

# STARSIEGE 2845

## CONTROL SHEET

### GENERIC CONTROLS

Command Map: L  
Team Select: M  
Resize Message HUD: H  
Mount / Leave Vehicle: V  
Fire: Left Mouse Button  
Zoom: E  
Toggle 1st Person: Tab



### VEHICLE CONTROLS

Forward Throttle: W  
Reverse Throttle: S  
Turn Left: A  
Turn Right: D  
Aim: Mouse Cursor

### INFANTRY CONTROLS

Run Forward: W  
Run Backward: S  
Straf Left: A  
Straf Right: D  
Turn, Look and Aim: Mouse Cursor  
Jump: Space  
Jump Jet: C  
Interact: F  
Throw Grenade: O



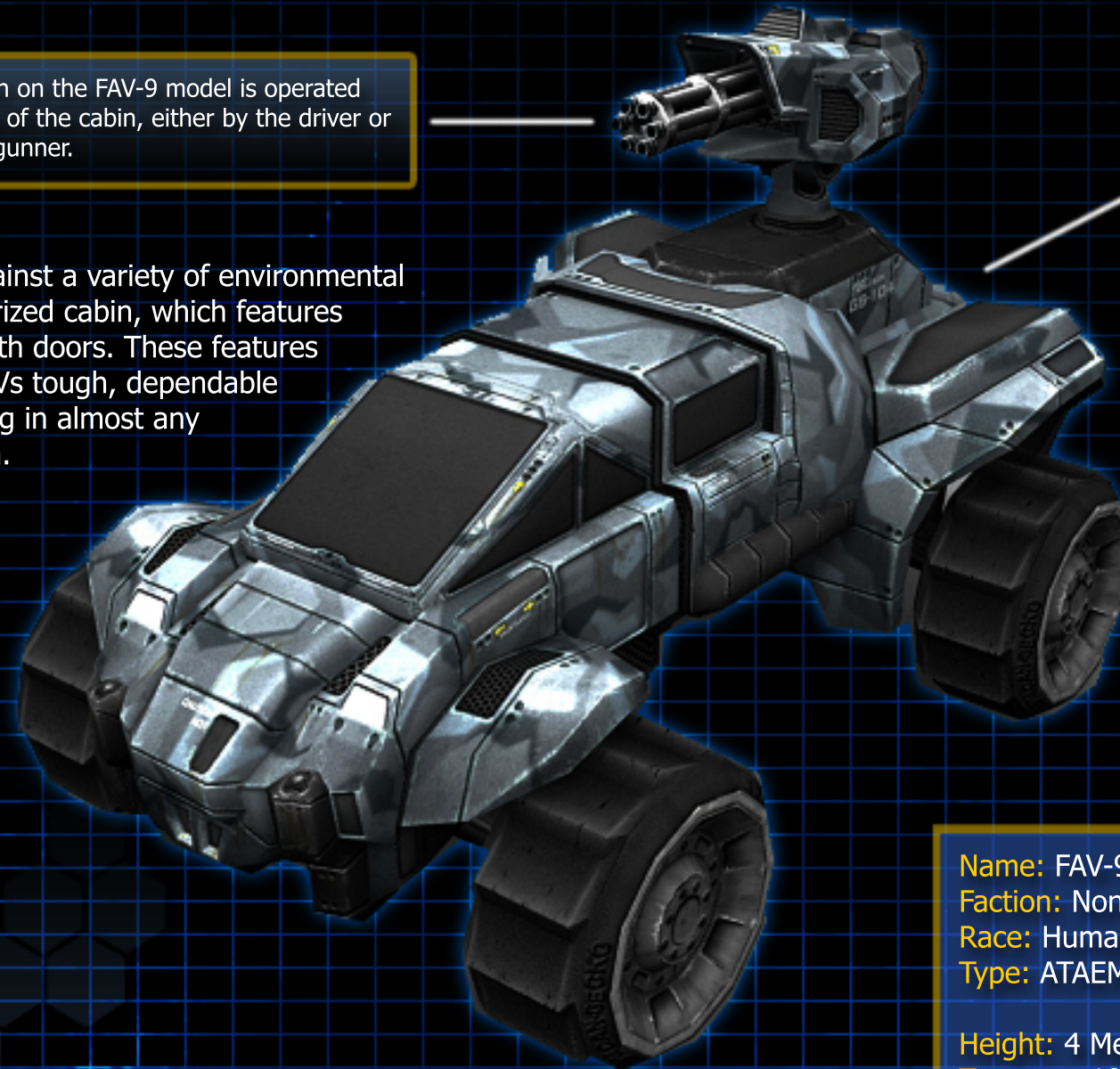


## BADGER

The Badger series of trucks are all-terrain, all-environment multipurpose utility vehicles designed to carry passengers and infantry supplies despite the worst Mercurial heat, Venusian acid, Martian dust, and outer system cold. Badgers can be outfitted for a variety of missions, but increasingly popular is the fast attack vehicle configuration with 40mm autocannon. In this configuration, designated FAV-9, the Badger is ideally suited to armed reconnaissance missions, since the autocannon's coaxial camera can double as a short periscope. Even more important in the eyes of the infantry, though, the autocannon gives Badger drivers the firepower necessary to deliver critical supplies to men and women in the very midst of combat.

The autocannon on the FAV-9 model is operated from the safety of the cabin, either by the driver or by a rear-seat gunner.

Passengers are sealed against a variety of environmental hazards inside the pressurized cabin, which features fast-cycling airlocks on both doors. These features make the Badger ATAEM-Vs tough, dependable vehicles capable of fighting in almost any terrain in the solar system.



The FAV-9 model carries a full inventory/repair/reload station as part of its infantry support package.

A sophisticated AI-assisted drive control system allows the vehicle to drive almost normally in most gravity wells and atmospheres. The self-heated, ceramic-impregnated metaplas tires cope equally well with extreme cold, extreme heat, and enemy fire.

**Name:** FAV-9 Badger  
**Faction:** None  
**Race:** Human  
**Type:** ATAEM

**Height:** 4 Meters  
**Tonnage:** 10  
**Mounts:** 1 40mm Autocannon  
**Max Speed:** 102 kph  
**Crew:** 1/2

TECHNICAL  
LOOKING GOBBLEDYGOOK  
BULLCRAP BLA BLA  
189765-A-001a

ENERGY CAPACITY: 16 GIGAJOULES  
MORE TECHNICAL STUFF GOES HERE

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ENERGY CAPACITY: 16 GIGAJOULES  
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Combat aircraft that served in the Starsiege provided little more than a nuisance to ground forces; as such, they were moved to the sidelines of combat, serving primarily as reconnaissance vehicles.

Upon taking the throne, Emperor Weathers comissioned General Astrodynamics to create a new omnifighter, capable of posing a serious threat to both land and air forces. The result, titled the FB-19A Wraith, is a versatile craft, as fast as it is nimble, capable of serving as bomber, fighter, and scout with ease.

**Name:** FB-19A Wraith  
**Faction:** None  
**Race:** Human  
**Type:** Fighter-Bomber

**Height:** 5 Meters  
**Tonnage:** 4  
**Mounts:** 2 medium, 3 fixed  
**Max Speed:** 400 kph  
**Crew:** 1

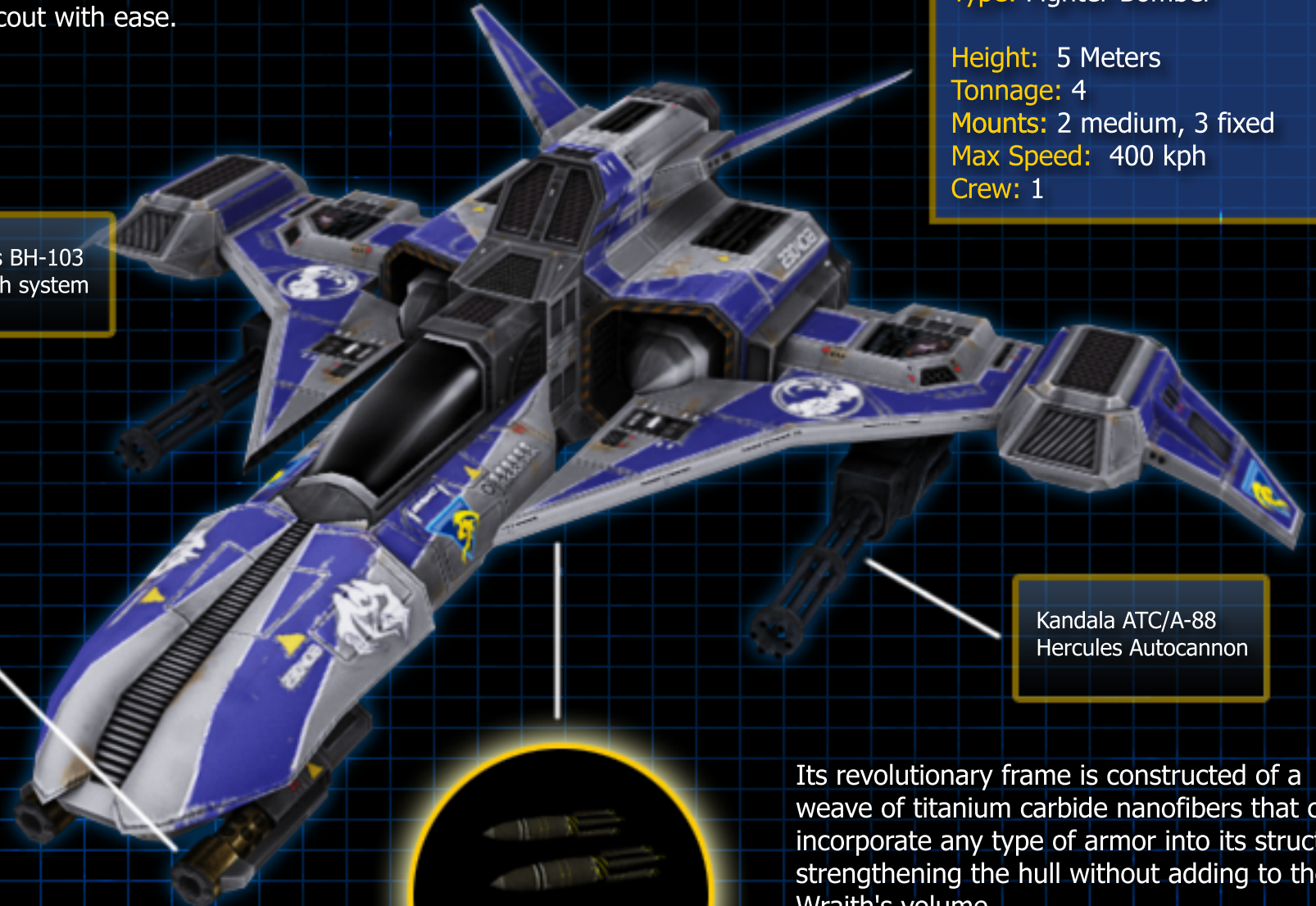
Fairchild Munitions BH-103  
Thunderbolt launch system

Kandala ATC/A-88  
Hercules Autocannon

The Charon's specialized Spirit  
Defense Solutions BRU-1118 Chaos  
delivery system is an integral part of  
the Wraith's airframe

Its revolutionary frame is constructed of a weave of titanium carbide nanofibers that can incorporate any type of armor into its structure, strengthening the hull without adding to the Wraith's volume.

The first public demonstrations of the Wraith resulted in the largest influx of orders in the history of General Astrodynamics, as Imperial Knights and Colonial Fighters alike sought to add this versatile craft to their arsenals.



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ENERGY CAPACITY: 16 GIGAJOULES  
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TECHNICAL  
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Despite their speed and agility, scout HERCs were decimated by Cybrid sharp shooters during the early years of the Starsiege. As the number of viable pilots dwindled and combat action regularly took the form of long, bitter standoffs, scout HERCs fell out of use almost entirely. Seeking a revitalization for the Artemis Pursuit Armada, Sung Industries designed a new HERC, the SIL-10 Athena, based loosely on old designs for the Starsiege era Talon.

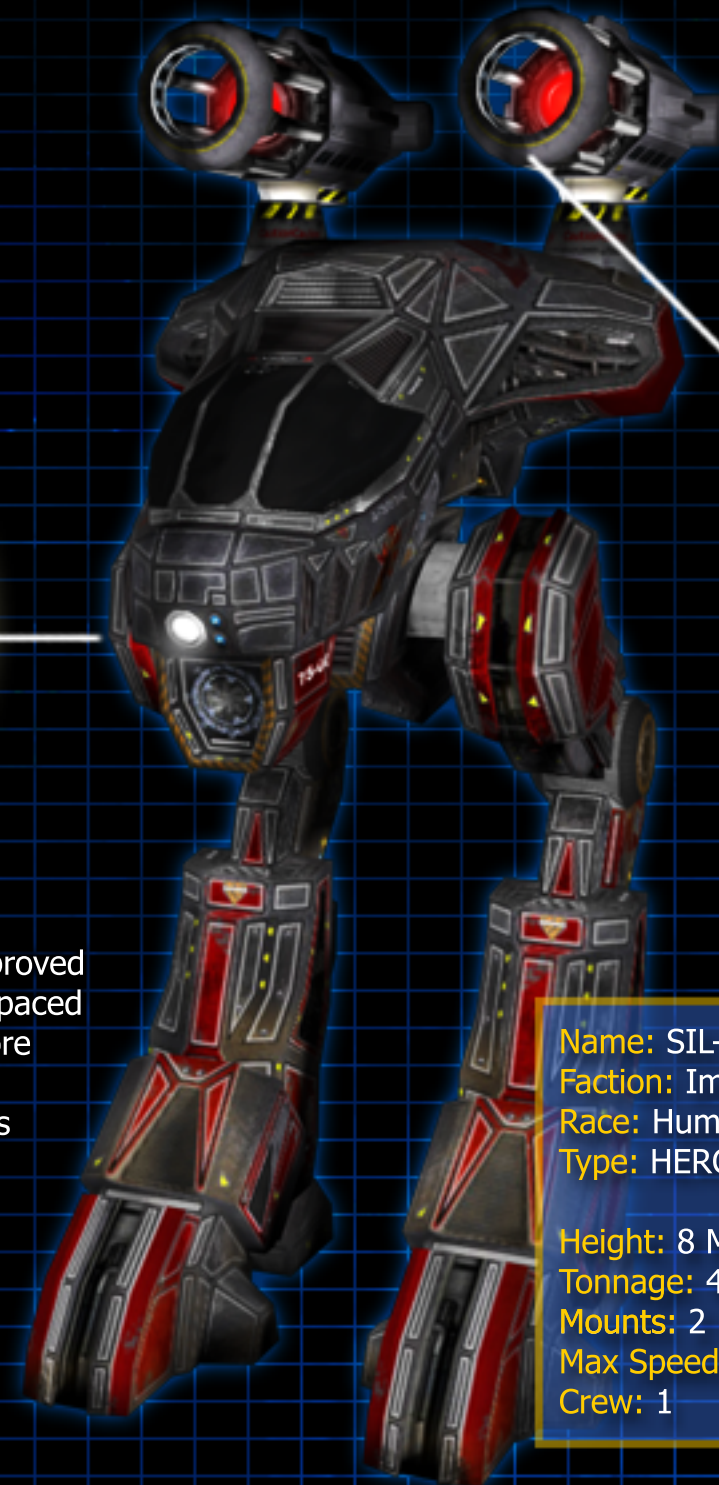
The Sung Industries MIL-TARG/1445 Battlesquire V Improved Computer is the standard on all TDF vehicles



Matsushita TekWerks MTV-419 400 GW Laser

The flexors were completely redesigned to allow for improved armor throughout the legs; additionally, the legs were spaced further apart to improve lateral support. In order to more effectively absorb and deflect incoming fire, the outer architecture and armor plating schema for the Talon was completely overhauled and updated in accordance with data obtained from Cybrid weaponry.

The Athena is perhaps the toughest scout HERC ever created, yet retains the slight frame and responsive handling that makes it ideal for recon and light skirmishing.



**Name:** SIL-10 Athena  
**Faction:** Imperial  
**Race:** Human  
**Type:** HERCULAN

**Height:** 8 Meters  
**Tonnage:** 45  
**Mounts:** 2 Medium  
**Max Speed:** 102 kph  
**Crew:** 1



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ENERGY CAPACITY: 16 GIGAJOULES  
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ENERGY CAPACITY: 16 GIGAJOULES  
MORE TECHNICAL STUFF GOES HERE

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Beloved of dusters everywhere, the Emancipator is the signature HERC of the Martian Rebellion and a symbol of rugged colonial determination. It was inevitable therefore that after the war this modified cargo hauler should form the basis of the FCF's first purpose-built combat HERC.

The new Emancipator, designed and built by Cydonia General Manufacture, is the result of a military grade overhaul of the cargo hauler. Extensive armor plating and a strengthening of the core chassis allows the Emancipator to take even more punishment than before, and combat grade flexor technology allows it to maintain its high speed and agility.



Despite being produced on Earth, Austin-Yugari's MIL-ENGN/DPA-3 Improved Engine sees service mostly in free colonial units

The Emancipator has also received a complete systems upgrade, so techs no longer have to interface military targeting computers with civilian telemetry links or worry about shield generators overloading their power couplings.

The result is a HERC built in the image of its pilots: not fast or maneuverable for its class, but tough as nails and packing more firepower than any two flashy dirtborn scout HERCs.

## EMANCIPATOR



Kandala ATC/A-88  
Hercules Autocannon

Thorkeld Laboratories  
TLB-1 Blaster Cannon

**Name:** HLA-04 Emancipator  
**Faction:** Colonials  
**Race:** Human  
**Type:** HERCULAN

**Height:** 8 Meters  
**Tonnage:** 45  
**Mounts:** 1 Medium, 1 Large  
**Max Speed:** 87 kph  
**Crew:** 1



# GOAD

The Goad was one of the most feared Cybrid HERCs during the Starsiege. Faster than anything in the human arsenal, Goads inflicted untold suffering as raiders of supply convoys and supposedly secure rear-echelon areas. By the end of the war humans were calling these vehicles "specters" for their habit of appearing in areas that were clear only moments before.

The 400 GW version of the Cybrid Laser is the smallest and most efficient of the weapon type, making it a favorite among light HERC pilotforms.

This HERC established its reputation as a raider early in the Starsiege, but became infamous during the battle for Mother Earth. Audacious pilotforms turned the Goad into a fearsome hunter-killer. The Goad's agility gave full play to these aces' considerable skills. Hunting in tightly coordinated packs, Goad pilots overcame their HERCs' modest firepower and light armor. They became a ubiquitous sight not only in rear areas, but also in the thickest fighting. At the height of the Starsiege, quads of Goads roamed every sector of the planet, feared even by pilots of the heaviest human HERCs.

Quad-Bonded Metaplas (QBM) is the standard vehicle armor. It consists of a four layer laminate of metaplas sheets, anti-kinetic gel, and titanium microweave.

After the war the Goad changed little. It remains primarily a light attack platform rather than a scout, and excels in that role. The new colonial Emancipator mounts superior armor and firepower, but the Goad retains its edge in agility. As a result it still attracts some of the best Cybrid pilots, and is a mainstay of their armored corps.

The electromagnetic autocannon offers increased effectiveness against all targets as compared with heavier shells, due to the extra velocity imparted by the accelerator ring.

**Name:** Goad  
**Faction:** Promethean  
**Race:** Cybrid  
**Type:** HERCULAN

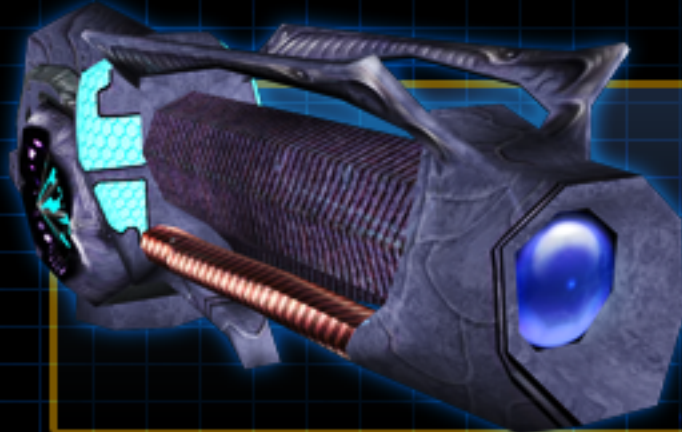
**Height:** 9 Meters  
**Tonnage:** 30  
**Mounts:** 2 medium, 2 special  
**Max Speed:** 129 kph  
**Crew:** 1 Warform



MAN WHEN THIS RAD GUN  
STARTS POINTING AT YOUR  
YOU KNOW YOU ARE IN  
SOME SERIOUS MUTANT ME  
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DONTCHA JUST LOVE THE GREEN  
FUNK OF CACHE TECH  
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## VEHICLE WEAPONS

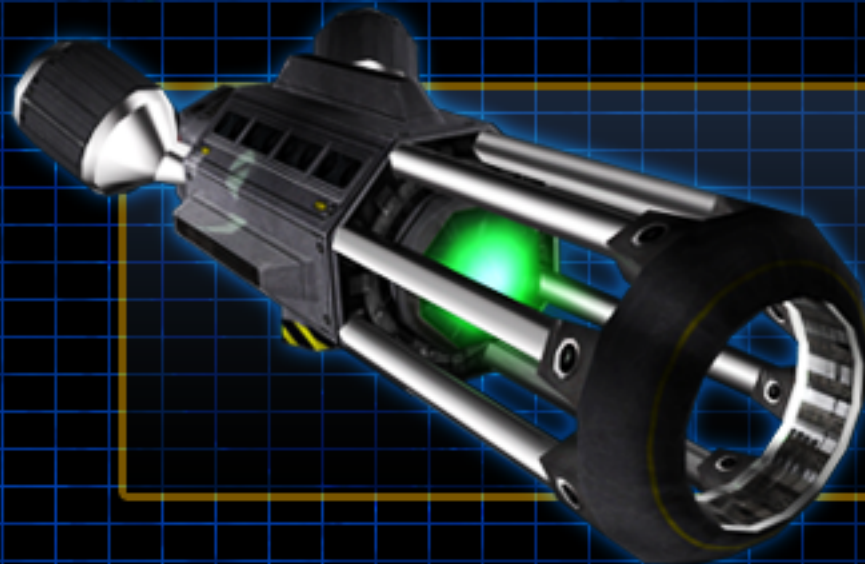


### <CYBRID> burn//shoot\\400 gw laser

Cybrid pilots favor laser based weapons for their extremely accurate projectiles, moderate energy consumption, and high rate of fire. Hoards of cybrid scouts have used lasers to decimate larger and stronger forces by selectively targeting small, vulnerable areas on enemy chassis. Finalizing modifications begun before the destruction of Prometheus, cybrid tacticians have commenced production of new laser weapons, more powerful and energy efficient than those commonly used during the Starsiege. The 400 GW variety is the smallest and most efficient, making it a favorite among cybrids who pilot light HERCs.

### Matsushita TekWerks MTV-419 400 GW Laser (Human)

In the latter years of the Fire many pilots found that 400 gigawatt lasers offered the optimum mix of firepower, range, and energy efficiency. Today the standard laser for both Cybrids and humanity remains a 400 GW model, though the modern version has significantly increased firepower and range. The standard 400 GW laser used by human forces is the Matsushita TekWerks MTV-419 Laser, which sports augmented phasing technology to increase effectiveness against composite armors. 400 GW lasers are popular for their light weight and energy efficiency. They also have a devoted following of pilots who use their pinpoint accuracy to deadly effect.



### Matsushita TekWerks 700 GW MTV-723 Heavy Laser (Human)

Starting with the legendary Scott Kaeser, there have always been some HERC pilots who insist that no weapon can match a well handled laser. The 700 GW MTV-723 Heavy Laser from Matsushita TekWerks was designed for such pilots. Though it is less energy efficient than its smaller cousin, the 700 GW laser combines the speed and accuracy of a laser weapon with greater firepower and longer range. Skilled marksmen have used this weapon to shoot away Cybrid weapons from their hardpoints before they can even be fired. More commonly, it is used to support heavy anti-armor weapons or as a standoff weapon for scout HERCs on extended missions.



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## VEHICLE WEAPONS

### Kandala ATC/A-88 Hercules Autocannon (Human)

The self-loading multibarreled autocannon has long had a reputation as an unglamorous weapon, but ace pilots in every generation from James Tarsus to Caanon Weathers have sworn by it. An autocannon's high rate of fire makes it ideal for engaging agile targets, while requiring virtually no power to operate. The ATC/A-88's standard depleted uranium slugs are individually too light to pierce a HERC's armored skin, but a storm of autocannon fire will reduce even the toughest armor to a pile of splinters and spall. The autocannon's combination of a high rate of fire with the simplicity of chemical propulsion ensures that even in an age of cache tech weaponry it retains a place on the battlefield.



### Matsushita TekWerks ATC/I-40 Infantry Support Vehicle Autocannon (Human)

Designed specifically for the Badger FAV, the Rattler is a small-caliber autocannon with a high rate of fire and enough ammunition for over two minutes of continuous fire, allowing it to lay down a base of fire from which infantry can resupply in relative safety.

The Rattler's high rate of fire makes it lethal against enemy infantry and a serious threat to strafing omnifighters. Its 40mm shells are usually no more than a nuisance to a marauding HERC or tank, but they can inflict enough damage to let friendly infantry scatter. The ability to support infantry against any threat makes the Rattler the key to the FAV's success.

### Thorkeld Laboratories TLB-1 Blaster Cannon (Human)

With its long range, coupled with powerful and accurate projectiles, the blaster, based on alien technology discovered deep below the Martian surface, earned a prominent role in the battlefields of the Starsiege. As the war progressed, the finite supply of alien weaponry diminished; the ability to produce man-made versions of the the alien technology became a top priority.

In late 2835, Mars-based Thorkeld Laboratories demonstrated the first reverse-engineered blaster. Like its cache-tech predecessor, the new TLB-1 Blaster Cannon fires a superdense plasma sphere with huge electromagnetic fields. The extreme temperatures caused in this process are a clear violation of the Bohm Criterion, which had been held as an axiom for nearly a thousand years. These qualities make the blaster highly effective against both shields and armor, and with production of the TLB-1 occurring on both Mars and Earth, the TLB-1 will continue to serve as a mainstay of the human arsenal.





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## VEHICLE WEAPONS

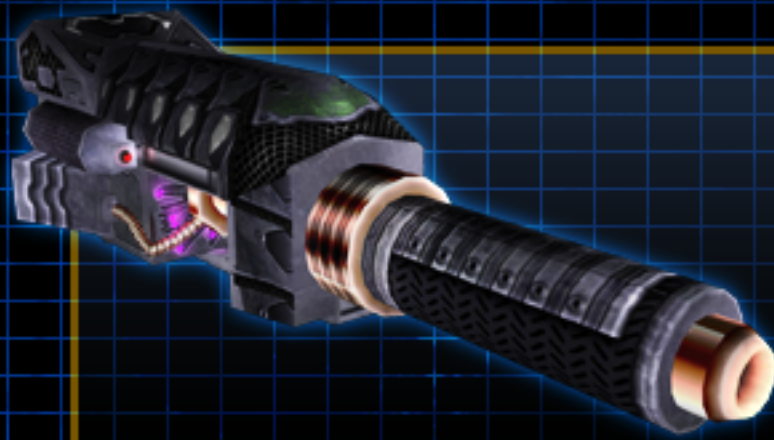


### <CYBRID> pulse//destabilize EPB beam

The electromagnetic pulse beam is a short-range alternative to the EMP cannon which Cybrid tacticians calculate should be even more effective against shields when properly employed. The essential operating principles are the same, but instead of firing a single pulse the EPB fires successive pulses phased together to create a single continuous beam. An onboard computer analyzes the feedback as the target's shields destabilize and dynamically modulates the beam to maintain maximum effect. This beam is all but useless against armor but can shatter shields like sound shatters glass.

### Electromagnetic Pulse Cannon (Human)

The EMP cannon is nearly as old as the war with the Cybrids itself. Since the time of the Fire it has been the premier shield-busting weapon in HERCULAN warfare, and it retains that function in the twenty-ninth century. The EMP cannon fires a burst of plasma and electromagnetic radiation which causes only minimal armor damage but severe disruption in shields. Stabilizing shields against EMP fire has been a major area of research for some time, and modest successes in this area have made the EMP somewhat less effective than it was in the Starsiege. Nevertheless, it remains an efficient anti-shield weapon which pairs especially well with heavy cannons.



### <CYBRID> accelerate//pierce electromagnetic autocannon

The electromagnetic autocannon is a hybrid chain gun incorporating both electromagnetic and chemical propulsion. Shells are fired chemically and then accelerated by an electromagnetic ring. The entire system is bulkier and more complex than a traditional autocannon, so the EMC utilizes a chain-driven ammo feed in lieu of multiple barrels. The single electromagnet does not significantly increase power consumption, but the extra velocity it imparts increases the weapon's effectiveness against all targets. The EMC is particularly popular with Cybrid pilotforms due to its increased efficiency against shields, and is a frequent addition to light attack as well as heavy assault platforms.



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## VEHICLE WEAPONS

### Charon Bomb / Spirit Defense Solutions BRU-1118 Chaos Delivery System (Human)

When General Astroynamics revived the fighter-bomber concept, the TDF had no bombs suitable for a true close air support craft. The new craft required a high-capacity bomb system suitable for use against soft targets and shielded HERCs. Spirit Defense Solutions modified its popular Hades bomb to fit the Wraith's specialized needs. The new Charon bomb has a smaller blast radius than its predecessor, but in keeping with the CAS role is more effective against shields. The Charon is an unguided or "iron" bomb, but it is also the single most powerful weapon in the Wraith's arsenal. Whether used in level bombing against fixed targets or at the end of a strafing run, this system is critical to the Wraith's close air support role.



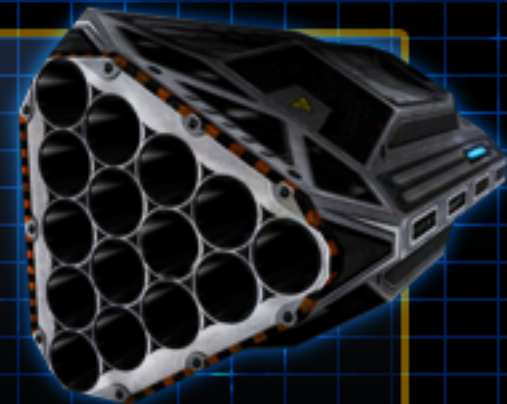
### Fairchild Munitions BH-103 Thunderbolt Launch System (Human)

Because the FB-19A Wraith travels so much faster than its land-based prey, its engagement window is too narrow for most armored vehicle weapons. To ensure that their new fighter-bomber would be effective, General Astroynamics needed a powerful fast-firing weapon system for high-speed strafing runs. The Fairchild Munitions Thunderbolt missile fit GA's needs perfectly. The Thunderbolt is an unguided or "ballistic homing" weapon, which substantially reduces its weight compared to other missile systems. It has a high rate of fire and a powerful warhead, which make it well suited for strafing. The Thunderbolt requires considerable skill to aim in the heat of combat, but a single Thunderbolt run by a skilled Wraith pilot can send most targets to the scrap yards.

### Aptare Ordnance BA-BM3 Hornet Missile System (Human)

Missile-based combat during the Starsiege was based around heat and radar sensitive missiles, which were capable of tracking a target several kilometers away. With the BA-BM3 Hornet missile system, Aptare Ordnance introduced a radically different breed of missile. Designed specifically for small HERCs engaging in close combat, the Hornet missile is small and light, but the explosive head, composed of enriched PBX-FOX7-9502, accounts for 95% of the mass of the missile. As a tradeoff, the missiles have limited range; much of their minimal fuel supply is spent in the initial burn, which accelerates the missile to top speed in approximately .3 seconds.

The explosion from a single Hornet missile can literally tear through armor, and the missile pack itself is designed to fire in 3-missile volleys. Since its introduction, the BA-BM3 has become extremely popular on the battlefield, as packs of light HERCs have dealt previously unattainable levels of destruction amidst enemy forces.







### Engines

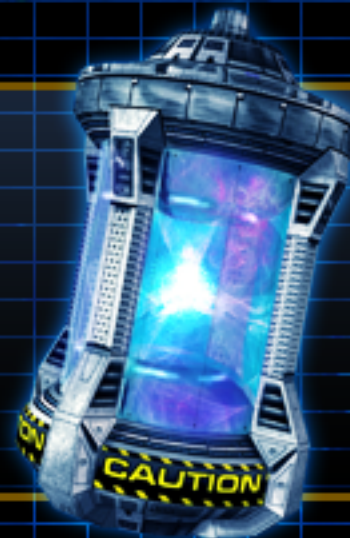
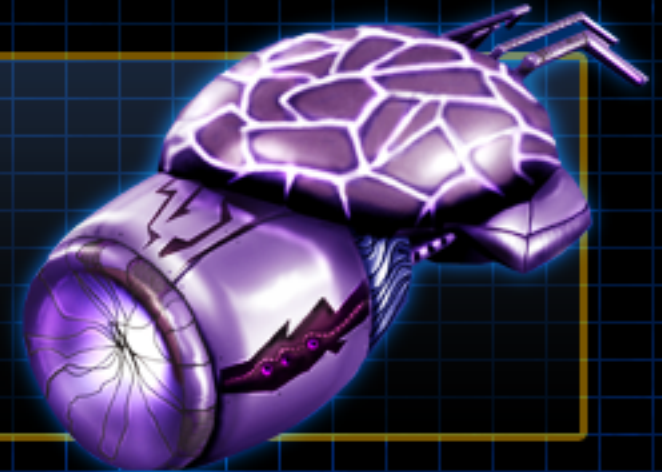
The flexor technology that runs through HERC legs is so complex that chassis manufacturers long ago abandoned the concept of powering them directly from the reactor. Instead, flexors receive power from a specialized subsystem, commonly referred to as an engine, which creates a specialized, high energy pulse that is used to stimulate flexors in a rhythm that allows a vehicle to effectively navigate all but the most extreme terrain.

Each engine is characterized by the number of flexors it can comfortably power. Under powering a HERC results in lethargic motion, while overpowering can push flexors to work beyond their rated efficiency.

### Sensors

Sensors allow a pilot to detect vehicles, buildings, and other features of the battlefield. Large sensor arrays allow scouts to examine enemy movements from a safe distance, and are the most effective at detecting vehicles which employ electromagnetic and/or thermal cloaking technologies, commonly used when a vehicle makes an excursion behind enemy lines.

Despite their advantages, combat pilots frequently shun these systems in favor of lightweight sensor suites. While offering minimal range, resolution, and sensitivity, the low mass offered by these sensors allows pilots to enhance their HERCs in ways that relate more directly to combat.



### Reactors

The reactor provides a HERC with the energy necessary to power the HUD, weapons, shields, sensors, computers, and other systems. Modern reactor technology works off of layered type II superconductors which form thousands of Josephson junctions. The huge electric potential created by these junctions allows fusion to occur at temperatures below 1000 K.

The reactor core is capable of storing energy in the superconductors, which are linked to every major system in the HERC. The offset between the production capacity of the reactor and the drain imposed by the HERC is one that veteran pilots carefully manage; countless deaths have occurred due to the partial system shut down that results when a reactor reserve is completely drained.



### Computers

Targeting computers interface between a vehicle's pilot, sensors, and weaponry. The most basic installations coordinate a vehicle's weapons with the HUD and provide limited magnification. More advanced models assist the pilot in acquiring and firing on targets. All targeting computers also sift through sensor data to identify special targets based on a wide variety of stored parameters.

Because a targeting computer must receive input from sensors, a vehicle using active sensors could theoretically have its targeting system compromised by battlefield slicers. For this reason a single targeting computer suite includes two fully redundant and physically isolated backup systems. While this substantially increases the suite's overall mass, it also makes system compromise a very rare event.



### Shields



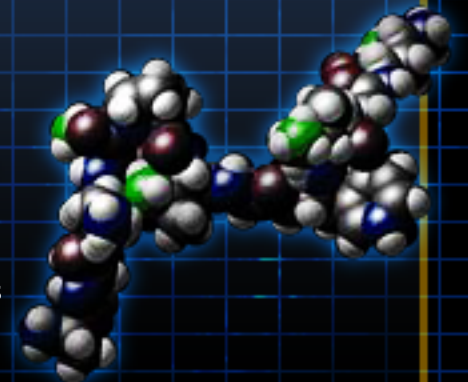
Shields are composed of metastable layers of cold and energetic plasma, produced and actively tuned by modular generators. In addition to these modulators, shield generators work with projector nodes, located over the entire surface of a HERC, which project electromagnetic waves that interact with the plasma layers such that they conform to the outer dimensions of the chassis. The result is a tightly packed layer of plasma which can absorb or destroy incoming fire, minimizing the damage inflicted on the HERC itself.

Shield generators vary significantly in size and capabilities. Scout pilots generally prefer light generators in order to minimize overall mass and maximize speed. Light HERC combat pilots favor "fastcharge" shields that sacrifice the strength of the energy shield in favor of very high regeneration rates. The largest HERCs use the heaviest generators, which match extremely large reserves with moderate charging capacity.

### Armor

Once a HERC loses power to its protective shields, armor is its only line of defense. Armor in the 29th century varies from lightweight laminates to nanobot-enhanced heavy plating. Some pilots prefer armors that are geared toward defending against particular types of weaponry; ceramic plating, for instance, excels at absorbing thermal and electrical energy, while depleted uranium is highly effective against traditional ballistic weaponry.

The standard quad bonded metaplas armor remains the most popular, and is composed of layers of metaplas laminate, weaves of titanium fiber, and anti-kinetic absorption gel. The result is an armor that is susceptible to no particular style of attack, yet is relatively lightweight.





GRAB THIS BABYL  
PUMP IT UNTIL IT SPITS  
OUT HOT WHITE STUFF WHICH  
WILL EXPLODE PORN

STARNISS ALL OVER YOUR ENEMY

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GRAB THIS BABYL  
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WILL EXPLODE PORN

Powered body armor technology predates the rise of HERC warfare by several centuries, and has remained an integral part of humanity's armed forces throughout the modern era.

Throughout the course of the Cybrid wars, when the men and women of the armed forces consistently found themselves outnumbered and outclassed by their Cybrid foes, no group was as overmatched as the infantry. During the Starsiege the feared troopers of the TDF suffered greatly at the hands of Prometheus' new anti-personnel designs, which boasted greater armor, firepower, and speed than their human prey.

Using an undersuit of advanced polymers that act as artificial muscles, the Imperial Infantry armor provides good protection for it's wearer while still maximizing flexibility.

Here you see the male version of the armor painted in the colors of the feared Blood Eagle division.

Syntheon Corporation's S-19 Combat Exosuit is the result of their commitment to never again subject the infantry to such an ordeal. The suit is built around an advanced full-body flexor mesh, which gives the trooper the ability to handle heavy loads and provides him with increased ground speed. The flexor mesh supports a self-sealing temperature-regulated vacuum suit, protected by heavy tri-bonded metaplas armor. Running speed is further augmented by reactive boots, giving exosuits a loping gait which is deceptively fast.

An exosuit has no sensor signature to speak of thanks to a suite of onboard stealth systems which includes thermal diffusers, radar-absorbing materials, and a miniature cloaking device based on captured Cybrid models. The suit's helmet provides image enhancers as well as atmospheric filters. When the filters fail, oxygen is provided by up to ten independent capsules, segregated so that a single unfortunate hit will not deprive a trooper of his oxygen store.

## HUMAN INFANTRY





GRAB THIS BABYL  
PUMP IT UNTIL IT SPITS  
OUT HOT WHITE STUFF WHICH  
WILL EXPLODE PORN

STARNESSE ALL OVER YOUR ENEMY

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GRAB THIS BABYL  
PUMP IT UNTIL IT SPITS  
OUT HOT WHITE STUFF WHICH  
WILL EXPLODE PORN

## INFANTRY WEAPONS

### Thorkeld T-4 Blaster Rifle (Human)

HERC pilots have always carried sidearms for living off the land until they could be rescued. If cornered by a Cybrid patrol, such weapons could offer only suicide as a defense—until the advent of cache derived blaster technology. Thorkeld Laboratories produces the T-4 Personal Defense Weapon as a smaller version of the Tharsis blaster rifles especially for pilots. The T-4 is not exceptionally powerful, but it has a reasonable rate of fire and can down a Cybrid infantry warform with a few well placed shots. Its low power requirements and the inherent efficiency of blaster technology gives the T-4 effectively unlimited ammunition when linked to an exosuit, a valuable feature in a weapon which may be used for hunting as much as defense.

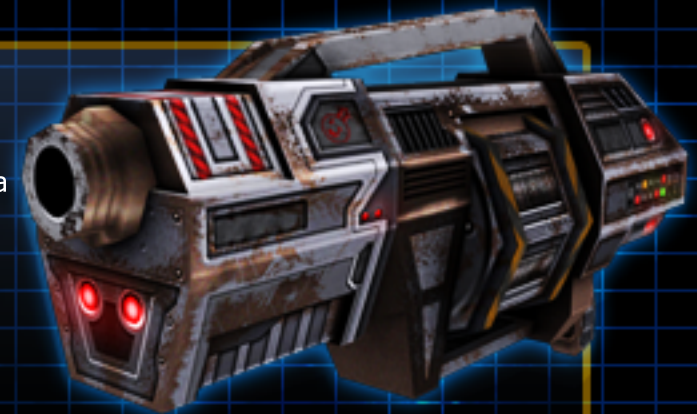


### Azhukov A-84 Coil Rifle (Human)

The Azhukov-84 is the standard issue hypervelocity gauss gun for the Artemis Pursuit Armada. It is a semiautomatic rifle intended for medium to long-range engagements. After the Starsiege, extensive review of battlefield data indicated several shortcomings of the venerable A-82. Designed before Prometheus had unveiled ITs infantry warforms, the A-82's 7mm steel slugs turned out to be too fragile to reliably penetrate Cybrid infantry armor. The A-84 addresses this shortcoming by adopting a heavier 10mm round of depleted uranium, which is fired at a greater velocity. The force imparted to each round makes automatic fire impractical for the new rifle, but Azhukov WeaponFabrik is nevertheless confident that the A-84 is a far superior weapon to its predecessor.

### Kandala K-19 Accelerated Grenade Launcher (Human)

Rocketguns like Kandala Manufacturing's K-19 are humanity's primary means of delivering specialty munitions on the battlefield. Rocketguns usually fire self-propelled rounds the size of a shotgun shell, from sophisticated jammers to simple smoke dispensers or fragmentation shells. Unlike most rocketguns, the K-19 can also fire standard hand grenades using electromagnets, for which reason troops frequently call it a "grenade launcher." This feature offers the grenade a far greater range, and considerably simplifies logistics. The K-19's rotary magazine carries a large number of rounds, but also makes the weapon uncomfortably heavy. With the wider proliferation of powered exosuits however this problem has been ameliorated and Kandala has watched a one-time loss leader turn into its most profitable weapons grade system.





GRAB THIS BABYL  
PUMP IT UNTIL IT SPITS  
OUT HOT WHITE STUFF WHICH  
WILL EXPLODE PORN

STARNESSE ALL OVER YOUR ENEMY

1762-0001-009890ADSf17865

GRAB THIS BABYL  
PUMP IT UNTIL IT SPITS  
OUT HOT WHITE STUFF WHICH  
WILL EXPLODE PORN

## INFANTRY WEAPONS



### Matsushita TekWerks MTH-39 Laser Rifle (Human)

Matsushita TekWerks' MTH-39 Laser Rifle is designed for long range support and sniping. To increase the range of the MTH-39, MT combined traditional, high quality mirrors with a revolutionary new phase array system; the result is an effective range of approximately 1 kilometer. The Neodymium-doped yttrium aluminum garnet core fires a 10 kW beam which can cut through the tri-bonded metaplas armor that is commonly found in both human armor and cybrid warforms.

### G-41 Explosive Grenade (Human)

Explosive grenades offer infantry invaluable indirect fire capabilities, as well as heavy firepower. The G-41 explosive grenade is a typical dual-purpose warhead with both armor penetrating and fragmentation effects. Like all modern grenades, it is small enough to be fired from a grenade launcher yet weighty enough to be comfortably thrown by hand. The grenade's casing is carefully perforated to maximize the armor penetration of the fragments, but modern armor essentially renders explosive grenades ineffective unless the infantry unit is caught within the immediate blast radius.



### G-8 Smoke Grenade (Human)

Smoke grenades have been an infantryman's constant companion for nearly a thousand years, and their defensive value was too great to give up simply because Cybrids do not rely primarily on visible light. Modern smoke grenades therefore release a cloud of fine heated particles. These particles act as chaff to the super high-frequency radar Cybrids use to "see." The cloud thus obscures an infantryman from detection by the naked eye, infrared, and high-frequency radar, without affecting longer-wavelength targeting radar. Smoke grenades are most effective indoors, since the smoke cloud dissipates quickly when used in the open. Properly used, these grenades substantially enhance a soldier's battlefield survivability.



# THE BEGINNING: A BRIEF HISTORY

## The Book of Hunter (2015 to 2025)

*In the end, it was the beginning. But first, it was the end.*  
- *New Tellurian Bible, Book of Hunter:  
Devastations 1 (2725)*

Even as it happened, people disagreed as to what was happening. Some said it was the Second Coming. Others believed the flames of the Final War had been sparked at last. Still others claimed it was an alien invasion, or a nuclear experiment gone horribly wrong.

Regardless of what really happened, the course of human history changed forever at the beginning of the third millenium. Billions died in the first days, over two-thirds of the world's population. The Earth's governments vanished virtually overnight.

The devastation was beyond description. Scattered bands of refugees cowered in shock under ash-darkened skies, finding shelter in the labyrinthine tunnels beneath the ruins of the once-proud cities. Humanity had fallen, and the heirs of the 21st century fought one another like beasts over the scraps of civilization. Many evidently salved their tortured existence with powerful drugs that further eroded their minds.

Historical records are nonexistent until after the year 2015, and most journals describing the time refer to a hellish struggle in some kind of gladiatorial game held for unseen alien tyrants. Thousands of survivors made the same claim, with extensively detailed descriptions. However, archaeologists and historians have found no hard evidence to support this claim. There are no alien remains, no arcane relics, and no wrecked spaceships in the 29th century. Regardless of the claims, however, 2015 marked the time when mankind began to crawl out of the rat holes and sewers to live again under the open sky.

### The Recovery

The leader who almost single-handedly dragged these ragged survivors out of the darkness is known to history as Jake Hunter. Hunter formed a government in the blasted remains of the United States and led people in the first steps toward rebuilding the world. While evidence does establish the existence of Hunter himself, the myth that surrounds him is a matter of faith and belief.



Jake Hunter

Savior of Humanity. Redeemer. Saint. Fraud. Killer. Leader. Jake Hunter was all of these. In 2829 he was revered as the messiah who single-handedly dragged humanity out of the darkness of the Devastation and led people toward rebuilding the world. Historical evidence confirmed the existence of Hunter, but the story of his life remains a mystery.

Reliable descriptions of Jake Hunter's early life are few and heavily wrapped in the trappings of fable. Some say he was born in the alien arenas and took his first prey while still an infant. Others say he was simply a hunter and warrior of exceptional skill and talent. Hunter himself claimed he had fought in bloodsport games for the unknown extraterrestrial "Masters." He went further, however, and asserted he had allied with an alien beast-man called Garathe Den. Together, he said they had escaped from the "Masters" and solved the true challenge. Hunter said the aliens then departed, promising to return someday.

Hunter undeniably possessed a powerful charisma, the proverbial "look of eagles," for people flocked to his banner. For ten years, humanity rallied under his leadership and struggled to reestablish laws, schools, farms, and hospitals. The challenges were enormous. Disease and violence ran rampant, and many unfortunate souls sought solace in home-brewed, extremely potent drugs. Then Jake Hunter vanished from the records in 2025.



## The Rapture Offensive

Like the rest of his life, Hunter's disappearance remains the stuff of legend, indeed even of theology. His followers claim he took a platoon of troops in a spaceship to destroy an alien warstation orbiting the moon. They say that this mission, dubbed "The Rapture Offensive" was a success, but that Jake Hunter did not return.

Some scholars point to the term "Rapture Offensive" to show that the entire life of Jake Hunter was merely a myth, a messiah delusion, a collective hysteria among people who had suffered through the apocalypse. And yet, Jake Hunter has ascended to a divine mantle, deity or saint, depending on the faith. He has become a fixture in nearly every major religion of Earth. Whatever the truth, the Hunter brought light to the people of Earth in a time of great despair and darkness, and his memory lives forever in the hearts of humanity.

*We stepped aboard his ship and left Mother Earth forever.  
And the days to come were evil indeed.*  
- **New Tellurian Bible, Book of Hunter:  
Devastations 52 (2725)**

## THE AGE OF DECAY (2025 to 2275)

Violating curfew -- DEATH  
Theft of food -- DEATH  
Disobeying police -- DEATH  
Disrespect of government -- DEATH  
- Complete criminal code for the  
Los Angeles metrozone, 2031

The Devastation left Earth a shadow of its former self. Entire nations were gone. Cities had been wiped off the maps. Roads and factories lay in useless rubble. The experience had decimated Humankind. In 2020, most living humans had been born during the Devastation, and few now remembered the time before. For nearly 250 years, humanity would languish in self-pity and shock as opportunistic villains exploited the sorrow and desperation of millions. Historians of the Empire would come to call this time the Age of Decay.

Within a few years after Jake Hunter's disappearance, most of the world's population clustered amid the ruins of the once-great cities, forming gigantic, pestilence-ridden refugee camps that came to be called metrozones. The Devastation left agriculture crippled, and food was scarce. The warlords who fought their way to rule over the metrozones imposed brutal and arbitrary laws. They hoarded supplies, weapons, and technology as they clung desperately to power. Quality medical care was scarcer than food, and disease raged unchecked in the camps, killing more and more of the survivors. Thousands of refugees labored outside the metrozone walls as slave farmers under the eyes of watchful guards.

**"Out of life's school of war: What does not destroy me, makes me stronger."**

**Friedrich Nietzsche, The Twilight of the Idols (1899)**



## THE AGE OF DECAY (CONT.)

### The Metrozones

Conditions were hopeless. Starvation and sickness were the norm. People lived in a crush of tents or in tiny, bunker-like apartments. Sanitation was nearly nonexistent. Laws were incredibly severe. Scavenger industries sprang up everywhere, and throngs of desperate, hungry refugees picked over the bones of the past, searching for tools and food. Gangs fought savagely over turf until metrozone warlords would be forced to intervene. A thriving market grew in scavenged goods, slaves, and food.

Scam artists ran the streets. Inhabitants turned to drugs, cults or gambling. Hedonistic pleasure tents fed dark appetites. The value of life was pitifully low. Children were mere commodities: Boys who survived past the age of twelve were sold to the warlords for cannon fodder in the bloody squabbles that erupted over food, water, and scavenged technologies. Girls were treated as little more than play things and brood mares.

Some few independent souls, following the example of Jake Hunter, rejected the squalid misery of the metrozones and attempted to reclaim the territories outside their walls. These 'freedom hunters' sought a better future amid the rural lands, and in the generations that followed they fortified the earth with nutrients and clean water, using scavenged machinery and materials. As they became more efficient, they traded their excess food and potable water to the filth-choked metzones, which could not produce enough of either commodity themselves. The free hunters sought tools and other manufactured items that were still in supply in the metrozones. The new tools in turn allowed production of more food. Gradually, painfully, commerce once again began to flow, at first confined to small markets, then to caravans between metrozones, and finally between the emerging meta-nations. As trade flourished mankind rediscovered the technology of his forgotten past at a surprisingly rapid rate.



## DESPAIR

The vast majority of survivors turned to drugs to numb their misery. Many were still addicted to substances from the Devastation era. These addictions proved more virulent than any plague, for the drugs spawned violence and crazed behavior among the refugees. Watered down versions of devil potions such as Wreck and Easy-6 did little to stall the downward spiral. The trauma of the Devastation had scarred whole populations for life. Death was the only real cure, and countless bloody riots broke out in the camps as brooding addicts exploded in sudden, mindless violence.

## AND

## ADDICTION





## THE AGE OF DECAY (CONT.)

### The Milicorps

Many of the regions initially produced only marginal yields. When one area began to produce enough surplus to feed its neighbors, less fortunate metrozones would send raiding parties. As raids between metrozones escalated to full-fledged wars, entrepreneurial traders recognized the potential of the market for war supplies. Successful metrozone warlords grew ever closer to these suppliers, until the corporations actually fused with their military customers. As these military corporations - milicorps - cemented their influence, they made certain the military would remain necessary. They prolonged conflicts to strengthen their political hold, paying with the blood of the soldiers serving in the armies. Metzone government and the milicorps became indistinguishable, with an executive board of directors controlling the armed forces.

As generations passed, armies controlled larger and larger areas outside the metzones. Production of food, water, and resources increased. The recovery of industry made warfare complex enough to require better-trained troops. Now the milicorps began adopting long-term strategies to entrench their power. They needed smarter warriors and better technology, so they built academies and research facilities. They provided enormous incentives to cadets in return for lifelong service. Within a generation the best way to escape the "metroslums" was a military education. Conscripted slave-militias gave way to professional soldiers.

By the end of the Age of Decay, the milicorps ruled entire collections of nation-states called meta-nations, and dominated every aspect of life. Society was on the path to recovery; education, technology, industry, and science had re-emerged. The milicorps adopted domestic pacification as a long-term policy: Keep the people happy and they will obey. The value given to human life rose at last, and the individual once again began to matter. Humanity had slowly moved from decay and fear to the beginnings of hope.

### META NATS

By 2100, six meta-nations had tenuously emerged from the chaos. The European Alliance (EA) united the survivors of the former European countries. North American Prefecture (NAP) replaced the United States, Mexico, and Canada. Japan combined with Vietnam, Korea, Indonesia, Micronesia, Hawaii, New Zealand, and Australia to form the Pacific Rim Community. China swallowed most of the remaining parts of Asia. South America came under the dominion of the Inca-Brazil Axis, and the surviving African nations formed United Africa.





# THE AGE OF HOPE

## And the planting of the seeds of destruction (2275-2602)

The Age of Hope lasted for over three hundred years, and bridged the gap between Decay and Fire. Very little remained of the pre-Devastation era. The distinction between governments and corporations blurred. Soldiers became an elite caste. Multi-national conglomerates called meta-nations ran the metrozones and deployed armies to strengthen their influence over world markets. Constant war emerged as a benevolent institution, and prosperity grew from hundreds of wars fought over centuries.

By the end of the 24th century, automation permeated society once again. The value of human life became high enough that killing off thousands of bright, highly trained soldiers for marginal increases in market share became an unacceptable economic proposition. Engineers explored new areas of robotic control, materials engineering, and neural net processing. Then in 2470 Greater China's Sung Industries fielded the first HERCULAN battle tank. It was more heavily armored, carried the firepower of an entire platoon of powered armor infantrymen, and was highly mobile. The life expectancy of pilots soared and within a scant few decades every meta-nat and subsidiary on the planet had adopted the form, which the press would dub 'HERCs' for short, as their main battle tank.

### Humanity's Golden Age

The perpetual war economy drove the engines of industry and spurred constant technological achievement. Advancements in medicine, propulsion, construction, power generation, and communications were financed to feed the needs of the war machine, and society reaped the accessory benefits. The average life expectancy and quality of living reached the highest levels in history, surpassing even pre-Devastation norms. It had taken three centuries but humanity had finally recovered from its collapse.

As longevity increased, social institutions changed. Retirement occurred later, and young people spent more time educating themselves. By the mid-point of the 25th century Earth's population had ballooned to an estimated 10 billion. Science, art, and literature advanced as well often funded indirectly by the milicorps.

The public congratulated itself, and philosophers produced smug arguments that humankind had reached the pinnacle of artistic achievement. Writers coined the self-indulgent term "Age of Hope." The Golden Age of humanity had arrived. Perpetual optimism and a terrifying confidence permeated society.

**A prototype HERCULAN, 2449**

*"This is a time for humankind to assume its potential, to dare to reach beyond mere stars.*

*It is a time to reach for Godhood..."*

*-Nobel Laureate, Calaveria Desmondias, 2450*