MORNINGSTAR

The Directorate

1.0

Ledger

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Introduction

Greetings!

Welcome to Project Morningstar's *first* Ledger style document. This was born out of a need to have something between the shorter Dossier and the enormous Indexes. Thus were born the Ledgers which are designed to bring a weight of focus, artwork, and lore to specific factions.

Within you'll find exactly that for the Directorate, the Hegemon's dedicated military that answers to the Summit Council on Protea and are supported by the MacroCorps. The Regiments, Armadas, and Squadrons of the Directorate span the scope of Known Space and even push the boundaries into the blank places on the star charts as they secure and protect the tradelanes and the future of New Mankind.

For more information on the firearms used by the Directorate, be sure to check out this Ledger's companion piece, the Military Industrial Triplex portfolio, as well.

Enjoy! (It's mandatory)

~Admin

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There are billions of Tributaries stretched across Known Space in the largest mobilized military endeavor in human history. To govern such a large armed force would be impossible without the uniting ethos of Avarice and the economic system of Stellarization.

Every single member of the Directorate's three branches are motivated by the promise of financial advancement, credit improvement, and the potential for gaining property. Fulfilled by this promise, they are honored for their service by all members of New Mankind.

While the Summit Council is the final authority over the Directorate, it is the MacroCorps that truly govern where the fleets, armies, and aeroplanes strike to ensure trade and profit for the Thousand Empires, and thus the endless reaching hands of the Consumers are filled.

Glossary of Terms and Expressions

AC Pills, Aces: *Anti-carcinogenic* medications issued to soldiers and support staff to reduce health effects of inevitable battlefield contamination

Anika: ANX-200A mobile atomika missile system

Arvee: Armored recon vehicle, a particular model of common military autocar, but occasionally used for any variant vehicle based on the same chassis

Baggies: Loose-fitting type of physical exercise wear

Beamer/laser: Matric energy projector weapon, “laser” being technically incorrect

Blast Seat: Aircraft ejection system

Boat: Sky Carrier

Bot/Rusty/Bolts/Junk (and so on): Ergoid of any classification

Chancer/Chance: traditional style cigarette, a burnable inhalant

Clipazine: Weapon ammunition container, portmanteau of "magazine" and "clip", derisive

Clouds/Puff/Warfog: Vantic nanoid countermeasures

CrashPod[tB]: Small one-way vessel used in orbital insertions onto planets, due to popularity all such vehicles are referred to as such

Cube: Barque transport ship, usually referencing the more popular *Carico* class after its blocky shape

Dirthumper/Groundpounder/Slogger: Any Army personnel

Drop/Jump: Orbit-to-surface deployment

Endemics/Endems: Local populations of member nation-states

Floater/Jelly/Bouncer: Any Armada personnel

Fragged: killed, also a reference to grenade type

Glower: Nuclear and radiological weapons technician

Gyro/Stomper: Walking vehicle, after the official designation of "gyro-tank", bipedal or otherwise

House: Landing/assault tower

Huffer/Tubes: Tributary field respirator system

Hundy/Tohun: TX-200 heavy troop carrier

Ice: Velanite furnace coolant

Instant: Soldiers conscripted and trained using mesmeric conditioning

Kaddy: Slang for Kantaurian, but can include anyone from the Kanta worlds

Landship: Heavy tank, especially Bhosnayan-origin types with multiple turrets

'Liner: General term for Warliners and other space warships of similar bulk class

Logie: Military codesmith, from "logicor"

Mill: Mobile Armasyn weapons manufacturing facility

Milly/Millie: The Millenial-pattern assault rifle; *everyone's favorite femme*

Moleman: Velanite technician regardless of gender

Nic: Short for nicostick as well as other legal narco inhalers

Noise: Sensor jamming

Numbers/Calk: Field analyst

On the Beam: 'In the know' referencing tight-beam data transmissions

Peaker/Peak: The distinctive pointed front helmet plate worn by field command personnel

Plug: Various interface apparatus and wetware

Pot: Helmet, any kind

Prot: Slang for Proteans

Rig: AMU and other exo-armatures

Scope: Any optical device, especially on a vehicle, but also sensors on a ship or aircraft

Snapjack: A type of easy-to-manufacture antipersonnel projectile trap, commonly used across the Thousand Empires by both Directorate and unionist forces.

Spooky: Used gear recycled back into service after repairs from an injury fatal to the previous wearer

Starhead: Armada special forces

Sweats/Rubbers: The standard issue anti-chemical infantry uniform

Trims: Officer, after the tinted metal edging sometimes worn on the shoulder guards of their body armor

Town Browns: Dress uniforms typically brown for the Army

Uni: Unionist, or any insurgent or rebel combatant opposing the Hegemonic system

Vicky: The Victor tank, and often any of its many variants

The Directorate

The Directorate is the Hegemon of a Thousand Empire's unified military and a permanent institution tasked with securing the tradelanes, expanding the Frontier, and overseeing the tenuous relationships between member states. It does this both directly with the Regiments of the Army and the spaceborne Armada, as well as economically with the Mills, vast manufactory complexes that produce arms and armaments. All of this is referred to as the Military Industrial Triplex.

Standing alone, the Directorate would present as one of the most dominant entities in Known Space if it were not deliberately bound to the wider CorpoSoci of the Hegemon. The Directorate is the shield, first and foremost, and then the sword of the Consumers, guided by the Summit Council and empowered by the MacroCorps.

To outsiders, the Directorate's strength appears to be simple mass: boundless ranks of Tributaries, thousands of warships, and the ability to arrive anywhere and set up a powerbase via the Mills whose airspace superiority is ensured by the Air Core. Its true power is less about numerical or technological superiority over foreign states, but how it incentivizes the individual soldier. Press-ganging is almost unheard of for the Directorate, although it can happen, as the teachings of Dumno-Ualos are infused into their own culture: the right to choose.

The ambition of every single soldier serves as a means of compliance as much as it is to bolster morale. A contract with the Directorate offers meaningful and accelerated advancement in the Hegemon's only measure of worth; credit status, and it does so in a way that pits service members against one another in multifaceted competition. Tributaries are not only trained to fight; they are expected to outperform, to earn, and to be seen earning. The Directorate's discipline is economic as much as martial.

The institution functions as much like a vendor as a traditional military. The Summit Council and the member bodies that make up the loose governance, do not "command" the Directorate as much as contract it with the help of the MacroCorps. Capabilities are leased and priced in advance to an operation. This can include individual convoy protection, trade corridor patrols, garrisoning, border protection and expansions, rapid response to threats, punitive raids, specialist support, and training cadres for compliant member-state forces. These "Ventures" are defined in scope, duration, and acceptable losses, and the Directorate's leadership manages the measurement of success. For events that involve the benefit of the Hegemon as a whole, so-called 'Joint Ventures' are put together with multiple parties contributing and benefitting in turn.

MacroCorp sponsorship is nearly mandatory, as the Directorate can only sustain itself through sales of Mills and defense contracts. For it to do anything else, it must have the investment of the Corpos of the Hegemon. Sponsors underwrite *everything* from ships, arms, and entire theatres in exchange for priority protection, preferential access to assets acquired in the Venture that could just as easily be called 'plunder,' and the assured accomplishment of their own goals. In the field, the Directorate further incentivizes and sustains itself by appropriating local resources either through negotiated acquisitions when endemics are friendly, and through seizure where they are not. The Hegemon will always insist that it is an entity that prefers *peace,* and so, war must pay for itself.

The Directorate is perpetually inundated with applicants, as it has proven to be one of the few mechanisms of upward mobility within the Hegemon. A contract as a Tributary, across any of the three branches, is referred to as a 'stint' of eight fiscal cycles and is widely regarded as a guaranteed elevation in credit status and exposure to opportunities otherwise unreachable. Completion of a stint can mean advanced education, technical certification, Corpo sponsorship, and access to property, whether partitioned land on controlled planets or long-term leases along the Frontier.

The Directorate's authority extends outward into the national militaries of member-states, whose forces can be negotiated into Directorate operations as auxiliaries. Just as a Consumer is incentivized to join, a nation is incentivized to pursue a positive relationship with the Directorate. The advantages are many, even if their national defense forces are exploited abusively.

In times of extreme risk to Hegemon member property, a population impressment is authorized from the office of the Leader or through their direct representatives. As this removes the right of choice, these Conscripts are offered hazard pay for as long as they are required to serve amongst other reparations. It should be noted that Conscripts rarely survive.

The entirety of this enormous operation is supported largely by the Mills that turn raw materials into munitions, vehicles, rations, uniforms, anything and everything an army needs. The Mills are designed to be self-sufficient but require deliveries for advanced production. This dependence is the leash that ensures Directorate units remains incapable of separation.

The Leader, known formally as the Director, functions as the master and chief to each of the three branches and is ultimately responsible for profit as much as strategy. Their office is a constant balancing act of satisfying the appetites of subordinates, meeting tactical quotas across thousands of light-years and contractual obligations to both nation and Corpos. As a result of the nature of the Armada being the largest and most funded of the branches in terms of operation and membership, the Leader has always been a member of the Armada.

Membership to the Directorate requires the practicality of being physiologically similar to New Mankind's norms. While some exceptions are made for near-humans like the Nephixians and the Azakar, the much larger Longshan are entirely impractical and form their own military formations with appropriately sized equipment. Near-humans face discrimination that is typical for the lower-credit scores that hinder education and so are either discouraged from service or kept within their own unit types. As a result, many do not benefit from the advantages of Directorate contracts.

Most Consumers will never rise above a Basic credit standing, but after a stint they can reach "Person" status, although a second stint is often required to keep such a status. Once reached, the responsibility and advantages of Personhood are reason enough to put everything on the line for the Hegemon, with many veterans becoming important members of the CorpoSoci and even starting Corpos themselves.

The Directorate operates as a means to protect and defend the overall interests of the Hegemon. By the ethos of the CorpoSoci, the Hegemon is slow to conflict and as such has only officially declared formal war five times in the last millennia. The conflicts of member states, exterminations of hostile or worthless exogen, and defense against the constant threat of piracy are merely policing actions. The other, larger non-Hegemon nations benefit from a relative peace which the Directorate ensures will not go 'hot.'

Early History

The Directorate was born out of the tumultuous beginnings of the Hegemon when the region that would be renamed the ExeCor was a dangerous and violent place. In the century leading up to Dumno-Ualos' ascent there was a period of conflicts known collectively as the Dissension Wars that pitted several star systems against one another. Peace was achieved by mutual exhaustion, and from the hundreds of millions of veterans returning home, the Directorate was born.

The militaries of Jov and Vaensar were quickly dissolved with the rise of the Hegemon and the announcement of The Market's groundbreaking. New contracts and profit sharing invigorated the first Regiments and, under the first Director, Setha Skitana, who had been a hero in the Dissension Wars, both Jovian and Vaensalian soldiers felt well represented.

Skitana, supported entirely by Dumno-Ualos both politically and financially, quickly reorganized the branches of the military into three vital and distinct organizations: the Armada that would command protection of the vital tradelanes, the Army that would fight on the ground and in the oceans of any world needed, and the Air Core that would connect the terrestrial to space.

MassTrader Divines were contracted to train the first Admirals of the Armada while former Vaensaran, now Protean, generals instructed former rivals in the means of war. Worlds like Shiijian and Mkklon were quick to send their own populations in a growing sense of unity as convoys from Jov's Hundred Worlds arrived armed with the advanced technologies of the Yinn.

The wastefields and derelicts orbiting the planet Arun were quickly modified with the help of Jov shipyards and, soon, the major fleet headquarters of Tykun was built. All of this was done with direct loans from the Clans, encouraged by Dumno-Ualos, which created the first Magnates who believed in his vision of uniting humanity with commerce rather than creed or force of arms.

All this came to be in scant fiscal cycles and not a moment too soon.

Pirate tribes, mercenaries and belligerents that rejected the philosophy of Stellarization attempted to smother the young Hegemon before it could truly draw breath. Attacks, bombings, and assassination attempts continued. Hostages were taken. Yet, it did not slow Dumno-Ualos or the Hegemon.

With utter faith in Skitana and her fearsome reputation for no quarter, Dumno-Ualos focused on the construction of The Market, pouring every resource into a monolithic structure that would house the most comprehensive machine ever conceived. Meanwhile, he solidified the creation of the Summit Council to govern the economic development of both star systems, becoming the first elected Speaker by unanimous vote.

His trust in Skitana was rewarded.

Skitana used a combination of surgical decapitation strikes, targeted bounties, and overwhelming firepower against the strongest of the Hegemon's enemies in the Jov and Protean systems. If a faction would not submit to resources and credit vouchers, they would find those same opportunities offered to their competitors.

Her own rules of war would set the foundations of the Directorate in place for a millennia; *You can either get paid, or we'll pay someone to bury you*. Within a decade both Protea and Jov were declared safe for trade, paving the way for new colonization initiatives to worlds that had been lost during the Dissension Wars, or opened for new opportunities.

Just in time for the interstellar proclamation of the opening of The Market. Ansible arrays were pointed to every known star system, declaring in so many words that the universe, under the Hegemon, was now *open for business.*

The Trappist system, home to the Trappist Papacy, which had benefited enormously from trade with Mkklon for fuel cells, joined the Summit council instantly. The Jovian Autocracy and the Yinn Demarchy, the two governments of the Hundred Worlds, formally joined a mere day later. The Protean Minarchy, the emergent government with the formal dissolution of the Vaensar empire, joined thereafter to great fanfare and timed announcements that maximized cultural impact.

This willing combination of wealth and influence without military pressure influenced mercantile organizations for two hundred light years to great effect. Membership to the Directorate tripled, with non-member citizens travelling to Jov or Protea to join. The Military Industrial Triplex formed, becoming a vast internal economy providing Stratos Industrial and smaller Corpos new opportunities for construction. Billions were employed to support what became a versatile and impressive military.

This military buildup garnered the attention of the Kantaur Dominion, an ancient nation vast and powerful. The Regent of Kantaur, a powerful man who had always coveted Vaensar, now Protea, was urged by his field marshals to strike the coin-loving Hegemon without mercy.

Kantaur vessels struck, severing tradelanes to other star systems and raiding trading outposts. Those who wore the Hegemon windrose sigil were butchered, tortured, and executed publicly as a warning to other nations. The Directorate and Skitana prepared for their first true war. The Dominion's military was a tested, vast, and lethal force, outshone only by the Regenium of Catraeth with whom they were staunch allies.

The Kantauri launched their first attack against the Hegemon colony on Landfall, a world that shared its orbit between Protea and one of Kantaur's three stars. The colonists there were massacred even after they pleaded for mercy, images of their bodies publicly broadcast via Dominion Outrunners that transmitted propaganda signals into the Hedgemon.

Dumno-Ualos did not prevent these broadcasts, despite Yinntosh MacroCorp's insistence that they could so easily intercept them. The Founder's brilliance was shown again as the Hegemon's people were allowed to witness the uncensored barbarity of the Dominion. This shared tragedy bolstered the Directorate wherever they served, their resolve hardened to not give one asteroid or outpost up without a bloody fight.

The Tragedy of Landfall is still sung about in saloons, and many of the Directorate's first Regiments wear memorial colors on their flags commemorating the event. Several Trappist religios canonized the victims while Dumno-Ualos immortalized them on the doors of The Market with a call: *Resist.*

The Hegemon was as ready as it would ever be.

The Tributaries of the Directorate would weather every assault the Dominion threw at them, costing the High Marshals of Kandia ten times the blood expected for every inch. Despite this, the noose tightened. Millions died. Skitana herself was killed aboard her ship, crashing into the rings of Shijjian and dragging a Kandian war-galleon into oblivion with her.

On every world in the Protean and Jov systems, the Kantaurans arrived either in smaller raiding forces or in all-out assaults. The hollow of Lhunarca was breached, the Inner City besieged. Over Jiorugon, crippled vessels fell out of orbit and into the gravity well of the parasitic black hole, still firing at one another even as they shared the same terrible fate. The paradise world of Cicatrice devolved into guerilla warfare. Atomiks were used freely on the dead world beneath Endymion, while millions were thrown into the meat grinder along Mahkrob's ice trenches.

But Protea held, through the blood and sweat of the Directorate. And finally, Dumno-Ualos delivered.

The Kantaur Revolution, slowly incubated by the lower trade classes of the Dominion and financed by the Hegemon, finally burst into action on every world in the Kanta system. Prisoners rose up on Kantaur Exilar and overpowered their jailers, while the lower levels of the Crownworld's ecumenopolis rose up against the aristos living in their skyscrapers. In less than a year the three Royal families of the Dominion were taken and executed.

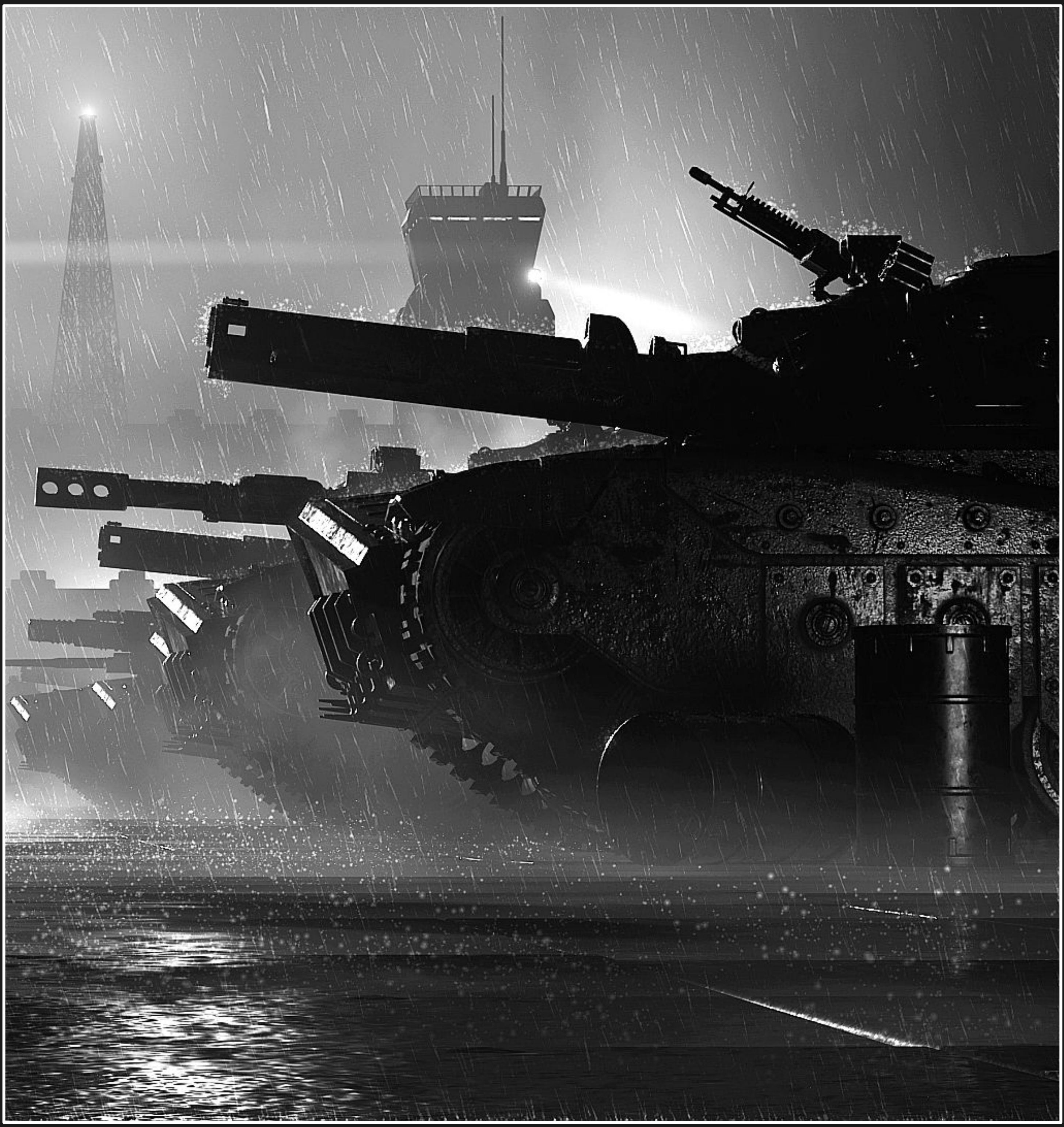
The largest population center in Known Space joined the Hegemon shortly thereafter, formally ending the war with the new Revolutionary Government recalling the Dominion's military. In 0/11-044, with the consolidation of this massive new population, the declaration of the ExeCor was made and loftier goals were outlined by the Summit Council. The Kandian military, now known as the Compact, expanded the Directorate's numbers a thousand fold.

While there would be countless campaigns and enemies to fight in the coming fiscal centuries, the Directorate has faced all with the same resolve they have always shown, backed by the promise of honest compensation. They are the defenders of the Hegemon's property and understand intimately the opportunity that comes from protecting the holdings of their Patrons. They are the heroes of the shareholders and the future of every child's dreams.

Directorate Organization and Doctrines

"Those who compare war to antiquated concepts of cosmic damnation are cowards blinded to opportunity."

-Director Skitana



The Directorate's Three Branches

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The Directorate has three distinctive branches administered by the Authority lead by the Director who sits in an advisory position on the Summit Council. Sub-Directors oversee the three branches separately; Armada, Army, Air Core and the Ruentimer Special Forces which operate within all three.

The Armada

The Armada, which serve as the executive decision makers, covers all intersolar and interstellar craft, their crews, and their maintenance. As they are required to transport the other two branches, Army and Air, they have always held a natural authority over the Directorate, with an Admiral consistently holding the position of Director for the last nine fiscal centuries.

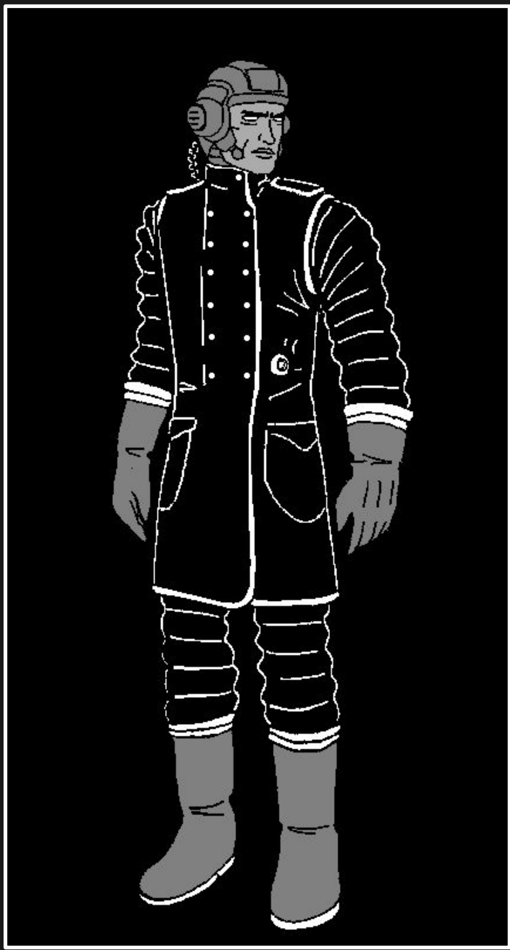
The Army

The Army is the largest branch of the Directorate, made up of billions of Tributaries, mercenaries, and Indentured. Organized into unique Regiments, often from similar CorpoSoci backgrounds, they operate either in mobile convoys attached to the Armadas or maintain vast bases on planets and colonies. The Army includes armored divisions like gyro-tanks, rotorwing aircraft, naval vehicles, and special forces.

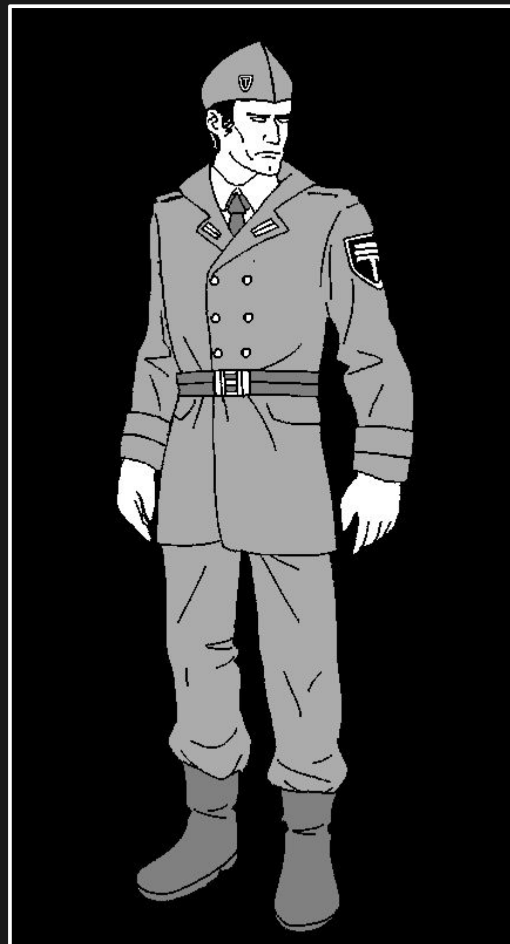
The Air Core

The smallest of the branches numerically, yet vital to its function. Anything between space and terrestrial objects falls under the purview of the Air Core. Very few spacecraft can function adequately in both space and atmospheric theaters of conflict, and so it is up to the Air force and its Tributaries to brave the odds.

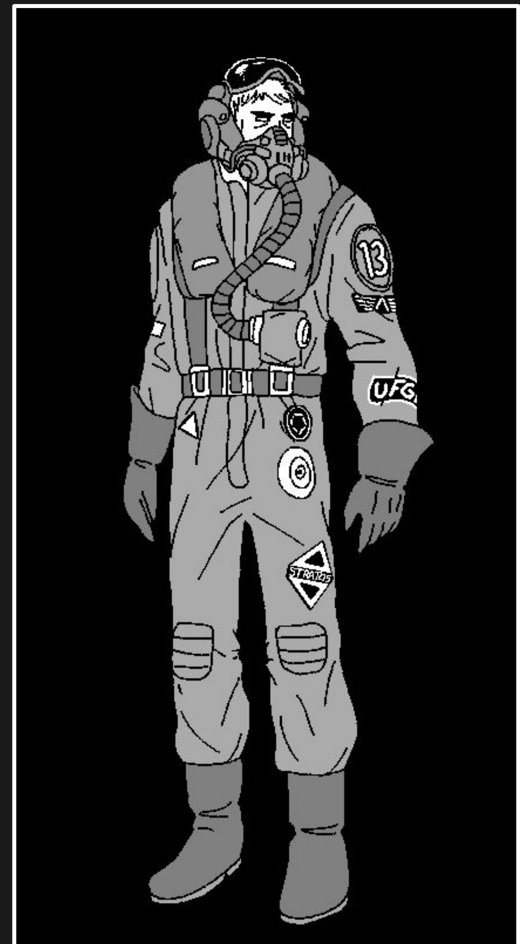
The most elite pilots in the Hegemon fly the Air Core's Vampyr dropships which act as heavy fighters, bombers and the transports for the Barakan Elite.



The command personnel of Armada ships wear uniforms that combine a naval coat with the practical elements of a space suit. The uniform can be sealed airtight with a helmet and connected to pressurized life support if a hull breach is anticipated; these are also a default precaution taken when a ship is expected to enter combat. The headgear consists of a utilitarian padded cap with communications integration and the boot soles can be magnetized.



While the Army's field attire consists of an airtight chemsuit that keeps away radiation and other pollutants, a smart dress uniform is the off-duty and ceremony outfit standard of every trooper. Called the "Town Browns" due to their coloration, this ensemble has several variations to it, such as taller parade boots or long coats for adverse weather. Enlisted personnel wear pointed garrison hats, while Managing Officers have peaked caps.



Combat pilots of the Air Core use flight suits with built-in pressure systems that help the wearer stay conscious in the grip of high G-forces. These suits have a lot of variety; pilots are free to procure their own as long as the proper identifiers are displayed and combat performance is unaffected. Experienced and prolific aviators of the Directorate tend to have their gear blanketed in sponsorship imagery similar to professional racers.

Director Akalon Voranu

m_aeg1

At the helm of the Authority is Akalon Voranu, who holds the title of *Leader* within the Directorate. For fifty fiscal-cycles, Voranu has commanded with unparalleled prowess, etching his name into the annals of Hegemonic history as its most decorated commander. His journey, from a skilled combat pilot from Yaltair to the apex of the Hegemon's military, embodies the epitome of acknowledged valor in the pursuit of status.

Most interestingly, Voranu is respected by the Armada's opposite branch of the Army. This was earned during an incident during the culling of a population of Exogen known as the Y'mbardi attempting to resist harvesting. The 74th Regiment were without Air branch support due to a budgetary error. Voranu directed his flight of interceptors into a daring flyover, crushing the Y'mbardi advanced with ordinance rated for orbital engagement. Although he was later chastised and penalized for such expenses, he gained the support he would later need to become Leader.

Besides his talents as a soldier, Voranu most of all understands the importance of publicity and Consumer awareness of his personal brand. As Leader, Voranu maintains hundreds of news correspondents from major and minor outlets and permits them unfettered access to his operations with exclusive interviews to those who report correctly.

These same reporters created the perfect environment for Voranu to make the complicated transcendence beyond celebrity within the Directorate and become a household name and accumulate sponsorships across the ExeCor. Providing candid interviews and explanations of the Directorate's activities, every strata of Hegemon society have come to intrinsically trust Voranu. Generations of Consumers have been inspired by Voranu's marketing campaigns to join every branch of the Directorate while his regular ansible broadcasts, typically while on campaign, provide insight into personal investment opportunities.

His ascendency to Leader was unanimous amongst the Authority and the Summit council, and he has not disappointed as colonial efforts multiply, while Exogenic infestations and threats from the non-Hegemonic nations have been mercilessly contained. More importantly, Voranu has cultivated proper threats in both the Fringe and the edges of the Midworlds, influencing public opinion through the fear of the 'barbarian' as well as justifying resource demands and allocation to the Directorate and those MacroCorps who provide the soldiery with equipment and weapons.

The forever wars have made fortunes, being responsible for countless innovations and allowed for proper MacroCorp management of resources underutilized by nations both within the Hegemon and without, all thanks to Voranu.

Voranu maintains the Directorate estates on the Hyperion moon of Merkur, despite being rarely there. His second wife, a baroness of Armasyn upper management, and third wife, a matron of Five Hands Panceuticals, live here and are said to be their husband's strongest advocates. Voranu's first spouse remains with him aboard his flagship, the *Uluburun*, away from the spotlight and is rumored to be a member of the flight deck.

Despite numerous offers, Voranu has steadfastly declined official positions within the Hegemonic government. Instead he chooses to remain within the Directorate, leading from the front.

Major Sponsors of the Directorate

The Directorate's logistics and stores of war materiel are supported and supplied by numerous Corpo entities of various sizes. Several massive MacroCorps and their ParaCorporate subsidiaries enjoy the Directorate as one of their biggest and most lucrative customers.

ARMASYN TECHNOLOGIES

One of the most powerful private entities of the Hegemon, Armasyn holds legal monopolies over the production of ammunition, ordnance and military explosives. Crucially, they control the logicor vaults that the Mills use to provide for entire armies. As Armasyn dominates the interstellar ammunition supply, all weapons, military or otherwise, are manufactured to their standards and chambered to suit the calibers available in their catalog. Improvised cartridges or equipment produced outside Armasyn's purview are considered to be in violation of the industrial giant's intellectual property, a rule enforced most ruthlessly by the MacroCorp itself through its operatives.

In addition to projectiles, explosives and weaponry, Armasyn does business in vehicles, armor, advanced materials and other products that feed the Directorate's war machine and the security markets. A great deal of these are produced by Armasyn's many ParaCorps.

SUMNER AVIATEK

Sumner existed as a smaller but steadily successful manufacturer of atmospheric engine systems and other technologies related to planetary aviation from the early Hegemonic era. They also designed and produced uncomplicated but high quality airframes of their own for both military and civilian uses, and dabbled in space engines with their subsidiary Roketek. Eventually outcompeted by the far more resourceful Armasyn, Sumner's legacy lives on as a set of aircraft designs still manufactured by a subsidiary of the same name.

COREWARD CORPORATION ARMOR WORKSHOP

CoreCorp. was a generalist heavy industries manufacturer that was absorbed into Armasyn becoming a ParaCorp in late FC-6. Made to focus on heavy equipment as well as produce battle tanks, engineering vehicles and other machines of tracked and wheeled varieties. Since their merger, Armasyn has thoroughly adapted Coreward Corporation's designs to improve its own vehicle inventory. While Armasyn focuses CoreCorp. on military logistics, it also keeps some of their older combat machines in production, most notably the "*Judge*" tank destroyer.

CZEKOYAN ENGINEERING

CZEKOYAN ENGINEERING

Czekoyan was an early rival of Armasyn but ultimately couldn't compete with the rising military behemoth. It wasn’t able to achieve MacroCorp status after Armasyn secured the exclusivity of ammunition production for the Directorate. Their specialty was in robust, yet affordable, vehicle designs ranging from ground transports to aircraft, as well as easily manufactured and maintained small arms. After their hostile takeover by Armasyn their war machines have continued to serve the Directorate, valued for their straightforward designs and reliability. In a way, Czekoyan has become the dusty corner of the Armasyn corporate family; no new designs of their brand have been produced in a long while, but the ones already on the market show no signs of going anywhere.

GRUMDER CO.

GRUMDER AEROSPACE

Unlike Sumner Aviatek, the Grumder Corp didn't limit itself so strictly to atmospheric vehicles but expanded boldly into spacecraft and ordnance, finding particular success in experimental propulsion systems that are rumored to have been at least partially plagiarized from the workshops of Stratos Industrial. Grumder's board of directors aimed to be absorbed by Armasyn in FC-3, and as a ParaCorp, Grumder has become their parent MacroCorp’s dedicated division for high-technology and experimental military research. Grumder Aerospace black projects are some of Armasyn's most precious and closely-guarded secrets, to the point of having high-cost, elite mercenaries to watch over their development facilities that answer directly to the Armasyn Archonist.

Other benefactors

Besides Armasyn’s weaponry, the Directorate has need of other resources to keep their operations going, not to mention that certain individual components used in the assembly of the aforementioned weapons have to be sourced from other businesses of different specializations. **YINNTOSH INNOVATION** is the most important supplier of fine electronics and logicor technology without which no fire control system or sensor suite would function. **STRATOS INDUSTRIAL**, naturally, provides the Armada’s ships as well as advanced structural technology for armor design. **BERSARANG** feeds the troops, **FIVE HANDS** keeps them in fighting health, and **OMNITEX** clothes them, and perhaps most crucially, the velanite fuel of the **COPPER KINGS** keeps armies moving. Essentially, if there exists an entity in control of a wealth of resources, it likely has some part to play in the Directorate’s functions.

STRATOS

OMNITEX

War Tourism: Trips to the Front Line

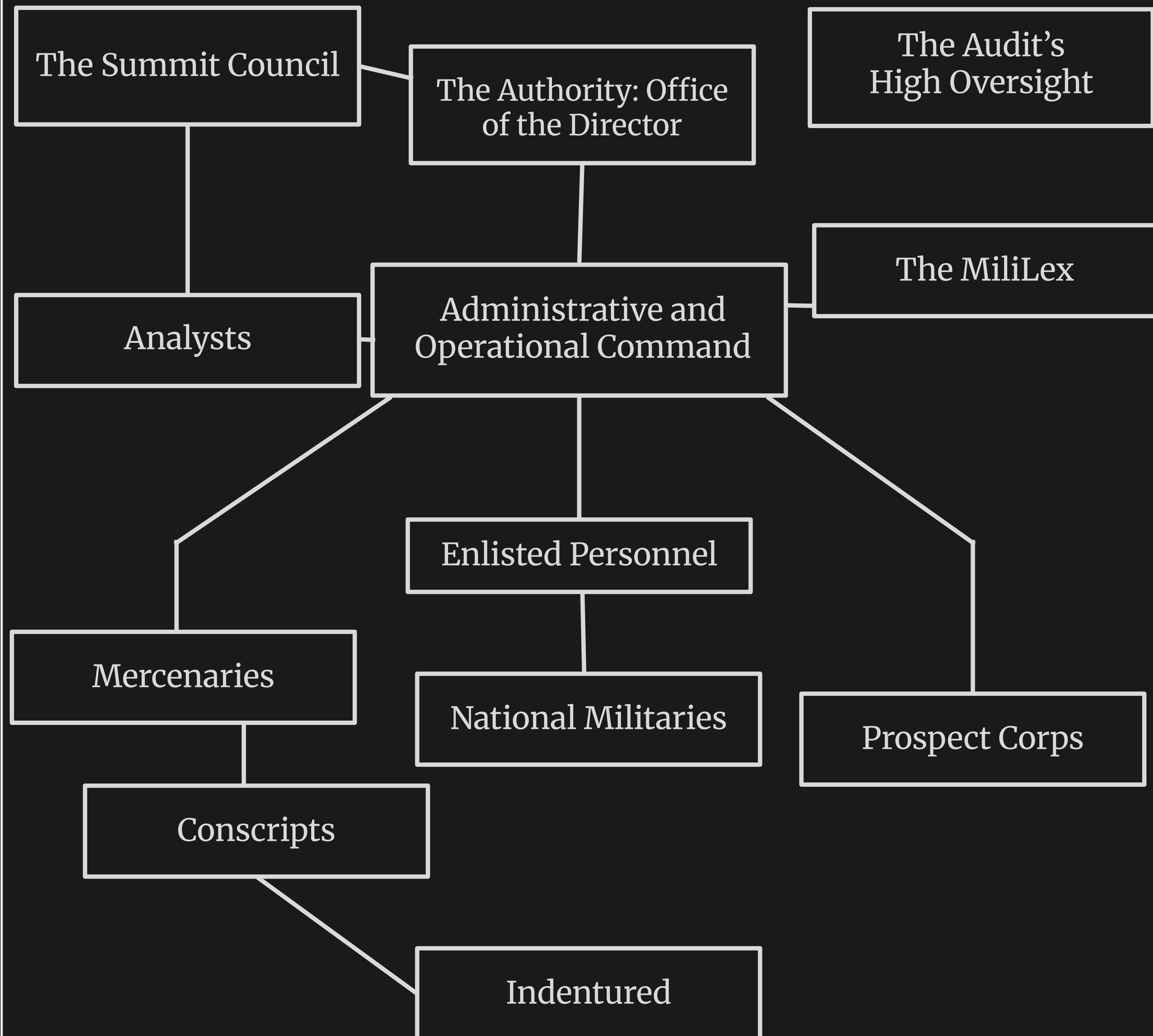
By far the most lucrative sponsorship model employed by the Directorate is the practice of bringing Magnates and members of the Patron class to the literal forefront of approved combat zones. Under Directorate protection, these individuals purchase embedded positions within expeditionary forces, trade lane policing, and planetary interventions, receiving preferential access to recorded assets, exclusive data feeds, and experiential immersion via cogit-sleeves.

War tourism was popularized in 6/27-108 when Dumno-Lyzashas launched her *Great Armada* to assault the duskward nations of the Uthmani League and the Republic of Karanova. While politically divisive, many upper-credit individuals paid vast fortunes to be listed as participants in Dumno-Lyzashas' proposed conquest of Known Space. Directorate observers at the time recorded that the Armada functioned as much as a travelling investment roadshow as it did a military campaign: seats on command decks, naming rights for targets and formations, even priority salvage rights for keepsakes or acquisition.

Although this grand fleet met with an ultimately unfortunate end, the new opportunity proved too profitable to abandon. In the Boom of 6/50, the Directorate formalized and expanded these practices by offering similar package deals and opportunities for Consumers to partake directly in "Joint Ventures." These Joint Ventures became investment vehicles characterized by financial cooperation and mutual interest between registered parties, with the Directorate gaining major sponsors. During this period, the first Consumer Starliners were commissioned by Stratos Industries, representing the full application of private equity into the Triplex and the creation of major capital ships made specifically for entertainment.

In practice, this transformed war into a profit opportunity, permanently changing the way the Hegemon perceived conflict and the eradication of Exogen and Unionists. The Directorate's role shifted to include experiential engagement, promising new and inspiring events with which entice upper credit Consumers. While policing and protecting the tradelanes remains the Directorate's main role, providing the elite with a front row seat to New Mankind taming the universe is an undeniable pillar of their operations.

Directorate Hierarchy Outline

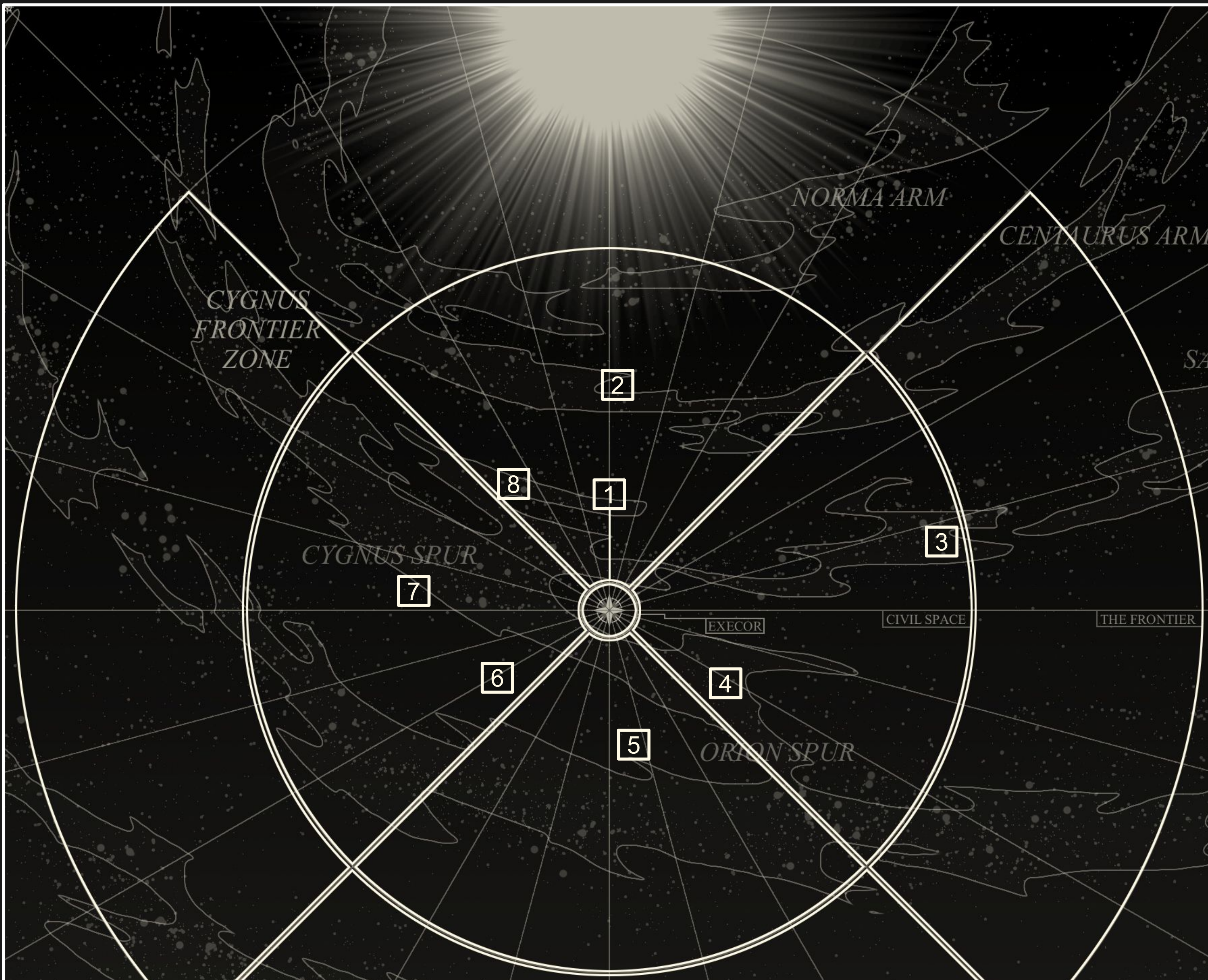


The large-scale hierarchical order of the Directorate spreads throughout the Thousand Empires and encompasses not only the organization's own military power but also that of individual military cultures and member nations, though their leverage in the structure is far diminished compared to the Hegemonic forces. Operational Command refers to officers in charge of military deployments, who report to the higher authorities surrounding the Director and the other organs of power overseeing Hegemon affairs.

Zones of Command

The Directorate's areas of responsibility are divided into several command sectors that oversee deployment operations locally. These zones are administered by groups of Sub-Directors, Managing Officers of the highest administrative level who are charged with overall oversight and command of all military operations in these zones. The operational command staff of deployed forces report to these administrators, who in turn are in direct communication with the Director's office itself.

Major Strongholds



1 - EXECOR
The heart of the Hegemonic realms is heavily fortified with planetary bases and battlestations. The region contains the Directorate's bureaucratic core and most prestigious centers of military education.

2 - KOSMOSEC ARSENAL WORLDS
The Directorate has a mutually beneficial contract to utilize these centuries-old armories and training grounds that form the headquarters of the famed Kosmosec private military enterprise.

3 - KERDOSEA
With the Kerdosea system growing into a major frontier-zone by the late FC-9, the Directorate has become increasingly entrenched there to safeguard the region and its velanite production.

4 - MUSKOV MILISYA COMMAND
The gung-ho and unscrupulous mercenaries of the Muskov Milisya security outfit train Army troops in unconventional and asymmetrical warfare in exchange for financial and material compensation.

5 - SUNS CONFEDERATED DEFENSE SECTORS
The Confederation's cultural affinity for firearms makes the local population excellent recruits, and the Directorate has established numerous training facilities, depots and dockyards there over time.

6 - ARMASYN FACTORY ZONES
With Armasyn forming the core of the military industry feeding the Directorate, the macroCorp's holdings are defended not only by hired mercenaries but by the guns of millions upon millions of Tributaries.

7 - KRYSOS
This system on the edges of the Myroit Empire, being a crucial trade center right in the middle of spinward Civil Space, has been turned into a major Armada stronghold to project defensive power into the region.

8 - STRATOS PRIME
The shipyards of Stratos-1 are indispensable to the Directorate's fleets and the Hegemonic military forces have fortified the Prime system as part of their symbiosis with Stratos Industrial.

Strategic Terminology

Directorate commanders and messengers occasionally use code phrases composed of two short words or one compound word, to quickly and succinctly describe changes in battlefield conditions to allied forces. Depending on context, these terms can be used as separate or sole elements in a message, or as part of regular phrases. Some of these are universal while others apply to specific environments of war. Here are listed some of the common ones and their meanings.

- SPEND WISE - Limited engagement, check and confirm all targets
- BLANK CHEQUE - Completely unrestricted engagement
- HIGH ASK - Heavy casualties expected
- SWITCHBLADE - Pursued enemy has triggered rear guard action or ambush
- HEAVY CLUB - Engage enemy until their destruction or capitulation
- HIDDEN GUN - Disengage and draw enemy into trap or outflank
- FIRE SALE - Stay and hold ground at any cost
- CLEAR SKIES / STORMFRONT - Allied/Enemy forces have air superiority
- OVERCAST - Airspace is contested
- MARKET RISK - Confirmed deployment of enemy weapons of mass destruction
- FUTURE SHOCK - Friendly ambush or trap operation
- LIMIT ORDER - Conserve ammunition, resupply unreliable
- LOW FUNDS - Urgent request for reinforcement
- NO RAISE - Fire support targeting friendly positions to stop enemy
- VALUE CRASH - Positions overrun, line collapse imminent
- CRACK SAFE - Use heaviest weapon available to engage priority target
- STAR BLIND - Orbital support disrupted or unavailable
- SUNDIAL - Atomika weapons authorized
- EMPTY PURSE - The ordering of full retreat
- ZERO BOARD - Command staff incapacitated or killed

Additionally the Directorate has a six-step arrangement of codes to describe the state of defense readiness its forces are currently standing in. Officially titled **A**ssessed **R**isk **Con**dition (**ARCON**), this system can be applied on a level that ranges from a single world or star system all the way to the entire interstellar territory of the Thousand Empires.

- ARCON 6 - Peacetime readiness, regular patrols and surveillance
- ARCON 5 - Heightened readiness, reservists called in for refresher training
- ARCON 4 - Outbreak of hostilities on the skirmish level, probing attacks and retaliations
- ARCON 3 - Localized armed conflict, all forces ready to mobilize or already engaged
- ARCON 2 - Planetary state of open warfare
- ARCON 1 - Interplanetary state of open warfare

ARCON 1 has been declared Hegemon-wide only once in the past nine fiscal centuries, when Catraethi forces destroyed the First Fleet at the Trasimaen shipyards and the conflict against the Regenium became a fight for survival. The condition was not lifted until some time after the destruction of the enemy throneworld and only after the confirmed death of the last High Priestess.

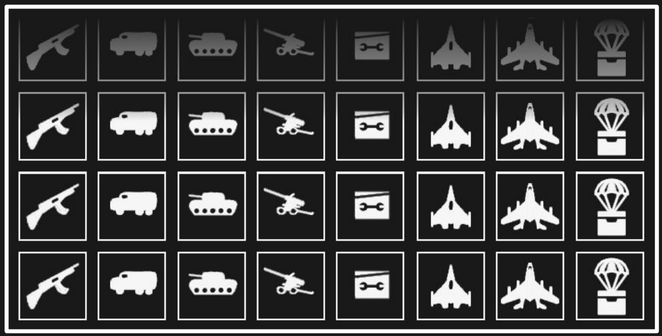
```
::PRIORITY_MESSAGE_INCOMING::
-----------------------------------
******************
++CYPHER_CLEARED++
AUTH:ORBCOM//NODE_51B
----------------------
++MESSAGE_FOLLOWS++
----------------------

TO ALL GRID ZONE 1 GROUND COMMANDS
---------------------------
ABORT MISSION - ABORT MISSION - ABORT MISSION
---------------------------
Mission primary objective failure
MARKET RISK at objective site
Objective LOST

Battle Group A and B are ZERO BOARD
Monarch One and Two lost
Monarch Three assuming GROCOM effective immediately

BG-C - BG-A & BG-B remnants - EMPTY PURSE

All forward elements fall back to Phase Line Zero

BG-D to cover retreat orders - NO RAISE authorized
---------------------------
SUNDIAL active in GZone 1
SUNDIAL active in GZone 1
SUNDIAL active in GZone 1
---------------------------
GZone 1 and GZone 2 are OVERCAST
All ground elements are LIMIT ORDER

GZone 2 and GZone 3 are STAR BLIND
---------------------------

All elements at Phase Line Zero are FIRE SALE
All elements arriving at Phase Line Zero are FIRE SALE

Once FALLBACK complete STANDBY for orders

----------------------
++MESSAGE_ENDS++
----------------------
```

Phonetic Alphabet

The Directorate's phonetic alphabet is standardized to ensure clarity, speed, and uniform comprehension across all branches, theaters, and transmission environments. In combat and logistics operations, miscommunication can result in asset loss, friendly fire, or the collapse of coordinated action. A uniform alphabet reduces ambiguity in spoken orders, especially under stress, poor signal conditions, or linguistic variance among personnel drawn from multiple worlds.

A	Asset
B	Bonus
C	Credit
D	Discount
E	Escrow
F	Factor
G	Golden
H	Hedgefund
I	Invoice
J	Jackpot
K	Kickback
L	Ledger
M	Margin "Marge"
N	Networth
O	Option "Opti"
P	Profit
Q	Quota
R	RevShare
S	Startup
T	Tariff
U	Upsell
V	Venture
W	Warrant
X	Xchange
Y	Yield
Z	ZeroSum

The Reserves Record



With billions of personnel under its command and the weight of dealing with the mercurial nature of its Corpo sponsors, nevermind the multitude of forms that warfare can take in the cosmos, the Directorate has arranged its organization to be adaptable.

When a recruit joins the ranks of the Tributaries, they are assigned into the Directorate's internal record of Reserves upon completion of training. These Reserves form the Directorate's pool of personnel, arranged into "Blocks" by unit type:

- Infantry - Ground troops, their subtypes, and equipment
- Logistics - Transport drivers and their vehicles, from light to heavy
- Armor - Tank crews with their heavy war machines
- Fire Support - Artillery personnel with their cannons and rocketry
- Resources Support - Construction, technicians, food services, field hospitals and other roles primarily away from direct front-line combat
- Air Combat - The pilots of fighters, interceptors, and other fighting aircraft
- Air Support - Bomber crews and warplanes specializing in ground attack
- Air Supply - Aerial logistics, with transports and their pilots

This inner layer of organization, a comprehensive list of where everyone and everything belongs, is maintained as an unchanging record, owing to the external layer of organization being malleable depending on operational, political and commercial needs.

When the Directorate's forces deploy upon a venture, the highest Managing Officers assigned to oversee the operation, along with their sponsors, will assemble their forces according to predicted enemy strength, terrain, tactics, and other factors such as anticipated gains and losses. This frequently leads to the deployment's order of battle renaming, recomposing, or merging formations, both large and small, as troops are drawn from either idle reserves or other deployments. The Army, Regiments, and the Battalions under them may receive new designations and overhauls of their force organization, and Companies may be moved between battalions depending on strategic, tactical, or commercial needs. These changes rarely take place below Company level, for the sake of maintaining unit cohesion. This practice is called **Retitlement**.

To use practical examples, consider an imagined footslogger of the Army. On the *internal* organization chart of the Reserve record, he is an anti-armor specialist belonging to Infantry Block number 59777. With his training complete, on the *outer* organization table, he is initially part of the 3rd Rifle Company, 5th Infantry Battalion of the 11th Mechanized Regiment. The Regiment may be deployed under this name, or it may be **Retitled** something else in the order of battle; the operational command's Managing Officers may classify it as the 5th Urban Combat Formation, or merge it with other Regiments under Forward Group B, or use any other terms and names based on the deployment's overall strategic needs. This typically varies by the size of the deployment; larger operations usually have a greater need for grouping existing units in new ways.

These decisions can also be influenced by commercial factors. For example, the sponsors of an operation may request that the deployed forces use certain styles of naming and identification for the sake of marketing visibility. This is also where sponsorship tags, paint jobs, etc. are applied.

A Tributary servicemember needs only to remember their place in the order of battle of their current deployment, even if the organizational titles have changed. Their Reserves record can be read from their biometric information, and remains the sole responsibility of the Directorate's bureaucratic machinery. It is also not a given that a Tributary soldier goes through different organizational variations during their career - some go on to fight many wars under countless commanders and unit titles, others may spend their entire contract in the very same formation they finished their training in.

The Armada is exempt from this, due to entire vessels acting as single units in battle planning. Typically a Tributary assigned to a ship will serve on that ship until the end of their contract, unless promoted to a particular position on a different ship, as is commonly the case with Managing Officers moving up in their careers. Fleets themselves tend to stick together as cohesive entities for extended periods of time, unless a ship in the formation has to be replaced.

Formations may be kept together if they achieve particular renown, as this has great commercial value. Famous Companies, Battalions, or even entire Regiments may be deliberately moved between deployments without changes to their structure; sometimes their unique earned title or nickname acts as the formation's primary identifier. These units are essentially celebrities in their own right.

Managing Officers

The Directorate's officer corps are the Managing Officers, of both the commissioned and non-commissioned variety. From the onset of the Hegemon, they manifested a practical answer to an eternal problem with widespread militaries: keeping ambitious, violent talent aligned to the CorpoSoci. The solution was to make them *shareholders*. A Managing Officer serves and holds a fractional claim on the Directorate's campaigns, resource procurement, and sanctioned seizures.

In practice, Managing Officers operate much like the leadership cadres of pre-modern militaries in times when an army lived off its stomach. They are entrusted with soldiers, materiel, and mandate, then judged by the outcomes. Joint Ventures create legitimate and formalized zones of conflict where objectives are registered by Hegemon leadership and MacroCorp sponsors. These objectives have corresponding wealth opportunities in the form of salvage, capture, lawful ransoms, and security fees. All of these form a final ledger every quat which is broken down by percentages to investors, and then to officers, finally trickling down to well-performing Tributaries of lower rank. None are rewarded solely for military victories, but for *profitable* victories: restrained resource expenditure, minimized losses, and limited assurance claims.

Managing Officers are responsible for the lower ranks in operation, training, and in combat. They do so by balancing a reward system that is unique to the individual, the unit, and the Regiment they are apart of. A Managing Officer who cannot keep their people aligned does not merely risk poor performance but mutiny, and the kind of reputational damage that ends a career faster than as a battle zone casualty. This system keeps all aligned with perfect Avarice.

Despite the Hegemon's cultural mercantilism, a fierce martial culture burns amongst the officers, predating to the Directorate back when Kantaur, Jov and Protea were independent. Traditions range from private fraternities to rituals that would seem more at home in an off-brand religio-subscription. Concepts of discipline and 'warrior spirit' extend to notions of conduct that those outside of the Directorate might find as alien as an exogen.

Dueling, despite being strictly illegal, is not uncommon and is willingly practiced and managed by many fellow officers. Disputes of any kind are "resolved" through formal challenge, witnessed and never recorded lest the MiliLex discover the misuse of funding. Pistols are common but archaic sword use persists. Similar formal combats have spread throughout the lower ranks, but are done with fists, emulating the customs of the officers who often turn a blind eye.

Becoming a Managing Officer is the desire of every Tributary. To become one means true participation in the accumulation of wealth of the Hegemon's military industrial triplex as well as a sense of fulfilment, comradeship and honor.

Managing Officers are picked from highly-educated graduates of the many military academies found across the Thousand Empires, particularly in the ExeCor, as well as rarely from those highly accomplished line soldiers who possess the required experience and ambition.

The military academia of the Hegemon comprises privately-sponsored institutions with ties to the Directorate and to the Military Industrial Triplex. The most prestigious halls of strategic education are sponsored by major MacroCorps like Stratos and Armasyn, who directly benefit from the business of the Directorate. Tuition to these institutions is steep and it is common for students to descend from corporate and military families, often with a background of service in the Prospects.

The command class formed by this process of selective training is exclusive by design, to ensure that those who become officers are well-learned not only in the art of war but also in the many matters of finance, resource management, and social influence. Politicking among Managing Officers can be fierce as they all vie to improve their own station under their superiors; blame may always be shifted and glories reappropriated. Officers promoted from a non-academy background have to fight twice as hard against the passionate careerism of their higher-born peers.

Those who survive decades of this hyper-competition eventually rise to the upper echelons of command, taking charge of millions of military personnel, with only the most exceptional individuals hoping to ultimately claim the title of Director. For those that do not, the MacroCorps pay premium contracts for their own security firms.

Managing Officers of the Armada hold tremendous amounts of power due to the logistical importance of their ships and the weapons they wield. Stylized portrait of Strike Admiral Thanislov Mekron II, commander of the cruiseliner *Valor Avails*, 1st squadron of the 14th ExeCor Defense Fleet in late FC-9.

Officers of the Army and Air Core wear a variant of the Tributary symbol with diagonal chevrons, usually on headgear, with their specific rank displayed elsewhere on their uniform or as skin datatoos. This is also used as a general command symbol for marking lead vehicles in formations.

The Hegemon does not romanticize death as justice. The death penalty is almost unheard of, not for mercy, but for the desire for profit. After all, the dead cannot repay debt, recover meaningful losses beyond its parts, or recover the losses to society. Removing life from a member of New Mankind is simply criminal waste and the loss of an opportunity.

The MiliLex is the Directorate's internal legal enforcement, specifically created to protect Directorate's resources or better manage them. They do not enforce the laws of local nations, but bear the greater burden of ensuring optimized fiscal performance, which often requires dealing with a confluence of legalities. The MiliLex is not concerned with the thief, but rather the items that they stole, the uniform on their back, and the rations they eat before any other considerations.

Provosts form the core of the MiliLex, which has its own officers and command structure that answers to the Authority and works in tandem with Operational Command, extending its influence throughout. Fiscal responsibility and retention remains the same for officers as it is for the common footslogger. Provosts are selected during basic training from those who exhibit a proclivity for observation and evaluation, or from MacroCorps positions, especially *accounting*.

The MiliLex treats intentional damage and reckless handling as high crime against the Directorate's ledger. Sabotage is prosecuted like theft, and waste is prosecuted like fraud. Punishment comes in the form of fines, seizure of personal holdings, and immediate reductions in credit rating that follow the offender across all Hegemon jurisdictions. In extreme cases, an offender can even be reduced to indentured status.

Discipline within the Directorate is enforced the same way that it is done in the CorpoSoci: through the right to choose. Service is not enforced and the Directorate wants not for uncommitted soldiers. One can leave by simply abandoning their contract, acknowledging outstanding debts and returning unpurchased equipment. However, such an act comes with the black mark of breach of contract, and the individual will find it almost impossible to recover from such a choice. It is a choice nonetheless. The Directorate does not hunt deserters and one's choice is honored. The consequences are what they are.

The Directorate's internal philosophy believes responsibility belongs to the individual just as it must be a human being that is behind every decision in society. The lesser civilizations of the past believed decisions could be parlayed with group think, voting or assigning power to aristocrats, but the only irreplaceable value is someone who can be held personally accountable. As capital punishment is rare, corporal punishment is commonplace. Pain is considered an evolutionary advantage of New Mankind. Where Old Humanity shirked and avoided it, New Mankind embraces the wisdom only pain can impart.

This produces the regime known bluntly as *chastisement*. The forms vary by the officers who assign it, but the logic is consistent: visible consequence, controlled duration, minimal long-term impairment, maximal retention of the offender as productive. It can be as mundane as additional cleaning rotations, sleep restrictions, or public remediation duties designed to humiliate without injuring. It can also include monitored physical correction under Provost oversight who ensure pragmatism rules out over emotion.

Some commands employ harsher measures, such as the exposure to low level radient emitters that cause grueling physical pain that one can recover from relatively quickly and without long term physical debilitation. Punishment must always serve a purpose and despite the upper positions officers might enjoy, they cannot wield their authority to the point where they are causing financial concern as determined by the MiliLex.

While the Directorate is influenced by MacroCorps in activity and objective and commanded by the Summit Council's deliberations, the MiliLex is unique in that it holds an informal relationship with the Acumen of the Fargol Kritarchy. Acumen judges regularly travel amongst the Provosts, often training them or assisting in difficult cases. This interaction is often criticized but few would be willing to second guess the nature of the Acumen and the benefits far outweigh the often brutal nature of the judges.

Provosts are most active in combat zones where they serve as an additional layer of scrutiny for engaged units. Understanding the Grade level of a threat be it Exogen or Unionist has a corresponding expectation for resource investment in the elimination or dissolution of said threat. It is often joked, amongst the Footsloggers of the Directorate, that a Provost understands down to the bullet when the Regiment has over-extended its financial limits which will result in a call for elevating the weapons or tactics deployed against an enemy, or, in the withdrawal of Tributaries from the area. This proverbial bullet is called the *'lucky dud,'* the term extends to a flipped nikostick or other smokable luxuries.

Analysts

The Directorate wins by spending correctly and it is the Analysts who make that possible. Equal parts accountant and operational planner, analysts sit inside command staff, keeping Ventures within budget and cutting waste before it becomes culture. Their remit is broad, including the tracking of expenditure rates and supply needs, testing strategic proposals against contract terms, flagging procurement bloat, and, as needed, approving funding for things like entertainment because morale is cheaper than replacement.

Analyst recommendations scale with the opponent grade assigned by General Management or the Authority. As the Grade level rises, Analysts authorize higher expenditure ceilings and adjust acceptable loss and resupply expectations. When threat drops, they tighten the proverbial belt. Their advisement is prized by leadership, as it is the Analysts can ensure a bigger profit share.

In the Armada, analysts are the difference between a fleet that patrols the tradelanes and a fleet that hemorrhages resources flying aimlessly. They model tradelane risk, predict interception likelihood by pirates, and translate that into escort density, sortie volume, and the all-important munition expenditure ratio. When an Admiral requests additional hulls, Analysts don't argue tactics, they argue from a clean, pure data perspective.

In the Army, Analysts live close to logistics and attrition. If the Regiments live on their stomachs, then it is the Analysts that make sure they are fed. Consumption rates for resources and ammunition are, all too often, dependent on what the Mills can generate or deliveries from the Armada. If existing infrastructure exists then it is the Analysts who balance strategy with necessity, highlighting cities, or farm complexes as well as mines so that a Regiment can continue operation by returning such resources to the Mills. Force composition also falls under Analyst review, and they can influence resource allocation to missions that are agreed upon by the Managing Officers.

In the Air Core, Analysts are both vital but the least present. Due to the Air Core constantly operating at an anemic budget rate compared to the other two branches, the Analysts attached are almost always making do with what little they have. As a result, their reputation is that of glorified thieves, sneaking and 'appropriating' what they can where they can.

Medical Orderlies, Surgeons, and Deacons

The Directorate's medical sections, from field orderlies to surgeons, are trained for emergency treatment of wounded personnel and designated individuals or populations. As with Armasyn and their near-total monopoly on ammunition to the Directorate, Five Hands Holistic Panceuticals has cornered all things medical. Thanks to this patronage, orderlies have access to advanced technologies for effective on-site stabilization of most common combat injuries.

As with anything else in a civilized society, medical care is not free. Tributaries are responsible for their own health insurance coverage and any uninsured treatment will come fully out of a patient's pay. Assurance data is commonly recorded in a small patch worn on a Tributary's uniform and field medical orderlies, most often called 'medics' for short, carry specialized scanners for reading these markers that unlock medical treatments. A tab of unpaid treatments will damage a soldier's credit rating, but there are always those who will try to skip on payments regardless. In these cases, it can be up to the medic to decide the most economical path to *do no harm.*

All medical staff in the Hegemon receive benefits for the survival of their patients but none more so than those in the Directorate. For every life saved, every Assurance plan renewed or improved, and the medical practitioner receives a bonus, thus incentivizing them in the most successful example of mutual avarice.

-- You're gonna make it! I'll send my bill by datagram. --

Medical Deacons

The Directorate, much like the Hegemon, respects every form of religio-subscription provided they are compatible with the tenants of Avarice and Stellarization as penned by Dumno-Ualos. A Tributary may practice whatever faith they choose, but it is a common saying among the rank and file that every wounded soldier is *"a Five Hands convert"* until their injuries heal.

Deacons are members of the laity within the Five Hands religio-subscription, officially sanctioned and financed by the MacroCorp. While most MacroCorps benefit from personal religio entities, none are so bold as to name a faith-based institution after itself, but then few are as bold as Five Hands Panceuticals.

The religio is believed to have evolved out of the original pre-Hegemon religios of Mylbruk, championed by Garney Sydplane, one of the founding members of the MacroCorp. Intertwining products to doctrine and ritual, the religio has grown and blurs the lines between lifestyle and traditional faith practices. Widespread amongst the Person credit scores that seek physical improvement and long term health plans, Five Hands has also found an unexpected foothold in the Tributaries who rely the most on medical access.

Since the catastrophic Leyline War of 7/88 and the devastation that that internecine conflict caused on the Directorate due to unrestrained MassTrader weaponry, Five Hands became the second largest religio of the pan-Hegemon military after Katic. Those brightest and ardent believers in Five Hands formed the first Deaconships, a blurred position one part preacher, one part medical practitioner, and one part witchdoctor.

Deacons tend to the medical and spiritual needs of Tributaries. While not as proficient in the arts as fully ordained members of Five Hands, they are more than capable of filling the role of combat medic, patching the wounded until they can be safely transferred to a Directorate medical bay or soothing the doubts and fears of their fellow soldiers with promises of a Five Hands notion of the afterlife.

These Tributaries are technically officers, but operate entirely outside ordinary chain of command. Instead, Deacons are part of a sponsorship deal with Five Hands Holistic Panceuticals to provide trained medical staff to the Directorate in exchange for ongoing protection of various tradelanes and locations of importance to the MacroCorp. Deacons are identifiable by the Five Hands sponsorship emblem on their armor, and most Deacon refrain from engaging in combat, instead working to save the lives of anyone they can reach. Those who are not covered under their current Directorate contract will be billed for the Deacon's services, with part of the compensation paid back to Five Hands in the form of a tithe.

-- Skin. Blood. Muscle. Bone. Self. All are one and five and five and one. --

Military Codesmiths and Muutechs

Technologically-minded Tributary recruits are encouraged to enroll in the Directorate's codesmith training, where they are taught maethish and logicor operation. These programs are offered by Yinntosh Innovation, who provides exclusive technologies and education modules on interfacing with logicors and other information technologies. All branches of the Directorate have their own codesmith corps.

Codesmiths are integral for the maintenance and general operation of advanced military technologies like fire control, communications, and sensor arrays. They ensure that information systems function without glitches, and personally oversee configuration as well as software updates, even in the field.

In addition to this, codesmiths form the backbone of signals intelligence and electronic warfare operations, where their comprehensive understanding of information technology and its functions are critical in both attack and defense. It is up to the codesmiths to counter Unionist and enemy *skivers* who can do more damage electronically then a regiment's worth of terrorists. The most skilled codesmiths go on to become *muutechs*, some of the most advanced logicor and datasphere specialists in Known Space.

A codesmith is instantly recognizable with their built-in calibor helmet upgrades that allow them to "see" the datasphere and local intranets, becoming fully immersed in the digital universe. Other equipment upgrades include handheld devices and upgraded wearables, including data-reactive gloves or additional antennas and arrays.

-- I can make you forget that for a few blue chits --

PADs

A Personal Area Datasphere, or PAD, is a rugged, self-contained electronic control unit used to manage access, credentials, and connected equipment. PADs are large, bulky devices built with reinforced housings, small diagnostic screens, and oversized mechanical controls designed for direct physical operation, typically mounted to the wrist.

Most people interact with a planet's datasphere through fixed terminals, kiosks, or workstations. Carrying a PAD indicates specialized work, elevated access, or the need to operate independently of local infrastructure most commonly seen in the Directorate or MiliCorps. Field agents, technicians, skivers, and Lex enforcement personnel commonly use PADs, while ordinary citizens rely on stationary systems.

A PAD functions as the control hub for any electronic equipment paired to it including ergoids and bionetics. They are hardened against the elements, including radiation and biochemical agents. Direct access is only possible by the user, who can re-assign the PAD to another user. While there are Yinntosh backdoors that can be accessed via direct interface where the onboard logicor can be manipulated, this must be done in a licensed and approved way.

PADs are used by mission specialists, orderlies, muutechs, and designated frontline leadership. Equipment upgrades can include more exotic functions including data spikes, scanners, chemical distributors, flashlights, and multitools. Medic options can have designated slots and compartments for medical supplies.

A military-model PAD used by field medical personnel

-- Hands free, fingers at the ready --

Prospects

Military service is idolized by most Consumers, but amongst upper credit holders the opinion is that one's life should be dedicated to comprehensive profit alone and not spent in uniform. Despite this, countless offspring of Person status still crave the autonomy, adventure, and the dignity of service in the defense of the Hegemon. For these, the Directorate created the Prospect Auxiliaries.

The Prospects are a temporary career-experience track with a shortened commitment of two fiscal cycle stints. These individuals are attached to any and all positions in the three branches of the military but are most typically in the Armada caeliner crews. There are company level formations which work within Army Regiments.

The Prospect program is typically structured to be relatively safe but close enough to risk to *feel* like war. The primary goal is to produce an experience for these wealthy scions of the MacroCorps, ruling classes and children of planetary leadership. These experiences breed positive values, temper wayward thinking and ultimately redirect the Prospect back to the CorpoSoci with good stories and a slightly improved debt rating. Prospects often go on to form communities of 'served' which helps assist in business dealings. Still, some join the Directorate entirely, leveraging their background to support units and formations they are apart of, quickly becoming officers.

Prospects are almost always better supported than ordinary intake to the Tributaries, especially if they are sponsored to do so. Many arrive with family-linked subscriptions or Corpo supplementary resources and equipment which can be extended to the adopted unit or vessel the Prospect is attach to. As a result there is a built in incentive for Tributaries to fully embrace and protect these individuals.

Most Prospects range from mid-teens to late twenties, and are therefore commonly posted within the ExeCor, where the Gatewell network allows stable descents through the Outside. For those that are sent to volatile systems in the Midworlds or the boundlessness of the Frontier, MassTrader captains are contracted to carry them at great expense. In very rare cases, a Magnate might send their personal Starliner to deliver a batch of Patrons to their destination.

That said, Prospects are not exclusively young. A noticeable minority are Persons that simply desire military service, perhaps to break the monotony or pursue the comradeship that only military service can provide. Still others purchase commissions and wish to lead privately financed formations, accomplishing their own ends on the battlefield and escape from the entanglement of politics of the Directorate

Conscripts

It is considered an extreme expenditure to force Consumers into military service, and the practice of Conscription has largely fallen out of practice in the last two fiscal centuries. This is predominantly because a Conscript, by definition,enters service without first exercising the Right to Choose.

And yet there are extreme moments when even the most efficient system must draw on extraordinary means. In times of urgent defense the Directorate may authorize Conscription: a temporary, contract-bound induction designed to meet immediate operational needs without undermining the long-term integrity of voluntary Tributary service.

Most commonly, this induction begins with local militaries of member-states, forces already trained and organized. The Directorate may second entire units into a Venture, preserving their internal command where feasible while integrating them under Directorate logistics. When necessity exceed what local formations can provide, conscription may extend to eligible Consumers of member states according to essential-skill demand.

Because conscription is recognized as a burden carried on behalf of the Directorate, Management ensures it is also recognized as an advantage. Conscripts inducted into a Venture are granted double contract bonuses for the full duration of their service, an elevated compensation package intended to reflect both the urgency of need and the dignity of their sacrifice. At the Venture's conclusion the contract is deemed fulfilled even before standard Tributary disbursements are processed.

Additionally, engaged MacroCorps and financiers of a Venture are required to extend Grade 1 Assurance subscriptions to Conscripted individuals. The Directorate understands morale as a strategic resource and those who are called without first volunteering must be shown, fundamentally, that the Hegemon does not merely take.

It repays.

Due to the nature of Conscription, it should be noted that war and conflict is a dangerous environment in which few, especially the untrained, can hope to survive without a fair percentage of luck.

-- Weapon discharged prior to impact with the ground during jump training --
indicating a personal misuse of equipment: **claim denied**

Perhaps one of the most important cost saving measures the Directorate can implement is the minting of *Instant* soldiers. Much as the Mills allow for the supply of Directorate forces from local resources, Instants allow the Directorate to do much the same with a unique population. These two processes allow the Directorate to run lean and efficient, ensuring just in time deployments of soldiers, rather than send additional ships full of equipment and personnel through the Outside. Assuming the local government or Macrocorp petitioning the Directorate are amenable to cost saving measures (and most are after learning more about this process), a Directorate Mill factory is delivered to a local population center. From there, with the blessing of the petitioning organization, populations displaced or unable to find employment due to an ongoing conflict can be quickly given employment skills and paid work for the Triplex.

Of course, many governments and Corpos can be initially hesitant, especially those dealing with Unionist uprisings. Some are concerned with the public's reaction, but more often they are often afraid of allowing Unionist sympathizers and other cognitovirus-infected radicals into the ranks of the military forces they are currently paying to intervene on their behalf. Fortunately, they can be assured that minting Instants involves Grade 2 mesmeric conditioning, designed to ensure newly minted Tributaries do not utilize their new skills in bad faith. This conditioning ensures adherence to their contract with the Directorate in almost ninety percent of participants. About five percent of individuals are naturally resistant to mesmeric conditioning, and their absorption of martial knowledge is equally impacted, making them entirely unsuitable as Instants. Assuming they clear proper background checks, they may be offered counterintelligence training and a full contract with the Directorate as there is always a need for operatives with this mental fortitude. If they do not clear the checks or decline the offer, they are ejected from service and marked for observation. The remaining five percent are released from the program and into the care of local medical programs or debriefed by Directorate counter-intelligence. Thus petitioners can rest assured that the savings that comes with allowing the Directorate to implement lean recruitment policies through Instant conscription does not compromise the safety of the operations they are funding.

Minted Instants offer several other advantages as well. As soldiers are not subject to a full Tributary contract, thus allowing the Directorate to save on wages and allow soldiers who had the foresight to sign up for a stint to recover a large portion of participation percentage incentives, making their inclusion a morale booster for the initial wave of Army troopers. Additionally, Instants provide much needed local intelligence allowing the Directorate to more easily navigate native customs and politics, geological and climate phenomenon, as well as providing insight into local flora and fauna. The last benefit comes in the impact that these Instants often have on local populations. This can be in the form of positive morale when local populations watch homegrown heroes exterminating an exogen infestation or it could be a blow to the morale of belligerent radicals as regiments are raised from the ranks of those impacted by their actions and sent to show them the consequences of their misguided refusal of Avarice.

Despite what Unionists might have you believe, the Hegemon is uninterested in altering the sense of Self that is so integral to Consumers. And as such, once a Directorate action has been successfully completed, the mesmeric adherence Instants have to their contract is allowed to fade, leaving the conscript with a new set of skills and employment opportunities. As a testament to their improved employment prospects, almost thirty percent of surviving Instants sign up for a stint after their service has ended. Another twenty percent find work with local miliCorps or as members of a newly stabilized nation's military or constabulary.

Reclaimants

Reclaimants are a very specific kind of conscript. Unlike others, they are not fodder to be thrown at an enemy in desperation only to have their gear retrieved after the battle and handed off to the next batch of low-grade dents whose time debt has been sold off. Reclaimants were (and are) exceptional, often decorated soldiers who were unfortunate enough to be gravely wounded in ways that required treatment that outstripped their available credit and/or Assurance subscriptions. Rather than lose such exemplary talent, the Directorate will instead treat such individuals on credit, rebuilding their bodies with bionetics and organoid components. While such individuals are still very much indentured, forced to pay back the cost of the lifesaving treatments and impressive upgrades they received, they are afforded a level of respect that even some Persons would aspire to.

The Reclaimants retain their rank as well as all rights and privileges associated with that rank. They are allowed to retain property, interact with their former coworkers, and even given excess recreation stipends. But with all that, they are still indentured, and each yearns to pay off their time debt and regain their former credit status.

There are two reasons the Reclaimants are treated so well. First, even the most hard-line advocate for self-determination must admit that a skilled professional may find themselves suddenly and painfully disadvantaged due to a single misplaced artillery shell or tripped snapjack trap. As such, medical debt related to battlefield injuries is commonly seen by the Directorate as less shameful than simple financial negligence. Second, they represent a substantial high risk/high reward investment on the part of the Directorate.

The Reclaimants are often grouped into squads of their peers. Once recuperated, they are relentlessly trained to take advantage of their new augmentations and are sent out to fulfill incredibly dangerous or difficult objectives with the promise of commensurate hazard pay if they succeed. With their advancements, they can operate at a much high performance factor. While the

Hegemon uses the Barakan as a explosive weighted hammer, the Reclaimants are an affordable scalpel that can face provolved soldiers or exogens that exceed the investment of regular Tributary formations. Reclaimants appear in all branches but most commonly in the Army.

Those who pay back their time debt and return to a lower or middle credit status can find their new capabilities too enticing to not continue as Directorate special operatives. Guaranteed hazard pay is truly too tempting to ignore nevermind the recognition and perks.

They often remain with the Directorate far beyond their original contracts, working alongside those still paying off their debt to form highly specialized units that adopt a 'devil-may-care' persona. The small minority that do leave are highly sought after as mercenaries, consultants, and assassins.

Augmentation

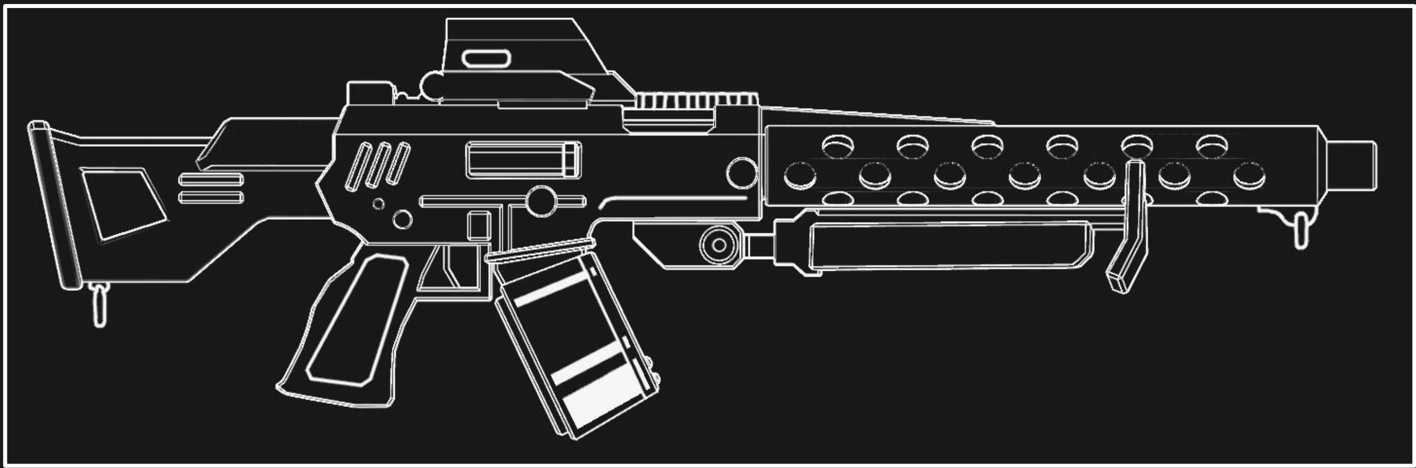
Because of the nature of these indentured soldiers, they must be rebuilt before they can return to service. Their injuries may vary widely, but to streamline production and allow for standardization in capabilities, candidates for reclamation undergo very similar bionetic and organoid enhancement procedures. The standard array is listed below:

- *Grade 1 replacement prosthetics*
    - *All four limbs replaced as standard practice*
    - *Improved strength, durability, and stamina*
- *Grade 1 density enhancement for remaining skeletal structure*
    - *Compensate for increased strength of limbs*
    - *Improves overall durability and strength*
- *Expanded lung capacity and grade 1 brachial filtration*
    - *Improve stamina*
    - *Minimize environmental impact on operations*
- *Replacing both eyes with grade 1 optical organoids allowing for augmented reality heads up display linked through PAD and includes:*
    - *Assisted targeting and reading comprehension*
    - *Biomonitor*
    - *Thermographic vision*
    - *Glare compensation*
- *Replacing inner ear with grade 2 aural organoids to allow for:*
    - *Hands free communication while integrated with PAD*
    - *Sound dampening or enhancement*
    - *Personal playlist and music options*
- *Grade 2 sensory dampening/suppression implants in spine*
    - *Allows user to turn off emotional/physical pain response*
    - *Can allow for complete deadening of senses if needed*
- *Grade 1 senserig implants*
    - *Provides direct interface for gear (see equipment for more detail)*

Equipment

Once a reclaimant has finished rehabilitation after the integration of their organoid enhancements, they must then go through rigorous training with their new equipment. While loadout may vary based on operational parameters, this is a look at some of the most common equipment carried by Reclaimaint squads on long range reconnaissance patrols:

- *Custom pocketsteel suit*
    - *Armor stripped down to allow for increased carrying capacity, strength and speed*
    - *Senserig integration*
    - *PAD integrated directly into exoskeleton*
- *Active camouflage ponchos*
    - *Optical fiber weave mimics surroundings*
    - *Compensates for infrared heat signatures*
    - *Inner lining includes heating and cooling elements for extreme temperatures*
- *Heavy Weapons*
    - *Exoskeleton and organoid enhancements allow Reclaimants to field light machine guns as easily as standard troopers wield assault rifles*
    - *Typically one specialist carries a medium machine gun in place of the light machine gun usually carried by an Army squad member*
    - *One specialist carries a modified B/AM-50L Anti-Materiel Rifle equipped for semiautomatic fire rather than standard bolt action*



The Kermody MR/L-19 twin-barrel repeater is old but surprisingly reliable, not to mention cheap

Organization

Reclaimants follow the traditional command structure of the Directorate, though based on the candidate pool they draw from, most Reclaimants range in rank from Private to Associate as they are most likely to be seriously injured during combat and lack the Assurance subscription needed for their recovery. As mentioned previously, Reclaimants are allowed to retain rank and property making organizing them into squads a relatively simple affair, but the level of familiarity and informality in these squads can be surprising to new members. While a Reclaimant is expected to follow orders from a superior officer, each trooper knows that everyone else in their squad currently is or was once indentured.

This fact effectively removes social barriers; after all, a squad's Sergeant might be in charge of the operation, but more than likely their credit score looks just as bad as everyone else. And if they have managed to survive long enough to collect their hazard pay and work their way back up to Indigent, Basic, or even Person status, they were just like everyone else not too long ago. This creates a level of comradery rarely found anywhere else in the Directorate; it is not uncommon for officers to be on a first name basis with the soldiers they command, and for this reason (along with the hazard pay) Reclaimants rarely leave for other opportunities, even after their debts have been paid.

The only members of the Reclaimants who are not heavily augmented combat veterans are the Analysts. Reclaimant Analysts are often the highest ranking officers within the organization, and they report back to the Junior Officers or Managing Officers who are part of standard Directorate forces. Analysts are responsible for choosing new members, combing through medical reports for promising candidates. While some Reclaimant Analysts have a reputation as ruthlessly efficient, viewing their charges as undeserving of the privileges accorded to them, the most successful often act as handlers and liaisons, advocating for the indentured soldiers under their command. The Directorate makes a significant investment in each Reclaimant, and it is their job to make sure that debt is paid back. A soldier can't do that if they are dead, and it is often seen as reflecting poorly on the Analyst's abilities when one of their charges leaves for other employment after paying off their debt.

Tactics

Reclaimant squads are commonly used for long range reconnaissance patrols. They are expected to be in the field for spans or sometimes months with little in the way of resupply. These indentured soldiers specialize in scouting and ambush tactics as their enhancements and gear allow them to hit hard and melt away before a proper response can be mounted.

Even without their custom pocketsteel, Reclaimants are stronger and faster than unaugmented humans. Replaced limbs and expanded lung capacity means that muscle fatigue is barely a concern allowing them to be highly mobile with the need for sleep and sustenance being the only real limiting factors. Fortunately, one of those concerns can be at least partially mitigated.

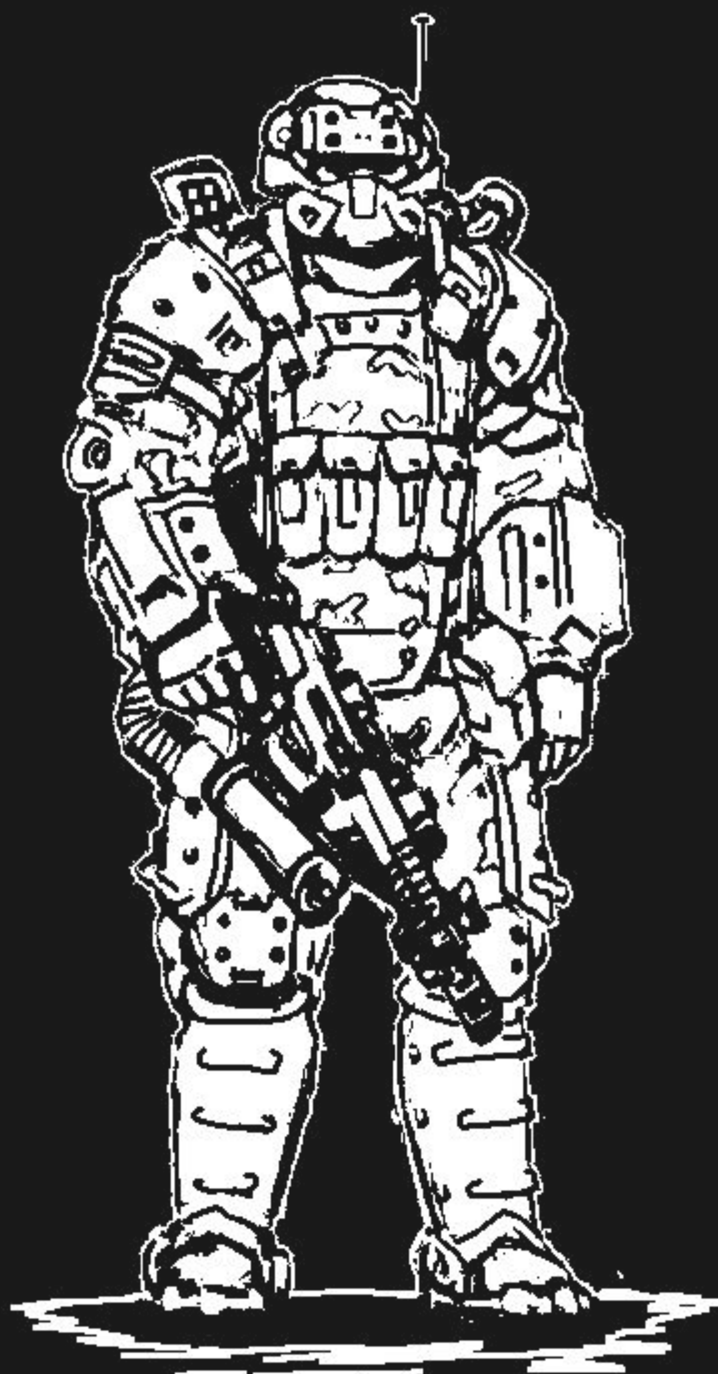
The Senserig and PAD integrated into their pockststeel in conjunction with their bionetic limbs can be programmed to autonomously march them to a destination, and often squads will take shifts where all but one or two members will utilize their sensory cutoff augments to sleep while their PAD keeps them moving. This sensory cutoff also makes them exceptionally good at staying very, very still for long periods of time while waiting to ambush enemy combatants.

When urban combat is required, Reclaimants often exchange their heavier weapons and equipment for more standard Directorate weapons. The reason is simple. Most combatants expect pocketsteel to be slow, armored support, and some habblocks cannot support the weight of a fully equipped trooper in pocketsteel, especially if the building has sustained structural damage. But the lightweight suits Reclaimaints use combined with suppressed ATR-6.21 rifles and active camouflage and mobility allow them to scramble through war damaged cities with surprising ease.

It is important to note that while a Reclaimant is stronger, faster and more durable than your average trooper (and able to shut off pain stimulus), they are by no means unstoppable. Only the most foolish Reclaimants will mistake a lack of pain for a lack of injury. Their equipment is designed to make them stealthy and mobile, and they trade away the protection of heavy armor to do it. Reclaimants are designed to hit and run, not get bogged down in extended fights.

The Ruentime Special Forces, "Specials"

The elite of the Tributaries are the Ruentime Special Forces that operate across the three different branches of the Hegemon military. Cited early during training or qualifying with high marks during ventures or operations, Ruentime units are considered the *best of the best*. Membership to such an organization gains Hegemon-wide celebrity, support and opportunities nevermind better gear, training and education modules.



Individual units are always sponsored by singular MacroCorps and typically bear the names of those sponsors on their equipment. They are given an astonishing amount of benefits, CorpoSoci mobility and access to sponsored travel.

This is paired with the vital nature of the Special Forces primary task: to protect the Hegemon's tradelanes. They directly and indirectly confront anything that might harm these vital arteries. This means blazing combat missions as well as clandestine operations requiring undercover work. They will work alongside Tributary Regiments as vanguard elements as much as they will supply specialists to the Commission.

Yet all of this is secondary to the Ruentimer's true mission which is to operate as the military branch of the Audit's High Oversight. The containment of anomalous activity, cognito viruses, and the pre-Hegemonic mutants and monsters of Old Humanity are the constant targets of the Ruentimer wherever they are.

Ruentime Special Forces are simply the best that the Tributaries can produce. Whilst nation states have their own elites, these very often aspire to serve alongside, or even be inducted into the Ruentime. Despite the constant need for bodies in a territory measured in thousands of light-years, the Directorate will only accept those who have served in the general Tributary Regiments. This ensures loyalty to the CorpoSoci, as well as the ethos of stellarization and Avarice.

Recruits typically come from the upper 'Person' class. The higher education profiles, naturally improved physique, and advanced training regimes make for excellent soldiers. Most Special Forces training occurs at exclusive sites in the ExeCor where MacroCorps sponsor trainees in hopes of placing them into their specific units, and competition is fierce. The Directorate has operational control over all Special Forces units throughout the Hegemon but will typically adhere to sponsorship agreements that cater to those specific MacroCorp needs.

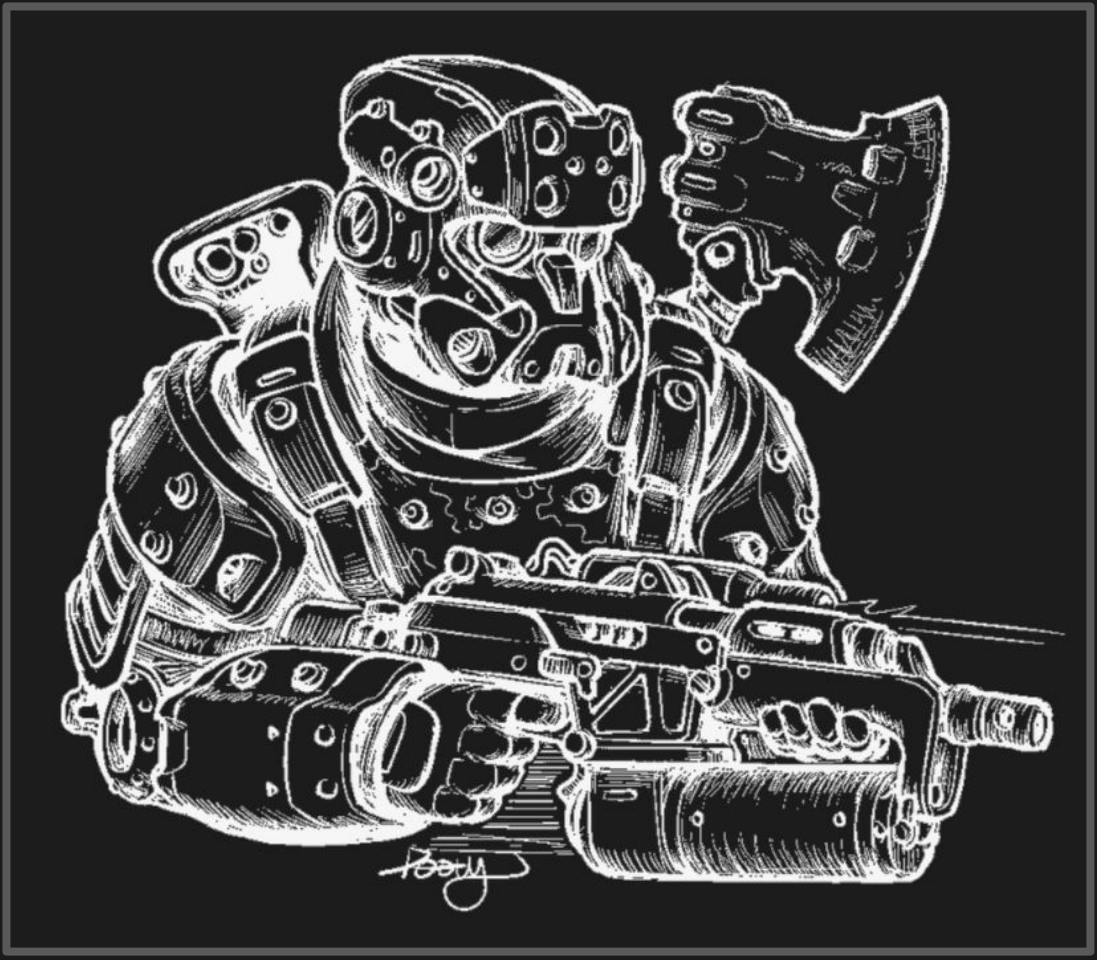
There have been rumors, confirmed variously, that every operation must be approved by the office of the Director. However, in recent decades more and more evidence suggests that the Ruentimers have begun operating through the express authority of the Audit itself. Although its exact function is unknown to all but those with Grade S educations and the Summit Council, High Oversight is ultimately a bureaucratic entity. Why it would need a military formation to accomplish tasks remains widely speculated.

-- Let the past die in the shadows --

Ruentimer equipment is mission specific although their unique casque-helms and high-grade *X-Hurtubise* pocketsteel configurations which they hold the patent and exclusive license for. While the extent of the capabilities of this armor is unknown, the Ruentimer's are known to be able to rapidly operate in any theater with stealth or as shock troops.

Just as their armor has become their calling card so too have two of their weapon preferences. The first their more compact and modified AX-98 called "Chak-chaks." The AX-74 sub-automats are brutal weapons that have been upgraded with a host of targeters and suit interface ports in the palm, similar to the Barakan Elite, as well as a helical drum that provides 100-150 rounds.

More fearsome is the Impulse Combat Axe which is loaded with ammunition into the poll/butt which, on impact or by trigger, sprays scattershot through special grooves. This ammunition can be switched out to release high-pressure gas for breaching or incendiary rounds.



The General Theory of War in the Hegemonic Age

The widespread deployment of "vantic" nanoid cloud dispersal countermeasures during the war against the Regenium has irrevocably changed the Directorate's combat doctrines. As technology advances, the ways of waging war change with it, becoming increasingly focused on inflicting damage and losses at range without retaliation, all for the sake of killing the enemy without even a chance of detection. From the earliest thrown stone to the latest intersolar missile, the many varieties of the human species have sought to put an ever greater distance between attacker and target.

Nanoid countermeasures have altered this otherwise linear course of development drastically. First developed to scatter and thus mitigate the energy of Catraethi ranged beam weapons, their use has expanded to general electromagnetic interference in addition to their original purpose. Nanoid deployment essentially forms jamming clouds that scramble the targeting systems of guided weapons, in addition to scattering lasers and other forms of directed energy. This has the effect of shortening engagement ranges dramatically, and essentially divides any battle into two phases.

The first phase precedes nanoid deployment, when guided long-range weapons are viable. Combatants generally try to use this time to inflict maximum damage on critical points in the opposing force's ranks, targeting resources and strategic assets with missiles, precision bombs, and other long distance armaments utilizing electronic guidance. This competes with direct interception and the deployment of vantic countermeasures, which inevitably leads into the second phase.

The second phase of combat sees fog-like vantic clouds blanket the battle zone, fired from slow-acting seeder devices and faster-deploying canisters. Depending on density, they may obscure radar sensors, communications, thermal cameras, and even the aided or unaided eye. Long-range energy weapons become virtually useless, their beams scattered into ineffective "bloom" by uncountable billions of hyper-reflective vantic structures swirling through the air. Communication is also negatively affected, with sufficiently dense interference clouds even blocking radio signals entirely. Inside the nanoid fog, with the crippling of machine-targeted weapons and the unreliability of communication devices, fighting can devolve into close-distance brutality with engagement distances of hundreds of meters or less.

Prolonged combat returns to the slog of trench warfare, with conflicting parties digging into their respective territories, refusing to give ground amidst indirect artillery bombardment, raiding, scouting, and opportunistic potshots of sharpshooters. With the effectiveness of air support and missile strikes being so heavily mitigated, ground-based war machines capable of direct fire hold great importance in both offensive and defensive doctrine. The endlessly boiling conflicts of the Bhosnayan region have taken this to the extreme with the development of various heavy fighting vehicles, including the enormous battle tanks commonly known as *landships*.

Countermeasure clouds rarely cover battlefields evenly, though the ground level always suffers the worst. Occasionally, communications can be improved by finding higher ground for transmitters and receivers, as the nanoid fog may thin with elevation. This affects aerial operations in a different way. Missiles remain usable at higher altitudes for air-to-air engagements, though their range and tracking capabilities are still diminished by some interference from the spreading nanoids. Air-to-ground targeting, however, becomes virtually impossible beyond the use of unguided rockets and bombs. Vantic clouds may still banket airspace between large air formations, as combat aircraft can seed them alongside other countermeasures, not to mention the protective systems of large air assets, like Sky Carriers and defensive installations.

Maritime warfare keeps its own practices and tactics. While nanoid clouds are programmed to shift with air currents in a way that keeps them localized to a certain area as much as possible, oceanic winds tend to disperse or blow them away from the desired zones shortly after deployment. Thus, long-distance weaponry is more viable, which has led the Directorate to develop a split doctrine for oceanic warfare that emphasizes speed on the sea surface and stealth beneath it; a seacraft is moving too fast to be reliably hit, or cannot be detected or targeted to begin with. Countermeasures still work as normal in calmer weather, which is why maritime warships are generally equipped with both guided and unguided weapons.

Stellar combat between starships uses vantic clouds on a great scale, usually covering entire regions of space in nanoid substances specifically designed to self-replicate until their interference affects spherical regions hundreds or even thousands of kilometers across. As with atmospheric combat, these clouds serve to jam long-range targeting, forcing ships to engage in visual-range exchanges of fire at distances that, in space terms, could be described as equal to a knife fight.

Orbital confrontations are exceptionally brutal as nanoid clouds are unaffected by most changes in the theater, clogging combat zones in shifting denial storms. Logicor computations and the sheer volume of fire take precedent, while smaller strikecraft become essential in any voidborne victory. It should be noted that the majority of capital class warships retain laser or energy-based weapons on their prows, which they will use upon piercing nanoid clouds to cause catastrophic damage to enemy targets at close range.

This method of combat has yet to be properly countered by exogen belligerents, who must come up with their own exotic and often ineffectual methods to compete with Hegemon extermination forces, while the entirety of human nations in Known Space have been forced to adopt this ideology of war. Those that have not simply do not exist anymore.

Armada Carrack-class escort cruisers amidst a particularly dense vantic cloud concentration

Interstellar Logistics and Procurement

The scale that the Directorate operates on creates neverending challenges regarding logistical matters and the adoption of new technology. As the Hegemon's territory expands further into the stars, all lines of supply grow longer and the number of people in the supply chain steadily increases. Naturally, this issue is not exclusive to military matters, being just as true in the Consumer sector. The needs of the Directorate's operations, however, make these factors plainly visible. With billions upon billions of Tributaries and support personnel in its ranks, and active deployments on hundreds of worlds at all times, even in periods of relative interstellar peace, the administrators of Hegemonic peacekeeping have their hands full in ensuring that their forces in the field are not short-staffed or short-handed.

The adoption of a new weapon or other piece of equipment is always a task in of itself, especially if it radically differs from whatever it is replacing. This is compounded by the need to standardize supply and doctrines on an interstellar scale; one major concern is familiarizing the Tributaries with the means to effectively use their new gear, which requires overhauling training, education modules, tactics, and so on. For this reason, the Directorate is slow, even reluctant, to introduce new armaments and assets where old ones or their updated variants suffice. The newer "Millennial" assault rifle of the Tributary infantry forces is a prime example of why.

A radically different firearm from the earlier "Epic" model, the ATR-9 Millennial series was officially adopted as the standard infantry service rifle family in the 9th fiscal century. Its rollout, however, had already begun the fiscal century earlier, and it was only by FC-9 that a significant part of the Directorate's forces could effectively field the weapon. A new standard of logistics was introduced to fulfill the Millenial's needs, particularly its caseless cartridge rounds and helical magazine arrangement. With stores already full of ammunition, accessories, and spare parts for the Epic and its variants, millions of tonnes of usable military assets were slated to become dead weight in armories and cargo holds, requiring disposal or resale, both lengthy processes in themselves that further tie up logistical assets.

The Millenial's rollout continues still, and countless troops stationed in areas of less immediate need for fresh weapons are still carrying the Epic as their standard issue, dependent on the older inventory of spares and ammunition.

This pattern repeats throughout the Directorate's entire inventory of weapons, vehicles and equipment, from backpacks to battle machines; the Victor tank's design dates back to FC-5 or earlier, but with at least 93 recorded variants in use across Known Space, replacing the Victor family with a completely novel design would essentially require an overhaul of the supply chain of the Army's armored forces, inflicting a heavy spacefaring logistics expense for a significant period of time.

In the Millennial rifle's case, Armasyn Technologies representatives have repeatedly and very strongly argued that the benefits of the weapon's design will become obvious once it has become fully distributed and operational across the Hegemonic domains. This has not entirely silenced certain disgruntled voices, including some of the rank and file, who have called the entire development program a gross waste of resources, a financial misstep that should have been stopped before it even started.

That said, the deployment of Mill factories influenced by Armasyn's decisions have noticeably stopped providing the means to support the Epic pattern rifle. This has resulted in several combat zones lacking the means to accomplish their objectives, resulting in either accelerated purchase cycles or desperate alternatives that have caused dozens of smaller Corpo entities to multiply at Armasyn's expense that has risked their monopolies.

With the Directorate often being reluctant to invest in new product lines, the MacroCorps of the Triplex keep themselves otherwise busy by producing slightly updated variants, replacement parts, upgrade kits, and other modifications for military equipment currently in service. This is highly economical, as most of these assets can be produced with existing manufacturing capabilities and rarely, if ever, require special investment in expensive materials or new technologies. The result of damage, wear and tear, and equipment loss ensures that the Directorate is always buying spares.

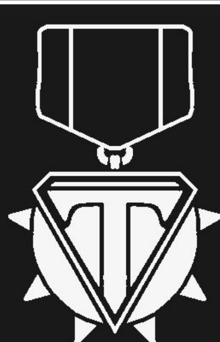
Honors and Medals

Meritorious, exceptional, and even heroic conduct in the service of Avarice is rewarded with decorations, titles, bonuses and the like. These can be bestowed on individual Tributaries or entire units, from the lowest enlisted to the highest officer. The Directorate's branches have their own special awards, but there is also an overall set of honors and decorations used across all branches. Soldiers can be recommended for honors by their superiors, and final decisions on all decorations are handled by a dedicated bureaucratic branch of the Directorate's upper echelons, the Office of Commendations.

Below are a few examples of medals awarded across the Directorate's branches.

The Windrose of Leadership

For officers and commanders who remained steadfast in the heat of battle and rallied their forces to win against all odds

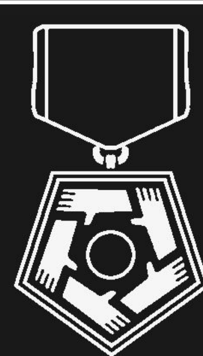


Valor of the Tributary

Awarded to soldiers for outstanding individual combat actions that brought victory at the brink of defeat

Order of the Founder

In recognition of exemplary service in defense of the universal Right to Choose and the CorpoSoci



Merit of the Five Hands

Awarded to medical personnel for laudable acts of healing amidst the most challenging combat conditions

The Morning Star

For acts of most commendable heroism in service of The Market, defying overwhelming odds and heedless of personal risk; often posthumous with a mithqal of resources awarded to next of kin

Military medals and honors can be earned in the name of the Directorate's sponsorships and, depending on the circumstances, their awarding can be directly influenced by the sponsors themselves, if it is deemed that the prospective recipient's actions in the Directorate's service have promoted or otherwise financially advanced the interests of a sponsor.

In these cases the awarded decorations are marked with a special detail, usually a plaque with the sponsor's name on it, to emphasize that the award holds a special corporate-economic significance. Soldiers and officers are particularly proud to wear these awards as they feel they have directly contributed to the advancement of Stellarization. Of course, certain special decorations, such as the Merit of the Five Hands, are tied to the direct influence of MacroCorporate entities by default.

Sponsorships

MacroCorp sponsorships are how the Directorate turns credit into the means of executing their operations without requiring the Summit Council's permission every time it needs to restock, rearm or refuel. A sponsor underwrites a Venture, or, becomes part of an ecosystem of engaged entities to form a Joint Venture.

On a local level, sponsors can be more intimate with Corpo entities or member states who provide the means for Army regiments, Air Core fighter squadrons, or even capital Armada vessels to protect a region. Only the most insane Unionists or aggressive exogen would dare to challenge the Hegemon's armed forces, and that kind of protection is costly.

The influence of sponsorship is most visible in procurement and logistics. Corpos highlight their goals and then the Directorate itemizes the needs to accomplish them. Most often a Corpo will finance the Directorate with its products. Five Hands Panceuticals provides medical equipment and logistics as well as specialists, Armasyn focuses on arms and armaments, Stratos Industrial produces entire fleets. There are thousands of smaller Corpos though that provide millions of other needs from utensils to local velanite refinement.

Done aggressively, sponsorships becomes a soft form of ownership over the Ventures and what they prioritize. These are done with limited scope and effect which are licensed by the Summit to ensure that the Directorate doesn't become a private army.

Privately Sourced Weapons and Equipment

As part of their Right to Choose, service personnel of the Directorate are allowed to spend their personal finances on procuring additional weapons and gear to supplement their issued items. This must be done with the consideration that these additional acquisitions can not interfere with tactics, protocol, or the execution of a service member's regular duties as part of their assigned unit and as part of the greater whole of the Directorate's defense machine.

Commonly these items are small additions to personal kit, especially with the Army, where soldiers may source things such as extra magazine and equipment pouches, knee and elbow guards, containers for drink and edibles and so on. Sidearms and additional ammunition are a popular choice. Line soldiers are only issued their main service weapon with a doctrine-defined number of rounds available, and so a secondary weapon, such as a pistol of some sort, is a common thing to save up for. Weapon attachments and accessories are their own market of infinite variety and it is customary for riflemen, for example, to purchase optics, bayonets, and such for their weapons. Accessories are generally limited to external additions, as anything that compromises the service weapon's base design or structure can be considered damaging Directorate property. The Ruentime forces do not have this limitation due to their specialized role and self-imposed, rigid professionalism.

Soldiers are responsible for the supply and maintenance of their private accessories; a wheelgun bought from a private vendor will not be issued ammunition from the Directorate's stores, and keeping it clean and functional is up to its owner outside their normal duties. If working with an additional piece of equipment gets in the way of a soldier doing their job competently, it may be confiscated by their superior officer or quartermaster with no recompense. Items clearly at odds with a soldier's specialization are not permitted in the field either, and as such a squad support gunner will not be allowed to carry something like an anti-tank launcher.

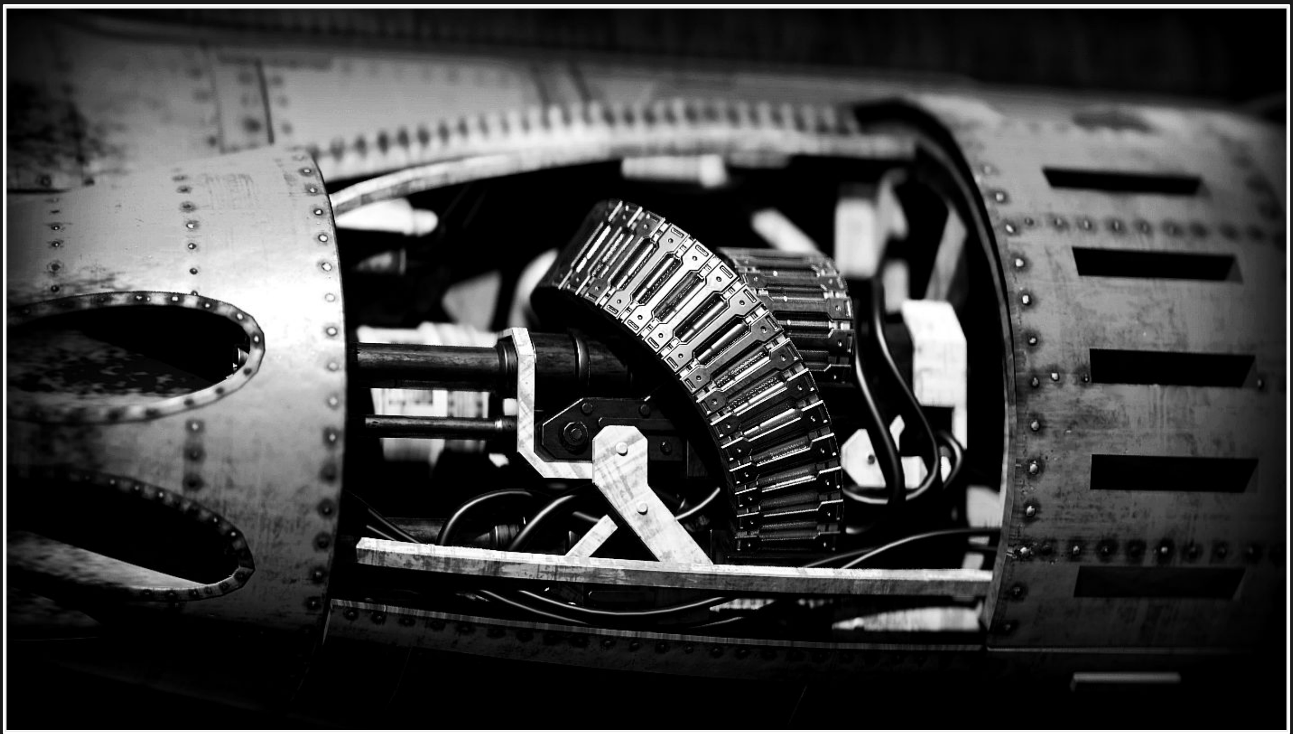
Extra equipment for soldiers forms an entire field of business to itself. Bases, starships and carriers in the air and at sea often feature a market of shops and vendors selling weapons and their parts, body armor, uniform equipment and such. Soldiers on leave have a habit of shopping for items and gear and taking them back to their service.

-- They look good, don't they? --

Technologies of Defense

"Military grade" is just another way of saying "Too dumb to break".

-Anon.



Twin-mount Armasyn F/AC7-30 "Grinder" gun system in a Stalwart fighter

With a massive scientific base and the inherited knowledge of past ages available to the many organizations of the Hegemon, the technologies of combat are more varied than in perhaps any previous era of Old Humanty's history. That is not to say that the fundamental nature of warfare has changed, as it it still concentrated around depletion of resources, holding territory and using direct force to pressure an opponent into capitulation. Additionally, innovation has to be weighed against price and risk. A new technology will hardly see widespread deployment if it is, despite its effectiveness, expensive to produce, complicated to deliver and unreliable or easy to break. Sophistication always comes with a cost.

For these reasons Hegemonic military doctrine has primarily stuck to the age-old basics of soldiers with firearms taking territory with the support of armored vehicles and air combat assets with orbital support from above. Developments in the sciences have still allowed for advancements in the fields of materials and energy manipulation, which have led to certain technological evolutions in armor, vehicles and weaponry.

Armor and Protection

Despite repeated attempts over the centuries, the engineers of Stratos Industrial and Hylfex Raytec have been unable to successfully design robust military-grade defensive energy field technology for use on ships and other vehicles. While laboratory conditions have briefly produced "shields" that could repel attacks of various kinds, it has been found that expanding the volume of a "shield" to encompass something like a starship also causes its energy requirements to grow exponentially, to a point where even large ship power plants, such as those of Warliner-class vessels, would struggle to maintain field integrity with acceptable potency while also supporting other on-board systems. Re-entry shield projectors were a useful side product of these ventures, but little other benefit has been gained from this field of research. As such, development efforts have instead remained focused on protective materials and countermeasures.

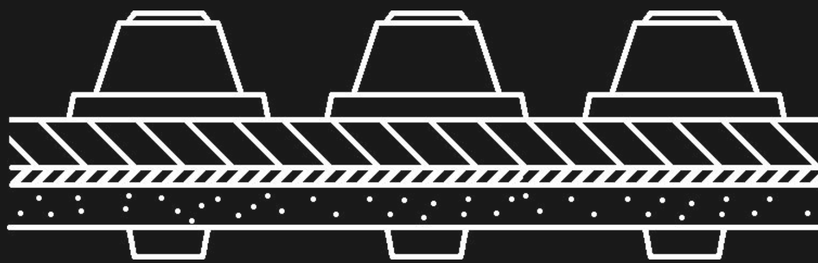
Stratos-Patented Tensorum Plating, "T-Plate"

A side development of shipbuilding techniques and related construction innovations, Tensorum reinforcement is a pre-Hegemon technology pioneered by Stratos Industrial in an earlier age. Tensorum alloy is a material that has curious properties when structurally embedded into other metals. When a surface bonded with this alloy is struck, a counter-shock effect radiates outwards from the Tensorum and through the surrounding metal, significantly strengthening the metal's molecular bonds against the impact.

This technology has proven to be a great boon for armor construction. Instead of layering multiple heavy materials to create increasingly durable armor elements one only needs to have an element of Tensorum alloy embedded in the armor. For example; in the form of bolts driven through the material to increase its durability many times beyond the baseline. Applications of Tensorum technology have been extended to virtually all forms of armor, from personal protection to war machines.

The Tensorum embeddings must be installed a certain distance from each other; the Tensorum counter-shock phenomenon radiates outwards a certain distance from the installation point, but the effect does not increase with overlap, and spacing the Tensorum elements evenly ensures efficient coverage of the underlying material.

Tensorum Structure Illustrated



A simplified diagram displaying typical Tensorum bolt reinforcement on a plate of combat vehicle armor. The upper, outermost layer is a non-conductive ceramic composite, covering a middle plate of paralloy, with the third and innermost plate being a mix of nusteel and traditional steel coated with antispall layering on the backside. The Tensorum bolts embedded through the entire armor structure increase the durability of all layers drastically.

Two kinds of Tensorum reinforcement on the side of a vehicle: the larger disks in the center of the side skirt plates, and the row of three bolts on the upper armor plate.

Nusteel

Nusteel is a composite matrix derived from several widely available industrial materials, precision-milled and bound into a programmable alloy whose properties can be tuned at the fabrication stage. The resulting material is lightweight relative to its strength class, highly resistant to heat and deformation, and capable of being shaped into complex forms without the structural penalties associated with conventional alloys. Once set, Nusteel retains its programmed characteristics across a wide range of operational stresses, making it suitable for vehicles, equipment housings, weapons platforms, and load-bearing structural elements.

Although its constituent materials are unremarkable, the exact milling processes, binding agents, and programming methods remain proprietary. Nusteel is distributed exclusively as a trustBrand, and despite its ubiquity, ownership of the original patent chain is unclear.

Within the Hegemon, Nusteel has become functionally indispensable. It is used in Consumer construction, Directorate infrastructure. In many cases, the material is treated less as a product and more as a fundamental to Hegemon manufacturing. Nusteel is present in nearly every constructed environment within Known Space. From opti-units to capital hulls it is the backbone of the Hegemon's material culture, so pervasive that its absence is more noticeable than its use.

-- Never skimp on what matters --

Electrified Armor

A primitive form of direct-energy protection on a vehicle. High-voltage current is routed onto the outer armor plating to trigger the detonation of incoming explosive warheads before they penetrate the armor itself. A secondary benefit is, upon contact, the instant incapacitation or death of anything organic trying to assault the vehicle up close, such as by climbing onto it and attacking weak spots with explosives or tools.

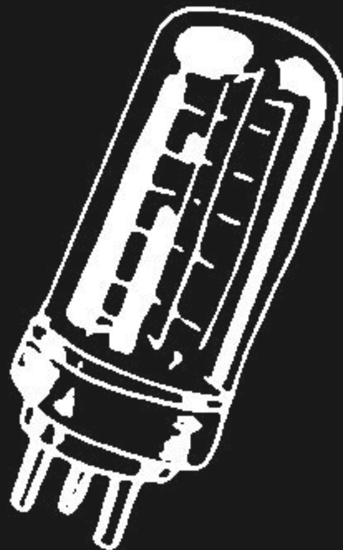
Electrified plating requires special properties to ensure optimal flow of current, and ceramic armor surfaces, being poor conductors by design, require a special outer coating that the current passes through. A system like this also requires a potent power plant. This is generally not an issue with vehicles running on a Velanite reactor furnace, but the electrification system is still usually only activated when anticipating an immediate attack. Power drain is also a concern in vehicles armed with energy weapons, and so electric armor and *matric* weaponry are generally impractical to deploy on the same platform. Electrified armor is also useless against inert projectiles, such as solid armor-piercing rounds without an explosive charge.

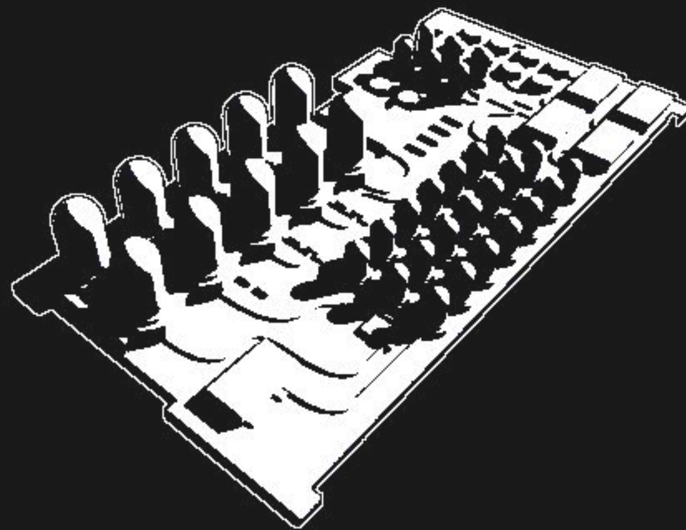
Nexlock Layering

Nexlock is perhaps the most exotic kind of solid armor technology available to the Hegemon's forces. A programmable material, Nexlock plating is not only extremely durable, but also a self-healing structure, using a low-power electrical charge running through it to rapidly rearrange itself to repair any structural damage from impacts or penetration attempts.

To permanently damage Nexlock surfaces, the same location must be hammered repeatedly with direct strikes faster than the armor can knit itself back together. It also cannot recover lost mass, so Nexlock armor's integrity can be gradually degraded by hitting it hard enough to break off fragments of it; the armor will self-heal, but with less overall density in the location where parts of it were lost. This means that, as far as traditional ballistics go, extreme precision or a very high volume of fire will be needed to break through Nexlock plating; it is nearly completely impervious to one-off strikes from regular armor-piercing weaponry. Its only natural enemy is energy weapons, particularly atomic disruption technology, as the massive electro-thermal shock of a *matric* particle stream scrambles the molecular programming of Nexlock plating while directly attacking its structural integrity.

Due to its special composition, Nexlock armor is expensive to procure compared to more mundane materials, and as such it is typically packed exclusively to the front of a vehicle. This gives the TX-200 transport, for example, it's absolutely immense 4000 millimeters of calculated armor effectiveness on its glacis.





Electronics

Yinntosh Innovation supplies the military-industrial Triplex with robust systems of circuitry for communication and intelligence applications. These circuits, logicors and other electronic constructs rely on specialized series of vacuum tube components for signal amplification, rather than transistors. Tube-based technology is preferred by the Directorate for its better resistance to electromagnetic anomalies, such as pulse effects emitted by nuclear blasts and certain other forms of weaponry. The universe is also full of various natural phenomena that interfere with electronic equipment, and these tube amplifier circuits have proven to be far more reliable in the face of various kinds of interference than any transistor device.

As communication and detection devices are crucial components in any war machine, the decision was made very early on to standardize all of the Directorate's fine electronics into tube-centered architecture; this was done in the aftermath of the conflict against Kantaur, where the detonations of atomika weapons and purpose-built EMP devices wrought havoc on both sides of the fighting, frying solid-state circuitry in computation and communications machinery.

Modern Yinntosh tubes come in various sizes, from the length of a hand to a scant few millimetres. The smaller the model, the more sophisticated its application, though any tube-circuitry logicor or other computer device will always be far more bulky and crude than integrated circuits constructed with transistors. The Directorate leadership has deemed this an acceptable trade-off on battlefields saturated with nanoids and other interference.

Energy and Power: Fissile Fuels and Velanite

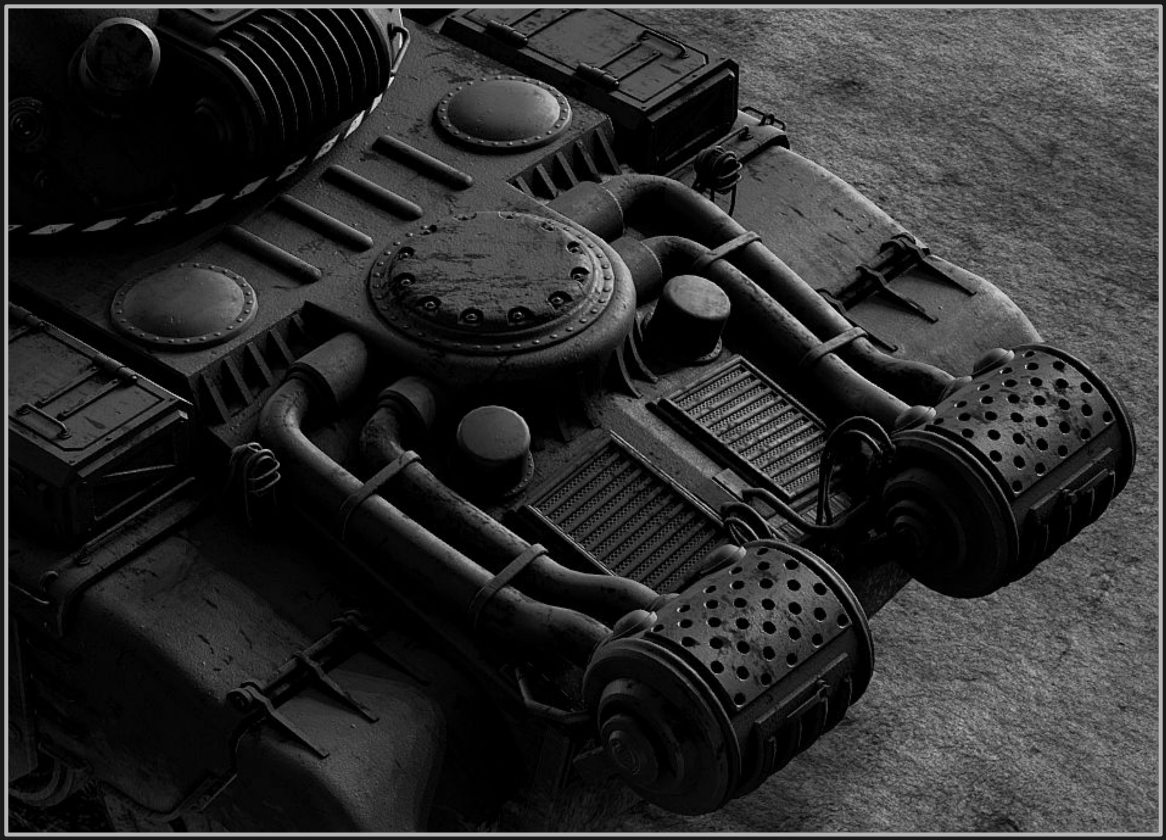
Various means of fusion and fission power is a common utility in military infrastructure. The product lines of Stratos Industrial and Hylfex Raytec include portable reactors, self-contained with their own cooling systems, that often serve to power forward operating bases and other installations. These reactors come in various scales, ranging from the size of a civilian autocar to the dimensions of a small building, and as such they can be transported on engineering vehicles to where they're needed. Universally, the elements that caters to these technologies are referred to as "fissile fuels," which must be sourced before any Venture.

The true modern miracle in energy production, however, is the power afforded by Velanite furnaces. Though somewhat more complex to maintain than traditional reactors, these energy cores - also called cyclotrons, from the spinning of their mechanical components - not only power starships, but can also be miniaturized to fit into various war machines, provided that their cooling systems can be installed on the same platform. Over the last two fiscal centuries, Velanite power has been gradually replacing other forms of energy sources in military vehicles of newer make, though many older models still utilize liquid, solid or fissile fuel sources.

As a refresher, the common standardized grades of Velanite are listed below; most front-line machinery running on Velanite utilizes B and C class furnaces.

- **Class A**: Utilized to power starship drives, especially dawndrive systems. Keyheads use velanite as well to provide efficient atomic reactions in order to form more perfect gatespheres. Incredibly hazardous to handle. Likely to give an individual cancer just from observation without at least several inches of leaded plexa.
- **Class B**: Industrial-grade, the lifeblood of the Hegemon's biggest machines. Typically kept in a solid state 'bar' and provides an infinite amount of energy but it quickly erodes its containment devices.
- **Class C**: Also called "civil-grade." This is the weakest instance, usually little more than a few particles used to power autocars or certain equipment.
- **Class X** - Weapons-grade. The most heavily-processed and the most refined, Class X is used in the creation of special atomika weaponry and the powercells that can create matritic beam weapons. Single atoms of it are kept in a time-hardened sphere that faintly glows and refracts headache-inducing exotic colors, defying classification.

The Directorate's three branches maintain dedicated corps of technicians licensed by the Copper Kings to operate on Velanite power systems. These military-trained "Molemen" are outwardly similar to their civilian colleagues - often covered entirely in heavy chemsuits and respirator systems as they go about their hazardous duties - but are also ready to take up arms in the field if needed.



A view of the rear deck and power plant of a Victor tank, showing the bulbous housing of the bulky, earlier-generation B-Velanite furnace models still commonly featured on heavy machines. The two cylindrical vessels are containers and thermal regulators for the cryofluid coolant that circulates in the furnace core via the reinforced pipe arrays. While a bar of Velanite can retain its energy potency for generations provided that it is of sufficient purity, the coolant has to be periodically changed, and this fluid in itself is dangerous to handle due to its chemical toxicity and sheer frigid temperature even outside normal operating conditions.

Specialists are trained with oversight from OVES liaisons to handle Velanite-based power systems. These “Molemen” are found among the technicians of each of the Directorate’s branches. Their duty is to handle coolant exchanges, check-ups and any mechanical breakdowns directly related to the furnaces themselves, leaving other technical tasks to regular mechanics.

The Molemen (lit: marked men) wear thick full-body protection several grades above the standard Tributary uniforms. Their head-mounted scanner devices are tooled to detect Velanite leaks and other contamination and analyze samples of the substance itself for impurities. When assigned to the field, the Molemen eschew their long chem-coats for more practical uniforms closer to the gear of standard Tributary infantry.

Detection, Intelligence and Communications

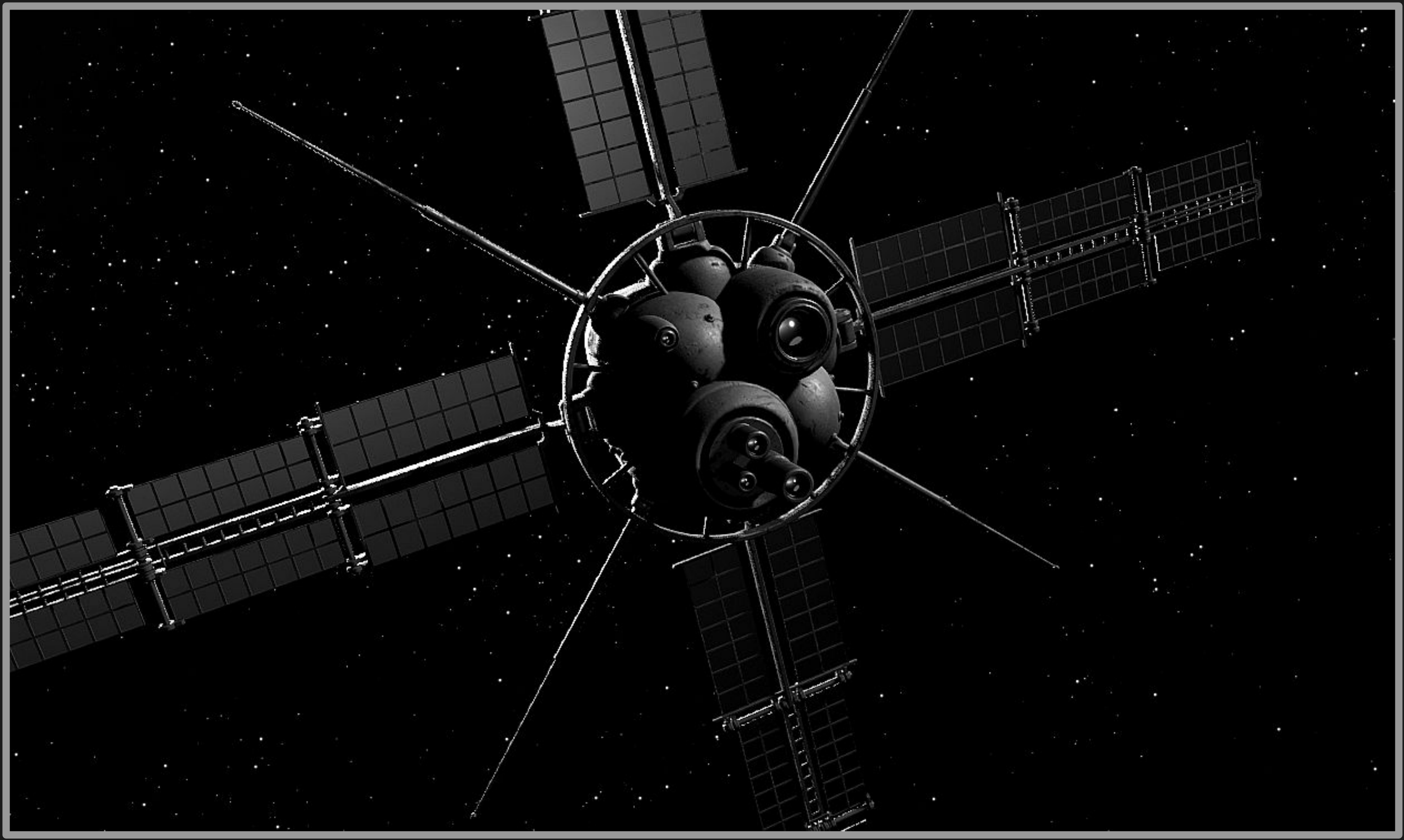
You cannot fight what you cannot see. As such, the Directorate places a high priority on intelligence collection in all of its operations, leveraging the full range of available technologies to maintain a comprehensive understanding of the battlespace while actively working to degrade the enemy's ability to do the same. Despite continual advances in exotic systems, many older methods have retained their relevance, as complexity and novelty are often less economical, and less reliable. than proven solutions.

In stellar warfare, sensors based on conventional RADAR and LIDAR technologies remain among the most common, affordable, and widely deployed tools. The relative emptiness of space means that objects generally present clear targets for electromagnetic detection, particularly when they produce strong radiation signatures such as engine plumes, reactor emissions, or the thermal bleed of radiator arrays. In addition to radar and lidar, fleets employ supplementary systems, most notably X-ray and high-energy particle detectors, to monitor these emissions across long distances. Given the vast scales involved, most spaceborne weapon targeting relies heavily on such sensor returns. To counter this, stellar-grade vantic countermeasures have been developed to disrupt long-range fire control solutions, at times forcing engagements to close range, where ships may exchange "broadsides" of fire across distances measured in mere tens of kilometers.

The Armada integrates dedicated sensor ships and satellites into its battle groups and fleet formations. While all warships carry organic sensor suites, doctrine favors assigning long-range scanning duties to lighter escort vessels, which relay collected data to heavier units such as Warliners. This information is then transmitted via multi-spectrum laser data stream, or 'the beam,' which translates information into radixa code. Specialized units, almost prohibitively expensive, are equipped with ansibles and communicate instantaneously via tachyons.

Ansible arrays provide near-real-time targeting updates without a detectable radiation burst. This reflects a practical concern: any active sensor emission can be detected and traced to its point of origin. By delegating these tasks to separate, smaller ships, fleets reduce the exposure of their most valuable assets while maintaining situational awareness. In certain operational contexts, remote or ergoid-operated sensor drones are also deployed. Defensive strategies frequently involve saturating key volumes of space with such platforms, creating layered early-warning networks that can detect hostile movement well before contact is made.

The existence of electromagnetic detection naturally creates the need for electromagnetic countermeasures. Jamming systems and other forms of interference, besides vantic nanoids, can be used to directly counter active sensors. The simplest way to do this is to target the enemy sensor and overwhelm it with signals of your own at the correct frequency.



A standard reconnaissance satellite of the Stratos CEE-01 model, its many telescopic imaging devices prominently visible. It is generally cheaper to power a satellite with stellar radiation collector arrays, while more expensive models typically use an on-board atomic or even Velanite energy source.

A Carrack-class escort cruiser variant, with the many signal transmission, reception and detection devices of a sensor ship prominently visible.

The electronic warfare equipment found on ships and stations, drawing energy from a large Velanite or fissile generator, can broadcast jamming signals at great power and black out enemy systems across multiple frequencies at the same time. A more direct approach is to target the enemy sensor equipment with an electromagnetic pulse attack. All starships are hardened against the effects of cosmic radiation and military vessels in particular are further shielded against unwanted electromagnetism, however a sufficiently strong barrage of particles aimed directly at sensor devices will scramble their hardware at least temporarily. This naturally takes a lot of energy, which warships have in ample supply.

Similarly to the duty of sensor ships, jamming is sometimes entrusted to special vessels in a formation. Unlike sensor scanning, which can be done by virtually any ship type, jamming ships are often escorts, or even Warliners with purpose-built electronic warfare equipment onboard. They can be tasked with blocking the signals of a particular enemy, or set to blanket the entire battle space with their "noise".

For the purposes of planetary surface deployments, satellites play a major role. Orbital intelligence is used for battlefield coordination, the tracking of friendly and enemy forces, target prioritization and such. If a Hegemon-aligned satellite network isn't already present in the orbit of a world, new military satellites can be launched from warships at the start of deployment; this is sometimes done regardless, to ensure a good information link to the newly arrived forces. Nanoid mist can interfere with satellite tracking, but unless deployed in direct vicinity to the satellites themselves, it usually cannot entirely obscure events on the ground from their powerful optics. Specialized reconnaissance aircraft are usually employed in cases where satellite imaging is too unclear because of vantic countermeasures.

General communication is handled through radio waves; the average infantryman carries a sturdy, bulky transceiver with an audible range of one kilometer for intra-squad communication, and dedicated radiophone operators wear longer-ranged sets for command-and-control purposes, calling in support and so on. Surface-to-orbit contact is generally possible through dedicated radio stations set up at forward operating bases and specialized, vehicle-mounted communicator sets.

Information on enemy movements, available forces, weather conditions and other factors affecting war planning is handled by personnel trained for the purpose; each of the Directorate's three major branches has its dedicated intelligence arm whose members serve on starships, carriers, surface bases and other locations to study incoming data and pass it to officers. Their work frequently overlaps with the financial accounting duties of the Analysts.

Intelligence On The Ground

The Hensen VT2-5 Rockrunner has served as the Army's go-to ground light scout transport since mid-FC-7. Hensen Motor Company, under MotoIndux, adapted the design from the blueprints of a rough-terrain survey vehicle, and the Directorate took an immediate interest in the machine's sturdy construction.

Every combat regiment of the Army utilizes small formations consisting of reconnaissance specialists. These recon battalions are sent ahead of a main force to scout for hostile forces and gather general information of the surroundings. Recon battalions are particularly invaluable when attached to artillery regiments, who use their scouting to mark down the coordinates of enemy targets for bombardment.

Reconnaissance troops are divided into motorized and dismounted types. Motorized recon is often conducted using treadcycles or light gyro-bipeds, depending on the terrain. Motorized units enjoy the benefits of great mobility and speed in the field, and can use their light vehicles to cover great distances relatively undetected compared to larger transport formations. Dismounted recon troops on the other hand are more ideal for urban environments and other more obstructed battle zones where even smaller vehicles would have trouble maneuvering. They are trained as sharpshooters and occasionally carry long-range rifles for singling out high-value targets.

Recon formations of all sizes deploy with their own field analysts tasked with making the first cost assessments as soon as points of interest are sighted, ensuring that the financial accounting personnel further up the chain have enough data to work with from the earliest point of contact.

—— To know is to profit, to learn is to conquer ——

A battle tank amidst a deployed smoke screen. Vehicle smoke dischargers can be loaded with single-use canisters of nanoid countermeasures, allowing for a faster deployment than spraying nodes. Laser interceptor firing lenses can be seen dotting the side of the turret.

Countermeasures

The destructiveness of advanced armaments technology means that most types of combat units are equipped to defend against radar tracking, thermal imaging and other forms of weapon guidance. These range from simple and traditional methods to more sophisticated ways.

Nanoid Cloud Dispensers

One of the most prominent defensive warfighting technologies of the Hegemonic age. Nanoid countermeasure seeding has become the go-to answer to long-range weapons targeting. Used both in atmosphere and in interstellar combat, nanoid clouds serve to baffle sensors and diffuse energy weapon beams. Various kinds exist, but generally they consist of countless, infinitesimal constructs made of materials designed for maximum interference across various ranges of the electromagnetic spectrum. Battlefields tend to be blanketed in thick mist from the deployment of these clouds, and many vehicles come with built-in sprayers that fill the surrounding air with nanoids. Nanoids do not entirely negate energy projector weapons, but their effective range is diminished by beam diffusion to the point of requiring very close contact, where other weapons are far more viable. A vehicle-grade subatomic disruptor, for example, has the range to reliably pierce tank armor at 2 kilometers, but when firing through nanoid countermeasures it will merely set a man aflame at half of that.

Flare and Chaff Launchers

Aircraft rely on countermeasure cells that shoot off intensely hot decoy flares and clouds of metallic chaff to mislead heat-seeking and sensor-guided weapons, respectively.

Smoke Screens

Ground vehicles can utilize old-style smoke grenades to obscure them from visual and thermal detection. The smoke can also be mixed with nanoid compounds to increase its effectiveness in multi-spectrum concealment, and special grenades allow for instantaneous deployment of pure nanoids if needed.

Active Defense Systems

Fusion and Velanite power technologies have enabled the widespread deployment of lasers and other high-output energy devices in the role of targeting incoming threats. Tanks often come equipped with built-in laser systems for intercepting anti-armor rockets and other munitions threatening the vehicle. These systems can also be installed elsewhere as separate modules, provided that there is a potent enough power source present and the room to house the associated targeting logicor equipment. It should be noted that logicor systems that are not reset become more advanced and better at preempting fire trajectories.

Stealth

Like energy shield research, the idea of completely concealing an object from detection has been tested without practically viable results. Early on, visual-spectrum "cloaking devices" were found to create huge blooms of thermal radiation and their power requirements turned out to be even more massive than those of large-scale shield generators. Attempts at other kinds of total electromagnetic stealth were met with similar results.

Atmospheric stealth theory instead focuses on decreasing the profile of an object when subjected to radar, heat imaging and other common measures of machine-assisted detection. This is achieved with specific shapes and materials used in the construction of war machines. Due to their mechanical complexity, ground vehicles have had little success in this, but stealth aircraft technology is known to have existed for centuries, though no MacroCorp has ever officially admitted to possessing or operating them, presumably as some form of diplomatic and strategic leverage against Hegemonic nations and each other. Additionally, aircraft utilizing these technologies are monstrously big investments.

In space, stealth has a somewhat different focus, as all detection relies on sensor scans. Starships leave behind electromagnetic traces from heat radiators and the firing of their thrusters, and the only real way to reduce these traces' sensor visibility is to run a ship at minimal power, which leaves the vessel otherwise vulnerable to attack should it be discovered.

Alleged sighting of an unidentified aircraft violating military airspace
on a world of the Myroit Empire

Weapons Technology

The Directorate must be prepared at all times to fight actions in a wide variety of environments and against enemies utilizing various kinds of protection, protection that must be defeated with weaponry. The inventory of armaments available to the Army, Armada and Air Core covers many types of force projection implements from the conventional to the exotic.

Ballistic Weapons

Traditional firearms technology forms the offensive core of Tributary forces; guns have not lost their killing potential despite being prehistoric in their basic principle, and their capability to damage various kinds of targets can be augmented with special ammunition.

- **Rifles** are standard issue infantry weapons, often with several selectable fire modes. More durable or armored targets are countered with large-caliber versions, such as anti-materiel rifles sometimes issued to sharpshooters.
- **Sidearms** are commonly **wheelguns**, repeating handguns with revolving ammunition cylinders, though magazine-fed models also exist, such as the famous Liberator pistol.
- **Scatterguns** fire pellets, or "shot", in a wide spread, and they're best suited for closer-range combat against lightly protected targets, though specialized armor-piercing rounds serve to expand their capabilities.
- **Repeaters** are automatic "automat" firearms employed in fire support roles or as fixed weapons on vehicles. They vary from simple, slower-firing gas and recoil action guns to more advanced ones with electrically driven systems.
- **Machine cannons**, sometimes called auto-cannons, are designed to fire large-caliber shells at a rapid rate. Technically any large enough ballistic weapon with an automatic cycling system could be called a machine cannon, but the term typically refers to weapons larger than repeaters but smaller than the primary weapons of tanks or artillery platforms.
- **Tank cannons and artillery guns** are typically the heaviest type of gun found on vehicles. They are slow-firing and require a manual or machine-assisted reload after each shot. The distinction between the two types is usually in their caliber and doctrinal application. These differences sometimes blur with the heavier tank armaments, as certain models, like the Blockbuster cannon, break the 200 millimeter marker with their bore and can be used for indirect fire.

Guided Weapons

The effectiveness of electronically guided missiles diminishes greatly when battlefields are blanketed in nanoid-based countermeasures, as vantic nanoids are specifically designed to disrupt the electromagnetic signals of targeting and tracking devices. Sophisticated long-range missiles still retain a niche in the opening stages of engagements, however, when the conflict zone isn't as saturated with nanoid clouds yet, if at all. Multiple different methods of weapon guidance have been used since antiquity and continue to be employed in the Hegemonic age.

- **Infrared homing** tracks the thermal signature of a target. These weapons are typically the least reliable and relatively short-ranged. Also known as "heat seekers" due to how they function. Can be fooled with flare countermeasures and other heat sources.

- **Active sensor homing** uses a conventional radar or similar sensor package in the missile to locate and follow a target. Any sensor tracking signal can be jammed with electronic countermeasures, but this type also allows for a far longer range than infrared-based systems.

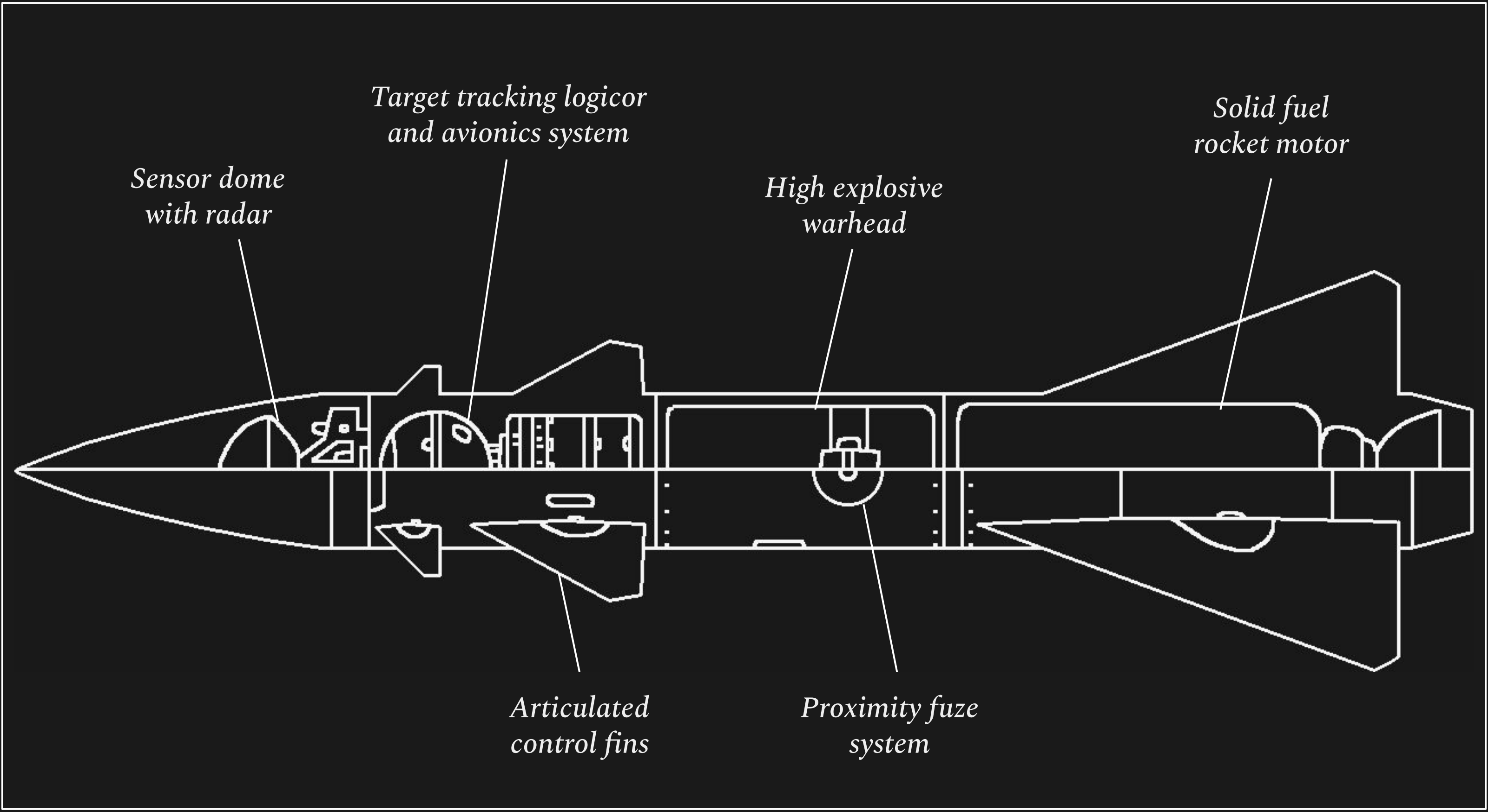
- **Semi-active sensor homing** relies on tracking data supplied by a sensor system on the launch platform instead of the missile itself. While the size and thus power of an active sensor is limited by the relatively confined nature of the missile it has to fit into, semi-active tracking takes advantage of the far more potent sensor suites installed aboard aircraft, ships, ground installations and so on. This is generally a longer-ranged system than heat-tracking technology or active homing, though the sensor lock must be maintained by the launcher until the target is struck.

  Visual homing weapons have a camera installed aboard and rely on manual guidance from the weapon operator to hit their targets, essentially providing a first-person view of the munition's path as the operator "flies" it to the target.

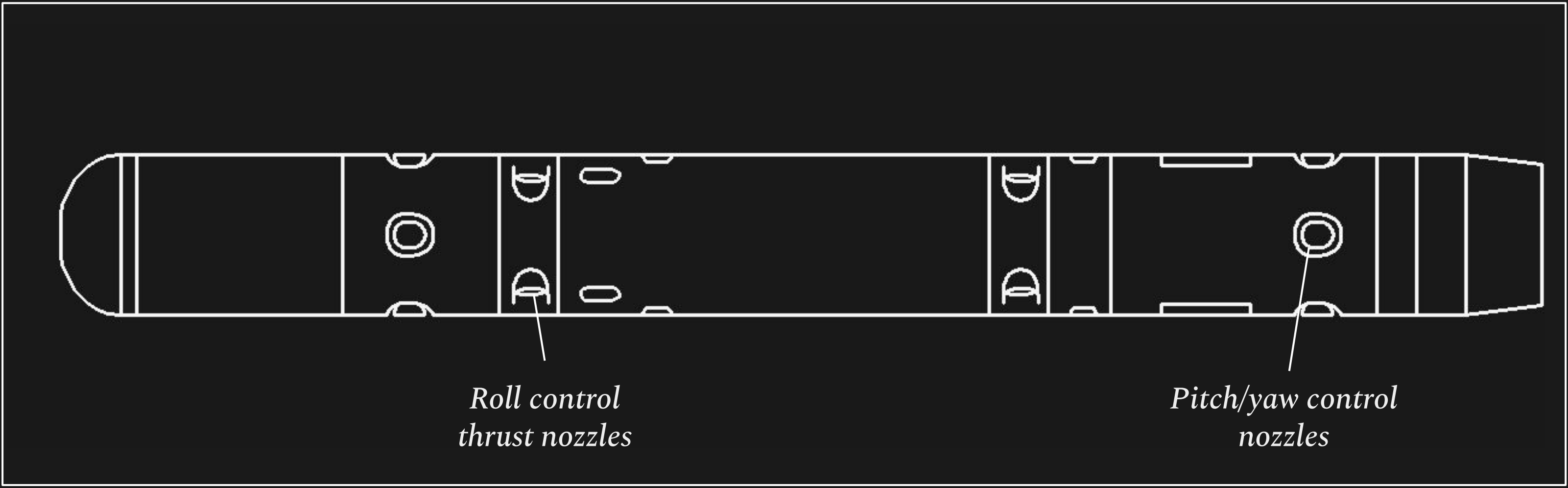
- **Wire guidance** is a common, relatively cost-effective solution for short-ranged missiles and usually employed in ground-based anti-tank weaponry. A wire attached to the missile updates its flight path with targeting information from the launch platform, allowing the operator to guide the missile optically to its destination. This system is primarily limited by the length of the wire spool… and by the risk of the guidance wire snagging on something.

- **Laser guidance** is a relatively short-ranged method, where the weapon follows a laser beam projected either from the launch platform or from a supporting military asset. This guidance type is perhaps the easiest to counter, as not only is it very vulnerable to ray-scattering nanoid clouds, but also to more simple means such as smoke screens.

The electronics for guidance data receiving and transmitting can also be installed on bombs for more accurate targeting of heavy air-droppable munitions. Strikes with guided bombs are often carried out in the opening salvo of an engagement to try and hit critical targets before the spread of vantic countermeasure clouds makes machine-assisted precision warfare an impossibility.



Cutaway diagram of the Armasyn AAM-31C Impaler, a common semi-active sensor homing, air-to-air atmospheric missile. Long-range guided missiles are typically used in the opening stages of engagements, before the wide deployment of nanoid countermeasures renders them ineffective. Air combat weapons retain some of their usefulness higher up in the sky, above the main concentration of nanoids blanketing the battlefield, but their range is often also diminished by residual interference.



Logicor guided stellar combat weapons, like this XASM-11 anti-ship missile, are internally similar to their atmospheric counterparts, but instead of fins or other additional surfaces, they feature reaction control thrusters to adjust their flight path as they track their target through the vacuum. Stellar combat missiles are often visually guided by gun crews, as this is the most reliable way to ensure a weapon finds its way through interference, debris and other hazards of space warfare.

Energy Weapons

Weapons utilizing the principle of particle projection to inflict physical damage to targets have not reached a level of utility where they'd become commonplace as infantry armaments, or even as standard vehicle-mounted weapons. Systems of this category utilize various delicate, expensive and even fragile components, such as focusing lenses, magnetic field generators or special materials, and have not only power drain and heat generation concerns but also maintenance demands that simpler, solid shot firing ballistic guns work fine without. The effects of energy projectors are also directly susceptible to nanoid interference while bullets and shells are not; the scattering of weaponized particle beams was one of the original purposes of vantic nanoids, after all.

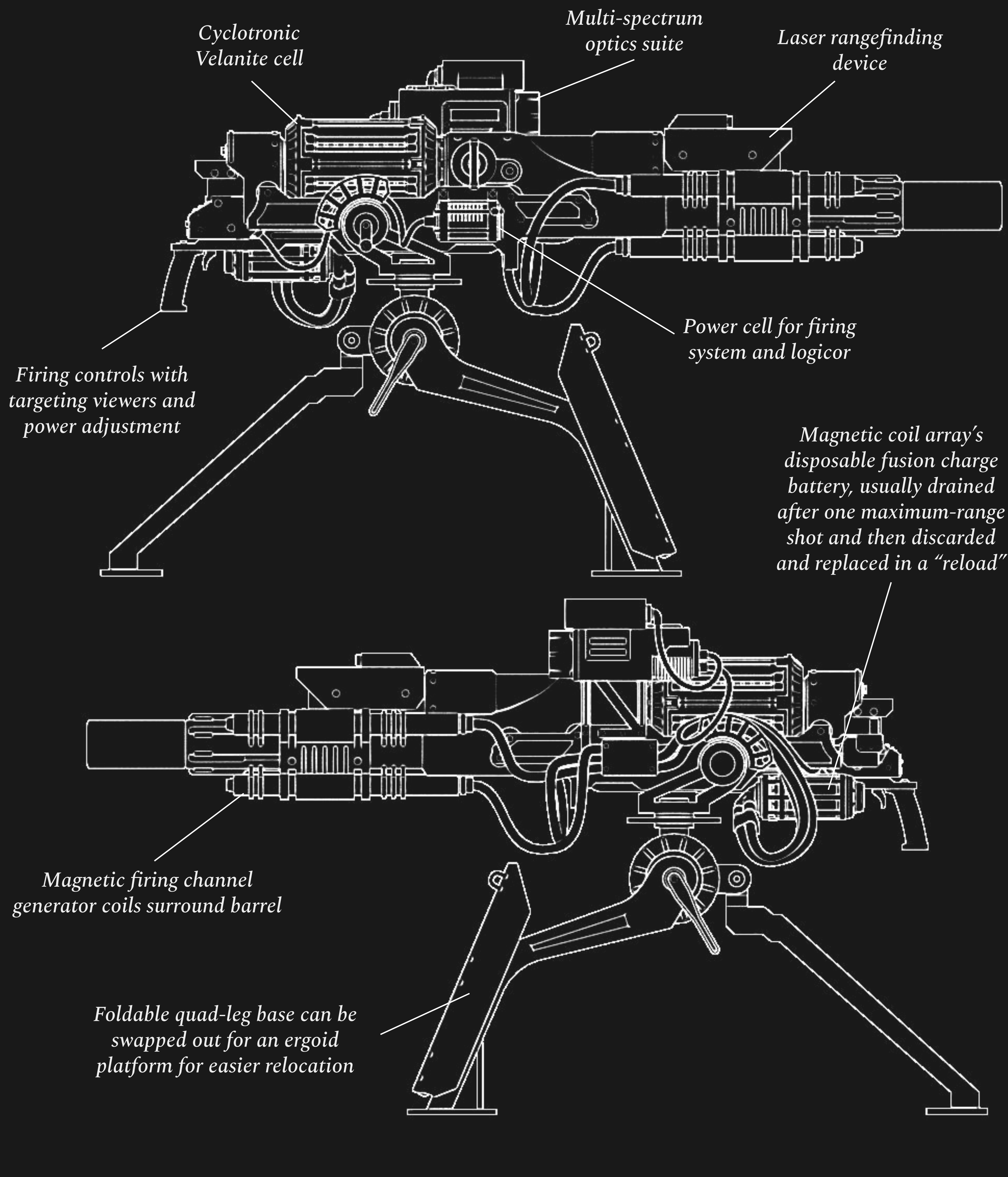
Still, directed-energy weapons have found several uses in military applications, mostly in specialized roles.

Lasers are usually relegated to the role of intercepting incoming fire and general defense against lightly-protected and airborne threats. To effectively penetrate any kind of armor, a laser weapon would require an immense amount of energy, to the point of diminishing returns where it is more viable to use other weapons for the purpose. They still make for useful point defense tools against lighter or unarmored targets, such as missiles, aircraft and infantry; gas-powered chemical lasers pack enough power to be useful in fighter-to-fighter engagements in atmosphere and space, as small combat craft are usually light in their construction. Aside from vantic fog, lasers are also susceptible to atmospheric effects such as dust and mist, as the beam will be distorted and scattered by any particles in its path.

EM pulse projectors scramble electronic components in targets by firing directed, high-power electromagnetic particle streams at them. They are generally used in stellar warfare between warships to damage and disable enemy sensor systems.

Subatomic disruptors are part of the *matric* or *matretic* weapons family, advanced and relatively poorly-understood technologies presumably dating back to the Aramaxian Supremacy and introduced in Hegemonic use after the fall of the Catraethi Regenium. Subatomic disruption weapons attack the target on the molecular level by bombarding it with extremely high-energy exotic particles directed through a magnetic corridor. The effects on the target include superheating, the scattering of molecular bonding structures and electronics-damaging ionization. When used against a vehicle, for example, the target of a subatomic disruptor is disabled or destroyed by the beam melting and otherwise breaking through armor and making contact with critical components inside. The crew often dies instantaneously from the beam's heat and other radiation effects and subsequent damage is wrought by the overheating and resulting detonation of ammunition, the ignition of fuel sources, and other explosive destruction of volatile components. The molecular disruption effect is particularly damaging to Nexlock armor as it directly counters the plating's self-repairing properties.

Subatomic disruptors require great amounts of power generation in their functions; Hegemonic engineers could not properly replicate the archaic energy sources of the Catraethi and the only viable substitute was found in Velanite technology. Sometimes a disruptor weapon system requires a dedicated Velanite power source solely to generate the particle beam itself, with other functions such as the magnetic firing tunnel having a separate energy generator. This has limited their miniaturization considerably. Weapons of this type are far less susceptible to atmospheric effects than lasers, but they're still vulnerable to vantic nanoid scattering. Their range is limited compared to shells launched from cannons, though the precision and intensity of their effects makes them extremely damaging within that range. They are sometimes erroneously also called "lasers" by troops.



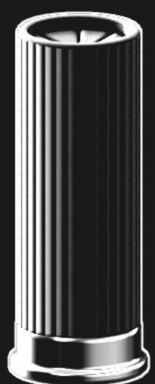
The Armasyn-Hylfex ATB-300 "Sunspear" anti-armor system is a heavy, infantry-operated matric emplacement weapon that showcases the typical features of a subatomic disruptor, being a Velanite-powered device with multiple energy circuits to support its functions.

Ammunition and Ordnance

Affordable, simple and suited for mass manufacture, the solid round will likely never lose its relevance on the battlefield. The average direct-fire weapon in the Directorate's arsenal is some manner of gun: recoil-driven, electrically powered, single-shot, bolt action… the variety ranges from the simple to the sophisticated. These military-issue rifles and cannons, hand-held or vehicle-mounted or otherwise, are chambered and sized for Armasyn-standard ammunition produced at centralized ordnance factories either under the MacroCorp's direct ownership or on a license, and in the Mills deployed closer to the front lines of the Directorate's operations. Below are some illustrated examples of ballistic rounds of various kinds, not displayed to scale.

7.82 Dawnward is a ubiquitous intermediate cartridge standard most famously used by the older "Epic" series of military rifles. Countless variants exist, from full metal jacket bullets to explosive types.

6.8 Armasyn is the ammunition of the newer Millenial rifle series. The cylinder surrounding the bullet is not a cartridge casing but rather the external propellant of the caseless round.



Scattergun shells come in various sizes, with gauges 20 and 12 being the most common. They are typically filled with round-pellet shot of different kinds, from solid metal to incendiary compounds.

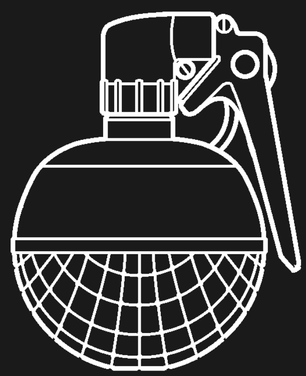
200mm shells are fired by artillery pieces and vehicles mounting large-bore cannons.

An inert sabot round, a common anti-tank shell used by armored fighting vehicles.

"Penetrex" ammunition engulfs the warhead in glowing plasma to slice through thick armor plating and detonate on the other side.

-- Bravery is not a function of firepower --

Common Explosive Types

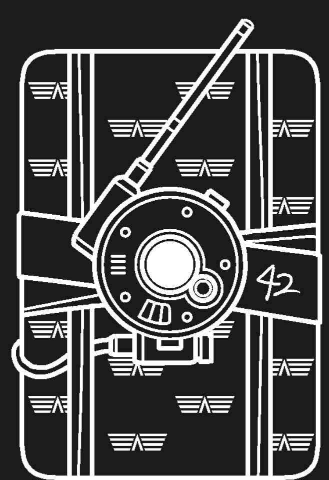


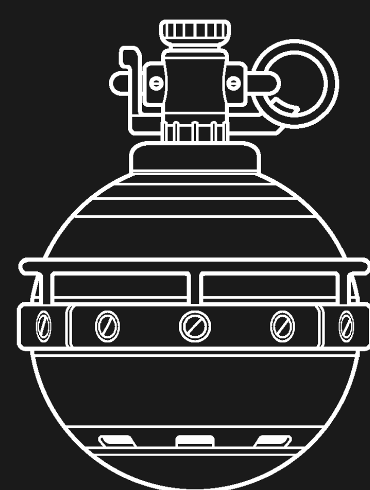
Fragmentation Grenade

The age-old solution to enemy infantry, the humble fragmentation grenade comes in every shape and size, matching the needs of the discerning customer. Depicted is the contemporary F-3 model with both impact and time-delayed fuse capability, a general mainstay of the Army's current arsenal in FC-9.

V-Cloud Canister

While greatly outclassed by vehicle and battlefield level countermeasure deployment methods in scale, infantry-portable canisters are useful in a pinch for concealment at the squad level, An internal charge ensures rapid dispersal, and proper respiratory protection is a must for dealing with such densities.





Armasyn Armex^{tB} Explosive Putty

The malleable nature of plastic explosives offers the user great versatility. As such, Armex^{tB} is the premier choice of combat engineers for demolitions operations. The unique programmable properties of Armex^{tB} when paired with a proprietary detonator allows for even finer control over explosive yield.

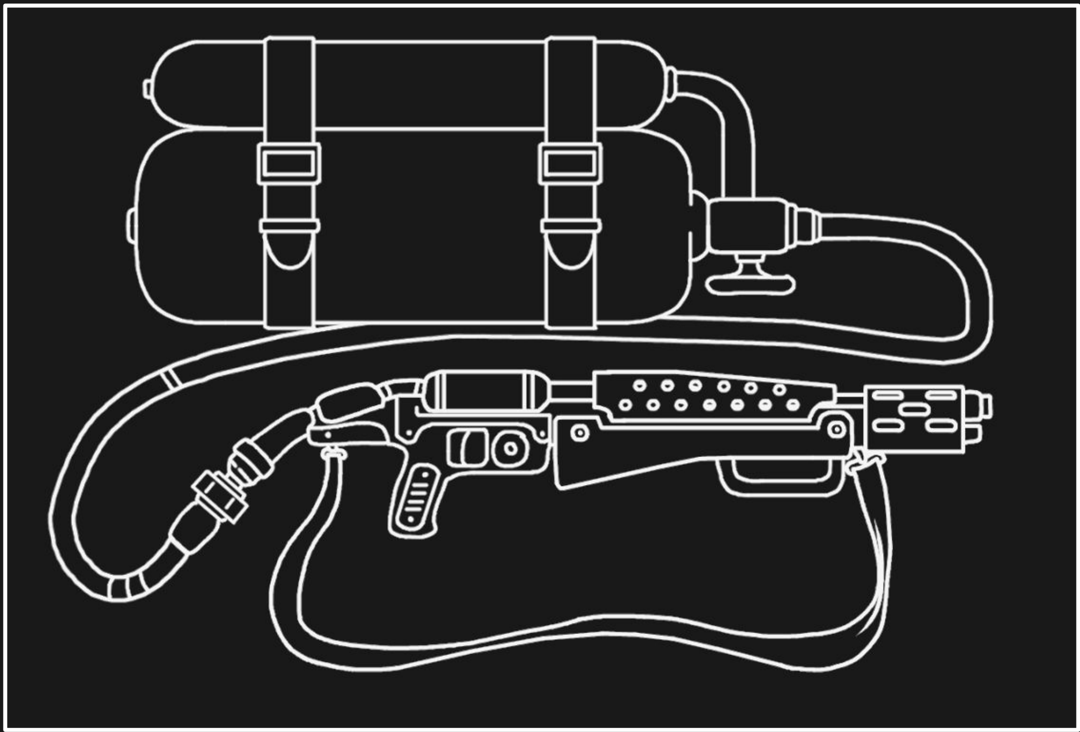
FBE - Fissile Byproduct Explosive

Made from byproducts of Velanite and other exotic materials, FBEs are grade-restricted and only issued to those licensed to handle such volatile materials. Effective for breaching and area denial, FBEs create a lethal splash zone with intensely burning residue. Best practices call for pairing FBE with pocketsteel.

The Chemical and the Incendiary

Incendiary weapons are held in reserve by the Directorate's Army and Air Core for specific scenarios. Flamethrowers and similar systems excel in trench fighting and the clearing of hardened positions. When an enemy relies on vegetation for concealment, flame can deny cover outright by burning it away, and its psychological effect can be as decisive as its physical damage. Beyond infantry weapons, incendiaries are delivered by rockets, bombs, and other munitions, including vehicle-mounted flamethrowers.

Their use carries obvious tradeoffs. Incendiaries can cause extensive structural damage and uncontrolled secondary fires, making them a poor fit in dense infrastructure zones or when sponsors demand tight collateral limits. As a rule, restrictions loosen sharply against Exogens, Unionist strongpoints, and in sparsely populated areas.



Armasyn-produced CM-334 chemical projectors are a multi-use tool for incendiary fluid and defoliant deployment, typically loaded with naphthene or with far more dangerous and destructive *trifluoride* derived from rocket fuels. Due to the bulk of standard Tributary infantry kit, the fuel tank is carried low on the back, or a larger fuel system can be mounted at the cost of the radio transceiver.

Chemical weaponry has similar considerations but on a larger scale, as battle chemicals affect far wider areas and are often deployed more indiscriminately from shells, rockets and such. They are generally classified as weapons of mass destruction. Additional problems arise from the need for more extensive post-action clean-up operations, to purge the affected area of any remaining residue. Even then there are frequent issues with toxins in the soil and the genetics of local lifeforms. The most mundane use for military chemical agents is in defoliation, for the same reasons as destroying vegetation with incendiary weapons.

Atomika Class Weapons

The W101 "Calamity" series of thermonuclear weapons was to be a longer Grumder Aerospace project to design increasingly affordable, easily assembled warheads with scalable explosive power and limitless capability for miniaturization. The V2 model of the series was, however, already deemed suitable enough for the Directorate's purposes in its cost and ease of deployment, and so further development was ended to cut expenses. The V2 is an implosion-design fusion device with adjustable yield, often delivered in gravity bombs or large missiles.

Weapons of mass destruction are typically kept in reserve as a strategic deterrent force, due to the possibly extensive, resource-intensive clean-up and rebuilding operations required in the aftermath of their use. Certain situations, however, may call for their deployment in the field, when collateral damage and the destruction of infrastructure are deemed less costly than the continued persistence of an opposing force.

The Directorate categorizes its fusion, fission and other weapons deriving their power from nuclear reactivity under the category of Atomika, a special class of devices whose deployment and use on a planetary body requires direct authorization from the office of the Director themselves. Any large enough rocket, bomb or even shell can potentially deliver an Atomika weapon, and as such nuclear warheads and similar devices are surprisingly flexible in their deployment options, considering the threshold for their use. When authorized, they are available for use by Armada missileers, Air Core bomber crews and Army artillery regiments. The rules for stellar combat are somewhat different, with debris and exogenic vessels being freely targetable with Atomika, but their use against valuable human-made ships is strictly prohibited outside extreme situations.

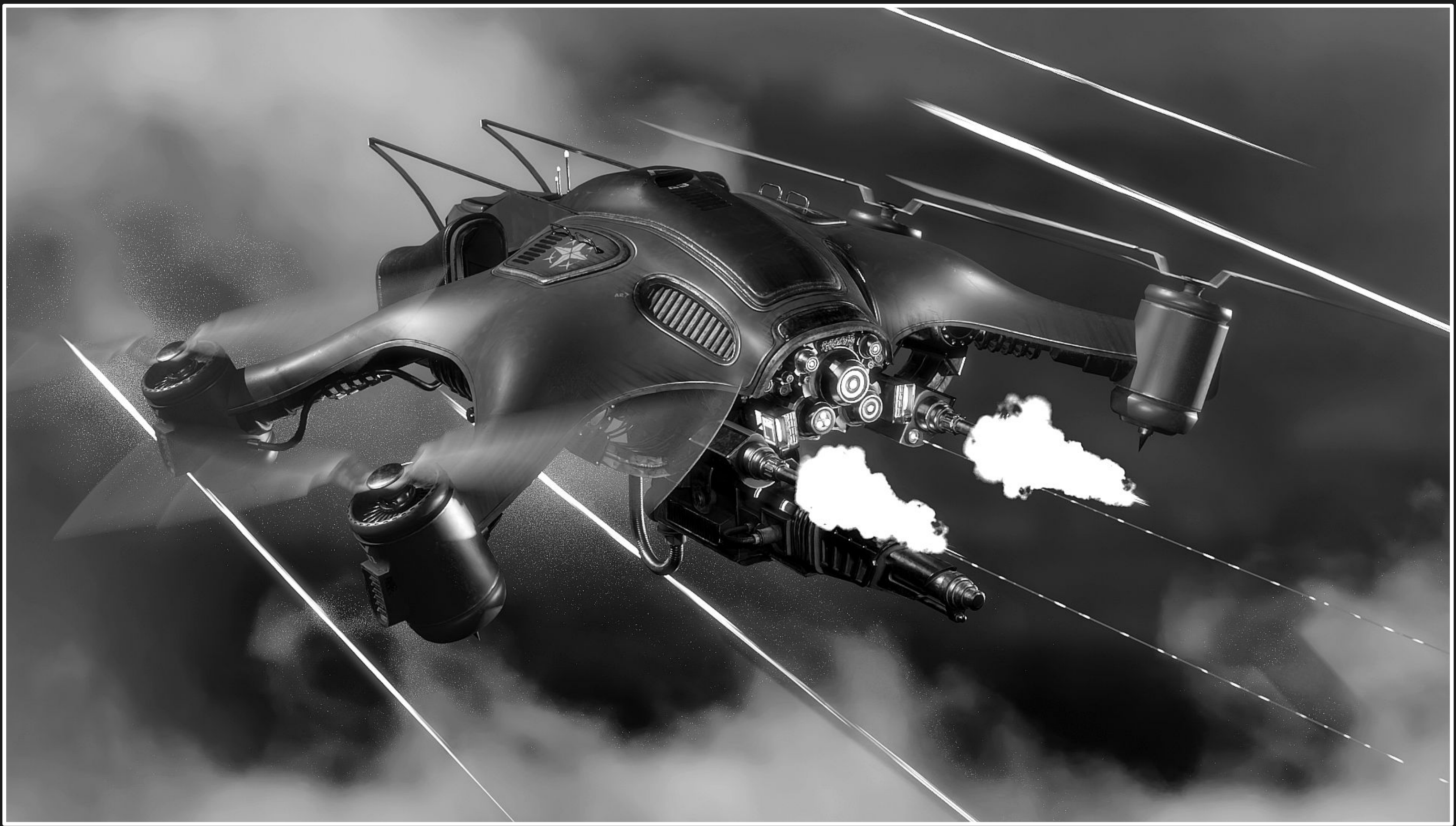
Remote Ergoid Technology

Ergoids are used by the Army and the Ruentime forces for reconnaissance, target spotting, surveillance and, if the situation calls for it, killing. They are considered much more accepted than traditional units largely due to their independence on human operators.

These machines, usually aerial in nature although there are spider and quadruped models, are linked to controlling equipment that allows an operator to guide and monitor them remotely, either via signals or by linked data transmission wires. The controlling device displays what the ergoid's sensors see, allowing the operator to view locations and objects that are otherwise difficult or hazardous to access. The use of ergoids, in this way, increases the awareness of the troops on the ground without putting them directly at risk, and they can be used to harass or directly combat enemy forces.

More advanced combat airgoids are autonomous and can traverse and observe their environment based on rudimentary commands via their logic trees, while the actions of simpler models are directly controlled by the operator. As part of the general policy on armed machines, any weapons mounted to remotely or autonomously operating machines must only be directly operable by the ergoid's controller or handler, with the machine itself having no automatic firing mechanisms. Sometimes the ergoid itself can be used as a weapon, especially when loaded with explosives. The maintenance of ergoids and their mechanisms is entrusted to military codesmiths, the only Directorate personnel with the know-how to work with Yinntosh logicor systems. Flying types are colloquially called "Airgoids".

Like all advanced technological devices, remote ergoids are susceptible to the electromagnetic interference fields of vantic countermeasures, especially wireless models. Cable-connected machines are far more reliable even amidst vantic clouds, though their range is more limited.



The Yinntosh Innovation Mk.31 "SurvEye" quadrotor is a common model of combat and reconnaissance Airgoid sold for security and military purposes. It is armed with twin automats for deterrence and covering fire along with an anti-materiel railgun that is intended to disable vehicles.

The SurvEye has received triple orders in the last fiscal century as anti-Unionist missions become commonplace in the Midworlds, and Airgoids of this model are now provided a self-destruct sequence to their logicor decision tree to avoid capture as Unionists have started backward engineering these devices.

While codesmiths are intended to act from behind front lines due to the nature of modern galactic combat, they have become commonplace at the vanguard. They are costly, however, due to the inherent nature of their ergoid-related work, but also because of the degree of education each Tributary must undergo before they can operate such devices.

Codesmiths are typically loners, preferring their devices which they must constantly maintain for optimum functionality, but those that work with ergoids are regarded as particularly 'odd' by their fellow soldiers. This is likely a culturism, although Hegemon scientists have begun to speculate of an emergent element of New Mankind which prefers the datasphere to the real world. If such an identifier can be codified, then specialists can be weaned from a much younger age rather than waiting for such behaviors to express in basic training.

Codesmiths are always in demand.

Types of War Machines

The Directorate's forces utilize many different vehicles across the environments that they operate in, for the purposes of combat, transport and support. These are roughly categorized by their operating environment, means of locomotion and other properties.

<u>GROUND</u>

- WHEELED - Conventional transports in the vein of autocars, ranging from light one-person scout vehicles to large cargo carriers. Wheeled vehicles are the least complicated to maintain, typically run on simple fuel sources and sport great mobility on roads and other paved surfaces.
- TRACKED - Most heavier Directorate transports, especially fighting vehicles, utilize continuous treads for their great off-road properties. Particularly large machines may use more than one track set per side.
- WALKING - Legged machines are something of a curiosity, primarily valued for their all-terrain locomotion. Walking vehicles are kept standing by advanced systems of gyroscopically controlled mechanisms, and for this reason this type of vehicle is often called a "gyro" or a "gyro-tank".
- HOVERING - Anti-gravity technology is expensive and precious, too much so for military applications where all delicate equipment is tested to its limits on a daily basis. Hover vehicles still offer certain mobility advantages, and for this reason the Directorate ground forces field certain types of vehicles relying on jet thrusters to "float" above the ground.

<u>AERIAL</u>

- JET - Aircraft that utilize jet engines. Conventional jet thrusters take in air, heat it and compress it before ejecting it to produce thrust; this limits their use to oxygen-rich atmospheres. Jet technologies of the Hegemon, however, have produced more versatile models that can produce thrust using other gases, and by FC-9 most jet engines have configurable, adapting compressor and ignition systems.
- ROTOR - Rotorships, or helicraft, are a low-cost option for air vehicles with vertical take-off and landing capabilities, which gives them more versatility for landing zones than flying machines that require long, purpose-built runways.
- ROCKET - Rocket-powered aircraft have declined in use with the widespread adoption of multi-atmosphere jet engine technology, but in some cases they are still a more cost-effective option, especially for high-altitude flight where the density of atmospheric gases is lower by default. Most spacefaring craft that take off from worlds use some form of rocket propulsion, often ejecting particle streams directly out of a reactor for thrust.

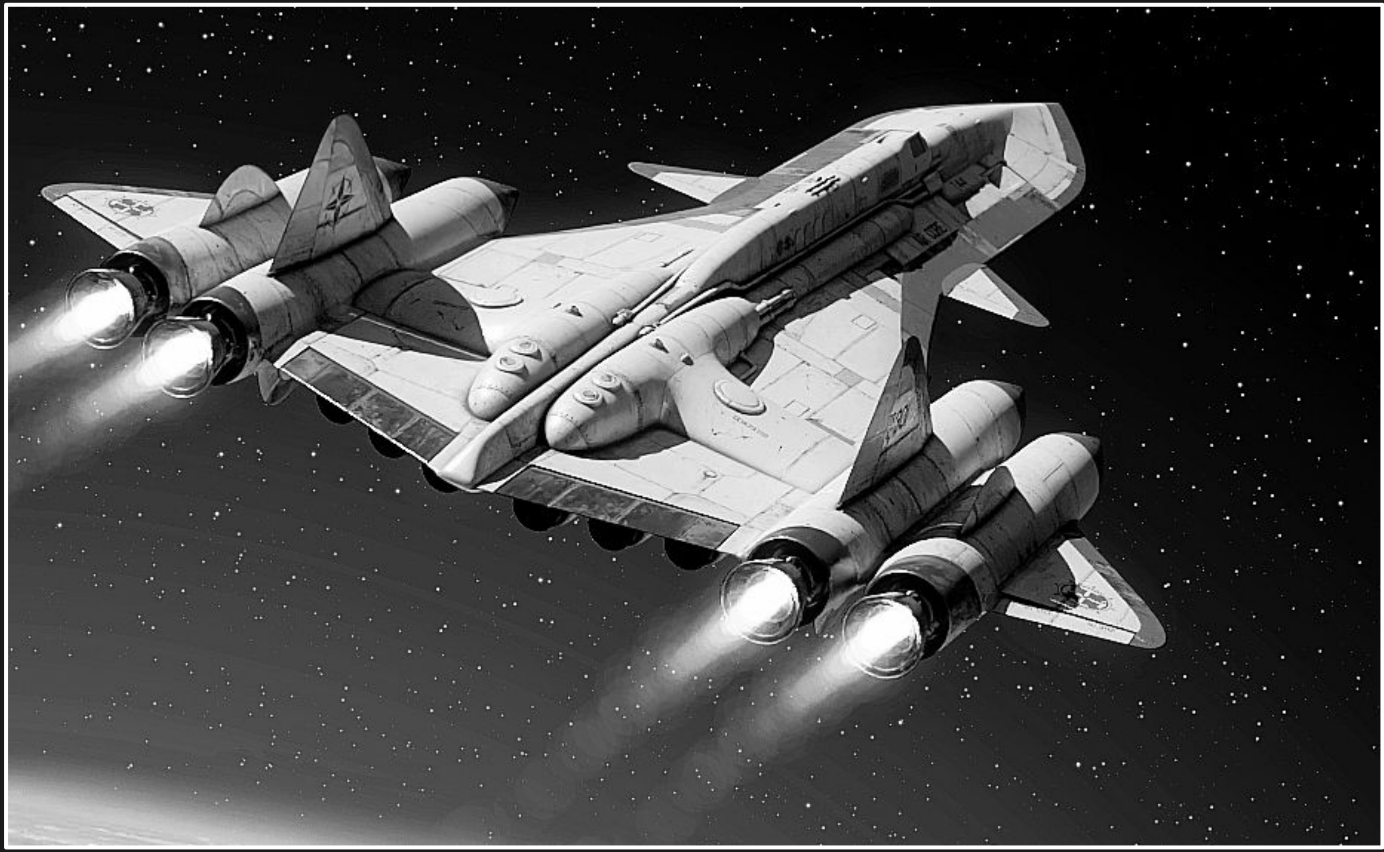
<u>AQUATIC</u>

- WINGSHIP - The Maritime Forces of the Army rely on speed for their aquatic surface operations and wingships, also known as ground effect vehicles, are the go-to transport solution for this. These combinations of ocean ship and aeroplane skim the surface of the water they travel on, utilizing the aerodynamic effects of flying close to the surface to reduce the drag otherwise generated by lift and attain incredible velocities for their size.
- SUBMERSIBLE - The other major vehicle type employed by the Maritimes, submersible vessels brave the crushing pressure of deep seas to maneuver undetected. These are typically armed with weapons for both surface and submarine combat, with short-range guns and long-range missiles for the former and various torpedoes for the latter. Outside combat, ocean military transport vessels are typically submersible for the purposes of concealed shipping.

Types of War Machines, continued

OTHER

- HIGH ATMOSPHERE - Technically a subcategory of jet and rocket aircraft, high atmosphere vehicles are a specialized type built for flight in the uppermost layers of a world's skies, usually with the purpose of planetary defense. High atmosphere aircraft are designed to endure the stress of extreme speeds in the task of intercepting or harassing orbit-to-surface landing craft and other enemy forces coming in from the void.
- AEROSPACE - A rare kind of machine that has the capabilities for operations both in atmospheres and in the cold vacuum of space. In the technical sense, this would cover any transport that is spacefaring but lands on (and takes off from) planetary surfaces, but the doctrinal meaning of this truly covers craft designed for full-fledged combat operations and maneuvering in both environments, rather than something that simply lands or takes off and is otherwise clumsy or limited in its movements. The pre-eminent representative of this category is the agile and versatile XT-95 Vampyr gunship, the most successful craft of its kind.
- SPACE - Vehicles designed solely for operating in zero-gravity vacuum, featuring reaction control thrusters, heat radiators and other systems not found on atmospheric aircraft. While this description covers anything from fighters to large starships, in Directorate inventory work the term is generally attached to lighter assets operating from said starships, such as fighters, with fleet ships themselves belonging to their own category.



High atmosphere combat craft are designed for extreme speed at extreme altitudes, and they commonly serve as the first line of planetary defense, scrambling to intercept landing ships far higher up than conventional jet aircraft could

Asset Identification System

The many transports and fighting vehicles of Hegemonic military forces typically bear names and markings denoting their model and make as designated by their manufacturers. The Directorate's organizational bureaucracy, however, has its own system of letters, prefixes and other means of categorizing its numerous military assets. The order and arrangement of these varies by the branch and operating environment of the assets.

ARMADA

All starships of the Armada, regardless of size and type, bear the identifier of "**HAV**" - "Hegemon Armada Vessel", followed by the ship's unique given name. Ship classes and types are registered in vessels' logicor databases and communicated via transponders through short two-letter markers. Ships themselves are typically named after inspiring terminology related to warfighting or the philosophies of Avarice, or after important military figures. Small craft use manufacturer designations.

Examples:

-HAV Alluring, Starliner-class ("SL") cityship
-HAV Force Multiplier, Warliner-class ("WL") battleship
-HAV Zarnhorst, Cruiseliner-class ("CL") dreadnought

AIR CORE

Assets of the Air Core follow a simple system of a letters-based designation that summarizes an aircraft's purpose, followed by an additional designation consisting of numbers and/or letters.

- Fixed-wing aircraft of the Core start their designation with the letters "**A**" or "**AH**", denoting atmospheric and high-altitude atmospheric craft respectively.
- Rotorships start their designation with the letter "**R**".
- Vertically landing or ascending craft that utilize jets or rockets rather than rotor blades are denoted with the identifier "**V**".

This first identifier is followed by additional signifiers for deployment purpose and/or capabilities:

- G: Ground attack, light craft designed for strikes against surface targets
- F: Fighter, air superiority craft designed to shoot down enemy air assets
- B: Bomber, heavy craft designed for mass aerial bombardment and Atomika delivery
- SB: Superfortress-class bomber, extremely large aircraft bristling with weapons
- T: Transport, cargo craft for the delivery of personnel or war materiel
- E: Electromagnetic warfare, an aircraft with sensor jamming equipment

One additional, rare special designation is applied to aerospace craft, vehicles designed for travel both in and outside planetary atmospheres - "**X**". This replaces the first identifying letter of the designation, followed by the vehicle's operational role..

The Sky Carriers of the Air Core use a special ship designation prefix of "HAC" - "Hegemon Airborne Carrier".

Examples:

-AG-21 Fulminator, a strike aircraft built for tactical strikes and close air support
-AF-67 Stalwart, a fighter-interceptor
-XT-95 Vampyr, an aerospace dropship for orbit-to-surface deliveries, with secondary strike capability

Many aircraft have variants designed to expand on their capabilities. These can be denoted with a simple letter suffix at the designation's end following alphabetical order - A, B, C etc. - but sometimes the suffix can be taken from the first identifier category, such as an "E" for a sensor warfare variant, or a "G" denoting ground strike capability in a fighter.

Asset Identification System, continued

ARMY

Surface forces of the directorate have their own designation system similar to the Air Core's, utilizing letters and numbers. There are some additional nuances to this.

- Heavy armored fighting vehicles generally use the designation "**HBT**", for "Hegemon Battle Tank", followed by a serial identifier denoting model, variant and so on. This system was standardized all the way back in early FC-2 to separate mobile, hard-hitting frontline battle machines from the rest.

- Walking vehicles contain the letter combination "**GT**" in their name, for "Gyro-Tank". This is typically combined with the letter "**B**", for Bipedal, or "**M**", for Multi-legged, depending on the configuration.

- Transport vehicles start their designations with the letter "**T**", followed by additional identifiers for their properties. Transport variants built for offensive purposes are often denoted with an "**A**" as the first letter. The letter "**C**" is used to denote wheeled vehicles, tracks being more common in heavies.

This system primarily deals with assets of significant individual logistical concern; smaller vehicles such as recon autocars typically carry designations of their model or make without additional military-bureaucratic identifiers. Additionally, certain letter designations can be attached to vehicle variants derived from machines of another category, such as using "T" to denote a transport built from the chassis of a fighting vehicle.

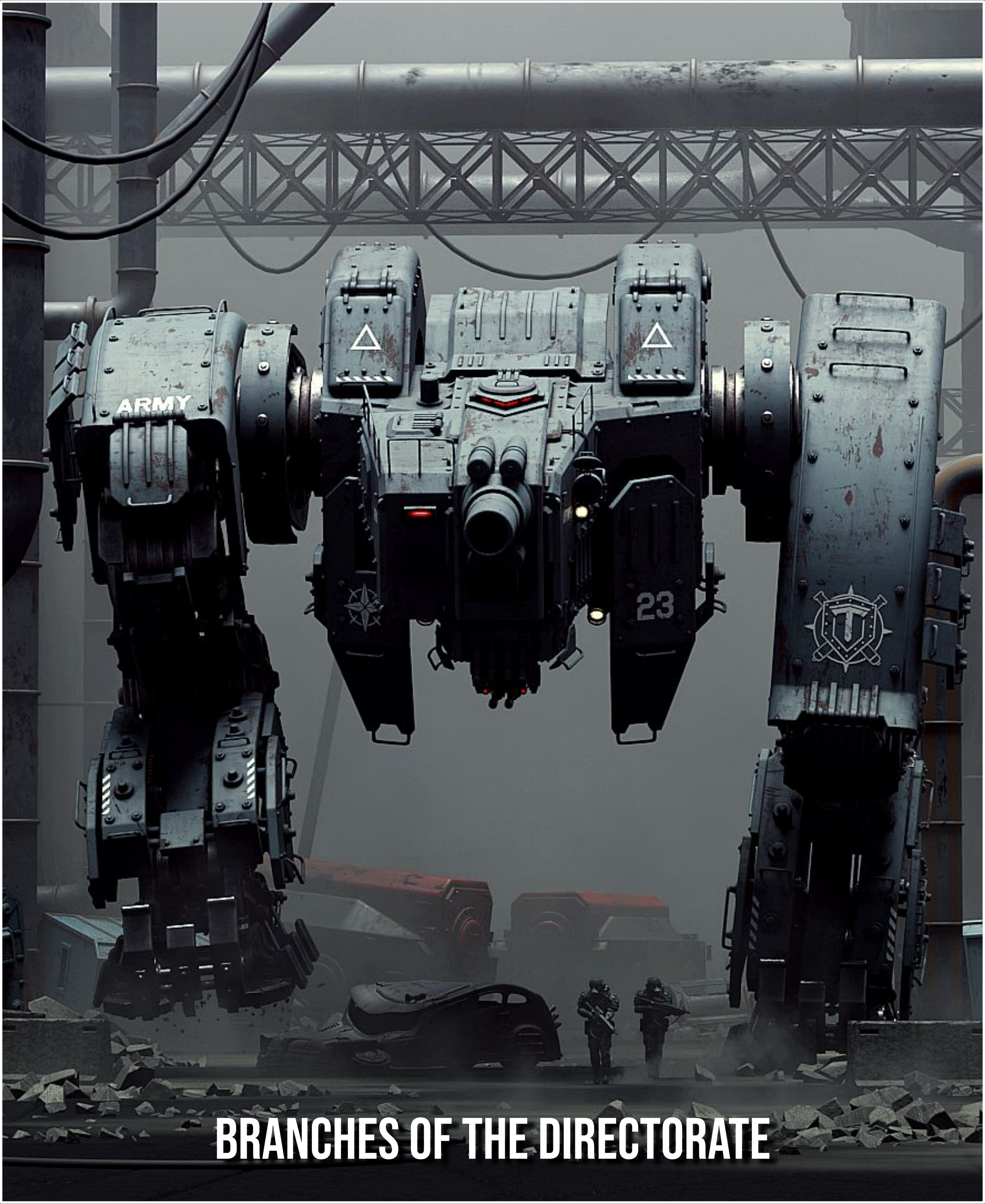
The Army also uses the "**X**" designation for certain vehicles, denoting that they are hermetically sealed, with on-board life support, and can be thus deployed in virtually any environment.

Certain additional identifiers exist for stationary assets and specialized vehicles.

- "SA" and "AA" denote surface-to-air weapons for engaging enemy aircraft
- "E" is a designation for engineering vehicles and construction equipment
- "SR" is used for long-range sensor equipment such as radar vehicles and installations
- "IF", for "Indirect Fire", is sometimes used for artillery and mortar type weapons
- "H" is a rare designation used for hovering vehicles
- "N" in the name denotes purpose-built Atomika ("Nuclear") class weapon capability

Vessels of the Army Maritime Forces use a naming scheme similar to the Armada, with their own special prefix of "**HMS**" - "Hegemon Maritime Ship". Ship type designations are arbitrary and up to the manufacturer.

The MotoIndux TC-66 Muskelon has become a popular rough-terrain industrial cargo ground transport since its introduction in FC-8. The Directorate's forces utilize up-armored, militarized variants of the "Musky" for front-line logistical needs.



BRANCHES OF THE DIRECTORATE

THE ARMY

Surface Forces of the
Hegemon Directorate

Boots On The Ground

As the Directorate's conventional fighting force, the Army serves to safeguard Avarice on the surface of planetary bodies. It is the largest of the three branches and routinely deploys millions of military personnel in its operations.

The Army is equipped with an outstanding variety of weaponry, vehicles and other gear for an equally wide variety of tasks. Its forces possess the adaptability for counter-insurgency, the logistics for relief aid and the sheer firepower for total, open warfare, and these duties can be pursued in a multitude of environments, from the freezing cold of arctic wastelands to the built-up density of urban centers.

The Army's operations are conducted in concert with the Air Core's overhead cover, the Armada's orbital support capabilities and the infiltration and precision strike tactics of the Ruentime special forces. It also has its own Maritime branch for naval warfare on planetary oceans.

Barring unusual circumstances, the Army is the first branch that fresh recruits join. After completing their basic training, depending on their proficiency and personal skills, Tributaries can seek a career in the other branches or pick a service path in the Army itself.

ARMY COMMAND ORGANIZATION

THE DIRECTOR

HIGH COMMAND

SUB-DIRECTORS OF THE ARMY

TITLES

The rank grade of each commissioned and enlisted soldier is recorded in the Directorate's bureaucratic machinery. The exact titles of ranks, however, may sometimes vary by deployment depending on operational needs.

THE AUTHORITY: ADMIN COMMAND

OPERATIONAL COMMAND LEVEL

OFFICERS

As commissioned military personnel are officially categorized under Managing Officers, it is common to refer to this part of the command structure simply as "Management".

MANAGING OFFICER SUB-CLASSES

The assistants to the Managing Officer have their own levels of ranking, with the highest one of them being the closest to the Managing Officer and relaying their orders to subordinates. In the Army the Junior Officers are Majors, with the First Major being the Colonel's closest assistant. Junior Officers also encompass Captains, the leaders of Companies.

Depending on the scale of operations, multiple Colonels may be assigned to lead a multi-regiment formation as one element, with the most senior of their number appointed as their commander with the title of Field Colonel.

MARSHAL

GENERAL MANAGING OFFICER
Highest-ranking commander in theater, oversees all operations

FIELD GENERAL

SENIOR MANAGING OFFICER
Brigade-level command, oversees groups of regiments

COLONEL

MAJORS, CAPTAINS

MANAGING OFFICER
Commands a regiment and the battalions and companies organized under it, with the support of JUNIOR OFFICERS

ASSOCIATE-SERGEANT

ENLISTED PLATOON LEADER
Senior non-commissioned officer

SERGEANT

ENLISTED SQUAD LEADER
Junior non-commissioned officer

CORPORAL

ENLISTED LEVEL 2
Line soldier occasionally entrusted with leading a Team

PRIVATE

ENLISTED LEVEL 1
Line soldier - divided into Grades 2 and 1, the former being lower

ANALYSTS

Financial troops measuring gain and loss. Attached directly to the General Manager's office, with operatives spread throughout the field formations.

PROSPECTS

Local youth volunteer cadets typically used for menial tasks but available for security enforcement duties in exceptional situations.

INTELLIGENCE

Army Intelligence filters and relays reconnaissance and communications information to the officer class to aid in decision making.

ARMY UNIT ORGANIZATION

HEADQUARTERS	Army Field Headquarters is commanded by the **Marshal**. In large-scale operations multiple Marshals may be present.
BRIGADE	Commanded by **Field Generals**, Brigades are typically the single largest Army field unit of organization. They are also the most malleable, as Management assembles each Brigade from available forces for a Venture.
REGIMENT	Commanded by a **Colonel**, Regiments are the next largest Army unit. In a multi-Regiment formation, the senior Colonel may be assigned as a **Field Colonel** who acts as the Field General's direct second-in-command.
BATTALION	Commanded by a **Major**, a Battalion is composed of Companies. A **First Major** communicates orders from the Regimental Colonel to the Battalions' leaders. Battalions are separated by specialty, such as ***Infantry, Heavy Infantry, Armor, Fire Support, Reconnaissance*** or ***Supply.***
COMPANY	Commanded by **Captains**, the specialties of Companies vary. The structure of Companies will be broken down in more detail on the next page.
PLATOON	A Platoon is headed by a higher-grade NCO, an **Associate-Sergeant**, and consists of several squads for a total of max. 50 troops on average.
SQUAD	**Sergeants** lead Squads, and each Squad ranges anywhere between 5 and 15 troops, 10 being the average. Squads can be further divided into Teams for tactical purposes. Multiple Squads moving together form a Section.

ARMY COMPANY STRUCTURE

Each Battalion of the Army is formed of Companies whose specific duties in the greater battle plan vary depending on their specialization. This structure applies to all ground forces of the Army branch, from infantry to fire support. Common Company variations are listed on this page along with the Battalions they're typically organized under.

The **Maritimes** are exempt from this, as their forces operate in naval-style Groups.

Headquarters Company

The HQ Company of a Battalion includes the Battalion's Major, his staff, Analysts, and the means to receive and send orders up and down the chain of command

Rifle Company

INFANTRY BATTALIONS

The Rifle Company is the standard front-line fighting unit in an Infantry Battalion

Weapons Company

INFANTRY BATTALIONS

The Weapons Company fields special armaments to support Rifle Companies, such as mortars, heavy repeaters and anti-armor equipment

Support Company

GENERAL

Support Companies assist fighting forces with maintenance, food supply and extra transportation resources; their equipment varies by Battalion role

Engineering Company

PIONEER BATTALIONS

Combat engineers handle battlefield construction and demolition duties, forming the core of Pioneer forces

Communications Company

PIONEER BATTALIONS

Communications experts are responsible for building and maintaining battlefield signals equipment, from landlines to orbital comms support

Tank Squadron

ARMOR BATTALIONS

A Tank Squadron fields the main fighting force of an Armor Battalion and consists of heavy war machines designed for direct engagements

Anti-Infantry/Armor Company

HEAVY INFANTRY BATTALIONS

Heavy Infantry forces are equipped with "pocketsteel" autoplate and carry special weapons, which divide them into anti-infantry and anti-armor Companies

Medical Company

SUPPLY BATTALIONS

The Medical Company of a Supply Battalion is a dedicated field hospital unit responsible for the treatment of wounded beyond the initial care of combat medics

Motorized/Dismounted Company

RECONNAISSANCE BATTALIONS

Reconnaissance formations are divided by whether they carry out their scouting duties on foot or with vehicles; motorized units use speed, dismounted ones stealth

Artillery Company

FIRE SUPPORT BATTALIONS

The Artillery Company is the standard combat unit of a Fire Support Battalion and fields a number of artillery pieces - guns, mortars, rocketry or any other kind

Cavalry Squadron

ARMOR BATTALIONS

Cavalry Squadrons are special formations within Armor Battalions that support heavy vehicles with the Army's stock of AMU-type assault harnesses

Resources Company

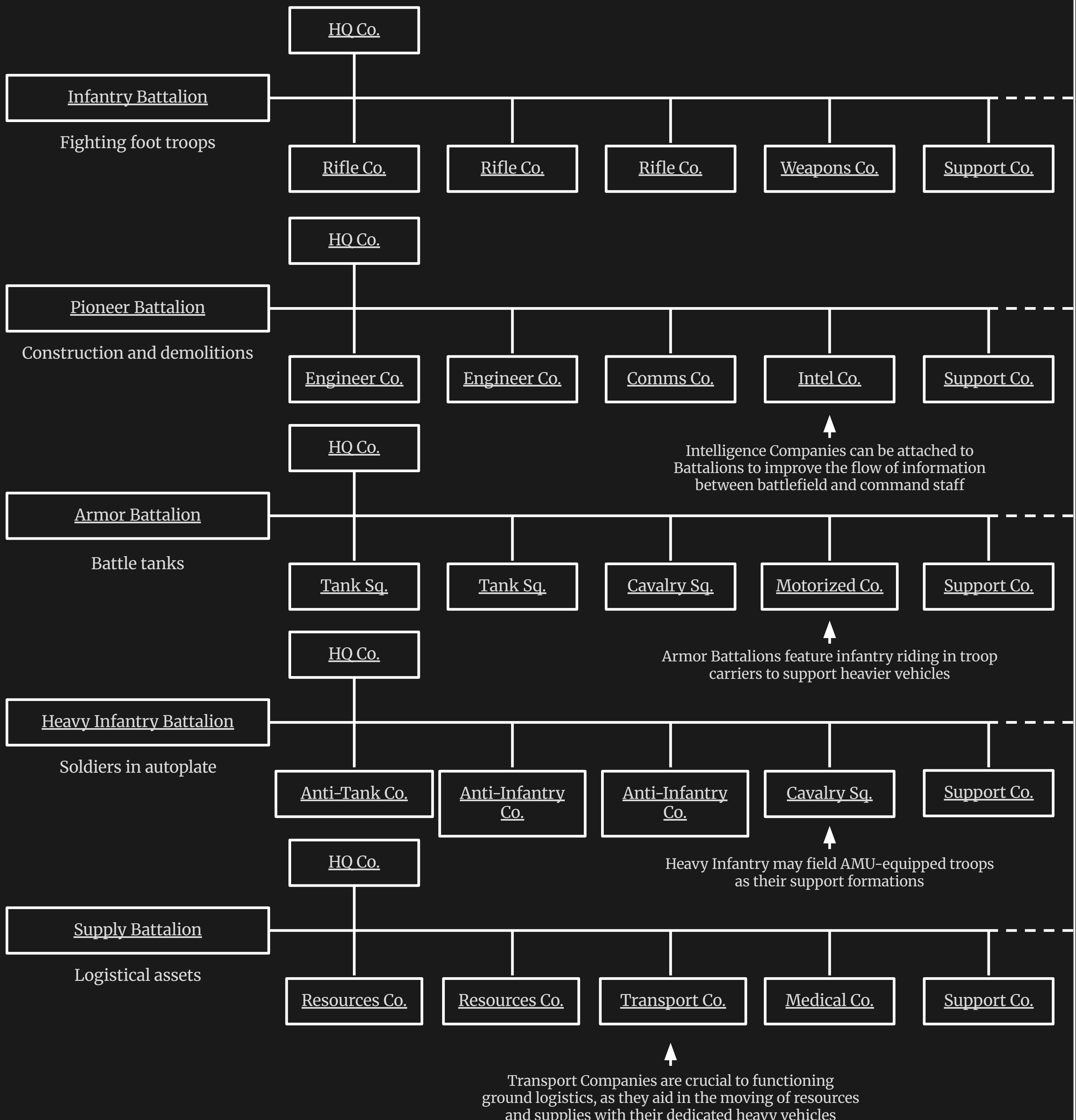
SUPPLY BATTALIONS

The Resources Company is the core of a Supply Battalion and is responsible for the logistics of delivering ammunition, food, clothing and all other basic necessities to military strongholds, forward operating bases and other Army facilities

This lists the most common Company-sized formation types, but not all, as there are formations in the fields of intelligence, transportation, specialist support services and others that can be attached to Battalions depending on operational requirements.

BATTALION EXAMPLES

Below are a few examples of how the Army's many different Battalion types are organized with the Companies within them. Sizes and troop numbers vary by specialization.



The average Army infantry platoon ranges from 30 to 50 soldiers and fits in its entirety into a single TX-200 troop carrier. Squads can also be split between smaller transports depending on logistical or tactical necessities, but the massive TX-200 is the most common tool for long-range logistics needs.

The Army, and the Directorate as a whole, prefers to do things with the weight of numbers, be it troop deployment or asset procurement. Large bulk carriers are thus the most doctrinally favored way to transport both personnel and equipment, both on the ground and in the air.

The typical Rifle Company travels in a set of three TX-200 carriers for a total of roughly 100 to 150 troops.

Pocketsteel-wearing heavy infantry formations are smaller due to the increased bulk of their wargear. Their platoons often feature a number of technicians for maintaining the soldiers' autoplate in the field.

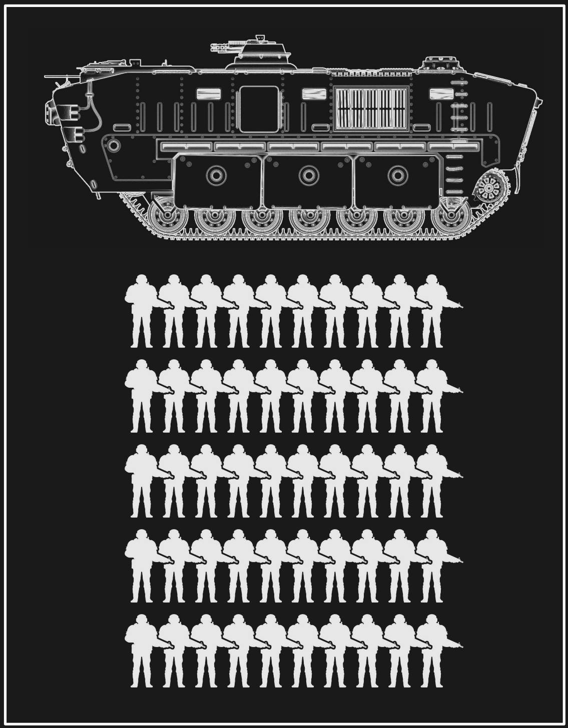
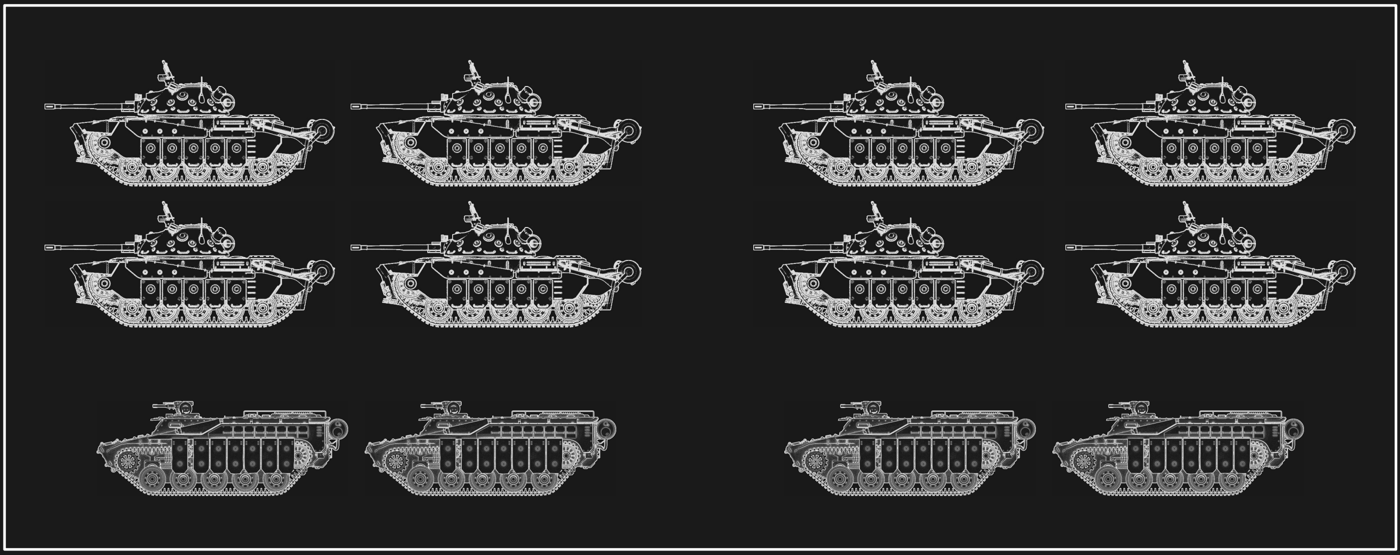


Diagram not to scale

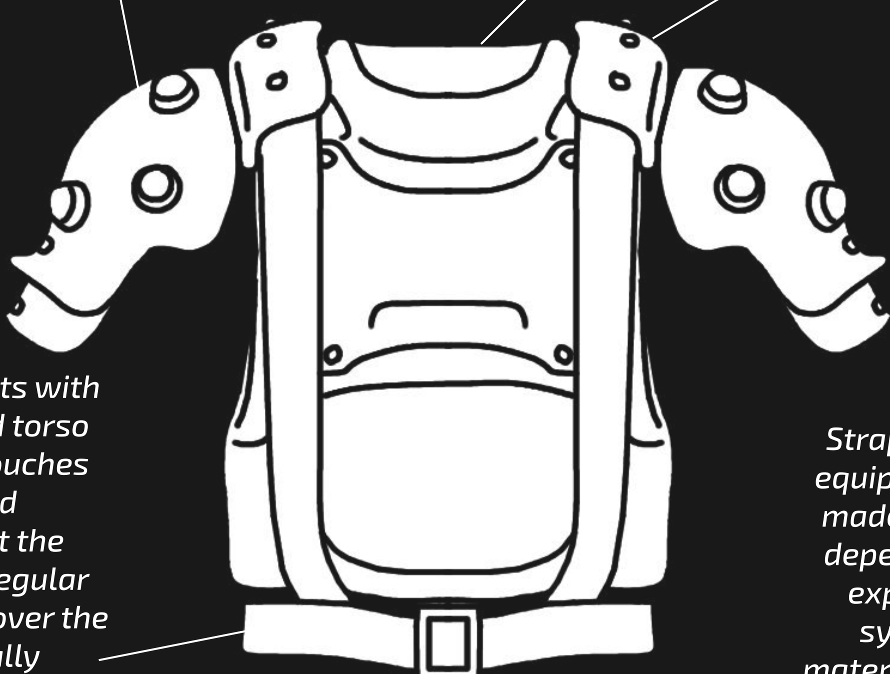
Tank Squadrons move with the support of carriers transporting extra ammunition and other supplies for the fighting vehicles. Sometimes the carriers also transport infantry teams prepared to disembark and support the tank elements in combat. Tracked tanks may be replaced with walking fighting vehicles and mixed formations are also common.

Artillery Companies are organized similarly to Tank Squadrons, with mobile or static gun systems replacing the tanks, and with larger stores of ammunition in the carriers. They are also accompanied by additional, lighter vehicles carrying observers and scouts for directing the artillery guns' fire in the field.

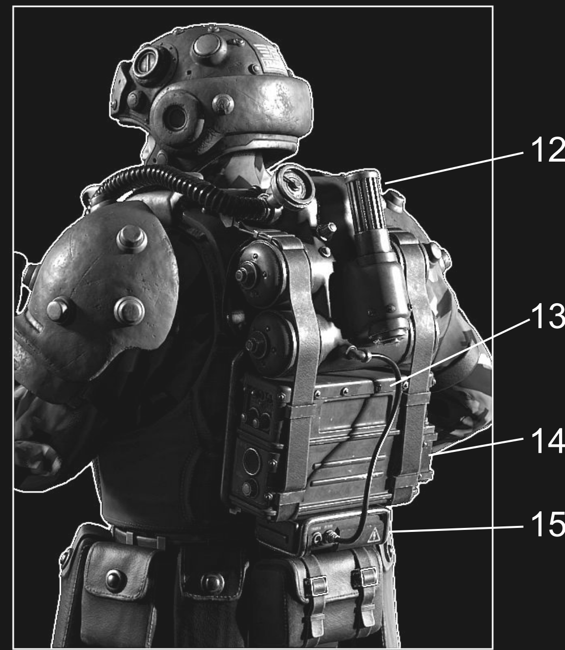


Caraplate: Infantry Body Armor

Tributary personal protection comes in many models, but they generally follow the same arrangement of components tooled for a balance of defense and mobility. Some parts may be left out or swapped for alternative ones depending on specialization, such as vehicle crew personnel. Below is a simplified diagram of an infantryman's body armor harness of the M885 model with major parts highlighted.



-- Safety is always for sale --



1. **Reinforced helmet** - combat headgear with communications and facial protection integration, nodules for upgrades
2. **Antenna nodules** - local intranet / datasphere
3. **Sealable ventilation ports**
4. **Headphones inside ear protectors**
5. **Mask** - commonly with a full respirator system, but hoseless filter masks are also used for reduced bulk and cost
6. **Shoulder guards** - often manufactured with Stratos-patented Tensorum bolt reinforcements
7. **Caraplate** - body armor frag vest with armor plating for protection, can be upgraded
8. **Gauntlets** - heavily insulated against hazards
9. **Gear webbing** - a belt-and-straps harness for mounting back equipment, hip pouches and other field gear
10. **Protective suit** - the most common form of base combat uniform, Tributary overalls are designed for defense against the many particles, fumes and other pollutants usually encountered in the field
11. **Footwear** - sturdy, insulating boots are the most common sight, though many models and options exist
12. **Air system** - sophisticated respirator suite that filters clean oxygen from the surrounding air or links to self-contained air supply, depending on configuration
13. **Field transceiver** - long-range communications device that links to the helmet's ear speakers and microphone
14. **Transceiver power unit**
15. **Air system power unit**

Equipment of the Tributary warfighter in FC-9

The wargear of the Directorate's soldiers has changed little throughout the ages. Individual components evolve with time and may be switched out depending on costs and needs, but the overall plan of Tributary infantry equipment has remained fairly consistent for the past nine fiscal centuries: full-body protection backed up by advanced armor and robust gadgets designed to ensure survival, coordination and victory on the battlefield.

The standard-issue filter or respirator mask is a necessary layer of protection against battlefield pollutants, one that completes an Army infantryman's uniform as a self-contained environment sealed from outside hazards. Different models of mask devices have been designed and issued over the generations, and they've been designed to be modular and adaptable for different purposes.

The current generation models slot directly into a set of locks in the helmet, forming an airtight seal together with the trooper's chemsuit hood, and can be taken off without requiring removal of the helmet itself.

The standard mask variant has two oval-shaped eye lenses. The helmet forehead plate is an optional accessory.

Wider-design monovisors are better-suited for the use of night optical devices and other vision enhancement accessories.

The peaked forehead piece indicates a commander of some rank. When worn without a field officer's rank markings such as tinted shoulder guard trims, it denotes a sergeant.

Glare goggles add another tinted visor layer on top of the mask. They are ideal for arctic terrain and other environments with dazzling light. They're typically used with the monovisor mask model for somewhat better visibility.

Two miniaturized Velanite-C tanks power the suit's systems. Their coolant cells are usually good for a week of uninterrupted operation, while the energy cores themselves won't run out for half a fiscal year or so.

1. **Empowerment rig** - Though its main purpose is to support the weight of the suit's armor plating, the Pocketsteel's servo system can also ease the carrying of heavy weapons, such as this anti-tank prism rifle
2. **Optical devices -** Several kinds of multi-spectrum vision suites are compatible with the respirator helmet
3. **Conduits -** The empowerment rig's power wiring is routed through several separate pathways for the sake of redundancy
4. **Reinforced limb servo joints**
5. **Sponsorships** - Pocketsteel-equipped soldiers often make full use of all the flat surfaces available for corporate tags
6. **Nusteel-paralloy composite** - The layered armor plating of Pocketsteel suits is a poor energy conductor and completely impervious to most small arms

"Pocketsteel" Infantry Armor

Army heavy infantry forces are equipped with light autoplate commonly dubbed Pocketsteel. This militarized descendant of industrial empowered rigs grants a tremendous degree of protection to its wearer, with plating that is more akin to that of an armored vehicle than any conventional body armor. It is still quite cumbersome and needs some degree of training to be used effectively. In addition to combat, Pocketsteel gear sees use in battlefield engineering units. Pictured here is a variant of Armasyn's Silovsky T-400 series, the most ubiquitous and cost-effective model in FC-9.

"AMU" Armored Mobility Unit

Army superheavy cavalry squadrons utilize the all-environment Milisya MiliCorp AMU, the Directorate's go-to assault-harness. Designed to supplement a vital niche between empowered troops and vehicles, Milisya MiliCorp took inspiration from the antiquated "Badak" suit of the first generation of Barakan Elite. Utilizing a paired generator system of twin deuterium cores located in the upper legs, the AMU delivers heavy firepower, advanced mobility, and the armor to take and hold enemy positions.

1. **Casque suite** - Aside from offering unparalleled protection for the rider's head, the AMU casque more importantly houses the optional cogit-hood vital for full nervous system integration. The frontal faceplate can slide up for improved visibility, albeit at the expense of exposing a major vulnerability.
2. **Multispectral optics -** The casque's vision slot can accommodate a wide array of modular sensor packages, including night vision, heartbeat tracking, infrared scanning, and other threat detection packages.
3. **Shoulder mounts -** Mounting points for optional equipment such as floodlights and grenade / puff launchers exist, normally covered by armor paneling when not in use. A lesser-seen option is a laser active defense system. However, interception drains the harness energy reserves, inducing a five-to-ten-second recharge period for all but vital systems which renders the AMU temporarily motionless.
4. **Arm mounts -** The AMU's forelimbs can attach a variety of weapons, including melee options such as manipulator claws and thermal cutters.
5. **Lei'bao HC2 rotary repeater**
6. **Undersuit -** The rider is protected by a ballistic weave undersuit with integrated thermoregulation coils, which can be linked to an optional recycling system that reclaims moisture and nutrients from bodily waste.
7. **Foot unit -** The AMU's standard foot option includes toe claws and support spikes, but can be replaced with variants specialized for different types of terrain.

The "Armored Mobility Unit" is the most advanced assault-harness available to the Directorate. Significantly more armored then autoplate, an assault-harness is almost a vehicle in its own right, which is why the operator is known as a ‘rider.’ Riders undergo extensive training, requiring several minor organoid surgeries to qualify for combat missions. The more elite riders are provided with a cogit-hood located in the casque head covering.

When the rider enters the core chassis, a spinal link is established along each vertebrate, which can be crowned by the cogit-hood. Unlike other cogit-hood systems which are subservient to the Self and allow for direct integration/operation, the AMU utilizes the human brain as its own logicor, effectively subduing the Ego and Superego while maximizing the Id in conjunction with a series of commands issued by Managing Officers. Linked in such a way, rider and suit seamlessly integrate, creating a result akin to a living machine. The psyche of the pilot is drained of emotion, fear and higher brain functions, becoming almost autonomous.

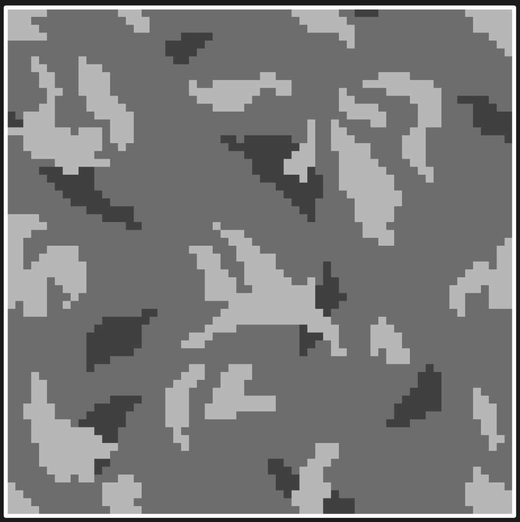
While this is a clear sacrilege to the Self, utilizing AMUs as shock troops has a clear advantage over using Barakan Elite as the riders can be controlled. Per regulations, riders are required to ration their time in this state and balance between both methods of operation.

Powered by a unique brother/sister pair of deuterium power cores located in the suit’s upper leg-limbs, AMU’s can operate indefinitely in the field provided they have recharge periods.

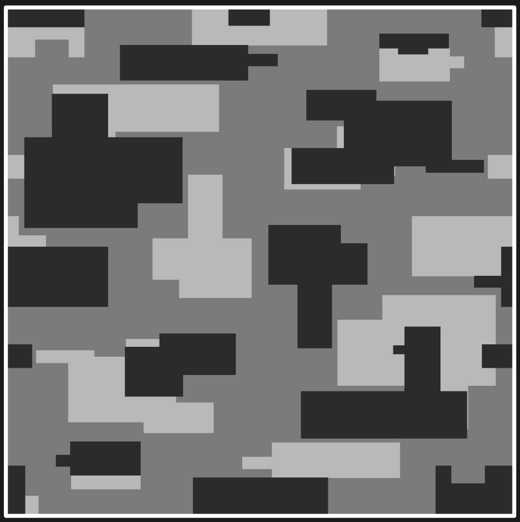
Bulky arm extensions terminate into grasping digits which can be replaced with a myriad of heavy weaponry exclusive to the AMU. The rider’s legs reach the knee joints which continue in a backwards-hinged leg, creating a kind of loping gait akin to a canid profile. The AMU's design also incorporates micro-grav emitters which compensate for the enormous weight of its nusteel fram,e but can be modulated to form a pocket of anti-grav. This allows the AMU pilot to 'skate', giving the multi-tonne vehicle the grace and speed of a professional athlete.

Uniform Camouflage

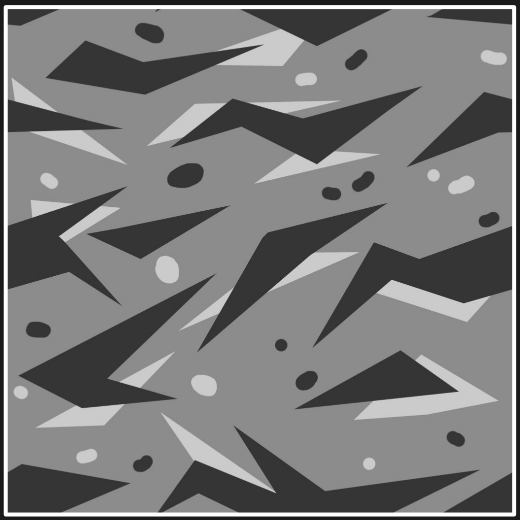
Even a relatively heavily armored unit of infantry is vulnerable to anything bigger or better armed than them, and the first stage of combat survival is to not be seen. Tributary soldiers operating on the ground utilize various concealing colors and patterns to help blend into their environment. Oftentimes the underlying uniform is printed in a graphic designed for a particular type of scenery while the body armor worn over it is painted in a solid color, but it is typical of soldiers to purchase additional patterned fabrics to drape over their helmets and other armor parts for improved concealment. Below are examples of certain standardized patterns of camouflage that can be printed in various colors depending on the expected conditions.



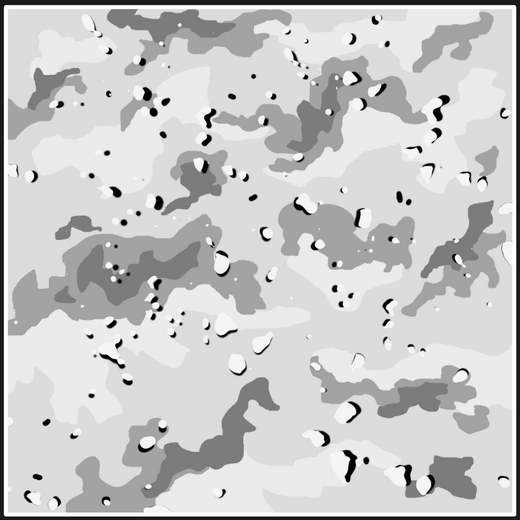
Leaf patterns are commonly printed with a green background to make them ideal for blending into vegetation, but they've also had some success with arid environment color palettes. Pictured is an example of the classic P34 Huntsman pattern first printed in FC-3.



Urban camouflage seeks to blend the wearer with the blocky structures of built up areas such as cities, and consequently urban combat patterns are usually printed in muted colors and very rectangular in design. This example is the Kantaur UBC-7M.



Splinter patterns, depending on coloration, can work with rocky backgrounds or various greenery, imitating the shapes of leaves or terrain. Seen here is the BP-22 style originally fielded by militaries of the Wei-Khang.



"Chip" camouflage is typically suited for flat terrain with sparse details. This makes it ideal for sandy and arctic environments if given the right hues. The above is a sample of the Suns Confederated CG5-D desert pattern.

Certain environments require special types of protection to enable Tributary infantry to survive and ultimately triumph against their adversaries. While the standard chemsuit uniform is proof against water and wind, sometimes additional defenses against the elements are required. Cold environments, for example, necessitate the use of a thickly padded and lined version of the suit to keep frigid weather from negatively affecting a soldier's performance. Ruentime special units occasionally make use of arctic combat gear with in-built thermoregulation mechanisms adapted from space suits, but regular footsloggers make do with less sophisticated variants.

Surface Unit Specialization Markings

Ground troops use special symbols for identification and organization reasons. These symbols denote a force element's specialization and thus its part in the greater tactical or strategic scheme. They're worn as painted markings or as decals on infantry body armor and sometimes on transport hulls.


Line Infantry


Heavy Unit


Assault Infantry


Anti-Armor


Aerial/Orbital Insertion


Anti-Air

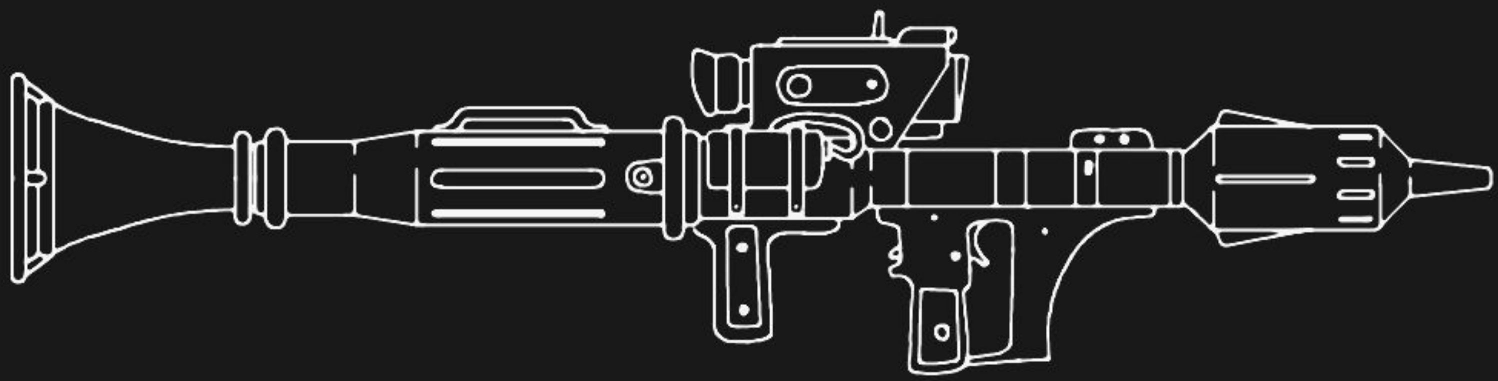

Recon Unit


Indirect Fire


Logistical Support

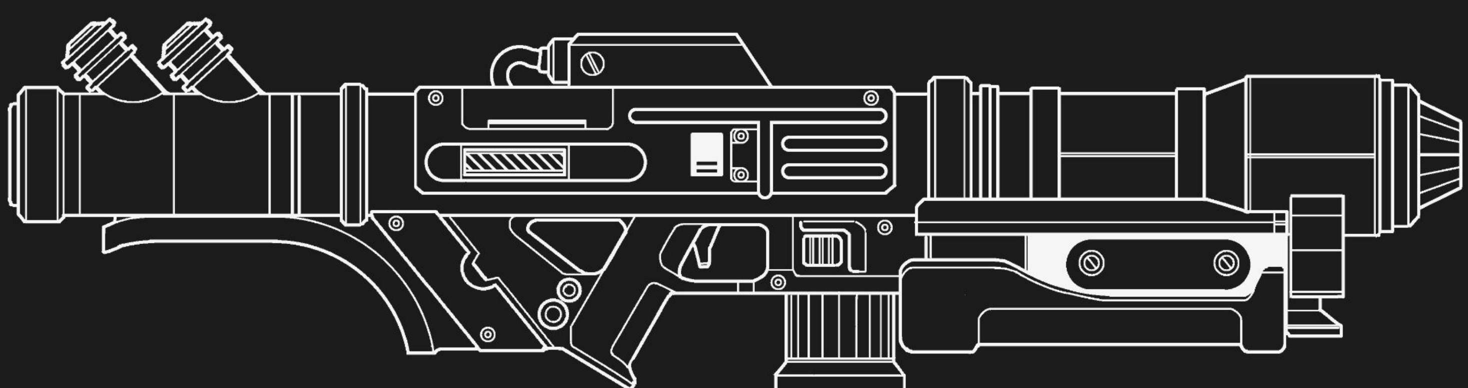

Special Operations

Certain units may wear two symbols at a time to denote their belonging to a specialization within their own unit type, such as a pocketsteel-equipped squad (Heavy Unit) deployed with tank-busting weaponry (Anti-Armor). Occasionally individual squads may also incorporate a numerical marking within or beside their specialization tag. Both of these practices depend on the desires of command personnel and are not necessarily a universal standard, though doctrine recommends their use for the sake of operational clarity due to the sheer scale of the Directorate's deployments.



Zakov PG-15v3 multi-purpose rocket grenade launcher

Recoilless rifles and grenade launchers are a low-tech, low-cost option for anti-vehicle infantry weaponry. By FC-9 most launcher-type infantry weapons are reloadable designs that accept multiple types of ammunition depending on operational needs; if one kind of warhead doesn't do enough damage to a target, fire a different one. It is still recommended that troops aim for the weak points on heavy war machines, such as tracks or engine blocks, as no grenade or warhead will penetrate the Nexlock plating of a battletank's heaviest-armored sections in one shot.



Kyneta Group VEO-8 series variable-pulse prism rifle

Infantry-portable energy weapons are limited by several factors, from the effects of vantic countermeasures to the bulk of the systems required to effectively power offensive energy technologies. The ones that the Directorate does wield, however, can be devastating when applied right. Often carried by autoplate-equipped heavy infantry or other more mechanized platforms, anti-tank energy weapons have their niche in being able to penetrate vehicles and other reinforced assets at close range, without recoil or the risk of being caught in a warhead's blast, as well as being a great counter to adaptive materials such as Nexlock armor. At lower power settings they can even be used as incendiary weapons against softer targets, setting fire to flesh and fabric.

--Old methods can save money, new ones may make some--

The DFL: Debt Frontier Legion

The Directorate's core mandate is the defense of trade above all other considerations. Without secure tradelanes, planets and entire star systems would be severed from the flow of commerce that sustains the Hegemon's financial order. First the minor markets would fragment but, as history proves, it would shake the foundations that make up The Market on Protea. Trade is the binding nature of the Thousand Empires and thus the Directorate is its shield.

Secondary to this mission, but no less essential, is the Directorate's obligation to push outward into the Frontier and safeguard the initiatives that will one day tame it. For this purpose exists the Debt Frontier Legion.

The Legion is an unconventional formation, drawing personnel and assets from all three branches of the Directorate while operating largely beyond the direct supervision of the Authority. Once deployed past the Midworlds, Legion units function with broad autonomy, governed by internal command structures and mission charters. Rather than being under constant oversight or tethered to MacroCorp sponsorships, it is entirely financed by the ExeCor nations themselves. This relative independence was not granted lightly, but earned through necessity.

With the Directorate protecting the early borders of the Hegemon and falling into war against the Catraethi Regenium, it was clear that an autonomous formation that could operate unencumbered could identify opportunities wherever they were found, and not where they were directed.

An army like this would need to be made up of only the hardiest and most ruthless individuals Known Space could produce.

If a Consumer's debt or criminal liability is too great to be resolved through ordinary financial mechanisms, they may petition, or be offered, the option of service rather than become indentured or imprisoned. Upon induction, all prior identities are suspended. One's name, accounts, and prior history are sealed by the Legion. For the duration of service, the Legionnaire exists solely as an asset.

A standard term of service is six fiscal cycles, lesser than the eight of the Directorate. Regardless of the crime committed or the debt accrued, completion of this term results in the Legionnaire's former legal identity being declared legally "deceased." A new Consumer profile is issued, unencumbered by prior obligations and a symbolic debt rating as if newly born.

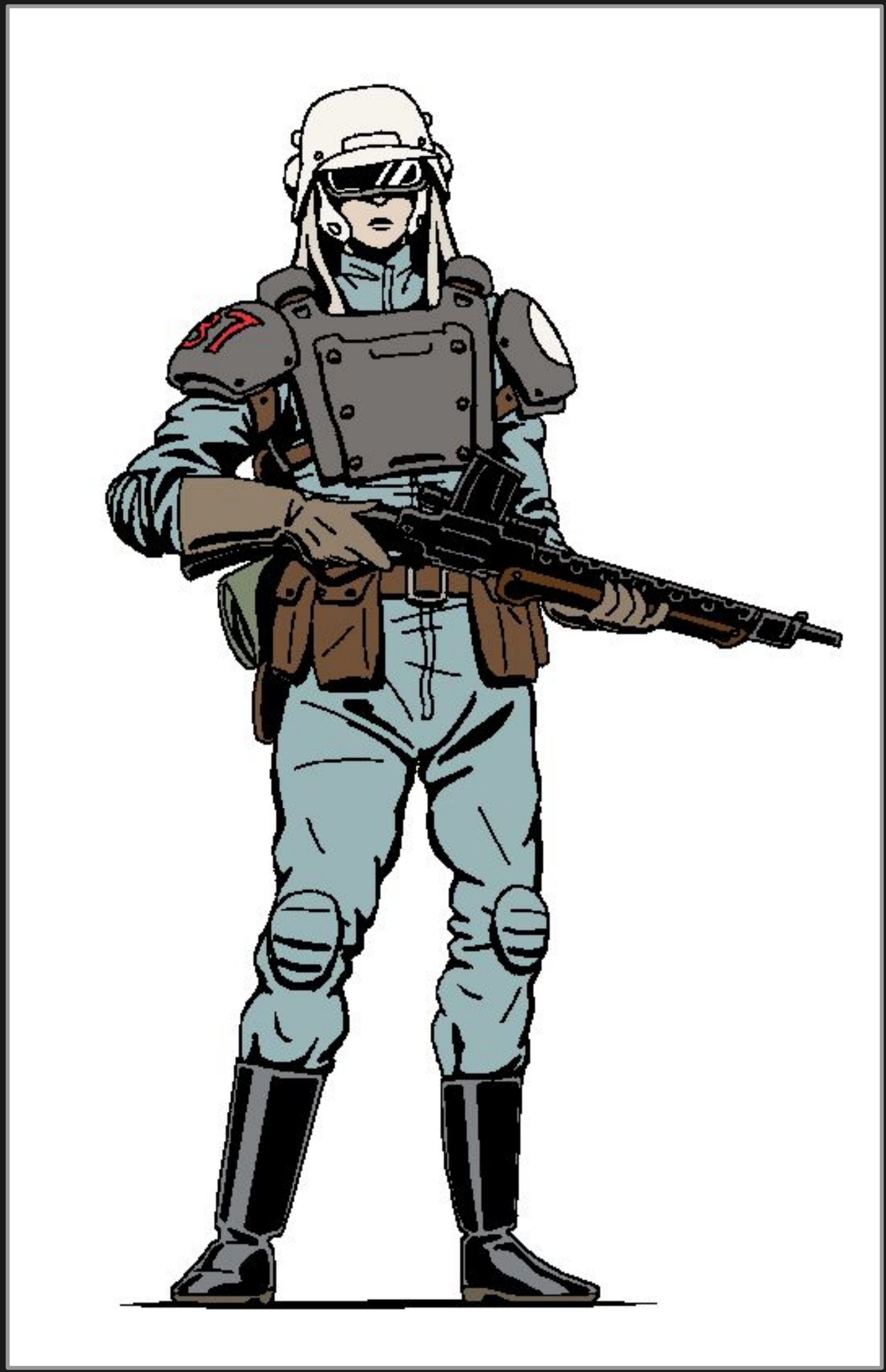
Those who elect to remain may pursue a *full* Legion career of twelve fiscal cycles. Upon honorable completion, a Legionnaire is granted a reconstructed identity and elevated to a Person credit rating, accompanied by six years of accumulated golden-hour backpay, a small fortune. Few other institutions within the Hegemon have the means or the ability to make this kind of offer.

Legion officers are not drawn from the ranks. They are assigned by the Directorate which regards such a posting as particularly prestigious. Commanding the Legion is seen as a proving ground for those that seek an accelerated path to higher rank *if* they can survive it.

The Legion's appearance reflects a connection to its own history. Legionnaires wear older-pattern, white-brimmed helmets derived from earlier Tributary officer designs. The color commemorates the prolonged campaigns on the planet Sebastos V, where sustained fighting stained the Legionnaires' armor white with asbestos dust.

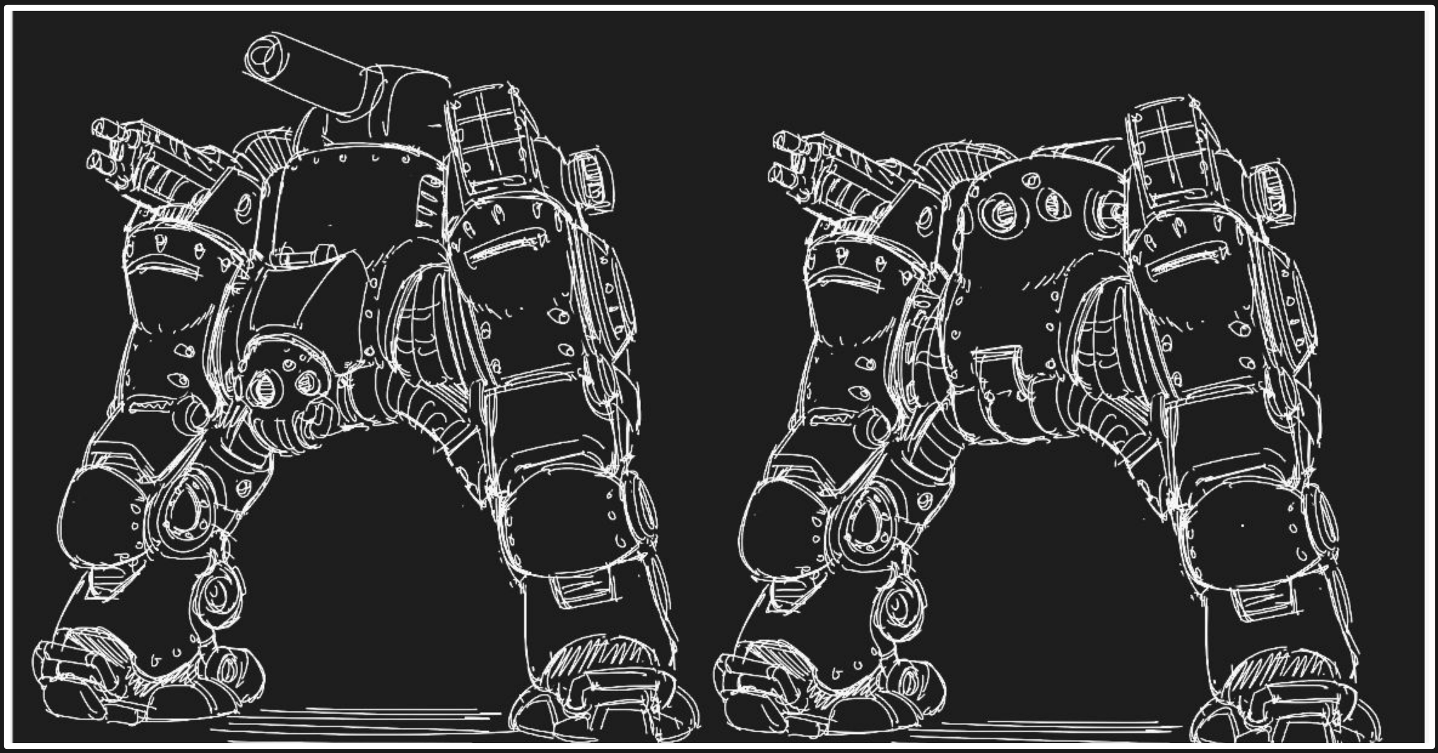
Recruitment sites for the DFL are on every world of the ExeCor. Requirements are a basic physical and cognitive test, after which the applicant is housed. The DFL's true training grounds are on the picturesque world of Ad Bayne in the Isarne Supersector, one of the only planets outside of the ExeCor with a gatewell. Applicants are transported here, where they are subjected to extreme training, often lethal. All Legionnaires spend time on Ad Bayne before being assigned a ship and launching for parts unknown.

Their mission is to further the Hegemon's interests, however it may be done, and each vessel and onboard Regiment and Squadron acts accordingly with the knowledge that, at the end of their stint, they will all be far wealthier and higher in the CorpoSoci then they could have expected playing it safe.



The DFL is typically armed and armored with lower-grade gear than that of the average Tributary trooper as a result of their fleetbound stations on the Fringe. They still wear full anti-chemical suits as their base uniform, but the accessories, especially body armor and respirator masks, are of older make than mainline Directorate infantry equipment. Their armaments are less standardized than the Army's service weapons and usually come in the form of low-cost automats or rifles, scatterguns and even weapons cobbled by whatever the soldier can forage. While some might mock the DFL as lower-grade combatants, the Directorate knows that the Legionnaires are some of the most fearsome fighters in Known Space.

Sergeant T. says...
Zip it!
TASTE THE LATEST FRUITS WITH THE NEW...
Frontier Flavor Feast!
Zip it!
FRONTIER FLAVOR FEAST
EDIBLE SWEETENED STIMSTICKS
The professional soldier's favorite since FC-2!
Find yours at all canteens, depots and stores throughout the Thousand Empires!
ZIPIT! Keeps you AWAKE and ALERT!
Brought to you by BERSARANG MULTISTELLAR - all flavoring artificial and without organic impurities - see packaging for list of potential allergens
Have you taken your "Aces" today?
Stay in fighting shape, remember your pills on the battlefield!
30mg
AC Anti-Carcinogenic Bioagent Capsules
By Five Hands Holistic Panceuticals - a family company



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.

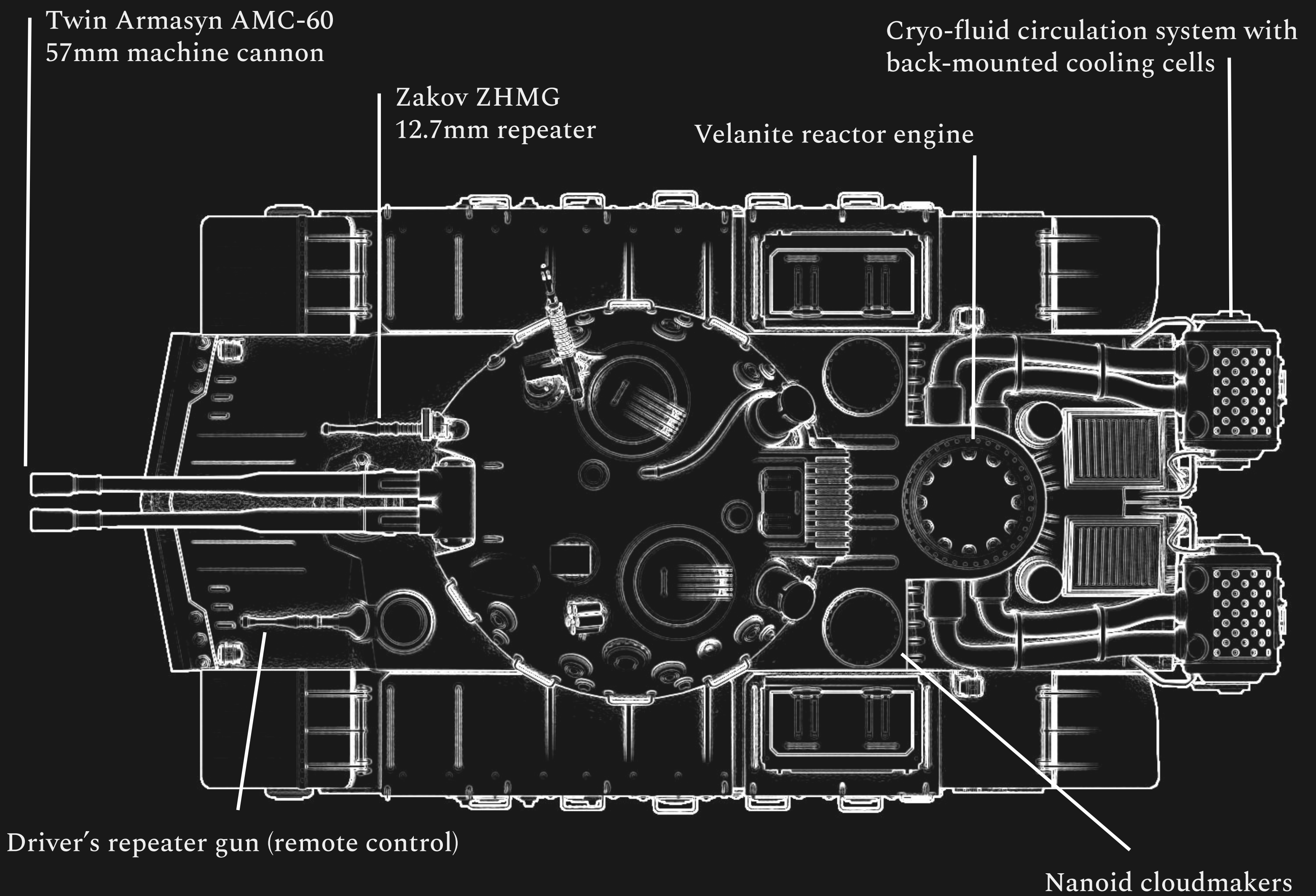
The 8-8 is surprisingly agile, made all the more so by the recent upgraded biocor unit courtesy of Five Hands Panceuticals with frontline units reporting that surviving 8-8 units take on behavioral tendencies similar to pet canids.

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

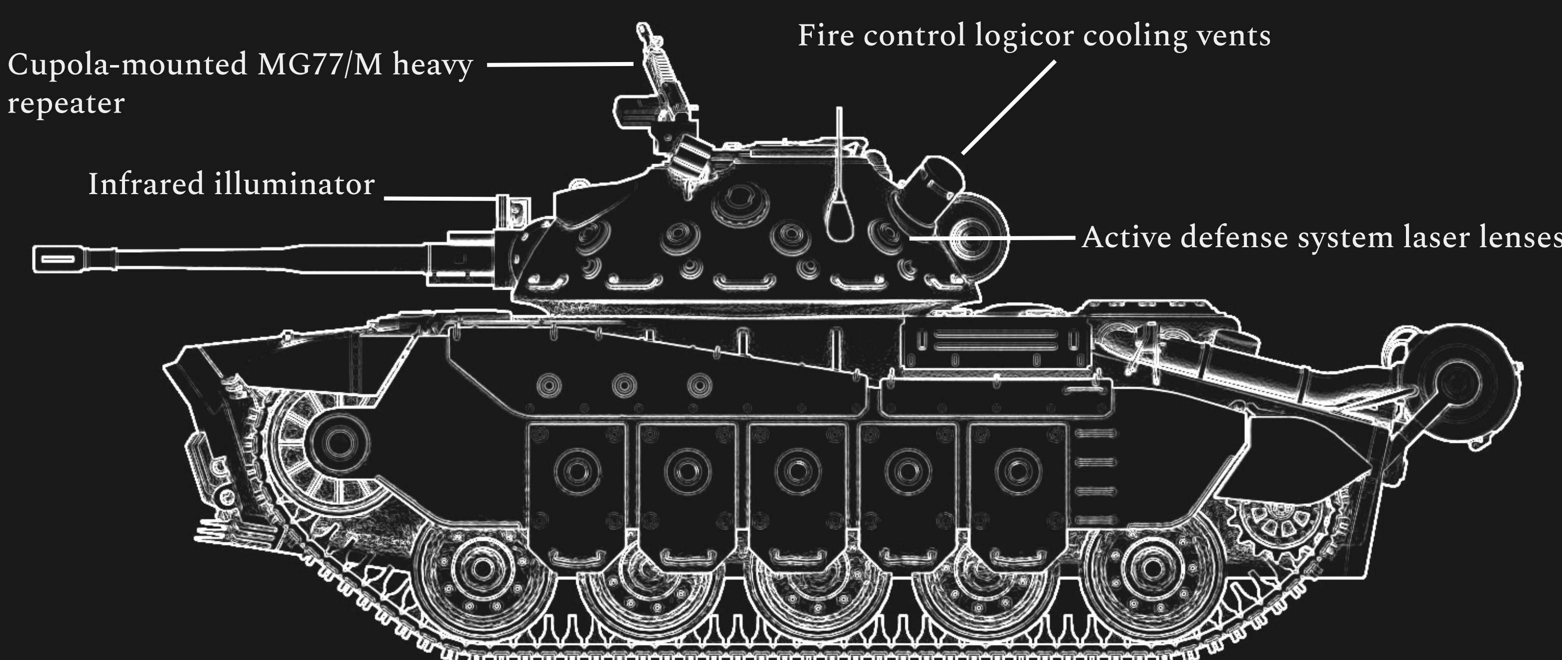
Victor Battle Tank

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 tonnes 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

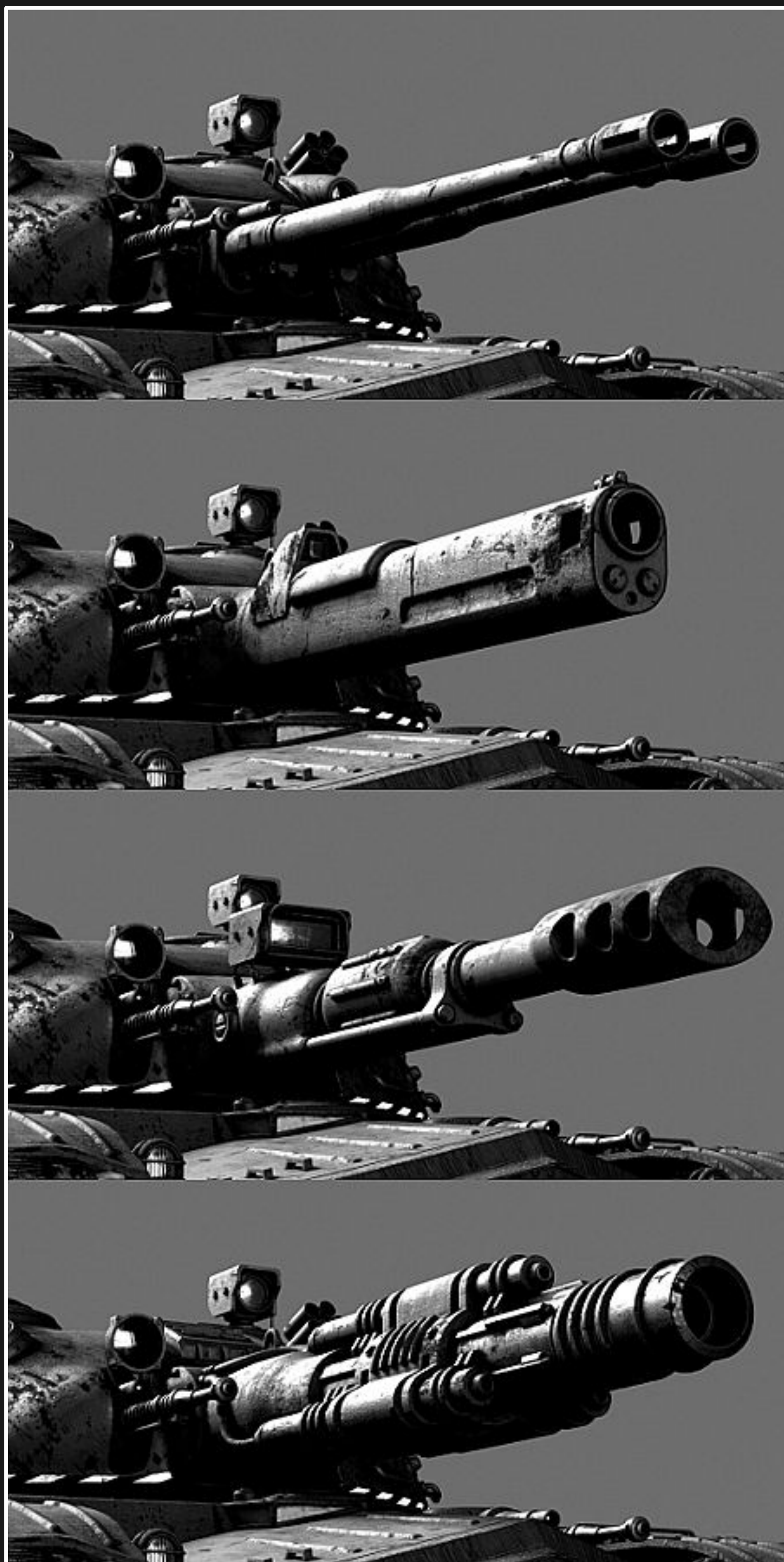


Twin Armasyn AMC-60
57mm machine cannon
Zakov ZHMG
12.7mm repeater
Velanite reactor engine
Cryo-fluid circulation system with
back-mounted cooling cells
Driver's repeater gun (remote control)
Nanoid cloudmakers



Cupola-mounted MG77/M heavy
repeater
Infrared illuminator
Fire control logicor cooling vents
Active defense system laser lenses

Victor tank weapon variants



VICTOR-A

57mm MACHINE CANNON

Rapid-firing, paired 57mm automat 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-piering 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

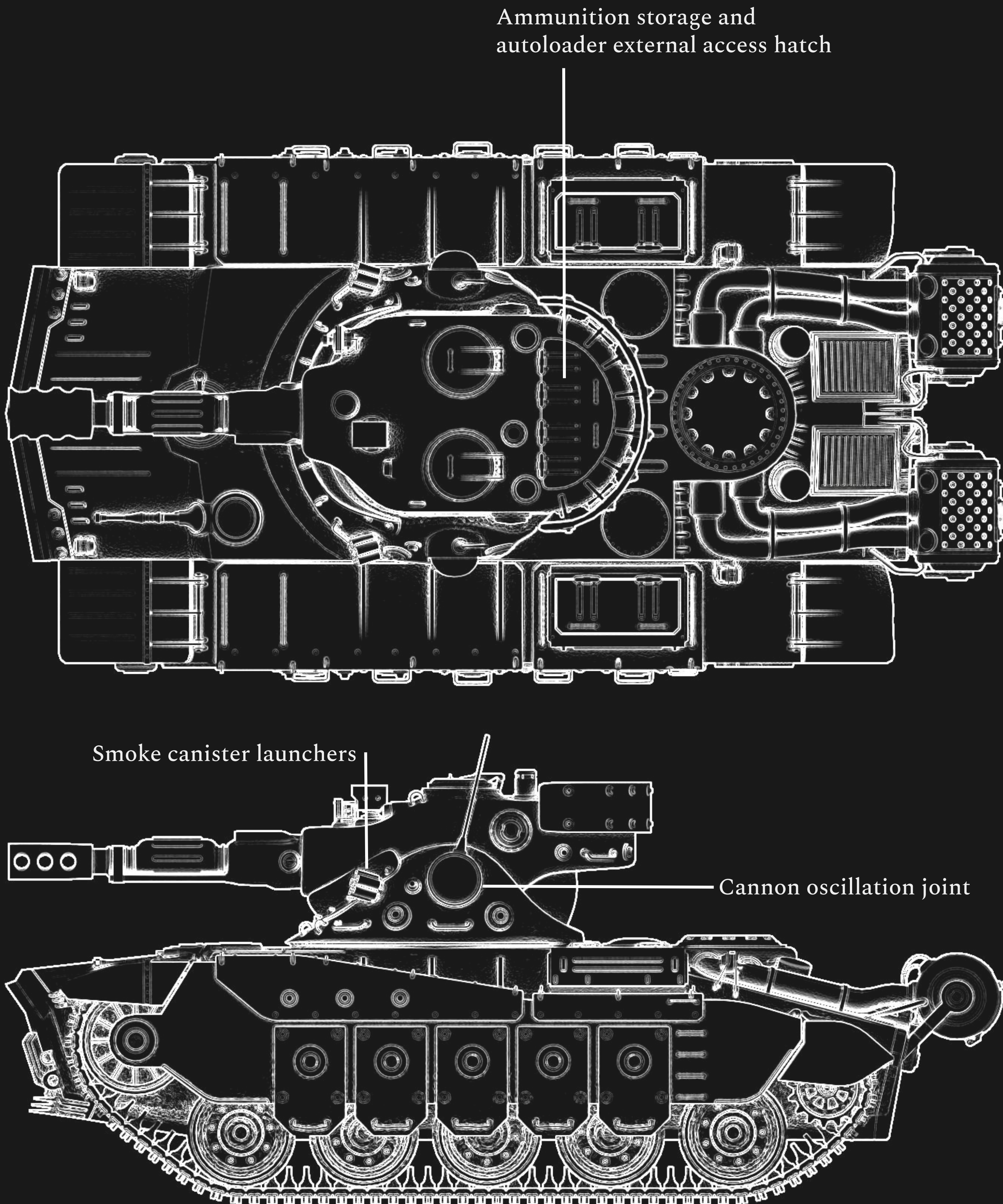
The X variant carries one of the more esoteric armaments of its family. Though sometimes erroneously called a "laser", this matter-scattering projected energy weapon is in truth based on matretic technologies salvaged from the vanquished Regenium.

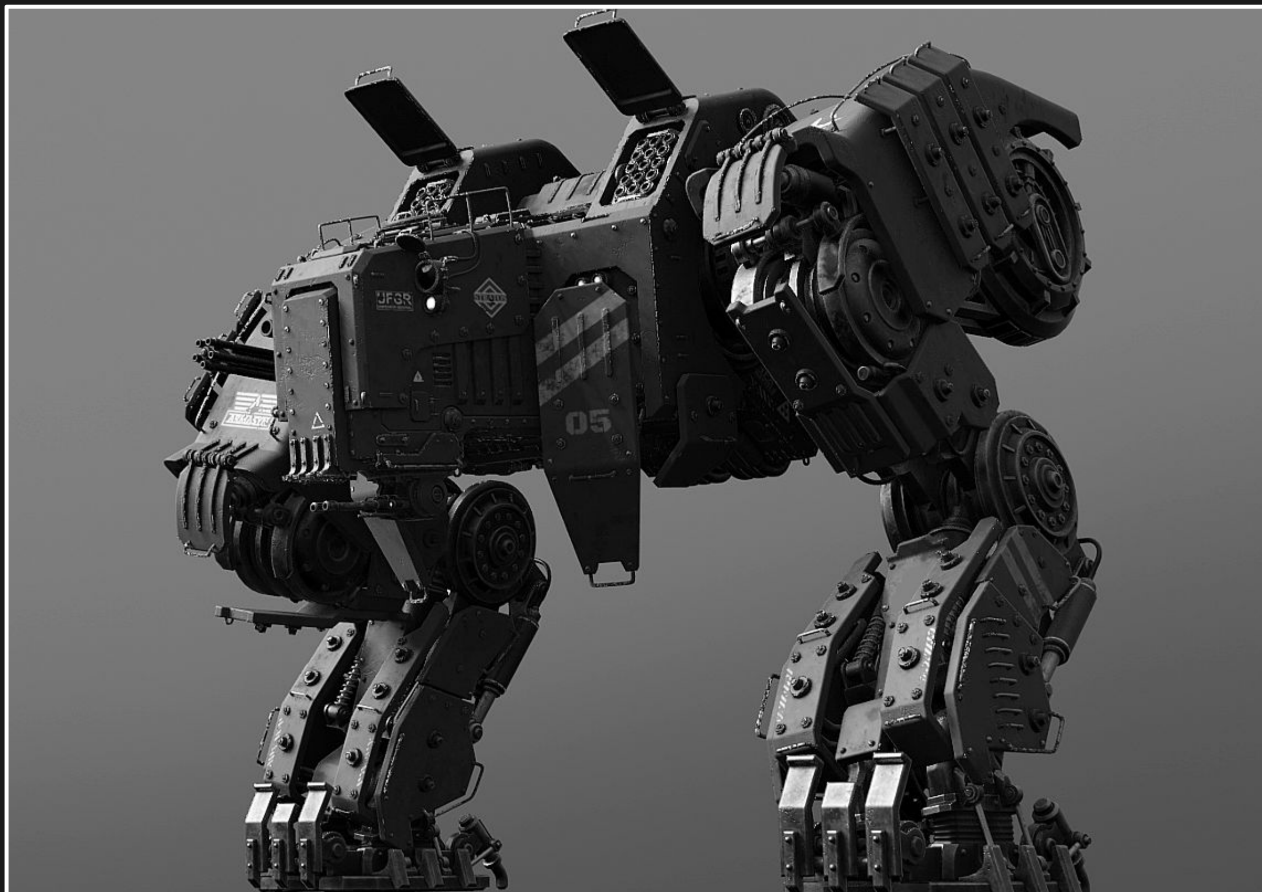
Note: While capable up close, such weapons are rendered ineffectual at range by nanoid cloud countermeasures.

Triumph Battle Tank

The **HBT Mk8.5**, nicknamed the Triumph, is based on the Victor tank's chassis, with one key design difference. Instead of the Victor's more traditional tank turret, the Triumph mounts its weaponry on an oscillating design. The vehicle's gun is fed with an autoloading mechanism that draws ammunition from the back of the turret. This allows the Triumph to achieve a much increased rate of fire with its main weapon. Its construction is also slightly lighter, granting it a small advantage in mobility over the heavier Victor. The space taken up by the turret autoloader, however, precludes the fitting of a large, advanced targeting logicor system like the Victor's, so the Triumph has somewhat diminished target acquisition and tracking capabilities.

Mass - 80 tonnes empty
Power plant - velanite generator, Stratos VGE-5000XH
Crew - 3: driver, gunner, commander
Main armament - 130mm gun (Triumph-A) / 200mm gun (Triumph-H)
Secondary armament - 12.7mm repeaters (front, co-axial, cupola mount)
Top speed - 70 km/h on road
Armor effectiveness - 250mm to 500mm against AP shells, with 2500mm on hull glacis

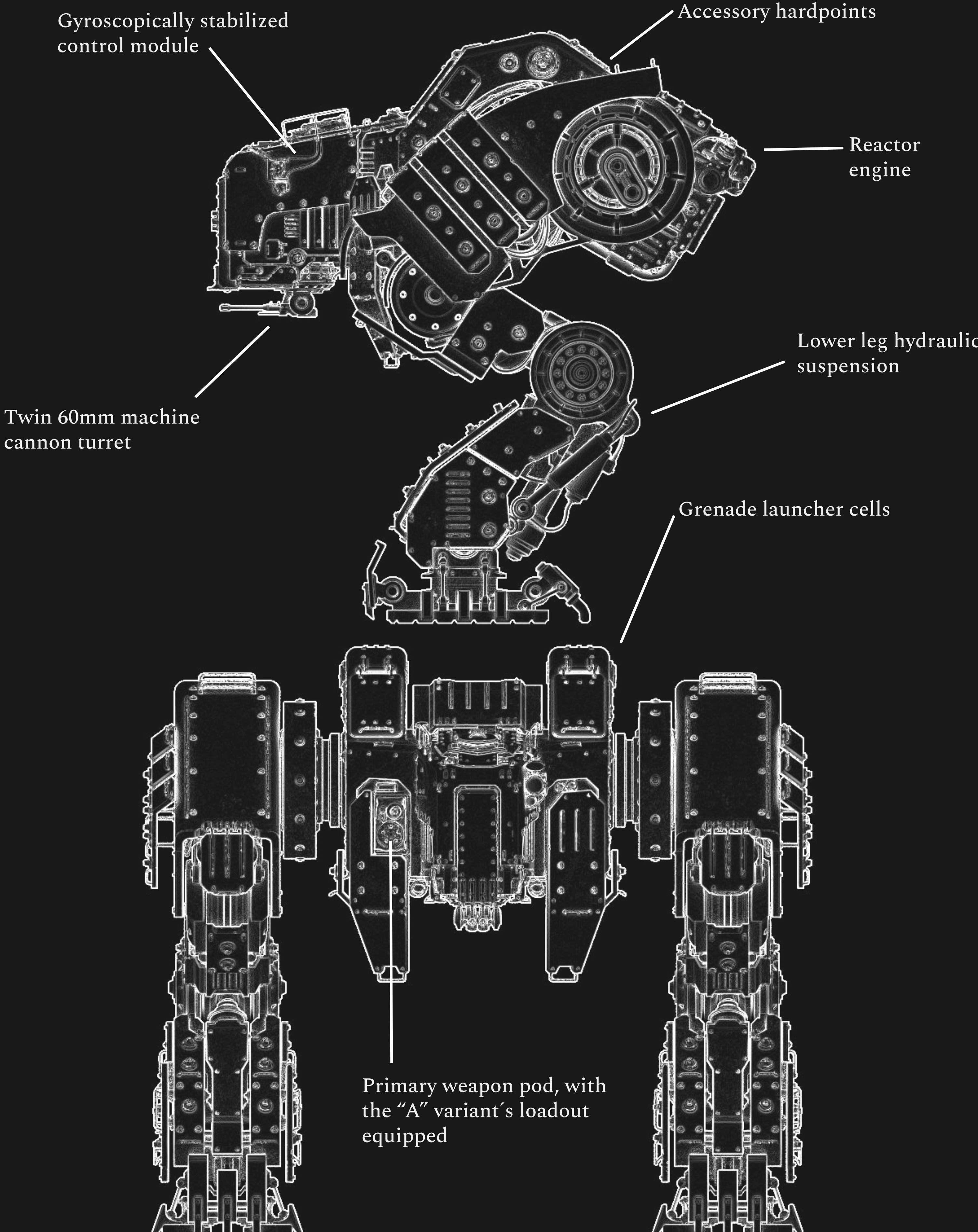

Ammunition storage and
autoloader external access hatch
Smoke canister launchers
Cannon oscillation joint



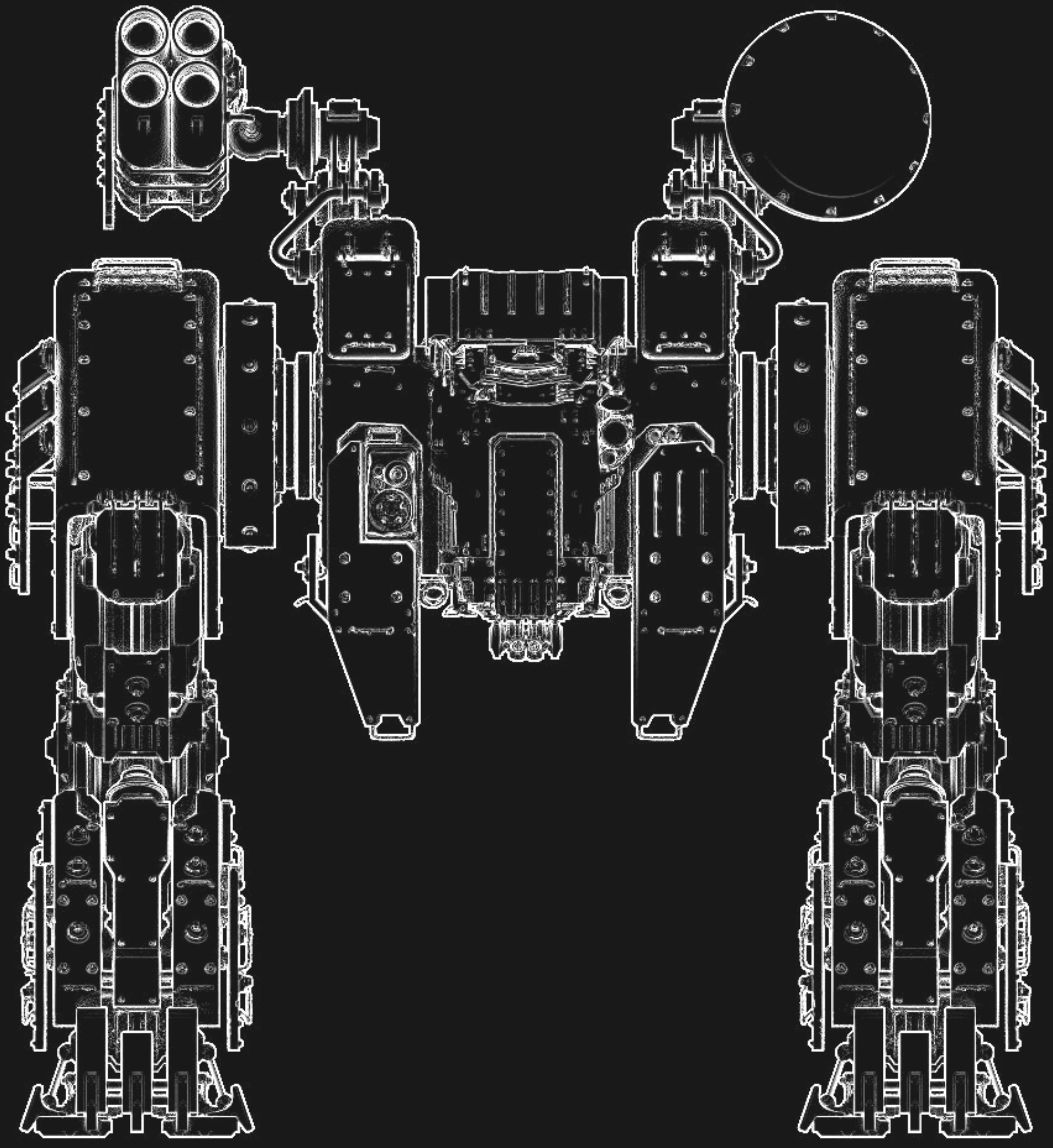
Brawler Gyro-Tank

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 tonnes 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



-- Our big is bigger --



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.

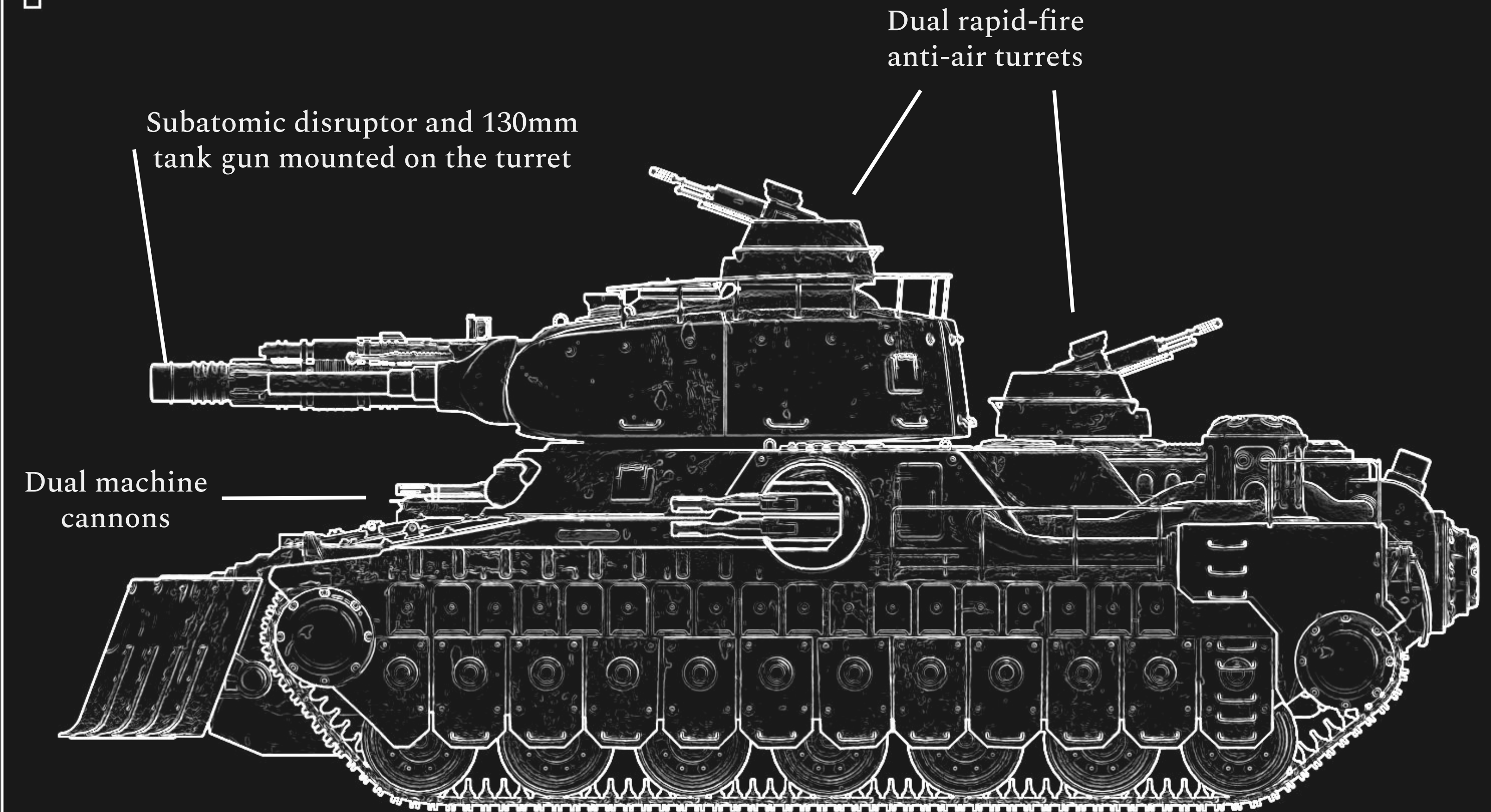
Artillery formations of the Directorate, on rare occasion, field the BGT-73/N variant of the Brawler. Visually similar to the anti-air "D" variant, it replaces the AA missile system with a long-range artillery launcher fitted for atomika-class warheads if need be.

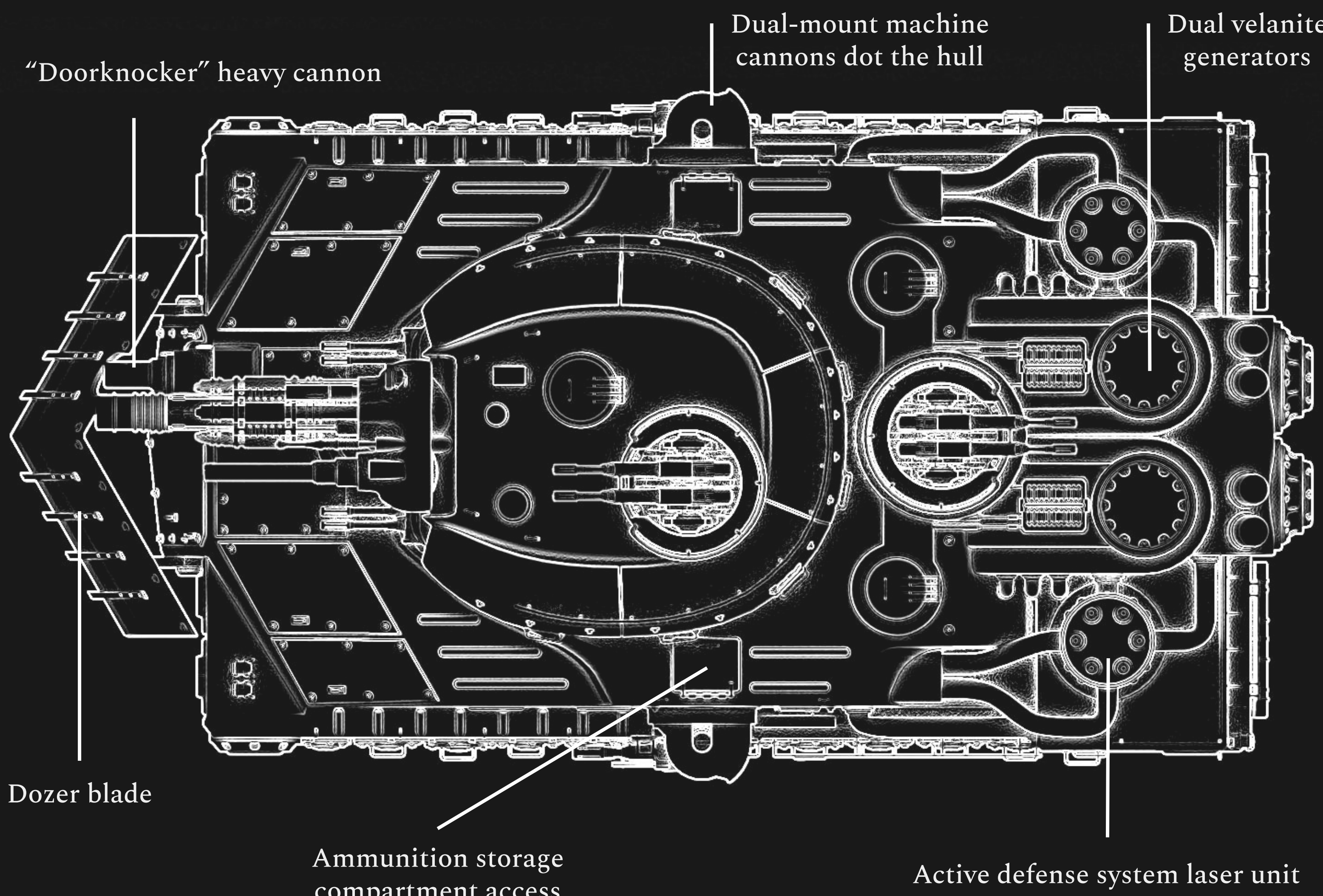
Bhosnayan Landship

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 tonnes 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


Dual rapid-fire
anti-air turrets
Subatomic disruptor and 130mm
tank gun mounted on the turret
Dual machine
cannons


Dual-mount machine
cannons dot the hull
Dual velanite
generators
"Doorknocker" heavy cannon
Dozer blade
Ammunition storage
compartment access
Active defense system laser unit

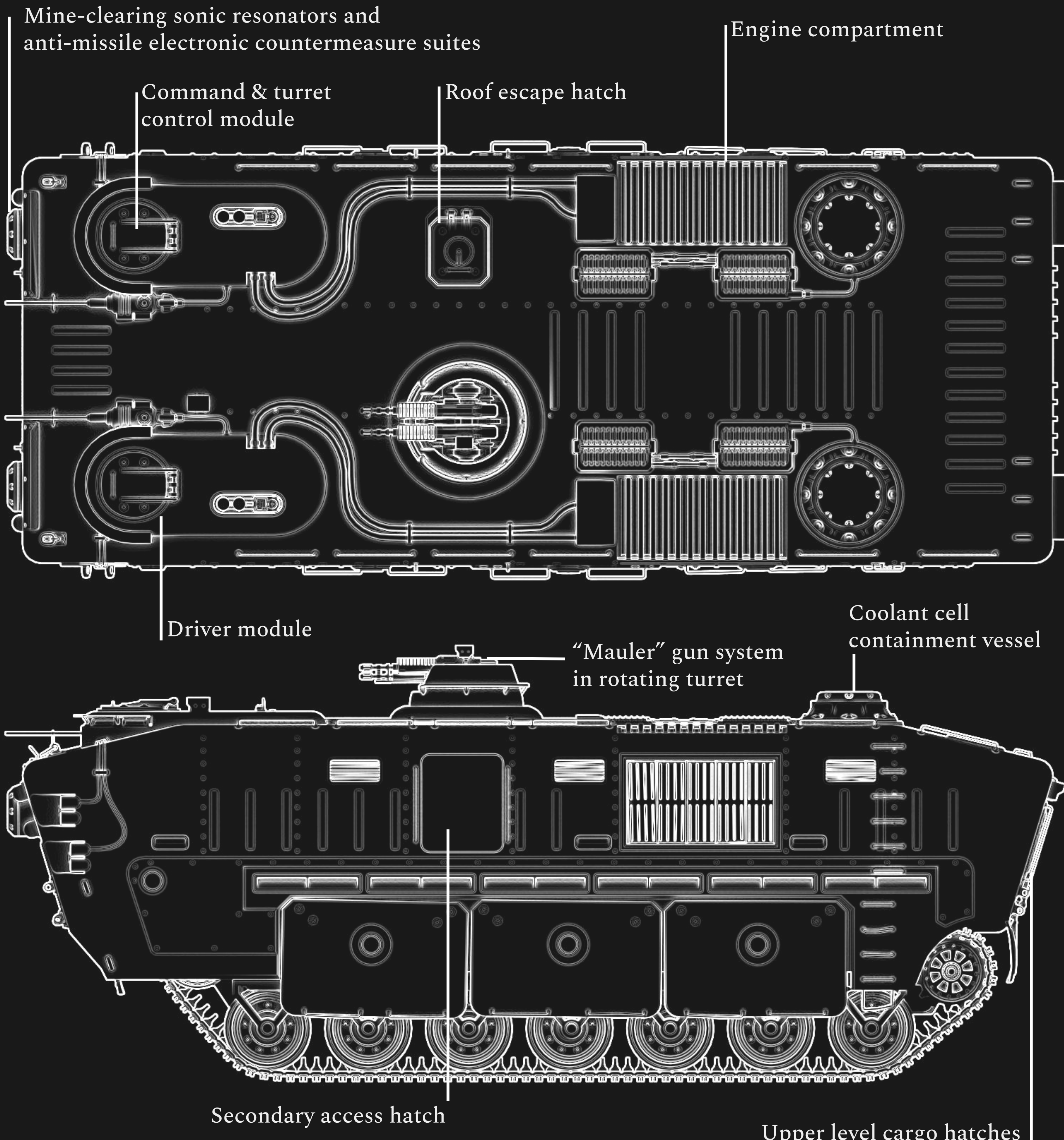
TX-200 Heavy Troop Carrier

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.

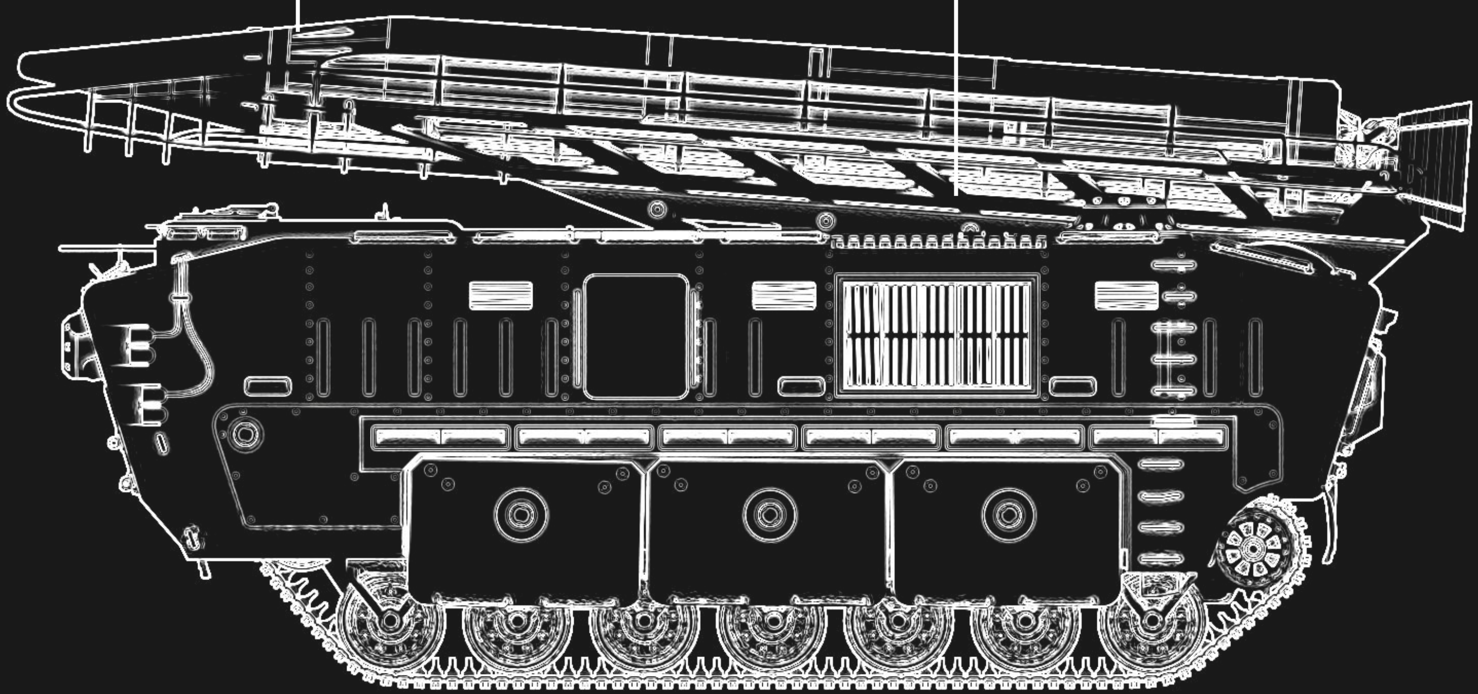
The TX-200 has been further developed into various specializations. Due to its size and durability, the Tohun has been converted into several mobile command post and field hospital variants. In larger conflicts the Directorate's artillery companies also field a TX-200 subtype that replaces the passenger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

Mass - 300 tonnes 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
Coolant cell containment vessel
"Mauler" gun system in rotating turret
Secondary access hatch
Upper level cargo hatches

Army artillery regiments field the ANX-200 variant of the Tohun. This missile vehicle is brought to bear when a particularly heavy level of destruction is required in the target zone. The ANX-200 can deliver a warhead thousands of kilometers from the launch site and load its missile with a conventional or Atomika-class payload. Artillery crews have many affectionate nicknames for this variant, such as “Anika” and “The Big A.”

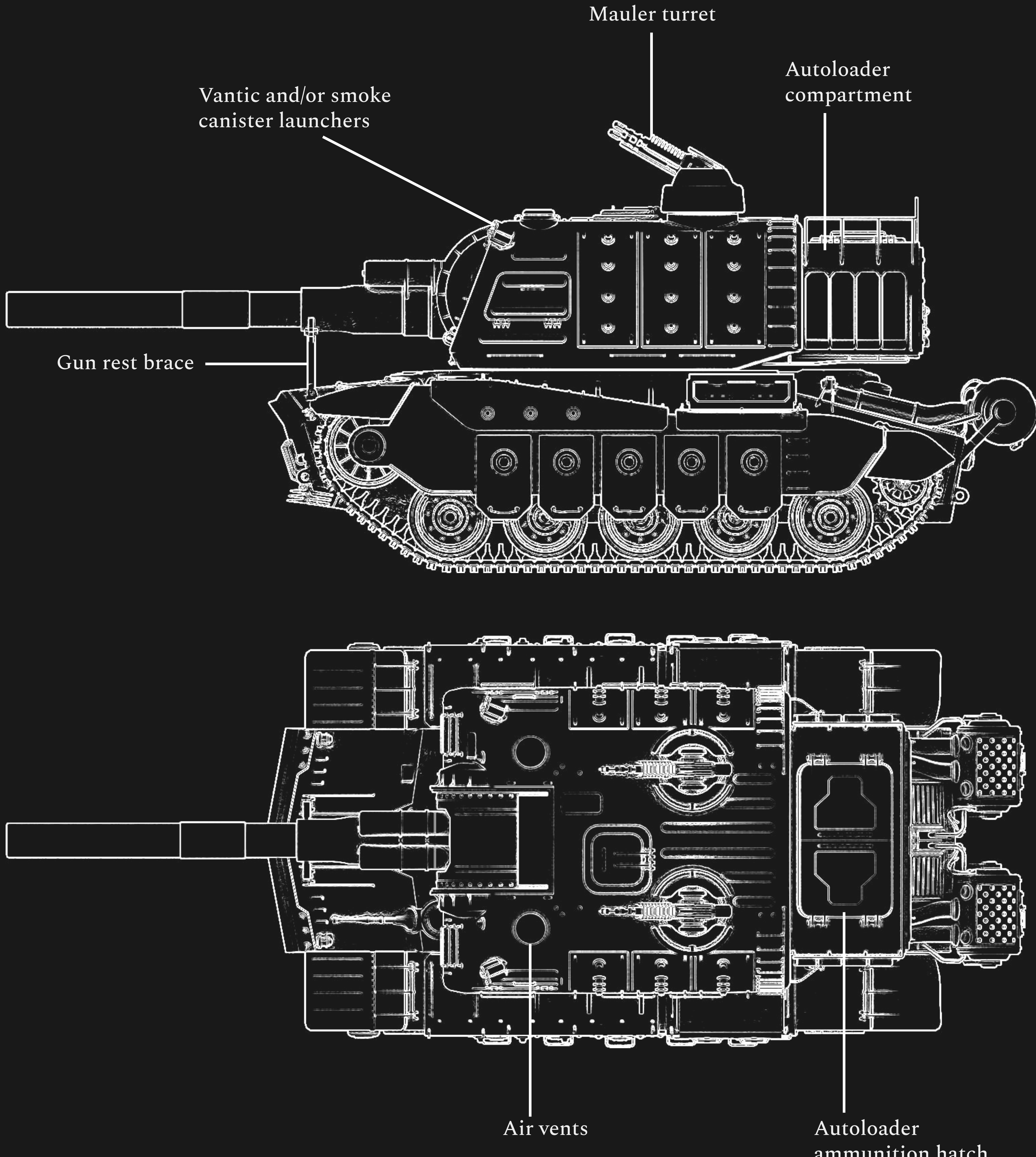


Stormchief Self-Propelled Gun

This mobile artillery piece was conceived in mid-FC-7 as a fusion of two pre-existing products. The heavy 230mm gun turret was an earlier, stationary fortification design first fielded a fiscal century earlier. When the Directorate requested a new artillery vehicle to replace the earlier, lighter Stormking series, Armasyn engineers simply took the pre-existing fortress turret and merged it with a modified Victor tank chassis. With a few more additions and changes the **IFM-17 Stormchief** was born.

This devastating indirect fire system remains one of the Directorate's main artillery assets in late FC-9. Few things on a battlefield can stand against its large-caliber shells, and it's heavy construction grants it a fair amount of resistance to damage in turn. Due to the weight of its ammunition, the Stormchief relies on a large autoloader mechanism to feed its gun after each shot. The two Mauler cannons on the turret were a last-minute addition to the design, but have proven their worth as anti-aircraft defense weapons; they can be swapped out for communications equipment, laser defenses or other accessories. Thanks to the vehicle's mass, especially when fully loaded, speed isn't its strongest suit.

Mass - 110 tonnes empty
Power plant - Velanite generator, Stratos VGE-5000XH
Crew - 4: driver, commander, 2 gunners
Main armament - 230mm artillery gun
Secondary armament - 2x Mauler gun system
Top speed - 45 km/h on road
Armor effectiveness - 150mm to 300mm against AP shells, with 1200mm on hull glacis


Mauler turret
Autoloader compartment
Vantic and/or smoke canister launchers
Gun rest brace
Air vents
Autoloader ammunition hatch

Armored Recon Vehicle, “Arvee”

The **MotoIndux-Armasyn Mk.16 Armored Recon Vehicle** is a common armored autocar with countless variants manufactured across the military and Consumer 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.

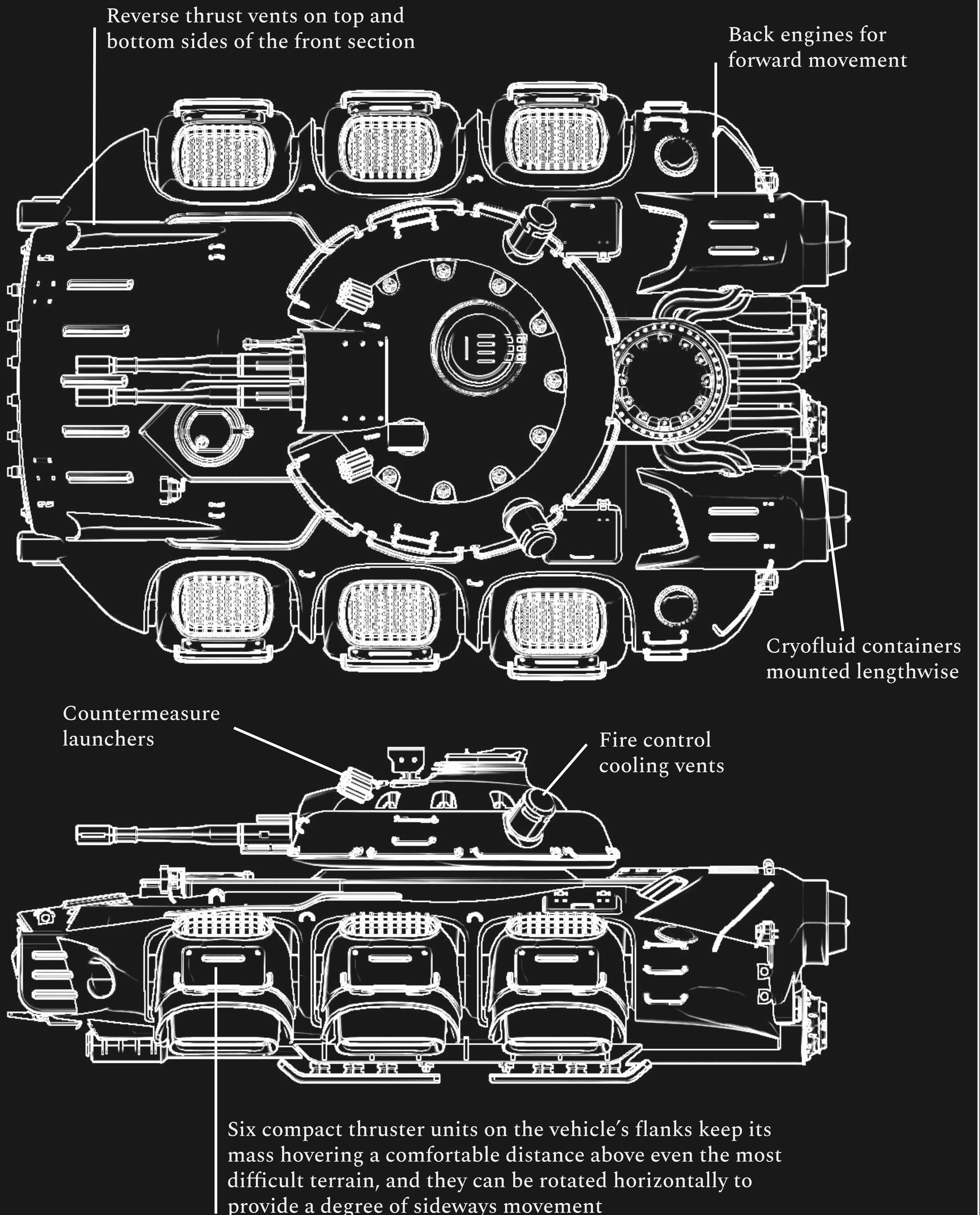
Mass - 3.5-5 tonnes (variant dependent)
Power plant - velanite generator, Stratos-MotoIndux ACVgE-400BL
Crew - 2: driver, gunner (military model)
Main armament - 12.7mm Armasyn Model 5 repeater (military model)
Suspension - 4x4, independent
Top speed - 90 km/h on road
Operational range - 500-600 km

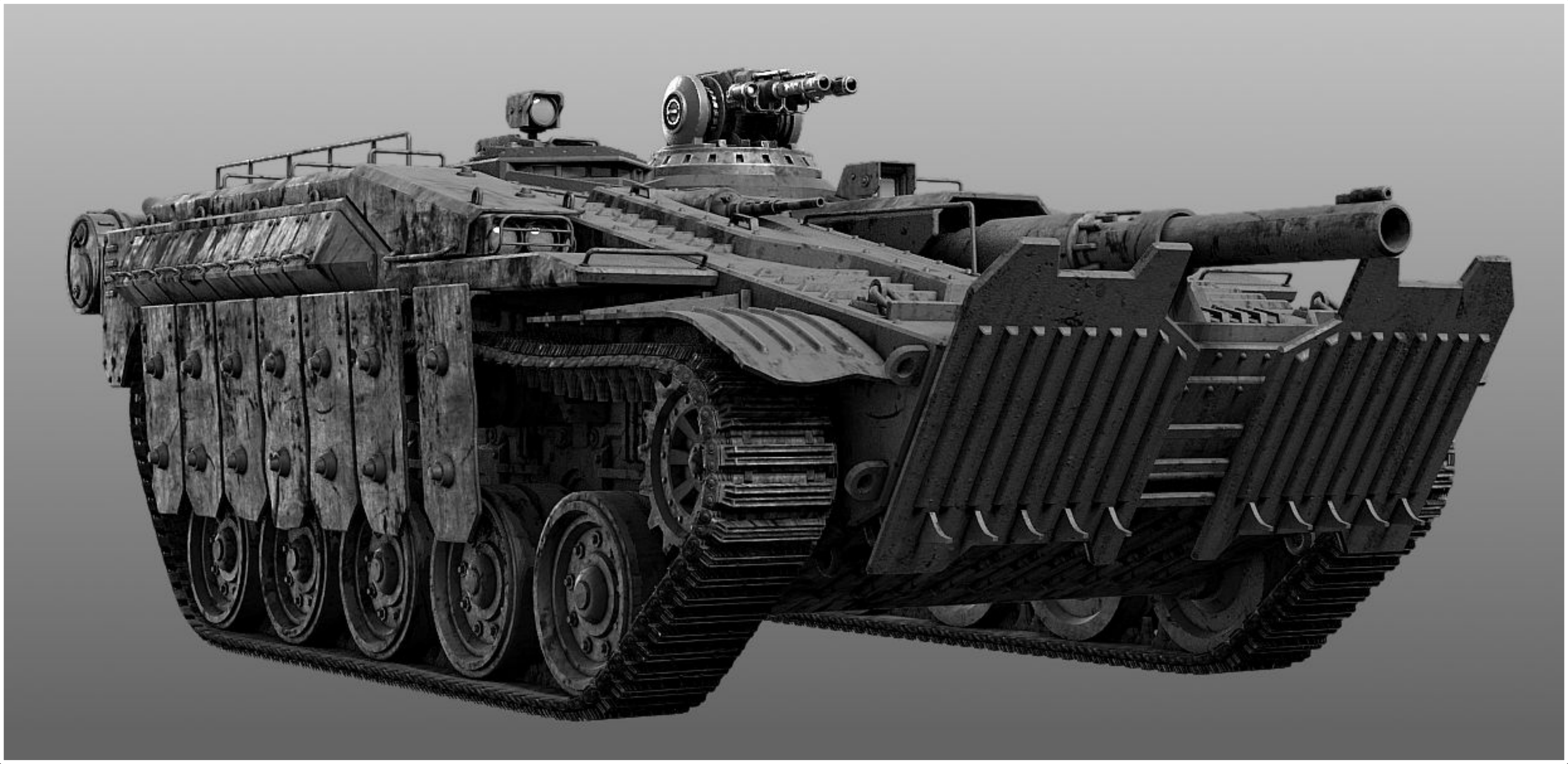
Groza Jet Tank

Hovering vehicles have their own niche in the Directorate's doctrines. The trouble is that anti-gravity technologies are sensitive and power hungry, making them largely unsuitable for mass-produced military applications where all kinds of technologies are abused to their limit on a daily basis. So-called "jet tanks" get around these factors as they do not rely on anti-gravity machinery and instead utilize far simpler, compact but very powerful jet thrusters for levitation.

The Czekoyan **HBT/H-80 Groza** dates back to FC-4, where it originated as a prototype rejected by the Directorate. A modified version was later successfully marketed to the military leadership by Armasyn and put into production in early FC-8, making the tank relatively new addition to the Army's vehicle pool. As a hovering armored war machine, the Groza emphasises speed and all-terrain mobility over durability. Jet tanks have certain limitations imposed upon them by the need to stay aloft; their mass cannot exceed certain margins, and as such they tend to be lightly armored compared to other Hegemonic battle machines. They also generally cannot carry large cannons as their armament, as their hovering hulls would be destabilized by the force of a heavy weapon's recoil. For these reasons the Groza has its role as a nimble, armored hit-and-run vehicle, relying on its all-terrain mobility to outmaneuver enemies while still being a menace to anything of equal or lesser mass, especially anything not carrying anti-armor weapons.

Mass - 45 tonnes empty
Power plant - Velanite generator, Stratos VGE-5000XH/3C
Crew - 3: driver, commander, gunner
Main armament - 2x 57mm machine cannon
Secondary armament - 1x heavy repeater, coaxial
Top speed - 75-80 km/h
Armor effectiveness - 100mm to 200mm against AP shells, with 800mm on hull glacis


Reverse thrust vents on top and bottom sides of the front section
Back engines for forward movement
Cryofluid containers mounted lengthwise
Countermeasure launchers
Fire control cooling vents
Six compact thruster units on the vehicle's flanks keep its mass hovering a comfortable distance above even the most difficult terrain, and they can be rotated horizontally to provide a degree of sideways movement



Judge Tank Destroyer

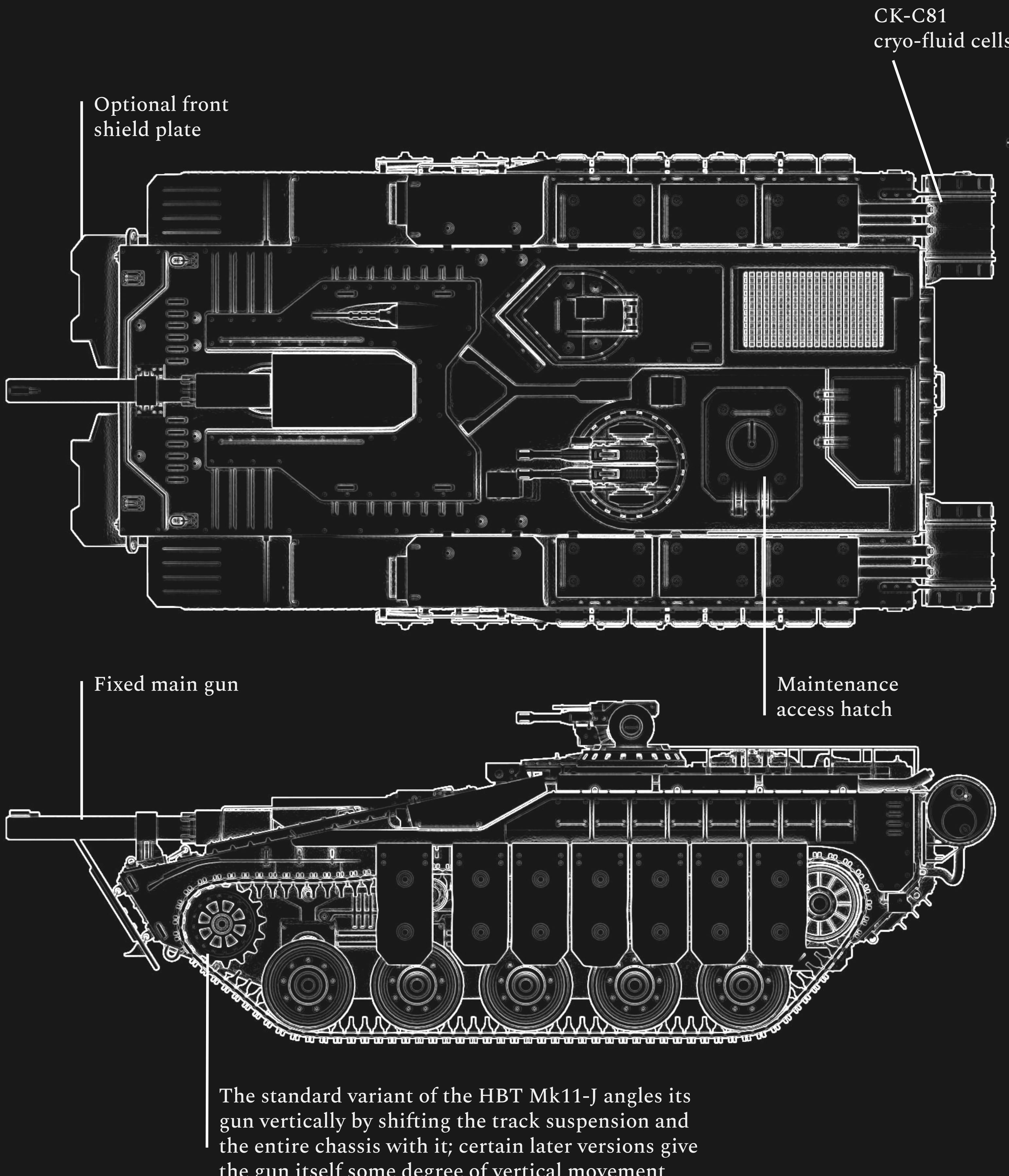
The M501 Judge was first developed by Coreward Corporation Armor Workshop around mid-FC-6. After the company and its designs were fully absorbed by Armasyn Technologies, the tank was put into production and adopted by the Directorate under the designation **HBT Mk11-J**. This unconventional war machine is lighter armored than many of the Army's other battle tanks but more mobile and somewhat cheaper in upkeep. It has found its niche in hit-and-run and ambush tactics; its reverse speed is considerable, allowing it to quickly retreat to a new firing position after striking a target. Though its main gun is relatively small, special plasma-sheathed "Penetrex" shells were developed by Armasyn with the specific purpose of giving lighter-bore cannons the means to core through the thick armor of contemporary war machines. The Judge is known to skid backwards on pavement and other hard surfaces when firing its main gun, which has given it the additional nickname "Nudge."

The M501 chassis has proven versatile enough to spawn a long lineup of variants; the base design has been adapted for personnel carriers, anti-air vehicles, command tanks and even light artillery platforms.

Mass - 60 tonnes empty
Power plant - fissile generator, Hylfex FPV-300R / velanite furnace, Stratos VGE-1300S/T (newer models)
Crew - 2: driver-gunner, commander
Main armament - 130mm gun
Secondary armament - 12.7mm repeater (fixed, front) 60mm machine cannon (turret)
Top speed - 65 km/h on road
Armor effectiveness - 250mm to 400mm against AP shells, with 1800mm on hull glacis

The Judge-derived Mk11/T “Proctor” APC is a somewhat more tactical alternative to the enormous TX-200.

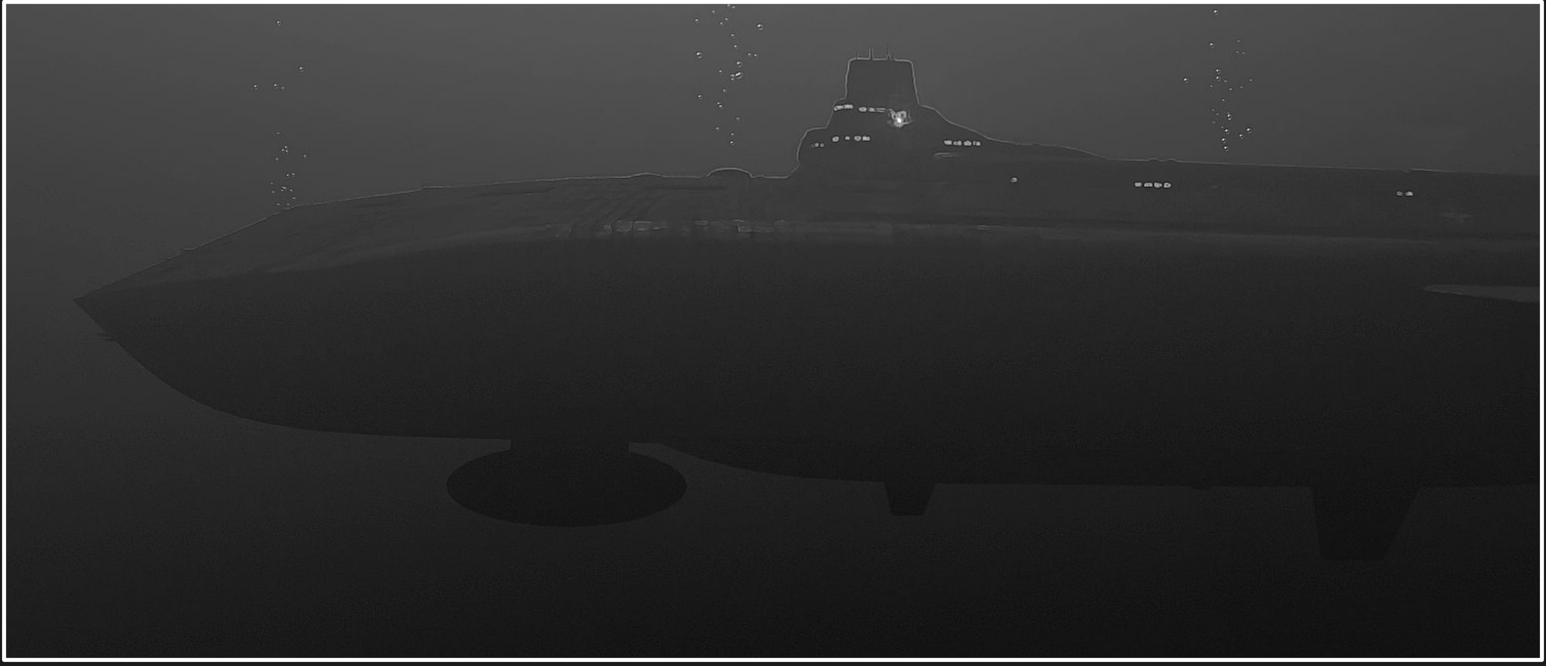
The Mk11/AA carries an SAA-13 Moderator anti-air system in the passenger compartment’s place.


CK-C81
cryo-fluid cells
Optional front
shield plate
Fixed main gun
Maintenance
access hatch
The standard variant of the HBT Mk11-J angles its
gun vertically by shifting the track suspension and
the entire chassis with it; certain later versions give
the gun itself some degree of vertical movement

Army Maritime Forces

While the Armada handles the duties of naval combat and logistics in the vacuum of space, the waterborne component of the Directorate belongs to the Army, like all other world-surface responsibilities. The Maritime branch of the Army maintains fleets of ships designed for combat above and below the waves of planetary seas. The Tributaries of this sub-branch are referred to as Mariners. Their duty is the defense of refineries, resource platforms and other Hegemon facilities on water.

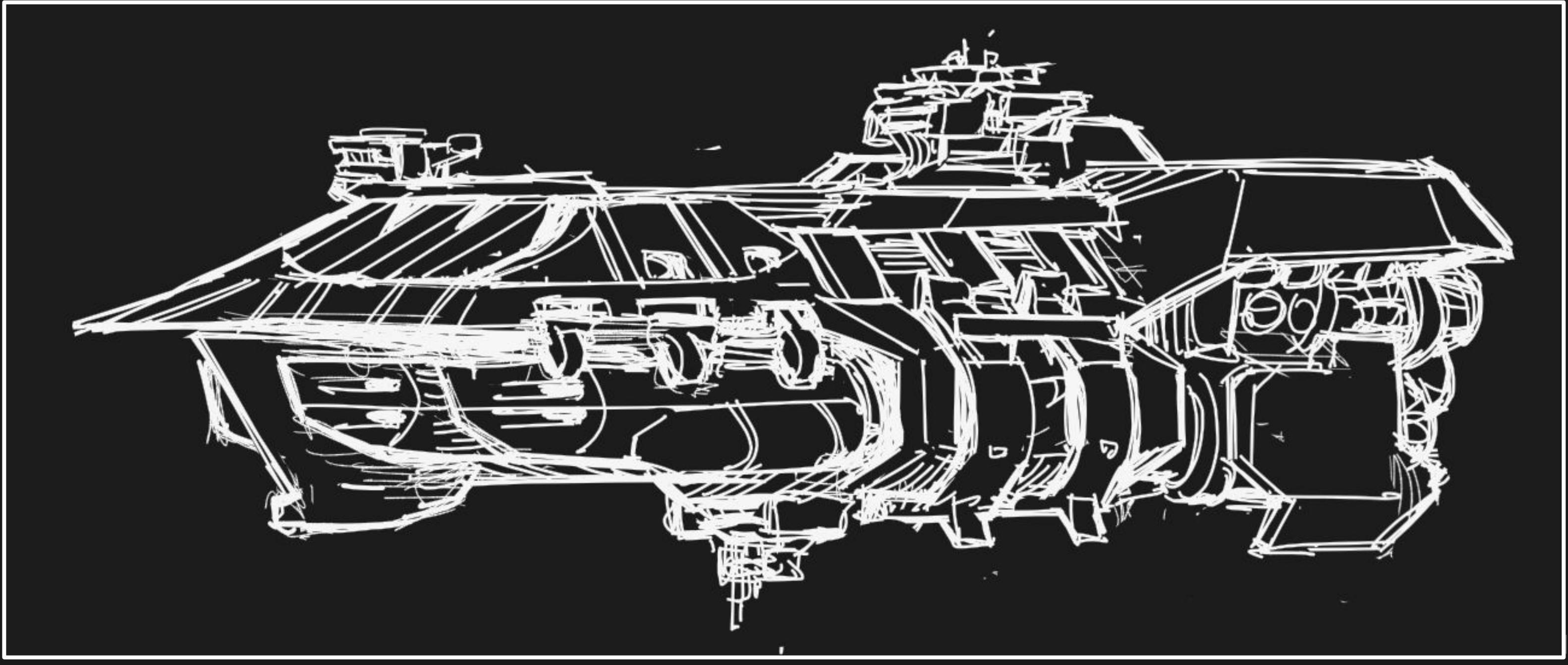
Due to the way oceanic climates interfere with the regular deployment of vantic countermeasure zones, advanced long-range weapons are in play at sea, and so the doctrines for fighting and traveling through bodies of water focus on stealth and speed to avoid targeting by enemy forces. In their surface operations the Maritimes utilize wingships, bizarre high-speed craft of various sizes and specializations that combine aspects of boats and air vehicles in their design. Underwater operations are conducted with submersible vessels that prowl the depths as clandestine cargo ships and silent hunters.

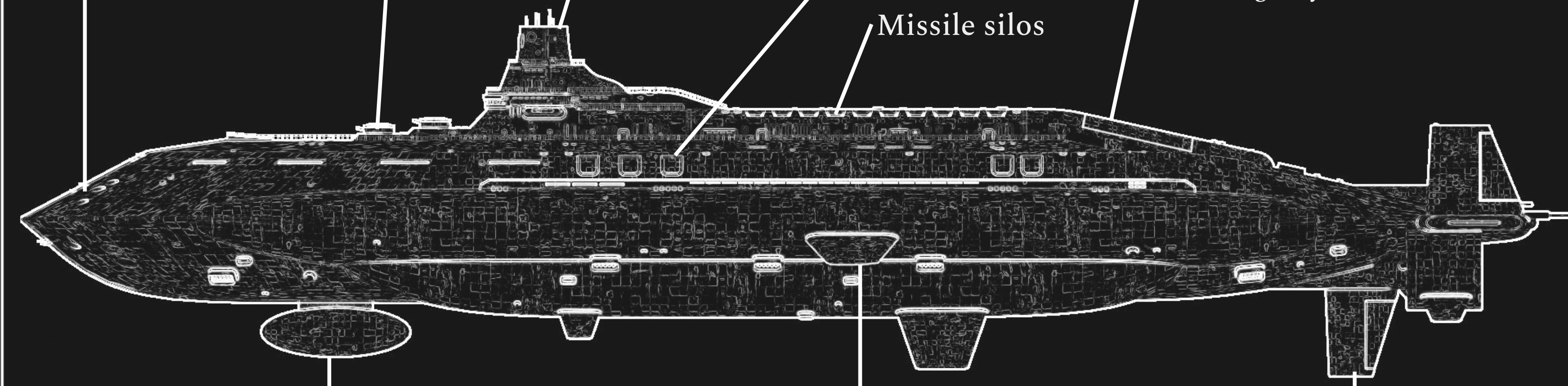


Naval Vessels

The Army's planetary aquatic forces are collectively designated as the Maritimes, with the Tributaries assigned to their vessels referred to as Mariners. The Maritimes are responsible for all natatory operations conducted on behalf of the Directorate, operating wherever planetary hydrospheres intersect with trade, industry, or security concerns. Their remit includes the defense and policing of offshore refineries, extraction rigs, launch platforms, undersea transit hubs, and any Hegemon facility situated on or beneath open water.

Unlike orbital or terrestrial forces, the Maritimes are structured around sustained presence rather than reliance on the Mills. Their vessels are designed to endure long deployments as they are often far from immediate reinforcement, and in this way they are similar to their orbital cousins. Mariners are trained not only in conventional combat but in boarding actions, saturation diving, hull breach, and the protection of submerged infrastructure critical to planetary economies. In many systems, the Maritimes function as the de facto authority over international waters, enforcing Hegemon peace from afar where local governance is fragmented or nonexistent. As such, their role is less visible than other branches, but no less essential.



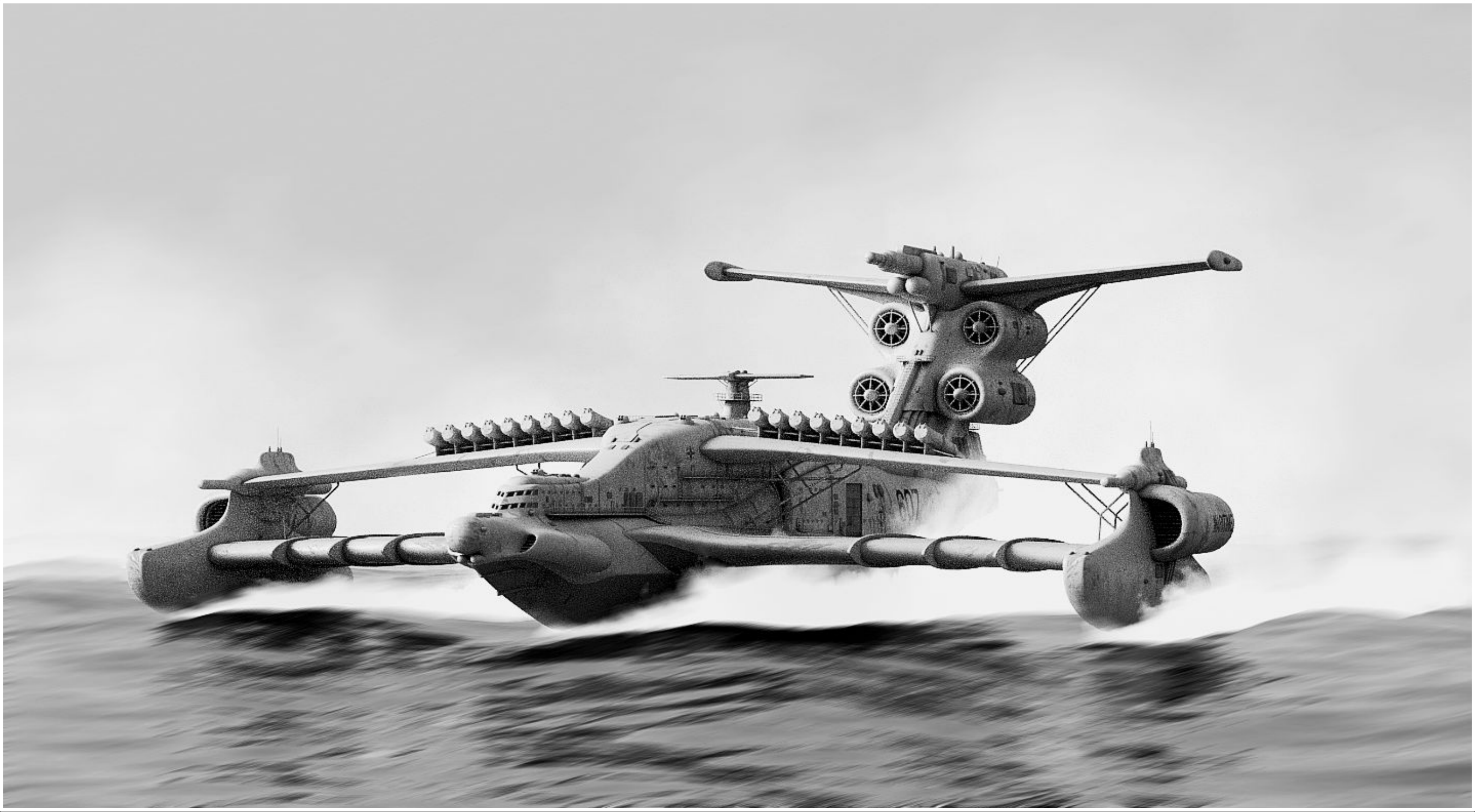


Krakann-class Submersible Destroyer

The SSB/M-13 Krakann class of submarine warships was first laid down in early FC-3 by the NautiPrime Seaworks corporation shortly before they became a ParaCorp under Armasyn. The Krakann was designed as a large multi-role naval vessel with capability for engaging targets above and below the water surface as well as carry plenty of freight in its holds.

As the need to periodically change the coolant of Velanite power systems can drastically limit the operating range of an ocean vessel, the Krakann is powered by conventional fusion or fission energy plants. The design of the hull and ballast system is built to adapt to various liquid environments, though they perform the most reliably in seas of water or water-like fluids. The mainline Krakann variant is armed with missiles, torpedoes, gun turrets of different sizes and a host of countermeasures, to provide it a variety of options for combat both on the surface and when submerged. Its propulsion devices feature large twin propellers for efficient movement at slower velocities and a hydrodynamic jet system that grants it great speeds underwater while being quieter than more mechanical propulsion methods. The Krakann and other submersible warships also feature decorated luxury cabins and lounges, though frontline tourism is somewhat less popular with ocean vessels compared to starships.

Length - 360 meters
Displacement - Over 200 000 metric tonnes submerged
Propulsion - Fissile/fusion powered NautiPrime-Armasyn SSE-98L hydrodynamic drive, propellers
Sensors - Yinntosh UBS-81 sonar pulse array, SRS-5b radar imaging system
Max. operating depth - 800-870 m
Speed - 37 knots submerged
Armament - Heavy torpedoes (4) / Medium torpedoes (8) / Missile launchers (20) / Weapon emplacement ports (10) / Prow heavy gun turrets (2)
Complement - 23 Maritime officers, 230 enlisted, 30 support staff



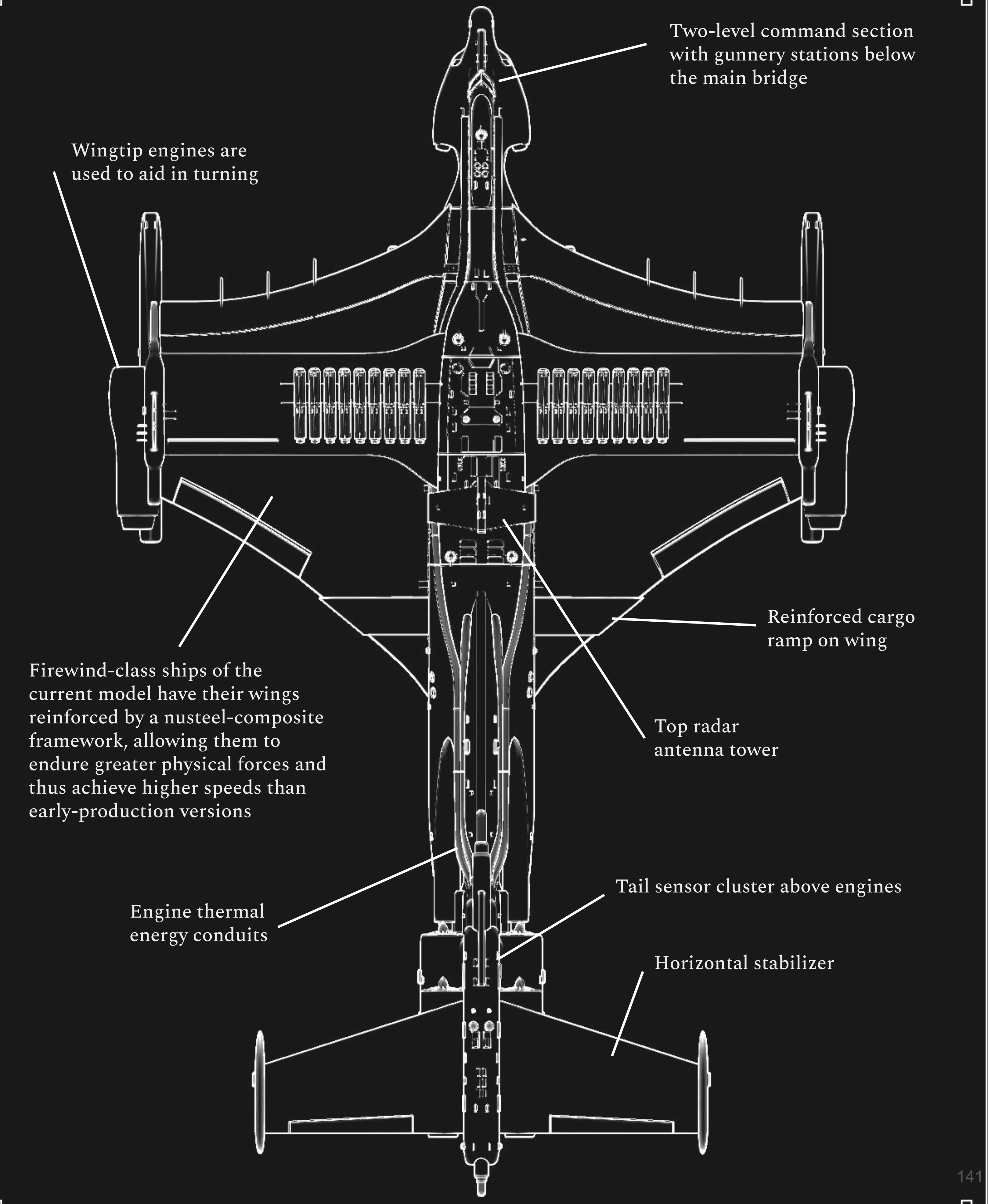
Firewind-class Wingship

Czekoyan Engineering collaborated with NautiPrime Seaworks in a joint venture to create a fast, heavy screenglider design for general naval use in FC-3. This resulted in the **SWS/H5 "Firewind"** wingship class, which has gone on to become one of the Maritime Forces' main heavyweight warships on the ocean surface.

Though outwardly similar to an aircraft, the Firewind wingship is more akin to a superheavy missile cruiser or battleship. When moving with the full power of its engines, its wing surfaces generate enough lift to allow it to skim the waves and achieve frightening speeds for its monstrous size. As ocean warfare requires combatants to avoid being targeted by guided weapons, the Firewind utilizes a combination of speed and powerful electronic interference systems to dodge enemy missile fire. It also sports a large cargo hold, making it useful for high-speed surface shipping needs.

The Firewind-class has a set of forward-facing missile launch canisters as its primary armament and can carry a variety of long-range munitions in them. For close combat it has a set of cannon turrets around the hull, and it is equipped to engage surface or submarine targets with a weapons bay below the waterline that can launch torpedoes or depth charges.

Length - 240 meters
Mass - 1300 tonnes empty
Draught - 7.1 meters at rest
Propulsion - x6 Czekoyan NTE-90 turbine, x2 Czekoyan NTE-35L turbine, with fissile or velanite power system
Top speed - 185 knots in optimal weather conditions
Armament - Missile tubes (18) / Underwater weapons bay / Machine cannon turrets (6)
Complement - 23 Maritime officers, 230 enlisted, 30 support staff


Two-level command section with gunnery stations below the main bridge
Wingtip engines are used to aid in turning
Reinforced cargo ramp on wing
Firewind-class ships of the current model have their wings reinforced by a nusteel-composite framework, allowing them to endure greater physical forces and thus achieve higher speeds than early-production versions
Top radar antenna tower
Tail sensor cluster above engines
Engine thermal energy conduits
Horizontal stabilizer

Maritime Combat Divers, "Narks"

Playing a small but vital role in naval warfare are the combat divers of the Maritimes. These Mariners are highly skilled professionals, uniquely trained and equipped to conduct a wide range of missions, sometimes amphibious, ranging from scouting and infiltration, to sabotage and demolitions.

Nicknamed "Narks" after the narcotic effects induced by inhaling gases at pressure, combat divers are considered to be something of an oddity among the wider Directorate for the high concentration of genetic deviants and near-humans amongst their ranks, a statistic made more apparent by their small size in comparison with other specialist formations.

Much like the dilemma of aerospace craft, smooth operation between two distinct mediums of warfare is a demand difficult to fulfill. Hardshell atmospheric diving suits and specialized assault-harnesses may protect the baseline human body from the dangers of underwater pressures, but their clumsiness, bulky size, and weight are liabilities both on land and at sea in any situation that calls for a less-than-direct approach.

Thus, the Maritimes eschew purely technological reliance and seek to overcome the inherent limitations of the human body through means both natural and artificial; Some candidates are drawn from the genetically adapted populations of ocean worlds, while others are issued specialized organoids.

Common modifications or genetic quirks are enlarged spleens providing increased reserves of oxygenated blood, as well as semi-collapsible lungs strengthened against nitrogen absorption at depth.

Despite all the tools and qualities at their disposal, even mere accidents can still easily turn fatal. As such, Narks are properly compensated for the occupational hazards they face, and should they survive the harsh and unforgiving waves, can look forward to turning their experience towards lucrative civilian applications such as underwater infrastructure.

-- Beneath the surface, you are free --

This is Glory Hound, we have visual.

[. . .]

Affirm, times one gyro-tank, moving east on our grid.

[. . .]

There were two? We only see one.

[. . .]

No gun, front is bare, only chin turret. It hasn't seen us.

[. . .]

Say again, Sprinter 1.

[. . .]

Negative, we have no contact with the second gyro-tank. Entirely unknown.

[. . .]

[. . .]

[. . .]

Acknowledged. Glory Hound is engaging.

GUNNER - AP - BIPED!

THE AIR CORE

Directorate Aeronautic
Combat Branch

The Sky Is The Limit

The Air Core holds dominion over all military operations conducted in the space between the surface of planets and the vast interstellar void. Any vehicle or weapons platform designed to regularly operate in planetary atmospheres falls under their purview, even certain space-capable transport ships. That said, they are the smallest of the three and are considered universally as some of the bravest, most insane, individuals in Known Space.

The Core trains its personnel for a multitude of roles, as the branch needs a wide range of talents to keep its operations running; mechanics, gunners and front-line combat aviators are in equal demand. Its assets are various, from small light fighters to massive airborne warships. The Directorate's air forces are responsible not only for air superiority and combat support operations, but also for delivering supplies and ground troops to battlefields with their inventory of heavy logistics aircraft.

All Hegemonic air war machines are designed to withstand extreme stress at the hands of their pilots, with many being akin to brutal hulks of armored metal that emphasize sheer thrust power over aerodynamics. Despite their seemingly unsubtle nature, the Air Core's fighters, bombers and other combat craft are on the cutting edge of technology, with only the Armada's space vehicles being more advanced in their design.

To join the Air Core, a Tributary has to first complete the Directorate's basic training and familiarize themselves with the fundamentals of military discipline, drill, weapons handling and fitness. The Air Core employs regular soldiers for security duties on Sky Carriers and ground-based aircraft facilities, but what everyone signing up for the Core wants to be is a pilot - a hero in the sky, a high-speed daredevil earning gold and glory at the controls of a state-of-the-art war machine of screaming, gleaming metal.

Few make it that far, of course. Combat pilots are entrusted with airborne engines of war carrying tremendous destructive capability, and the training to master them is accordingly taxing. Prospective pilots must learn the ins-and-outs of technical systems, advanced weapons, the physics of aeronautics and the theory of aerial combat maneuvering. The training courses of the Air Core expect trainees to absorb incredible amounts of information in a short span of time, and the scope of education a professional combat aviator goes through is comparable to that of a full-fledged officer. Some of this is achieved through mentanics, cutting down on training time, but real-world exercises are still a crucial part of a pilot's schooling regimen.

Those with less laudable training records still have many career opportunities in the Core, even if not in the cockpit of a high-performance fighter. Personnel are always needed to man other positions, especially on larger aircraft like bombers, and pilots are also in demand for logistical roles, gunships and rotorcraft, though naturally none of them can match the sheer prestige of controlling a combat jet.

The Air Core's high-atmosphere pilots and the Armada's small craft pilots wear similar uniforms, light space suits with rudimentary life support and thermal control integration. More sophisticated gear is always available on the private market and can be procured at the pilot's personal expense.

AIR CORE COMMAND ORGANIZATION

THE DIRECTOR

HIGH COMMAND

SUB-DIRECTORS OF THE AIR CORE

ADMINISTRATIVE COMMAND LEVEL

OPERATIONAL COMMAND LEVEL

AVIATION COMMANDER

GENERAL MANAGING OFFICER
Highest-ranking commander in theater, oversees all operations

WING COMMANDER

SENIOR MANAGING OFFICER
Oversees a formation (“Wing”) of Sky Carriers and their operations

AIR COMMANDER & SQUADRON LEADERS

MANAGING OFFICER
Commands a Sky Carrier and its complement of personnel with the support of JUNIOR OFFICERS

AIR CAPTAIN

ENLISTED FLIGHT LEADER
Senior non-commissioned officer who commands a small formation of aircraft

AIR CADET

ENLISTED PILOT
Junior non-commissioned officer who starts out as a weapons/sensors operator on combat aircraft and moves to piloting with experience

GUNNER

ENLISTED LEVEL 2
Line soldier fit for weapons and/or sensor crew duty aboard aircraft and carriers

AIRMAN

ENLISTED LEVEL 1
Line soldier serving in maintenance, carrier operations and as security troops on carriers and bases.

OFFICERS

As commissioned military personnel are officially categorized under Managing Officers, it is common to refer to this part of the command structure simply as “Management”.

MANAGING OFFICER SUB-CLASSES

The assistants to the Managing Officer have their own levels of ranking, with the highest one of them being the closest to the Managing Officer and relaying their orders to subordinates. In the Air Core the Junior Officers bear the rank of Air Major. Air Core junior officers are either stationed on a carrier’s bridge or as squadron leaders in aircraft formations..

Sky Carriers operate in teams or ”Wings” of three or more, and are captained individually by Air Commanders. A Wing will always have at least one Wing Commander present as the overall officer in charge aboard the Wing’s lead ship.

ANALYSTS

Financial troops measuring gain and loss. Attached directly to the General Manager’s office, Air Analysts serve on carriers and command aircraft to monitor operation finances.

A Note on Ranks

Due to the demands of their profession, Air Core service members are held to a higher standard (and pay) than their Army counterparts by default. To wit, Air Core NCO’s would be full officers to an Army grunt due to their far higher level of training.

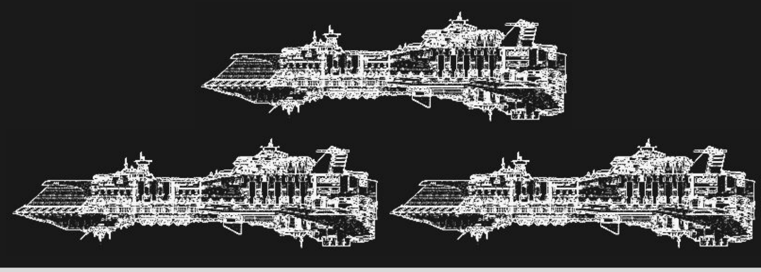
INTELLIGENCE

Similarly to the Army, Air Intelligence filters useful information to Management officers; intel operations are based around a carrier’s combat information center.

AIR CORE UNIT ORGANIZATION

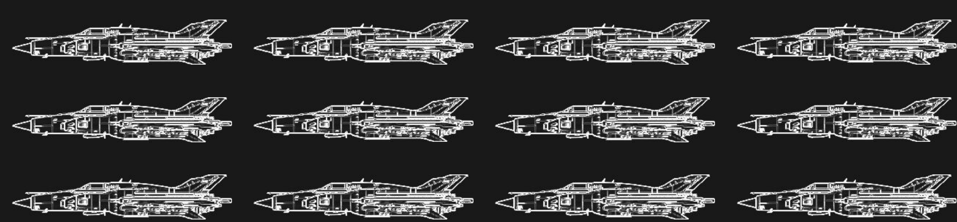
CARRIER WING

Standard formation of three Sky Carriers



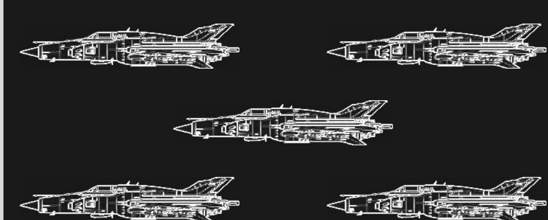
SQUADRON

Large aircraft formation, with 10-20 craft



FLIGHT

Smaller formation with 3-10 craft



The Air Core's air unit organization is fairly straightforward, far more so than the Army's many diverse ground troop and vehicle formations. Each air formation has a lead craft commanded or piloted by the most senior enlisted or Management level service member in that formation.

The composition and size of Flights and Squadrons varies by craft type; fighters are more numerous, while bombers and transports have fewer craft in a formation. This is affected by the size and mass of individual aircraft in the unit.

Flights are lead by Air Captains, Squadrons are lead by Air Majors, and individual Sky Carriers are commanded by Air Commanders, while a Wing Commander oversees the entire carrier formation aboard the lead ship.

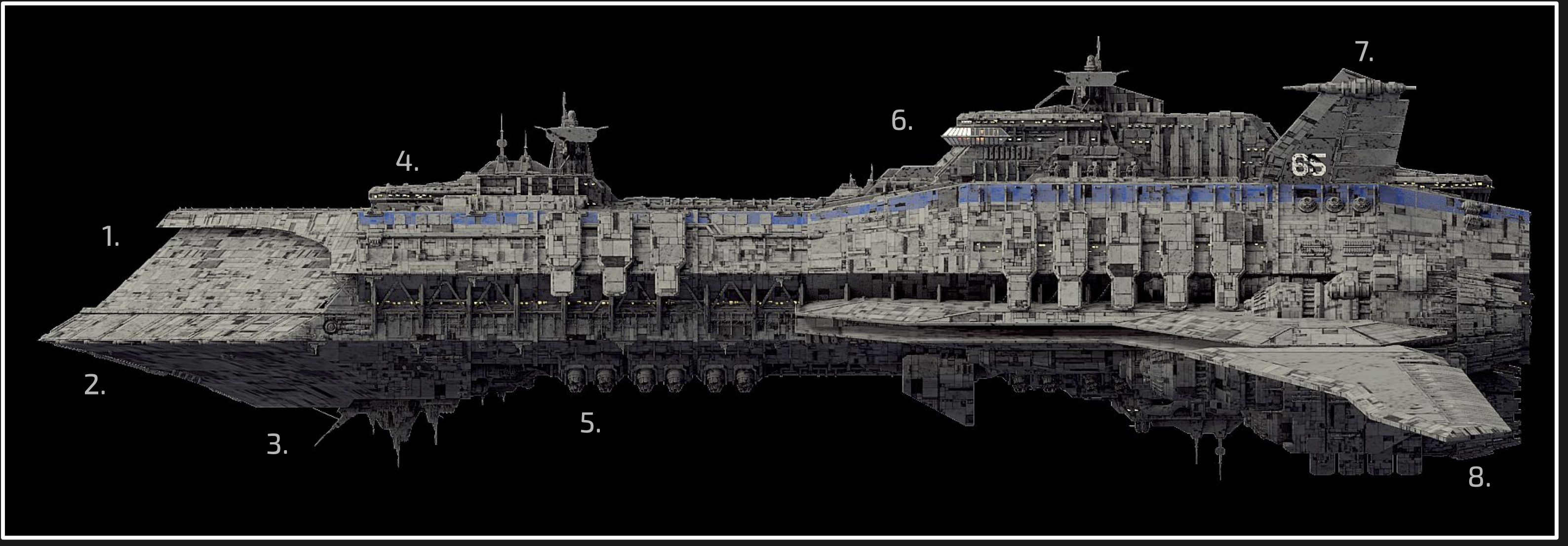
Tornado-Class Sky Carrier

The versatile Tornado series of sky carriers has been the Air Core's main choice for heavy orbit-to-atmosphere attack transports since late FC-6. These aerial warships act as armored and armed skyborne fortress-bases for the Core's aircraft elements. While traditional airfields and seaborne carrier ships are also used by the Directorate's forces, sky carriers increase the mobility and range of air combat formations considerably, as the hosting of aircraft on them is not dependent on geographical factors.

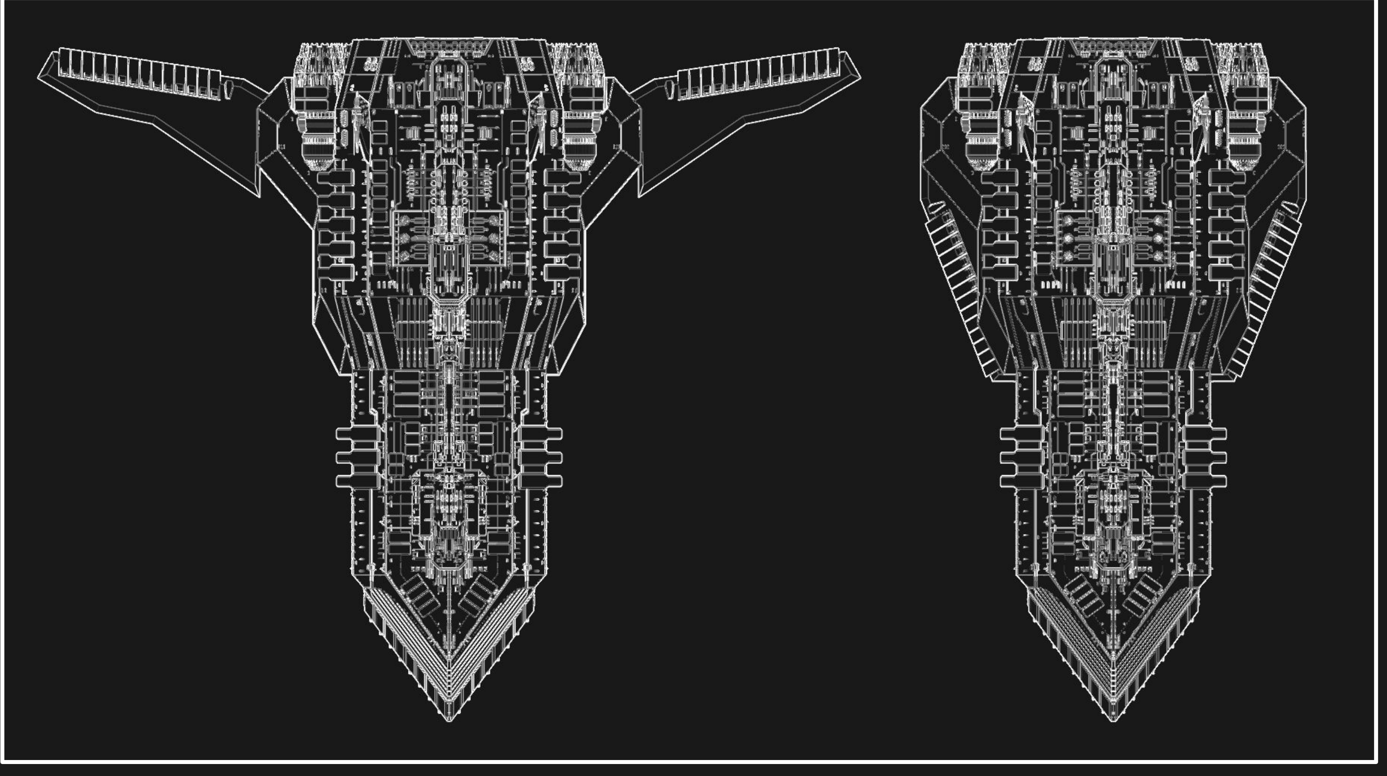
A sky carrier combines the capabilities of a short-range spacecraft and an air vehicle. Traveling through space anchored to tugs, sky carriers decouple from their motherships to descend through a world's atmosphere. The Tornado-class's profile is made distinctive by the wide-sweeping control foils that deploy for better maneuvering in planetary skies. It is essentially a landing strip with engines and weapons; the central launch tunnel dominates the ship's design, with maintenance levels below and control decks above. The flight deck has four catapults running down its runways for launching small craft, and a fifth, heavy one down the center for transports and larger bombers. Though the warplanes it hosts are the sky carrier's main weapon, it has a set of armaments of its own, from missiles to gun turrets.

Like larger starships, the Tornado class also features luxurious observation decks and suites for hosting prestigious passengers.

Length - 900 meters approx.
Power plant - Stratos SCR50L fusion reactor (standard) / Stratos VFSC-9 velanite furnace (newer models)
Propulsion - Stratos SCE-500 particle thruster x4, auxiliary hover thruster banks
Crew - 4 120 workers, technicians, security / 3400 air wing staff / 810 command personnel / 340 porters
Armament - cannon turrets, anti-air missiles, bombardment bay
Countermeasures - vantic launchers, flares, kinetic and laser point defenses
Aircraft complement - 130-350 depending on size and type



1. Segmented plating seals launch tunnel at both ends
2. Re-entry shield projectors line prow leading edge
3. Prow ventral scanner stations
4. Air traffic control stations and forward sensor towers
5. Small but powerful ventral thrusters, as well as tanks of gas throughout the hull, keep the ship in the air
6. Observation deck and aft sensor complex
7. Vertical stabilizers
8. Heavy particle thruster engines pack enough power to push the carrier into orbit for interplanetary transport



An overhead view of a Tornado-class carrier with its atmospheric control foils extended and folded

Flight deck operations aboard sky carriers take their own specially trained personnel, to ensure that the launching and recovering of warplanes goes without incident. A carrier's flight deck is one of the most dangerous environments to serve in outside front line combat roles, with hazards ranging from chemical fumes to errant gusts of wind blowing through the launch tunnel, not to mention the multi-ton aircraft coming and going at high speed. Each new batch of recruits into the Air Core will see some of its number trained as flight deck crew.

These personnel exist to coordinate all operations related to taking off from and landing onto the sky carrier's runways. They are divided into specialists who handle inspections, refueling, aircraft movement coordination, signaling, on-deck logistics and everything else needed to keep the carrier's mobile airfield operational. Deck crew are equipped with full-body protection similar to the Army's infantry uniforms due to the presence of various corrosive and otherwise hazardous substances their working environment is saturated with, and they wear self-contained air supply systems part because of the proximity of toxic fumes and part because of the high altitudes sky carriers often operate in - if there is any oxygen in the atmosphere at all.

Below the flight deck are the maintenance compartments for servicing aircraft, as well as berthing and other facilities for the crew. The Air Core has its own corps of technicians, but as part of the corporate integration of the Directorate as a whole, it is not unusual for technical specialists from Armasyn and other MacroCorp powers to be part of a carrier's crew to directly oversee the maintenance work done on vehicles, weapons and other mechanical devices. This type of expert technical support is more costly than employing the Air Core's own technicians, but also more reliable, and in certain Directorate ventures the inclusion of corporate specialists may be paid for by a sponsoring party anyway.

An AF-145 "Battleaxe" heavy multirole fighter being prepared for catapult-assisted take-off in a sky carrier's launch tunnel

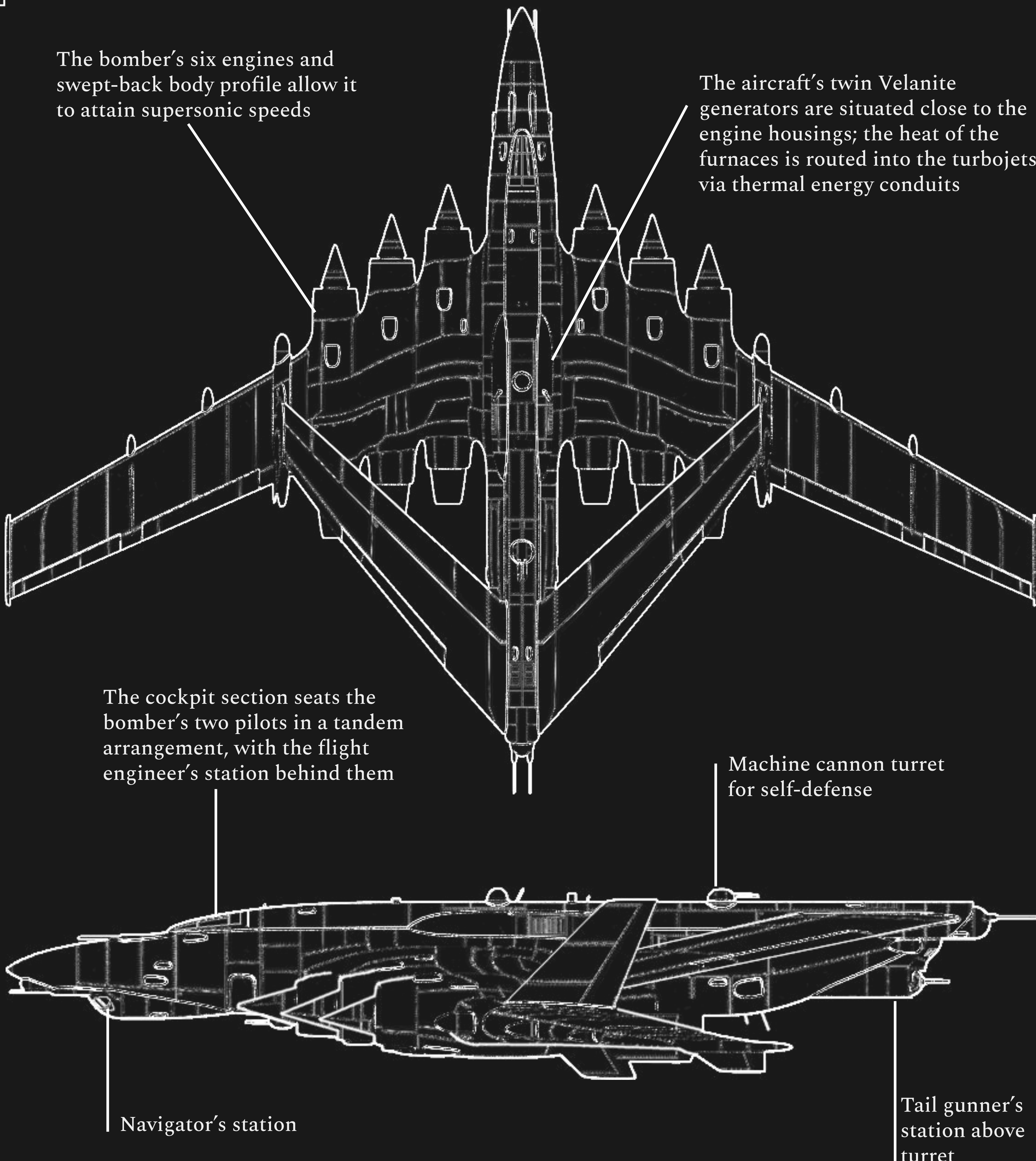
Resolutor Strategic Bomber

The Grumder-Armasyn **AB-33T** was adopted in late FC-6 as the Directorate's choice for a heavy long range bomber. Given the name **Resolutor**, this heavy aircraft was designed to be cheaper and less mechanically complicated than its predecessors. It has gone through multiple rounds of upgrades; current-generation models are on the 31st iteration of the design.

The modern Resolutor produces thrust by using B-class Velanite power arrays to heat the air compressed by its engines. Earlier versions ran on conventional liquid fuels, but their range was limited by the plane's six fuel-hungry high-performance turbojets. Atomic power was used for some models, before the growing standardization of mobile Velanite energy systems allowed larger and heavier aircraft to expand their potential. The only limiting factor at this point is the ever-present need for coolant maintenance, and the full power output required for sustained supersonic travel burns through cryofluid particularly fast.

The Resolutor's weapons bay can be configured for a range of air-to-ground ordnance options, from bombs to missiles. The plane is particularly ideal for carpet bombing operations and can be fitted with underwing pylons for extra weapons carriage. It has also been converted into transport and sensor platform variants.

Mass - 107 tonnes empty
Carry capacity: 59 tonnes of ordnance
Power plant - 6x Grumder Aerospace B/EM-811L turbojet with velanite power plant
Crew - 7: pilot, co-pilot/weapons officer, navigator, gunner x3, flight engineer
Main armament - Weapons bay with bomb rack or rotary missile launcher, wing weapon pylons
Secondary armament - 3x dual-link 60mm machine cannon turret
Top speed - 1550 km/h
Range - 7600 km supersonic, 15700 km subsonic
Service ceiling - 17 km


The bomber's six engines and swept-back body profile allow it to attain supersonic speeds
The aircraft's twin Velanite generators are situated close to the engine housings; the heat of the furnaces is routed into the turbojets via thermal energy conduits
The cockpit section seats the bomber's two pilots in a tandem arrangement, with the flight engineer's station behind them
Machine cannon turret for self-defense
Navigator's station
Tail gunner's station above turret

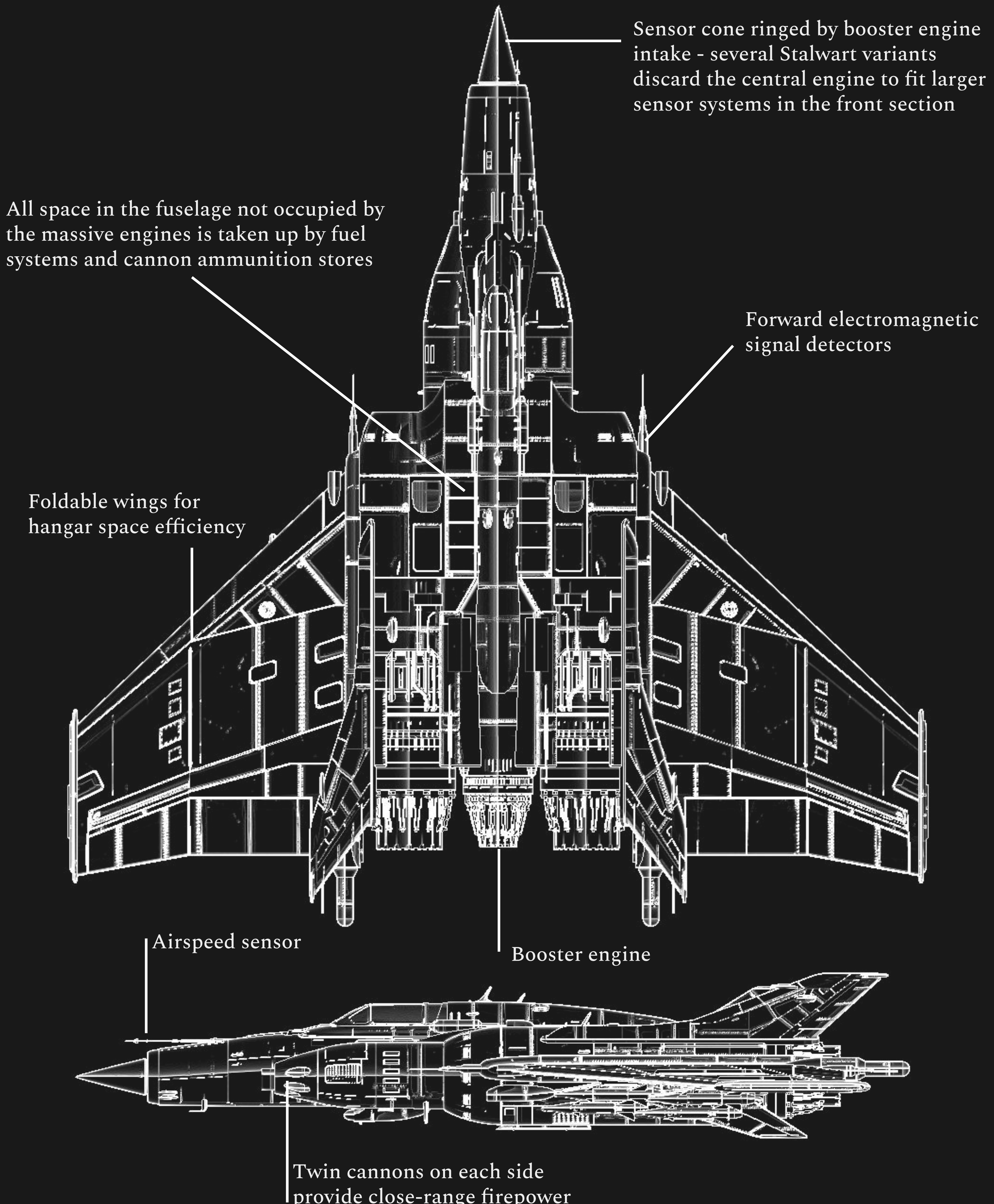
Stalwart Fighter

Anyone in regular contact with the Air Core will be familiar with the Grumder Aerospace **AF-67 Stalwart** air superiority fighter, a venerable, reliable and most importantly affordable workhorse model of atmospheric combat craft that has served the Directorate's needs since the middle years of FC-4. It is claimed that this very successful and widely used aeroplane was originally a Czekoyan Engineering design, extralegally appropriated by Grumder - as a paracorp of Armasyn - and put into production before the original owners could finish the design, contributing to Czekoyan's financial decline.

This single-seat high-speed war engine started out as an interceptor and has since, through dozens of variants, branched out into other roles from ground support to general aerial superiority. The Stalwart's greatest strengths are its adaptability and simple construction. Maintenance is cost-effective, parts are plenty and the craft's design can be easily modified for different purposes. Its use has spread beyond the Directorate to the many nations of the Thousand Empires and even factions opposing Hegemonic ideals; the Unionist militants of the Karanova Republic prominently field modified Stalwart warplanes.

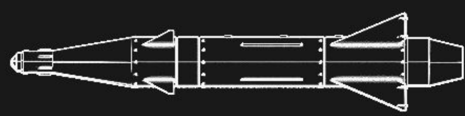
The Stalwart sports four rapid-firing cannons on its front and accepts various munitions on its weapon pylons, with the common loadout being a set of infrared homing missiles. The jet excels in short-range dogfighting and is typically used to chase down targets with speed before blowing them apart.

Mass - 15 tonnes empty
Max takeoff weight: 23 tonnes
Power plant - 2x Grumder R400-L turbojet, 1x Armasyn XRE100 jet booster, velanite
Crew - 1 pilot
Weapon pylon slots - 6: 4 under wings, 2 under fuselage (default model)
Guns - 4x Armasyn F/AC7-30 Grinder 30mm machine cannon
Top speed - 2415 km/h
Combat range - 1100 km
Service ceiling - 18 km


Sensor cone ringed by booster engine intake - several Stalwart variants discard the central engine to fit larger sensor systems in the front section
All space in the fuselage not occupied by the massive engines is taken up by fuel systems and cannon ammunition stores
Forward electromagnetic signal detectors
Foldable wings for hangar space efficiency
Airspeed sensor
Booster engine
Twin cannons on each side provide close-range firepower

Aerial Weapons

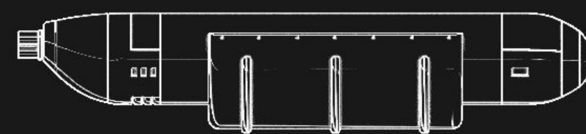
Weapon pylons and internal bays of combat aircraft can be fitted with any number of offensive implements depending on their configuration. The diagram below displays examples of the most common types.



Infrared homing missiles are short-ranged guided weapons that track their target's heat signature using a sensor mounted on the missile's front. Pictured above is the Armasyn AAGR-6 series, an old but ubiquitous air-to-air IR missile.

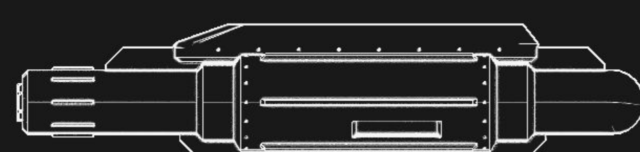
Radar guidance relies on a different kind of electromagnetic suite in the missile's tip. They are useful at long ranges unless disrupted by sensor interference, vantic or otherwise. The example above is the Armasyn ASGR-11 anti-tank munition.

Dropping bombs from warplanes is the oldest method of delivering heavy damage to ground targets. They can be fitted with guidance units for added precision, if the battlefield conditions permit it. This illustration is of the Mark 15 general-purpose gravity bomb.

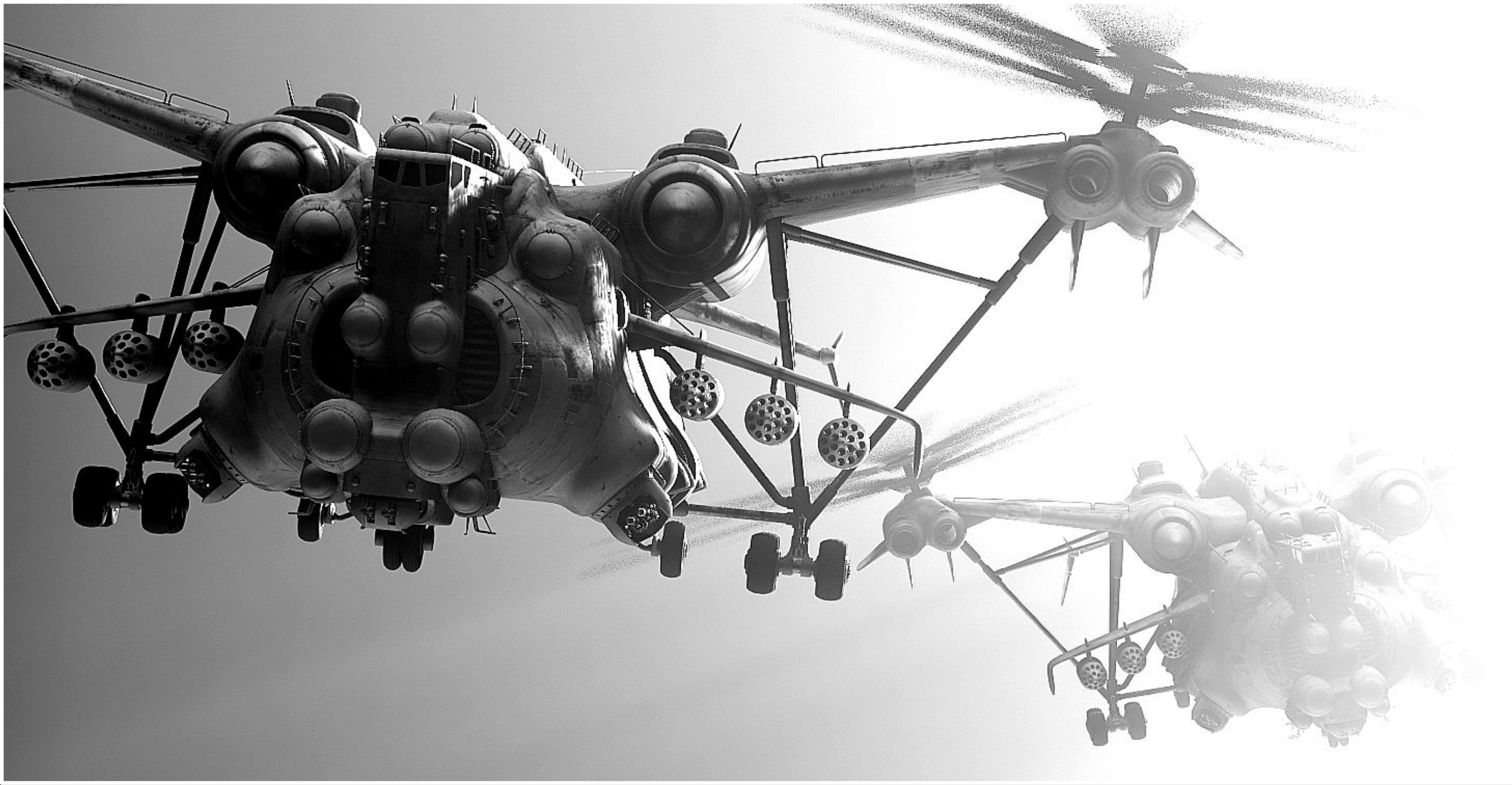


Gun pods are a simple and cost-effective way to increase the direct-fire damage output of any aircraft. Many models exist, from simple recoil-operated cannons to rotating barrel designs. Czekoyan GSH-30/3 rotary gun module pictured.

Rocket pods are of debatable effectiveness in air-to-air fighting but can devastate surface targets. These simple launchers are common on gunships and have also been adapted for the Armada's space combat vehicles.



High-energy lasers are among the more exotic aircraft-mounted weapons. While sustained fire is required to penetrate armor, they slice through lightly protected targets like other aircraft with ease. Seen here is the Hylfex Raytec C-1 Starlance tactical beam system.

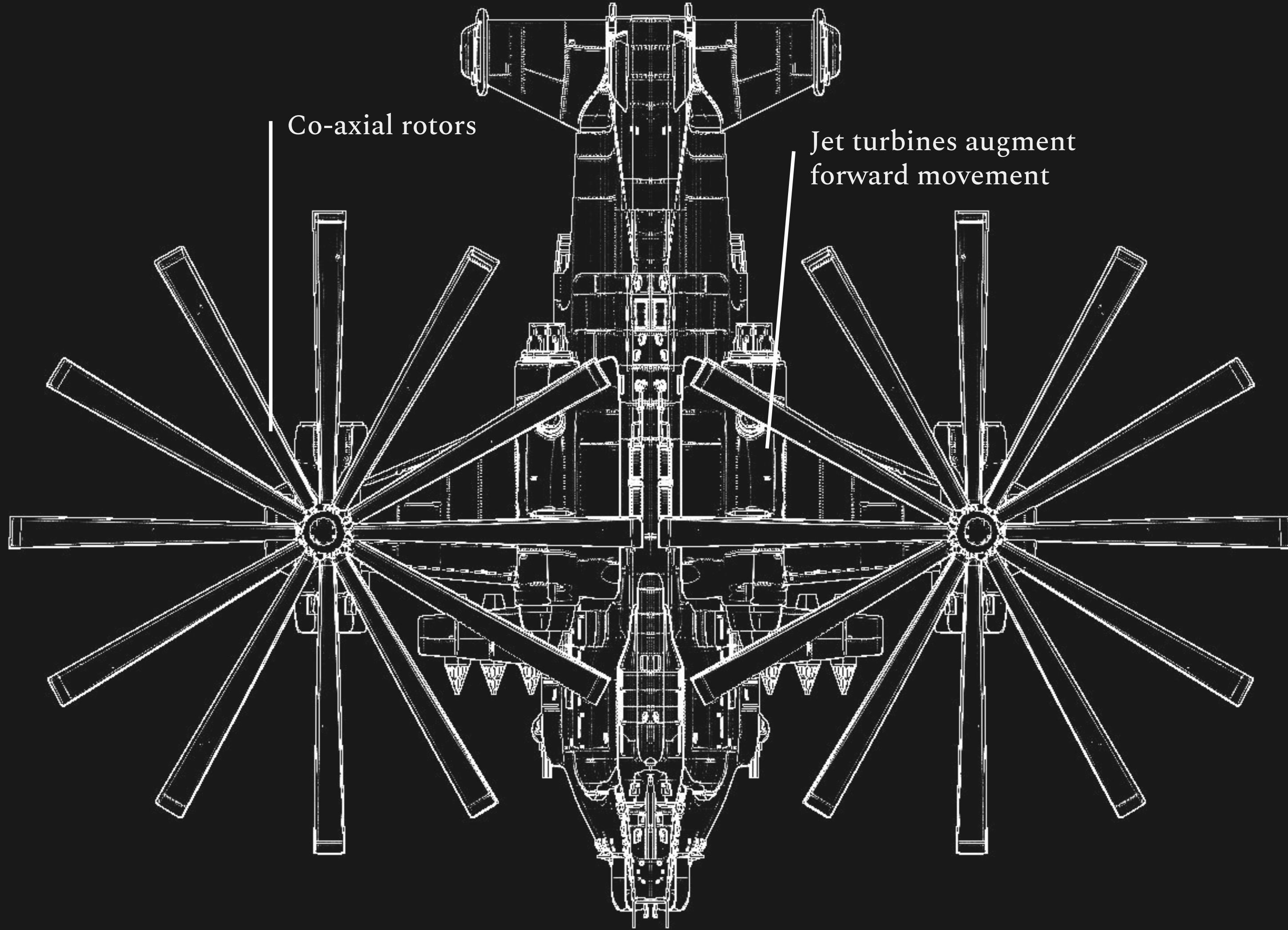


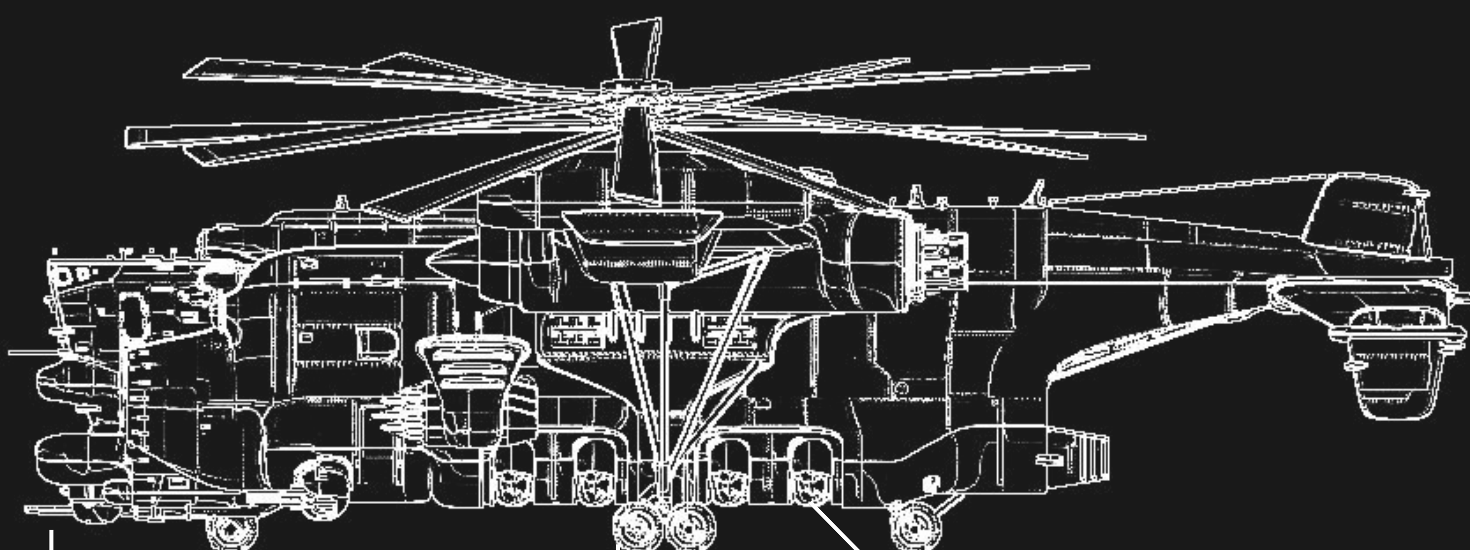
Hekaton Rotor Dropship

The massive Czekoyan **RT-43M Hekaton** is a common atmospheric troop and equipment transport. This skyborne giant, driven upwards and onwards by a combination of rotors and jet engines, is an antique from the second fiscal century, but it has been kept in active service by a combination of constant upgrades and the Directorate leadership's reluctance to replace it for economical and logistical reasons. Over the long centuries of service, the Hekaton has gone from being a simple long-range cargo craft to a heavy gunship-transport hybrid that has the combined capabilities of carrying equipment and clearing its own landing zones. It has enough room on board to transport anything from infantry to light vehicles in its cargo bay, and its multitude of engine systems and other moving parts create an ever-blooming market for maintenance careers and replacement parts.

Like many particularly bulky transport aircraft, the Hekaton does not fit well into the launch bays of standard style sky carriers, and as such it is typically either ferried onto planets in parts and assembled on site, or carried into atmosphere with special-model combat transports.

Mass - 63 tonnes empty
Carry capacity: 40 tonnes maximum
Power plant - 2x Czekoyan AEX-C331 turboshaft engine, 2x Stratos AT-300 Tempestor fissile turbine
Auxiliary propulsion - 16x Czekoyan TE/S-99-3 turbine
Crew - 6: pilot, navigator, gunner x3, flight engineer
Main armament - x6 Armasyn UGR-18M rocket pod
Secondary armament - 4x 60mm machine cannon (three front, one tail)
Top speed - 350 km/h
Range - 2100 km
Service ceiling - 9 km


Co-axial rotors
Jet turbines augment forward movement

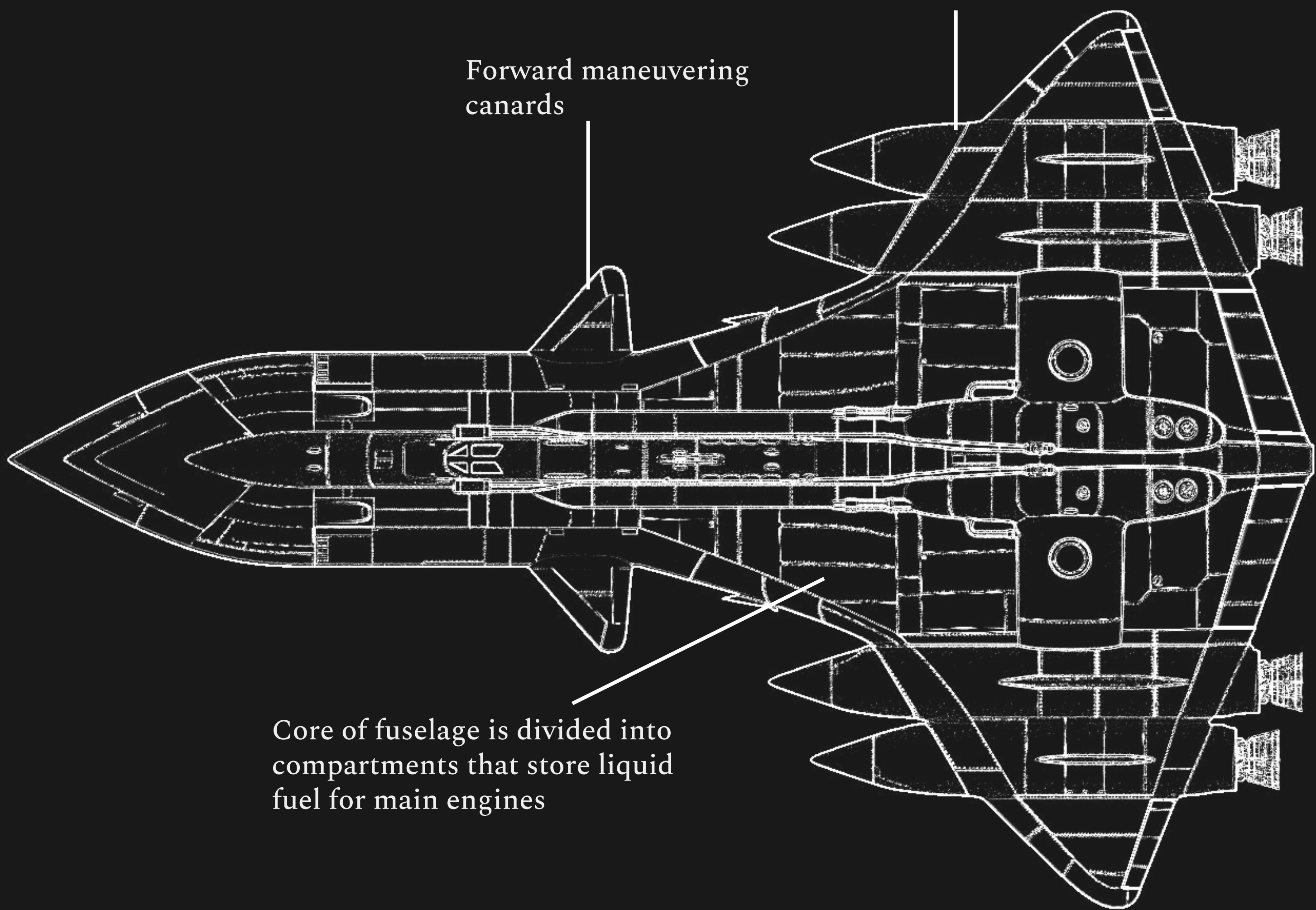

Radar domes and sensor systems
Nusteel-reinforced landing gear struts
Auxiliary jet thrusters help keep the Hekaton's mass in the air

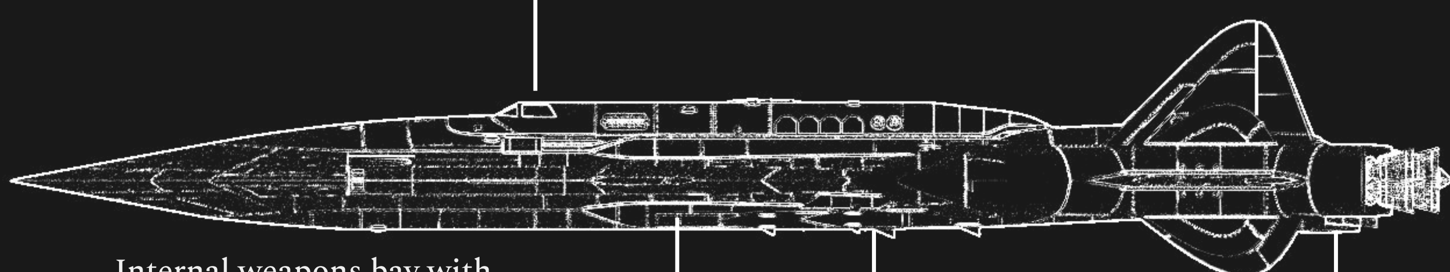
Jetstream Interceptor

High-altitude atmospheric craft exist to do one thing: ascend extremely fast to shoot down an incoming enemy high in the skies. While they can also be used to engage targets in the lower layers of planetary atmospheres, their main purpose is the interdiction and destruction of threats descending from the interstellar void before they can close in for landing. They form the middle layer of interplanetary warfare between conventional aircraft and true starships, operating much higher up than any normal fighter could but without capability for actual stellar travel.

The Grumder Aerospace **AHF-12 Jetstream** is an exemplar of these technologies. Launched with a booster carriage from ground facilities, its particle rocket engines allow it to reach near-hypersonic speeds as it shoots up into the sky. Jetstream pilots are specifically trained, equipped and sometimes augmented to withstand the monstrous g-forces of take-off acceleration. The Jetstream's main weapon is a canister of inert nusteel-titanium rods that it fires in a scattergun-blast at its targets to shred them with kinetic force. The damage this can inflict to a descending transport, especially exposed engines, is catastrophic.

Mass - 31 tonnes empty
Max takeoff weight: 85 tonnes
Propulsion - 4x Grumder XRE-991 particle thruster, 6x Armasyn RRE-5 auxiliary rocket, central fissile furnace
Crew - 2: pilot, weapons officer ("B" variant and onwards)
Primary weapons - 2x internal weapons bay with kinetic rod canister dispenser
Secondary weapons - 4x missile pylon, 1x Armasyn F/AC7-30 cannon
Top speed - 5430 km/h approx.
Combat range - 7120 km
Service ceiling - [CLASSIFIED]





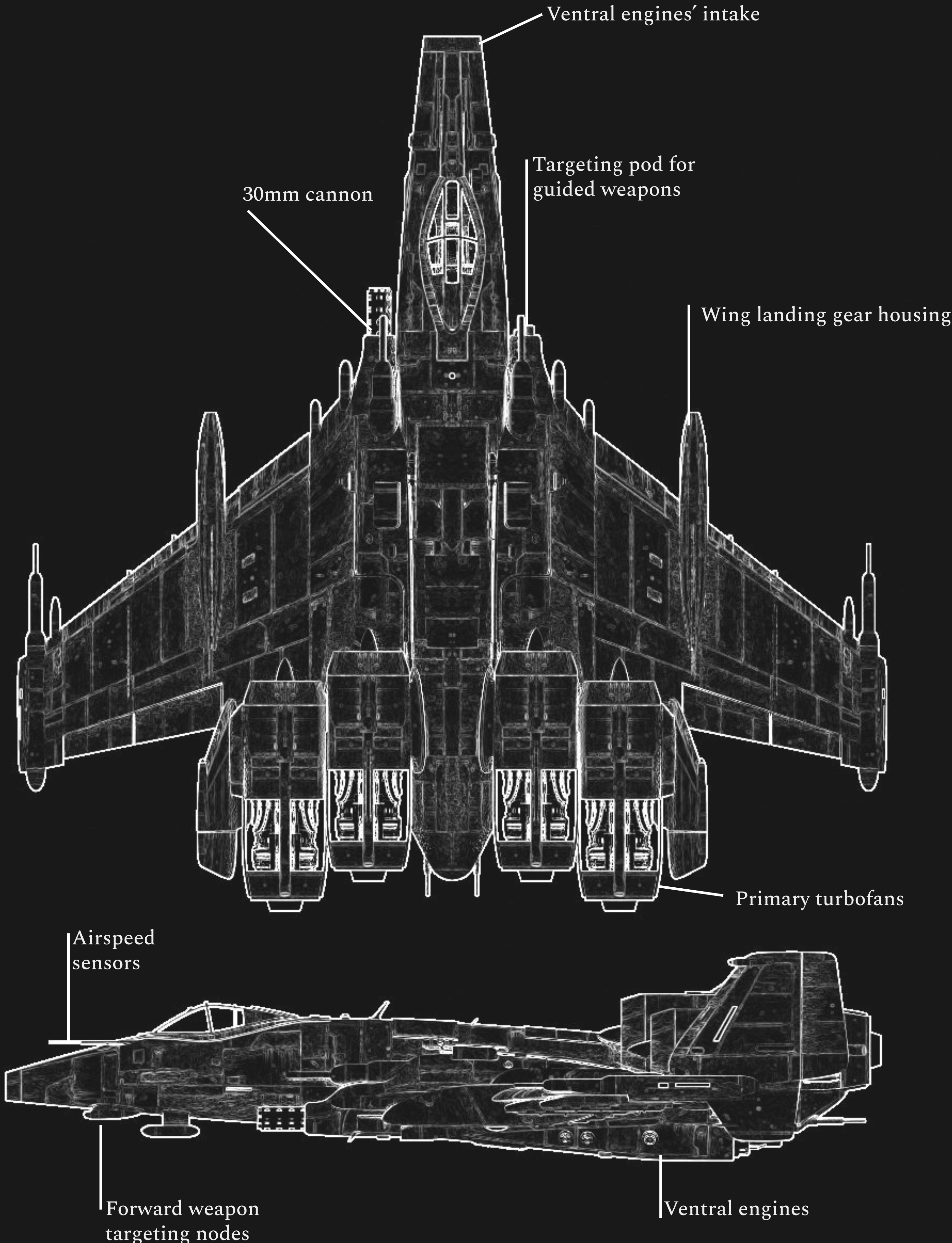
Projectile dart example. During an attack run, these extremely dense rods are fired out in clusters of dozens or hundreds at a time, depending on the ammunition type. Larger projectiles carry more mass but also take up more space in a canister.

Fulminator Strike Aircraft

The Sumner-Armasyn **AG-21 Fulminator** started out as a forgotten design buried in the workshops of the Sumner Aviatek corporation. After Sumner was acquired by Armasyn 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 Armasyn's Retaliator rotary cannon system.
Armasyn put the design into production and it soon became a staple of the Air Corps' ground attack inventory. The Fulminator, named for the shock and awe it was built to deliver, can equip a variety of bombs, rockets, missiles and other weaponry under its pylons, and though centuries old, its seven-barreled cannon has retained its effectiveness as a ground-pounding 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 lead to Directorate ground troops giving it an affectionate nickname referencing a particular ill-tempered beast provolved from swine-stock to survive on the Frontier: the "Hell-pig".

Mass - 13 tonnes empty
Max takeoff weight: 22 tonnes
Power plant - 4x Sumner FE-77 turbofan, 2x Armasyn AT/S-230 turbine, velanite fuel system
Crew - 1 pilot
Weapon pylons - 12: 10 under wings, 2 under fuselage
Guns - 1x Armasyn GR/AT-19 Retaliator 30mm rotary cannon
Top speed - 830 km/h
Combat range - 520 km
Service ceiling - 14 km


Ventral engines' intake
Targeting pod for
guided weapons
30mm cannon
Wing landing gear housing
Primary turbofans
Airspeed
sensors
Forward weapon
targeting nodes
Ventral engines

Acquisitor-class Assault Tower

As the Air Core is tasked with all atmospheric air combat operations, the control of assault towers also falls within their purview. These massive orbit-to-surface transport ships are the Directorate's primary method of delivering forces directly into combat zones. In essence, an assault tower is a gigantic rocket-ship, landing and taking off vertically, tooled for the transport of military assets straight to the front line. Setting down one of these ships will see everything directly beneath incinerated with gigantic jets of star-hot plasma, and the vessel's passengers - as well as its own guns - ensure any surrounding enemies won't have a chance to recover from the shock-and-awe of the building-like ship touching down.

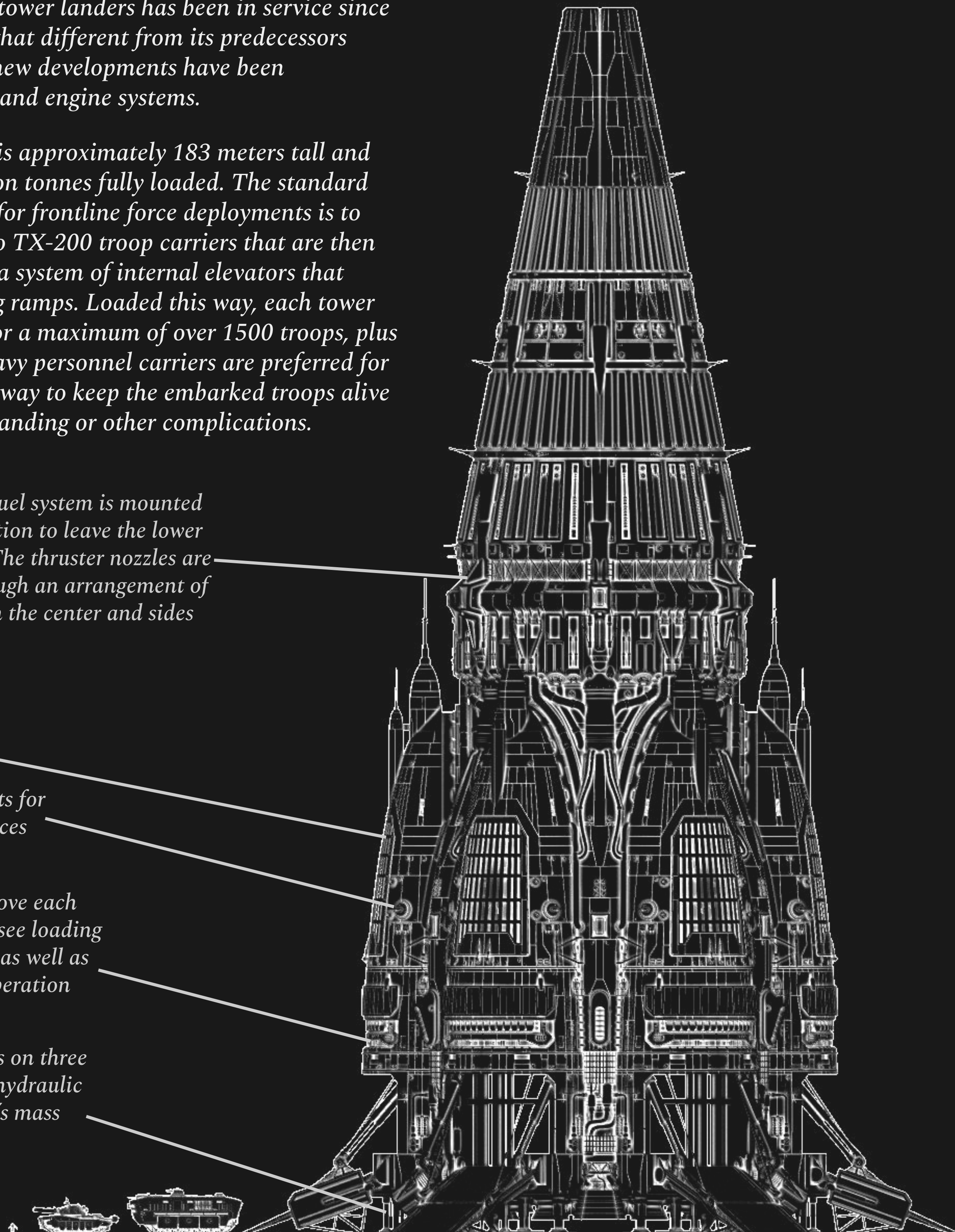
While an assault tower is a starship in the technical sense, with all the propulsion and life support components that requires, the interstellar void is not their field of war. Their reaction control systems are clumsy, as they're not intended to maneuver beyond rotating into landing or docking positions, and they have no dawndrives or other methods of faster than light travel. Assault towers are carried on the docking arms of Armada tug-ships and released for landing operations once their fleet element arrives in orbit.

Once angled correctly, the assault towers begin their descent through the atmosphere. For this purpose they are equipped re-entry projectors, the only viable type of energy shield technology that Hegemonic efforts have produced. These devices project a magnetic field, or a "shell", in a certain direction, with plasma contained within the field. This plasma shell not only generates drag when it interacts with the atmosphere, slowing the ship down, it also absorbs the heat of re-entry, shielding the ship from thermal damage and allowing it to land bottom-first without harm to its thruster components. Projecting the shell takes a lot of energy, so the ship shuts down most other systems for this phase of the landing procedure.

When the tower is roughly two minutes from touching down, the magnetic shell is turned off and the ship's primary engines fire at full power, creating a kilometer-long stream of superheated gas that burns with enough intensity to turn rock into glass. The ship is vulnerable to attacks from directly below during a five-second interval between the shuttering of the shell and the firing of the engines. Soldiers of the Army have taken to calling the final two-minute descent "the one twenty" and "dropping the house".

The Acquisitor-class of tower landers has been in service since late FC-5, and isn't all that different from its predecessors outwardly; most of the new developments have been improvements to power and engine systems.

A landed assault tower is approximately 183 meters tall and weighs over half a million tonnes fully loaded. The standard transporting procedure for frontline force deployments is to pack infantry forces into TX-200 troop carriers that are then loaded into the ship on a system of internal elevators that terminate at the landing ramps. Loaded this way, each tower can carry 30 TX-200s, or a maximum of over 1500 troops, plus additional supplies. Heavy personnel carriers are preferred for this as they are the best way to keep the embarked troops alive in the event of a rough landing or other complications.



Scale comparison of a deployed assault tower next to a TX-200 carrier, a Victor tank and the average person, arranged from right to left

In addition to the rapid, violent force of military landings, assault towers can of course be set down far more gently, and in this way they see use as heavy trans-orbital cargo lifters in the commercial and industrial sectors. Many larger cosmodromes include dedicated vertical landing bays for these craft. Non-military versions of these ships are simply called landing towers.

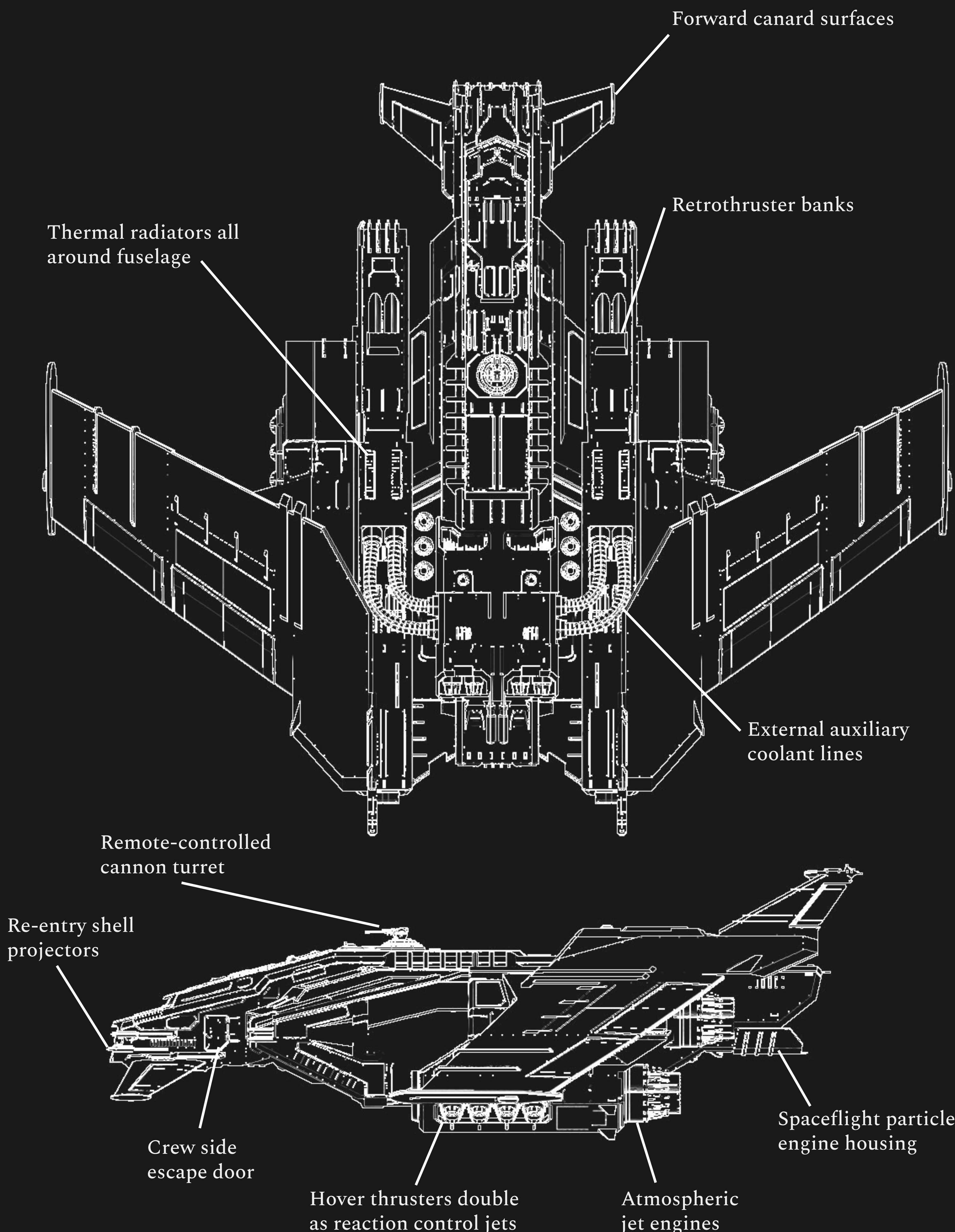
Like many a MacroCorp, the Air Core fields Barque-class bulk transports for logistics outside immediate combat zones. Their cavernous holds are extremely useful for the mass hauling of any type of resource or equipment, and Barque transporters are the most common generalist asset for ferrying immense amounts of materials between orbiting ships and ground bases, or from just one surface location to another. In a planetary assault operation, as soon as a beach head is secured, Barque haulers start to descend, bringing in construction equipment, heavy war machines and everything else that an Assault Tower may not carry in the initial landing operation.

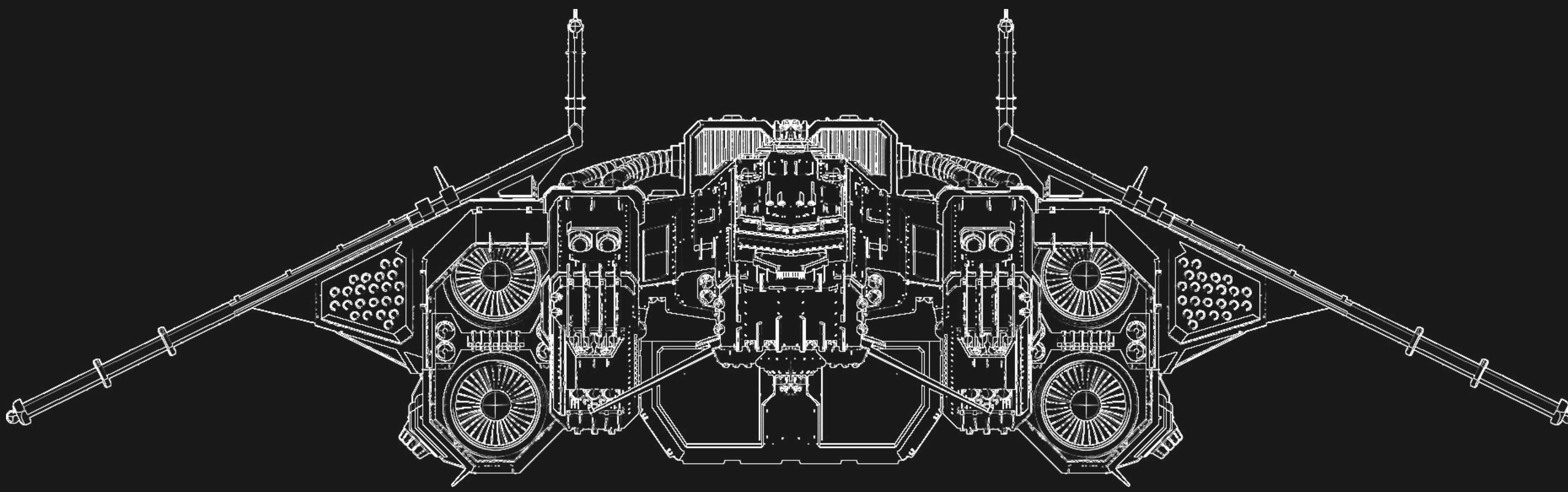
Vampyr Gunship

The brutally imposing Armasyn **XT-95 Vampyr** (sometimes Vampyre) stands out from most military flyers with its capability for combat maneuvers both in atmosphere and in space. While atmospheric craft cannot operate in space at all, and spacecraft are clumsy hulks of metal in planetary atmosphere, the Vampyr can traverse both environments with ease. The craft is equipped with two arrays of engines, a set of control surfaces and an array of directional control thrusters so that it has both propulsion and maneuvering systems for two very different worlds of flight. The multiple advanced systems of the Vampyr make it an expensive craft to procure and operate, but it has found use in special deployments requiring particular versatility, especially with the Ruentimes and the strike forces of the Barakan Elite.

In addition to its capabilities as a transport, the Vampyr packs a host of weapons. By default it mounts two twin-mount turrets on the top and bottom that can be used to engage targets in the air or on the ground, a set of rocket launcher pods is built into the crook of its wings, and additional external weapons can be attached all around its fuselage or under the wing surfaces. The Vampyr is in equal measure a heavily armored ground-pounding transport and a space bomber. With XT-95's regularly flying high-risk missions and sporting multiple control systems to master, Vampyr pilots are some of the best trained and paid front-line personnel in the Directorate. The gunship got its nickname from its apparent resemblance to a certain fanged and flying reptilian creature encountered on the duskward edges of Civil Space.

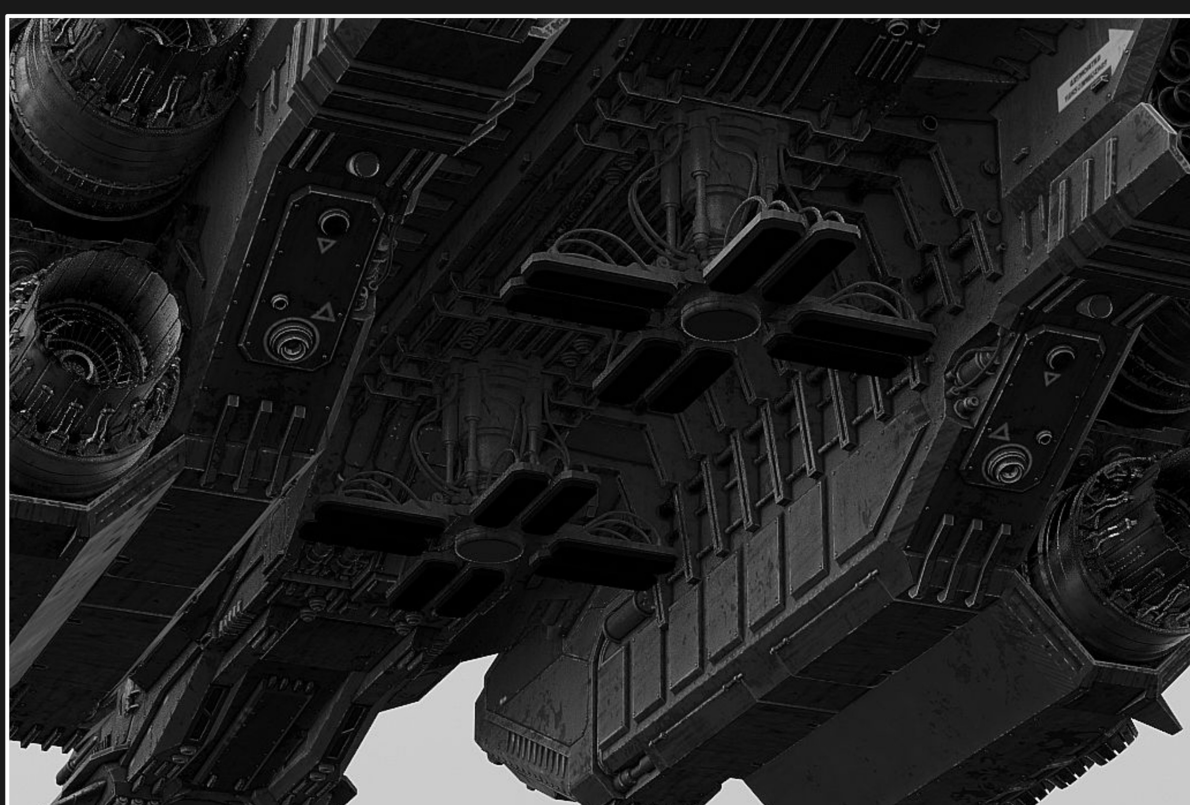
Mass - 82 tonnes empty
Max takeoff weight: 198 tonnes
Atmospheric propulsion - 4x Armasyn TTE-6000P heavy turbofan
Spaceflight propulsion - 2x Stratos VSL-50Z Starblast particle thruster array
Power plant - Dual Velanite-B furnace core with fissile generator backup
Crew - pilot, copilot, 2x gunner
Weapon pylons - Accepts weapon hardpoints in various sections on fuselage
Guns - 2x turret-mounted 60mm machine cannon
Top speed - 990 km/h with atmospheric propulsion
Range - 8 750 km in atmosphere


Forward canard surfaces
Retrothruster banks
Thermal radiators all around fuselage
External auxiliary coolant lines
Remote-controlled cannon turret
Re-entry shell projectors
Crew side escape door
Hover thrusters double as reaction control jets
Atmospheric jet engines
Spaceflight particle engine housing



The underside of the XT-95 gunship can be adapted for different mission types. It is shaped by design to allow for the mounting of cargo, from freight containers to vehicles. Infantry insertions are most commonly done with an underslung troop carrying pod. The XT-95/B variant has a pair of powerful magnetic clamps underneath for carrying vehicles; it is a favorite of the Barakan, who can use the gunship to carry their troop transports and tanks straight into the thick of fighting.

The Vampyr's hull itself has some passenger and cargo space behind the cockpit, though this is typically not used in combat due to the inconveniently long boarding ramp of that compartment.



THE ARMADA

Hegemon Military
Starfleets

To Rule The Stars

The Armada is crucial to the existence of the Hegemonic way of life. It is the primary security enforcement element of every important leyline and trade route, and its weapons and logistics capabilities form the first line of offense in any trans-planetary Directorate operation.

After the Army, the Armada is next in line for the most numerous component of the Directorate. Each of its warships carries thousands of personnel ranging from the highest Managing Officer to the lowest sanitation specialist, and over a hundred fleets of all sizes are constantly traveling to and fro across the Hegemonic realms in service of Avarice.

The Armada's service members are perhaps the most diverse, as the crew on any ship can vary from unknown, low-pay laborers to decorated and experienced officers of the fleet; recruits can come from anywhere between the dirtiest city-street gutters and the most respected military academies. Each one of the Armada's warships is akin to a city in space, and the oldest ones carry storied histories of glory and tragedy from uncountable battles fought over the centuries. The fleets of Avarice can be composed of escorts, destroyers, battleships, carriers and freighters of a great number of types, classes and subclasses. Some ships are built in limited numbers and then never again, others have been produced since the first Fiscal Century. All are critical to the continuation of the Hegemonic order, and it is no wonder that many remarkable leaders of the Directorate throughout history have come from the ranks of the Armada.

While the Army and the Air Core have to operate with certain considerations regarding collateral damage, the Armada, by the very nature of interstellar economics, has to take the same considerations to another level. Ships are precious, and destroying one is a considerable loss as replacing any spacefaring vessel, especially a large one, takes time, materials and expertise.

For this reason the Armada's doctrine, when confronted with human forces, is to prioritize capturing or disabling enemy vessels, so that they may be put to other use once the conflict at hand has subsided. The Directorate is not the only faction that uses ships like Stratos-designed Warliners, as the MacroCorps are generally free to sell their inventory to anyone with the funds to pay for them. It is far more economical to salvage a ship from the enemy - with all the equipment, intelligence and technologies it carries - than to destroy it and deny its use even to yourself.

Exogens are a different matter.

ARMADA COMMAND ORGANIZATION

THE DIRECTOR

HIGH COMMAND

SUB-DIRECTORS OF THE ARMADA

ADMINISTRATIVE COMMAND LEVEL

OPERATIONAL COMMAND LEVEL

OFFICERS

As commissioned military personnel are officially categorized under Managing Officers, it is common to refer to this part of the command structure simply as "Management".

FLEET ADMIRAL

GENERAL MANAGING OFFICER
Highest-ranking commander in theater, oversees all operations

STRIKE ADMIRAL

SENIOR MANAGING OFFICER
Commands a squadron of ships as part of the larger naval force

SHIP CAPTAIN

MANAGING OFFICER
Commands a ship and its crew with the support of JUNIOR OFFICERS

EXECUTIVE P. OFFICER

ENLISTED COMMANDER
Executive Petty Officers report to the ship's Management and have responsibility over the running of entire decks

PETTY OFFICER

ENLISTED CREW SUPERVISOR
A Petty Officer oversees a group of Deck Chiefs and their subordinates; ship security troops are also Petty Officers; divided into **Junior** and **Senior grades**

DECK CHIEF

ENLISTED CREW LEADER
A Deck Chief commands a formation of crew and oversees the operations of Deckmen in a specific corner of the ship

DECKMAN

ENLISTED CREW
Divided into Gunnery, Engineering, Cargo and other roles on the ship, Deckmen are directly responsible for the running of a ship's various stations and functions

MANAGING OFFICER SUB-CLASSES

The assistants to the Managing Officer have their own levels of ranking, with the highest one of them being the closest to the Managing Officer and relaying their orders to subordinates.

The Armada's Junior Officers are high-ranking crew immediately below the Captain and in charge of vital functions such as navigation, communication, sensor traffic, gunnery, engineering and the helm. Many of them are stationed on the bridge, while others are posted throughout the ship to oversee their respective subordinates directly, though this depends on the class and layout of the ship itself.

Typically a squadron's Strike Admiral is stationed on the formation's lead ship, which is often also the deadliest one.

ANALYSTS

Financial troops measuring gain and loss. Attached directly to the General Manager's office, Analysts of the Armada are stationed on ships as part of the command staff.

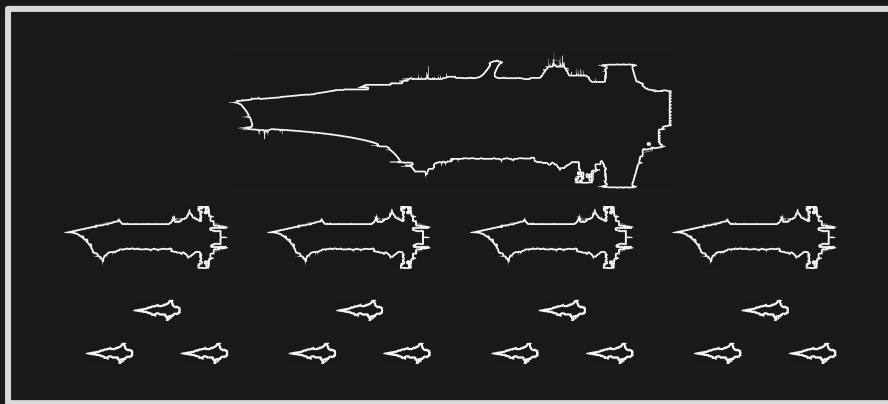
A Note on Personnel

Ships of the Armada employ thousands upon thousands of crew for menial duties and basic daily running of the ship's systems, and many of these are civilian contractors overseen by military personnel. This page only lists military ranks aboard a ship.

INTELLIGENCE

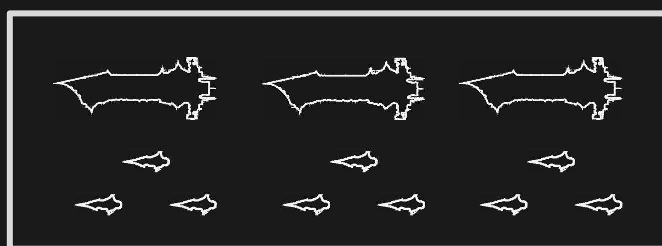
Armada Intelligence filters and relays reconnaissance and communications information to the ship command staff to aid in decision making.

ARMADA UNIT ORGANIZATION



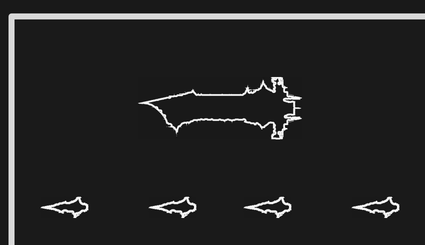
BATTLE GROUP

Large formation centered around a Cruiseliner or other very large warship, with numerous support ships. Multiple Battle Groups can come together to form a **Task Force**.



SQUADRON

A formation of several Warliner-type ships with supports and escorts. Sometimes also called a Strike Group.



ELEMENT

A single Warliner-type vessel with its escort and support ships.

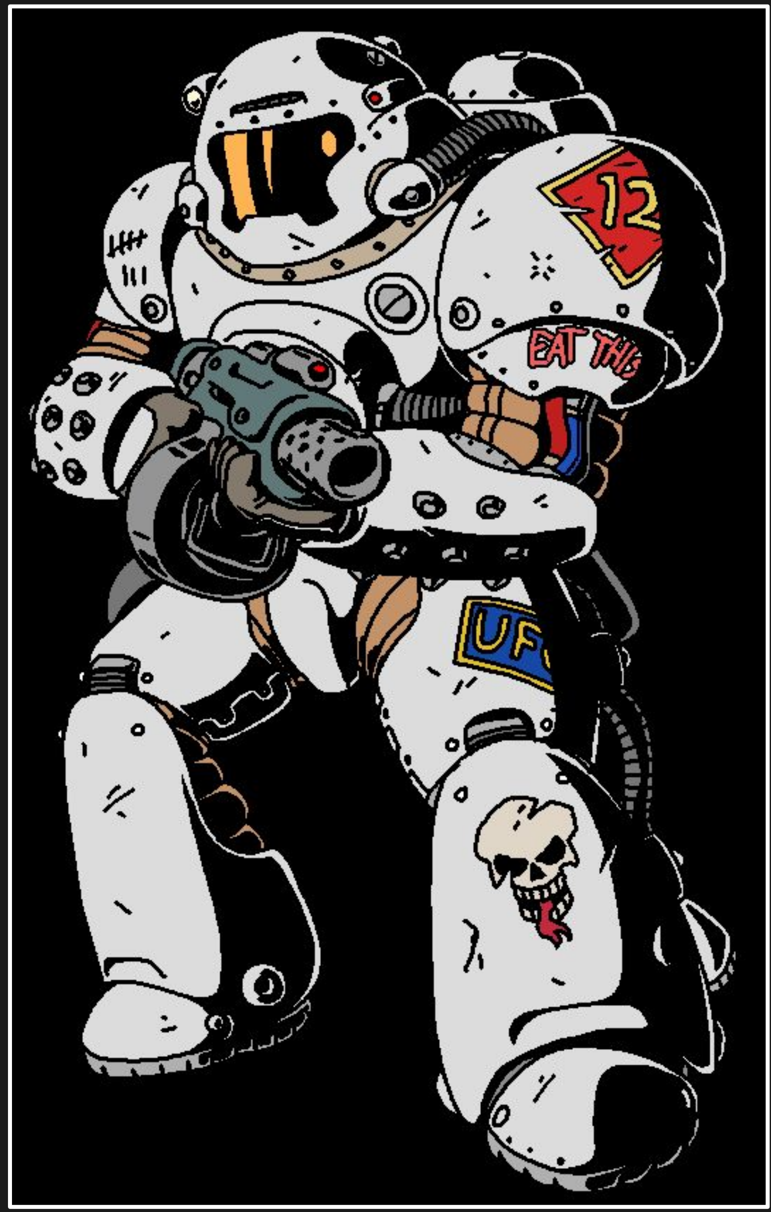
When operating without a larger command vessel, escort ships, such as Carrack cruisers, form a **Patrol.**

Armada formations typically travel accompanied by all kinds of additional support ships that are lightly armed if at all, such as tugs, tenders, haulers and other types tasked with logistically aiding the main attack vessels. These ships and formations in general can have a lot of variety; this page illustrates only the common standard for Armada formations using Cruiseliner, Warliner and Carrack type vessels as examples.

Armada Special Operations

"Starheads" or, as known by the Army, 'Asols'

Additional training, additional weapons, typically more kitted out than the Regiments and just shy of the kind of equipment the Ruentime Elite get, the Specials are responsible for ship security. They also specialize in boarding actions and securing docking sites for the Armada's ships as need be.



Their uniform, called the 'ivory,' is a fully sealed suit of autoplate made from paralloys and equipped with on-board life support. Features include a pocketsteel-style empowerment frame that trades traditional mobility for protection. In normal gravity they are lumbering brutes, but in zero-g they have unrivaled and unrestrained movement via dozens of gas thrust nodes.
Weapons are typically in service for space combat with physical and energy based cutters, scatterguns, harpoon weapons and implosives.

The Specials have an almost sibling rivalry with the Ruentime Special Forces. As the Ruentimers secure the tradelanes, they are often in proximity to the Specials who are tasked with protecting Armada ships. Neither appreciate said proximity.

Warliner-class

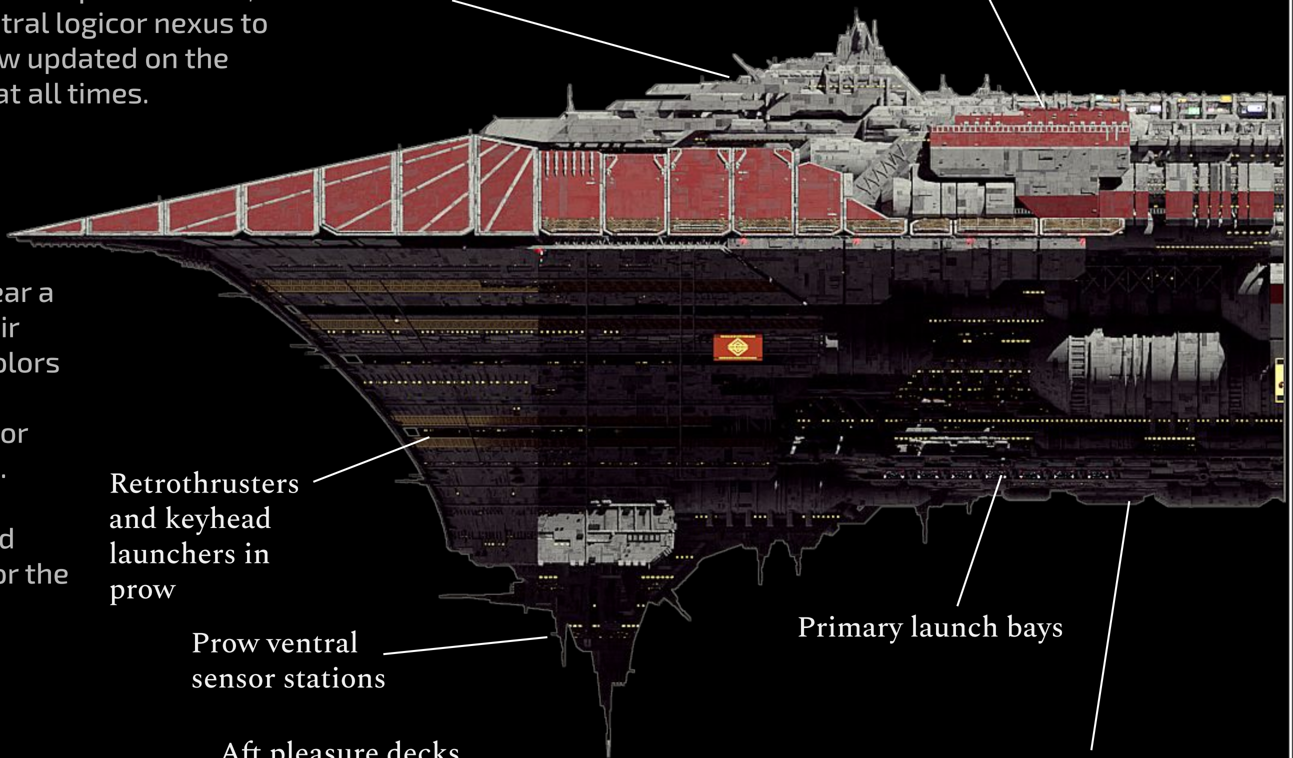
Out of all the Armada ship classes, Warliners are perhaps the most emblematic of the Hegemon's reach, influence and raw power, both economically and militarily. These vessels are vehicles of commerce, cargo and combat all in one.

The Warliner-class was adapted from Stratos Industrial blueprints for an extremely versatile long-range starship. The ideological influence of Avarice saw these plans realized as a multi-kilometer titan that is in equal amounts a warship and a pleasure cruiser. Many variants of different specializations have been created since the type's introduction back in FC-0 and its design properties have influenced all other ship types in the military and business fleets of the Thousand Empires.

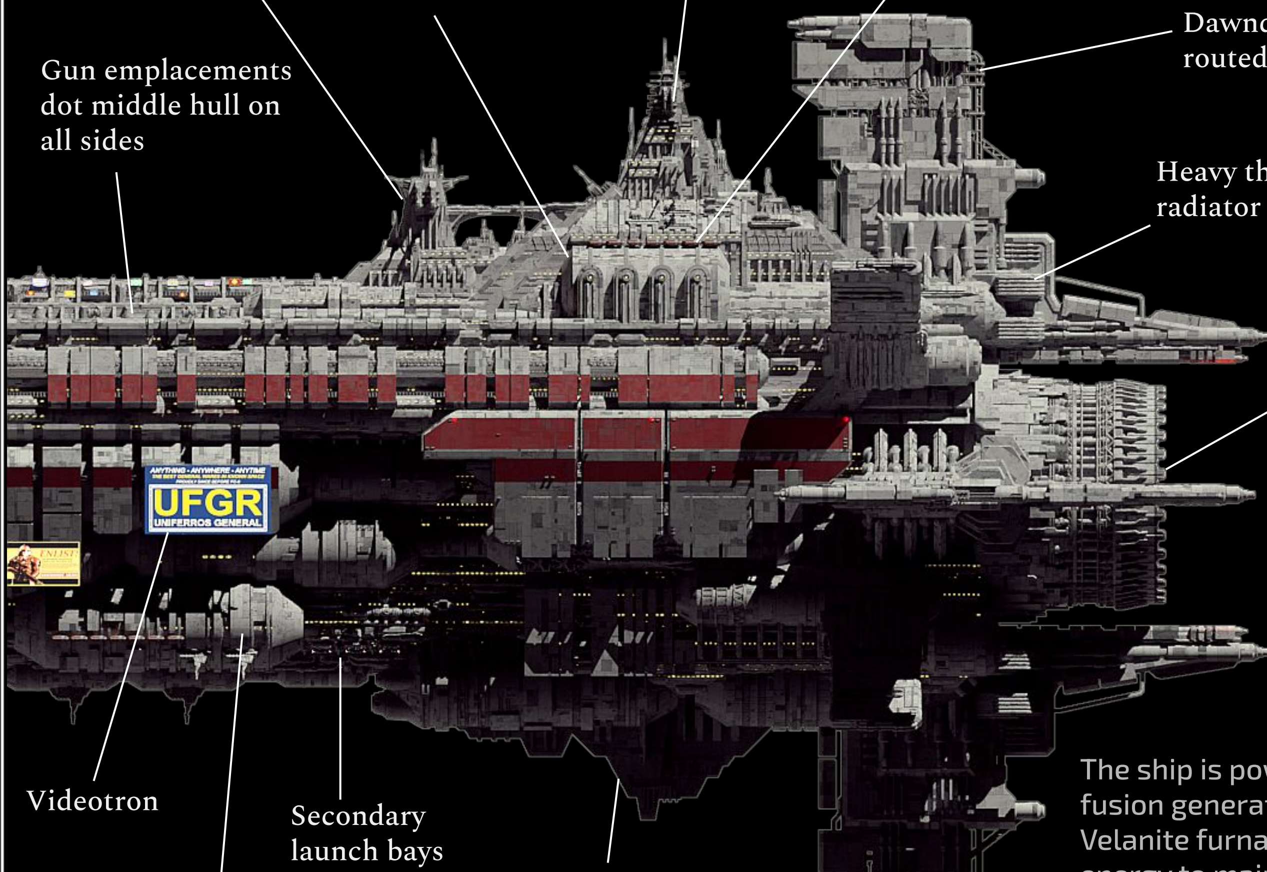
Warliners form the core of most naval formations and only play escort to even larger ship types. They're bristling with weapons, sensor equipment and commercial space to be leased for sponsorships. Their hundreds of decks vary from grimy maintenance tunnels to lavishly decorated luxury suites and their systems of energy and consumables are designed to be semi-self-sustaining, granting these ships an incredible range and the ability to support other fleet assets with their stores of resources.

Length - 5 kilometers approx.
Power plant - Stratos Stellator F900/SH fusion reactor (x6) / Stratos VRF-10000 velanite furnace
Propulsion - Velignium particle engine with ion thruster reaction control systems
Crew - 90 030 workers, technicians, security / 9 100 air wing staff / 4050 command personnel / 4100 porters
Armor - 3-10 meters layered paralloy-astarine structure over tensorum framework
Armament - heavy missile launchers, gun turret stations of various sizes
Countermeasures - vantic launchers, kinetic and laser point defenses

Dozens of sensor and observation posts are scattered throughout the ship's structure, feeding data to the central logicor nexus to keep the command crew updated on the vessel's surroundings at all times.



Armada vessels often bear a simple grey finish on their armored hulls, though colors can be used to indicate corporate sponsorships or specific fleet formations. Stardocks of Hegemon shipyards have dedicated large-scale machinery for the repainting of ships for different Ventures.



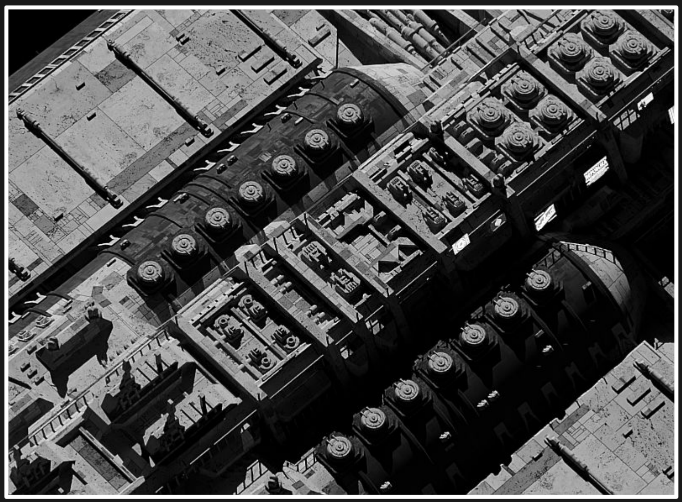
The ship is powered by a bank of fusion generators and a gigantic Velanite furnace, granting it enough energy to maintain the Dawndrive system and all other functions of the vessel at the same time.

The Warliner has many subclasses that deviate from the original design for specialized purposes, such as heavier firepower, increased mobility, better cargo space, improved survivability and so on. Pictured above is the Transactor-class, one of the earliest variants, designed for an increased complement of on-board stellar combat craft and distinguished by its more heavily armored flanks and multitude of launch bays.

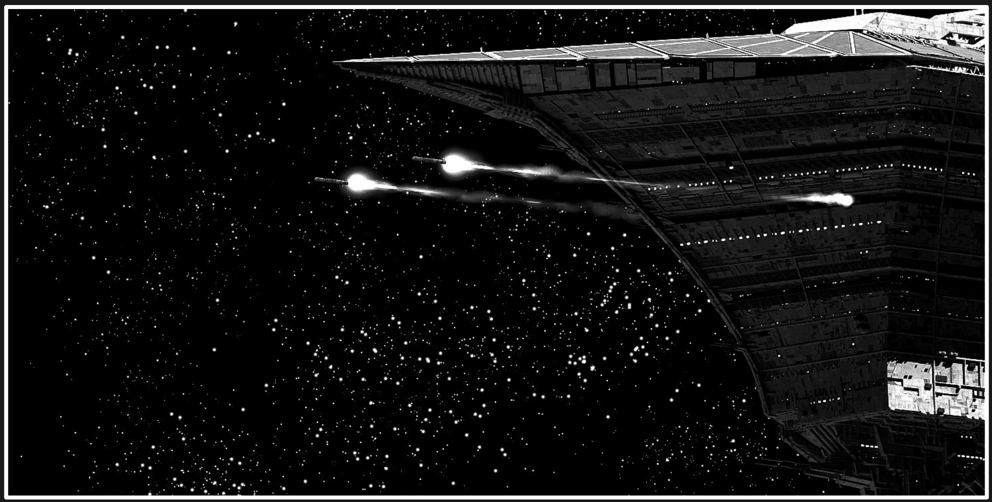
Armaments

Armada ships pack enough firepower to lay waste to cities and nations, should such wasteful measures be deemed necessary. Most Hegemon warships are armed with direct-fire weapons and guided missiles. Whichever kind is used depends on battlefield conditions, as tacticians must always account for the interference of vantic countermeasures.

Gun turrets range from light point defenses, designed to shoot down incoming small craft or missiles, to artillery pieces the size of buildings. Direct fire is always preferred in heavy vantic concentrations; nanoid interference will scramble the targeting of missiles, but does nothing to stop the punishing impact of a shell already on its way.



Missile launchers, like guns, come in various sizes, but the most prominent are the heavy anti-ship torpedoes fitted into large launch silos. They can carry massive warheads to precisely destroy or cripple enemy vessels, but their guidance systems are susceptible to interference, from either conventional electromagnetic weapons or vantic fog.



Prow missile launchers on ships serve a dual purpose, as they are designed to fire not only weapon torpedoes but also the Keyheads used for entering the Outside.

--Oil the jaws of the war machine, feed it with your ambition--

The interiors of Armada ships combine a variety of construction styles depending on structural and aesthetic needs.

The uppermost decks, especially on large vessels, are stylishly decorated for the pleasure of high-ranking members of both the Directorate and the civil society. The lounges and venues prepared for the Magnate class and other valued passengers are the most glorious in detail, combining Protean style ornamentation with exotic materials like real wood.

Lower decks are more spartan and utilitarian, all bolted iron and support trusses. Utility tunnels and maintenance corridors often don’t even have grav-decking to save on energy consumption. Due to the size of Warliners and other ships, many of the lower levels of ships are dark, forgotten spaces, shadowed corners with their own histories and secrets that no outsider will visit unless absolutely necessary.

In the earlier ages of the Hegemon, especially in Dumno-Ualos’ time and during the Restoration, shipbuilding was inspired by the cultural shifts of those eras to a point where even more utilitarian sections of starships were decorated with elements of the Protean style, such as this mid-level corridor of an old Warliner.

Carrack-class

The Carrack escort cruiser is among the smallest ships in the Armada's service, but with its length of one-and-a-half kilometers, it is still a veritable behemoth compared to the average civilian vessel and easily matches most of the Hegemonic nations' own warships in size and firepower.
Carrack-class ships were designed shortly after the first Warliner's structure was laid down at Stratos shipyards. They are multirole vessels that cover heavier ship classes in fleet formation or form patrol squadrons of their own. The Carrack's hull is essentially little more than a large thruster and dawndrive system with weaponry and cargo space attached to it; the central reactor core and main engine take up at least half of the ship's length. This grants the ship great acceleration and mobility, making the Carrack ideal for running down smugglers, pirates, and other targets that prefer fleeing to fighting.
The vessel's main armament is a set of missile launchers on the hull superstructure. These long-range stellar torpedoes can carry Atomika charges in their warheads, ensuring massive devastation in any target that may fail to intercept them allowing the Carrack to potentially punch far above its own bulk class. Inert versions relying on kinetic damage also exist. Its secondary weapons are gun turret arrays of various sizes, from heavy cannons to small point defenses. Like any Hegemonic warship, the Carrack carries modest pleasure suites for well-paying passengers as well as a garrison of boarding troops and a few stellar fighter squadrons.

Length - 1.5 kilometers approx.
Power plant - Stratos Stellator F330/H fusion reactor (x2) / Stratos VRF-600L velanite furnace
Propulsion - Velignium particle engine with ion thruster reaction control system
Crew - 6 010 workers, technicians, security / 500 air wing staff / 1020 command personnel / 340 porters
Armor - 3-10 meters layered paralloy-astarine structure over tensorum framework
Armament - heavy missile launchers (6), gun turret stations of various sizes
Countermeasures - vantic launchers, kinetic and laser point defenses

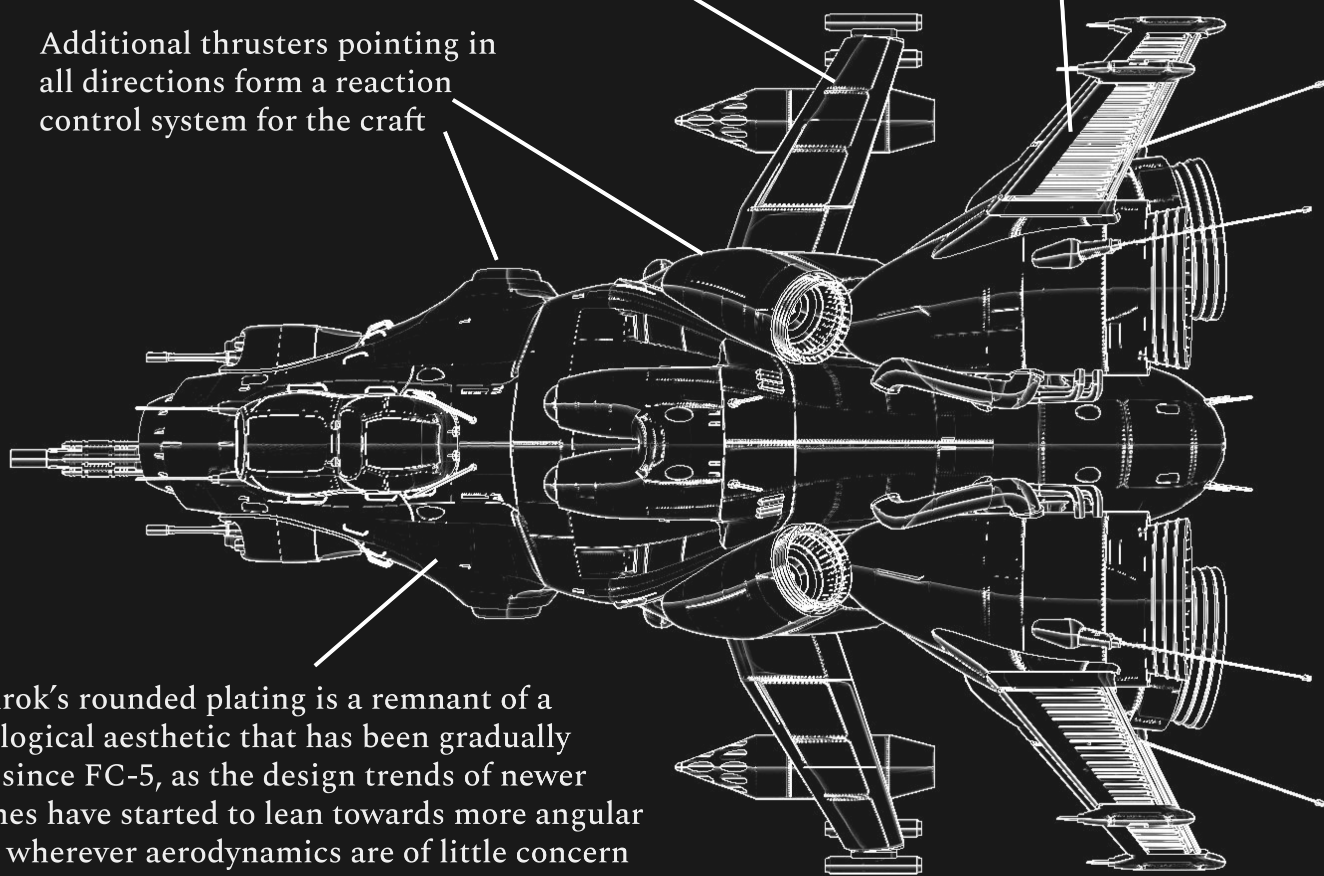
A Carrack cruiser patrol group intercepting a Benefis-class macrohauler on the dawnward edge of the Bhosnayan region. Macrohaulers are immense cargo vessels, one step down from freightliners. They are used to transport all types of goods, legitimate or otherwise. Their cavernous holds and freight modules are a favorite of smugglers and stowaways - even honest owners can be the unwitting runners of grey-market items such as weapons, narco-substances or trafficked persons hidden within their ships by illegal actors. Freight traffic is particularly closely monitored on the fringes of conflict zones and other areas with suspected illicit activity, such as the ever-unstable Bhosnayan nations. As all ships are always more valuable whole than in pieces, the standard Armada procedure with a fleeing vessel is to shoot to cripple its drive systems before boarding the ship for inspection.

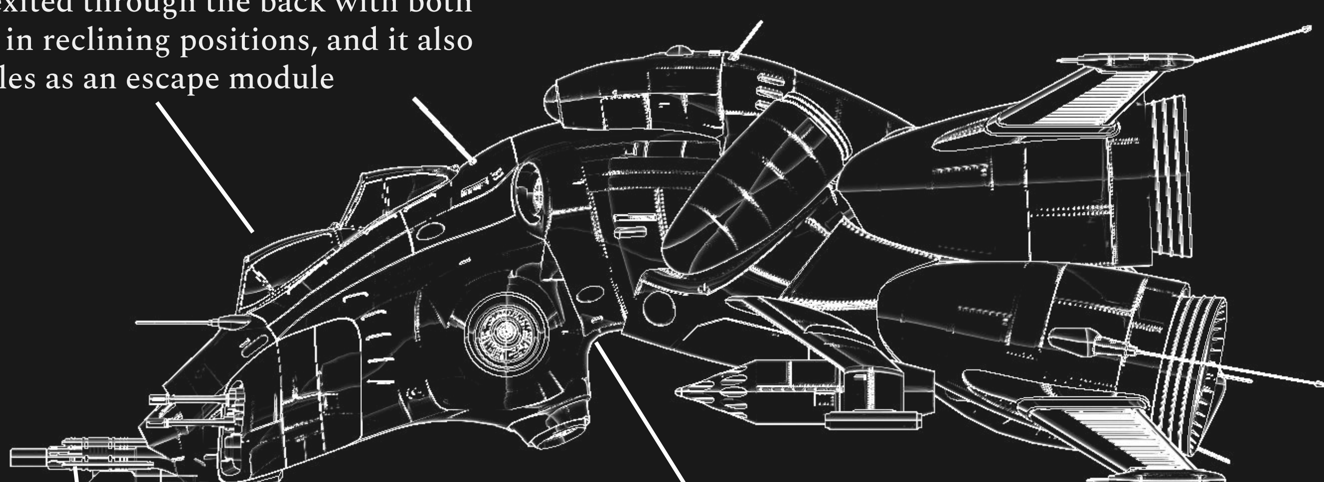
Surok Stellar Fighter

The **Sumner Roketek SU-77 Interplanetary Light Gunship**, more commonly simply the **Surok**, is another venerable design, first put into mass production in the early years of FC-5 after existing as a prototype for at least a fiscal century prior. Sumner hadn't been able to turn the design into a marketable vehicle with more advanced and attractive models available, but when the Directorate started looking to adopt a new affordable space combat craft for its fleets, Sumner's new owners at Armasyn re-evaluated the SU-77 blueprints and, with a few additions and tweaks to its design, turned the abandoned prototype into an Armada success story.

The Surok fighter is like a maneuverable two-crew rocket with weapons added. Its four primary engines and large reaction control thrusters grant it great acceleration and general agility. While the rear section is mostly taken up by its fuel and power systems, it has some cargo space behind the cockpits and can also carry a passenger or freight module underneath. This allows the Surok to act as a light shuttle between ships if needed. While the A and B models have a pointed nose with a large sensor suite, the later C variant sports a matretic disruptor gun in addition to the standard cannons.

Mass - 15,5 tonnes empty
Max takeoff weight: 24 tonnes
Propulsion - 4x Sumner-Armasyn RX-S9 particle thruster with fissile-thermal fuel feed
Crew - 2: pilot, weapons officer
Primary weapons - 4x 30mm machine cannon, 1x subatomic disruptor (SU-77C)
Secondary weapons - 2x Armasyn UGR-18M/X rocket pod
Top speed - 2950 km/h


Heat radiator vanes
Weapon pylon struts
Additional thrusters pointing in all directions form a reaction control system for the craft
The Surok's rounded plating is a remnant of a technological aesthetic that has been gradually fading since FC-5, as the design trends of newer machines have started to lean towards more angular shapes wherever aerodynamics are of little concern


The cockpit section can be entered and exited through the back with both seats in reclining positions, and it also doubles as an escape module
Cargo and sleeping space behind cockpits
Subatomic disruptor

Cruiseliners

At the dawn of the **Age of Restoration** in 2/30, as the Hegemonic territories expanded, theorists of military and logistical matters saw the need for larger starships, with increased range, carry capacity and resource independence, something similar to the versatile Warliners but on a far grander scale. To fill this need, the first Cruiseliner-class vessels set sail from Stratos shipyards. Measuring over ten kilometers from end to end, Cruiseliners are still the heaviest mass-manufactured ships outside freightliner-type cargo vessels. They form the core of large naval formations, acting as capital vessels and command ships that direct Armada operations locally. Their bulky hulls have enough volume for entire continental pacification forces, at least in theory; sub-classes exist for different roles. **Carriers** are equipped for transporting a maximum amount of vehicles and equipment, **Dreadnoughts** prioritize armor and heavy firepower, and **Battleships**, the most common type, balance all of these features.

Due to their sheer size, Cruiseliners were the first to be titled *cityships*. Their overall construction, as well as certain features, such as the prominent "pleasure tower" luxury observation spires insisted upon by the financiers of the vessel class, would go on to directly inspire the design of even larger vessels, the custom-built Starliners.

Starliners

The Starliner-class cityship is not a standard model of warship used by the Armada, or by anyone. While they follow a roughly similar plan in their construction, each is a unique design with its own bespoke features, constructed by Stratos Industrial as monstrously costly - and monstrously luxurious - private orders for the most wealthy and powerful individuals of the Hegemonic realms.

Still, the Armada is known to operate several individual examples of a militarized Starliner-type starship. These behemoths, dwarfing even the already massive Cruiseliners, are the flagships of the ExeCor defense fleets, their firepower eclipsing all other ship classes in the Thousand Empires. Despite being military ships first, they are no less lavish on the inside when it comes to VIP suites and pleasure venues available to high-paying passengers. These Starliners occasionally venture out of the ExeCor and throughout civil space on grand tours of leisure and projected power, displaying the glory of Avarice for all to see.

I was on Hagolev. Ten years back.

Human years, not the fiscal kind. I think, anyway. It could've been yesterday.

We were 16th Assault Infantry, at the time. Retitlement and all that. We had big forces, so Management used big names.

Officially 1304th Mechanized Regiment, whatever Battalion, 3rd Rifle Company. I was 5th Squad, or 6th. The one where the Sarge wasn't an asshole, anyway.

It's all getting hazy with time. Maybe I huffed something back then. Lucky, some guys go way quicker.

Feels good to write this down. Again. Clears the head a little.

History's calling it the Sixth Bhosnaya War. We called it the Golev War. Because that was the endemics, the Golev. Barren planet, only a dozen nations. They didn't like us. Separatist movement, saying screw the Hegemon. They had this Liberation Army thing going, supported by local Unie militias. We were sent to clean the mess.

Well, the force I was in was sent in to clean the mess made by the guys originally sent in. They'd been fighting for almost fifteen years. We were the twenty-somethingth reinforcement deployment.

First it was an invasion. Then it was counter-insurgency. When our Army got there, the Army already there was dodging roadside bombs and neotyne soldiers. Zlatoyev, the capital - this continent-sized eperopolis. Urban fun for all. Every building a sniper nest, every surrender a trap. Every street an ambush. Concrete to the horizon.

The Golev and the Unies had started shooting each other by then. Ideology stuff. Three-way meat grinder, even better. Under siege, they were all running dry, rag-tag, they didn't pay us enough to tell the difference.

Most of our deployment's guys got out in the end. Earlier forces, not so lucky.

I still smell it. Everything else is fading, but the smell. Can't forget it. Won't.

Seven months fiscal after we got there, Management had enough, authorized Blank Cheque. Unrestricted measures. We didn't take Zlatoyev, we burned it down.

I heard it was discreet. The Golev and the Unies didn't have vantics, so we could do precision strikes. It didn't look discreet. It looked like flights of thirty, fifty, hundred bombers in formation, all dropping incendiaries. Over and over. Biggest airstrike I've seen, never ending.

The stench went right through my mask. Must've had a leak. The smell of history, culture, lives going up in smoke. Rock, wood, flesh, all swirling up in embers.

It's a thing, to see a continent ablaze, end to end, all buildings, all flames. Our people were pulled out, but we got to watch. Probably could've seen it from orbit too.

Everything went, except the mines under the city. That's what the brass wanted. The locals ran from their burning city, into the countryside, out to the sea, didn't fight any further.

Read it on the news they still hate us, probably gonna hate us into the future. But what can they do?

But we got to the mines. They were dry, had been for fifty years. Precious metals, fuel elements, whatever'd been there was gone. Empty holes in the ground.

I hadn't seen the worst of it. Can't imagine how the others felt, who'd gotten there earlier, the ones still left. Lost a lot of their friends for that empty hole.

Still smell it. Army paid alright, could get my head scrubbed, flush some of those nasty bits.

But maybe it's better to remember. For a while longer.

THANK YOU SO MUCH FOR YOUR SUPPORT AND INTEREST IN THE MORNINGSTAR UNIVERSE!