# SHIPS OF
# CLEMENT SECTOR

IS

## BERLIN CLASS COLONIAL DESTROYER

**TRAVELLER**

# Ships of Clement Sector 8: Berlin-class Colonial Destroyer

*Author*
*Michael Johnson*

**Additional Material by Bradley Warnes**

*Artists*
*Ian Stead (Cover, p.3,4,7,8,11,17,20,23,26-28); Michael Johnson (p.12,18,21,24,25,36); Bradley Warnes (p.9,29,32,34,35)*

*Cover Layout*
*Stephanie McAlea*

*Editor*
*Curtis Rickman*

*Playtesters*
*Bradley Warnes, Ian Stead, John Watts, Wendy Watts, Helge Hudel, Greg Seaborn, Alan Mullican, Graham Bonny, James Willoughby, Mark Downsborough, John Ord, Nick Cook and Anthony Faulkner*

*Amadioha System (Sequoyah 0605)*
*May 2nd, 2345*

*"Kipling said it well all those centuries ago: 'We have done with Hope and Honour, we are lost to Love and Truth, we are dropping down the ladder rung by rung'."*

*"From a battalion with as many followers to what, eighty mercs scrabbling for whatever worthless tickets we can get out here? The United Consolidated Marines were respected once but we've now become nothing more than bully boys and thugs for whatever dictator hires our diminishing services. We are dying out here… dropping down the ladder, ever since the conduit closed and Blaylock Mining terminated our services."*

*Pausing, he let his eyes roam across the assembled officers and staff. Drawing out the delay, he watched several hanging their heads in shame at his words while one or two defiantly stared back. It was always the same whenever they had a meeting to decide their future, stranded out here and far away from Earth and modern civilization instead of this barbaric, take whatever you can place in Clement sector. It was time to change the dynamic, and most of his officers knew it.*

*"We've been offered a contract that could set us up here for the next few years, if not a very long time. I've discussed it with the X.O. And now want to bring you into the discussion to vote on whether we accept it. Our options aren't good. We either take this or sell off the ships to pay our debts, leaving us stranded and at the mercy of second or third class merc tickets."*

*"Who offered us the contract?" One of the senior NCO's asked, a veteran of a hundred battles and ops across both sides of the conduit.*

*"Captain Pohl did, he's working for the government that wants to hire us. He's been advising them since he left service with us back on Sophronius." He held up his hand to forestall the next question. "The ticket is from the ruler of Tukaroi; it's a bridge world leading to the Dade subsector. They want to hire us to steal a ship and bring it to them, while misleading the owners as to its location by framing several other worlds for the theft."*

*"What's so bad about that? We've done similar things since being stranded here."*

*Looking at the intelligence officer, he brought a wry smile to his face. The man was in his mid-fifties, one of the youngest in the UCM.*

*Drawing in his breath, he leaned back. "The ship we are being asked to steal is a warship… a Hub Federation warship to be exact. One of their Kiviat or Berlin class vessels."*

*The reaction was what he expected a mix of hisses, sucked in breaths, loud exclamations and one cry of dismay. He'd had the same reaction when Pol delivered the contract personally, not trusting it to a courier or merchant. With the Hub Federation across in next subsector, he knew their reach could be long and dangerous, wherever their enemy lay. And there was no doubt, if UCM stole the ship, the Hubbians would come looking.*

*"We're a mercenary and security force, not spacers. How are we supposed to do this… death wish contract?" The Robot & Drone Officer asked, disbelief written upon her face.*

*"That, Elisabeth, is why we are discussing this now. Tukaroi will supply pilots and a skeleton crew, while we supply the planning, mission specialists, and troops for the operation. Our part is*

to take the lead in commandeering the vessel and lay down a false trail. Which means if we undertake the ticket; A, and B platoons will be tasked for the ship op with full support from your 'bot platoon, C platoon with the Intel section will undertake covert operations across a number of systems here in Sequoyah and Hub, while the support teams will be tasked with relocating our dependents to a safe location.

"Almost all of us are former marines, we know our way around ships and navies, and there isn't anyone else this side of the conduit that could do a similar mission and get away with it. As I said, with what they are willing to pay, we can move out to Dade, Peel, or anywhere else until the Conduit is reopened again."

"Why? I mean, why do they want the ship, do you know?"

"Pohl says the dictator on Tukaroi has lost too many of his converted merchants to pirates in recent months, and what with the big fleet in Boone, is feeling a little nervous. He might be wanting to blockade access to Dade subsector, or just to bolster his diminished forces with a radical force multiplier that keeps his opponents in check. Let's face it, whatever his reasoning is to slap the Hubbians in the face; we won't be there to see the aftermath. So back to the question, do we sell our 'Atlas' and 'Rucker', and live for another month or two until we run out of money, or take up this contract? Let's see a count of hands before we go into specifics. Who is interested…?"
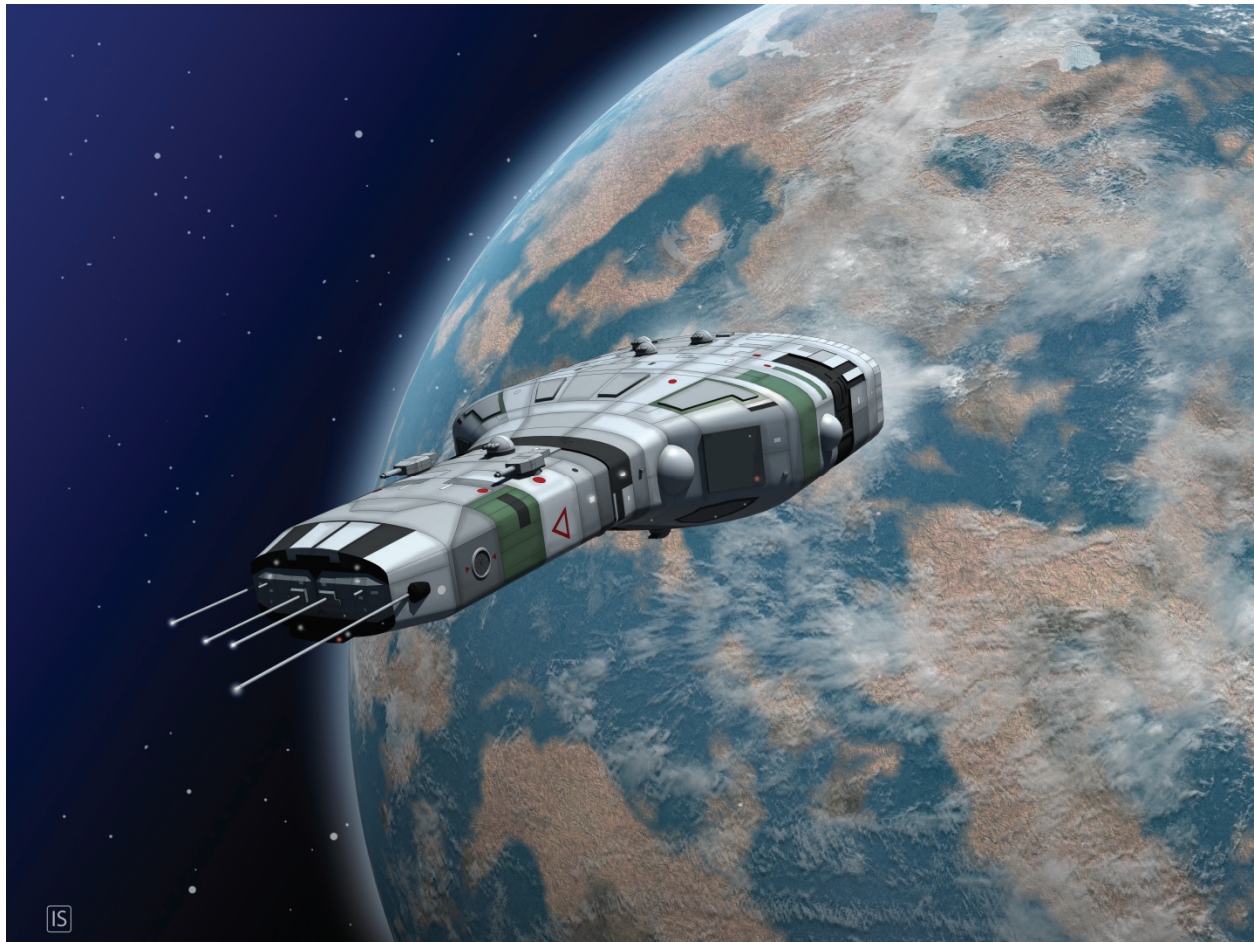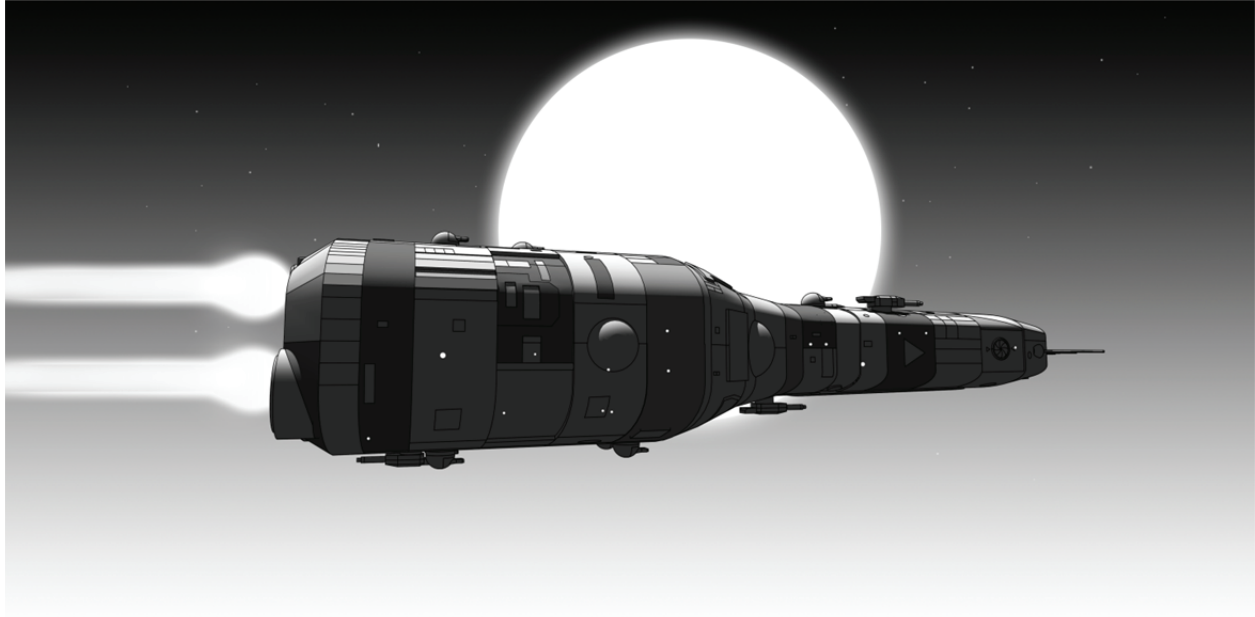
\*                                        \*                                        \*

## Berlin Class Colonial Destroyer

*"Herr Admiral, it is totally apparent that the navy cannot respond quickly enough to internal threats that could affect the future and stability of the Federal Republic's colonies. This needs to be rectified immediately. Any delay is completely unacceptable."*
Liese Kolwotny, President of the Federal German Republic 2284 CE

**Background**

Neu Berlin, a growing and prosperous German colony in the system once referred to as Epsilon Eridani, benefited greatly from the discovery of the Conduit to Clement Sector. Dozens of ships carrying colonists and goods passed through the system transiting back and forth to Earth and other colonies.

With the income generated by growing trade, the German government poured billions of Deutschmarks back into infrastructure within the colony, the orbitals and throughout the system. This development boom continued through the first twenty years of the twenty third century as the older

colonies in Clement Sector grew and newer colonies were established.

The German government kept a tight leash on its most important colony deciding that government control was critical so to ensure that the benefits of trade flowed back in the Federal coffers. Such funds were used to provide for the German colonial holdings in Clement Sector and the German government knew that without strong colonies, their influence in the Sector would diminish.

The colonial government of Neu Berlin was overseen by the Abteilung für die Entwicklung der Kolonial (Department for Colonial Development) which appointed a Governor and the staff required to administer the colony. The governor could appoint senior

administrators such as politzei chiefs and it was usual that these appointees were from outside the colony.

Frustrated dealing with a disconnected colonial bureaucracy run by an Earth based government; the citizens of Neu Berlin elected an assembly of leading citizens to represent the populace of the colony. Initially welcoming the idea, Governor Gerhard Leitemann formalized the assembly and met regularly to discuss issues. What was apparent however was the growing wave of resentment that the colony was seeing prosperity without any direction to allow the citizens of Neu Berlin a bigger say in their own affairs.

On the 20th May 2282, ten years after the assembly first met Governor Leitemann and with a new Governor replacing Leitemann, a referendum for independence was held without the colonial government's involvement. The majority of the voters elected to petition for full statehood and full parliamentary representation.

Declaring the referendum illegal, Governor Lotte Deist informed both the Assembly and the public that she would request that the German government on Earth consider "limited" autonomy for the colony with the eventual possibility that the colony could progress to a territorial or state government. She said that this was an ultimate goal and would take many years to achieve.

Both in public and during meetings with Governor Deist, the Assembly argued that the citizens of Neu Berlin deserved more. With the population climbing beyond ten million, the people desired to become a fully-fledged member state of the Federal Republic of Germany, with their own government and representation within the German Parliament. They believed the importance and prosperity of Neu Berlin, the largest German interstellar colony in Earth Sector, warranted this change in status.

The Assembly further argued that if Hub in Clement Sector could achieve membership in the Federal parliament in less than one hundred years as a colony, why not Neu Berlin which had been settled longer?

The German government refused the request.

On the 1st December 2282, Governor Deist of Neu Berlin made a live broadcast announcing the decision of the German Government. That night, the rioting began.

Lasting two days the rioting was finally brought under control in the two major cities by both civilian enforcement agencies and the local militia forces. Further, the Citizen's Assembly called for a calm response to the government's decision and worked with Governor Deist to try and restore law and order.

Peace returned to the colony which unfortunately was only short lived. The new unrest started peacefully enough, with local university students staging peaceful protests demanding a return to the discussion table. The slogan, "Staatlichkeit für diese Generation" (Statehood for this generation) became a catchcry amongst the younger generation during the protest. After a week of protests the situation began to turn ugly and increasingly violent confrontations began to occur between riot police and both student and non-student protestors outside the Governor's residence and offices.

On the 15th December 2282, concerned about the increasing unrest, Deist declared martial law and ordered the militia to support the police attempting to keep a lid on the volatile situation through the settlement. She also sent a message to three German space navy destroyers in orbit requesting regular troops to help restore peace and order to the colony. One of the destroyers immediately broke orbit at flank speed to make the transit back to Earth for assistance.

At 10PM Standard on the 16th December 2282, police opened fire and killed a group of protestors attempting to scale the Governor's residence trying to deliver a petition and the protesting crowd, seeing this occur in front of them, immediately began fighting with the police who retaliated by firing on the crowd with live rounds. This single event was the beginning of what became known as the Christmas Crisis whereby the security situation on Neu Berlin spiraled

dangerously out of control to the point where a civil war was a distinct possibility.

During a night of violence, deaths and confusion Governor Deist first ordered security forces to arrest members of the assembly convinced that they were the organizers of both the earlier riots and the now violent protests occurring all over the colony. Once the assembly was arrested and held in custody with no charge, the increasingly erratic and desperate Deist ordered the militia to support the beleaguered police by firing on the surging group of protestors trying to force the gates of the colonial administration building and governors' residence. Incensed, the militia commander refused and militia units sided with the protestors demanding that she surrender into their custody and to free the Assembly.

*"Gouverneur - ich werde meinen Männern den Befehl auf Zivilisten zu schießen, nicht erteilen!"*
*Governor - I will not order my men to shoot civilians!*
*Major Stefan Woder-Weiss Neu Berlin militia commander 2282 CE*

Major Woder-Weiss then placed the governor and her senior staff under protective custody. The police chief was arrested pending charges. He then worked to restore law and order in the colony. Realizing that the Assembly was the best way to achieve that end; Woder-Weiss ceded much of the re-establishment of governance to the Assembly with all decisions passed through him for approval.

Above, where the orbitals hung, business went on as usual. Trade to and from Clement Sector continued unabated with the issues below only affected those desiring to visit the surface for business or sightseeing. The two remaining navy destroyers remained docked. Their respective captains assured the colony was secure, ships crews undertaking routine duties or enjoying R&R. The new government reassured the people of Neu Berlin and the populations of the orbitals that it was business as usual. Life appeared to begin to return to normal, almost.

The majority of the population knew this was not a succession or a push for independence. This was the collective want, the need to have their colony elevated to be a full state of the German Federal Republic with all the legal and political freedoms that that entailed. Incidences of sporadic fighting however did continue to break out by those not wanting change.

The new government of Neu Berlin had only been in existence for two months when the German Space Navy relief force finally arrived. It had taken nearly a month of frantic preparation dealing with the ramifications of what had occurred on Neu Berlin, the political wrangling and debates within both the Bundestag and Bundesrat and finally to assemble some form of relief force consisting of three destroyers and a troop transport carrying two Heer companies and supporting armor.

It was initially apparent that the relief force was woefully undersized to retake the colony and it became known that the government was forming a much bigger force with enough troops and armor to crush any resistance if required.

Based on the briefing he received, the relief force commander, Flottillenadmiral Dieter Kortig, expected to find a star system in chaos and on arriving in Epsilon Eridani system immediately ordering a short Zimm transit to bring his squadron as close to Neu Berlin as possible. When the energy wash from the transit settled communication feeds and sensor scans showed the direct opposite – an orderly star system, business as usual. It was not long before the relief force was greeted warmly by both the interim Minister-President of Neu-Berlin and Major Woder-Weiss who immediately invited Kortig and his senior staff to a meeting within the governor's, now government offices in order to discuss the future of Neu Berlin.
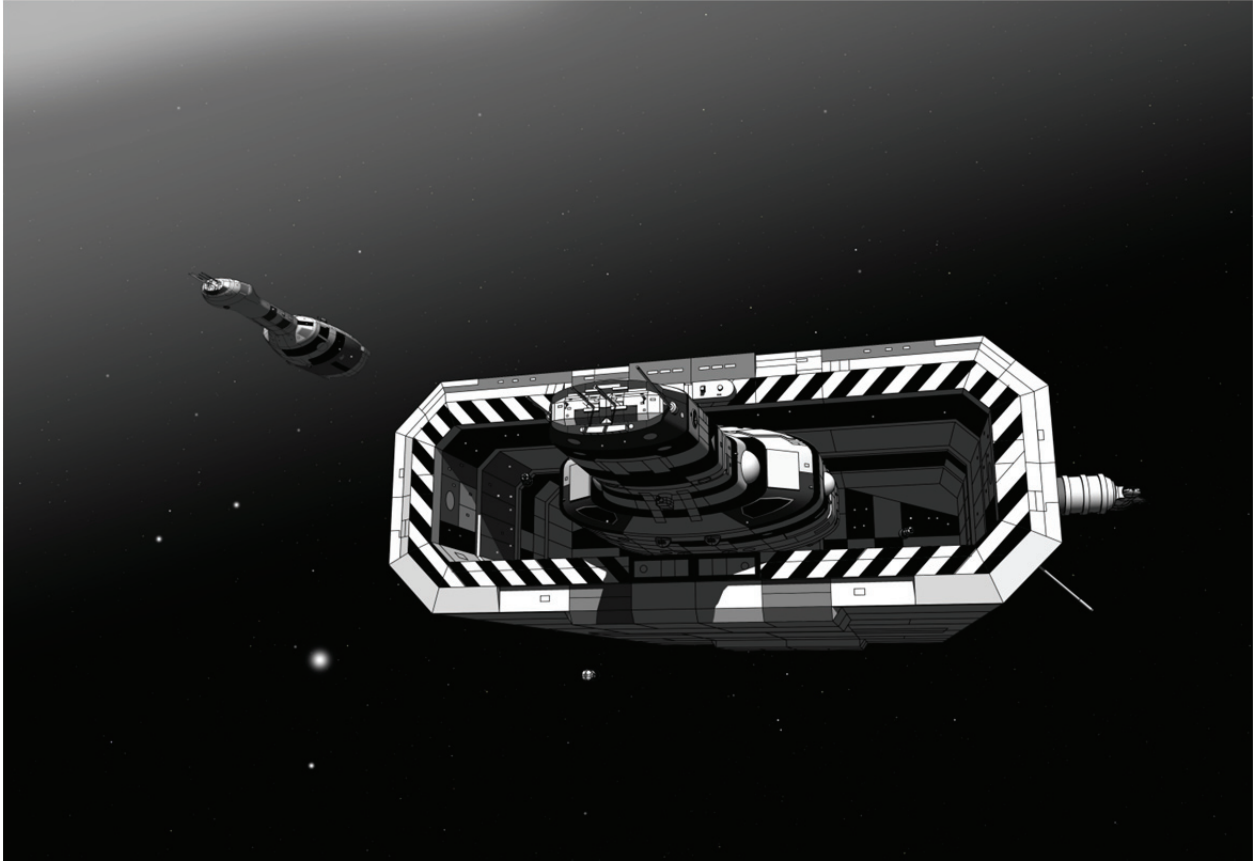
It took several more months of discussions on both Neu Berlin and on Earth before an agreement was made between the German Federal Republic and her colony and like Hub, Neu Berlin was admitted into the Republic with full status as a state. Addressing the Bundestag and Bundesrat, Neu Berlin's newly elected Minister-President, Inge Stahl, expressed her sorrow that the transition of Neu Berlin to statehood was marred by turmoil and loss of life. It was in the best economic and political interests of the Federal Republic to encourage and foster established and prosperous colonies towards statehood.

The inability of the German Space Navy to be able to deploy even a small force of troops at short notice to any one of their colonies was of prime concern to the Federal Government. Though they only had a few interstellar colonies within Earth Sector, Germany was at the vanguard of exploration and colonization in the Clement Sector, a position that the government did not wish to lose.

In order to address this concern the Bundestag passed a directive in 2284 authorizing the *Marinekommando* to design a new type of starship able to deploy a small reaction force of troops in order to suppress colonial uprisings or stabilize volatile situations before they spiraled out of control. It was understood that the ability of this type of vessel to deploy a significant number of troops was not possible but as a spearhead for any further troop deployments, a small highly trained force backed with armor should be able to prevent or at worst delay any of the issues so recently experienced on Neu Berlin.

Further, the ship was also to be capable of providing defense for any new colony and for those colonies already established.

After considering several design proposals the *Marinekommando* authorized detailed design and construction of a new twelve hundred displacement tonne destroyer

class with the ability to carry a reinforced platoon of Heer (or specially trained schifftruppen) and their support vehicles.

Instead of bay weapon armament usually mounted on comparable destroyer class vessels, the new destroyers were to be armed with four particle beam barbettes so to free up enough space for troop accommodation, vehicles and small craft to deploy the reaction force.

Fifteen destroyers were to be constructed with the intent that at least ten were to be deployed to Clement Sector to join fleet elements in the Hub system. This would free other fleet units up from the role that the *Berlin*-class was intended to undertake.

The *Berlin*-class colonial destroyer was to immediately commence construction once design was completed. The hull of FGS Berlin was laid down on the 14th June 2287.

No other national navy has constructed a similar class of ship, preferring to use troop transports with escorts to achieve the same purpose, which makes the Berlin class a unique vessel.

*Berlin*-class colonial destroyers in service with the Hub Federation Navy as of 2342

| | |
|---|---|
| *HFS Karlsrühe* | DD-02 |
| *HFS Bremen* | DD-06 |
| *HFS Hamberg* | DD-07 |
| *HFS Bünde* | DD-09 |
| *HFS Einbeck* | DD-11 |
| *HFS Hermsdorf* | DD-12 |
| *HFS Magdeburg* | DD-14 |
| *HFS Essen* | DD-16 |
| *HFS Dresden* | DD-17 |
| *HFS Aschersleben* | DD-19 |

*Berlin*-class colonial destroyers known to be in service with the Federal German Space Navy in Earth Sector as of 2331:

| | |
|---|---|
| *Berlin* | DD-01 |
| *Dortmund* | DD-08 |
| *Köln* | DD-05 |
| *Duisburg* | DD-10 |
| *Mainz* | DD-15 |
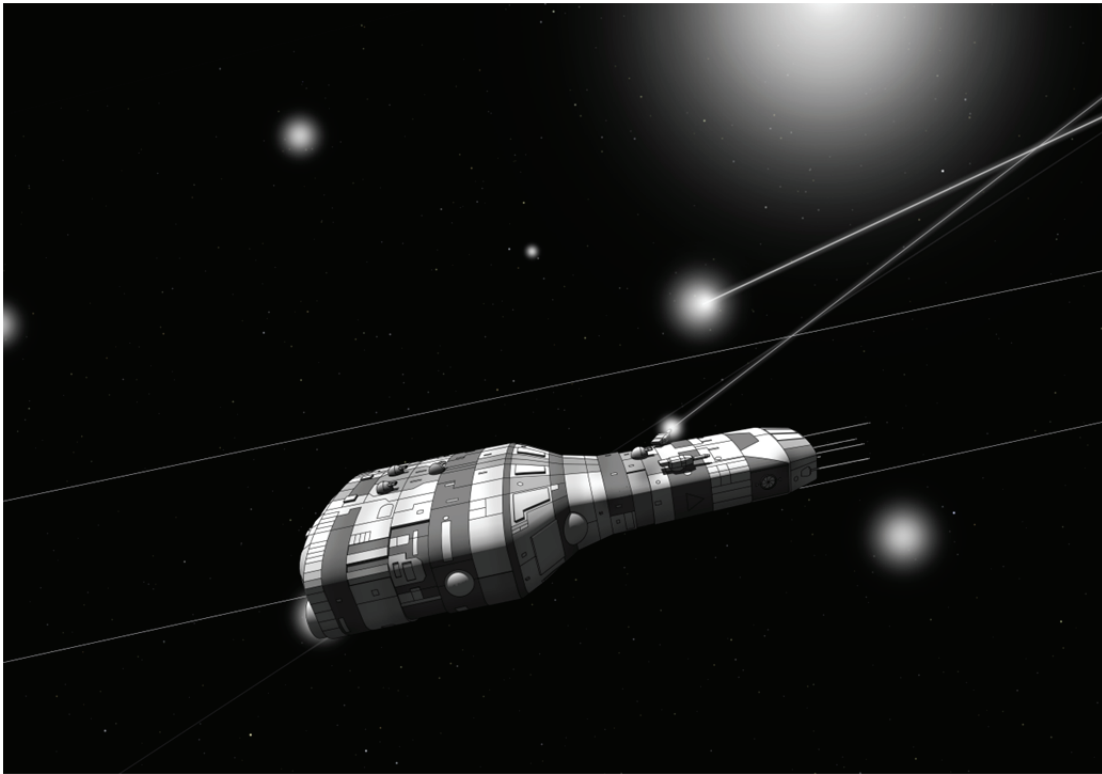
***Totaro System (Hub 0104)***
***August 7th, 2345***

*It was a big operation, one that only the senior shareholders knew all the key details. She didn't mind, she was low enough on the totem pole and junior enough in the organization that she didn't care for the extraneous details. Her job was simple, albeit formidable at the same time, in planting a data packet that would emerge in the system once a certain keyword search was initiated by the operator.*

*If she did her job well, not even a Caxtonist would unravel her shadowy path through the traffic control system and comms logs. Totaro had some high-spec security protocols in their systems, but with her deck of new Kingston-tech and fifty-five years hacking experience she was confident her skills were up to the task. Another team was doing the same elsewhere, with more of the counter-Intel spooks working to cover their tracks and plant additional evidence to mislead future investigators.*

*She'd like to say it was a piece of cake, but that was bordering on an insult to the all-powerful Murphy. There was too much at stake in the op, and if she made a mistake hundreds would suffer. No, there wasn't much pressure on her shoulders to hack the system successfully.*

*It was one of the most precarious missions the company had undertaken, one with all hands on deck because of the rich stakes. Who else would be brave, or stupid enough to steal a Hub warship and trust that word didn't leak out? Luckily UCM were a big family, albeit cut off from the rest of the organization on the other side of the conduit, and it was a family that knew how to keep secrets.*

*Her boyfriend in A platoon had shipped off two weeks before her, destined for the target system which was being kept as a closely guarded secret. He'd been one of those with grave misgivings for the mission, worried it would lead to their death at the hands of Hub NI or marines. But if the mission succeeded, they'd be in the money and could hide out until they could get back to the Earth-side of the conduit... one day.*

*Shaking her head, she thrust all other thoughts out of her mind and focused on the formidable task ahead of her. There was code to hack and sensitive tripwires to avoid. In another twenty minutes, the roving Totaro High Port security patrol would sweep this section and if she wasn't gone, her part in the mission would be a failure.*

* * *

Berlin Class Colonial Destroyer
Primary and Secondary Armament Distribution
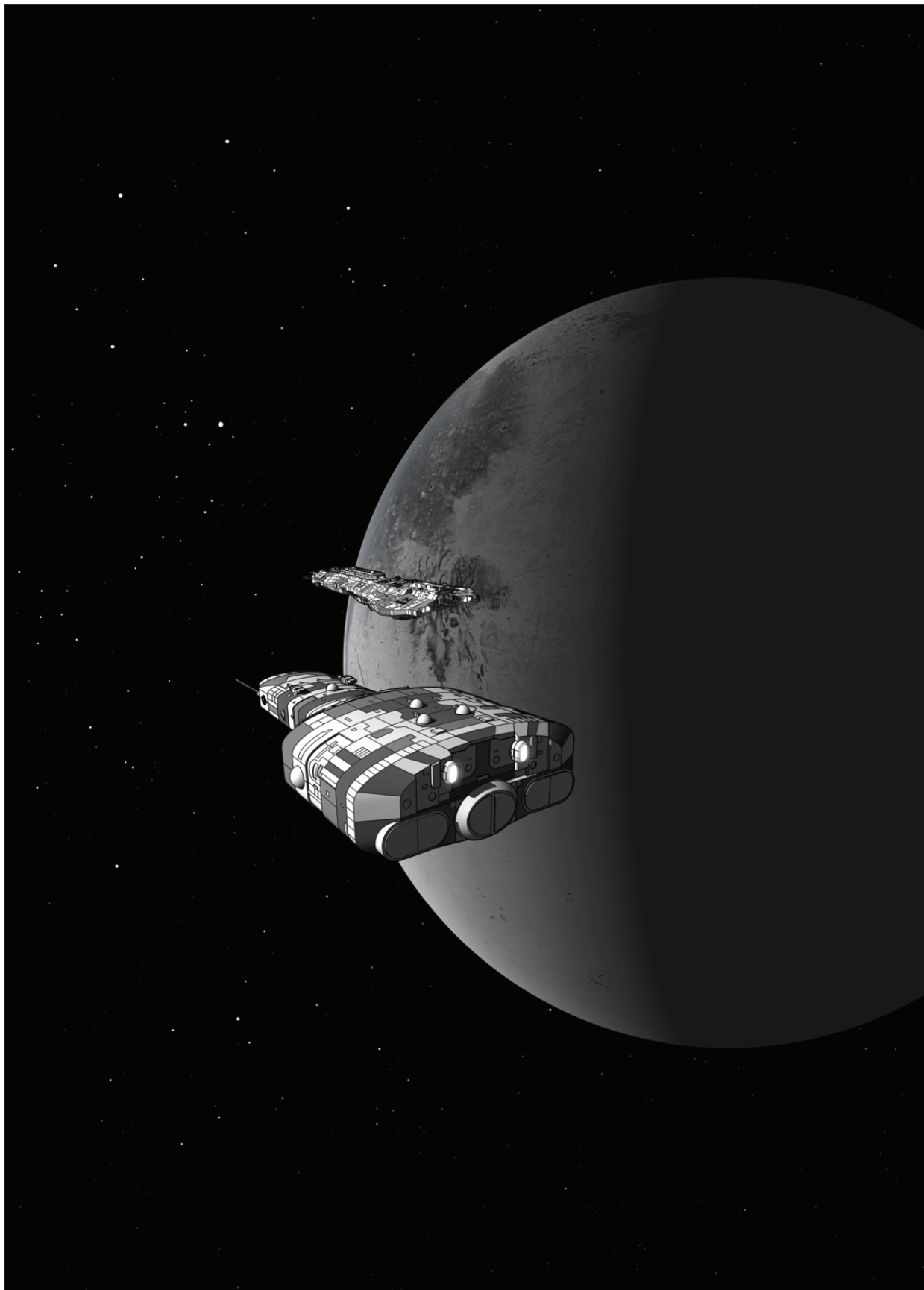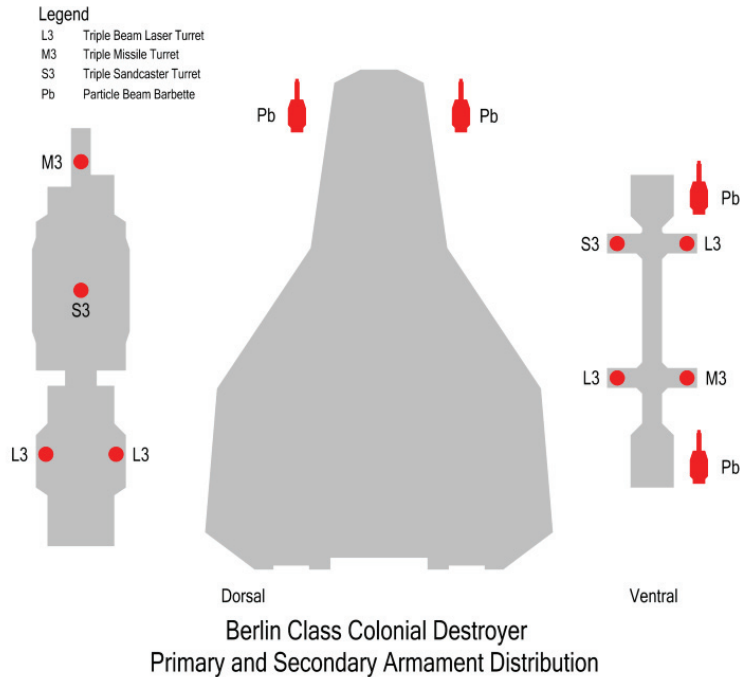
**Specifications**

The *Berlin*-class is a 1200dT standard short hulled starship design. Designed primarily to provide colonial protection and security, the destroyer has crystaliron hull armor and an internal reinforced structure.

The destroyer's dorsal and ventral mounted main armament consists of four particle beam barbettes. Secondary armament consists of four triple beam laser turrets, two triple missile turrets and two triple sandcaster turrets. Total magazine capacity is one hundred and eight missiles within two 5dT magazines adjacent to the missile turrets and one hundred and twenty sandcaster canisters held within two 3dT magazines adjacent to the sandcaster turrets. The designers continued the common arrangement of two linked model3fib computers used in most national navy ships in order to provide adequate processing power and redundancy to all ships core systems.

Fuel tankage allows for a single transition of two parsecs and an operational duration of four weeks, with fuel scoops and on-board fuel processors allowing for refining of fuel to fill empty tanks to full tanks in around three days.

Internally, the destroyer is separated into four distinct decks:

Deck 1    Command Deck
Deck 2    Crew Quarters & Engineering
Deck 3    Boat Deck & Troop Quarters
Deck 4    Ventral Battery

All decks are accessed from one main location; however secondary access can be gained to each deck as shown on the deck plans. Each deck is internally compartmented to ensure full security and to allow for

damage control if the ship's hull is compromised.

## Deck 1

The command deck holds the bridge, computers, briefing room and the Captain's day cabin.  A small fresher accessed directly from the bridge is also available for duty personnel. The bridge is also hardened against radiation. The Captain's day cabin contains a desk with a workstation and bridge repeater. A fold out bunk is also provided.

Forward of the bridge is the main briefing room, Captain's office and the main deck access foyer. Forward of the foyer are ship's officers' quarters, the wardroom and galley. Each officer's stateroom contains a single bunk, fresher/washer unit, a desk with a workstation and a secure locker. There are extra storage compartments under the bed and along the wall. The bow end of this deck also has an airlock and deck access.

## Deck 2

This bow section of this deck of the destroyer contains the sensor control and advanced military sensors, forward particle beam barbettes and fire control.  Further aft are port and starboard deck airlocks and forward deck access circulation space. Directly aft is the two bed medical bay and adjacent ship's armory, while further aft are the crew's quarters and enlisted mess. Crew stateroom's are double occupancy rated and contain a double bunk, fresher/washer unit, a desk with a workstation and two secured lockers. There are extra storage compartments under the bed and along the wall. Aft deck access, engineering and the ship's drives can be found directly aft.

## Deck 3

The destroyers three small craft are housed within fully pressurized hangar bays internally accessed via main access security station/flight control areas. Both the cargo hold and vehicle hangar are located along the centerline of the ship allowing for fast loading and unloading of vehicles, equipment and stores within the hangar area itself. In addition, the 30dT cargo hold can also be accessed externally via a stern access and be used for emergency accommodation or a hospital using fold out partitioning. A small flight control area within the ship's troop mustering space is located between the bow and aft hangar bays providing access to all compartments on this deck and those decks above and below. To port of the mustering deck and hangar control is both the repair drone bay and emergency low berths.

Situated amidships of the boat deck is the troop barracks. This area provides accommodation and administration areas for ship's troops carried by the destroyer.

## Deck 3 Hangars

The boat deck is compartmented into three distinct smaller hangar bays (bow and stern) containing the destroyers three small craft. The two hangar bays house both the 50dT cutter and 30dT ship's boat and both the cutter and ship's boat enter and exit their respective hangars via rear doors. A second ship's boat is housed in a hangar bay located in the bow with ventral access. The three hangar bays are large enough to allow full loading, maintenance and repair access to the small craft housed within and both are accessed internally via security station/flight control.

## Ship's Boat (utility craft)

The 30dT ship's boat is configured primarily for the utility role, boarding disabled or surrendered ships, transferring personnel and cargo, rescuing crew personnel from crippled or damaged ships or moving prize crews to captured ships. Interior cabin space has been configured to allow transport of up to fourteen passengers and space for 3dT of cargo, externally accessible via a large cargo door.  A single fixed mount beam laser provides the boat with offensive/defensive capability as required. The beam laser can be removed from its mount by small craft maintenance crew to free up 1dT for two

extra passengers. The boat is protected by crystaliron hull armor.

## Ship's Cutter

A standard 50dT modular cutter is configured for deployment of troops and their vehicles to a planetary surface. The cutter can also be utilized to ferry equipment, stores and supplies as required. The cutter is unarmed.

In extreme situations, the destroyer's small craft can be used as lifeboats. With extended operations duration of two weeks, this can be a critical though desperate consideration for crew in such situations.

## Deck 4

This small deck provides access to the two ventral particle beam barbettes and associated fire control.

## Operational Duties

As originally designed *Berlin*-class destroyer's primary task was to provide defense and security for German colonies including rapid deployment of a company of troops with supporting vehicles directly to a trouble spot. However since the Collapse in 2331, the Hub Federation Navy has extended those duties to include general patrols and merchant shipping escort duties as Federation member world security is more than adequately maintained by other fleet elements and the planetary defense forces of each member world.

It is quite common for one of these vessels to be assigned to large merchant convoys as escort leader when the need for such measures arises. The four main particle beam barbettes providing more than enough dis-incentive for any pirate vessel attempting to attack the convoy being escorted. By using the Berlin class in this way allows the newer Kiviat class corvettes, with their higher thrust and agility to hunt down and deal with pirates without being restricted by protecting a convoy at the same time.

In the last five years pirate attacks have been on the increase and the Hub Federation Navy, like other navies and system defense forces within Clement Sector, are very active in keeping trade routes open and free from attacks.

A *Berlin*-class destroyer is typically commanded by a Commander.

## Phase 2 Refit Program

Over the last two years the *Berlin*-class destroyers in service with the Hub Federation Navy have been undertaking a refit and maintenance program in order to extend operational life and to upgrade ship systems to fleet standard. The bridge and associated systems will be upgraded to provide holographic controls and ship avatar software. All drives are to be overhauled or replaced. Small craft have been replaced with more modern models.

The phase 2 upgraded *Berlin*-class destroyers are now designated as the *Berlin B*-class. As of 2342 only the *HFS Bremen, HFS Bünde* and *HFS Dresden* have completed the program.

***Totaro System, Hub (0104)***
***August 7th, 2345***

*"Swein... grosse verdammed swein!"*

*"Herr Fregattenkapitän?"*

*"Organize a dispatch vessel to Hub and Reuschle." He ordered while reaching for his autopistol.*

*To an observer, the tall, thin man with short blonde hair and piercing blue eyes fixed on infinity evoked fear. With what some called an arrogant expression and hawk-like nose, the man was the perfect example of what a Hub Federation officer should aspire to, if he hailed from the Germanic side of the alliance.*

*Stories were still passed around, whispered rumors more than facts, about how he had survived in Kingston without being detected. And then there was the story about the foreign spy ring he had single-handedly liquidated on Wellington. No one ignored Bishop Volksdämon in the Hub Federation intelligence world, not if they valued their career and life.*

*Twisting around, Volksdämon refocused those foreboding eyes on him.*

*Why the man had chosen this week to perform a snap inspection of the covert Hub intelligence facilities on Totaro he didn't know. Nor did he have the clearance to ever know. Trust that maligned deity Murphy to have Volksdämon uncover something the local team missed.*

*His thoughts began wandering to how this might affect his annual performance reports when the master-spy spoke.*

*"Alert high command that there is a plot afoot to steal one of our warships... and it is perilously close to being executed. One of our old Berlin class vessels will be targeted at the Halswelle outer system refueling station in Reuschle in the coming weeks by a group of mercenaries. They are thinking they can come into our worlds and steal it without being caught. I tell you now Zimperol, they won't achieve it while we are on duty. I'm going to catch one of the little weasels here in the system and bring her into the safe house for questioning. Get that dispatch off with a file attachment I'll send containing what I've learned so far. Notify the wet-work team to join me in Totaro High Port in thirty minutes."*

*Before he could reply, the icon in the cortex implant lit up to show a file had been passed to him. Trying not to show his incredulity that Herr Volksdämon had discovered a mad plot in this benign backwater, he began framing a cover message for the dispatch.*

*Pausing at the doorway, Volksdämon turned and pinned him down with a glance meant to instill fear in subordinates.*

*"I am going to stop this plot, Zimperol, and then find the person behind it and teach them a lesson they shall never forget."*

*\* \* \**

## SB/U-22-11 Ship's Boat

| Type | | | Tonnes | Price (MCr) |
|---|---|---|---|---|
| **Hull** | 30 dT | Hull 0 | 30.0 | 1.4 |
| | Streamlined (flattened cylinder) | Structure 1 | | |
| **Armor** | Crystaliron x1 | 4 points | 1.5 | 0.3 |
| **Zimm Drive** | | | | |
| **Maneuver Drive** | sJ | Thrust 6 | 4.5 | 10.0 |
| **Power Plant** | sJ | Rating 6 | 3.6 | 7.0 |
| **Bridge** | Control Cabin | | 6.0 | 0.2 |
| **Computer** | Model 1 | Rating 5 | | |
| **Electronics** | Standard | DM -4 | | |
| **Weapons** | Fixed Mount | Beam Laser | 1.0 | 1.1 |
| **Fuel** | | 2 weeks of operation | 2.0 | |
| **Cargo** | 3 tonnes | | 3.0 | |
| **Crew** | 2 | | | |
| **Airlock** | | | 1.0 | 0.2 |
| **Software** | Maneuver/0 | | | |
| | Library | | | |
| **Passengers** | | 14 passengers | 7.0 | 0.4 |
| **Total Tonnage and Cost** | | | 29.6 | 20.1 |
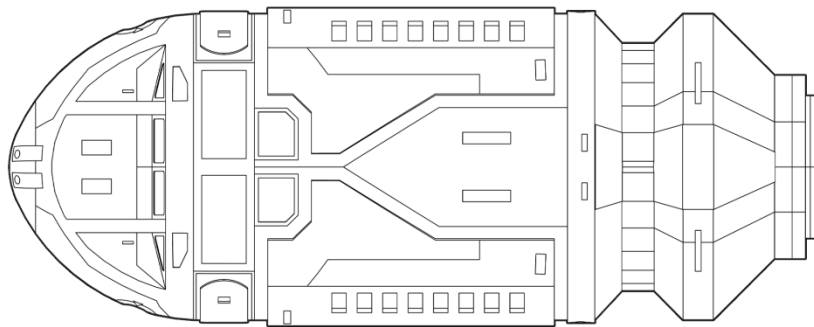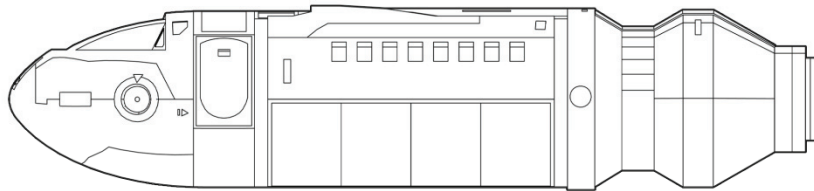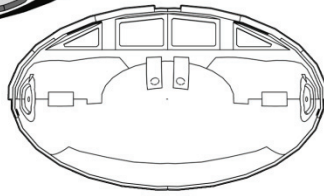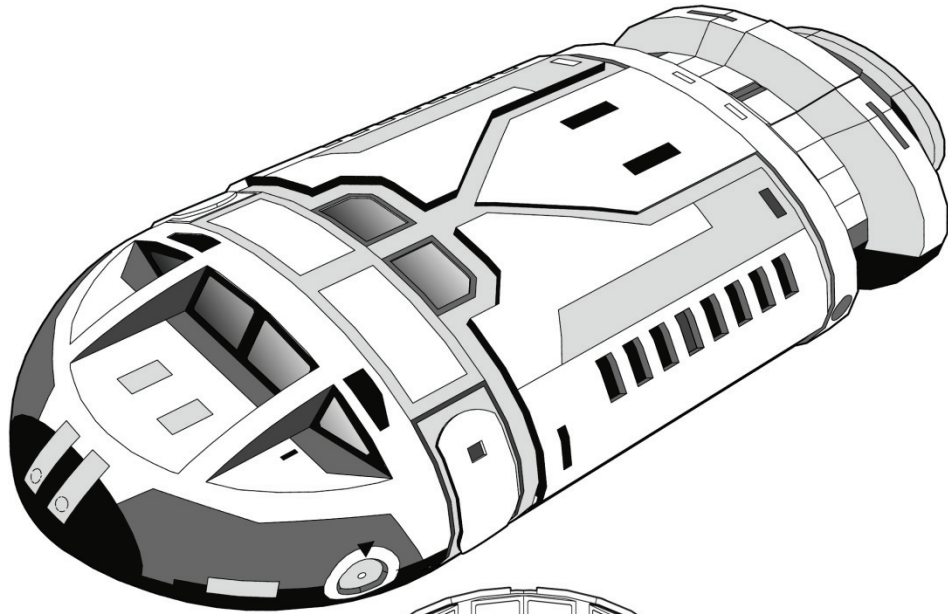
# SB/U-22-11 Ship's Boat

## Deck Plan Key

1. Control cabin
2. Airlock
3. Fresher
4. Passenger section
5. Cargo section

## Deck Plan Symbols

| Symbol | Description |
|---|---|
| ⊙ | Manual Hatch (overhead) |
| ⊙ | Manual Hatch (deck) |
| ◌ | Iris Valve (overhead) |
| ○ | Iris Valve (deck) |
| Ⓣ | Turret Access (overhead) |
| Ⓣ | Turret Access (deck) |
| ✕ | Iris Valve |
| ⊶⊷ | Manual Hatch |
| ⊟ | Workstation |
| ——— | Sliding Door |
| ——— | Interior Wall |
| ——— | Bulkhead |
| —┼— | Maintenance Hatch |

Sensors

Fuel Tank

Fuel Tank

Powerplant

Manoeuvre Drive
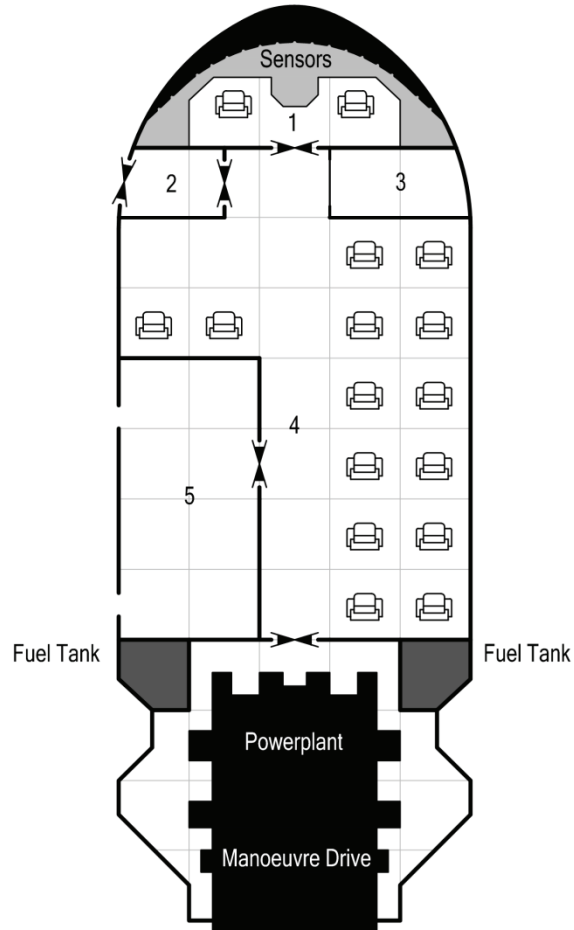
## *MC-17-11 Modular Cutter*

| Type | | | Tonnes | Price (MCr) |
|---|---|---|---|---|
| **Hull** | 50 dT | Hull 1 | 50 | 1.5 |
| | Streamlined (flattened cylinder) | Structure 1 | | |
| **Armor** | Crystaliron x0.5 | 2 points | 1.3 | 0.3 |
| **Zimm Drive** | None | | | |
| **Maneuver Drive** | sK | Thrust 4 | 5.0 | 11.0 |
| **Power Plant** | sK | | 3.9 | 7.5 |
| **Bridge** | Control Cabin | | 6.0 | 0.3 |
| **Computer** | Model 1 | Rating 5 | | |
| **Electronics** | Standard | DM-4 | | |
| **Weapons** | | | | |
| **Fuel** | | 2 weeks of operation | 2.0 | |
| **Cargo** | 0.8 tonnes | | 0.8 | |
| **Crew** | 2 | | | |
| **Airlock** | | | 1.0 | 0.2 |
| | | | | |
| **Modules (30dT)** | Standard | | | 1.5 |
| | | 24x Passengers | 12.0 | 0.7 |
| | | 18dT Cargo | 18.0 | |
| **Software** | Maneuver/0 | | | |
| | Library | | | |
| **Total Tonnage and Cost** | | | 50.0 | 23.0 |
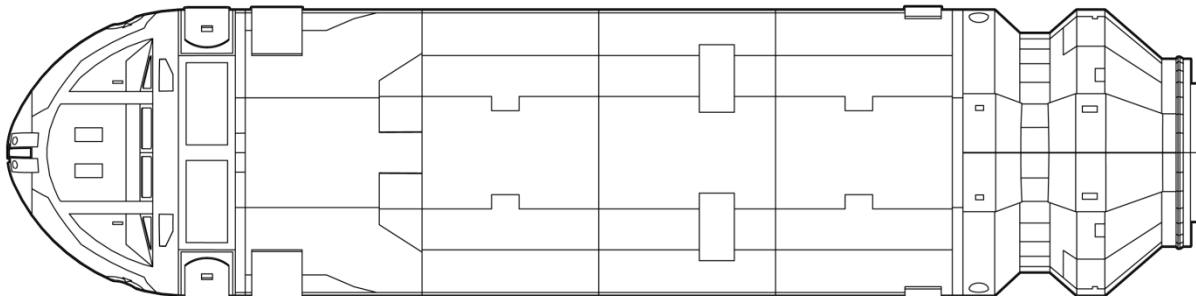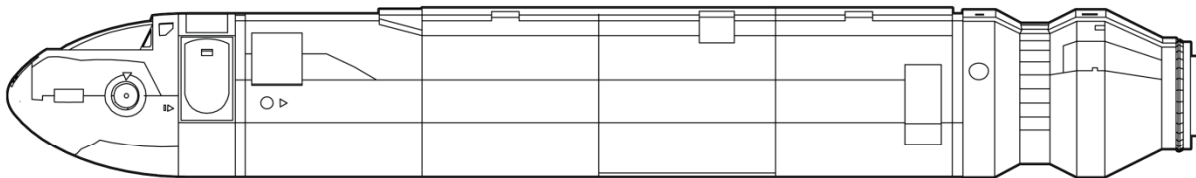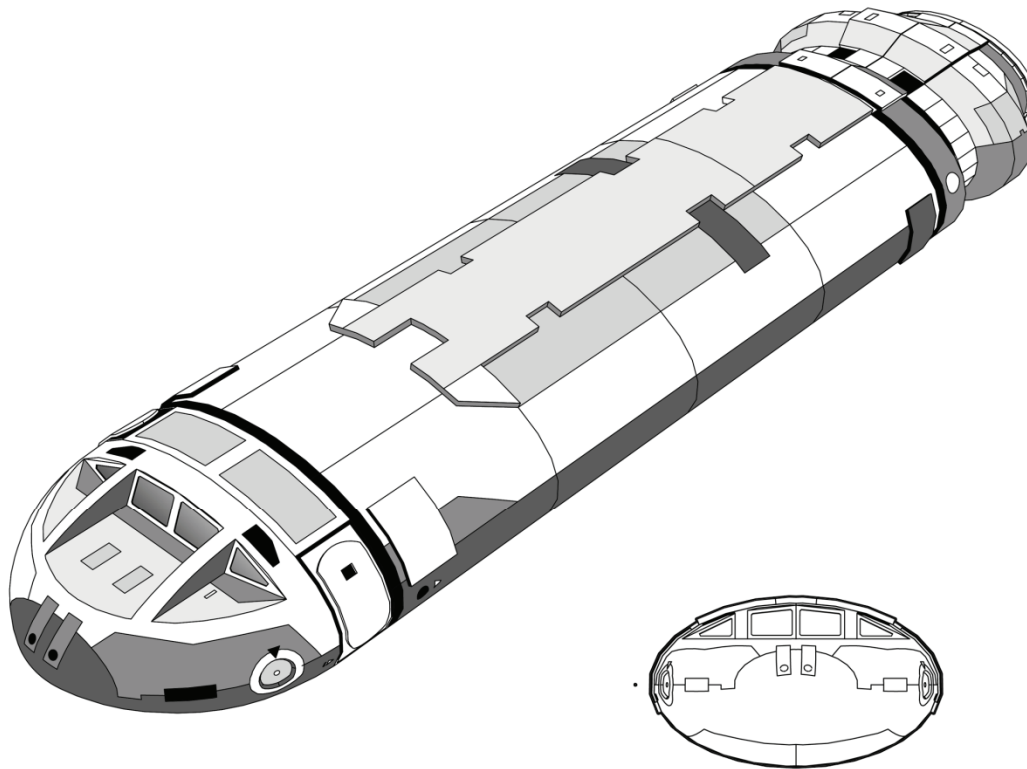
# MC-17-11 Modular Cutter

Sensors

1

2 3

5

Fuel  Fuel

Powerplant

Manoeuvre Drive
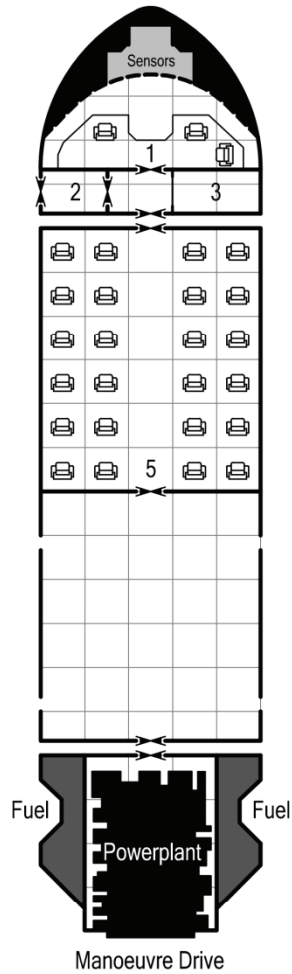
## Deck Plan Symbols

⊙ Manual Hatch (overhead)

⊙ Manual Hatch (deck)

◯ Iris Valve (overhead)

◯ Iris Valve (deck)

Ⓣ Turret Access (overhead)

Ⓣ Turret Access (deck)

⋉ Iris Valve

⊶ Manual Hatch

⊟ Workstation

—— Sliding Door

—— Interior Wall

—— Bulkhead

—— Maintenance Hatch

## Deck Plan Key

1.  Control cabin
2.  Airlock
3.  Fresher
4.  Troop section
5.  Cargo section
6.  Engineering

## Berlin-class Colonial Destroyer

| Type | | | Tonnes | Price (MCr) |
|---|---|---|---|---|
| **Hull** | 1200 dT | Hull 24 | 1,200 | 120.0 |
| | Standard | Structure 24 | | |
| | Reinforced Structure | 4 points | 60 | 12.0 |
| **Armor** | Crystaliron x2 | 8 points | 120 | 24.0 |
| **Zimm Drive** | Type L | 2 parsec range | 60 | 110.0 |
| **Maneuver Drive** | Type S | Thrust 4 | 33 | 68.0 |
| **Power Plant** | Type S | Rating 4 | 52 | 136.0 |
| **Bridge** | Standard (hardened) | | 40 | 7.5 |
| **Computer** | Model 3/fib x 2 | Rating 15 ea | | 1.0 |
| **Electronics** | Advanced Sensors | DM+1 | 3 | 0.2 |
| **Weapons** | Hardpoints 1-4 | Triple turret beam laser | 4 | 16.0 |
| | Hardpoints 5-6 | Triple turret sandcaster | 2 | 2.5 |
| | Hardpoints 7-8 | Triple turret missile rack | 2 | 5.5 |
| | Hardpoints 9-12 | Particle Beam Barbettes | 20 | 32.0 |
| **Fuel** | | 1x 2 parsec jump and 4 weeks of operation | 308 | |
| **Cargo** | 30 tonnes | | 30 | |
| **Crew** | 46 (9 officers, 25 enlisted) | 25 staterooms. Captain and XO have private offices | 116 | 58 |
| **Marines** | 30 Troops (as needed) | Barracks | 60 | 3 |
| **Extras** | Armory | | 6 | 3.0 |
| | Briefing Room | | 8 | 1.0 |
| | Medical Bay | 2x medical beds | 4 | 1.0 |
| | Boat Hangar | Expanded hangar | 160 | 32.0 |
| | | Cutter | | 28.0 |
| | | Ships Boat x2 | | 32.0 |
| | Vehicle Garage | Varies | 40 | 8.0 |
| | Fuel Scoops | | | 1.0 |
| | Fuel Processor x5 | | 4 | 0.2 |
| | Probe Drones (5) | | 1 | 0.5 |
| | Repair Drones | | 12 | 2.4 |
| | Emergency Low Berths | 6 | 6 | 0.6 |
| | Escape Pods | 1 per stateroom | 12 | 2.4 |
| | Ammunition | | | |
| | Armored Bulkheads | Drives | 16 | 2.9 |
| | | Weapons | 2 | 0.4 |
| | Missiles | 120 | 10 | |
| | | 48x Basic | | |
| | | 66x Smart | | |
| | | 6x Nuclear | | |
| | Sandcaster Canisters | 120 | 6 | |
| **Software** | Intellect | | | 1.0 |
| | Zimm Control | | | 0.2 |
| | Evade/1 | | | 1.0 |
| | Fire Control/1 | | | 2.0 |
| | Library | | | |
| **Maintenance Cost (Monthly)** | | | | 0.059 |
| **Life Support Cost (Monthly)** | | | | 0.069 |
| **Total Tonnage and Cost** | | | 1,197 | 715.4 |

## Deck Plan Symbols

- ⊙ Manual Hatch (overhead)
- ⊙ Manual Hatch (deck)
- ◌ Iris Valve (overhead)
- ◯ Iris Valve (deck)
- Ⓣ Turret Access (overhead)
- Ⓣ Turret Access (deck)

- ⊁ Iris Valve
- ⊢ Manual Hatch
- ⊟ Workstation
- – – – Sliding Door
- ——— Interior Wall
- ▬▬▬ Bulkhead
- ⚊⚊ Maintenance Hatch

# Berlin Class Colonial Destroyer
# Berlin Klasse Kolonial Zerstörer

Particle Beam

Particle Beam

Fuel

Fuel

Powerplant

Zimm Drive

Powerplant

Manoeuvre Drive

Manoeuvre Drive
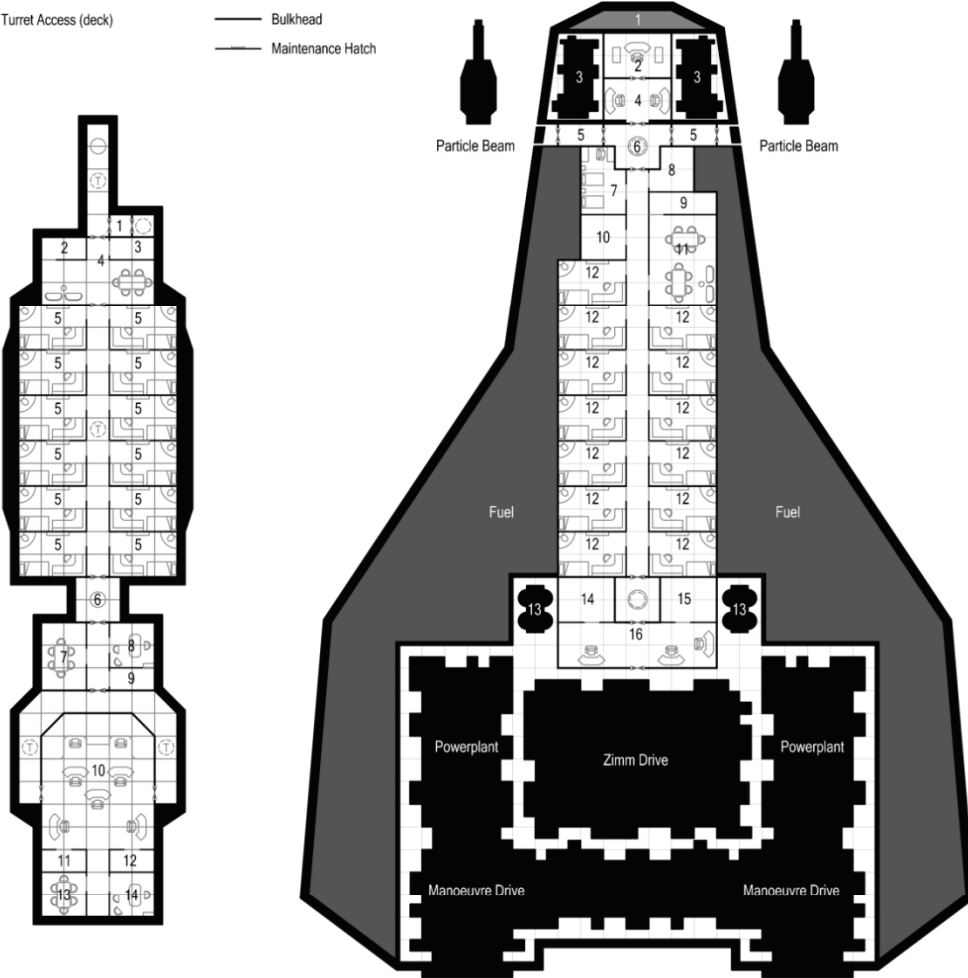
## Deck 1 - Command Deck

1. Airlock
2. Pantry
3. Galley
4. Wardroom
5. Officer's Quarters
6. Circulation Space
7. Briefing Room
8. Captain's Office
9. Stores
10. Bridge
11. Fresher
12. Computer Access
13. Briefing Room
14. Captain's Day Cabin

## Deck 2 - Crew Quarters

1. Sensors
2. Sensor Control
3. Particle Beam Barbette
4. Particle Beam Fire Control
5. Airlock
6. Circulation Space
7. Medical Centre
8. Armoury
9. Galley
10. Stores
11. Enlisted Mess
12. Crew Quarters
13. Fuel Processors
14. Engineering Workshop
15. Engineering Stores
16. Engineering

0  1.5        6
scale in metres

# Berlin Class Colonial Destroyer
# Berlin Klasse Kolonial Zerstörer

## Deck 3 - Boat Deck and Marine Quarters

1. Airlock
2. Circulation Space
3. Marine Commander's Office
4. Security Station
5. Briefing Room
6. Armoury and Stores
7. Communal Freshers
8. NCO Quarters
9. Enlisted Quarters
10. Galley and Stores
11. Marine Mess
12. Emergency Low Berths
13. Repair Drone Bay
14. Muster Area
15. Vehicle Hangar
16. Cargo Bay

## Deck Plan Symbols
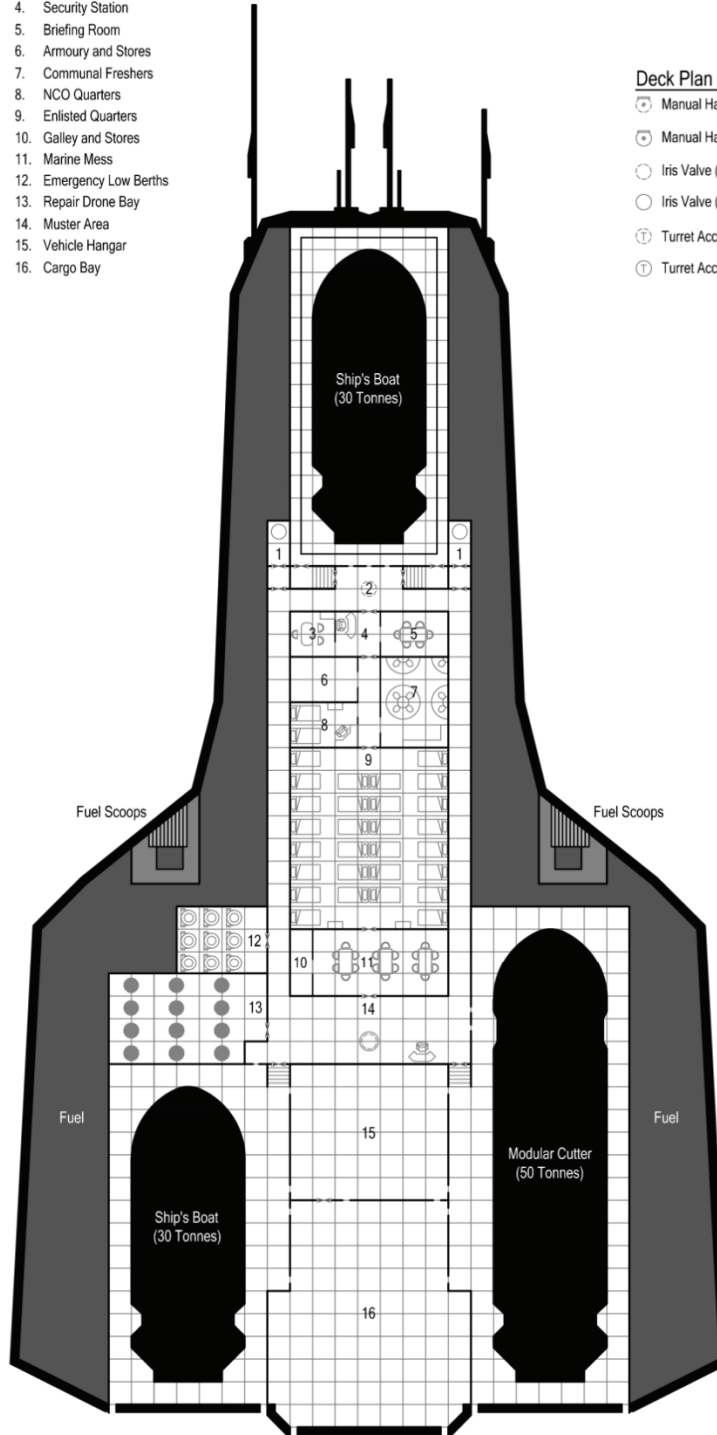
| Symbol | Description | Symbol | Description |
|---|---|---|---|
| ⊙ | Manual Hatch (overhead) | ⊰ | Iris Valve |
| ⊙ | Manual Hatch (deck) | ⊷ | Manual Hatch |
| ◯ | Iris Valve (overhead) | ▱ | Workstation |
| ◯ | Iris Valve (deck) | —— | Sliding Door |
| Ⓣ | Turret Access (overhead) | —— | Interior Wall |
| Ⓣ | Turret Access (deck) | —— | Bulkhead |
| | | —— | Maintenance Hatch |

Ship's Boat
(30 Tonnes)

Fuel Scoops

Fuel Scoops

Fuel

Fuel

Modular Cutter
(50 Tonnes)

Ship's Boat
(30 Tonnes)

## Deck 4 - Ventral Battery

1. Particle Beam Barbette (fwd)
2. Particle Beam Fire Control
3. Particle Beam Fire Control
4. Particle Beam Barbette (aft)
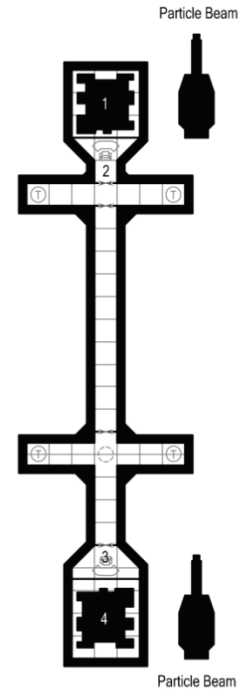
Particle Beam

Particle Beam

0 1.5 6
scale in metres
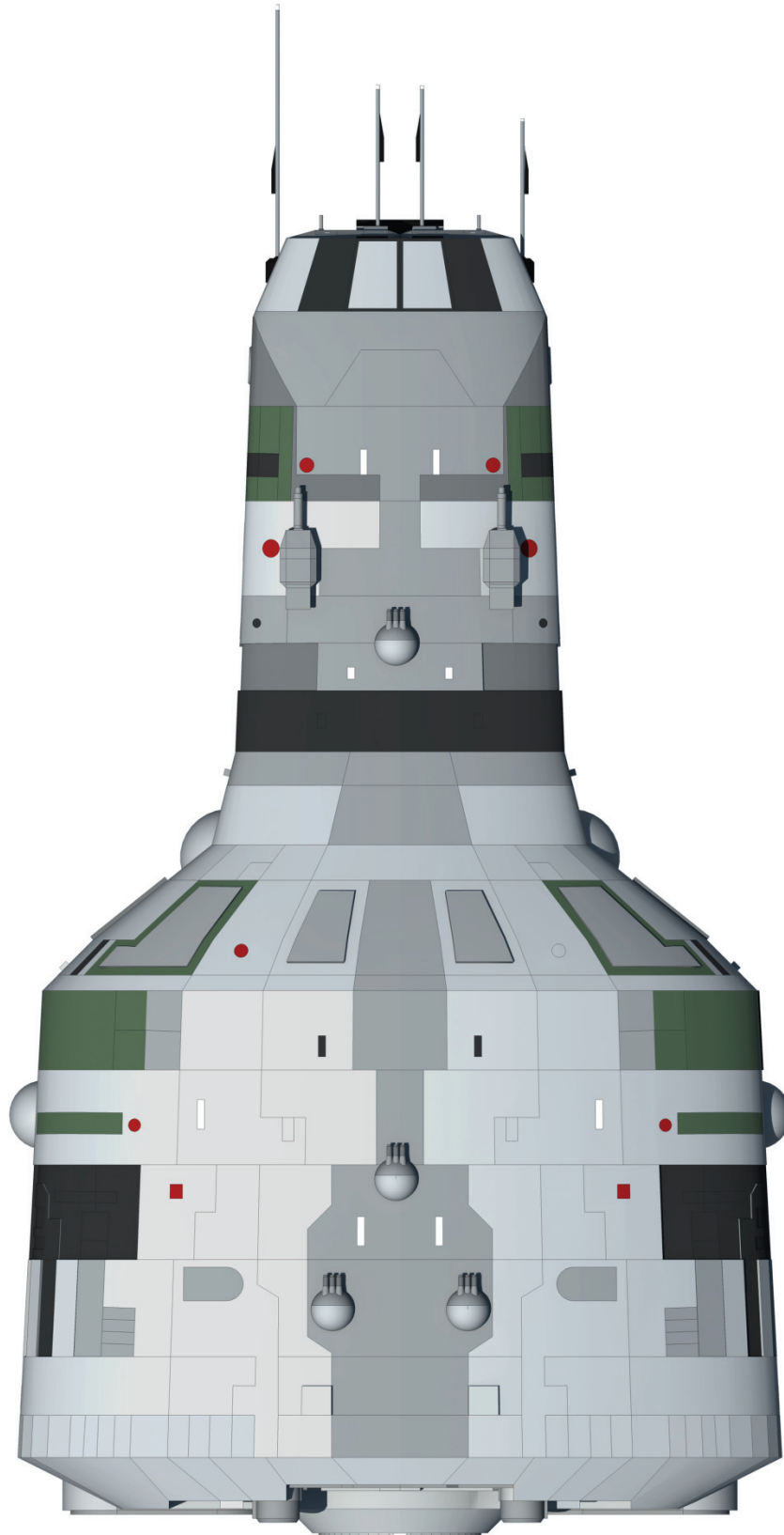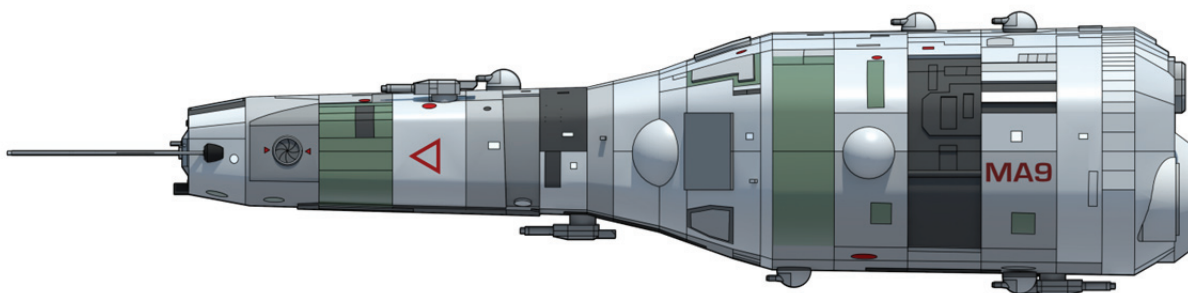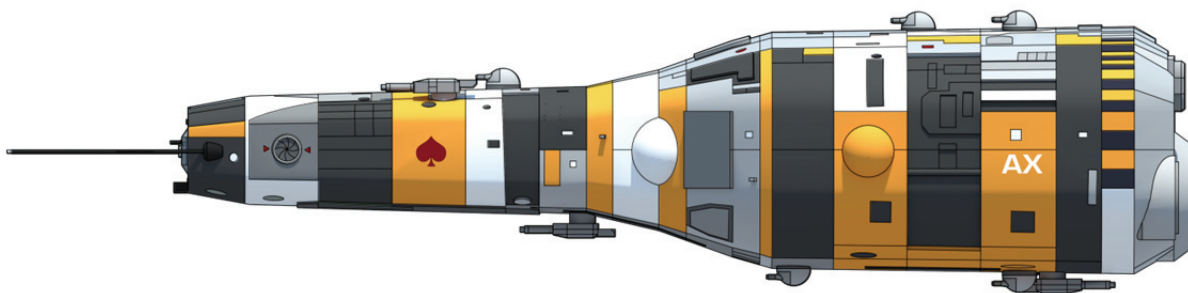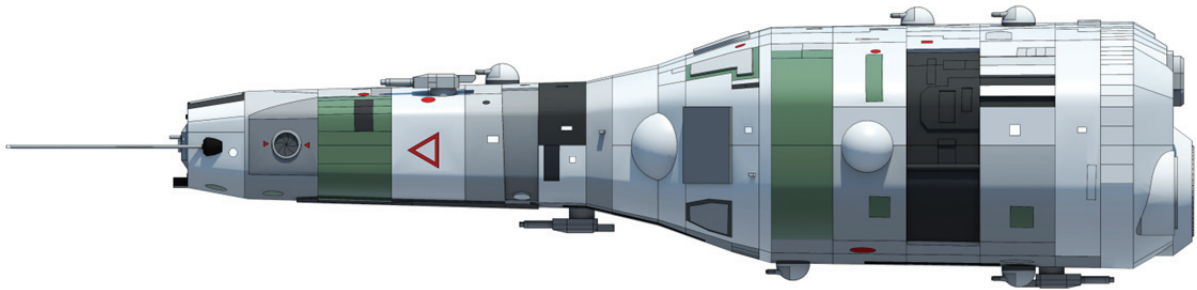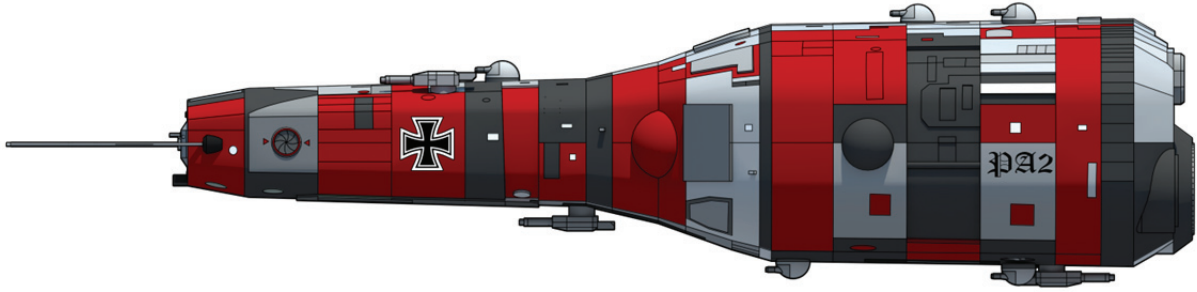
**Halswelle (Moon of Winans), Reuschle System (Hub 0305)**
**August 14th, 2345**

*"Nestor-Five is on the blink again... safeties are shorting. We're gonna have to abort it and send it back to maintenance."*

*"That makes us down a squad now. Any chance you can fix it in the next twenty minutes?"*

*"Nah, it should have been decommissioned back on Sophronius with the rest of these combat 'bots. I'll send a burst to the LT that we're gonna be light going aboard the Essen."*

*Spitting out the sour remnants of what had once been a juicy lug of baccy, he shook his head.*

*The mission was going ahead shortly, and every nerve in his body was jangling a warning. He had had watched the Hub warship dock at the refueling station, slow and as ancient looking as her age depicted in the specs. Now, if the intel was on the money, most of the crew would be rotating aboard the station for liberty and leaving an old, but functional warship ready to be taken as prize for some two-bit dictator out in the boondocks of the sector.*

*He wanted to smile like the rest of the fireteam at the thought of the money they'd get for this operation, but the idea still sent a chill down his spine. Carly, his girlfriend was off in some other unnamed system laying a ghost trail to fool the Hub intel-weenies that would come searching*

*soon enough, while he was on the pointy end of the stick. Perhaps they should have joined those few who voted not to go on the mission and elected to head out to Dade with the children for safety.*

*"LT says it's still a go... we're too committed to abort the mission over a squad of dead bots."*

*Shrugging, he reached down to check his weapon for the fiftieth time. The laser carbine was battered with more bolted on spare parts than it should have, but after a decade of service in the UCM, the budget wasn't there to purchase new models. Even his fading armor carried glued-on patches of reinforced cloth under the scarred carapace. He was sure he looked more like a bandit than a merc, but it underscored just how desperate this ticket as for the company.*

*Across the cargo hold on this ship and on the other charted vessel, fireteams were doing the same check of their equipment. Time was counting down to a mission that would go down in history texts, one way or another. Within an hour, they'd be aboard HFS Essen and steering it away from Hub Federation space to a future that was far from certain except for one thing... UCM would never be the same again.*

*"Alpha Teams, move to your positions. Jump-off is brought forward... we're executing in one-zero minutes. I repeat, we're executing in one-zero minutes."*

*\* \* \**

*Every ship has a soul. Some carry the scars of battle, while others just bear a famous name linking it to former glory and honor. This ship was no different, although she carried both the scars, and a strong history of toil and purpose.*

*The 'Essen' was more than a ship with a name from an industrial city in North-Rhine Westphalia in old Germany. She carried a proud history of service in the German Space Navy and now the fledgling Hub Federation Navy. It was a record that even Herr Krupp would be proud of if he could see what his heritage had wrought, far away from the homeworld of man.*

*The last nine months of heavy duty had underscored that tradition even more, with several surgical strike missions to deliver marines and firepower against pirates scattered across the region. He held back the grin in recollection of the last engagement with his marines storming an abandoned mining station used as a pirate base. The swine had nowhere to run as his marines stormed into the outpost, clearing buildings with skill honed over the last two deployments.*

*It would mean another battle honor for the ship, at the very least, and more shiny pieces of metal on the tunics for his fearless marines. Not all of them were coming home from this deployment, but Herr Krupp would be as proud of them as he was.*

*Stepping into the corridor from the bridge, he paused to offer a nod to the small statue of Friedrich Krupp some melancholy soul had installed between the cable runs abaft the bridge. The vampire face and bright pink lipstick painted on the figure stared back at him, and after a moment of stunned confusion, he found his clenched fists were ready to bury themselves in the face of whichever disrespectful officer or crewman had defaced the statue.*

*It was one of the British, he knew that without doubt. They had no respect for the long traditions of the German Space Navy and its heritage in the forges and fabriks of the German industrial heartland.*

*Seething, he glanced toward the ceiling. "Ganim, pull the feeds for the bridge entry cam and scan the last twenty-four hours. Someone has defaced Herr Krupp. I want to know who is going to be spending time with 'der alt wulf's' special duties list."*

*Stepping through the quiet and almost-empty ship, his thoughts took in nothing of the surroundings. Someone had defaced Herr Krupp. That person, whether he or she, would pay dearly for the crime, and after he finished with them, the captain would make an example to any of the other British contemplating mischief.*

*"Stabsfeldwebel... we have the first of the dockyard workers coming aboard at the boat deck." Ganim announced over the comm. Ensconced in the bridge with the OOW, the corporal was one of only five marines left aboard while the crew took shore leave during the refit.*

*Grunting a reply, he paused as one of the crew rushed past toward the boat deck. Her shirt was hanging out and the unkempt hair bespoke nothing of the discipline embodied in the German Space Navy. She was another Brit, and no different to the other ill-disciplined examples of her kind on the crew.*

*The discharge of a weapon stole his attention. Followed by more echoing shots from energy weapons and slug throwers, he didn't hesitate. With only a quick pause at the arms locker, he listened as Ganim announced dockyard workers were firing weapons at the crew and moving forward from the boat deck.*

*"Stabsfeldwebel, there are breaching charges at the main airlocks... they're coming via B-deck and through the cargo bay. Our feeds are going down, I don't know how many, but...."*

*Someone was trying to take his ship... and patting the worn stock of the Gauss Rifle, he knew that it wasn't going to happen while he was on board. Directing the nearest crew to rally on him, he interfaced the rifle's sights with the wetware optical sights in his eye and led the way toward the firing from the cargo bay.*

*Passing orders to Ganim and the OOW, he split his attention between the tactical map of the ship's corridors and internal spaces. His subconscious led the way to the boat deck cargo bay while his main attention tried to direct defenses elsewhere.*

*A charging figure wearing combat armor came from the gloom, flanked by two robots and more figures following close behind. It was enough to yank his situational awareness to the present location.*

*Without pausing, he fired a burst at the lead figure, releasing the frustration of Herr Krupp's indignities with a hail of gauss slugs. The whining sound of energy discharging echoed around him and the fellow defenders.... ricocheting rounds sprang up around them. His ship had become a battleground.*

*The robots were armed with laser weapons, and as pulses of red light flared around them, he realized how deadly this battle was going to be. More gun fire echoed from the access way to port, and one of the other marines with him began firing in support while the Lieutenant armed*

*with an ACR fought to clear a jam. Crouching beside him, the Brit crewman seen earlier reloaded her pistol as she blew the unkempt hair from her face.  Coolly, she raised her pistol and began firing at the closing robots and boarders.*

*Holding back the grin, he knew he wasn't alone in fighting to save his ship from the unknown attackers.*

### *Berlin-class Colonial Destroyer Adventure Seeds*

| | |
|---|---|
| **1** | **A Grand Theft -** The party are either members of United Consolidated Marines Mercenary Company or crew members/ships troops of the *HFS Essen*. The dictator of Tukaroi desires a new ship and he has decided to "acquire" one from the Hub Federation Navy using a mercenary company to do the deed. As the *Essen* is about to turn over for refit, the opportunity to steal the destroyer is right now! Rest assured, if the UCS mercs get the ship away, the HFN will not be amused and pursue the offenders to the edge of known space, then make an example of them. |
| **2** | **Boarding Action –** What the pirate captain did not realize was that a Berlin class destroyer was escorting the small group of merchant vessels, hiding in the sensor shadow of the big Dromedary class tanker. Now crippled, his ship is about to be boarded by the Berlin's marine contingent. What the Hub Federation Marines do not realize is the size of the pirate crew defending their ship. The party will spearhead the boarding action. |
| **3** | **The Receiving End –** The thrice damned escort destroyer, a Berlin class of the Hub Federation Navy nailed the maneuver drive with a well-placed particle beam. The beam speared the drive and turned the engineering section into so much junk. Now it will be down to a boarding action. The party, paying for passage to the next system suddenly find themselves fighting armed and armored marines. Who signed up for this? |
| **4** | **The Pointy End of the Stick –** embarked on board the *HFS Dresden* the party, all highly qualified Hub Federation Marine Commando are tasked to remove an infiltration team of Kingston special forces detected operating within the capital of the Federation member world of Reuschle (Hub 0305). The surgical removal of the Kingston special forces team must be done swiftly and quietly. Given the location, that may be an issue, a big issue. |
| **5** | **Who? Us?? –** Ordered to heave to and prepare for a boarding party from a patrolling Berlin class destroyer, you quickly comply. The inspection goes well until an eagle eyed Leutnant notices the less than authentic labels on the shipping container and it all goes pear shaped from there. |
| **6** | *Superpirate!* **Episode 181 - Framed –** Arriving in-system, the Star Hawk is immediately hailed by *FGS Teutonisch* commanded by the officious Kapitän Otto Von Spanke. Von Spanke has received Information from one of his informants that the Star Hawk is carrying slaves and this time he means to deal with the Star Hawk for good, gleefully announcing that to Captain Thorpe. Thorpe decides to make a run for the planet and as the *Teutonisch* has no authority in-system he hopes that he can clear his and his crew's name. |

## Rutger Anton Wolff

Stabsfeldwebel
Hub Federation Marine Corps
Age 118 (52)
STR 10 DEX 12 END 11 INT 9 EDU 9 SOC 6

Gun Combat (Slug Rifle) 4
Instruction 2
Melee (Blade) 2
Melee (Unarmed Combat) 2
Tactics (Military) 2
Athletics 1
Carouse 1
Gun Combat (slug pistol) 1
Language (Russian) 1
Vacc Suit 1
Zero G 1

12 combat ribbons, Star of Gallantry and bar, Imperial Iron Cross

Eldest son of a farming family, Rutger left home early to pursue his dream of becoming a soldier, joining the planetary militia. He knew from the onset that he would never become an officer due to the class structure on Wilhelmveldt (Hub 0403) as most officers tended to be from higher born Junker families or children of wealthy business owners able to circulate in the higher echelons of planetary society. Officers from lower born origin existed but did not progress much higher than the rank of Major. Knowing this though did not perturb the eighteen year old with idealistic goals in the slightest.

For more than fifty years Rutger remained in the militia progressing through the enlisted ranks until he could progress no further. Any dream of achieving a commissioned rank had long since been replaced by the more realistic notion of being the best non-commissioned officer he could be, but that too began to pale and at the age of sixty six he elected not to re-enlist seeking a broadening of horizons.

Six months later found Rutger as a security officer on board a large freighter leaving for Boone in the Sequoyah subsector.

His considerable experience in the military suited a role in security perfectly and a berth on a starship allowed him to explore beyond his home system. For the next thirty years Rutger travelled throughout many of the colonized worlds of Clement Sector working mainly as a security chief on large corporate ships and independent trader vessels.

When word arrived that the Conduit had collapsed, Rutger was enjoying a spell of well-earned leave while his ship was undergoing maintenance in Hub system's main Anderson and Felix shipyards. Then word came that a new, Federation of worlds centered on Hub was being established by Hub's President Hauser. Wellington, the British colony, was even said to be part of the discussions as well which explained why there were four Royal Navy warships in system.

That would mean Wilhelmveldt would be a member world and that would mean a united military. The old dream of bettering his

station in life resurfaced. Perhaps the new, unified military might need an old warhorse?

The next thing he knew was that he was making a vidcom call to the Bundeswehr recruiting office in Kamfer, Hub's capital city. The next day, he was interviewed by a panel of Bundeswehr officers. Three days later he was further interviewed by another Bundeswehr officer and a British Royal Marines officer who informed him that he was shortlisted for transfer to a united marine corps. Within the month he found himself at a Bundeswehr refresher training camp. Rutger had returned to the military with the rank of Feldwebel.

The Royal Marine officer was correct; In 2333 Rutger was transferred to the new Hub Federation Marine Corps and served as a senior platoon NCO during the Battle for Beol in 2338.

Rutger, currently a fleet marine Stabsfeldwebel serving on board the Berlin class colonial destroyer *HFS Essen* is certainly not what would be described as a pinup marine, but a professional soldier with a lifetimes experience. He is called der alte Wolf (the old Wolf) by both officers and enlisted in his command in respect for his skills and experience.

A tall powerful man with regulation short black grey hair, Rutger looks every bit like an older grizzled veteran should.

Moltke Class Cruiser

Perth Class Frigate

Vulkan Class Attack Boat Tender

Berlin Class Colonial Destroyer

Raptor Class Sloop/River Class SDB

Kiviat Class Patrol Corvette
Fremantle Class Patrol Ship

Shadowstrike Class Assault Carrier

Farragut Class Destroyer
Melbourne Class Destroyer

Ships of Clement Sector - Size Comparison Chart

Authorised For Public Distribution
Admiral Commanding Dept. Training and Education
Current as at February 21 2341 ES-ST / 52ES,132

Approved   Watts J, Flottillenadmiral
Designed   Johnson MJ, Fregattenkapitän
Prepared   Johnson MJ, Fregattenkapitän

Small Craft

0   3        12       24      36      48
scale in metres

HUB

Et fortis viribus unum