

Navy of the Terran Satellite Charter: Main Cruiser Variants

By Ian Cross, 12/2013

Author's Foreword: Probably the most exciting new component about FSA 2.0 to me are the ship options in the new fleet guides. In particular, I have done a lot of thinking about the different Terran Cruiser models released over the last four years – from the original Sentinel model, to its Mark II replacement, the Hermes, and more recently the new Teuton class. I made this guide based on the canon I am aware of so far. I do not intend this to be a competitive gaming document; none (or maybe all) of these variants might be good choices for Alliance of Kurak fleets. I was instead drawn to thinking about the cruisers from a development perspective. These profiles are an attempt to define differences in Terran cruiser models, using the new 2.0 options. I was originally considering them within the context of an extended campaign system. Most of the variants have additional “optional extended campaign rules,” for linked campaigns using static fleet lists and model designations. Most of these optional rules are to represent attrition over several battles, but they also give players some more freedom for points during list design. (If you look closely, you’ll notice they are really just the removal of optional upgrades.) Enjoy and find me on the forums to discuss! - MajorMcNicol

Sentinel class Cruiser [Period: pre-war/early war]

See Terran Fleet Guide for complete profile

Hardpoints & Upgrades: None.

The basic and most common cruiser at the start of the Dindrenzi invasion of the Storm Zone, the Sentinel class cruiser was dated and in many ways largely outclassed against its counterparts in opposition fleets. However, it remained a tried and tested design that held up surprisingly well, considering how long it has been in service. Its greatest strength is perhaps its widespread availability: the great numbers of Sentinels still stationed on colony worlds and border patrol fleets meant many Sentinels were readily available for holding actions and defense pickets even at the start of the war, their crews well-practiced in the use, capabilities, and maintenance of their vessels. Today, some of these cruisers serve still, particularly as planetary defense monitors.

Optional extended campaign rule(s): None.

Sentinel class Cruiser (retrofit) [Period: early/mid war]

See Terran Fleet Guide for complete profile

Hardpoints & Upgrades: Improved Engines (+2 MV), Broadside Redundancies (Weapon Shielding).

Even before the war began, many of the old Sentinels were already being retrofitted and upgraded. The most common retrofit was an improvement in the thrust and acceleration systems onboard, as well as some welcome upgrades to the reactor's fuel efficiency protocols. This upgraded Sentinel variant proved much faster than its predecessor, and became very popular for long-range patrols. Its mass driver turrets were also reinforced with improved bulkheads and support lines, as well as redundant cooling and targeting systems, vastly increasing efficiency and efficacy in prolonged combat situations. Retrofit Sentinels now remain a far-from-rare sight in the Storm Zone, and are also common in other distant regions of Satellite Charter space.

Optional extended campaign rule(s): Hasty repairs! (remove weapon shielding – price reduced 10 pts).

Hermes class Cruiser [Period: mid war]

See Terran Fleet Guide for complete profile

Hardpoints & Upgrades: Improved Engines (+2 MV), Broadside Redundancies (Weapon Shielding), Nuclear Stockpile (Nuclear Torpedoes).

The basic Hermes class cruiser was only a prototype at the very start of the war, but had long been planned as a replacement for the aging Sentinel class. Carefully rushed in the final stages in order to be deployed more readily to the conflict, the Hermes class features many similarities to the best of the retrofitted Sentinels. One new feature common to the Hermes was the inclusion of nuclear warheads for the torpedoes, improving their destructive potential against packed enemy squadrons. The lasting value of the Hermes, however, may prove to be the development of many variants off its basic hull, providing

great tactical flexibility to the NTSC. Even in the current phase of the war, Hermes make up the mid-size backbone of most Terran battlefleets.

Optional extended campaign rule: Stockpiles depleted! (remove Nuclear Torpedoes – price reduced 5 pts).

Hermes class Cruiser (prototype) [Period: mid war]

See Terran Fleet Guide for complete profile

Hardpoints & Upgrades: Advanced Shielding (+1 SH), Atomic Laser Batteries (Beam Weapons).

One of the earliest prototypes of the completed Hermes class was an attempt to harness the improved power plant of the new hull to test advanced shielding systems as well as the newest atomic laser batteries. The new design offered significant firepower and excellent shields for its class, but was markedly slower than the basic Hermes model. Some of these prototype variants were produced and put into use, where their combat value particularly shined when squaring off against the Relthoza. Many a captain of this variant has had cause to thank the advanced shielding technology when facing the hydroxide nano-tech of the alien enemy. The upgrade to atomic lasers also increased the maximum range of the ship's main ordinance, and improved its accuracy against rapidly moving targets. This prototype was widely considered a success within the NTSC higher echelons.

Optional extended campaign rule(s): none.

Teuton class Cruiser [Period: current]

See Terran Fleet Guide for complete profile

Hardpoints & Upgrades: Improved Bracing (+1 HP), Broadside Redundancies (Weapon Shielding), Nuclear Stockpile (Nuclear Torpedoes).

The newest model in the NTSC cruiser line is the Teuton, a true brawler of a line vessel able to withstand significant enemy fire and remain combat effective. Many early models continue to rely on tried-and-true mass driver batteries, albeit in well-protected casemates, barbettes, and reinforced turrets, contributing to the Teutons' stature as the largest NTSC basic cruiser chassis. The Teuton also makes use of nuclear warheads for its torpedoes, although on extended campaigns these are known to run low. The Teuton class has entered the war against the Zenian League to great anticipation, and so far has not failed to live up to its reputation as a durable, reliable model.

Optional extended campaign rule(s): Stockpiles depleted! (remove Nuclear Torpedoes – price reduced 5 pts); Hasty repairs! (remove weapon shielding – price reduce 10 pts).

Teuton class Cruiser (prototype) [Period: current]

See Terran Fleet Guide for complete profile

Hardpoints & Upgrades: Improved Bracing (+1 HP), Broadside Redundancies (Weapon Shielding), Nuclear Stockpile (Nuclear Torpedoes), Atomic Laser Batteries (Beam Weapons).

Atomic Laser Batteries provide additional range and accuracy for a vessel's main ordinance, and the current prototype for the NTSC cruiser series is an attempt to marry these powerful energy weapons with the resiliency of the Teuton's hull. Expensive and only beginning to make their presence felt in the Storm Zone, the Teuton prototype is a dangerous foe for any enemy of the NTSC. Also boasting nuclear warheads for its torpedoes, this class is a terror at all ranges, able to effectively take on enemy battleships at vast distance when in squadron strength.

Optional extended campaign rule(s): Stockpiles depleted! (remove Nuclear Torpedoes – price reduced 5 pts); Hasty repairs! (remove weapon shielding – price reduce 10 pts).

Paladin class Super-Cruiser (prototype, private venture/unique) [Period: current]

Medium capital class, squadron size 2-3 / Turn limit: 1"

DR	CR	MV	HP	CP	AP	PD	MN	SH	FW	Pts
4	6	9"	5	5	3	3	0	2	0	100
Beam Weapons:			10"	20"	30"	40"				
-Port/Starboard			5	7	3	-				
-Fore (fixed)			5	6	4					
Torpedo Weapons:			12"	24"	36"	48"				
-Any arc			4	5	5	6				
Additional Systems:										

-Sector Shielding

-Weapon Shielding

-Nuclear Torpedoes

Hardpoints & Upgrades: Improved Bracing (+1 HP), Broadside Redundancies (Weapon Shielding), Nuclear Stockpile (Nuclear Torpedoes), Atomic Laser Batteries (Beam Weapons), Advanced Shielding (+1 SH), Improved Engines (+2 MV).

The Paladin class Super-Cruiser is an extremely rare vessel. It is said there remains only one operational squadron of these ships in the entire Satellite Charter region of space. Guessed by many in the NTSC lower-ranks to be a privately funded attempt to create a new breed of heavy cruiser, the Paladin is perhaps more akin to a speedy pocket battleship. Fast, resilient, and carrying a variety of heavy weaponry, the Paladin should not be underestimated by any enemy – or ally. Perhaps they are a prototype version of the Teuton that ended up playing second fiddle to the new Hauberk class heavy cruiser – which someone might argue is more effective. Or perhaps they are merely some Hawker or other megacorp attempt to marry speed, resiliency, and hitting power in an agile cruiser hull. Whatever the provenance, the remaining Paladins are a welcome sight in the Storm Zone for NTSC officers, looking for effective back-up.

Optional extended campaign rule(s): Unique – you may only ever field up to 3 Paladins in one game.