

Guardian Arsenal



Guardian Fighters

XG6 Trident



The Trident (XG7) is the first commercially viable fighter to emerge from an engineering project combining human and Guardian technology.

Having superseded a number of earlier, unsuccessful models, the Trident is both agile and fast, surpassed only by the F63 Condor in terms of speed, and second only to the Gu-97 Imperial Fighter in terms of manoeuvrability. The fighter has a relatively light hull, however, so once its shields are down it is comparatively vulnerable. This model is equipped with an integrated rapid-fire plasma weapon.

Category:	Tiny Fighter
Manufacturer:	Ram Tah
Dimensions:	13.9m x 16.9m x 2.6m
Landing Pad:	Requires Fighter Hangar
Crew:	1
Passengers:	0

Agility:	12
Speed:	16
Range:	0T
Fuel:	1S
Hull:	10
Shields:	30
Shield Recharge:	5

Weapons:	Plasma Charger
Damage:	30 + Burst 30
To Hit:	+1

XG7 Javelin



The Javelin (XG8) is the latest fighter to emerge from an innovative engineering project combining human and Guardian technology.

Like its predecessor the Trident (XG7), the Javelin is fast and responsive, but also relatively fragile due to its light hull. This model is equipped with an integrated shard weapon.

Category:	Tiny Fighter
Manufacturer:	Ram Tah
Dimensions:	13.9m x 16.9m x 2.6m
Landing Pad:	Requires Fighter Hangar
Crew:	1
Passengers:	0

Agility:	12
Speed:	16
Range:	0T
Fuel:	1S
Hull:	10
Shields:	30
Shield Recharge:	5

Weapons:	Shard Launcher
Damage:	30/35/40 (+5 To Shields)
To Hit:	+4

XG8 Lance



The Lance (XG9) is a direct successor to the Javelin (XG8), and like its predecessor it represents a fusion of human and Guardian technology.

The fighter is both agile and fast, but it has a relatively light hull, so once its shields are down it is comparatively vulnerable. This model is equipped with an integrated gauss weapon.

Category:	Tiny Fighter
Manufacturer:	Ram Tah
Dimensions:	13.9m x 16.9m x 2.6m
Landing Pad:	Requires Fighter Hangar
Crew:	1
Passengers:	0

Agility:	12
Speed:	16
Range:	0T
Fuel:	1S
Hull:	10
Shields:	30
Shield Recharge:	5

Weapons:	Gauss Projector
Damage:	45
To Hit:	+0

Guardian Weapons

Guardian Spacecraft Weapons				
Weapon	Power	Accuracy	Damage	Ammo
Small Fixed Gauss Cannon	1.91	+0	35 (+5 vs Shields)	10
Medium Fixed Gauss Cannon	2.61	+0	50 (+5 vs Shields)	10
Small Fixed Shard Cannon	0.87	+4	15/20/25 (+5 vs Shields)	20
Small Turreted Shard Cannon	0.72	+4*	15/20/25 (+5 vs Shields)	20
Medium Fixed Shard Cannon	2.01	+4	25/30/35 (+5 vs Shields)	20
Medium Turreted Shard Cannon	1.21	+4*	25/30/35 (+5 vs Shields)	20
Large Fixed Shard Cannon	2.53	+4	35/40/45 (+5 vs Shields)	20
Large Turreted Shard Cannon	1.68	+4*	35/40/45 (+5 vs Shields)	20
Small Fixed Plasma Charger	1.40	-1	50	50
Small Turreted Plasma Charger	1.60	-1*	50	50
Medium Fixed Plasma Charger	2.13	-1	60	50
Medium Turreted Plasma Charger	2.01	-1*	60	50
Large Fixed Plasma Charger	3.10	-1	70	50
Large Turreted Plasma Charger	2.53	-1*	70	50

* Turreted Weapons require a Gunner to use. They can't fire on their own.

Guardian Modules

Guardian Modules			
Weapon	Power	Strength	Effect
1E Shield Reinforcement Package	0.35	10	+10 Shield
1D Shield Reinforcement Package	0.46	10	+20 Shield
2E Shield Reinforcement Package	0.56	15	+30 Shield
2D Shield Reinforcement Package	0.67	15*	+40 Shield
3E Shield Reinforcement Package	0.74	20	+50 Shield
3D Shield Reinforcement Package	0.84	20	+60 Shield
4E Shield Reinforcement Package	0.95	25	+70 Shield
4D Shield Reinforcement Package	1.05	25	+80 Shield
5E Shield Reinforcement Package	1.16	30	+90 Shield
5D Shield Reinforcement Package	1.26	30	+100 Shield
1E Hull Reinforcement Package	0.45	10	+30 Hull
1D Hull Reinforcement Package	0.56	10	+45 Hull
2E Hull Reinforcement Package	0.68	15	+45 Hull
2D Hull Reinforcement Package	0.79	15*	+55 Hull
3E Hull Reinforcement Package	0.90	20	+65 Hull
3D Hull Reinforcement Package	1.01	20	+75 Hull
4E Hull Reinforcement Package	1.13	25	+85 Hull
4D Hull Reinforcement Package	1.24	25	+95 Hull
5E Hull Reinforcement Package	1.35	30	+100 Hull
5D Hull Reinforcement Package	1.46	30	+110 Hull

Guardian Modules			
Weapon	Power	Strength	Effect
1E Module Reinforcement Package	0.27	10	All 15
1D Module Reinforcement Package	0.34	10	One 20
2E Module Reinforcement Package	0.41	15	All 20
2D Module Reinforcement Package	0.47	15*	One 30
3E Module Reinforcement Package	0.54	20	All 25
3D Module Reinforcement Package	0.61	20	One 40
4E Module Reinforcement Package	0.68	25	All 30
4D Module Reinforcement Package	0.74	25	One 50
5E Module Reinforcement Package	0.81	30	All 35
5D Module Reinforcement Package	0.88	30	One 60
1H Frame Shift Drive Booster	0.75	10	+4LY Jump Range
2H Frame Shift Drive Booster	0.98	15	+6LY Jump Range
3H Frame Shift Drive Booster	1.27	20	+8LY Jump Range
4H Frame Shift Drive Booster	1.65	25	+10LY Jump Range
5H Frame Shift Drive Booster	2.14	30	+12LY Jump Range

Guardian Personal Weapons

Guardian Weapons							
Weapon	Type	Short Range	Medium Range	Long Range	Damage	Ammo	Notes
Gauss Rifle	Energy	20m (7)	140m (8)	1000m (9)	3D10	N/A	Ignores Light Cover (+2 Cover)
Shard Rifle	Energy	6m (3)	12m (7)	50m (12)	3D10	N/A	Molten Munition 3D10 at Medium Range 2D10 at Long Range
Plasma Streamer	Energy	10m (4)	50m (7)	100m(12)	10 + Burst	N/A	Burst (20) Ignores 5 Points of Armor