

# JANES FIGHTING SHIPS

## NEW EARTH FLEET BOOK



# Jane's Fighting Starships

## New Earth Fleet

### By Ravenstar Studios

Version 1.0

#### Credits and Thanks

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# New Earth Empire History



The New Earth Empire is based in the binary star system Savo Eridani. Founded over two centuries ago it has grown to four fully colonized planets and a large assortment of mining installations. The capital is located on Savo Prime, a near-Earth 'Garden World' and has a population of over three and half billion. The other three worlds are less hospitable with proportionally smaller populations.

The primary star system contains two asteroid fields that are very rich in rhodium, platinum and a variety of fissionable minerals. These asteroid fields have virtually become a colony unto themselves with a population exceeding five hundred million. Sales of this material brought immense wealth to the 'New Earthers'. Over time piracy became a considerable problem with the loss of several freighters in just one month alone. Something had to be done.

The NE shipyard capabilities were limited to servicing primarily civilian vessels so the government contracted with local private military contractors to protect their convoys. The NE government then began to expand their available shipyards to refit existing civilian ships with military weapons and to start construction of escort class warships.

While this was happening the NE began to purchase old warships from other major governments. Before long the NE had a sizable navy for their needs and reduced the pirate problem to little more than a nuisance. Many of these ships are still in service today.

The NE Navy then began to contract with other governments to build ships according to their own design specifications. The Gorkon class heavy cruiser and Fearless battleship classes are examples of these. The NE shipyards have been expanded so that they can build their own modest size cruisers but they are still lacking in skilled labor for a truly efficient naval construction program.

## Society

The first settlers to Savo Eridani were from the East Asia and North America regions on Old Earth. The conditions on New Earth were idyllic but the other colony planets were harsh requiring extensive terraforming.

At first there was no central governing body with each colony establishing its own local government. Over time cooperation between the four worlds became almost impossible with each having its own unique bureaucracy. After much debate it was decided to establish a loose democratic system. Although it is technically a republic, only those citizens descended from the original colonists may vote. Citizenship may be granted to emigrants that meet certain criteria such as technical expertise. Representatives are elected from each planet and both asteroid fields to serve in the senate. The senate then elects two Prime Consuls to serve as dual Presidents for a period of three years.



**Beam Battery:** The New Earth guns follow all the same rules as standard beam batteries.

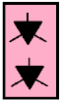


**Pulse Torpedo.**

**Defense Shields:** These operate as Standard Screens.



**Guardian Anti-Fighter Missile System:** These use the same rules as Scatterguns. The New Earth Navy began employing an effective, though ammunition dependent, anti-fighter system that replaced the more sustainable gun based point defense systems. While arguably more effective in ideal conditions the system can be temperamental and inconsistent in its ability to destroy multiple targets. Another drawback is the limited ammunition available. Once fired, only a fleet collier can re-arm the launcher.



Mines and Mine Racks: These follow all the same rules for mines.



Spinal beam mount.



Launch tube and hangar bay: These follow the rules laid out in the rules. Note some hangar bays are subject to the rules for 'critical hits to hangar bays'. This will be noted on the ship SSDs.



Flawed design: Ships with this icon have weak hulls or other systems that make the ship very vulnerable to battle damage.

*\*Tips for printing these SSDs: These SSDs are formatted to fit on 5x8 index cards. To facilitate printing simply adjust the paper size on your printer and set it to print in 'portrait' format.*



# NEW EARTH FLEET

## FEARLESS CLASS BATTLESHIP

MASS: 167

NPV: 609 CPV: 721



### **Scattergun**

Range 6mu. One shot Inflicts 1D6 damage against missiles/fighters (1D3 vs heavy fighters) and 1 BD\* hit on PBL and gunboats. Built in ADFC. Roll D6. On a 1 the protected ship takes 1 point of damage.

### **Standard Beam Battery**

Dice at range:      0-12 12-24 24-36

Class 2 Battery      2      1

Class 3 Battery      3      2      1

\*Re-roll 6's

### **GATLING BATTERY**

6 BD\* range 12mu. Battery may fire in PDS mode instead of anti-ship.

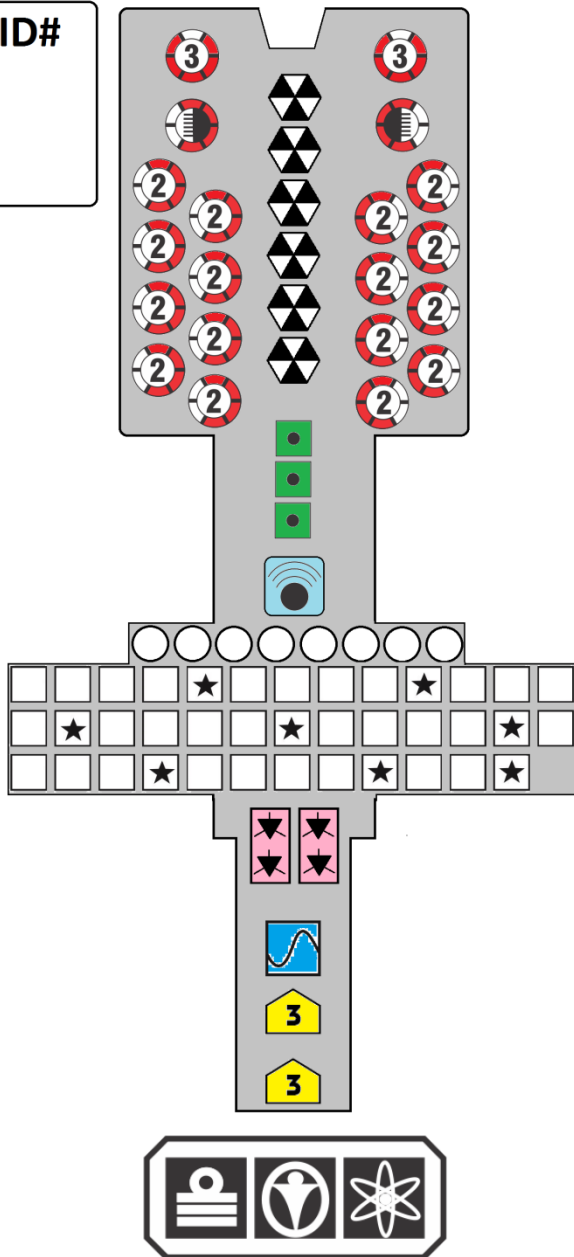
### **Mine Racks**

During the Movement Phase ship may drop one mine per rack. Mines will become active on the following turn and will attack any enemy ship moving within 3mu with 4 Beam Dice; re-roll 6s.

The Fearless class ships are an extension of the Gorkon class heavy cruisers. These ships carry twice the firepower of a Gorkon while maintaining the same thrust capabilities. It also incorporates a mine launching system to break up enemy formations and to discourage pursuing fast attack ships.



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# NEW EARTH FLEET

## LEXINGTON CLASS DREADNAUGHT

MASS: 144

NPV: 488 CPV: 526 (+fighters)



### **Scattergun**

Range 6mu. One shot Inflicts 1D6 damage against missiles/fighters (1D3 vs heavy fighters) and 1 BD\* hit on PBL and gunboats. Built in ADCFC. Roll D6. On a 1 the protected ship takes 1 point of damage.

### **Standard Beam Battery**

Dice at range:      0-12 12-24 24-36

Class 1 Battery	1		
Class 2 Battery	2	1	
Class 3 Battery	3	2	1

\*Re-roll 6's

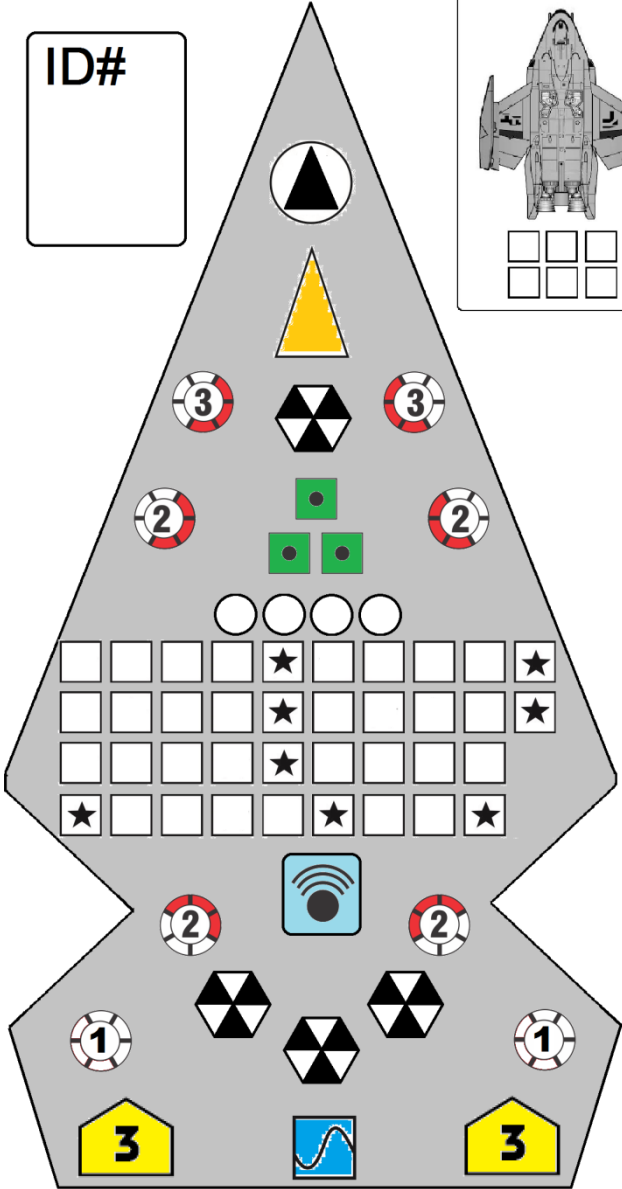
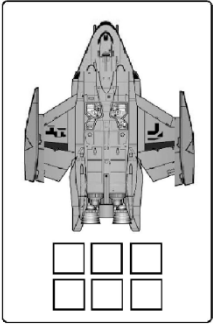
### **GATLING BATTERY**

6 BD\* range 12mu. Battery may fire in PDS mode instead of anti-ship.

The Lexington class was purchased almost four decades ago to form the backbone of the New Earth capital ship fleet. Originally a solid design, but even with constant refits, it is one that is definitely beginning to showing its age. Most of the ships are equipped with standard fighters but two, The Claymore and Apollo, have been outfitted with the new Graser equipped fighters.



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# NEW EARTH FLEET

## MONTANA CLASS BATTLE CARRIER

### MASS: 140

**NPV: 497 CPV: 492 (+fighters)**

*(Hangar bays subject to rules for critical hits to hangar bays)*



#### **Scattergun**

Range 6mu. One shot Inflicts 1D6 damage against missiles/fighters (1D3 vs heavy fighters) and 1 BD\* hit on PBL and gunboats. Built in ADFC. Roll D6. On a 1 the protected ship takes 1 point of damage.

#### **Standard Beam Battery**
































**Dice at range:**      **0-12 12-24 24-36**


<i>Class 1 Battery</i>	1		
<i>Class 2 Battery</i>	2	1	
<i>Class 3 Battery</i>	3	2	1

\*Re-roll 6's


The Montana class, though built in foreign yards, was the first class to be designed exclusively by NE personnel. NE carrier philosophy differs considerably from most navies. The NE views the fighter as an extension of the carriers own fire power. Carriers will accompany their fighters straight into an enemy formation attacking in concert.

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# NEW EARTH FLEET

## MASON CLASS HEAVY CRUISER

**MASS: 98**

**NPV: 353 CPV: 351**



### ***Scattergun***

Range 6mu. One shot Inflicts 1D6 damage against missiles/fighters (1D3 vs heavy fighters) and 1 BD\* hit on PBL and gunboats. Built in ADFC. Roll D6. On a 1 the protected ship takes 1 point of damage.

### ***Standard Beam Battery***

**Dice at range:**      **0-12 12-24 24-36**

*Class 2 Battery*      2      1

*Class 3 Battery*      3      2      1

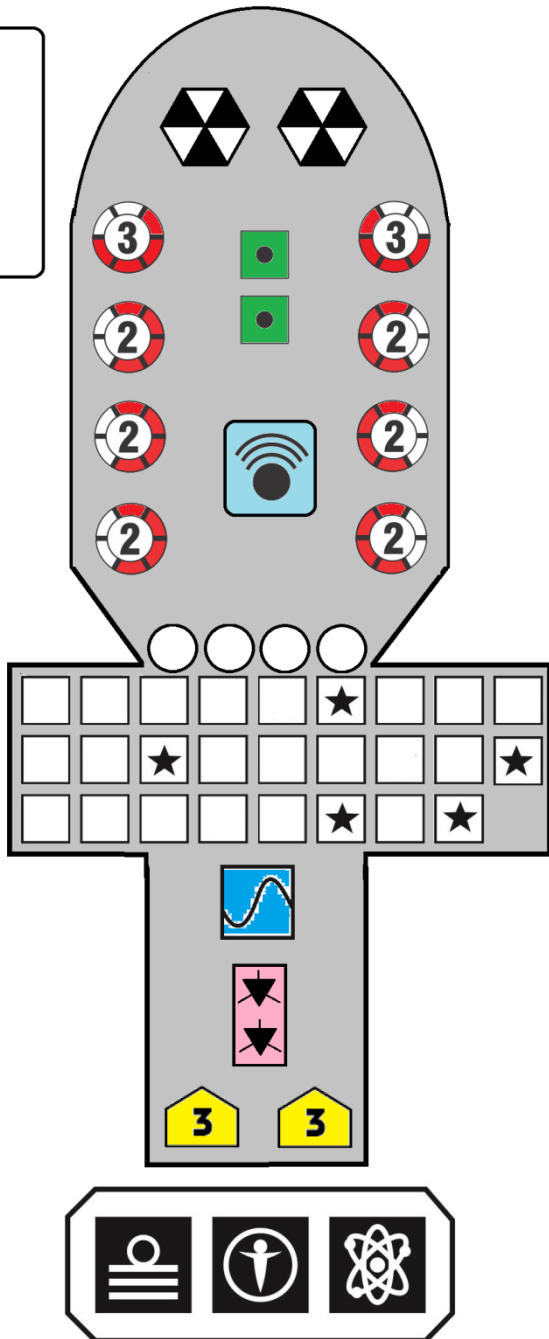
\*Re-roll 6's

### ***Mine Racks***

During the movement phase ship may drop one mine per rack. Mines will become active on the following turn and will attack any enemy ship moving within 3mu with 4 Beam Dice re-rolling 6s.

The Mason class is an attempt to broaden the fire arcs of the ships heavy beam weapons at the expense of its broadside complement. The result has been met with less than total enthusiasm with the fleet admirals but it has yet to be tried in action.

ID#



# NEW EARTH FLEET

## GORKON CLASS HEAVY CRUISER

**MASS: 86**

**NPV: 310 CPV: 298**



### ***Scattergun***

Range 6mu. One shot inflicts 1D6 damage against missiles/fighters (1D3 vs heavy fighters) and 1 BD\* hit on PBL and gunboats. Built in ADCF. Roll D6. On a 1 the protected ship takes 1 point of damage.

### ***Standard Beam Battery***

<b>Dice at range:</b>	<b>0-12</b>	<b>12-24</b>	<b>24-36</b>
<i>Class 2 Battery</i>	2	1	
<i>Class 3 Battery</i>	3	2	1

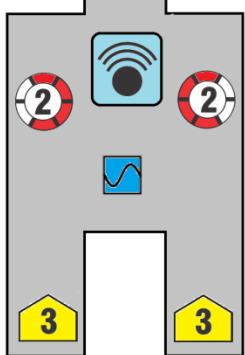
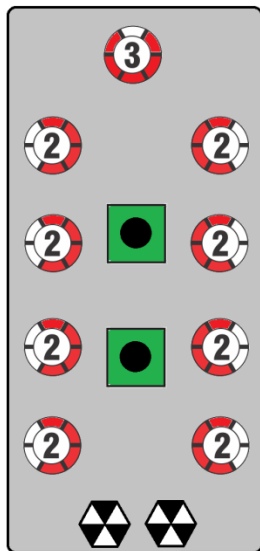
\*Re-roll 6's

The Gorkon class is an extremely successful design that, like many of her sister ships, combine high thrust and solid broadside weaponry. These ships typically operate in pairs often with a Defiant class cruiser in support.



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# NEW EARTH FLEET

## DEFIANT CLASS ECM CRUISER

**MASS: 77**  
**NPV: 262 CPV: 244**



### ***Scattergun***

Range 6mu. One shot Inflicts 1D6 damage against missiles/fighters (1D3 vs heavy fighters) and 1 BD\* hit on PBL and gunboats. Built in ADFC. Roll D6. On a 1 the protected ship takes 1 point of damage.

### ***Standard Beam Battery***

**Dice at range:**      **0-12 12-24**

*Class 2 Battery*      2      1

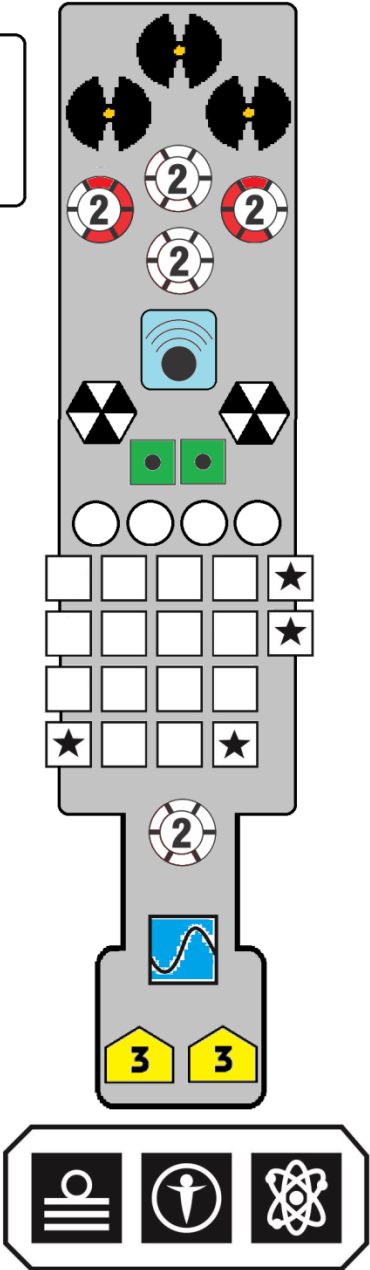
\*Re-roll 6's

### ***AREA ECM***

For every level of ECM -1MU from missile and fighter attack range within 6mu radius of the ship.

The Defiant class fills the need for an electronic warfare platform when engaging enemies with large missile loadouts. Their area EW suites combined with a high thrust ratio makes enemy missile lock-ons very difficult to achieve.

ID#



# NEW EARTH FLEET

## DEFIANT-S CLASS WAR CRUISER

**MASS: 76**  
**NPV: 221 CPV: 206**



### ***Scattergun***

Range 6mu. One shot Inflicts 1D6 damage against missiles/fighters (1D3 vs heavy fighters) and 1 BD\* hit on PBL and gunboats. Built in ADCF. Roll D6. On a 1 the protected ship takes 1 point of damage.

### ***Standard Beam Battery***

**Dice at range:**      **0-12 12-24**

*Class 2 Battery*      2      1

\*Re-roll 6's

### **MEDIUM SPINAL MOUNT- BEAM**

Range 36MU, Beam width 1.5MU, DP = 12BD\*

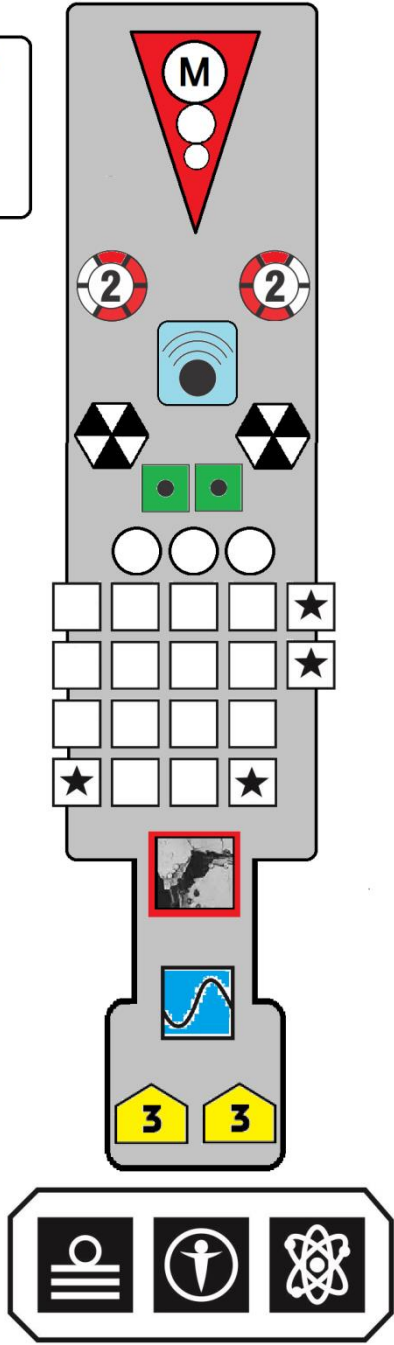
May only fire every other turn, ship may not maneuver the turn after firing.

### ***Flawed Design:***

If this icon is checked off when rolling threshold checks the ship is immediately destroyed.

Conceived of as an experiment, only two Defiants have been converted to the S variant and in all likelihood they will be the only ones. While effective on paper, the heavy energy cannon required extensive restructuring of the ship which resulted a severe weakening of her keel. Nearly all of her secondary weapons were removed as well, which leaves the ship vulnerable while the main weapon recharges.

ID#



# NEW EARTH FLEET

## DALLAS CLASS TORPEDO CRUISER

MASS: 66

NPV: 223 CPV: 201



### **Scattergun**

Range 6mu. One shot Inflicts 1D6 damage against missiles/fighters (1D3 vs heavy fighters) and 1 BD\* hit on PBL and gunboats. Built in ADFC. Roll D6. On a 1 the protected ship takes 1 point of damage.

### **Standard Beam Battery**

Dice at range:     **0-12 12-24**

Class 2 Battery     2     1

\*Re-roll 6's

### **PULSE TORPEDOES**

Hit   2+     3+     4+     5+     6

Rng  6 mu  12 mu  18 mu  24 mu  30 mu

Damage= 1D6, ignores screens.

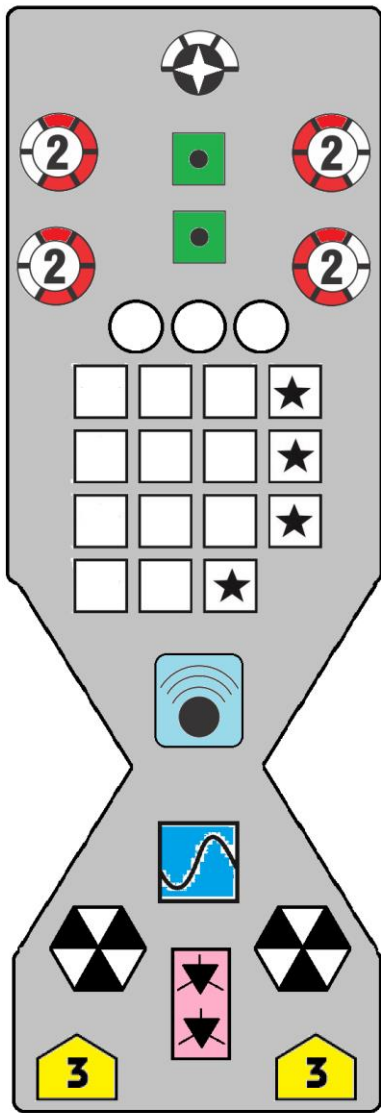
### **Mine Racks**

During the Movement Phase ship may drop one mine per rack. Mines will become active on the following turn and will attack any enemy ship moving within 3mu with 4 Beam Dice; re-roll 6s.

The Dallas is the first home built cruiser in the NE fleet. A relatively lackluster design, it does bring the advantage of pulse torpedoes to the fleet. The only major drawback is that the torpedo systems themselves are of foreign manufacture so procuring spare parts or replacements may be difficult in a prolonged conflict.



ID#



# NEW EARTH FLEET

## BENSON CLASS DESTROYER

**MASS: 46**  
**NPV: 157 CPV: 132**



### ***Scattergun***

Range 6mu. One shot Inflicts 1D6 damage against missiles/fighters (1D3 vs heavy fighters) and 1 BD\* hit on PBL and gunboats. Built in ADCF. Roll D6. On a 1 the protected ship takes 1 point of damage.

### ***Standard Beam Battery***

**Dice at range:**     **0-12 12-24**

*Class 1 Battery*        1

*Class 2 Battery*       2     1

\*Re-roll 6's

### ***High-intensity Heavy Graser***

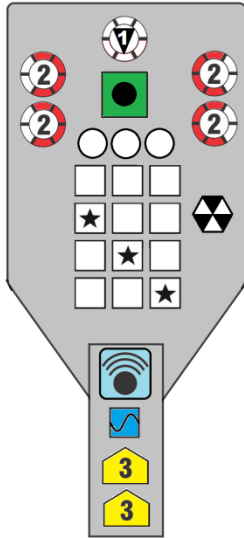
**Dice at range:**     **0-18**

*Class 1 Battery*        1

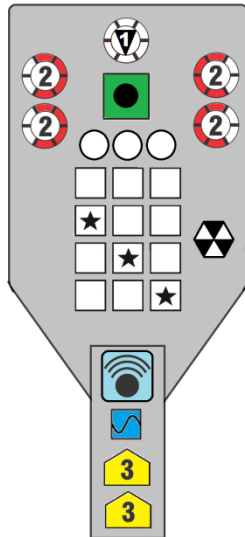
Re-roll 6s, 1D6 damage for each hit.

The Benson class is fairly new built class that replaced the aging Blackheart destroyers. The class is outfitted with the new Heavy Graser weapon that had been so successfully used on the Hermes class.

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# NEW EARTH FLEET HERMES CLASS FRIGATE

**MASS: 32**

**NPV: 113 CPV: 91**



### ***Scattergun***

Range 6mu. One shot Inflicts 1D6 damage against missiles/fighters (1D3 vs heavy fighters) and 1 BD\* hit on PBL and gunboats. Built in ADCF. Roll D6. On a 1 the protected ship takes 1 point of damage.

### ***Standard Beam Battery***

**Dice at range:**      0-12 12-24

*Class 2 Battery*      2      1

\*Re-roll 6's

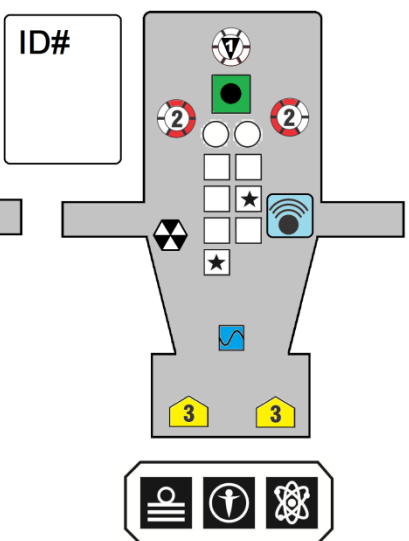
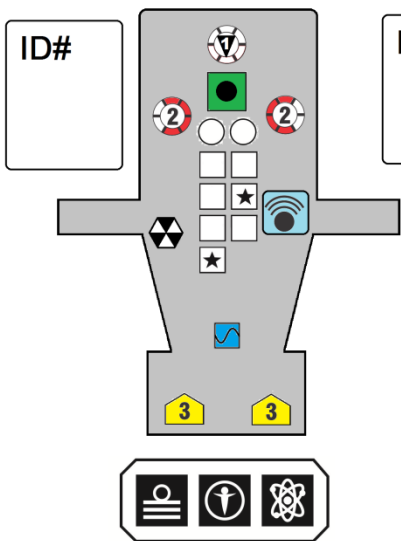
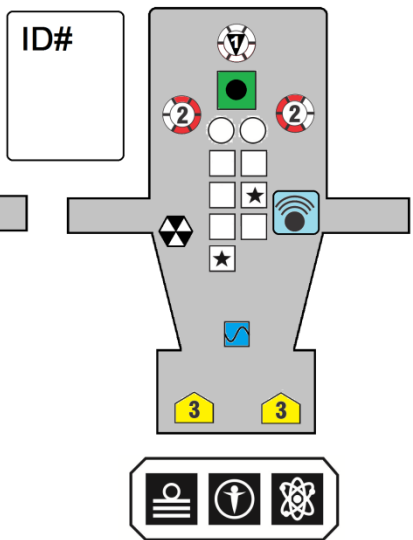
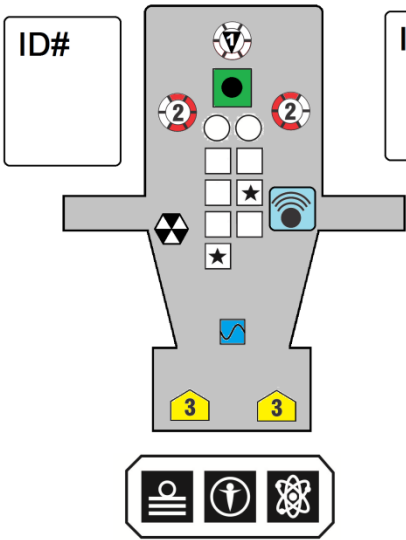
### ***High-intensity Heavy Graser***

**Dice at range:**      0-18

*Class 1 Battery*      1

Re-roll 6s, 1D6 damage for each hit.

The Hermes class is the first military vessel produced by the NE and has gone through several refits in its long life. The most recent configuration, shown here, mounts the new Heavy Graser weapon which gives these ships a powerful punch for their size.



# NEW EARTH FLEET

## ELDORADOS SWORD CLASS HEAVY BATTLESHIP

MASS: 248

NPV: 897 CPV: 1178 (+fighters)



### **Scattergun**

Range 6mu. One shot Inflicts 1D6 damage against missiles/fighters (1D3 vs heavy fighters) and 1 BD\* hit on PBL and gunboats. Built in ADCFC. Roll D6. On a 1 the protected ship takes 1 point of damage.

### **Standard Beam Battery**

Dice at range:      0-12 12-24 24-36

Class 2 Battery      2      1

Class 3 Battery      3      2      1

\*Re-roll 6's

### **GATLING BATTERY**

6 BD\* range 12mu. Battery may fire in PDS mode instead of anti-ship.

### **Mine Racks**

During the Movement Phase ship may drop one mine per rack. Mines will become active on the following turn and will attack any enemy ship moving within 3mu with 4 Beam Dice; re-roll 6s.

The Sword class SDs will be the largest ships the NE has ever put into space. Two are currently being constructed under contract by the Zionian Republic. Although these ships will cost more than twice what a Fearless would cost, these ships will give NE fleet heavier weaponry enabling the fleet to engage at longer ranges. This variant mounts a large hangar and will most likely embark heavy interceptor fighters although plans have not yet been finalized.



ID#

The top section of the robot body is a grey shape with a triangular top. It features two black radiation symbols at the top corners. Below them are two red and white circular gauges with the number '3'. In the center, there are two black triangles inside white circles, representing eyes. Below the eyes are two yellow triangles. On either side of the yellow triangles are green squares with a black dot. At the bottom of this section are two red and white circular gauges with the number '2'. A row of seven white circles is located below the yellow triangles.

The middle section of the robot body is a grey horizontal bar containing a 3x12 grid of white squares. Stars are placed in the following positions: Row 1, columns 4, 8, 11, and 14; Row 2, columns 2, 6, 10, and 13; Row 3, columns 1, 5, 9, and 12.

The left side of the robot body is a grey vertical section. It features a red and white circular gauge with the number '3' at the top, followed by another red and white circular gauge with a black and white pattern. Below these is a black radiation symbol. At the bottom is a yellow hexagon with the number '3' inside. To the left of this section is a white box containing a grey jet and a 2x3 grid of white squares.

The right side of the robot body is a grey vertical section. It features a red and white circular gauge with the number '3' at the top, followed by another red and white circular gauge with a black and white pattern. Below these is a black radiation symbol. At the bottom is a yellow hexagon with the number '3' inside. To the right of this section is a white box containing a grey jet and a 2x3 grid of white squares.

The bottom section of the robot body is a grey vertical section. It features a blue square with a black circle and white waves, a blue square with a white sine wave, and two pink squares with black downward-pointing triangles. In the center is a white vertical bar containing three symbols: a sun, a caduceus, and an atom. At the bottom are two yellow hexagons with the number '3' inside.

# NEW EARTH FLEET

## ELDORADOS SWORD CLASS HEAVY BATTLESHIP

### SPINAL MOUNT VARIANT

**MASS: 248**

**NPV: 913 CPV: 1280**



#### ***Scattergun***

Range 6mu. One shot Inflicts 1D6 damage against missiles/fighters (1D3 vs heavy fighters) and 1 BD\* hit on PBL and gunboats. Built in ADFC. Roll D6. On a 1 the protected ship takes 1 point of damage.

#### ***Standard Beam Battery***

**Dice at range:**      **0-12 12-24 24-36**

*Class 2 Battery*      2      1

*Class 3 Battery*      3      2      1

\*Re-roll 6's

#### ***GATLING BATTERY***

6 BD\* range 12mu. Battery may fire in PDS mode instead of anti-ship.

#### ***Mine Racks***

During the Movement Phase ship may drop one mine per rack. Mines will become active on the following turn and will attack any enemy ship moving within 3mu with 4 Beam Dice; re-roll 6s.

The spinal mount version of the Eldorados Sword class mounts a weapon similar to but more reliable than the weapon mounted on the Defiant class light cruisers. Its large size necessitated the removal of the ventral landing bays but allowed the ship to mount two additional medium beams.

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The top section of the control panel is a grey structure. At the top corners are two black radiation symbols. Below them are two columns of circular buttons: the left column has one '3' button above two '2' buttons, and the right column has one '3' button above two '2' buttons. In the center is a red inverted triangle with a white circle containing the letter 'M'. Below this triangle are four green square buttons.

			★				★				★				★				★
		★				★				★					★				★
	★				★				★					★					★

The middle section of the control panel is a grey structure. It features two columns of circular buttons: the left column has one '3' button above one '2' button, and the right column has one '3' button above one '2' button. In the center, there is a blue square button with a signal icon, two pink buttons with downward-pointing arrows, and a blue square button with a waveform icon.

The bottom section of the control panel is a grey structure. At the top corners are two black radiation symbols. In the center is a vertical white panel with three black icons: a sun-like symbol, a caduceus, and an atomic symbol. At the bottom corners are two yellow buttons with the number '3'.

# NEW EARTH FLEET

## TYPHOON'S GRACE CLASS HOSPITAL SHIP

MASS: 90

NPV: 259 CPV: 200



### ***PDS (POINT DEFENCE SYSTEM)***

Against fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll).

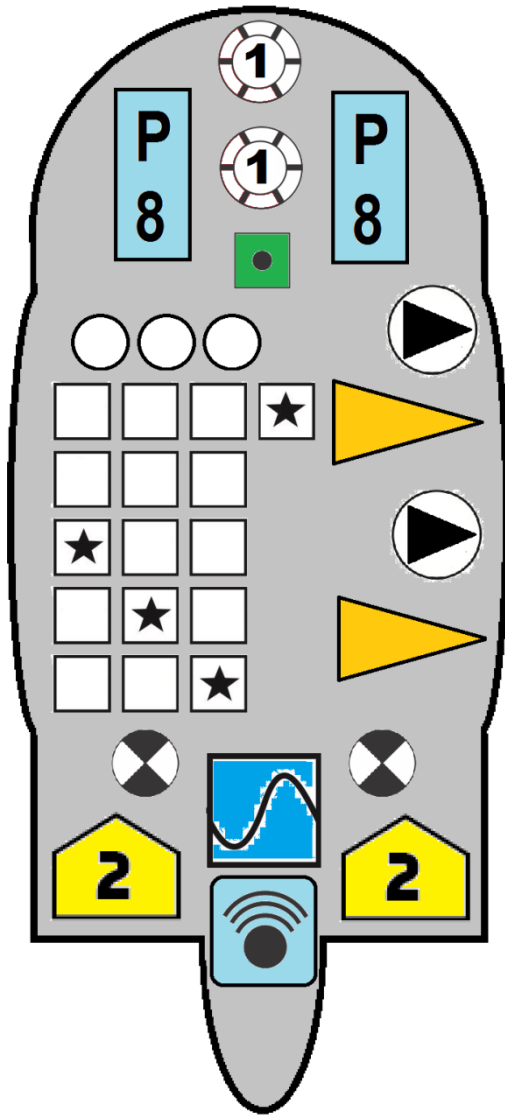
### ***Standard Beam Battery***

Dice at range: 0-12

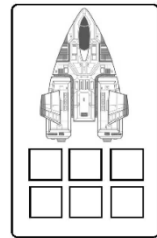
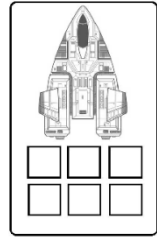
Class 1 Battery 1

\*Re-roll 6's

The extensive mining facilities and other orbital works throughout New Earth controlled space have created a logistics and support problem. While most facilities have rudimentary medical facilities they sometimes lack the state of the art lifesaving equipment in modern hospitals due to the 'belters' need to move from one rich asteroid to another. The solution was to purchase and convert three older star liners into mobile hospital ships that can quickly go when and where they are needed. These ships have are able to accomplish everything from surgery using cloned organ replacements to providing simple neo-natal care.



Unarmed  
Rescue Shuttles



# NEW EARTH FLEET

## NEW BERLIN HEAVY EXPLORER SHIP

### PEACE TIME CONFIRGURATION

**MASS: 126**

**NPV: 431 CPV: 433**



#### ***PDS (POINT DEFENCE SYSTEM)***

Against fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll).

#### ***Scattergun***

Range 6mu. One shot Inflicts 1D6 damage against missiles/fighters (1D3 vs heavy fighters) and 1 BD\* hit on PBL and gunboats. Built in ADFC. Roll D6. On a 1 the protected ship takes 1 point of damage.

#### ***Standard Beam Battery***

**Dice at range:**      **0-12 12-24 24-36**

*Class 2 Battery*      2      1

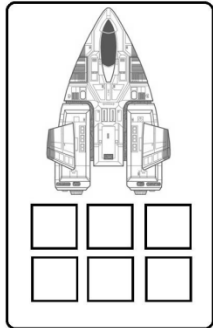
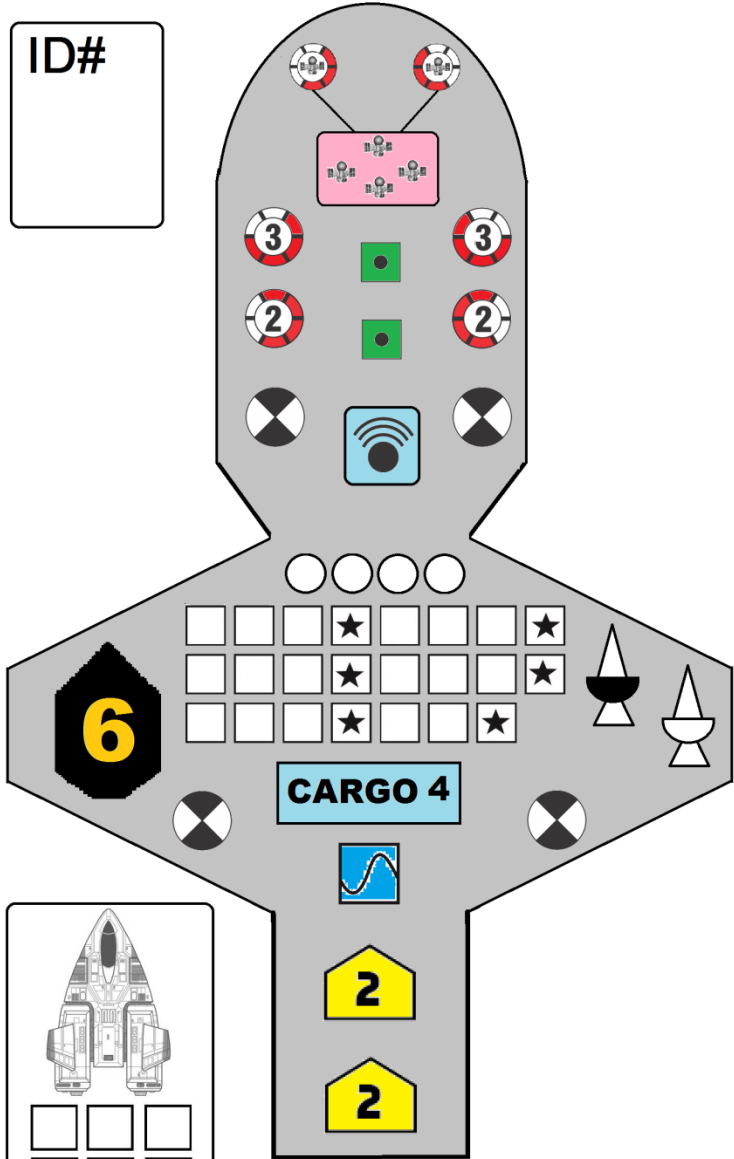
*Class 3 Battery*      3      2      1

\*Re-roll 6's

**\*\*Note:** *The probe launch system is of no use in combat.*

The Berlin Class Explorer Ship is the most advanced ship in the New Earth Fleet. Technically a naval auxiliary ship, primarily crewed by civilians, it is a premier explorer vessel. Its primary mission is to survey new worlds and, most especially, mineral resources in asteroid and planetoid sites. To this end it has been equipped with a very adaptable long range probe launching system and a large small craft bay. Augmenting these is a powerful sensor array. All these capabilities have also made the Berlin an ideal search and rescue craft and they have pressed into service doing just that from time to time.

ID#



**SURVEY SHUTTLES**



# NEW EARTH FLEET

## NEW BERLIN HEAVY EXPLORER SHIP

### WAR TIME CONFIRGURATION

**MASS: 126**

**NPV: 463 CPV: 467 (+fighters)**



#### **Scattergun**

Range 6mu. One shot Inflicts 1D6 damage against missiles/fighters (1D3 vs heavy fighters) and 1 BD\* hit on PBL and gunboats. Built in ADFC. Roll D6. On a 1 the protected ship takes 1 point of damage.

#### **Standard Beam Battery**

**Dice at range:**      **0-12   12-24   24-36**

*Class 2 Battery*      2      1

*Class 3 Battery*      3      2      1

\*Re-roll 6's

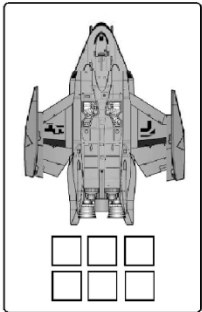
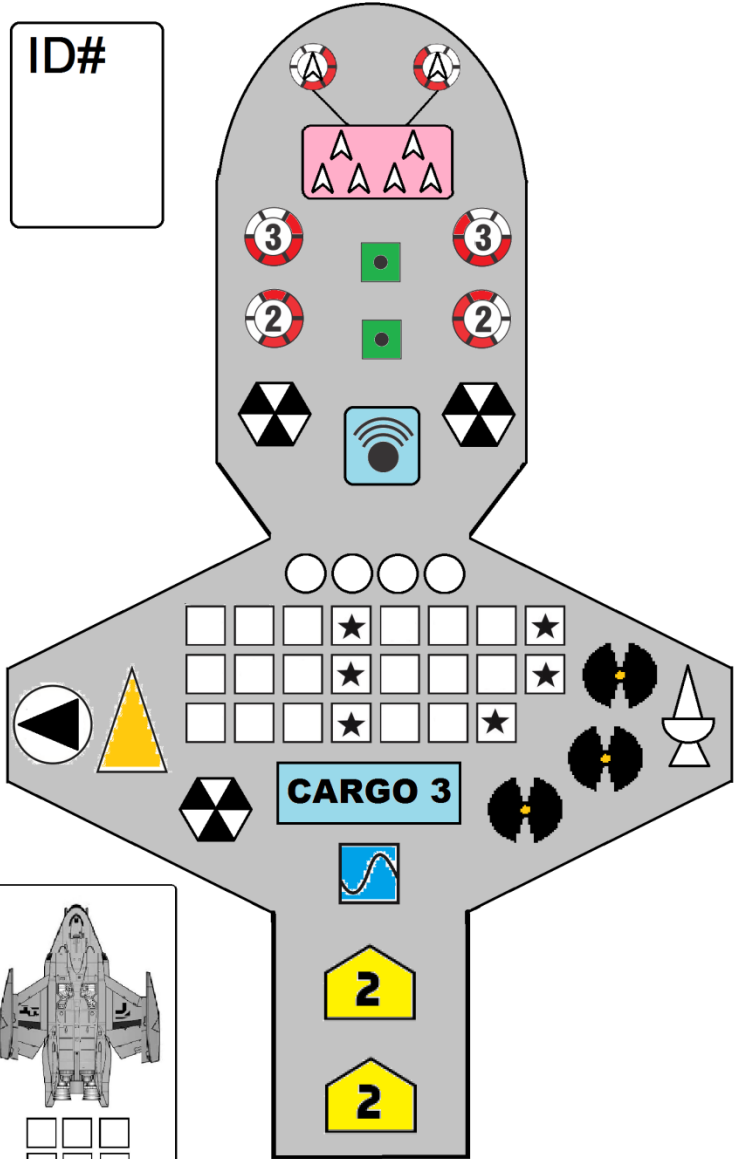
#### **ECM**

For every level of ECM -1MU from missile and fighter attack range.

During wartime the Berlin can be quickly reconfigured as a combat support ship. The hull is far from robust enough for a frontline warship but the Berlin does offer some advantages other ships do not. The probe launchers can easily be upgraded to launch salvo missiles and the boat bay can quickly be reconfigured to launch fighter craft. The sensor arrays can also be reset to project powerful jamming waves making it an excellent electronic warfare ship.



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# Models by Ravenstar Studios

<http://www.ravenstarstudio.com/>

