

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

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

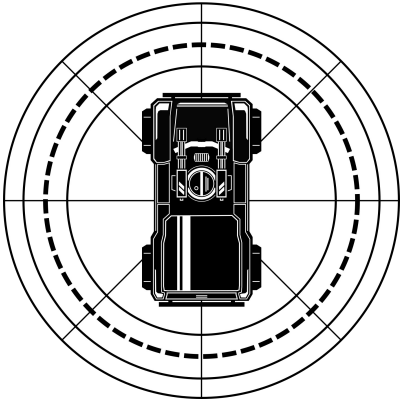
Arminius Assault Lander ~ TL-7

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	

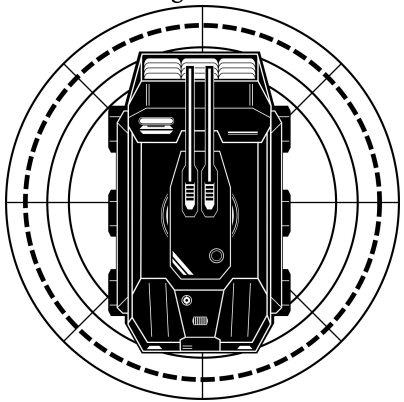
Hermes ~ Light Transport	
Tech Level	7
Skill	Drive (Wheel)
Agility	-1 (<i>Off-Roader</i>)
Speed (Cruise)	Medium (Slow)
Range (Cruise)	400km (600km)
Crew	2
Passengers	6
Cargo Space	1,000kg
Hull Points	60
Shipping	10 ~ Tons
Cost	231,300cr
Maintenance Cost	1,157cr

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

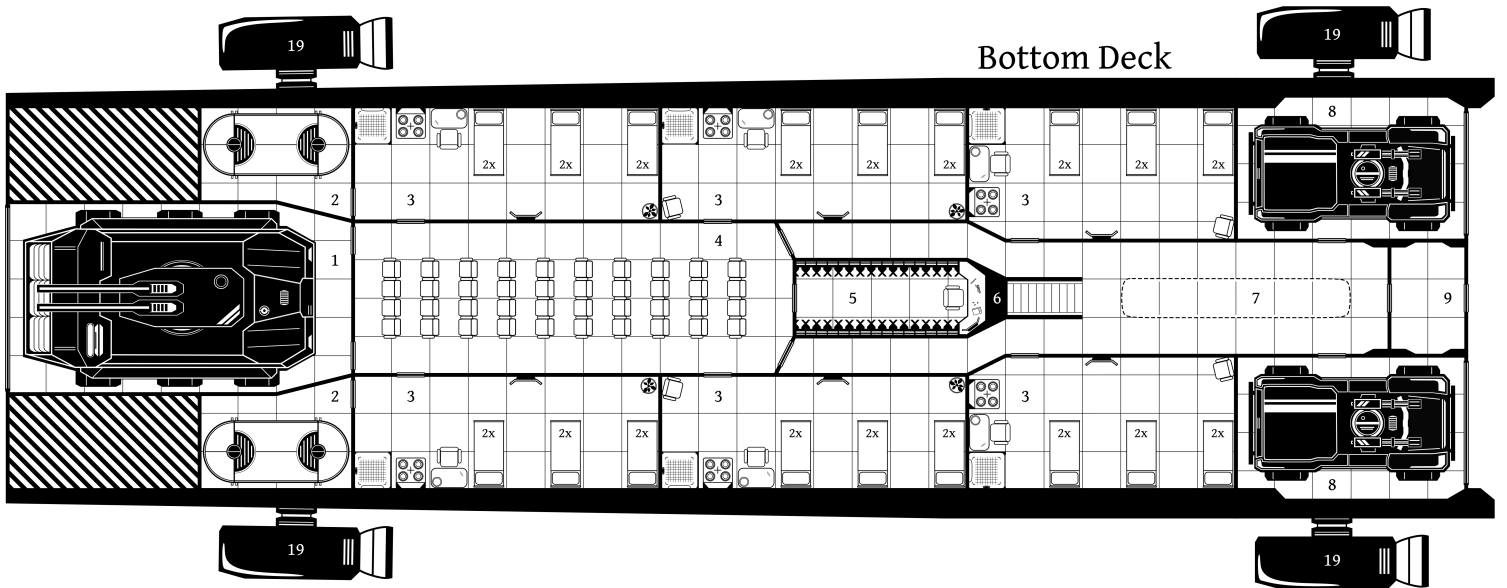
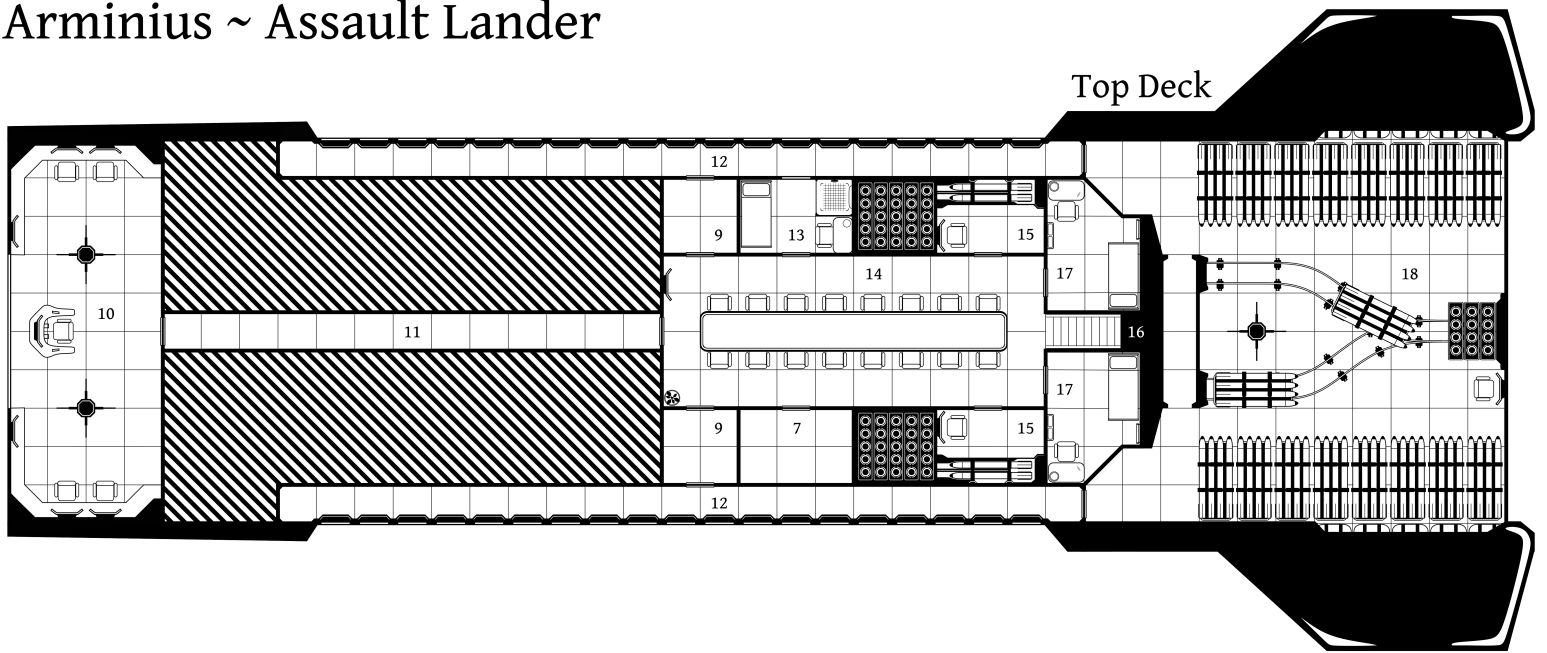
Example Loadout - Sniper	
Item	Mass
Cloth Armor	10kg
Vacc Suit ~ TL-8	17kg
Anti-Materiel Rifle	15kg
Anti-Materiel Mags - 5	1kg
Protection (Vacc)	5(4)
Damage	5D
Weapon Traits	AP 5
Magazine Capacity	1

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.