

BATTLECRUISER 3000AD™

APPENDIX G ARTIFACTS DATABASE

1. HYPERION SUB-SPACE DEVICE

Use:

This device provides a means of traversing the galaxy without using any power or resources. Once installed on your ship, the Navigation Officer will use it to make intra-galactic jumps. This device breaches the space/time continuum, therefore no time will elapse during the transition. Having this device will allow you to use the HSD when plotting waypoints in Navitron. It creates a menu of regions on the Battlecruiser Bridge and in tacOPS where the desired destination can be selected.

Required to operate :

- ✓ Research Engineer must have an AI of 75 or above.
- ✓ Flight Officer, Research Engineer AND Navigation Officer must be on-station.
- ✓ Engine requires 10 units of power.
- ✓ Navigation System requires 5 units of power.

2. ENHANCED NAV MODULE

Use:

This device enhances the ship's hyperjump engines. Normally, the Battlecruiser will use fuel for hyperjumps. Once this module is installed, hyperjumps will require no fuel for operation. It also displays the current end-point of the targeted flux field in the CVD so that blackhole end-points can be avoided. This artifact does not affect the HSD operation, which uses no fuel.

Required to operate:

- ✓ Flight Officer OR Navigation Officer must have an AI of 50 or above.
- ✓ Flight Officer AND Navigation Officer must be on-station.
- ✓ Engine requires 5 units of power or greater.
- ✓ Navigation System requires 5 units of power.

3. CELESTIAL ORB

Use:

This artifact has very powerful healing properties. It cures the injuries and ailments of anyone who is exposed to it. It increases the life factor (LF) of personnel on the ship and their fatigue factor (FF) will never increase. Does not use Medpaks or Vacpaks.

Required to operate:

- ✓ None.

4. TACYON ANAGRAM SHIELD

Use:

This unit is a shield upgrade. It provides a maximum of 5000 units of protection. Requires 85% less Plutonium (shield fuel) for operation than any normal shield.

Required to operate:

- ✓ Low amount of Plutonium.
- ✓ Shield control must have at least 1 unit of power.

5. KARANIAN MARK IV REACTOR

Use:

This unit is a reactor upgrade. It provides a maximum output of 250 units of reactor power at all times. It also has a very low Radine fuel consumption rate.

Required to operate:

- ✓ Small amount of Radine.

6. TRANS-MATRIX CLOAKING DEVICE

Use:

This unit enhances the ship's cloaking device. It uses a low amount of Iridium for operation. Allows radar detection of cloaked targets in TACSCAN. It has the advantage of not decloaking if weapons or ships are launched from the Battlecruiser. It also does not require any power to be allocated to the Battlecruiser cloaking system.

Required to operate:

- ✓ Research Engineer AND Chief Engineer require AI of 75 or above.
- ✓ Research Engineer, Chief Engineer AND Tactical Officer must be on-station.
- ✓ Cloaking only active at intervals of 10 minutes at a time. Remains inactive for 10 minutes after shutdown before it can be activated again.
- ✓ Low amount of Iridium

7. PHASED ARRAY ION DISRUPTOR

Use:

This unit enhances the ship's main laser system. It has low power consumption. Operates by firing a constant charged particle beam in the pointed direction. Once activated, it will continue to project the beam until the fire button is released. A hit from the PAD causes 50% more damage to the target than a normal Ion Disruptor. Its rate of fire is not affected by the laser intensity setting. Beam is constant. Can operate in auto-fire mode. Once it locks on to a target, it will continue to track the target and fire. Releasing the fire button breaks the target lock. The ship will maneuver (in AI mode) to track the target.

Required to operate:

- ✓ Firing system must be decoupled to operate the PAD
- ✓ Weapon System requires at least 2 units of power
- ✓ IOD requires at least 1 unit of power

8. RANDOM - RANDOM ACCESS NUCLEAR DISRUPTOR FOR OBSOLETE MATTER

Use:

This is a very devastating weapon. It works as a normal orbit to surface weapon, but allows the configuration of any normal OTS weapon to have devastating capabilities. With RANDOM on board, any OTS missile which impacts the surface will destroy everything on the planet leaving it totally barren.

Required to operate:

- ✓ RANDOM decoder.
- ✓ Research Engineer, Tactical Officer AND Chief Engineer must have AI of 100.
- ✓ Research Engineer, Tactical Officer AND Chief Engineer must be on-station.
- ✓ Tactical System requires 5 units of power.
- ✓ Weapon System requires 5 units of power.

9. RANDOM DECODER

Use:

This decoder is required to operate the RANDOM weapon. Allows any normal OTS missile to have RANDOM capabilities.

Required to operate:

- ✓ None

10. JAC - JUST ANOTHER CYBORG

Use:

JAC is a cybernetic jack of all trades. It repairs systems without any repair materials. Repairs systems to 100% at the rate of 1 every 10 minutes

Required to operate:

- ✓ None.