

# MORNINGSTAR

The Military Industrial Triplex

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Portfolio

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# Military Industry of the Hegemon

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The Military-Industrial Triplex is the single largest economic endeavor in the Hegemon of a Thousand Empires. Almost every world and orbital has the means of weapons manufacture in order to provide collective security against the criminal element and foreign aggressors. As travel can be unreliable in the Outside, every member state of the Hegemon must look to itself first for protection from external threats.

Internally, war is a managed endeavor with the Triplex as the ultimate provider. In this way, escalation is managed in defense of the wider economy by licenses and subscriptions paid to the MacroCorps. The means to take property are matched by those who can afford to defend it with advisors and oversight determining which options belligerents can take. Planets that can sustain life as well as installations inherited by the Hegemon from previous civilizations are too valuable to allow the wholesale use of superweapons that might damage them.

On the individual level, private ownership of weapon systems is an inherent right within the parameters of local governance. Responsibility for one's safety, and as such one's society, is as tangible as the handle of a wheelgun on the belt of the Consumer or the fissile reactor of a Battlepillar.

Previous civilizations attempted to remove the availability of these tools, creating illegal ownership and eventually unrest and rebellion. Instead, the CorpoSoci places oversight, but not over-regulation, on the ownership of weapons and defenses, allowing credit ratings to determine the degree of armament.

The affordance of self-protection is a necessity as much as it is the necessity of an interplanetary nation to ensure the tradelanes are protected. In this way, should any Exogen or human nation attempt an invasion of the Hegemon, as has been tried and failed in the past, they will encounter not just the Directorate but national personal defense forces and billions of armed Consumers.

The Triplex falls directly under the Directorate's guidance and stewardship in the form of the Mills. Mills provide the blueprints, schematics, and manufacturing for millions of different items which are locked away behind Grade 1 encryption. Subscriptions are purchased by local mercenary and national forces to utilize the Mills which are regulated by the Directorate which abides the validation of the Commission.

Directorate formations themselves operate within budget parameters in any given conflict zone or venture. Shrewd officers and management staff choose the services best prescribed to their mission goals and expectations of their sponsors. While they operate and protect the Mills, they are also obligated to spend in order to gain.

MacroCorps can be negotiated and encouraged to finance such activities and even go so far as to provide exclusive subscription services with unique add-ons and capabilities. Such examples range from the biological provolvement of Five Hands Holistic Panceuticals to the "infinite ammunition" memberships of Armasyn.

Typically the Mills are mobile, following the Armada fleets, but can be deployed and even become permanent installations. This represents a major opportunity for nations and colonies as work towns spring up to support a Mill facility to support those who work and maintain these foundries. The Mills are modular, able to produce everything from sidearms to orbital siege platforms and from armored tanks to bullet-farms.

A Mill facility will often be diverted from a Directorate base to a Hegemon warzone as part of peacekeeping efforts to regulate open conflict. While these serve as a means for locals to purchase their weapons, it also provides a safe space for negotiation. In the event that a conflict is with a non-Hegemon aggravant, the Mills will serve all Consumers in the area and offer discounts should those purchases be used in the destruction of the identified enemy.

The Manual, as well as the Lex, instructs that laws are enforceable only when backed by reliable, registered instruments of compliance. What might work for a local continent or planet does not work at the interstellar level. Law, order and the enforcement of property rights, planetary leases, resource claims, Lineage entitlements etc. depends on security. If an individual or a MacroCorp cannot defend their property, is it really theirs?

This does not mean constant unregulated escalation, after all, the ownership of an atomika weapon in the hands of a humble store keeper would be wildly impractical without the proper license, credit rating and the fiscal requirements of such a device, but is not strictly illegal. The means of ownership is the regulation.

Those who seek the higher calling of law enforcement, interplanetary authorities and the Tributary branches earn the trust of the Consumers and are expected to accomplish their jobs with the proper tools. The result is a feedback loop: manufacture produces enforceable authority; enforceable authority protects manufactured assets; protected assets justify further manufacture. On a local level this is the same concept with individuals able to protect their profit; protection allows for greater societal stability; stability brings about more profit and more profit creates further stability.

That loop also places responsibility where it belongs: on the individual and the institution that purchases weapons. The CorpoSoci expects the Consumer, and the Corpo, to be keepers of their own lawful status and be able to pay the appropriate fines if they transgress. The availability of standardized defensive systems encourages citizens to manage their liabilities proactively: no-one in the Hegemon is a victim.

Local militaries, provincial security forces, and high-credit private Consumers are the primary customers for the Mills. As a result regional employment, technical training, and the trade lanes all improve by demand. The Directorate operates as both regulator and principal manufacturer, effectively a MacroCorp in its own right even as it is its own customer.

Where regulation exists on a national level, the onus of stability passes to the government. Should they fail for whatever reason in this obligation, then the Commission makes an assessment no different from if the Audit were to examine the practices of a MacroCorp transgressing the Lex.

Economically, the Triplex is the Hegemon's industrial spine and has supported each of the Thousand Empire's developments for almost a millennium. The presence of the Mills provides raw manufactory support and with the blueprints for millions of different technologies, has a modernizing effect on the planet or orbital's future architecture along with practical vehicles and tools, nevermind weapons.

The Triplex is interwoven with the Hegemon which it relies upon for future recruits, raw resources and its own special financial motivation, which keeps the Corpos coming up with new toys and capabilities for the generalship to appreciate and apply to conflict zones all over Known Space.

Profit flows.

# The Catalog

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The Mills provide a catalog of available weapon systems, structures, defensive options, and aircraft, with purchase tiers based on credit ratings. Lex enforcement ensures that anyone with a credit rating in good standing can purchase from the Mills; typically, however, prices and manufacturing minimums are reserved for the particularly wealthy, MacroCorps, and national defense entities.

A Mill's Catalog is an up-to-date list of Hegemon technologies and is protected by some of the most complex maethish coding ever conceived. Typically, a Mill has access to—or incorporates—an ansible antenna, which it uses to maintain direct contact with the office of the Director for higher-end approvals, such as the deployment of atomika-grade weapons, the deployment of [REDACTED], or the creation of [REDACTED] after the successful download of proprietary nucleic acids. In such unlikely recurrences, a Mill can serve as a launch-off point for retaliation. For more typical instances and general combat zones, the Catalog is made available after credit verification and currency conversion.

The Directorate, as well as MacroCorps, have access to unique items on the Catalog, and their subscriptions to the Mills are considered sacrosanct. For items used by the Directorate, there is typically a century-long exclusivity period before they become available to other Consumers. The Barakan Elite have a similar arrangement; their entire section of the Catalog is proprietary to their station and can only be modified by the Overseers.

The Directorate purchases or leases the licenses and schematics required for the Mills to function creating the economic ecosystem. If a resource is not available to a Mill facility then those items will be voided.

# Armasyn 001 *Liberator*

Armasyn's origins in the Kanta worlds are tied to the largest civil conflict in the ExeCor's history. During the upheaval of the lower classes against the noble families, it was shadowmarkets that smuggled weapons from Protea into the Kanta. Later, these merchants would go legitimate and become Armasyn.

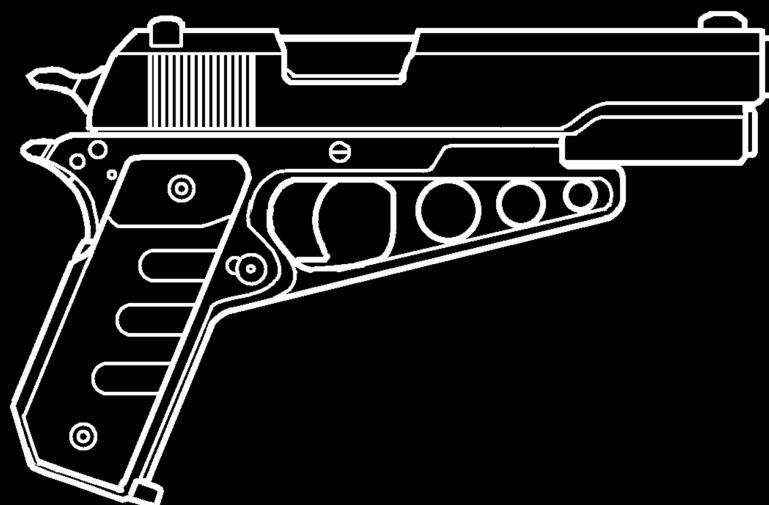
Their most iconic weapon was the 001. Easily manufactured, reliable in any of the hundreds of ecosystems of the Kanta with endless modifiable options, the 001 represented the 'weapon of the people.'

Despite the cultural shift for wheeler pistols in recent centuries, the 001 remains the primary sidearm of Kauntari security corpos, Tributary Regiments drawn from the Kanta but also the preferred weapon of Unionists throughout Known Space.

Manufacturer: Armasyn Technologies

Weight 1.05kg

Ammo: .45, 7 round capacity (can be modified)



# Artemes style Wheeler Pistol

This ancient design predates any civilization; the oldest examples are held in the Perpustakaan Hébat on Krysos and are believed to be over a hundred thousand years old but have yet to be verified by third-parties. It has become a symbol of New Mankind's ownership of Old Humanity's past. In recent fiscal centuries, the popularity of this reliable weapon has only grown, becoming a personal relic for billions of Consumers, even if they never shoot one.

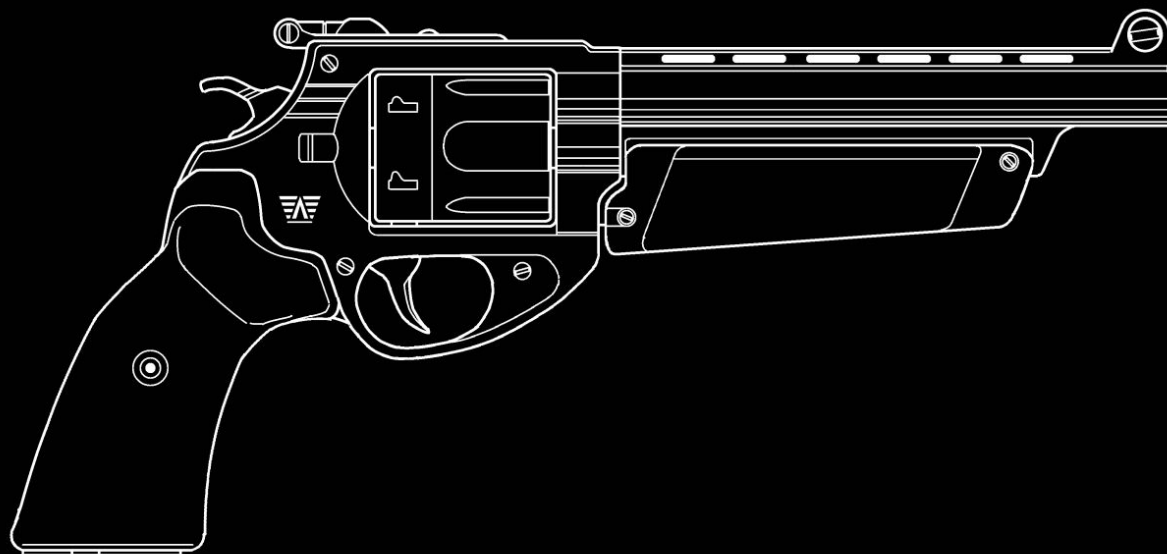
One of the most popular is the Artemes-style wheelgun: customizable, easy to maintain, and simple to produce. The patent was purchased by Armasyn, which then made the schematics available throughout Known Space for *free*, becoming the second trustBrand of the Hegemon.

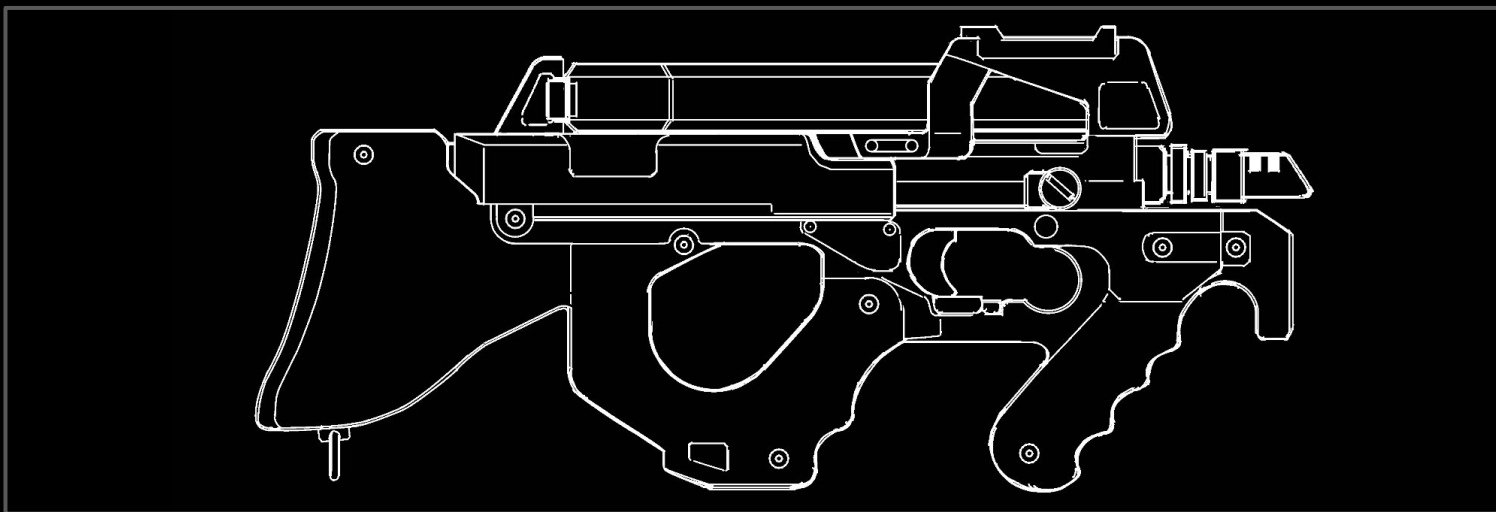
Manufacturer: Armasyn Technologies

Mass / Length: 1.2kg/330mm (typically)

Trigger: Single and Double action, can be modified for automatic 'purge' fire

Ammo: 6-8-12 rounds of .36, can be modified for caseless rounds





## Tamais 45-Autosub "Drummer Gun"

Bulky, drum-fed autosub, the Tamais 45-Autosub is a devastating weapon with a frightening rate of fire. Ergonomic with a quick-change barrel shroud, and a fifty-round drum give it a distinctive silhouette. Its cyclic is deliberately moderated to preserve controllability with the large .45 autosub round that creates a *ripping* sound that is instantly recognizable.

Prohibitive to modern Directorate forces which must adhere to ammunition subscriptions, the Tamais has become a weapon affiliated with criminals and syndicates, and the Tamais 45 is not a precision tool.

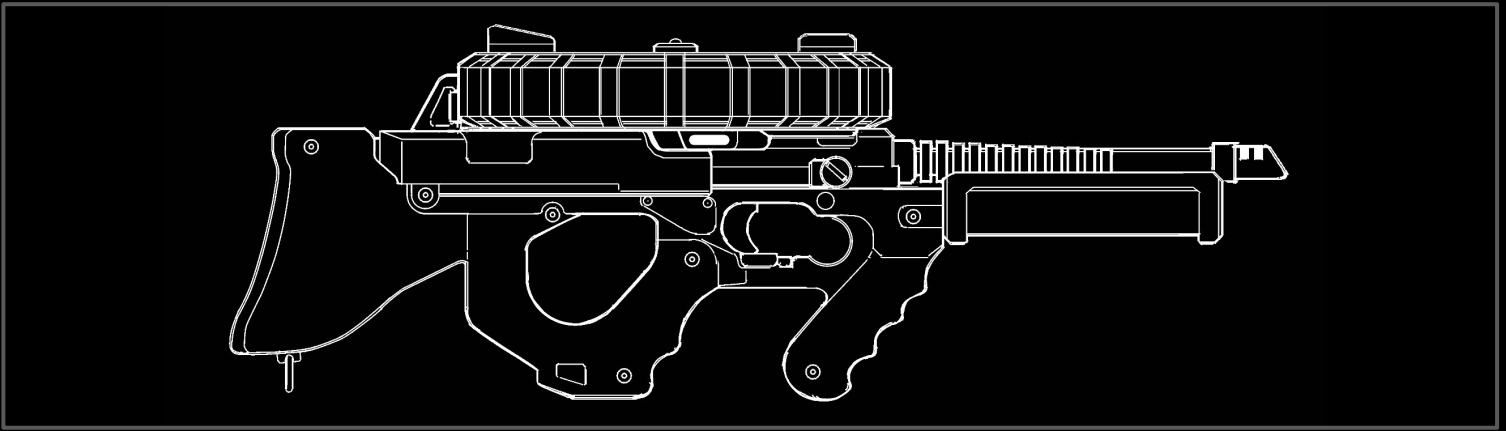
Manufacturer: Tamais Solutions - an Armasyn ParaCorp

Mass / Length: 6.2 kg / 850 mm

Firing Modes: Semi-auto/Full Auto/Purge\*

Ammo: .45 Autosub caseless, 50-round drum

\*Full ammunition dump in 2 second burst.



*Marshall Dwar-Tamhais was a Protean military leader of the Minarchy, serving as part of the Dawn Guard that emerged out of the Vaensar military. The early conflicts against numerous pirate outfits and those planets in the Hundred Worlds that resisted unity with Protea required new ways of thinking. In the frozen trench war of Sidon on Mahkrob, Dwar-Tamhais deployed a weapon he had spent years devising from education modules provided by the mindworlds of the Yinn.*

*The "Tamhais Autosub" was born, allowing Tributary units to annihilate the Mahkroban rebels and eventually take the city of Sidon. Quickly becoming the most popular weapon of the fledgling Directorate Army, they became the most manufactured item of the Mills. Cheap, reliable, with a punishingly high rate of fire, it would be called the 'Fixer' by the Regiments that solidified the Hegemon's security in Protea and Jov.*

*A decade later, when Kantaur attempted to attack the Hegemon, millions of Fixers were sent into the Kantauri trinary system. Organized criminal outfits, financed by the Dumno directly, used these weapons and the ideology of Stellarization to subvert and finally overthrow the Dominion government. The Kantauri of the Exilar worlds loved this automat so much that they even made it a part of their system's sigil and flag. Those same criminal organizations and local gangs would not stop using the weapon, their influence spreading through the grey and black markets until a new moniker was earned by the underworld of the Hegemon; the Kantauri Keystroke, called so for its distinct "tapping" sound.*

*Almost nine centuries later and Tamhais' design has changed little, save for the improvement on ammunition capacity, better materials and ammunition variants. The newer drum magazine has added a third nickname for this popular weapon. which has been used to define all weapon knockoffs and copies, so that they are now all called "drummer guns." Just as a millennia ago, the weapon remains popular amongst the criminal element and especially Unionists.*



## Zakov Autosub K-5

Mass-issue autosub gun widely used by non-Directorate forces (Grade 3, 4) such as planetary security or local mercenary outfits. The K-5 is the definition of “good enough.” Crude steel/plastek stampings, heavy recoil spring, and a blocky clip feed make it ugly but effective. Its sound is distinctive described as a clattering metallic *bark* that has become synonymous with cheap soldiery and the criminal element.

The Zakov have patented an easily produced “coilgun” option which, despite permanent damage to the rifled barrel, allows for bullet “charging” resulting in greater impact, penetration and stopping power. This *does* require a stock-installed battery that makes the Zakov heavier.

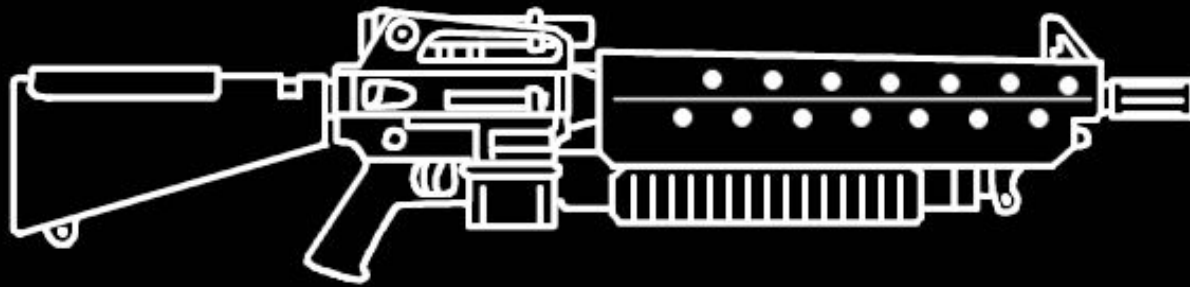
Manufacturer: Zako Armaments Combine

Mass / Length: 3.8 kg / 715 mm

Firing Modes: Semi-auto / Full Auto/ Charged

Ammo: 9×24mm caseless, 20-40 round-clips

9×24mm ferromagnetic slugs



## ATR-9.52 Millennial Pattern Automat

Adopted as the Directorate's service rifle that replaced the older ATR-6.21 "Epic" as standard issue, the "Milly" was pushed into service at the start of the 9th fiscal century, 52nd cycle. Modular by design, it is rated to operate in seven major climate extremes, making it far more adaptable than its predecessors. The helical magazine doubles as a forward grip, a feature that has become the rifle's defining silhouette.

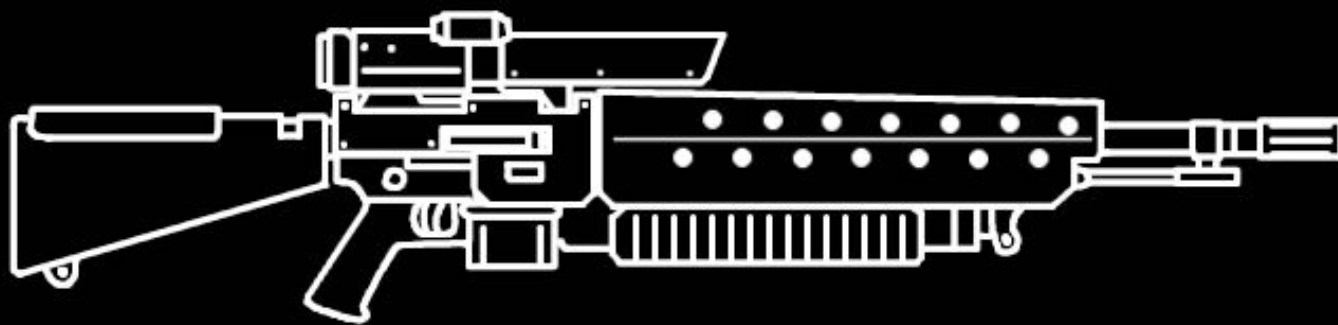
The Milly's purchase was not without criticism. Many veterans claim the Epic was more dependable, especially with its *full-auto* firing option, and accuse Armasyn of collaborating with Directorate accountants to reduce ammunition quotas. This has led to an increase in patent violation as Tributaries illegally modify the Milly to achieve similar fire rates as the Epic. Nonetheless, the ATR-9.52 is now the Directorate's standard issue rifle throughout the Thousand Empires.

Manufacturer: Armasyn Technologies

Mass / Length: 4.6 kg / 880 mm

Firing Modes: Semi-auto / Burst

Ammo: 6.8mm bullets, 45-round helical detachable magazine



## ATR-9.52L Millennial Pattern Rifle

Precision marksman adaptation of the ATR-9.52 platform, designated the ATR-9.52L. Developed to extend the service life of the Milly line, the rifle integrates a lengthened barrel, reinforced receiver, and advanced optics mounting. The helical magazine is retained but redesigned for a tighter feed tolerance, reducing jamming, and can accommodate a bipod.

Often issued as a dedicated weapon to Tributary squad sharpshooters and fire support teams, it lacks the raw punch of legacy long rifles but makes up for it with shared parts, standardized logistics, and incorporated training with the Milly.

Critics note its effective range still falls short of traditional precision rifles but agree its dependability and ease of replacement parts make it an ideal, frugal sniper weapon.

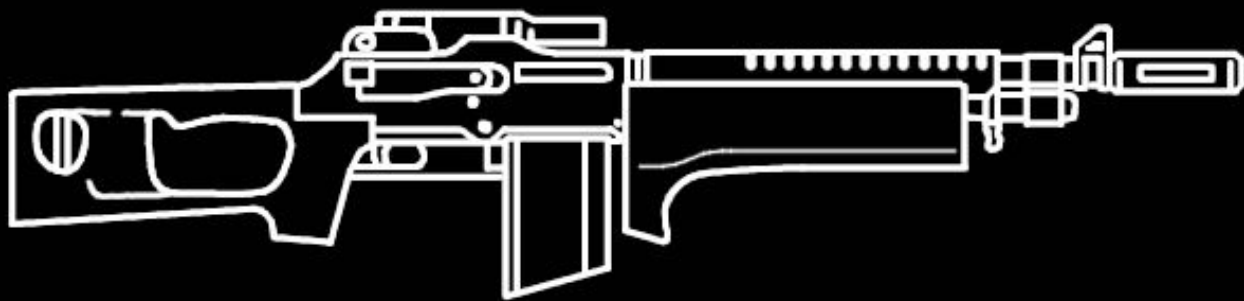
Manufacturer: Armasyn Technologies

Mass / Length: 5.9 kg / 1,200 mm

Firing Modes: Semi-auto

Ammo: 6.8mm bullets, 30-round cylindrical detachable magazine

Optics: Standard 4× combat scope, thermal, modular rail accepts up to 12× optics



## ATR-6.21 "Epic<sup>tB</sup>"

The service battle rifle that forged the Directorate's Midworld expansion, the Epic is a workhorse. Heavy, overbuilt, and almost absurdly forgiving despite heavy use. The Epic has minimal moving parts, oversized bearings, and broad service tolerances that permit use in any environment, even space. Since the Heritage Wars of the 4th fiscal century until its decommissioning in the 9th, it was the preferred rifle of *billions*.

Practical modularity with three configurations: rifle, carbine, sustained-fire support, each convertible in under ten minutes with basic field tools. Operators and logistics could keep an Epic running long after more sophisticated systems failed for lack of spares thanks to Armasyn's design.

Manufacturer: Armasyn Technologies

Mass / Length: 8kg/120cm

Firing Modes: Single / Full Auto / Sustained

Ammo: 7.82mm Dawnward (Protean standard)



## VLR-12 "Orion" Scattergun

Scatterguns are the primary weapon of the Armada who prefer such weapons in the confines of ship combat and the reduced possibility of hull puncture. The VLR-12 Orion is the best of such weapons, designed for close-quarters fighting and often called a "Sweeper." A Variable Loading Repeater chambered in 12 gauge, it benefits from a nusteel frame which makes it a semi-lethal club in the hands of a skilled user.

Its design emphasizes brute stopping power over subtlety, with a reinforced receiver and variable choke system that allows operators to switch between tight slugs, wide-pattern flechettes, or specialized breaching loads.

A patented nusteel breaching front makes the weapon a capable battering ram. Other patented add ons include a stock, cognitish trigger and bayonet to name a few.

Manufacturer: Eager Works, a ParaCorp of Armasyn Technologies

Mass / Length: 6.4 kg / 950 mm

Firing Modes: Pump / Semi-auto (selector)

Ammo: 12-gauge; 8-round tube or 30-round detachable drum



## Moon Industries "Sidewinder" Wheelgun

Large-caliber revolver, both heavy and reliable, and one of the oldest weapons in space. The Sidewinder uses a forward-aligned cylinder to reduce recoil and improve control, giving it stopping power closer to a carbine than a pistol. Devastating at close range with eight rounds and two rails for add-ons such as targeting lasers. The weapon is made entirely of carbon-thermalized ore, practically indestructible.

As such the weapon is relatively rare, holds high status, and is a statement as much as it is a weapon. A purchase directly from MIS receives six precious haarbanite\* rounds as a testament of authenticity.

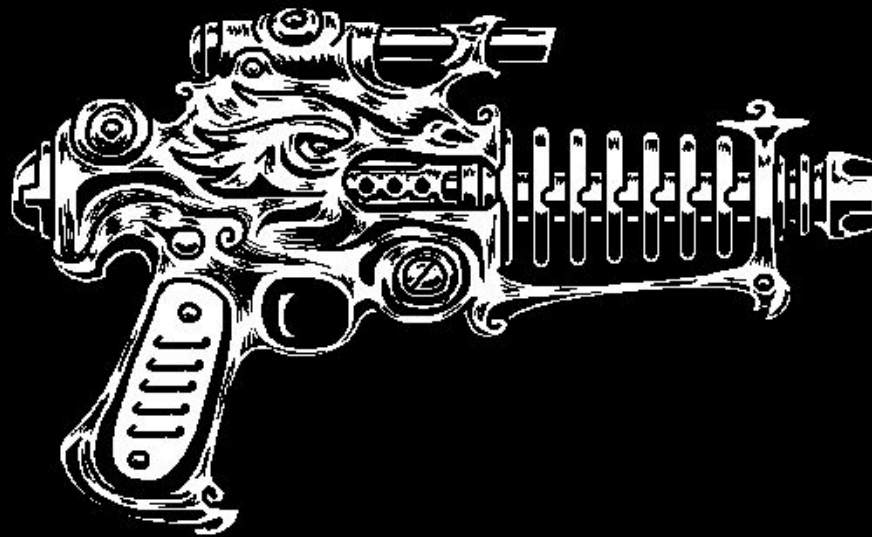
Manufacturer: Moon Industries Solutions

Mass / Length: 1 kg / 305 mm

Firing Modes: Double-action revolver/Charged

Ammo: 12×40mm lightpowder, 8-round cylinder, haarbanite rounds

\*haarbanite is an ultralight material supposedly mined from asteroids of Urth. When charged, haarbanite rapidly accumulates energy, creating a bolt of plasma.



## The Asthete (Ahs-thet-ee) Gun

One of the more famous Magnates of Berserang MultiStellar, Melaxin was an avid hunter, poet, gastronomist and an exceptional duelist. He was also an avid collector of pre-Hegemonic items and filled his personal vessel, the *Stardust*, with artifacts and treasures from Old Humanity. One of his most prized possession was a Grade S weapon which he claims to have uncovered on Catraeth in the mid Eighth fiscal century while somehow skirting the Barakan interdiction. Regardless of his story, the Asthete gun was appraised by Wanvath Underwriting, receiving an “S” Grade.

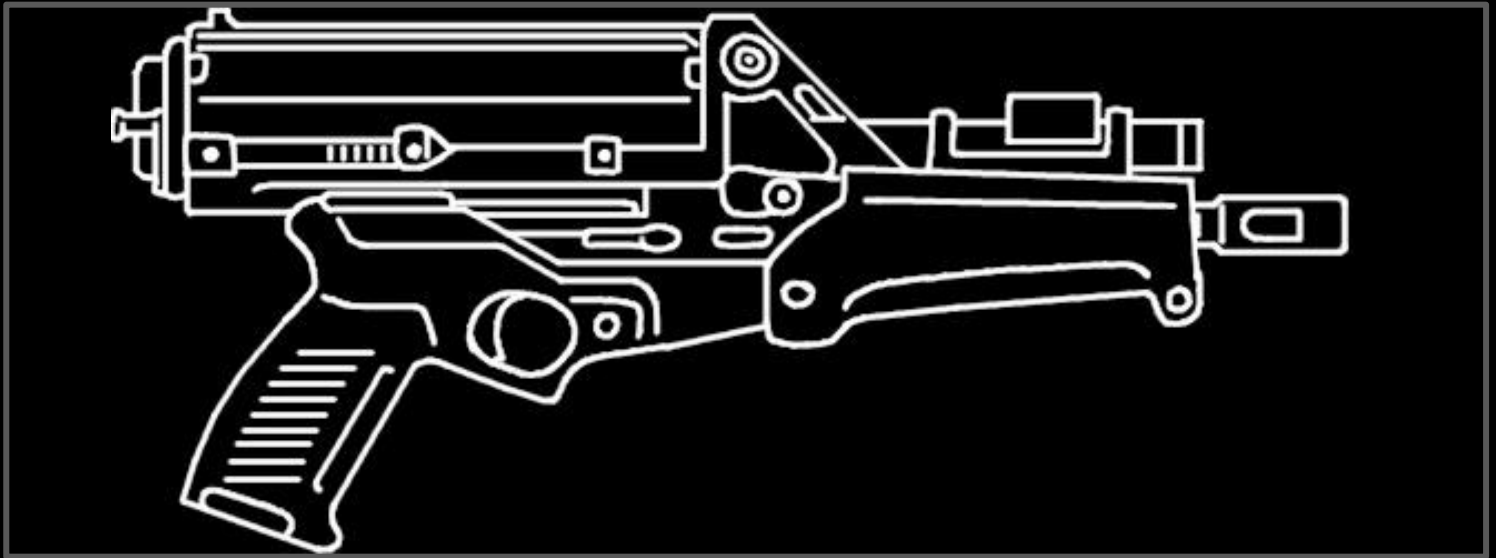
Never far from Melaxin’s hip holster, the weapon’s phased-plasmic converter is barely understood. The bolts it creates have a tightly controlled electromagnetic field that, once disrupted, converts targets and objects into fifth and sixth stages of matter within a half-meter blast zone.

Upon the sudden demise of Melaxin on the Frontier during a quick-draw challenge, the original weapon was lost. Blueprints were commissioned and several dozen replicas created with varying Grades and capability.

Manufacturer: Berserang Multi-Stellar Patent

Firing Modes: Single

Energy Source: Unknown Cold Fusion technology



## ATA-Mk9 "Silex" Autosub

Compact, blowback-operated autosub with a top helical magazine configuration is designed for close-quarters work and covert carry, the ATA-Mk9 MK-9 autosub is a fearsome weapon. Compact enough to be worn as a sidearm, it is a favorite amongst bodyguards and private security outfits for its high-volume of fire.

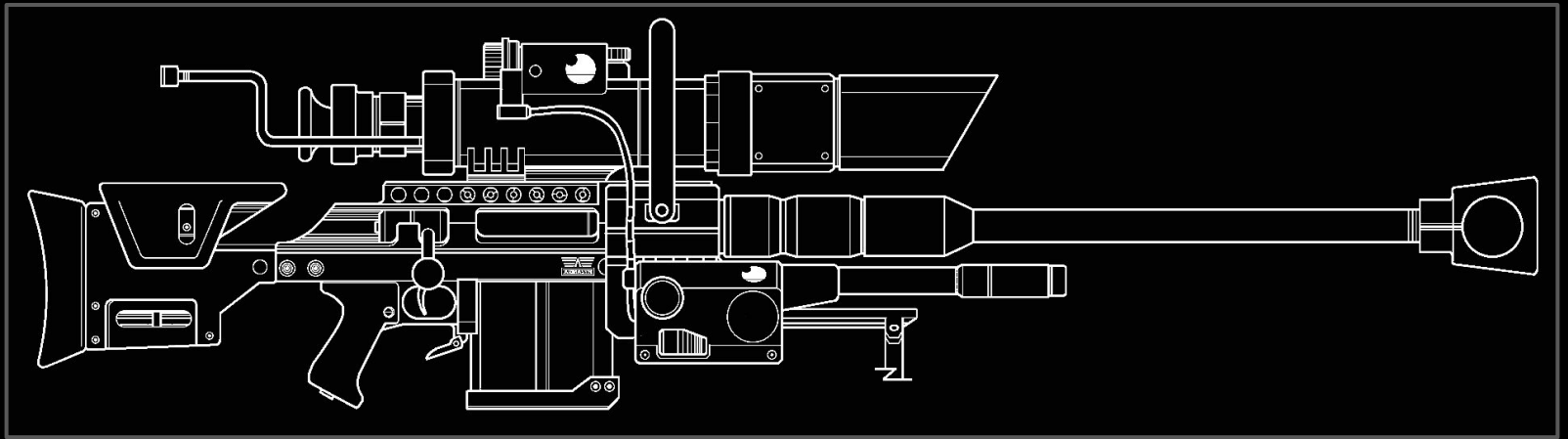
The Silex trades long-range reach for better handling. Recoil is mild, controllability high especially with upgrades, and ergonomics favor instinctive point fire. It's neither glamorous nor specialized, but its ubiquity among private security and courier services speaks to a design that simply does the job without fuss.

**Manufacturer:** Silex Small Arms, a ParaCorp of Armasyn Technologies

**Mass / Length:** 3.1 kg/470 mm

**Firing Modes:** Semi-auto/Full Auto

**Ammo:** 9×24mm caseless, 50-round helical tube



## B/AM-50L Anti-Materiel Rifle

A product of the Beretov Rifle Company subsidiary of Armasyn, the B/AM-50 series of rifles was designed for hard-hitting firepower at great distances. The L model is specifically intended for use by regular sniper operatives, while the H variant with a larger magazine and longer barrel can only be effectively wielded by auto-harness equipped infantry.

The rifle is chambered for the 12.7mm Armasyn cartridge standard and accepts a variety of ammunition, from traditional solid bullets to timed explosive rounds. Its devastating shots are guided by a Yinntosh cogit-scope/ballistic logicor system that grants the weapon's user a set of vision modes, laser rangefinding and predictive trajectory calculation, enabling the user to hit even moving targets at long distances with relative ease.

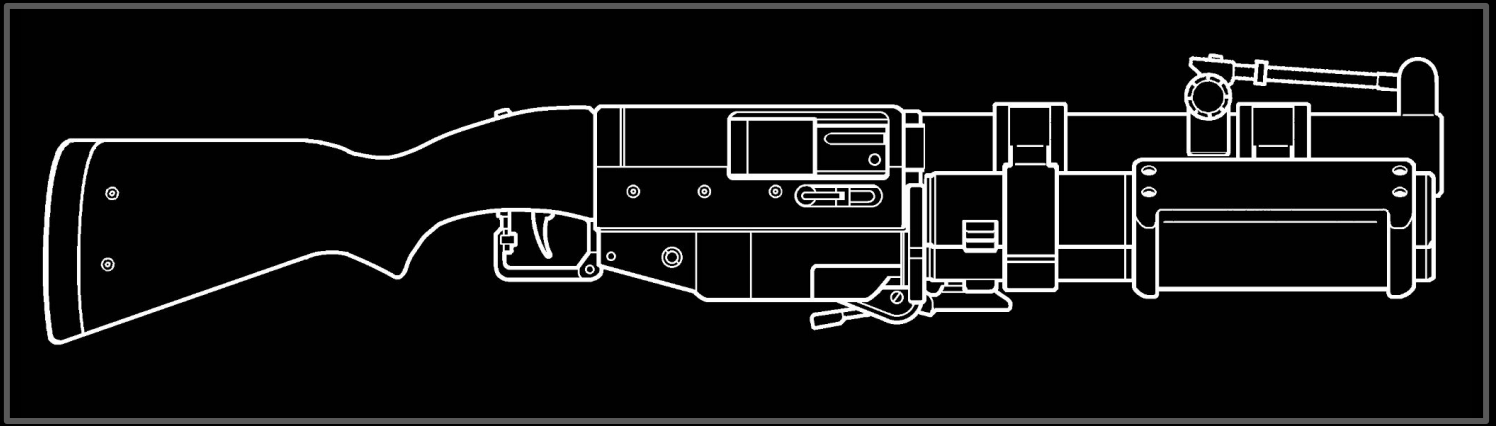
**Manufacturer:** Beretov Rifle Company, a ParaCorp of Armasyn Technologies

**Mass:** 35 kg

**Firing Modes:** Manual bolt action

**Cartridge:** 12.7x99mm Armasyn, 10-round box magazine

**Optics:** Yinntosh TS-50 ScopEye logicor suite on type 2 scope mount



## Kermody “Placeholder” Grenade Launcher

Pump-operated grenade launcher, featuring twin ammunition tubes for 45mm rounds. Although much maligned by Directorate units for its excessive weight, it has equally garnered a begrudging respect on account of its expanded capacity and rugged design.

The twin tubes share a pump mechanism for the sake of mechanical simplicity and reliability, with stoppers on either side of the receiver preventing ejection of unfired rounds. The Placeholder accepts a wide variety of ammunition types and it is popular practice among Tributary sappers to load different rounds per tube for the sake of combat versatility, or take advantage of its expanded capacity and quick-switch magazine to let loose a rapid-fire salvo of grenades.

Installation of a proprietary logicor / targeting system combination enables the use of airburst round options, a choice favored by elite Tributary formations.

**Manufacturer:** Kermody Solutions, a ParaCorp of Armasyn Technologies

**Mass / Length:** 4.2 kg unloaded / 884mm

**Firing Modes:** Pump

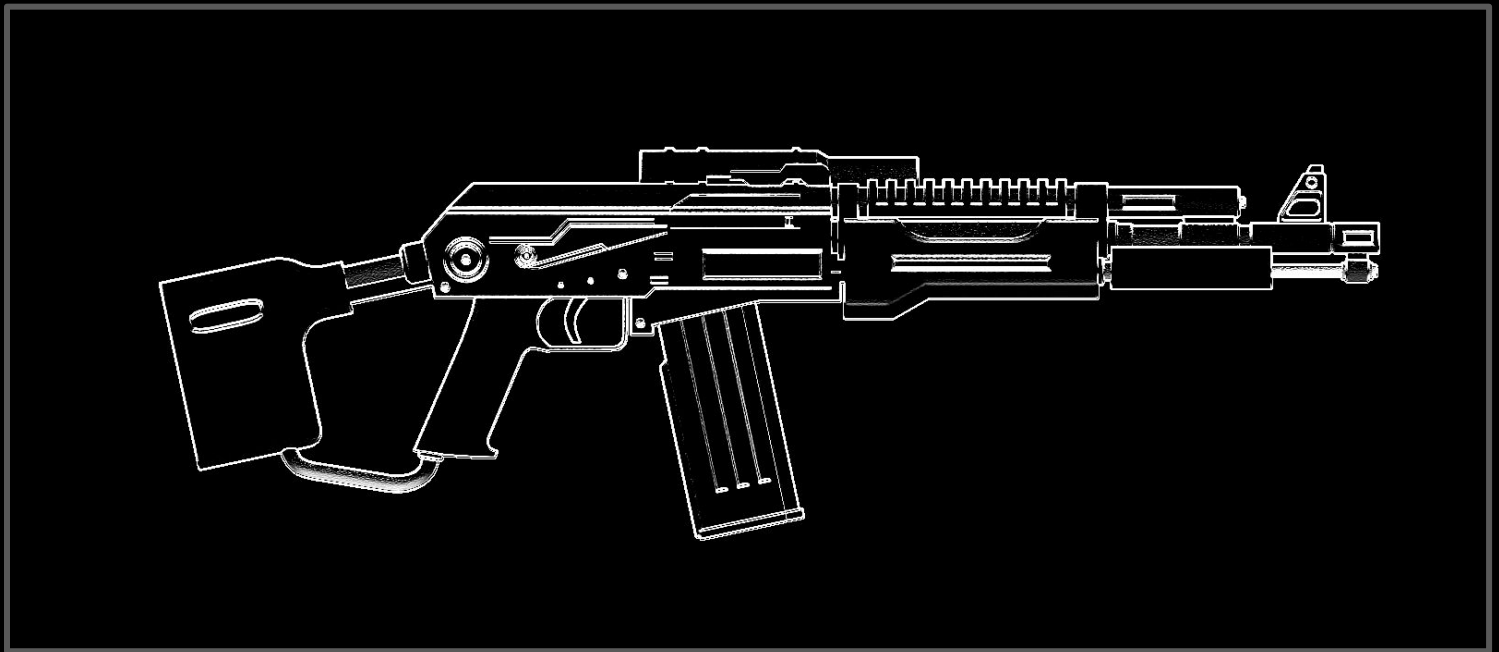
**Ammo:** 45mm rounds; 2x 3-round magazines.



*Unionist forces regularly make use of legitimate Consumers who have subscriptions or access to the Mills or make use of the extensive black markets that typically move into regions that rise up against the Hegemon. There have been incidences where Unionists have even managed to take enough of the governmental infrastructure of a planet to take control of a Mill entirely. While they are limited to the subscriptions of those they have coerced to their cause, this has resulted in incredibly lethal fighters.*

*Unionists typically adhere to local customs and will go so far as to modify armaments to their proclivities. This further diversifies weapons and vehicles which have, often, resulted in new brands or styles of weapons.*

*In recent decades and most notably with the Great Strikebreak and the following uprisings of the Enduring Laborer has seen better coordination and sharing between stolen or appropriated subscription services. New patterns of weapons, pocketsteel and even autoplate made by these terrorists have been appearing all over Known Space.*



## AX-98 "Chalak" Assault Automat

The Ax-98 Chalak is, arguably, the oldest consistently manufactured ballistic weapon in Known Space. Built for simplicity and unflinching reliability, the Ax-98 is the lineal descendant of similar weapons that goes back to the Second Exodus, perhaps even before and there is no end of ParaCorp and smaller Corpo designs. It should be said that larger MacroCorps ignore the weapon as it has been in circulation for too long to have any exclusive value.

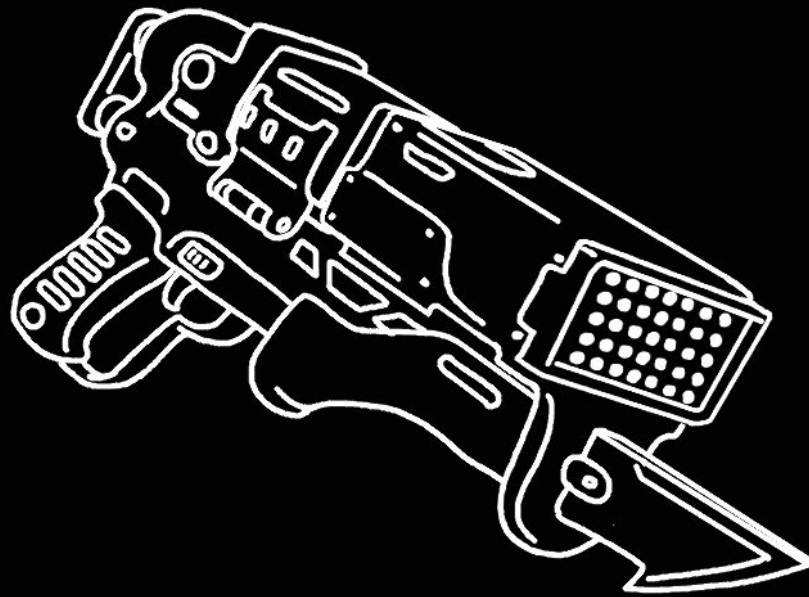
Mechanically conservative yet brutally effective, the Ax-98 uses a long-stroke piston and a rotating bolt for reliable extraction even with cheap or corroded propellant. It tolerates mixed ammunition, accepts simple optics mounts and underbarrel attachments, and is frequently produced under license by thousands of smaller foundries.

**Manufacturer:** Multiple licensed foundries and Greymarket smiths

**Mass / Length:** 4.3 kg / 880 mm (stock extended)

**Firing Modes:** Semi-auto / Full Auto / 3-round burst

**Ammunition:** 7.62x39mm Armasyn, 25 rnd (straight magazine) or 30 rnd (curved magazine)



## Steel Cyclone “Box Gun”

Box gun technology involves a superposed barrel system with stacked barrels filled with self-propelled charges. The rounds are fired electronically in a sequence, or simultaneously, from the front of each tube. The Steel Cyclone is the most compact version of this technology, front loaded by a stack of barrels 5/7 with eight charge per tube (280 charges per box).

Each cell can be loaded with different ammunitions, flechette, frangible, slug rods, or more exotic specialty rounds such as irritant capsules, gas charges etc, allowing for a mixed salvo. That salvo can be truly devastating, overwhelming armored defense and even more extravagant field countermeasures.

**Manufacturer:** Armasyn Technologies

**Mass / Length:** 4.8 kg (weapon w/standard 35-cell box) / 520 mm (folding stock variant)

**Firing Modes:** Single-shot / Column Burst / Pattern Fan / Full Salvo / Programmed Sequence

**Ammo:** Superposed caseless stacks (user-configured): flechette columns, buckshot stacks, slug rods, specialty payload stacks. Box module: 5×7 cells (35 columns).

*"The military Triplex as an industry is, if not the largest, then the widest-spread single entity in the Hegemon. Due to the complexity of its products, monolithic industries, cultural impact, and the importance of its services, no other Corporate entity could hope to match it and so, wisely, all Corporos work with it.*

*Armasyn might provide all the major Regiments and fleets the big guns and get the big contracts, but there are as many sub-contractors as there are planets in the Thousand Empires to compete for the small and medium needs. Everyone gets fed.*

*My own Corpo, Adalyne Maximal, is out of the Kosmosec sub-sector. As you might have guessed, we make bullets. I'm a bullet farmer! I started Adalyne after my stint in the footsloggers, so, I knew who to call when I got my license.*

*The trick to good business is to work in the wake of the giants, like Armasyn. Sure they have their own bullet farmers, but I came up with a trick. Instead of the rush to try and land contracts at the start of a Joint Venture, Adalyne Maximal gets you when most Corporos don't bother.*

*When you need to reload!*

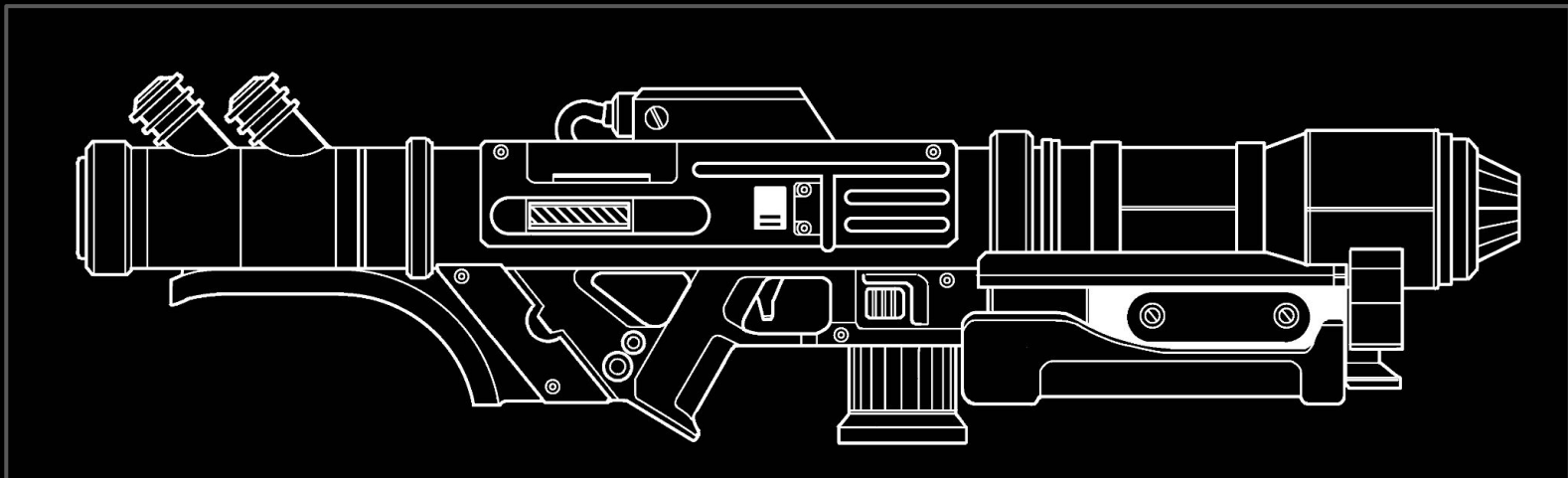
*Our freightliners come into conflict zones that go past their due dates, and let's be honest, they ALL go past their due dates. We provide specialized ammunition, energy packs and cells, helical clips-oops! MAGAZINES! We can go all the way up to Grade 2 and we don't always need the credit lines to do it. I'll take a piece of the pie that's baking over a few chits if it makes sense.*

*And now?*

*Now, Adalyne has real estate in three supersectors with shipyards and housing, all gifts from a grateful Directorate. We supplement the Tributary's Mills with raw materials, and where they don't reach we build our own manufactories.*

*Don't fight the tide. Rise with it. Thank you Kantaur!"*

*Magnate Estevot Ushem of Adalyne Maximal at the 9th Fiscal Century RevShare Games*



## Kyneta VEO Prism Rifle

The Velanite Excimer Opticon prism rifle is a shoulder-mounted, short-range energy weapon designed to give standard infantry a way to deal with vehicles and strong points. Countermeasures, such as nanoid cloud barriers, easily diffuse energy-based weapons and deter targeting systems, which has forced the development of new tactics and methods. The Kyneta is at the forefront of these methods.

Developed by the Kyneta Group, the prism rifle enables the user to “dial” a series of prisms to detect shifts in nanoid clouds and countermeasures. The user then initiates a quick-fire laser via compressed Velanite gas that can cut through heavy armor plate with ease. If the user can maintain a target lock, the laser can potentially cut through any known alloy with time.

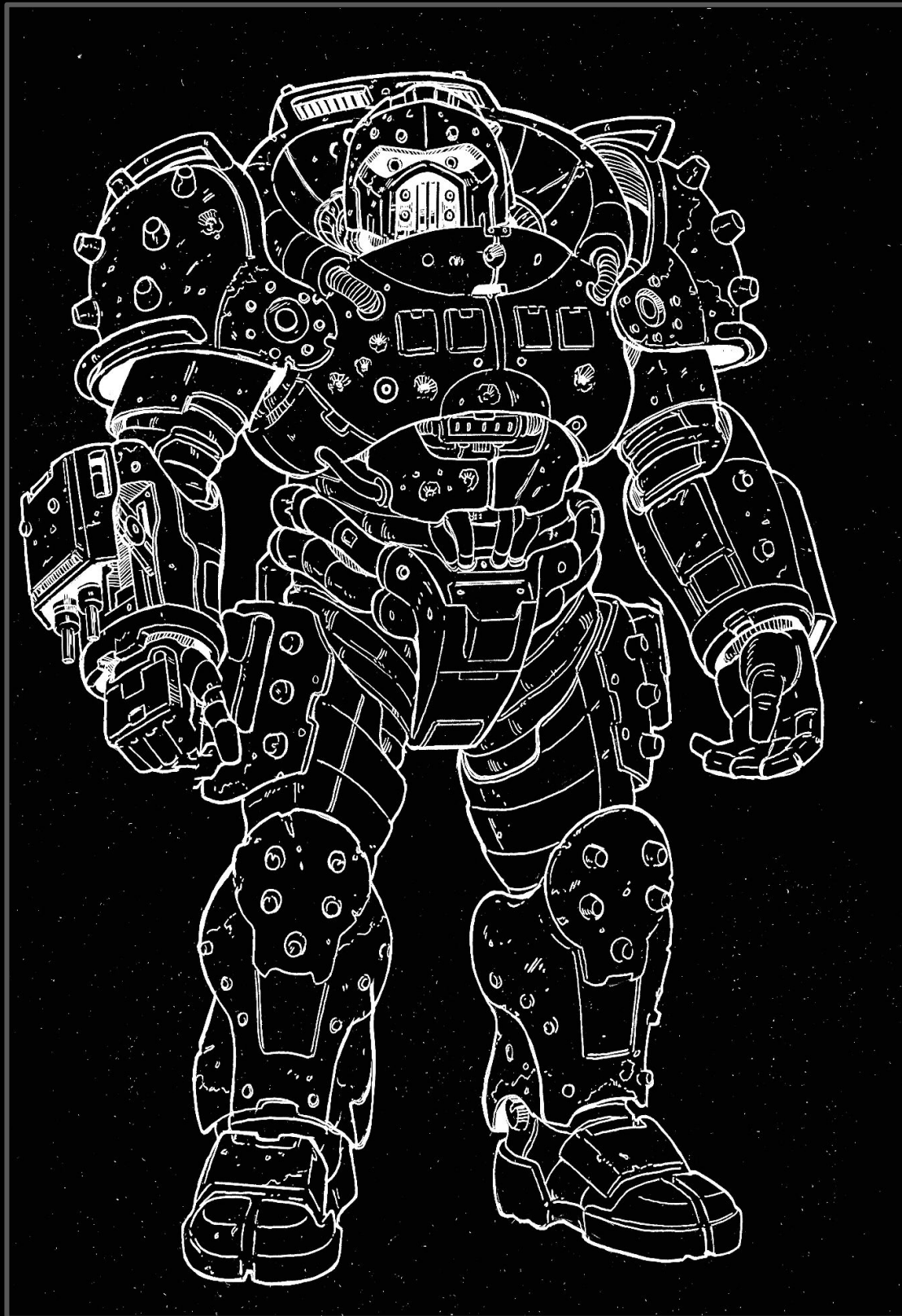
Kyneta’s ability to filter changes in countermeasure activity has made it a favorite, giving infantry formations a substantial advantage as long as they can charge up, cycle their prism, and fire before being detected. Autoplate and assault harnesses are excellent at maintaining a stable platform from which to fire prism rifles, which can become unstable with energy buildup.

Manufacturer: Kyneta Group

Mass / Length: 1.5 meters

Firing Modes: Pulse/Continuous

Energy source: Velanite gas cartridges and separate powercell



*Gath class auto-harness designed by Stratos Industrial. Initially used for void mechanical work with tools built into the arms, it was later adapted for 'away' excursions and is now a common mid-range selection by safari goers and mercenaries.*

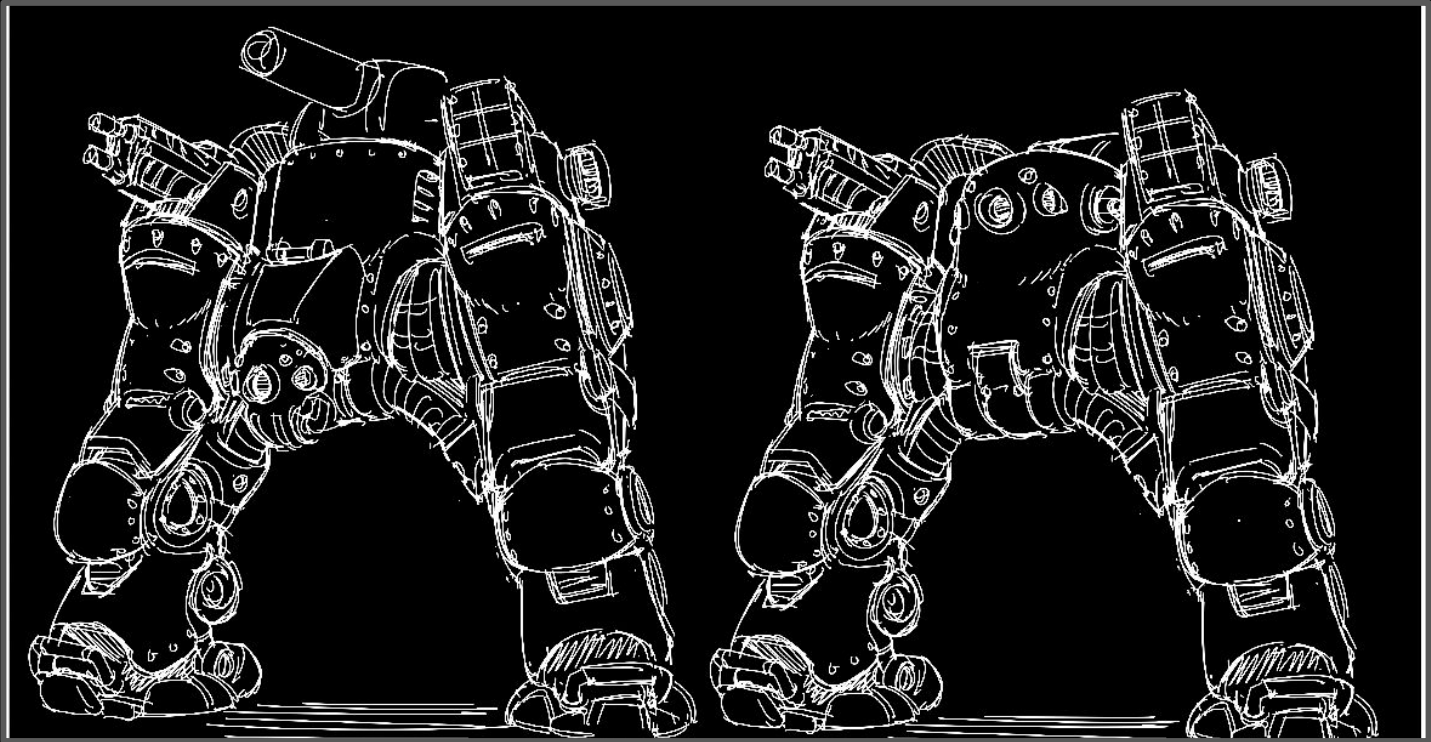
Gath auto-harnesses are a family of early suits worn by the shipwrights and builders of Béal Feirsde known more commonly as the White Star guild. After the catastrophic loss of Dumno-Ualos aboard his flagship, a White Star vessel, the guild became synonymous with failure. This was in spite of their truly incredible inventions and products which predated the Hegemon by almost two millennia.

The Gath is a prime example of their skill. Made from sequences of paralloys and pioneering Tensorum Reinforcement bolts beyond shipbuilding practices. Another remarkable aspect of the Gath is its many built in tools and options, ideal for those operating in the void.

Limb extensions and integrated nerve bundles allow for an almost seamless operation, typical delays being about one second which can be mitigated by veteran wearers. Its power core is the White Star signature *Pendulum Reactor*, one of the Hegemon's only legal perpetual motion energy sources.

Gath armor incorporates dozens of modular capabilities and each suit is a work of art curated by their owners. Many orbiter colonies and MassTraders make heavy use of Gath style auto-harnesses which are still manufactured throughout the Midworlds but are considered too hazardous, legally, to be built in the ExeCor.

Skiptracers and mercenaries both make use of the Gath, often upgrading panels of armor with trasteel or nusteel.



## EG-8-8 "8'ers" Heavy Ergo-Gaur

While the Directorate does not actively promote the use of Ergo units, the Galaxy is a dangerous place where such cultural preferences must often be forgotten. The Ergo-Gaur combat model 8-8 is certainly the most common, built by Security Necessities, a struggling armaments Corpo that found marginal success in the frowned-upon business of Ergo construction.

The 8-8 was originally built around a reinforced logicor with primary and secondary sensors feeding data into three weapon slots on its back and shoulders. Twin heavy armored legs are used to stabilize fire trajectories as much as block incoming fire for Tributary and human operators behind it. Weapons include heavy ordinance, maulers and high-rad weapons, along with the option of a heavy ballistic curtain suspended between the legs that provides additional infantry protection at the cost of some mobility.

The 8-8 is surprisingly agile, made all the more so by the recent upgraded biocor unit courtesy of Five Hands Panceuticals with frontline units reporting that surviving 8-8 units take on behavioral tendencies similar to pet canids.

Height/Weight: 3 meters/ 3-4 tonnes (paralloy)



## Victor Battle Tank

The Victor battle tank, officially designated **HBT Mk8** by the Directorate, is a common front-line fighting vehicle in service across the Hegemonic realms. The base design is over four fiscal centuries old, with certain features dating back even further, but constant upgrades and revisions ensure that the Victor and its variants are likely to stay in business for the foreseeable future. Large and massive, the Victor would be considered particularly heavy by any military personnel of past ages, but for the forces under the Hegemon it is merely a mainline war machine. Its turret accepts various main armament options and a number of accessories. In addition to armor the Victor is defended by a laser-based interception system and its full suite of logicor-linked infrared and night vision optics allows it to hunt targets in any weather.

Mass - 95 tons empty

Power plant - velanite generator, Stratos VGE-5000XH

Crew - 3-4: driver, commander, gunner, loader

Main armament - 57mm paired machine cannon (Victor-A) / 130mm gun (Victor-B)

Secondary armament - 12.7mm repeaters (front, co-axial, cupola mount)

Top speed - 65 km/h on road

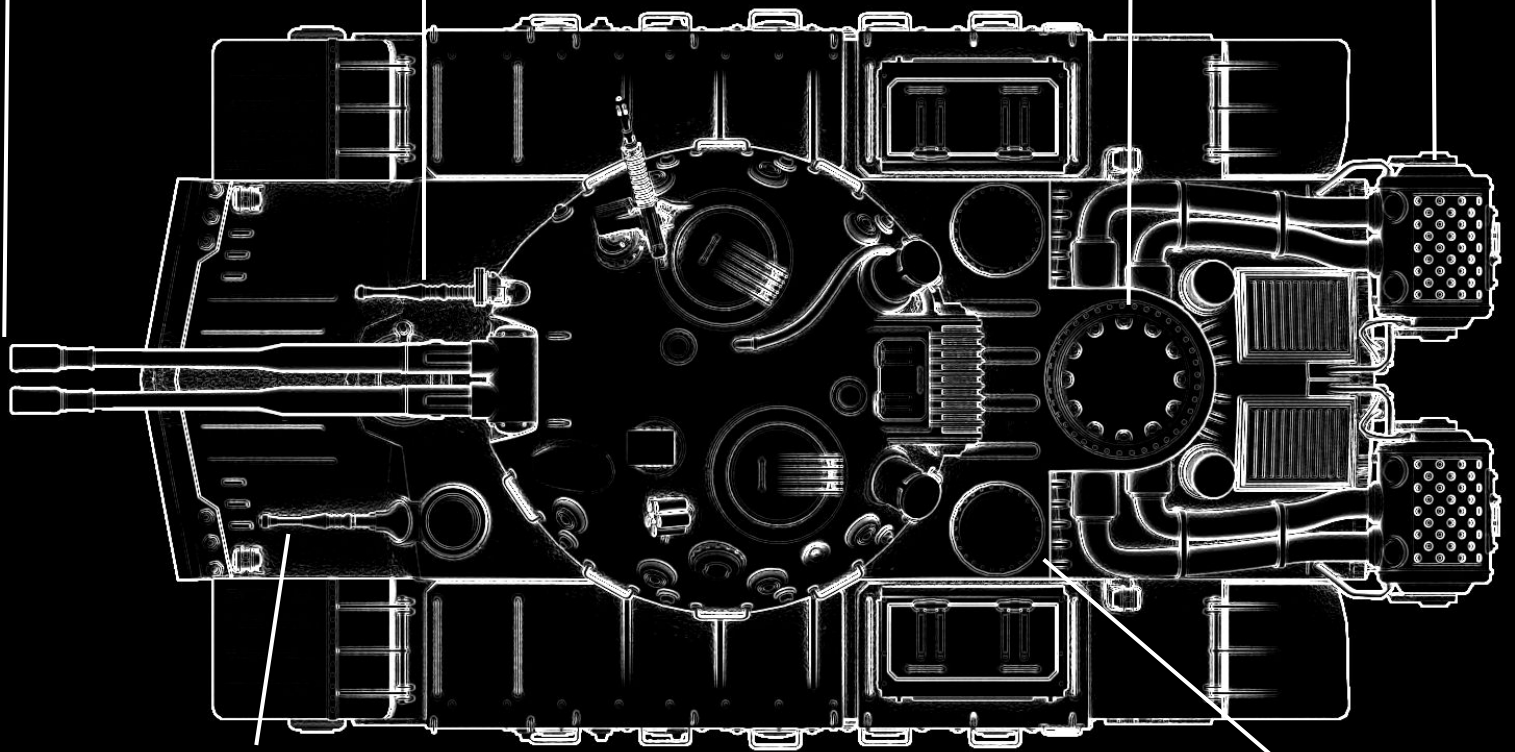
Armor effectiveness - 250mm to 600mm against AP shells, with 3000mm on hull glacis

Twin Armasyn AMC-60  
57mm machine cannon

Cryo-fluid circulation system with  
back-mounted cooling cells

Zakov ZHMG  
12.7mm repeater

Velanite reactor engine



Driver's repeater gun (remote control)

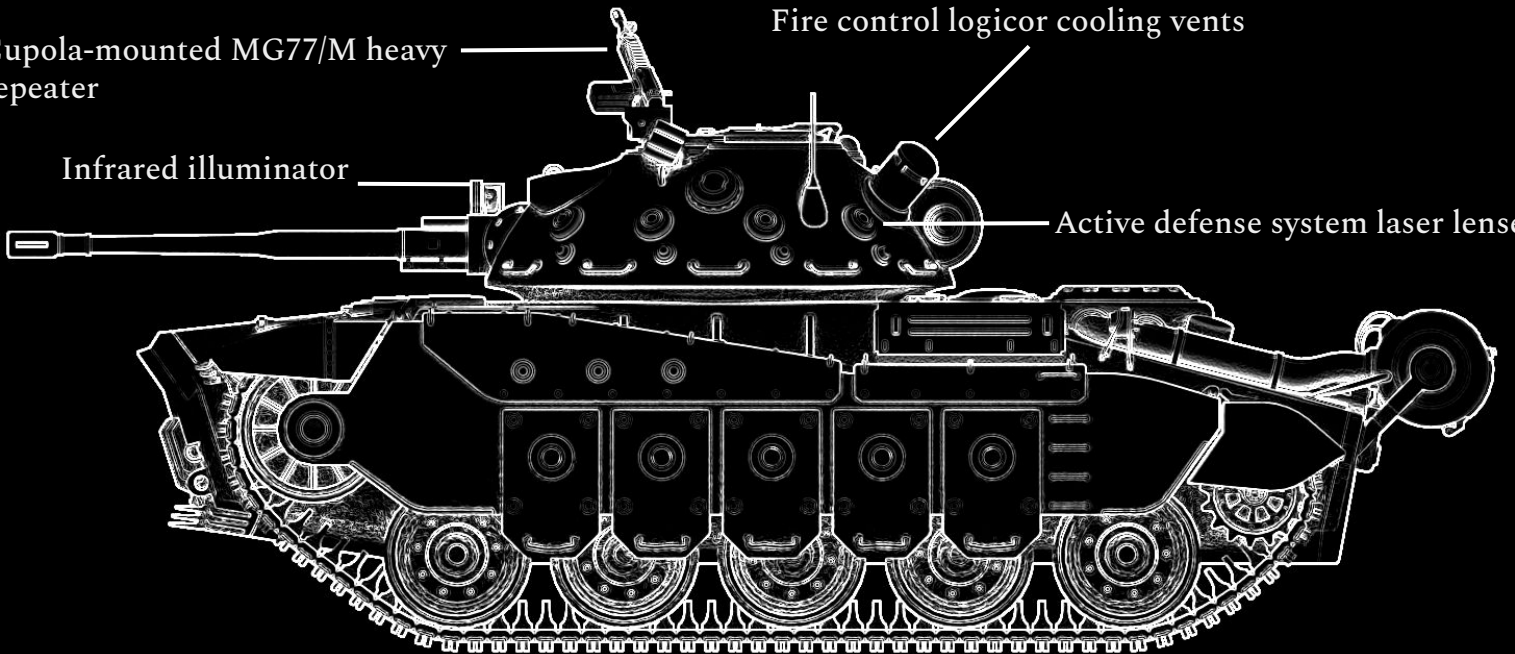
Nanoid cloudmakers

Cupola-mounted MG77/M heavy  
repeater

Fire control logicor cooling vents

Infrared illuminator

Active defense system laser lenses



# Victor tank weapon variants



## VICTOR-A

### 57mm MACHINE CANNON

Rapid-firing, paired 57mm automatic cannons are one of the two standard weapon types mounted on the Victor's turret. They can be loaded with armor-piercing or explosive rounds and can even be used in anti-air capacity, if the vehicle manages to find the right angle.



## VICTOR-B

### 130mm TANK CANNON

This 130mm tank gun is the other of the two main armaments of the Victor line. The smoothbore barrel can be loaded with a multitude of different ammunition types in addition to regular armor-piercing and high explosive rounds.



## VICTOR-C

### 200mm TANK CANNON

Commonly called the "Blockbuster", this heavy gun trades ammunition capacity for sheer per-impact destruction. It can be used in an artillery role if needed, but it is primarily designed to directly engage heavily-armored or fortified targets.

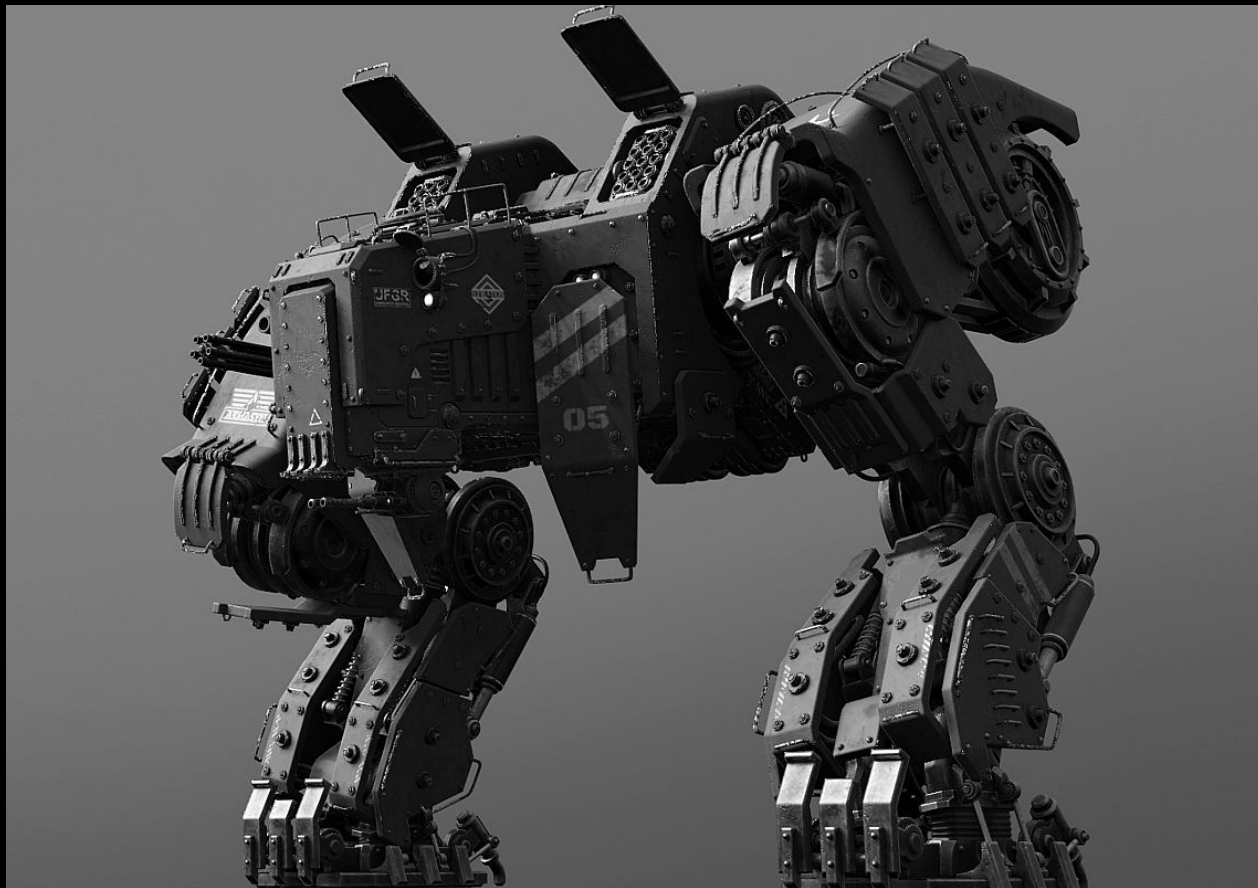


## VICTOR-X

### SUBATOMIC DISRUPTOR

The X variant carries one of the more esoteric armaments of its family. Though sometimes erroneously called a "laser", this matter-scattering projected energy weapon is in truth based on matretic technologies salvaged from the vanquished Regenum.

Note: While capable, such weapons are entirely ineffectual with nanoid cloud countermeasures\*



## Brawler Gyro-Tank

The **BGT-73** “Brawler” is a long-running Armasyn Technologies success story that defies the odds usually stacked against the idea of large, legged war engines. It is the Directorate’s front-line “gyro-tank”, a walking armored fighting vehicle. Agile for its size and mass, it compensates for its very unsubtle profile with mobility. At top speed it virtually bounds across terrain and over obstacles like a large apex predator, powered on by a combination of immense hydraulics and back-mounted thruster vents. Its electronic warfare systems lend it further protection from guided weapons and its own armaments are prodigious: the stock variant carries a rotary cannon, a heavy direct-fire howitzer and a .50 caliber autogun. Additionally most variants sport a swivel-mount machine cannon under their “chin”, granting the Brawler devastating firepower against virtually any ground target it may encounter. The BGT-73 has also become a favored tool in peacekeeping deployments, where its tall, monstrous and heavily armed frame is an easily visible statement of power to any locals who might otherwise wish for trouble.

Mass - 122 tons empty

Power plant - velanite generator, Stratos VGE/C-9100

Crew - varies, minimum of 3: driver, gunner, commander

Main armament - 40mm rotary gun, 200mm cannon (weapon pod)

Secondary armament - 60mm machine cannon (chin mount) heavy repeater (weapon pod), grenade dispensers (top)

Top speed - 65-70 km/h on road

Gyroscopically stabilized control module

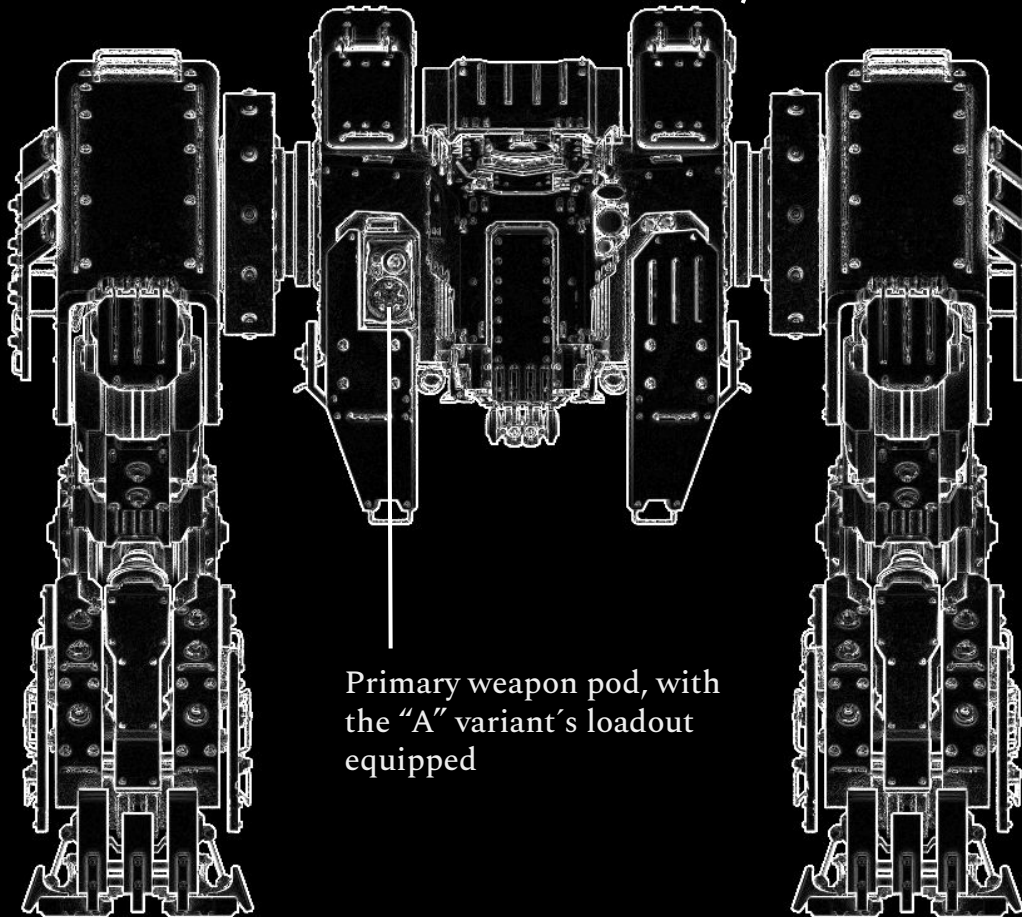
Accessory hardpoints

Reactor engine

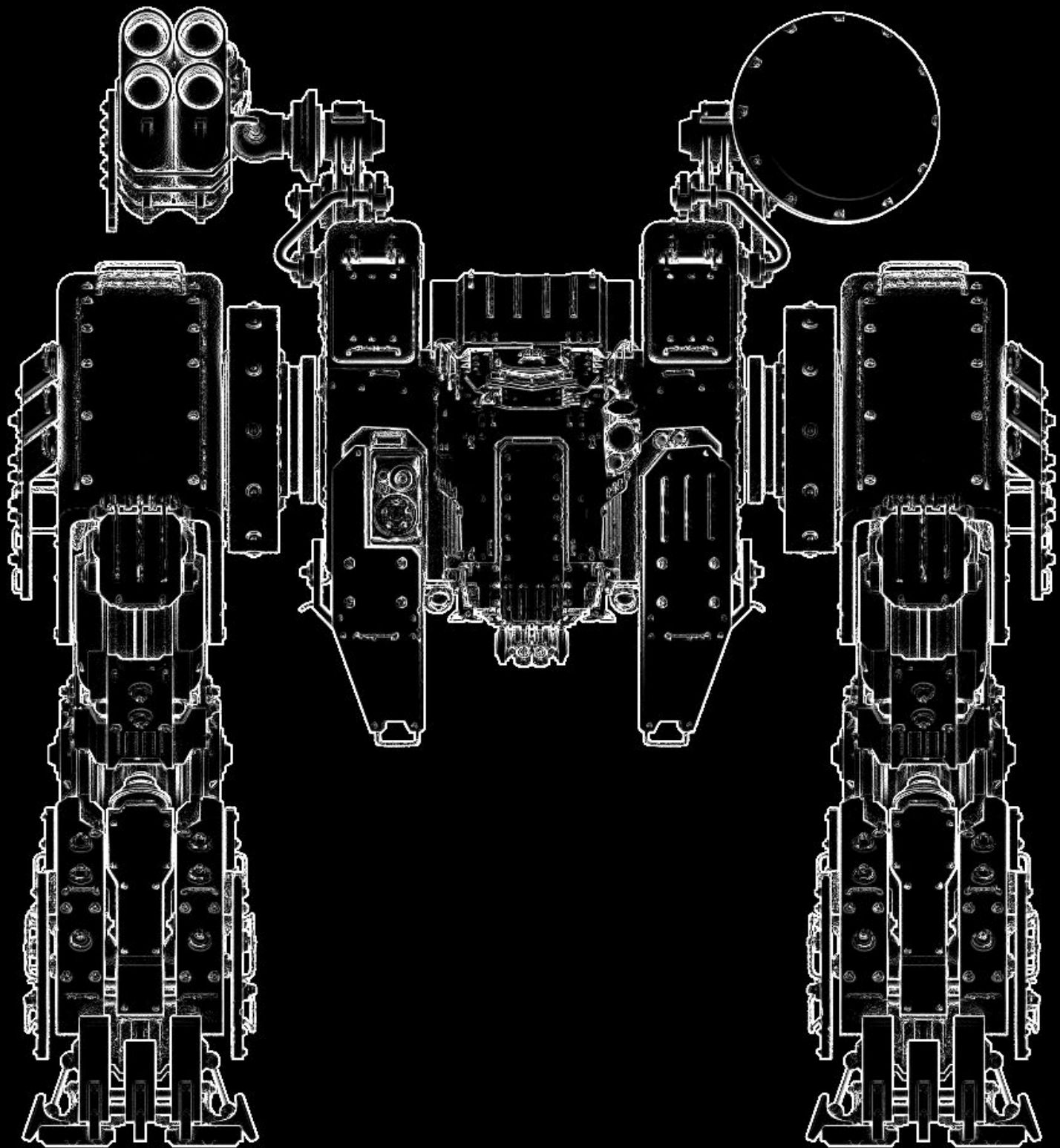
Lower leg hydraulic suspension

Twin 60mm machine cannon turret

Grenade launcher cells



Primary weapon pod, with the "A" variant's loadout equipped



The Brawler's top equipment hard points allow it to carry many kinds of externally-mounted accessories. This example diagram of the Brawler-D variant displays the mounting of an anti-aircraft guided rocket launcher and its fire control radar.

Artillery formations of the Directorate, on rare occasion, field the BGT-73/N variant of the Brawler. Visually similar to the anti-air "D" variant, it replaces the AA missile system with a long-range artillery launcher fitted for atomika-class warheads if need be.



## Bhosnayan Landship

Though clearly built onto a heavily modified TX-200 chassis, the exact origins of the HBT-300LS Heavy Tank are disputed. The most popular theory maintains that it is yet another hodge-podge design born from the many conflicts of that miserable, war-torn region of space, something desperately improvised by the industry of a local culture and pressed into service to fulfill the role of a heavy-hitting battle machine in some civil war or another. Another angle, spoken in more conspiring tones, is that it started out as an Armasyn Technologies prototype, possibly supplied to the many warring factions of Bhosnaya with the explicit intent of undergoing field testing in an active war zone. Precedent exists for both theories, and so the matter has remained under some debate among military experts.

Whatever the truth of its creation, the Landship, as these large multi-turreted vehicles are commonly called, has found a doctrinal niche outside being merely a frontline war engine bristling with firepower. As it is based on the TX-200 "Tohun" troop carrier and remains in the same weight class, it has become a common escort for long-distance carrier convoys, where Landship-class vehicles can match the maximum speed of their charges and dissuade enemy attacks with just their presence. Being large targets, they carry a plethora of self-defense systems to counter threats from above, from laser interceptors to anti-air guns, and the ordnance they bring to bear against ground targets is extremely formidable, from hull-mounted machine cannons to heavy energy weapons.

Mass - 280 tons empty

Power plant - 2x velanite generator, Stratos VGE-9000L-3 or traditionally "black cake" a local heavy crude oil

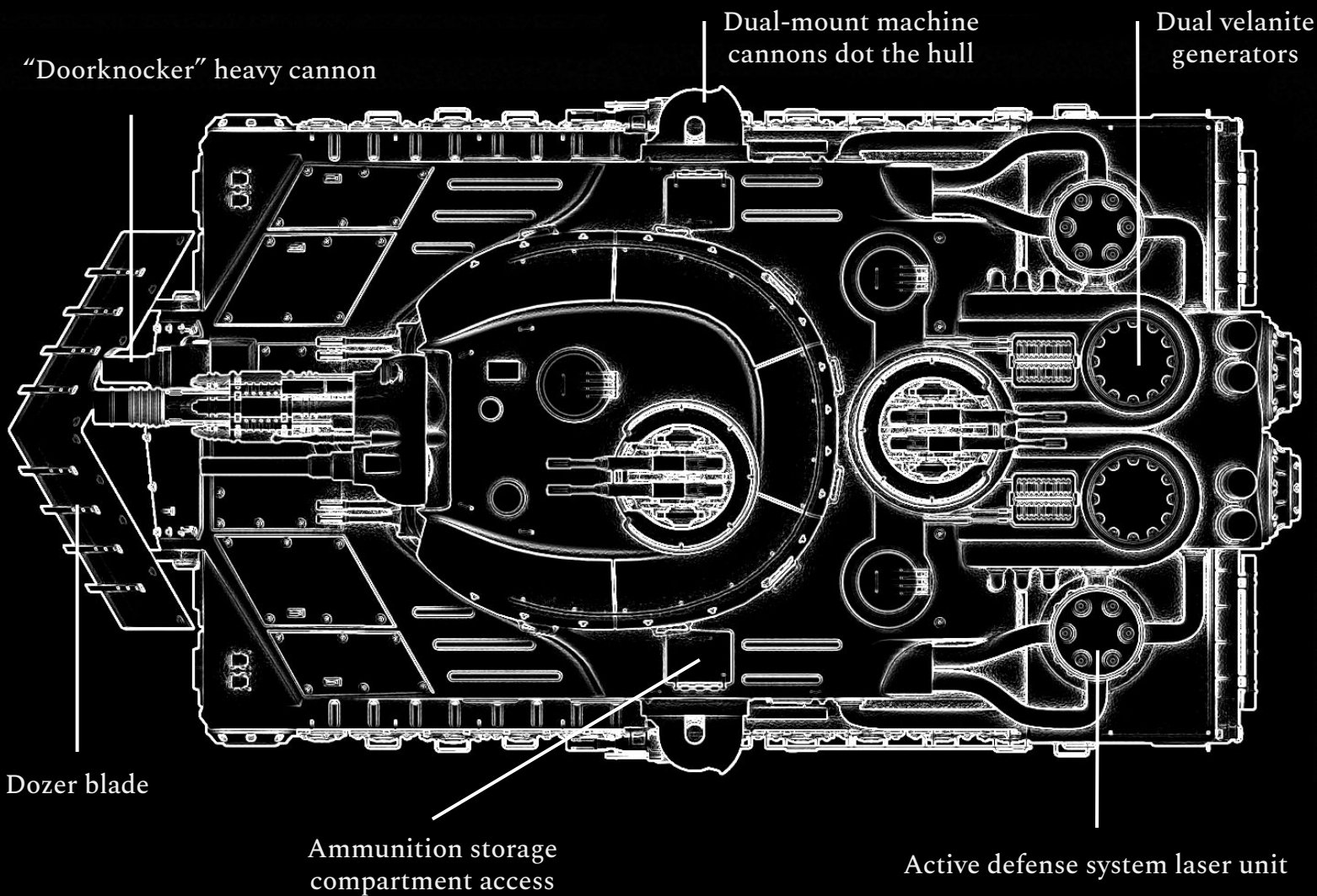
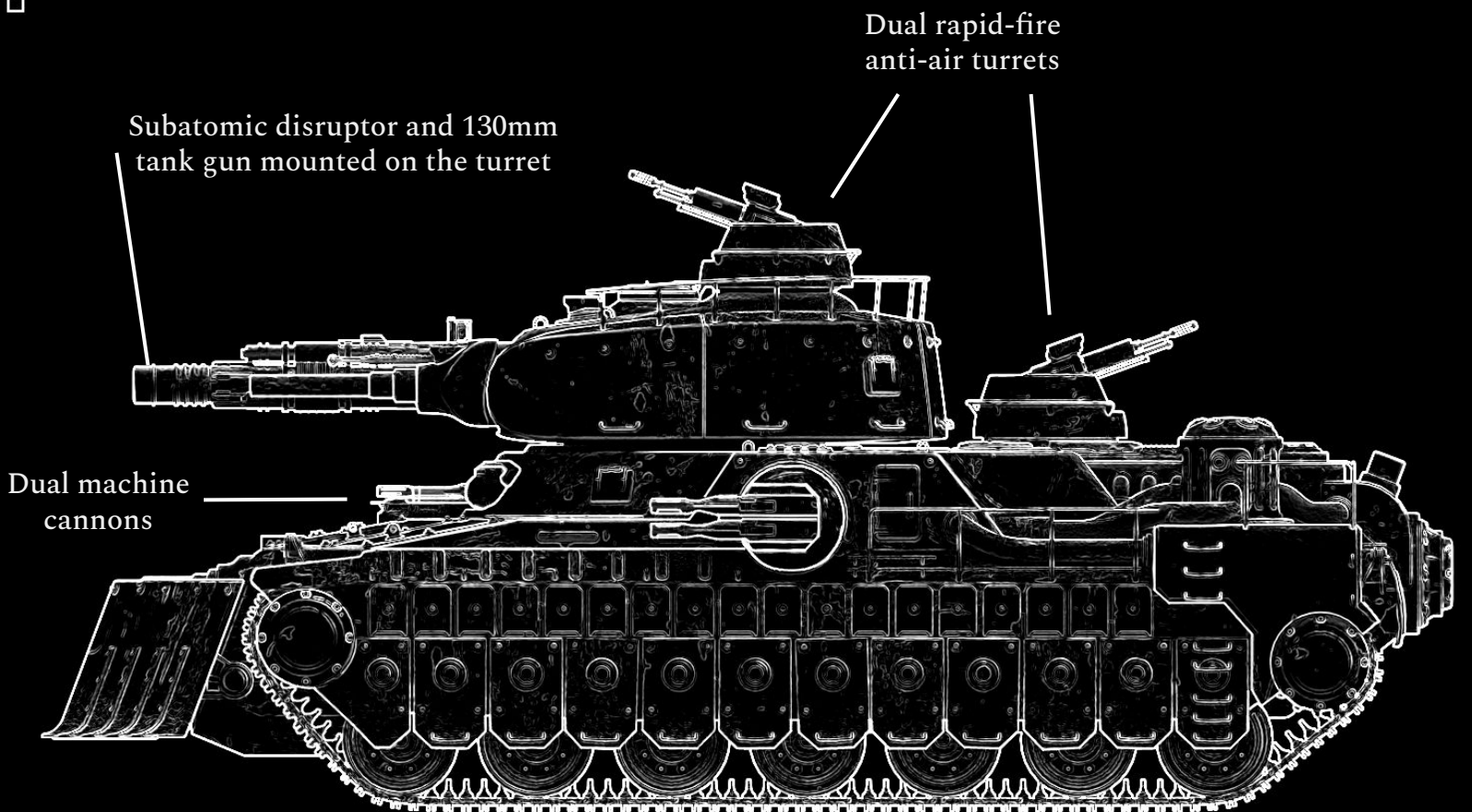
Crew - 12: driver, commander, turret gunner, engineer, loader x2, hull gunner x4, anti-air gunner x2 (main variant)

Main armament - Subatomic disruptor, 130mm cannon (turret), 200mm cannon (hull) (main variant)

Secondary armament - 12.7mm repeater (turret, co-axial), 60mm dual machine cannon x4, 60mm AA gun x2

Top speed - 70-75 km/h on road

Armor effectiveness - 250mm to 600mm against AP shells, with 3500-4000mm on hull glacis





## TX-200 Heavy Troop Carrier

The **TX-200**, popularly called the “Tohun” by soldiery, was given its designation during the design process for a 200-ton superheavy ground transport. The final vehicle, despite overshooting the target weight by a considerable margin, has faithfully served the Directorate’s needs for mass troop logistics since FC-1; it was, perhaps, the original Armasyn triumph in the realm of military vehicles.

Essentially a heavy commercial cargo carrier redesigned for combat use, the TX-200 is less a fighting vehicle and more a mobile bunker, a fortress on treads. Despite its immensity, it is not one for slow and grinding advances; the twin engine cores can power it to match smaller battle tanks in speed, or even outpace them. The Tohun can fit a platoon’s worth of infantry passengers with room to spare for supplies and can be augmented to house Barakan. The front section is loaded with targeting bafflers and other electronic countermeasures to throw off incoming guided weapons, as well as powerful sonic resonator arrays for clearing mines. The front armor plating is even thicker than on the Victor tank; the rest of the vehicle also boasts immense durability against anti-armor weapons.

The TX-200 has been further developed into various specializations. Due to its size and durability, the Tohun has been converted into several mobile command post and field hospital variants. In larger conflicts the Directorate’s artillery companies also field a TX-200 subtype that replaces the passenger compartment with an erectable launch rail system for heavy ballistic missiles.

Mass - 300 tons empty

Power plant - 2x velanite generator, Stratos VGE-9000L-3

Crew - 3-10: driver, gunner, commander, technicians; depends on variant

Passengers - 50 infantry; 30 in autoplate; 20 Barakan

Main armament - 2x Mauler gun system (turret)

Top speed - 70-75 km/h on road

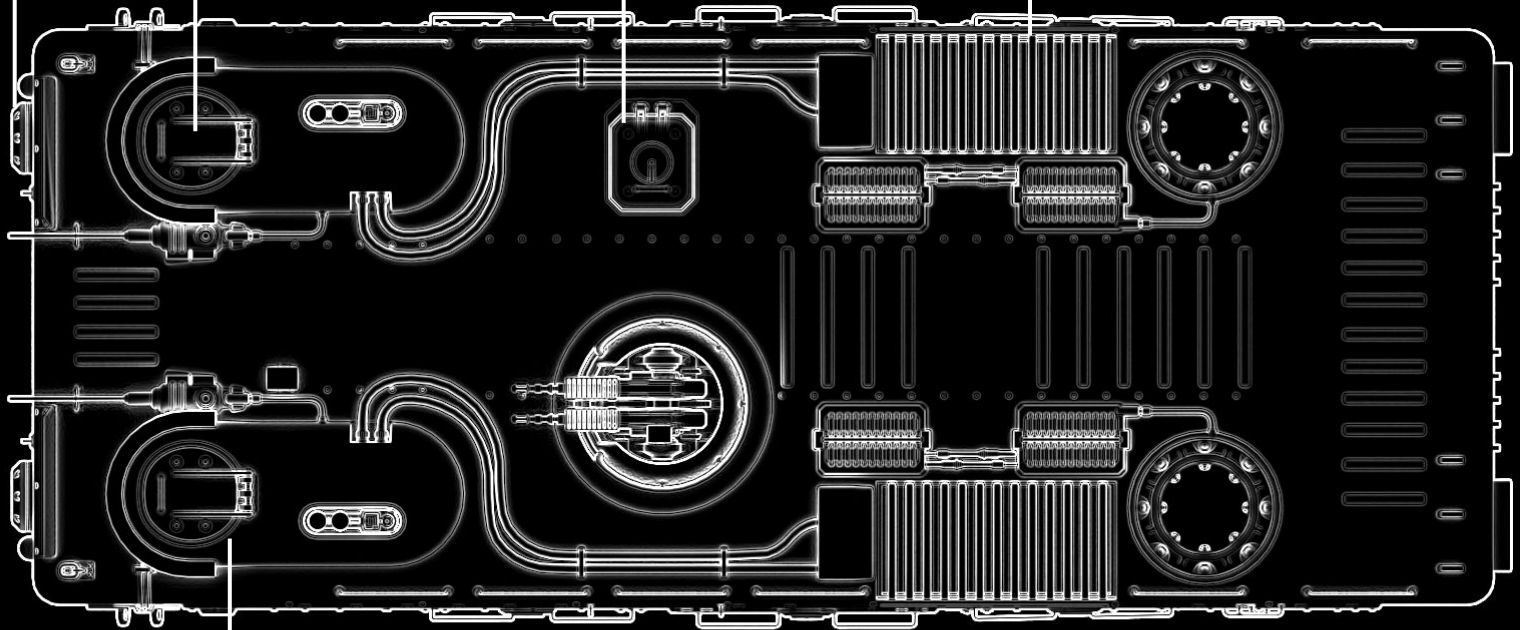
Armor effectiveness - 250mm to 600mm against AP shells, with 4000mm on hull glacis

Mine-clearing sonic resonators and anti-missile electronic countermeasure suites

Engine compartment

Command & turret control module

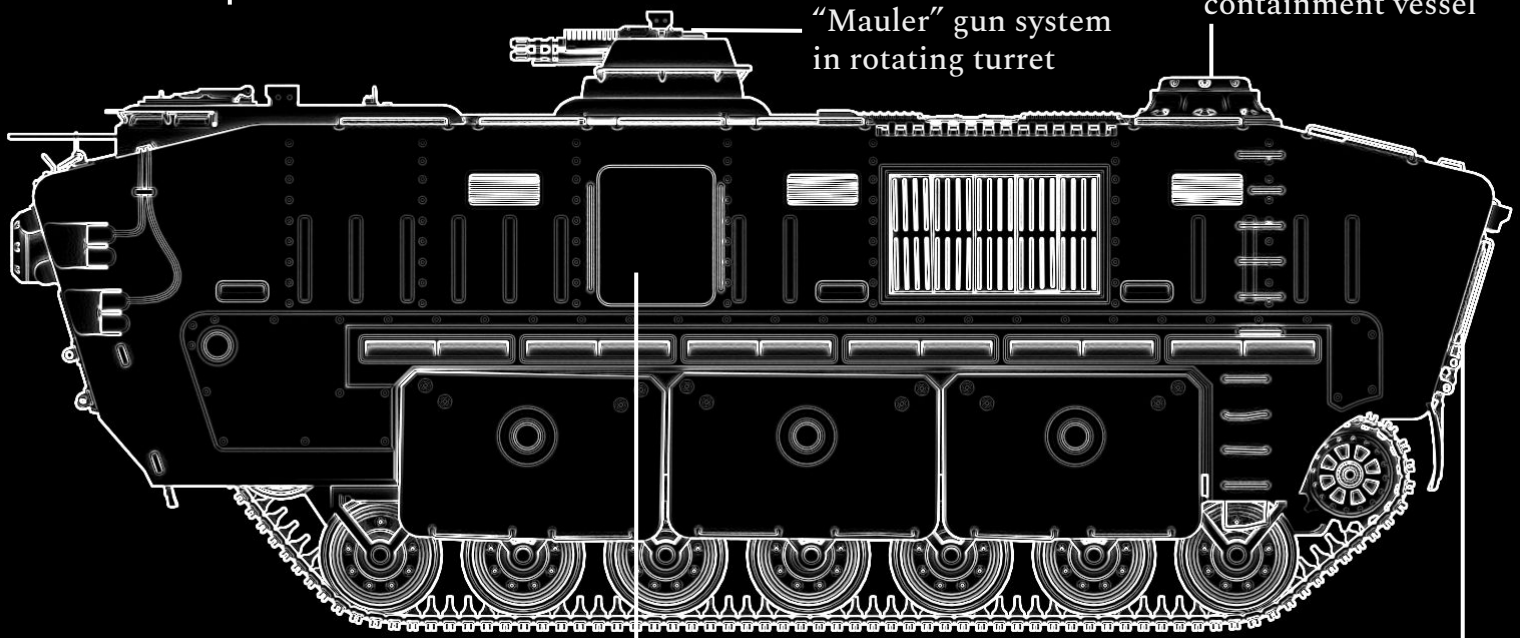
Roof escape hatch



Driver module

"Mauler" gun system in rotating turret

Coolant cell containment vessel



Secondary access hatch

Upper level cargo hatches



## Armored Recon Vehicle, "Arvee"

The MotoIndux-Armasyne Mk.16 Armored Recon Vehicle is a common light autocar with countless variants manufactured across the military and civilian markets. Introduced in early FC-7, the "Arvee", as it is more familiarly known, has its roots in older industrial wheeled vehicle designs and boasts great durability and versatile mobility across various terrains. For the Directorate, it is the go-to choice for recon vehicles and staff cars, with an extended 6-wheeled variant often serving as a light troop and cargo transport. Prospectors and explorers of the Frontier favor the Arvee for its all-terrain capabilities, and enforcers of corporate security and the Lex employ it as a patrol car.

Mass - 3.5-5 tons (variant dependent)

Power plant - velanite generator, Stratos-MotoIndux ACVgE-400BL

Crew - 2: driver, gunner (military model)

Main armament - 12.7mm Armasyne Model 5 repeater (military model)

Suspension - 4x4, independent

Top speed - 90 km/h on road

Operational range - 500-600 km



## Fulminator Strike Aircraft

The Sumner-Armasy AG-21 Fulminator started out as a forgotten design buried in the workshops of the Sumner Aviatek corporation. After Sumner was acquired by Armasy Technologies in FC-3, the aircraft's blueprints were eventually dug up and a curious discovery was made: the aeroplane's internals were an almost perfect fit for the bulk of Armasy's Retaliator rotary cannon system.

Armasy put the design into production and it soon became a staple of the Air Core's ground attack inventory. The Fulminator, named for the shock and awe it was built to deliver, can equip a variety of bombs, rockets, mass-drivers and other weaponry under its pylons, and though centuries old, its seven-barreled cannon has retained its effectiveness as an armor-piercing weapon. It is also known for its survivability; a popular military legend claims that the Fulminator's six engines, originally a redundancy feature, are the bare minimum needed to even get such a heavy hulk of armor plating off the ground.

The sound of a Fulminator diving in for a strafing run, the whine of its massive engines combined with the barking roar of its cannon, has led to Directorate ground troops giving it an affectionate nickname referencing a particular ill-tempered beast provoked from swine-stock to survive on the Frontier: the "Hell-pig".

Mass - 13 tons empty

Max takeoff weight: 22 tons

Power plant - 4x Sumner FE-77 turbofan, 2x Armasy AT/S-230 turbine, velanite fuel system

Crew - 1 pilot

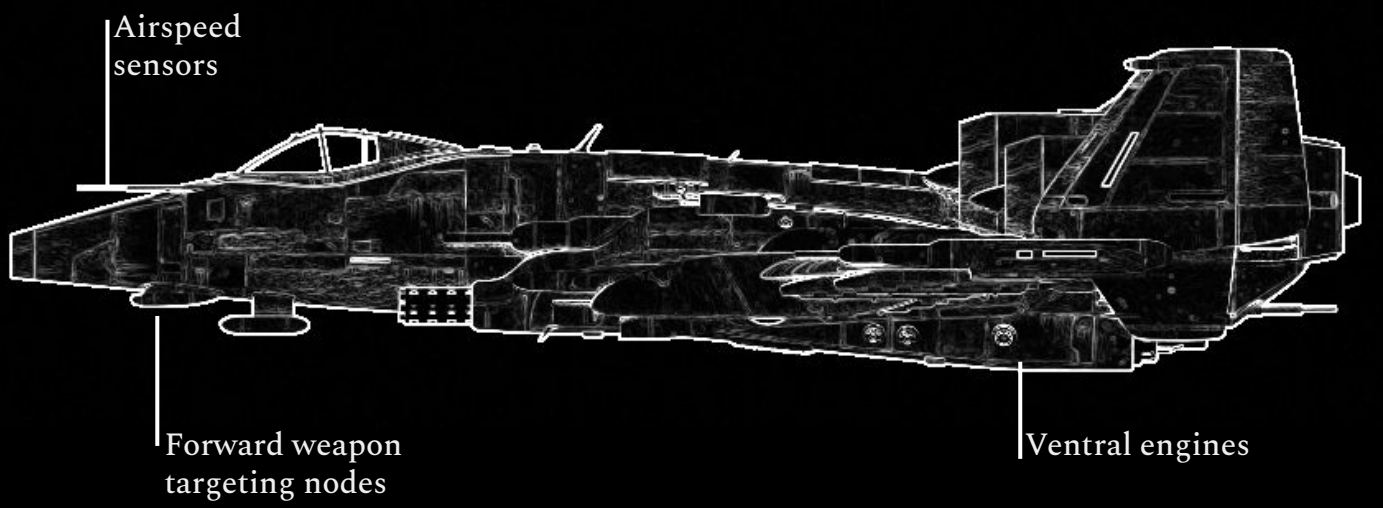
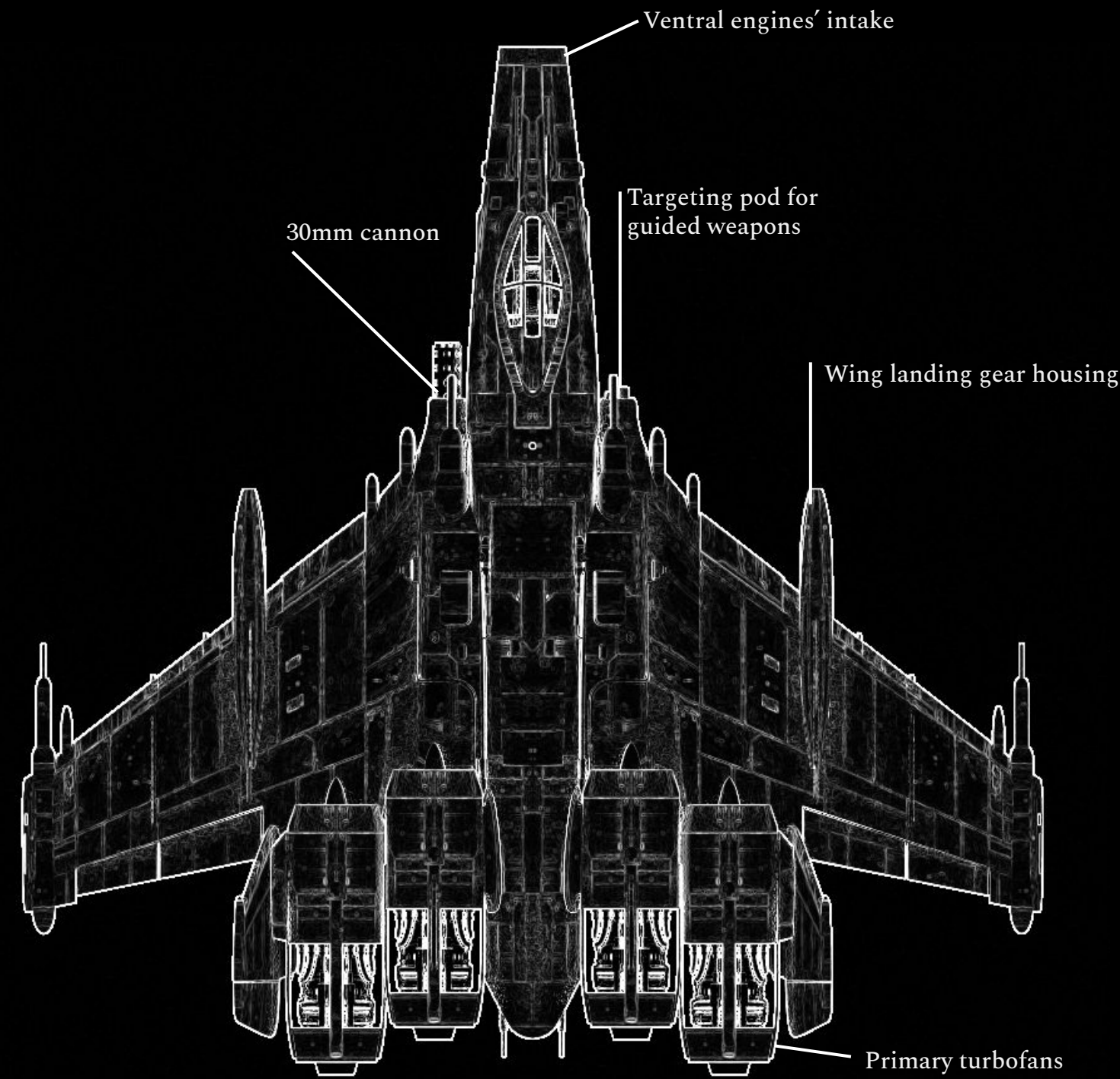
Weapon pylons - 12: 10 under wings, 2 under fuselage

Guns - 1x Armasy GR/AT-19 Retaliator 30mm rotary cannon

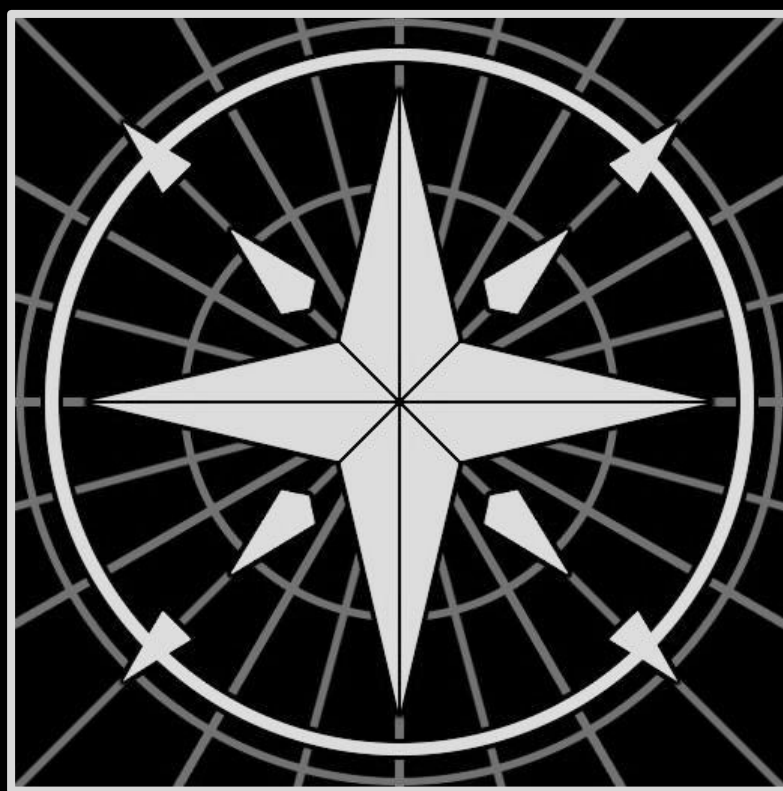
Top speed - 830 km/h

Combat range - 520 km

Service ceiling - 14 km



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