



**MarsGuard**

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# MarsGuard

## Introduction

MarsGuard is now a growing fleet and organization in the Sol System since the independence of Mars. Mars has a great deal of political power and considerable industrial power for such a small world. Mars is home to many Mega-Corporations and dozens of other industrial firms. These various firms are the financial backbone of MarsGuard and are responsible for many of the new vessels entering service in MarsGuard. When Mars was granted her independence the Martian Council called out for any and all craft that could be put into production for the newly formed but almost unequipped MarsGuard. Mega-Corporations and ship building firms were approached and offered very generous tax breaks and financial incentives as well as the promise of continued reliance on those firms that came to the Councils aid. Many Corporations and ship builders leapt at the chance and a host of designs was quickly placed before the Council. Outside aid was sought and Corporations not based on Mars were called upon to help.

The Belt Alliance quickly formed a close diplomatic friendship with the newly independent Mars and offered to begin supplying MarsGuard with BA designed hulls, as well as providing training staff and technical help (all for a generous fee though). Mars also began to purchase older EA hulls such as the small Tethys and obsolete Laertes Corvettes. The LTV-Yutani Heavy Industries Mega-Corporation, one of the largest in the Sol System designed the Blackhawk Class Destroyer based on its Searcher exploration vessel. The Blackhawk would eventually become the largest military ship in MarsGuard service and the pride of the fleet. The rest of the fleet had a hodgepodge look to it, with EA hulls joined by BA ships as well as Martian built vessels. Despite its looks the ships of MarsGuard are crewed by competent and well trained personnel. Whilst MarsGuard has limited experience in fleet actions the crews are superbly trained in patrolling and single ship actions. Whilst MarsGuard ships hold regular fleet exercises under the guidance of the EA the MarsGuard fleet is poorly equipped for fleet actions owing to the limited number of Capital ships and fighters that a Martian fleet could field against a possible aggressor. Martian ships are more at home hunting down Raiders and other brigands or protecting convoys in the Sol system. MarsGuard ships also provide long distance escorts out of the Sol system to those races that have allied themselves with Mars and the EA. This service does not come free and is often done in conjunction with the BA but it is an important part of the MarsGuard duties and brings in a great deal of money for Mars and the fleet, as well as giving MarsGuard personnel valuable experience in long distance operations.

During the Drakh attack MarsGuard fought along side the EA and IA fleet in the defense of Earth against the Drakh and their Shadow Planet Killer. After the horrific assault and contamination of Earth MarsGuard busied itself with patrolling the Sol System with the Belt Alliance whilst the EA went after the Drakh and more importantly a cure for the Plague that had infected Earth. MarsGuard performed this vital service until the cure was finally discovered. MarsGuard then joined the IA in the hunt for the Drakh and helped hunt down the Drakh when the Centauri under Emperor Vir Coto turned on them.



## Weapons

MarsGuard is equipped with a mix of particle weapons as its main armament and railguns are also mounted on many MarsGuard hulls. Particle and Matter weapons are cheap and easy to operate.

Whilst the EA offered to supply the MarsGuard ships with weapon systems common to the EA inventory the offer was turned down (which alleviated fears that the new Martian fleet would be a drain of EA resources). Pulse cannons whilst operated by the BA were viewed as being too expensive to build and maintain MarsGuard also didn't want to have to rely on 'foreign' contractors to maintain their weapons. In later years MarsGuard began using rail weapons more than other types. Rail weapons are lethal at stripping systems of a ship and most MarsGuard missions involve capture of a ship or group of ships. This predominance of Rail Weapons will be discussed in greater detail when information about the Flight 2 ships is released. MarsGuard does operate a few unique weapon systems that are detailed below.

### **COMBAT PARTICLE CANNON**

The CPC is quite simply an enlarged Particle Cannon, whilst it shares the Particle Cannons rather limited range, it also shares its superior fire control systems and does double the damage of a standard Particle Cannon. The biggest drawbacks to this weapon system are the high power drain of the cannon and the slow charging time needed between shots to cool down and build up power for another shot.

### **RAIL CANNON**

Designed by Unidyne Systems of Mars as an advanced Railgun the Rail Cannon was rejected by the EA as weapons like it were still not in vogue as they were in the IA period. The Rail Cannon use a much larger charging coil to build up a far more powerful charge to fire its projectile. The shell was actually smaller than the Rail Gun but due to its much higher velocity caused more damage. The most devastating feature of the Rail Cannon was its ability to pierce right through a targets hull. After extensive trials the only prototype of the Rail Cannon was fitted on a Hecate Testbed cruiser for the EA (the EAS *Endeavor*) and the other was fitted on the MGSC *William Clark*. Due to its maintenance intensive and costly nature no other weapons of this class were ever made.

### **HEAVY PARTICLE BEAM**

The HPB is the big brother of the SPB, using a larger charging capacitor, combined with an enhanced focusing array the HPB is harder hitting than the SPB but still has the same rate of fire. The bulk of the weapon makes it impossible to replace the SPB in a one for one basis and is classed as a medium weapon. The HPB is very similar to the dual mounted weapon now seen on the Centauri Deimos Class and it's quite possible that the weapons development was aided by stolen technology.



## DUAL PARTICLE BEAM

Another MarsGuard weapon that shows a great deal of promise is the Dual Particle Beam. Two SPBs mounted in a single housing whilst only taking up a slightly larger surface area and drawing no more power than two independent SPBs the DPB will probably become quite a common weapon in the IA. The biggest fault behind this weapon is that whilst on the surface the mount takes up less space than two SPBs the space needed for the turret assembly and mechanism means that more internal space is taken up.

## DUAL UNI-PULSE CANNON

Fighter scale weapons are rarely mounted on ships due to their limited damage and range but MarsGuard weapons designers went against this prejudice and created the Dual Uni-Pulse Cannon. Mounting two UPCs in a small turret the weapon is used as an Interceptor equivalent in MarsGuard service. The weapon is capable of targeting all classes of ships although its limited damage means it is only of real use against fighters or poorly armored targets.

## **MarsGuard Ships**

The ships of MarsGuard are a hodgepodge of EA, BA and home build designs. All of the EA and BA designs are older hulls that have been refitted to MarsGuard standards and many of the BA designed hulls are built on or over Mars. Whilst the Martian Council would like to have an entirely home grown fleet it was quickly realized that it was going to be impossible to build enough ships and designs from the ground up without bankrupting the newly independent colony. Mars also lacked the dedicated ship building facilities to begin production of a large number of new hulls. Whilst there was space enough to refit vessels there simply wasn't the facilities to build new hulls. Reluctantly the Martian Council set about procuring any and all vessels it could find to cover Mars's defense needs. The BA quickly offered to assist in crew training and begun shipping hulls to Mars for conversion. To lessen the burden of the massive expenditure that the massed refitting of the new ships would entail the Martian Council offered massive tax breaks to Mega-Corporations, ship building firms and weapons manufacturers on Mars if they would help with the refitting and production of the new vessels. Firms like Guardian Industries, LTV-Yutani Heavy Industries, United Dynamics, and Westland Criss-Craft leapt at the opportunity this provided, if not out of a sense of duty or loyalty to Mars then for the amount of money the companies could earn. LTV-Yutani and Westland Criss-Craft became the two most important suppliers of ships for what was to become MarsGuard and were responsible for 90% of the rebuilds between them. United Dynamics and Guardian Industries were both electronics powerhouses and United Dynamics had designed and supplied weapons for the EA.

To cover the lack of trained personnel (the young Martian fleet being crewed mainly by well meaning, keen but inexperienced volunteers) the BA begun cross training programs and set up the first Martian Military Academy near Olympus Mons. Recruitment into the Martian Fleet was not a problem as there were more volunteers than ships so the Martians had their choice of the best recruits. Whilst the level of training was not as good as that of the EA it was equal to many League powers which is quite impressive for such a young force. The choice of name for the Martian fleet was torn between MarsForce or MarsGuard. In the end MarsGuard won out because it was different to EarthForce and thus the MarsGuard was born.



# MarsGuard Comanche Class Heavy Cruiser

## Class History

Mars found independence and the need to defend itself simultaneously it seemed. There were threats from raiders, from factions of the EA, even from competing corporations on Mars itself. The Mars Council put forth requests for all manner of ships to help police the background noise surrounding Mars, as well as giving Mars some sort of national character. Many designs were received, one of which made the Mars Council take a step back.

The EAS *Intimidator* was an advanced prototype built for EarthForce designed during the Clarke Regime as a possible successor to the Hyperion line. It had entered service in 2258, and was immediately beset by problems. Everything on the ship, save the interceptor grid, was brand new. With brand new things came growing pains. The weapons systems tended to either misfire or not fire at all. The command and control systems lost communication with not only other vessels, but each other. The hangar facilities had problems like launch and recovery doors not opening when they should. The list went on and on. Thankfully the jump engine and reactor were of a proven design, so the ship never blew up, but the design was a disappointment to the EA. The ship languished in mothballs scheduled to be cut up for scrap or spare parts until Mars gained her independence.

One of the project engineers for the *Intimidator* was a “Mars romantic,” ie, he saw Mars as the new frontier, just right in his own backyard. It was undeveloped, uninhabited for the most part, and just entering the first stages of terraforming. But the “frontier” had just become its own nation, and thus needed defenses. When word came that Mars needed ships, he took a look at the not-long-for-this-world starship that he’d been assigned to help get past testing and an idea formed in his head. What if the EA could be convinced to turn over the *Intimidator* to Mars?

The plans the engineer came up with were ambitious, but not in an as impossible way as tended to happen when an engineer’s imagination went unrestrained. The ship would be totally refitted (almost rebuilt). Ranging from a more conventional sensor array and the fitting of a more classical (and reliable) bridge section, the armour was to be reduced (to save money in the long run) and the weapons were to be completely replaced and the computer system rebuilt and re-wired. Whilst the sheer expense of the refit was daunting it would give Mars a ship to be proud of. Truly a ship to fly the flag. Unfortunately the EA was unwilling to part with a very advanced albeit very problematic hull that was scheduled for scrapping. The EA simply didn’t want Mars to have a powerful heavy cruiser in service even though the EA was contemplating selling Hyperions to Mars.

Then came the Drakh attack on Earth and the horrifying prospect of the cradle of humanity being rendered lifeless. The *Intimidator* was pulled out of mothballs as a precursor to being refitted and reactivated but the ships condition had deteriorated to a point where a quick activation was not possible. Once again the Martian proposal was looked at, and seeing an easy way to make a great deal of money and get rid of a hull that was deemed a failure the *Intimidator* was sold to Mars, partly to get rid of the hull and partly out of gratitude for the support that Mars offered to Earth during the crisis and for the help of MarsGuard vessels that had defended Earth with their lives.

The newly christened MGSC *Comanche* was towed to Mars to begin her lengthy refit. It took two years to complete the rebuild of the *Comanche*. The expense of the refit was very high and could have bough MarsGuard two more *Blackhawk* Destroyers but MarsGuard wanted a flagship and



eventually after many trials and tribulations the MGSC *Comanche* joined MarsGuard. The ship immediately became the flagship of the fleet taking over from the *Blackhawk* and begun cruises round the Sol system to reinforce the blockade of Earth and also made excursions to IA worlds as a show of support by Mars and as an opportunity to show off their newest vessel (even if it wasn't built by Martian shipyards).

The *Comanche* and her escorts had repeated encounters with both Raiders and Drakh scout groups during the hunt for the Plague cure and was present at a major engagement which saw the route of a Drakh attack group. The *Comanche* continues to show the MarsGuard flag and receives the best officers and crew of the MarsGuard fleet.

## MarsGuard Blackhawk Class Destroyer

### Class History

The *Blackhawk* Class Destroyer had a bizarre genesis. Originally, these vessels were to be LTV-Yutani Heavy Industries of Mars Searcher Class civilian explorer vessels (detailed later), capable of being on missions for more than a year. After Mars gained independence in late 2261, a call was put out by the Mars Council governing body for any and all ships that would be able to form the bulk of the MarsGuard. Various mega-corporations on Mars come to the aid of the new government, though they are not driven by a sense of patriotism, but rather the bottom line. Hefty tax incentives and aid are promised in exchange for helping Mars build a homegrown defense force.

LTV-Yutani Heavy Industries was one of the larger contributors to the effort. Not only were they able to provide defense systems and leases on orbital facilities, they also offered Mars's first domestically built capital ship. LTV-Yutani had an in-house project to build long-range explorer craft to help them find and exploit new resources. When Mars put out the call, construction of the third thru fifth hulls was halted while a redesign was studied. Work resumed on the third hull when it was determined more of it would have to be dismantled than not to fit the new military design. It was completed as a standard *Searcher* Class explorer.

The other two vessels, along with a third in the early stages of main component assembly, were completed to the new Destroyer design. The forward hull was completely redesigned, and the resemblance to the EA's *Omega* Class Destroyer was more than pure coincidence. Former members of the *Omega* design team had come to work for LTV-Yutani and found the easiest way to design a warship was to go with what they knew.

The *Blackhawk* was radically different from the *Searcher*. Its weapons layout was vaguely similar to the *Omega* which it resembled, but it had domestically produced weapons systems on board. In an interesting application of Mars produced weapons, United Dynamics produced a close-in weapons system based on their fighter weapon, the uni-pulse cannon. This weapons system actually replaced the interceptors on all Earth Alliance and Belt Alliance vessels sold or given to Mars (the interceptors having been removed by the originator). The weapons mounts varied between the three ships of the class. The *Blackhawk* had four Combat Particle Cannons (United Dynamics built) and a railgun as main armament. The *Meriwether Lewis* had the four combat particle cannons and railgun as well, but had dual uni-pulse cannons replacing the standard particle beams. The *William Clark* had heavy laser



cannons replacing the combat particle cannons, and the prototype Rail Cannon instead of the standard railgun. Of the three first ships the *William Clark* proved to be the least successful, the high maintenance requirements of the Heavy Lasers and the extra power drain on the reactor made the *Clark* spend more time in dock under refits than any other ship in the class. She was eventually converted back to a more normal weapons configuration. The already spacious hangar of the *Searcher* was made even more so by the redesign of the hull. Cargo bays were removed, and the structure enhanced and enlarged. The hangar was now able to embark half a squadron of medium fighters (*Sabers*), one squadron of light fighters (*Freedoms* or *Delta-V's*), two shuttles, two SWAC shuttles, and two of the *Enforcer* armed boarding craft. The ship retained the *Searcher's* rotating section, though more armored and reinforced for combat maneuvering.

Overall, the ships were painted in greens and other dark colors before being handed over to MarsGuard, who repainted the vessels in standard colors (think late 20th, early 21st century US Coast Guard pattern). The ships were to occasionally deploy with a small escort of Cowpens destroyer escorts for joint maneuvers with the EA or IA, but the Drakh attack in 2267 changed that, at least for a little while. The *Blackhawk's* were pushed into service to protect the entire Sol system, as were all MarsGuard ships. Assigned to guard vital convoys MarsGuard ships fought the Drakh on many occasions and every time they rose to the challenge. MarsGuard vessels also aided the IA in the hunt for the Drakh and MarsGuard ships were present in many of the battles after the Centauri turned on the Drakh. After the war MarsGuard returned to its role of patrolling the space around Mars and protecting the shipping lanes. The *Blackhawk's* were no exception and all performed valiantly during the crisis. At the moment there are no plans to build or convert any more ships of this class, the three *Blackhawk's* and six *Iroquois* class vessels are deemed to be enough to ensure the safety of Mars.

## MarsGuard Iroquois Class Cruiser

### Class History

After the Drakh attack on Earth Mars offered to purchase half a dozen damaged Hyperion Class Heavy Cruisers. The ships of MarsGuard had fought valiantly during the Drakh attack and continued to enforce the blockade of Earth to ensure that the Drakh plague did not leave the planet. Four Hyperions were delivered to Mars for conversion and refitting, the *London*, *Nairobi*, *San Francisco*, and *Shanghai*. Unfortunately two, the *Nairobi*, and *London* were in such bad condition that they were sacrificed to help with the completion of the *San Francisco*, and *Shanghai*.

All had been stripped of their interceptors and weapons and made space worthy before being delivered to Mars. The ships were fitted with a quartet of Combat Particle Cannons and dual particle beam. Uni-Pulse Cannon turrets replaced the interceptors and a substantial hanger was added to the bow of the ships allowing them to dock two Interceptor Pursuit Boats, both of which can be launched within five minutes. Whilst the class still shares the problems of the Hyperion hull such as no artificial gravity, dated sensors and limited firing arcs for its main weapons the class has performed well in MarsGuard service and are much liked by their crews. Both are named after Native American Tribes the *Iroquois* and *Sioux*.



# MarsGuard Crockett Class Monitor

## Class History

It was inevitable that MarsGuard would make use of the Orestes hull and the Crockett is the MarsGuard conversion of the venerable ships hull. The class swapped out every weapon system for a MarsGuard equivalent and the hull armour was reduced thus saving money. During the Drakh attack the *Crockett*, *Samuel Colt*, and *Winchester* took part in the defense of the Sol system against the Drakh horde. The *Winchester* was crippled and abandoned within five minutes of the opening attack whilst the *Crockett* and *Colt* were destroyed over Earth. The *Colt* was credited with killing a Drakh cruiser in her final act of defiance where she rammed the much larger Drakh ship. The *Crockett* was trapped inside the Planet Killer as it miss fired and was destroyed by the missiles of the terrifying weapon.

# MarsGuard Powell Class Light Cruiser

## Class History

The *Powell* class is actually the EA's *Oracle* class, Delta model export cruiser, modified for MarsGuard use. The interceptors were removed, as per conditions set by the EA for MarsGuard ships (all ships were to have interceptors removed and replaced. Interceptors on bases could stay and be serviced by EA personnel). The weapons were a mix of the usual Mars weapons suite, and the hangar embarked two shuttles and two Enforcers.

The two ships of the *Powell* class entered service in 2264. The MGSC *Powell* was heavily damaged by Drakh in 2267, while the MGSC *Wallace* was almost destroyed. While both ships were being repaired, Mars acquired the three *Hamilton* class ships to supplement the *Powell*'s. Both classes coexisted after the *Powell*'s were repaired.

# MarsGuard Hamilton Class Light Cruiser

## Class History

The *Hamilton* Class of light cruiser originally began their existence as the three non-EA/BA charter compliant Project 128 vessels. The Belt Alliance wished to get rid of these ships as they proved to be more expensive to operate than projected, but they didn't want to just out and out scrap them. Mars offered them a unique opportunity to get rid of them and still somehow make money on the deal. Mars offered them incentives and tax breaks on the hardware, and they spent the money to get the ships refit for Mars service.

Everyone in the end was happy, the BA got rid of their money pits, and Mars gained some effective light capital ships, and forged stronger bonds with the BA. The ships entered service in 2267. There were talks of the BA selling the plans for the 128 class Cruiser to MarsGuard but nothing has been confirmed yet. The ships were rearmed with railguns, dual particle beams, and dual uni-pulse cannons, and an Enforcer replaced one of the shuttles in the shuttle bay. The members of the Class were the MGSC *Hamilton*, *Constitution*, and *Declaration*.



# MarsGuard Frontier Class Replenishment Ship

## Class History

The *Frontier* is the renamed EAS *Fitzgerald*, an old decommissioned *Cotten* Class Replenishment ship. The ship was in the first batch of hulls donated to MarsGuard after Mars Independence. The weapons were removed and replaced by Mars produced systems. The ship entered service in 2263 and rarely leaves Mars space. Although the ship rarely leaves her mooring point she is a vital component of the MarsGuard Fleet. The ships docking facilities allow MarsGuard ships to dock for quick repairs and to replenish supplies. The ship is often seen in major MarsGuard exercises as a command and control ship.

# MarsGuard Cowpens Class Destroyer Escort

## Class History

The Cowpens class was built off the Belt Alliance's Heavy Escort hull. The forward blast cannon was replaced by a railgun, while the interceptors were replaced with dual uni-pulse cannon turrets. These ships usually accompany the Blackhawk class destroyers whenever they leave orbit. Their hangar was enlarged to berth an Enforcer in addition to the shuttles already carried. Nine of these ships were built but due to the construction of a home grown Martian design no more were ordered. The ships of the Class were the *Cowpens*, *Mississippi*, *Appomattox*, *Anteitam*, *Manassas*, *Ticonderoga*, *Gettysburg*, *Fredericksburg* and *Valley Forge*.

# MarsGuard Chandley Class Customs Frigate

## Class History

The Chandley Class was another design proposed by Mars to help patrol their skies. They submit these plans to EarthGov in 2265, and were met with optimism when viewed by the senate. Three Olympus class hulls were to be turned over to Mars at the end of 2267 for refit. All three were in dock when the Drakh attack came, all were destroyed. No replacements were purchased. They were named the *Chandley*, *Grant*, and *Pickett*.

# MarsGuard Hancock Class Heavy Patrol boat

## Class History

*Hancock* class ships were originally BA Heavy Gunboats. The BA sold these older, pre-pulse refit ships to Mars at a discount, and Mars refit them for orbital use. The forward blast cannons were replaced with railguns, and the interceptors with dual uni-pulse cannon turrets. The side blast



cannons were replaced with dual particle beams, and the hangar was increased in size to accommodate a third shuttle sized vessel, usually an Enforcer. The first ship left dock in December 2262. A total of five heavy gunboats entered MarsGuard service whilst another half a dozen are currently undergoing conversions into this class. The class consists of the *Hancock*, *Bonhomme Richard*, *Guerriere*, *Shannon*, and *Chesapeake*. These were very popular vessels in MarsGuard service and were both popular with their crews due to the comfortable living conditions and politicians due to their cheap operating costs.

## MarsGuard Appleseed Class Customs Corvette

### Class History

The Appleseed Class Customs Corvettes were originally older Epsilon model Tethys patrol boats that had been mothballed by the EA. When Mars gained independence, some friendly senators with EarthGov managed to put together an aid package for Mars that had, among other things, seven of these older model ships. Mars accepted the gifts, but the ships were in such disrepair that they needed components and systems that were not readily available to Mars.

The ships languished in their mothballed state until 2265, when Mars took possession of them and moved them to dock for refit. The first ship, the MGSC *Johnny Appleseed*, left dock in early 2266, but had to put back into dock because the components Mars used to refit the ships to the EA's current Kappa standard were substandard and caused many growing pains. The refit of the class was pushed back, even after the Drakh attacked Earth, as the ships and systems were redesigned. The final design, entering service in 2269, used technology developed on Mars primarily. The main weapons had become United Dynamics developed heavy particle beams (identical in operation to their Centauri equivalents), and close-in defense was handled by dual uni-pulse cannon turrets. In service these ships performed well even though they had auspicious starts to their careers. The class was named the MGSC *Johnny Appleseed*, *John Henry*, *Casey Jones*, *Paul Bunyan* and *Daniel Boone*.

## MarsGuard Interdictor Class Customs Corvette

### Class History

The Interdictor us a modification of old epsilon model Laertes class corvettes. Five ships were loaned to MarsGuard in 2262 and were commissioned in 2263. They were armed with modest weapons, and embarked two Enforcers to help with smuggling interdiction. MarsGuard was quick to snap up the few remaining Laertes hulls after the adequate performance of the Interdictor design. The original five ships were called the MGSC *Interdictor*, *Preventer*, *Restrictor*, *Prohibiter*, and *Inhibiter*.



# MarsGuard Meade Class Patrol boat

## Class History

People of Mars have always had an odd fascination with American history, notably pre-20th century. They identified with them, as pioneers of a new world. This could explain why all the names from American antiquity. The *Meade* class patrol boat is actually named for Gen. George Meade of the Union Army, though not for his military exploits. He was originally in command of a group of mapmakers in the Union Army.

He spent most of his time on the Great Lakes, naming one of his favorite spots on Lake Huron “Meade’s Grove.” (Note: This last part is true. There’s a place at the tip of the thumb of Michigan that’s actually called Meade’s Grove.)

This patrol boat is a redesign of the BA medium gunboat. The ammo dependant weapons have been removed, and dual particle beams have been put in their place. As with all MarsGuard ships, dual uni-pulse cannons provide close-in protection. A total of eleven ships were completed, starting in 2263. The ships of the class were named the MGSC *Meade*, *Chamberlain*, *Buford*, *Armistead*, *Longstreet*, *Stuart*, *Custer* (this ship seemed to be as unlucky as its namesake and was destroyed when a complete engine failure led to an asteroid collision which left no survivors.), *McClellan*, *Reynolds*, *Virginia*, and *Semmes*.

# MarsGuard Eagle Class Cutter

## Class History

The Eagle class is a medium size cutter built to provide MarsGuard with an interception and interdiction role and be able to be launched from ground facilities. The Belt Alliance’s Close Escort type of ship was the hull selected for this particular mission. The forward weapons were changed out from three standard particle beams and an interceptor to two dual particle beams and a dual uni-pulse cannon turret, which replaced all interceptors on MarsGuard vessels. Eighteen ships of this class entered service, beginning with the MGSC *Eagle* in May 2264. MarsGuard is currently formalizing an agreement that will allow the Eagle to be produced under license on Mars. In a break from the normal MarsGuard naming convention the Eagle Class were almost entirely named after famous British warships and Admirals, they were the MGSC *Eagle*, *Ark Royal*, *Royal Oak*, *Effingham*, *Hawkins*, *Raleigh*, *Drake*, *Rodney*, *Hood*, *Howe*, *Brunswick*, *Jervis*, *Nelson*, *Barnham*, *Royal Sovereign*, *Lion*, *Tiger*, *Warspite* and *Victory*



# MarsGuard SMH-75A Enforcer Armed Atmospheric Breaching Pod

## Class History

The Enforcer is a medium sized small craft capable of armed enforcement of Mars customs and border patrol. It is standard to find these craft on all manner of MarsGuard vessels, ranging from cutters and corvettes to destroyers and bases. It is no larger than a shuttle, so modifying hangars to accept the craft is not a problem.

Originally designed as a small private spacecraft for pleasure use, the Enforcer's builder, Westland Chris-Craft, was contacted by the Mars Council when Mars gained independence. Mars Council was looking for any and all domestic support for the newly formed military and offered generous tax breaks and other governmental deals. Their Skyrainger, as the Enforcer was originally known, was just out of the prototype stage and well into the first production year when the decision was made to send the entire run to MarsGuard to fill their light interdiction and inspection craft role. After some modifications to the prototypes (they already had docking ports, meant to be used on exterior airlocks), the ships were armed and supplied to MarsGuard for evaluation. After an especially short amount of time, they were accepted into MarsGuard as the first domestically supplied and built craft.

Westland Chris-Craft retooled their line to produce the Enforcer at a rate of about 18 per year. The Skyrainger was also produced, but at a greatly reduced rate of production due to the company's new role as government contractor. Rearmed Enforcers have also found roles with the Belt Alliance, the Mentabans, the Sh'lassan, and Privateers. Enforcers fly from not only orbital assets, but are able to be launched from ground bases as well. An unarmed military version, the Samaritan, is used for SAR duties.

# MarsGuard SE-12B Hawkeye SWACS

## Class History

There's never really been a need for a dedicated SWACS craft in the Earth Alliance as most fighters have sophisticated sensor arrays. MarsGuard is not the EA, however. Mars defenses and surveillance was always secondary to the EA, whereas Earth was an impregnable fortress should the EA choose to clamp down. When Mars gained independence, a requirement was made to provide Mars with an enhanced warning and control vehicle of some sort.

It just so happened that the same company that produced the Magnum heavy lifter also had been working on a type of ELINT craft in order to market it to the various prospecting and mining companies in the EA as a way of getting a heads up on Raider activity. Guardian Industries already had the prototype built and tested when Mars gained independence. Fate seemed to smile on them as they had the right vehicle at the right time. It was small enough to fit in most ships' hangars, and was also atmospheric so it could be based on the surface.



The Hawkeye is an unarmed craft, the size of a large shuttle. It is capable of generating 2 points of OEW per turn. The EA also has a version of this craft, the SE-12C, which has one Mk. I Interceptor in a 360 degree turret.

## MarsGuard Interceptor Class Heavy Pursuit Boat

### Class History

The Interceptor, like the Enforcer, began life as a civilian vessel. This was built as a large private yacht for the CEOs of mega corporations, or as in-system passenger ships. When Mars gained independence, the first prototypes were rearmed for the generous tax breaks that were being offered. The ship was the heavy compliment to the Prosecutor Pursuit Craft, in that they often work together to corral and detain offending vessels, or delay them enough for a larger ship to come to their aid.

The entire line was converted over to Interceptor production, and they are produced at approximately eight per year. Most of them are immediately put into MarsGuard service, but a few have been sold to other concerns (Mentabans, Sh'lassan's, and even the EA have purchased a few).

## MarsGuard SAG-12A Prosecutor Pursuit Craft

### Class History

Prosecutors were originally proposed the EA as short range heavy interceptors, capable of chasing down smaller ships and harassing them until help could arrive. The design was meant for outlying colonies, and not for front-line military duty. When Mars gained independence, the producer of the craft, General Space Systems, offered the design to Mars as a ready to go, off the shelf customs vessel. MarsGuard accepted the craft, and the first flotilla of them entered service in late 2262. GSS has been delivering approximately 18 ships per year since, first basing the craft at orbital facilities, then on the ground and on board a few modified ships. The craft has four uni-pulse cannons, two of which are linked forward, and two are in a 360 degree turret on the dorsal side of the ship.

## MarsGuard Revere Class Pursuit Boat

### Class History

The *Revere* class pursuit boat was acquired from the BA in their initial transfer of ships when Mars gained independence. These ships were older pre-pulse refit ships, and were nearing the end of their usefulness. Mars happily accepted the ships in mid 2262, and had the first *Revere* class in service within a year. The blast cannon was exchanged for a dual particle beam, and the interceptor was changed out for a dual uni-pulse cannon turret. A total of nineteen *Reveres* were completed with another dozen under construction and conversion. This class was named after famous scouts or



people who had raised the alarm in history, they included the MGSC *Paul Revere*, *Phidippides* (only Greek named Mars ship, named after the runner from Marathon to Sparta), *Kessay* and *Sharpe*.

## Earth Alliance SA-26A Freedom Fighter Interceptor

### Class History

The SA-26A Freedom Fighter was a post IA introduction design by EA firms for a small export fighter for longtime EA allies and new nations. The small fighters were armed with uni-pulse guns and two missiles, and were atmospheric. This allowed smaller nations a choice over the older, obsolete fighters like the Delta-V. The Mentabans, Sh'lassan, and MarsGuard have all been early adopters of the design. The EA also uses a few of them in Aggressor squadrons. The fighter has not been seen in mercenary or raider service. No variants have yet been suggested for the design, other than the SA-26B which is the two-seat, unarmed trainer version. Whilst decades ahead of the aging Delta V and more powerful than the Delta Sentinel the Freedom Fighter is at best adequate when compared to the fighters of the EA and other IA member races. Stringent controls on the construction and sales of these fighters have so far ensured that none have found their way into the wrong hands.

## Earth Alliance SA-49D Saber Export Fighter

### Class History

The power and potential of the impressive Thunderbolt Fighter were demonstrated in the EA Civil War, the heavy fighter was quickly regarded as one of the best fighters in space and quickly obtained a fearsome reputation. Races allied to the EA began to lobby the Alliance for export rights for the new fighter but EarthForce was unwilling to let its most powerful fighter design and weapons be exported. In a compromise and in an attempt to expand the military budget the EA agreed to design a scaled down version of the fighter. The new Saber Interceptor looks like a Thunderbolt in almost every regard apart from its size and armament. The Gatling Pulse Cannon was deemed far too important and advanced to be exported (less it be reverse engineered or stolen) so the Saber mounted a pair of uni-pulse cannons and could mount a quartet of missiles. The fighters near identical appearance to the Thunderbolt ensured that sales were confirmed as soon as the first prototypes were completed and put on display. MarsGuard purchased the first four production runs and placed the fighters on its most important ships and installations. The Mentaban, Sh'lassan and Belt Alliance quickly snapped up the new design although the BA only purchased a few of the fighters. Its highly likely that many of the features of the Saber will find their way into the next generation of BA fighter.



# Other fighters in MarsGuard Service

MarsGuard also makes extensive use of the aging Delta series of fighters and the newest version the Delta Sentinel was the first MarsGuard fighter to be deployed in serious numbers. The Delta V's now operate mainly as training craft for new crews or on exercises as aggressor fighters. In times of emergency the Delta V's can be quickly re-armed to defend Mars. Both Delta V and Delta Sentinels fought against the Drakh attack on the Sol System and fought bravely although totally outclassed by the much more advanced Drakh.

## MarsGuard Georges Melies Station

### Class History

*Georges Melies* Station was built by the EA for defense of Mars. It orbits in synchronous orbit over the Mars capital of Eden City. It is a standard Orion class delta model starbase, whose hangars have been modified by MarsGuard for their use. As with the other stations in Mars orbit, the weapons grid is maintained by EA technicians, so the interceptors and e-webs remain.

The station's space wing consists of one squadron of medium fighters, two squadrons of light fighters, three Prosecutors, three Interceptors, two Enforcers, two SWACS, and four shuttles. The station, as with all stations in Mars orbit, do not rotate fast enough to generate an Earth standard simulated gravity, but rather a gravity somewhere between Mars and Earth, so as to allow Mars inhabitants and those used to Earth gravity an ease of movement on the station. The *Melies* was integral to the defense of Mars during the Drakh attack and was able to defend the planet thanks to the massive range of its missile racks. Only slightly damaged during the attack the EA has offered to put an OSAT grid around Mars incase of further attacks. The Martian Council refused citing that they didn't want weapon systems they couldn't control placed in orbit over Mars and instead opted to begin development of a Mars built OSAT. This OSAT is still in the prototype phase and is not ready for production.

All the stations in Mars orbit received names of famous people of imaginative literature and artistry. *Georges Melies* Station is named after the man who created what is considered the first science fiction movie "Le Voyage dans la Lune" in 1902 (A Voyage to the Moon). People may not know his name, but they definitely know the movie, as parts of it have been used in various commercials, shows, etc. since it was created.



# MarsGuard John O'Neill and Dan Jackson Stations

## Class History

The Babylon series of stations were not the first orbital habitats built on such a grand scale. Similar habitats have been built around the EA, in places not usually able to support human life, or by mega corporations who wanted to have a place of prestige among the stars. *John O'Neill* (note the two "L"s) and *Dan Jackson* Stations were built in companion orbits to Mars's moons Phobos and Deimos in the early 23rd century for corporate concerns.

Originally they were identical stations, both unarmed as they were in the home system of the EA, and civilian operated. These two mile long stations provided a home in space, away from the unforgiving, unending tracts of Martian desert below. When the EM War began, the stations were armed with an interceptor grid, as the EA wanted some defense, but didn't want to present an offensive target. As it turned out, Mars was bypassed by the Minbari, and the stations were saved.

After the war, they continued to operate as before, until the EA Civil War. The stations were armed by President Clarke's forces, receiving not only particle beams and quad particle beams, but also Cobra Bays for small craft. These were built off of the stable part of the structure, and came forward, similar to the way Babylon 4's were.

*Jackson* Station's bays were finished first, though they were smaller than what was originally planned. When MarsGuard took over the station, they took advantage of the Cobra Bays on the stations. They were able to house a squadron of light fighters and two SWACS in the port bay, a detachment of medium fighters, four Enforcers and four shuttles in the starboard bay and they modified the forward hangar to allow for three Prosecutors, three Interceptors and eight shuttles to be berthed.

The *O'Neill* had been modified a bit further than *Jackson* Station was. The Cobra Bays were larger, and had a structural support built between them and the rotation collar on the main body of the station.

On the support, two MPC's were installed during Clarke's modernization. When MarsGuard took over, they kept all weapons in place with EA technical support. *O'Neill's* space wing consisted of a squadron of medium fighters, a squadron of light fighters, three SWACS, three Enforcers, three Prosecutors, three Interceptors, and a dozen shuttles.

Both stations are still popular tourist attractions. *O'Neill* Station bills itself as the "Mini-Babylon 5" while *Jackson* Station is a popular first stop for Mars sightseers.

# MarsGuard Jules Verne and Herbert Wells Stations

## Class History

*Jules Verne* and *Herbert Wells* Stations were originally built in synchronous orbit to the poles of Mars to allow scientists to study the poles firsthand, and be able to take shuttles and science equipment down to them should the need arise. The stations were originally standard EA Polaris type stations, and have been refit and upgraded through the years to the current Gamma model. After Mars Independence, both stations' defensive responsibilities were turned over to MarsGuard, though the stations remained in nominal EA ownership.

The weapons upkeep is provided by EA technicians, meaning the stations retain their interceptors with e-web. The hangars have been modified to allow for a mix of MarsGuard craft to be carried aboard. A total of one squadron of light fighters, two SWACS, two Enforcers, two Interceptors and two shuttles make up each station's flight wing.

# LTV-Yutani Searcher Class Civilian Explorer

## Class History

LTV-Yutani Heavy Industries of Mars has sought to expand their holdings outside of Earth Alliance held territories for some time, but did not like having to wait in line for gate permits for newly established jump gates built by EA Explorer ships.

Using their shipbuilding facilities in Mars orbit, LTV-Yutani began construction of an ambitious (and lucrative if successful) project as a means to their goals. Their goal was to build a small fleet (six ships) of exploration vessels capable of scouting out new systems and staking a claim to any resources they found before anyone else could. If the system found did not have an ancient jump gate, a beacon could be set up so an LTV-Yutani construction ship could jump in after the Searcher had come and gone, and build a jump gate in system.

The Searchers were well suited to their role. Equipped with numerous shuttles, cargo bays, and a powerful (for a civilian ship) sensor array, these lightly armed vessels were able to go about their business and were large enough that they could escape with minimal damage when attacked. Extending their range and time away from dock was accomplished by having a small rotating section built into the design. To aid with the exploration of systems, two LCV collars are fit to the underside of the ship to allow for two of the type of Exploration Vessels that IPX likes to use. The Searcher could jump into a system, and launch teams to various moons or planets while the ship itself took a look at something else.

The first Searcher to come off the assembly lines, the SS *Columbia*, went into service in 2258. She immediately went to the Rim with her two Science ships, *Eagle 1* and *Eagle 2*, to begin exploration. One more Searcher (*Yankee Clipper* with *Intrepid 1* and *2*) would come off the line before Mars gained independence in late 2261. A call was put out by the newly formed Mars Council for ships to



defend Mars. It was preferred that designs be home-grown. As an added bonus, large tax breaks and other governmental concessions were offered to the industries on Mars.

LTV-Yutani, knowing a good deal when they see one, jumped at the chance and suspended construction on the next three Searchers so that they could be redesigned. The third hull under construction was so close to completion, however, that it was built to the original specification. It was named *Kitty Hawk* and had the science vessels *Antares 1* and *2* embarked. The other hulls were early enough in their construction that they could easily be converted to the new design. When the first redesigned unit, the MGSC *Blackhawk*, finally launched in 2267, it looked radically different from the original Searcher, though some similarities could still be seen.

The Searcher line resumed construction in 2267 with the clearing of the slipways. The next Searcher, the *Endeavor* (with *Falcon 1* and *2*) launched in 2270, with Searchers *Casper* and *America* being laid down immediately after their former selves were launched from the yards. Science vessels were procured long ago for these ships, and have been used at out-system locations for scientific research, and mobile offices. *Casper* will receive *Orion 1* and *2*, whereas *America* will embark *Challenger 1* and *2*.

There are plans for a further 3 units of this class, though there is some doubt as to whether or not the *Odyssey*, *Pegasus*, and *Discovery* will be built.

## MarsGuard Flight 2 Ships

Whilst data is compiled on the Flight 2 ships here is some background information on the newest ships and tactics from Mars. Mars never intended to use hulls designed by outside agencies and wanted a purely home designed and built fleet. This decision was primarily an economic one as a ship building program would need a great deal of workers and designers for the projects to start. This would lower unemployment and bring more money into Mars. The Flight 2 ships currently under study are the OSAT, an OSAT tender, a convoy escort, a supplement to the *Cowpens* Class, an enlarged Enforcer type vessel, a carrier hull and quite a few other designs.

MarsGuard doctrine also changed after the Drakh attack, and whilst this has only been implemented it has been discovered that there is to be a Mars Expeditionary Force. A small commando style unit that will be trained mainly in Raider suppression and destruction missions, as well as hostage rescue and raider roles. Probably equipped with fewer than a dozen ships the MEF will be the modern version of 'Littorals' of Earth's military history. It is presumed that the BA will have a great deal of influence in the training of the MEF, but there are no fixed details and more details will follow in the new year.



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