Updated 2006/11/27

United States Space Forces – July 2305

Robert C. Montgomery

I would like to thank Bryn Monnery and Sean Nolan for their invaluable assistance and ideas, they made this possible. All narratives, Boorda, and Hope are the genius of Bryn Monnery, inspired by Scott Ash and his fantastic Mineman saga.

I would also like to thank all the posters of the 2300ad, 2300 non-canon, Etranger, and USM2300 mailing lists for their inspiration and ideas over the years.

All the vessels are fully NAM compatible except the Thunderbolt class SDS which uses a non-NAM small fusion power plant, if this is not to your liking then replace the Thunderbolts with Endeavors.

This article on the USSF has its basis a variant history of 2300AD used in a long running campaign I ran. In this variant the American Indians formed their own nation during the Twilight war made up of western North and South Dakota, Eastern Montana, Northern Wyoming, if you don't believe it possible spend some time in the western Dakotas and talk to Sioux tribe members. The North American Indian Confederation later rejoins the United States as the five states of Blackfeet, Cheyenne, Crow, Shoshone, and Sioux, the states of North and South Dakota reformed in the early 21st century as the state of Dakota, having 10 Senators has made the NAIC a fairly powerful coalition in the US Senate. The state of New Mexico is stricken and the territory remaining of Arizona and New Mexico after the Mexican conquest of the southwest becomes the state of Arizona. During the 3rd Mexican-American war of 2099-2103 Texas gained its independence, the southern half of California, Arizona, New Mexico and the entirety of Baja and Cuba fall under US control and the new states of South California (southern California and Baja), Puerto Rico, and Cuba are added to the United States. The northern half of California is renamed North California, and the state of Arizona now encompasses the former territory of Arizona and New Mexico.

After statehood was granted to Ellis in 2276 the United States adopted a policy of admitting colonies as states when the population reaches 500,000 and has made states of Ellis, Tirania - Tirane, New Columbia - King, Hermes, and Cumberland - Kingsland. This brings the state total for the United States to 60. The AECA administers the colonies of Kie-Yuma, Highland, Avalon, and Aligheri. Kie Yuma fell under US government control during the Kafer war of 2301 when Trilon realized that the colony was failing due to war stresses and assistance was needed to stabilize and defend the colony. Highland, Avalon, and Aligheri are all in their infancy with fewer than 25,000 people each, and most of them are AECA personal. The AECA has begun exploration of the Beta Aquilae cluster and is assisting the United Kingdom to colonize the last unclaimed territory on King the island of New Wales off the west coast of New Columbia.

History

International Relations

Organization and Bases

United States Space Forces Order of Battle

Earth/Core Command

American Arm Command

European Arm Command

Chinese Arm Command

Tantalum and Technology

Attritional vs. Maneuver Warfare

Spacevessels

BBS – Battlevessel, Spacevessel and CCS – Battlecruiser, Spacevessel

Battlevessel and Battlecruiser Divisions

Phoenix class BBS

Hornet class CCS

Columbia class CCS

FCS - Fighter Carrier, Spacevessel

Fighter Carrier Divisions

Voyager Class FCS

CAS – Heavy Cruiser, Spacevessel, CBS – Medium Cruiser, Spacevessel, and CLS – Light Cruisers, Spacevessel

Cruiser Divisions

Lincoln Class CAS

Rosetti Class CBS

Kennedy Class CLS

Providence Class CLS

SDS - Squadron Destroyer, Spacevessel, SFS – Squadron Frigate, Spacevessel

Thunderbolt Class SDS

Endeavor Class SFS

Fort Knox Class SDS

CES - Close Escort, Spacevessel

Close Escort Divisions

Fury Class CES

Hampton Class CES

Cayuga Class CES

Aconit Class CES

Bunker Hill Class CES

Hancock Class CES

LPS-Landing Platform, Spacevessels, LAS–Landing Assault, Spacevessel, LTS-Landing Transport, Spacevessel, ASM-Auxiliary Spacevessel, Mine, ASH–Auxiliary Spacevessel, Hospital, ASR–Auxiliary Spacevessel, Replenishment, LIS-Landing Interface, Spacecraft, ISS–Intruder Scout, Spacevessel, and SCS–Scout/Courier, Spacevessel

Iwo Jima Class Landing Platform, Spacevessel

Spirit Class Landing Assault, Spacevessel

Hercules Class Landing Transport, Spacevessel

Boorda Class Auxiliary Spacevessel, Minelaying

Hope Class Auxiliary Spacevessel, Hospital

Shughart Class Auxiliary Spacevessel, Replenishment

Class Auxiliary Spacevessel, Replenishment

LC-20 Class Landing Interface, Spacecraft

Cit-III, A, M Class Landing Interface, Spacecraft

ISS – Intruder Scout, Spacevessel

RCS – Reconnaissance/Courier, Spacevessel

SCS – Scout/Courier, Spacevessel

PS - Patrol, Spacecraft

Concord Class Patrol, Spacecraft

Vigilant Class Patrol, Spacecraft

FS-Fighter, Spacecraft

FS-27 Class Fighter, Spacecraft

X-2296 Class Fighter Spacecraft

FS-20 A, B, and C Class Fighter, Spacecraft

FS-20A Class Fighter, Spacecraft

FS-20B Class Fighter, Spacecraft

FS-20C Class Fighter, Spacecraft

FS-17A, B, C, D, and E Class Fighter, Spacecraft

FS-17A Class Fighter, Spacecraft

FS-17B Class Fighter, Spacecraft

FS-17C Class Fighter, Spacecraft

FS-17D Class Fighter, Spacecraft

FS-17E Class Fighter, Spacecraft

FS-12N Class Fighter Spacecraft

Drones

HD-10 Snooper

HD-9 Scout Junior

HD-7 Mini Scout

HD-5 Scout

HD-3 Ranger

Ordnance

SIM-14A Class Detonation Missile

SIM-14B “the Egg Cracker” Class Detonation Missile

SIM-14C Class Detonation Missile

SIM-19A Class Detonation Missile

SIM-19B Class Detonation Missile

Mk93 “Sentinal Mine

History

The United States has a long and distinguished history in space, including the first lunar landing, the first re-useable Space Shuttle, the first probes to the outer reaches of the solar systems, among others. The latest example, the United States was the first nation without a colonial interest in the European arm to battle the Kafers.

The United States was devastated during the Twilight War when the nation suffered nuclear attack, civil war, and occupation of the southwest by Mexico. Although isolationist policies had kept American forces out the many conflicts of that time, the Mexican occupation of southern Arizona, New Mexico, California, and Texas remained a sore issue with Americans. During the Mexican Civil War of 2099 to 2103, America supported Texas in its bid for independence. The success of Texas, and the harsh Mexican reprisals against pro-American civilians in occupied US territory encouraged an American attack, which by 2106 had won back all of the American South-West and Baja, except Texas which remained independent. The United States returned to its isolationist policies and remained a minor player in world politics.

By the mid-21st Century America had begun to recover from the Twilight War, and by the 2050’s the US had regained the ability to launch satellites and men, with the USAF Space Command reforming in 2063. The USAF Space Command was charged with defense of United States in space, at this time that means largely Earth orbit and

lunar assets. As the United States established colonies and began deeper space exploration the USAF-Space Force was formed.

The American space program remained small until the ESA announced the development of a stutterwarp drive in 2086. Frozen out of access to ESA technology by France, America was forced to develop its own drive system, and turned to Australia for help. Since the Melbourne Accord of 2088, Australia had become an increasingly close ally of America, and both nations jointly developed a successful drive system powered by Australian and Spanish tantalum. When the first ESA probes reached Alpha Centauri in 2137, the rival American-Australian stutterwarp was ready for operational use.

The United States Space Forces remained a branch of the United States Air Force until the 1st Rio Plata war. Until 1st Rio Plata war the US had only orbital, lunar, a few deeper solar system interests and limited colonial possessions, but those limited holdings were threatened by the use of privateers by both sides. After the war the US realized that it needed to establish itself in space again, or be left behind by the deep space venturing nations.

The successful establishment of American and Australian colonies led to a modest expansion of America's space forces, which were renamed the United States Space Force in 2175, the name space navy was never adopted due to its USAF roots.

The formation of the United States Space Force was an act of Congress in 2211 at the urging of the President. Upon formation the USSF drew its personnel largely from the Air Force, but it requested and received significant transfers from the Navy (submarines), and NASA. This formation of the Space Force has caused a few different traditions than the naval based space forces of most other nations. All vessels are called either craft (not designed for interstellar travel) or vessels (designed for interstellar travel), and never ships. For most of the 22nd Century the USSF was largely a colonial defense force equipped with frigates and a few destroyers. However, America found its

forces increasingly out classed by other nations, and with its considerable tantalum resources from King, began a crash build program to regain parity.

For most of USSF's history it consisted of a few anti-piracy vessels, space Fighters, and escort craft, but that all changed in the 2276's when the American Party rode a wave of patriotism during the quincentennial and was elected the majority party in the House of Representatives, one of their primary platforms was the rebuilding of Americas military and the formation of a Space Force second to none.

Relations

Argentina: The United States does not have directly poor relations with Argentina, but relations between the two nations are strained by their allies. Argentinean relations are strained over American rivalry with Mexico, a close ally of Argentina. Further strain has been added by the fact that America is a major arms supplier to Brazil, and has close political relations with Australia and Britain. The USSF monitors Argentine shipping towards the Latin Finger from Broward, and shares intelligence with Australia, Brazil and Britain about Argentine military activity at L-4 and Alpha Centauri.

Australia: Australia is America's closest ally in space, and Australia and her colonies is America's second largest trading partner. Both countries have actively cooperated in space since the late 21st Century, and have jointly explored and opened the American Arm for colonization. American-Australian economic and military link are very close, and both nations' forces frequently use each other's facilities at Alpha Centauri and in the American Arm, while the USSF consults and coordinates its defense planning with the RASN.

Azania: America relations with Azania are friendly, and both countries cooperate with each other when ever possible. Trade and communication links with the Azanian colonies is well developed, and American mining corporations also have a large presence in Azania's mining sector, while trade is growing.

Brazil: American relations with Brazil are friendly, and there are extensive trade and communications links with Brazil and her colonies. American corporations are also major investors in the Brazilian national and colonial economies, and America is major arms exporter to Brazil. The USSF shares intelligence about Argentine military activity in the Core and the Latin Finger with its Brazilian counterpart.

Britain: American relations with Britain have been close since the 20th Century, when both countries were allies in the three world wars. Today relations remain close, only Australia is a closer ally than Britain. Both countries are major investors in each other's national and colonial economies, and Britain is America's largest European trading partner. Britain assisted the American colony of Tirania during its recent economic recession, and many Americans live in Wellon and the other British colonies. American forces frequently use British facilities in the French Arm, and have operated with the powerful RSN in the Kafer War. The RSN shares intelligence about Argentina and Mexico with the USSF and guards the approaches to the American Arm at Clarkesstar; while Britain is the only nation that America is willing to help to establish a colony at King.

Canada: American relations with Canada are very friendly, although both countries generally go their own way in defense matters. Canada is America's largest trading partner and is closely integrated into the powerful American economy. Communication links between both countries are extensive, while American industry heavily utilizes Canadian mineral and timber resources. Many Canadians live in the American colonies, and American tantalum has supported the establishment of Canadian colonies and outposts in the Canadian Finger.

Caribe: America has friendly relations with the small Caribbean island nation of Caribe, and America is the Caribe's largest trading partner. There are also many Caribe citizens resident in America, including a large Caribe enclave in Tirania. The Caribe defense

forces actively train and cooperate with America forces, and monitor Mexican military activity in the Caribbean.

France: The French are currently the premier power in space, and America maintains friendly relations with them. France and her colonies are important trading partners of America, and extensive trade and communication links exist. The USSF has actively cooperated with French forces in the Kafer War and accepted French leadership, while America has sent a large peacekeeping force to help in the Franco-German dispute at Vogelheim. However, the French are mindful of the latent power of America which has remained dormant for a number of centuries, and have become quietly concerned over the recent growth of the USSF and the prominence of the Ronald Reagan Society in American politics.

Friehaven: America was one of the first nations to recognize the independence of Friehaven, as American foreign policy supports democracy and the right to self-determination. However American relations with Friehaven are largely conducted through Tirania, as Washington does not want to offend Germany by establishing closer diplomatic links, or offend France by politically distancing themselves from Friehaven. The American colony of Tirania has extensive links with Friehaven, and many American corporations have facilities in Friehaven's large manufacturing sector.

Germany: American relations with the old German states were quite friendly, and relations remain friendly with the newly reunited Germany. America tries to stay out of Franco-German rivalry as much as possible, and has sent a large peacekeeping force to the feuding Franco-German colonies at Vogelheim. However relations have become clouded over the issue of American recognition of the independence of Friehaven and Heidelscheimat. America has downgraded her diplomatic links with Friehaven and Heidelscheimat, as Germany is a growing political and military force and an important trading partner. The USSF actively cooperates with German space forces in the Kafer War, and USSF has based a large fleet at the German colonies of Dunkelheim.

Inca Republic: Although the Inca Republic is often considered a client state of Argentina and Mexico, the Inca's have deliberately distanced themselves from Mexican rivalry with America and have resisted politically domination by either Latin nation. The Inca Republic has also established a small colonial presence in space, mainly with Texan help. America has assisted Texas in this matter, and is covertly trying to drive a wedge between Incan relations with Mexico and Argentina.

Indonesia: America has cordial relations with Indonesia, although relations are marred by the fact that Indonesia is known to have covertly supported piracy, and the USSF is wary of the Indonesian Space Navy which has harbored wanted pirate vessels. American diplomatic relations with Indonesia are largely conducted through Australia, although America transferred an outpost at Clotho in the Alpha Centauri system to Indonesian control in the mid-23rd Century.

Italy: America has friendly relations with Italy, which is a major European power. Italy has no colonies but has facilities in the Core and in the French Arm, and many Italians live in the American colonies while cultural links with America are strong. Italy is also expanding its presence in space and its space naval forces, and America has assisted Italy in this field. However Italy's recent cooperation with Russia in space has alarmed America and many other countries.

Japan: Japanese relations with America are probably the closest that Japan has with any Western country. Japanese economic assistance played an important part in America's recovery after the Twilight War, and Japan remains a major investor in the American national and colonial economy. Japan and her colonies are one of America's largest trading partners, and America actively cooperates with the Japanese in undersea mining in the Pacific Ocean. However this has led to some friction with Japan over sovereignty rights, as many Japanese mining facilities lie within the territorial waters of US dependencies and territories in the Pacific.

Korea: America has enjoyed good relations with Korea since the Korean War of the 1950's. Korean corporations are major investors in the American colonial economy, and there is a large Korean community resident in Tirania. Korean forces are also based at Tirania and America is encouraging Korea to colonize the newly discovered world of Avalon, while the USSF is providing technical assistance to the new Korean Space Forces.

Manchuria: America has cordial relations with Manchuria, and American corporation are closely eyeing the Manchurian colonies in the Chinese Arm for future trade. However, the USSF deeply mistrusts the Manchurian Star Navy because of a number of incidents of Manchurian piracy against American shipping during and since the Central Asian War. The USSF has deliberately stationed a powerful squadron at Broward to act against Manchurian aggression against either American or allied interests in the Chinese Arm.

Mexico: American relations with Mexico are uniformly bad, principally due to continued Mexican claims to the southwest region of the US and Texas. The American border with Mexico is heavily fortified, and a large part of the US Army and USAF guards the border with Mexico from California to Texas. America also covertly supports anti-Mexican government rebels throughout Central America, particularly in Belize and Panama, while the US Navy heavily monitors the Mexican half of the island of Hispaniola in the Caribbean and the Mexican Pacific coastline. The USSF also monitors Mexican space activity at its shared orbital facility with Argentina at L-4, and passes intelligence on to Texas and Brazil about Mexican shipping to the Latin Finger from Broward.

Russia: American relations with Russia are cordial, although neither country has quite forgotten how their rivalry led to the Twilight War at the end of the 20th Century. America views Russian intentions in space with some suspicion, as Russia has developed a sophisticated defense capability and is expanding its space forces, but has no interstellar colonies. The Russians are also developing close links with the Ukraine, and have

reincorporating the Far East Republic and Siberia into their political sphere. Russian interference in the Central Asian Republic has also begun to concern America and others countries about Russian motives.

Tanstaffl: The independent colony of Tanstaffl at Eta Bootis was founded by a cartel of American and German corporations, and many Americans and people of American decent live in the colony. There is also a large American corporate presence in Tanstaffl and America is Tanstaffl's largest trading partner, while the USSF has a squadron based at Eta Bootis.

Texas: America has very good relations with the former US state of Texas, which is closely integrated to the American economy. America would like Texas to become an American state once again, but respects the right of Texas to self-determination. However Texas is still very dependent on America in many ways. America is Texas' largest trading partner and American corporations have a massive presence in Texas. Texas also needs American help to defend against the large Argentine-Mexican military, while Texan colonies are dependent on American shipping due to the small size of the Texan Merchant Marine. The USSF supports the Texas Space Navy to demonstrate that America will resist aggression against Texan holdings.

Trilon Corporation: The giant Trilon Corporation is a significant player in space in its own right. Trilon until recently owned the world of Kie-Yuma. Trilon has a major presence in the American and Texan colonies, while along the French Arm it is the most visible symbol of America. Trilon is heavily involved in America's tantalum mining industry, which has given it the financial resources to build a large merchant fleet.

Ukraine: American relations with the Ukraine are somewhat friendlier than with Russia. America has developed trade with the Ukraine, and particularly with the Ukrainian colony at Eta Bootis where there are many American citizens in Tanstaafl. The USSF has cooperated with the Ukrainian fleet in the Kafer War; however America is concerned over Ukrainian rapprochement with Russia, and where it could lead.

Venezuela: American relations with Venezuela are probably the friendliest among the major Spanish speaking nations of Latin America. Venezuela is one of the most stable and developed nations in South America, and stays out of the political rivalries that plague Central and South America. American corporations have a large presence in the Venezuelan economy, and America is Venezuela's largest trading partner.

Wellon: America has excellent relations with the British Dominion of Wellon. During Tirana's recent economic difficulties, Wellon helped the American colony and strong cultural and trading links remain today. Many Americans and people of American descent live in Wellon, which is also the largest market for American corporations on Tirane.

Organization and Bases

Units are organized by Flights, Divisions, Squadrons, and Commands rather than Fleets or Task Forces. Flights are usually 4 Fighters or one Patrol Spacecraft, or any other single vessel, Divisions usually consist of 2 or more combat vessels, Squadrons are larger formations consisting of several divisions and flights that would be considered a Task Force on other Space Forces, a Command is every US vessel and craft operating on that region of space. Currently the Commands are the Earth/Core Command (ECC) based at Offutt SFB, Nebraska, the American Arm Command (AAC) based at Abernathy SFB, King, the European Arm Command (EAC) based at Glenn SFB, L-4, and the Chinese Arm Command (CAC) based at Glenn SFB, L-4. The European Arm Command is in the process of moving to the newly constructed Arnor Air/Space Force Base on Prosperity, Kie-Yuma. The USSF is also constructing a major base on Dunkelheim and it will be the logistics hub and repair base in the lower European Arm and is seeing a massive influx of Americans and their equipment. Most Commands have several Squadrons, Divisions, and Bases. Combat vessels are usually paired with Wingmen, a Wingman is to support and defend their flight leader.

The USSF is headquartered at Offutt SFB near Omaha, Nebraska. The USSF also shares many facilities with the USAF, USMC, and NASA, including Minot Air and Space Force Base in North Dakota, Vandenberg A/SFB in California, Cape Canaveral in Florida, and Kaneohe Bay MCAS/SFB in Hawaii. The USSF has many off-Earth facilities; the major bases include Glenn Station at L-4 in Earths orbit, Broward SFB, Abernathy at King, and Boise at Ellis.

The USSF has four major bases off Earth, and several minor bases and facilities. John Glenn SFB, Broward SFB, Abernathy SFB, and Boise SFB are the major off Earth bases.

John Glenn SFB is at L-4. Glenn station is a massive spherical construction with 12,250 USSF, 2000 USAF, 500 USMC, and 250 USN personal. It has extensive docking, logistics, and repair facilities. This base is the current home port for the Earth/Core Command (ECC), the European Arm Command (EAC), and the Chinese Arm Command (CAC) and as such is the home port for the bulk of USSF vessels. This base commands all the off earth facilities in the solar system, Tirane, the European Arm, the Chinese Arm, and coordinates all U.S. activity with the OQC. The United States also has a considerable vessel construction industry, which despite the recent expansion of USSF is larger than its actual needs. America's excess yard capacity is used to build vessels, largely commercial freighters, for other countries, which helps America to keep up with modern vessel construction without having to build large numbers of vessels of its own. Adjacent to Glenn Station is the large Collins construction yard, owned by the USSF, but operated by Midtech and Loren Fryer; this is where many USSF capitol vessels are built. Trilon owns and operates a large construction yard also at L-4 used for commercial and military construction. In orbit of Mars, Loren Fryer operates a huge complex of construction facilities used for both commercial and military vessel construction. At Tirane, the RRS is constructing a huge new multi-dock vessel construction yard.

Numerous facilities are under the command of Glenn station. Adjacent to Tranquility, the American colony on Luna is Armstrong SFB. Armstrong has a USMC

training facility and a survival school for all the services crews and pilots, the base also stores US Army, USMC, and USSF ordinance and vehicles for deployment to locations outside of the Solar system. Major USSF solar system facilities include the Aldrin Space Fighter Training School on Phobus (used by all 4 services and to train international pilots), the Shepard Hostile Environment Training School on Mars used by the USSF, USMC, and the US Army. The USSF along with her allies Australia, France, and the United Kingdom operate a series of early warning bases and minefields at Uranus, Neptune, and Pluto.

On King's satellite moon of Abernathy in the DM+2 3312 system, is the huge Abernathy SFB, which guards the approaches to the American Arm and the tantalum mines of King. Because of the importance of King to America's economy and national security, the defenses in the King system are formidable. Abernathy is the largest American military facility outside of the Core and hosts 30,000 USSF, USAF, and USMC personnel. Abernathy is also the command center for dozens of defense installations stretching across the King system, including early warning stations, logistic bases, armed sensor drones, and orbital repair yards.

Boise SFB is a major base on a large asteroid in the Ellis/AC+48 1595-89 system, it is a large defense facility guarding Ellis.

The USSF also has small orbital defense stations at Tirane/Alpha Centauri, Barnard's Star, Hermes/Mu Herculis, and Red Speck, while there are USSF bases on large asteroids in the Broward and Vega systems. The USSF and USAF operate the Grissom Fleet Training Facility in King orbit, with smaller training facility at Boise, and at Tangent in the Mu Herculis system. The USMC also has a training facility at Carlton, a satellite moon of Oyster in the Ellis system, while there are also USMC bases at Abernathy, Broward, and Earth. The USSF and the AECA operate the Acey-Acey station and they are building a refueling station in the ISO 417 system to aid the exploration of the Beta Aquilae sector.

The USSF is responsible for the defense of all US territory and assets outside of geosynchronous orbit, this includes all US flagged vessels and any vessel operating in the American/Australian arm. The USAF is responsible for state and colonial planetary aerospace defense out to geosynchronous orbit. This sometimes leads to USAF and USSF craft working together, such as in OQC duty. The USSF has large resources that it can draw upon in time of war. The assets of USAF, NARL, NASA, and AECA can all be conscripted in time of war, the US government also pays a stipend to civilian merchants in peace time, and in time of war these vessels can be drawn into the USSF for the duration of the war. Independent merchant vessels as well as Trilon and many other large corporate entities receive this stipend. The USSF has access to large numbers of all manner of vessels in time of war.

Most nations rely on their space force crews for ship maintenance at the core, colonies, and space stations, but the USSF uses a combination of the vessel crews, USSF-Reservist and civilian technicians, this practice is a hold over from the NASA and Air Force roots. The USSF also has two crews, Blue and Red for each vessel, missions are often many months and sometimes years in length and when a crew returns to their home base their vessel undergoes repairs by both crews and then the rested crew takes the vessel back out on a new mission, the resting crew has an extended leave and then maintains their edge by using simulators. This two crew system is a hold over from the US Navy submarine personnel that were transferred to the USSF at its formation. The USSF is also unique in its use of reservist, over half the USSF is made up national guardsmen and reservists. Most vessels have a small crew of full time personnel that maintain the vessels readiness with the rotation of the reservist and guard members. Oddly enough it is the capitol vessels that have the largest number of part-timers; the fighters and patrol craft are almost entirely reservist operated: the Close Escorts have the smallest number as they embark on long anti-piracy patrols.

The 820th Security Forces Group, an Air Force special forces and security group was transferred to the fledgling USSF and was re-designated the 820th Space Security Forces. Since the formation of the USSF the 820th Space Security Forces have been

greatly expanded and can be found at every USSF base, space station, and nearly all vessels. The 820th forms the vessels troops and security forces of the USSF and known as Eight-Two-O's. The Eight-Two-O's have had a great deal of practice in space vessel boarding tactics in the anti-piracy sweeps of the USSF and are some of the best in Human space. On the other hand, because of the spread out nature of the Eight-Two-O's, orbital drops have not been conducted in formations larger than a company for over a century. The Marines are very good at planetary assaults and boarding actions and these roles bring them in frequent contact with the Eight-Two-O's. The Eight-Two-O's and USMC train extensively together in boarding and drop operations. The Eight-Two-O's also provide the Marines with forward observers to direct orbital ground support.

United States Space Force Orbat

Earth/Core Command

Earth, California - Vandenberg Air/Space Force Base

2xFS-20A (USAF)

2xCIT-III (USSF-R)

Earth, Hawaii - Kaneohe Bay Marine Corp Air Station/Space Force Base

8xFS-17A (USMC-R)

4xFS-17A (USMC)

12xFS-20B (International Flight)

2xCIT-III (USSF-R)

Earth, Florida - Cape Canaveral Air/Space Force Base

6xFS-17A (USAF-R)

4xFS-17E (USSF)

2xCIT-III (USSF-R)

Earth, Nebraska - Offutt Space Force Base – USSF HQ

8xCIT-III (USSF)

Earth, Orbit - Collins Construction Yard

Completing Trials

CAS-61 Washington (Lincoln class)

CAS-62 T. Roosevelt (Lincoln class)

CBS-41 L. Johnson (Rosetti class)

CES-176 Intensity (Fury Class)

Under Construction

CES-177 Action (Fury Class) - 2305

CAS-63 Truman (Lincoln class) - 2306

CBS-42 Olson (Rosetti class) - 2306

SDS-90 Falcon (Thunderbolt class) - 2306

CES-178 Tenacity (Fury Class) - 2306

CES-179 Might (Fury Class) - 2306

CES-180 Courage (Fury Class) - 2306

CES-181 Alacrity (Fury Class) - 2306

CAS-64 Eisenhower (Lincoln class) – 2307

BBS-10 Phoenix (Phoenix class) - 2307

SDS-91 Phantom (Thunderbolt class) - 2307

CES-182 Restless (Fury Class) - 2307

CES-183 Caprice (Fury Class) – 2307

SDS-92 Starfighter (Thunderbolt class) – 2307

SDS-93 Thunderchief (Thunderbolt class) – 2307

SDS-94 Blackbird (Thunderbolt class) – 2307

SDS-95 Scorpion (Thunderbolt class) – 2307

SDS-96 Sabre (Thunderbolt class) – 2307

Earth Orbit - Glenn Space Force Base – Earth/Core Command Headquarters

SCS-942 (Morse class)

1st Squadron

HvyDiv2 CCS-2 Intrepid (Columbia class) – 2xCIT-III, 4xFS-27, 4xFS-17C, 2xHD-5

CLS-38 Taylor (Kennedy class) - CIT-III, 4xFS-20C, HD-5

CruDiv3 CLS-27 Jefferson (Kennedy class) – CIT-III, 4xFS-20C, HD-5

SDS-85 Thunderbolt (Thunderbolt class) – CIT-III, HD-9 – Undergoing Repairs

CruDiv5 CLS-29 F. Roosevelt (Kennedy class) – CIT-III, 4xFS-20C, HD-5

SFS-66 Endeavor (Endeavor class) – CIT-III

LanDivR25 LTS-26 Provider (Hercules class) (USSF-R) – 4xCIT-IIIA

AuxDiv19 ASR-500 Shughart (Shughart class)

Patrolling Sol system

LgtDivR1 CES-19 King's Mountain (Bunker Hill class) (USSF-R) – CIT-III

CES-20 Yorktown (Bunker Hill class) (USSF-R) – CIT-III

CES-106 Dakota (Cayuga-B class) (USSF-R) – CIT-III

LgtDiv6/7 CES-76 Morgan (Hancock class)

CES-152 Ashland (Hampton class) – CIT-III

CES-155 Bloomfield (Hampton class) – CIT-III

CES-157 Bellevue (Hampton class) – CIT-III

OQC Patrol

PS-7762 Huntington Park (Concord class) (USSF-R)

PS-12 Virtue (Vigilant class) (USSF-R)

PS-17 Valiant (Vigilant class) (USSF-R)

PS-23 Venturous (Vigilant class) (USSF-R)

PS-25 Vigorous (Vigilant class) (USSF-R)

PS-26 Victory (Vigilant class) (USSF-R)

Earth, Sioux - Minot Air/Space Force Base

4xFS-20A (USAF)

4xFS-17A (USSF-R)

2xCIT-III (USSF-R)

Earth, Puerto Rico - Muniz Air/Space Force Base

4xFS-17A (USAF-R)

2xCIT-III (USSF-R)

Mars, Phobus - Aldrin Space Fighter Training School

12xCIT-III, 4xFS-27, 12xFS-20B, 4xFS-20A, 8xFS-17A, 4xFS-12N

Mars - Shepard Hostile Environment Training School

Moon, Tranquility Base - Armstrong Space Force Base

4xFS-27

2xCIT-III (R)

Tiraine Orbit - Tiraina Orbital Defense Station

PS-7756 San Marcos (Concord class) (USSF-R)

PS-7764 Skokie (Concord class) (USSF-R)

Tiraine, Tirainia - Free Haven International Spaceport/Air Force Base

4xCIT-III (USSF-R)

4xFS-17A (USAF-R)

American Arm Command

AC+2 2155-242 – FAR Station 19

AC+20 1413-147 System - Bean Space Force Base

4xFS-17A

2xCIT-III

LgtDiv4 CES-113 Seminole (Cayuga-C class) – CIT-III

AC+20 1463-148 – Acey-Acey Station

Beta Aquilae Cluster

LgtDiv4 CES-24 Oriskany (Bunker Hill class) – CIT-III

Clarkestar

SCS-928 (Morse class)

DM-4 4225

LgtDivR9 CES-162 Lynchburg (Hampton class) (USSF-R) – CIT-III

DM+43 2796

LgtDivR11 CES-73 Wayne (Hancock class) (USSF-R)

DM+5 3409 A – Erie Outpost

LgtDivR9 CES-164 Colfax (Hampton class) (USSF-R) – CIT-III

Earth Orbit - Glenn Space Force Base – American Arm Command

ASR-503 Craig (Shugart class)

Ellis, Oyster - Carlton Marine Corp Air Station

8xFS-17A (USMC-R)

Ellis System - Boise Space Force Base

4xFS-17A (USAF-R)

PS-7757 Delray Beach (Concord class) (USSF-R)

PS-7763 Laguna Niguel (Concord class) (USSF-R)

LgtDivR11 CES-160 Ellesworth (Hampton class) (USSF-R) – CIT-III

Ellis System - Boise Squadron Training Facility

Hermes, Hope - Hope Air Force Base

4xFS-17A (USAF-R)

2xCIT-III (USAF-R)

Hermes Orbit - Hermes Orbital Defense Station

PS-7751 Weston (Concord class) (USSF-R)

PS-7761 Bolingbrook (Concord Class) (USSF-R)

SCS-953 (Morse class)

2xCIT-III

Hermes, Tangent - Tangent Squadron Training Facility

Highland System

LgtDiv4 CES-105 Pawnee (Cayuga-B class) – CIT-III

King, Abernathy - Abernathy Space Force Base – AAC HQ

PS-7750 Concord (Concord class) (USSF-R)

4xFS-17C

8xCIT-III

SCS-927 (Morse class)

SCS-939 (Morse class)

LgtDiv4 CES-109 Sioux (Cayuga-C class) – CIT-III

2nd Squadron

HvyDiv1 CCS-1 Columbia (Columbia class) – 2xCIT-III, 4xFS-27, 4xFS-17C, 2xHD-5

CLS-33 Grant (Kennedy class) - CIT-III, 4xFS-20C, HD-5

CruDiv7 CLS-31 Cleveland (Kennedy class) – CIT-III, 4xFS-20A (USAF-R), HD-5

SDS-86 Mustang (Thunderbolt class) – CIT-III, HD-9

CruDiv12 CGS-36 Jackson (Rosetti class) - CIT-III, 4xFS-20C, HD-5

SDS-67 Odyssey (Endeavor class) – CIT-III

CruDivR103 CLS-4 Reno (Providence class) (USSF-R) – 3xCIT-III, HD-9

SDS-75 Aurora (Endeavor class) (USSF-R) – CIT-III

LanDivR25 LST-21 Galaxy (Hercules class) (USSF-R) – 4xCIT-IIIA

LST-22 Globemaster (Hercules class) (USSF-R) – 4xCIT-IIIA

LST-27 Skytrain (Hercules class) (USSF-R) – 4xCIT-IIIA

AuxDivR20 ASM-234 Zumwalt (Boorda class) (USSF-R) – CIT-III

AuxDivR23 ASH-4075 Hope (Hope class) (USSF-R) – 4xCIT-IIIM

King, Abernathy - Abernathy Marine Corp Air Station

4xFS-17A (USMC-R)

2xCIT-III (USMC-R)

King, Abernathy - Grissom Fleet Training Facility

King, New Columbia - Mayflower Air Force Base

4xFS-20A (USAF)

4xCIT-III (USAF-R)

Kingsland, Cumberland - Gregory Air/Space Force Base

4xFS-20A (USAF-R)

4xFS-17A (USSF-R)

2xCIT-III (USSF-R)

Kingsland System

PS-7760 St. Clair Shores (Concord class) (USSF-R)

New Melbourne, Windborne – FAR Station 7

PS-7755 Marietta (Concord class) (USSF-R)

4xFS-17A (USSF-R)

2xCIT-III (USSF-R)

LgtDivR9 CES-165 Mankato (Hampton class) (USSF-R) – CIT-III

Red Speck System – FAR Station 11

PS-7754 Monterey Park (Concord class) (USSF-R)

2xCIT-III (USSF)

LgtDivR11 CES-167 Burlington (Hampton class) (USSF-R) – CIT-III

Ross 863

LgtDiv4 CES-111 Comanche (Cayuga-C class) – CIT-III

Sol System

SCS-937 (Morse class)

Vega – FAR Station 17

PS-7753 Turlock (Concord class) (USSF-R)

2xCIT-III (USSF)

LgtDiv4 CES-110 Blackfeet (Cayuga-C class) – CIT-III

Wolf 629

LgtDivR11 CES-150 Hampton (Hampton class) (USSF-R) – CIT-III

European Arm Command

Arcturus system

RecDiv1 ISS-990 Killcrankie (Killcrankie class) – HD-9

ScoDiv1 RCS-975 Retief (Retief class)

RCS-978 Pahner (Retief class)

3rd Squadron – Detached - Patrolling system

HvyDiv4 CAS-60 Lincoln (Lincoln class) – 4xCIT-III, 4xFS-20C, 1xHD-5

SDS-88 Warhawk (Thunderbolt class) – CIT-III, HD-9

CruDiv11 CGS-35 Rosetti (Rosetti class) - CIT-III, 4xFS-20C, HD-5

SDS-72 Yankee Clipper (Endeavor class) – CIT-III

CruDiv16 CGS-40 Rawling (Rosetti class) - CIT-III, 4xFS-20C, HD-5

SDS-89 Raptor (Thunderbolt) – CIT-III

Augereau

SCS-940 (Morse class)

Bessieres

SCS-944 (Morse class)

Beta Comae Berenices

SCS-936 (Morse class)

LgtDivR5/8 Spitfire (Aconit class) (USSF-R)

Dunkelheim – Citadel Joint Forces Base

4xFS-20C (USSF)

4xCIT-III (USMC)

SCS-931 (Morse class)

SCS-935 (Morse class)

LgtDiv12 CES-17 Ticonderoga (Bunker Hill class) – 2xCIT-III, HD-9

CES-22 Lexington (Bunker Hill class) – 2xCIT-III, HD-9

CES-90 Temptress (Aconit class)

CES-112 Hopi (Cayuga-C class) – CIT-III

3rd Squadron

HvyDiv3 CCS-3 Hornet (Hornet class) – 4xCIT-III, 4xFS-27, 4xFS-17C, 2xHD-5

CBS-39 Isaacs (Rosetti class) – CIT-III, 4xFS-20C, HD-5

HvyDiv5 FCS-15 Voyager (Voyager class) – 2xCIT-III, 4xFS-27, 4xFS-17C, 4xFS-17A, 2xHD-5

CLS-30 Kostek (Kennedy class) – CIT-III, 4xFS-20A (USAF), HD-5

CruDiv1 CLS-25 Kennedy (Kennedy class) – CIT-III, 4xFS-20C, HD-5

SDS-87 Eagle (Thunderbolt class) – CIT-III, HD-9

CruDivR104 CLS-5 Scranton (Providence class) (USSF-R) – 3xCIT-III, HD-9

SDS-52 Cheyenne Mountain (Fort Knox class) (USSF-R) – CIT-III

LanDivR25 LPS-1 Iwo Jima (Iwo Jima class) (USSF-R) – 20xCIT-IIIA

LPS-2 Blue Ridge (Iwo Jima class) (USSF-R) – 20xCIT-IIIA

LAS-11 Sprit (Sprit class) (USSF-R)

LAS-12 Stratofortress (Sprit class) (USSF-R)

LTS-24 Traveller (Hercules class) (USSF-R) – 4xCIT-IIIA

AuxDivR23 ASH-4076 Faith (Hope class) (USSF-R) – 4xCIT-IIIM

AuxDiv19 ASR-502 Keefer (Shughart class)

Eta Bootis system

4xFS-17A (USSF)

2xCIT-III (USSF)

AuxDivR23 ASM-233 Boorda (Boorda class) (USSF-R) – CIT-III

ASM-235 King (Boorda class) (USSF-R) – CIT-III

Hochbaden system

ScoDiv1 RCS-976 Flandry (Retief class)

RCS-977 Falkenburg (Retief class)

LgtDivR5/8 Fury (Fury Hill class) (USSF-R)

Kie-Yuma, Prosperity - Arnor Air/Space Force Base – EAC HQ

4xFS-96 (USAF-R) (ex-Trilon X-2296 class fighters)

4xFS-20A (USAF)

4xCIT-III (USAF-R)

Kie-Yuma system

ACS-1 Bodway (Aux Cruiser Spacevessel) Converted Cargomax (USSF-R) – CIT-III, 4xFS-96 (USSF) (ex-Trilon X-2296 class fighters)

ACS-2 McLean (Aux Cruiser Spacevessel) Converted Cargomax (USSF-R) – CIT-III, 4xFS-96 (USSF) (ex-Trilon X-2296 class fighters)

ACS-3 Frazer (Aux Cruiser Spacevessel) Converted Cargomax USSF-R) – CIT-III, 4xFS-96 (USSF) (ex-Trilon X-2296 class fighters)

LgtDivR5/8 Saratoga (Bunker Hill class) (USSF-R) – 2xCIT-III, HD-9

3rd Squadron – Detached - Patrolling system

CruDivR101 CLS-2 Des Moines (Providence class) (USSF-R) – 3xCIT-III, HD-9

SDS-53 Cape Canaveral (Fort Knox class) (USSF-R) – CIT-III

LanDivR25 LTS-20 Hercules (Hercules class) (USSF-R) – 4xCIT-IIIA

Kimanjano system

SCS-926 (Morse class)

SCS-932 (Morse class)

SCS-943 (Morse class)

LgtDivR5/8 **Valley Forge** (Bunker Hill class) (USSF-R) – 2xCIT-III, HD-9

3rd Squadron – Detached – Landing Troops

LanDivR25 LTS-25 Commando (Hercules class) (USSF-R) – 4xCIT-IIIA

AuxDiv19 ASR-504 Stryker (Shughart class)

Neubayern system

SCS-941 (Morse class)

Nyotekundu system

SCS-930 (Morse class)

Queen Alice's Star system

SCS-938 (Morse class)

AuxDiv19 ASR-501 Montgomery (Shughart class)

Sol System

SCS-929 (Morse class)

Vogelheim system

3rd Squadron – Detached – Humanitarian Relief Mission

CruDiv5 CLS-28 Reagan (Kennedy class) - CIT-III, 4xFS-20C, HD-5

SFS-77 Challenger (Endeavor class) – CIT-III

LanDivR25 LTS-23 Starlifter (Hercules class) (USSF-R) – 4xCIT-IIIA

AuxDivR23 ASH-4077 Charity (Hope class) (USSF-R) – 4xCIT-IIIM

Chinese Arm Command

Lewis and Clark Orbital Defense Station – Barnard's Star

PS-7759 Eau Claire (Concord class) (USSF-R)

SCS-933 (Morse class)

2xCIT-III

Armstrong Marine Corp Air Station /Space Force Base – Broward

PS-7758 Coon Rapids (Concord class) (USSF-R)

2xCIT-III (USSF)

4xFS-17C (USMC)

SCS-925 (Morse class)

CruDivR100 CLS-1 Providence (Providence class) (USSF-R) – 3xCIT-III, HD-9

SDS-74 Liberty Bell (Endeavor class) (USSF-R) – CIT-III

Paulo– Good will/Anti-piracy tour

4th Squadron

CruDiv13 CLS-37 Rice (Kennedy class) - CIT-III, HD-5

SFS-71 Antarius (Endeavor class) – CIT-III

Serurier system

PS-7752 Bayonne – (Concord class) (USSF-R)

SCS-934 (Morse class)

Earth Orbit – Glenn Space Force Base – CAC HQ

Tantalum & Technology

America is a tantalum rich nation, producing a tantalum surplus that is largely directed towards the expansion of the USSF and the construction of civilian freighters. Most American tantalum comes from King in the American Arm, which has the largest known tantalum resources in human space. Smaller quantities of tantalum are also mined elsewhere along the American Arm, at Xi Ursae Majoris, Mars, and from beneath the Pacific Ocean on Earth. America is a major industrial power with a large shipbuilding industry, and has the technological capability to produce a full range of warships and equipment. Practically all USSF vessels and weaponry are American designed and built.

The United States Spaces Force has gone though a remarkable transformation in the last 30 years, from a 3rd rate colonial defense force to a 1st rate space force as well trained and equipped as any in human space. The USSF has seven large vessel manufacturing bays and five large vessel repair bays at Collins Construction Yard. Of the construction bays, two are devoted to very large vessels such as the Columbia's and Phoenix's, three are devoted to the construction of cruisers, and two are committed to the construction of destroyers. Currently the Phoenix occupies one of the largest two bays, the Starfighter, Thunderchief, Blackbird, and Scorpion are under construction in the other; the Olson, Truman and the Eisenhower are in the Cruiser bays, and the Falcon and Phantom are under construction in the Destroyer bays.

Attritional vs. Maneuver Warfare

There are two main theories that govern space warfare; attrition and maneuver. Attrition warfare stresses the use of screens and armor and of always being the more durable force. The German DSKM is a typical example of one designed with attritional warfare in mind. The opposite view stresses the use of speed to achieve what is called in

USSF Doctrinal Speak; ‘Dominant Maneuver’. This allows ships to concentrate strength against isolated enemy pockets, driving in attacks quickly, so as to minimize the damage taken. It was this path the American took in their ship design.

The USSF initially used a very extreme form of maneuver doctrine, influenced by their experience in operations against pirates. The ultimate aim of the design is for speed and sensor superiority, anything else is secondary to this. Thus the *Kennedy* has no armor, no screens and for most of the time her point defense weapons are powered down. The *Kennedy* operates by locating isolated enemy vessels, driving at high speed and releasing missiles at the opportune moment. Timed correctly, the missile will strike before the enemy sensors have spiked it for the point defense.

In this manner, US tactics are similar to British or French tactics. However because of its light armor, the *Kennedy* can find itself in great difficulty if the attack goes wrong. Screening fighters and missiles can rake the ships with fire and a poor commander can misjudge his run, especially if facing an unknown adversary. It was just this that caused the loss of USS *Sanchez* with all hands in the Arcturus System.

If executed successfully this tactic has proven very effectively. *Kennedy’s* cannot stand in the battle line as a conventional cruiser can, as much as US politicians would like them to, but they often act as ‘cavalry’ for Terran task forces; scouting, screening and providing vanguards and rearguards. Future designs will stress more armor and better survivability but for now the *Kennedy’s’* excellent skippers make the most of the strengths of the design while doing their best to avoid potentially catastrophic close combat.

Spacevessels

The new Phoenix class vessels are designated as BB (squadron battlevessels) and will be the flag of an entire arm command. The Columbia class vessels were originally designated as BB (squadron battlevessels), have been re-designated as CC (battlecruisers) and until the Phoenix enters service they are the largest vessels in the USSF and are the

flag of a squadron or command. The Voyager class is the first FC (fighter carrier) to enter USSF service and uses many Kennedy parts. The Lincoln, Rosetti, and Kennedy classes are all missile cruisers, CA for the Lincoln, and CB for the Rosetti's and CL for the Kennedy's. The Providence class vessels are USSF-Reserve vessels and have recently been down rated from CA (heavy cruiser) to CL (light cruiser).

The Thunderbolt class is designated as a SD (squadron destroyers) and is designed to escort heavier vessels. The Endeavor class vessels are designated as SF (squadron frigates) and are also designed to escort heavier vessels. The Fort Knox class is also designated as a SD (squadron destroyers) and with the Providence class, was the combat backbone of the USSF till the introduction of the Kennedy Class. All three vessel classes, the Thunderbolts, Endeavors, and Fort Knox's are wingmen for larger vessel such as Kennedy's, Providences, and Columbia's.

The Fury, Hampton, Cayuga, Aconit, Bunker Hill, and Hancock class vessels are known as CE (Close Escorts) in the USSF and are designed to conduct anti-piracy patrols and escort merchantmen in combat zones. System patrol craft are known as PS (Patrol, Spacecraft), Fighters are known as FS (Fighter, Spacecraft) and often called Little Friends by vessel crews.

The Iwo Jima, Spirit, and Hercules class vessels are known as LS (Landing Spacevessels). Auxiliaries include logistics, minelayers, and medical and are known as AS (Auxiliary Spacevessels). Couriers are known as SCS (Scout/Courier, Spacevessel) and usually not named by the USSF, but are often named by the Crews. Interface Craft are known as LIC (Landing, Interface Craft).

Nation	CV	BB	BC	CG	DD	FF	CE	Patrol	Fighters
America	1	(+1)	3	18(+6)	7(+6)	7	28(+8)	20	220

BBS – Battlevessel, Spacevessel and CCS – Battlecruiser, Spacevessel

These are the heavy hitters of the USSF; they tend to have extensive screens, and thick armor. These vessels also have more and heavier beam weaponry than other USSF vessels.

The Phoenix class is an entirely new vessel closer in capability to the French Richelieu, British Victory, and the Kafer Delta and Alpha classes than any current USSF vessels. The first Phoenix is planned to be operation by 2308. The Phoenix is a 62 meter heavily armored advanced composite spherical hull. The Vessel is designed to be the core of an entire arm command; it includes a large cargo hold to supply many vessels, and an extensive arm command center. Offensively the Phoenix carries four flights of Fighters, eight CIT-IIIA landers, a reinforced brigade of troops, as well as heavy beam weaponry, anti-vessel submunitions, and missiles. Defensively the Phoenix will have heavy armor, screens, and anti-missile submunitions. Four of the fighters can be carried on external mounts in a ready 5 configuration as can an LC-20 lander. The security and troops carried will be a combination Space Force 820th Space Security Forces, and Marine MIU. The Phoenix's spin habitat was first installed and perfected on the Glenn SFB and consist of a pair of rings spinning in opposite directions, they are entirely enclosed in the hull of the vessel and run on a maglev system on the inside of the hull, trolleys start the habitat boarding station and then accelerate to the speed of the habitat and dock. This allows the spin habitat run non-stop at all times except in combat and it also allows the smooth movement of personnel to and from the habitat. Phoenix's will be named for the first manned space mission after the Twilight and the first mission to Jupiter, Tangent. The Phoenix is currently building and it is two years (2307) from completion. The Phoenix uses the same French designed and built 415mw Fusion power plants as the Richelieu class; this aids both nations logistically and has saved the United States the development cost of the large power plant. To date the Phoenix has received Congressional approval and is building, the Tangent will be built in the Phoenix's bay if the Kafer war continues,

the bay that was preparing for construction of the Tangent has been converted to build Thunderbolt SDS's.

The Columbia class is the United States first battleship, although small compared to many other nations, it has similar combat capabilities the Richileau or Bismark class it is only lacking the troops of the French and German vessels. It is designed by the same firm as the Kennedy and it looks very similar to a large Kennedy. The class was first proposed as a fast long range combat vessel that could operate in enemy territory or explore unknown territory as the mission demands. The Columbia has become a famous vessel after battling Triumphant Destiny's Delta Battleship for two hours, culminating with Triumphant Destiny's destruction, the Columbia was nearly destroyed, but the crew made repairs and the Columbia was able to make it back to Earth on her own power where she received a hero's welcome. HvyDiv 1 was formed around the Cloumbia, during the battle of Beowulf BatDiv 1 lost its wingman CLS-34 Harding, CLS-33 Grant has been assigned as the new wingman for HvyDiv 1.

The first two Columbia class vessels, the Columbia and Intrepid, were nearly identical. Currently the Columbia is deployed to the American Arm on undisclosed duty. The Intrepid has just been deployed back to Sol System and is currently the flag of the Earth/Core Arm Command. The Hornet was modified while under construction using 1st and 2nd Kafer war experience, it uses the USSF Mk77 SIM-14 missile bay, improved sensors, it uses a less expensive lower tech stutterwarp, and added a third spin pod to add troop strength, and is currently the flag of the European arm. The three Columbia's are named for American exploration vessels.

1st though 3rd Heavy Divisions

1st Heavy Division – *"Striking Eagles"*

Despite being a new vessel the Columbia is one the most famous vessels in human space, it is the vessel some have attributed to saving humanity. At the battle of Beowulf, HvyDiv1 was a reserve unit tasked with attacking Kafer vessels if they got separated from the main body of the Kafer fleet. While waiting for the battle to develop

and for Kafer vessels to fall away from the main body, Commander Yokum saw an opportunity to strike at the vessel he thought was commanding the TF. Yokum was right; Triumphant Destiny was managing the winning Kafer TF from its flagship Delta battleship. Yokum engaged the Delta in a slugfest for two hours, with both vessels on the verge of destruction when a flight of RSN Harriers finished off the battered Delta hulk. This battle denied the Kafers of Triumphant Destiny's leadership at the most critical moment in the 2nd Kafer war, without this leadership the fighting broke down into fights between individual Kafer vessels and Human task forces. Human forces defeated the Kafer forces in detail. The Columbia was badly battered in the fight and had to be towed to orbit. Once field repairs were affected the vessel made it way back to Earth where she received a hero's welcome.

The 1st Heavy Division has been assigned to the American arm and has not been seen in several months, leading to speculation of where the division is.

OrBat: CCS-1 *Columbia* (CQ+2)(Columbia class), CLS-33 *Grant* (CQ+2)(Kennedy class)

2nd Heavy Division – *"Yankees"*

The Intrepid was recently deployed back to Earth and is the flag of the 1st Squadron and the Earth/Core Command. The Intrepid will be at the vanguard of any action involving the USSF in the Sol System.

OrBat: CCS-2 *Intrepid* (CQ+2)(Columbia class), CLS-38 *Taylor* (CQ+2)(Kennedy class)

3rd Heavy Division – *"Killer Bees"*

The Hornet has been deployed to the European arm and is the flag vessel of the 3rd Squadron and the European Arm Command. The Hornet will be the core of any action on the European arm.

OrBat: CCS-3 *Hornet* (CQ+2)(Columbia class), CLS-39 *Isaacs* (CQ+2)(Kennedy class)

Phoenix Class BBS – BBS-10 Phoenix (Building – est. 2307 Launch) and BBS-11 Tangent (Planned)

Performance

Warp: 2.81 Combat Mass: 72,800tons Power Plant: 415mw Fusion Stutterwarp: 300mw New Military

Fuel: 6500 tons (5 refills for small craft) Crew: 1500 (43 Bridge, 11 Flag , 83 TAC, 59 Engineering, 52 Small Craft pilots, 25 Small Craft Techs, 165 Security, 1000 Marines, 13 Passengers, 50 Medical)

Cargo: 8900 cubic meters Life Support: 365 days, Comfort: 0 Cost: 691.83MLv w/o Small Craft, or Drones

Ship Status Sheet

Move: 6 Radiated: 5(8) Radial Reflected: 9 Lateral Reflected: 9

Radial Profile: +3 Lateral Profile: +3 Screens: 6 Armor: 8

Targeting Computer: +2

Sensors

Active 16 w/redundant and 13 w/redundant, Passive 12 w/redundant and 10 w/redundant, Navigation, Deep System, Gravitational, Advanced Cartographic, and Advanced Life

Weapons

Jack Turrets - UTES 12x: Facing X,X,X EA-1000 Double x2+1

Masked Turrets – UTES 12x: Facing X,X,X EA-122 Double x1+1 dbl.

Jack Turrets – UTES 12x: Facing X,X,X Allen BMZ PBWS Double x3-2

4xParker Ezrael Anti-Vessel submunitions dispensers (5x2 - 6 shots for each)

4xGrape Shot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)

6xMk77 Missiles bays with 5xSIM-14 missiles in each (total 30)

4xCargo Devils

8xCIT-IIIA class Assault Shuttle

1xLC-20 class Assault Shuttle mounted externally

16xFS-27 or FS-17 class Fighter

2xHD-5 sensor drone in 2 bays

25,000 cubic meter Hanger Bay

15,000 cubic meter/10,000 tons Ground Forces Bay

8900 cubic meter cargo bay

Crew Hits

Bridge: Captain, 2xHelm, 2xNavigator, 4xCommunications, 8xEngineering, 6xComputer

Flag: Admiral, 10xStaff

TAC: 2xActive Sensors, 2xPassive Sensors, 36xFire Control, 25xFlight Control, 18xRemote Operators

Hull Hits: 1950/975/487 (using CRF 487/244/122)

Power Plant Hits: 277/55

Damage Control: 10 teams (29) (17 teams w/Extra Bridge Crew)

Hornet class CCS – CCS-3 Hornet

Performance

Warp: 3.36 travel / 2.78 Combat 3.11 Combat-Screens inactive Mass: 19700tons Power Plant: 180mw Fusion

Stutterwarp: 180mw Old Military

Fuel: 2000tons Crew: 300 (32 Bridge, 5 Flag or Science, 37 TAC, 44 Engineering, 24 Small Craft pilots, 12 Small Craft Techs, 136 Marines, 10 Medical)

Cargo: 2200cubic meters Life Support: 180 days, Comfort: 0 Cost: 205.55MLv w/o Small Craft, Drones, or Missiles

Ship Status Sheet

Move: 7 Travel / 6 Combat Radiated: 4(7) Radial Reflected: 6 Lateral Reflected: 7

Radial Profile: +0 Lateral Profile: +1 Screen: 6 Armor: 3

Targeting Computer: +2

Sensors

Active 16 w/redundant, Passive 12 w/redundant and 10 w/redundant, Navigation, Deep System, and Gravitational

Weapons

Jack Turrets-UTES 12x: Facing X,X,X x2+1 dbl

2xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)

2xParker/Ezrael Anti-Ship submunitions dispensers (5x2 - 6 shots for each)

6xMk77 Missiles bays with 5xSIM-14 missiles in each (total 30)

4xCIT-III class Assault Shuttles

1xCargo Devil

4xFS-27 class Fighters

4xFS-17C class Fighters

2xHD-5 sensor drones

18000 cubic meter hanger

Crew Hits

Bridge: Captain, Helm, Navigator, 4xCommunications, 5xEngineering, 4xComputer

Flag: Admiral, 4xStaff

TAC: 2xActive Sensors, 2xPassive Sensors, 12xFire Control, 12xFlight Control, 7xRemote Operators

Hull Hits: 441/220/110 (using CRF 212/106/53)

Power Plant Hits: 120/24

Damage Control: 7 teams (22)

Columbia Class CCS – CCS-1 Columbia

Performance

Warp: 3.76 travel / 3.10 Combat / 3.48 Combat – screens inactive Mass: 18150tons Power Plant: 180mw Fusion Stutterwarp: 180mw New Military

Fuel: 1500tons Crew: 200 (34 Bridge, 5 Flag or Science, 32 TAC, 44 Engineering, 24 Small Craft pilots, 12 Small Craft Techs, 53 Marines, 7 Medical)

Cargo: 5940 cubic meters Life Support: 180 days, Comfort: 0 Cost: 257.55MLv w/o Small Craft, Drones, or Missiles

Ship Status Sheet

Move: 8 Travel / 6 Combat / 7 Combat – Screens inactive Radiated: 4(7) Radial Reflected: 6 Lateral Reflected: 7

Radial Profile: +0 Lateral Profile: +1 Screen: 6 Armor: 3

Targeting Computer: +2

Sensors

Active 16 w/redundant, Passive 12 w/redundant and 10 w/redundant, Navigation, Deep System, and Gravitational

Weapons

Jack Turrets-UTES 12x: Facing X,X,X x2+1 dbl

2xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)

2xParker/Ezrael Anti-Ship submunitions dispensers (5x2 - 6 shots for each)

6xMk77 Missiles bays with 5xSIM-14 missiles in each (total 30)

4xCIT-III class Assault Shuttles

1xCargo Devil

4xFS-27 class Fighters

4xFS-17C class Fighters

2xHD-5 sensor drones

18000 cubic meter hanger

Crew Hits

Bridge: Captain, Helm, Navigator, 4xCommunications, 5xEngineering, 4xComputer

Flag: Admiral, 4xStaff

TAC: 2xActive Sensors, 2xPassive Sensors, 12xFire Control, 12xFlight Control, 4xRemote Operators

Hull Hits: 441/220/110 (using CRF 212/106/53)

Power Plant Hits: 120/24

Damage Control: 7 teams (22)

Columbia Class CCS – CCS-2 Intrepid

Performance

Warp: 3.76 travel / 3.10 Combat / 3.48 Combat – screens inactive Mass:
18150tons Power Plant: 180mw Fusion Stutterwarp: 180mw New Military
Fuel: 1500tons Crew: 200 (34 Bridge, 5 Flag or Science, 32 TAC, 44 Engineering, 24 Small Craft pilots, 12 Small Craft Techs, 53 Marines, 7 Medical)
Cargo: 5940 cubic meters Life Support: 180 days, Comfort: 0 Cost: 257.55MLv w/o Small Craft, Drones, or Missiles

Ship Status Sheet

Move: 8 Travel / 6 Combat / 7 Combat – Screens inactive Radiated: 4(7) Radial
Reflected: 6 Lateral Reflected: 7
Radial Profile: +0 Lateral Profile: +1 Screen: 6 Armor: 3
Targeting Computer: +2

Sensors

Active 16 w/redundant, Passive 12 w/redundant and 10 w/redundant, Navigation, Deep System, and Gravitational

Weapons

Jack Turrets-UTES 12x: Facing X,X,X x2+1 dbl
2xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)
2xBig Clip Anti-Ship submunitions dispensers (5x2 - 3 shots for each)
2xMk73 Missiles bays with 12xSIM-14 missiles in each (total 24)
4xCIT-III class Assault Shuttles
1xCargo Devil
4xFS-27 class Fighters
4xFS-17C class Fighters
2xHD-5 sensor drones
18000 cubic meter hanger

Crew Hits

Bridge: Captain, Helm, Navigator, 4xCommunications, 5xEngineering, 4xComputer
Flag: Admiral, 4xStaff
TAC: 2xActive Sensors, 2xPassive Sensors, 12xFire Control, 12xFlight Control, 4xRemote Operators

Hull Hits: 441/220/110 (using CRF 212/106/53)
Power Plant Hits: 120/24
Damage Control: 7 teams (22)

FCS - Fighter Carrier, Spacevessel

The Voyager was laid down after the French, British, and Germans had all laid down their own fighter carriers; the Voyager is smaller than the European vessels with a complement of twelve fighters. It uses the USSF first spherical hull. The Voyager has minimal armor, good screens, defensive beam and submunitions weaponry, as well has missile weapons to support the fighters.

The Voyager class was designed with a 10,000 cubic meter hanger and 8,200 tons of fuel. The hanger space is divided into 6 bays, 5 bays with 2,000 cubic meters, and 1 bay with 9,200 cubic meters connecting all the bays and it is used for repairs and cargo. This is sufficient for 4 FS-27's or FS-17's, 4 FS-20C's, 2 HD-5 Drones, and 2 Cargo Devils in spacious conditions with a hanger door for each bay and 4 FS-27's and 2 CIT-III's mounted externally, the internal numbers can be doubled and the vessel has sufficient crew quarters for 48 pilots, 26 techs, and 26 flight controllers. The Voyager also has 4 magnetic mounts to hang the external ready 5 fighters.

The Voyager can be used as a troop assault vessel, launching CIT-IIIa's and using cargo areas and hangers to house the troops. This may happen eventually, but for now the USSF has no plans to use the Voyager in this way. Many of the components that were built for the CLS Rice were used in the construction of the Voyager, including the fusion power plant, stutterwarp, sensors, hull masking, weapons, and the missile bays. Although

this did delay the construction of the Rice the Voyager is considered more important by the USSF. The Voyager is a one off vessel and was hurried into service for the Kafer war. The Voyager is named after the 20th century U.S. space probe.

The United States is designing a larger and more capable carrier, but it is not known when it will be constructed.

5th Heavy Division

5th Heavy Division – *"Avengers"*

The Voyager has been sent to the European arm and is attached to the 3rd Squadron.

OrBat: FCS-15 *Voyager* (CQ+2)(Voyager class), CLS-30 *Kostek* (CQ+3)(Kennedy class)

Voyager Class FCS – FCS-15 Voyager

Performance

Warp: 2.78 Combat / 2.96 Travel / 3.96 Empty Mass: 32,150 tons loaded / 12,900 tons empty Power Plant: 150mw Fusion Stutterwarp: 150mw New Military
Fuel: tons 8200 (10+ refills for small craft) Crew: 200 (20 Bridge, 7 Flag , 61 TAC, 24 Engineering, 48 Small Craft pilots, 26 Small Craft Techs, 16 Marines, 7 Medical)
Cargo: 9200 cubic meters Life Support: 180 days, Comfort: 0 Cost: 247.2MLv w/o Small Craft, or Drones

Ship Status Sheet

Move: 6 Radiated: 4(7) Radial Reflected: 6 Lateral Reflected: 8
Radial Profile: +2 Lateral Profile: +0 Screen: 3 Armor: 3
Targeting Computer: +2

Sensors

Active 15, Passive 10, Navigation, Deep System, and Gravitational

Weapons

Masked Turrets - UTES 12x: Facing X,X,X,X EA-122 x1+1
4xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)
4xMk77 Missiles bays with 5x missiles in each (20 total)
2xCargo Devils
2xCit-III class Shuttle
4xFS-27 class Fighter
4xFS-20C class Fighter
4xFS-17E class Fighter
2xHD-9 sensor drone in 2 bay
5x2000 cubic meter hangers
1x9200 cubic meter hanger/cargo hold

Crew Hits
Bridge: Captain, Helm, Navigator, Communications, 3xEngineering, 4xComputer
Flag: Admiral, 6xStaff
TAC: Active Sensors, Passive Sensors, 12xFire Control, 26xFlight Control, 10xRemote Operators

Hull Hits: 189/95/48 (using CRF 189/95/48)
Power Plant Hits: 100/20
Damage Control: 4 teams (12)

CAS – Heavy Cruiser, Spacevessel, CBS – Medium Cruiser, Spacevessel, and CLS – Light Cruisers, Spacevessel

In the early 2280's American foreign policy changed from one of isolationism to that of engagement. Congress authorized the building of a new 'Great White Fleet'. The new USSF doctrine stressed maneuver superiority and long ranged missile attacks, and close in defenses were largely ignored as they would slow the *Kennedy* down.

The Cruiser is the primary combat vessel of the USSF, they often form the core of a Squadron reinforced with Destroyers, Frigates, Close Escorts, and Fighters. On paper the USSF seems to be cruiser heavy, in actuality the space force has many very old vessels in service and they are not cruisers in the European sense, such as the Suffrens or even the Kennedys.

The Kafer war showed the USSF that it needed a more durable Squadron command vessel than the Kennedy's and Rosetti's to stand toe to toe with the Kafer vessels, with a substantial troop complement, and to protect the more fragile vessels, but cost was of concern.. The USSF cannot afford more than the two Phoenix's currently planned and proposed or the three Columbia's already built and building. A vessel is needed that is larger and more capable than the Kennedy's and to meet the need the USSF looked at the existing designs, the British Nelson, the French Gloire/Suffren, the German Hamburg, and the Ukrainian Konstantine. Some thought was given to building an updated Providence/Konstantine design, but the USSF felt a larger troop complement was needed. The French Gloire was the starting basis of the Lincolns.. The Lincolns are very similar in size and capability with the British Nelson's and the French Gloire's. The Lincoln is in service with the European Arm Command and the Washington and T. Roosevelt are ungoing trials. The Lincoln's are larger and more versatile, they include troop accommodations, and harder hitting beam weaponry than any other cruisers in US service. At nearly double the cost of a Kennedy and 50% more expensive than a Rosetti, the five proposed Lincolns will be all that is produced, unless they excel well beyond all expectations in combat against the Kafers. The Lincoln's are designated as Heavy Cruisers in the USSF and ESA, and as Battlecruisers by the MSN.

The loss of the Sanchez in 2298 set shock waves though the USSF, the Pentagon, and the halls of Congress, the USSF's highly acclaimed Kennedy's were vulnerable. The Rosetti class was designed following the loss of the Sanchez, when it was realized by the USSF General Staff that speed alone could not guarantee victory and more importantly survivability. The Rosetti's are nearly identical to the upgraded Kennedy's, but they have

improved armor protection, sensors, as well as the added FS-20C's and submunitions. The armor on the Rosetti's is thick enough that it will stop, on average half the hits on the vessel, compared to just 10% for the original Kennedy's. The CGS-35 Rosetti was completed and rushed to Beowulf just in time for the epic battle. The Rosetti suffered far less damage than the other Kennedy's despite being the thick of the fighting for most of the battle. Rosetti's and Kennedy's will continue to be the backbone of the USSF and production of the Rosetti class is planned to continue. The Rosetti's are designated as Medium Missile Cruisers.

The Kennedy class was designed to be revolutionary new concept in deep space combat, and by all measure they have been very successful vessels. Loren Fryer, a Trilon subsidiary, won the contract for a new large warship against stiff competition. Their *Kennedy* class was developed to fill the both the roles of a long range raider and a main line combat vessel within the USSF. Although the European navies split these functions, the USSF felt it could combine them successfully.

The *Kennedy* has a fairly boxy hull profile based on work done by the French at the time of her design. This is not intrinsically low RCS but it is composed of some of the latest stealthy materials. She is 70 meters long, and 21 meters in diameter, displacing 12,350 cubic meters (approximately 900 tons of hydrogen). She has two extendible spin boom arms, each of which carries spin quarters. The spin quarters are cramped for a starship and many of the main facilities are in the zero-gravity parts of the vessel. Gravity is maintained at .11G with the arms retracted but rotating during routine operations. When out-system, where the larger profile doesn't matter, the arms are extended and gravity reaches .21G.

The main engineering is a 150MW TerraFuse fusion reactor. It powers the SAT Mk.100 Stutterwarp Drive, some earlier models were built with the smaller Mk.80 and have been upgraded to the new standard since 2295. The standard armament fit includes 10 laser cannon, usually Hyde Dynamics EA-112 but sometimes EA-1000's. The

powerful Simmons SN-526 ‘Long Reach’ active search sensor provides the ship with its eyes and ears.

She was to carry a large number of missiles, 20, more than any previous USSF warship. The primary design requirements were speed and maneuverability. They were often the difference in the many battles on the Kafer front. The Kennedy class is the fastest combat vessel in Human space and has changed the way battles and wars are fought. The Kennedy’s do have a weakness though, while they are fantastic at stand off maneuver combat they have little staying power for attritional combat that the Kafer vessel excel at. Since the 1st Kafer war of 2298 and the loss of the Sanchez at the 1st Battle of Arcturus, modifications have been made to the vessels. Four FS-20C’s are now carried by all Kennedy’s; two Grapeshot and one Big Clip submunitions have been added to most of the class, The Reagan has not been fitted with submunitions as it has been very active in the Kafer war and has not been to a major repair facility in years. These improvements increased the survivability and power of the vessels. The Jefferson, Rice, and Taylor all have 4 EA-1000 lasers replacing 4 EA-122 lasers, the Jefferson had them emplaced due to a shortage of EA-122’s when she was built, the Rice and Taylor were finished after the first Rosetti class and had some of the Rosetti’s improvements. Three Kennedy’s have been lost fighting the Kafers, Sanchez at Arcturus, Wilson, and Harding at the Battle of Beowulf.

The Kennedy’s Mk77 missile bay has proven so reliable and easy to maintain that it has since become the standard USSF missile bay and can be found in the Hornet, Phoenix, Voyager, Lincoln, Kennedy, Rosetti, Thunderbolt, and the new Fury classes.

The Providence class light cruisers are only in service with USSF-R. They sprang from the inexperience of the United States in designing and building large fusion powered vessels. The USSF bought two CESAC’s in kit form, one from France and one from Britain, these cruisers were the Providence and Des Moines and the experience gained lead to the construction of the Bangor, Reno, Scranton and ultimately the Kennedy class. The Providences were the first fusion powered vessels in USSF service.

The Providence and the Des Moines were placed in ready reserve in the 2290's, since the start of the Kafer war they have been re-commissioned and have served very well in the war. The last Providence the Scranton was built with the newly designed Mk100 Jerome drive that was ultimately installed in the Kennedy, Rosetti, and Voyager classes of vessels. They have recently been fitted with submunitions dispensers and a third missile pack to increase their firepower for the Kafer war. The five Providences served in the Kafer war, and their heavier armor, screens, and good firepower have made them very good escorts for slow moving merchants, they have also proven to be very survivable against Kafer vessels, despite this the Bangor was lost in the Kafer war with all hands. The Providence's have been designated Cruisers by the ESA.

4th Heavy Division and Cruiser Divisions

Until recently the Cruiser Division consisted of two crusiers, during the 2nd Kafer war this lead to the divisions being few and far between. In mid-2303 they were re-organized to consist of one Cruiser and one or more smaller Wingmen.

4th Heavy Division – *"Emaciptors"*

The 4th Heavy Division was deployed to the European arm a year ago, it spent most of thie time with the JARF (Joint Allied Reserve Fleet), guarding the Queen Alice's Star chokepoint. Earlier in 2305 the division was sent to Arcturus to guard against another Kafer incursion. The Lincolns capabilities have impressed the United States' allied nation.

OrBat: CAS-60 *Lincoln* (CQ+2)(Lincoln class), and SDS-88 *Warhawk* (CQ+1)(Thunderbolt class)

1st Cruiser Division - *"Camelot"*

This Division was mobilized to reinforce human forces up arm following the Kafer invasion, arriving at Beowulf in November 2301. It was ordered to stay in place and join the Terran Reserve Fleet under British Vice Admiral Graham. Their first blooding would be during the desperate rescue of Terran forces from Kimanjano, Operation ENTENTE. As part of Task Force Green, the division part of the screening

providing cover for the troopships. When the Kafers returned in force the American Cruisers combined with a strong French squadron under the *Gloire* and formed the rearguard, fighting a running battle against pursuing Kafer fleet elements.

After a considerable refit at Beowulf, Graham was ready to take the offensive, but divisions in command caused this plan to be aborted. Consequently CruDiv 1 was at Beowulf when the Kafers made their climatic attack. CruDiv1 was assigned to the newly formed TF Kennedy, reinforced with British and French destroyers, with Spence in command. They were assigned the unenviable task of disrupting the weaker Kafer fleet and keeping them from influencing the battle for as long as possible.
The 6 ships of this group faced 7 regular Kafer warships, with fighter escorts, in an action which should have been sacrificial. Instead Spence turned it into a victory, using the excellent maneuverability of the screening group to lure the Kafers into several fire-pocket ambushes. By the time TF Kennedy linked back into the line, 3 line ships were destroyed and only 2 of the remaining group were combat capable. However this was not without cost, as the *Sigma* was badly hit and only just limped back to the fleet.

However CruDiv1's operations were not over as they were re-armed and the *Sigma* jury-rigged back into service 'held together with spit and sawdust'. Together they took part in Graham's exploitation attack into Kimanjano that finished the Kafer fleet as a fighting force and destroyed its logistic support. While largely undamaged, *Kennedy* was out of ordnance and *Sigma* was destroyed. After rearming, the *Kennedy* was assigned command of an all-American hunter-killer group, TF29 with 2 US *Cayuga* class Close Escorts. For much of the next year, the *Kennedy* patrolled behind Terran lines, searching for Kafer raiders. Meanwhile the *Thunderbolt* was completed and assigned to CruDiv1, becoming the *Kennedys* new wingman. CruDiv6 and was sent to the American Arm, spending the next year guarding against a possible Kafer incursion across the Backdoor.

Ultimately *Kennedy* was involved in joint operations against the final Kafer stronghold on the Eta Bootis finger at DM+36 2393. CruDiv1 is still deployed to the 3rd Squadron which is in the Dunkelheim system.

OrBat: CLS-25 *Kennedy* (CQ+2)(Kennedy class), and SDS-87 *Eagle* (CQ+1)(Thunderbolt class)

2nd Cruiser Division– *"Uniters"* - 3rd Cruiser Division – *"Eternal Vigilance"*

CruDiv2 and CruDiv3 was the first US units to contact Kafer forces and the first to engage an Improved Alpha in combat. In 2299, fresh from their victory at 2nd Tithonus and reinforced with US and Australian squadrons, the Terran forces decided to mount a probe towards Arcturus. CruDiv1 was assigned to the task. Upon entering system and discharging, and division moved towards Station Arcture, but soon detected another contact, similar to a Kafer warship in configuration. They promptly engaged this ship (Alpha-3, *Song of Triumph*) with missile fire from long range, but this proved ineffective.

Moving closer to deliver more effective strikes, the *Sanchez* was caught by Kafer fighters and had her drive disabled. Pounded to a hulk by Kafer fire, the *Sanchez* was abandoned with all hands and destroyed with a nuclear warhead to stop the Kafers exploiting her for intelligence. The surviving warship *Jefferson* returned to Aurore, reporting the loss of the *Sanchez* and the destruction of Alpha-3. The 2nd Division has since been struck from the rolls of the USSF.

The *Jefferson* was still stationed in the Eta Bootis system two years later when reports came in of an attack at Hochbaden from the French merchant *Beau Soliel*. Racing to engage the enemy, leaving only a small force of converted auxiliaries and the returning Australian squadron behind, *Jefferson* was at the vanguard of the counterattack. The epic of the 3rd Battle of Hochbaden saw the chance of victory sway first one way, and then the other before the Kafers finally triumphed. *Jefferson* and her two escorts were heavily engaged and the *Temptress* almost lost.

The *Jefferson* became intimately caught up in the course of the siege of Eta Bootis that was one of the defining episodes of the war. On her return from Hochbaden she was

thrown into Rear Admiral Borodin's successful ambush at Laodaemon and then his cruiser raid on Arcturus. This successful series of action restored some initiative to the human force following the loss of the *Tallyrand* at 3rd Hochbaden. However at the end of this intense period munitions supplies were running very low across the fleet, however the *Jefferson* had access to the doomed *Sanchez's* stockpile leaving it the only fully armed warship in Borodin's Fleet.

In this period Kafer ships were constantly transiting the system. This made it very dangerous, especially for ships near Aurore as the nearby FTL shelf gave hardly any warning of attack. One transiting ship was successful tagged back to the DM+18 2776 by the frigate CES-91 *Spitfire*. After several more unsuccessful probes of Hochbaden and Arcturus, the *Jefferson* took part in Borodin's raid on the DM+18 2776, which finally confirmed the existence of a Kafer base in-system, but could not ultimately locate it.

The major actions of the Kafer War mainly moved into the Beta Canum Cluster until Christmas Day 2301, when 16 Kafer ships of Task Force Victor under '*Smasher of Skull*'entered the system and engaged Borodin's Aurore fleet. They were repulsed with the loss of 2 Betas and 2 Epsilons but the human fleet was effectively finished with almost all their arms expended. However they were saved by the arrival of the relief force on 5 January 2301 with fresh ships, but most importantly with new loads of munitions.

Less than a week later the 'Three Battles' of Eta Bootis commenced, with major Kafer elements closing on all sides in an attempt to smash the depleted defenders. The first group was TF Victor, arriving on the 12th; Borodin deployed his light forces in three successive lines falling back while harassing the enemy until bringing his heavy ships up to finish the job, sending *Bismarck* and Heavy elements including *Jefferson* in pursuit.

The second group, TF Whiskey was ambushed in the rings Laodaemon, destroying the lead Delta *Echo of Sorrow*. Before the fleet could pursue the broken Kafers the final group, TF Yankee from Hochbaden arrived, and were eventually dealt with in a stand up fight ending on 15 January. Aurore was effectively secured after seven

months of siege and *Jefferson* was stood down for a much needed refit. With the loss of the CLS-26 *Sanchez* and the extensive repairs needed by the CES-90 *Temptress* CruDiv2 was dissolved, and CriDiv3 *Jefferson* was sent to Earth for a well deserved rest and refit, the SDS-87 Eagle has been assigned as the new wingman of the CLS-27 Jefferson. The *Jefferson's* story is rivaled only by the *Columbia* as the most renowned American vessel of war.

OrBat: CLS-27 *Jefferson* (CQ+4)(Kennedy class), and SDS-85 *Thunderbolt* (CQ+1)(Thunderbolt class)

5th Cruiser Division – *"Infamy"*

The *Roosevelt* was the flag of Rear Admiral Douglas Blake, Commander of CruDiv3 during the *Lone Wolf* incursion early in 2301. The *Lone Wolf* was a specialised Kafer Improved Alpha with an experimental crew which had been tasked by Triumphant Destiny to mount a recon in force of the Terran systems and cause as much disruption as possible. Her first attack was at Hochbaden in January 2301 when *Lone Wolf* overwhelmed the French frigate *Faucon* and destroyed all 3 merchants of convoy HE12.1 including the American *New York, New York*. In response CruDiv3 was tasked to aid the hunt for the raider.

Captain Douglas Blake was the junior commander of CruDiv3 at the time, but his superior, Rear Admiral Pat Yokum was to be reassigned to the newly built USS *Columbia*. Blake was promoted O-7 (Rear Admiral) and placed in command of the division, the youngest USSF Division Commander this century. The immediate problems facing him was that he was ordered not to take a sub-ordinate position to the French or German Divisions hunting the Kafer, and the British were doing something else on their own. The USSF Officer Corps' belief in their own superiority and that of their ships also led to a sense of false superiority over the other nations. These factors led to conflicts over courses of action, and the various contingents co-operated poorly.

In April the human forces had sorted out many of their problems and had been substantially reinforced. To improve things, the French had destroyed one of the raiders supply ships in Hochbaden space. The US had sent the 1st Scout Division, their elite intelligence gathering group consisting of the scoutships *Retief, Flandry,*and *Falkenberg* supported by the transport *Hanford*. These ships allowed the Terran forces to track the *Lone Wolf* and finally engage her at Beta Canum, crippling her. Unfortunately attempts to board her went wrong when the remaining Kafers set off a self-destruct device, killing over 100 French FUVOLMARS marines.

Returning to Earth, CruDiv3 was broken up, CLS-30 *Kostek* was assigned to the fitting out FCS-15 *Voyager.* The CLS-29 *Roosevelt* was in refit when the Invasion commenced. Leaving refit in November, the SDS-66 *Endeavo*r was assigned to CruDiv5 and they were assigned to guard the Kimanjano system with the large French and British fleets in system. After a year of patrolling the Kimanjano system CruDiv3 has been re-deployed to the Sol system.

OrBat: CLS-29 *F. Roosevelt* (CQ+3)(Kennedy class), and SDS-66 *Endeavor* (CQ+3)(Endeavor class)

4th Cruiser Division – *"Prepared for War"*

This division started the Invasion divided. The CLS-28 *Reagan* was with the Vogelheim peacekeeping forces, while the SDS-77 *Challenger* was back at Earth undergoing repairs. *Reagan* was first engaged in combat on the 8 July 2301 when 3 Kafer Beta class vessels attacked the Vogelheim colony. Captain Gsell of the *Reagan* coordinated the activities of the 5 ships in-system and managed to inflict a shock defeat on the Kafers, destroying one Beta and damaging the other two so badly they withdrew from the system.

Things changed the next month as the French 3e Flotte reinforced with British and German Squadrons entered the system under the command of Vice-Amiral Rochemont. News from Aurore had reached him and he intended to launch a

counterattack on Hochbaden with the aim of relieving the Terran Forces at Eta Bootis. His attack did not go well and he was forced to retreat from Hochbaden, the Kafers mounting a pursuit which was defeated at Vogelheim with the aid of the warships of the peacekeeping force.

Shortly thereafter, the squadron was reinforced by the *Challenger* and the British Cruiser HMS *Trafalgar*. Adlerhorst was probed in November but this was merely a distraction to keep the Vogelheim forces tied down during the battles of this period. The next major action was an assault by TF Yankee, which cost the defenders the *Schleswig* and the Kafers three Epsilons. This was merely a screening action for an attack by TF Zulu through the Grosshiddenfaden system which fell victim to a carefully coordinated ambush.

Following the victory at Grosshiddenfaden, Rochemont led a successful a counterattack at Joi, landed troops on Crater, recaptured Beta Canum orbit and landed troops there. CruDiv5 took part in most of these actions and was part of the defense group for the landing ships at Beta Canum and carried between them the 4th US Marine Raiders. They continued to operate as an integral part of Rochemont's Fleet in the Beta Canum Cluster until relieved after Beowulf. Currently the Division is coordinating the relief efforts at Vogelheim.

OrBat: CLS-28 *Reagan* (CQ+3)(Kennedy class), and SDS-77 *Challenger* (CQ+3)(Endeavor class)

7th Cruiser Division – *"Guardians"*

CruDiv6 was retained at Earth as a final reserve for most of the war until new of the victory at Beowulf was received. With the immediate threat over, the US was free to launch forward this grouping into battle. Graham assigned them to the Britannia Battle Group with the Reserve Fleet, from whence they were the vanguard of advances into several still hostile star systems up arm. Since the invasion of Dunkelheim, CruDiv7 has

been sent to King to defend the American/Australian Arm. HvyDiv1, CruDiv7, and 12 left the King system for an unknown destination.

OrBat: CLS-31 *Cleveland* (CQ+2)(Kennedy class), and SDS-86 *Mustang* (CQ+2)(Thunderbolt class)

11th Cruiser Division – *"Peacemakers"*

CruDiv7 was combat ready after the liberation of Dunkelheim. With the immediate threat over, the US was free to launch forward this grouping into battle. CruDiv11 has been assigned as the human space tripwire at Arcturus.

OrBat: CBS-35 *Rosetti* (CQ+2)(Rosetti class), and SDS-72 *Yankee Clipper* (CQ+3)(Endeavor class)

12th Cruiser Division – *"Old Hickory"*

CruDiv12 is one of the newest units in the USSF, the *Jackson* having just been completed a year ago. When *Jackson* completed trials, SDS-67 *Odyssey* was assigned to CruDiv12. CruDiv12 has been sent to King to defend the American/Australian Arm. HvyDiv1, CruDiv7, and 12 left the King system for an unknown destination.

OrBat: CBS-36 *Jackson* (CQ+2)(Rosetti class), and SDS-67 *Odyssey* (CQ+3)(Endeavor class)

13th Cruiser Division – *"the Diplomats"*

CruDiv13 has been assigned to the Chinese Arm Command since CruDiv9 was broken up and the *Taylor* was assigned to HvyDiv2. The other cruiser division assigned to the CAC is based on the *Providence*. For the last year the 13th has been on an anti-piracy/goodwill tour of the Chinese arm. The division is currently at Paulo and will visit most of the systems all the way back to Earth.

OrBat: CLS-37 *Rice* (CQ+2)(Kennedy class), and SDS-71 *Antarius* (CQ+2)(Endeavor class)

100th Cruiser Division (Reserve) – *"Hope"*

CruDivR100 originally had the CLS-3 *Bangor* and the SDS-52 *Cheyenne Mountain*, during the battle of Beowulf the *Bangor* was destroyed. Its surviving crew joined the forming crew that was preparing the *Providence* for service. The 100th is assigned to the 4th Squadron operating as part of the Chinese Arm Command in support of anti-piracy operations. The *Providence* was the last USSF-R cruiser to be mobilized as it was the oldest and the most in need of repair. The scrapping process had actually started on the *Providence*, her stutterwarp and powerplant had been pulled out and all the weapons had been removed, scrapping was immediately halted when the news of the Kafer invasion arrived at Earth and it took three years to rebuild the *Providence*.

OrBat: CLS-1 *Providence* (CQ+0)(Providence class), and SDS-75 *Liberty Bell* (CQ+3)(Endeavor class)

101st Cruiser Division (Reserve) – *"Hawkeyes"*

The Des Moines was the first cruiser pulled out of mothballs to re-enter the USSF, she was due to be scrapped after the Providence and it took 2½ years to re-furbish her. When the re-construction was complete the SDS-53 Cape Canaveral, a veteran of many battles during 2nd Kafer war, was assigned to the Des Moines as her wingman. The *Hawkeyes* were assigned to defend the newly acquired colony at Kie-Yuma and have been on station since their assignment to the European Arm Command.

OrBat: CLS-2 *Des Moines* (CQ+1)(Providence class), and SDS-53 *Cape Canaveral* (CQ+3)(Fort Knox class)

103rd Cruiser Division (Reserve) – *"All for our Country"*

CruDivR104 was the 2nd reserve cruiser division to be mobilized after the start of the 2nd Kafer war, the Reno went though a SLEP in the 2280's before she was transferred

to the reserves. The Reno has been on active reserve duty since then and used rotating crews to maintain her operational status. Since being activated the 103rd has been assigned to the American/Australian arm of space. Like the other Cruiser Divisions assigned to the AAC the 103rd has not been seen in many weeks, and their whereabouts is unknown.

OrBat: CLS-4 *Reno* (CQ+2)(Providence class), and SDS-75 *Aurora* (CQ+2)(Endeavor class)

104th Cruiser Division (Reserve) – *"Keystoners"*

The first reserve cruiser division mobilized was the CruDiv20 and it is an old reserve unit that was mobilized in 2301. CruDiv20 was sent to the European Arm and performed many duties from convoy escort, to recon, to fleet actions during Beowulf. Despite being constituted of reservist the *Keystoners* have performed very well and have excelled at damage control, they saved their vessels at times when a lesser crew would have lost the vessel. Of all the Providences the Scranton is in the best condition, it went though a service life extension program in the 2290's before it was transferred to the reserves.

OrBat: CLS-5 *Scranton* (CQ+2)(Providence class), and SDS-52 *Cheyenne Mountain* (CQ+2)(Fort Knox class)

Lincoln Class CAS – CAS-60 Lincoln, CAS-61 Washington (Completing Trials), CAS-62 T. Roosevelt (Completing Trials), and CAS-63 Truman (Building), and CAS-64 Eisenhower (Building)

Performance

Warp: 3.79 Combat / 4.11 Travel Mass: 17930 tons Power Plant: 250mw Fusion
Stutterwarp: 200mw New Military

Fuel: 700 tons (5 refills for small craft) Crew: 360 (24 Bridge, 6 Flag, 40 TAC, 38 Engineering, 16 Small Craft pilots, 8 Small Craft Techs, 210 Marines, 6 Stewards, 12 Medical)

Cargo: 1900 cubic meters Life Support: 180 days, Comfort: 0 Cost: 406.80MLv w/o Small Craft, or Drones

Ship Status Sheet

Move: 8 Radiated: 4(7) Radial Reflected: 6 Lateral Reflected: 7

Radial Profile: +0 Lateral Profile: +1 Screen: 6 Armor: 7

Targeting Computer: +2

Sensors

Active 16 w/redundant, Passive 12 w/redundant, Navigation, Deep System, and Gravitational

Weapons

Jack Turrets w/UTES 6x: Facing X,X,X x2+1 dbl – dual purpose

Masked Turrets w/UTES 10x: Facing X,X,X,X x1+1 dbl. – anti-missile

Jack Turrets 6x: Facing X,X,X x3-2 – anti-vessel

2xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)

2xParker Ezrael Anti-Vessel submunitions dispensers (5x2 - 6 shots for each)

4xMk77 Missiles bays with 5xSIM-14 missiles in each (total 20)

4xFS-20C class Fighters in 4 bays

4xCit-III class Shuttle externally mounted

2xHD-5 sensor drone externally mounted

Crew Hits

Bridge: Captain, Helm, Navigator, 2xCommunications, 5xEngineering, 3xComputer

Flag: 1xAdmiral, 5xStaff

TAC: Active Sensors, Passive Sensors, 16xFire Control, 10xFlight Control, 8xRemote Operators

Hull Hits: 558/279/140 (using CRF 169/85/42)

Power Plant Hits: 133/27

Damage Control: 5 teams (15)

Rosetti Class CBS – CBS-35 Rosetti, CBS-36 Jackson, CBS-39 Isaacs, CBS-40 Rawlings, CBS-41 L. Johnson (Fitting Out), and CBS-42 Olson (Building)

Performance

Warp: 4.23 Combat / 4.29 Combat – Sensors inactive / 4.34 Travel Mass: 9830 tons Power Plant: 150mw Fusion Stutterwarp: 150mw New Military
Fuel: 510 tons (5 refills for small craft) Crew: 100 (20 Bridge, 22 TAC, 22 Engineering, 10 Small Craft pilots, 5 Small Craft Techs, 17 Marines, 4 Medical)
Cargo: 480 cubic meters Life Support: 180 days, Comfort: 0 Cost: 220.95MLv w/o Small Craft, Drones, or Missiles

Ship Status Sheet

Move: 8 / 9 travel or sensors inactive Radiated: 4(7) Radial Reflected: 5 Lateral Reflected: 7
Radial Profile: +0 Lateral Profile: +2 Screen: 0 Armor: 5
Targeting Computer: +2

Sensors

Active 16 w/redundant, Passive 12 w/redundant, Navigation, Deep System, and Gravitational

Weapons

Masked Turrets w/UTES 4x: Facing X,X,X,X x2+1
Masked Turrets w/UTES 6x: Facing X,X,X,X x1+1
2xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)
1xParker/Ezrael Anti-Vessel submunitions dispensers (5x2 - 6 shots for each)
4xMk77 Missiles bays with 5xSIM-14 missiles in each (total 20)
4xFS-20C class Fighters in 4 bays
1xCit-III class Shuttle mounted externally
1xHD-5 sensor drone in 1 bay

Crew Hits

Bridge: Captain, Helm, Navigator, 2xCommunications, 2xEngineering, 3xComputer

TAC: Active Sensors, Passive Sensors, 10xFire Control, 5xFlight Control, 5xRemote Operators

Hull Hits: 295/148/74 (using CRF 101/51/25)

Power Plant Hits: 100/20

Damage Control: 4 teams (11)

Kennedy Class CLS – CLS-25 Kennedy, CLS-27 Jefferson, CLS-28 Reagan, CLS-29 F. Roosevelt, CLS-30 Kostek, CLS-31 Cleveland, CLS-33 Grant, CLS-37 Rice, and CLS-38 Taylor

Kennedy Narrative

Rear Admiral Richard Spence was strapped into his command station on the bridge of the USS John F. Kennedy, vaguely daydreaming. It was about time America pulled her weight in this war, and finally he had a chance to make sure they got their fair share of glory. His daydreaming was interrupted by a report from his Chief Tactical Officer;

"Sierra contacts bearing six four hundred mils, incline one hundred mils, range fifty."

Spence knew his moment had come, licking his lips he anticipated contact with the enemy and a glorious victory for his country, ship and himself;

"General Quarters. Maintain course, 50% power. Signal Washington to keep formation, prepare four fish for launch, weapons tight. Have our fighters close on the sierras and report."

As the crew moved to bring the ship to full battle readiness, four FS-20C fighters of 5th Fighter Squadron "Helldivers" surged forward, Kafer Foxtrot fighters moved out

to meet them, clashing with lances of invisible light, coherent X-rays punching through space trying to meet their targets, then the fireballs as the Helldivers submunition warheads detonated, smashing 2 of the Kafer fighters. One US fighter slipped through the Kafer screen, lighting up her active array and scanning the enemy capital ships, the tightbeam datalink repeating the information on the screens of the Kennedy.

"Sir, Confirm Master contacts, designating one Alpha, one Beta, four Foxtrots as Master 1 to 6, confirming four more Master contacts, missiles sir, going for our fighters."

"Okay, full power, weapons online, they haven't got weapons lock on us yet. Launch four fish, concentrate on Master-1, tell Washington to do likewise."

Outside, the 2 American fighters were slashed down by focused light, one terminal, while the full fury of the US missiles was spent on Alpha-45."

- Extract from "ENTENTE – The Miracle of Kimanjano" –2305 Oxford University Press

Reagan Narrative

'They're here,' the sensor operator called the contact informally as data streamed across the TAC and Bridge displays. "Contact. 3 Ships. Drive signature greater than 200MW. Speed greater than warp two point five and assessed as Beta *Class. Contacts designated Master One through Three. Further contacts now being identified, assessed as missiles or fighters." After that sloppy first call she dropped into the efficient routines they had so often practiced.*

Captain John Gsell raced to the bridge from his cabin, reliving the OOW on arrival. The display said it all. The sensor drone they had deployed on the edge of the system had given them vital early warning.

'Relay the data to the squadron.' He took a breath, 'and to the Foudroyant *and* Schleswig*. Request a video link with all their skippers.' The screen told a worrying tale – three Bug battle cruisers and possibly over 60 missiles.*
Human forces in-system amounted to his ship, the Reagan*, a British destroyer, the three frigates - one each from Australia, France and Germany, and a hodgepodge of auxiliaries of little military value. On the positive side they had nearly 50 missiles between them. The Ronnie was undoubtedly the most powerful warship in-system, but with Gsell in charge of the human forces her speed and striking power were going to be restricted by the need to coordinate with the other ships. The fate of the* Sanchez *was at the forefront of the minds of the crew. However they all knew that if the system was to hold they would have to at the forefront of the resistance.*

The human warships began to maneuver, moving quickly away from Adlerhorst and out towards the edge of the system. Defensive alerts were now sounding across orbit and the world's surface. One by one the multinational group of Captains called in. As the final one joined Gsell had made his decision and informed them of the plan that would take them into battle.

-Extract from *Fast Ships: The USSF on the French Arm 2298-2303* (Colorado Press, 2304)

CLS-26 Sanchez, CLS-32 Wilson, and CLS-34 Harding – Destroyed
Jefferson, Rice and Taylor stats that differ are yellow

Performance
Warp: 4.42 travel / 4.34 4.29 Combat Mass: 9325 tons Power Plant: 150mw
Fusion Stutterwarp: 150mw New Military
Fuel: 510 tons (5 refills for small craft) Crew: 100 (20 Bridge, 22 TAC, 22 Engineering, 10 Small Craft pilots, 5 Small Craft Techs, 17 Marines, 4 Medical)
Cargo: 510 cubic meters Life Support: 180 days, Comfort: 0 Cost: 182.57MLv
223.89Mlv w/o Small Craft, Drones, or Missiles

Ship Status Sheet

Move: 9 Radiated: 4(7) Radial Reflected: 5 Lateral Reflected: 7

Radial Profile: +0 Lateral Profile: +2 Screen: 0 Armor: 1

Targeting Computer: +2

Sensors

Active 15 w/redundant, Passive 10 w/redundant, Navigation, Deep System, and Gravitational

Weapons

Masked Turrets w/UTES 10x: Facing X,X,X,X x1+1

Masked Turrets w/UTES 4x: Facing X,X,X,X x2+1

Masked Turrets w/UTES 6x: Facing X,X,X,X x1+1

2xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)

1xBig Clip Anti-Vessel submunitions dispensers (5x2 - 3 shots for each)

4xMk77 Missiles bays with 5xSIM-14 missiles in each (total 20)

4xFS-20C class Fighters in 4 bays

1xCit-III class Shuttle mounted externally

1xHD-5 sensor drone in 1 bay

Crew Hits

Bridge: Captain, Helm, Navigator, 2xCommunications, 2xEngineering, 3xComputer

TAC: Active Sensors, Passive Sensors, 10xFire Control, 5xFlight Control, 5xRemote Operators

Hull Hits: 59/30/15 (using CRF 59/30/15)

Power Plant Hits: 100/20

Damage Control: 4 teams (11)

Providence Class CLS – CLS-1 Providence, CLS-2 Des Moines, CLS-4 Reno, and CLS-5 Scranton

CLS-3 Bangor - Destroyed

Scranton stats that differ are yellow

Performance

Warp: 3.30, 3.77 Mass: 16163 tons Power Plant: 200mw Fusion Stutterwarp: 140mw Old Military, 150mw New Military

Fuel: 160 tons (5 refills for small craft) Crew: 181 (22 Bridge, 27 TAC, 30 Engineering, 6 Small Craft pilots, 3 Small Craft Techs, 77 Marines, 10 Stewards, 6 Medical)

Cargo: 1820, 1650 cubic meters Life Support: 180 days, Comfort: 0 Cost: 204.28 MLv, 245.26MLv w/o Small Craft, or Drones

Ship Status Sheet

Move: 7, 8 Radiated: 4(7) Radial Reflected: 9 Lateral Reflected: 7

Radial Profile: +0 Lateral Profile: +1 Screen: 5 Armor: 4

Targeting Computer: +1

Sensors

Active 13, Passive 10, Navigation, Deep System, Gravitational

Weapons

16xJack Turrets: Facing X,X,X EA-1000 x2+1 dam

1xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)

2xBig Clip Anti-Vessel submunitions dispensers (5x2 - 3 shots for each)

3xMissiles Packs with 3xSIM-14 missiles in each (total 9)

20xTTA's

3xCIT-III's externally mounted

1xHD-9 Scout Junior externally mounted

Crew Hits

Bridge: Captain, Helm, Navigator, 2xCommunications, 4xEngineering, 3xComputer

TAC: Active Sensors, Passive Sensors, 18xFire Control, 3xFlight Control, 2xRemote Operators

Hull Hits: 440/220/110 (using CRF 176/88/44)

Power Plant Hits: 133/27

Damage Control: 5 teams (15)

SDS - Squadron Destroyer, Spacevessel

The Squadron Destroyer and Frigate are the primary wingman vessels of the USSF; they often escort larger vessels such as Cruisers and Battlecruisers.

The Thunderbolt class was designed to act as a wingman for Columbia's and Kennedy's in combat. Designed with experience from the Kennedy's and Endeavor's in mind, the Thunderbolt's are very fast missile armed squadron destroyers. Their primary mission is to escort the Kennedy's, they are very compact, armed with 6 EA-122's in masked turrets, three standard Mk77 SIM-14 missile bays, one Grapeshot and one Parker/Ezrael submunitions dispensers and are armored as well as a Rosetti CGS. They resemble small Kennedy's and have been rolling out at a rate of one a year since 2301 and will likely continue to do so for the foreseeable future. Thunderbolts are named after famous US fighters aircraft. The Thunderbolt was badly damaged at the Battle of Beowulf and is under-going extensive repairs. The Thunderbolt's are designated Fleet Destroyers by the ESA.

The Endeavor class was the first newly designed vessel of the revitalized USSF, it was designed in late 2270's and the first Endeavor was constructed in 2283 with one being commissioned every 18 months. Many of the combat and maneuver theories used by the Kennedy's were first tried and perfected on the Endeavor's. Stealth was very important in the design of the Endeavor, and when it was designed the class had the stealthiest technologies available to the USSF. The vessel is constructed from low profile synthetics and has extensive hull masking. The technology used has since been surpassed, but the vessels are still very stealthy. The Endeavor class used the design format that has become a visual hallmark of the USSF, from a distance they appear as a Kennedy, just like the Columbias, Rosettis, and Thunderbolts. The Endeavor's are an incredibly potent and compact design, massing less than 1800 tons they are one of the smallest line warships in service with any nation. Two Endeavors were lost during the battle of Beowulf, both were credited with saving the Kennedy cruiser they were escorting.

Every current Battlecruiser and Cruiser commander cut their teeth on an Endeavor. The commanders of these vessels have a reputation of very aggressive and speedy combat maneuvers. Piracy is virtually non-existent on the American arm due to these commanders and until the start of the Kafer war piracy was even failing on the Chinese arm. The Endeavor's are destined to have a long and historical run in the USSF. Twelve Endeavors' were built, seven are still in USSF service, two were destroyed in the Kafer war and three have been sold to close American allies, one each to Texas, Australia, and Brazil. The Endeavor and Odyssey have already been sold to Australia and Texas; they will be transferred upon their retirement in 2306 and 2307 respectively. At that time they will be replaced by the Falcon and Phantom which are under construction. All the vessels of the Endeavor class are named for 20th and 21st century NASA spacecraft. The Endeavor's have been classified as Destroyers by the USSF and ESA due to their fission powerplant and their role of fleet escort.

In the 2270's Trilon received a contract from Canada, Australia, and Texas to build the CESAD under license. Ultimately Trilon built or is building two for Canada, five for Texas, and six for Australia. They are known as the Ontario class in Canada, the Fort Bliss class in Texas, and the Anzac class in Australia.

When the American Party first took control of Congress in 2276 they had promised the American people a revitalization of the military. The CESAD class being built by Trilon solved a large problem; the US had no modern vessel designs. The US Congress authorized a purchase of four Knox's to fill a large gap in the USSF capabilities. This authorization was vetoed by President Hess. The USSF eventually procured their Forts by purchasing a cancelled Texan order of four vessels. Officially the purchase was to prevent Trilon from enacting massive layoffs to offset the cost of the lost sales of vessels already built, though many doubt this story. An investigation of the purchase was quashed by the ruling American Party and the issue has since been forgotten. The Knox class has been used to test and evaluate material, technology, and doctrine that became crucial for the design of the Kennedy. These were the first US

vessels to use the newer more advanced composites for hull construction, and the latest and fastest stutterwarp drives, these fast drives allowed the maneuver doctrine to be tested and perfected before the design was finalized on the Kennedy class. The four Knox's served very well in the Kafer war and two have been lost, the Fort Knox was destroyed, and the Fort Armstrong was heavily during the battle of Beowulf. The Armstrong was later towed back to Earth; it was declared a total loss and scrapped.

Thunderbolt Class SDS – SDS-85 Thunderbolt, SDS-86 Mustang, SDS-87 Eagle, SDS-88 Warhawk, SDS-89 Raptor, SDS-90 Falcon (Building), SDS-91 Phantom (Building), SDS-92 Starfighter (Building), SDS-93 Thunderchief (Building), SDS-94 Blackbird (Building), SDS-95 Scorpion (Building), SDS-96 Sabre (Planned), SDS-97 Hawk (Planned), SDS-98 Shooting Star (Planned), SDS-99 Nighthawk (Proposed), SDS-100 Black Widow (Proposed)

Performance

Warp: 4.30 Travel and Combat – sensors inactive / 4.04 Combat – sensors active Mass: 4050 tons

Power Plant: 60mw Fusion Stutterwarp: 60mw New Military

Fuel: 130 tons (5 refills for small craft) Crew: 55 (14 Bridge, 14 TAC, 11 Engineering, 2 Small Craft pilots, 1 Small Craft Techs, 12 Marines, 2 Medical)

Cargo: 136 cubic meters Life Support: 180 days, Comfort: 0 Cost: 149.05MLv w/o Small Craft, Drones, or Missiles

Ship Status Sheet

Move: 9 Radiated: 3(6) Radial Reflected: 4 Lateral Reflected: 5

Radial Profile: -1 Lateral Profile: +0 Screen: 0 Armor: 5

Targeting Computer: +2

Sensors

Active 13 w/redundant, Passive 12 w/redundant, Navigation, Deep System, and Gravitational

Weapons

6xMasked Turrets w/UTES: Facing X,X,X,X x1+1

1xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)

1xParker/Ezrael Anti-Vessel submunitions dispensers (5x2 - 6 shots for each)

3xMk77 Missiles bays with 5xSIM-14 missiles in each (total 15)

1xHD-9 Sensor Drone

1xCit-III class Shuttle mounted externally

Crew Hits

Bridge: Captain, Helm, Navigator, Communications, Engineering, 2xComputer

TAC: Active Sensors, Passive Sensors, 6xFire Control, 1xFlight Control, 3xRemote Operators

Hull Hits: 155/78/39 (using CRF 52/26/13)

Power Plant Hits: 40/8

Damage Control: 2 teams (5)

Endeavor Class SDS – SDS-66 Endeavor, SDS-67 Odyssey, SDS-71 Antarius, SDS-72 Yankee Clipper, SDS-74 Liberty Bell, SDS-75 Aurora, and SDS-77 Challenger

Endeavor Narrative

A Beeping interrupted Captain Abels' sleep, the officer of the watch calling for him. Sitting up, dusting off his rumbled and soiled shipsuit which never came off in a combat zone he tapped the intercom switch.

"Captain here, what is it."

It was Lieutenant Wilde, the Data Officer, on watch; "Sir, just picked up a trigram from a ship about 90 spacials away, reads Romeo, Romeo, Romeo, checked the ships beacon and she's the MV County Cork, British packet out of Sol." Since humanity spread out to the stars, the only reliable method of starships communicating over long distances

was by sending trigrams, switching the stutterwarp on and off and so sending a variant of Morse code. Most trigram messages in peacetime were flashes for a ship to stop engines so that tightbeam transmissions could be sent between them, but some codes, like SOS (Save Our Souls) and QQQ (Quarantine) were universal. The code RRR was even starker, "Raider, Raider, Raider".

"Okay, General Quarters, design a course to intercept, I'll be up presently."

The ships klaxon sounded out the GQ, and the crew off watch rushed to their battle stations, trying to beat the spin fold down that would occur in 5 minutes as the crew had the ship combat ready.

On the bridge, the sensors, scanner, sniffers and other detection devices sifted through the masses of data from various sources, the Data section trying to interpret it. "Looks like it's an Epsilon sir. She's between us and the Cork, and has launched both her fighters towards her, and is trying to block us, no other drives detected yet, she's sitting there waiting for us to come on in, probably hoping the fighters will finish the Cork and be back in time for her fight with us. Range, 40 spacials, at present closing rates we'll be in missile range in about 45 minutes, if we light up the active for the attack, an hour otherwise."

She hit us first, we both launched almost down to the minute of each other, both lighting up our active suites, our missiles were faster, but we continued to advance, I was determined to get to the Cork and save her. The 2 Whiskey missiles both penetrated our defenses, one hit, causing massive damage to the forward section. One missile pack and turret 2 was destroyed, and our active scan array shot. Fortunately it did not penetrate to the core of the ship, and the passive array now had track. One of our returning missiles was slashed down, the other hit, doing a considerable amount of damage, but the Epsilon was still moving. By the time our second salvoes were exchanged we were at close range, PD didn't have time to track, ours or theirs, which favored us, our missiles had heavier warheads, and their PD was better. We exchanged turret fire, missiles and we even

launched our submunitions. The Epsilon was gutted in the exchange, but we took some bad hits in return. As we limped away from it, the Kafer fighters returned, we shot both down with a single missile. The Cork was in a bad way, drive down, and we were little better.

- Memoirs of Captain H. Abel, USSF, Commander of Red Crew, USS *Challenger*, War Patrol 77

SFS-69 Enterprise, and SFS-76 Sigma - Destroyed.
SFS-68 Freedom (to Texas), SFS-70 Orion (to Brazil), and SFS-73 Friendship (to Australia) - Sold

Performance
Warp: 3.27 Travel / 2.79 Combat Mass: 1770 tons
Power Plant: 15mw Fission Stutterwarp: 15mw Old Military
Fuel: 50 tons Crew: 47 (10 Bridge, 11 TAC, 2 Small Craft Pilots, 1 Small Craft Techs, 14 Engineering, 7 Security, 2 Medical)
Cargo: 80 cubic meters Life Support: 60 days, Comfort: 0
Cost: 39.70MLv w/o Small Craft, Drones, or Missiles
Ship Status Sheet
Move: 7 Travel / 6 Combat Radiated: 3(5) Radial Reflected: 5 Lateral Reflected: 6
Radial Profile: -2 Lateral Profile: 0 Screen: 0 Armor: 0
Targeting Computer: +1
Sensors
Active 10, Passive 10, Navigation, Deep System, and Gravitational
Weapons
4xMasked Turrets: Facing X,X,X,X EA-122 x1+1
4xTTA's
1xBig Clip Anti-Vessel submunitions dispensers (5x2 - 3 shots for each)
2xMissiles Packs with 3xSIM-14 missiles in each (total 6)
1xCit-III class Shuttle mounted externally

Crew Hits

Bridge: Captain, Helm, Navigator, Communications, Engineering, Computer (manned only in combat)

TAC: Active Sensors, Passive Sensors, 4xFire Control, 2xRemote Operators, Flight Controller

Hull Hits: 6 using CRF (6)

Power Plant Hits: 20/4

Damage Control: 2 teams (7)

Fort Knox Class SDS – SDS-52 Cheyenne Mountain, and SDS-53 Cape Canaveral

SDS-50 Fort Knox, and SDS-51 Fort Armstrong - Destroyed.

Performance

Warp: 2.81 Combat Mass: 4850 tons

Power Plant: 50mw Fission Stutterwarp: 20mw New Military

Fuel: 80 tons Crew: 64 (16 Bridge, 11 TAC, 36 Engineering, 1 Medical)

Cargo: 160 cubic meters Life Support: 180 days, Comfort: 0

Cost: 108.1MLv w/o Small Craft, Drones, or Missiles

Ship Status Sheet

Move: 6 Radiated: 3(6) Radial Reflected: 4 Lateral Reflected: 6

Radial Profile: -1 Lateral Profile: 1 Screen: 4 Armor: 4

Targeting Computer: +2

Sensors

Active 13, Passive 10, Navigation, Deep System, and Gravitational

Weapons

5xMasked Turrets: Facing X,X,X,X EA-1000 x2+1

3xBig Clip Anti-Vessel submunitions dispensers (5x2 - 3 shots for each)

3xMissiles Bays with 2xSIM-14 missiles in each (total 6)

1xHD-9 Scout Junior mounted externally

Crew Hits

Bridge: Captain, Helm, Navigator, 2xCommunications, Engineering, 2xComputer

TAC: Active Sensors, Passive Sensors, 5xFire Control, 3xRemote Operators

Hull Hits: 48/24/12

Power Plant Hits: 60/12

Damage Control: 6 teams (18)

CES - Close Escort, Spacevessel

The USSF has been using Close Escorts since its founding for anti-piracy patrols and escorting merchants in war zones. They performed these roles so well that USSF didn't have any larger vessels for three decades. The vessels did a fine job of escorting and defending merchants during the numerous human wars, but this all changed when the Kafers entered the scene, the light armor and meager defenses while adequate against pirates, made their loses unacceptability high against Kafers. Old cruisers have escorted merchants and defended their charges better than the Close Escorts and the USSF has since moved the close escorts to safer territory.

The Kafer war has been very hard on the Close Escort ranks, of the 44 mobilized from reserves and mothballed vessels 19 have been lost on the Kafer front. Entire divisions of Close Escorts have been destroyed including the Sundiver, Black Cats, and the Flying Tigers. Other divisions have been so mauled that a single vessel survives, 4 divisions have been reconstituted into 2 divisions.

Adding to the problems of the Kafer wars is the unsuccessful Close Escort designs of the last half of a century. The USSF has been unsuccessfully trying to design and build a successful Close Escort for the last three decades to replace the Hancock class which was designed over 75 years ago, and in early 2303 the USSF and the RASN chose the Fury class as the new close escort vessel for the United States and Australia. The

decision was a somewhat of a shock to many as the Fury is an Australian/Americanized French Aconit class patrol frigate. The vessels will be a joint construction project with components coming from both nations as well as France. The RASN has been fielding Aconits for years and the USSF has been operating two evaluation Aconits, the Spitfire and the Temptress, on the French arm for several years and the USSF has been impressed with class's durability, reliability and compatibility with the many Aconits fielded by the nations of the world. This compatibility has kept the two vessels operational long after they would have been disabled if they were a less common design. The Fury's will have two UTES equipped EA-122 beams weapons, a Parker/Ezrael submunitions dispenser, Grapeshot submunitions dispenser, one Mk77 missile bay, which can hold five SIM-14's, and two SIM-14 missile packs when on war patrol. They have same two French 3.5mw old commercial MHD power plants with thrusters as the standard Aconits in addition they have a larger Australian 4mw stutterwarp that is a modern commercial design. The active sensors are the reliable French units installed on most Aconits, the passive sensors have been upgraded, and an advanced American hull masking has been added to aid in stealth. Unlike most of the current generation USSF vessels, Fury's are not fast, their mission is to escort merchant vessels in combat zones and anti-piracy patrols on the Chinese and American/Australian arms, neither of these missions require speed, they require good sensors, long duration, and firepower. The first Fury class vessel will begin construction in the 1st quarter of 2304 at the same civilian yard that constructed the Hampton class, preparations are underway, and the Fury is due for duty fourteen months later and 4 a year will be produced from that point forward. The first three will enter directly into the USSF-Reserves and were to replace the very old Hancocks, this has since been postponed. The ultimate goal is to replace all the existing close escorts with Fury's. The Fury's will all be named after the WWII Flower class Corvettes.

The Hampton class was originally the Eagle class; its class name was changed when the USSF planned the SDS-87 Eagle. The Hampton class which initially lost the design competition against the Cayuga's was placed into production because of the constant problems of the Cayuga class, The Hampton's have proven to be very reliable, with virtually no mechanical and electrical problems, but their combat record leaves

something to be desired. Hampton's do not have a spin habitat, but are very spacious and have for a military vessel luxurious accommodation, with 3800 cubic meters of just crew space. The Hamptons have entered service at an incredible rate, four a year since 2297, this is due largely to use of civilian yards to handle the construction, this isn't possible with vessels like the Kennedy's, but a vessel using largely commercial tech and construction techniques such as the Hampton can be built in the civilian yards. The Kafer war has taken a hideous toll on the Hamptons of the twenty produced; ten have been lost in combat. Hampton's spent their time escorting merchants and often sacrificed themselves to allow their charges to escape. Most Hampton's have been moved to safer duty at Earth OQC and anti-piracy patrols in the American/Australian and the Chinese arm. The Hamptons will be decommissioned and replaced by Fury's after the Hancocks, Spitfires, and Cayugas are decommissioned. They will be sold to US allies. The ESA has designated the Hampton's as Patrol Destroyers and the MSN have classified them as Heavy Frigates.

The Cayuga class has a good combat record, but production delays, cost overruns and many mechanical and electrical flaws have made the vessel something of a hanger queen and they often leave base with civilian techs onboard to help keep the vessels operational. Cayuga's have large crew accommodations, but because of a lack of useable cargo space the crew must often store consumables in living areas. After the Hancocks and Spitfires are replaced the Cayugas will be replaced by Fury's as they are produced and placed for sale to US allies. The Cayuga's have been designated as Patrol Destroyers by the ESA and Heavy Frigates by the Manchurians. Oddly enough the Cayuga's were the first vessels that have a different classification in the ESA and the MSN.

Following the CAW two Aconits were purchased from Australia for evaluation purposes and for logistical commonality with the many nations that use the Aconit class. The American Aconits are named after ancient WWII Flower class corvettes. The Flower class was used by the British, French, the Americans, and several other nations. The French had one named the Aconit and the United States had ships named the Spitfire and Temptress of the same design. In 2296 both of the Aconits were upgraded with double

mounted EA-122's with UTES, a Big Clip and Grapshot submunition dispensers, improved passive sensors, and two SIM-14 missile packs replacing the SIM-9 missile bays, which allowed a modest cargo bay to be installed. When the Jefferson and the Sanchez were sent to Aurore as part of the multinational task force the Spitfire and Temptress were chosen as the wingman of the Kennedy's to ease the logistical strain on the USSF, repairs and parts could be drawn from allied nations operating the Aconits. The vessels have performed so well that the USSF has decided to license build an Australian/Americanized version of the Aconit. Unfortunately both the Spitfire and the Temptress have been so badly damaged that their continued service in the USSF was in severe doubt. The Temptress was towed to Earth and was rebuilt to nearly Fury specs, the Temptress will remain in service until after the last Hampton is retired. The Spitfire was still operational and made the journey to Earth on her own power and was repaired. The Spitfire will be replaced by the Caprice in 2307.

The Bunker Hill class was the last large MHD war vessel built by the US. They have been a very successful vessel design and 21 were in built over a 40 year period, and many have since gone on to serve other nations. They are very large by contemporary standards; they are larger and heavier than the new Columbia class battle cruisers. All the Bunker Hills were decommissioned by 2290 and eight were maintained by the Space Force Reserves. At the start of the Kafer war these eight were re-fitted with more modern weapons and sensors and have been re-commissioned into the USSF, since then they have preformed many missions that the regular USSF used to perform. Like the Providences their heavier armor and screens have made them better escorts than the lightly armored Close Escorts designed for the mission. Despite their robustness the Cowpens was lost during the battle of Beowulf. Originally they were classed as CAS for the early laser armed versions and CGS for the later laser and missile armed versions, this was a generous rating even then as they were never in the same class as the cruisers in use with the French, British, or Germans. Since re-commissioning they have been classified as Close Escort.

The Hancock class close escort is the oldest class in service with the United States. They are operated by the USSF-R. The Hancock's are interface capable, MHD powered vessels, armed entirely with beam weapons until their refit in the 80's. In the 80's they were fitted with newer EA-122's, submunitions dispensers and internal missile bays. This gave the class a new lease on life and they have continued to serve the USSF well for over 75 years. As the Cayuga's and Hampton's entered service the Hancock's have been sold off to U.S. allies. Korea, Spain, and Indonesia all operate them as their OQC commitment. The Harry Lee was destroyed by a Kafer Beta while escorting merchants in the Hochbaden systems and the Harry Lee was allowed to renter the atmosphere to burn up. The last two Hancocks and the lost Harry Lee will be replaced in the reserves by the Fury, Intensity, and Action by the end of 2305.

Light Divisions

1st Light Division (Reserve) *"Ad Astra"*

The oldest unit in the USSF and one of only a few able to trace its origins back to the USAF, and back to the American Legion of the Twilight Era British Army. It still maintains a different set of traditions to the rest of the USSF, some of which date back to the Twilight Era (this is almost certainly the only unit to Toast the British Queen at dinner for example).

They are currently on active service patrolling the Sol system.

Orbat: CES-19 *King's Mountain* (CQ +1) (Bunker Hill class), CES-20 *Yorktown* (CQ +1) (Bunker Hill class), CES-103 *Arapaho* (CQ +1)(Cayuga-B class), CES-106 *Dakota* (CQ +1)(Cayuga-B class)

2nd Light Division *"Snake Eyes"*

The 2nd Division is a normally stationed on the American/Australian arm and it engages in patrols of the systems on that arm. Early in the 2nd Kafer war the Snake Eyes were relocated to Queen Alice's Star to provide escorts for cargo vessels moving down arm. The 2nd lost CES-101 *Cayuga* during a relief mission to BCV to drop supplies to the

allied military forces on planet, the *Pawnee* and *Blackfeet* were both damaged, but not critically.

In early 2305 the *Seminole* was transferred to the 2nd to augment their strength.

As the reserves were mobilized the *Snake Eyes* were moved back to the American arm to quash an upsurge in piracy and smuggling. The vessels can now be found patrolling the systems between King and Kingsland.

Orbat: CES-105 *Pawnee* (CQ+2)(Cayuga-B class), CES-110 *Blackfeet* (CQ+2)(Cayuga-C class), and CES-113 *Seminole* (CQ +1)(Cayuga-C class)

3rd Light Division (Reserve) *"Rattlesnakes"*

The 3rd Division is currently in the process of being broken up and America is looking at her two neighbors to purchase them. Texas is relatively keen to have one of these units in light of Mexico's recent acquisition of the Ypres class light cruiser *Aguila Réal*. However, Canada is quite dubious on the value of a 60 year old design, which is far less powerful than her current destroyers. However, the Bunker Hill is an economical design and this may persuade the government to foist her on the RCSN.

Orbat: *USS Lake Champlain* and *USS Trenton*, both have already had much of their reservist crews assigned to other hulls.

4th Light Division *"Ghostriders"*

The 4th Division has been patrolling the American arm from King to Ellis for decades and has done a very good job. The *Oriskany* is currently the flag of the Beta Aquilae Cluster exploration group. The *Sioux* is currently patrolling the DM+43 2796 finger from Vega to Aligheri. The *Comanche* is patrolling from Ellis to King.

Orbat: CES-24 *Oriskany* (CQ +1)(Bunker Hill class), CES-109 *Sioux* (CQ +1)(Cayuga-C class), and CES-111 *Comanche* (CQ +1)(Cayuga-C class)

5th/ 8th Light Division (Reserve) *"Wild Cards"*

The 5th/ 8th Light Division (Reserve) was formed by the amalgamation of the 5th Light Division (Reserve) and the 8th Light Division "Angry Angels", and carries the traditions of both (although the 5ths name). It is generally called "Five Eight" in conversation.

The 8th LD (R) was a high readiness reserve unit from King, and was entirely made up of DNAMs. Being high readiness, when the 2nd invasion broke out, the US government realized that their rather depleted 1st Fleet, the elite regulars of the USSF, was hardly enough. On 17th October 2301 the President signed the order to mobilize all units of the USSF Reserve, and the 8th, on receipt of the order, was underway on only 10 days notice.

On arrival at Earth it was decided to assign the *USS Oriskany* to the American Exploration and Colonization Agency as an armed survey ship for the Beta Aquilae Cluster. The remaining *USS Valley Forge* could hardly constitute a Division on its own.

The 5th LD (R) had been in extremely poor state, and had just made a trawl through the USMC reserves for suitably qualified personnel to reinforce it, and had found that several new recruits were former merchant spacers. They had been drafted into the USSF.

It fell to Captain Ross, commanding the Saratoga to try and make a unit out of a bunch of ill trained spacers, many of whom were happier in the mud, and some fairly rebellious DNAMs. Fortunately the former commander of the 8th Commander TC McQueen was excellent and provided much backup.

After 6 months training in Sol, the 5/8 deployed to Beowulf. They did not take part in ENTENTE, but were present at the Battle of Queen Alice's Star. They were part of the American Battlegroup, kept in reserve. They took part in the Battlegroups flanking maneuver and were badly mauled along with the rest of the Battlegroup, the *Cowpens* being completely destroyed. However, they were repaired and acted as armed troop

transports for the remainder of the war, transporting Marine Rifle companies around the French Arm. The 5/8 has since received re-enforcements in the form of the repaired CES-91 *Spitfire* and the newly built CES-173 *Fury*.

The 5/8 is currently escorting vessels all along the European arm.

Orbat: CES-18 *Saratoga* (CQ +2)(Bunker Hill class), CES-23 *Valley Forge* (CQ +2)(Bunker Hill class), CES-91 *Spitfire* (CQ+3)(Aconit class), and CES-173 *Fury* (CQ+0)(Fury class)

6th Light Division *"Riders on the Storm"*

The 6th was a regular unit of 3 ships, two of which were destroyed on escort duty on convoy BB-10, a supply run to the Watchpost at Beta Comae Bernices. Once they arrived in-system the 6th division was challenged by 4 Golf fighters. They should not have been a problem, except that due to supply shortages none of the ships had any missiles. The USS *Catskill* was overwhelmed and left for dead as the remaining ships pushed on to complete their mission.

The Division returned to the site of the battle 4 days later, laid a screen of Sentinels and searched the wreck of the *Catskill*. One injured survivor, the TAC officer, was recovered from an automed.

The Division carried out a second mission on the French Arm, escorting the convoy HK-006 on a supply run to the German forces on Dunkelheim. The convoy left Kimanjano for the DM+48 2108 system to avoid Kafer patrols in the BCB system. Upon entering the system the convoy detected a single unknown vessel in orbit of a gas giant. In desperate need of a stutterwarp discharge the convoy vectored as far from the contact as possible. Several hours passed and the contact warped out of the system. Suddenly the contact returned, it had doglegged out then back to attack the force, the *Bellevue* and *Hartford* placed themselves between the convoy and the Kafer Alpha class battleship, the escorts placed a field of submunitions and missiles to ambush the Alpha and then backed off. The Alpha's crew stumbled into the ambush and was badly damaged, but not enough.

The two escorts engaged the Alpha and in the ensuing battle the *Hartford* was destroyed with all hands and the *Bellevue* was badly damaged, but the Alpha was driven off and the convoy was forced to return to Kimanjano.

Orbat: Only the CES-157 *Bellevue* (CQ+1)(Hampton class) remains, the CES-159 *Hartford* (Hampton class) and CES-161 *Catskill* (Hampton class) have been destroyed. The unit has been retired to Earth and when refit is complete the unit will be amalgamated with the 7th to form the 6th/7th .

7th Light Division *"Roughnecks"*

The 7th was a regular unit assigned to escort convoy DK-001 to Dunkelheim. The convoy launched out of Vogelheim on 20th September 2301 escorting 4 merchantmen loaded with weapons for the Dunkelheim militia. On entering the system they headed straight for Dunkelheim. However, the planet was screened by a Sentinel field. The Sentinels registered the intruders' presence, fired and summoned help. This arrived in the shape of Alpha-12 "*The Final Solution*", a damaged Kafer Battleship assigned to guard the rear area while repairs were conducted. Despite the damage the *Sundance* was destroyed by missile fire and the *Stockton* disabled. As the *Ashland* and *Bloomfield* fought to keep the Kafer away from the Stockton, the Kafer launched her 3 Golf class fighters. With the warships pulled away from their protectees the Golfs ran amok, destroying two of the merchants, before the remaining warships managed to disengage and occupy the fighters long enough for the remaining merchants to drop their cargo. The four remaining Terran ships withdrew to Dunkelheim-3 to discharge and then withdrew from the system.

The action was considered a failure. The *USS Sundance* and the *SS Lugwigslust* and *Creussen* were destroyed outright. The *USS Stockton* was abandoned and boarded by the Kafers. None of the cargo reached its destination. The remaining ships where extremely damaged. The unit has been retired back to Earth for rest and refit.

Orbat: *USS Ashland* (CQ+1, major breach, 2 turrets and 2 missile packs destroyed, active sensors destroyed, 2 DC, 4 bridge and 3 TAC personnel killed)(Hampton class), *USS Bloomfield* (CQ 0, major breach, 3 turrets and 2 missile packs destroyed, active and passive sensors destroyed, 4 personnel left alive)(Hampton class)

6/7th Light Division "*Rough Riders on the Storm*"

The 6/7 is an amalgam of the *Bellevue* from the 6th Light Division the *Ashland* and *Bloomfield* from the 7th and the *Morgan* from 12th. The 6/7 is currently patrolling the Sol system.

Orbat: CES-76 *Morgan* (CQ+1)(Hancock class), CES-152 *Ashland* (CQ+1)(Hampton class), CES-155 *Bloomfield* (CQ+0)(Hampton class), and CES-157 *Bellevue* (CQ+1)(Hampton class),

9th Light Division (Reserve) *"Hammerheads"*

The 9th Division is a USSF-R unit mobilized in November 2301, and sent to the French Arm to escort convoy BV-06, which contained 6 merchants. The target, BCV-4 had been overrun, but the main Kafer Battlefleet had moved down the Joian finger and it was decided to try and drop supplies to the British Army in New Africa who were still fighting. This was one of dozen of similar missions launched that month.

The convoy discharged at BCV-6 and proceeded to BCV-4. They encountered no Kafer fleet elements around BCV-4, as they were expecting an inbound supply convoy of their own and had moved to meet it (The British privateer Kingfisher had been gutting Kafer convoys entering the system). When they were detected returning to BCV-4 it was decided to abort the drop half complete and withdraw.

The Division returned on another supply run, linked up with Rochemont's Strike Fleet, and was in-system on 10th April 2302 when Task Force X-Ray under Triumphant Destiny drove off the Terran fleet, although only screening elements (including the 9th) came into contact. They withdrew with the fleet to Vogelheim, and were used as scouts in

the demonstration towards Crater in May. In July 2302 the fleet finally retook BCV system, but not before the remnants of TF X-Ray had withdrawn through it to prepared positions down arm.

The Division retired for refit, and returned for service with its alternate crews, the Division was used to escort a convoy of merchants loaded with 2nd line supplies for the American forces on Dunkelheim. They were contacted on 10th June 2303 by a raiding Kafer Epsilon. They pushed on through exchanging missile fire and the Division flag, USS Redfield was hit and destroyed in the fighting around the convoy, but the USS Lynchburg, USS Colfax and USS Mankato pushed on, returning to search for survivors later. There were none.

The 9th has been transferred to the American arm and can be found throughout the arm in search of pirates and vessels in distress.

Orbat: CES-162 *Lynchburg* (CQ+2)(Hampton class), CES-164 *Colfax* (CQ+1)(Hampton class), and CES-165 *Mankato* (CQ+1)(Hampton class)

10th Light Division (Reserve) ***"Sundivers"***

The 10th is a USSF-R unit mobilized in November 2301, and sent to the French Arm to escort convoy UM-015, one of Vice Admiral Stark's forlorn missions which cost the USSF so many ships in such a short space of time.

The mission was a supply run to Rochemont's Strike Fleet, regardless of the fact that the supplies were being sent regularly via Grosshiddenfaden. The USSF had to be shown to be doing its bit.

The convoy reached the Joian system at roughly the same time Kafer fleet elements were withdrawing from their abortive strike on Grosshiddenfaden, and encountered one of the Kafer flagships Delta-2 "Ecstasy of Struggle". The warships immediately attacked the Delta, which was hamstrung by the fact that she was escorting

two troopships. They valiantly flung themselves at the Kafer, and were swatted like flies. However, the merchants pressed on and reached the safety of Rochemonts fleet. The action was deadly and CES-158 *Paxton* (Hampton class), CES-168 *Glenrock* (Hampton class), and CES-169 *Redding* (Hampton class) were lost.

11th Light Division (Reserve) *"Starchasers"*

The 11th Division is a USSF-R unit mobilized in November 2301 and was initially tasked with a convoy run to Dunkelheim, convoy DK-020. Launching out of Vogelheim, they arrived on the FTL shelf and almost the same time as a Kafer convoy which had arrived in the vicinity of the 11th. The merchants immediately scuttled back towards the shelf while the Division turned to meet the Kafer convoy escort, an Epsilion class Cruiser, Epsilon-66 "Sense of Self", engaged the Hamptons, and the *Hampton* and *Ellsworth* suffered power plant damage and the *Burlington* was left to counter the Kafer. Fortunately they held the Kafer back for long enough for repairs to be effected and the Division withdrew across the FTL shelf.

The unit was then tasked with patrolling the American Arm with most of the regular forces pulled away. As such it is the only full strength Hampton unit remaining in the order of battle. The three ships of the division are spread around the American Arm and are busy chasing illegals. The *Wayne* has been transferred in from the 14th.

Orbat: CES-73 *Wayne* (CQ+2)(Hancock class), CES-150 *Hampto*n (CQ+2)(Hampton class), CES-160 *Ellsworth* (CQ+1)(Hampton class), CES-167 *Burlington* (CQ+3)(Hampton class)

12th Light Division *"John Wayne"*

The 12th is a regular unit assigned to garrison and anti-piracy duties in the King system. The name comes from a great folk hero soldier from the pre-Twilight days who seems to have fought in every single American war. When the reserves were mobilized the *Morgan* and the *Hopi* were added to the division. The *Temptress* was added after its

extensive repairs were completed. In 2305 the 12th has been transferred to European arm to patrol the Dunkelheim system.

Orbat: CES-17 *Ticonderoga* (CQ +2)(Bunker Hill class), CES-22 *Lexington* (CQ +2)(Bunker Hill class), CES-90 *Temptress* (Aconit class), and CES-112 *Hopi* (CQ+2)(Cayuga-C class)

13th Light Division (Reserve) *"Black Cats"*

The 13th Division was a USSF-R unit who were mobilized December 2301, and consisted of USS *Aberdeen*, USS *Camden* and USS *Eureka*. With the Kafers distracted and down the Joian finger it was decided to try and run supplies to the British colony of Crater. The operation was quickly conceived, and while it was not really approved of, received some backing from American members of Grahams staff (especially the originator, Vice Admiral Stark), but was believed in general to be a fools errand. As the third supply run to Henry's Star it was numbered HS-003.

As they approached Crater, they were jumped by 4 Kafer Golfs, and a firefight ensued. Again, the supply situation was such that only a small number of missiles were carried, and these were held back in case of running into a Kafer capital ship. While the Division seemed to be doing well against these 4 fighters, 5 more soon joined them, then more. It quickly became apparent that the initial group was a patrol and that the main force of fighters defending Crater was coming after them. The British merchants *Cup of Gold*, and *Nightshade* survived by dumping their cargo and running, leaving the warships to their fate. When contact was lost, the American warships were facing upwards of 2 dozen fighters, and they had been battered into junk.

Shortly thereafter the system was liberated, and only fragments were left of the ships. It has been confirmed that all three warships were destroyed, although there is evidence that several were boarded, not least the fact that the heads of several crewmembers were recovered from spikes in Rimview.

The Divisions number has been permanently struck from the USSF roles and the names *USS Aberdeen, USS Camden* and *USS Eureka* have been retired and will never be recycled.

14th Light Division (Reserve) *"Flying Tigers"*

The 14th Division was one of the last reserve units mobilized and sent to the European arm. The Flying Tigers found duty conduct reconnaissance, picket duty, search and rescue, and combat escorts. The 14th lost 3 of its 4 vessels in the 2nd Kafer war and only the CES-73 *Wayne* (CQ+2)(Hancock class). The unit was moved to the American/Australian arm in 2303 to conduct patrols of the DM+43 2796 finger, the crew of the *Wayne* was to receive the first Fury class vessel off the production line, but the need is so strong for combat vessels that Wayne must continue on for a few more years. The *Wayne* has lost its ability to land on planet due to structural damage and has lost its missile bays and active sensors, normally such a badly damaged vessel would be repaired or stood down, but the USSF needs every vessel it can field, so the nearly broken *Wayne* soldiers on. The *Wayne* has since been transferred to the 9th Light Division and the 14th has been disbanded.

Fury Class CES – CES-175 Fury (Completing Trials), CES-176 Intensity (Building), CES-177 Action (Building), CES-178 Tenacity (Building), CES-179 Might (Building), CES-180 Courage (Building), CES-181 Alacrity (Building), CES-182 Restless (Building), CES-183 Caprice (Building), CES-184 Surprise (Planned), CES-185 Vitality (Planned), CES-186 Clash (Planned), CES-187 Splendor (Planned), CES-188 Haste (Planned), CES-189 Tact (Planned), CES-190 Impulse (Planned), CES-191 Brisk (Planned), CES-192 Prudent (Planned), CES-193 Spry (Planned), CES-194 Beacon (Planned), CES-195 Ready (Planned), CES-196 Vim (Planned), CES-197 Saucy (Planned), CES-198 Spitfire (Planned), CES-199 Temptress (Planned),

Performance

Warp: 1.80 Combat / 1.72 traveling on 3.5mw Mass: 2845 tons Power Plant: two 3.5mw Old Commercial MHD with Thrusters Stutterwarp: 4mw New Commercial

Fuel: 1400 tons Crew: 34 (10 Bridge, 7 TAC, 6 Engineering, 9 Security, 2 Medical)

Cargo: 70 cubic meters Life Support: 60 days, Comfort: 0 Cost: 30.28MLv w/o Small Craft, or Drones

Ship Status Sheet

Move: 4 Radiated: 1(4) Radial Reflected: 4 Lateral Reflected: 4

Radial Profile: -1 Lateral Profile: -1 Armor: 2

Targeting Computer: +2

Sensors

Active 7, Passive 10, Navigation, Deep System, Gravitational

Weapons

2xMasked Turrets w/UTES: Facing X,X,X,X x1+1

1xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)

1xParker/Ezrael Anti-Vessel submunitions dispensers (5x2 - 6 shots for each)

1xMk77 Missile bay with 5xSIM-14 missiles in each (total 5)

2 Missiles packs with 3xSIM-14 missiles in each (total 6) when on war patrol only

Crew Hits

Bridge: Captain, Navigator, Communications, Engineering, Computer

TAC: Active Sensors, Passive Sensors, 2xFire Control, 2xRemote Operators

Hull Hits: 34/17/9 (using CRF 34/17/9)

Power Plant Hits: 15/3 PP1, 15/3 PP2

Damage Control: 1 teams (3)

Hampton Class CES – CES-150 Hampton, CES-152 Ashland, CES-155 Bloomfield, CES-157 Bellevue, CES-158 Paxton, CES-160 Ellsworth,

CES-162 Lynchburg, CES-164 Colfax, CES-165 Mankato, CES-167 Burlington

CES-151 Aberdeen, CES-153 Redfield, CES-154 Sundance, CES-156 Stockton, CES-159 Hartford, CES-161 Catskill, CES-163 Camden, CES-166 Eureka, CES-168 Glenrock, and CES-169 Redding - Destroyed

Performance

Warp: 2.36 Travel, 2.00 Sensors Active, 2.07 10mw to stutterwarp, 1.64 5mw to stutterwarp, 2.26 1605t fuel remaining. 2.76 130t fuel remaining Mass: 4700 tons Power Plant: 10mw and 5mw New Military MHD Stutterwarp: 15mw New Commercial Fuel: 3055 tons Crew: 50 (12 Bridge, 0 Flag, 10 TAC, 6 Engineering, 2 Small Craft pilots, 1 Small Craft Techs, 17 Security, 0 Marines, 0 Stewards, 0 Scientist, 2 Medical) Cargo: 550 cubic meters Life Support: 60 days, Comfort: 0 Cost: 55.05MLv w/o Small Craft, or Drones

Ship Status Sheet

Move: 5 Travel, 4 Sensors Active, 4 10mw to stutterwarp, 3 5mw to stutterwarp, 5 1605t fuel remaining. 6 130t fuel remaining Radiated: 1(4) either PP 2(5) both PP's Radial Reflected: 5 Lateral Reflected: 5

Radial Profile: -1 Lateral Profile: -2 Screens: 0 Armor: 4

Targeting Computer: +2

Sensors

Active 10w/redundant, Passive 10w/redundant, Navigation, Deep System, Gravitational

Weapons

4xJacked Turrets w/UTES: Facing X,X,X x1+1

1xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)

1xParker/Ezrael Anti-Vessel submunitions dispensers (5x2 - 6 shots for each)

2xMissiles packs with 3xSIM-14 missiles in each (total 6)

1xCit-III class Shuttle mounted externally

Crew Hits

Bridge: Captain, Helm, Navigator, Communications, Engineering, Computer
Flag:
TAC: Active Sensors, Passive Sensors, 4xFire Control, Flight Control, 2xRemote Operators

Hull Hits: 178/89/45 (using CRF 88/44/22)
Power Plant Hits: 10mw 20/4, 5mw 10/2
Damage Control: 1 teams (3)

Cayuga Class CES – CES-103 Arapaho, CES-105 Pawnee, CES-106 Dakota, CES-109 Sioux, CES-110 Blackfeet, CES-111 Comanche, CES-112 Hopi, and CES-113 Seminole

CES-101 Cayuga, CES-102 Chinook, CES- 104 Apache, CES-107 Pueblo, and CES-108 Erie - Destroyed.

Performance
Warp: 2.50 Mass: 3395 Power Plant: 15mw and 10mw New Military MHD Stutterwarp: 10mw Old Military
Fuel: 2000 tons Crew: 33 (10 Bridge, 0 Flag , 8 TAC, 7 Engineering, 0 Small Craft pilots, 0 Small Craft Techs, 6 Security, 0 Marines, 0 Stewards, 0 Scientist, 2 Medical)
Cargo: 235 cubic meters Life Support: 60 days, Comfort: 0 Cost: 52.012MLv w/o Small Craft, or Drones
Ship Status Sheet
Move: 5 Radiated: 3(4) 4(5) Radial Reflected: 7 Lateral Reflected: 8
Radial Profile: -1 Lateral Profile: +1 Screens: 0 Armor: 0
Targeting Computer: +2
Sensors
Active 13 w/redundant, Passive 10 w/redundant, Navigation, Deep System, Gravitational
Weapons

2xMasked Turrets: Facing X,X,X x1+1
2xGun Tower: Facing X,X,X x1+1
4xTarget and Tracking Array
1xBig Clip Anti-Vessel submunitions dispensers (5x2 - 3 shots for each)
2xMk75 Missile Bays with 4xSIM-14 missiles in each (total 8)
1xCit-III class Shuttle mounted externally

Crew Hits
Bridge: Captain, 2xHelm, 2xNavigator, 2xCommunications, 6xEngineering, 6xComputer
Flag: Admiral, 20xStaff
TAC: 2xActive Sensors, 2xPassive Sensors, 20xFire Control, 20xFlight Control, 18xRemote Operators

Hull Hits: 61/32/16 (using CRF 61/32/16)
Power Plant Hits: 30/6 15mw 20/4 10mw
Damage Control: 1 teams (3)

Aconit Class CES – CES-90 Temptress, and CES-91 Spitfire

Performance
Warp: 1.45 Mass: 2740 Power Plant: 2x3.5mw Old Commercial MHD with thrusters Stutterwarp: 2mw Old Military
Fuel: 1400 tons Crew: 34 (10 Bridge, 0 Flag , 8 TAC, 7 Engineering, 0 Small Craft pilots, 0 Small Craft Techs, 8 Security, 0 Marines, 0 Stewards, 0 Scientist, 2 Medical)
Cargo: 100 cubic meters Life Support: 60 days, Comfort: 0 Cost: 28.02MLv w/o Small Craft, or Drones
Ship Status Sheet
Move: 3 (4 w/200t of fuel remaining) Radiated: 4 Radial Reflected: 4 Lateral Reflected: 4
Radial Profile: -1 Lateral Profile: -1 Screens: 0 Armor: 2
Targeting Computer: +1
Sensors

Active 7, Passive 10, Navigation, Deep System, Gravitational

Weapons

2xMasked Turrets w/UTES: Facing X,X,X,X x1+1 dbl

1xBig Clip Anti-Vessel submunitions dispensers (5x2 - 3 shots for each)

1xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)

2 Missiles Packs with 3xSIM-14 missile in each (total 6)

Crew Hits

Bridge: Captain, Navigator, Communications, Engineering, Computer

TAC: Active Sensors, Passive Sensors, 2xFire Control, 2xRemote Operators

Hull Hits: 34/17/9 (using CRF 34/17/9)

Power Plant Hits: 15/3 PP1, 15/3 PP2

Damage Control: 1 teams (3)

Bunker Hill Class CES – CES-17 Ticonderoga – 2302, CES-18 Saratoga - 2301, CES-19 King's Mountain - 2301, CES-20 Yorktown – 2300, CES-22 Lexington – 2299, CES-23 Valley forge - 2300, and CES-24 Oriskany - 2299

The number following the name is year they were re-commissioned

Performance

Warp: 1.34 combat / 2.03 combat screens inactive / 2.31 travel Mass: 25410 tons Power Plant: 75mw Old Military MHD Stutterwarp: 75mw Old Military

Fuel: 11250 tons Crew: 160 (16 Bridge, 15 TAC, 9 Engineering, 2 Small Craft pilots, 1 Small Craft Tech, 97 Marines, 6 Medical, 12 Damage Control)

Cargo: 4842 cubic meters Life Support: 180 days, Comfort: 0 Cost: 110.36 MLv w/o Small Craft, or Drones

Ship Status Sheet

Move: 3 combat / 4 combat – screens inactive / 5 travel Radiated: 5(6) Radial Reflected: 13 Lateral Reflected: 15

Radial Profile: +2 Lateral Profile: +5 Screen: 4 Armor: 5

Targeting Computer: +1

Sensors

Active 15, Passive 12, Navigation, Deep System, Gravitational

Weapons

3xJack Turrets : Facing X,X,X EA-1000 x2+1 dam

8xPylon mounted Jack Turrets: Facing X,X,X EA-1000 x2+1 dam

2xMissiles Packs with 3xSIM-14 missiles in each (total 6)

11xTTA's

1xHD-9 Scout Junior Sensor Drone externally mounted

1xCIT-III externally mounted

Crew Hits

Bridge: Captain, Helm, Navigator, Communications, Engineering, 2xComputer

TAC: Active Sensors, Passive Sensors, 11xFire Control, 2xRemote Operators

Hull Hits: 575/288/144 (using CRF 197/99/49)

Power Plant Hits: 275/55

Damage Control: 5 teams (15)

Hancock Class CES – CES-73 Wayne, and CES-76 Morgan

CES-75 Harry Lee - Destroyed

Performance

Warp: 1.72 Mass: 3500t Power Plant: 10mw Old Commercial MHD with Thrusters

Stutterwarp: 5mw Old Commercial

Fuel: 2000t Crew: 30 (10 Bridge, 8 TAC, 6 Engineering, 5 Security, 1 Medical)

Cargo: 150 cubic meters Life Support: 60 days, Comfort: 0 Cost: 28.44MLv w/o Small Craft, or Drones

Ship Status Sheet

Move: 3 Radiated: 4 Radial Reflected: 6 Lateral Reflected: 8

Radial Profile: -1 Lateral Profile: +1 Screens: 0 Armor: 2

Targeting Computer: +1

Sensors

Active 5, Passive 5, Navigation, Deep System, Gravitational

Weapons

4xJack Turrets: Facing X,X,X x1

4xTarget and Tracking Array

2xMissiles packs with 3xSIM-14 missiles in each (total 6)

1xBig Clip Anti-Vessel submunitions dispensers (5x2 - 3 shots for each)

Crew Hits

Bridge: Captain, Navigator, Communications, Engineering, Computer

TAC: Active Sensors, Passive Sensors, 4xFire Control, 2xRemote Operators

Hull Hits: 62/31/16 (using CRF 62/31/16)

Power Plant Hits: 40/8

Damage Control: 1 teams (3)

LPS-Landing Platform, Spacevessels, LAS–Landing Assault, Spacevessel, LTS-Landing Transport, Spacevessel, ASM-Auxiliary Spacevessel, Mine, ASH–Auxiliary Spacevessel, Hospital, ASR–Auxiliary Spacevessel, Replenishment, LIS-Landing Interface, Spacecraft, ISS–Intruder Scout, Spacevessel, and SCS–Scout/Courier, Spacevessel

Iwo Jima Class Landing Platform, Spacevessel – LPS-1 Iwo Jima, and LPS-2 Blue Ridge

The Iwo Jima class LSP's built as the power projection vessels of the USSF, they are designed to carry 1300 Marines and their equipment into orbit of a contested planet and deliver the troops to the ground using CIT-IIIA shuttles. Due to its mission the Iwo Jimas are heavily armored have extensive screens and carry substantial defensive laser batteries and submunitions dispensers. The only offensive firepower comes in the form of Ortilley to support the ground pounders.

Performance

Warp: 1.90 Mass: 93725 tons fully loaded Power Plant: 300mw Fission Stutterwarp: 200mw Old Commercial

Fuel: 2000t Crew: 1800 (32 Bridge, 5 Flag , 55 TAC, 213 Engineering, 40 Small Craft pilots, 20 Small Craft Techs, 76 Security, 1300 Marines, 53 Medical)

Cargo: 20000 cubic meters, 40000 tons Life Support: 180 days, Comfort: +1 Cost: 265.59MLv w/o Small Craft, or Drones

Ship Status Sheet

Move: 4 Radiated: 7 Radial Reflected: 9 Lateral Reflected: 11

Radial Profile: +3 Lateral Profile: +5 Screens: 6 Armor: 7

Targeting Computer: +2

Sensors

Active w/redundant, Passive w/redundant, Navigation, Deep System, Gravitational, Advanced Cartographic, and Advanced Life

Weapons

20xJack Turrets w/UTES: Facing X,X,X EA-122 Double x1+1 dbl.

12xJack Turrets w/UTES: Facing X,X,X Allen BMZ 150mw PBWS x3-2.

4xGrape Shot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)

2xCargo Devils

20xCIT-IIIA class Assault Shuttle

1xLC-20 class Assault Shuttle mounted externally

18,000 cubic meter Hanger Bay

20,000 cubic meter/40,000 tons Ground Forces Bay

5000 cubic meter cargo bay

Crew Hits

Bridge: Captain, Helm, 2xNavigator, 2xCommunications, 5xEngineering, 5xComputer

Flag: Admiral, 4xStaff

TAC: Active Sensors, Passive Sensors, 32xFire Control, 20xFlight Control

Hull Hits: 525/263/131 (using CRF 75/38/19)

Power Plant Hits: 400/80

Damage Control: 36 teams (106)

Spirit Class Landing Assault, Spacevessel – LAS-10 Spirit, and LAS-11 Stratofortress

The Sprit class LSA is a 10,000 ton interface capable transport. It has a large cargo hold that measures 6 meters by 22 meters by 120 meters in length, in this space 4678 tons of cargo can be carried, this can be increased by reducing the fuel load. The vessel contains enough fuel for 7 days of stutterwarp operations and 1 round trip to a 1g world. The vessel is 130 meters on length and has a wingspan of 100 meters. It is capable of VTOL operations but consumes a great deal of fuel; it can also land in an open field if it is smooth enough and long enough. Crew comfort is not considered priority as the operations are very short hops from one system to another with a stop over on the planet.

Performance

Warp: 1.27 Mass: 10000t Power Plant: 3x5mw MHD with Thrusters Stutterwarp: 5mw Old Military

Fuel: 3500 Crew: 23 (10 Bridge, 4 TAC, 8 Engineering, 1 Medical)

Cargo: 22500cubic meters Life Support: 30 days, Comfort: -2 Cost: 36.52MLv

Ship Status Sheet

Move: 3 Radiated: 4 Radial Reflected: 4 Lateral Reflected: 8

Radial Profile: -2 Lateral Profile: 0 Screens: 0 Armor: 0

Targeting Computer: +0

Sensors

Passive 5, Navigation, Deep System, Gravitational

Weapons

3xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)

3xTarget and Tracking Array

Crew Hits

Bridge: Captain, Navigator, Communications, Engineering, Computer

TAC: Passive Sensors, 3xFire Control

Hull Hits: 97/49/25 (using CRF 97/49/25)

Power Plant Hits: 12/2 PP1, 12/2 PP2, 12/2 PP3

Damage Control: 1 team (3)

Hercules Class Landing Transport, Spacevessel - LTS-20 Hercules, LTS-21 Galaxy, LTS-22 Globemaster, LTS-23 Starlifter, LTS-24 Traveller, LTS-25 Commando, LTS-26 Provider, and LTS-27 Skytrain

The Hercules class LST's are converted Electra 917 passenger liners. They have 10m hull plugs installed to add space, in addition their powerplants and stutterwarps are larger to maintain the mobility of the civilian Electra 917's. They can carry 640 troops and their equipment. They can land on planet at a spaceport or they can drop their troops using the CIT-III's. These vessels carry only defensive firepower in the form of three grapeshot submunitions dispensers. These vessels are unarmored and need constant escort for defense.

Performance

Warp: 1.29 Mass: 6030t loaded Power Plant: 3mw OC MHD with Thruster Stutterwarp: 2mw OM

Fuel: 900t Crew: 700 (10 Bridge, 9 TAC, 6 Engineering, 8 Small Craft pilots, 4 Small Craft Techs, 640 Troops, 23 Medical)

Cargo: 1340 cubic meters Life Support: 60 days, Comfort: 0 Cost: 17.51MLv w/o Small Craft, or Drones

Ship Status Sheet

Move: 3 Radiated: 3 Radial Reflected: 6 Lateral Reflected: 11

Radial Profile: -1 Lateral Profile: +1 Screens: 0 Armor: 0

Targeting Computer: +0

Sensors

Active none, Passive 5, Navigation, Deep System, Gravitational

Weapons

3xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)

3xTarget and Tracking Array

4xCIT-III Lander carried internally in a four cramped hangers

Crew Hits

Bridge: Captain, Navigator, Communications, Engineering, Computer

TAC: Passive Sensors, 3xFire Control, 4xFlight Control

Hull Hits: 24/12/6 (using CRF 24/12/6)

Power Plant Hits: 6/1

Damage Control: 1 team (3)

Boorda Class Auxiliary Spacevessel, Minelaying – ASM-233 Boorda, ASM-234 Zumwalt, and ASM-235 King

by Bryn Monnery inspired by Scott Ash, parts are © Scott Ash

History

In 2299, with the defeat of USSF combat forces in the Arcturus system American high command woke up to the serious nature of the Kafer threat. A review of US defences showed several critical weaknesses in her forces, many of which were already being worked on. However, this was not enough, and it was decided that the USSF Reserve should be activated for the duration of this crisis.

The USSF-R consists of a number of US merchant and commercial vessels which are liable to mobilisation in wartime. Starships are extremely expensive, and the cost of buying one outright is more than all but the largest corporations can bear, so the US government subsidises the purchase of starships for smaller companies, and in turn demands that these ships service US transport needs and are liable to wartime call-up. The actual size of the USSF-R is 47 ships, mostly smaller freighters and most of these ships would only undergo basic crew training and be returned to their regular jobs until needed. However, it was decided that 12 of these vessels would be converted in Auxiliary Warships to fulfil courier, transport and minelaying duties. Of the 3 vessels converted to minelayers, one was the ACS *Tombstone*.

The *Tombstone* was a standard Midtech "*Pony Express*" class Freighter, with deadweight (cargo capacity) of 2,000 cubic meters. What attracted high command was the fact that she was equipped with spin and could easily be converted into a frigate. The refit took place at the US military yards on Phobos in Martian space, taking 8 months. The Turbine powerplant was refit and generates 150% greater power than the original. Military sensors were mounted and 2 EA-122 lasers were mounted with a modern integrated fire control system. New cabling and computing systems were laid down, and a new TAC installed.

Commissioned USS *Boorda* of the 23rd (Reserve) Division on 21st August, 2300 she retained much of her original crew. However, the civilian ships master is now the Executive Officer, a USSF Line Commander, Christine Kirk being assigned command. The TAC staff of 4 are all USSF regulars, as is the Chief Engineer and the munitions crew. The remainder were part of the ships civilian crew, who now all hold reserve commissions in the USSF.

The Ship

USS *Boorda* is 33.3 meters long, and the main body is 12 meters in diameter. Half way down the hull is the spin section, 18 meters across, which accommodates the 30 man

crew. The staterooms are 30 cubic meters each, with 5x3 floorspace, 2 meters high. Also in the spin section is the medical and communal facilities.

The forward section of the hull contains the cargo bay, and the munitions areas. Working in this area is the 6 man minelaying team. 3 of the men are involved in actually placing the mines. This is accomplished by donning vacuum suits and boosting the mine on a rocket scooter. The other 3 men are the mine assembly team (see below). At the very front of the vessel is the large airlock for the mine teams. Behind this is the mine storage area, 40 mine bodies are stored in this area. To the aft of this is the warhead locker, and aft of this is the cargo bay. Immediately behind this is the bridge and TAC, along with the primary computing cores, feeds from the front mounted sensor clusters and gun turrets.

The spin decoupler is next. Behind the decoupler are the engineering parts of the ship. Engineering is cramped, the outer parts of the hull lined by the fuel tanks. In the central core is the heavy machinery, a 5MW MHD Turbine and a 2MW Stutterwarp Engine.

Mines

The main mine used by US (and Australian) forces is the Mk93 “Sentinel”. In essence this is a nuclear X-ray laser warhead, a sensor and communications array, a small computer, battery pack and 6 small solid fuel rockets for attitude control. It functions by continuously scanning the local area for ships, interrogating them with its IFF. If the IFF scan is negative, the communications system will squirt this data to a pre-arranged set of co-ordinates and the nuclear device will arm and engage the enemy as is comes within range. Most Sentinels are laid close to large bodies such as planets in an effort to deny their use as discharge points to the enemy, and more importantly as surveillance devices, given the relative inefficiency of long range sensors in locating enemy shipping.
The mines are stored as separate bodies and warheads, and the warheads are stored disassembled. The body is a 4.2 meter long, 2 meter diameter cylinder. Most of this is taken up with the folding passive array; in the centre are the laser rod bundles. There are

60 rod bundles which focus the X-Rays produced by the fusion warhead in the fraction of the second before their destruction.

The warhead bodies are spherical, 50 centimetres across. The warhead was 4 main working components, the first of which, the deuterium is stored inside the warhead. The other 3 detonation components are stored separately. The tritium is stored in a small cylinder which is screwed into the body. Tritium is radioactive, and so breaks down quickly is not dampened; the tube contains carbon-boron rods which absorb the radiation. The second missing component is the neutron initiator, a boron-polonium explosive device which creates the initial fusion spark. Finally, the compression system consists of 20 conventional plasma explosive devices.

When fully assembled, upon arming, the tritium will mix with the deuterium to create the fusion mixture. The plasma devices will fire, compressing the mixture tens of thousands of times for a fraction of a second, when the neutron initiator will fire, sparking the fusion reaction. This reaction will produce vast amounts of X-Rays, which the rod bundles will focus at ten pre-selected areas, a fraction of a second later, and the device will be consumed in a nuclear fireball.

Performance

Warp: 1.51 Mass: 2380 tons Power Plant: 5mw Old Commercial Stutterwarp: 2mw Old Commercial

Fuel: 1000 tons Crew: 30 (10 Bridge, 5 TAC, 6 Engineering, 2 Small Craft pilots, 1 Small Craft Techs, 1 Medical, 5 Mine Laying Crew)

Cargo: 680 cubic meters Life Support: 180 days, Comfort: 0 Cost: 25.35MLv w/o Small Craft, or Drones

Ship Status Sheet

Move: 3 Radiated: 4 Radial Reflected: 5 Lateral Reflected: 6

Radial Profile: -1 Lateral Profile: +0 Screens: 0 Armor: 0

Targeting Computer: +2

Sensors

Active 5, Passive 5, Navigation, Deep System, Gravitational

Weapons

2xMasked Turrets w/UTES: (1678, 2345) x1+1

1xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)

1xCIT-III Shuttle

40xMk93 Sentinel Mines, Launched Manually

Crew Hits

Bridge: Captain, Navigator, Communications, Engineering, Computer

TAC: Active Sensors, Passive Sensors, 2xFire Control, Flight Controllers

Hull Hits: 28/14/7 (using CRF 28/14/7)

Power Plant Hits: 14/3

Damage Control: 1 teams (3)

Hope Class Auxiliary Spacevessel, Hospital – ASH-4075 Hope, ASH-4076 Faith, and ASH-4077 Charity

by Bryn Monnery

So there we were, dug into a hillside on the French colony of Kimanjano. We'd been taking some pretty bad hits the last few days, none of our patrols had come back and we knew the Kafers were going to attack soon. They came at night, the first wave just wondered into the killing area around our perimeter, the claymore, bettys and other mines did most of the work, the automatics cutting down dozens more. An entire Kafer company was slaughtered in less than a minute. Unfortunately, they'd counted on that.

The second wave was spearheaded by a barrage, emissions seekers and ECM knocking down many of the automatics, HE and Cluster killing the few troops in the open, our wire destroyed by what looked like a inferno bomb, that a thermobaric warhead to the tech-heads in the head-shed. Then they opened up, massive fire coming down, rocket grenades blowing our holes. Mannie and I crawled out of ours just as it was blown, cutting down the Kafers who tried charging through, but before we could get back

in the remains of our hole we caught the blast of a Kafer rocket grenade. I was lying there thinking "this is it, I'm dead" when a great big "Sasquatch" Combat Walker strode past me, guns blazing, he spearhead of our counterattack. The next thing I knew I was being carried back to the aid station by some Space Force personnel, and placed into a automed on the back of a "Chittie Chittie Bang-bang" a CIT-III lander.

Who were those spacers risking their life to pull me out of the firing line? United States Space Force Medical Corpsmen, that's who.

- Interview with Marine Private 1st Class Tony "Jacko" Jackson, 1st Platoon, B Company, 9th US Marines. Published in "Globe and Anchor" August 2302 issue.

***Hope* class ASH**

When the call up of the USSF-R was issued, one of the primary concerns was the provision of medical cover for troops fighting on colony worlds without much infrastructure. To remedy this, the USSF decided to convert three *Armstrong* class colonizers, small fast colonial carriers, into medical ships. The modifications were not as severe as many ships, and only took 2 months a piece, the main changes being the changeover from *Lysander* colonial shuttleplanes to CIT-IIIM assault medical landers and the installation of several massive medical wards.

The USS *Hope* was the first ship commissioned on 26th May, 2300, and *Charity* a month later and the *Faith* a few months after that. All three were assigned to the 20th (Reserve) Division (Medical).

The *Hope* and her sisters are 60 meters long, 15 meters in beam with extending boom arms providing for three spin habitats. One of these is the accommodations wing; the other two are Wards A and B. Being a fairly fast ship, the engineering has been left unchanged, a 5MW MHD Turbine feeding a commercial grade stutterwarp. The ship has 5,000 square meters of extendable solar panels, capable of providing the full power requirement in the life zone of a star.

Apart from the medical equipment, a few other changes were made, mainly the installation of several battle systems. The long range sensors now include neutrino and gravity scanners, and a tactical suite has been installed with a passive scan array. Initially weapons were not installed, the large Red Cross painted on her bow was thought to be adequate protection, but two hardpoints and the supporting computers and weapons stations were installed. Once it was clear the Kafers did not recognize such signs (why would they?) 2 Grapeshot launchers were installed to give the *Hope* some defense without compromising her speed.

The medical equipment includes 400 static automed units, 8 operating theatres and trauma wards. The medical crew number 80, of whom 20 are specially trained Corpsmen who ride the landers down into combat zones and pull the wounded from the front lines. These Corpsmen are some of the bravest and most respected members of the US military. Aside from the Corpsmen, there are 8 3 man surgical teams, 12 trauma specialists (in addition to those who drop) and 24 nurses.

Performance

Warp: 1.62 Mass: 4900 tons Power Plant: 5mw Old Commercial Stutterwarp: 5mw Old Commercial

Fuel: 1800 tons Crew: 117 (10 Bridge, 7 TAC, 6 Engineering, 8 Small Craft pilots, 4 Small Craft Techs, 2 Medical, 80 Field Medical)

Cargo: 910 cubic meters Life Support: 180 days, Comfort: 0 Cost: 55.07MLv w/o Small Craft, or Drones

Ship Status Sheet

Move: 3 Radiated: 4 Radial Reflected: 5 Lateral Reflected: 8

Radial Profile: -1 Lateral Profile: +1 Screens: 0 Armor: 0

Targeting Computer: +2

Sensors

Active 0, Passive 5, Navigation, Deep System, Gravitational

Weapons

2xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)
2xTarget and Tracking Array
4xCIT-IIIM Medical Assault Lander in one bay, launch one every 3 minutes

Crew Hits

Bridge: Captain, Navigator, Communications, Engineering, Computer
TAC: Passive Sensors, 2xFire Control, 4xFlight Controllers

Hull Hits: 15/8/4 (using CRF 15/8/4)
Power Plant Hits: 14/3
Damage Control: 1 teams (3)

Auxiliary Speacevessel, Replenishments are owned by the United States Merchant Marine which also operates ships on Earth, Tiraine, and King.

Shughart Class Auxiliary Spacevessel, Replenishment – ASR-500 Shughart (OpRH), ASR-501 Montgomery (ACW), ASR-502 Keefer (SpAmW), ASR-503 Craig (KorW), and ASR-504 Stryker (VietW)

The Stryker class vessels are based on the German Stalhammer class freighter. They are used for replenishment of critical supplies in combat zones. Their speed allows them to avoid battles and deliver their critical cargo. They are named after American Medal of Honor recipients.

Performance

Warp: see chart below Mass: 1500 tons empty Power Plant: 15mw Fission Stutterwarp: 15mw New Military
Crew: 25 (8 Bridge, 2 TAC, 14 Engineering, 1 Medical)
Cargo: 4000 cubic meters Life Support: 30 days, Comfort: -2 Cost: 50.91MLv

WE	MV	Tonnage of cargo
3.76	8	30 tons of cargo

3.25	7	850 tons of cargo
2.76	6	2375 tons of cargo
2.25	5	5550 tons of cargo
1.75	4	13500 tons of cargo

Ship Status Sheet

Move: see chart above Radiated: 5 Radial Reflected: 4 Lateral Reflected: 5

Radial Profile: +0 Lateral Profile: +1 Screens: 0 Armor: 1

Targeting Computer: +1

Sensors

Active 0, Passive 5, Navigation, Deep System, Gravitational

Weapons

Grapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)

Target and Tracking Array

Crew Hits

Bridge: Captain, Navigator, Communications, Engineering

TAC: Passive Sensors, Fire Control

Hull Hits: 34/17/9 (using CRF 34/17/9)

Power Plant Hits: 26/5

Damage Control: 2 teams (7)

Colorado River Class Auxiliary Spacevessel, Replenishment – ASR-400

The Colorado River class ASR's are converted Cargomax freighters. They are identical to the civilian versions. They are the logistical backbone of the USSF, but still large numbers of commercial freighters are used in wartime and very much needed because despite the volume of cargo carried the Colorado River's can only meet limited war-time requirements of the US military. In addition to cargo they move military personnel between bases and vessels. These vessels are unarmed and unarmored; they need constant escort for defense.

Performance

Warp: 0.80 Mass: 38250t fully loaded Power Plant: 5mw NC MHD Stutterwarp: 5mw NC

Fuel: 5000t Crew: 55 (10 Bridge, 3 TAC, 6 Engineering, 2 Small Craft pilots, 1 Small Craft Techs, 31 Passengers, 2 Medical)

Cargo: 26650 cubic meters Life Support: 180 days, Comfort: 0 Cost: 17.47MLv w/o Small Craft, or Drones

Ship Status Sheet

Move: 3 Radiated: 3 Radial Reflected: 6 Lateral Reflected: 11

Radial Profile: -1 Lateral Profile: +1 Screens: 0 Armor: 0

Targeting Computer: +0

Sensors

Active 7, Passive 5, Navigation, Deep System, Gravitational

Weapons

1xCIT-III Lander carried externally

Crew Hits

Bridge: Captain, Navigator, Communications, Engineering, Computer

TAC: Active Sensors, Passive Sensors, Flight Control

Hull Hits: 24/12/6 (using CRF 24/12/6)

Power Plant Hits: 6/1

Damage Control: 1 team (3)

LC-20 Class LIS

Traveller Digest #15 Article on the LC-20

The LC-20 is one of the older series of vessels in the ASF inventory, first introduced in early 2240 to be used by the American Space Forces to transport troops and equipment into hostile planetary areas. Since its introduction, each ship of the class has gone through a major overhaul and has been refitted to its current design. Measuring 36 meters long and 10.2 meters wide, and massing roughly 370 ton, the landing craft is one of the largest vessels to be classed as a small craft. The vessel is capable of transporting

up to four armored vehicles or a completely equipped Marine rifle company with plenty of room to spare.

The designation LC-20 is actually the hull number of the first craft in the series. Presently, the ASF employs twelve of these small vessels for use in general military landing operations. These ships bear no official names and are normally referred to simply by their hull numbers LC-20 through LC-31. Built by Bremerton Aerospace Industries, the design of the vessel was approved for export, with several sold to Australia, and a few to various other nations. A number were also sold to the private sector.

DESIGN

The LC-20 bears a specialized hull design, well streamlined to allow for efficient atmospheric travel. As an interface craft, the vessel is equipped with a powerful set of thrusters linked directly to its MHD turbine power plant. It is also equipped with a set of six thrusters mounted on the underside, providing the craft with a very useful VTOL (Vertical Take-Off and Landing) capability, which allows the craft to be used in landings with or without an atmosphere.

An interesting feature of the craft, though one seldom used, is its ability to land in water. The LC-20 cannot deploy its cargo while sitting in water as its cargo compartment would flood. Any water taken on by the craft can easily be pumped out through the use of a gravity-dependent water draining system. The craft is also equipped with a small auxiliary propulsion system using jets of water to propel it at speeds of up to ten knots when sitting in calm seas. However, this system is seldom used and is often in disrepair.

The LC-20 normally carries a crew of four, though in non-combat situations it can easily be manned by a lone pilot. Each crewmember mans one of four cockpit stations located at the top of the craft. Each station contains an acceleration couch, a computerized control station, an individual access hatch, and enough normal life support

to last for 16 hours, though recirculation pumps and filters can stretch this to almost two days.

The pilot and copilot sit side by side in a single cockpit with a separate armored exit hatch for each. The copilot's station has a full set of operating controls for the ship's turret-mounted mass driver gun and auto cannon. Aft of the pilots' cockpit are two gunnery stations, each operating one of the two remote antipersonnel weapons turrets. These stations are individual cockpits again with heavily armored exit hatches. A narrow crawlway connects each of the cockpit stations, leading from between the pilot and copilot all the way back and down to the ceiling of the cargo bay. Access hatches along the way open into the two gunnery cockpits.

The function of each of the four stations is quite flexible as each is actually a computer station with a built-in capability to act as any one of the other three stations aboard the lander. Control over station programming is controlled by the pilot who carries a small access key that allows him to select and assign the stations. Normally, however, stations are assigned as described above, with reassignment taking place only in case of damage or malfunction.

The craft is primarily a transport for carrying military cargo into a hostile or potentially hostile zone. As such, it is equipped with a large cargo bay 8.5 meters wide, 20.7 meters long, and 4 meters high. This allows the LC-20 to carry two sections of M-9s, M-17s, or M23s, for a total of four armored vehicles. Vehicles load and exit through a front mounted door/ramp which seals airtight when closed. Vehicles and other cargo are fastened to the floor by grapples which recess into the floor when not in use. The grapples and the door/ramp are controlled from the pilots station and from a panel at the back of the bay.

The vessel is equipped with a small stutterwarp allowing the craft to travel relatively short distances with an efficiency rating of 1.77 unloaded. As the crew only has enough standard life support for 16 hours within their cramped accommodations, the vessel is not very useful for interstellar or even interplanetary jaunts. It is not impossible,

however, for the craft to do this. Carrying additional life support, some sort of accommodations in the cargo bay, and possibly enough extra crew for a complete shift change, it can be done. However, this is somewhat dangerous as the vessel has no onboard maintenance facilities for its drives and powerplant.

There are as yet no major variants of the LC-20 in the American Space Forces arsenal. However, several unarmed versions were sold to private corporations for us. as well-protected landers. Some of these have had their cargo bays modified to include survey sensors, labs, full-sized crew accommodations, extra fuel, and so on. other craft are used by colonies such as Ellis for duties such as short-ranged armored supply transports.

Of the ships in service with the ASF, six are currently located at Vogelheim in the French Arm in preparation for military operations being staged there. The remaining six are rotated between basic duty stations at L-4, Mars, Ellis, and King. These are commonly transported by military cargo carriers or escorted between stations by fleet tenders.

Hayward-Callahan Corporation (HCC) has developed a prototype lander using advanced composite hull material, improved electronics, and third-generation stutterwarp and powerplant designs, and is presently courting military officials in hopes of convincing them to replace the LC-20s with the newer class of landers. No plans are in the works, however, and the LC-20s are expected to remain in service until well into the 2310s.

Ship Status Sheet

Sensor Package: Navigation only.
Crew: *Main Cockpit*: 2; *Port Gunnery Cockpit:* 1; *Starboard Gunnery Cockpit:* 1.

Performance Characteristics: *Warp Efficiency:* 2.03 unloaded (1.87 when carrying 100 tons of cargo); *Power Plant:* 1 MW MHD turbine; *Fuel*: 9.6 tons, sufficient for 16 hours of operation plus 100 tons of thruster fuel; *Range*: 7.7; *Mass*: 364.7 tons unloaded; *Cargo*

Capacity: 449 cubic meters; *Comfort*: 0; *Total Life Support*: 4 persons for 16 hours; *Price*: Lv11,040,000.

Cit-III, A, M Class LIS

CIT-III lander (Combat Interface Transport, Model 3)

Type: Interface Assault VTOL Spaceplane

Streamlining: as Spaceplane

Crew: 2 (Pilot and Loadmaster)

Cargo: 12,000kg

Weight: 60 tons (fueled)

Armor: 0

Signature: 10

Cruise Air Speed: 900kph

Max Air Speed: 1,000kph

Evasion: 14

Sensor Range: 500m (+2)

Combat Move: 2000m

Power Plant: Ducted Fan Rocket developing 200 tons of thrust

Fuel Capacity: up to 10,000kg

Fuel Consumption: 600kg per hour

Weapons: None

Price: MLv0.87

CIT-IIIA lander (Combat Interface Transport, Model 3, Assault Variant)

Type: Interface Assault VTOL Spaceplane

Streamlining: as Spaceplane

Crew: 2 (Pilot and TAC Officer)

Cargo: 10,000kg or a M9 or a Rifle Platoon

Weapons: 1,000kg

Weight: 52 tons (fueled)

Armor: 10

Signature: 10

Cruise Air Speed: 900kph

Max Air Speed: 1,000kph

Evasion: 14

Sensor Range: 500m (+2)

Combat Move: 2000m

Power Plant: Ducted Fan Rocket developing 200 tons of thrust

Fuel Capacity: up to 10,000kg

Fuel Consumption: 600kg per hour

Weapons: None

Price: MLv1.1

CIT-IIIM lander (Combat Interface Transport, Model 3, Medical Variant)

Type: Interface Assault VTOL Spaceplane

Streamlining: as Spaceplane

Crew: 2 (Pilot and Loadmaster)

Cargo: 4 USSF Medical Corpsmen and 20 Automeds

Weight: 55 tons (fueled)

Armor: 30

Signature: 10

Cruise Air Speed: 900kph

Max Air Speed: 1,000kph

Evasion: 14

Sensor Range: 500m (+2)

Combat Move: 2000m

Power Plant: Ducted Fan Rocket developing 200 tons of thrust

Fuel Capacity: up to 2,000kg

Fuel Consumption: 6,000kg per hour, Rocket: 50,000kg per hour

Weapons: None

Price: MLv1.57

ISS – Intruder Scout, Spacevessel

The Killcrankie class intruder scout rose out of the lack of understanding of Kafer space and capabilities, humanity was surprised once and nearly lost Aurore. The Killcrankie was approved for production just a week before the second Kafer invasion, humanity was caught again by surprise, and this time nearly lost the European arm of space. The causes of this un-preparedness are numerous; the Killcrankies are designed to solve one of the causes, the lack of accurate information about Kafer space. The original three vessels were constructed with collaboration of Britain, France, and the United States, each nation brought strengths that minimized the others weaknesses and the class is the better for it. The Killcrankie is leased from the United Kingdom, and the United States has ordered three additional vessels.

Killcrankie Class

Performance

Warp: 3.55 Combat Mass: 2985 tons

Power Plant: 25mw Fission w/Trusters Stutterwarp: 25mw New Military

Fuel: 275 tons Crew: 76 (14 Bridge, 12 TAC, 20 Engineering, 27 Security, 3 Medical)

Cargo: 100 cubic meters Life Support: 120 days, Comfort: 0

Cost: 97.936MLv

Ship Status Sheet

Move: 7 Radiated: 2(5) Radial Reflected: 6 Lateral Reflected: 7

Radial Profile: -1 Lateral Profile: +1 Screen: 0 Armor: 0

Targeting Computer: +2

Sensors

Passive 10, Navigation, Deep System, Gravitational, Advanced Cartographic, Advanced Life

Weapons

4xTTA's
1xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)
3xBig Clip Anti-Vessel submunitions dispensers (5x2 - 3 shots for each)
2xMissile Bays with 2xSIM-14 missiles in each (total 4)
1xHD-9 Drone mounted externally

Crew Hits
Bridge: Captain, Navigator, 2xCommunications, Engineering, 2xComputer
TAC: Passive Sensors, DSS/Grav Sensors, 4xFire Control, 4xRemote Operators

Hull Hits: 38/19/10 (using CRF 38/19/10)
Power Plant Hits: 33/7
Damage Control: 3 teams (10)

RCS – Reconnaissance/Courier, Spacevessel

The USSF has high hopes and expects great things from its new world class scout/courier. The Retief class is an extremely tight package with no wasted space or weight. It is one of the fastest vessels in human space, but it is not interface capable, carries only enough fuel for 76 hours of operations, and only carries a small payload. However with its additional communications personnel and its dedicated Grav and DSS sensor operators the Retief is a very efficient recon vessel.

The Retief class

Performance
Warp: 4.25 Mass: 1396 tons
Power Plant: 20mw New Military MHD Turbine Stutterwarp: 20mw New Military
Fuel: 902 tons Crew: 19 (10 Bridge, 4 TAC, 3 Engineering)
Cargo: 15 cubic meters Life Support: 15 days, Comfort: 0
Cost: 58.2MLv w/o Small Craft, Drones, or Missiles

Ship Status Sheet

Move: 9 Radiated: 5 Radial Reflected: 4 Lateral Reflected: 4

Radial Profile: -1 Lateral Profile: -1 Screen: 0 Armor: 0

Targeting Computer: +2

Sensors

Passive 10, Navigation, Deep System, and Gravitational

Weapons

1xTTA's

1xGrapeshot Anti-Missile submunitions dispensers (1x1 - 24 shots for each)

1xBig Clip Anti-Vessel submunitions dispensers (5x2 - 3 shots for each)

Crew Hits

Bridge: Captain, Navigator, 2xCommunications, Engineering, Computer

TAC: Passive Sensors, 2xFire Control, DSS/Grav Sensors

Hull Hits: 5/3/1 (using CRF 5/3/1)

Power Plant Hits: 40/8

Damage Control: 0 teams (0)

SCS – Scout/Courier, Spacevessel

The Scout/Courier is designed to perform its missions in and around combat zones. It is very stealthy and fast, the usual USSF practice is to link fleets using a string of couriers between them. Currently a string exists from Arcturus to Earth and from Earth to King. Even with the speed of these couriers a message will still take almost a month to reach Earth from Arcturus. The only scout/courier in service of the USSF is the Samuel Morse class, these vessels are a common American commercial design that has been militarized and updated with newer stutterwarps. These vessels are not named by the USSF, but are usually named by their crews after pioneers in telecommunications. The accommodations aboard the Morse are very luxurious compared to most military vessels as the vessel may sit in a location for weeks at a time awaiting a message to carry. They

carry very large retractable solar panels to allow them to sit outside of the FTL shelf and maintain their systems without using precious fuel.

Samuel Morse Class SCS

Performance

Warp: 2.98 max wgt / 3.25 w/210tons of fuel remaining / 3.76 w/45tons of fuel remaining
Mass: 600 Power Plant: 3mw New Military MHD Stutterwarp: 3mw New Military
Fuel: 350 tons Crew: 14 (8 Bridge, 2 TAC, 3 Engineering, 1 Medical)
Cargo: 0 cubic meters Life Support: 30 days, Comfort: +1 Cost: 30.46MLv w/o Small Craft, or Drones

Ship Status Sheet

Move: 6 to 8 Radiated: 0(3) Radial Reflected: 2 Lateral Reflected: 3
Radial Profile: -2 Lateral Profile: -1 Screens: 0 Armor: 0
Targeting Computer: +1

Sensors

Passive 10, Navigation, Deep System, Gravitational

Weapons

1xTarget and Tracking Array
1xLL-2 Anti-Missile submunitions dispensers (3x1 - 5 shots for each)
2xMagnetic Mounts – can carry external cargo at a reduced speed

Crew Hits

Bridge: Captain, Navigator, Communications, Engineering
TAC: Passive Sensors, Fire Control

Hull Hits: 12/6/3 (using CRF 12/6/3)
Power Plant Hits: 6/1
Damage Control: 0 teams (0)

PS - Patrol, Spacecraft

The United States has not traditionally relied on Patrol craft to patrol its colonies and systems, but the Central Asian War showed the vulnerability of merchants as they entered the FTL shelf and was still beyond the safe escort of Fighters. PS are almost entirely crewed by USSF reservist, on most the only regular USSF is the craft commanding officer.

The Concord class was designed to replace the Vigilant class, it had an added requirement, the Concord had to be interface capable to allow it to based on planet if necessary. After evaluating several designs the USSF decided to license and build the British Exeter class. The Exeter already made use of a large number of American components and this allowed the USSF to place an unmodified version in to production. The initial production run has been completed and all Concords are now in service in the core and along the American arm.

The Vigilant class was designed to escort merchants in system and defend them from Pirates and Privateers; the class was retired shortly before the 1st Kafer and most have been sold off or scrapped as it was replaced by Concord class craft. The last five remaining Vigilant's have been refitted and returned to service to relieve frontline combat forces for duty against the Kafers. These craft now patrol the Sol system and perform OQC duties.

Concord Class PS – PS-7750 Concord, PS-7751 Weston, PS-7752 Bayonne, PS-7753 Turlock, PS-7754 Monterey Park, PS-7755 Marietta, PS-7756 San Marcos, PS-7757 Delray Beach, PS-7758 Coon Rapids, PS-7759 Eau Claire, PS-7760 St. Clair Shores, PS-7761 Bolingbrook, PS-7762 Huntington Park, PS-7763 Laguna Niguel, and PS-7764 Skokie

Performance

Warp: 1.97 Mass: 1407 Power Plant: 5mw MHD with Thruster Stutterwarp: 2mw Old Military
Fuel: 500 tons Crew: 16 (7 Bridge, 5 TAC, 3 Engineering, 1 Medical)
Cargo: 0 cubic meters Life Support: 15 days, Comfort: 0 Cost: 31.075MLv w/o Small Craft, or Drones

Ship Status Sheet

Move: 4 Radiated: 1(4) Radial Reflected: 4 Lateral Reflected: 5
Radial Profile: -2 Lateral Profile: -1 Screens: 0 Armor: 3
Targeting Computer: +2

Sensors

Active 7, Passive 5, Navigation, Deep System, Gravitational

Weapons

2xJack Turrets: Facing X,X,X x1+1
2xTarget and Tracking Array
1xMissile Pack with 3xSIM-14C missiles

Crew Hits

Bridge: Captain, Navigator, Communications, Engineering, Computer
TAC: Active Sensors, Passive Sensors, 2xFire Control, Remote Operator

Hull Hits: 10/5/3 (using CRF 5/3/1)
Power Plant Hits: 10/2
Damage Control: 0 teams (0)

Vigilant Class PS – PS-12 Virtue, PS-17 Valiant, PS-23 Venturous, PS-25 Vigorous and PS-26 Victory

Performance

Warp: 1.98 Mass: 1200 tons Power Plant: 5mw Old Commercial MHD Stutterwarp: 3mw Old Commercial
Fuel: 500 tons Crew: 18 (8 Bridge, 5 TAC, 4 Engineering, 1 Medical)

Cargo: 0 cubic meters Life Support: 30 days, Comfort: 0 Cost: 9.44MLv w/o Small Craft, or Drones

Ship Status Sheet

Move: 4 Radiated: 2(4) Radial Reflected: 3 Lateral Reflected: 3

Radial Profile: -1 Lateral Profile: -1 Screens: 0 Armor: 4

Targeting Computer: +0

Sensors

Active 7, Passive 5, Navigation, Deep System, Gravitational

Weapons

1xJack Turret Facing X,X,X x1

1xParker/Ezrael Anti-Vessel submunitions dispensers (5x2 - 6 shots for each)

2xTarget and Tracking Array

1xSIM-14C missile externally mounted

Crew Hits

Bridge: Captain, Navigator, Communications, Engineering

TAC: Active Sensors, Passive Sensors, 2xFire Control, Remote Operator

Hull Hits: 29/15/8 (using CRF 14/7/4)

Power Plant Hits: 20/4

Damage Control: 0 teams

FS-Fighter, Spacecraft

The Fighter, Spacecraft has been the primary system defense craft of the USSF since its inception. For most of its history the USSF used two types of vessels, FS's for defensive operations and CE's for escorting merchants and anti-piracy operations.

The FS-27 is the USSF's newest and most capable fighter design. It is modeled on the very powerful and successful Anglo/French Harrier/Martel design, it is very well

armored, has two laser weapons, and magnetic mounts allowing either/or missiles and submunitions. It was design to keep pace with the Kennedy's in maneuver operations.

The FS-17 has been the USSF's space superiority fighter for 40 years and while it is an excellent fighter it is quickly being surpassed by newer technology, such as advanced stutterwarps, submunitions, and improved materials technologies. The USSF has not had the resources to design and field a new design until the American Party gained control of Congress in the 2276 elections. For the first time in decades the USSF was a priority and began to expand and field new designs. Despite the specifications and design competition taking place after the FS-20 the design was finalized first and the FS-27 became the first new USSF Space-Superiority fighter in 40 years and it combines the many of the best features from the cancelled USMC F/AS-21 and the Anglo/French - Harrier/Martel. The Harrier/Martel has a fantastic combat record and its exploits have watched with great interest by the USSF for years. The USSF has great hopes that the FS-27 will become as well respected and renowned as the Martel and its predecessor the FS-17A.

The USSF had five criteria when designing the FS-27. First it had to be able to support Kennedy's in combat; the FS-17A's would often get separated from the Kennedy's in combat due to the speed difference. Second it had to use modular weapon pods similar to the pods used by the cancelled USMC F/AS-21. Third it had to be state of the art. Fourth it had to have equal to or superior armor to the FS-17A. Finally it had to be stealthy.

Due to the use of an dual power plants, and a light weight composite hull the FS-27 is one of the fastest ships in Human space, with all power going to the stutterwarp and a minimal load it is capable of 4.49 warp efficiency, normally it travels slower than this as the sensors, and weapons require power, also if one of the power plants is shut down the range is vastly increased.

One the greatest strengths of the FS-27 are its flexible weapons mounts, it allows the FS-27 to be configured for nearly any mission. The FS-27 has two jack mounted EAA-122 laser turrets using UTES guidance and an advanced targeting computer, it also has two magnetic pods that can mount a variety of weaponry, and each pod can carry 17 tons of ordnance. The most common loads are Big Clip submunitions, Birdshot

submunitions, SIM-14's, SIM-19's, Fuel tanks (15 tons of fuel each), or any combination of the above.

The hull is constructed of the same advanced composite material as the Kennedy class cruisers, but unlike the Kennedy, the FS-27 is heavily armored. The FS-27 also has hull masking to aid the stealth properties of the fighter.

If the FS-27 has a weakness it is its cost at 44.4Mlv it is by far the costliest fielded by the USSF and it guarantees that the FS-27 will never be produced in large numbers like the Martel, FS-17, FS-20, or Gustav fighters. In fact each FS-27 cost as much as a Kiev class destroyer.

The FS-27 is sphere 8m in diameter and requires 1820 cubic meters for a spacious hanger, and half that for a cramped hanger. If fuel tanks are placed on both magnetic pods and one power plant is shut down the FS-27 can cross 9.23 light years and in theory self deploy, but it is a huge strain on the crews.

The X-2296 Fighter, Space Craft is a private venture design only in service with Trilon. It is really more of a manned missile than a fighter. It uses a fuel cell and an advanced stutterwarp design, but uses capacitors to power its EA-1000 heavy laser. This gives the craft limited duration, but good firepower. It is a unique design, and unlikely to find any new customers. The USSF and USAF have inherited sixteen X-2296's from the Trilon Security Force on Kie-Yuma and they have since been re-designated FS-96 in US service. The Pentagon has yet to decide the exact fate of the fighters, but for the time being they continue to defend the Kie-Yuma system.

The X-2296 was designed and produced by Hyde Dynamics, despite the large problem of not having a single contract. Hyde started with an entirely clean sheet of paper and employed many missile designers on the project. Consequently the X-2296 is unlike any fighter in service with any nation. It uses a fuel cell for its power plant, capacitors to power the laser, it is very small, and is very stealthy. The X-2296 has to date only a single customer, Trilon and this was done to save Hyde Dynamics for which Trilon is a large stockholder. The X-2296's have recently been added to the rosters of the USAF and USSF due the turnover of the Trilon Security Force to the United States following the handover of Kie-Yuma to the US.

The FS-20 Fighter, Space Craft is the result of a Congressional directive in 2281 to develop an inexpensive space fighter to deploy to the colonies. Due to near constant Congressional oversight the fighter took 14 years to develop and went though many redesigns. The requirements for the class included a low price, ease of maintenance, small size to fit in the cargo bays of existing and planned designs, high speed, internally mounted Big Clip submunitions, interface capable, and planetary liftoff with boosters.

In 2278 the USSF issued specifications for a new fighter, they included lost cost, small size, the use of new submunitions, and high speed. At first glance these specifications seem contradictory, but MidTech submitted a design that won the competition. The design was expected to enter service by 2284, but due to constant Congressional oversight and changing specifications from the Space Force delayed its introduction till 2291 for the A model and 2293 for the C.

The first design was the A, while it met the requirements for a low price (13.96MLv), it was considered too slow at a WE 3.89, as it wasn't as fast as the new Kennedy's. The A and B models carry an internally mounted Big Clip submunitions dispenser to maintain interface capability. The A was quickly adopted by the USAF to replace the very old FS-12N's the USAF used in its OQC and colonial duties. As part of USAF the FS-20A has been deployed to Tirane, King, Hermes, Ellis and recently to Kie-Yuma. The A was recently picked by the USMC as its replacement for the FS-17A's that it has been flying for over 30 years.

The B model is an export model. Using many off the shelf commercial parts the B model is very inexpensive to purchase (4.67MLv), maintain and operate. The B model uses an older commercial design for the power plant and stutterwarp design and can be repaired at nearly any facility. With a warp efficiency of 3.11, the B isn't the speediest fighter, but it is sufficient for OQC duty and fighting most Kafer vessels. In an effort to get more nations involved in the Kafer conflict the United States has offered the FS-20B to almost any nation that is willing to fund and form a space force and then deploy it in either the Kafer war or in OQC duties. The number of foreign pilots training at Aldrin Space Fighter Training School at Phobos Mars has quadrupled. The US believes that the more nations involved in the defense of Earth and her colonies the better. This has

allowed nations that never before had a presence in space to participate, including Italy, Poland, New Zealand, Korea, Spain, and Palestine. The Tantalum is still owned by the US government, but the craft is owned by the nations purchasing them. As the number of nations enforcing the OQC increases the major nations, including France, Britain, and America, have all been able to decrease the forces held in reserve at the core and this has already had a measurable effect on the Kafer front. New nations have also joined the fight for human survival, Poland has just deployed a FS-20B flight to the critical Arcturus chokepoint, and Spain is reading a flight for deployment.

The C model was finally accepted by the USSF in 2293 and production has steadily increased ever since. The FS-20C has a WE of 4.37, making it very fast, like all the FS-20's it has minimal armor, but it is not as inexpensive as was hoped at 30Mlv, but it is small. The C lacks the thrusters and wheeled landing gear of the A or B, it can still land in an emergency on retracted skids, but requires assistance to liftoff a planet. The biggest combat difference is the inclusion of a magnetic sling to mount two Big Clip submunitions (anti-vessel), or a Grapeshot submunitions (anti-missile). This has lead to crews in combat loading the craft with a SIM-14 or 19. This has added a much needed long range punch. Maintenance crews at the urging of pilots modified the targeting hardware and software to act as a missile guidance system. This modification requires the swapping of parts in the fire control computer. Midtech the manufacturer of the FS-20 has started manufacturing upgrades to the computer that automatically detects which weapon system is attached and adjusts the fire control solution as necessary.

The FS-20 is proving to be an outstandingly reliable craft; this is the one benefit of its long gestation.

Following the start of the 2nd Kafer invasion the USSF started installing fighter modules in the hangers of Kennedy cruisers. The module has 4 FS-20C, the facilities to maintain them, and 890 tons of fuel, sufficient for over 10 refueling for each FS-20 and the HD-5 normally carried by a Kennedy. The FS-20 Module occupies 3400 cubic meters of the nearly 3700 cubic meters available in the Kennedy class. Each FS-20 has its own hanger door to allow the flight to enter combat as a unit. These modules were first deployed to the battle of Beowulf and the survival of 3 Kennedy's was credited to their "little friends".

The FS-17 class Fighter, Spacecraft is the oldest fighter design still in frontline service with the United States. It is in service with many nations including Australia, Elysia, and Texas.

The FS-17 was the first of the five models and is no longer in service with the USSF. It used an older stutterwarp design and power plant, thus it was much slower. The FS-17 also had a more primitive laser without integrated targeting and was less accurate, but these early fighters were very reliable and tough, which is the reason the fighter has been kept in service for so long. The FS-17 is still in use with some nations and been relegated to training use for others.

The FS-17A model is the oldest still in service with United States; it has an upgraded laser weapon, targeting computer and sensors over the original model.

The FS-17B is the export model with a Double LL-98 laser mount, a French designed powerplant, and stutterwarp to aid compatibility with French designs. It has a thruster added and a 10% reserve fuel supply. This version has been sold to Elysia.

The FS-17C is an A model with a Big Clip submunitions dispenser added. This is a field refit and can be done at any USSF hanger. The C model loses interface capability and this is a serious consideration for areas where a planetary landing is likely.

The FS-17D model is an upgrade package offered by Hyde Dynamics for the FS-17A. Any or all upgrades can be purchased and installed by maintenance personnel. The total package cost 8.5Mlv and includes passive sensor upgrades to a new 12ls unit, a new 10ls active sensor, the latest targeting computer, replaces the TTA with an UTES, and adds a Big Clip submunitions dispenser. USSF FS-17A's that are so extensively damaged that they require a complete rebuild are being rebuilt to this standard.

The FS-17E is the new production model. It is thoroughly modernized FS-17A, it has an advanced composite hull instead of a synthetic hull, and it also has an internal Parker/Ezrael submunitions dispenser. The new 7mw MHD turbine allows the use of the 10ls active sensor, and the laser, while sending full power to the A models reliable stutterwarp, in addition the new MHD has a thruster making atmospheric flight safer. Despite doubling the fuel tonnage, boosters are still required to lift off a planet. The E model is 7 meters longer, and is almost as heavily armored as the A/B models. The E

model also shares the improved targeting computer, UTES, and 12ls passive sensor with the upgraded D models. This makes the FS-17E a very versatile and potent fighter and the equal of any fighter in use with any nation. Despite the advanced capabilities, the FS-17E is inexpensive at 29Mlv (less than the stutterwarp on the FS-27), this will make the fighter very popular with the USSF and Allied nations. Because of the high cost of the FS-27 the USSF plans on replacing destroyed FS-17A's with FS-17E's.

The very successful FS-17 design will soldier on for several more decades in both US and Allied service and in the Kafer war it is becoming a legend in its own time.

The FS-12N is the oldest American design still in service. It was retired from frontline USAF service in 2300 and is now only in service with US allies such as Texas, Brazil, Australia, and as a trainer.

FS-27 Class Fighter, Space Craft

FS-27 Class FS

Performance

Warp: 4.49 empty / 4.33 combat Mass: 330 tons Power Plant: 2x3mw New Military MHD Stutterwarp: 5mw New Military Fuel: 79.2 tons (20 hours plus 10% reserve) Crew: 2 (pilot, and Weapons/Sensors Operator) Cargo: 0 cubic meters Life Support: 48 hours Comfort: 0 Cost: 44.4MLv

Ship Status Sheet

Move: 9, 8 sensors active or lasers firing, 6 sensors active and lasers firing Radiated: 1(4)/0(3) Radial Reflected: 2 Lateral Reflected: 2 Radial Profile: -2 Lateral Profile: -2 Screen: 0 Armor: 8 Targeting Computer: +2

Sensors

Active 10, Passive 12, and Navigation

Weapons

1xJack Turret: Facing X,X,X EA-122 x1+1

1xJack Turret: Facing X,X,X EA-122 x1+1

2xMagnetic Mounts – each mount can carry a Big Clip, or a Bird Shot, or a SIM-14, or a SIM-19, or a Fuel Tank

Crew Hits

Cockpit:: Pilot, WSO

Hull Hits: 32/16/8 (using CRF 12/6/3)

Power Plant Hits: 6/1 PP1 6/1 PP2

Damage Control: 0 teams

X-2296 Class Fighter Spacecraft

X-2296 Class FS

Performance

Warp: 2.81 Mass: 24 tons Power Plant: 0.1mw New Military Fuel Cell Stutterwarp: 0.1mw New Military Fuel: 0.6 tons (12 hours plus 10% reserve)

Crew: 1 (pilot/Weapons and Sensors Operator) Cargo: 0 cubic meters Life Support: 48 hours Comfort: 0 Cost: 13.02MLv

Ship Status Sheet

Move: 6 Radiated: 1 Radial Reflected: 1 Lateral Reflected: 2 Radial Profile: -3 Lateral Profile: -2 Screen: 0 Armor: 1 Targeting Computer: +2

Sensors

Passive 10, Navigation

Weapons

1xExternal Mount w/UTES: Facing X,X,X EA-1000 x2+1 – 5 shots

Crew Hits

Cockpit:: Pilot/WSO

Hull Hits: 1/1/1 (using CRF 1/1/1)

Power Plant Hits: 1/1

Damage Control: 0 teams

FS-20 A, B, and C Class Fighter, Space Craft

FS-20A Class FS

Performance

Warp: 3.89 Mass: 70 tons Power Plant: 1mw New Military MHD w/Thrusters

Stutterwarp: 1mw Old Military Fuel: 8.25 tons (12 hours plus 15% reserve)

Crew: 2 (pilot, and Weapons/Sensors Operator) Cargo: 0 cubic meters Life Support: 48 hours Comfort: 0 Cost: 13.96MLv

Ship Status Sheet

Move: 8 Radiated: 1 Radial Reflected: 2 Lateral Reflected: 1 Radial Profile: -3 Lateral Profile: -2 Screen: 0 Armor: 3 Targeting Computer: +1

Sensors

Passive 10, Navigation

Weapons

1xTTA

1xBig Clip Submunitions Dispenser – 3 shots 5x2

Crew Hits

Cockpit: Pilot, WSO

Hull Hits: 6/3/2 (using CRF 3/2/1)

Power Plant Hits: 2/1

Damage Control: 0 teams

FS-20B Class FS

Performance

Warp: 3.11 Mass: 71 tons Power Plant: 0.7mw Old Commercial MHD w/Thrusters Stutterwarp: 0.7mw Old Commercial Fuel: 8.70 tons (18 hours plus 15% reserve) Crew: 2 (pilot, and Weapons/Sensors Operator) Cargo: 0 cubic meters Life Support: 48 hours Comfort: 0 Cost: 4.67MLv

Ship Status Sheet

Move: 6 Radiated: 1 Radial Reflected: 2 Lateral Reflected: 1 Radial Profile: -3 Lateral Profile: -2 Screen: 0 Armor: 3 Targeting Computer: +0

Sensors

Passive 6, Navigation

Weapons

1xTTA

1xBig Clip Submunitions Dispenser – 3 shots 5x2

Crew Hits

Cockpit: Pilot, WSO

Hull Hits: 6/3/2 (using CRF 3/2/1)

Power Plant Hits: 3/1

Damage Control: 0 teams

FS-20C Class FS

Performance

Warp: 4.37 Mass: 96.5 tons Power Plant: 1.5mw New Military MHD Stutterwarp: 1.5mw New Military Fuel: 12.5 tons (12 hours plus 15% reserve) Crew: 2 (pilot, and Weapons/Sensors Operator) Cargo: 0 cubic meters Life Support: 48 hours Comfort: 0 Cost: 30.13MLv

Ship Status Sheet

Move: 9 Radiated: 1 Radial Reflected: 2 Lateral Reflected: 1 Radial Profile: -3 Lateral Profile: -2 Screen: 0 Armor: 3 Targeting Computer: +2

Sensors

Passive 12, Navigation

Weapons

1xTTA

2xBig Clip Submunitions Dispenser – 3 shots 5x2 or 1xGrapeshot Submunitions Dispenser – 24 shots 1x1 or 2xSIM-14's or 2xSIM-19's

Crew Hits

Cockpit: Pilot, WSO

Hull Hits: 6/3/2 (using CRF 3/2/1)

Power Plant Hits: 3/1

Damage Control: 0 teams

FS-17A, B, C, D, and E Class Fighter, Spacecraft

FS-17A Class FS

Performance

Warp: 3.32 / 2.90 Sensors and Laser in use Mass: 338 tons Power Plant: 5mw Old Military MHD Stutterwarp: 3mw Old Military Fuel: 36 tons (12 hours plus 10% reserve)

Crew: 2 (pilot, and Weapons/Sensors Operator) Cargo: 0 cubic meters Life Support: 48 hours Comfort: 0 Cost: 23.74MLv

Ship Status Sheet

Move: 7(6) Radiated: 1(4) Radial Reflected: 3 Lateral Reflected: 3 Radial Profile: -2 Lateral Profile: -1 Screen: 0 Armor: 8 Targeting Computer: +0

Sensors

Active 5, Passive 5, Navigation

Weapons

1xTTA

1xJack Turret: Facing X,X,X EA-1000 x2+1

Crew Hits

Cockpit:: Pilot, WSO

Hull Hits: 40/20/10 (using CRF 10/5/3)

Power Plant Hits: 14/3

Damage Control: 0 teams

FS-17B Class FS

Performance

Warp: 3.31 / 2.90 Sensors and Laser in use Mass: 341 tons Power Plant: 5mw Old Military MHD Stutterwarp: 3mw Old Military Fuel: 40 tons (12 hours plus 10% reserve)

Crew: 2 (pilot, and Weapons/Sensors Operator) Cargo: 0 cubic meters Life Support: 48 hours Comfort: 0 Cost: 23.82MLv

Ship Status Sheet

Move: 7(6) Radiated: 1(4) Radial Reflected: 3 Lateral Reflected: 3 Radial Profile: -2 Lateral Profile: -1 Screen: 0 Armor: 8 Targeting Computer: +0

Sensors

Active 5, Passive 5, Navigation

Weapons

1xTTA

1xJack Turret: Facing X,X,X LL-98 Dbl x1

Crew Hits

Cockpit:: Pilot, WSO

Hull Hits: 40/20/10 (using CRF 10/5/3)
Power Plant Hits: 14/3
Damage Control: 0 teams

FS-17C Class FS

Performance

Warp: 3.28 / 2.86 Sensors and Laser in use Mass: 353 tons Power Plant: 5mw Old Military MHD Stutterwarp: 3mw Old Military Fuel: 36 tons (12 hours plus 10% reserve)
Crew: 2 (pilot, and Weapons/Sensors Operator) Cargo: 0 cubic meters Life Support: 48 hours Comfort: 0 Cost: 32.25MLv

Ship Status Sheet

Move: 7(6) Radiated: 1(4) Radial Reflected: 3 Lateral Reflected: 3 Radial Profile: -2 Lateral Profile: -1 Screen: 0 Armor: 8 Targeting Computer: +0

Sensors

Active 5, Passive 5, Navigation

Weapons

1xTTA
1xJack Turret: Facing X,X,X EA-100 x2+1
1xBig Clip Submunitions Dispenser – 3 shots 5x2

Crew Hits

Cockpit:: Pilot, WSO

Hull Hits: 40/20/10 (using CRF 10/5/3)
Power Plant Hits: 14/3
Damage Control: 0 teams

FS-17D Class FS

Performance

Warp: 3.28 / 2.86 Sensors and Laser in use Mass: 353 tons Power Plant: 5mw Old Military MHD Stutterwarp: 3mw Old Military Fuel: 36 tons (12 hours plus 10% reserve)

Crew: 2 (pilot, and Weapons/Sensors Operator) Cargo: 0 cubic meters Life Support: 48 hours Comfort: 0 Cost: 24.5MLv

Ship Status Sheet

Move: 7(6) Radiated: 1(4) Radial Reflected: 3 Lateral Reflected: 3 Radial Profile: -2 Lateral Profile: -1 Screen: 0 Armor: 8 Targeting Computer: +2

Sensors

Active 10, Passive 12, Navigation

Weapons

1xJack Turret w/UTES: Facing X,X,X EA-1000 x2+1

1xBig Clip Submunitions Dispenser – 3 shots 5x2

Crew Hits

Cockpit:: Pilot, WSO

Hull Hits: 40/20/10 (using CRF 10/5/3)

Power Plant Hits: 14/3

Damage Control: 0 teams

FS-17E Class FS

Performance

Warp: 3.29 Mass: 350 tons Power Plant: 7mw New Military MHD w/Thrusters Stutterwarp: 3mw Old Military Fuel: 55tons (12 hours plus 10% reserve)

Crew: 2 (pilot, and Weapons/Sensors Operator) Cargo: 0 cubic meters Life Support: 48 hours Comfort: 0 Cost: 29.81MLv

Ship Status Sheet

Move: 7 Radiated: 1(4) Radial Reflected: 3 Lateral Reflected: 3 Radial Profile: -3
Lateral Profile: -2 Screen: 0 Armor: 7 Targeting Computer: +2

Sensors

Active 10, Passive 12, Navigation

Weapons

1xJack Turret w/UTES: Facing X,X,X EA-1000 x2+1

1xParker/Ezrael Submunitions Dispenser – 6 shots 5x2

Crew Hits

Cockpit:: Pilot, WSO

Hull Hits: 49/25/13 (using CRF 13/7/4)

Power Plant Hits: 15/3

Damage Control: 0 teams

FS-12N Class Fighter Spacecraft

FS-12N Class FS

Performance

Warp: 2.43 / 1.93 Sensors and Laser in use Mass: 425 tons Power Plant: 3mw Old Commercial MHD w/Thruster Stutterwarp: 2mw Old Commercial Fuel: 24 tons (12 hours plus 10% reserve)

Crew: 2 (pilot, and Weapons/Sensors Operator) Cargo: 0 cubic meters Life Support: 48 hours Comfort: 0 Cost: 5.63MLv

Ship Status Sheet

Move: 5(4) Radiated: 3 Radial Reflected: 5 Lateral Reflected: 4 Radial Profile: -3
Lateral Profile: -2 Screen: 0 Armor: 4 Targeting Computer: +1

Sensors

Active 5, Passive 3, Navigation

Weapons

1xTTA

1xJack Turret: Facing X,X,X EA-122 x1+1
1xBig Clip Submunitions Dispenser – 3 shots 5x2

Crew Hits
Cockpit:: Pilot, WSO

Hull Hits: 16/8/4 (using CRF 8/4/2)
Power Plant Hits: 6/1
Damage Control: 0 teams

Drones

The USSF operates five different drone models, the most common is the HD-5 Scout with one assigned to every cruiser in the USSF.

The HD-10 Snooper is a system drone designed to scout a star system and return with detailed information for survey crews and military missions. It has advanced hull masking and an advanced synthetic hull to reduce the likely hood of detection. If detected and the drone can't escape it can attack a hostile vessel.

The HD-9 Scout Junior was developed to be a cheaper and lighter alternative to the HD-5 Scout. At 1/3rd the weight an a 1/3rd cheaper. It has a smaller active sensor and less fuel than the premier HD-5 Scout.

The HD-7 Mini Scout was designed to be an even less exspensive and smaller drone. It has no active sensors, but is 1/3rd the price of the HD-5 Scout and is 1/6th the weight.

The HD-5 Scout is the most common drone in the USSF and is one of the best drones in human space. The USSF is one of the few space forces that have a drone attached to every Cruiser and Heavy division.

The HD-3 Ranger is an obsolete design that sees service with other nations.

HD-10 Snooper

Performance

Warp efficiency: 1.89 Power Plant: 1mw OM MHD Stutterwarp: 1mw OM Fuel: 440t Endurance: 4weeks + 10% reserve Mass: 595t Cost: 18.01MLv

Ship Status Sheet

Move: 4 Radiated Signature: -3(1) Radial Reflected: 4 Lateral Reflected: 4 Radial Profile: -4 Lateral Profile: -4 Hull hits: 4/2/1 Power Plant Hits: 1/1

Sensors:

Passive: 12, Navagation, Deep System Scanner, Gravitational, Advanced Cartographic, Advanced Life Sensors

Weapons: 10x2 Detonation Laser

HD-9 Scout Junior

Performance

Warp efficiency: 4.93 Power Plant: 3mw NM MHD Stutterwarp: 2mw NM Fuel: 15t Endurance: 8.33hrs. Mass: 89t Cost: 23.9MLv

Ship Status Sheet

Move: 10 Radiated Signature: 1(3) Radial Reflected: 1 Lateral Reflected: 1 Radial Profile: -3 Lateral Profile: -2 Hull hits: 1/1/1 Power Plant Hits: 1/1 Passive: 10 Other:

Sensors: Passive-10, Active-7

HD-7 Mini Scout

Performance

Warp efficiency: 4.48 Power Plant: 1mw NM MHD Stutterwarp: 1mw OM Fuel: 8t Endurance: 12hrs. Mass: 46t Cost: 11.96MLv

Ship Status Sheet

Move: 9 Radiated Signature: -2(1) Radial Reflected: 1 Lateral Reflected: 1 Radial Profile: -3 Lateral Profile: -2 Hull hits: 1/1/1 Power Plant Hits: 1/1 Passive: 10 Other:

Sensors: Passive-10

HD-5 Scout

Performance

Warp efficiency: 4.77 Power Plant: 10mw NM MHD Stutterwarp: 5mw NM Fuel: 60t Endurance: 20hrs. Mass: 250t Cost: 35MLv

Ship Status Sheet

Move: 10 Radiated Signature: 2(4) Radial Reflected: 1 Lateral Reflected: 1 Radial Profile: -3 Lateral Profile: -3 Hull hits: 1/1/1 Power Plant Hits: 1/1 Passive: 10 Other:

Sensors: Passive-10, Active-13

HD-3 Ranger

Performance

Warp efficiency: 3.30 Power Plant: 5mw OC MHD Stutterwarp: 2mw OC Fuel: 35t Endurance: 11hrs. Mass: 175t Cost: 5.26MLv

Ship Status Sheet

Move: 7 Radiated Signature: 4 Radial Reflected: 5 Lateral Reflected: 5 Radial Profile: -3 Lateral Profile: -2 Hull hits: 1/1/1 Power Plant Hits: 1/1 Passive: 6 Other:

Sensors: Passive-6, Active 10

Ordnance

The SIM-14 has been the standard detonation missile for the USSF for 3 decades and is unlikely to be replaced any time soon. Recently the USSF introduced two new versions of the SIM-14, the B is armed with a new armor piercing warhead to aid in the destruction of heavily armored Kafer vessels and the C model which replaces the detonation warhead with a submunitions dispenser, the C model is designed for low intensity conflicts such anti-piracy. This model can be retrieved after a battle and rearmed, thus it is much cheaper to use. It will be deployed to the American and Chinese arms to combat piracy.

The SIM-19 is a new missile design that mounts heavier warheads; it is designed to fit in SIM-14 bays with each SIM-19 taking the space of one and half SIM-14's. The A model mounts one of the most powerful detonation warhead ever designed and it is faster

than the SIM-14 reducing engagement times. The B model is a submunitions dispenser and is designed for re-use.

The Mk93 Sentinel mine is used by the United and Australia. It often deployed at outer planets to deny their use as a stutterwarp discharge point.

SIM-14A Class Detonation Missile

Performance

Warp efficiency: 3.30 Power Plant: 0.07mw NM Fuel Cell Stutterwarp: 0.07mw NM Fuel: 0.25t Endurance: 8hrs. Mass: 10.45t Cost: 10.11MLv

Ship Status Sheet

Move: 7 Radiated Signature: 1 Radial Reflected: 1 Lateral Reflected: 1 Radial Profile: -4 Lateral Profile: -4 Hull hits: 1/1/1 Power Plant Hits: 1/1 Passive: 8 Other:

Weapons: 10x2 Detonation Laser

Sensors: Passive-8

SIM-14B “The Egg Cracker” Class Detonation Missile

Performance

Warp efficiency: 3.30 Power Plant: 0.07mw NM Fuel Cell Stutterwarp: 0.07mw NM Fuel: 0.25t Endurance: 8hrs. Mass: 10.45t Cost: 10.11MLv

Ship Status Sheet

Move: 7 Radiated Signature: 1 Radial Reflected: 1 Lateral Reflected: 1 Radial Profile: -4 Lateral Profile: -4 Hull hits: 1/1/1 Power Plant Hits: 1/1 Passive: 8 Other:

Weapons: 5x4 Detonation Laser

Sensors: Passive-8

SIM-14C Class Submunitions Missile

Performance

Warp efficiency: 3.18 Power Plant: 0.07mw NM Fuel Cell Stutterwarp: 0.07mw NM Fuel: 0.44t Endurance: 14hrs. Mass: 11.62t Cost: 8.15MLv

Ship Status Sheet

Move: 6 Radiated Signature: 1 Radial Reflected: 1 Lateral Reflected: 1 Radial Profile: -4 Lateral Profile: -4 Hull hits: 1/1/1 Power Plant Hits: 1/1 Passive: 0 Other:

Weapons: 6x1 Submunitions Dispenser

Sensors: none

SIM-19A "The Bug Basher" - Class Detonation Missile

Performance

Warp efficiency: 3.80 Power Plant: 0.2mw NM Fuel Cell Stutterwarp: 0.2mw OM Fuel: 0.45t Endurance: 5hrs. Mass: 15.65t Cost: 11.81MLv

Ship Status Sheet

Move: 8 Radiated Signature: 1 Radial Reflected: 1 Lateral Reflected: 1 Radial Profile: -4 Lateral Profile: -4 Hull hits: 1/1/1 Power Plant Hits: 1/1 Passive: 10 Other:

Weapons: 8x4 Detonation Laser

Sensors: Passive-10

SIM-19B - Class Submunitions Missile

Performance

Warp efficiency: 3.65 Power Plant: 0.2mw NM Fuel Cell Stutterwarp: 0.2mw OM Fuel: 0.63t Endurance: 7hrs. Mass: 16.98t Cost: 8.72MLv

Ship Status Sheet

Move: 7 Radiated Signature: 1 Radial Reflected: 1 Lateral Reflected: 1 Radial Profile: -4 Lateral Profile: -4 Hull hits: 1/1/1 Power Plant Hits: 1/1 Passive: 0 Other:

Weapons: 9x1 Submunitions Dispenser

Sensors: None

Mk93 “Sentinel” Mine

Performance

Power Plant: Batteries Mass: 3.2t Length: 4.22m Diameter: 2m Cost: 2.52MLv Bay Volume/Mass: 16.6 cubic meters

Ship Status Sheet

Move: 0 Radiated Signature: 0 Radial Reflected: 1 Lateral Reflected: 1 Radial Profile: -4 Lateral Profile: -4 Hull hits: 1/1/1 Power Plant Hits: 1/1 Passive Sensors: 3

Weapons: one 10x2 detonation laser, -3 targeting penalty

Sensors: Passive-3