

## Hermes Fast Transport

The Hermes class of vessels have created a bit of confusion since their introduction in Y2168. Some of this confusion is the result of a deliberate slight of hand conducted by Earthforce leadership, while most (if not all, some would argue) is simply the result of what is often considered bizarre military naming conventions. As stated earlier, the original Hermes began life in Y2168 as a, then fast, lightly armed military transport designed to ferry cargoes between key outposts. Contrary to popular belief, this original Hermes was not equipped with a jump engine as the Earth Alliance was unable to miniaturize its existing jump engines to fit heavy combat class vessels.

In Y2194, the Centauri Republic sold a number of Heavy Combat Vessel class jump drives to the Earth Alliance for considerations in a recently discovered field of Quantum-40 rich asteroids. In an attempt to field the new engines as quickly as possible, engineers quickly settled on the Hermes and its spacious aft cargo bay that provided ample room for the new jump engine. In the process of adding the jump engine, designers took the opportunity to increase the available thrust, update the weapons systems and significantly increase the aft armor. The new vessel was then renamed the Hermes Priority Transport (Beta Model) and entered service in Y2195. *(Note that this new In-Service Date replaces that listed in Ships of the Fleet. In addition, the Availability of the Hermes Priority Transports is now Limited to 33%).*

Once the limited supply of HCV jump engines were installed, Earthforce proceeded to update the remaining Hermes Alphas with the improved thrust and weapons developed for their jump drive equipped cousin. This new version also entered service in Y2195 and was confusingly named the Hermes Fast Transport (Beta Model). Earthforce leadership claimed the names would help sow confusion in any potential enemies attempts to track the movements of the more valuable jump capable transport, but the results were simply confusion in general. This confusion would take a sinister turn with the subsequent capture of a number of the Fast Transports by raider elements, who then converted them to the Brigantine Raider. To exacerbate the problem, the Raiders developed a series of emitters that simulated the signature of an inactive jump drive allowing their vessel to move with the priority of the real jump engine equipped Hermes. *(As a result, the Raiders and Privateers Brigantine is actually a rebuilt Hermes Fast Transport (Beta Model) rather than the Hermes Priority Transport (Beta Model).*

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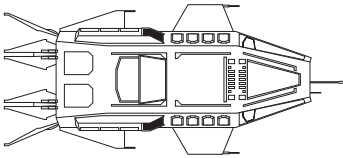
## Designer Notes

The whole process of this updated Hermes was to solve a number of unanswered problems that were never made clear in active days of Agents of Gaming. The basics of which were:

- 1) Where did the EA learn how to make HCV Jump Engines?
- 2) Why have no other EA HCV's appeared with Jump Engines?
- 3) How could the Raiders have managed to capture so many jump engine equipped HCV's to have created a whole class of Raider vessels?
- 4) Why in the world would the Raiders then remove the jump engine when they are so obviously prized?
- 5) Why would Earthforce tolerate significant losses of a jump engine equipped HCV's to Raiders without a significantly aggressive response?

Using the history and changes I have outlined above adequately solves the previous questions:

- 1) EA did not and still does not have the ability to create HCV class jump engines (though they may by the Interstellar Alliance time period). Instead the HCV jump engines were purchased from the Centauri in a one time deal.
- 2) No other HCV classes have a jump engine since the limited supply is installed in the Hermes Priority Transports.
- 3) The Raiders did not capture Hermes Priority Transports, they captured Hermes Fast Transports and subsequently converted them to Brigantines.
- 4) The Raiders never had their hand on the jump engine in the first place since the version of the Hermes they captured doesn't have a jump engine.
- 5) Earthforce can tolerate the loss of the non-jump capable version since many that were captured were probably held by corporations instead of Earthforce directly. The loss of a Hermes Priority Transport and its jump engine will now be investigated with extreme prejudice.



# EA Hermes Fast Transport (Alpha Model)

## SPECS

Class: Hvy Combat Vsl  
In Service: 2168  
Point Value:  
Ramming Value: 120  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14 (12)  
Stb/Port Defense: 14 (12)  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

## FORWARD HITS

1-4: Retro Thrust  
5-6: Lt Particle Beam  
7-8: Interceptor  
9-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Lt Particle Beam  
9-10: Interceptor  
11-12: Cargo B  
13-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-6: Primary Structure  
7-8: Cargo A  
9-10: Port/Stb Thrust  
11-12: Missile Rack  
13-14: Sensor  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## HANGAR

6 Fighters

2 Shuttles Thrust: 3

Armor: 1 Defense: 8/10



## WEAPON DATA

### Class-SO Missile Rack

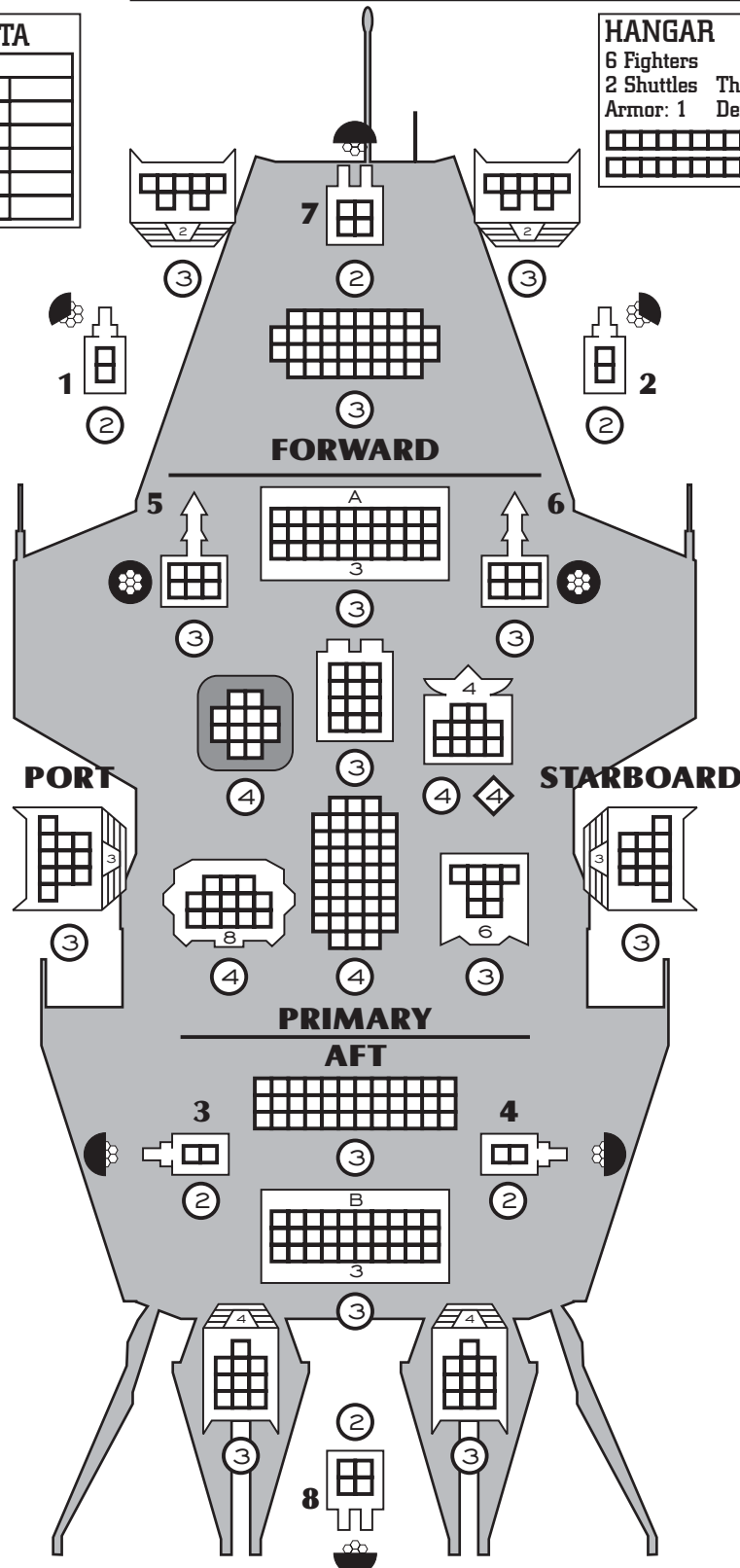
Class: Ballistic  
Missiles: 12  
Range Penalty: None  
Fire Control: +2/+2/+2  
Rate of Fire: 1 per 2 turns

### Lt Particle Beam

Class: Particle  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

### Interceptor Prototype

Intercept Rating: -2  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Modes: Standard  
Damage: 1d10+3  
Fire Control: -/-/+4  
Range Penalty: -2 per hex



## MISSILES

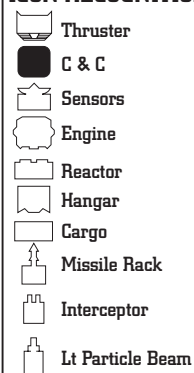
Rack #5



Rack #6



## ICON RECOGNITION



# EA Hermes Fast Transport (Beta Model)

## SPECS

Class: Hvy Combat Vsl  
In Service: 2195  
Point Value:  
Ramming Value: 120  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 3+3 Thrust

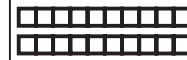
## COMBAT STATS

Fwd/Aft Defense: 14 (12)  
Stb/Port Defense: 14 (12)  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

## HANGAR

6 Fighters  
2 Shuttles Thrust: 3  
Armor: 1 Defense: 8/10



## WEAPON DATA

**Class-S Missile Rack**  
Class: Ballistic  
Missiles: 20  
Range Penalty: None  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per 2 turns

## Standard Particle Beam

Class: Particle  
Modes: Standard  
Damage: 1d10+6  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## Interceptor Mk-I

Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Modes: Standard  
Damage: 1d10+5  
Fire Control: -/-/+6  
Range Penalty: -2 per hex

## FORWARD HITS

1-4: Retro Thrust  
5-6: Std Particle Beam  
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9-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

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## PRIMARY HITS

1-6: Primary Structure  
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9-10: Port/Stb Thrust  
11-12: Missile Rack  
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## SENSOR DATA

Defensive EW

Target #1

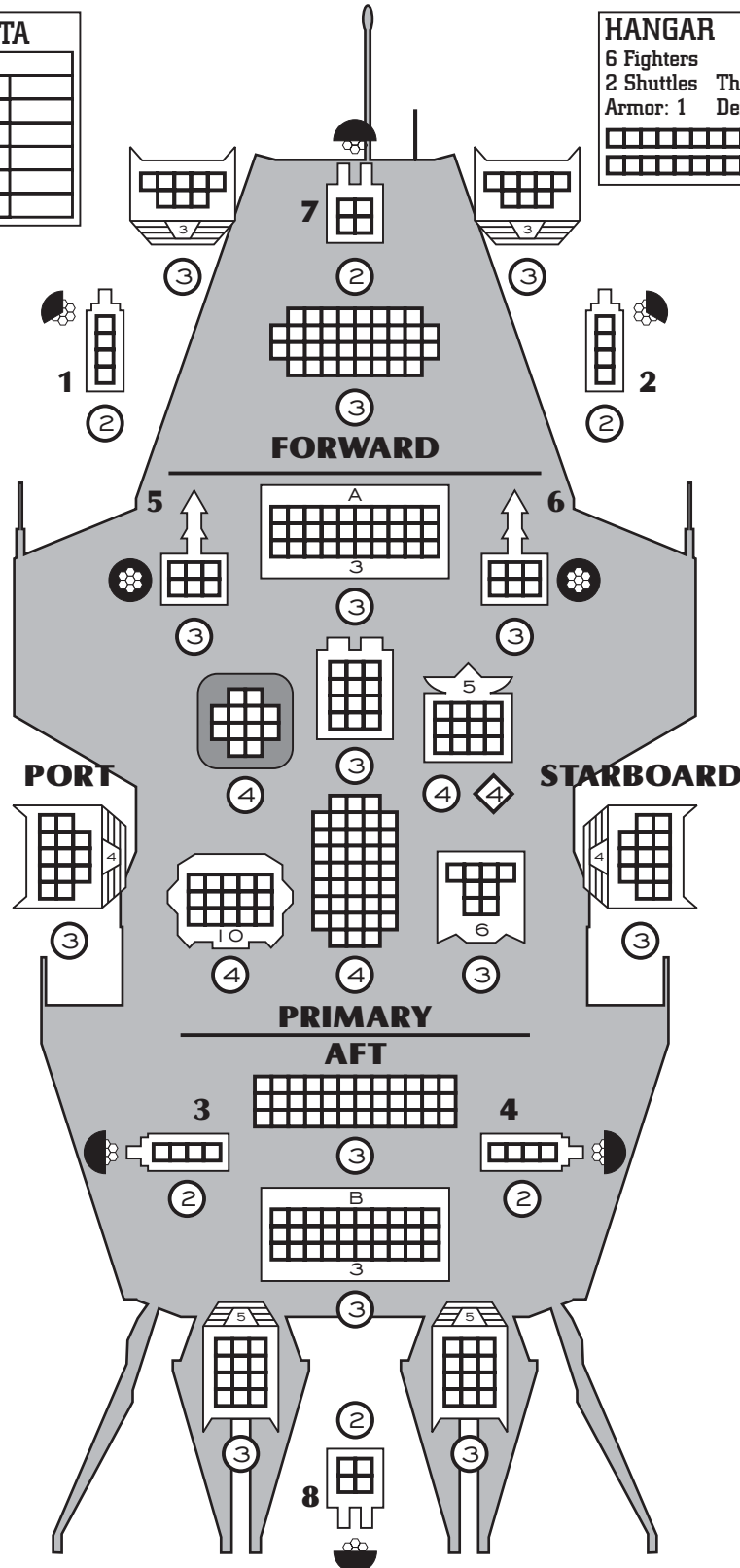
Target #2

Target #3

Target #4

Target #5

Target #6



## MISSILES

Rack #5



Rack #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Missile Rack
- Interceptor
- Std Particle Beam