

FREESPACE ENCYCLOPAEDIA

-----WRITTEN BY CULLODEN-----

This is version 2.0 of the unofficial FS Encyclopædia, one of the most complete sources of FS information ever assembled into one document. I've tried to make things as accurate as possible, and have hopefully fixed a few things in this update, but as is with any document as big as this, a few mistakes have probably slipped through the net. If you find any, or have a suggestion to make, please email me at culloden313@hotmail.com, and I will do my best to include it in the next version.

Also, if you have a FS Campaign or a piece of Fan fiction for which you have made of an encyclopaedia, I would be more than happy to include it in the next version of the Encyclopaedia. All you have to do is email it to me at culloden313@hotmail.com and all will be done (in the fullness of time).

V1.0 Contains - 615 Encyclopaedia Entries from the 3 official FS Campaigns

Version 2.0 features colour coded entries for quick document scanning:

RED = Weapons
BLUE = Ship/Installation Classes
GREEN = Individual Ships/Installations
BLACK = People
PURPLE = Others (Star Systems, Industrial Corporations etc)

-----Non-Alphabetical-----

33rd Vasudan Fighter Squadron - The 33rd Vasudan Fighter Squadron was based on the GVD Memphis in 2367 and provided fighter cover for many ships during that period. Not much is known about the squadrons history apart from that single bit of information.

3rd Fleet, GTVA - The GTVA's 3rd fleet, based in the Capella System, was instrumental to protecting Terran-Vasudan space during the closing weeks of the Shivan conflict, as well as the NTF rebellion that preceded. Headed by the GTD Aquitaine, the fleet in general saved many lives before finally being disbanded and slit up after Capella's destruction.

3rd Fleet Headquarters - (Dunkerque) This GTVA Arcadia class installation was the command centre for the GTVA 3rd fleet based in the Capella system. The station commanders made many important decisions regarding the Shivan conflict and the closing movements of the NTF rebellion. Unfortunately, relentless Shivan attacks threatened to over run the whole system, so as a safety precaution, the Installation was destroyed by GTVA forces after a lengthy and quite dangerous evacuation. The GTD Messana was the ship assigned to oversee the final evacuation and finally destroy the station.

6th Fleet, GTVA - Based in Epsilon Pegasi, over 75% of the GTVA 6th fleet was destroyed during Admiral Koths attack on the system. It was only the deployment of the GTVA Colossus that prevented him from taking his plan to conclusion and occupying the whole system. If this had happened, the chances of the GTVA stopping the entire NTF from escaping Terran Space would have been slim.

-----Aa-----

Abraxis, SCv - (Exodus) This Shivan corvette failed in it's attempt to stop the evacuation of Capella. The ship was destroyed by GTVA fighter pilots.

Absalon, NTC - (The King's Gambit) - The Absalon was an NTF cruiser of unknown class destroyed when the NTF tried to break through the GTVA's blockade of the node leading to Gamma Draconis.

Actium, GTCv - (The Great Hunt) - The Actium was one of two GTVA Deimos class corvettes sent into the Nebula beyond Gamma Draconis to destroy two Shivan cruisers hiding in the Nebula. The mission was designed and was successful in luring a Shivan destroyer into the open. Following the Loss of the Lysander, all GTVA ships in the area were ordered to attack the Ravana class destroyer.

Adhara - Adhara is a star system two subspace jumps from Capella. It is not a very important system and, considering its small distance from Gamma Draconis, it is a wonder that it was not invaded. Adhara has a single node leading to Epsilon Pegasi.

Aeolus, GTC - The GTC Aeolus is the first cruiser class ever produced by the RNI shipyards orbiting Laramis II. Only two dozen of these cruisers were put into service in GTVA fleets, with production ending in 2365. This makes them extremely rare. Allied Command assigns Aeolus-class ships primarily to guard slow-moving convoys against fighter and bomber wings, as these cruisers are severely out-gunned by most capital ships in service today. Their Flak and AAA turrets serve as marvellous deterrents to smaller craft, however. They are quite fast for a cruiser being 3 times faster than the Leviathan while at the same time having a stronger hull.

Aeshma, SF - The SF Aeshma is a relatively rare, and only recently encountered, class of Shivan fighter. It appears to be a heavy attack fighter, like the Basilisk. With a low known top speed, Aeshma's seem to target slower-moving vessels, such as bombers, freighters, and gas miners. Their powerful lasers make them a danger to all such craft, so they must be engaged and destroyed as quickly as possible. Fortunately, their low speed makes it easy for a fighter to do this. On the other hand, their hull and shield strength is above average, which might hinder a pilots efforts. Because the Aeshma is a recently encountered ship, its true capabilities are still unknown.

Aesir, GTFr (Secrets Revealed) This GTI Poseidon class freighter was sighted during the GTAs attack on the Jotunheim. It is possible that the ship was transporting materials to the GTD Hades but no one is sure.

Agrippa, GTC (Argonautica) - The Agrippa was an Aeolus class cruiser assigned the task of escorting an Argo class transport carrying technicians to the heavily damaged GTD Aquitaine.

Ahmoose, Admiral - (Rebels and Renegades) Admiral Ahmoose was a Vasudan Admiral who acted against orders when he sent his fleet to attack the NTF Iceni. The Admirals attack almost blew the cover of two GTVA special Operations pilots on a mission to learn more about the ETAK Project. Fortunately, the attack was repelled.

Air Locks - Air locks have been used since space travel began, and are no less common today than at any other time in space travel history. They allow a man to leave a ship without the atmospheric integrity of the ship being compromised. They work using a compartment system. The user enters the first air tight door which closes behind him. All the air is sucked out and a second door is opened to the vacuum of space. On his return, air is pumped in to the compartment, equalising the air pressure with the rest of the ship before he can continue. Air locks are also found in Shivan ships as well, which is strange as the Shivans seem to be able to survive in a vacuum any way, so there would be no need to separate it from the rest of the ship.

Akh-12 Engine - Designed by the Akheton Corporation for use on the GVB Bakha, the Akh-12 model is masked and baffled to make it harder for heat seeking missiles such as the Rockeye to attain a lock.

Akhenaton, PVC (Tightening the Noose) This HOL Aten class cruiser was one of two guarding the PVD Tanis during the transfer of the Vasudan Hostages a few day before the end of the Hammer of Light.

Akheton Corporation - The Vasudan Akheton Corporation is responsible for the construction of many GTVA ships including the GVF Serapis.

Akheton, GTW Akheton SDG - The Akheton, introduced between 2360 and 2361 is a Vasudan made advanced Disrupter and was a direct result of the phenomenal success of GTA Disruption weaponry in the Great War. The GTW-41X Advanced Disrupter (D-Advanced) underwent a retrofit and was pushed into mass production. With the exception of the Subach-Innes HL-7, more Akheton units have been produced than any other weapon in history. The Akheton is notorious for it demanding power requirements.

Alastor, GTSG - Designed to replace the ageing Watchdog and Cerberus Sentry Guns, GTSG Alastor sentry gun platforms can be dropped by warships to cover a retreat, or they can be used to strengthen firepower around strategic locations such as cargo depots or installations. While Alastor's alone cannot hold a position against more than a few fighters, complementing them with a warship and several wings of fighter's presents an exemplary defines against all but the most determined foes. Two Bessmer-Kohn cannon turrets on opposing sides of the platform give the Alastor a full field of fire. The turrets are controlled by the latest neural-net cyber-AI to track multiple targets simultaneously.

Alba, NTC - This Aeolus class NTF cruiser was destroyed when it ran the GTVA blockade of the Capella Node and arrived at the NTF rallying point near the portal.

Alba, NTC (The Sicilian Defence) the Alba was one of a small number of ships that broke through the GTVA's blockade of the Capella node and arrived in Gamma Draconis. The Leviathan class cruiser proceeded to an NTF rallying point near the NTD Vindicator where it was destroyed by a squadron sent from the GTD Aquitaine.

Aldebarran - Aldebarran is a Vasudan governed system with nodes leading to Alpha Centauri and Altair. The system lies on a major trade route between Altair and Delta Serpentis. Aldebarran was one of many systems from which Admiral Bosch stole archaeological data in order to allow him to discover how to activate the Knossos subspace portal.

Aldebarran Encounter - The Aldebarran Encounter marked the first sighting of the PVC Satis class freighter at which time it was considered to be a light cruiser of some sort. It was only when one was captured that it was discovered that it was a heavily armed front line freighter.

Alexandria, NTC (As Lightning Fall) - this is one of the many NTF war ships that attempted to brake through the GTVA's blockade of the Knossos Portal. At that time, the GTT Grall was docked to it. The ship battled its way through the GTVA forces and entered the nebula beyond the Portal.

Alpha Centauri - The closest star to Sol, and one of the Strategically important systems in the GTVA. Any ship wishing to travel into the 'Great loop' must pass through Alpha Centauri so, in essence, whoever controls Alpha Centauri controls the Great Loop. Alpha Centauri is, therefore, a widely used node. The fact that all the nodes are within 5 minutes of each other in even the slowest ship makes it even easier to pass through. Because of this, after Vasuda Prime was destroyed in 2335, many of the refugees support vessels and reinforcements passed through this system.

Alphard - is a minor system on the edge of explored space. Its two nodes lead to the minor systems of Wolf 359 and Dubbe.

Altair - Located on the edge of GTVA space, Altair was and still is one of the most important archaeological sites in the galaxy. It was on a planet in this system (Altair 4) that the first evidence of the civilisation known as the Ancients were discovered in 2335. Technology found at the site in a large sealed vault was later used to track the Lucifer into subspace where it could be destroyed. Admiral Bosch later ransacked the site as he looked for any and all data relating to the Knossos subspace portal.

Amazon Advanced, GTDR - The Amazon Advanced is a freighter sized vessel that is cheap and easy to manufacture. They are used to teach pilots advanced targeting skills and assault techniques.

Amazon, GTDR - The Amazon is a Terran Drone that is rarely seen outside of training simulators. It is small and fast and equipped only with a low power training laser. They are used to teach new pilots the dog fighting skills they will need to survive.

Amun, PVB - Developed during the Terran-Vasudan war, the Amun was the Vasudans heaviest bomber class ship, carrying a massive payload as well as two defensive turrets. Despite its power, its low speed was a serious disadvantage and by the end of the 14-Year War, they had already begun to be replaced by the faster Osiris class. By 2367, they were completely removed from the GTVA fleet. The Amun was responsible for the destruction of at least three Orion Class Destroyers in 2334 and 2335.

Ancients - During the Great War, as the annihilation of Earth seemed imminent, Vasudan scientists discovered the ruins of an extinct civilisation we now call the Ancients. Data excavated at the site enabled the allies to track and destroy the SD Lucifer in Subspace. After the Great War, scientists uncovered more sites throughout Terran-Vasudan space. Though only fragments remain, this interstellar society thrived thousands of years ago. Their

empire was more expansive than the current boundaries of known space, and archaeologists believe they might eventually uncover a map of the Ancient nodes, enabling the Alliance to travel to systems previously uncharted. There is virtually no visual record of this civilisation, except hieroglyphic forms discovered at the archaeological sites and a handful of technological schematics. Major excavations are underway in Altair, Aldebaran, and Deneb, but the data gathered there remains classified at the highest level.

Andromeda, GTSc (On The Run) The Andromeda was caught by surprise when the Shivans attacked the GTSc Ratna near a GTA Space Station.

Andromeda, PVC (The Pursuit) This Vasudan Aten class cruiser was destroyed by Special Operations Forces from the GTI to prevent the news of rebel Terran fighters spreading.

Angel, GTF - The Angel was the first scout ship used by the GTA during the Terran-Vasudan War. Not much is known about the ship except that it was refitted with extra weapons and reintroduced in 2335 as the GTF Valkyrie.

Anhur, PVD - (Bringing The Hammer Down) the Anhur, a Vasudan Typhon class destroyer was captured by the Hammer of Light during Operation Templar. Supreme Admiral Khu and other high-ranking officers of the Admiralty were on board the ship for a demonstration of the Scarab stealth technology prototypes at the time. A joint Terran-Vasudan taskforce was sent into the system to recapture the vessel.

Ankh, GVSG - The Ankh is roughly equivalent to the GTSG Watchdog, both of which are relics from the Great War and poor by modern standards. The Ankh serves to guard back-line storage depots and installations. With no armour or shielding, the Ankh is easily destroyed. Its two small turrets can deter unarmed raiders or badly damaged fighters, but it poses little threat to most combat craft.

An Luchan, NTCv - The Deimos class NTCv An Luchan was destroyed by the GTVA in Polaris

Antares - Antares is a major GTVA system with nodes leading to Vasuda, Ribos, Beta Cygni and Beta Aquilae.

Antares Convention - This convention was written up in 2345 when the GTVA was formed. It deals with classification protocols and information freedom.

Antares Federation - When the GTA broke up in 3446, it dissolved into a large number of smaller states each with their own rules, regulations and objectives. The Antares Federation was one of those factions, based in Antares.

Anubis, PVF - A weak Vasudan fighter not seen beyond 2335, the Anubis was at the heart of Vasudan tactics during the T-V War and the Great War that followed. The ships were poor combat craft that were easy to kill but many were produced by the PVE because they were so cheap. The Vasudans often tried to use swarm tactics with them, overwhelming the enemy with numbers rather than fire power. Some radical Vasudans even packed them with explosives and crashed them into enemy Capital ships. Many Terran vessels were lost this way including - almost - the GTD Galatea.

Anuket, GVG - The GVG Anuket was originally designed for resource extraction in the volatile environment of gas giants. More recently, the Anuket has been modified for nebular operations. The Anuket has the most sophisticated sensor array available, enabling it to navigate the intense EM maelstroms of Supernova remnants. In the nebula, the Anuket plays two important roles. First, the miner collects samples for scientific analysis and serves as a laboratory for field experiments. Second, the Anuket gathers deuterium-rich gas for use in the Fusion drives that power the allied fleet.

Anvil, PVD - (Black Omega) - The Anvil was a Typhon class destroyer and the flagship of the Hammer of Light. Its most important mission, and one it failed to complete, was the destruction of the two Omega transports carrying the records from Altair 4 back to Terran Space. It was eventually destroyed when a wing of Terran bombers equipped with the Harbinger bomb attacked it.

Apollo, GTF - Manufactured by Han Ronald Corp, the Apollo is one of the first fighters ever designed by the GTA. It was, until its decommissioning sometime between 2335 and 2367, the alliance's most versatile ship, if not the most powerful. It was often seen during the Great War performing Space Superiority roles as well as interception and assault. Although a great ship, with good manoeuvrability and armour, the Apollo's main fault was its low

weapon compatibility. This meant that the more powerful weapons now in use could not be placed on its chassis leaving it at a disadvantage during battle. This was the main factor leading to its decommissioning. The Apollo was capable of all tasks but excelled at none.

Apsu-Hek - The Apsu-Hek was a creature that once inhabited the deserts of Vasuda Prime but has since become extinct, probably due to the Lucifer's bombardment of the Planet in 2335. The Apsu-Hek inspired the design of the GVF Tauret and has become the emblem of Vasudan Diaspora.

Aquitaine, GTD (Mystery of the Trinity, Proving Grounds) - The GTD Aquitaine, flag ship of the GTVA Capella fleet was one of the first Capital Ships to use the Knossos Subspace Portal. It was responsible for the capture of the NTC Trinity and the testing of the Pegasus fighter. The Aquitaine was disabled by the

Arcadia, GTI - Named after an area of Greece with large mountains, the Arcadia is the symbol of Terran stability and serves as the centre of trade and commerce, as well as military command, for the entire system. Before the T-V War, space stations served mainly as Zero-G research stations but as technology advanced, they became bigger and bigger until the GTA commissioned the first Arcadia class station and renamed it to an installation. They serve a number of different purposes both economic and military. They are used to repair fighters and small vessels, organise trade and communications and serve as a home for a wide range of smaller freighter, transports and support ships.

Ares, GTF - The GTF Ares class of fighters is a radical upgrade of the Hercules Mark II fighter. The power plant has been completely replaced with the newer, more powerful Nankam NA-27f model. Depleted uranium shielding has been added atop critical subsystems, making the Ares harder to incapacitate. Two primary weapon banks have been added, for greater firepower than the Herc II has. This greater punch and protection come at a cost, however, as the Ares handles like a potato.

Argo, GTT - The GTT Argo has become the standard military transport vehicle for the Terran fleet. Argo's sometimes carry new weapon and combat craft prototypes to and from testing grounds or to front-line deployment positions. Military VIPs occasionally commandeer Argo's to travel from star system to star system in some semblance of comfort. Argo's are most often used as assault transports, carrying squads of Marines through heavy Flak to board enemy vessels that Command has decided to capture rather than destroy. They are more expensive than the Ensylum, but much, much safer due to their high hull strength.

Artemis D.H, GTB - The GTB Artemis D.H. is an experimental variant of the standard Artemis class. The most notable change is that the Artemis' factory-issued Han-Ronald engines have been replaced by the same Nankam NA-27f power-plant now found in the GTF Ares fightercraft. The D.H. variant is faster and more manoeuvrable than the standard Artemis bomber, at no cost to armour or armament. During the OpEval period, Artemis D.H. bombers are being deployed in only select squadrons in different theatres of the war. If the evaluation trials go well, wider deployment of the Artemis D.H. class is expected.

Artemis, GTB - The GTB Artemis is one of the most agile bombers in the GTVA fleet, which makes it ideal for quick-hitting missions against warships and other slow targets. Of the same technological generation as the Boanerges class, the Artemis is less heavily armed and carries a lighter weapon payload, but it is significantly more manoeuvrable. While the Boanerges can inflict more damage, the Artemis can undertake (and return from) missions the slower Boanerges would have no hope of surviving. All Artemis-class bombers in the GTVA fleet are currently serving with the 2nd and 3rd Battle Groups.

Asar, GVCv - (Rebels & Renegades) This Sobek class corvette was part of an attack made by a rouge group of Vasudans against the NTF. It arrived shortly after the NTF destroyed the Yaaru. It was under the command of Admiral Ahmose.

Asimov, GTSc - (The Big Bang) the Asimov was a Faustus class Science ship that was destroyed while it was involved in Project Tsunami. Fortunately, the ship, and the area around it was evacuated before it was destroyed. The materials onboard were extremely reactive and the Shock-wave produced by it's destruction was over 5km in radius.

Asmodeus, SFr - Little is known about the SFr Asmodeus line of freighters. With a strong hull and four weapon turrets, they are the most dangerous Shivan freighters to attack and are almost as powerful as a weak cruiser such as the Aten. Nothing is known of the cargo Asmodeus freighters commonly carry but they are always seen at the very front of the Shivan advance, serving to re-supply their warships with the material needed to fight a war.

Aspect Seeking Missiles - These are the most accurate missiles in the GTVA but are also the hardest to use. A laser senses energy reflected off the target from the primary weapons of the target, increasing single-pass kill probability. This makes the missile more accurate, but the pilot must achieve 'aspect lock' before the weapon can be fired to maximum effect. Common Aspect Seeking weapons include the Hornet Missile and the Trebuchet Anti-Bomber Warhead. The size of the missile influences the time taken to achieve aspect lock. Interceptor Missiles lock very quickly, as they are small while the massive Cyclops bombs take much longer due to their increased size.

Astaroth, SF - The Astaroth is a fast, agile fighter that appears to have achieved its manoeuvrability at the expense of its armour and weaponry. Once the shields of an Astaroth are down, the fighter can be dispatched quickly. They are most often seen performing heavy assault tasks and backing up bomber wings.

Asura, SC (The Wait) the Asura was a Shivan cruiser destroyed while escorting a freighter convoy to Beta Aquilae.

Asuras, SC (The Great Hunt) - The Asuras was a Cain class cruiser operating in the Nebula beyond Gamma Draconis. The Asuras and Iblis were attacked in an attempt to drive a Shivan destroyer thought to be in the area out into the open.

Aten, GVC - The Aten is the smallest cruiser in the GTVA fleet, with thin armour and only a few, relatively weak turrets. Terran fighters and bombers exploited these weaknesses during the early years of the Great War, when the Terrans and Vasudans were still enemies. The Aten is most often seen in the current conflict as a rear-guard defence for convoys or installations, backing up wings of fighters and bombers because its six weak turrets can not muster enough fire power to do damage to targets of size.

Athena, GTB - The Athena was a revolutionary combat craft that combined speed and manoeuvrability with raw firepower in a way never seen before in alliance ships. Although not as more dedicated heavy bombers, its Speed/Power ratio was one of the greatest ever seen which made it a favourite amongst many pilots for small target attacks and even general sorties. Though an extremely good ship, its technology quickly became outdated leading to the new GTB Zeus class bomber which was introduced in 2335. However, even this is now being replaced by the Artemis and Artemis D.H. bombers.

Avenger, GTW-51 -The Avenger is a rapid-fire, computer-controlled radar and gun system capable of firing at a rate of more than 4500 rounds per minute. It was originally designed during the end of the Terran-Vasudan War, but after it was recaptured from the traitorous Alex McCarthy, it was modified to have greater impact against shields. Until being replaced by more powerful weapons, it was used primarily for close-defence situations. It uses closed-loop radar technology to locate, identify, and direct a stream of highly destructive 45mm projectiles to the target. Despite being specially modified for the job, it is not an effective anti-shield weapon, although it is much more effective than the ML-16 Laser, the only other weapon available to pilots at that time.

Avenging Angels, 1st Squadron - The 1st GTA squadron ever formed, the 1st Avenging Angels were one of a total of 10 squadrons stationed onboard the GTD Bastion during the course of the Great War.

Avila, GTG (Into the Maelstrom) - This Terran Zephyrus class gas minor was part of a three-ship convoy transporting fuel and supplies to the GTVA Colossus. The Avila was transporting gas collected from the atmosphere of a Gas Giant used to power the warships main reactors.

Azmedaj, SC (Return to Babel) - This Shivan Cain class cruiser was destroyed when the GTVA tried to capture the NTF Icenis from the Shivans.

Azrael, ST - Encountered on rare occasions since the Shivans first entered the Great War, the ST Azrael is the only known class of Shivan transport. Little is known about it even now, but it is believed to house many Shivans within its thin hulls. Since Azrael's might be carrying Shivan pilots or other skilled crewmembers, it is always worthwhile to eliminate these lightly defended ships. The GTVA is reluctant to capture these vessels, or any other Shivan ships, because boarding parties rarely make it out alive. In 2367, a wing of these transports transported the Command crew from the NTF Icenis to an unknown Shivan ship or base in the nebula. Obviously, they are capable of meeting the atmospheric needs of many species although it is not known whether they needed special modification first.

Azrael, ST (Return to Babel) - The Azrael was a Shivan transport involved in the partially successful attempt to transport the NTF crew off the ship.

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Baal, SC - (Their Finest Hour) The Baal, a Cain class cruiser was one of a number of Shivan warships attacked by the GTVA to distract them while the Bastion collapsed the Capella - Vega Subspace Node.

Bakha, GVB - Learning a lesson from the bomber losses of the Great War, Vasudan defence contractor Akheton designed the GVB Bakha, a fast, agile bomber that could still deliver a warship-shattering payload. The Bakha's dual Akh-12 engines are baffled and masked, giving it a small profile for heat-seeking missiles. The bomber's speed and manoeuvrability make it the craft of choice for taking out destroyers and corvettes with multiple Flak, AAA, and anti-ship beam turrets. Over 6,000 Bakhahs have been produced in the orbiting shipyards around Vasuda Prime.

Bane, SC (Apocalypse) This Shivan warship was one of three that attacked the ship leaving Capella just before the star went Supernova.

Banshee Laser, GTW-7 - The Banshee is an electromagnetic weapon which sends rapid pulses of exceptionally strong electromagnetic energy resulting in a 1.63×10^5 J blast that forces its way through any known shield technology and produces a dramatic shearing effect which quickly destroys the target ship's materials. The weapon is named for the fact that in an atmosphere, the pulse creates an atmospheric disturbance similar to a quasi-human scream at 180 dB. It uses up a tremendous amount of available ship energy and already has been used by many GTA fighter aces and test pilots as a coup de grace. The Banshee could make short work of any shield system of hull but by the Second Great War of 2367, the Banshee was no longer in use. The reason for this is still unknown as the Banshee can easily match many modern day weapons.

Velocity: 650m/s
Range: 975m
Fire Rate: 5.0rnd/s
Damage: Very High

Baraqel, SFr - (A Lion at the Door) - the Baraqel was the second Shivan freighter to enter Gamma Draconis after the start of the 2nd Great War. The Baraqel was deployed after the destruction of another freighter, the SFr Naqael.

Barnards Star - Named after Barnard, the man who discovered the system, Barnards star is a minor system. Its only nodes lead to Dubbe and Luyten, of which only Luyten is populated.

Barracuda, 134th Squadron - (Battle of the Wilderness) The Barracudas are a CEU (combat evaluation unit) lead by Commander Vincey. They tested many new weapons in combat including TAG.

Basilisk, SF - The SF Basilisk is a Shivan heavy attack fighter first seen in the First Great War. Slow but heavily armed and well protected, the Basilisk targets slower-moving vessels, such as bombers, freighters, transports and gas miners. Their powerful lasers make them a big danger to all such craft, so they must be engaged and destroyed as quickly as possible. Unlike the Dragon, they are easy to hit and, with a powerful cannon, equally easy to kill. The Basilisk is the only Shivan fighter known to have some kind of atmospheric stabilisation system which brings in to mind the possibility of atmospheric combat in the future.

Bast, PVFr - Seen only in the Great War of 2335, the Bast was a civilian freighter with no weapons although a few were commandeered by the PVN for military uses during the Terran-Vasudan War.

Bastion, GTD - (Clash of the Titans) The Bastion, under the command of Admiral Shima, effectively saved the GTA. It was because of fighters launched from this ship that the Ancients artefacts were recovered and because of them that the Lucifer was destroyed. Without it, shield technology would not have been taken from the Shivans and the SD Lucifer would not have been destroyed. After the Great War ended, the Bastion was decommissioned and its crew, including the Space Superiority Squadron 53rd Hammer Heads, was transferred to the GTD Aquitaine. 32 years later, during the second Shivan conflict, she was called into service one last time to collapse the Vega-Capella subspace node by self-destructing inside it

Beam Cannons - First encountered in 2335 when the Lucifer attacked, Beam cannons are the most destructive weapons ever invented by the GTVA. They are so massive and require so much energy that they can only be equipped on ships of cruiser size or greater. There are two main types of Beam Cannon: Anti-fighter and Warship lasers. Anti-fighter lasers have better targeting than the Warship class so that they can track fast moving targets. Anti-fighter lasers include the LterSlash, TerSlash and the ULTRA anti Fighter Beam. Warship class lasers are very powerful but have poor targeting capabilities. However, good targeting is not necessary in order to track Warships. They are extremely powerful and can eradicate a destroyer in just a few shots. Some can even bombard a planet surface such as those of the Lucifer.

Beast, SD (Their Finest Hour) The Beast, a Ravana class destroyer was one of a number of Shivan warships attacked by the GTVA to distract them while the Bastion collapsed the Capella - Vega Subspace Node. However, the Beat turned around and attacked the Colossus, dealing the huge ship server damage before being destroyed.

Beckett, Commander - (The King's Gambit) - Commander Beckett is squadron leader of the 64th Raptors during the GTVA's blockade of the node leading to Gamma Draconis in 2367.

Behemoth, SC - (A Lion at the Door) - The Behemoth was a Shivan Rakshasa class corvette that was one of the first to enter the Gamma Draconis system after the beginning of the Second Great War.

Beleth, SD (Bearbaiting) - the Beleth was one of the few Demon class destroyers seen during the Second Great War. She was deployed to destroy the GVCv Thebes that was blockading the Gamma Draconis-Capella Subspace node. The Thebes destroyed the Beleth after her main beam cannons were destroyed by GTVA fighter pilots.

Belial, SSG - The SSG Belial sentry gun platform appears to be a radical redesign of the Trident platform that was first encountered during the Great War. Pilots who have encountered both report that the Belial is harder to kill and far more powerful. It is reliably known that the Belial has twice as many laser turrets as the Trident sentry gun, which gives it double the firepower. Both types are used to guard storage depots, gas miners, and other Shivan installations although the Belial I used to defend the more important Shivan positions.

Belisarius, NTCv - (Surrender, Belisarius!) - this NTF corvette failed in it's attempt to destroy a Vasudan freighter convoy when it was destroyed by the PVD Psamtik's beam canons. The vessel was offered a chance to surrender, but continued to attack. The Vasudans had no choice but to destroy it.

Benedict, PVC - (Reaching the Zenith) The Benedict was, until it's destruction near the end of the Great War, a HOL cruiser. The ship tried to stop a GTA force from destroying the Zenith but failed. It is not known when the ship defected but it is likely to have been shortly after the movement began.

Bes, GTFr - For the past 20 years, the GVFr Bes has been the mainstay of Vasudan shipping fleets. While some Terran systems languished in the post-war era, the Vasudans experienced an economic recovery that was miraculous, given the annihilation of their home planet. Experts credit the policies of the restored Imperial government that emerged following Khonsu II's dissolution of the Vasudan parliament. As commerce among the Vasudan systems resumed and expanded into Terran worlds, a new generation of space-faring cargo vessels was required to meet the needs of this burgeoning economy.

Beta Aquilae - Beta Aquilae is an important GTVA star system with no less than 4 subspace nodes leading to Delta Serpentis, Talnia, Vega and Antares. It is home to an important communications station, the Beta Aquilae Communications Terminal. The terminal was attack and almost destroyed by the Shivans after the Lucifer destroyed the nearby Beta Aquilae Installation. It was in this system that the Beta Aquilae Convention (BETAC) was signed.

Beta Aquilae Communications Terminal - (A Failure to Communicate) A Terran Faustus class cruiser assigned the task of boosting and relaying radio signals in Beta Aquilae to their destinations.

Beta Aquilae Convention (BETAC) - Set up after the formation of the GTVA as their 'Prime directive' in 2358, BETAC is the official code of conduct of the GTVA for which it is a serious offence to break. BETAC deals with the more civilian side of the GTVA such as the rights of a prisoner of war and the fact that civilian vessels are not to be attacked under any circumstances. The Deneb Convention deals with the military side of GTVA operations

such as classification levels. BETAC has become well known because of the fact that NTF is determined to see it abolished.

Beta Aquilae Installation - the Beta Aquilae Installation was destroyed by the Lucifer shortly before it jumped to Delta Serpentis. It was the hub of activity in Beta Aquilae before its destruction in 2335.

Beta Cygni - Beta Cygni is a fairly densely populated system leading to Antares and Betelgeuse. The Shivans invaded the system in early 2335 at the start of the Second Great War.

Betelgeuse - Betelgeuse is a Red Supergiant star system off the Beta Cygni system. It contains a large asteroid field and was the site of intense conflict between the GTA and PVN during the Terran Vasudan War. In 2335, the Galatea and her fleet was forced to withdraw from the system after the Shivans invaded and destroyed the Vasudan presence there as well as severely weakening the Galatea's fleet. It was in this system that the Avenger Cannon was recaptured by the Terrans after the traitor Alex McArthy stole it from a Vasudan Cargo Depot.

Black Knights, 66th Squadron - The Black Knights were one of a total of 10 squadrons stationed onboard the GTD Bastion during the course of the Great War.

Blue Lions, 70th Squadron - (Exodus) - the 70th Blue Lions were set up towards the end of 2367, just after the NTF rebellion ended. The Blue Lions were based on the GTD Aquitaine.

Boadicea, NTF - This is the name of the secret NTF base built in to the side of a large asteroid in the Deneb system. It was in this asteroid that the NTF Icenis were built in secret.

Boanerges, GTB - The new GTB Boanerges has been assigned to elite bomber squadrons in the 3rd, 4th, and 5th Terran battle groups. The challenge of maintaining an ageing fleet has motivated the GTVA to develop a new generation of ships able to withstand long-term abuse in the field. By maximising shielding and payload (while offering enough manoeuvrability to make it a viable tactical unit), the Boanerges promises to remain in service for decades to come. One test pilot observed that the Boanerges handles better than any other bomber and has enough firepower to make it a formidable anti-capital ship weapon.

Boerhaave, GTM (Apocalypse) This Medical Ship was one of three transporting injured people out of the Capella System in 2367.

C

Cain, SC - The weakest of the Shivan cruiser classes is designated SC Cain. These vessels were commonly encountered during Great War battles and are often used in twos or threes. Cains are considered to be slightly stronger than the GTC Fenris cruiser class. The Cain is a modified Lilith class cruiser designed by the Shivans to allow other vessels to dock with it to deliver supplies, crewmembers and other cargoes. This new convenience came at the cost of Hull strength, however.

Calypso, GTFr (The Sixth Wonder) - The Calypso, a Triton class freighter was caught shipping Medical Supplies in the Epsilon Pegasi system when Rear Admiral Kothis fleet attacked.

Cambyses, PVC (Tightening the Noose) This HOL Aten class cruiser was one of two guarding the PVD Tanis during the transfer of the Vasudan Hostages a few days before the end of the Hammer of Light.

Capella - Capella was a major GTVA system, home to 7 planets, 3 of which had very elliptical orbits. It was also the home of the GTVA 3rd fleet and their Headquarters until a fleet of 70 Sathanas class Juggernauts caused the large star to go Supernova, destroying the star system and everything in it in late 2367. This happened at a time when the GTVA was evacuating the systems inhabitants prior to the GTVA collapsing the Vega-Capella node. The star's destruction halted the GTVA's unnecessary plan.

Capricorn, PVC (The Pursuit) This Vasudan Aten class cruiser was destroyed by Special Operations Forces from the GTI to prevent the news of rebel Terran fighters spreading.

Carthage, GTD - (A Lion at the Door) - the Carthage, an Orion class destroyer, was deployed to guard the Gamma Draconis Portal after the initial Shivan attack. The GVCv Dahshor was ordered to assist it.

Cato, GTC - (The Sixth Wonder) The Cato, a Leviathan class cruiser was deployed by Rear Admiral Koth during the Enif massacre to destroy the Enif Station. The Cato bombarded the station with heavy beam fire but was destroyed before it could take out the station.

Catu, NTC - This Aeolus class NTF cruiser was destroyed during the NTF's attempt to destroy the GTVA force in Epsilon Pegasi.

Centaur, GTS -The Centaur is the GTA designed GTVA support ship used to repair and rearm fighters and bombers in the heat of battle. Thus, they are quite fast and, because of the large amount of warheads they contain, dangerous to be near when destroyed.

Cerberus, GTSG - The Cerberus is a slightly more advanced version of the Watchdog and, today, serves a similar role. It has more powerful weapons and can withstand more damage but, physically, they look identical.

Chamos, SC (Forward Edge Battle Area) - This Raksasha class cruiser was part of a Shivan fleet that tried to break through the Zednanreh's blockade of the Epsilon Pegasi Subspace node. The Chamos was one of two cruisers deployed by the Shivans to protect the SD Chemosh. The attack failed and the Shivan fleet was completely destroyed.

Charybdis, GTA - Ships of the GTA Charybdis class have been packed with the latest tachyon-enabled AWACS equipment from GTVI research labs. Each GTVA battle group has a squadron of Charybdis-class ships assigned to it. These ships double the range of the group's standard detection arrays, which is vitally important in nebula battles in which the natural gasses impair normal sensors. Charybdis ships' thin armour and weak defences make them easy victims for enemy bombers. They have proven indispensable, however, in forays into the nebula beyond the Knossos portal. Charybdis-class ships are very vulnerable in this environment, as witnessed by the recent loss of the GTA Panopticon from the 3rd Battle Group."

Chemosh, SD (Forward Edge Battle Area) The Chemosh was a Ravana class destroyer that was part of a Shivan fleet that tried to break through the Zednanreh's blockade of the Epsilon Pegasi Subspace node. The attack failed and the Shivan fleet was completely destroyed.

Christopher Snipes, Lt. Commander - Commander Snipes was a GTVI Operative working in the NTF during the last months of the war. When he was reassigned by the NTF, the GTVA thought that he had been discovered and executed. In reality, he had been placed in a transport which was docked to an NTF vessel when it ran the GTVA's blockade of the Capella Node. He was later recovered whilst drifting in the Nebula. His call sign was Black Dove.

Cluster Bomb, GTM-86 - A second generation Synaptic bomb, this GTI designed Cluster warhead was designed for use particularly against fighter formations. It works in the same way as the Synaptic bomb with the main missile breaking up into smaller 'bomblets' before detonating.

Type: Heat Seeking
Velocity: 160m/s
Range: 800m
Fire Rate: 0.2rnd/s
Damage: High

Colossus, GTVA (The Sixth Wonder) - The Colossus, a joint venture between the Terrans and Vasudans started in 2347 was, until its destruction, the most powerful warship ever constructed by the GTVA. Being over 5km in length, 12 times the size of the Lucifer and 5 times as powerful as an Orion, the Colossus was designed to ensure that the GTVA always ruled the stars. When the ship destroyed the first Sathanas in 2367, the GTVA was very pleased with its performance, but arrogance led them to believe that it could eliminate any threat - A fact they soon learnt to be very wrong. The Shivans, in response, deployed over 70 Sathanas class Juggernauts as if to say to the GTVA "you think that ships big? Well look at us, we have over 70 of them!" The ship suffered a weapons malfunction, possibly sabotage, which prevented it from destroying the Iceni, leading to the ships escape. The Colossus sacrificed itself to save the GTVA when a second Sathanas, towards the end of the Second Shivan conflict, attacked it.

Comet, GTT - (Avenging Angels) The transport ship assigned the task of capturing the transport ship stolen by Alex McCarthy.

Commendation Medal - This is awarded to pilots who go to extraordinary lengths, often risking their own life, to do something the GTVA does not deem worth expending energy on and still coming out on top.

Conquest, GTC (The Sixth Wonder) The Conquest is a Leviathan class cruiser that formed part of Rear Admiral Koths NTF Fleet in 2367.

Conspicuous Gallantry - This is awarded to pilots who come to the 'glorious rescue' of a ship in trouble even when the rescue mission was not expected.

Cordova, Lieutenant Commander (The Sixth Wonder) Lt. Commander Cordova was squadron leader of the 242nd Suicide Kings during the Enith massacre and the period directly after it.

Countermeasures - Countermeasures are an old but very important part of a fighter's defence, which are designed to protect a fighter from missile attack. The pilot would eject the countermeasure when the missile is at extremely close range and, preferably, at either 9 or 3 o'clock. Once ejected, the countermeasure mimics the ships systems, fooling the missiles tracking system into hitting the countermeasure instead. Ships can only carry a certain number of Countermeasures but a support ship can replace them.

Crice, GTW-19 - Derived from advanced electromagnetic weaponry, such as the Banshee, the Crice disrupts shield systems by focusing a barrage of widely varying EM Harmonics upon its target. This energy is completely ineffective against any kind of armour plating or insulated subsystem. For this reason, the Crice is most effective when paired with a hull-damaging partner such as the Maxim or Prometheus.

Cryos, GTT (On The Run) The Cryos was a transport caught in a Shivan attack against the GTSc Ratna in 2335.

Cunaxa, NTC - (The King's Gambit) - The Cunaxa was an NTF cruiser of unknown class destroyed when the NTF tried to break through the GTVA's blockade of the node leading to Gamma Draconis.

CutThroats, 47th Squadron - The 47th CutThroats, named after the pirates of Earth's past, were one of a total of 10 squadrons stationed onboard the GTD Bastion during the course of the Great War.

Cyclops, GTM-12 - The Cyclops has been in service since 2352 and is the standard ultra-high-delivery Secondary weapon loadout. Utilising the latest in Aspect -tracking guidance technologies, the Cyclops has the distinction of being the most consistently upgraded weapon in the GTVA fleet. Although its development began shortly after the First Great War, its excellent performance has kept it in service ever since. Its payload is apx 50% greater than the older Tsunami bomb.

Cygni Installation - This space station was the point from which the Shield Prototypes, stolen during a raid on a Shivan cargo depot (Pandora's Box) were transported to Terran factories where they were mass-produced.

Cygnus Prime - This is an important, highly populated planet in the Deneb system and was the sight of several battles in the NTF rebellion. There are several major supply and cargo depots orbiting the planet that is only just starting to recover from the stress of war.

Dd

D-Advanced, GTW-41X - This weapon works much like the Disrupter Cannon but it fires faster and does more damage making it more useful against fighters such as the SF Dragon or SF Mara.

Daedalus, GTT (On The Run) The Daedalus was the second transport to dock with the disabled GTSc Ratna after she was attacked by the Shivans. The Daedalus was given the task of evacuating survivors and repairing the Ratna's engine subsystem.

Dahaka, SC (Straight, No Chaser) The Dahaka was a Cain class cruiser destroyed during the GTVA's failed attempt to capture the Azrael transport carrying Admiral Bosch.

Dahshor, PVCv - (A Lion at the Door) - The Dahshor was a Vasudan Sobek class corvette deployed along with the GTD Carthage to guard the Knossos Subspace Portal.

Danton, NTCv (Endgame) the Loyla was one of many warships that tried to enter the Knossos portal in 2367. The Loyola, a Deimos class corvette, was destroyed before it reached it's final destination - The Knossos.

Darwin, GTSc (Apocalypse) This GTVA science ship was the only science ship fleeing Capella and the Shivan invading it.

Deimos, GTCv - Deimos-class corvettes, such as the GTCv Actium and the GTCv Lysander, are the newest addition to the Terran fleet. These sleek, ultra-modern warships are the products of a new era of ship design, maximising manoeuvrability and firepower. Their hulls are strengthened with collapsed-core molybdenum sheathing for better protection against beam fire, and their Vasudan-designed reactor core provides more energy per ton than any other allied ship class. As the Leviathan and Fenris cruisers of the Great War are gradually phased out, these corvettes will become the foundation of tomorrow's fleet and have already proved their worth in the recent Shivan conflict.

Delacroix, GTD (Slaying Ravana) - This Terran destroyer was lost during the early stages of the GTVA's battle against the Ravana class destroyer, SD Ravana.

Delphi - One jump from the edge of the known galaxy, Delphi has been visited only by scientists - and even then, only a few. The system is virtually unexplored and so, very little is known about it.

Delta Serpentis - Delta Serpentis is the centre of the GTVA. When, in 2335, the jump node to Sol collapsed, GTA Headquarters was transferred to Delta Serpentis. It used to contain three nodes but since the node to Sol collapsed in 2335, there have been only two leading to Beta Aquilae and Ross 128.

Demogorgon, SC - (Their Finest Hour) The Demogorgon, a Cain class cruiser was one of a number of Shivan warships attacked by the GTVA to distract them while the Bastion collapsed the Capella - Vega Subspace Node.

Demon, SD - The SD Demon class of Shivan destroyers is much smaller than the Lucifer class but very heavily armed and extremely dangerous. Demons are known to carry numerous wings of fighters and bombers which were used during the Great War to devastating effect. Demon class destroyers were often deployed during the Great War to stop GTA and PVE Capital ships reaching their destination intact. The GTVA advice is that these ships are engaged by Bombers or a reasonable number of warships as all cruisers that have engaged one have been destroyed.

Deneb - With jump nodes leading to Sirius, Vasuda and Vega, Deneb is one of the most densely populated star systems in GTVA space. It was from this system that the Shivans invaded Vasuda in 2335, leading to the death of over 4 billion innocent Vasudan civilians. It was also a front line system during the NTF rebellion of 2366 along with numerous other systems in the area. Deneb is also home to one of a classified number of 'Ancients' sites.

Deneb Convention - a set of regulations that go to make up the GTVA Security Act. They include classification rights and deal with the Military side of the GTVA. BETAC deals with the more civilian side of GTVA operations.

Deneb, Battle of - The Battle of Deneb occurred on 28th February 2335 and was fought between the GTA-PVN alliance and the Shivans. The Alliance lost the battle and many ships were destroyed including the GTD Galatea. The loss of the battle resulted in the Shivans invading Deneb, the main staging point for the Shivan invasion of the Vasuda System that left 4 billion innocent Vasudans dead.

Deuterium - Often called Heavy Hydrogen, deuterium is a gas used to power the Fusion drives of the allied fleets.

Diomedes, GTCv - (The Sicilian Defence) the Diomedes was ordered to assist a squadron sent from the GTD Aquitaine in destroying the NTD Vindicator and the NTF ships that had rallied around it. GTVA Command deployed the ship when the Sobek class GVCv Hyksos was destroyed.

Dis, SFr - The SFr Dis class of freighters is smaller than the Asmodeus class and not as well armed. It is still much more dangerous to attack than the GTVA's Triton or Poseidon freighters, however. It is likely that it is used to refuel and re-supply Shivan Warships away from the front lines, but in an area where attack is still a possibility.

Discovery, GTT (Mystery of the Trinity) - The Discovery, a small Elysium class Transport delivered a boarding party to the Trinity which was heavily damaged in the Nebula beyond Gamma Draconis. They boarded and captured the NTC Trinity and escorted the ship to a GTVA prison.

Disruptor Cannon, GTW-41 - The Disruptor Cannon is a gas-focused krypton laser. When the ship is in flight, the chamber of the GTW-41 rotates at a constant speed and a small amount of NO₂ is injected into the chamber 0.05 ms prior to the emission of the laser light. The rotation of the NO₂ in the chamber focuses the laser pulse to a state that is only very slightly (1%) diffused. After the laser pulse is emitted from the chamber into space, the chamber expels the NO₂ into space (thus expelling ionised molecules and moisture). The process repeats for each subsequent burst of laser energy. Because this laser is very slightly diffused, it is not effective as a destructive weapon, but as a tactical weapon. Because of this, the Disruptor is used mainly as a tactical weapon to destroy ship subsystems.

Velocity: 475
Range: 641
Fire Rate: 6.7
Damage: High

Distinguished Flying Cross - This medal has been given to Terran pilots for over 40 years and is awarded if a pilot fly's exceptionally well in dogfights. It is not necessarily awarded for lots of kill, but it makes sense that a good pilot good enough to get the medal would get quite a few.

Distinguished Service Cross - This is awarded to pilots who serve the alliance exceptional well, normally in focused, planned missions which are highly important to the GTVA.

D-Missile, GTM-31 Disruptor Missile - The D-Missile was a rare anti-subsystem missile that used advanced signal processing and a small 9kt payload to temporarily disable the subsystems of a cruiser or other large ship. The weapon worked by combining both conventional explosives and a localised blast of energy caused by the effect of impact upon the laser-propulsion system of the missile. Once the missile had hit the subsystem, the subsystem would be disabled for ten seconds before the effect wore off. Because of this, they could not be used to capture a ship, rather, disable it long enough for it to be destroyed, or disabled by other means.

Type: Aspect Seeking
Velocity: 60m/s
Range: 1200m
Fire Rate: 0.4rnd/s
Damage: Special

Dragon, SF - The Dragon class fighter was first encountered during the First Great War and is well known for its manoeuvrability and speed. Few pilots can destroy this fighter and few missiles can gain lock on it. The only way to lock on is to use an Interceptor or Hornet at extreme range. In 2335, the GTA captured one of these fighters from a Shivan repair depot. The Alliance used the ship for a recon mission in Deneb and reverse engineered it to improve numerous fighters and develop many new ones. If you can hit it, the Dragons weak hull will make for an easy kill but few pilots manage to do that. During escort missions, Dragons are often used by the Shivans to keep the escort fighters occupied while they send in more powerful warships and bombers.

Duamutef, GVFr (Apocalypse) This GTVA freighter was one of many ships leaving Capella at the time the star went Supernova.

Dubbe - Dubbe, on the edge of explored space is a minor system with a very low population. It's two rarely used nodes leads to Alphard and Barnards Star.

Dumbfire Missiles - These missiles are often cheap, easy to manufacture but incredibly weak. They are the first missile type new pilots are authorised to fly and travel in a straight path from the point of origin to the target. If the target moves away from this line, the missile will miss.

Dynamic Metamer - One of the Smaller building firms that was involved in the construction of the GTB Athena during the Great War. Not much is know about Dynamic Metamer as they are believed to have focused on civilian ships.

Earth - In 2335, the destruction of the Lucifer Super-destroyer collapsed the Sol jump node in Delta Serpentis, severing all contact with Earth. The fate of the Terran home planet remains open to speculation, though a number of scenarios are possible. As the centre of an interstellar community, Earth could not survive in isolation without a radical transformation of its political and economic structures. On this point, there is no disagreement. However, the question remains whether this transition occurred peacefully or whether Terran society collapsed into anarchy. Strong arguments have been advanced for both sides. For generations, Earth had been the political, economic, and cultural centre of Terran civilisation. Humans still measured time in hours, days, months, and years. They named their ships after the mythological figures of Ancient Terran civilisations, and systems were still identified according to the constellations observed from Earth. The planet served as capital of the GTA, and the bulk of the Terran industrial base was located in the Sol system. Off-worlders identified their nationality according to the old Earth boundaries, though nation-states dissolved after the discovery of subspace and the emergence of an interstellar Terran society.

Edjo, GVSG - When the GTVA asked the Vasudan navy to upgrade the Great War-era Ankh sentry gun platform, the GVSG Edjo was the Vasudans' answer. The Edjo has significantly more armour plating than the Ankh, improving its survivability, but the Vasudans placed only one small cannon turret on the new platform, giving it half the punch of the Ankh. After seeing the Edjo, the Terrans quietly began developing their own advanced sentry gun platforms. The Vasudan navy seems content to leave this aspect of military technology to the Terrans.

Einstein, GTSc (The Pursuit, Ghosts) the Einstein was destroyed by the GTI during a containment operation. The ship was carrying highly explosive materials and produced a 5km shock wave when destroyed. Her escape pod escaped the area when the shock wave destroyed all enemy ships near enough to attack.

Eisenhower, GTD - This GTA Orion Class Destroyer was the first victim of a Typhon class destroyer and was lost along with the entire 4th fleet during the Vega Engagement. Its crew never knew the meaning of the word 'Shivan' and its hull was never damaged by Shivan weapons.

Electromagnetic Interference - Electromagnetic Interference, or EM Interference is a pilots worst nightmare. EM patches, such as some areas of the nebula beyond Gamma Draconis prevent a major hazard to all ships. EM Interference interferes with ships targeting subsystem and communications subsystem. This makes communication difficult and, because an enemy ship can not be targeted for more than a few seconds, makes Aspect Lock very difficult to obtain. The idea of EM Interference is used in the GTVA's EMP Missiles, which direct an intense burst of EM Interference at the target disabling all its subsystems for a short period of time.

Elysium, GTT - The Elysium is the standard transport used by the GTVA and the GTA before it for transportation of ground troops and repair crews. It is not as heavily armoured or armed as the military Argo class, but is cheaper to build and is often used by civilians. The design has undergone a number of modifications since it came in to service but it remain a simple design - a vessel designed to transport people from one place to another.

EM Pulse Advanced, GTW-14 - The GTM-14 warhead interferes with the electronic systems of vessels caught within the blast radius. This renders the affected ships unable to track targets, manage communications, or gain aspect missile lock. Tactically, the GTM-14 is a very effective anti-bomber weapon, as it also temporarily shuts down the guidance and propulsion systems of warheads in flight. This advanced version of the standard EM Pulse missile disrupts subsystems at a deeper circuitry level, resulting in a longer-lasting effect.

EM Pulse, GTM-11 - Upon impact, the EM Pulse disables the electronics systems of the target ship. This renders the target hip unable to track targets, manage communications or gain Aspect missile lock. This has numerous tactical applications. For example, a direct hit with an EM Pulse missile will prevent Bombers from launching bombs for several seconds. Once the EM field effect has worm off, the Bomber must re-acquire lock buying you enough time to destroy it.

Energy Transfer System, ETS - The Energy Transfer System (ETS) of any GTVA fighter or bomber is a vital piece of equipment that has saved many pilots lives. The system is used to regulate the percentage of the reactors energy being sent to each of the three main sub subsystems. Guns (G), Engines (E) and Shields (S). If energy going to the Guns is increased, the weapon recharge rate decreases allowing the pilot to fire more often. This can be useful during situations where continuous firing of a high energy-draining weapon such as the Prometheus-R is

required. However, this energy will come from the other two systems leaving the pilot with a lower top speed, thruster recharge rate and shield regeneration rate until the energy is switched back. This means that most pilots will leave the ETS settings at default unless battle conditions demand that they be changed.

Enif Massacre (The Sixth Wonder) - The Enif Massacre was the name given to the attack of the NTD Repulse commanded by Rear Admiral Koth. The Admiral attacked Enif Station in the Epsilon Pegasi system with the loss of 80,357 Terrans and Vasudans. The attack caught the GTVA 6th fleet by surprise and resulted in 75.1 percent of it being destroyed. It marked a turning point in the war as the deployment of the Colossus shortly afterwards quickly turned the tide of the battle towards the Alliance.

Enif Station (The Sixth Wonder) - The Enif Station was the GTVA's command base in the Epsilon Pegasi system and the site of the so-called Enif Massacre in which the NTF killed over 80,000 Terrans and Vasudans. The GTVA Colossus was deployed to defend the station from further attack as well as the Suicide Kings Squadron.

Ennead, GTFr (Apocalypse) This GTVA freighter was one of many ships leaving Capella at the time the star went Supernova.

Epigoni, NTC - (The Sicilian Defence) this ship was destroyed during the GTVA's attack on the Vindicator and the ships that had rallied around it. The Aeolus class ship was deployed after the Vindicator and Yoshitomo were destroyed by GTVA forces.

Epsilon Pegasi - Epsilon Pegasi is a fairly major system and the site of many battles between the GTVA and the NTF towards the end of the War, which started in 2366. The Epsilon Pegasi-Capella node was collapsed by the destruction of the GTD Bastion inside the node in 2367. This was done deliberately by the GTVA to try and trap the Shivans in the Capella System. Epsilon Pegasi has nodes leading to Polaris, Procyon A, Adhara and the unexplored system of Mirfak.

Erikson, GTSc - (A Lion at the Door) - The Erikson was a Terran Faustus class science vessel that carried out a survey of the Gamma Draconis system in 2352, 15 years before the Second Great War. The science ship detected nothing out of the ordinary and failed to detect the revolutionary the Knossos Subspace Portal, which was probably offline at the time of the survey.

Erinpura, GTFr - (Battle of the Wilderness) The Erinpura was one of two Triton class freighters assigned the task of transporting the new TAG equipment to the GTCv Warspite within the nebula beyond Gamma Draconis.

Erinyes, GTF - GTF Erinyes craft are fresh off the drawing boards of Triton Dynamics. Though fast and heavily armoured, their main attraction is firepower. With eight primary banks and two secondary weapon bays, Erinyes are at the top of the combat craft food chain. Both sets of weapon banks have been designed to maximise compatibility with the greatest possible number of weapon system. Erinyes-class ships are being evenly distributed through the GTVA fleet, but only elite pilots are currently authorised to fly them. This is why slightly less powerful craft with the same purpose such as the Area and Hercules Mark II are still in service.

Ertanax, GTC (Clash of the Titans II) The Ertanax, an Aoleus class cruiser was one of a small number of ships that survived the Shivans attack on the Bastion. The Ertanax continued to defend the ship until the Bastion self-destructed within the Capella -Vega Subspace Node. The ship stayed in Capella and helped to evacuate survivors from the System.

Etamnanki (ETAK) (Return to Babel) Etamnanki (ETAK) is the name for Admiral Bosch's secret Project that was designed to allow him to talk to Shivans. It was designed using secret GTI technology that transmits and modulates quantum pulses. Bosch named the Project after Etamnanki, the tower that may have inspired the story of Babel. The technology worked, as the NTF Icenis was seen in the nebula communicating with the SC Reppaim soon after it broke through the Allied blockade of the Knossos Portal. When the NTF Icenis was destroyed by Bosch after he fled with the Shivans, the data was only just saved by the GTVA. Although the schematics for the device are classified, they are sure to be of great use in future confrontations.

Eumenides Project (On the Run) Not much is known about the Eumenides Project but it was defiantly a GTI attempt to create a new weapon. It was being carried out on the GTSc Ratna, which was attacked by Shivans before the GTI rebellion. When the GTI rebelled, it is believed the Project continued on the GTI Jotunheim although we can't be certain.

Eva, SD - (Shell Game, Playing Judas, Evangelist) the Eva was first encountered at the start of the Great War. For many weeks, nothing was known of her other than she existed. A wing of GTA fighters was finally sent to scan the ship but they could not reach her before she left the system. The next chance to scan her, when a captured Shivan Dragon class fighter entered a cargo dept was more successful and much was learnt about her. Shortly after being scanned, a GTA Bomber wing destroyed her.

Explorer, NTC - Despite what its name suggests, the NTC Explorer was an NTF War ship destroyed during the GTVAs counter attack after the NTF attempted to invade Epsilon Pegasi.

Ff

Faustus, GTSc - The Faustus was designed and first made during the V-T war as a civilian research vessel used by scientists to research new medical technologies, engine systems and computer technologies. During times of War however, the GTVA commandeers these vessels to make new combat vessels and weapons. Because of this purpose, they have poor defensive capabilities and so, are rarely seen at the front line.

Fenris, GTC - The Fenris was designed and built shortly before the outbreak of the Terran - Vasudan War, after first contact with the Vasudans. It is one of the longest serving ships in the GTVA as many are over 30 years old. It is primarily a strike cruiser, used to attack small targets such as cargo depots, and to assist destroyers in dealing with larger ones. It is a fairly small vessel measuring only 260m in length and has typically below average weapons power and hull strength for a ship of its size.

Fermi, GTSc (Silence All Voices) The Fermi was a GTI communications terminal until the collapse of the organisation. During a Shivan attack on the vessel in 2335, Terran pilots fired on their Vasudan allies with intent to kill. During the GTI containment operation that followed, the GTSc Fermi was the only ship allowed to leave because of its GTI status.

Fighter Killer - The Fighter Killer is a modified Interceptor missile designed to be able to be fired from a standard cruiser/destroyer missile launcher. It is identical to the Interceptor in all other respects.

Flail, GTW-32 - The Flail was developed in Laramis and is a rapid-fire, low energy, ceramic optic focused, krypton laser used in tactical situations to distract or lead an enemy to their destruction at the hands of other allied fighters. This weapon, if used over an extended period of in-flight battle, can destroy an enemy fighter, but, as a destructive weapon, should only be used as a last resort. The fast firing, high mass of the Flail, make it useful for pushing small ships, such as bombers off course.

Velocity: 1000m/s
Range: 1200m
Fire Rate: 13.3rnd/s
Damage: Low

Flak - This anti-fighter weapon is invisible until detonation because the projectile is so small. They function in the same way as Hornets, firing in swarm. Flak is particularly effective because the target is unaware of it until it is too late. When fired, Flak forms a large 'field' of small explosions which is impossible to avoid. Although each projectile does very little damage, it is hard to avoid and continuous impacts can be highly destructive, especially to poorly armoured ships.

Flaming Skulls, 103rd Squadron - The Flaming Skulls were one of a total of 10 squadrons stationed onboard the GTD Bastion during the course of the Great War.

Flying Panthers, 23rd Squadron - The flying anthers were one of 10 squadrons stationed onboard the GTD Bastion during the Great War.

Forsythe, Captain - Captain Forsythe was in command of the GTCv Warspite in 2367 and personally recommended fighter pilot Alpha 1 for precipitation in the testing of the TAG-A prototype missile. Although the test did not go as planned when the Shivans test subjects got out of hand, Alpha 1 was able to protect the GTCv Warspite during the battle.

Fortune, GTC (Endgame) the Monitor, a GTVA Fenris class cruiser, was part of an unsuccessful attempt to prevent Admiral Bosch from entering the Knossos Subspace Portal in late 2367.

Freki, GTFr (Secrets Revealed) This GTI Chronos class freighter was sighted during the GTAs attack on the Jotunheim. It is possible that the ship was transporting materials to the GTD Hades but no one is sure.

Fronde, NTC - The NTC Fronde was destroyed by allied forces in Polaris in 2367.

Fury, GTM-2 - Furies were small Dumbfire missiles that could be carried by fighters in large numbers. However, their very small payload (3 Kt) means that they are ineffective as offensive weapons and are used mainly to distract the enemy from more serious threats. In 2367, the Furies predecessor, the Tempest Missile was widely used during battles in the nebula where EM Interference could raise to such high levels that aspect lock became impossible.

Type: Dumbfire
Velocity: 300m/s
Range: 900m
Fire Rate: 6.7rnd/s
Damage: Low

Fusion Motar - This weapon, carried by capital ships only, is a mini Harbinger. The Harbinger was made by surrounding a Fusion Motar with 3 salted fission warheads to increase its destructive power by enormous amounts.

Gg

Galatea, GTD - (Paving the Way, La Ruota della Fortuna, Tenderizer, Doomsday) Named after Neptune's 4th moon, the Galatea, one of the most famous of all Great War destroyers, was instrumental in the Great War. Although the Lucifer destroyed it before the end of the War, it's name lives on even to this day. The ship, under the command of Admiral Wolf, was involved in many important battles before its destruction. It survived a wing of HOL Kamikaze fighters, a trip through one of the most dangerous asteroid fields in known space and several Shivan attacks. When the ship was eventually destroyed, a large amount of its crew was transferred to the GTD Bastion under the command of Admiral Shima. Admiral Wolf went down with the ship he loved.

Galatic Service Medal - This is awarded to pilots who are involved in a major, planned engagement and come out alive. 'Major' engagements are seen as massive battles involving numerous capital ships, such as the battle of Deneb in 2335 or the mission to destroy the Lucifer later that same year.

Galatic Terran Alliance (GTA) - The Galatic Terran alliance was formed after the discovery of subspace. The Galatic Terran Alliance (GTA) was responsible for defence of the Terran species and expansion of the Terrans understanding of the universe. The first major conflict the GTA was involved in was the Terran Vasudan War (T-V War). The GTA was very evenly matched with the PVN and the result was a stalemate. Neither side could win, yet neither side was willing to give up. In the end, the two organisations were forced to co-operate when the Shivans attacked. The co-operation led to more advanced ships and weapon which could be used to defeat the Shivans. After the defeat of the Shivans and the end of the Great War in 2335, the alliance continued. However, the GTA did not. The Following the GTI incursion, the GTA dissolved into several small groups in 2336, all with their own rules, regulations and objectives. These included the Luyten New Alliance, the Antares Federation and the Regulus Syndicate. This remained until the formation of the GTVA in 2345.

Galatic Terran Intelligence (GTI) - During the time of the GTA, the Galatic Terran Intelligence (GTI) operated secretly in what was meant to be the best interests of the GTA. However, this may not have been so. Although they were responsible for many advances in technology and designed powerful new ships, behind the scenes, they were not so trustworthy. In 2333, it is believed that the GTI gained knowledge of the Shivans existence, 2 Years before they attacked. Yet they did nothing and simply waited for them to come. They were responsible for at least 1 massacre in 2335 during a containment operation and were probably responsible for many more. Whether they were always like this is not known. In 2335, they even went so far as to start a full-scale rebellion with the aid of their latest invention, the GTD Hades. Most of the GTI was crushed during the final battle in Deneb during which the Hades, possibly even more powerful than the Lucifer, was destroyed.

Galatic Terran Vasudan Alliance (GTVA) - The Great War had forced the Terrans and Vasudans to work together and form a lasting relationship, but it was apparent that as separate forces working together, they could

never be as strong as a unified Terran-Vasudan force united under a single command structure. The Galactic Terran-Vasudan Alliance was formed in 2345, 10 years after the end of the First Great War. This treaty organisation recognised the autonomy of its constituents as it provided a framework for trade and mutual defence. The Great War had transformed the enmity between Terrans and Vasudans into a lasting fellowship. As the industry and economy of the Terran-Vasudan systems recovered, support for a more powerful GTVA gained momentum. In 2358, delegates signed into existence the Beta Aquilae Convention (BETAC), named after the system where the constitution was drafted and ratified. BETAC dismantled the governments of the Terran blocs and recognised the General Assembly, the Security Council, and the Vasudan Imperium as the supreme authorities of Terran-Vasudan space. Under BETAC, the Vasudans and the Terrans maintain separate fleets under a single command structure. A warship is designated GT or GV, indicating whether it is Galactic Terran or Galactic Vasudan. The two species openly exchange information and technology, and the most recent fighters and bombers can be modified to accommodate pilots of either species. Technically, BETAC is but one of a series of conventions and treaties that define how the GTVA functions as a political, military, and economic entity. However, the significance of BETAC as the cornerstone of the Terran-Vasudan alliance has made it the favoured target of NTF propagandists.

Galactic Terran-Vasudan Intelligence (GTVI) - The GTVI is a sister organisation to the GTVA although it is not actually part of it, so to speak. It carries out many of the same roles as the more menacing GTI before it. It designs new ships and carries out covert missions in to enemy territory. One arm of the GTVI is Special Operations or SOC for short.

Galen, GTM (Dunkerque) - those injured during the evacuation of 3rd Fleet HQ were transported to this Terran Medical ship prior to leaving the Capella system for Epsilon Pegasi.

Gamma Draconis - Gamma Draconis was discovered shortly before the First Great War of 2335 but was not explored until 17 years after its end. This exploration was carried out by the GTSc Erikson in 2352 but nothing of interest was found. Despite this, Admiral Bosch of the NTF found and activated an Ancients Subspace Portal located in the system. This portal was not found in the original survey, probably because it was not active at the time. When Bosch opened the portal, the Shivans invaded the system. The GTVAs attempt to destroy the portal was successful but failed to collapse the node.

Ganymede, GTI - The GTI Ganymede is the Alliance's newest repair and re-supply facility. Ganymede installations are currently deployed behind the front lines in the Vega, Vasuda, and Capella systems. Each Ganymede can service up to five warships simultaneously. Repairs of any type or degree can be made here, on any ship in the GTVA fleet. Ganymede's also provide retrofitting services, enabling Allied Command to extend the lifetime of ageing ships by upgrading weaponry, systems, and engines to bring them up to modern standards. Although generally better than the Arcadia, they can never replace the 'classic' installation that serves not only as a military base, but as an economic trading post as well.

Gaozu, NTC - The NTC Gaozu was destroyed by allied forces in Polaris in 2367.

Gemini, PVFr (On The Run) The Gemini, a Vasudan Satis class freighter was ordered to tow the stricken GTSc Ratna to a safe place away from the Shivan attack point.

Gibson (Return to Babel) Gibson was one of Admiral Bosch's immediate subordinates who was taken away by the Shivans onboard the GT Azrael.

Giordano, GTSc (Secret Recovery) the Giordano was a GTI research station which contained highly sensitive GTI computer files. When the Hammer of Light captured the station in 2335, the GTI responded quickly and deployed two transports, fighters and bombers to recapture it. However, by the time the GTI forces arrived, the HOL Destroyer, PVD Path was already protecting it. Fortunately, the Focus was destroyed before it could recover the files stored on the ship.

Gladiator, GTC (Clash of the Titans) - The Gladiator was a Fenris class cruiser that accompanied the GTD Bastion on it was to intercept the Lucifer.

Glorious, GTC - One of two NTF cruisers that tried to jump to Sirius from Deneb shortly after the NTF Icenii did. Both ships were destroyed by the GVD Psantik after the 53rd Hammerheads destroyed their fighter escort.

Golab, SCv (Speaking in Tongues) the Golab was deployed by the Shivans after the Rephaim was destroyed by the GTVA.

Goliath, SC (A Lion at the Door) - The Goliath was the first Cain class cruiser seen by GTVA forces during the 2nd Great War. It arrived to reinforce the Shivans Position after 80% of Shivan fighters were destroyed by GTVA fighter pilots. The Goliath was destroyed shortly after being deployed by GTVA Warships from Capella.

Good Conduct Medal - This is awarded for behaving well in the battle zone. It is given to pilots for being polite to Vasudan diplomat's etc.

Grall, NTT - (As Lightning Fall) - this is the transport on which Lieutenant Commander Snipes of GTVA Special Operations Command was in when the NTC Alexandria, to which it was docked, ran the GTVA blockade of the Knossos Portal. It was later recovered, adrift in the Nebula beyond the portal with the Lt. Onboard.

Ground Troops - GTVA ground troops are used in ground attacks when an orbital bombardment will not do. Often, this is when an important person must either be rescued or captured. They are also used to help secure the interior of captured ships. They were used when the Icenis was found adrift in the Gamma Draconis Nebula, and when the SC Taranis was captured in the first Great War.

Gulnara, Battle of - During the V-t War of 2321-2335, the GTA launched an attack against the Gulnara installation. The GTA expected to win the battle and the war and so, stopped production of the Leviathan class cruiser. When the GTA lost the battle, it took another defeat at Talnia before the GTA began making them again.

Hh

Habu, Commander - Commander Habu was a Vasudan officer who led a Vasudan Heavy Assault wing stationed on the GVD Pastmik in 2367 during the officer exchange program of that year. When the Pastmik was destroyed, his squadron was reassigned to the GVD Memphir.

Hades, GTD - Probably the rarest class of ship in existence, only one Hades class has ever been built. The Hades class is extremely powerful - only a juggernaut could beat it when fully active - the original Hades was destroyed in 2335 and all plans of the vessel were destroyed, preventing the GTA from rebuilding this fearsome ship.

Hades, GTD (Secrets Revealed) - The Hades was the most powerful ship ever constructed by Terrans until the Colossus was completed 32 years later. It may have been even more powerful. It was designed and built in secret by a rouge element of the GTI using technology acquired from Shivan ships that were captured during the Great War of 2335. It was possibly even more powerful than the SD Lucifer. The Hades was destroyed by the GTA before its main reactors could be brought online and since the GTI took all data on the ship with them to the grave, its full power may never be known.

Hakiki, GVCv - (Blockade Run) - the Hakiki, a Sobek class corvette, was one of two GTVA ships sent to stop three NTF cruisers, the Retribution, Righteous and Vindication from reaching Bosch's fleet in Deneb. Unfortunately, the mission failed and the Hakiki was destroyed along with the Murakami, the other ship sent to help.

Halkins, GTFr - (First Strike) The Nelson is a Chronos which was ordered to tow the disabled Taranis to the Tombough Station after the two Omega transports failed to dock. It is unknown whether the Freighter survived the Lucifer's attack or not.

Hamako, GTA (Love the Treason...) this is a Charybdis class AWAC assigned the task of blocking all NTF transmissions during the Sunder Hoax. Its deployment was highly important to the operations success, as without it, the NTF would have discovered that Beta 1 and Alpha 1 were GTVA operatives.

Hammerheads, 53rd Squadron - The 53rd Hammerheads were a space superiority squadron stationed onboard the famous GTD Bastion during the Great War of 2335. When the ship was decommissioned, the Hammerheads were transferred to the GTD Aquitaine.

Hammer of Light - The dark side of the Vasudan obsession with history was the emergence during the Great War of Hammer of Light (HOL), a cult that gained a strong following among the PVN, resulting in defections to the

HOL cause. The HOL believed the Shivans were the cosmic redeemers and destroyers predicted in obscure prophecies written thousands of years ago. Following the destruction of the Lucifer, the ideology and activities of Hammer of Light shifted. While some followers committed ritual suicide, the military branch of the movement continued their armed opposition to the Vasudan government and its alliance with the Terrans. Though they continued to espouse HOL's religious dogma, their activities turned more toward acts of terrorism and guerrilla warfare. This branch of the HOL was later crushed in Operation Templar, following the HOL's kidnapping of the Vasudan admiralty. Other HOL leaders vanished into obscurity, returning to the study of arcane texts. A number of these religious leaders were apprehended and imprisoned for their role in the insurgency, though a few are still in hiding.

Han-Ronald Corp - Han-Ronald Corp is one of the larger ship building firms in the galaxy and was responsible for many Great War fighters such as the GTF Apollo and the GTF Valkyrie.

Harbinger Bomb, GTM-NI - The Harbinger was the most powerful weapon ever produced by the GTVA at the time it was first introduced in late 2335. It is a Fusion bomb surrounded by 3 salted fission warheads. The propulsion unit is massive for a weapon and is half the size of a class II fighter thruster. Despite this powerful engine, the weight of the payload makes the bomb very small. The weapon itself is exceptionally large and, until the design of the GTB Ursa, it was restricted to planetary attacks. Despite having a whole new bomber class designed specifically for it, the Ursa can only carry 5 of these large bombs. The payload (5000 Mt) is so large that use near allied installations are strongly discouraged. It is most effective when used in pre-emptive strikes against non-military installations. It was due to the Harbinger that the Lucifer was destroyed.

Type: Aspect Seeking
Velocity: 50m/s
Range: 1500m
Fire Rate: 0.07rnd/s
Damage: Extremely High

Harpoon GTM-19 - The Harpoon is the most sophisticated weapon in the GTVA arsenal. Not only is it the fastest Aspect-seeking missile used by the fleets, but advanced fuzzy-logic circuitry enables it to gain lock faster than any other missile class. These missiles warhead is wrapped in a shell of ultra-dense depleted uranium, ensuring maximum penetration into the hull of the target before the warhead detonates.

Har-Wer, GVFr (Apocalypse) This GTVA freighter was one of many ships leaving Capella at the time the star went Supernova.

Hathor, PVC (Bringing The Hammer Down) the Hathor was a HOL cruiser that failed in its attempt to prevent the rescue of Supreme Admiral Khu when it was destroyed by a Terran-Vasudan task force. Following the Tanis's destruction, the ship proceeded to the Nagada outpost.

Hatshepsut, GVD - In 2360, Allied Command commissioned the first of the GVD Hatshepsut-class destroyers. The Vasudan contractor Akheton designed the Hatshepsut to efficiently integrate the new beam cannon. The process of retrofitting the older Typhon-class warships yielded vessels prone to system failures and reactor overloads. Though a handful of modified Typhon's remain in service, the Hatshepsut has taken over as the primary Vasudan destroyer. With 24 turrets, 5 beam cannons, and 2 fighterbays, destroyers such as GVD Psamtik of Deneb's 13th Battle Group serve at the vanguard of the modern Vasudan fleet.

Havoc - a missile weapon designed to be able to take down entire fighter wings, which works in the same way as the Synaptic bomb.

Hawkwood, GTCv - The Hawkwood was a Terran Deimos class corvette involved in the Enif massacre which resulted in the loss of 80,000 lives. The ship arrived to reinforce the NTF's position after the GTVA destroyed the GTC Cato.

Heat Seeking Missiles - These missiles use infra-red technology to track their target by detecting the heat emitted by the targets weapons subsystem. They are mid way between Dumfries and Aspects. They are larger and much slower, but more accurate and powerful than the Dumbfire but less accurate than an Aspect Missile. Heavy Flak - Heavy Flak is a more powerful version of standard Flak and is carried by larger vessels such as destroyers and corvettes.

Hecate, GTD - The new GTD Hecate class of destroyers is replacing the Orion class as the flagship of Terran battle groups. More heavily armed than the Orion, the Hecate also carries over 150 combat spacecraft and a crew of 10,000. The GTD Aquitaine is a superb example of this new ship class, serving as the flagship of the Capella-based 3rd Fleet. The design of the Hecate was heavily influenced by Vasudan engineering and explains its unusually dark, brown, hull colour.

Hector, GTFr (The Wait) the Hector was one of three freighters sent by the GTI to retrieve Shivan cargo before the GTI rebellion started. It is possible that the cargo was examined and used by the GTI to create the GTD Hades super destroyer.

Hedetet, GVD - (The King's Gambit) the Hedetet was a Typhon class Destroyer that was the head of the GTVA's blockade of the Capella-Gamma Draconis Subspace node. The Ship's main objective was to stop all NTF ships from entering the nebula. The Hedetet was destroyed during the conflict.

Heisenberg, GTC (Slaying Ravana) - The Heisenberg, a Terran Leviathan class cruiser was one of a number of GTVA warships involved in the battle to destroy the SD Ravana. The attack was successful but many lives were lost in the engagement.

Heket, GVC - (Their Finest Hour) The Heket a Mentu class cruiser was one of a number of ships that attempted to distract the Shivans while the Bastion collapsed the Capella - Vega Subspace Node.

Hela, SC (Their Finest Hour) The Hela, a Lilith class cruiser was one of a number of Shivan warships attacked by the GTVA to distract them while the Bastion collapsed the Capella - Vega Subspace Node.

Helios, GTM-13 - The Helios I the product of an entire generation of high-energy physic research based mainly at the GTVA particle accelerator complex near Antares. The most powerful warhead in the GTVA arsenal, the Helios generates a massive shockwave from the cataclysmic annihilation of matter and Anti-matter, triggered upon impact with its target. The Helios is extremely expensive to produce and so, its deployment is restricted.

Hellespoint, NTC (Love the Treason...) this was one of a large number of Warships involved in the Sunder Hoax. It was destroyed during the battle.

Hercules Mark II, GTF - The Hercules Mark II, often called the Herc II by GTVA pilots is the next generation of Terran heavy assault fighter. Introduced during the Great War, the original Herc's balance of firepower and manoeuvrability made it the most versatile strike fighter in the fleet. Some military historians have claimed the Hercules won the Great War, citing its deployment in key battles near the end of the Shivan conflict. Implementing recent advances in Fusion drive technology, the Mark II improves the assault fighter's speed and manoeuvrability without sacrificing loadout capacity. When the NTF began to fight the GTVA in 2366, they commandeered a number of Hercules Mark I fighter, forcing command to increase production of the Mark II. Despite the fact that they are quite modern, the fact that they are based on the original Hercules chassis has made them difficult to upgrade. Because of this, the GTVA is replacing them with the GTF Ares, which use a new chassis and thus, are easier to upgrade to a higher level than the Hercules Mark II. Despite this, they are still a favourite among many GTVA fighter pilots.

Hercules, GTF - Designed by Han-Ronald Corp for the GTA, the Hercules is still one of the most powerful ships in existence. Although now being replaced by the Eyrinies and Hercules Mark II, the original ship is still widely used, especially by the NTF. It harbours 6 primary weapons and two full secondary banks which makes it best suited to small target attacks and escort missions. The Ship, designed as a Heavy Assault Fighter has been said to have won the Great War due to the many pivotal battles it was involved in during the closing months of the conflict.

Hermes, GTEP - The Hermes escape pod is used by the GTVA to evacuate ships and installations that are on the verge of destruction. Although when first introduced (after the GTA copied the Vasudan PVEP Ra) they were used only by the biggest ships, today, every vessel larger than cruiser size has at least one. During the First Great War, many lives were saved by these small but important ships.

Herophilus, GTM (Apocalypse) This Medical Ship was one of three transporting injured people out of the Capella System in 2367.

Hez-Ur, GVG (Apocalypse) This GTVA Gas Miner was one of many ships leaving Capella at the time the star went Supernova.

Hideki Institute (A Flaming Sword) the Hideki Institute is located in the Vega System and was responsible for the invention of the highly destructive Meson Bomb. The Hideki Institute finished building the prototype of the device just before it was used to destroy the Knossos Subspace Portal.

Hinton, NTSc - (Rebels and Renegades) this science cruiser was involved in the ETAK Project although it's exact role is unknown. However, because of the level of protection it received during battles with the NTF, it can be presumed that its role was quite important.

Hippocrates, GTM - Terrans developed the GTM Hippocrates early in the post-war Reconstruction period to deal with the movement and treatment of injured fighter pilots from the Great War. With the outbreak of the NTF insurgency in 2366, the GTVA once again called the Hippocrates into active military service. Its on-board facilities provide state-of-the-art medical care to thousands of patients. Hippocrates also help transport refugees out of contested systems into the safety of Allied-controlled regions. The specially designed hull of the Hippocrates enables its crew to isolate sections of the ship quickly in the event of quarantine or hull breach. This keeps the passengers safe and is a system that is now being incorporated on all over ships as best as is possible without effecting their firepower.

Hope, PVD - (Last Hope, A Failure to Communicate) One of the most famous Vasudan Typhon class destroyers that carried out many important missions throughout the First Great War. These missions include the protection of the Beta Aquilae Communications Terminal. The Hope was said to be manned by one of the most skilled crews in the PVN.

Hornet, GTM-4 - An offensive version of the Fury, the Hornet was designed to fire in small groups of 4 missiles increasing the chances of scoring a hit. Although the payload of each missile is only 12kt, the combined effect of all 4 could be devastating. Despite this, the chance of scoring a kill on the first shot is only 60%. Hornets were extremely cheap to manufacture and by 2337 over 2.6 million Hornets had been produced with each battle group have over 100,000 of them. The one downside of the Hornet was that it's short range meant it had difficulty tracking faster targets like the SF Dragon long enough to hit and by 2367, the Hornet had been replaced by the more powerful Tornado.

Type: Aspect Seeking
Velocity: 190m/s
Range: 1140m
Fire Rate: 1.0 rnd/s
Damage: Medium

Horus, GVF - The Horus Interceptor was the fastest ship in the Vasudan fleet during the first great war and served as their primary Interceptor fighter. The ship was responsible for the destruction of more bombers than any other mainly because of its high speed, manoeuvrability, shielding and attack power.

Hygeia, GTS - The GTS Hygeia is the fleet's newest Terran support ship. It is fast and manoeuvrable, a necessity when trying to dock with fighters in the heat of battle. Triton Dynamics designed the Hygeia class with huge cargo bays for munitions storage, plus the latest magnetic-stasis delivery system for quickly re-supplying combat craft with missiles and bombs. The Hygeia's repair facilities are driven by neural-net AI, for ultra-fast system diagnostics and repair. The high number of warheads carried by the Hygeia makes it a dangerous ship to be near when it blows up.

Hyksos, GVC - This Vasudan cruiser assisted the GTVA 64th Raptors in destroying all NTF ships trying to enter the Gamma Draconis system. The vessel was escorted by Epsilon wing of the Vasudan 33rd Fighter Squadron stationed onboard the GVD Memphir.

Hyksos, GVCv - (The Sicilian Defence) The Hyksos, a Vasudan Sobek class corvette was ordered to assist a squadron sent from the GTD Aquitaine in destroying the NTD Vindicator and the NTF ships that had rallied around it.



Iblis, SC (The Great Hunt) the Iblis was a Rakshasa class cruiser operating in the Nebula beyond Gamma Draconis. The Asuras and Iblis were attacked in an attempt to drive a Shivan destroyer thought to be in the area out into the open.

Iceni, NTF - (Rebels & Renegades) The Iceni is the Flagship of the NTF fleet and was constructed within an asteroid near a NTF cargo depot. It was specially built on the orders of Admiral Bosch for use in his attempt to contact the Shivans. It broke through several GTVA blockades whilst under his command before entering the nebula beyond the Gamma Draconis portal after the Colossus suffered a weapons malfunction. The Iceni made contact with the SC Rephaim and the command crew was transported to a fleet of Transports. The remaining crew was killed and the ship was destroyed. Thirty-three people hid on deck 7 and were rescued by the GTVA.

Ikeya - Ikeya is a system with an unusually high population for its location so far away from Sol. Ikeya was one of the first systems invaded by the Shivans and was the target of an infiltration by the Bastion that same year. The Bastion was sent to steal Shivan technology from a supply depot in the system. Ikeya has only one node leading to Ribos

Iman, Vasudan Admiral (Tightening the Noose) Admiral Iman was an Admiral in the Hammer of Light and was instructed by his superiors to kill 1 hostage every 5 Terran minutes if the Terran-Vasudan alliance did not halt their attack.

Imhotep, PVD (Bringing The Hammer Down) - The Imhotep was a Vasudan Typhon class destroyer involved in Operation Templar, designed to eradicate the Hammer of Light.

Impervious, GTC - One of two NTF cruisers that tried to jump to Sirius from Deneb shortly after the NTF Iceni did. Both ships were destroyed by the GVD Psamtik after the 53rd Hammerheads destroyed their fighter escort.

Impunity, GTC (Final Outpost) This Fenris class cruiser was involved in the final attack against the HOL at the Nagada outpost in Sirius at the end of Operation Templar.

Infyrno, GTM-11 - The Infyrno works is a forth generation Synaptic bomb but works more like the Piranha. The Infyrno main difference is that it has a much greater range than its predecessors do. The range is so big that if the pilot detonated it to early, there is a risk that he/she will be caught and killed in the explosion.

Inspiration, NTT - The Inspiration was an Argo class transport used by the NTF to transport ground troops the Gamma Draconis. The small, poorly defended ship was destroyed when it attempted to run the GTVA's blockade of the Capella system in late 2367.

Interceptor, GTM-9 - The first Aspect seeking missile made available to new recruits, the Interceptor is a superb anti fighter weapon. A laser senses energy reflected off the target from the primary weapons of the target, increasing single-pass kill probability. Its medium payload of 18.5kt is designed to pierce reinforced hulls thus securing itself to the target 15ms before detonating. The Interceptor has a fast lock time but low power against cruiser hulls making it more effective against fighters than large ships. The Interceptor is the only weapon really capable of taking out fast Dragon class fighters in an acceptable time period.

Type: Aspect Seeking
Velocity: 225m/s
Range: 1250m
Fire Rate 1.0 rnd/s
Damage: Medium

Intrepid, GTD - A GTA Orion class destroyer from the First Great War. The Intrepid almost walked in on a GTI Special Operation's mission in 2335. Fortunately for the Intrepid, the GTI had left a few seconds before her arrival. If she had arrived any sooner, the GTI would have been forced to destroy her. The ship was commanded by Admiral Po and is most famous as being the home of traitor Alex McCarthy.

IOU, GTFr (Apocalypse) This GTVA freighter was one of many ships leaving Capella at the time the star went Supernova.

Isis, GVT - This fast Vasudan transport is most often used for personnel transfer but is also commonly used as a repair ship or tugboat, helping to manoeuvre large ships into docking bays. Its twin turrets and thick molybdenum plating make it a very tough ship and it was not unusual for the PVN to use them to attack a fortified position.

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Jack Niven, Lieutenant - Jack Niven took command of an NTF fighter squadron after GTVI Operative Commander Snipes was reassigned to another part of the NTF. He remained in charge until the GTVA lost their last contact in the squadron when the pilot had to be extracted after having lost his (her) cover.

Jacquerie, NTCv - The Deimos class NTCv Jacquerie was destroyed by the GTVA in the Epsilon Pegasi system in 2367.

Jokers, 33rd Squadron - The Jokers were one of a total of 10 squadrons stationed onboard the GTD Bastion during the course of the Great War.

Jooyun, GVG (Into the Maelstrom) - This Vasudan Anuket class gas minor was part of a three ship convoy transporting fuel and supplies to the GTVA Colossus. The Jooyun was transporting gas collected from the atmosphere of a Gas Giant used to power the warships main reactors.

Jotunheim, GTI (Secrets Revealed) - The Jotunheim was a GTI weapons research station and the GTIs main base of operations during their rebellion in 2335. The station was destroyed by the GTA but some escape pods made it to the GTD Hades, a GTI super destroyer.

Junit, GVA (The Fog of War) This Setekh class AWAC was used by the GVD Psamtik during the time it spent patrolling the nebula beyond Gamma Draconis. It was involved in the first confrontation between the GTVA and a Sathanas class juggernaut.

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Kaus Borealis - On the very edge of known space, Kaus Borealis is unknown having been visited only once since its discovery. It is home to one node leading back to the GTVA - via Delphi - and 3 heading in to the unknown.

Kayser, GTW-UD-8 - The Kayser is the result of an intense study of Shivan weapon technology. The Kayser emits focused waves of subatomic particles that bombard its target. Impact causes the wave function of the particles to collapse and emit extremely intense, zero-point energy microbursts. Standard policy dictates that weapons of this magnitude are mounted only on bombers, but it has become common practice for field technicians to mount them on fighters.

Khafre, Admiral (The Fog of War) Admiral Khafre was a Vasudan in Command of the GVD Psamtik, 13th Vasudan Battle Group, during the GTVA's second confrontation with the Shivans.

Khenmu, GVCv (Slaying Ravana) - The Khenmu was one of a number of GTVA warships involved in the battle to destroy the SD Ravana. The attack was successful but many lives were lost in the engagement.

Khepri, GVCv - (Their Finest Hour) The Khepri was one of a number of ships that attempted to distract the Shivans while the Bastion collapsed the Capella - Vega Subspace Node.

Khonsu II, Emperor - Emperor Khonsu II was the Vasudan emperor during the First Great War and was responsible for the rapid recovery of the decimated Vasudan society after Vasuda Prime had been destroyed. He restored the Imperial Vasudan Government to power after he dissolved the Vasudan Parliament.

Khu, Supreme Admiral (Bringing The Hammer Down) Supreme Admiral Khu was in command of the Vasudan fleet during Operation Templar. He was onboard the GVD Anhur when it was captured by the Hammer of Light.

Koris, GTD (Exodus) this Orion class destroyer was destroyed by the Shivans a few weeks after the destruction of the Lucifer. The GTI destroyer sided with the alliance when, in 2335, the GTI rebelled against the GTA. The GTI failed in its attempt to destroy its escape pods containing, in total, 43 out of the 10,000 crew it carried.

Koth, Rear Admiral - (The Sixth Wonder) Rear Admiral Koth was the NTF leader responsible for the Enif massacre in the Epsilon Pegasi system. He killed over 80,000 innocent Terrans and Vasudans as well as over 75% of the GTVA 6th fleet stationed in the system. Rear Admiral Koth commanded the NTF Repulse.

Lamprey, GTW-83 - The GTW-83 Lamprey cannon is a second generation Leech gun. It drains the energy systems of its target, depleting the reserves of the targets primary weapon, shields and engines.

Lapetus, GTC (Cloak and Dagger) this was one of three GTA cruisers patrolling the area around the Talus station at the time of the pirate attack that lead to it having to be destroyed.

Laramis - Laramis is a system containing 2 subspace nodes leading to Ross 128 and Luyten. It is in this system that the Flail Gun was invented during the Great War of 2335.

Laramis II - As the second planet in the Laramis system, Laramis II is home to the RNI Shipyards and was the sight of construction of the GTC Aeolus class cruiser.

Leech Cannon, GTW-43 - The Leech is an unofficial Disruptor, which works by draining the enemy's power supply. Firing it will drain an enemy fighter or bombers afterburners, energy weapons and shields. It is however, an anti-fighter weapon with very little effect against larger vessels.

Velocity: 450
Range: 900m
Fire Rate: 3.3rnd/s
Damage: Moderate/Special

Legion of Merit - This medal is given to pilots who complete a dangerous assault mission against an enemy capital ship or installation against overwhelming odds.

Lemnos, GTCv (Apocalypse) This GTVA corvette was one of a number of GTVA warships defending those fleeing the Shivans in Capella. It was destroyed when the Capella sun went Supernova.

Leto, GTC (Cloak and Dagger) this was one of three GTA cruisers patrolling the area around the Talus station at the time of the pirate attack that lead to it having to be destroyed.

Leviathan, GTC - After the Vasudans began making incursions into GTA space, command decided that it needed a new defensive cruiser. The Fenris class was modified to make the GTC Leviathan class cruiser. Though slower and less manoeuvrable than the Fenris, the Leviathan has a much stronger hull and more powerful weapons. Production of the Leviathan class stopped when the GTA thought they would win the V-T war at the Battle of Gulnara and started up again after their defeat in the Talnia System. Leviathans are still in service over 35 years after the first one being built.

Liberty, GTT - (Final Outpost) the Liberty was used to capture the PVT Nu on which the Supreme Admiral Khu was being held prisoner.

Liberty, NTC (The King's Gambit) - The Liberty was a NTF cruiser that failed in its attempt to break through the GTVA's blockade of the Capella-Gamma Draconis Subspace node in 2367.

Lightening, SC - (Last Hope) A Shivan Cain class cruiser destroyed during it's attack on The PVD Hope in 2335.

Lilith, SC - The SC Lilith class of Shivan cruisers is a far-deadlier foe than the Cain class or any Terran cruiser. Nearly impenetrable armour plating enables it to withstand tremendous punishment, enabling its nine turrets to lash out at warships and combat spacecraft with impunity. Only capital ships, corvettes or bombers targeting pre-selected weak points in its hull can take one of these out of commission. Although not as powerful as the SC Rakshasa class, they can take much more punishment. In 2335, during the Great War, the power of the Lilith and other Shivan Warships prompted the Vasudans, and then the Terrans, to design special ships to take them and any other similar Shivan vessels out of action. These new vessels were called corvettes and are now one of the most common types of ships in the GTVA.

Locator Beacon - These devices have been issued to all GTVA pilots since before the Great War. When a fighter crashes, the pilots activate the beacon. It emits a blue, shimmering glow which shows that it is on. Other GTVA ships in orbit can then locate the downed craft and recover its pilot. The beacons have an extremely long life time and, unfortunately, often outlive their owners.

Loki, GTF - The GTF Loki is designated as a fighter, but it's more of a heavy reconnaissance craft. The Loki's micro-roughened hull and shielded exhaust chamber give it an extremely reduced profile to detection sensors. This makes it ideal for reconnaissance and infiltration missions that rely on stealth rather than firepower. It was originally designed in secret by the GTI to act as a stealth fighter. The engineers thought it didn't need to be strong because few pilots would be able to hit the small, fast ship using eyes only anyway. However, when they used it against the GTA during their rebellion in 2335, the GTA found an error in its hull design that allowed sensors to target it. This effectively ended its career as a stealth fighter, although it is still used as a scout ship. Lacking the weaponry and armour to survive prolonged battles, the Loki can usually stay alive long enough for its high manoeuvrability and speed to discourage pursuers. Lokis are widely used by NTF forces.

Long Range Flak - Long Range Flak is standard Flak with a longer range. Kinda obvious, really.

Lorkonius, SFr - (Enter the Dragon) The Lorkonius was a Shivan freighter present in the Deneb system during the GTA's attempt to capture a Dragon Fighter.

Loyola, NTC (Endgame) - The Loyola was one of many warships that tried to enter the Knossos portal in 2367. The Loyola was destroyed before it reached its final destination.

Lt. McCarthy, Alex - A Lieutenant during the Terran-Vasudan war who defected to the Vasudans and captured the prototype of the Avenger cannon. He tried to see it to Vasudans, but was captured during the transaction. He was taken back to GTA Command where he was put on trial for treachery and treason. The penalty for treason was death.

Lucidity, GTA - (Battle of the Wilderness) - The Lucidity was deployed to increase the sensor range of fighters escorting the Vauban and Erinpura to the GTCv Warspite.

Lucifer, SD - (A Failure to Communicate, Running the Gauntlet. Playing Judas, Doomsday) The Lucifer, first encountered during the Tombough Station attack, is the most powerful ship ever encountered. This is not because it has powerful weapons, although they are quite formidable, but because no Terran or Vasudan weapon could harm it because of its shields. It destroyed many ships and planets, including the Galatea and Vasuda Prime; Home World of the Vasudan species before the GTD Bastion stopped it. The Lucifer was destroyed when its 5 reactors were destroyed while the ship travelled through Subspace to earth. The ship's destruction had the unfortunate side effect of sealing the only jump node leading to Earth.

Lucifer, SD - Only one Lucifer class ship which has ever been discovered - fortunately, and even that led to an appalling loss of life. The Lucifer class is the most powerful class of ship ever encountered not because of its firepower (which is still considerable) but because of its impenetrable Shielding. All sorts of weapons were used against the ship that headed the Shivans first attack, yet the Lucifer survived for most of the war without a scratch. No weapons have yet been developed which can breach its shields in normal space. The only Lucifer class ship encountered (2335) was finally destroyed in Subspace where its shields do not work after archaeological artefacts left by the Ancients in Altair gave the GTA-PVN the technology needed to track ships in subspace.

Lysander, GTCv (The Great Hunt) - The Lysander was one of two GTVA Deimos class corvettes sent into the Nebula beyond Gamma Draconis to destroy two Shivan cruisers hiding in the Nebula. The mission was designed and was successful in luring a Shivan destroyer into the open. Unfortunately, the Lysander was lost during the operation.

Luyten - near the edge of explored space, Luyten is a system of medium importance not colonised before 2340. It is home to three subspace nodes leading to Wolf 359 Barnards Star and Laramis. After the GTA rebellion and the end of the Great War, the GTA was in ruins and collapsed into several small powers which included the Luyten New alliance.

Luyten New Alliance - When the GTA broke up in 2336. Numerous factions sprang up, each with their own rules, regulations and objectives. The Luyten New Alliance is one of those groups which was based in the Luyten star system.

Mm

Maahes, GVCv - (A Monster in the Mist) - The Maahes was used to distract the Shivans defending a Sathanas class juggernaut while a Terran pilot performed a scan of the War ships subsystems. The Sobek class corvette sustained heavy damage but managed to distract the Shivans long enough for the pilot to complete his mission.

Ma'at, GVFr - Having been in service for over 40 years, the GVFr Ma'at is an old vessel which is starting to show its age. During the Terran-Vasudan War, the Ma'at was considered a 'hairy' target to attack due to its three turrets although now it is considered as little more than a nuisance.

Maelstrom, GTC (Into the Maelstrom) - The Maelstrom was an NTF Fenris class cruiser deployed to destroy a supply convoy heading towards the GTVA Colossus. The Maelstrom was disarmed and later destroyed.

Majestic, NTC (Feint! Parry! Riposte!) - The Majestic was a NTF cruiser destroyed by the GTC Rampart in an attempt to lure Rear Admiral Koth and his command ship, the Repulse, into the area. The 242nd Suicide Kings took out the cruisers 12-fighter escort before the Rampart attacked.

Malor, SC - (Battle of the Wilderness) The Malor was a Cain class cruiser that was destroyed during its attack on the GTCv Warspite and the convoy heading towards it.

Malta GTC - (Clash of the Titans II) The Malta, an Aoleus class cruiser was one of a small number of ships that survived the Shivans attack on the Bastion. The Malta continued to defend the ship until the Bastion self-destructed within the Capella-Vega Subspace Node.

Malta, GTC (Apocalypse) This GTVA cruiser was one of a number of GTVA warships defending those fleeing the Shivans in Capella.

Maltusa, PVC - (La Ruota della Fortuna) The Maltusa was a HOL Aten class cruiser assigned to guard a small Hammer of Light base of operations in the Antares system. The cruiser and the base it was ordered to protect was destroyed by Shivans before the GTA could do so themselves.

Manticore, SF - The Manticore was first seen during the first Great War and was known as a Shivan Interceptor class fighter, chasing GTA bombers and warheads as they attacked Shivan craft. They also proved themselves more than capable at Space Superiority missions too although other ships such as the Dragon or Mara are far better.

Mara, SF - The Mara is a new class of Shivan fighter recently encountered by the GTC Vigilant in the Capella System. They are similar to the Dragon, though slightly larger, the best way to kill them is with a couple of long range missile shots.

Mauler, PVC - (Tenderizer) The Mauler, a HOL cruiser, and its crew sacrificed their ship and their lives in an attempt to stop the Galatea from reaching the Beta Aquilae node. They went kamikaze with a group of HOL fighters. Frontally, the Maulers engines were destroyed before it reached its target and the Fighters, though packed with explosives, were unable to stop her.

Maxim Gun, GTW-66 - Reconstruction efforts after the Great War inspired advancements in metallurgy and efficient conventional explosives. The two are elegantly combined in the GTW-66 Maxim. The Maxim is by definition an energy weapon, though it behaves like a high-velocity mass-driver cannon, accelerating uranium slugs along its smoothbore barrel. The Maxim has a difficult time penetrating energy-based shields, but it has a devastating effect on hull plating and subsystem armour. Because of this, it is best grouped with an anti-shield weapon.

McPherson's Multimedia - This encyclopaedia type publication is a multimedia representation of Terran-Vasudan history and has been rewritten many times. The latest edition was in 2357.

Mecross, PVC - (Exodus, Last Hope) A Vasudan Aten class cruiser constructed during the Terran-Vasudan war. This cruiser was instrumental in evacuating survivors' from Vasuda Prime and in protecting The PVD Hope from Shivan attack after it was heavily damaged.

Medal of Honour - This is awarded to pilots who do something very important to the fate of the human race. It often involves high risk, last hope missions which must succeed if the Human Race is to survive. Fortunately these situations are rare, so few pilots are awarded this medal.

Medusa, GTB - The Standard attack bomber in the GTA and the GTVA, the Medusa is a powerful ship and the first bomber to have a turret defence system. Its large bomb capacity enable it to take out most cruiser sized targets while its strong shields allow it to get close enough to deliver the punch and survive to tell the tale.

Mekhu Enterprises - Mekhu Enterprises were responsible for modifications made to the GVB Sekhmet and are now the vessels contracted builders. They were also involved in the design of the GTVA Colossus.

Mekhu HL-7, XSTR Mekhu HL-7 - The Mekhu, first introduced in 2353, is the Vasudan re-engineered version of the Subach-HL-7 Xaser. Modifications were made by Vasudan engineers to give it a higher firing rate and longer range than the original. These improvements came at the cost of power output. This trade-off fits well with Vasudan military tactics, but most Terran pilots still prefer the performance of the original weapon.

Mekhu, GTW Mekhu HL-7D - The Mekhu HL-7D is an improved version of the Mekhu Xaser. It was introduced a year after the original weapon and deals greater shield and hull damage than the original.

Mekhu-Sahr plasma powerplant - This is the Plasma based powerplant that is responsible for the incredible afterburners of the GVF Seth class fighter.

Melchom, SC (Apocalypse) This Shivan warship was one of three that attacked the ship leaving Capella just before the star went Supernova.

Memphir, GVD - The GVD Memphir was stationed in the Capella area in 2367 and provided a home for the Vasudan 33rd Fighter squadron which escorted the GVC Hyksos.

Memphis, GVD (Straight, No Chaser) the Memphis is a Vasudan destroyer, Hatshepsut class, to which the GVD Psamtik was destroyed by the second Sathanas Juggernaut.

Mentu, GVC - The GVC Mentu cruiser is the lightest of the new Vasudan warships. Following the Great War, allied scientists developed the beam cannons that now serve as the primary armaments of today's GTVA warships. Rather than modify existing ships, the Vasudans developed new designs to mount these weapons. The Mentu's 16 turrets include heavy beam cannons for duking it out with other warships, as well as AAA and Flak turrets to fend off smaller craft. The GVC Somtus and the GVC Mycerinus recently demonstrated the strength of the Mentu against NTF forces in Epsilon Pegasi.

Mephisto, SFr - The SFr Mephisto class is equivalent to the Dis class in size and combat capabilities so care must be taken in attacking them. However, given their wildly different configurations, they must serve different purposes for the Shivans, but Allied Intelligence currently offers no further concrete information on this matter despite the fact that the first one was seen in 2335, 32 years ago. It is possible that the Mephisto was designed to work in the nebula, which may explain it's stranger than normal Shivan hull shape. If true, it would certainly be a useful ship using technology the GTVA has yet to develop.

Meritorious Unit - This is a medal awarded to GTVA fighter Pilots for performing exceptionally well during a given medal. It is not awarded for big victories, but just for generally being a good pilot.

Mesa Corp - Mesa Corp was one of a large number of companies involved in the construction of the GTVA Colossus.

Meson Bomb - This is highly powerful warhead which can destroy almost any target in one hit. They are very large and can only be moved into position by freighters in TC Meson-Bombs which are specially designed to hold the warhead.

Meson-Bomb, TC - The TC-Meson Bomb is used solely as a container for Meson Bomb deployments. Each is custom built specifically to hold a Meson Bomb. The container is permanently sealed once the bomb is safely housed within it to stop an enemy from disarming this weapon.

Messana, GTD (Dunkerque) the Messana, an Orion class destroyer was assigned the task of picking up the survivors from 3rd Fleet Headquarters and for initiating the self-destruct sequence that destroyed the battered station.

Military Defence Medal- This is awarded to pilots who manage to defend a GTVA capital ship from attack for an exceptionally long time or in very difficult circumstances under intense enemy pressure. It takes a good pilot to protect a ship long enough to get on of these.

Mina Hargrove, Dr - (A Lion at the Door) - Dr.Mina Hargrove was the scientist assigned the task of leading the research group examining the Subspace Portal found in Gamma Draconis. Much was learnt about the device although her exact findings are classified level Phi.

Mintaka - This system has been under NTF control for the last 1.5 years so no recent studies have been made. However, it does have a node leading to an unknown system - possibly Kaus Borealis. It can be reached only via its one charted node which leads to Regulus.

Miranda, GTFr (Apocalypse) This GTVA freighter was one of many ships leaving Capella at the time the star went Supernova.

Mirfak - A recently discovered and unexplored system on the edge of explored space. It can be reached only from Epsilon Pegasi and may have a node leading to an unknown system. It is also home to the only nebula known apart from the one beyond Gamma Draconis.

Mjolnir, GTSG - The GTSc Mjolnir is the most advanced sentry gun device known. Vastly tougher and deadlier than the earlier Watchdog, Cerberus, and Alastor models, the Mjolnir is a danger to any hostile fighter or bomber that comes within range. Its two beam weapons and three missile banks enable it to take on multiple bogeys simultaneously. Mjolnir's are also referred to as RBCs (remote beam cannons). They are used to help protect the most vital front-line Alliance installations.

ML-16 Laser, GTW - the ML-16 was well established as the primary weapon of all Terran fighters by 2335 due to its high rate of fire and low energy use. However, the weapon was scrapped at the end of the First Great War after the GTA saw how ineffective it was against shield systems. The Argon laser weapon uses transparent ceramic technology in order to create an optical system that is extremely durable and stable under battle conditions. It vaporises molecular bonds in the target's material, providing adequate hull damage but almost zero damage to energy shields.

Velocity: 450m/s
Range: 900m
Fire Rate: 10 rnd/s
Damage: Low

Moloch, SCv - Only one class of Shivan ship is classified as a corvette - the SCv Moloch class. Though they're physically as large as the GTCv Deimos class, Moloch's do not seem to pack the same punch. They are far more deadly than any Shivan cruisers, however. It is possible that it was an experimental ship developed thousands of years ago that failed, but was not removed from service. It may also be that they are cheaper or easier to produce than more powerful corvettes that may be hiding in or beyond the Knossos nebula.

Molybdenum Plating - pronounced 'muh Llimb duh nuhm', Molybdenum is a hard, silvery-white metallic element. Its high melting point, which is 2617 °C, makes it one of the strongest and most commonly used heat-resistant metals. When used in steel, it improves that metal's toughness and strength, especially at high temperatures. This has made the GTVA, and especially the Vasudans take a high interest in the substance and use it in the hulls of some of their ships in the form of Molybdenum Plating. Ships using Molybdenum Plating include the GVT Isis and the GVB Sekhmet. Although resistant to all types of weapons, Molybdenum is most useful in protecting against the immense heat generated by Laser based weapons. It is also often used in missile and bomb casings. The element Molybdenum has the chemical symbol Mo. Its atomic number is 42, and its atomic weight is 95.94. Molybdenum boils at 4612 °C.

Molybdenum Plating, Collapsed Core - CC Molybdenum Plating is strong armour created when the nucleus of Molybdenum atoms is compressed to very high density. This has two effects. It makes the atoms harder to separate which makes the armour much stronger. It also means that less CC Molybdenum is needed to get the same effect as standard Molybdenum Plating meaning that ships with Molybdenum can be lighter and more manoeuvrable, without sacrificing hull strength. It also means that bombers with CC Molybdenum Plating can be made much stronger without having any effect on speed and manoeuvrability. The one downside is that the technology is relatively new and thus very expensive. Only some of the newest, most high-tech GTVA ships use it.

Monitor, GTCv (Endgame) - The Monitor was part of an unsuccessful attempt to prevent Admiral Bosch from entering the Knossos Subspace Portal in late 2367.

Morning Star, GTW ML-70 - The GTW ML-70 improves upon the performance of the Flail gun, which was developed during the Great War. The original weapon was too expensive to mass-produce because of its limited usage/effectiveness profile. Recent advances in high-temperature optics enable the main focusing chamber of the Morning Star to produce a much more coherent beam, increasing its range and damage levels. This comes at the cost of somewhat higher energy requirements.

Murakami, GTCv - (Blockade Run) - the Murkami was a GTVA corvette sent to assist the Hakiki in blockading the Deneb jump node. However, the mission failed, the three ships escaped and the Deimos class corvette was completely destroyed.

MX-50, GTM - MX-50 - This was the standard missile used during the T-V war and the Great War. It is a heat tracking weapon which carries 15.5kt payload. It uses an infra-red semi-intelligent tracking system which ensures great accuracy and a high kill rate. By the time of the Second Great War, the MX-50 was replaced by the MX-54 that is often called the Rockeye.

Type: Heat Seeking
Velocity: 150m/s
Range: 1500m
Fire Rate: 2.7rnd/s
Damage: Low

MX-52, GTM MX-52 - The MX-52 is the midway point between the MX-50 and the MX-64. It is designed as a standard missile. Cheap to produce and offering reasonable hull damage. Early experiments with energy based defences like the deflector array at Ross 128 have shown that this weapon is exceedingly weak against anything besides steel based targets.

GTM-MX-64 - Often known as the Rockeye, the MX-64 is a faster, more accurate version of the MX-50 used in the Great War. The missile was developed as a result of experimentation by engineers at some of STX Exploration's most isolated mining operations, in the systems of Laramis and Luyten 726-BA.

Mycerinus, GVC - The Mycerinus was a Mentu class cruiser that fought against the NTF in Epsilon Pegasi, demonstrating the power of the Mentu class warship.

Mylae, NTC - (Love the Treason...) this was one of a large number of Warships involved in the Sunder Hoax. It was destroyed during the battle.

Myrmidon, GTD (Ghosts) The Myrmidon was deployed by the GTI to capture two escape pods that managed to escape the GTSc Einstein during a top secret containment operation in 2335.

Myrmidon, GTF - RNI System's GTF Myrmidon replaces the Ulysses as the Alliance's primary space superiority fighter. The Myrmidon has received high marks for speed, manoeuvrability, armour, and loadout. An ultra-efficient hull configuration provides space for three secondary weapon systems, a first for Terran-Vasudan fighters. This versatility enables Myrmidon squadrons to fulfil a range of combat roles, from light assault to heavy reconnaissance. In the Deneb system, the 53rd Hammerheads of the GTD Aquitaine have demonstrated the effectiveness of the Myrmidon against NTF forces.

Nn

Nagada Outpost (Final Outpost) - This Terran outpost in Sirius was decommissioned after the end of the First Great War but the Hammer of Light brought it back online and used it as a base during their final hours. It was to this base that Supreme Admiral Khu was brought to after the PVD Tanis was destroyed.

Nahema, SB - Either the SB Nahema class is a new Shivan bomber design, or the Shivans are finally taking the GTVA seriously and bringing in their best ships. The Nahema is considered to be the Shivan's most dangerous bomber and is the equal to any GTVA ship with similar purpose. It has demonstrated the ability to outrun virtually every fighter in the GTVA fleet and its powerful laser banks and high-capacity missile bays make it a threat to combat craft of all types, as well as to capital ships. GTVA fighter pilots are well advised to deal with these ships ASAP, especially during escort missions.

Nankam Aeronautical - a ship building company involved in several GTVA vessels including the GTF Perseus and the GTVA Colossus.

Nankam NA-27f Power Plant - This a highly advanced power plant used designed by Nankam Aeronautical for use onboard the GTF Ares.

Naqael, SFr - (A Lion at the Door) - This was the first Shivan Freighter to enter the Gamma Draconis system after the start of the 2nd Great War. Following the ships' destruction, the SFr Baraqel was deployed.

Naxos, GTCv (Love the Treason...) This Deimos class corvette was used by the GTVA during the so-called Sunder Hoax to deliver the Sunder Decoy to the field of engagement.

Nebiros, SD (Into the Lion's Den) - this destroyer was sighted during the GTVA SOC's mission in to the nebula beyond Gamma Draconis. It survived the battle, and joined the Shivans fleet already in the system.

Nebtuu, GVCv - (Exodus) - The Nebtuu was destroyed by the Shivans while escorting the Sulla, Vesalius and two transports to Epsilon Pegasi.

Neo-Terran Front - Eighteen months ago, Admiral Aken Bosch, Commander of the GTVA 6th Fleet, launched a violent military coup in the Polaris system. Within weeks, a regional domino effect also toppled the governments of Regulus and Sirius, all swearing allegiance to Bosch and his Neo-Terran Front. Bosch's vision of Neo-Terra informs the ideology of his movement. Though Terrans have lived in exile from Earth since the end of the Great War, Bosch imagined a utopia that would restore the grandeur of the lost world. As the people of Earth once relied on Polaris to help them navigate the seas, the North Star would become the spiritual and political compass for Terrans of the new era. Bosch's message had a profound impact on the so-called Lost Generation, born during the post-war Reconstruction. The Neo-Terran Front provided the youth of Polaris, Regulus, and Sirius with a cause to fight and die for. Bosch succeeded because his pro-Terran ideology was explicitly anti-Vasudan. The NTF opposed any Terran-Vasudan alliance and called for the dissolution of the GTVA. The NTF core systems had suffered political and economic chaos throughout the post-war Reconstruction. The Vasudans' miraculous recovery under Khonsu II's leadership embittered those Terrans still struggling to rebuild their own systems. Bosch exploited this anti-Vasudan sentiment to achieve his own political ends.

Nephilim, SB - The SB Nephilim is the slowest of the Shivan bomber classes. These craft were first encountered during the Great War and are still found in many Shivan attack formations. Nephilim's are heavily armoured and shielded, enabling them to deliver their devastating payloads despite their lack of speed. The only bomber that is more dangerous is the Nahema class and Seraphim class, first seen towards the end of the Great War. During the Great War, there was much discussion over why the Shivans chose such an odd shape for one of their most powerful attack ships.

Nephtys, GVS - The GVS Nephtys is the Vasudans' new support ship. It is fast and manoeuvrable, a necessity when trying to dock with fighters in the heat of battle. Mekhu Enterprises built a cargo bay into the rear of the ship, enabling it to carry extra supplies and munitions during emergencies. Mekhu enterprises licensed the GTS Hygeia's magnetic-stasis delivery system from Triton Dynamics, so both ships are equally adept at re-supplying combat craft with missiles and bombs. Like all support ships, the high number of warheads carried by the Nephtys makes it a dangerous ship to be near when it blows up.

Normandy, NTD - The Normandy was destroyed by the GTVA during their counterattack after the Enif station had been successfully defended by the GTVA Colossus and the 242nd Suicide Kings.

Nosferatu, SCv (All Alone) - the Nosferatu, a Moloch class corvette was destroyed after a Navigation Subsystem failure isolated it from the rest of the Shivan fleet. The GTVA took advantage of its problem and quickly sent a wing to destroy it.

Notu, GTT (Apocalypse) This GTVA transport was one of many ships leaving Capella at the time the star went Supernova.

Nu, PVT (Final Outpost) The Nu was used by the Hammer of Light to transport their prisoner, Supreme Admiral Khu and the Vasudan Admiralty to their station, the Nagada Outpost.

Oo

Oberon, GTC (Proving Grounds) - The Oberon, named after the 15th moon of Uranus, was an old Fenris class cruiser from the First Great War. By the time of the second Shivan conflict, the ship had been decommissioned and used for spare parts. Finally, in 2367, it was destroyed during the testing of the Pegasus Stealth fighter.

Odin, GTC (The Return to Ross 128) This ship was one of two GTI ships sent to scan the wreckage from the original Shivan attack in Ross 128. The ships were attacked by a Lilith class cruiser designated Lilith 3 before being destroyed by the GTA.

Omega, PVFr (Silence All Voices) The Omega, a Stasis class freighter was amongst the many Vasudan ships destroyed by the GTI during a containment operation in 2335.

Operation Templar - This operation was carried after the Hammer of Light captured the Vasudan Admiralty. The operation resulted in the near complete destruction of the Hammer of Light.

Operation Thresher - This was the GTA code name for the operation leading up to the last major battle of the 14-Year War. It was the GTAs attempt to gain control of the Antares system which resulted in the death of 504 pilots. 14 went missing and are presumed to have died. Although Operation Thresher did not go as planned it did result in the Vasudan fleet being cut off from Vasuda Prime.

OpEval Period - An OpEval Period is something every new GTVA vessel goes through. The new ship is produced in small numbers and given to a select fighter squadron, normally one that specialises in the new ships task. For example, the new GTF Perseus was given to the 107th Ravens for its OpEval Period. The Ship is then tested in actual combat missions and its performance recorded by nearby vessels. This information is transmitted back to the engineers who made the ship who use it to deal with any problem that may have arisen. This way, GTVA pilots can be assured that the ship will work well when it is more widely distributed.

Orcus, SC (Their Finest Hour) The Orcus, a Rakshasa class cruiser was one of a number of Shivan warships attacked by the GTVA to distract them while the Bastion collapsed the Capella - Vega Subspace Node.

Orff, GTC - (Eve of Destruction) A Fenris class cruiser - involved in Operation Thresher, the last major battle of the Terran-Vasudan war. During the operation, the Orff suffered an Engine breakdown in the Betelgeuse system and was forced to rely on fighter cover until they were repaired. The Orff was also involved in the capture of a Vasudan cargo depot and seen during the GTA's strike against the GTI's Hades destroyer towards the end of the GTI rebellion.

Orion, GTD - Measuring in at 2.1km in length (small compared with modern standards) the GTD Orion class destroyer is the 'classic' GTVA warship. Though not as powerful as the modern Hecate class, Orion's hold a special place in the heart of many GTVA pilots. Famous Orion class destroyers include the GTD Galatea and the GTD Bastion - famous for launching the fighters that destroyed the Lucifer. Like all GTVA Destroyers, the cost to build an Orion far outweighs the cost of paying the crew for a year. In the entire course of the 14 year War, very few of these ship were destroyed and they are now being phased out by the Hecate class. The Orion is famous for its carnivorous fighter bay.

Osiris, GVB - This was the primary bomber of the PVN during the First Great War having replaced its 14 Year War predecessor, the PVB Amun. Although not as strong as the Amun, the Osiris had much greater weapons capacity and speed. By the 2360's it has started to show its age as the more advanced Bakha and Sekhmet

bombers have replaced it on the front lines in most battle areas. However, in an attempt to keep the class alive, Osiris class bombers have been refitted to accommodate new GTVA missiles and bombs meaning that even today, a well defended wing of Osiris bombers can wreak havoc on any capital ship.

Outrage, NTD - The Outrage was an Orion class NTF destroyer that was involved in the NTF's attack on Epsilon Pegasi. The ship was one of a large number which were destroyed during the battles.

Pp

Panopticon, GTA - This Terran AWAC belonged to the GTVA 3rd Battle Group until it was destroyed in the nebula beyond the Knossos Subspace Portal.

Parapet, GTCv - (Into the Maelstrom) - The Parapet is a GTVA Deimos class corvette that was deployed to blockade the Capella jump node while the Colossus was re-supplying. The ship was ordered to hold position at the node although it did deploy fighters to protect the convoy.

Paris, GTFr (The Wait) the Paris was one of three freighters sent by the GTI to retrieve Shivan cargo before the GTI rebellion started. It is possible that the cargo was examined and used by the GTI to create the GTD Hades

Parliamentary Vasudan Empire (PVE) - The Parliamentary Vasudan Empire was, up until 2339, the most important organisation in Vasudan space. Though similar to the Terrans GTA, which was also operating at the time, the PVE does not deal with military matters, only economic ones. The PVE command structure, Like all parliaments, involved a group of people who discuss what to do with the Vasudan emperor at the head. In 2339, Emperor Kunshu II dissolved the Vasudan Parliament in favour of the Vasudan Empire.

Parliamentary Vasudan Navy (PVN) - The PVN formed the military arm of the Vasudan Parliament and focused in military affairs including the Terran-Vasudan War. In general, the PVN ships were much faster and manoeuvrable than their Terran counterparts but also much weaker as the PVC Aten demonstrates. The PVN was dissolved in 2339 by Vasudan Emperor Kunshu II.

Parracombe, GTFr - (Into the Maelstrom) This Triton class freighter was part of a three ship convoy transporting fuel and supplies to the GTVA Colossus which was holding position on the far side of an asteroid field near the Capella Subspace node. The Parracombe was transporting food for the ships massive crew.

Path, GVF - Designed by the Akheton Corporation for the GTVA, the stealth prototype GVF Ptah was a top-secret development Project assigned to Vasudan conglomerate Akheton Corp. Designed to be invisible to standard detection arrays mounted on combat craft, Paths have performed admirably during their OpEval period. The masking materials and blending technologies used across their outer surfaces seem to confuse Shivan detection systems as well. The Ptah is currently available only to select fighter units in the Vasudan navy, with no word on when they will be more widely available.

Path, PVD (Secret Recovery) This Hammer of Light destroyer was ordered to protect the GTSc Giordano after HOL Commandos captured the science ship in Deneb. The GTI quickly deployed forces to destroy the station and destroy the Focus.

Path-Nu, GVC (Apocalypse) This GTVA corvette was one of a number of GTVA warships defending those fleeing the Shivans in Capella.

Pax, NTC - (The King's Gambit) - The Pax was a NTF cruiser that failed in its attempt to break through the GTVA's blockade of the Capella-Gamma Draconis Subspace node.

Pegasus, GTF - The Pegasus is used almost exclusively for reconnaissance missions. It's the fastest, most manoeuvrable ship in the Terran arsenal. The craft's contours and hull materials were carefully designed to minimise its profile to detection sensors. It is woefully armoured and packs only minimal weaponry, making it a death box in a firefight. Pegasus pilots are a special breed of daredevils who pride themselves on getting into and out of situations that would be the death of other pilots, all without firing a shot.

Perseverance, NTCv - This Deimos class NTF Corvette was destroyed when it tried to attack the Knossos Subspace Portal in late 2367.

Perseus, GTF - The GTF Perseus is the newest fighter in the GTVA's arsenal. Slated to replace the ageing Valkyrie as the Alliance's primary Interceptor, the Perseus' high max speed and manoeuvrability make it ideal to hunt and destroy enemy bombers. Perseus fighters have been assigned to the 3rd Battle Group on a trial basis, with wide deployment expected after the OpEval period. Primary weapons include the Subach HL-7 and Prometheus cannon, with secondary loads of Harpoon and Hornet missiles. Preliminary results have shown the Perseus to be a superb fighter.

Perseverance, NTCv - (The King's Gambit) The Perseverance, a Deimos class corvette, was deployed to help NTF forces break through a GTVA blockade near the Capella Node when the NTC Undaunted was destroyed by Terran-Vasudan forces.

Pharos, GTNB - These have been in use since the dawn of Terran space travel and are used to mark 'way-point paths' for ships to travel along to reach a destination. They are also used to mark things that later ships might have difficulty detecting. They can also be dropped behind a damaged ship to act as a beacon, forming a path to allow rescue ships to find it.

Phoenicia, GTD (Bearbaiting) the Phoenicia was heavily damaged during a battle to destroy the main beam cannon of the first Sathanas class juggernaut. She suffered hull breaches on over 12 decks and lost more than 25% of her crew. After taking extremely heavy damage, the Phoenicia disobeyed orders and left the battle area.

Phoenix V, GTM Phoenix V - The Phoenix V uses the same tracking system as the Interceptor and is one of the best fire and forget weapons ever developed. This made it the weapon of choice against bombers and small cruisers. Its slow speed for a missile, and long lock time make it of less use against fast, highly manoeuvrable ships such as the SF Dragon class fighter.

Pinnacle, PVD - (A Failure to Communicate, The Aftermath) The Hope was said to be manned by one of the most skilled crews in the PVN. The Typhon class ship was involved in The GTA's failed attempts to protect The Beta Aquilae Installation as well as the evacuation of the survivors of the Tombough Station attack.

Piranha, GTM-10 - The Piranha is a third generation Synaptic Bomb with a difference. The first is that the bomblets don't leave the main missile by themselves - the pilot must push the secondary weapon trigger again to release them. The second is that once released, the bomblets don't just sit there and wait to be detonated - they use a small heat tracking device similar to that of the MX-50 which allows them to pursue any ships within range. This makes it more complex, but far more effective than the Synaptic, Cluster or Havoc bombs that came before it.

Pisces, PVT (Silence All Voices) This Vasudan transport was destroyed during GTI containment Operation in 2335.

Plato, GTSc - (Out of the Dark, Into the Night) - The Plato is famous as being the first GTA cruiser officially destroyed by the Shivans in the Great War. It was destroyed while it was transporting the Avenger Cannon Prototype to the Ribos node. Fortunately, the Plato was equipped with an escape pod so it's crew, and the Prototype, were saved.

Po, Admiral - (Silence All Voices) Admiral Po was commanding officer onboard the GTD Intrepid during the Great War of 2335. He almost uncovered a GTI Special Ops mission but arrived seconds too late to see what happened. He also failed in his attempt to stop Lt. Alex McCarthy escaping and defecting to the Vasudans in the Terran-Vasudan war of the same year.

Polaris - Polaris is a system of special significance for the GTVA and especially the NTF. It is known from Earth as the Pole Star - hence its name. Polaris was one of the first systems taken by the NTF during the rebellion, which started in 2366. The system is home to nodes leading to Regulus and Epsilon Pegasi.

Poseidon, GTFr - The Poseidon is one of two military freighters used by the GTVA. Although it can not carry as much as the newer Triton class, their better defence system make them the freighter of choice during dangerous missions.

Predators, 79th Squadron - The predators were one of 10 squadrons stationed onboard the GTD Bastion during the Great War.

Priam, GTFr (The Wait) the Priam was one of three freighters sent by the GTI to retrieve Shivan cargo before the GTI rebellion started. It is possible that the cargo was examined and used by the GTI to create the GTD Hades

Procyon A - Procyon A is a star system two subspace jumps from Capella. It is not a very importance system and, considering its small distance from Gamma Draconis, it is a wonder that it was not invaded. Procyon A has a single node leading to Epsilon Pegasi.

Prof. J. Whiteside - Prof. J. Whiteside was the scientist who discovered the first subspace node between Sol and Delta Serpentis. He is mentioned in McPherson's Multimedia (2557 ed.), PP 1132-1140.

Project Hades (Secrets Revealed) this top secret GTI Project resulted in the GTD Hades class super destroyer. Little was known about the Project until the Hades attacked the GTA during the Jotunheim engagement of 2335. After the attack, still very little was known because the Hades was destroyed.

Project Tsunami (Big Bang) Project Tsunami was carried out on the GTSc Asimov. It was the GTIs attempt to make an anti-cruiser bomb called the Tsunami. The Project ran into trouble when the Asimov was destroyed in 2335 but the data was saved and the Tsunami Bomb was completed later that year.

Prometheus Cannon, GTW-5 - Named after the Titan who gave fire to humanity, the Prometheus is a powerful aspect-based weapon. An advanced radar and X-ray tracking system locks on to the target and determines the target's material structure. An argon laser focused via transparent ceramic optics is generated at the destructive frequency (full out-of-phase) for the target's material structure. The laser is emitted no more than 0.02 ms after targeting and activation by the pilot. The weapon was developed in 2335 using materials native to Earth. When contact with Earth was lost the same year, development of the Prometheus was stoooped because of a lack of argon. When gas miners

Velocity: 450m/s
Range: 900m
Fire Rate: 6.7rnd/s
Damage: Very High

Prometheus (retrofit), GTW-5a - The retrofitted Prometheus, or Prometheus-R was designed when contact with Earth, and supplies of Argon, was lost. GTVA engineers modified the original design to incorporate some of the advanced electromagnetic mechanisms of the Banshee Laser. However, the technology was not perfected and the Prometheus-R suffers from a long recharge cycle and high energy requirements. Because of these flaws, and the development of the Prometheus-S, the Prometheus-R is not very popular amongst GTVA fighter pilots although some still use it.

Prometheus-S, GTW-5 - When, in 2335, contact with earth was lost and supplies of Argon, a required element in the Prometheus's power-generation module were lost, development of the Prometheus was halted. However, with the development of the Gas Miner some years later, the GTVA was provided with a new source of Argon and so brought the weapon back in to circulation. The weapon was slightly modified to give it a faster re-charge cycle and lower energy consumption, showing the 32 years of technology advancement it had missed.

Prophecy, PVD - This Hammer of Light destroyer failed in its attempt to destroy the Terrans trying to catch up with the Lucifer. It is likely, but not certain that it was destroyed although it may have escaped to another part of the system.

Psantik, PVD - (Surrender, Belisarius!) This Vasudan Hatshepsut class destroyer was responsible for the destruction of the NTCv Belisarius. It is a part of the 13th Vasudan Battle Group under the Command of Admiral Khafre. Fighters from the Psantik were the first to meet the Shivan Sathanas class juggernaut. The Psantik was destroyed by the second Sathanas, which arrived via the second Knossos Gate.

Python, GTC (Cloak and Dagger) this was one of three GTA cruisers patrolling the area around the Talus station at the time of the pirate attack that lead to it having to be destroyed.

Qeb, GTT - This Argo class transport evacuated survivors from the NTF Icenis who's crew surrendered to the GTVA after Bosch activated the self destruct program and left with the Shivans in an Azrael class transport, one of which was destroyed.

Rr

Ra, PVEP - The GVEP Ra escape pod has been the standard emergency vehicle on Vasudan capital ships since before the Terran-Vasudan War. In keeping with Vasudan philosophies, the Ra is almost never used to evacuate personnel, but instead is employed to preserve records and other data that could be of use to the allies. Thus Ra-class craft have minimal life support systems and a small Fusion engine. The energy supplied by the escape pod's powerplant goes almost entirely to powering the pod's homing beacon.

Rahab, SC (Forward Edge Battle Area) - This Rakshasa class cruiser was part of a Shivan fleet that tried to break through the Zednanreh's blockade of the Epsilon Pegasi Subspace node. The Rahab was one of two cruisers deployed by the Shivans to protect the SD Chemosh. The attack failed and the Shivan fleet was completely destroyed.

Rahu, SG - Almost nothing is known of the Rahu line of gas miners. It is assumed that they function in much the same way as our Zephyrus miners, funneling nebular gas into internal machinery that fractionates it into its molecular components for further processing. However, it is likely that they don't perform the research function that the GTG Zephyrus does, Rahu miners are armed with heavy laser turrets, indicating their importance to the Shivans, so care must be taken when attacking them.

Railgun, GTW-99 - The Railgun was developed by the rebels of the GTI onboard the secret Jotunheim installation for use against the GTA. Because all data on the weapon was lost when the Jotunheim was destroyed, the way the weapon functions is unknown. However, it is more powerful than the Banshee Laser.

Raja, SC - (Evangelist) A Cruiser present during the GTA's attack on the Eva.

Rakshasa, SC - Though not as thickly armoured as the Lilith class, the SC Rakshasa class of Shivan cruisers is far deadlier. With over a dozen turrets, the Rakshasa is the most heavily armed Shivan cruiser class. It was a Rakshasa cruiser that destroyed the GTC Vigilant at the Gamma Draconis node in the Capella system during the Shivans first attack in the Second Great War in 2367. Though powerful, these vessels can be destroyed with patience whilst taking little damage. Most missiles can reach the ship from beyond the range of its defensive turrets or beam cannons. The ship can be destroyed in this way quite easily although it is best done when all escort fighters have been destroyed.

Rampart, GTC - (Feint! Parry! Riposte!) The Rampart is a Leviathan class cruiser used by the GTVA to lure the NTD Repulse, Rear Admiral Koths command ship, into the system where the Colossus would destroy it. The Rampart was deployed to destroy two NTF cruisers, the Majestic and Repute.

Ramses, PVC - (The Darkness and the Light) The Ramses was a HOL cruiser assigned to guard a HOL Cargo Depot. A GTA task force was assigned to destroy the depot and capture the base, but the SC Taranis destroyed the cruiser before that was possible.

Rapier, NTC - The Raiper was destroyed by the GTVA during their counter attack after the NTF failed to invade the Epsilon Pegasi system.

Raptors, 64th Squadron - (The King's Gambit) - The Raptors are a heavy assault squadron under the command of Commander Beckett. The 54th played an important role in the GTVA's blockade of the Subspace node leading to Gamma Draconis.

Ratna, GTSc (On The Run) The Ratna, a GTI Science Cruiser, was attacked and disabled by a Shivan attack in 2335. The ship was working on Project Eumenides with the purpose of providing new weapons for the GTA.

Ravage, GTC - (The Big Bang) the Ravage is a Fenris class cruiser that was damaged after a failed attempt by the Shivans to destroy the GTSc Asimov, the ship it had been ordered to protect.

Ravana, SD - The SD Ravana is a destroyer class GTVA forces have only recently encountered although it has probably been in existence for some time. It appears to be tasked with clearing out smaller foes, a mission for

which it is well suited. It eagerly wipes out wings of fighters and bombers with its powerful weapons and also overwhelms cruisers and corvettes. The Ravana is also very hard to destroy using Bombers which is why wing of larger ships are advised to lend fire support during any engagement involving a ship of this class.

Ravana, SD (Slaying Ravana, The Great Hunt) - The Ravana was the first Ravana class destroyer encountered by the GTVA. A task force in the Nebula beyond Gamma Draconis first saw it and it was attacked shortly afterwards.

Ravens Squadron, 107th (Slaying Ravana, Mystery of the Trinity, Lion at the Door) - The Ravens were formed in 2327 during the Terran-Vasudan war and have remained active ever since. The Ravens perform a wide range of missions including Space Superiority, Bombing and Interception. They came close to being disbanded in 2367 when they almost lost the Battle to destroy the SD Ravana. When over Aquitaine squadrons are disbanded, their pilots are often reassigned to the Ravens. The Leader of the Ravens is Lt. Samsa.

Reapers, 13th Squadron - The Reapers were one of a total of 10 squadrons stationed onboard the GTD Bastion during the course of the Great War.

Reconstruction, The - By the end of 2335, the Great War was over. The victory over the Lucifer had dealt the decisive blow. Incapable of co-ordinated strikes or strategic planning, the Shivans were outmanoeuvred, isolated, and gradually destroyed. However, both species faced the challenge of rebuilding their interstellar societies from the ground up. An ill-fated coup d'etat, orchestrated by the rogue intelligence branch of the GTA, marked the beginning of post-war factional politics. With its economy in ruins and political structures in turmoil, the Galactic Terran Alliance disintegrated into semi-autonomous regional blocs, each with its own agenda. The major entities included the Adhara Coalition, the Antares Federation, the Regulus Syndicate, and the Luyten New Alliance. As these groups consolidated and stabilised, the reconstruction gained momentum, and the resumption of open commerce rekindled the notion of a pan-Terran community. Despite the annihilation of all life in their home system, the success of the Vasudan reconstruction surpassed that of their Terran allies. The Vasudans were governed by a Parliament until 2339, when the Vasudan Emperor, Khonsu II, dissolved this body and formed a new government, bringing an end to an institution notorious for its Byzantine treachery, corruption, and arrogance. The heir of a 10,000 year dynasty, Khonsu distinguished himself as a of unusual acumen and wisdom. Economists credit the Khonsu regime for the miraculous rehabilitation of Vasudan industry and society.

Regulus - Regulus is an important system to the GTVA but was relatively unexplored during the time of the First Great War. It was taken by the NTF in the first few months of the War and was not fully recaptured until near the end.

Regulus Syndicate - The Regulus Syndicate was one of the many factions formed when the GTA broke up in 2336. This faction was based in the Regulus star system.

Reheph, GVFr (Apocalypse) This GTVA freighter was one of many ships leaving Capella at the time the star went Supernova.

Remote Beam Cannons (RBCs) - The Remote Beam Cannons are a new invention and are basically antfighter beams mounted on to a sentry gun chassis. Only one of these has yet been invented by RNI Systems - The GTSG Mjolnir.

Renenet, GVCv (A Flaming Sword) - The Renenet was a major part of the GTVA's attempt to destroy the Knossos Subspace Portal. Its objectives were to monitor the situation and to provide fire support if needed. The mission was a success but the node had already stabilised by the time the gate was destroyed.

Rephaim, SC (Speaking in Tongues) This Rakshasa class cruiser was attacked by the GTVA while patrolling a nebula in an attempt to lure a Sathanas class juggernaut out of hiding. During the GTVA's attack, the Rephaim was seen using an allied communications channel to contact the NTF Icen. The GTVA destroyed the small ship before the message ended.

Repulse, NTD - (Feint! Parry! Riposte!) The Repulse, an NTF Orion class destroyer was Rear Admiral Koths command ship. The Repulse began the Enif massacre, which cost well over 80,000 lives and three quarters of the GTVA 6th fleet. The GTVA Colossus destroyed the Repulse when it was lured into the area after two NTF cruisers; the Majestic and Repute were destroyed by a small GTVA attack force.

Repute, GTC - (Feint! Parry! Riposte!) - The Repute was a NTF cruiser destroyed by the GTC Rampart in an attempt to lure Rear Admiral Koth and his command ship, the Repulse, into the area. The 242nd Suicide Kings took out the cruisers 12-fighter escort before the Rampart attacked.

Retribution, NTC - (Blockade Run) - the NTC Retribution was part of a group of three GTVA Aoleus class cruisers captured by the Neo-Terran Front. Shortly after their capture, Admiral Bosch called them to Deneb to strengthen his position before his planned attack. To get to Deneb however, they had to break through a GTVA blockade of the jump node. To do this, they fired their weapons with no safeties risking a core breach.

Rexias 4, Battle of - This was a battle that took place during the Terran-Vasudan War and resulted in the destruction of the Orion class destroyers, GTD Goliath by Kamikaze Anubis class Vasudan fighters. The probably took place in orbit of the Planet Rexias 4.

Ribos - Ribos is a system that I populated by a fair number of GTVA citizens. Ribos was the site of one of the first Shivan attacks and remained a Shivan strong hold for most of the Great War. However, this did not stop the GTD Bastion from passing through the system to reach a Shivan supply depot in Ikeya. Ribos has two nodes leading to Ikeya and Antares.

Righteous, NTC - (Blockade Run) - the Righteous was part of a group of three GTVA Aoleus class cruisers captured by the Neo-Terran Front. Shortly after their capture, Admiral Bosch called them to Deneb to strengthen his position before his planned attack. To get to Deneb however, they had to break through a GTVA blockade of the jump node. To do this, they fired their weapons with no safeties riding a core breach.

RNI Shipyards - The RNI Shipyards orbit Laramis II in the Laramis System. The first cruiser class built there was the Aeolus class warship.

RNI Systems - RNI Systems is a major GTVA ship building corporation and was involved in the construction of many GTVA ships including the GTVA Colossus and the Medusa Bomber.

Rockeye - See GTM-MX-64

Roeming, Captain - (Mystery of the Trinity) Captain Roeming of the GTC Trinity defected to the NTF along with his ships crew 10 days before activating the Knossos Portal. The Captain surrendered after being attacked by Shivans, on condition that his ship is rescued and returned to 'friendly' space.

Rosetta, GTSc - (Running the Gauntlet) The Rosetta, a Terran Faustus class science cruiser could be said to have saved the Human Race. It delivered the Scientists that would later discover how to destroy the Lucifer to their rendezvous point near the Altair Jump Node.

Ross 128 - Ross 128 was a major star system and home to thousands of Terrans before the Shivans completely destroyed it in early 2335. Even up until the end of 2335, the system was empty, visited only by GTI ships examining the debris from the first Shivan attack. Even 32 years later in 2367, people are only just starting to move back into the system. Subspace nodes in Ross 128 lead to Laramis and Delta Serpentis.

Rusk, Lt (Return to Babel) - Lt. Rusk was the highest-ranking NTF Officer left alive on the Icenii after Admiral Bosch and his immediate subordinate left onboard a Shivan transport. The GTVA rescued him in return for data on Project ETAK.

Ss

SAC 1 - Less common than the SAC 3, the SAC 1 was the first SAC type cargo container encountered by Terrans.

SAC 2 - First discovered shortly after the SAC 1, the SAC 2 is a more heavily armoured version of the standard Shivan cargo container. They appear to carry more fragile cargoes than the weaker SAC 3s and are to be captured rather than destroyed at every opportunity. If the choice is between destroying the SAC 2 or allowing the Shivans to recover them, GTVA pilots are authorised to destroy them.

SAC 3 - The SAC 3 is the most common Shivan cargo container found thus far. Its thin plating is barely enough to maintain the interior atmospheric integrity against the vacuum of space to stop the container exploding. As no

additional effort was made to armour these containers against attack, it is assumed that only items of low value or importance are carried within. Nevertheless, standing orders are to capture these containers at every opportunity, unless mission orders specifically dictate otherwise.

Sagatarius, GTT (On The Run) The Sagatarius was the first transport to dock with the disabled GTSc Ratna after she was attacked by the Shivans. The Sagatarius was given the task of evacuating survivors and repairing the Ratnas engine subsystem.

Sagittarius, PVC (The Pursuit) This Vasudan Aten class cruiser was destroyed by Special Operations Forces from the GTI to prevent the news of rebel Terran fighters spreading.

Sahr Corp - Sahr Corp is a Vasudan ship building company that operates at the Alterian shipyards in the Altair System. The company is the only one that produces the Toth class fighter and defected to the Vasudan Hammer of Light in 2335.

Sahr Corporation - The Sahr Corporation was responsible for the design of the GVF Tauret and bases many of its ships on Vasudan animals including the Apsu-Hek.

Sammael, SC (Return to Babel) The Sammael was one of two Shivan cruisers defending the NTF Icenis from GTVA attack. The Icenis, at the time, was involved in a personnel transfer operation with a Shivan transport the ST Azrael. The Sammael was destroyed during its patrol.

Samsa, Lieutenant - (A Lion at the Door) - Lt. Samsa was squadron Leader of the 107th Ravens Squadron. He was involved in the first Shivan engagement and several others after that.

Sarno (Return to Babel) Sarno was one of Admiral Bosch's immediate subordinates who was taken away by the Shivans onboard the GT Azrael.

Sathanas, SJ - Very little is known about the SJ Sathanas class. This juggernaut seems more powerful than the Colossus and needed have its main beam cannon disarmed before the Colossus could destroy it. A fleet of 70 of these ships collapsed the core of the main Capella star causing it to go Supernova. It is not sure whether they Sathanas were specially designed to do this but it does a good job at destroying other ships as well. This makes it more likely that destroying stars is no of many functions it was designed to perform. The Hull of the Sathanas is extremely strong. A single turret needs as much firepower to destroy it as a small cruiser or large freighter. This makes it extremely difficult to destroy.

Satis, GVFr - When first encountered by the Terrans in the 14 Year War during the Aldebarran Encounter, it was thought that the Satis was a light cruiser. Only after one was captured was its true intent discovered. Now listed as a freighter, the Satis serves at the front lines of any battle area, transporting cargo between front line warships. Few enemy fighters who mistake a Satis for a Ma'at or Bes live to regret their error although most pilots have learnt to exploit its greatest weakness which is common to many Vasudan ships including the GVC Aten and the GVD Typhon - weak turret armour. Disarming a Satis is often the best way to destroy it.

SC 5 - The SC 5 class of Shivan cargo container is functionally identical to the SAC 3 class, as far as GTVA engineers have been able to determine. It may be that the SC 5 is an earlier version but their near identical properties make this unlikely. It is more probable that the cargo containers were designed to be compatible with different ships. As with all Shivan cargo containers, standing orders are to capture at every opportunity, unless mission orders specifically dictate otherwise.

Scarab, PVS - Using a design stolen from the GTA, the Vasudan Scarab class Support Ships is fully automated and has no crew. It has a large warhead capacity making it dangerous to be near when it explodes, like all support ships. An unshielded ship docked to an exploding Scarab has little chance of escape. By The Second Great War, the Scarab has been replaced by the more advanced Nephthys Support Ship.

Scorpio, PVC (The Pursuit) This Vasudan Aten class cruiser was destroyed by Special Operations Forces from the GTI to prevent the news of rebel Terran fighters spreading to Vasudan High Command.

Scorpion, SF - When first seen at the start of the Great War, GTA Command thought the Scorpion was the Shivans best fighter, although it is now known that the Scorpion serves as nothing more than a scout ship. The GTA came to this conclusion due to their large numbers and apparent unimportance to the Shivan War effort.

Despite their less than deadly design, the Scorpion is quite manoeuvrable and reasonably fast making it a huge danger to other craft, especially unshielded ships, which it is designed to fight. The Scorpion was not seen in the second Shivan conflict, probably because they didn't feel the need to deploy it again, after being as unsuccessful as it was in the first War.

Screaming Weasels, 81st Squadron - The Screaming Weasels were one of a total of 10 squadrons stationed onboard the GTD Bastion during the course of the Great War.

Security Act, GTVA - The GTVA Security Act was drawn up during the formation of the GTVA to form a set of laws and regulations referring, funnily enough, to security. It includes the classification codes that are aimed at preventing the enemies of the GTVA getting hold of sensitive information. The individual part referring to the classification codes is the Deneb Convention.

Sekhmet, GVB - The GVB Sekhmet is a Shivan design that was initially adapted to Vasudan needs by Hammer of Light engineers. The version currently in use was further modified by technicians at Mekhu Enterprises who are now the vessels contracted builders. Sporting four primary weapon banks and three missile/bomb bays, the Sekhmet packs a massive punch. Add in a top speed that surpasses that of some fighters and an ultra-dense molybdenum armour plating, and it's easy to see why the Sekhmet is the favourite bomber among Vasudan pilots.

Sephiroth, SC (Straight, No Chaser) - The Sephiroth was a Shivan Raksasha class cruiser destroyed during the GTVA's failed attempt to capture the Azrael transport carrying Admiral Bosch.

Seraphim, SB - The SB Seraphim is a familiar foe to GTVA forces. They appear to be similar to Nephilim's in speed, armour, and shield strength, but have demonstrated a much larger bomb capacity. They were first seen during the later stages of the Great War, when the GTA was fighting the GTI rebels. The ships proved to be a serious threat to GTA vessels and may have been moved in to be just that after other Shivan bombers proved incapable of doing what the Shivans wanted.

Serapis, GVF - Fast and highly manoeuvrable, the GVF Serapis, made by the Akheton Corporation is primarily used as a bomber Interceptor. Its thin armour and weak shields give it a low survival rate in dogfights against more heavily armoured fighters. Despite having only two primary and secondary weapon banks, the Serapis has been retrofitted to accommodate almost any loadout in the GTVA arsenal. Veteran Vasudan pilots love the Serapis for its agility and loadout options. Some Terran pilots who've been privileged enough to fly it claim to prefer it to any Terran fighter.

Sesmu, GVFr (Apocalypse) This GTVA freighter was one of many ships leaving Capella at the time the star went Supernova.

Setekh, GVA - The GVA Setekh is the Vasudan class of AWACS vessels, comparable to the Terran GTA Charybdis class. Setekh's are smaller, less heavily armoured, and have half the turrets of Charybdis ships. Despite these shortcomings, the Vasudan navy insists upon deploying Setekh's in Vasudan battle groups, claiming the Vasudan versions are more appropriate for their fleets. Setekh's' crystalline detection arrays provide their fleets with doubled radar range within the nebular region. Every Vasudan battle group operating in this theatre has a wing of Setekh's attached to it.

Seth, GVF - The Seth was used by the Vasudans in the Terran-Vasudan war as a heavy assault fighter similar to the GTAs Hercules. The ship is slow and compact, earning its name as the turtle of the Vasudan fleet. Despite its low speed, the Seth was often used to carry out attacks against supply convoys both Terran and Shivan.

Seti, PVT (Bringing The Hammer Down) The Seti was the Vasudan Isis class transport ship responsible for delivering Vasudan reinforcements to the GVD Anhur after it was boarded by the Hammer of Light.

Sevrin, NTCv - This NTF corvette was a member 2nd NTF Battle Group based in Regulus. It was destroyed during the Sunder Hoax after it had arrived to protect the Sunder transport.

Shaitan, SB - The Shaitan bomber is only slightly superior to our own Medusa bombers - its shielding is better, but its capacity seems to be far worse. Perhaps the Shivans were so assured that they would only need one payload to destroy a target that they did not bother much with more powerful bombers. If this is true, by 2367 the

Shivans have learnt their lesson because this ship is no longer seen attacking GTVA ships and has been replaced by the SB Nahema class.

Shakti, SC - (Enter the Dragon) The Shakti was assigned to guard a Shivan Fighter Repair post in the Deneb system but was destroyed during the GTA first attack. The result was a ruined cargo depot for the Shivans, and a Dragon fighter for the GTA - PVE alliance.

Shields - When the Shivans first attacked the GTA and PVN in 2335, the main thing stopping allied ships making advances was the Shivans advanced Shield technology. An electromagnetic energy shield protects the ship generating it from all forms of attack, but only for a limited period of time, as repeated abuse drained the shield of power. In 2335, a strike force sent from the GTD Bastion was able to steal a shield generator from a Shivan cargo generator. This allowed GTA Scientists to make a shield of their own. By the end of the Great War, every fighter and bomber in Terran-Vasudan space was protected by this powerful device. One of the disadvantages of shields is that they are unable to operate in subspace due to the fact that the energy levels required can not be maintained in a subspace environment. This fact is what allowed forces from the GTD Bastion to destroy the SD Lucifer inside the Sol Subspace Node.

Shield Braker, GTW-99 - The Shield Braker was developed as an anti-shield weapon. It does very little hull damage but is devastating against shields. It is most effective when used in conjunction with a anti-hull weapon such as the Prometheus Cannon.

Velocity: 400m/s
Range: 160m
Fire Rate: 3.3rnd/s
Damage: Moderate/Special

Shima, Admiral - Admiral Shima was the woman in Command of the GTD Bastion during the Great War of 2335. A mistake in the computation of her subspace jump meant that she was unable to follow the Lucifer in to subspace herself. This unfortunate saved the ship for the destruction of the Lucifer would have destroyed her ship.

Shivan Comm Node, SCN - Little is known about the Comm node although it is likely that it relays and boosts communications signals, whether artificial or produced by the Shivans themselves, as it is thought to be a vast empire. The only system they have been seen in is the system beyond the Gamma Draconis nebula. Since the GTVA has only spent 15 minutes in the remote system, little is known about the strange devices. Only authorised Personnel are allowed access to the classified data.

Shivan Heavy Laser - This is the mid-level Shivan weapon which does the same amount of damage as the Terrans Subach HL-7 Laser. It is the Shivans weapon of choice providing a good mix of strength, fire-wait and energy consumption.

Shivan Light Laser - This is the weakest of the Shivans weapons being less than half as powerful as the Subach HL-7. It is carried by the weakest of Shivan ships, or by those who rely more on speed and manoeuvrability rather than firepower to gain kills.

Shivan Mega Laser - The Mega Laser is the Shivans version of the Banshee with one difference - it is way more powerful. Mostly, Shivan Heavy Assault fighters such as the SF Basilisk carry this powerful weapon as it requires a large amount of energy. Although it fires at a slightly slower speed than other Shivan weapons, its power can not be under estimated. A fighters life can be measured in sections if it gets in the way of too many bolts from this weapon.

Shivan Megafunk Turret - Little is known about this weapon except that it is extremely powerful. Demon class destroyers almost always carry these death delaying turret weapons.

Shivan Super Laser - The first beam laser encountered by the Terrans and Vasudans, the Lucifer's Super Laser was completely devastating. It could destroy even the largest capital ships and render an entire uninhabitable for years after the attack. The Lucifer was the only ship known to carry the Super Laser and after it's destruction at Sol, on other ships have been seen to carry it.

Shivan Turret Laser - The Shivan Turret Laser is roughly twice as powerful as the Terran Turret Improved but is only carried by Shivan warships.

Shivan Weak Turret Laser - Roughly as powerful as the standard Terran Turret, the Shivan Weak Turret Laser was only ever seen on the Lucifer class destroyer. It is less powerful than the Banshee but, when fighting an unshielded ship, power is of lesser importance.

Shivans - Physically, the Shivans have multiple, compound eyes and five legs with claw-like manipulators. Their insect-like carapace does not appear original to the creature's physiognomy, suggesting the Shivans are a cybernetic Fusion of biology and technology. The integrated plasma weapon also exhibits properties of an organic-artificial Fusion. The weapon may be a kind of focusing device powered by the energy of the being itself, though this point is the subject of heated controversy. These details are cited as evidence that the Shivans could not have evolved as the Terran or Vasudan species had, but that they were likely constructed by another entity. Only a handful of Shivans have ever been captured, and all research on live specimens ended with the GTI's Hades rebellion in 2335. The results of these studies remain highly classified. Though the Shivans are obviously xenocidal, their motives and origins have yet to be determined. According to Ancient artefacts, the Shivans seem to possess some kind of sensitivity to subspace disturbances. We do not know if the Shivans returned to this corner of the galaxy by chance, by cycle or pattern, or by their detection of Terran-Vasudan subspace travel.

Sirius - The brightest star in the sky, and one of the brightest in the GTVA economy, Sirius is a major GTVA system. It has nodes leading to Regulus, Alpha Centauri and Deneb, all highly important systems either strategically or economically.

Sobek, GVCv - Design of the corvette class GVCv Sobek began in the dark days after the destruction of Vasuda Prime by the Shivans in the Great War. The Vasudan navy wanted a vessel that could single-handedly counter powerful Shivan cruisers and provide critical support to Vasudan destroyers in battles against Shivan capital ships. The Sobek class fills those requirements admirably. Bristling with almost two dozen turrets, these corvettes are a terror to all vessels of cruiser size and below, while presenting a dire threat even to ships far larger than themselves.

SOC Unit Crest - This badge is given to everyone who serves in Special Operations Command at the end of their tour of duty if they survive. In their life times, good pilots can expect to get several of these badges.

SOC Unit Medallion - This Medal is given to GTVA Special Operations pilots on the completion of an exceptionally dangerous or important mission. Few pilots take part in (and survive) missions hard enough for a pilot to be awarded this special medal.

Somtus, GVC - The Somtus was a Mentu class cruiser that fought against the NTF in Epsilon Pegasi, demonstrating the power of the Mentu class warship. It was also one of a number of GTVA warships involved in the battle to destroy the SD Ravana. The attack was successful but many lives were lost in the engagement.

Special Operations Command (SOC) - SOC is the name given to the leaders and organisers of a special part of the GTVI called Special Operations. Special Operations is not secret, as the operations of the GTI were, and pilots are often conscripted part time into SOC. These pilots are the elite of the elite - the best pilots in the alliance. The missions they perform come in two different types. 'Spy Missions' and 'High Risk Missions'. Spying missions are the James Bond type missions and are always top secret. They might involve infiltration or scouting roles on which the information gained is often classified at high levels. The second kind are the more common High Risk Missions. These are the really dangerous, normally important missions which normal pilots are not skilled enough to carry out. They could include Rescue Missions, Surgical Strike Missions and Strategic Assault Missions. Because a pilot neither finds out what they are to do until they volunteer, a pilot joining SOC must never speak of the information they gain.

Spomer, GTT - (The Big Bang) The Spomer was one of two transport ships assigned the dangerous task of evacuating the GTSc Asimov before it exploded.

Squawkers - Squawkers are a translation device invented shortly after first contact between the Terrans and Vasudans sometime in the late 2300s. The speaker talks in a low tone near the squawker and it translates and speaks for the user in the desired language. Small ear-pieces allow the devices to relay the opposite translations to the user. While the Squawkers work on both species, the Vasudans are typically the ones to wear the devices.

Stalwart, GTC - (Their Finest Hour) Stalwart, an Aeolus class cruiser was one of a number of ships that attempted to distract the Shivans while the Bastion collapsed the Capella - Vega Subspace Node.

Stiletto II, GTM-43a - The Stiletto II missile improves upon the original Stiletto's design with higher acceleration and maximum velocity, better guidance systems and greater range. The Stiletto II like its predecessor is designed to destroy the subsystems of the target by homing in on the currently targeted subsystem.

Stiletto, GTM-43 - The Stiletto uses a standard Interceptor tracking system and is designed to take out subsystems in one hit. Its large pay load (60kt) give it poor manoeuvrability and a low top speed make it an easy target for a cruiser or destroyers turrets to shoot down. To counteract this disadvantage, the Stiletto is equipped with its own shield system. The Stiletto was used during the Great War to disable the Shivan cruiser, SC Taranis prior to it being captured.

Type: Aspect Seeking

Velocity: 150m/s

Range: 2250m

Fire Rate 1.0rnd/s

Damage: High

Stull, GTT - (The Big Bang) The Stull was one of two transport ships assigned the dangerous task of evacuating the GTSc Asimov before it exploded.

STX - STX is a mining company which specialises in deep space mining operations. The company was involved in the development of the MX-64 Rockeye Missile and operates mostly on Laramis and Luyten.

Suicide Kings, 242nd Squadron - The Suicide Kings are an old squadron, originally stationed on the Galatea. They flew intercept missions in GTF Valkyrie class fighters and were involved in the capture of Alex McCarthy in 2335. By 2367, they had been transferred to the GTD Aquitaine.

Subach Innes HL-7, XSTR Subach HL-7 - Designed in 2345, the Subach-Innes HL-7 is a Xaser weapon, firing an intense, highly focused beam of x-ray emissions. Until the Shivans appeared with their shield technology in 2335 and unnecessary and costly extravagance, but Great War dogfights with the Shivans taught the allies that their ships didn't stand a chance unless they could punch through Shivan shields. The HL-7 does this task well and is the standard weapon for all Terran fighters and bombers.

Subach Innes HL-7D, GTW Subach HL-7D - The Subach is an improved version of the Subach-Innes Xaser. It was introduced a year after the original weapon and deals greater shield and hull damage than the original.

Subspace - In simple terms, Subspace is an n-dimensional tunnel between one point in the universe and another. A vessel can travel through this tunnel in a matter of minutes, making a journey that might otherwise take decades or even centuries at light speed. A jump drive causes a ship to vibrate in multiple dimensions until its modulations are in perfect synchronisation with the Subspace continuum. A vortex opens, creating an aperture from an infinitesimally small point in the cosmos, enabling the vessel to cross the Subspace threshold. Two types of jumps are possible. First, an Intra-System jump can occur between two points in a star system. Most small, space-faring vessels are equipped with motivators capable of these short jumps. The presence of an intense gravitational field is required, prohibiting travel beyond the boundaries of a star system. Second, ships can jump from system to system via nodes. Until the Great War, only larger ships could generate sufficient power to use jump nodes. The development of jump drives for fighters and bombers in 2335 enabled the Alliance to destroy the SD Lucifer in Subspace. Producing these small jump drives is prohibitively expensive, so they are restricted to missions that require pilots to travel between systems. The Head-Up Display indicates the location of jump nodes with a green sphere. The vast majority of Subspace nodes are extremely unstable, forming and dissipating in nanoseconds. Other nodes have a longer lifespan, existing for centuries or millennia before collapsing. The jump nodes sanctioned by the GTVA for interstellar travel are expected to remain stable for many years to come.

Subspace Node - A Subspace Node appears as a green spherical wireframe object on the Heads-Up-Display. It marks the point at which subspace is stable enough to allow a vessel to jump. There are many stable parts of subspace but for a node to work, the stable subspace must stretch all the way from the current system to the destination system. This distance can be anywhere between 4 light-years and infinity. This makes it very hard to find stable subspace extends far enough to allow it to be used for interstellar travel. The Knossos Subspace Portal was capable to stabilise subspace and thus make it safe for interstellar travel.

Suicide Kings, 242nd Squadron (The sixth Wonder) - The Suicide Kings formed part of the GTVA fleet that eventually needed the so-called Enif massacre. The interception squadron, commanded by Lt. Commander Cordova protected the Enif station and the GTVA Colossus during the deadly engagement. The squadron was also responsible for the destruction of the NTD Repulse, the flagship of NTF Rear Admiral Koth.

Sulla, GTFr (Exodus) - The Sulla is a Terran Triton class Freighter assigned the task of evacuating the Capella system.

Sunder, NTT (Love the Treason...) This Argo class transport is an NTF transport carrying an unknown NTF cargo. It was captured during the Sunder Hoax when it was switched for the Sunder Decoy, another transport of the same class.

Swarmer - The Swarmer is a modified Hornet missile designed to be able to be fired from a standard cruiser/destroyer missile launcher. It is identical to the Hornet in all other respects. It is also group fired in groups of 4s.

Sydenham, GTM (Apocalypse) This Medical Ship was one of three transporting injured people out of the Capella System in 2367.

Synaptic Bomb, GTM-1 - The Synaptic is one of the more complex weapons in the GTVAs arsenal and one of the most often updated. It is basically a missile propulsion unit carrying several intelligent 'bomblets'. When the distance to target is less than 100m, or when the time to impact is less than 2 sec's, the bomblets direct the missile to the most vulnerable part of the ship. The bomblets then detach, forming a large sphere around the target. When the main missile explodes, or 1.5sec after it should have, the bomblets detonate. The spherical formation of the bomblets ensures that the target can not manoeuvre away from the explosion and that the damage is spread out evenly. Each bomblet has a medium payload of 15kt while the missile has a very small payload of 2kt. Nicknamed the Earthshaker by test pilots, the Synaptic bomb is a bombers best defence against fighters, especially when the fighters are in formation.

Type: Heat Seeking
Velocity: 160 m/s
Range: 800m
Fire Rate: 0.4rnd/s
Damage: Medium

Tt

TAC 1 - The TAC 1 is a very heavily armoured cargo container used to store extremely volatile materials. It is more expensive than the TSC 2 but its armoured surface makes it the container of choice for front line operations where there is a high chance that it will be attacked.

TAG-A (Target Acquisition Gear) - The TAG A missiles was conceived during the GTVI's top secret stealth technology research projects. The missile was manufactured and swiftly pressed into service as a means of counteracting the sensor disrupting effects of the Knossos nebula. Upon impact with a hard surface, the TAG adheres and activates a small, short lived electronic beacon. This beacon is powered by a small fuel cell with a usable lifetime of several seconds. During this time, it broadcasts location and targeting information to all friendly ships in the area.

TAG-B (Target Acquisition Gear) - TAG-B is an enhanced version of the standard TAG-A missile also developed by the GTVI. With a more substructure around its electronics package. The TAG-B is packed with ultra sophisticated equipment to provide more useful targeting information to friendly forces. Massive retrofitting of GTVA ship turrets have been made to fully utilise this improved targeting technology.

TAG-C (Target Acquisition Gear) - The TAG-C is the third generation TAG missile developed by the GTVI. This model provides greater reliability and computability with existing GTVA turret hardware. Tagging a target with a TAG-C results in a devastating barrage from all friendly artillery. TAG-C's have thus been restricted to elite squadron only.

Talnia - Talnia, although at the centre of GTVA space, is not a particularly famous system. This may be because of its strategic unimportance. It's only node's lead to Vega and Beta Aquilae, which are already joined by their own subspace nodes. Because of this, most ships take the quicker, more direct route.

Talus, GTI (Cloak and Dagger) The Talus, a GTI mining facility was serially damaged after a pirate attack detonated highly volatile materials in cargo containers nearby. The material it had been mining and the surviving crew were transported from the area before GTA bombers destroyed the station.

Tania Australis - Tania Australis has two nodes leading to Tau Sigma and Tegmen. The system is relatively unexplored and hardly anything is known about it.

Tanis, PVD (Tightening the Noose) this was the last HOL destroyer to be taken out of action by the GTA-PVE alliance. It was also the intended destination of Admiral Khu who had been taken hostage by the Hammer of Light. The destroyer was taken out of action when the Terran-Vasudan alliance managed to top the hostage reaching it.

Tantalus, SD (Clash of the Titans) The Tantalus was destroyed when it attempted to intercept the GTD Bastion before it destroyed the SD Lucifer. This ship blockaded the Delta Serpentis Subspace Node preventing the Bastion from passing.

Taranis, SC (Pandora's Box, First Strike, The Darkness and the Light) - One of the most famous Shivan cruisers, the Taranis was first encountered during an attack on a Shivan Cargo depot. The Taranis destroyed the strike force leaving only a few survivors to escape to Subspace. The Taranis was next seen during a raid on a Hammer of Light Cargo Depot. The Taranis destroyed the Terrans main target, the PVC Ramses, before leaving the area. The Taranis was later captured and towed back to the Tombough Installation where it was examined. However, the Shivans tracked the captured ships movement through Subspace and destroyed it, and the Tombough installation before much could be learnt from it.

Targeting Laser - The Targeting Laser is used by many GTVA missiles and bombs, as well as some primary weapons to increase their effectiveness. By bouncing a laser off the target, much can be learnt about the targets speed, hull materials, and range. The ships onboard computer can then process this and suitable modifications can be made to the missile before it is fired.

Tatenen, GVCv (The Fog of War) - The Tatenen was a Vasudan Sobek class Corvette involved in the first confrontation between the GTVA and a Sathanas class Juggernaut. The Tatenen was destroyed in the conflict.

Tau Sigma - As a boarder world system, Tau Sigma is very well defended, it even has its own installation, the Tau Sigma Station. This may be because the GTVA is fearful of Shivan attacks from the wealth of unexplored systems and uncharted nodes the lay beyond the system. It has nodes leading to Altair, Tania Australis and the unknown...

Tauret, GVF - The GVF Tauret, designed by the Sahr Corporation is replacing the Seth as the Vasudans' heavy assault fighter. While integrating cutting-edge technology developed in collaboration with the Terrans, the Tauret boasts a distinctly Vasudan design. Its unusual configuration was inspired by the Apsu-Hek, a creature that once inhabited the deserts of Vasuda Prime. The Apsu-Hek has become an emblem of the Vasudan Diaspora, and the Tauret continues the tradition of symbolic design. Armed with four gun mounts and two missile banks, the Tauret has the speed and firepower to challenge both fighters and warships.

Taurus, PVC - (Out of the Dark, Into the Night) - The Taurus was the first ever Vasudan cruiser destroyed by the Shivans and went down shortly before the GTSc Plato. Its mission was to stop the Plato reaching Ribos. Unfortunately, the Taurus was destroyed by the Shivans before the Plato came anywhere near it.

Taurvi, SB - The SB Taurvi is a Shivan vessel that has only recently been encountered. The Taurvi is one of the weaker Shivan bomber classes, but still the equal of every bomber in the GTVA arsenal. Not as manoeuvrable as a Nahema, nor as tough as a Seraphim or Nephilim, the Taurvi appears to be a Shivan compromise between speed and power rather like the GTB Medusa or Boanerges class bomber.

TC 2 - The TC 2 is the standard issue cargo container in the GTVA for deep space cargo transport. Its thin hull will preserve Terran-standard atmospheric conditions inside, as long as the hull seal has not been comprised by

weapon fire or collision. TC 2 containers are cheap to manufacture and heavily used everywhere but the front lines (where the armoured TAC 1 containers are employed, when available).

TC-TRI - TC-TRI containers are made by Triton Dynamics specifically to house fragile replacement parts for Triton Dynamics vessels that must be repaired in the field. Once these parts have been placed in storage at a repair facility, the GTVA reuses the containers in many capacities.

Tegmen - With nodes leading to Delphi and Tania Australis, Tegmen is an unexplored system on the very edge of known space. Very little is known about it.

Tempest, GTM MX-6 - The Tempest improves upon its predecessor, the Fury missile in every way possible. It is faster, more powerful and smaller than the Fury. They are, like the Furies best used at short range because they have no tracking capability. With a velocity of 360m/s, nothing can outrun a Tempest.

Templar, GTC - (Clash of the Titans II) The Templar, an Aoleus class cruiser was one of a small number of ships that survived the Shivans attack on the Bastion. The Templar continued to defend the ship until the Bastion self-destructed within the Capella-Vega Subspace Node. It then went on to defend those fleeing the Shivans in Capella.

Terra - (see 'Earth')

Terran Huge Turret - The Terran Huge Turret is more than twice as powerful as any fighter weapon. It is carried only by the capital ships of the GTA and does massive damage to any fighters that challenge it. It is such a good weapon that it has remained in service for over 40 years.

Terran Standard - This is the most spoken language amongst the humans and is effectively the universal name for Standard English. Since Vasudan voice boxes are unable to produce the sounds needed to speak Terran Standard, a small transitional device must be worn called the squawker to convert between Terran Standard and Vasudan.

Terran Turret - improved - the improved version of the Terran Turret more than makes up for the older versions failures. It is 30% more powerful than even the most powerful Great War laser making it a highly effective anti-fighter laser.

Terran Turret - The Terran turret was an early version of the weapon carried by capital ships and cruisers during the T-V war. The weapon was not very powerful and was the cause for the destruction of many GTA warships. During the later days of the Great War, it was replaced by an improved version.

Terran Turret Weak - The Weak Terran Turret is roughly as powerful as the Terran Turret Improved.

Terran-Vasudan War - The famous Terran-Vasudan war, sometimes known as the T-V War or the 14-Year War, started in 2321 and lasted for a total of 14 long years. Although the exact cause of the war is unknown, it was probably a communications problem that slowly escalated to full-scale war starting. However, whatever the causes, the 14 years war was and still is the longest interstellar war in Terran and Vasudan history, 7 times as long as both Shivan Conflicts combined. The reason for its long length was the fact that both sides were reasonably well matched. The Vasudan ships had faster engines and were more manoeuvrable, but Terran weapons were more powerful than the Vasudans. There are exceptions to this rule however, mainly the PVD Typhon class Vasudan destroyer that, on its first appearance during the Vega Engagement, completely destroyed the GTD Eisenhower and the 4th Fleet. The weakness of Vasudan weapons lead to them trying to buy the new Avenger Cannon of a Terran traitor, Alex McArthy who had stolen it from a captured Vasudan cargo depot in Betelgeuse. The War involved numerous large battles such as the Vega Engagement, the Battle of Rexias 4 and the Battle of Gulnara. These battles taught the Terrans how to adapt and to study their enemy to find its weakness. This new skill was influential in their victory over the Shivans in 2335. After 14 years of fighting, the war looked like it would continue until one of the species was completely annihilated but the appearance of a mysterious and powerful new alien race forced them to make peace or be destroyed. This race had no name but the GTA soon gave them one - Shivans, named after the Sikh god Shiva. The first Great War with the Shivans lasted for a total of less than 12 months - much shorter than the Terran-Vasudan War before it. However, the two species had formed a lasting friendship through their co-operation and although the Shivans threat that brought them together had gone, the two races remained strong allies.

Thanato, SC (Apocalypse) This Shivan warship was one of three that attacked the ship leaving Capella just before the star went Supernova.

The Bat - The Bat is the nickname given to the GTF Ulysses by many GTA and GTVA pilots. It got the name due to its manoeuvrability, which was extremely good at the time it was introduced in mid 2335.

The Great War - In 2335, the Terran-Vasudan War entered its fourteenth year. The Galactic Terran Alliance (GTA) and the Parliamentary Vasudan Navy (PVN) were both exhausted, demoralised, and on the verge of internal collapse. The invasion of a mysterious species, designated the Shivans, compelled Terran and Vasudan leaders to sign an armistice and form a new alliance. Using advanced weaponry and shields, the Shivans attacked without provocation and without warning. The allies acquired and developed new technologies to confront the menace. At the vanguard of the Shivan armada was the SD Lucifer, a massive superdestroyer. The Lucifer exterminated all life on Vasuda Prime and set course for Earth. No weapon in the allied arsenal could penetrate the Lucifer's shields. In the Altair system, Vasudan scientists uncovered the ruins of an extinct civilisation destroyed by the Shivans eight thousand years ago. The artefacts explained how to track the Lucifer into subspace where its shields would not function. In subspace, the Lucifer could be destroyed. From the Delta Serpentis system, a squadron launched from the GTD Bastion pursued the Lucifer into the Sol jump node. These fighters and bombers had to destroy the Lucifer's reactors before the superdestroyer extinguished all life on Earth. According to declassified transmissions, the mission succeeded. However, the explosion of the Lucifer created a subspace cataclysm that collapsed the Sol jump node, severing all contact between Earth and the other systems of Terran-Vasudan space.

Thebes, GVCv (Bearbaiting) the Thebes was deployed by the GTVA after the Sathanas left the Gamma Draconis system. Her orders were to hold the system for as long as possible. Though necessity has diminished Earth's practical importance in the post-war era, discovering the means to return home remains a high priority.

Thunder, SC - (Last Hope) A Shivan Lilith class cruiser destroyed in 2335 during its attack on The PVD Hope.

Thutmose, GVCv (Speaking in Tongues) the Thutmose was deployed by the GTVA to attack the SC Rephaim in the nebula beyond Gamma Draconis. The Thutmose survived the battle but was heavily damaged by the Rephaim and the Golab that arrived after it.

Tiamat, SCv (Proving Grounds) - This Moloch class corvette attacked the GTD Aquatint at the end of the Pegasus testing session. The Tiamat inflicted heavy damage to the GTD Aquitaine before being destroyed.

Tombough Station - The GTA's Arcadia class Tombough station was situated in the Antares system and is thought to have had connections with the GTI. In 2335, a freighter and the captured cruiser 'Taranis' were transported here rather than anywhere else. Shortly after the Taranis was transported to Tombough, and a boarding party had been sent in, the SD Lucifer carried out its first confirmed attack, completely destroying both the captured cruiser, and the station.

Tombough Station Attack - The name given to the first confirmed attack on Terran-Vasudan forces made by the Lucifer in 2335. The attack, aimed at Tombough Station in Antares appears to have been a direct result of the cruiser 'Taranis' being captured.

Tornado, GTM-4a - The Tornado is an updated version of the Hornet. It is an aspect seeking missile which improves upon the Hornets fire control system making it more accurate. It also fires more missiles per volley, reducing the urge to double fire the weapon.

Toth, GVF - The Toth is built exclusively by Sahr Corp which operates at the Alterian ship yards in Altair and has been in production for 32 years and is a good match for the GTF Ulysses. When the Alterian Ship Yards defected to the Hammer of Light, production of the Toth dropped to nil. The Toth was developed at the same time as the GTF Ulysses and many technicians that worked on the Ulysses worked on the Toth as well. In the hands of a skilled pilot, the Toth is extremely difficult to hit but its single missile bank mean that pilots must rely on their primary weapon for most kills.

Training Laser, GTW-T - The GTW-T is one of the oldest weapons in the universe and is used mainly for training purposes. It was very popular in 2335 and the years immediately following it but has become less popular with the development of TSM modules.

Trebuchet, GTM-55 - Developed as a long range, anti-bomber missile with a range of 4000 meter, the Trebuchet is the best anti-bomber weapon ever developed. It uses the latest advances in targeting technology to give it an extremely low lock time for a missile of its size.

Trident, SSG - The SSG Trident line of sentry gun platforms is well known from numerous encounters during the Great War. These are still used to guard Shivan installations, but many of the stronger Belial platforms have been deployed to the most critical defensive positions. Though strong in large numbers, they are best at distracting the enemy as more powerful ships close in rather than face the vessel directly - a battle it will always lose.

Trinity, NTC (Mystery of the Trinity) - The Trinity, a NTF Fenris class cruiser under the command of Captain Arthur Roemig defected to the NTF 10 days before the Aquitaine entered the Nebula beyond Gamma Draconis. When Bosch ordered the Trinity into the Nebula to activate the Knossos Portal, the Shivans attacked and severely damaged the small ship. Captain Roemig surrendered on condition that the Aquitaine rescues them from the Shivans. The GTVA agreed and rescued the ship before escorting the crew to a GTVA prison.

Triton Dynamics - Possibly the largest building contractor in the Galaxy, Triton Dynamics has been around since the Terran-Vasuda War and has been involved in many building Projects in its time - including the GTVA Colossus.

Triton, GTFr - Named after the seventh moon of Neptune, the GTFr Triton hauls almost twice the tonnage of the Poseidon-class freighters that have served the Alliance since the Great War. The ability to distribute supplies and munitions is vital in any theatre of operations. With the Triton, battle groups can keep their forces well-equipped, even if dispersed over multiple systems. The Triton not only has the ability to dock with and haul TAC units, but it also has an internal cargo bay for ship-to-ship transfers. The GTVA expects the Triton to reduce its reliance on deep-space depots, which are vulnerable to attack and sabotage.

TSC 2 - This Terran cargo container is a more heavily armoured version of the TC2 and is used for front line operations. Despite this, it is still a sitting duck and a popular target for the Shivans.

Tsunami Bomb, GTM-3 - The Tsunami uses a standard GTA fighter targeting system which communicates with the ship computer prior to launch, gathering data about enemy target type and location. It is a slow antimatter warhead (500 tonne mass-to-energy conversion) with poor manoeuvrability. Due to the instability of antimatter, a pilot can carry no more than 10 at a time unless special permission is given by GTVA command. It has a slow lock time and a range of only 1500m meaning that the bomber launching it could be caught in the explosion. Fortunately, the shockwave washes over shields a little, reducing damage.

Type: Aspect Seeking
Velocity: 60m/s
Range: 1500m
Fire Rate: 0.10rnd/s
Damage: Very High

TTC 1 - The TTC 1 is another example of civilian equipment used by the GTA League of Defence. Originally designed to protect delicate scientific equipment from attack, it is now used to protect cargo against weapons fire. It is primarily a Tech Container, used for research purposes, especially Zero-G development operations. It is not very strong, however, and is often a target of enemy attacks.

Typhon, GVD - Where the Aten cruiser failed, the Typhon succeeded well past expectations. Although it is now being replaced by the more recent Hatshepsut class which has better integrated beam weapons, the Typhon is still more than a match for many ships of the same size. When first sighted during the Vega Engagement in 2333, it was laughed at by our technicians as a foolish display of non utilitarian design. The subsequent destruction of the GTD Eisenhower and the total decimation of the 4th fleet changed their minds very quickly. Its hanger can hold up to 30 fighter and bomber wings ready to engage at a moments notice.

-----Uu-----

Uhuru, NTD (The King's Gambit) - The Uhuru was a NTF Orion class Destroyer that was destroyed by the 64th Raptors when it tried to break through the GTVA's blockade of the Capella-Gamma Draconis Subspace node. It was one of the firsts to arrive, and one of the last to be destroyed.

Ulysses, GTF - One of the most successful ships made by Triton Dynamics that has been in service for over 30 years. It's main role, and the only one it is really good at, is Space Superiority. It is very manoeuvrable, but has light armour and can not carry exceptionally powerful weapons. Despite this, the joint Terran-Vasudan designed fighter is very good at what it does. During its service in the GTVA it earns itself the nickname of 'The Bat'.

Undaunted, NTC (The King's Gambit) The Undaunted was a NTF cruiser that failed in its attempt to break through the GTVA's blockade of the Capella- Gamma Draconis Subspace node.

Unut, GVC - (The King's Gambit) - The Unut is a Vasudan Mentu class cruiser that was involved in the GTVA's blockade of the node leading to Gamma Draconis. The ship arrived after the Hedetet was destroyed to strengthen the allies' position during the conflict.

Urobach, SC (Argonautica) - The Urobach was destroyed by the GTD Aquitaine but not before it destroyed both it's engines and it's fighter bay.

Ursa, GTB - The most powerful bomber in the GTVA is defiantly the Ursa. It is always one of the first ships to carry any new assault weapon and it is obvious why. The Ursa Assault Bomber is the only ship specifically designed to take out capital ships and although Beam Cannons make it less used nowadays, it is no less important to any GTVA War effort. You can't always have a Hecate to help you...

V

VAC 4 - The Vasudan VAC 4 is an armoured cargo container that is used to transport fragile or valuable equipment to front-line bases. These containers are better protected than most combat spacecraft, giving their cargoes an excellent chance to survive collisions and stray energy blasts. The cargo containers were designed for the Ma'at class freighter and, for a cargo container, are very hard to destroy.

VAC 5 - The Vasudan VAC 5 is an armoured cargo container that is used to transport fragile or valuable equipment to front-line bases. These containers are better protected than most combat spacecraft, giving their cargoes an excellent chance to survive collisions and stray energy blasts. It is slightly superior to the VAC 4 in that it can transport a wider variety of cargo.

Valkyrie, GTF - Designed shortly before the end of the Terran-Vasudan War, the Valkyrie was one of the GTAs most successful ships. It was fast, manoeuvrable and could carry some quite powerful weapons too. During the Great War, the Valkyrie was used to intercept Shivan Bombers and to scout ahead of capital ships and their fleets. By 2367, the Valkyrie had been replaced by the GTF Perseus, a more advanced version that had better capabilities.

Vasa, NTD - This Orion class NTF Destroyer was destroyed by the GTVA in the Capella system in 2367.

Vasuda - Home to the Vasudan species and the first recorded battle in which the Lucifer bombarded a planet, Vasuda is a system in ruins. The Lucifer's attack left Vasuda Prime in ruins and the Vasudan species without a home. The survivors of the attack were evacuated to Sirius and Aldebaran.

Vasuda Prime - Vasuda Prime is a desert world, but it was also home to the Vasudan species before the Lucifer made it uninhabitable in 2335. Many Terran scientists are amazed that the Vasudans evolved to the technology level that they did. This has lead may to believe that they had help from another species. Since the Terrans hadn't left their own system until apex 10 years before first contact, and the Shivans would never help them, many have concluded that the Vasudans were helped by the Ancients.

Vasuda Prime Ship Yards - The Vasuda Prime shipyards are an orbital facility in orbit of the decimated Vasuda Prime. They are an extensive facility maintained by the Akheton Corporation and have built over 6000 Bakha class bombers for the GTVA.

Vasudan Alliance Medal - This is awarded to any pilot who does something to further the Co-operation between Terrans and Vasudans and is normally given to pilots who take part in Officer Exchange Programs. In the Great War, it was given to any pilots who took part in the first joint mission between the Terrans and Vasudans.

Vasudan Flux Cannon - the Flux Cannon uses a standard Tsunami casing to deliver a moderate bomb payload to enemy capital ships within range. Although a good weapon, the Tsunami itself is much easier to deliver to the target.

Vasudan Light Laser - This is the Vasudan equivalent of the Terran ML-16 Laser as it has almost identical properties and is thought to function in the same way.

Vasudans - The Vasudans are a civilisation of philosophers, artists, and scholars. They immerse themselves in the teachings of those who came before them, perceiving history not as a linear chronology of events but as a space inhabited by both the living and the dead. To the Terran outsider, Vasudan society appears convoluted and ritualistic. The Vasudans themselves may seem arrogant, treacherous, and superstitious. On the other hand, Vasudans tend to view Terrans as aggressive, paranoid, and stupid. Thirty years of peaceful interaction between Terrans and Vasudans has helped to deconstruct these stereotypes. The crowning achievement of the Vasudan civilisation is its language. For the average Terran, the formalities governing its usage are beyond comprehension. Syntax and vocabulary are dictated by such factors as the speaker's age, rank, and caste, the time of day and the phase of the Vasudan calendar, and the relative spatial position of the speaker to the Emperor. This is further compounded by the existence of several alphabets, dozens of verb tenses, and thousands of dialects. A translation device is standard on all GTVA communications systems, enabling Terrans and Vasudans to understand each other. Because the Vasudan homeworld was primarily desert, the Terrans used Egyptian names to designate Vasudan warships during the Terran-Vasudan War and the Great War. After the defeat of the Shivans, the Vasudans insisted on maintaining this convention. The Emperor strongly identified with the history of Ancient Egypt, particularly the longevity of its civilisation. Following their Emperor's example, Vasudans will take on what they call a Terran name from the myths and history of Ancient Egypt.

Vauban, GTFr - (Battle of the Wilderness) The Vauban was one of two Triton class freighters assigned the task of transporting the new TAG equipment to the GTCv Warspite within the nebula beyond Gamma Draconis.

VC 3 - The standard Vasudan cargo container for the First Great War, the VC 3 was only slightly different from the Terran Version. The main difference is that the VC 3 are atmospheric as well as deep-space cargo units.

Vega - Vega is another major system with nodes leading to four other systems: Beta Aquilae, Deneb, Capella and Talnia.

Vega Engagement - The Vega Engagement was the sight of the first battle by the GTA against a Vasudan Typhon class destroyer and resulted in the loss of the GTD Eisenhower and the entire 4th fleet. The battle took place in 2333 and marked one of the worst defeats in GTA history.

Venture, NTT - (The Sicilian Defence) the Venture, an Argo class troop transport was one of a small number of ships that broke through the GTVA's blockade of the Capella-Gamma Draconis jump node. It proceeded to an NTF rallying point near the NTD Vindicator but was destroyed shortly afterwards.

Vesalius, GTM - (Exodus) - This medical ship was involved in evacuating the injured from the Capella system.

Vidar, GTC (Exodus) the Vidar, a rebel GTI cruiser failed in its attempt to destroy escape pods being launched from the heavily damaged GTD Koris.

Vigilant, GTC - The GTC Vigilant was the first ship to be attacked by the Shivans during the Second Great War and also the first to encounter the SF Mara class fighter. The ship was destroyed during this engagement.

Vili, GTC (The Return to Ross 128) This ship was one of two GTI ships sent to scan the wreckage from the original Shivan attack in Ross 128. The ships were attacked by a Lilith class cruiser designated Lilith 3 before being destroyed by the GTA.

Vincey, Commander - (Battle of the Wilderness) Vincey is the Commander of the 134th Barracudas, a Combat Evaluation Unit that was active during the second Great War. They were involved in the testing of both the TAG Missile System and the Pegasus stealth fighter.

Vindication, NTC - (Blockade Run) the Vindication was part of a group of three GTVA Aoleus class cruisers captured by the Neo-Terran Front. Shortly after their capture, Admiral Bosch called them to Deneb to strengthen

his position before his planned attack. To get to Deneb however, they had to break through a GTVA blockade of the jump node. To do this, they fired their weapons with no safeties risking a core breach.

Vindicator, NTD (The Sicilian Defence) The Vindicator, an Orion class destroyer, was designated as a rallying point for the Neo Terran Front Fleet and the launch point of the NTF's failed attack on the Knossos Subspace Portal in 2367.

-Ww-

Warspite, GTCv - (Battle of the Wilderness) - The GTCv Warspite was a GTVA corvette assigned the task of testing a new Target Acquisition and Guidance missile system. The equipment was transported to the Warspite, which held position in the nebula beyond Gamma Draconis by two Triton class freighters, Erinpura and the Vauban. During its time in the nebula, the Warspite was commanded by Captain Forsythe.

Warwick, GTC - The Warwick was held back in reserve during the GTVA's blockade of the Capella Subspace node. The Aeolus class ship never had to follow its orders, which were to jump in if the GVG Unut was destroyed.

Watchdog, GTSG - The Watchdog is the most basic and weakest of the GTVA's defence turrets. Compared with modern sentry guns, they are weak and poorly armoured and. During the Great War, they were an integral part of installation defences and were often dropped by Destroyers fleeing an attack to cover its escape. Now-days, they are more often used to defend out of the way cargo depots and are used simply because the costs of replacing them are higher than the probable gains for these small alliance outposts.

Wolf 359 - Wolf 359 is a minor system near the edge of explored space. Its two nodes lead to Luyten and Alphard. It is an unremarkable system

Wolf, Admiral - Admiral Wolf was commanding officer onboard the GTD Galatea during the Terran-Vasudan War and the first half of the Great War of 2335. His ship was operating in the Betelgeuse system at the outbreak of the conflict, but moved out towards Vasuda as the war went on. He loved his ship and crew and was intensely loyal to the GTA. He pursued the traitor Alex McCarthy with vigour and determination when he stole the Avenger Cannon during a Galatea lead sortie. He died onboard the ship he loved when the Galatea was destroyed by the Lucifer during the Battle of Deneb.

Wosyet, PVC (Bringing The Hammer Down) The Wosyet was deployed by the Vasudan to attempt to assist in the recapture of the HOL Hostages captured by the HOL during Operation Templar.

-Xx-

No entries

-Yy-

Yaaru, GVC - (Rebels & Renegades) This Mentu class cruiser was part of an attack made by a rouge group of Vasudans against the NTF. It was under the Command of Admiral Ahmose.

Yakiba, GTCv (Slaying Ravana) - The Yakiba was one of a number of GTVA warships involved in the battle to destroy the SD Ravana. The attack was successful but many lives were lost in the engagement.

Ymir, GTFr (Secrets Revealed) This GTI Poseidon class freighter was sighted during the GTAs attack on the Jotunheim. It is possible that the ship was transporting materials to the GTD Hades but no one is sure.

York, GTCv - (The King's Gambit) - The York was a GTVA corvette held back in reserve during the GTVA's blockade of the Capella Subspace node. The ship never had to follow its orders, which were to jump in if the GVG Unut was destroyed.

Yoshitomo, NTCv (The Sicilian Defence) This Deimos class NTF corvette was destroyed by the Ravens before it could form a part of Admiral Bosch's attack on the Knossos Subspace Portal in 2367.

-Zz-

Zednanreh, PVD - (Forward Edge Battle Area) This Vasudan destroyer was a part of an exchange program between the Terrans and Vasudans designed to make relations between Terrans and Vasudans better. During the exchange period, the Zednanreh was ordered to guard the Epsilon Pegasi Subspace node and prevent all Shivan ships entering the system.

Zenith, SC - (Reaching the Zenith) The Zenith was a Shivan cruiser involved in the Shivans blockade of the few remaining Terran systems at the end of the Great War. The GTA saw the Zenith as a weak point in the Shivans blockade and decided to break through at its position. The Zenith was destroyed but the mission almost failed when the HOL cruiser Benedict jumped into the area and attacked the Terrans.

Zephyrus, GTG - When a fighter pilot sees a ship of the GTG Zephyrus class, one thought flashes through his or her mind: 'Thank God I don't have to fly that tub!' The Zephyrus is a gas miner designed to harvest the gases of gas giants and more recently, interstellar nebulae. It's the largest non-combatant ship in the GTVA fleet but is also one of the most vital. The Zephyrus's thin armour, weak weaponry, and poor speed give it a very low survival rate in combat, so these ships stay well back from the front lines. Despite these weaknesses, the Zephyrus plays a critical, behind the scenes, role in the operation of the GTVA fleet. The deuterium gathered by Zephyrus class ships powers the fleet's Fusion drives.

Zeus, GTB - The GTB Zeus is the fastest of all currently active GTVA bombers. It replaced the fleet's old Athena bombers as they were mothballed during the years following the Great War. Though slightly slower than the Athena, the Zeus's heavier armour and armament give it a much better battle-zone survivability rate. Many of the Zeus wings in the GTVA fleet defected to the NTF during the initial stages of the rebellion.

Zollner, GTC (Apocalypse) This GTVA corvette was one of a number of GTVA warships defending those fleeing the Shivans in Capella.