

## Arminius Assault Lander – Lore

"Where's our reinforcements?!" a desperate voice yelled over the radio. Our commanding officer ordered us to get into our deployment positions, I could feel our landing skis touch down beneath my rugged boots. I took up my position behind the Badger, ready to breach into the gates of hell. Then, the vehicle bay door began to fold down. It touched the barren soil with a resounding splash of sand and expectations. Blowing sand and dust blinded those of us that were foolish enough to leave our visors up. The Badger whirled to life and burst forth into the harsh sands of the arid planet, we hastily followed behind it. Along with the crew of the Badger and both of the Hermes, my twelve comrades and I disembarked. We began to shadow the tank's movements, using it as cover. Our commanding officer came over the radio and told us to keep our ears and eyes sharp before he spoke in a triumphant tone over the radio, "Here's your reinforcements!"

An account from Corporal Phelix of the Colonial Marines

### Crew Compliment

Captain x1, Officer x2, Pilot x3,  
Engineer x1, Maintenance x1,  
Medic x2, Gunner x6,  
Administrator x1, Marines x20

**Crew Wages :** 100,500cr per month

**If using Veteran Crew ~ (DM+2)**

**Crew Wages :** 201,000cr per month

## Arminius Assault Lander – Propulsion System

The primary drive system on the Arminius is a Thrust-2 reaction drive. Unlike a gravitic drive, a reaction drive expels a reaction mass at a high velocity in order to propel the host vessel. Since this drive requires fuel in order to operate, it uses the thrust point system to determine how long it can fire before running out of fuel. A fully fueled Arminius can store 48 thrust points worth of fuel, while still leaving enough reserve fuel for the fission reactor to reliably operate. Reaction drives do not require external power to function.

A thrust point is a vessel specific unit which is equivalent to the amount of fuel required for a given reaction drive to provide Thrust-1 for 6 minutes. This means that an Arminius' reaction drive is capable of providing Thrust-2 for 144 minutes before it runs out of fuel.

## Thrust Point Expenditures

Total Thrust Points Expended at a Thrust Score of 2

| Distance      | 1        | 2        | 4       | 8       | 12       | 16       | 24      | 48      |
|---------------|----------|----------|---------|---------|----------|----------|---------|---------|
| 1,000km       | 9m 26s   | -        | -       | -       | -        | -        | -       | -       |
| 10,000km      | 1h 35m   | 47m 14s  | 23m 37s | -       | -        | -        | -       | -       |
| 400,000km     | 2d 15h   | 1d 8h    | 15h 45m | 7h 53m  | 5h 15m   | 3h 57m   | 2h 38m  | -       |
| 45,000,000km  | 295d 7h  | 147d 16h | 73d 20h | 36d 22h | 24d 15h  | 18d 11h  | 12d 8h  | 6d 4h   |
| 255,000,000km | 4y 214d  | 2y 107d  | 1y 54d  | 209d 4h | 139d 11h | 104d 14h | 69d 18h | 34d 21h |
| 600,000,000km | 10y 287d | 5y 144d  | 2y 255d | 1y 128d | 328d 2h  | 246d 2h  | 164d 1h | 82d 1h  |
| 900,000,000km | 16y 66d  | 8y 33d   | 4y 17d  | 2y 9d   | 1y 128d  | 1y 5d    | 246d 2h | 123d 1h |

Red times indicate routes with insufficient life support for default configurations. Assumes only 6-Tons of Reactor Fuel.

Dashes indicate routes where a constant burn is more efficient.

The equation below can be used to calculate non-constant-acceleration maneuvers. It also automatically accounts for the time spent accelerating and decelerating, as well as the time spent coasting.

## Thrust-Point-to-Transit-Time Equation

$$\text{Transit Time (In Seconds)} = \frac{(\text{Total Distance in Meters}) - 9.8 \left[ \frac{360 (\text{Thrust Points})}{(\text{Thrust Score})} \right]^2 + \frac{360 (\text{Thrust Points})}{(\text{Thrust Score})}}{1764 (\text{Thrust Points})}$$

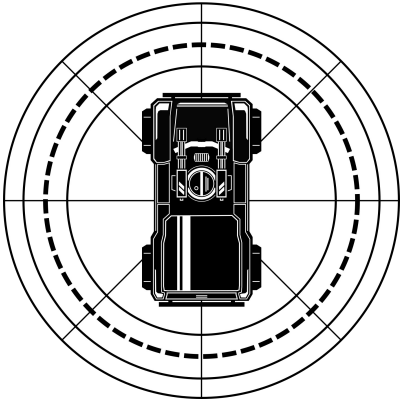
# Arminius Assault Lander ~ TL-7

Vessel Cost – 130,528,000 Credits

| Hull Configuration                             | Displacement | Power Requirements                            | Traits                           |
|--|--------------|---|----------------------------------|
| Standard Non-Gravitic Hull                     | 450 – Tons   | 90 – Units                                    | 180 Hull points                  |
| Heat Shielding                                 | 0 – Tons     | –   | Allows for atmospheric reentry   |
| Radiation Shielding                            | 0 – Tons     | –   | 1000 Radiation protection.       |
| Drive Configuration                            | Displacement | Power Requirements                            | Traits                           |
| Reaction Drive – Thrust 2                      | 18 – Tons    | –   | –                                |
| Power Plant Configuration                      | Displacement | Power Production                              | Traits                           |
| Advanced Fission Power Plant                   | 12 – Tons    | 105 Units                                     | Energy efficient                 |
| Fuel Tanks                                     | Displacement | Thrust Points                                 | Reactor Fuel Longevity           |
| Fuel Tank – Drives                             | 54.5 – Tons  | 48  | –                                |
| Fuel Tank – Reactor                            | 6 – Tons     | –   | 3 – Months continuous            |
| Control Systems                                | Displacement | Power Requirements                            | Traits                           |
| Bridge   | 20 – Tons    | –   | –                                |
| Computer/5                                     | 0 – Tons     | –   | Hardened                         |
| Prototype Basic Sensors                        | 0 – Tons     | –   | (DM-4) Lidar, Radar              |
| Crew Quarters                                  | Displacement | Power Requirements                            | Traits                           |
| Captain's Stateroom                            | 4 – Tons     | –   | Single occupancy                 |
| Barracks – 6                                   | 72 – Tons    | –   | Six person occupancy             |
| Common Areas                                   | 81.5 – Tons  | –   | –                                |
| Hard Points                                    | Displacement | Power Requirements                            | Traits                           |
| Missile Barbette – 2                           | 10 – Tons    | 0   | Smart – 25 Missiles per barbette |
| Small Missile Bay                              | 50 – Tons    | 5   | Smart – 144 Missiles             |
| Armor Configuration                            | Displacement | –   | Traits                           |
| Titanium Steel                                 | 22.5 – Tons  | –   | Armour – 2                       |
| Additional Components                          | Displacement | Power Requirements                            | Traits                           |
| Cargo Areas                                    | 6 – Tons     | –   | –                                |
| Docking Space –Light Tank                      | 22 – Tons    | –   | Can store a 20-ton vehicle       |
| Docking Space – Light Transport – 2            | 22 – Tons    | –   | Can store two 10-ton vehicles    |
| Armory   | 5 – Tons     | –   | –                                |
| Acceleration Seats                             | 4 – Tons     | –   | Operator seating                 |
| Acceleration Benches                           | 10 – Tons    | –   | Non-operator seating             |
| Aerofins                                       | 22.5 – Tons  | –   | (DM+2) to atmospheric piloting   |
| Medical Bay – 2                                | 8 – Tons     | 2   | (DM+1) to medical checks         |
| Computer Software                              | Bandwidth    | –   | –                                |
| Library  | 0            | –   | –                                |
| Maneuver/0                                     | 0            | –   | –                                |
| Monthly Maintenance – 10,900 Credits per month |              | Life Support Costs – 56,000 Credits per month |                                  |

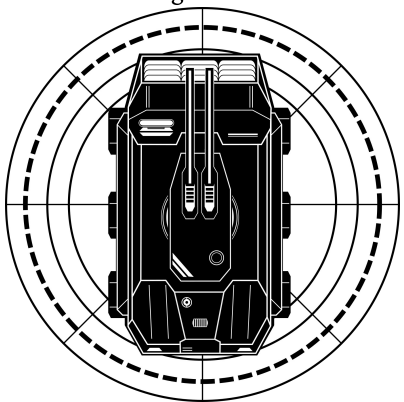
| Hermes ~ Light Transport |                          |
|--------------------------|--------------------------|
| Tech Level               | 7                        |
| Skill                    | Drive (Wheel)            |
| Agility                  | -1 ( <i>Off-Roader</i> ) |
| Speed (Cruise)           | Medium (Slow)            |
| Range (Cruise)           | 400km (600km)            |
| Crew                     | 2                        |
| Passengers               | 6                        |
| Cargo Space              | 1,000kg                  |
| Hull Points              | 60                       |
| Shipping                 | 10 ~ Tons                |
| Cost                     | 231,300cr                |
| Maintenance Cost         | 1,157cr                  |

| Vehicle Traits                  |                                 |
|---------------------------------|---------------------------------|
| Autopilot (Skill Level)         | -                               |
| Comms Range (Encrypted)         | 50km                            |
| Navigation                      | DM+1                            |
| Sensors                         | DM+1                            |
| Camouflage (Recon) (Infrared)   | DM-2                            |
| Stealth                         | -                               |
| Weapons ~ Small Turret          |                                 |
| Dual-Linked Rotary Auto-Cannons |                                 |
| Fire Control                    | DM+1 to Heavy Weapons (Vehicle) |
| Damage                          | 6D+6                            |
| AP                              | -                               |
| Auto                            | 5                               |
| Range                           | 5 - 1,000 meters                |
| Vehicle ~ Equipment             |                                 |
| Fire Extinguishers              |                                 |
| Vehicle ~ Armor                 |                                 |
| Front                           | 26                              |
| Sides                           | 18                              |
| Rear                            | 18                              |
| If Using Veteran Crew ~ (DM+2)  |                                 |

| Small Turret   |      |
|--|------|
|  |      |
| Cargo  |      |
| Item   | Mass |
|  |      |
|  |      |
|  |      |
|  |      |
|  |      |

| Badger ~ Light Tank |                               |
|---------------------|-------------------------------|
| Tech Level          | 7                             |
| Skill               | Drive (Wheel)                 |
| Agility             | -1 ( <i>AFV, Off-Roader</i> ) |
| Speed (Cruise)      | Medium (Slow)                 |
| Range (Cruise)      | 400km (600km)                 |
| Crew                | 3                             |
| Passengers          | -                             |
| Cargo Space         | 250kg                         |
| Hull Points         | 120                           |
| Shipping            | 20 ~ Tons                     |
| Cost                | 764,000cr                     |
| Maintenance Cost    | 3,820cr                       |

| Vehicle Traits                 |                                 |
|--------------------------------|---------------------------------|
| Autopilot (Skill Level)        | -                               |
| Comms Range (Encrypted)        | 50km                            |
| Navigation                     | DM+1                            |
| Sensors                        | DM+1                            |
| Camouflage (Recon) (Infrared)  | DM-2                            |
| Stealth                        | -                               |
| Weapons ~ Large Turret         |                                 |
| Dual-Linked Heavy Auto-Cannons |                                 |
| Fire Control                   | DM+1 to Heavy Weapons (Vehicle) |
| Damage                         | 1DD+10                          |
| AP                             | -                               |
| Auto                           | 3                               |
| Range                          | 10 - 1,000 meters               |
| Vehicle ~ Equipment            |                                 |
| Fire Extinguishers             |                                 |
| Vehicle ~ Armor                |                                 |
| Front                          | 60                              |
| Sides                          | 35                              |
| Rear                           | 30                              |
| If Using Veteran Crew ~ (DM+2) |                                 |

| Large Turret   |      |
|--|------|
|  |      |
| Cargo  |      |
| Item   | Mass |
|  |      |
|  |      |
|  |      |
|  |      |
|  |      |

| Example Loadout - Crewman |              |
|---------------------------|--------------|
| Item                      | Mass         |
| Jack                      | 1kg          |
| Vacc Suit ~ TL-8          | 17kg         |
| Assault Pistol            | 1kg          |
| Pistol Mags - 3 - AP      | 1kg          |
| Protection (Vacc)         | 1(5)         |
| Damage                    | 3D-3         |
| Weapon Traits             | Auto 2, AP 6 |
| Magazine Capacity         | 15           |

| Example Loadout - Captain |      |
|---------------------------|------|
| Item                      | Mass |
| Jack                      | 1kg  |
| Vacc Suit ~ TL-8          | 17kg |
| Revolver                  | 1kg  |
| Revolver Mags - 3 - APDS  | 1kg  |
| Protection (Vacc)         | 1(5) |
| Damage                    | 3D-3 |
| Weapon Traits             | AP 9 |
| Magazine Capacity         | 6    |

| Example Loadout - Marine |              |
|--------------------------|--------------|
| Item                     | Mass         |
| Cloth Armor              | 10kg         |
| Vacc Suit ~ TL-8         | 17kg         |
| Assault Rifle            | 4kg          |
| Rifle Mags - 3 - AP      | 1kg          |
| Protection (Vacc)        | 5(4)         |
| Damage                   | 3D           |
| Weapon Traits            | Auto 2, AP 6 |
| Magazine Capacity        | 30           |

| Example Loadout - Medic |              |
|-------------------------|--------------|
| Item                    | Mass         |
| Cloth Armor             | 10kg         |
| Vacc Suit ~ TL-8        | 17kg         |
| Assault Rifle           | 4kg          |
| Rifle Mags - 3 - AP     | 1kg          |
| Protection (Vacc)       | 5(4)         |
| Damage                  | 3D           |
| Weapon Traits           | Auto 2, AP 6 |
| Magazine Capacity       | 30           |

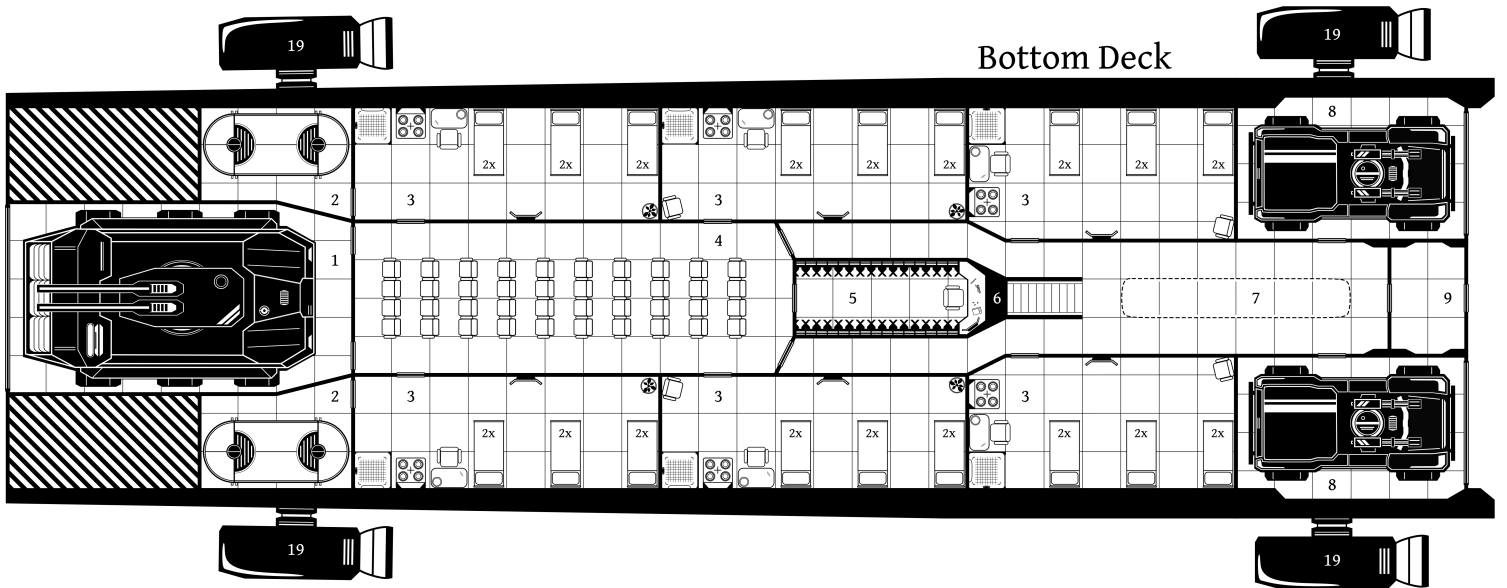
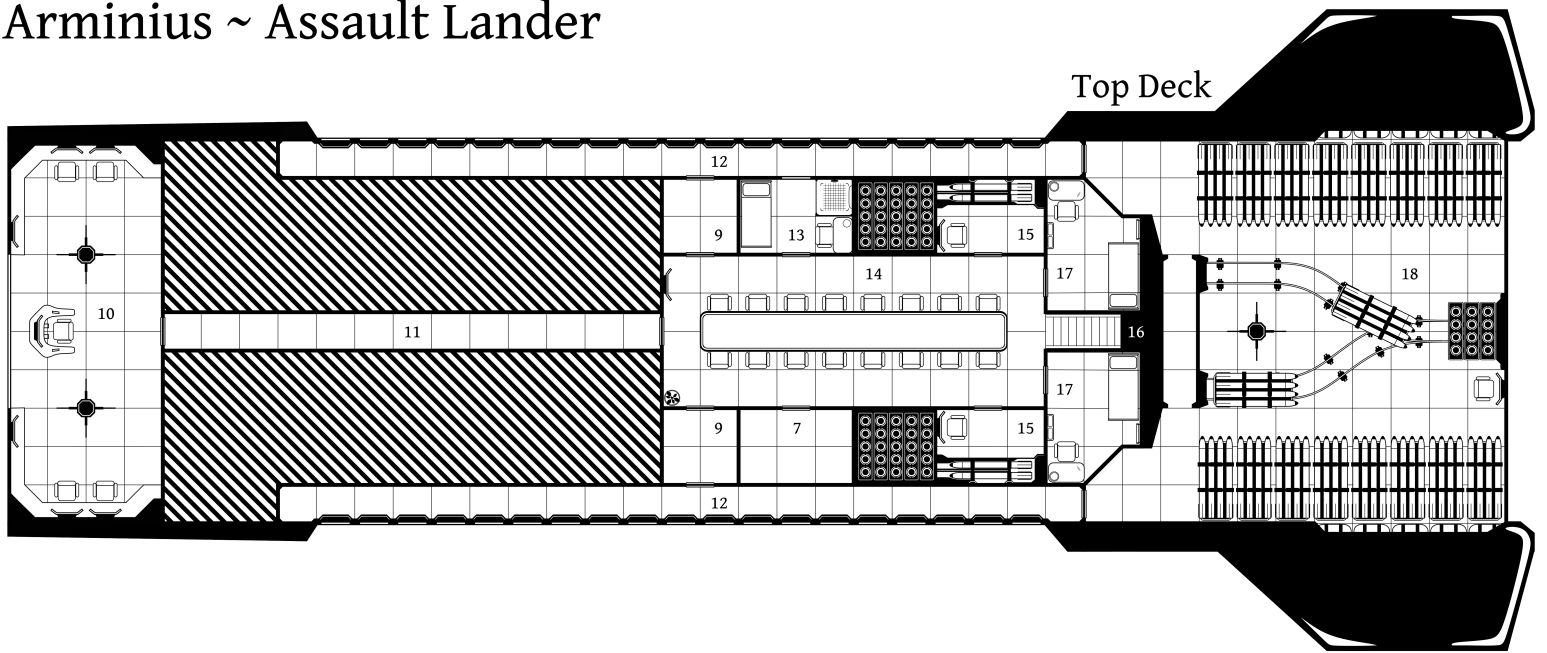
| Example Loadout - Sniper |      |
|--------------------------|------|
| Item                     | Mass |
| Cloth Armor              | 10kg |
| Vacc Suit ~ TL-8         | 17kg |
| Anti-Materiel Rifle      | 15kg |
| Anti-Materiel Mags - 5   | 1kg  |
| Protection (Vacc)        | 5(4) |
| Damage                   | 5D   |
| Weapon Traits            | AP 5 |
| Magazine Capacity        | 1    |

| Example Loadout - Heavy - 1 |                 |
|-----------------------------|-----------------|
| Item                        | Mass            |
| Cloth Armor                 | 10kg            |
| Vacc Suit ~ TL-8            | 17kg            |
| Rapid-Fire Machine Gun      | 12kg            |
| Machine Gun Mags - 2 - AP   | 1kg             |
| Protection (Vacc)           | 5(4)            |
| Damage                      | 3D              |
| Weapon Traits               | Auto 4(8), AP 6 |
| Magazine Capacity           | 60              |

| Example Loadout - Heavy - 2 |               |
|-----------------------------|---------------|
| Item                        | Mass          |
| Cloth Armor                 | 10kg          |
| Vacc Suit ~ TL-8            | 17kg          |
| Flamethrower ~ TL-6         | 15kg          |
| Flamethrower Mags - 1       | 2kg           |
| Protection (Vacc)           | 5(4)          |
| Damage                      | 4D            |
| Weapon Traits               | Blast 5, Fire |
| Magazine Capacity           | 40            |

| (TL-7) Utility Equipment |        |
|--------------------------|--------|
| Item                     | Mass   |
| Adhesive Bandages        | -      |
| Field Medical Kit        | 3kg    |
| First Aid Kit            | -      |
| Infrared Goggles         | -      |
| Flashlights              | 0.25kg |
| 2 Person Tents ~ TL-7    | 5kg    |
| Shovel                   | 1kg    |
| Rope ~ TL-5              | 5kg    |

# Arminius ~ Assault Lander



Fuel Storage



- 1 - Light Tank Docking Space
- 2 - Fission Reactor Rooms
- 3 - Barracks
- 4 - Acceleration Benches
- 5 - Armory
- 6 - Stairs to Top Deck
- 7 - Cargo Areas
- 8 - Light Transport Docking Spaces
- 9 - Airlocks

- 10 - Bridge
- 11 - Internal Walkway
- 12 - External Walkway (Exposed/Vaccum)
- 13 - Captain's Stateroom
- 14 - Common Area
- 15 - Missile Barbettes
- 16 - Stairs to Bottom Deck
- 17 - Medical Bays
- 18 - Small Missile Bay
- 19 - Reaction Drives

Additional art assets and resources may be found in the zip-archive that accompanied this publication. If you find any lexical errors or other discrepancies with this publication, you can reach out to us through by posting an issue on our github.