | 5 | 8 |
| Triple Turret | x2, Each mounts 3 Pulse Lasers | 2 | 2 |
| Pulse Laser | x6 | 0 | 3 |
| Triple Fixed Mount | x2, Each mounts 3 Missile Racks | 2 | 1 |
| Missile Rack | x6 | 0 | 4.5 |
| Missile Magazine | 120 Missiles | 10 | 0.15 |
| Vehicle Hangar | Grav APC or Light Fighter | 13 | 2 |
| Cargo | | 15 | 0 |
| | Totals | 500 | 474.575 |

# Salient-class Patrol Frigate
# Upper Deck

Scale in Meters: .25 inches = 1.5 meters

6 3 0 1.5 3.0 4.5

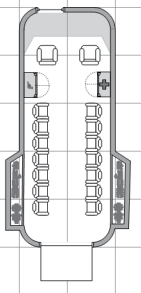
For deck plans printed to various scales in Adobe Acrobat, go to Print, set Page Scaling to 'Tile All Pages',
For 25/28 mm, Tile Scale = 400%, overlap = .05
For 20 mm, Tile Scale = 320%, overlap =.05
For 15 mm, Tile Scale = 240%, overlap = .05



# Salient-class Patrol Frigate
# Main Deck

Scale in Meters: .25 inches = 1.5 meters
6 3 0 1.5 3.0 4.5

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For 25/28 mm, Tile Scale = 400%, overlap = .05
For 20 mm, Tile Scale = 320%, overlap =.05
For 15 mm, Tile Scale = 240%, overlap = .05



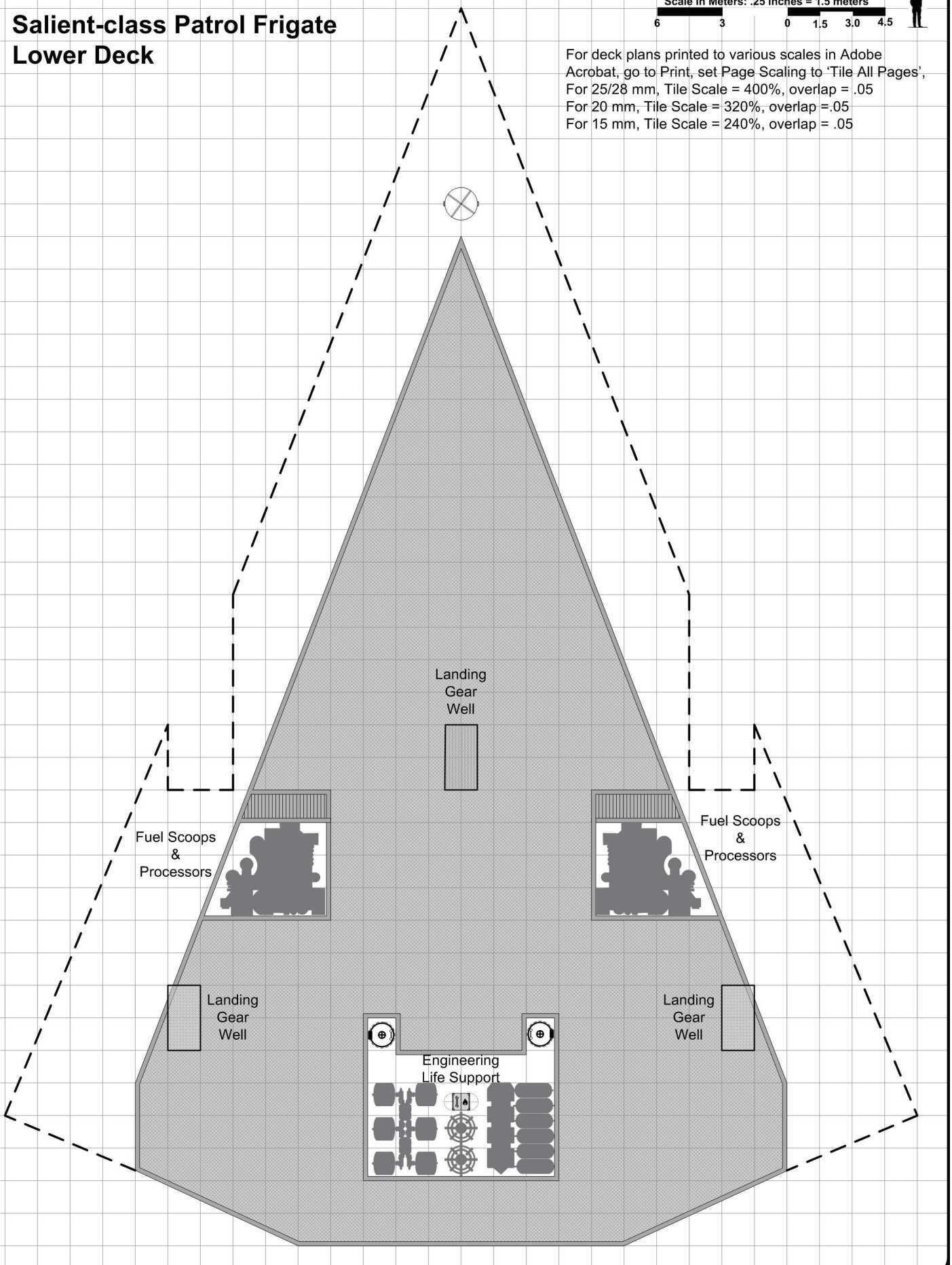
**Outrider-class**
**G-Carrier**

# Salient-class Patrol Frigate
## Lower Deck

Scale in Meters: .25 inches = 1.5 meters

6 3 0 1.5 3.0 4.5

For deck plans printed to various scales in Adobe Acrobat, go to Print, set Page Scaling to 'Tile All Pages',
For 25/28 mm, Tile Scale = 400%, overlap = .05
For 20 mm, Tile Scale = 320%, overlap =.05
For 15 mm, Tile Scale = 240%, overlap = .05



# CONSTRUCTION NOTES

The Salient-class is constructed as a flattened wedge, 58.7 meters long by 44 meters wide and 9.32 meters high, excluding the large barbette mounted on the dorsal surface; the barbette adds an additional 2.44 meters to the total height. On the ventral surface, a trio of landing gear wells (each roughly 2 meters by 3 meters) and associated equipment pierce the hull in a 3-point arrangement; paired fuel scoops are also placed just forward of the mid-ship line. The dorsal and ventral surfaces are flattened, and square sections are removed from the port and starboard side to allow fixed weapon mounting (typically missile launchers and their associated magazines). Flattened sections are also placed on the forward dorsal and ventral ridge-line to support paired triple turrets. The entire hull is designed with almost no curves, the flat surfaces allowing for easy armor and hull replacement. On the aft surface of the hull are four large maneuver drive units, the primary airlock, cargo bay access, and the ships only vehicle hangar.

There are three primary access points to the ship – the main airlock, the cargo bay, or the vehicle hangar. The main airlock and cargo bay access the uppermost deck of the ship. The large airlock (3 meters by 3 meters) is designed with the deployment of marines in mind; as such, up to 8 armored troops (a typical squad) can fit in the airlock at once. Since the main cargo bay actually wraps around the airlock, it can be used in conjunction with the airlock to deploy multiple squads simultaneously. Standard procedure aboard most ships is to keep cargo firmly secured with nets or deck locks to ensure all cargo is retained.

The main airlock leads into the main cargo bay via pressurized sliding door. A second pressure door on the forward bulkhead gives access to upper engineering section. Inside the engineering section, a pair of floor hatches lead down into the primary engineering sections on the main deck; a pair of lockers to the right of this door hold tools and damage control equipment. Directly forward of the cargo bay door is the upper engineering station, consisting of a workstation and chair to monitor the jump drives mounted in this area. To the port and starboard of the floor hatches lie the ships paired jump drives; the required jump capacitors, fast-burn fusion plant, and other equipment lie to port and starboard of the engineering station. Directly forward of the workstation is a compartment containing various equipment and machinery leading to the upper particle beam barbette, accessed by pressure tight removable hatches on either side. A narrow passage on the starboard side leads to the bridge.

The floor hatches lead down to the main level, where the power plants and maneuver drives are mounted, and down to the lower level, where the majority of the life support system equipment is kept. Neither of these lower engineering sections are accessible from the main level.

The bridge holds 5 workstations – captain, pilot, navigator, missile gunner, and particle beam gunner. In the center of the bridge, pressure tight doors lead to a central airlock with floor hatch leading to the main level. The captains workstation is positioned directly forward of this central airlock, just behind the pilot to the port and navigator to starboard. Further back are the port and starboard weapon stations, with the port station typically used by missile gunners and the starboard one used by the particle beam gunner. Nestled in with the controls are a suit locker on the starboard hull and a damage control locker on the port side. A small fresher is also provided to maximize crew efficiency.

Taking the central airlock hatch down a level leads to another pressure door, and beyond it, the main crew lounge. A large, half-circular couch is placed against the port bulkhead; a couch and two armchairs sit opposite along the starboard. Two passages at the forward end of the lounge lead to the crew quarters, with officers to port and ratings to starboard. Pressure doors at the aft end of the lounge lead port to the marine barracks and starboard to the ships mess.

The forward passage to port leads to the officers quarters, comprised of four staterooms and a communal fresher at the end of the hall. These are all single staterooms occupied by the captain, pilot, navigator, and marine lieutenant. Each room is roughly 3 meters square, somewhat cramped yet still relatively comfortable. A bed (rather than a standard bunk) is mounted roughly waist high

along one bulkhead; beneath it are various drawers and cabinets for storage of personal items. A desk and chair is also provided, including a dedicated workstation connected to the ships computer. A fair-sized locker is provided as well. The single fresher in the hall is shared by all four officers, which is unusual among ships of Imperial registry but perfectly acceptable among many of the small polities that employ the Salient class.

To starboard are the crew quarters, arranged in similar fashion to the officers quarters. In the crew area, the beds are replaced with dual bunks that can be folded against the bulkhead. They are otherwise similar to the officers staterooms, and include the desk, locker, and computer workstation.

From the aft end of the lounge, the pressure door to port leads to the troop barracks, a single large room measuring 4.5 meters by 9 meters. Rather than the standard stateroom bunks, the barracks is equipped with four modular bunk units, stacked 3 high in four groups. Each modular bunk provides a modicum of privacy. Similar to the beds found in low-budget 'slot-shops', each bunk is a self contained sleeping unit, complete with environmental controls, privacy door, storage space for personal items, and an individual entertainment unit/computer. In the main barracks room, each trooper is allocated a full height locker for storing clothing and additional personal items. A communal fresher is positioned along the aft bulkhead.

A second pressure door leads from the barracks to the ships armory, where all of the troops weapons, armor, and equipment are stored. Racks of rifles, handguns, personal armor, explosives, and other gear make the 3 meter by 6 meter room a bit cramped, but it holds a good assortment of useful equipment. The other pressure door leads aft into the vehicle hangar, which typically carries an 8-ton Outrider-class G-carrier.

The vehicle hanger is fairly spacious at 6 meters by 9 meters, occupying 13 cubic meters total. This leaves enough room for the crew to walk around and do maintenance work on the troops G-carrier, as well as facilitate easy loading and unloading.

Across the lounge from the barracks lies the ships mess, similar in size to the barracks but equipped with a stove, dishwasher, microwave, and other equipment required to feed the crew. Inside the door is a large round table with a dozen seats. In addition to being used at meal times, the mess table is often used as a mission briefing area by the marines aboard. Lockers in the mess provide pots, pans, and other utensils, as well as a cooler for fresh foodstuffs and other supplies. Mess duty typically falls to two of the marines, who handle all of the cooking on their assigned day. A fresher is also provided along the aft bulkhead.

**Deployment and Mission Roles**

The Salient-class patrol frigate is a remarkably capable ship, outfitted for a variety of mission roles. The heavy armor and devestating main gun give it excellent combat capability against civillian and light military ships, and some utility against heavier military targets. The jump-3 range and fuel scoop/purification plant give it good mobility for extended patrols and cruises. Finally, the Marine squad and assigned G-carrier allow it act as a customs ship, police cruiser, and rescue vessel as well.

As deployed by the Hirion Directorate, the Salient fills three primary roles.

Patrol: In addition to the four worlds of the Hirion cluster, there are six additional systems that can be reached by a single jump-3. Several of these systems are earmarked for future expansion (and thus contested by the Avalar Consulate) and may have prospectors, survey teams, or even initial pioneer colonies set up. The Salient is used to keep in contact with these outlying citizens of Hirion, protect them from harm, and keep watch for attacks by hostile neighbors.

Customs: All of the systems mentioned above also need some form of customs control, both to prevent smuggling, stamp out slavery and piracy, and collect tariffs and taxes from traders passing through Directorate controlled systems. Those missions make the Salient a valuable part of law enforcement as well as military strategy.

Search and Rescue: With Hirion citizens moving out to the surrounding systems, some of them are bound to run into trouble. Equipment failure, natural disasters, and accidents have all been prevented or alleviated by the presence of a Salient and it's Marine contingent.

## THE HIRION NAVY

Hirion is a large, cold water world just spinward of the Halverdi Cluster. With a population of over 177 million, Hirion is one of the more populous worlds in the Hirion Subsector (O). It is also one of a few worlds settled in the initial colonial waves in the early 300's that is still inhabited by descendents of the original colony. Originally settled by Vilani stock, the Hirion Directorate has had an enduring, stable government.

Conservative and rigid, the Directorate government is classified as an impersonal bureaucracy run by professional politicians. While the government is generally benevolent, it can be very unyielding. Pro-Imperial from the beginning, Hirion has been a long rival of the Avalar Consulate and its allies, a fact that has led to a number of political incidents (i.e. border incidents, skirmishes, and even outright wars). Continuing problems with the Avalar have given the Directorate all the issues needed to keep the populace in check. As a result, local law levels are very restrictive, mostly for fear of Avalar terrorist attacks. It is worth noting that, even though the populace fears such attacks, none have been carried out on Hirion itself. Despite the restrictive laws, high taxes, and burdensome red tape, most of the citizens support the Directorate.

Early in the various conflicts with Avalar, officials concluded that the population needed heroes to continue supporting the government and its control. The army and marines were initially put forth as those heroes, but the public wasn't thrilled by the notion as ground combat tended to be messy and less than glamorous.

The Navy, on the other had, could rely on holoshows of brave Naval personnel fighting pirates and raiders, exploring new worlds, and other types of romanticized adventure. The decision was made to allow the crews of naval combat ships to pick the names and colors of their ships, making each ship in the Hirion fleet unique, colorful, and easy to remember. The people of Hirion were quick to embrace this romantic vision, and most have at least one ship that is a personal favorite. Many citizens of the Directorate know their naval vessels better than their local sports teams, and the news is always well padded with the exploits of the brave men and women of the Hirion Navy. Shows about the Navy dominate entertainment too.

## FLEET ORGANIZATION

Ships in the Hirion fleets are generally grouped by squadron, task force, or fleet. The squadron is the smallest of the units, typically 2 to 6 ships of the same class and designated as a Patrol squadron, Battle Squadron, Defense Squadron, or a Support Squadron.

Patrol Squadrons are tasked with just that, patrolling surrounding worlds for pirates and other invaders, as well as handling custom duties. The ships of patrol squadrons are designed for long cruises away from support. They are the eyes and ears of the Hirion fleet. Battle Squadrons are the tip of the spear, built for close, heavy combat with heavy enemy ships. They are typically composed of destroyers, cruisers, and carriers. Defense Squadrons include monitors, SDBs, and other in-system defense craft. They are typically not jump capable. Support Squadrons include everything else, from supply ships to troop transports and repair vessels.

For instance, the 13th Frontier Patrol Squadron has 4 Salient-class Patrol Frigates (3 active, 1 under construction) designated to patrol the buffer worlds between Hirion and Avalar.

A task force is comprised of several ships assigned from different squadrons, usually to support one squadron. For instance, Task Force Hope is being assembled to support a colonization effort in a nearby system. The task force is organized thus-

4th Light Battle Squadron (flag)
- 4x Lionheart-class light cruisers
- 2x Bandleback-class light carriers
- 48x Havoc-class light fighters

11th Escort Squadron
- 4x Vambrace-class destroyer escorts

3rd Support Squadron
- 4x Persevere-class supply ships
- 4x Oasis-class tankers

A fleet is typically composed of multiple task forces, and may have additional combat or support ships from other units assigned to it. Fleet level deployments are rare for Hirion; the last full scale mobilization of fleet sized elements was in 1101, during the war against the Avalar Consulate.

# 13TH FRONTIER PATROL SQUADRON




An example of a squadron of Salient-class ships is the Hirion Directorates' 13th Frontier Patrol Squadron, known as the Blackguards. Originally composed of 4 ships, the 13th lost one ship in action with Avalar Consulate ships in the Gawanje system in 1103. That ship, the *Rising Hope*, was escorting a small convoy of merchants when they were attacked by a pair of Avalar Ievkedar-class destroyers. Outweighed nearly 10 to 1 in base tonnage, the Rising Hope engaged the Ievkedars for well over an hour while the convoy managed to slip away.

Though outgunned, the *Rising Hope* severely bloodied the larger destroyers and was limping toward safe jump distance when a lucky hit damaged their jump drive. Unable to flee, the Rising Hope turned on the Avalar ships and managed to disable one of the attackers, then was disabled in combat with the other.

The remaining destroyer closed and was attempting to board the *Rising Hope* when a final message was broadcast to the merchants. It was 11 seconds of video, with a compressed and encrypted databurst of the ships logs and record of the action. The video showed Captain Reville Bundswan aboard the badly damaged bridge, holding a makeshift detonator wired to a nuclear warhead from one of the ships missiles. He smiled tiredly, saluted the camera, and uttered his final words. "Tell them we went down fighting. *Rising Hope*, out."

The resulting explosion incinerated the *Rising Hope* as well as the destroyer docked to it. The crew of the *Rising Hope* all received multiple awards posthumously, and the Hirion Naval Academy built a special memorial in the campus commons. It features a museum with information on the crew and marines, memorabilia, and a holographic tour of the ship. The Gawanje encounter has become a focal training point for recruits, and the ships from a class of destroyer escort in development (the Hope-class DE-2258) will each be named after one of the *Rising Hopes* crew.

The Blackguards, meanwhile, continue to patrol the frontier spinward of Hirion and escort merchant shipping when needed, as well as responding to emergencies in their patrol area. The three ships remaining in the 13th are *Wings of Destiny*, *Judicious Fury*, and *Solar Flare*. A replacement for the *Rising Hope* is under construction, but won't be finished until the end of 1105; it is officially designated HNPF-11/55, but anyone with any knowledge of the ship calls her *Retribution Angel*.

As is tradition within the Hirion Navy, the first crew suggests names and colors for the ship, with the first captain and his officers selecting the winner. While the crew may select a different name, the matter may already be decided, given that most of those crewmen are currently in the Academy and the name is already well entrenched there.



Salient-class Patrol Frigate




13th Frontier Patrol Squadron

The Blackguards

# Wings of Destiny

Built in 1089, the *Wings of Destiny* is the lead ship of the 13th Frontier Patrol Squadron. In her 15 years of deployment with the Hirion Directorate Navy, the *Destiny* has become something of a legend in that small fleet. She has amassed an impressive list of victories, including several that most naval tacticians refer to as 'unwinnable'. Her success is due largely to the skill and audacity of her crew, and the legend continues to attract the best and brightest from the ranks of the Directorate Navy. Whenever a post opens up on the *Destiny*, it is a hotly contested one. The current master of the *Destiny* is Captain Murio Faladann, a grizzled veteran of nearly thirty years. He is highly regarded as one of the best small unit commanders in the fleet, and his crew is fiercely loyal to him. Using the influence afforded to him by his skill, Faladann has hand picked his crew with the best he could beg, borrow, or steal from other ships in the fleet. Of particular note is Chief Gunner Alia Tofleson, a remarkably skilled gunner rumored to have almost freakishly good luck as well. Lieutenant Alaan Foxtowne, commanding the ships Marine contingent, passed up a company command aboard an assault transport to serve aboard the *Destiny.* A skilled and decorated Marine veteran, many feel his presence aboard the *Destiny* is a waste, and that he could better serve the Navy by commanding a much larger unit. Foxtowne disagrees, noting that most of the company commanders he knows spend the vast majority of their days doing paperwork and inspections, something he can barely stand to do now despite only commanding 11 men. The rest of the crew are loyal to Faladann and fiercely proud of their ship, a fact that has built into a bit of a friendly rivalry among the ships of the 13th. Captain Faladann makes it a point to spend as much time as possible training with the Judicious Fury and Solar Flare, welding the three ships (and eventually the Retribution Angel) into a skilled unit.

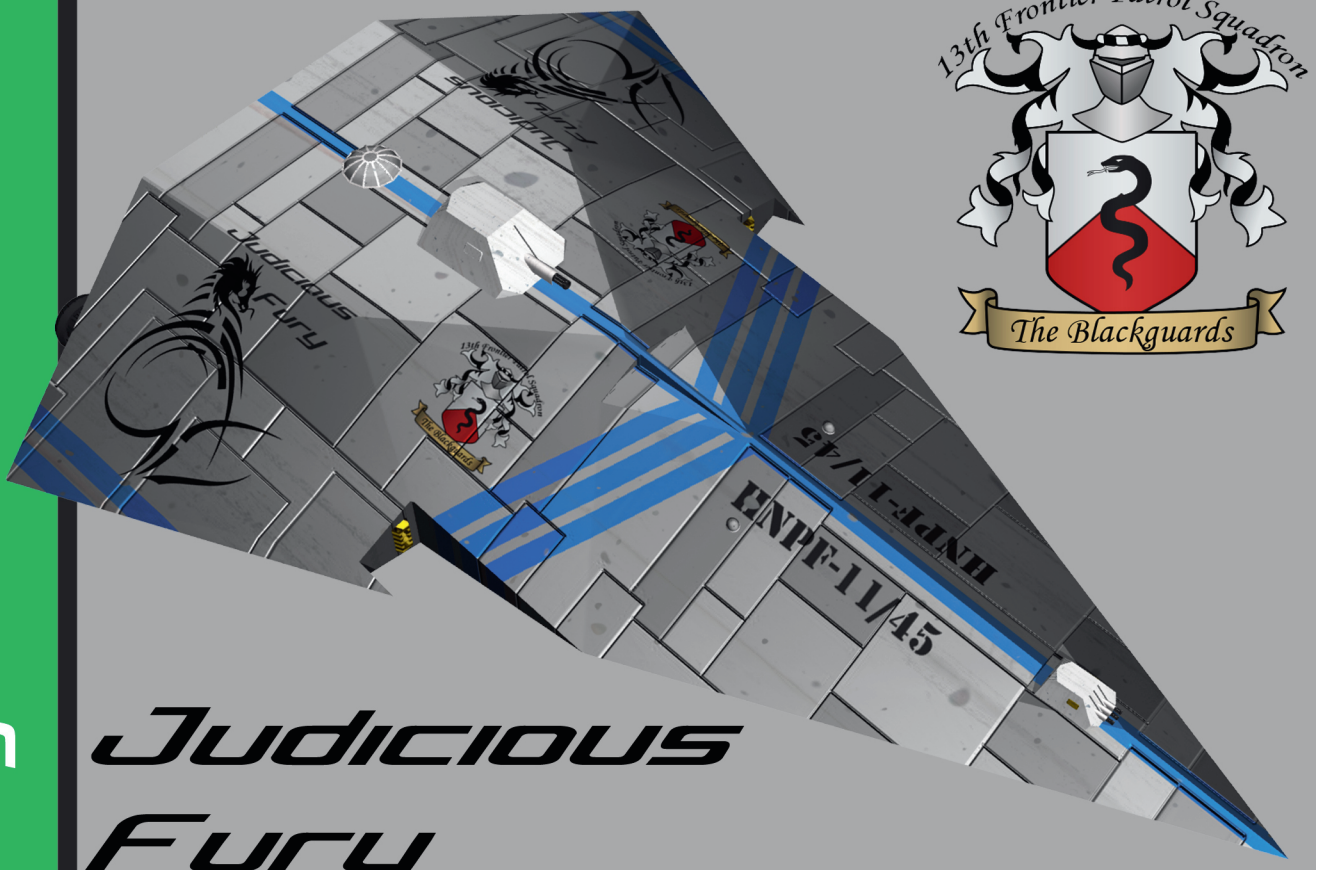
## The Wings of Destiny - Salient-Class Patrol Frigate (TL:12)

| Component | Notes | Ton | Cost |
|---|---|---|---|
| Standard Hull | 500 tons, Streamlined | 0 | 35.2 |
| Crystaliron Armor | 12 pts, Stealth, Rad Shielding | 75 | 194.2 |
| Jump Drive H | Rating=3, Jump-3 | 45 | 80 |
| Maneuver Drive K | Rating=4, 4-G acceleration | 19 | 40 |
| Power Plant K | Rating=4 | 31 | 80 |
| Medium Bridge | Holographic Controls | 20 | 3.125 |
| Very Adv, Sensors | DM+2 | 5 | 4 |
| Model/4 | Rating=20 | 0 | 5 |
| Staterooms (Single) | x4 : Captain, Pilot, Navigator, Marine Lt. | 16 | 2 |
| Staterooms (Double) | x4 : 3 Engineers, 5 Gunners | 16 | 2 |
| Barracks | x11 : 11 Marines | 22 | 1.1 |
| Armory | | 4 | 1 |
| Fuel Tankage | 1x Jump-3, 4 weeks endurance | 190 | 0 |
| Fuel Processor | x10, Process all fuel in 22.8 hours | 10 | 0.5 |
| Fuel Scoops | Integral with hull | 0 | 1 |
| Particle Beam Barbette | x1 (Variable Range, Very High Yield) | 5 | 8 |
| Triple Turret | x2, Each mounts 3 Pulse Lasers | 2 | 2 |
| Pulse Laser | x6 | 0 | 3 |
| Triple Fixed Mount | x2, Each mounts 3 Missile Racks | 2 | 1 |
| Missile Rack | x6 | 0 | 4.5 |
| Missile Magazine | 120 Missiles | 10 | 0.15 |
| Vehicle Hangar | Grav APC | 13 | 2 |
| Cargo | | 15 | 0 |
| | Totals | 500 | 474.575 |

The crew of the ***Wings of Destiny***

| *Name* | *Position* | *UPP* | *Skills* |
|---|---|---|---|
| Murio Faladann | Captain | 55A8CA | Zero G-2, Comms-2, Astrogation-2, Tactics (Naval)-4, Pilot (Starship)-2, Leadership-3 |
| Taidean Salamsa | Navigator | 8A65AA | Gunnery (Turret)-2, Astrogation-2, Zero G-1, Zero G-1, Sensors-2, Comms-1 |
| Alssan Bulikan | Pilot | C8877C | Computer-1, Pilot (Starship)-2, Pilot (Sm Craft)-2, Gunnery (Turret)-1 |
| Stavros Illych | Chief Engineer | 68C69C | Zero G-2, Leadership-2, Engineer (Electronics)-2, Engineer (Life Support)-2, Engineer (Power)-1 |
| Tobias Illuven | Engineer | 5A3CC2 | Mechanical-1, Engineer (Electronics)-1, Engineer (MDrive)-1, Vacc Suit-1, Engineer (JDrive)-2 |
| Gaender Vishuen | Engineer | 573698 | Engineer (Jdrive)-2, Mechanical-1, Gun Combat-1 |
| Alia Tofleson | Chief Gunner | 4C678A | Gun Combat-2, Gunnery (Turret)-4, Gunnery (Screens)-2, Sensors-2, Leadership-1 |
| Gius Latenveld | Gunner | 4857A8 | Gunnery (Screens)-2, Comms-2, Zero G-1, Gunnery (Turret)-1, Vacc Suit-1, Mechanical-2 |
| Talkerin Yvesti | Gunner | 63739C | Gunnery (Turret)-2, Gun Combat-1, Zero G-1, Mechanical-1 |
| Gamelon Tukerii | Gunner | 6BB358 | Carousing-2, Gunnery (Ortillery)-1, Sensors-2, Gunnery (Turret)-1, Comms-2, Zero G-1 |
| Vishia Ukeron | Gunner | A59375 | Gunnery (Turret)-1, Zero G-2, Sensors-1, Comms-1 |
| Alaan Foxtowne | Marine Lieutenant | 5A67B4 | Tactics (Military)-2, Vacc Suit-2, Explosives-1, Gun Combat-2, Leadership-1, Diplomacy-1 |
| Vis di Zeldiron | Troops | B3A333 | Flyer (Grav)-1, Recon-2, Zero G-1, Gun Combat-2 |
| Wolcutt Breeks | Troops | C5A397 | Flyer (Grav)-2, Vacc Suit-2, Zero G-1, Melee-1, Recon-2, Gun Combat-2 |
| Hlavan Farone | Troops | 7857B6 | Gun Combat-1, Tactics-1, Vacc Suit-1, Recon-2 |
| Justeph Warte | Troops | 4A9C92 | Melee-2, Flyer (Grav)-1, Explosives-2, Melee-2, Vacc Suit-0 |
| Toddy Belley | Troops | 57C7A9 | Recon-2, Melee-2, Gun Combat-1, Vacc Suit-0 |
| Tophy Heson | Troops | 45C842 | Medic-1, Recon-2, Driver (Tracked)-2, Gun Combat-1 |
| Berly Grichy | Troops | BC84BB | Gun Combat-2, Flyer (Grav)-1, Explosives-2, Gun Combat-1, Explosives-2 |
| Loria Watson | Troops | 66386B | Zero G-2, Gun Combat-2, Tactics-1, Gun Combat-2, Melee-2 |
| Joana Patte | Troops | ABCA8C | Flyer (Grav)-2, Explosives-2, Tactics-1, Gun Combat-2 |
| Aran Groma | Troops | 678A43 | Flyer (Grav)-1, Melee-1, Vacc Suit-0 |
| Uvek | Troops | 65C7C6 | Heavy Weapons-2, Explosives-1, Vacc Suit-0 |

Salient-class Patrol Frigate




13th Frontier Patrol Squadron
The Blackguards

# Judicious Fury

The *Judicious Fury* is one of the newest Salient-class ships in the Directorate Navy, finished and launched in 1102. Captain Jacquel Rownels commands the *Fury*, replacing Captain Dawis Opfels who was forced to retire due to his rapidly deteriorating health. Opfels was much loved and respected by his crew, and his loss has been hitting them hard. To say this has made Rownels' assumption of command difficult would be an understatement. Thirty years junior to Opfels, most of the crew feels Rownels is entirely too young to command a vessel like the *Fury,* and they have been less than cooperative. Captain Rownels has been both very determined and persistent, however, and has been working hard to try to bring the crew around. Her major ally in this is Victorina Racine, the Marine Lieutenant aboard. Similar to Captain Rownels, Racine is rather young and 'wet behind the ears' as one Marine was heard saying to her one night watch. He was more than surprised to wake up in his bunk under the care of Loo-Chee, the squad medic. Similar comments since then have not been made where Racine is able to hear them. Time and effort are making the transition easier, however, and a pair of recent victories have helped greatly. Late in 1104, the *Fury* was checking on a settlement in the outer system of Hirion, and encountered several pirate ships in the act of attacking the colony. The marines engaged the pirates on the ground while the *Fury* took on three pirate vessels of various sizes; both actions resulted in resounding successes, with two of the ships destroyed, a third disabled and confiscated, and nearly 40 pirates captured in the process. The combat served to weld the crew into something resembling a functional unit, and tensions are beginning to ease. Both Rownels and Racine (often referred to as "the little sisters') seem to understand what needs to be done to continue this trend, and both are willing to invest the time and energy to make it happen.

## Judicious Fury - Salient-Class Patrol Frigate (TL:12)

| Component | Notes | Ton | Cost |
|---|---|---|---|
| Standard Hull | 500 tons, Streamlined | 0 | 35.2 |
| Crystaliron Armor | 12 pts, Stealth, Rad Shielding | 75 | 194.2 |
| Jump Drive H | Rating=3, Jump-3 | 45 | 80 |
| Maneuver Drive K | Rating=4, 4-G acceleration | 19 | 40 |
| Power Plant K | Rating=4 | 31 | 80 |
| Medium Bridge | Holographic Controls | 20 | 3.125 |
| Very Adv, Sensors | DM+2 | 5 | 4 |
| Model/4 | Rating=20 | 0 | 5 |
| Staterooms (Single) | x4 : Captain, Pilot, Navigator, Marine Lt. | 16 | 2 |
| Staterooms (Double) | x4 : 3 Engineers, 5 Gunners | 16 | 2 |
| Barracks | x11 : 11 Marines | 22 | 1.1 |
| Armory | | 4 | 1 |
| Fuel Tankage | 1x Jump-3, 4 weeks endurance | 190 | 0 |
| Fuel Processor | x10, Process all fuel in 22.8 hours | 10 | 0.5 |
| Fuel Scoops | Integral with hull | 0 | 1 |
| Particle Beam Barbette | x1 (Accurate, Variable Range) | 5 | 8 |
| Triple Turret | x2, Each mounts 3 Pulse Lasers | 2 | 2 |
| Pulse Laser | x6 | 0 | 3 |
| Triple Fixed Mount | x2, Each mounts 3 Missile Racks | 2 | 1 |
| Missile Rack | x6 | 0 | 4.5 |
| Missile Magazine | 120 Missiles | 10 | 0.15 |
| Vehicle Hangar | Grav APC | 13 | 2 |
| Cargo | | 15 | 0 |
| | Totals | 500 | 474.575 |

The crew of the ***Judicious Fury***

| *Name* | *Position* | *UPP* | *Skills* |
|---|---|---|---|
| Jacquel Rownels | Captain | 963976 | Engineer (Electronics)-1, Astrogation-2, Tactics (Naval)-1, Vacc Suit-2 |
| Michal Galven | Navigator | 28A348 | Gunnery (Turret)-1, Zero G-2, Sensors-1, Computer-2, Astrogation-2, Comms-2 |
| Shizuko Wethern | Pilot | 628569 | Gun Combat-2, Astrogation-2, Pilot (Starship)-2, Gunnery (Turret)-2, |
| Weston Veillon | Chief Engineer | 2A4992 | Mechanical-1, Engineer (Power)-2, Engineer (Electronics)-1, Vacc Suit-1, Engineer (MDrive)-1 |
| Quinton Gammon | Engineer | C75268 | Vacc Suit-1, Engineer (Life Support)-1, Engineer (JDrive)-2 |
| Alell Siblina | Engineer | 323A55 | Mechanical-1, Engineer (Power)-2, Engineer (JDrive)-1, Vacc Suit-0 |
| Mari Hilly | Chief Gunner | B67482 | Leadership-1, Zero G-1, Gunnery (Turret)-1, Mechanical-2, Gun Combat-1 |
| Tayna Leath | Gunner | AC9A59 | Comms-2, Gunnery (Turret)-1, Sensors-1, Gunnery (Screens)-1 |
| Dillon Kerensky | Gunner | 8AC665 | Zero G-1, Gun Combat-2, Gunnery (Turret)-1 |
| Edison Jaenke | Gunner | 52C2B2 | Gun Combat-1, Gunnery (Turret)-2 |
| Chriany Wooders | Gunner | 7C6545 | Comms-2, Gunnery (Turret)-2, Mechanical-1 |
| Victorina Racine | Marine Lieutenant | 78C494 | Melee-2, Gun Combat-2, Tactics (Military)-2, Gun Combat-1, Explosives-1, Vacc Suit-2 |
| Mitsuya Taki | Troops | 59B728 | Explosives-2, Tactics (Military)-1, Gun Combat-2, Recon-2, Melee-2, Zero G-1 |
| Hu Tsao-Yung | Troops | 666544 | Flyer (Grav)-2, Explosives-1, Tactics (Military)-2, Vacc Suit-1, Gun Combat-1 |
| Trenton Stasny | Troops | 4ABB9A | Explosives-1, Vacc Suit-2, Heavy Weapons-2, Recon-1, Flyer (Grav)-2 |
| Maria Bertson | Troops | 892665 | Vacc Suit-2, Heavy Weapons-2, Explosives-2, Gun Combat-1 |
| Timothy Loo-Chee | Troops | 5549BC | Flyer (Grav)-2, , Explosives-2, Gun Combat-2, Medic-2, Comms-1 |
| Maxwell Beyett | Troops | 99468A | Recon-1, Zero G-1, Melee-1, Explosives-2, Gun Combat-2, Heavy Weapons-1 |
| Katerine Tyrrell | Troops | 593BC8 | Flyer (Grav)-1, Explosives-2, Zero G-1, Gun Combat-1 |
| Preston Blackburn | Troops | 78844B | Tactics (Military)-2, Explosives-2, Tactics-1, Vacc Suit-1 |
| Darron Sladek | Troops | 5CBA87 | Explosives-1, Melee-2, Tactics (Military)-2, Heavy Weapons-2, Zero G-2 |
| Augustus Holbach | Troops | 568C92 | Gun Combat-2, Recon-2, Flyer (Grav)-1, Vacc Suit-2, Zero G-2 |
| Alaine Kinton | Troops | BC395B | Gun Combat-1, Vacc Suit-2, Tactics (Military)-2, Explosives-1, Flyer (Grav)-2 |

Salient-class Patrol Frigate




13th Frontier Patrol Squadron
The Blackguards

# SOLAR FLARE

Originally the second element wing of the squadron, *Solar Flare* has taken the place of the *Rising Hope* as the element lead. It is unique in the respect that its captain is Troy Bundswan, the son of the Captain of the *Rising Hope*. Troy was in his last weeks at the Academy when the *Rising Hope* was destroyed, and graduated at the top of his class just one month later. Many thought that the death of his father would destroy the young man, but quite the opposite has been true. That singular event became the driving force in Troy's life, and he blew through Officers Candidate School with top honors and was given command of the *Nightweaver*, a small 200 ton attack corvette. Showing every bit of his fathers tactical prowess, Bundswan and his crew aboard the Night-weaver racked up an impressive string of victories in just over a year. When the command of the Solar Flare became available, he used every bit of his pull and influence to get appointed to the captains chair, including threatening to quit the Navy altogether. In the end, naval authorities relented, unwilling to lose a talented officer and in fact turned it into a public relations coup. In 9 months aboard the Solar Flare, Troy Bundswan has continued to honor the family name. Observers, including some of his own crew, have noted that the junior Bundswan tends to be very aggressive when faced with ships of the Avalar Consulate. At least one incident is under investigation - an Avalar flagged merchant was ordered to heave to for customs inspection, refused, and opened fire on the Solar Flare. While the Hirion ship was, for all intents and purposes, invulnerable to the beam lasers used by the Avalar ship, Bundswan returned fire with the main gun. The Avalar ship was badly dam-aged, and at least six crewmen aboard her were killed and several other badly burned by radiation. A court of inquiry found the action 'questionable'.

## Solar Flare - Salient-Class Patrol Frigate (TL:12)

| Component | Notes | Ton | Cost |
|---|---|---|---|
| Standard Hull | 500 tons, Streamlined | 0 | 35.2 |
| Crystaliron Armor | 12 pts, Stealth, Rad Shielding | 75 | 194.2 |
| Jump Drive H | Rating=3, Jump-3 | 45 | 80 |
| Maneuver Drive K | Rating=4, 4-G acceleration | 19 | 40 |
| Power Plant K | Rating=4 | 31 | 80 |
| Medium Bridge | Holographic Controls | 20 | 3.125 |
| Very Adv, Sensors | DM+2 | 5 | 4 |
| Model/4 | Rating=20 | 0 | 5 |
| Staterooms (Single) | x4 : Captain, Pilot, Navigator, Marine Lt. | 16 | 2 |
| Staterooms (Double) | x4 : 3 Engineers, 5 Gunners | 16 | 2 |
| Barracks | x11 : 11 Marines | 22 | 1.1 |
| Armory | | 4 | 1 |
| Fuel Tankage | 1x Jump-3, 4 weeks endurance | 190 | 0 |
| Fuel Processor | x10, Process all fuel in 22.8 hours | 10 | 0.5 |
| Fuel Scoops | Integral with hull | 0 | 1 |
| Particle Beam Barbette | x1 (Variable Range, Very High Yield) | 5 | 8 |
| Triple Turret | x2, Each mounts 3 Pulse Lasers | 2 | 2 |
| Pulse Laser | x6 | 0 | 3 |
| Triple Fixed Mount | x2, Each mounts 3 Missile Racks | 2 | 1 |
| Missile Rack | x6 | 0 | 4.5 |
| Missile Magazine | 120 Missiles | 10 | 0.15 |
| Vehicle Hangar | Grav APC | 13 | 2 |
| Cargo | | 15 | 0 |
| | Totals | 500 | 474.575 |

The crew of the ***Solar Flare***

| *Name* | *Position* | *UPP* | *Skills* |
|---|---|---|---|
| Troy Bundswan | Captain | 987B79 | Gunnery (Turret)-2, Gun Combat-1, Pilot (Starship)-1, Tactics (Naval)-3 |
| Nari Sara | Navigator | 4528A5 | Astrogation-2, Pilot (Starship)-1, Comms-1, Gunnery (Turret)-1, Computer-1 |
| Cordell Corwin | Pilot | 624499 | Pilot (Starship)-2, Sensors-2, Computer-3 |
| Natell Tania | Chief Engineer | 66CB48 | Mechanical-1, Vacc Suit-1, Engineer (MDrive)-1, Engineer (Power)-1, Engineer (JDrive)-1 |
| Denyse Cantos | Engineer | 26A237 | Engineer (Life Support)-2, Leadership-2, Vacc Suit-1, Engineer (JDrive)-1, Gun Combat-1 |
| Mila Krepor | Engineer | B63864 | Mechanical-2, Gun Combat-1, Engineer (MDrive)-2 |
| Dillon Vasser | Chief Gunner | 88C8C2 | Gunnery (Turret)-1, Gunnery (Screens)-2, Leadership-2, Sensors-2, Vacc Suit-1 |
| Denor Javand | Gunner | 9B8852 | Sensors-2, Comms-1, Gunnery (Ortillery)-1, Gun Combat-2, Gunnery (Turret)-2, |
| Luca Rimen | Gunner | 2239B3 | Gunnery (Turret)-1, Gunnery (Screens)-2, Zero G-2, Mechanical-2, |
| Linon Kinall | Gunner | 998B4C | Vacc Suit-2, Sensors-2, Gunnery (Screens)-2, Leadership-1, Comms-1, Gunnery (Turret)-1 |
| Terral Halcyon | Gunner | 52B25B | Gunnery (Screens)-1, Gun Combat-2, Gunnery (Ortillery)-1, Gunnery (Turret)-2 |
| Anton Konicek | Marine Lieutenant | A53B86 | Vacc Suit-1, Melee-1, Recon-1, Explosives-2, Leadership-2 |
| Quinton Jann | Troops | 95943C | Heavy Weapons-1, Tactics (Military)-1, Vacc Suit-0 |
| Reid Paulsen | Troops | A54C44 | Zero G-1, Gun Combat-1, Vacc Suit-1, Medic-1 |
| Maddie Bowdoin | Troops | 28C446 | Flyer (Grav)-2, Melee-2, Explosives-1, Gun Combat-2, Heavy Weapons-1 |
| Delila Hyland | Troops | 7C9237 | Heavy Weapons-2, Flyer (Grav)-2, Vacc Suit-0 |
| Dewitt Basset | Troops | C96B27 | Zero G-1, Gun Combat-2, Comms-1, Vacc Suit-1, Medic-1 |
| Cordell Rackham | Troops | 667A88 | Vacc Suit-1, Explosives-2, Tactics-1, Zero G-1, Gun Combat-2 |
| Elizabet Kader | Troops | 8B5C9B | Heavy Weapons-1, Melee-2, Tactics (Military)-1, Gun Combat-2, Explosives-2 |
| Asos Reedams | Troops | 8A7775 | Recon-1, Gun Combat-1, Tactics-1, Zero G-1, Vacc Suit-0 |
| Andrel Hayesimm | Troops | 94533B | Tactics (Military)-1, Melee-2, Gun Combat-2, Vacc Suit-0 |
| Arthann Campbak | Troops | BBB7A3 | Melee-2, Tactics (Military)-2, Gun Combat-3 |
| Mela Ampber | Troops | C76748 | Tactics (Military)-2, Explosives-2, Heavy Weapons-1, Gun Combat-1 |

# OUTRIDER-CLASS G-CARRIER/AFV

The Outrider-class G-carrier is a heavy grav fighting vehicle produced by Instellarms and utilized by many military organizations, from merc units to planetary militaries. Displacing roughly 10 tons, the Outrider is designed to transport small units (squad-sized) from orbit directly to a planetary surface. Although heavily armored, its primary role is the support of the infantry troops it carries. It mounts a Kensagen Arms VRF gauss gun in a chin turret, and 4 standard light TAC missiles mounted in the side pods for some utility against armored targets.

Overall performance is fair - the Outrider can reach speeds of up to 325 kph, with a functional range of 1,500 km. It mounts a variety of electronics, including advanced controls, standard navigational package, basic sensors, and an extensive communications array, as well as a model/2 computer. Although not equipped with thermal or electronic stealth, the Outrider is equipped with an active crystal matrix in the hull, giving it some visual camoflage capacity.

The interior is very basic and straight-forward, with a pair on seats toward the front of the vehicle and a pair of consoles for control of the vehicle, one for the pilot and one for the gunner. Behind the pilot and gunner seats are situated a pair of lockers; the port locker is a small arms locker, carrying additional weapons and ammunition, while the starboard locker contains a good chache of medical supplies. Aft of the lockers are the troop seats, a dozen in all, placed along the outboard walls and facing inward. Racks are supplied above the seats for equipment storage, and a small space between the ramp and seats provides a small cargo area.

As deployed by the Hirion Directorate Navy aboard Salient-class patrol frigates, the Outrider serves as the primary transport for a dozen marines. Typically, these squads are composed of 3 teams, each with 4 troops. One team is the command team, consisting of the commanding Lieutenant, his communications officer, the vehicle pilot, and the vehicle gunner. The other teams are typically composed of the leading corporal, two riflemen, and a heavy weapon gunner. These teams typically operate dismounted during ground operations, with the G-carrier and command team providing coordination, fire support, and medical evacuation if need be.

## Outrider-class G-Carrier/AFV (Cr 596,100)

| Vehicle | TL | Skill | Agility | Speed | Range | Crew | Cargo | Open | Hull | Structure | Cost | Size |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| G-Carrier | 12 | Flyer | +1 | 325 kph | 1500 km | 2+12 | None | No | 10 | 10 | Varies | 10 dton |

Armor by Location

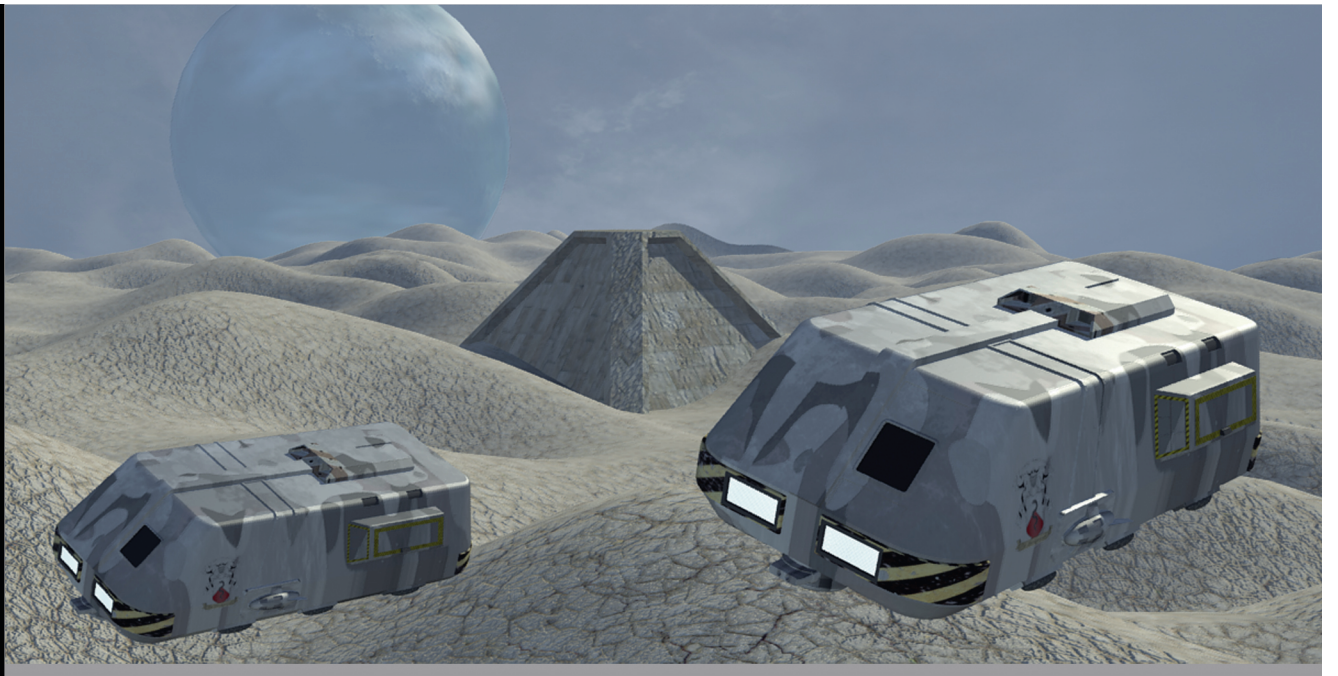
| Location | Armor |
|---|---|
| Front | 40 |
| Right | 40 |
| Left | 40 |
| Back | 40 |
| Top | 40 |
| Bottom | 40 |
| Turret Front | 40 |
| Turret Side | 40 |

| Weapon | Location | Damage | Auto | Range | Ammo |
|---|---|---|---|---|---|
| VRF Gauss Gun | Nose Turret | 5d6 AP | 12 | Distant | 20,000 |
| Lt TAC missile | Side Pods | 9d6 SupAP | No | V. Distant | 4 |

Other Equipment

AFV, Vacuum Environment Protection, Adv. Controls, Std Navigation System, Orbital Range Comms, Basic Sensors, Model/2 Computer, Visual Camoflage +1, Limited Life Support (1 day), 2 crew, 12 passengers/troops, 4 space turret with VRF gauss gun, 4 Light Tac missiles (Anti-Armor).

# LSP Outrider-class G-carrier (TL 12)



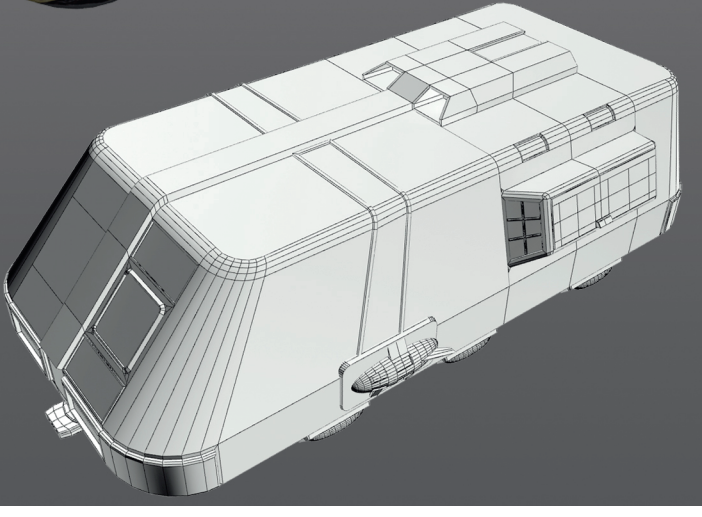


"Outrider"-class G-Carrier/AFV
Built by Instellarms.  TL 12, 10 dtons.
2 crew, 12 passengers, 400 kg cargo

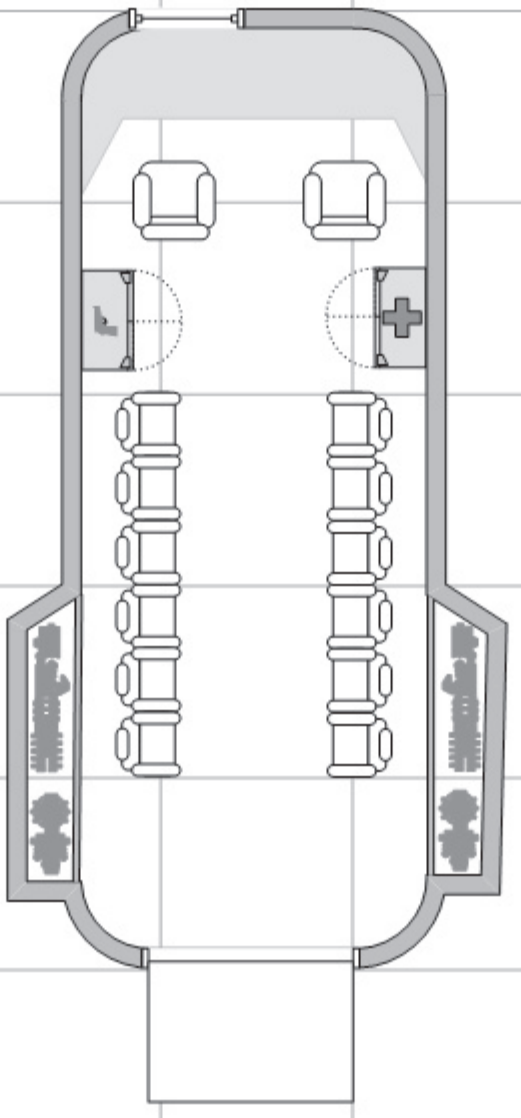
Heavy Armored Grav AFT
Fusion power, 325 kph, 1500 km range.
Vacuum protection, visual camoflage.
Advanced controls, model/2 computer
Basic sensors, orbital comm system,
basic navigation system.

VRF Gauss Gun in chin turret with 20k rounds of ammunition.

4 Light TAC missiles (anti-armor).



## Outrider-class G-Carrier/AFV



Outrider-class
G-Carrier



Scale in Meters: 1 inch = 1.5 meters

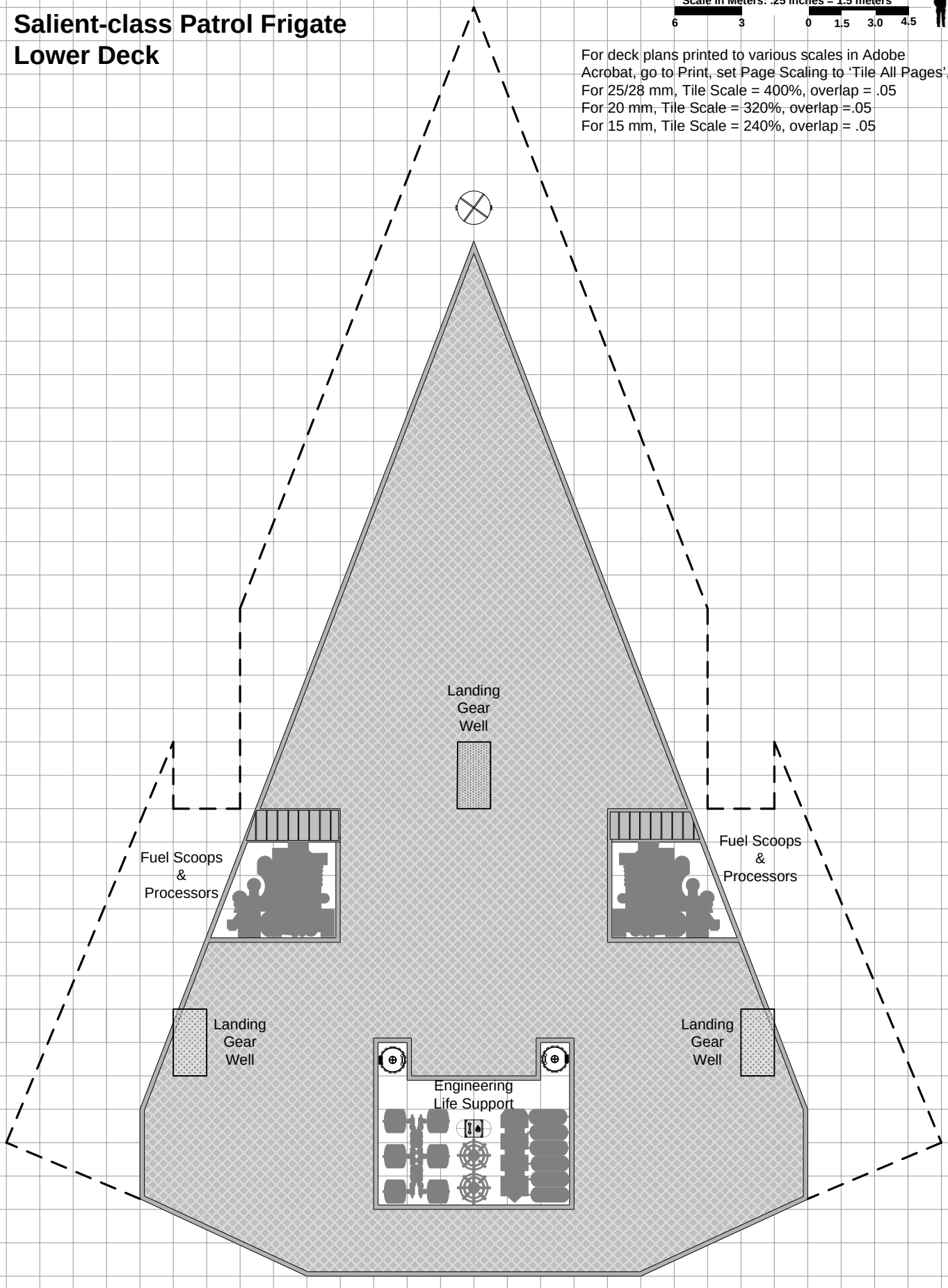
3.0 1.5 0 .75 1.5 3.0

# Salient-class Patrol Frigate
# Lower Deck

Scale in Meters: .25 inches = 1.5 meters

6 3 0 1.5 3.0 4.5

For deck plans printed to various scales in Adobe Acrobat, go to Print, set Page Scaling to 'Tile All Pages',
For 25/28 mm, Tile Scale = 400%, overlap = .05
For 20 mm, Tile Scale = 320%, overlap =.05
For 15 mm, Tile Scale = 240%, overlap = .05

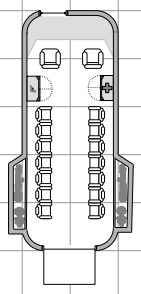


# Salient-class Patrol Frigate
# Main Deck

Scale in Meters: .25 inches = 1.5 meters

6 3 0 1.5 3.0 4.5

For deck plans printed to various scales in Adobe Acrobat, go to Print, set Page Scaling to 'Tile All Pages',
For 25/28 mm, Tile Scale = 400%, overlap = .05
For 20 mm, Tile Scale = 320%, overlap =.05
For 15 mm, Tile Scale = 240%, overlap = .05



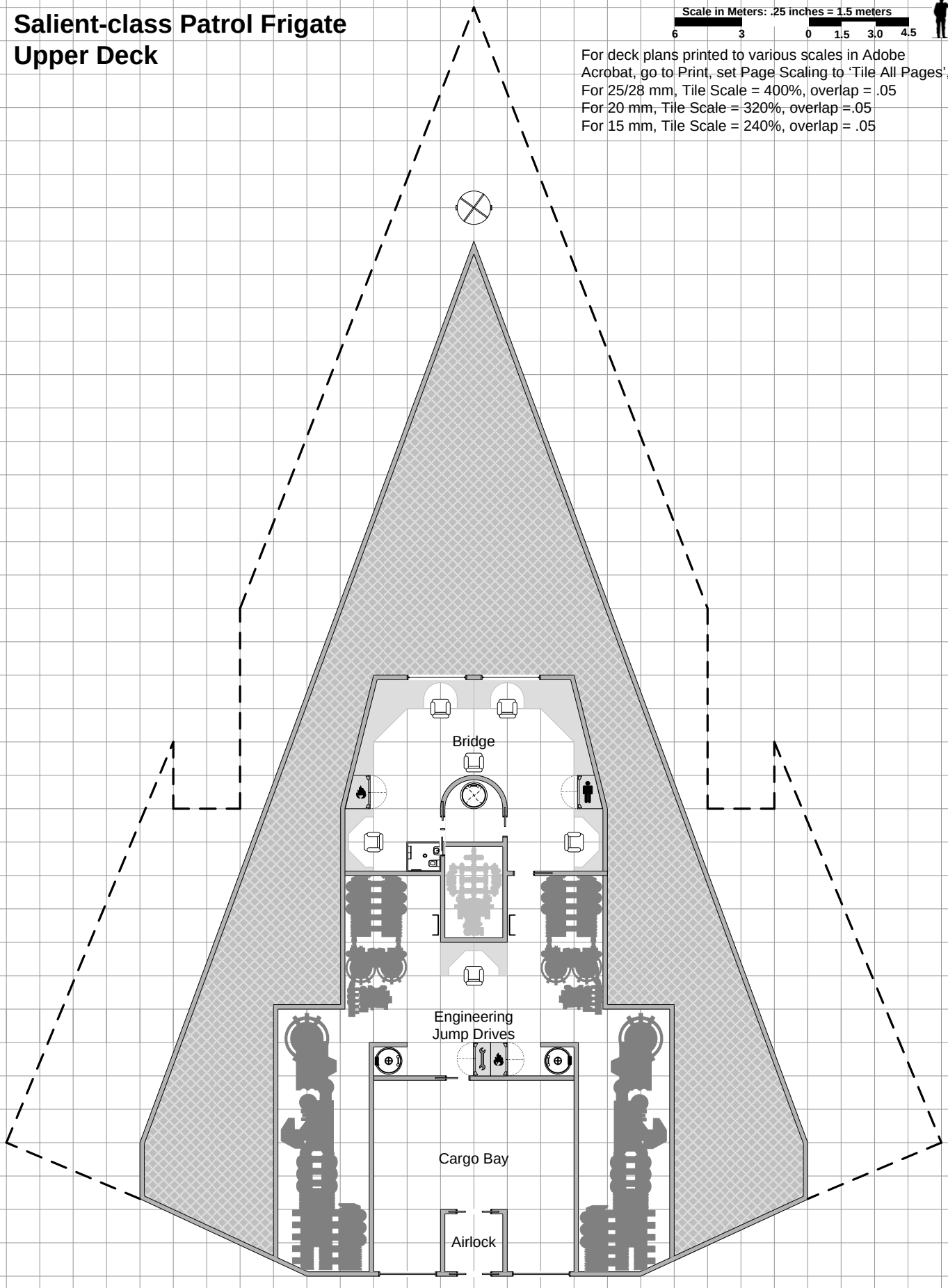
**Outrider-class G-Carrier**

# Salient-class Patrol Frigate
# Upper Deck

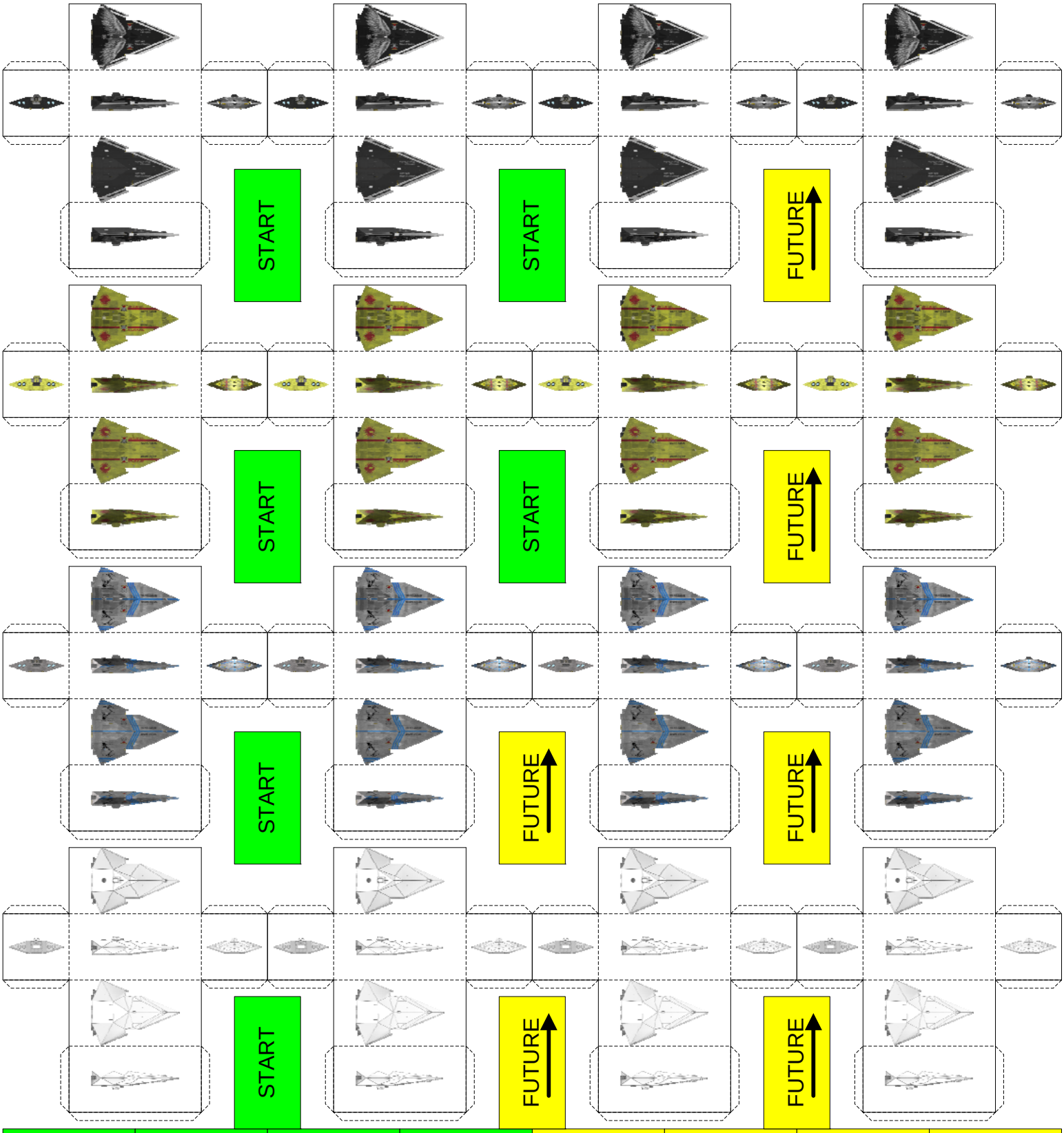
Scale in Meters: .25 inches = 1.5 meters

6 3 0 1.5 3.0 4.5

For deck plans printed to various scales in Adobe Acrobat, go to Print, set Page Scaling to 'Tile All Pages',
For 25/28 mm, Tile Scale = 400%, overlap = .05
For 20 mm, Tile Scale = 320%, overlap =.05
For 15 mm, Tile Scale = 240%, overlap = .05



Salient-class Patrol Frigate




| | | | | | | | |
|---|---|---|---|---|---|---|---|
| START | START | START | START | FUTURE → | FUTURE → | FUTURE → | FUTURE → |
| START | START | START | START | FUTURE → | FUTURE → | FUTURE → | FUTURE → |
| START | START | START | START | FUTURE → | FUTURE → | FUTURE → | FUTURE → |