

GROUND VEHICLES



3.0 Ground Combat Vehicles

The Starfleet Marines now operate a family of tracked vehicles called the 'Cavalier'. The Cavalier family all shares a common Chassis and propulsive system, and a common main hull which can (depending on the model) hold up to 10 Marines.

There are exit doors in the rear and side of the vehicle, as well as the roof of the Cavalier.

3.1 GCV 301 Cavalier APC

The basic armoured vehicle used by the Starfleet Marines is the Cavalier Armoured Personnel Carrier.

This vehicle is unarmed, save for the arms of the crew,



3.2 GCV 302 Corsair AAV

The Corsair is the Anti-Aircraft Variant and has two rapid firing Phaser cannons that have 360° traverse and up to 90° elevation.

3.3 GCV 303 Challenger Tank

The Challenger adds an automated turret carrying an anti-vehicle phaser cannon.

The Cannon can be elevated up to 45° degree to engage aerial targets, but the response time of the turret (which can move through 360°) is a limiting factor.



3.4 GCV 304 Chieftain SPG

The Chieftain mounts a single heavy Phaser artillery piece which is intended as an assault weapon. It has a secondary anti-aircraft capability, and indeed as an anti-starship weapon in extreme cases.

The Chieftan does not carry troops as the hull contains large Phaser capacitors that enable the vehicle to fire up to 20 shots before the need to recharge.



3.5 GCV 305 Comet Photon Missile Launcher

The Comet carries three FPM-1 Photon Missiles (self propelled Photon torpedoes which are based on the shipboard FP1).

These can be used for assault of surface installations, but are more generally deployed for use against large landing craft.

Troops are not carried aboard Comets, but the hull is used to hold 6 reload torpedoes.

3.6 GCV 306 Collector ARRV

The Collector is the Armoured Repair and Recovery variant of the Cavalier series, it also serves as a combat engineer vehicle.



3.7 GCV 307 Centurion Command Vehicle

The Centurion is the command variant of the Cavalier, the whole troop compartment being used to house the Marine Command staff.



3.8 GCV 308 Churchill IFV

Recent combat missions had shown the basic Cavalier to be deficient in weaponry, accordingly the Churchill was developed mounting a twin phaser cannon system

3.9 GCV 309 Crusader Assault Vehicle

The Crusader adds a heavy missile system to the basic design (non photon warheads normally, but FP-? Equivalents can be mounted).

This vehicle is usually employed in an assault role against buildings.



FIGHTERS



4.0 Fighters

4.1 A 401 Typhoon Assault Fighter

The Typhoon is the standard assault fighter used by the Starfleet Marines.

With a weapon load of three phaser cannons, six FPM-1s and a single FPM-4 the Typhoon is superb in either an anti ship or ground attack role.

The Typhoon is heavily armoured, but despite this is still a spritely performer.



4.2 F 402 Tornado Heavy Fighter

The Tornado is based around the hull of the Typhoon, but has a smaller weapon load in return for greater speed and manoeuvrability.

Carrying four FPM-1s and a pair of phaser cannons, the Tornado is still well armed, and a match for most opposition.

4.3 F403 Tempest Fighter

The Tempest is the smallest of Starfleet's standard fighters, and is normally used in an anti fighter role/

It is armed with two FPM-1 missiles, and a pair of phaser cannons mounted under its engines.



The Tempest is without a doubt the most agile and fastest of all UFP fighter craft, and is easily the match of any known fighter craft.

SUPPORT CRAFT



5.0 Support Vehicles

5.1 Orion IFD

As well as the large range of orbital and extra orbital vehicles operated by the Starfleet Marines, there are also a number of vehicles deployed purely within the atmosphere of a world, the Orion IFD is one of the more common of these.

The Orion IFD (Individual Flying Device) is a light weight observation vehicle that is used in a scouting role.

The major benefit of the Orion design is that it is small enough to be deployed in a standard cargo shuttle, or even by a combat transporter, which means that Marine squads embarked upon frigates such as the Loknar class can have vehicles readily available in the event of surface operations.

Armament, the Orion is armed with a pair of built in Phaser-3s, that are recharged by the craft's engine. These are capable of firing f/p and f/s.

Typically three Orions are allocated to each Marine company.



Orion in Standard Marine Colours

Orions can be fitted with heavier weapons, but this is at the expense of range, speed and manoeuvrability, usually more suitable platforms are available and this option is not used.

5.2 Omega ISS

The Omega ISS (Individual Space Ship) is descended from Starfleet's engineering inspection pods.

It was realised that the large bubble canopy made the design ideal as a space going counterpart to the Orion.

The Omega is armed with a pair of built in Phaser-3s.



Prototype Omega Class ISS

Operationally the Omega is used in a similar role to the Orion, but in less benign environments.

Omegas are capable of re-entry and use within atmospheres, but the Orion is generally preferred due the lower noise emissions of that design giving greater covert operation potential.

As with the Orion, Omegas can be fitted with heavier weapons, but again

this is at the expense of range, speed and manoeuvrability.

5.3 Provider Class Combat Lander

The Provider is the Marine Corps' standard small lander. It can hold a Cavalier type AFV and 20 troops, or up to 40 troops.



Provider without Drop Pod, showing how connecting arms act as landing gear.



Provider with Drop Pod



Rear view of Provider showing Drop Pod Interior with Cavalier embarked.

ENEMY FIGHTERS



6.0 Enemy Fighters

The fighters operated by the Klingons, Romulans and Orions all differ greatly from those of the UFP in terms of concept and performance. However, all can pose a significant threat to UFP fighters and ground personnel.

6.1 Klingon Empire: Shadow Class Assault Fighter

As with many Klingon craft, the Shadow is not subtle, with four heavy disruptors the Shadow is the standard Klingon fighter for both fleet and marine operations.

Slower than the equivalent UFP or Romulan designs, the Shadow is far more heavily armed and armoured.

The natural operating environment of the Shadow is at low level supporting Klingon shock troops, but it is equally capable in aerial combat. As such it should not be underestimated.



Shadow Class Fighter in Desert Camouflage

6.2 Klingon Empire: Wasp Class Fighter

The Wasp is the standard interceptor role fighter now in use by the Klingon Empire. Equally capable in combat inside or outside the atmosphere, the Wasp is a twin seat fighter, armed with a pair of disruptor cannons in the nose.

The Wasp is more lightly armed than the Shadow, but is significantly faster. As with all Klingon fighters, missiles are not carried as Disruptors offer far greater combat persistence. The weight and space saved by not needing launch and targeting systems (and the missiles themselves) being used for more fuel and additional Disruptor power cells.



Wasp Class fighter in standard Marine colours

6.3 Klingon Empire: Viper Class Light Fighter

The Viper is the Klingon response to the Federation's new light fighters. Heavier Shadow and Wasp class fighters proved unable to out manoeuvre the new UFP Tempest class light fighter, as such the Klingon empire produced a new design, which borrowed heavily from some aspects of the Wasp (most notably the nose

design which is intended to give some protection to the fore weaponry).

The Viper is a single seat fighter, which in many ways suits the Klingon psyche more than a two place fighter, in a Viper the glory all goes to the pilot, in a Shadow it must be shared..



Viper Class Fighter in Dark Camouflage scheme used by 214th Marine Group

6.3 Orion: DV Fighter

The DV Fighter is the smallest commonly encountered fighter, armed with a single disruptor cannon in the nose (although given the Orion penchant for modification phasers are also often used).

The DV fighter is cheap and simple to produce, and as such many Orion pirates use them as scout craft, and to defend installations against assault.

Although the DV Fighter may look old fashioned and bulky compared to UFP designs, it is still lethal in the hands of a skilled Orion or mercenary pilot.

As with Orion designs the manoeuvrability of the DV Fighter is its

major strength, a DV can out turn any fighter in the inventory of the other powers.

As with the Klingons, the Orions do not generally use missiles, (although mainly on cost grounds), however it is not unknown for DV fighters to be encountered with jury rigged missile systems.



DV Fighter in Orion Navy Colours

6.4 Romulan: TXR-7

The TXR-7 has been under development by the Romulans for almost 10 years, and still has not entered service in large numbers.

The design is immensely powerful and well armed, however this at the dual price of immense cost and complexity.

Armed with a number of missiles, and two immense disruptor cannons, the TXR-7 will be a major threat to ground troops when it becomes fully operational.

However, given the current economic and technical state of the empire it is likely the TXR-7 will only ever see limited service.



Romulan TXR-7 Heavy Fighter

6.5 Romulan: Panther

The Panther has been the standard Romulan fighter for almost 20 years, and is still highly regarded in combat.

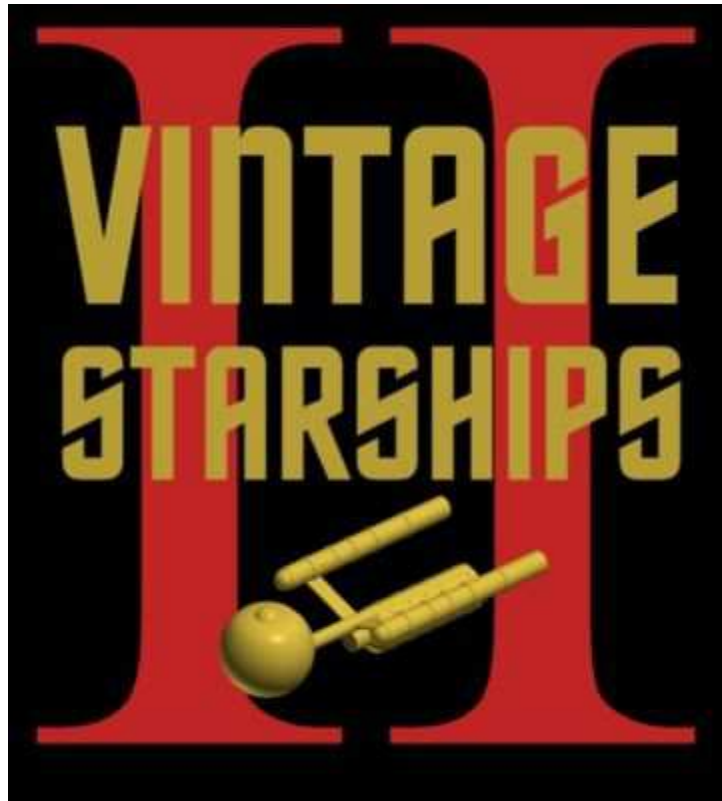
A unique design with twin hulls and triple engines, the Panther can be flown from either of the two cockpits, giving a high degree of combat resilience.

In its 'clean' configuration the Panther is easily the fastest of all the fighter craft fielded by the major powers within an atmosphere, and by virtue of the small wing area is also one of the most manoeuvrable.

The primary armament of the Panther are a pair of twin 'bolt-on' cannons under the mid wing, but a number of plasma bombs are also generally carried when the craft is operational against ground troops.



Panther in Blue/Grey camouflage used by Romulan Aerial Defence forces



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