

# UNITED NATIONS SPACE COMMAND

2



HUMANOID

SOL

TEM: 05 ATS: 05 HY: 07

AIX Statistics

AG: 50 IN: 50 XE: 50

TECH LEVEL 7

Government

Representative (Players chooses focus)

Physical Traits

None

Social Traits

Expansionist (+2)

Starting Resources

No additional resources

## Total Benefits & Penalties

Civilian fleets cost 10% less to build (Colony = 54 vs. 60; Transport = 18 vs. 20; Trade = 14 vs. 15)

No more than 50% of the power's per-turn system income can be spent on military purchases or Intel point purchases

Additional Modifiers as per Focus:

Military Focus: Maintenance reduced by 5% (round down) (ex:  $64 * 95\% = 60$  EP)

Religious Focus: +1 bonus to all moral checks

Scientific Focus: Tech advancement requirements decreased to 45% of total domestic product

Social Focus: Maintain 15 Intel points per 1 EP of maintenance

Trade Focus: Trade income increased by 15% (round up) (ex:  $8 * 115\% = 10$  EP)

NPE Modifiers

None

The UNSC is the space military wing of Earth's United Nations government that is governed by the High Command and is headquartered on Reach and Sydney, Australia, Earth. The UNSC is tasked with enforcing law and order, including suppressing rebel insurrections, and protecting the Inner and Outer Colonies through the Colonial Military Administration. Several sub-divisions of UNSC forces, such as Marines, local militia, and the Office of Naval Intelligence (ONI), are managed by the United Nations Space Command Defense Force.

A unified Earth government was formed in the wake of the interplanetary conflicts that engulf the Sol system of 2160. The victors, United Nations Space Command, were forced to deal with a less obvious but equally serious threat: overpopulation and a massive military that had no enemy to fight. In the postwar period there were massive population surges and the overpopulation, coupled with the destruction and famine bred by the Rain Forest Wars, threatened to destabilize the economy. The discovery of slipstream drives changed everything.

### Technology

Human technology is not that far advanced from what we have today; the basic technologies are mostly the same, just on a much larger scale, with the exception of FTL travel made possible by the Shaw-Fujikawa slipstream drives of Human starships. Weaponry is still projectile-based, and explosives still seem to involve chemical reactions rather than a release of contained plasma or energy.

A jump in technology was made once the Covenant became a major threat to the survival of humanity. Like the Covenant have with the Forerunners, the UNSC has managed to procure Covenant technology and apply it to their weapons systems and ships. Unlike the Covenant, human scientists are willing to innovate from this advanced technology and do more than merely copy it. Much of the SPARTAN II Project's technological area, which includes the development of the MJOLNIR MK5 battle armor and its shielding system, is largely derived from Covenant technology.

### Military

The primary offensive armament of UNSC spacecraft are Magnetic Accelerator Cannons [MACs]. These use powerful superconducting magnets to accelerate projectiles weighing 600 tons in the case of ships, or 5,000 tons in the case of Super MAC platforms. These projectiles are composed of Depleted Uranium, Titanium-A and/or Tungsten with a Ferrous Core are accelerated to over 40% of the speed of light by linear accelerator coils (coilgun).

As well as MAC's, UNSC ships employ a variety of missile and gun systems. The primary missile that they employ is the Archer anti-ship missile. Alternatively, they can deploy the large Shiva thermonuclear warhead. The UNSC also mounts 50mm MLA CIWS (Close in Weapon System) for defense against enemy fighters.

# United Nations Space Command

## Battleships & Dreadnoughts

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Zues Dreadnought	2543	DN	11	2/2	10	12	5	10	4	4	3	Rare	Y	N	Ballistic, Gunship

## Cruisers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Halcyon Cruiser II	2549	CA	10	2/3	12	11	5	8	3	2	2	Uncommon	Y	N	Ballistic
Marathon Battle Crusier	2547	BC	14	3/2	11	9	5	13	5	6	3	Common	Y	N	Ballistic, Command
Athena Warship	2542	CA	7	2/3	8	8	4	7	3	2	1	Common	Y	N	Ballistic
Artemis Heavy Crusier	2538	CA	7	2/3	7	8	3	8	3	2	1	Common	Y	N	Ballistic
Cerberus Light Crusier	2534	CL	5	2/4	6	5	4	5	2	2	1	Common	Y	Y	Ballistic
Medusa Command Crusier	2533	CA	6	2/3	7	6	3	9	3	2	1	Common	Y	N	Ballistic, Command
Collisto Light Crusier	2523	CL	6	2/4	5	7	3	5	2	2	-	Common	Y	N	Ballistic, Gunship
Halcyon Crusier	2505	CA	8	2/3	8	6	3	7	3	2	2	Common	Y	N	Ballistic
Hades Light Crusier	2475	CL	5	2/4	5	5	2	5	2	1	1	Common	Y	N	Ballistic
Centaur Light Crusier	2413	CL	4	2/4	5	4	2	5	3	-	1	Common	Y	Y	Ballistic

## Carriers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Daedalus Super Carrier	2551	CVA	16	4/2	16	2	6	12	6	20	9	Uncommon	Y	N	Ballistic, Carrier, Command
Cyclops Battle Carrier	2536	CV	12	4/3	8	9	4	8	4	8	-	Uncommon	Y	N	Ballistic, Carrier, Gunship
Hydra Strike Crusier	2530	CV	8	3/3	9	6	4	7	3	12	3	Common	Y	Y	Ballistic, Carrier
Pegasus Escort Carrier	2507	CVE	6	3/4	5	4	3	5	2	6	2	Common	Y	Y	Ballistic, Carrier
Diomedes Fleet Carrier	2410	CV	5	2/2	6	0	3	6	3	8	-	Common	Y	N	Ballistic, Carrier

## Destroyers & Frigates

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Heracles Gunship	2541	DD	6	2/6	4	6	2	4	2	-	-	Common	Y	Y	Ballistic, Gunship
Ulysses Defense Destroyer	2537	DD	5	2/6	4	2	3	4	2	-	-	Common	Y	Y	Ballistic, Guardian (1)
Stingray Missile Frigate	2532	FF	3	1/6	3	4	2	4	2	-	-	Common	Y	Y	Ballistic
Lamprey Boarding Frigate	2527	FF	4	2/6	3	2	2	3	2	-	-	Common	Y	Y	Ballistic, Direct Assault (1)
Mako Corvette	2520	CT	2	1/8	2	3	2	2	1	-	-	Common	Y	Y	Ballistic
Baracuda Escort Frigate	2517	FT	3	1/6	3	3	4	4	2	-	-	Common	Y	Y	Ballistic
Hammerhead Escort Corvette	2482	CT	2	1/8	2	2	3	2	1	-	-	Common	Y	Y	Ballistic
Theseus Destroyer	2425	DD	4	2/6	3	4	3	4	2	-	-	Common	Y	Y	Ballistic
Odysseus Escort Destroyer	2409	DD	3	2/6	3	2	2	3	1	2	-	Common	Y	Y	Ballistic

## Scouts & Auxillaries

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Prowler Scout	2542	ECL	4	2/3	5	4	3	5	2	1	-	Rare	Y	Y	Ballistic, Scout (2), Stealth (2)
Ares Assault Crusier	2539	CA	8	2/3	7	6	4	6	3	3	12	Common	Y	N	Assault, Ballistic
Oracle Scout	2532	EDD	4	2/6	3	1	2	4	2	-	-	Rare	Y	Y	Ballistic, Scout (1), Stealth (1)
Cradle Fleet Tender	2526	MT	12	4/3	15	0	0	4	2	-	-	Uncommon	Y	N	Field Repair (12), Slow Ship
Humpback Logistics Crusier	2518	AOE	6	3/4	5	0	2	4	2	-	1	Common	Y	N	Supply (3)
Hind Scout Vessel	2494	ECA	5	3/4	4	2	3	5	2	-	-	Uncommon	Y	Y	Ballistic, Fast Ship, Scout (2)
Achilles Assault Transport	2474	CL	6	2/4	5	4	3	5	2	1	1	Common	Y	Y	Assault, Ballistic
Odyssey Exploration Vessel II	2453	EX	13	3/2	20	3	6	8	5	2	2	Common	Y	N	Ballistic, Explorer (2), Supply (2)
Dolphin Military Freighter	2406	AOE	4	2/6	3	1	1	3	1	-	1	Common	Y	Y	Ballistic, Supply (1)

## Bases & Defenses

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
MAC Defense Platform (MK-VI)	2550	Base	12	1/4	8	12	2	-	-	-	-	Common	-	-	Ballistic
MAC Defense Platform (MK-V)	2541	Base	8	1/6	6	8	2	-	-	-	-	Common	-	-	Ballistic

## Fighters & Shuttles

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
C709 Longsword (MK III)	2535	HF	1/2	1/8	3	3	3	-	-	-	-	Common	N	Y	Ballistic
D77-TC Pelican	2527	ASH	1/3	1/9	3	2*	2*	-	-	-	-	Common	N	Y	Assault, Ballistic
C709 Longsword (MK II)	2516	HF	1/2	1/8	3	2	3*	-	-	-	-	Common	N	Y	Ballistic
Albatross Transport	2509	ASH	1/3	1/6	4	0*	1*	-	-	-	-	Common	N	Y	Assault, Ballistic
C709 Longsword (MK I)	2490	HF	1/2	1/8	3	2*	2	-	-	-	-	Common	N	Y	Ballistic

## Ground Units

Class	ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Abilities
Militia	-	-	-	1	1	0	1	
Regular	-	1	1/3	1	2	d2	2	
Marine	-	2	1/2	2	2	d2	2	Marine
Spartan II (MK V)	2252	11	4/2	4	5	d6	5	Marine, Special Forces
Marine II	2545	2	1/2	2	2	d3	2	Marine
Regular II	2540	1	1/3	1	2	d3	2	
Spartan II (MK IV)	2530	10	4/2	4	4	d6	5	Marine, Special Forces

*Suggested Initial Campaign Date: 2532*