

## **Jovian Chronicles 2<sup>nd</sup> Ed. FAQ/Errata**

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**Versioning Note: Originally, the Mechanical Catalog errata was included in this document. However, as of the November 2004 update, that material has been broken off into two separate documents, one for SilCore stats, one for D20 Mecha stats.**

### **FAQ Material:**

#### **Shield Rules:**

Rules for actually using the shields provided seem to be missing from this book and the paperback edition of SilCORE, though they are present at the bottom of pp221 of SilCore Deluxe. Here are the rules:

The shield's Encumbrance stacks with any Encumbrance from armor. The shield's Parry rating is added to any Defense rolls and any defensive Melee or Unarmed Combat rolls. If the attack fails but the attacker's MoF is less than the Parry bonus, the attack struck the shield. The Defender is hit as if the attack had a MoS of 1, but the shield's Armor Rating is added to his wound thresholds.

If the Armor Degradation optional rules are being used and the attack struck the shield, apply these rules as usual.

#### **Equivalent Burn Points:**

Large ships in Jovian Chronicles are built as multiple sections, each a separate vehicle and all towed by the drive sections. Each drive section has its own Space Movement system and BPs, and the ship as a whole has an acceleration rate derived from this. However, MPs at this rate do not correspond directly to the BPs of the Drive Sections.

Equivalent Burn Points (EBPs) are "BPs" for the entire ship. They represent the combined fuel reserves of the drive sections, and are spent as usual for movement at the rate given for the entire ship. They are calculated by taking:

$EBPs = \text{Sum of Drive Section BPs} * (\text{ship top speed} / \text{sum of drive section top speeds})$

#### **Attributes/Skills and Archtypes:**

Archtypes have certain skills and attributes pre-bought. As these are often core to the "schtick" of the Archtype, players will generally want to increase them. Unfortunately, this is a bit of a pain, as the SilCORE rules only list the costs for buying an attribute at a given level, not raising it to that level. The tables provided here should help this.

To use these tables, find the next level up (or below) from your current skill. The "Improve to This Rating" column tells you how many points to increase your skill level by one, and the "Decrease to this Rating" tells you how many you get back by decreasing your level by one. To change by more than one level, keep applying the appropriate column until you reach the desired rating.

<b>Attribute Rating</b>	<b>CPs to Improve to This Rating</b>	<b>CPs to Decrease to This Rating</b>
+3	7	-
+2	5	+7
+1	3	+5
+0	1	+3
-1	1	+1
-2	3	+1
-3	-	+3

<b>Skill Rating</b>	<b>SPs to Improve to This Rating</b>	<b>SPs to Decrease to This Rating</b>
Unskilled	-	+1
1	1	+3
2	3	+5
3	5	+7
4	7	+9
5	9	+11
6	11	+13
7	13	+15
8	15	+17
9	17	+19
10	19	-

<b>Skill Complexity</b>	<b>SPs to Improve to This Rating</b>	<b>SPs to Decrease to This Rating</b>
1	-	+4
2	4	+5
3	5	+7
4	7	+9
5	9	-

### **Balancing the Stereotypes:**

Through further observation, the authors of this errata have determined that the Expert might be better called the "Jack of All Trades" while the Specialist is the "Natural", to avoid confusion. As the Rookie and Veteran are somewhat balanced against each other, we feel that the Expert and the Specialist should be too. (With the Curiosity, naturally, way out in right field) Unlike the Veteran, who has a useful ability to offset his lack of XP and gets a whole whack of SPs to compensate for the Rookie's XP bonus, the Expert seems incredibly inferior to the Specialist, especially as his powers are reliant on the GM assigning reasonable task Complexities. If the GM does do so, then he's probably fine as-is, as many tasks will be in the Cplx 2-3 range. This is especially true with the errata on the Specialist. (See below) Otherwise, we suggest replacing the Expert's across-the-board Complexity bonus with one or more of the following:

- The Expert gets an extra dice in all Skills he has at least level 1 in. Note that, while it may *seem* powerful, this equates to about a +1 every other roll.
- The Expert's Survival Points allow him to reduce an opponent's Complexity as well as his Skill Level, with opponent defined more broadly. (Anyone acting against the Expert's wishes, whom the Expert can reasonably act to stop or impair somehow)
- The Expert may, by spending an Emergency Die, reroll any fumble after the fact, once per scene.
- As above, but with any failed result. We suggest using this **ONLY** if you feel that the above corrections are still insufficient. This should also probably replace the Survival Points mechanic.

Some might also claim that the Veteran is unbalanced with regards to the Rookie. After all, the Rookie **will** eventually eclipse the Veteran, even though XPs are less valuable than SPs. Even though this is genre-appropriate, and the Veteran's past experience still keeps him relevant, this may be an issue for some games. The following fixes are suggested:

- Give the Veteran more Emergency Dice instead of XP. Giving them 1 ED for every 2 XP awarded might work, but seems a bit too powerful. Given the power of Genre Effects and Anime Powers, it may be enough to simply hand out an ED and a GP with all XP awards.
- Allow the Veteran to use Archtype anime powers twice per session instead of once. While this is useful for the Veteran who takes an Archtype, it is useless for one who does not.
- Instead of halving XP gain, double the veteran's XP costs for skills "within" his profession, as judged by the GM and player. This seems to fit the fluff about the Veteran branching out into new areas better.

**The following errata applies to the first printing of the Jovian Chronicles 2<sup>nd</sup> Edition Rulebook (DP9-920):**

**Page 78-79: The Expert Stereotype:**

The Expert's Complexity bonus is confusing. The following clarification was provided by Marc Vezina: The Expert's Complexity bonus does not provide an across-the-board bonus to the roll. Instead, the Complexity of any task they're facing should be decreased by one to a minimum of 1. Note that this ability has no effect on opposed skill rolls, even those where both parties are using the same skill.

So an Expert facing a Cplx 1 task would still be facing a Cplx 1 task, an Expert facing a Cplx 2 task would only have a Cplx 1 task, and an Expert facing a Cplx 5 task would only be dealing with a Cplx 4 task.

**Page 79: The Specialist Stereotype:**

Though the book is somewhat ambiguous about this, we strongly suggest not giving the Specialist SPs for the flaws he is required to take to pay off his extra CPs. These flaws are already compensated for by the availability of extra CPs, and as CPs are much more flexible than SPs, the Specialist already gets a rather sweet deal. We also suggest allowing the Specialist to buy extra CPs with flaws **up to** 1/3 of her starting CP total. Requiring that she buy 1/3 of her starting CP total in flaws means that a specialist at the default RDL (Cinematic) has to buy 16 or 17 points of perks.

**Page 83: The Technician Archtype:**

The Technician's Attributes do not match her listed CP cost. Either give her CRE +1 or PER +0, INF -1, AGI -1.

**Page 134: Medical Technology:**

The rules for Medical Technology given here do not make much sense, especially given the sample Complexity levels given in SilCore Deluxe for Medicine. The alternate rules here are recommended for use instead:

- Attempting Medical Treatment with no equipment, or insufficient equipment: -2 penalty.
- Syntheskin Ltd. First Aid Kit: This kit provides no bonus for use, but counts as "sufficient equipment" for Complexity 2 tasks.
- Cathode Electronics H31-P Hand Mediscanner: This does not count as sufficient equipment for treatment, but provides a +1 bonus for Medical Diagnosis rolls.
- LifeTech Industries Field Surgery Kit: This kit counts as sufficient equipment for Complexity 3 tasks, and provides a +1 bonus to Treatment attempts.
- MercMed Portable Hospital: This system counts as sufficient equipment for Complexity 4 tasks, and provides a +1 bonus to both Treatment and Diagnosis rolls.
- Only full-scale hospitals, including shipboard Sick Bays, count as sufficient equipment for Complexity 5 tasks.

**Page 160: Special Ammunition Table:**

All the columns for this table are indeed present. The Ammo and Cost entries are just shifted to the left. Armor Piercing Ammo should have a x1.5 cost multiplier.

**Page 176: Fuel Skimming:**

There is no size-to-mass table in the SilCORE rulebook. Use the formula in section 4.1.2 instead. (pp 65 SilCore, pp 77 SilCore Deluxe)

**Page 176: Fuel Skimming:**

The referenced volume-to-mass table is in section 4.1.7 of SilCORE. (pp69 SilCore, pp81 SilCore Deluxe)

**Page 176: Angle Multiplier Table:**

The angles appear to have been left off the table. The table from the Jovian Chronicles Companion is reproduced here, for convenience. (Thanks to epidiah\_ravachol from the jcml2 YahooGroup for pointing this out)

<i>Angle</i>	<i>Multiplier</i>
15	x1.05
30	x1.1
45	x1.3

### **Extra-Special Bonus Feature:**

To apologize for the errors in the book, even though they were not our fault, John and Nick would like to provide this special bonus feature. The original Madman's Gambit OCA from the Jovian Chronicles 1e rulebook, rewritten to follow the SEED format.

### History:

2209 was a turning point in the history of the Solar System. This was the year of the Odyssey Incident, the affair that set the entire finely-balanced arrangement of political compromises established since the reunification of Earth in 2184 swaying dangerously. The details of the incident are omitted here, as there are two different versions - the original, official version, which can be found in the JC2e rulebook, and Nick's Odyssey SEED rewrite, currently available on the web at <http://torch.cs.dal.ca/~pilon/rpg/odyssey/index.html>. Either way, the outcomes are similar. The Madman's Gambit adventure deals with – or, more accurately, provides the gamemaster with an entry-point for a campaign dealing with – some of the many repercussions of that incident.

In the wake of the Battle of Elysee, the Agora, ruling body of the Jovian Confederation, implemented a plan to upgrade the JAF to respond to the threat presented by CEGA and make use of the lessons learned during the Odyssey affair. One of the primary components of the program, in addition to modernizing the JAF's exo-armor designs (the "Alpha" revisions of the Pathfinder, Retaliator, and Vindicator), was the development of a ship, capable of rapid response to threats against the Confederation, to be classified as a "strike carrier". Strike carriers had to be capable of long-distance patrols and raids, transporting exo-armors and fighters to wherever they needed to go and providing them with fire-support when they arrived. Blueprints for the ship had already been drafted before the Battle of Elysee, but construction had been slow. The post-battle influx of funds and personnel allowed the first hull to be finished within months.

On November 23<sup>rd</sup>, 2210, the *JSS Valiant*, name-ship for the Valiant class of strike carriers, was commissioned after completing its proving trials near the Vanguard Mountain shipyards of the Valiant Consortium, where it had been built. After a brief stop-over to take on provisions and passengers, the ship departed on her maiden voyage, a journey that would be far more eventful than anyone anticipated...

### Scenario:

Designed as she is for long-distance patrols, the maiden voyage of the *JSS Valiant* is to take her and her mixed crew of green rookies and old salts deep into the inner Solar System. Starting with a long burn from Vanguard Mountain to slow her orbital velocity, the Valiant will drop down the gravity well, through the Belt, and into Martian orbit. There, the ship will offload the new Jovian ambassador to the Martian Republic, Anton Priam III, and his staff and take on the old ambassador and his staff. It will then break Martian orbit and accelerate again, looping around the sun outside the orbit of Mars as it climbs back up to Jupiter orbit and its final destination, Olympus. The ship also carries a contingent of reporters from ZONet and a few other news networks, to cover the maiden voyage of this radical new class of warship.

Unfortunately, not all is as simple as the Agora or the ship's crew might like. Devon Malachai, one of the Venusian masterminds behind the Odyssey, is not only still on the loose, but is in disgrace for his failure to cover up the Venusian involvement with the Odyssey and Operation Methuselah. Exiled from Venus and cut off from the Bank, Malachai is desperate to restore his standing by striking a blow against those who cast him down - the Jovian Confederation. While he has set a number of other schemes in motion, the Valiant is too tempting a target to pass up. Not only is it the pride of the Jovian fleet, but her captain, Luther Columbus, has unknowingly crossed paths with Malachai in the past. The master manipulator has

set up a number of schemes by which he hopes to destroy the Valiant and plunge the Confederation into war with CEGA.

#### PC Involvement:

The simplest way to get PCs involved with this OCA is to make them pilots aboard the Valiant during its maiden voyage. Rookies, veterans, or a mix could be found aboard, and with two squadrons of three exo-armors/fighters each aboard the ship, it fits well with most group sizes. This is, of course, not the only option. With over two hundred crewmen aboard, plus pilots and passengers, the Valiant has a decently-sized security detachment aboard. While not capable (or not as capable) of becoming involved in dramatic space battles as pilots, there's still plenty for these characters to do aboard the Valiant. Crewmen, especially bridge crew or exo-armor/fighter technicians, are also possible but harder, in general, to get involved in the action.

There are also, surprisingly enough, a number of non-military options for players. One possibility is a reporter assigned to cover the maiden voyage of the Valiant. With Malachai involved, there will no doubt be many possibilities for digging up dirt or uncovering secret plots and conspiracies. Players could also be a member of Priam's staff or security detail, but this is, again, harder to work in.

#### Characters and Subplots:

Captain Luther Columbus (Veteran/Spacer), pictured center of the top-left group on pp74 of the rulebook): Late of the *JSS Daring* of the 3<sup>rd</sup> JAF destroyer combat group, Captain Columbus is an experienced combat commander and officer. Columbus treats the crew of his ship, even one as large as the Valiant, like family, and will be understanding but stern about mistakes and foibles as long as he feels that the individual is trying earnestly to improve themselves. Well aware of the importance of his mission, Columbus is trying to put the JAF's best foot forwards to the civilian officials and reporters aboard his ship for her maiden voyage. Although he is a brave soldier and not afraid of doing what's necessary, Columbus will try to avoid combat and unnecessary bloodshed if at all possible, and expects all those under his command to do the same.

Columbus' 3<sup>rd</sup> destroyer group served in the Battle of Elysee and, more recently, a skirmish with CEGA forces in the Belt near Ceres City. Although he does not know it, both engagements have earned him the enmity of Devon Malachai.

Chief Samuel Hectors (Expert/Spacer, depicted left of the top-left group on pp74 of the rulebook): An experienced NCO assigned to the Valiant from Alpha Division, Hectors believes that the Battle of Elysee has proved once and for all that the best use of the JAF is defending the Jovian homelands. As the head of the ship's enlisted complement, Hectors is responsible for keeping everything running smoothly. Unlike the Captain, who can afford to be lenient, Hectors believes in running a very tight ship. Unfortunately, Malachai has, through his contacts still scattered throughout the JAF, convinced Hectors that the Valiant is part of a plan by the Agora to forcibly subjugate the inner Solar System, starting with the Martian Federation. Hectors has agreed to sabotage the ship's engines after it passes through the Belt, to drop it into a lower orbit and place it on a return course for Olympus days earlier than it otherwise would have, missing Mars entirely in the process. He has also agreed to sabotage one of the life pods to launch as soon as its sealed. Little does he know what else the Venusian has planned...

Lieutenant Helena Juno (Specialist/Pilot, depicted right of the top-right group on pp74 of the rulebook): Lieutenant Juno served with Captain Columbus in the 3<sup>rd</sup> destroyer division, as did her brother, who died in the skirmish with CEGA forces near Ceres City. She has, at Columbus' recommendation, been promoted to head the Valiant's compliment of combat craft. Juno is an experienced combat pilot, and has a swift temper and no patience for the antics of hot-shot rookies. Captain Columbus has requested that she keep her temper in check as much as possible, but there's only so much she'll put up with. Despite this, Juno is very loyal to her subordinates.

By default, the Valiant is assumed to carry one squadron each of Pathfinders (Tiger Flight) and Lancers (Shark Flight). Juno is equally skilled in piloting either, and should be used to fill out whichever squadron the players cannot. If the players have filled out both, she should be a shipboard flight control/tactical officer.

Sergeant Rosie Mora (Specialist/Technician, depicted left of the bottom-left group on pp74 of the rulebook): The stereotypical technician, the Valiant's head tech, Sergeant Mora, is obsessed with exo-armors and fighters. She loves getting up to her elbows in the guts of a machine, and will enthusiastically jump in whenever one of her subordinates is doing something wrong. Normally cheerful and carefree, Mora's attitude towards pilots is noticeably darker. After all, they're the ones that take out her "babies" and wear them down or, even worse, get them damaged. She'll only be friendly to those that treat their machines with the same care and respect that she does, though she has yet to meet a pilot that can live up to her standards. Mora is good friends with Kat Leo, and her technicians serve as auxiliary security and damage control personnel in emergency situations.

Master Sergeant Katherine "Kat" Leo (Expert/Soldier, depicted center of the bottom-left group on pp74 of the rulebook): Another no-nonsense individual, Master Sergeant Leo is in charge of the Valiant's security detachment. How she and the carefree Mora get along so well has puzzled many, but the fact remains that they do. Kat is determined to ensure that the Valiant presents the best face of the JAF to the Jovian public, and works with Chief Hectors to keep the crew in line and reign in the youthful enthusiasm of the newbies. Unfortunately, she sees all pilots as untrustworthy hotshots. When Hectors sabotages the ship's engines, this puts them at the top of her list of suspects.

Dr. Cassandra Pallis (Specialist/Medic, depicted right of the bottom-left group on pp74 of the rulebook): The ship's chief medical officer, Pallis is a kind person and long-time friend of Chief Hector. Many of the crew come to her for help with their personal problems in addition to injuries and illness, as she is very empathic and understanding and hates to see anyone hurt or suffering. Despite this, she has been somewhat distracted and distant lately, as Hectors has told her of his feelings, suspicions, and plans. She does not agree with his chosen course of action, but is loathe to betray the confidence of a friend without good cause.

Lea Nomaru (Curiosity/Reporter): A reporter from ZONet assigned to cover the maiden voyage of the JAF's new carrier. Like all reporters, Nomaru is inquisitive and loves asking questions and poking her nose in where it doesn't belong. Captain Columbus has warned her about causing trouble, but she is not known for following orders and would love to get some dramatic battle footage. Despite this, she respects the JAF and wants to try to make them look good, but the hint of treason and intrigue presented by Hectors' sabotage might get the better of her. A story about Malachai's plots, however, would interest her even more, and could be used to exonerate the crew in the eyes of the Solar System. (See Lt. Commander Adrian Fredricks and CEGA Wing 27, below)

Anton Priam III (Specialist/Official): The carefree and arrogant Antom Priam III is the scion of an important family in the Confederation. He is also a legendary diplomat, able to broker impossible deals. To reassert their interest in the continued existence of the Martian Federation, the Agora has dispatched Priam there, to serve as the Confederation's primary ambassador. Priam enjoys mind games and often acts like a "typical" hedonistic Jovian to gain an advantage. He practices his negotiation and manipulation skills at every possible opportunity. One of Priam's goals during the voyage is to seduce one of the ship's pilots and make sure everyone aboard knows of it, to help cement his reputation for his arrival on Mars.

Marcus Royal (Expert/Supplier): Priam's administrative assistant, the staid and proper Marcus Royal is constantly aggravated by the reckless and rude actions of his employer. He is, despite that, still very loyal, as he also knows just how effective Priam is. Royal tends to take out this stress on the people around him, especially any members of the JAF. He sees the military as undisciplined, bloodthirsty fools, liable to cause a diplomatic incident or worse if left unsupervised. The Valiant's encounters with the Black Cross and CEGA Wing 27 will almost certainly result in outbursts and accusations from Royal, and Priam's kidnapping by Malachai

Captain Marlon Karribdys (Expert/Soldier, depicted center of the bottom-right group on pp75 of the rulebook): An honorable pirate and captain of the *SS Black Cross*, a Bricriu corvette. Karribdys was once a gunnery officer aboard the *CSS Oderta*. He and the rest of the crew mutinied when the captain ordered them to open fire on a Nomad mining habitat. They have staked out a region of the Belt as their own, and do their best to protect the Nomads that dwell there from outside influences. Which often translates to attacking freighters and mining vessels hailing from the Confederation or CEGA. Like most pirates,

Karribdys does his best to keep those aboard the ships he raids alive. Malachai has convinced Captain Karribdys that the Valiant is seeking to invade and subjugate the Belt. The players might be able to disabuse him of this notion, especially since killing him would leave the Nomads he defends substantially worse off.

Lt. Commander Adrian Fredricks (Specialist/Pilot, depicted left of the bottom-right group on pp75 of the rulebook): Fredricks represents much of the worst in the CEGA navy. The commander of CEGA Flight 27, Fredricks is a glory hound and Earth supremacist. He firmly believes in the inferiority of the colonies, and CEGA's right to use military force to bring them back in line. After an incident with a Merchant Guild freighter that nearly proved disastrous, Fredricks has been reassigned to a "safe" patrol route, well removed from any reasonable chance of an encounter with non-Earth vessels. This has left him champing at the bit, eager for action.

Devon Malachai (Specialist or Expert/Official, depicted left of the top-right group on pp75 of the rulebook): The notorious Malachai has been a constant presence on the SolaPol "ten most wanted" list since the Odyssey affair. The VenusBank administration has managed to dump much of the blame for that mishap squarely on Malachai's head, forcing him into hiding. As a former HDF exo-armor pilot, Malachai is a skilled opponent. In person, he is smooth and persuasive, but prone to fits of rage when things aren't going his way.

Bitter and deranged, Malachai has turned his skill at manipulation against the Jovian Confederation in an attempt to redeem himself in the eyes of the Bank's management. A master conspirator, Malachai always has plans-within-plans. Karribdys will be used to convince Hector of the information he's received about the Valiant's purpose. The sabotage will place the Valiant within CEGA space, where they will no doubt encounter a patrol. The ensuing confrontation will lead to Priam, as a standard precaution, being loaded into the booby-trapped escape pod. With the ambassador in his hands and the Valiant destroyed at CEGA hands, Malachai has no doubt that he can easily start a war between the two superpowers.

Encounter with The Black Cross: The *SS Black Cross* will attack the Valiant as soon as she passes into the belt. The ship carries four Syreens strapped to its hull (originally Defenders and Explorers, but stats for these are not included in JC2e), piloted by average (skill 2) pilots. The ship is no match for the Valiant in a stand-up fight, and the crew knows it, so they will employ hit-and-run tactics to attempt to "drive the Valiant away". The exo-armors will retreat as soon as they sustain a Heavy Damage result, and the Black Cross itself will retreat when any component is destroyed, suffers two Heavy Damage results, or the main hull suffers Heavy Damage. Captain Karribdys is a reasonable, honorable man and can be negotiated with by officers who show similar qualities. Those who show mercy to his men will be trusted more than those that kill indiscriminately.

Sabotage: However the encounter with the Black Cross is resolved, it convinces Hectors that his information is right. He sabotages the ship's engines, extending the deceleration burn far longer than necessary. The crew must repair the engines before they drift too far into the inner Solar System, and Kat Leo is determined to catch the culprit, to show just how efficient and disciplined the JAF is. Unfortunately, her first suspects are the ship's compliment of hot-shot, light-hearted pilots. In order to clear their names, the real culprit must be unearthed.

Attack by CEGA Wing 27: The Valiant's pass through the inner Solar System takes it across the patrol route of CEGA Wing 27. Desperate for glory and blinded by his biases, Lt. Commander Fredricks assumes that the Valiant must be the vanguard of a Jovian invasion of Earth. He and his squadron - composed of two Tengu carriers with modular vehicle bays, carrying four Wraiths and four Wyverns - attack. This could be a single battle after the Sabotage subplot is complete (or in the middle of it), or spread across many skirmishes and interspersed with the Sabotage subplot. At some point during the fighting, Priam (and, optionally, Nomaru) should be loaded into the booby-trapped pod and launched, to be captured by a Ryu Malachai has lying in wait.

The Final Showdown: The Ryu flees with the pod, taking it to Malachai's ship, the *Guinevere*. A modified Inari cruiser, its panels hide four KKC's and two missile bays. Use standard stats from the ship section below - take the KKC Turrets from the Athena but add Concealed to all weapons, and assume that the mass of the rest of the ship has been reduced enough that the guns do not slow it. It also carries four top-

of-the-line Ryus, one of which is piloted by Malachai himself. In order to prevent war, Priam must be retrieved. While this will no doubt involve a dogfight with the Venusians, liberating Priam from the Guinevere will require a much more creative approach. It might even require the players to work together with those that were against them - Leo, Royal, Hectors, and Nomaru.

#### Aftermath:

Its shakedown cruise completed, albeit with slightly more excitement than originally planned, the Valiant returns to Olympus amidst great fanfare. There, the ship is put into the Olympus yards for refitting and repair before being dispatched on its next mission, whatever that may be. The lessons learned by the ship's crew will be used to improve the design for the next three ships in the class.

While Malachai's precise fate is in the hands of the GM and players, he is likely to escape, to continue his machinations against the confederation. The incident has, however, given him a second focus for his hatred and bitterness - the Valiant and her crew. Through its trials, the ship has likely become a source of pride for the Confederation. Destroying it will not only settle Malachai's personal vendetta, but strike a blow against the Confederation itself, hopefully creating an opening for future ploys...