CORE Command Vehicle Errata Companion
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This document is a "companion" document for the CORE Command Vehicle Errata, and provides explanations, bits that didn't fit cleanly into the standard stat blocks, and other useful stuff.

Add on modules for Core Ships
The following are modules wich can be added to Core ships.

Striker Modules:
The Striker can mount up to one weapon, one utility, and two movement mounts.

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Fighter Module (Weapons)
The Fighter module upgrades the Striker's firepower when facing other small ships. It also equips it with the designator equipment needed to relay targeting information to ships with missile bombardment or guided hypervelocity projectile weapons.
Slots: 1x Weapon
Add: 1x Designator Array, 1x Barrage Buster, 2x Pulse Buster
Remove: -
Change: Communications(+1, 20km)

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Designator Array	E	F	+0	x0	4	+0	TD, Defensive	U
1	Barrage Buster	E	F	+1	x30	10	+4	Normal, Antimissile, AD(1)	U
2	Pulse Buster	E	F	+1	x10	6	+1	AD(1)	U

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Launcher Module (Weapons)
This equipment package includes heavy weapons intended for taking down light warships - frigates and some destroyers.
Slots: 1x Weapon
Add: 2x Light Pulse Torpedo Launcher
Remove: -
Change: Communications (+1, 20km)

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Light Pulse Torpedo Launcher	M	FF	-2	x4	12	+2	Huge, Guided	6

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Hunter Module (Weapons)
This package includes a single, massive weapon for tearing chunks out of larger warships - a Singularity Cannon. The miniature black holes it generates and fires can wreck havoc on enemy ships, but are quite dangerous. The cannon draws on the power for the Ultra Buster Cannons, so they are disabled when it is attached. The Hunter module can be jettisoned at the cost of one action, restoring the Striker to its default configuration. (Plus whatever other modules it carries)
Slots: 1x Weapon, 1x Movement, 1x Utility
Add: 1x Singularity Cannon
Remove: 2x Ultra Buster Cannon
Change: -

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Singularity Cannon	X	FF	-6	x6	5	-1	Huge, AP, Disintigrator, Wide Angle(10), Clumsy(1)	8

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Science Module (Utility)
The Science module converts the Striker into a serviceable short-range science and observation vessel.
Slots: 1x Utility
Add: Laboratory (Natural Sciences, 2), Laboratory (Social Sciences, 2)
Remove: -
Change: Hostile Environment Protection: Radiation (20)
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Stealth Module (Utility)
The Stealth module enhances the Striker's EW systems and modifies the craft's other systems to reduce its signature. It includes a Quantek cloaking projector that can hide the ship from sensors of all kinds.
Slots: 1x Utility
Add: Stealth (4), Holofield (4), Decoy System (Visual + Sensors, 5), ECCM(+2, 10km)
Remove: -
Change: ECM (+3, 10km)
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Tender (Utility)
The Tender module allows the Striker to act as a short-range, high-speed support vehicle. The large cargo bay and improved autofac systems allow it to transport or fabricate supplies. Strikers equipped with this module are often used to transfer parts from fleet command units to detached squadrons, but some are used as mobile industrial facilities for new colonies or underdeveloped worlds.
Slots: 2x Utility
Add: Cargo Bay (100,000 u^3)
Remove: -
Change: Laboratory (Technical Sciences, 3)
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Engineering (Utility)
This module converts the Striker into a small, highly mobile engineering unit. While not as capable a fabricator or transport as the Tender module, it includes a tractor beam, allowing for improved external manipulation.
Slots: 2x Utility
Add: 1x Quantek Tractor Beam, Cargo Bay (25,000 u^3)
Remove: -
Change: Laboratory (Technical Sciences, 2)

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Quantek Tractor Beam (Push/Pull)	U	X	F	+1	x12	1	+0	Gravetic

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Shunt Booster (Movement)
The Shunt Booster is an intricate, delicate Quantek device that augments the power of the Striker's Shunt Drive. The Booster allows it to dive farther and faster through dimensions, increasing the maximum range and travel speed. Unfortunately, the Booster requires quite a long time to charge up, and the presence of its Quantek systems prevents the Striker's Shunt Drive from operating normally. The Shunt Booster can be jettisoned at the cost of 1 action, restoring the Striker's FTL to its original configuration.
Slots: 1x Movement
Add: -

Remove: -
Change: FTL (100,000 C, 10,000 LY, 10 minute charge time)
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<<open SilCORE stat block>>
AGrav Network Expansion (Movement)
These Quantek wings improve the ability of the Striker's AGrav Network to "grip" the fabric of space. While this results in drastically increased movement ability, the network also becomes more vulnerable to enemy fire. The network can be jettisoned at the cost of 1 action, restoring the Striker to its original configuration. (Plus any other modules, of course)
Slots: 1x Movement
Add: Exposed Movement
Remove: -
Change: Flight to 18/35, Maneuver to +2
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Pathfinder Modules:
The Pathfinder can mount up to one movement, two weapon, and three utility modules.

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AGrav Network Expansion (Movement)
The AGrav Network Expansion adds delicate quantek wings to the rear of the Pathfinder. These allow it to fly faster, but increase the AGrav network's vulnerability to enemy fire. The AGrav Network Expansion may be jettisoned at the cost of one action, restoring the Pathfinder to its base configuration. (Plus any other modules)
Slots: 1x Movement
Add: Exposed Movement, Improved Towing (2x)
Remove: -
Change: Flight to 11/23
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Shunt Booster Unit (Movement)
The Shunt Booster expands and refines the Pathfinder's FTL wave guide ring. It allows it to dive farther and faster through the underlying dimensions of the universe. Unfortunately, its presence prevents the Pathfinder from using its regular Shunt Drive. The Shunt Booster can be jettisoned at the cost of one action, restoring the Pathfinder's FTL to its original value.
Slots: 1x Movement
Add: -
Remove: -
Change: FTL (1,200,000 C; Range 100,000 LY; 10 minute activation)
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Science Module (Utility)
The Science Module expands the Pathfinder's already considerable lab facilities into state-of-the-art labs and enhances its radiation screens.
Slots: 1x Utility
Add: Laboratory (Social Sciences, 5)
Remove: -
Change: HEP: Radiation (50), Laboratory (Natural Sciences, 5)
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Information Warfare Module (Utility)

The IW module enhances the Pathfinder's native ECM systems and equips it with a sophisticated quantek cloaking device. Unlike the version mounted on the Striker, this cannot completely hide the Pathfinder's massive hull from detection, but it can make it much less prominent.
Slots: 1x Utility
Add: Stealth (4), Holofield (2), ECM (6, 12km), ECCM(6, 25km)
Remove: -
Change: Communications to (+1, 75km), Sensors to (+1, 20km)
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<<open SilCORE stat block>>
Engineering Module (Utility)
The Engineering module equips the Pathfinder for large-scale engineering work. Constructing small cities, miniature planetoids, and other such tasks are possible with this package.
Slots: 2x Utility
Add: 2x Quantek Tractor Beam, Cargo Bay (500,000 u^3), Mining Equipment (Light Duty)
Remove: -
Change: Laboratory (Technical Sciences, 5)

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws		Ammo
2	Quantek Tractor Beam (Push/Pull)	U	X	F	+1	x25	2	+0		Gravetic

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Far Wanderer Module (Utility)
The Far Wanderer module augments the Pathfinder's stores and habitat space, to make it better-suited for long journeys or deployments. This is a standard module for pathfinders on noncombat assignments.
Slots: 2x Utility
Add: Accomodations (500,000 u^3)
Remove: -
Change: Deployment Range (90,000 hrs)
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Redundancy Module (Utility)
The Redundancy module provides backups for many essential ship systems. It also reinforces the quantek systems underlying the Pathfinder's armor, making it tougher and more resistant to damage.
Slots: 1x Utility
Add: Life Support (Full), Reinforced Systems: Backups, Movement, Crew, Ammo/Fuel
Remove: -
Change: Armor to 24/48/72
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Point Defense Module (Weapons)
The Point Defense module augments the Antifighter Batteries with Plasma Burst guns and stronger energy shields.
Slots: 1x Weapons
Add: 2x Plasma Burst Turrets, 1x Force Screen
Change: -
Remove: -

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws		Ammo
2	Plasma Burst Turret AE(0), AD(3)	U	E	F/R	-1	x20	5	+1		Very Large,
1	Energy Barrier Shield F), Defensive	U	E	T	+0	x20	0	+0		E-Shield (Energy,

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Light Antiship Package (Weapons)
The Light Antiship package adds weapons to the Pathfinder to allow it to better engage small enemy warships, like Frigates. A variety of weapons are loaded, to effectively engage a variety of enemies under a variety of circumstances.
Slots: 1x Weapons
Add: 4x Mega Buster Cannons, 2x Pulse Torpedo Launchers
Remove: -
Change: -

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws		Ammo	
4	Mega Buster Cannons	E	2 L, 2 Ri	-1	x7	17	+1		AD(1)	U
2	Pulse Torpedo Launchers	P	L/Ri	-3	x6	25	+3		Guided	U

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Heavy Antiship Package (Weapons)
The Heavy Antiship package equips the Pathfinder for dealing with larger vessels, Destroyer-class or larger. The weapons, while powerful, generally have a hard time hitting Frigates. Even against Destroyers, it often takes several Pathfinders with this package to do noticable damage, mostly because the weapons are so slow-firing.
Slots: 1x Weapons
Add: 2x Turbo Buster Cannon
Remove: -
Change: -

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws		Ammo	
2	Turbo Buster Cannon	E	L/Ri	-4	x14	20	-1		AD(1)	U

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Assault Package (Weapons)
The Assault package equips the Pathfinder with weapons for extremely close-range combat against other destroyers. The skip cannons employ barrels lined with black holes to twist matter into other dimensions, allowing it to bypass armor and shields.
Slots: 2x Weapons
Add: 2x Skip Cannon
Remove: -
Change: -

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Skip Cannon	X	F	-5	x10	6	+0	AP, Haywire	24

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Explorer Modules:
The Explorer can mount one movement, four weapon, and four utility modules.

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AGrav Network Expansion (Movement)
These quantek 'wings' allow the Explorer's antigravity network to better grip the fabric of space. They allow the ship to move faster, and give it more 'traction' against the void, allowing it to carry more cargo. Unfortunately, they are also more vulnerable to damage. The expansion may be jettisoned at the cost of one action, restoring the Explorer to normal. (Plus any other modules)
Slots: 1x Movement
Add: Exposed Movement, Improved Towing (2x)
Remove: -
Change: Flight to 9/18
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Shunt Booster Unit (Movement)
This module augments the quantek FTL waveguide ring, allowing the Explorer to navigate deep dimensions normally accessible only to the largest of starships. Unfortunately, the ring requires time to calibrate and charge, and the modifications prevent the shunt drive from functioning normally. This module may be jettisoned at the cost of one action, restoring the Explorer's FTL to normal.
Slots: 1x Movement
Add: -
Remove: -
Change: FTL (12,000,000 C, 500,000 LY, 10 minutes)
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Science Module (Utility)
The Explorer's science module converts the ship into a mobile university. Only the most bizarre or otherworldly phenomena defy the analysis of its wide variety of instruments and impressive staff of trained scientists.
Slots: 1x Utility
Add: -
Remove: -
Change: Laboratory (Natural Sciences, 10), Laboratory (Social Sciences, 10), HEP: Radiation (100)
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Information Warfare Module (Utility)
The Explorer's signature is virtually impossible to hide, making the quantek cloaking systems used by smaller ships infeasible. However, it can compensate by using its bulk to store more sophisticated jamming and sensory devices.
Slots: 1x Utility
Add: ECM (+10, 25 km), ECCM(+10, 40km)
Remove: -
Change: Sensors (+3, 20km), Communications (+2, 125 km)
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Engineering Module (Utility)
For truly stupendous engineering projects, the Explorer can be equipped with a scaled-up version of the production module used by the Pathfinder.
Slots: 2x Utility
Add: 4x Quantek Tractor Beam, Mining Equipment (Heavy Duty), Cargo Bay (20,000,000 u^3)
Remove: -
Change: Laboratory (Technical Sciences, 10)

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
4	Quantek Tractor Beam (Push/Pull)	X	F	+1	x40	3	+0	U	Gravetic

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Carrier Module (Utility)
The Explorer is large enough that it can mount a module capable of transporting a small squadron of fightercraft. These are usually Strikers, and the bay is large enough to carry and maintain 12 Strikers. If both the IW Module and Carrier module are loaded, the Explorer has Communications (+2, 150km)
Slots: 2x Utility
Add: Cargo Bay (24,000,000 u^3, fightercraft bay w/full support)
Remove: -

Change: Communications (+2, 125 km)
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Far Wanderer Module (Utility)
The Far Wanderer module augments the Explorer's stores and habitat space, and uses Quantek technology to enable it to travel farther with less servicing.
Slots: 2x Utility
Add: 1x Accomodations (10,000,000 u^3), 1x Cargo Bay(14,000,000 u^3, extra provisions, food production, and spares)
Remove: -
Change: Deployment Range to 200,000 hours
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Point Defense Module (Weapons)
The point defense module equips the Explorer better for taking out small craft - fighters and missiles
Slots: 1x Weapon
Add: 2x Plasma Burst Guns, 2x Repeating Buster
Remove: -
Change: -

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws		Ammo
2	Plasma Burst Guns		E	L/Ri	-2	x35	6	+1		Very Large, AE(0), AD(3) U
2	Repeating Buster	E		L/Ri	-1	x10	8	+4		Very Large, Antimissile, AD(1) U

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<<open SilCORE stat block>>
Heavy Antiship Module (Weapons)
The heavy antiship module provides the Explorer with weapons that are useful when engaging enemy cruisers and destroyers.
Slots: 1x Weapon
Add: 2x Particle Beam Cannons, 4x Turbo Buster Cannons
Remove: -
Change: -

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Particle Beam Cannons	E		L/Ri	-6	x18	25	-1	Haywire, AD(3) U
4	Turbo Buster Cannons	E		2 L/2 Ri	-4	x14	20	+0	AD(1) U

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Sniper Package (Weapons)
The Sniper package contains a single, ultra-long-range hypervelocity cannon. While the cannon is accurate and does appreciable damage, its slow fire rate and targeting systems make it useful only at longer ranges.
Slots: 2x Weapons
Add: 1x Hypervelocity Cannon
Remove: -
Change: -

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Hypervelocity Rail Cannon	P		FF	-5	x20	35	-5	Sniper, Armor Piercing, Minimum Range (-2) U

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Antiartifact Module (Weapons)
Even the Explorer's Heavy Antiship Module doesn't provide it with enough firepower to take on the larger D'Vor artifact ships, like Stellar Devourers. The Antiartifact module equips it with weapons optimized for attacking these massive ships. Unfortunately, it disables the Explorer's Starblade AM Cannon to provide the power it needs to fire. An Explorer may only mount one of these modules.
Slots: 2x Weapon, 1x Utility
Add: 1x AM Stream Cannon
Remove: Heavy Starblade AM Cannon
Change: -

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws		Ammo
1	AM Stream Cannon		X	FF	-8	x10	18	-2		Gigantic,

Disintigrator, Persistant, AD(1), PH(5)   U
<<close stat block>>

Ship design notes

Right here is a generalized dumping ground for different design notes I made while making the Errata. I'll try to keep it a little organized but there's no promises. The first thing I'd like to note, however, is that Mr. Pilon finished most of the Core and 7HW ships before I took over the project, as well as the add on modules above, and most of what I did in here was compared to those designs.

The second thing I would like to note is that the stats for the ships are not set in stone. Most races modify and improve thier ships, exception being the D'Vor and the Kom-Sov. Of those two the D'Vor don't care and end up modified by others so even thier stats change too. The Kom-Sov, however, are modify-phobic. They have a set layout and will cling to it uintil the end of time. They don't modify thier ships, they just give them more jobs to do until they are destroyed. This is the biggest reason why they do not have Cruiser class ships. While ships of that size can be built, they more often get modded up from smaller ships. What all that means is that while the stats for a destroyer (anyones) might be a certain way, you can modify them to be a little unique. Now this doesn't mean just upping the accomidations size because there are bigger, fancier rooms for the VIPs. The extra space those VIPs are taking comes out of someone else's room. It also doesn't mean changing some stats jsut because a section that was blown up was sealed off and a new chunk added elsewhere with what used to be in the blown up section. What that does mean is one Republic class destroyer might have an extra Heavy Rail Cannon, while that Republic Class Destroyer traded it's Heavy Rail Cannon for a Mega Laser Cannon instead. Such variance between the standard stats and teh ships themselves are much more common in Cruiser classed ships since brand new consructed cruisers are very rare for cruisers, and ships of this size are rare enough. The majority of these ships started as destroyers, or even frigates, and just added on to themselves so much that they were bumped up a class size. In the end though, such modifications are left up to you guys for your games. The ship stats in this Errata can be considered stock standard, brand new ships.

Core
Core is rather explained already as far as the ships go. Core itself has direct access to the most advanced ships in the five galaxies, excluding the D'Vor. They are highly modular and multi-purpose in general.

Core Mobile Base
More or less like Star War's Death Star, and looks like it except for the big 'crater' that was the super laser cannon, and that stupid trench is gone too. There's enough towers, cities, and varying levels of elevation along it's surface to make for intresting flying without it, and no two are identical (due to size and self modification) so it's different every time. Instead of the crater there's a massive squareish array along the equater, the Starlance. The Starlance is Core's kill the biggest stuff around gun. It looks like a squat trapezoid standing two kilometers high with a twenty kilometer by twenty kilometer base. That's just the outer area of the Starlance and most of it is inside the Mobile Base. The Heavy Starblade Array is simply the Heavy Starblades being used in a manner similar to the Broadside Plasma arrays on the Explorer. The Plasma Array is the Explorer's Broadside Plasma Array, only with many more guns firing at one time. It's here for use against anything that the Heavy Starblade array can't be used against for potential 'friendly fire' reasons, not that getting hit by it could ever be friendly. The anti-fighter batteries were given redudant and a

higher ROF to represent the increased level of coverage by the insanely numerous guns. The lack of power hungry or negative rof on the Heavy Starblade Array represents the sheer level of power the base has, and allows it to singularly eleminate large numbers of enemy ships rapidly. I thought about adding mass destruction and AP to the Starlance, but that was just too evil, even for me. It has less storage space and accomadations than the Galatic Transport since it's mainly a combat unit, no exploration or the likes otherwise intended, although it can evacuate an entire planet by itself if need be, but in face of hostile action, it normally isn't. The Mobile Base is just that powerful. While Core can add modules to this unit, it's a waste. They are really too small to make a differance, and the base can just manufacture the things it needs and clunk them on where ever. Most upgrades are aimed at it's combat mission though. The AI, while amoungst the smartest, focuses on battle more than most other Core AI's do, often playing wargames against itself since nothing else in the galaxy can compare to it's battle experience, although when multiple Mobile Bases get together, they play againt each other, even during a fight itself unless it's going way too bad. For it to get that bad, however, hasn't happened since the Mobile Bases were first employed, and hopefully never will again. Bad things are about to happen when a Mobile Base's AI focuses on the task at had to the exclusion of all else. Very, super incredibly bad things indeed. The ECM and ECCM are used to complement it's C3 role whenever it's in a fight. The reinforced systems and redundant perks on the weapons are in such quantity in here since it's a VERY durable unit and it's size helps offset some of the damage it may take.

7 Homeworlds

The biggest change here is the naming of the ship classes. Part of the confusion I found with the likes of the fighter was the fact that it is more than a dedicated fighter. That and the aliens named thier ships. The Fighter is now the Skirmisher, the Fighter-bomber is now the Linebacker. Those two names can from football where you have the line of skirmish (where the play starts from) and the Linebackers come in from right behind and break through to do thier thing on the other side. In this case however it's the fighters race ahead to engage enemy fighters while the fighter-bombers break through and try to damage enemy ships.

Carrying on with the renaming are the Imperial class frigate, the Republic class destroyer, and the Monarch class Cruiser. The Frigate and Destroyer were renamed for the most common type of government to use them. Frigates are able to be built by the resources of two or three systems in close proximity. Often these cultures are just entreing space and everyone answers to the homeworld. Kind of like how the British had colonies around the world during the Victorian age. In order to build a destroyer, however, takes the combined efforts of around twenty or more systems. By this point the systems are joining together as equal parters, not as colonies. Even if several started as colonies, they would have developed enough to want independance and to be considered equals. Now, when it came to the Cruiser, I wanted something that demonstrated it's mastery over all other ships. Most of the 7HW ships are slighty better at combat than anyone's equal, except for Core and the D'Vor. That's a technological gap however. Then I thought back to how kings were absolute masters of thier realms. Ok, I was watching TV at the time when something about the middle ages came on. It just seemed to fit though. King, master, ruler, monarchy. Monarch came out of it. I couldn't think of anything else that didn't have evil connotations, or was wholly inappropriate. And it is the king of the 7HW's fleets. It mounts in turrets what the Republic class mounts spinially, and it still has a spinal weapon to boot. A really big one, as befits royalty. The Sanrok have a tendacy to use human designed ships since it was the humans who helped them get into Core.

Orb-Shakra

The Orb-Shakra are an elegant race. They are highly sociable and have advanced technology. There are similarities to some human technology, especially with FTL drives, but there are only theories about how that happened. They use a lot of desintergrator weapons for the bulk of thier ships firepower, a throwback to a time when they were needed to fight off predators. They formed the basis of the Star class weapons used by Core ships, only the application of Quantek to the weapns made them smaller than the Orb-Shakra equivilents. This is fine with them since they see it as making it too destructive for any one race to have. If not for the D'Vor threat, they wouldn't have shared the technology at all. The Orb-Shakra are the only race wich does not have ships classed as Anti-D'Vor. With the star class weapons however, they don't need to either. These ships are also used by the Cyreen.

Akhir Class Fighter/Shuttle

Modified the Linebacker for this one. Doubled the cargo bay since it's also a transport, and only gave one mini-stardirk for weapons. Needs MOS 2 to destroy the D-Class, and MOS 3 for the Skirmisher, not that the Skirmisher and Akhir are normally fighting. It has very short range since the Stardirk weapons are not long ranged to begin with. A quick opponent could potentially take it out without ever facing the Mini-Stardirk's firepower. The Stardirks are slightly less advanced versions of the Star Blades used by the larger Core Ships, wich originated from Orb-Shakura technology. It doesn't have the persistant perk since I figure it uses too little anti-matter for that, and it would become too dangerous for a fighter/shuttle. Upped Sensor and comm range to be between human and Core standards for the Skirmisher and Striker respectively, while changing the ecm to eccm, and upping it's range too. Exposed movement was added as it is clearly stated in the text that the Agrav network is unprotected. Most other stats are similar to the Fighter. It does have increased manuver (on par with D-Class) as the benefit of leaving the Agrav network exposed.

Rajefar-class Frigate
With the Imperial as a base template, I dropped the EW gear to half that of the Imperial's and upped it's stealth. It has an additional labratory and all three of them are superior to what the Imperial carries. The Sensors are further ranged and the armour is thicker, but it's speed is a bit lower. This is the only Orb-Shakra ship to trade speed for armour. The Repeating Pulse Lasers are the anti-fighter weapons and is the equal to the Rail Repeaters, trading rate of fire for unlimited ammo. The Stardirk is a larger version of the weapon mounted on the Akhir fighter-shuttle. It still only has a short range and does not have the persistant perk the Starblade uses. Once again, it's shorter range can be a liability. The AD drops damage to nothing by time it reaches long range.

Rajezeel-class Destroyer
The Heavy Stardirk is larger than the normal stardirk and longer ranged too. It also has an engineering mode wich looses the Desintigrator and any real ability to hurt much, but is much more accurate. It has the defense Lasers from the Rajefar Frigate, but unlike the Republic there is only one set instead of two. The weakpoint: systems is from the description of the Rajezeel stating that they were clustered by function in the hull and a good gunner can cripple them without causing signifigant damage to the ship proper. It has slightly less armour than the destroyer but better speed and manuverability to aid in swinging it's only weapon around to fire. Other than the Heavy Stardirk though, it doesn't have anything offensive. The Heavy stardirk also suffers from the range problems plaguing all Stardirk weapons. The Rajezeel is almost as fast as some frigates in normal space, a factor of it's lighter construction.

Zahzeen-class Cruiser
The Starblade here is the basis of the one used for the Core Pathfinder. Same with the the Broadside Plasma Array. I also dropped the ECM and Upped the ECCM by one each. The Zhaheen has less armour but better manuverability as most Orb-Shakra ship do when compared to the 7HW ships. Aside from that there really wasn't much modification to do. At this size, the ships start to be somewhat similar in the perks/flaws they have.

<u>Muran</u>
Now comes the secretive lot. The Muran are probably the most human aliens in Core Command. They do use quantek like everyone else but actually managed to achive primitive FTL capabilities without it. Something even the Orb-Shakra are suspected of never being able to do. They also have the ability to construct the Galatic Transport, a vessel on a scale dwarfing anything any other race fields except for Core and the D'Vor. The D'Vor are still much more advanced than the Muran, but not nearly as much as they are to the other races. Thier ships are physically slightly more capable in combat than the 7HW's ships, but there are much fewer of them since the humans are that much more prolific in the Galaxies. The Proteans have access to a few of these ships, just not the new ones. Again, Muran paranoia plays into that.

Sithian-class Shuttle\transport
This is, as noted in the player's handbook, a mere transport. It does have some basic weapons, but they pratically useless in combat. Many had the lasers completely removed to free up some space.

Sciathan-class Frigate

The Sciathan is the smallest Muran combat ship since they don't use fighters. It trades ECM and ECCM capability for stealth, and has weapons typical of the frigate category, anthough like other Muran ship types they are decoratively hidden. It's not quite as durable as the Imperial and uses energy based weapons wich have similar performance to the Rail Cannons used by the Imperial.

Cwelan-class Destroyer
The Cwelan is the latest Muran ship design and is a high performing unit. It's base configuration is useful against lone Hunter-Killers. Like all Muran ships it trades the 7HW's equivelent's EW capabilities for stealth and conceals it's weapons when possible. This is the only Muran ship with an Anti-D'Vor option, and that option marks this ship as an obvious warship since it's main weapon, the Ion Ladder, is unconcealable.

Wycran-class Cruiser
The Wycran is the largest ship in the Muran combat fleet. It's a solid workhorse, and the largest ship developed with built in stealth technology. It is the most commonly encountered Muran ship by non-Murans since the Proteans use it alot themselves, although why the Murans give away Cruisers before Destroyers is a mystery. Weapons can be modified rather quickly, unlike most other cruisers and in recent centuries the trend has been towards improving it's anti-D'vor capabilities. The Spinal Particle Acellerator is particularly suited for this, although some versions of this ship carry even larger versions. Despite having the usual concealmetns on the weapns, the Wycran lacks the same grace as small Muran ships. Maybe it's just the size of it.

Galatic Transport
The Galatic transport is not a combat unit by any means. Despite this in can easily survive in combat unless the enemy brings something really powerful due to the sheer size of the transport itself. It takes a minimum of destroyer class weaponry to have a chance to hurt this ship, and larger is needed to gaurantee the effect. It's built merely to transoprt anything up to cruiser class from one galaxy to another. Despite it's incredible FTL speed, it is all but immobile in normal space. In fact, it uses engine technology approaching Core standards enabling it to operate without the need to refuel often. Just another hint at how much more advanced Muran technology is to the rest of the Core members.

Kom-Sov
Here was the first race of ships I built on my own. Looking through the book it's obvious to see how the ships are put together, even if one ship stole the stats from the other. Basically put, I only really had the stats of one ship to compare with the 7HW equivelent when putting these together since the D-Class didn't exist. The whole premise is specialization and swarm fighting. The Kom-Sov have more ships than the entirety of the Core Alliance. Thier flaw, however, is they don't do technological innovation. They analyze what others are doing and take what works. The only way they introduce new technologies is by capturing a race that has something useful and proven. While they have looked at Cruisers before, the fact that Cruisers are rare and often evolve out of other ships that modified themselves to that point, another thing the Kom-Sov don't do, they just don't have access to cruisers. They would need to take over a major race to gain the ability to build them, but any race that has cruiser technology is largely safe from the Kom-Sov.

D-Class
The D-class is much smaller than other fighters simply because it lacks the FTL. Because of this many more can fit onto a H-class frigate. It is a combination of the Skirmisher and the Linebacker. The manuver of +1 is for the reaction time with the drone than the craft's superior handling. It's weapons have a shorter range and lower fire rate than the human equivilents, and the Particle Blaster Cannon has signifigantly less ammo (1/30th). The sheer number of these means that they will swamp thier enemies, making a lower ammo count of the Particle Blaster Cannon desireable. It has an incredably short deployment time simply because a fight isn't going to last more than several hours at most. The slow fire rate on the Particle Blaster Cannon means that a group of drones swoops in on their target, fires, then provides fighter cover for the next wave as they attack the ship. This has very weak armour and no energy shield at all, trading it for ease of construction. Think Tie fighter from Star Wars, only with a bigger gun to take our ships with.

H-Class

Basically used the frigate for the starting stats of the H-class. I gave it a decent anti-fighter weapon in the Particle Flak Array. The redundant on that weapon represents multiple turrets across the hull. The missiles are inaccurate and weak for an anti-ship weapon. It's rate of fire (not using the house rule I do but the rof rules in the main book) allow it to almost equal the main weapon on the Frigate, however, it has only a quater the ammunitin and needs to use more of it to achive the same result. I also dropped the ECCM by one and increased the comms by one since the Kom'Sov are more intrested in maintaining communications than in having a more well balanced ECCM suite. The ECM is higer powered but lower ranged since these fly in formation no more than several thousand kilometers apart to form a wall between the K-class and incomming fighters. One or two typically stay near the K-class anyways. It also lost the reinforcement to represent the lack of care over the fate of any individual ship. It's FTL is slower than the K-class, however, and it has slow flight for a frigate since it has to stay in formation with the K-class. The vehicle bay is the same size, however the smaller size of the D-class allows 25 of them to be carried (as opposed to the frigate's four!). There is no catapult since they just open the bay doors and let the drones swarm out. It's more efficient for the H-class to do that. The D-Class are like Tie fighters from Star Wars while the other races take a more Rebel like approach with thier craft, actually trying to give them survivability and all. As a note I initially had these stated out for something like 150 D-Class to the H-Class, but then I decided to really drop that, and to let the H-Class have the usual repair and manufacuting capability wich I initially omitted in favor for the idea of a huge planet wide factory just barfing these out by the thousands. Considering the size of the Kom-Sov empire, this idea, wich worked very well early on, just couldn't hace been maintained over time.

K-Class
Mostly a one trick horse. It can pound enemy ships something fierce, but that's about it. The Very Heavy Particle Missiles are used to target smaller ships while the Heavy Particle Blaster Cannons are used against anything they can't damage. It is capable of damaging a Cruiser, and crippling, if not destroying, a destroyer. The Force Barrier Shield is roughly equal to the one carried by the Destroyer, but the lighter armour underneath hamper's it's survivability, just like with the other Kom'Sov Ships. It has a lower deployment time simply because it takes much less supplies to support the ship for less time, and it's not like there's any shortage of these ships anyways. Again, kept with the lower ECCM but better comms routine as the H-Class, but left some of the reinforced perks because this is a sturdier ship, just not as sturdy as the Human ones. It's sublight speed is very high for a destroyer, only so it can keep pace with the H-class. The Kom'Sov don't have the initiative to take advantage of the speed advantage.

D'Vor
Now comes the ultimate bad guys in Core Command. The D'Vor use a merging of organic and inorganic materials to form a bio-technology unit. This fleet is fully autonomous and need no support unlike even Core's fleet. They are built only for combat and do well at it. D'Vor ships are superior to thier equivillents and a one on one fight is only winable by Core. They are the only ones to have a Melee weapon on thier ships, those being the tenticles.

The Tenticle weapons should be looked at a bit here since pretty much every ship has them. While it would first seem that they are a weak physical weapon, there are several things going for them. First, they are the most accurate weapons on any size class, bar none. Combined with the PB attack bonus this makes them very dangerous already. Next, they are shield penitrators. Only the D'Vor and Core have shields wich block missile and exotic classed weapnos. The tenticles are labled as exotic because there is an energy sheath on them allowing them to pass through even force screens with ease. When I looked at the picture of the Hunter-Killer for the first time I remember thinking that it resembles a Krakken, a legendary monster like a giant squid wich would attack ships of old and eat everyone after dragging it to the bottom. Ofcourse the Krakken doesn't exist, but it's the imagery. Only instead of using wooden sailing ships on the ocean, you have starships in space.

Another thing that needs to be noted is that the stats here are for newly made D'Vor. As time goes on they may take damage (injuries) that cause thier stats to change slightly. Another thing that cahnges with time is the infestation of parasites, or symbiots if you look at it like that. The Kabayan and thier slaves ride on the D'Vor. They will often modify parts, or even the whole D'Vor ship to be more habitable, in effect adding Life Support and HEP perks. While the stats for every ship in Core Command can vary slightly, the D'Vor's

might vary more than any other because some of the changes will add perks, whereas most other ships have all the perks they'll ever have for the length of thier existance.

Stalker-Class Fighter
This is the equal to the Core Striker. It has a unique weapon in that it only damages technology. Most of the pro-crew perks were removed since they are not needed for the Stalker. Like all D'vor craft, it can repair itself. The lack of the D'vor Tenticle weapons is mearly the lack of them in a weapon usable form only.

Prowler
I see the Prowler as more of an expendible transport than an actual combat ship. That being said it can hold it's own against most enemies, and is incredibly fast for it's size. There is no cargo bay for supplies since the D'vor feed on whatever they find in space or on planets for their supply needs. Dead Prowlers are often used by Kybayans and their Grob slaves as ships of war. These are the most preferable ships for this since they are already set up to provide for passengers and it doesn't take much more to make it useable. There are also cases where Prowlers, wether saved form death by "repairs" done by it's new tenants, or just playing dead to attract non-D'vor passengers, are carrying them and still alive. These ones often help them to cause trouble thus helping the D'vor in general, but is not above betraying them for it's true masters.

Hunter-Killer
The Hunter-Killer is the equal to a destroyer in use, but it's much smaller and tougher. Once again, the pro-crew perks were removed. However, there are often Kybayans or Grobs on the HK's. They will add their own technology to limited areas of the HK to make it more useful to thier purposes as a home and transport. They have no control over where it goes or what it does however. Some times, there will be a signifigant "infestaton" of Kybayans and Grobs using it as a mobile base of operations. They even use dead HK's, although in this case modifying the stats to represent the new, often reduced, capabilities is approapriate. The D'vor Tenticles are technically part of the drive system, but the chance to make D'vor ships really unique by giving them a melee attack was too hard to pass up. In the text on the HK it also says that it often hides in ships sometimes, and this is the best way I could think of to do it. It's like a krakken from legend, or a shark, in space.

Gatherer-Breeder
The Gatherer-Breeder is only in existance to make other D'vor. The lack of D'vor tenticles is the fact that they do not exist in weapon form only. They are still there. The cargo bay is there only to represent the ability to carry the D'vor it makes, even if only temporarily. It is mearly a combination of passages, spawning pools, and the appropriate "docking" facilities. While less protected and much dumber than a Ravager, it instictively knows that is should run if the pools are threatened. It also has fewer crew than the Ravager since it is slower to respond. That is due to the fact that much of it's thinking power goes to the spawning pools and thier operation and safety than anything else. These are priority targets for Core agents everywhere.

Ravager
The Ravager is a truely terrifying ship. Unlike other D'vor ships wich have lighter armour than it's Core equivellent, the Ravager is superior all around. They are rarer than even the Star Devourers though, since it takes most of a Brood Mother's resources to make one, and a lot of time too. Of all the D'vor units, the Ravager is unique in being the only one that seems not to be considered expendible. It will retreat instead of allowing itself to be destroyed. This means that when a Ravager willingly fights to the death there is a very good reason for it, and that makes it all the more important for Core fleets to stop the D'vor in these instances. I set the Tenticles for a mos 5 to damage an equal type target (cruiser). The acc -2 is to represent the fact that while the D'vor are incredibly adept at using them, more so than other weapons making them the favored method of attack, these are very bulky compared to the ones on most other D'vor ships. The cargo bay is ment to carry other smaller D'vor ships and D'vor ground units. The Graviton Beam is used to bring other ships to it, as well as to destroy smaller ones by crushing them. The Landing pods are used to get D'vor troops to their target, wether planet or ship. The persistant and Haywire is to represent the forces actually causing damage before they can be stopped. The AP is to show the pod's ability to get through armour and really cause damage to the insides. This is the only ship the Kabayans and Grob can't use. It's too large and has too many internal defenses.

Star Devourer

The Star Devourer is the most feared ship in the Five Galaxies. The Stellar Devourer just isn't common enough to gain more than tabloid attention (Look Out! Super D'vor Spotted!, Yeah right.), while the Ravager is still just a combat ship and can be defeated comparatively easily thourgh massed firepower. Star Devourers, though, are terribly large, to the point where Cruiser class firepower is needed just to harm them! While the stats don't say it, many Star Devourers have a massive infestation of other creatures, only some of them D'vor in nature. These creatures learned to stay away from anything important to the Star Devourer since it ignores them until they threaten something it needs. If they do threaten something though, they a typically swarmmed by massive numbers of D'vor units and defenses until they are dead. The D'vor tenticles are able to be used as a weapon, however, the Star Devourer isn't as proficient in them as other D'vor are. The and the heavy armour on them makes them a little unweildly. The Star Devourer tends to plunge head first into the star and latch (?) onto it like a leach, cutting and sucking it apart until it's all gone.

Stellar Devourer

The Stellar Devourer is in a book I don't have. The first paragraph here is my take on these, and the second one is the actual design notes.

The Stellar is known to be the greatest threat to absolutely everything that ever has, currently is, and ever will exist, by an extreamly select few in the highest echelons of Core. Knowladge of the Stellar Devourer is in tabloids across the five galaxies almost constantly, but is often dismissed as mere one upsmanship by the tabloids. This suits Core just fine. Only twice in Core's history has a Stellar Devourer ever been encountered. Such a unit was responsible for the near disasterous initial fleet engagement at the begining of Core's history. Since then they have always maintained a policy of denial about their existance. Even the mighty mobile bases, thought to be invincible by most, are by and large near useless agaisnt them singularly, and can only engage one of them in a group of four to five, minimum. While other Core ships can help, they are put to better use with the splinter D'vor fleets and maintaining a quarantine of any site of battle against these demons. In Fact, the Mobile Bases were initially developed solely for the task of engaging the Stellar Devourer, and had expanded their abilities over time since the Stellar Devourers proved to be a much rarer threat than the near constant attacks by more conventional D'vor forces. The fact that only the Mobile Bases are allowed anywhere near space known to contain one helps in limiting the spread of solid evidence outside of the people who need to know of it, as does the use of desintergrating weapons. How, and where, these are created is unknown even to Fractal itself, and the task of finding out, while incredibly, indescribably important, is hampered by the sheer secrecy Core needs to maintain about these D'vor. Only the oldest, most experienced, most trusted field agents are used for this task, and most are declared dead shortly before they begin so they may operate under the radar. The only reason for the secrecy about the Stellare Devourer is that the sheer panic such knowleadge could cause, if it was accepted as the truth. Uncontrollable riots, panicing and lawlessness across the Five Galaxies would be the result, streaching the Core fleets beyond their breaking points. The level of secrecy enacted is not a conspiracy to control the information people have, but a measure ment to protect the people against themselves and to maintain the strength of unity needed to fight the other D'vor. It is a matter of speculation at to what is the greater threat, the super rare encounters with the Stellar Devourer, or the near constant battles against the smaller D'vor masses. What is not in despute is that a Stellar Devourer will do in minutes what takes Star Devourer's hours to do, namely consuming stars.

The lack of reinforced and redudant perks on the Stellar Devourer is simply because they are so obviously not needed. Even compared to the Mobile Bases, these are something you just don't want to meet, ever. The Graviton Beam Array is to the Ravager's Graviton Beam as the Heavy Starblade Array is to the Heavy Starblade. It does not have the tenticles other D'vor units have, nor would they ever get any use it they existed. The Graviton Lance is simply a larger and concentrated version of the Graviton Beam Cannon found on the Ravager. It was added for anti-Mobile Base Work. The mere two crew may seem, lacking, when compared to other units even approaching this size. It is not the lack of control systems but slow reaction time. The Stellar Devourers just don't need to act fast, and can't even if they wanted to such is their size. When a Stellar Devourer is detected, the lack of it's ability to move away for some time allows the necessary forces to converge, hopefully. Even with the Mobile Bases, casualties are expected to be high, especially when one considers the many millions, if not billions, who call these bases home. However, such

losses are deemed more than acceptable considering what one Stellar Devourer is capable of doing. The longer activation time on the FTL drive is simply because it needs that much more energy to use than any other one out there.

New and modified material

A side project wich came with working on the Core Ship Errata was in trying to fill some of the gaps I noticed, or just to flesh things out. Consider all of this to be unofficial and very optional. I just thought I'd include it here anyways.

Personal Anti-Matter Weapons
The Anti-Matter weapons just didn't live up to thier potential. They didn't have disentergration or the area effect larger anti-matter weapons had. Here's some changed I made.

Anti-Matter Pistol
Give it Disintergration. The explosion caused by the combination of the twin beams is too small for an area effect perk. This is limited to anti-D'vor work in the militaries of the Core members, and is issued to everone who has another AM weapon also. Warlords have been known to use this with the AM-Rifle as a squad support weapon trooper's second weapon.

Anti-Matter Rifle
Give it Disitnergration and a 1m explosion radius of the same damage value but without disintergration. This is limited to anti-D'vor work in hte militaries of the Core members, and is the primary weapon used in such situations. Warlords are known to issue this as a squad support weapon.

Anti-Matter Boom Gun
Give it Disintergration and a 2m explosion radius of the same damage value but without desintergration. Used as a squad support weapon in the Core armies during combat against the D'vor.

General Equipment

Portable Shield wall
The Portable Shield wall is ment to provide protection against incomming fire. It is a small box sized generator that can create a shimmering force wall one meter high and five meters long. Several of these can barricade a longer area. These are like the force screens used inside starships to rapidly trap intruders or temperarily seal a breach allowing people to escape the soon to be exposed section. It was initally invented to provide instant cover for crossing streets during urban combat, however, it is now used in a large variety of functions, from penning livestock, to making easily deployed and packed up walls for temporary bases and even it's somewhat original purpose of emergancy cover from enemy fire. When activated in leaves a slight shimmering effect when it is activated. It is equipted with a self charging power supply and only really runs out of power when the shield is depleted. After the shield is depleted it takes three hours to be useable again. It is effectively desintigrator resistant.

Provides armour 150 in a one meter high four meter wide rectangle. It has the Ablative armour perk for all 150 armour points.

Multi-Missile Launcher
The Multi-Missile Launcher is an advancement on what lower technology based civilizations refer to as a rocket launcher. It has a ten canister magazine, each canister firing 32 micro-missiles at up to five targets. These are easily distributed as the operator wishes against the target(s) when it is fired. It is shoulder carried and comes with a rudementary AI to prevent friendly fire incidents. This was inspired by a peice of concept art on the website.

Base Range: 200m, Damage: x90, Accuracy: 0, Ammo: 10, ROF: *, Weight: 2kg
*Has the effects of ROF 5 on every shot wether you what it or not. It only fires one ammo (canister) at a time.

Core Equipment

Core Agent Field System (CAFS)
The Core Agent Field System is a highly modular set of rather unconventional armour. The sheer amount of quantek utilized in it's construction means that only Core has access to them, and even then in limited numbers. After gaining some field experience (grade 3) most Core Agents are assigned a basic setup of the CAFS. It can be upgraded as neccessary, but the higher level upgrades are typically reserved for higher level agents who actually needs them. This is mostly due to limited supplies more than anything else. The level of protection provided by the suit can make a Core agent tougher than some of the smaller D'vor units, but it is not advisable to test this theory. The CAFS is powered in a similar manner to the Buster guns, making them very reliable also. The AI is rather motherly as it is protective on the agent wearing it, and has enough sensors to know what's going on around it. There is an intergrated system wich allows users to operate in low and no gravity enviroments as if there was normal gravity available, or reduced amounts if needed (normal if you're trying to run, but reduced if you're leaping a canyon for example). The standard Core enviro-suit provides basic enviromental protection so it does not come with any as standard.

Armour: 80, Weight: 2 kg, Encumberance: 0

Options:
*Designer note: This is where the CAFS really starts to differentiate from the rest. While the 7HW's armour has some modularity, it just doesn't compare to this.

Quantek shields: Additional protection for when it's really needed. Comes in 50, 100, 150, and 200 strength values. These are available at grades 6,9,12,15 respectively. Damage to the shields will regenerate at 10 points an hour. The AI in the CAFS will only raise them as needed so they will not hinder stealth any, but when in combat or a danger is detected, they will come up. They provide 360 degree protection and creates a kind of heat shimmer effect around the protected agent. The Quantek shields will also negate the disentigrator perk (and the D'Vor's Technocorrosive acid as long as they are active) some weapons have.

Hostile Enviroment Protection: The basic CAFS system is added on top of the normal enviromental suit worn by most Core Agents. This mearly argments that ability by providing additional protection. For a complete list, look at the HEP perks in the vehicle construction system.

Scanner: This option adds better scanners to the basic suit. While the basic sensors keep the user aware of what's going on, it is still limited by his perceptions. This pack will actually increase the agent's ability to notice things. (+1 to +4 on notice checks depending on quality. Higher bonuses should be limited to higher grade agents)

Stealth: The stealth systems are not compatible with the shield systems. They both use similar systems and interfere with each other. This add on, like most others, come in a variety of ratings, with better ratings going to higher graded agents. (+1 to +4 on the stealth roll)

Flight: While achieving flight is simple enough with more common technology, this system won't run out of power at an inconvient time (like when you're really high up). The system used part of the emmitter system utilized by the shields and stealth systems, meaning that you cannot use either of those at full effectiveness when this is installed. It grants movement: Air with top MPs of 10, 20, and 30 at manuver 0. Higer speeds require a higher grade to access.

Weapons: These are rare to say the least. It is considered a waste of system potential to do this since Quantek Weapons can be implanted in someone easily enough. However, the possibility does exist to attach Quantek versions of Larger weapons, but this is discouraged. GM descrestion here.

7 Homeworlds Equipment
When the 7HW ships were designed, it demonstarted that the humans prefered to use older but more rugged technology. This should apply to the entirety of their military and society as a whole. The 7HW did outfit

thier infantry forces with laser weapons for centuries earlier, but recent thinking is that the new Pulse Gauss technology is more reliable and hits just as hard, if not harder, than the laser weapons. The other races still prefer energy weapons and are starting to get confused by the Human's tendacy to constanty switch between them every several centuries.

7HW Infantry Pulse Gauss Rifle
The Infantry Pulse Gauss Rifle is the latest weapon produced for the 7HW military. It utilises gauss technology to propel rounds at hypersonic speeds. The recoil suppressors and auto stabilization systems make up the bulk of the weapon, allowing it to be used by infantry when such a weapon normally couldn't be, due to recoil factors. They also increase the soldier's accuracy slightly, allowing it to shoot further than other rifles. Due to the gauss technology, the ammunition is comparitively small for it's penetration. Standard equiptment is a Trajectory Placement Indicator that links to the soldier's headset to show them where the rifle will shoot if the trigger is pulled at that moment, increasing accuracy when used. These weapons are rarely, if ever, found outside the 7HW military at the present time. This rifle is useful against smaller D'vor units, but when contact with the D'vor is expected, these are tossed aside in favor for AM guns. They just do a better job, and the threat of the D'vor is great enough to justify it.

Range: 100m, Damage: x40, Accuracy: 0(+1), Ammo: 60(special rounds incompatible with any other), ROF: +1 Weight: 5kg

7HW Infantry Laser Pistol
The laser pistol has been standard issue to the 7HW military for centuries. The Pulse Gauss technology used in the rifles requires too much extra equipment to be useable in pistol form. As such the laser pistol has outlasted the laser rifle it was based on. While not useful against the D'vor by any means, it is still quite capable against other targets and remains a favorite of the 7HW military. As with the rifles, these are replaced by the AM pistol when the D'vor are expected.

Range: 10m, Damage: x20, Accuracy: 0, Ammo: 25, ROF: 0, Weight: 2kg

MK 15 Intergrated Infantry Armour
The MK 15 is simply the most versitile body armour available. It is powered armour with Moymer Fibers to take the weight of the armour and some of the attached equiptment off the soldier. This allows them to operate unhindered by all but the heaviest equiptment. It has fully intergrated enviromental systems and is capable of operating almost anywhere. While not exactly protection against the D'vor, it's better than nothing, and adequate against most, if not all, other foes.

Armour: 50, Encumberance: 0, Weight: 8kg (Construction makes this negligable weight for the person using it)

Options for MK 15 Intergrated Infantry Armour (These are back pack like add-ons. The armour takes all the weight, but most weigh between 4-10 kg and are built of the same material the armour is)
Ground Infantry Pack
The Ground Infantry Pack carries climbing and navigation equiptment in addition to it's usual load. Also comes with a small shield generator (Armour:+10).
Heavy Infantry Pack
This isn't so much a pack but a complete add-on. The pack is either a power generator or ammo bin for support weapons. Most weapons are carried on the shoulder and both the arms and legs have external Hydrolic enhancers to increase the user's ability to carry and fire the weapons. It does reduce the soldier's mobility a bit though. It also has a larger version of the shield the GIP has (Armour:+25). (Encumberance -1, use heavy weapons like rifles, does not apply to smart guns or field artillery on platforms)
Flight Infantry Pack
The Flight Infantry pack grants additional mobility to the user. It has a pair of somewhat stubby wings somewhat remeniscant of dragons of ancient legend. These are made of anti-grav plates similar to the ones used on starships, and when combined with descrete thrust reaction systems, it allows the user to fly very effectively. The pack is not suited for use in space. (Gants Move: Air: 20/40 MP)
Amphibious Infantry Pack

This pack is signifigantly different from the others in layout. Where most allow the soldier to store his rifle over his right (or left if that hand's dominant) shoulder, this one has two catapillar drive engines there instead. The soldier is forced to carry his rifle, however, this typically isnt' a problem since Amphibious operations typically don't last long in the water anyways. (Grants Move: Submarine: 5/10MP)

Space Infanty Pack
The Space Infantry Pack is used to move soldiers in EVC (Exter-vehicular combat) situations. The weapons are atored in specially sealed containers   on the way to their target if the soldier has to go outside since thermal shock can damage them enough to prevent them from working. Normally, this pack is just a precaution since soldiers are ment to be transported to their objective instead. Uses the anti-grav plates like the Flight Infantry Pack does, however they are more evenly distributed. This refuces their speed potential, but allows the user greater control in space. (Grants Move: Air: 5/10MP)

Headset
This headset is technically standard equiptment for the entire forces. It has two thin units held by bands over the ears with a mostly transparent, blue tinted visor over the eyes and a option of either a small microphone near the mouth or a throat mic patch. It is used to give the user all relevent information through either visual or audio means. It also tries to protect the ears and eyes from potentially damaging amounts of light and sound. When used with the Trajecory Placement Indicator (TPI) it adds one to the accuraccy of the weapon.

Armour: 5, Encuberance: 0, Weight: 1kg

Trajectory Placement Indicator
This is a snap on component for weapons wich do not have it built in. It links to the headset found with all 7 HW infantry armour and enables the soldier to be more accurate. The 7HW military had this module built to be employed on weapons wich existed before the TPI was invented. These are typically linked to a single headset to prevent theft. Adds +1 to weapon accuracy when used with the appropriate headset. It was built to be a light as possible to prevent upsetting the balance of the weapon and is not compatible with smart guns due to the intergrated AI.

Weight: .2 kg

7HW Aerospace Defence Craft
The Aerospace Defence craft is a planetary defense unit remenicant of ancient aircraft. It was the ability to power itself into orbit, and beyond if that's what's wanted. Beyond the Atmosphere, however, the combat quickly reaches levels it cannon handle and in most cases, the craft uses that ability to quickly deploy across the planet it is assigned to. Depending on the situation, it may make several sub-ortital hops in the course of one mission where the enemy is making planetfall in several locations. While this version is listed as the 7HW's version, it is similar to what most, if not all, Core worlds have access to. The greatest change between versions employed by the different races is in the weapons mounted on it. It can also operate under water if need be. While it suffers from reuced speed underwater, it manages to retain it's manuverability. It uses an AI similar to the Battle Pod to save on space wich is used for ammunition for the missiles. This unit is ment mostly to combat the Skod and to strafe ground D'vor units. The rail repeaters are ment for airborne targets while the missiles are ment more for ground based ones, but they both can be used in either situation.

<<open SilCORE stat block>>
Name: 7HW Aerospace Defence Craft
Production Type: Mass Production
Size: 20 (large, 8m long, 4m wide, 3m high[add one meter when on the ground due to landing gear])
*Threat Value (TV):
*Defensive Threat Value (DTV):
Movement: Air   20/40
                        Submarine   10/20
Maneuver: +3
Armor: 20/40/60
*Miscellaneous Threat Value (MTV):

Crew: 2 computer (Smart, level 2) (3 actions)
Deployment Range: 500 hours
Reaction Mass:
Perks and Flaws:
Communications (0/50km); Features: NOE Flyer, Reentry systems (permenent), Stratospheric flight; HEP: All, Radiation (10); Sensors (0/20km);
*Offensive Threat Value (OTV):

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Rail Repeaters	P	FF	+0	10	10	+2	Linked	250
2	Missile pods	M	FF	-1	15	8	+5	Linked, Attack/target: Air, Land	128

<<close stat block>>

Design Note: The information on the Battle Pod made references to specialized craft handling airborne combat. There was never any real information on it in the book so here it is.

Dimni Equipment

Dimni Enviromental Armour
The Dimni are not a naturally violent race, although they can hold their own in a fight. The enviromental armour is an offshoot of the enviromental suits they wore for millennia. Although it is not quite to the level of other race's combat armour, that was not the initial intent of the Dimni's suit and is more of a general utilitarian suit than anything else. Due to it's size, it is capable of being used only by the Dimni, although many races have similar suits for their civilians. They just aren't used often since there is little to no need. Unlike the suits of other races however, contains built in systems to enable the user to operate uninhibited in gravities between 0 to 3 for extended perionds of time. It basically has all the Hostile Enviromental Protection perks from the vehicle design system except for extreme gravity and HEP: Radiation is at level 5 (100,000 rads/hour). It also has two pair of spindly AI controlled armes to maintain control of anything that gets loose when working in zero gravity, a feature only the Dimni Enviromental Armour has. These arms are not programed for combat and are useless for such purposes.

Armour: 26, Encumberance: 0, Weight: 5kg

Dimni Universal Tool System
The Dimni often use technology from many sources, and it isn't always completely, or even remotely in some cases, compatible. While most races would have trouble adapting such systems to what they need, the Dimni have created a way around that. The Dimni Universal Tool System is a series of self adapting tools, converters, self adjusting glues and so on. It's basically absolutely everything needed to make one peice of uncompatible technology work with another uncompatible peice of technology. It's unique nature means that only the Dimni can make full use of it.

Weight: 6 kg, It gives any Dimni using it a +3 to technical sciences rolls made to repair or jury-rig technology. Other races get a +1 due to it's superior nature but thier inability to fully use it.

Muran Equipment

Muran Stealth Armour
While all races have stealth suit in one form or another, only the Muran's is of this quality. Not only is it almost invisible when used, but it's also effective in combat too, something most stealth suits cannot boast about. Like most Muran technology however, there is little known about how it works, and even the Proteans never got their hands on it despite the fact that it is standard issue to the Muran infantry. Some of the more technologically advanced races, however, use infantry weapons wich are capable of penetrating the armour quite handily and it is typically used where the Muran can take advantage of the stealth features.

Armour: 35, Encumberance: 0, Weight: 3kg, Add 4 to stealth rolls, effectively has stealth 4 and holofield 4 in tac game.

Sanrok Equipment

Sanrok Battle Armour

The native enviroment the Sanrok belonged to makes a mockery of any attempt at ranged combat. As such they have had to develop better and better melee combat abilities. The Battle Armour is the result of this. While recent models have begun to carry ranged weapons as well, they are not standard as yet and are often retroactively fitted. When the Sanrok first developed armour to protect themselves they created a need to be even stronger than they naturally were. Most of the bulk of the suit is thus dedicated to strength enhancing technology, with powered gauntlets similar to Sliver technology being the most favored weapon. It also has a quick reaction medical system to help injured Sanrok survive until help can arrive, and recent models have included the ability to fully seal themselves against the enviroment. This was deemed necessary when the Sanrok gained the ability to travel through space. With this Battle Armour, some Sanrok can even go into hand to hand combat with smaller D'vor and have an almost even chance of winning.

<<open SilCORE stat block>>
Name: Sanrok Battle Armour
Production Type: Mass
Size: 2
*Threat Value (TV):
*Defensive Threat Value (DTV):
Movement: Walk: 2/3
Maneuver: 0
Armor: 7/14/21
*Miscellaneous Threat Value (MTV):
Crew: 1
Deployment Range: 100 hrs
Reaction Mass: N/A
Perks and Flaws: Accessories: Emergency Medical, Life Support (limited); Arms: Manipulator (3) x2; Features: Infantry; Armour Quality: All Around; Communications (0/2km); Hostile Enviroment Protection: All, Radiation (5); Sensors (0/1km), Passive only;
*Offensive Threat Value (OTV):

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Power Gauntlets	E	F	+0	x6	M	0	AC	U
1	Force Shield	E	T	+0	x6	M	0	E-shield (Energy, Physical, F), Defensive	U

<<close stat block>>

Note: May add ranged weapons. Typically will be a heavy weapon like a cannon of sorts for heavy hitting power. Incredibly rarely will there be more than one ranged weapon on the Sanrok Battle Armour and even then it's a concession that ranged combat is superior than melee combat in most enviroments and planets. On worlds like their native world, however, ranged weapons are still unheard of. The AC represents the fact that the Power Gauntlets will shatter it's target before penetrating. The force Shield adds +2 to the armour naturally, upping it to a base of 9.

Automated Exfoliator Cleaning Drone

The Automated Exfoliator Cleaning Drone (AECD, or akead as it's often refered to as) is a small device developed for the Sanrok to help keep their rapidly regentrating skin under control by manually scrubbing it down at least once a day. While is is also equipted with a vaccum system to collect the dust, there is always a small amount which manages to escape it. It is reletivetly new and many Sanrok still prefer to take care of the process themselves.

Weight: 2 kg

Weapon Adapter Grip

The large hands of the Sanrok can cause problems when using more standard sized weapons. To offset this they developed the Weapon Adapter Grip (WAG). It is an adaptable peice of equiptment wich not only allows the Sanrok to use the weapon, but can also carry several extra clips and reload the weapon as needed thanks to the onboard AI. Despite this the Sanrok tend to favor smart weapons anyways.

carries 4 pistol, 2 rifle, or one heavy weapon clip in addition to what is already loaded in the weapon.

Weight: 1 kg plus attached weapon and clips

Adapter Gauntlets
These gauntlets have a small remote arm that's slaved to a waldo glove the user wears. It allows the Sanrok to use technology and controls ment for smaller hands. They have an onboard AI if only so the robot arms move out of the way when they aren't needed. Due to the level of AI useage in technology, the tendacy to prefer smart guns, and the ability to have almost anything specially constructed to be easily used by the Sanrok, this device is often considered to be a joke on behalf of the human who invented it. Despite that, some Sanrok in Core who interact with more primitive peoples who don't have anything their size might have a pair just incase, and the Technicans keep them handy for work on small parts. This last use has opened up the idea of creating a series of these for other races to help them is small spaces.

Weight: 1 kg

<u>**Protean Equipment**</u>

Morphed Being Detector
The Morphed Being Detector is a small palm sized device used to detect if a particular individual is a shape changed alien, or who they actually appear to be. While the Proteans once relied on animals from their homeworld for a long time (like dogs were used in the Terminator series), the Muran didn't trust those. The early versions of this device were very large and impratical for anything but checkpoint security. The latest version is very portable and has a decent chance of pointing out when an individual has shape changed or not. This is becomeing very valued since there are some rumours of new D'vor that have aquired the ability. Why they would want it is a mystery, but most people are terrified of the idea. Core speculates that the D'vor are intrested in it for infiltration, scouting, and terror tactics and have begun aquiring these for field agents, although it has not been issued as widely as they would like yet. Many races now have similar devices. They are not foolproof, and have been known to occasionaly give false positive or inconclusive results. No one knows why, and it is taken in stride by more thorough testing when deemed necessary.

Weight: 6 kg, +3 to notice checks vs a being using any shape changing ability (+5 for the checkpoint version)

MBD Blocker
The Morphed Being Detector (MBD) Blocker was a purely Protean invention ment to defeat the MBD. It can be thought of as ECCM in modern electronic warfare. While not purely illegal, most people are incredibly suspicous of anyone with one, especially non-proteans. These are built to be highly descrete, with an incredibly wide variety of looks. They are often disguised as inconspicuous items like jewlery. Most militaries have a love hate relationship with these, they love to have them, but hate anyone else having them.

Weight: 1 kg, -2 from Morphed Being Detector's bonus (It will more likely come up inconclusive, indicating an anomoly, but does not say for sure that the individual is a morphed being. This would make someone who's already suspicios likely to jump to conclusions, but most people would assume it picked up on something else.)

<u>**D'Vor**</u>

Infiltrator

Infiltrators are new to the Core/D'Vor war. They are the latest in infiltration units wich were created when Core started to be an impediment to the D'Vor. While the term infiltrator isn't neccessarily true since they are obviously D'Vor and can't mingle with the races of the galaxy, they hide in the shadows and strike out in whatever vicous, but not too overt, manner they can. Previous to the infiltrator, smaller and smarter D'Vor were used for this purpose. They just weren't too well suited to the task and the results were mixed at best. This D'Vor is able to get consistantly good results however, and this fact alone is dangerous enough.

<<open SilCORE stat block>>
Name: Infintrator
Production Type: Mass
Size: 4
*Threat Value (TV):
*Defensive Threat Value (DTV):
Movement: Walk 5/9
Maneuver: +0
Armor: 5/10/15
*Miscellaneous Threat Value (MTV):
Crew: 1 Computer (smart, Level 2) (2 actions)
Deployment Range: 1000 hrs
Reaction Mass: n/a
Perks and Flaws:
Arms: Manipulator (4) x2; Armour Quality: All-Around; Communications: (+1/ 10km), Satalite Uplink; Features: Airdroppable, No Fuel Required, Off-road Ability; Hostile Enviroment Protection: All, Radiation (10); Information Warfare System: Holofield (6), Stealth (6); Sensors: (+1/ 3km), Passive only;
*Offensive Threat Value (OTV):

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Mono-claws	P	F	0	x10	M	0	Stealth	U

<<close stat block>>

Design Note: The infiltrator is ment to be a low powered D'vor. It is not ment for heavy combat, but is capable enough. Most infantry weapons can hurt or kill it though since it has very weak armour. Upon detection it tries to flee to somewhere it can hide. If it's pursurers are persistant, it will start to work to seperate them, and then eliminate them starting with the weaker ones first. Most military forces will immedeately break out the anti-D'vor arsenal once one of these is detected and call for Core help. Infiltrators can also conduct gurella warfare against a target if desired. Some of them have studied thier targets, and works on their greatest fear ot add to the impact of it's attacks. There is even a report of a promenant figure being framed for multiple brutal slayings once. It was only after the Infiltrator was stumbled upon by a chance patrol and hunted down by the soldiers that the truth came out. This was on a more primitive world, however, and the man was already executed for not showing any remorse over "his" deeds. I mostly thought of this while working on the Mobile Base. After all, why would the D'vor only be intrested in the very overt. Subtlety can go a long way to causing panic which would hurt the Core forces as they race around trying to put out all the 'small fires'. This is why they tolerate the Kabayans and Grob after all.

Race Changes

While the different races in Core Command do arey a little, there is more that could have been done to make some of them more unique. Once again this is all optional so feel free to use, maodify, or disregard as desired.

The first change made is more to the rules than to the race templates themselves. Creating an alien charater really doesn't affect the rating on your stats. It mearly moves the available range of stats you can buy, but the really high ones get to be too expensive on the ranges that went up, even if you take a big hit on a stat that went down. To remedy this, the attribute changes will be considered modifiers that are applied after charater creation. For example, an alien charater wich is more nimble than a human charater might have had an attribute reange of -3/+7 (as opposed to -5/+5) will not have a +2 applied to the charater's agility

stat. While this means that the charater will get a higher agility for less than another race might, it is offset by the fact that negative stat modifiers work the same way effectively making the stat they end up with cost that mch more. While the perks and flaws listed are typical for the race, it's only by taking the opposed perk or flaw, if there is one,

The Second Change is that almost every race will have one or two skills for free. This is once again to help differentiate them a little. Wether these free skills come from an innate scource, because of the races' society, or some other in game reason will be explained. They are listed as skill level/complexity.

Note that some of these will shift CPs and SPs around and even cost CPs to use. All the changes are added together, so if ten SP goes to CP and the template has a 4 CP cost it will be listed as CP +6 Sp -10 instead of CP +10, SP -10 Cp cost 4. A cost of none means that the changes do not affect the point distributions or cost/rebate more points. They are more like modifiers instead of a cost, so CP +6 SP -10 is adding 6 CP and loosing 10 SP.

Human

Stat Modifiers: None

Perks/Flaws: None innate to race

Special Advantages/Disadvantages: None

Free Skills: Quantek 1/1

Points Cost: None

Note: No changes here, just added it to complete the section and as a baseline for the rest, plus to confirm the Quantek as thier free skill.

Cyreen

Stat Modifiers: Perception +1, Agility +1, Psyche -2

Perks/Flaws: Mechanical ineptitude (They revert to religon on matters of technology instead of science), Sense of direction 3D (They always know wich way is way)

Special Advantages/Disadvantages: Swims at walking speed

Free Skills: Social Sciences (Theology - Cyreen) 2/1

Point Costs: None

Notes: The Cyreen's homeworld is highly aquatic in nature. They seemingly never loose their direction and are great at seeing things as well as respond quickly. Unfortunately, they tend to be a brooding bunch. They have a highly developed religon wich permiates the entirety of thier society, to the point that it interferes with thier understanding of technology. Due to the aquatic nature of thier homeworld, thay swim in the water at the same speed they walk on land at.

Sanrok

Stat Modifiers: Build +2, Fitness +1, Agility -1

Perks/Flaws: Thick Skinned (The Silicate dermal layer(skin) is very durable), Code of Honour (-1, They are honourbound by ancient traditions to only use melee weapons or unarmed attacks against those who are

lacking in ranged weapons. This does not apply to the D'Vor.), Quirk (-1, They lack all but the most extreme facial expressions, and those are severly muted)

Special Advantages/Drawbacks: May crawl at normal walking speed, Able to act as normal up to 2g.

Free Skills: Melee 1/1, Defense 1/1

Point costs: CP +12, SP -20

Notes: The Sanrok came from a dense, hostile world. It has twice the normal gravity. Because of this the Sanrok are very hardy. When compared to the other Core member races, they are definately the largest and heaviest. Thier thick, silicate based skin makes them tougher than most others, but also makes them incapable of subtle facial expressions as well as hindering their agility. Due to the fact that until recently they have been limited to close quarters combat, again because of the nature of thier homeworld, it is considered completely unacceptable to shoot someone with a weapon who doesn't have a weapon to shoot back. Even some of the most despicable Sanrok stick to this convention. The skills of defense and Melee were highly prized in ancient times as any Sanrok could encounter a predator or another Sanrok from a hostile tribe and they often train in unarmed combat techniques even if there is no need to. Thier ability to crawl at the same speed they walk at is due to the amount of time they spend underground in caves.

Orb-Shakra

Stat Modifiers: Knowlege +4, Creativity +3, Build -1, Fitness -2

Perks/Flaws: Photographic Memory (They remember everything)

Special Advantages/Disadvantages: Special Equipment (Personal servoshells), Immobile, dies if not in servoshell and exsposed to greater than 0.001g of force.

Free Skills: None

Point Costs: CP -15

Notes: The stats for hte Orb-Shakra changed from a combination of Orb-Shakra and Servoshell to just Orb-Shakra. They have the best mental facualties of any Core member race, but suffer from the inability to survive gravities greater than 0.001g. They have created a slight variant on Servoshell technology that allows them to operate under any amount of gravity the Servoshell can survive. They are often customized, however the amount of equipment needed to support the Orb-Shakra limits the amount of extra space available.

Name: Orb-Shakra Personal Servoshell
Production Type:
Size: 2
*Threat Value (TV):
*Defensive Threat Value (DTV):
Movement: ground   2
Maneuver: 0
Armor: 20/40/60
*Miscellaneous Threat Value (MTV):
Crew: 1 living (only gets the one action all charaters gets when it's not tactical combat, otherwise, it's 3)
Deployment Range: 750 hrs
Reaction Mass: N/A
Perks and Flaws: Accessories: Loudspeakers; Arms: Manipulator (2) x2; Comms (0/10km); Features: No Fuel Required; Hostile Enviroment Protection: All, Radiation (4); Sensors (0/2km); Thought interface: Mindlink;
*Offensive Threat Value (OTV):

Quantity	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
None intergrated									

Protean

Stat Modifiers: Build -1, Will +1

Perks/Flaws: None innate to race

Special Advantages/Disadvantages: Morphing

Free Skills: Theatrics 1/1, Disguise 1/1

Point Cost: -10 CP

Notes: The Proteans are considered to be natural spies for thier supposed ability to copy anyone. They are not, however, nearly as good at spying as the Murans are. Despite this they can use thier morphing abilities to hide easily and many are taught the basics of how to act differently enough to beable to quickly throw off any pursuit. This makes them better as descrete and secretive courriers as far as espienage goes. Otherwise, they are similar to the other races in Core.

Dimni

Stat Modifiers: Creativity +2, Influence +1, Build -2

Perks/Flaws: Machine Touch (innate ability to understand any machine), Ambidexterous (can use either hand naturally)

Special Advantages/Disadvantages: Half human reach

Free Skills: Jury Rig 1/2

Point Cost: +9 CP -10 SP

Notes: The Dimni are the smallest race in Core. Despite this they are highly ingenous and have an almost errie skill in repairing damage and making machines work again, if only for a little longer. Thier smaller sixe means they can't engage in melee combat as well as other races, but then again they tend not to stick around for that. People also have a tendacy to like them instantly, wich is good since the Dimni have to trade a lot for what they need.

Muran

Stat Modifiers: Psyche -2, Fitness +1, Build -1

Perks/Flaws: Quirk (Always seems sinister)

Special Advantages/Disadvantages: None

Free Skills: Stealth 1/1, Information Warfare 1/1

Point Cost: CP -19, SP +20

Notes: These are the real spies in Core. They spy on everyone, even their own kind. They alwyas seem to be sinister and hiding something for some reason. They also tend to be leaner than other races, but thier biology is more capable of exertion than a typical human's biology is. In a way, they are the most human of the aliens in Core.

Mi-Compiler

Stat Modifiers: Influence +2, Knowlege +2, Fitness -1, Creativity -1

Perks/Flaws: Influence (2 - Core member races just listen when a Mi-Compiler speaks due to thier connection to Fractal), Longevity (They live much longer due to some of the Quantek they have), Photographic Memory (thier minds are like a computer in a way), Dedicated (-2, Works tirelessly for Fractal), Obligation (-3, Created to serve Fractal)

Special Advantages: Always has ability to contact and be contacted by Fractal, has ability to link directly with Fractal (not to be confused with the previous) but may die in process, never sleep

Free Skills: Quantek 2/2

Point Cost: CP +4, SP -12

Notes: The Mi-Compilers are more like walking talking computers than a species. Due to the Quantek they have, and thier connection to Fractal, they live longer than most others. They serve a central function in Core as intermediaries and data processors that conntect directly to Fractal. They also act as advisors to commanding officers and planetary leaders on every Core ship base and planet. Ships, bases, and planets belonging to a member races are not subject to this, but they often carry a small complement of Mi-Compilers anyways, just incase. The number of Mi-Compilers on a ship can vary from none to as many as thirty on some of the largest ships, and upwards to one hundred in a starsystem's capitol. Sector commands normally have several thousand to process all the information they have to. They have no need to sleep, most likely a feature of one of the many unidentified peices of Quantek they have. They can always communicate with Fractal, although they loose concious control of their body. It doesn't just drop to the ground, and will stop moving if the Mi-Compiler was in motion when contacted.