

Project:GOLEM

Arkayn Game Designs

Playtest 3

Written by:

Erik Luken

AGD4000

Table of Contents

Introduction	1
History	1
Terminology	1
Weapon Tech.....	2
Projectile Weapons.....	2
Beam Weapons.....	2
Missile Weapons	2
Artillery Weapons	2
Weapons.....	2
Machine Gun	2
Heavy Machine Gun.....	2
Autocannon	2
Flechette Cannon.....	2
Laser.....	2
Heavy Laser.....	2
Graser	3
Plasma Cannon	3
Fusion Cannon.....	3
Missile Pack	3
Rocket Pod	3
Light Artillery.....	3
Medium Artillery.....	3
Heavy Artillery.....	3
Weapon Class.....	3
Weapon Chart.....	4
Weapon Characteristics	4
Ammunition Types.....	5
Units	6
Infantry	6
Vehicles.....	6
GOLEMs	6
GOLEM Power cores	6
Turn Order.....	7
Initiative	7
Movement.....	7
Firing.....	7

Modifiers	7
Critical hits	9
Arcs of Fire.....	9
Loss of Control.....	10
Stability	10
Special Maneuvers.....	10
Unit skills	10
Skills.....	11
Units	12
Electronics	12
Special Hardware.....	13
Vehicles	14
GOLEMs	15
Balancing forces	16
Interface.....	17
Interface Units	17
Special Interface Unit Weapons	18
Altitude.....	18
Climbing.....	18
Diving.....	18
Landing.....	18
Dropped Weapons	18
Experience.....	19
Special Skills	19
Gunnery	19
Gunnery (Projectile)	19
Gunnery (Beam)	19
Gunnery (Missile).....	19
Gunnery (Artillery).....	20
Pilot	20
Sample Units	21
Recon GOLEMs	21
Skirmisher GOLEMs.....	22
Harasser GOLEMs	23
Battle GOLEMs.....	24
Assault GOLEMs	25
Universe of Project:GOLEM.....	26
<i>Table 1 Weapons</i>	4
<i>Table 2 Artillery Deviation</i>	5

Table 3 Movement Rates	7
Table 4 Combat Modifiers	8
Table 5 Hit Locations	8
Table 6 Vehicle/Emplacement Internal Hits	8
Table 7 GOLEM Internal Hits	9
Table 8 Units	12
Table 9 Electronics	13
Table 10 Additional Hardware	14
Table 11 Vehicles	14
Table 12 Vehicle Mounts	15
Table 13 GOLEMs	15
Table 14 GOLEM Mounts	15
Table 15 Unit Cost Modifiers	16
Table 16 Interface Unit Structure/Armor	17
Table 17 Interface Mounts	17
Table 18 Interface Units	18
Table 19 Interface Weapons	18
Table 20 Experience Costs	19

INTRODUCTION

Dust swirls in the dry wind of the desolate plain. A heat shimmer makes the horizon hazy. Through the hazy dust strides a solitary figure, the ground vibrating slightly at each step. As it draws closer, weapon mounts can be made out along the figure's arms and torso. From behind a hill, another figure steps forth, belching fire. The first staggers under the impact of multiple strikes from missiles. It raises an arm; a bright viridian beam lances out and slams into the second form high on its body. It takes a step. Another. And collapses to its knees, finally falling to lie on the ground. The other warrior strides to his fallen opponent, and places another strike from the beam into the head of the fallen. The victor strides towards the small city on the edge of the plain, towering over the buildings.

Welcome to combat of the future.

This is a game of futuristic warfare. The battlefield of the future is dominated by GOLEMs (General Optimized Legionnaire's Exoskeletal Mech). These giant robotic machines tower over the battlefield.

History

In the far future, mankind has spread to the stars. Warfare is limited to ground and air combat as vessels moving between stars move too rapidly and are too small for targeting. The Imperial Legions of the Empire of Man are the first to field GOLEMs. Other states follow quickly. The GOLEM becomes the major military unit on the battlefield. As time progresses, GOLEM tech becomes more advanced. Approximately 1700 years after the fall of the Empire of Man, various successor states vie for control of resources and planets. They all use GOLEMs.

Terminology

HTK – Hits to Kill. The amount of damage a particular system can sustain before being destroyed.

RoF – Rate of Fire. The speed at which a weapon fires.

WEAPON TECH

The GOLEMs use four major types of weapon categories, projectile weapons, beam weapons, missiles, and artillery. Each type of weapon category is described below.

Projectile Weapons

Characterized by high rates of fire, and low individual projectile damage, projectile weapons are used because they are cheap and lightweight. Their major drawback is the need for ammo. Rather than using explosive propellant projectiles, these weapons use explosive rounds accelerated by linear magnetic accelerators.

Beam Weapons

Characterized by low rates of fire, beam weapons are useful because of their lack of ammunition requirements. Beam weapons are also heavy. Beam weapons also consume more power than projectile or missile weapons.

Missile Weapons

Long-range, medium to high damage, missile weapons are used in long range duels, or as opening salvos.

Artillery Weapons

Artillery weapons are long range, high damage, and inaccurate weapons. Usually used against fixed defenses.

Weapons

Machine Gun

The machine gun is used both for anti-personnel and anti-vehicular purposes. It is a medium ranged, low damage weapon. The machine gun is a Class 1 Projectile weapon. The machine gun bears little resemblance to man-portable weapons of the same name. The machine gun sports a multiple barrel rotary firing mechanism using magnetically accelerated explosive slugs.

Heavy Machine Gun

The heavy machine gun is an upgrade of the machine gun. The heavy machine gun consists of multiple rotating barrels firing magnetically accelerated explosive slugs. The heavy machine gun does more damage and has a slightly shorter range. It is a Class 2 Projectile weapon.

Autocannon

The Autocannon is a heavy duty projectile weapon. The Autocannon is a single barrel, high caliber weapon firing magnetically accelerated explosive projectiles. It is a Class 3 Projectile weapon. The Autocannon fires four, eight, or twelve projectiles in a burst.

Flechette Cannon

Used exclusively for anti-personnel purposes. The flechette cannon does massively decreased damage to armored units. The flechette cannon fires a canister of sharp high-density plastic shards. It is a Class 1 Projectile weapon.

Laser

The laser is the primary beam weapon. It is a medium range, medium damage weapon. It has the lowest power requirements of any beam weapon. Class 1 Beam weapon.

Heavy Laser

The heavy laser is an upgraded version of the laser. It is medium range and does medium damage. It is a Class 2 Beam weapon.

Graser

The graser is a laser frequency-shifted into the gamma ray range. It is a long range, high damage weapon. The graser is a Class 3 Beam weapon.

Plasma Cannon

The plasma cannon fires packets of plasma in unstable magnetic container. It is a short range, high damage weapon. It is a Class 3 Beam weapon.

Fusion Cannon

The fusion cannon fires a beam of unstable fused hydrogen nuclei. It is a medium range, high damage weapon. It is a Class 3 Beam weapon.

Missile Pack

The missile pack is a very long range, low damage weapon. It is a Class 3 Missile weapon. Missile Packs fires three, six or twelve missiles in a salvo.

Rocket Pod

The rocket pod is a long range, medium damage weapon. It is a Class 2 Missile weapon. Rocket Pods fire five, ten or twenty rockets in a salvo.

Light Artillery

Light artillery is a long range, high damage weapon. It is a Class 3 Artillery weapon.

Medium Artillery

Medium artillery is a long range, high damage weapon. It is a Class 3 Artillery weapon.

Heavy Artillery

Heavy artillery is a long range, high damage weapon. Very heavy mounts are usually only found on specialized vehicles. Four regular mounts in any one location may be switched for a very heavy mount. It is a Class 4 Artillery weapon.

Weapon Class

Each class of weapon requires a number of mounts equal to the class.

Weapon Chart

Weapon	Rng	Dmg	Stb. Dmg	Type	Mount	HT K	Ammo	Power	RoF	Build Pts.	Notes
Machine Gun	10	1	0	Proj.	Class 1	1	250	1	5	1	Spread
Heavy Machine Gun	8	3	0	Proj.	Class 2	2	150	2	5	3	Spread
Autocannon – 4	12	5	1	Proj.	Class 3	3	100	3	4	4	Spread
Autocannon – 8	12	5	2	Proj.	Class 3	3	100	3	8	8	Spread
Autocannon – 12	12	5	3	Proj.	Class 3	3	100	3	12	12	Spread
Flechette Cannon	5	2	0	Proj.	Class 1	1	500	1	5	1	Anti-personnel, Spread
Laser	15	5	0	Beam	Class 1	1		5	1	2	Accurate
Heavy Laser	12	8	0	Beam	Class 2	2		8	1	3	Accurate
Graser	20	10	1	Beam	Class 3	3		10	1	4	Accurate
Plasma Cannon	8	15	2	Beam	Class 3	4		15	1	5	Inaccurate
Fusion Cannon	10	12	1	Beam	Class 3	4		15	1	4	Inaccurate
Particle Cannon	15	8	1	Beam	Class 3	4		15	1	2	Inaccurate
Missile Pack – 3	30	5	2/ missile	Missile	Class 3	5	36	3	3	6	Spread, Explosive, Accurate
Missile Pack – 6	30	5	2/ missile	Missile	Class 3	5	36	6	6	10	Spread, Explosive, Accurate
Missile Pack – 12	30	5	2/ missile	Missile	Class 3	5	36	12	12	19	Spread, Explosive, Accurate
Rocket Pod – 5	20	2	1/ missile	Missile	Class 2	5	60	3	5	5	Spread, Explosive, Inaccurate, Barrage
Rocket Pod – 10	20	2	1/ missile	Missile	Class 2	5	60	5	10	8	Spread, Explosive, Inaccurate, Barrage
Rocket Pod – 20	20	2	1/ missile	Missile	Class 2	5	60	10	20	14	Spread, Explosive, Inaccurate, Barrage
Light Artillery	25	10	2	Artillery	Class 3	8	12	10	½	7	Artillery, Explosive
Medium Artillery	30	15	3	Artillery	Class 3	10	10	10	½	10	Artillery, Explosive
Heavy Artillery	35	20	4	Artillery	Class 4	12	8	10	½	12	Artillery, Explosive

Table 1 Weapons

Weapon Characteristics

Anti-personnel – ¼ damage to armored units, 2x damage to infantry units.

Accurate – Provides innate +1 to hit.

Inaccurate – Provides innate -1 to hit.

Spread – Spread weapons are fired in a salvo. Each shot to hit roll is rolled separately in the salvo. Each hit to a location in a single salvo is cumulative for damage purposes versus armor.

Artillery – Artillery deviates from the location fired at. Deviation is 1-5 hexes in range from target in a random direction. One half of the Gunnery (Artillery) skill subtracts from this roll.

Roll	Direction
1-2	Far
3	1 hex facing clockwise
4	2 hex facings clockwise
5-6	Short
7	1 hex facing counter-clockwise
8	2 hex facings counter-clockwise
9-0	On target

Table 2 Artillery Deviation

Gunnery (Artillery) adds to the artillery deviation roll.

Explosive – Explosive weapons do damage to the unit as a whole and have no need for location rolls.

Barrage – Weapon may fire in indirect mode (-3 to hit, determine actual hex as artillery). Splash effects two adjacent hexes (determine randomly).

Ammunition Types

Projectile Weapons

Standard – Standard projectile ammunition. No modifiers to range or damage.

Sabot – Sabot rounds are armor piercing. Armor counts as 2 less when determining a breach. Sabot projectile rounds are -2 range and +1 damage.

Anti-personnel – The round is effective against personnel. Damage is $\frac{1}{4}$ versus armor, and 2x versus infantry.

Tracer – The projectile weapon counts as Accurate with a -2 range. Also negates up to 2 points of RoF penalties.

Penetrator – The projectile has a shortened range (-2), but increased damage (+2).

Missile Weapons

High-Explosive (HE) – This warhead for missiles, rockets, and artillery is the standard round.

Shaped Charge – This round has a shortened range (-5) but counts as a Sabot round for armor penetration. Missiles using this warhead MUST roll for location.

Cluster – Cluster munitions are an anti-personnel warhead. It has a shortened range (-5).

Smoke – A smoke round creates an initial 1 hex of smoke. This grows by 1 hex radius each turn over the next 2 turns, and then begins to dissipate at 1 hex radius per turn.

Beam Weapons

While not strictly ammunition, the following enhancements are available for beam weapons.

Lens Focus – Increases the range by 4 while reducing the damage by 2. Power usage is increased by 2.

Power Booster – This mod decreases range by 2 while increasing damage by 2. Power usage is increased by 4.

Narrow-Band Beam – This mod decreases range by 2 increases the power usage by 2 and grants the beam “Sabot” for armor breaching purposes.

UNITS

There are a number of different unit types. These types are infantry, vehicles and GOLEMs. Infantry may only mount Class 1 weapons. Vehicles may mount Class 1 or 2 weapons. GOLEMs may mount Class 1, 2, or 3 weapons.

Infantry

Infantry units are the cheapest and most fragile units available. Infantry have only one mount. There is one exception to this: Assault Infantry have two mounts.

Vehicles

Vehicular units are cheaper than GOLEMs and faster than infantry.

GOLEMs

GOLEMs are large robotic units. They tower over the battlefield.

GOLEM Power cores

GOLEMs are differentiated by the type of power generation system they utilize. The types of power generation are Dark Matter (Shade GOLEM), Fission (Ravager GOLEM), Fusion (Star GOLEM), Warp Tap (Warp GOLEM), Antimatter (Vanguard GOLEM), and Singularity (Galaxy GOLEM). Each power generation system provides specific benefits.

Dark Matter/Shade GOLEM – The Dark Matter power core interferes with sensors, generating two sensor ghosts. Two additional GOLEMs are placed in adjacent hexes. The actual GOLEM does not need to be in between the ghosts. Dark Matter power cores also impose a -1 to movement but decrease the power cost of installed stealth systems by 10. Damaged Dark Matter systems impose a -2 to hit to the GOLEM. Overdriven Dark Matter provides one additional sensor ghost.

Fission/Ravager GOLEM – This type of GOLEM's projectile weapons gain Sabot and Penetrator (-4 range, +3 damage, -2 Armor). If the Fission system is damaged, it starts to overheat, and will explode in 1d5 turns. Fission systems may not be overdriven.

Fusion/Star GOLEM – This type of GOLEM's beam weapons gain +2 damage. If the Fusion system is damaged, the GOLEM's beam weapons gain an additional +1 damage, but can only be fired every other turn. Overdriven Fusion systems provide an additional +1 damage.

Warp Tap/Warp GOLEM – This type of GOLEM can warp up to 5 hexes away in lieu of normal movement. The warp requires a piloting skill roll of 8+. If the roll is failed, the warp results in a random direction. If the Warp Tap system is damaged, the GOLEM will randomly warp with no pilot control. Overdriven Warp Tap systems extend the warp range by 2 hexes.

Singularity/Galaxy GOLEM – This type of GOLEM increases the range of missile weapons by 5 hexes. If the Singularity system is damaged, the system implodes, with no chance of pilot ejection. Overdriven Singularity systems provide an additional 2 hex range. Singularity Cores are more reinforced due to their fragile nature and have an additional 5 HTK.

Antimatter/Vanguard GOLEM – This is the base energy generation. Antimatter Cores provide an additional 5 HTK. Antimatter systems cannot be overdriven.

Power Core Armoring

Power units may be armored, providing an additional +1 HTK. Each +1 requires one torso mount point.

Power Core Efficiency

Power cores may be overdriven. Each level of overdrive provides one additional level of bonus to the GOLEM. Each level of overdrive runs a 5% cumulative chance per turn of the system being damaged. This damage is not stopped by armor. Each turn the system is not being overdriven reduces the damage chance by 10%. Power cores may be overdriven for additional power. Every 5 points of additional power results in a 5% chance of the core sustaining 1 point of damage per 5 points of additional power. If a core is overdriven for power, it may not be overdriven for effect.

TURN ORDER

Combats are played out in a specific turn order. This order is as follows:

1. Initiative
2. Movement
3. Firing
4. End of Turn

Initiative

Each side rolls a d10 for initiative. The highest roll has the initiative. Initiative can be rolled per side or per unit.

Movement

Lowest initiative units move first. A unit may move one hex per speed rating of the unit. Terrain imposes penalties to movement as shown in Table 3.

Terrain Type	Move Cost	Notes
Plains	1	
Light Forest	2	Light Cover
Dense Forest	4	Heavy Cover
Snow	2	
Shallow Water	2	
Deep Water	6	Doubles the time an overheating Fission core will explode.
Shallow Slope	2	1 hex rise per 4 hex distance
Steep Slope	4	1 hex rise per 2 hex distance
Paved/Road	½	This terrain modifies the movement cost of the terrain in the hex.
Rough Terrain	2	Stability halved while in this terrain.

Table 3 Movement Rates

Any slope greater than Steep is not traversable.

Firing

After all units have moved, units may fire. Units with high initiative rolls fire first. Combat is resolved by determining the range to the target and rolling a d10. Modifiers, including gunnery skill are added to the roll. If the modified roll is 10 or higher, the weapon hits the target. If the target is hit, a roll on the location table is made. This determines where the shot hits.

Modifiers

Item	Modifier
Range 10-15	-1
Range 16-25	-2
Range 26+	-3
Indirect Fire	-3
Active ECM	-1
Active Advanced ECM	-2
Active ECCM	+1 (to negate ECM only)
Active Advanced ECCM	+2 (to negate ECM only)
Targeting Laser	+1
Target Speed 4-6	-1
Target Speed 7-9	-2
Target Speed 10+	-3
Targeting System	+2

Item	Modifier
Advanced Targeting System	+3
Accurate Weapon	+1
Inaccurate Weapon	-1
Smoke	-2
Light Cover	-1
Heavy Cover	-3
Gunnery Skill	+ 1 per rank, maximum +5.
Artillery Skill	+1 per 2 ranks, maximum +3. Only indirect fire.
Destroyed Electronics	-5
Stability below max	-1
Stability below half	-2

Table 4 Combat Modifiers

Light Cover is defined as cover that blocks no more than 25% of the target.
Heavy Cover is defined as cover that blocks 25% to 75% of the target.

Roll	Vehicle Location	GOLEM Location	Emplacement
1-4	Body	Torso	Body
5-6	Turret	Arms (R/L)	Turret
7	Motive Unit	Torso	Body
8-9	Drive Unit	Legs (R/L)	Body
0	Crew Compartment	Cockpit	Crew Compartment

Table 5 Hit Locations

Body/Torso – Main body of the unit.

Turret/Arms – Main weapon emplacement on the unit. Randomly determine left or right on the arms.

Motive Unit – Vehicles only. The main power source of the unit. Forces a pilot check for loss of control.

Drive Unit/Legs – Main propulsion of the unit. Randomly determine left or right for GOLEM legs. Forces a pilot check for loss of control.

Crew Compartment/Cockpit – Where the crew is during operation of the unit.

Location rolls are not necessary for Infantry units.

Roll	Vehicle Internal	Emplacement
1-3	Structure	Structure
4-5	Weapon	Weapon
6	Structure	Structure
7	Electronics	Electronics
8	Ammunition	Ammunition
9	Power Relays	Power Relay
0	Power core	Power core

Table 6 Vehicle/Emplacement Internal Hits

GOLEMs roll on a slightly different table based on what location they were hit on.

Roll	Arm	Leg	Torso	Cockpit
1-3	Structure	Structure	Structure	Structure
4-5	Weapon	Weapon	Weapon	Weapon
6	Structure	Structure	Structure	Structure
7	Control Runs	Control Runs	Electronics	Electronics
8	Ammunition	Ammunition	Ammunition	Ammunition

Roll	Arm	Leg	Torso	Cockpit
9	Power Relays	Power Relays	Power Relays	Power Relays
0	Actuator	Actuator	Power cores	Pilot

Table 7 GOLEM Internal Hits

Structure – Supports or other internal structure of the unit. If all structure at a location is destroyed, the section is destroyed. For a torso location on a GOLEM, this results in the destruction of the unit.

Weapon – Randomly roll between any weapons located at this location

Actuator – Destruction of this component will render that location immobile. This could have the effect of rendering the GOLEM motionless if it is in a leg. Forces a pilot check for loss of control. Actuators have 1 HTK.

Electronics – Fire control and targeting electronics. Electronics have 1 HTK. Units with destroyed electronics suffer -5 to hit.

Ammunition – Destruction of any ammunition in this location. Ammunition is explosive, and there is a cumulative 1 in 10 chance for each weapon with ammunition in this location for the location to be destroyed. For beam weapons, this disrupts the connection between the weapon and the high energy capacitors needed to fire. For each beam weapon, there is a cumulative 1 in 10 chance for the weapon to be destroyed.

Power Relays – Relays and conduits for power to the location. Renders the location powerless. Power Relays have 1 HTK.

Power core – Main power generators. Power cores have 1 HTK per 5 power generated. The pilot may attempt to jettison a damaged power plant. This has an 80% chance of success. If the power plant is destroyed, the automatic fail-safes have a 40% chance to eject the power core. If the core is not ejected, it explodes doing 20 points of internal damage to the Torso (reroll Power Core hits).

Control Runs – The control runs control how the limb is operated. If these are destroyed, the limb reacts in an uncontrolled manner. Forces a pilot check for loss of control.

Pilot – If the pilot is hit, there is a 5 in 10 chance that the ejection mechanisms function properly. The GOLEM is rendered non-functional, and the pilot is removed from the field. If the mechanisms fail, the pilot is killed.

Explosive weapons do damage to the unit as a whole rather than one specific location. Damage is compared and applied to each section of the unit individually. Missiles may be fired at a hex instead of a specific target. Any missile fired in this manner is considered Artillery and must roll for artillery deviation.

Armor reduces the amount of damage by the value of the armor. If the armor is penetrated, the value of the armor is reduced by one.

Critical hits

If a natural roll of 10 occurs, this is considered a critical hit. Critical hits apply $\frac{1}{2}$ of their damage as internal hits before checking against armor. A critical hit automatically reduces armor by 1 due to ablation. If the remaining damage is sufficient to breach the armor a second time, an additional point of armor is ablated. When dividing the damage in half, round up to the nearest whole. A spread weapon that gets a critical has all of the shots in its salvo hit and does not roll for spread. Critical hits deal double normal Stability damage.

Arcs of Fire

Torso/Body/Leg mount weapons may only fire in the direction the unit is facing, in a 60 degree arc. Turret mounts may fire in a 360 degree arc. Cockpit/Crew mount weapons have a 180 degree arc on the front facing of the unit. Arm mount weapons have a 90 degree arc down the front and side of their facing.

Arcs are shown in the following diagram.

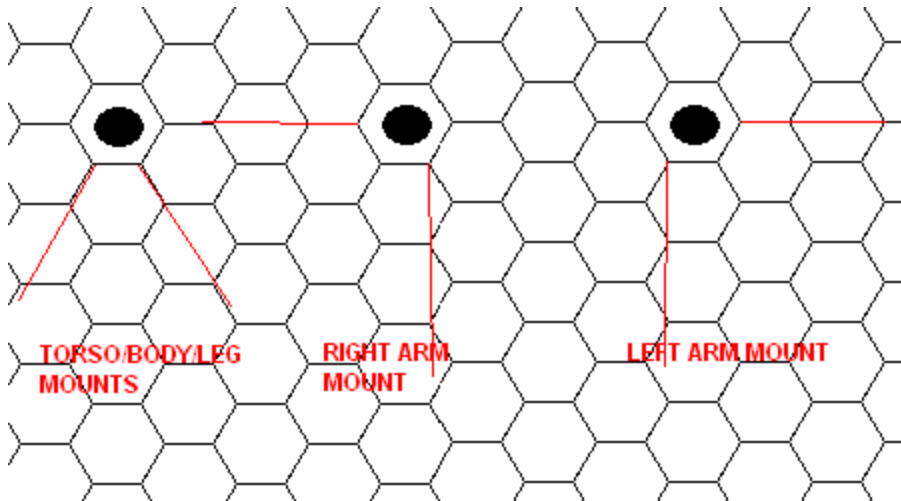


Figure 1 Firing Arcs

Loss of Control

If a pilot check is forced by damage, the following procedure is used. The base chance for the check is 7. To the die roll, add the pilot skill. Subtract the amount of damage sustained (only internals, not any damage stopped by armor). If the check is successful, the unit remains in control, though in some cases may be still rendered immobile.

For GOLEMs, Loss of Control has two different effects based on the location. If a leg fails a Loss of Control check, the GOLEM is unable to move. If an arm fails a Loss of Control check, there is a 3 in 10 chance any weapon in there will fire at a random target in its range and arc.

Stability

In addition to dealing physical damage, certain weapons deal stability damage. This may cause the GOLEM to fall over.

When the GOLEM is at half Stability, a pilot check is required. The base chance for the check is 5. Pilot skill is added to the roll. If the Stability is reduced to zero, the GOLEM automatically fails the pilot check and falls prone. Prone GOLEMS are assumed to have an initiative of 1. The GOLEM may be righted by using half of the available movement. If a GOLEM does not move, they may recover Stability equal to the pilot skill.

Stability damage from multiple strikes from the same weapon attack is accumulative.

Special Maneuvers

There are a number of maneuvers that may be performed. These all take place of firing.

Suppression Fire

A unit may perform Suppression Fire at a target in cover. If the target exposes itself or moves into open area, it is subject to an attack. Projectile weapons used for this maneuver consume ammunition.

Overwatch

A unit may go into Overwatch. Any target that enters their line of sight is subject to a single attack.

Guard

A unit may Guard. In this condition, they gain +1 initiative for their next turn.

Brace

A unit may Brace. In this condition, the unit regains Stability equal to the pilot skill. Braced units take half normal stability damage (round up).

Sprint

A unit may Sprint. To sprint, the unit moves and then moves a second time.

Unit skills

There are five available skills. Each skill has a cap of 5. Beginning pilots have a Pilot skill of 1 and one Gunnery skill at 1. Skills are improved as detailed in Experience on page 19.

Skills

Gunnery (Projectile) – Skill used with direct fire projectile weapons. May use Beam or Missiles at -2 skill.

Gunnery (Beam) – Skill used with direct fire beam weapons. May use Projectile or Missile at -2 skill.

Gunnery (Missile) – Skill used with direct fire missile weapons. May use Beam or Projectile at -2 skill.

Gunnery (Artillery) – Skill used with indirect fire weapons (artillery).

Piloting – Skill used to maintain control in adverse conditions.

Playtest 3

UNITS

Unit	Type	Move	Power	Stability	Armor	Structure	Build Pts.	Specials
Infantry	Infantry	3	5	--	0	1	1	
Jump Infantry	Infantry	3	5	--	0	1	2	Jump (2)
Assault Infantry	Infantry	4	8	--	1	2	4	Jump (3), Class 2
Garrison	Infantry	3	5	--	0	1	2	Defense
Light Tank	Vehicle	8	8	--	-	-	2	
Hover Tank	Vehicle	8	8	--	-	-	3	Hover
Medium Tank	Vehicle	6	10	--	-	-	4	
Heavy Tank	Vehicle	5	12	--	-	-	6	
Mobile Artillery	Vehicle	3	15	--	-	-	3	Class 3
Recon GOLEM	GOLEM	10	20	6	-	-	4	
Skirmisher GOLEM	GOLEM	10	30	8	-	-	5	
Harasser GOLEM	GOLEM	9	40	10	-	-	8	
Battle GOLEM	GOLEM	8	50	14	-	-	9	
Assault GOLEM	GOLEM	7	60	20	-	-	14	
Small Emplacement	Fixed	0	10		-	-	4	
Medium Emplacement	Fixed	0	20		-	-	8	
Large Emplacement	Fixed	0	40		-	-	12	Class 4

Table 8 Units

Jump (x) – Allows the unit to cover up to (x) hexes by air, ignoring terrain. The jump is instead of normal movement.

Class 2 – This unit may carry Class 1 or 2 weapons.

Class 3 – This unit may carry Class 1, 2 or 3 weapons.

Class 4 – This unit may carry Class 1, 2, 3 or 4 weapons.

Defense – If this unit remains stationary, they are granted a defensive bonus of -1 to be hit. After 2 turns of motionlessness, they are granted 2 points of armor. Any movement removes these bonuses.

Hover – May cross terrain without penalties. Cannot traverse steep or rough terrain.

Electronics

A unit may dedicate a certain portion of either body/torso or cockpit/crew compartment mounts for dedicated electronic suites. One mount will give 3 electronic slots. No more than ½ of the mounts may be dedicated to slots.

Item	Slots	Power	Build Pts.	Notes
ECM	1	5	1	Decreases the chance to be hit (-1 to hit)
ECCM	1	5	1	Counters ECM
Stealth	2	20	2	Renders the unit invisible on detection systems (5 in 10 chance to be detected). Disrupted while jumping or firing.
Advanced Stealth	3	30	3	Renders the unit invisible on detection systems (3 in 10 chance to be detected). Disrupted while jumping or firing.
Advanced ECM	2	10	2	Decreases the chance to be hit (-2 to hit)
Advanced ECCM	2	10	2	Counters ECM/Advanced ECM

Item	Slots	Power	Build Pts.	Notes
Targeting Laser	1	5	1	Aids targeting (+1 to hit)
Targeting System	1	5	2	Provides a bonus to hit (+2 to hit)
Advanced Targeting System	1	8	4	Provides a bonus to hit (+3 to hit)
Jammer	2	5	4	This forces units to attempt to gain a lock on the jamming unit.

Table 9 Electronics

ECM – This item is considered to be always on and imposes a -1 to any unit targeting the unit with ECM.

ECCM – This item is considered to be always on. It grants a +1 to hit that is effective only against ECM.

Stealth – This allows the unit to be nearly invisible. Detection systems only are able to detect the unit with stealth one half of the time. Stealth is disrupted while jumping or firing.

Advanced Stealth – This allows the unit to be nearly invisible. Detection systems only are able to detect the unit with stealth 30% of the time. Stealth is disrupted while jumping or firing.

Advanced ECM – This item is considered to be always on. It imposes a -2 to hit for any unit targeting the unit with ECM.

Advanced ECCM – This item is considered to be always on. It grants +2 to hit versus ECM only.

Targeting Laser – This accurately measures range to the target, granting +1 to hit.

Targeting System – This system factors in many variables, granting +2 to hit.

Advanced Targeting System – This system is an advanced version of the Targeting System and grants +3 to hit.

Jammer – This system forces any unit attempting to fire at the jamming unit to make a lock on roll. This lock on succeeds 80% of the time.

Special Hardware

The following hardware requires regular mounts.

Item	Mounts	Power	Build Pts.	Notes
Jump Units	1	10	1	1 required per Leg
Ammo Pack	1	0	1	Increases the ammo amount for 1 weapon
Point Defense Unit	1	2	1	1 in 10 chance of destroying incoming missile/rocket
Advanced Point Defense Unit	2	5	2	2 in 10 chance of destroying incoming missile/rocket
Afterburner	1	10	1	Provides +2 speed for 5 turns
Reinforced Structure	1	0	2	Increases the Structure of the unit by 10% in all locations. Requires a Torso/Turret mount.
Advanced Reinforced Structure	2	0	4	Increases the Structure of the unit by 20% in all locations. Requires a Torso/Turret mount.
Honeycomb Armor	1	0	2	Provides +1 Armor value against Projectile weapons. Requires a Torso/Turret mount.
Reflective Armor	1	0	2	Provides +1 Armor value against Beam weapons. Requires a Torso/Turret mount.
Active Armor	1	0	2	Provides +1 Armor value against Missile weapons. Requires a Torso/Turret mount.
Vacuum Capability	1	0	3	Allows the unit to operate in hostile or vacuum environments. Requires a Torso/Turret mount.
Advanced Ejection System	1	0	5	Increases chances of pilot ejection to 8 in 10.

Item	Mounts	Power	Build Pts.	Notes
External Mount	1	0	5	This allows for a system to be mounted externally on the unit. No weapon larger than Class 3 may be mounted externally. No non-weapon equipment may be mounted externally.

Table 10 Additional Hardware

Jump Units – Jump units allow the mounting unit to jump for short distances. Distance is dependent on the size of the GOLEM: Recon/Skirmisher – 6 hexes, Harasser/Battle – 4 hexes, Assault – 3 hexes.

Ammo Pack – The ammo pack doubles the ammo available to a linked weapon.

Point Defense Unit – This is a small computer-controlled weapon that attempts to interdict incoming missiles or rockets. It has a 2 in 10 chance to intercept incoming missiles/rockets. This is rolled for each incoming missile/rocket regardless of the to hit roll of the missile/rocket.

Advanced Point Defense Unit – This is a small computer computer-controlled weapon that attempts to interdict incoming missiles or rockets. It has a 4 in 10 chance to intercept incoming missiles/rockets. One roll is required per missile/rocket, i.e. Missile Pack 6 requires 6 rolls. This cannot be used with the Point Defense Unit.

Afterburner – This item increases the speed of the unit for 5 turns. After using, requires 10 turns to cool down and recharge.

Reinforced Structure – This item reinforces the structure of the unit, providing an additional 10% structure (round up).

Advanced Reinforced Structure – This item reinforces the structure of the unit, providing an additional 20% structure (round up). It cannot be used with the Reinforced structure.

Honeycomb Armor – This special armor is especially effective against projectile weapons, providing 1 additional point of armor versus projectile weapons. This is not compatible with Reflective or Active armor types.

Reflective Armor – This special armor is especially effective against beam weapons, providing 1 additional point of armor versus beam weapons. This is not compatible with Honeycomb or Active armor types.

Active Armor – This special armor is especially effective against missile weapons, providing 1 additional point of armor versus missile weapons. This is not compatible with Honeycomb or Reflective armor types.

Vacuum Capability – This seals all internal interfaces, making the unit able to function in hostile or vacuum conditions.

Advanced Ejection System – This item grants a pilot a higher chance to eject from a unit that is exploding. It increases the chances to 8 in 10.

External Mount – This item consumes one internal mount for actuators and power couplings. It allows for a weapon system up to Class 3 be mounted externally. Externally mounted weapons may be destroyed by incoming fire. A Class 1 external weapon has a 2 in 10 chance of being destroyed. A Class 2 external weapon has a 4 in 10 chance of being destroyed. A Class 3 external weapon has a 6 in 10 chance of being destroyed. Non-weapon equipment may not be mounted externally. An explosive weapon will always destroy an external mount.

Vehicles

Vehicle	Body Armor/ Structure	Turret Armor/ Structure	MU Armor/ Structure	DU Armor/ Structure	Crew Armor/ Structure
Light Tank	5/8	5/9	5/5	2/2	5/5
Hover Tank	8/12	5/9	5/5	2/2	5/5
Medium Tank	10/15	8/14	8/8	3/3	5/5
Heavy Tank	15/23	10/18	10/10	3/3	5/5
Mobile Artillery	15/23	10/18	10/10	3/3	5/5
Small Emplacement	20/30	15/26			8/8
Medium Emplacement	30/45	20/35			8/8
Large Emplacement	40/60	25/44			8/8

Table 11 Vehicles

Vehicle Mounts

Vehicle	Body	Turret	Crew
Light Tank	0	2	0
Hover Tank	0	2	0

Vehicle	Body	Turret	Crew
Medium Tank	1	2	1
Heavy Tank	2	3	1
Mobile Artillery	1	1	1
Small Emplacement	2	2	0
Medium Emplacement	3	4	1
Large Emplacement	4	6	2

Table 12 Vehicle Mounts

Light Tank – This is a small, fast armored vehicle used for reconnaissance or fast response interceptions.

Hover Tank – This unit is a hover equipped version of the light tank.

Medium Tank – This unit is an armored vehicle used by most military organizations as their main battle tank.

Heavy Tank – This unit is a heavily armored and armed vehicle used for massive assaults.

Mobile Artillery – This vehicle mounts an artillery weapon and is used for long-range support.

Small Emplacement – This is a small, fortified defense point.

Medium Emplacement – This is a fortified defensive point.

Large Emplacement – This is a large fortified defensive point.

GOLEMS

GOLEM	Arm Armor/ Structure	Leg Armor/ Structure	Torso Armor/ Structure	Cockpit Armor/ Structure
Recon	8/16	10/20	20/40	5/10
Skirmisher	10/20	13/26	25/50	5/10
Harasser	12/24	16/32	30/60	6/12
Battle	14/28	19/38	35/70	7/14
Assault	16/32	22/44	40/80	8/16

Table 13 GOLEMS

GOLEM Mounts

GOLEM	Arm Mounts	Leg Mounts	Torso Mounts	Cockpit Mounts	Electronic Mounts
Recon	1	1	2	0	1
Skirmisher	1	1	2	1	1
Harasser	2	2	3	1	2
Battle	2	2	4	1	2
Assault	3	3	6	2	3

Table 14 GOLEM Mounts

Recon GOLEM – This is a small, light GOLEM used for skirmishing and recon purposes.

Skirmisher GOLEM – This small GOLEM is mainly used for skirmishing.

Harasser GOLEM – This GOLEM is fast and mobile, while mounting sufficient armor and weapons for battles.

Battle GOLEM – This GOLEM is a heavy combatant, used in massive battles.

Assault GOLEM – This GOLEM is a massive unit, mainly used in large-scale assaults and battles.

BALANCING FORCES

To determine the cost of a force, total the build costs of GOLEMs, vehicles, and infantry. Add to this the costs of electronics and weapons. Finally, add any special ammunition and power costs.

Modifier	Point Cost
Vacuum Capable	+2
Skill ranks	+1/rank
Dark Matter Core	+2
Fission Core	+1
Fusion Core	+1
Warp Tap Core	+2
Singularity Core	+1
Antimatter Core	+0
Sabot Ammo	+1
Anti-personnel Ammo	+1
Tracer Ammo	+1
Penetrator Ammo	+1
Shaped Charge	+1
Cluster	+1
Smoke	+1
Lens Focus	+1
Power Booster	+1
Narrow-Band Beam	+1

Table 15 Unit Cost Modifiers

Playtest 3

INTERFACE

Interface is the term for the junction of space and atmosphere. Units that operate in the interface must be able to survive space, and atmosphere, while providing a viable combat unit.

A normal unit may be configured for vacuum operations at the cost of one body/torso hard point to account for life-support and sealing. A unit that is vacuum-capable is also immune to nuclear and chemical effects.

Interface Units

Interface units consist of strike fighters, bombers, and trans-atmosphere fighters. Strike fighters are atmosphere only units. Bombers and Trans-Atmosphere fighters are atmosphere/space units.

Vehicle	Body Armor/ Structure	Wing Armor/ Structure	DU Armor/ Structure	Crew Armor/ Structure	Build Pts.
Light Strike Fighter	2/3	1/2	3/3	2/2	2
Medium Strike Fighter	3/5	2/4	4/4	3/3	4
Heavy Strike Fighter	4/6	3/5	5/5	4/4	7
Light Bomber	3/5	2/4	5/5	4/4	6
Medium Bomber	4/6	3/5	6/6	5/5	6
Heavy Bomber	5/8	4/7	7/7	6/6	8
Light T/A Fighter	5/8	3/5	6/6	5/5	5
Medium T/A Fighter	6/9	4/7	7/7	6/6	9
Heavy T/A Fighter	7/11	5/9	8/8	7/7	12

Table 16 Interface Unit Structure/Armor

Trans-Atmospheric fighters' cost include the Vacuum capability.

Interface Unit Mounts

Vehicle	Body	Wing	Electronic Slots
Light Strike Fighter	0	2	1
Medium Strike Fighter	0	4	2
Heavy Strike Fighter	1	6	3
Light Bomber	2	2	2
Medium Bomber	2	2	2
Heavy Bomber	2	4	4
Light T/A Fighter	1	2	2
Medium T/A Fighter	2	4	4
Heavy T/A Fighter	3	6	6

Table 17 Interface Mounts

Wing mounts are split evenly between left/right wings. All mounts on interface units are considered to be forward arc.

Unit	Type	Move	Power	Specials
Light Strike Fighter	Air	14	8	Class 2, Turn 3, Climb 3
Medium Strike Fighter	Air	12	10	Class 2, Turn 3, Climb 2
Heavy Strike Fighter	Air	10	12	Class 3, Turn 4, Climb 1
Light Bomber	Air/Space	12	10	Class 2, Turn 4, Climb 2
Medium Bomber	Air/Space	10	12	Class 2, Turn 5, Climb 1
Heavy Bomber	Air/Space	8	14	Class 3, Turn 6, Climb 1
Light T/A Fighter	Air/Space	12	12	Class 2, Turn 5, Climb 4
Medium T/A Fighter	Air/Space	10	14	Class 3, Turn 5, Climb 3
Heavy T/A Fighter	Air/Space	8	16	Class 3, Turn 6, Climb 2

Table 18 Interface Units

Turn is the number of hexes (inches) a unit must travel in a straight line prior to making a 1 hex face turn. Climb is the number of Altitude Bands the unit may climb or dive per turn.

Special Interface Unit Weapons

The following weapons are used by strike fighters, bombers and T/A fighters only.

Weapon	Range	Damage	Type	Mount	HTK	Ammo	Power	RoF	Build Pts.	Notes
Light Bomb	0	8	Bomb	Class 2	2	5	1	1	6	Artillery, Explosive
Heavy Bomb	0	12	Bomb	Class 2	3	3	1	1	6	Artillery, Explosive
Cluster Bomb	0	12	Bomb	Class 3	2	9	1	3	8	Spread, Artillery, Explosive

Table 19 Interface Weapons

Altitude

Interface units operate in the atmosphere or near space of a planet. Altitude is measured in bands, with Band 0 being ground level. GOLEMs that jump enter Band 1 at the peak of their jump. Normal terrain does not go above Band 0. There are eight bands, Band 0 being ground level, Bands 1-6 being atmosphere, and Band 7 being space. Vehicles that are not vacuum capable cannot enter Band 7.

Climbing

Vehicles may climb only a number of bands equal to their Climb rating. Each Band of change reduces the Move of the unit by one. If this reduces the unit to a Move of 0, the unit has stalled and is falling. Units gain speed while falling as if Diving. A piloting check of 10+ is required to recover from a stall.

Diving

Vehicles may dive a number of Bands equal to their Climb rating. Each Band of change increases the Move of the unit by one. If this increases the Move of the unit above their normal rating, the unit has a chance to lose control. Each point above the Move rating is equal to 10% chance to lose control. If the unit loses control, it is in an uncontrolled fall. A piloting check of 10+ is required to recover from an uncontrolled fall.

Landing

If a unit enters Band 0 at a speed greater than 1, the pilot must make a Piloting roll of 8+, with each point of Move over 1 acting as a negative modifier. If the roll is a success, the unit lands safely. If the roll is a failure, the unit crashes. Crashed units take their current speed x 10 in damage.

Dropped Weapons

Dropped weapons, like Bombs fall from the firing unit at a rate of 1 Band per round. They move a number of hexes equal to ½ the firing unit's speed per turn. If the firing unit is diving at the time of firing, the unit's Dive speed is added to the fall rate of the bomb.

For example: A light bomber is diving from Band 6 to Band 4. Its current speed is 8 (6 from propulsion and 2 from the Dive). If drops a pair of cluster bombs. The bombs fall at a rate of 3 bands and travel 4 hexes in the path the bomber was headed when it dropped them. The bombs will land on the turn after they were fired, and 4 hexes from their launch point.

EXPERIENCE

Pilots gain experience through combat. Each combat that the pilot survives grants one experience point. Each kill grants an additional experience point. Each skill costs a number of XP to increase based on the current skill level. This is shown in Table 20.

Current Skill Level	Experience Cost
1	4
2	6
3	8
4	10
5 – Tier One	20
5 – Tier Two	

Table 20 Experience Costs

If the pilot has a skill at level 5, they may expend 20 XP to gain a special skill. A pilot may have no more than 2 Tier One skills, and 1 Tier Two skill.

Special Skills

There are two types of special skills, active and passive. Passive skills are always in effect. Active skills must be used. The use of an active skill takes the place of firing weapons.

Gunnery

The following skills are available to any Gunnery type skill.

Tier One

Accuracy – This passive skill grants the pilot +1 to hit with weapons.

Tier Two

Overloaded Weapon – This skill allows the weapon to deal an extra 50% damage. This is an active skill.

Gunnery (Projectile)

Tier One

Multi-Target – Allows the pilot to target an additional target. Each weapon may still only be fired once per turn.

Tier Two

Piercing Shot – Increases the critical threshold to 9-0.

Gunnery (Beam)

Tier One

Pulsed Fire – Allows the pilot to introduce a stutter effect to his shot. This increases the Stability damage of the shot by 1.

Tier Two

Raking Shot – This shot allows the pilot to slice off some armor from the target. The target's armor in that location is reduced by 1.

Gunnery (Missile)

Tier One

Hot Load – This skill allows the pilot to fire more missiles/rockets than normal. The extra missiles deplete the ammo supply at a normal rate.

Weapon System	Extra Shots
MP/3	1
MP/6	2
MP/12	3
RP/5	2
RP/10	4

Weapon System	Extra Shots
RP/20	6

Tier Two

Barrage – This skill grants +2 to hit with indirect shots.

Gunnery (Artillery)

Tier One

Double Load – This skill allows the pilot to rapidly fire the artillery weapon. Increase damage by 50%.

Tier Two

Sustained Barrage – This skill increases the amount of ordnance that is put on target. Increase the splash radius by 1 hex.

Pilot

Tier One

Bulwark – This is a passive skill that increases the Stability of the piloted GOLEM by 4.

Sensor Lock – This allows the pilot to mark the target granting allied pilots an additional +3 for indirect shots. This effect lasts until the pilot's next turn.

Tier Two

Speed Burst – This skill grants the pilot +2 to speed to any GOLEM he pilots. This is an active skill.

SAMPLE UNITS

The following GOLEMs are manufactured in the Macedon Sector. Hephaestus Heavy Industries (HHI) is based in the Vulcan system. Imperial GOLEM (IG) is based in the Novaterra system. Arcturus Arms (AA) is based in the Rigel system. Freelance GOLEM companies exist and work for the highest bidder. The most famous of these freelancers are Azure Skies Company, The 23rd Heavy GOLEM Company, and The Bloodhawks.

Recon GOLEMs

HHI Sparrowhawk Shade GOLEM

Move: 9, Power 20, Point Cost: 14

Power Type: Dark Matter

Left Arm: 8/16

Machine Gun

Right Arm: 8/16

Laser

Torso: 20/40

ECM

Stealth

Machine Gun

Left Leg: 10/20

Jump Jet

Right Leg: 10/20

Jump Jet

Cockpit: 5/10

Notes: Stealth and weapons inactive during jump.

HHI Kingfisher Ravager GOLEM

Move: 10, Power 20, Point Cost: 16

Power Type: Fission

Left Arm: 8/16

Machine Gun

Right Arm: 8/16

Machine Gun

Torso: 20/40

Rocket Pod

Left Leg: 10/20

Ammo (Left MG)

Right Leg: 10/20

Ammo (Right MG)

Cockpit: 5/10

Skirmisher GOLEMs

HHI Arbalest Galaxy GOLEM

Move: 10, Power 30, Point Cost: 21

Power Type: Singularity

Left Arm: 10/20

Laser

Right Arm: 10/20

Laser

Torso: 25/50

Rocket Pod

Left Leg: 13/26

Ammo (RP)

Right Leg: 13/26

Ammo (RP)

Cockpit: 5/10

ECM

ECCM

Targeting System

HHI Crossbow Warp GOLEM

Move: 10, Power 30, Point Cost: 18

Power Type: Warp Tap

Left Arm: 10/20

Laser

Right Arm: 10/20

Laser

Torso: 25/50

Heavy Machine Gun

Left Leg: 13/26

Ammo (HMG)

Right Leg: 13/26

Ammo (HMG)

Cockpit: 5/10

ECM

ECCM

Targeting System

Harasser GOLEMs

HHI Knight Vanguard GOLEM

Move: 9, Power: 40, Point Cost: 34

Power Type: Antimatter

Left Arm: 12/24

Machine Gun (Sabot)

Ammo (MG)

Right Arm: 12/24

Rocket Pod

Torso: 30/60

Missile Pack

Left Leg: 16/32

Machine Gun

Machine Gun

Right Leg: 16/31

Machine Gun

Machine Gun

Cockpit: 6/12

Advanced ECM

Advanced Targeting System

HHI Paladin Star GOLEM

Move: 9, Power 40, Point Cost: 25

Power Type: Fusion

Left Arm: 12/24 (2)

Heavy Laser

Right Arm: 12/24 (2)

Heavy Laser

Torso: 30/60 (3)

Advanced Point Defense

Reflective Armor

Left Leg: 16/32 (2)

Jump Jet

Right Leg: 16/32 (2)

Jump Jet

Cockpit: 6/12 (1/1)

Advanced ECM

Advanced ECCM

Battle GOLEMs

HHI Nebula Galaxy GOLEM

Move: 8, Power: 50, Point Cost: 36

Power Type: Singularity

Left Arm: 14/28

Rocket Pod

Ammo (Rocket Pod)

Right Arm: 14/28

Rocket Pod

Ammo (Rocket Pod)

Torso: 35/70

Autocannon

Ammo (AC)

Left Leg: 19/38

Laser

Jump Jet

Right Leg: 19/38

Laser

Jump Jet

Cockpit: 7/14

Point Defense Unit

ECM

ECCM

HHI Spectre Shade GOLEM

Move: 8, Power: 50, Point Cost: 36

Power Type: Dark Matter

Left Arm: 14/28

Heavy Laser

Right Arm: 14/28

Heavy Laser

Torso: 35/70

Autocannon

Ammo (AC)

Left Leg: 19/38

Laser

Jump Jet

Right Leg: 19/38

Laser

Jump Jet

Cockpit: 7/14

Point Defense Unit

ECM

ECCM

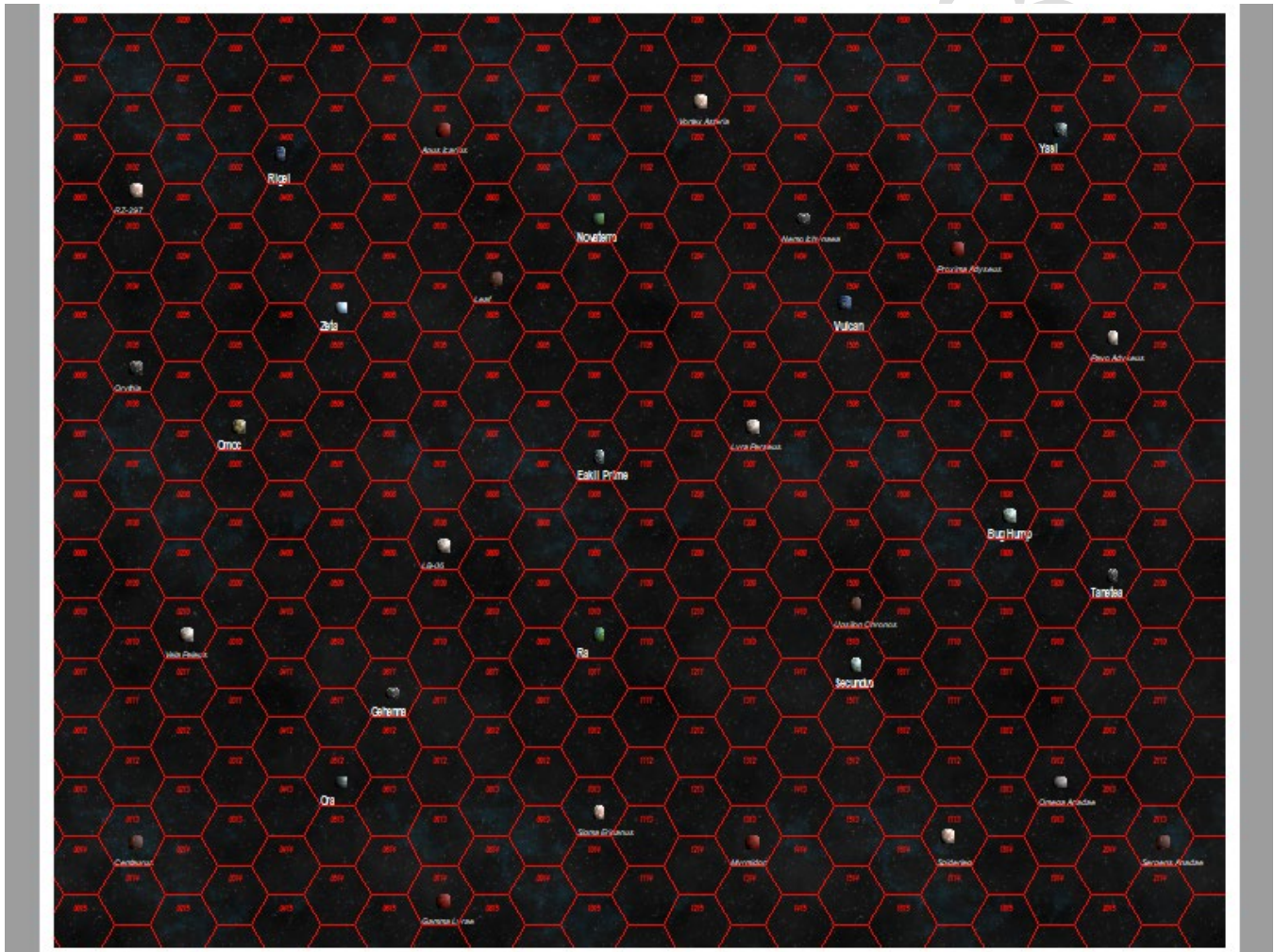
Assault GOLEMs

Playtest 3

UNIVERSE OF PROJECT:GOLEM

A thousand years after Mankind first left the confines of their home planet's atmosphere, the Empire of Man was founded. Separated into Imperial Sectors for administrative purposes, the Empire spread across most of the explored galaxy. As technology advanced, so did the weapons of war. By the time of the Empire's greatest might, giant manned mechanized units towered over the battlefields of the 41st Century. These units are called GOLEMs, or General Optimized Legionnaire's Exoskeletal Mech. First fielded by the Empire of Man, GOLEMs were soon put into use by all major galactic powers.

As all things must come to an end, so did the rule of the Empire of Man. For nearly 3000 years, the Empire stood paramount in the galaxy. As various external conflicts built, the pressures of internal scheming built to an explosive point. Wracked by internecine wars and incursions from outside, the Empire of Man collapsed into independent sectors. Nearly 1700 years after the fall of the Empire, a number of independent sectors arise to bring relative peace to their regions.



The largest of these independent sectors is the Macedon Sector. The Macedon Sector consists of twelve major worlds, and approximately twenty minor worlds. The major worlds are Vulcan, Novaterra, Rigel, Yasi, Secundus, Ora, Eakli Prime, Gehenna, Omoc Zeta, Ra, Tanetia, and Bug Hump. The capital of the Macedon Sector is Eakli Prime. Vulcan is home to Hephaestus Heavy Industries. Novaterra is home to Imperial GOLEM. Rigel is home to Arcturus Arms. Ora is home to the Azure Skies Company. Tanetia is home to the 23rd Heavy GOLEM Company. The Bloodhawks call Omoc Zeta home. Various corporations and planetary governments utilize GOLEMs and mercenary companies to carry out their battles for them. Vary rarely does some threat from outside the sector borders intrude.