

TCS CERBERUS

**INTEGRATED
COMBAT
INFORMATION
SYSTEM**

==== **CONTAINS** =====
SENSITIVE INFORMATION

TCS Cerberus ICIS

Personal communications / written

0842 2681.061

Good Morning, Lieutenant Casey

You have three pieces of unopened mail.

1. Transfer Orders
2. *CONFIDENTIAL: EYES ONLY*

Official Terran Confederation Intelligence Service
Document

3. Unread Mail From Senator Taggart
4. *CONFIDENTIAL - DELETE WITHIN 7 DAYS*

Official IFAQ: Cerberus Information Packet

You have requested access to a classified document.

Please enter you security authorization and personal code.

Sec. Auth. XXXXXXXXXXXX

Pers. Code. XXXXXXXXXX

Lieutenant Casey, you are authorized to view this
CLASSIFIED document. Do you wish to continue at this time?

Decrypting.

TC 4047-M OFFICIAL ORDERS

#L456875

Inter-Service Transfer Order / Commissioned Personnel

Page 1 of 1

The following officers are hereby transferred:

FROM: TCS Midway

TO: TCS Cerberus

TCSF PERSONNEL

Maj. Carl Bowen

Lt. Lance Casey

Lt. Max Garrett

Lt. Amber Elbereth

Lt. Terrence O'Hearn

Lt. Jean Talvert

TCMC PERSONNEL

Col. John Dekker

(Ref. Order 2681.065 #E8799321 re. transfer of enlisted TCMC personnel)

Administrative oversight of above personnel is transferred

FROM: Carrier Force Command, T'Lan Meth Station

TO: Inter-Service Asset Directorate, TCS Central, Kundun Complex, Terra

Intra-service command oversight for above personnel is UNCHANGED.

CONFIDENTIAL: EYES ONLY

**OFFICIAL TERRAN CONFEDERATION
INTELLIGENCE SERVICE DOCUMENT**

TCS CERBERUS

Internal Memorandum

Mission and Threat Assessment

FROM: Command

TO: All Officers

Mission: Beginning 2681.061 and continuing until such time as further orders are received, the TCS Cerberus and all personnel thereto attached shall engage in a SECURITY AND PEACEKEEPING PATROL of Courage System and environs.

This mission is classified as a Peacetime Tactical Operation. All personnel shall be eligible for combat pay and full death benefits. Cerberus shall maintain readiness level ORANGE at all times for the duration of this operation.

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THREAT ASSESSMENT

TCS intelligence and security sources indicate that the following threats are the most likely to require armed intervention in the current theater of operations.

1. Looting/Smuggling

In the weeks since the end of the engagement with the so-called "Nephilim" aliens in Kilrah System, a thriving trade in alien artifacts and technology has arisen. Numerous alien hulks and derelicts were abandoned by the aliens when their forces were sealed off at the Kilrah portal. Human scavengers have mobilized to locate and secure technology and other valuable salvage from these artifacts, and Proxima System has become the major pipeline in this black market. It is imperative that this technology be protected until it can be collected and analyzed by official Confed sources, both because of the potential for valuable military intelligence and technology to be gleaned from the alien vessels, and because of the unknown risk factor which these artifacts may present to the population at large. Already armed conflict between scavenger gangs and/or smuggler cartels has erupted over alien derelicts. Therefore, containment and control of such extralegal operations is the primary mission objective of this vessel.

2. Piracy

The curtailment of piratical operations in Confed space is a primary operational priority of this ship, and will be an ongoing component in Cerberus patrol operations. Further, as noted above, the traffic in alien salvage has already engendered an upswing in piratical conflict between would-be looters, and in the absence of strong control measures this trend can be expected to continue and eventually spread to actions against lawful mercantile traffic.

3. Alien Incursion

At the moment, military intelligence assigns a low probability of an alien incursion in the Vega and Epsilon Sectors, however all Confed fleet and intelligence assets are under standing order to maintain high awareness of any possible evidence of a recurrence of any activity of the "Nephilim" entities in Confed space.

4. Insurrection

At the moment, military intelligence and Confed security sources assign a low probability of armed rebellion or coordinated terrorism in Vega and Epsilon Sectors, however organized anti-Confed forces are known to be active in these sectors, and any increase in piracy or other criminal activity may serve to destabilize the situation and lead to increased civil unrest.

Officers are instructed to take into account preparedness for all of the above threat categories when planning training and patrol operations.

ADDENDA: BIOHAZARD THREAT

As this document was being prepared for distribution, command received an advisory of a possible biohazard threat in the area. Although a full report is still pending, this preliminary advisory states that there is a danger of fatal contamination through an unknown viral, fungal, bacteriological or other medium. This risk may be spread through contact (direct or indirect) with "Nephilim" alien salvage. Until further notice, class 5 NBC protocols are to be observed during any and all direct contact with:

"Nephilim" artifacts.

Known or suspected smugglers: personnel and equipment

Known or suspected pirates: personnel and equipment

The above information is TCS CONFIDENTIAL, and is not to be discussed off-ship, over non-secure communications channels, or with any non-ship personnel unless specific provision is made to do so through the Compartmentalized Information Officer.

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From the desk of:

JAMES TAGGART



Terran
Confederation
Senator
General (ret.)
TCSF



The Residence
Dumfuirlin
Scotland
Earth

Dear Lance,

Once again, it was a pleasure to see you in person at the ceremonies, and an equal pleasure to receive your recent card. I'm delighted to hear that you and Lt. Talvert had a pleasant and relaxing few days and that the visit with your lovely mother was enjoyable. Your vacation is well deserved, and I'm sorry it had to be so short.

I have been keeping tabs on as much of the Midway's crew as possible, and I trust we will be able to reassemble the bulk of you when it is once again time for the Midway to take her proper place on the frontier.

Specifically, Admiral Wilford looks infinitely happier after returning home on leave, but I personally suspect he's also happy to once again be Captain Wilford at the helm of the Midway. Like all of us, he's terribly anxious to get back into action, but at the same time he obviously relishes the chance to take the Midway on the "grand tour" and show her off a bit.

Commander Finley and Chief Coriolis are working together like they've been partners for years, and they are daily finding out more and more amazing (though sometimes frightening) facts about our recent enemy. I wish I could give you just a few of the specifics, but of course that's impossible in a non-secure communication.

Finally, Marshall and Commander Drake have been incredibly useful in the vital effort of increasing military preparedness to the level which is obviously necessary in light of recent events. They make an odd team, to be sure, and I can't tell you there's been no friction, but between the

two of them even the most oblivious dove in the Senate is forced to think twice about some of his assumptions. Marshall's always had a remarkable way with both the press and the brass, and as for the Commander, I'm becoming increasingly convinced that if she ever leaves the service she will find an extremely successful career in politics.

I'm pleased to hear you're keeping an open mind about the Cerberus assignment. Although it's not specifically one of my personal projects, I'm extremely excited about the Cerberus program, and I look forward to hearing your views on the ship when next we meet. Let me also add, by the way, that I have every confidence in Maj. Bowen's abilities as a squadron commander, and I'm happy to know you'll be flying with him. Spyder is not an easy man to know, but I can assure you that his friendship is far more valuable than the effort it takes to earn it. I trust you and Stiletto will continue to help him keep Maestro and Zero in line.

As to your final question, Casey, I think you know the answer. I may be a jaded and cynical old pessimist, but if there's one thing I learned from the Kilrathi, it's that an enemy will never "just go away." We dealt the aliens a significant setback at Kilrah, but it can in no way be called a decisive defeat. Yes, I'm afraid I'm quite sure that the aliens will be back, sooner rather than later, and far stronger than before. It is solely my faith in pilots like yourself and your wingmen on the Cerberus that keeps me from despair.

God go with you, Lad, and with your comrades.

Your affectionate friend,

James Taggart

CONFIDENTIAL

#S832492

RE: Inter-Service Transfer Order / Ship Briefings

Page 1 of 1

FROM: TCS Cerberus

TO: TCS Midway

Personnel transfer from the Midway to the Cerberus acknowledged (Ref. Order #E8799321). In preparation for arrival onboard the Cerberus, please forward the attached vehicle/equipment fact sheets to the transferees. The reports detail the carrier, as well as ships and weapons not currently incorporated into the Midway's fighter detachment or equipment inventory

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OFFICIAL IFAQ: CERBERUS INFORMATION PACKET

#IFAQ188239

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RE: Inter-Service Transfer Order / Arrival Information

Page 1 of 1

FROM: TCS Cerberus / Col. Jackson Freed

TO: Lt. Lance Casey; Lt. Max Garrett; Lt. Amber Elbereth; Lt. Terrence O'Hearn; Lt. Jean Talvert.

The following information concerning the TCS Cerberus is strictly confidential and therefore eyes-only material. Additional information, diagrams or schematics may be accessed only with permission of the commanding officer, and under his strict supervision.

A full orientation and briefing will be given following your arrival.

Designation: TCS Cerberus

Class: Hades-class Strike Cruiser



Statistics

Mass	N/A
Length	777 m
Engines	2
Max. Velocity	350 kps
Acceleration	N/A
Max Pitch/Yaw/Roll	N/A
Crew	150
Shuttles	4
Fighter Complement	30*

Loadouts

Guns	
Mk4 Heavy Plasma Cannon	x 1
Dual-Mount Tachyon Cannon	x 10
Single-Mount Heavy Laser Cannon	x 4
Missiles	
Anti-Ship Torpedo Launchers	x 6
Dual-Mount Anti-Fighter	
Missile Turrets	x 2
Decoys	none

*(less with 2 Marine landing craft/unit detachments)

OFFICIAL IFAQ: ADDITIONAL CERBERUS SHIP INVENTORY

#IFAQ179536

CONFIDENTIAL MATERIAL – DELETE WITHIN 7 DAYS

F-108-S "BLACK" PANTHER



Type: Space Superiority Fighter (Class B – replaces F-108B on Cerberus) / Light Torpedo Bomber

Mission/Role: BARCAP, TARCAP, offensive counter-air, escort, some FORCAP, recon, strike

Statistics

Mass	16,000 kg
Max. Velocity	600 kps
Acceleration	530 k/s ²
Afterburner	Decoys
Max. Velocity	1350
Acceleration	2200 k/s ²
Max Pitch/Yaw/Roll	65/115/105
Gun Power	500
Shield Power	480 cm equiv.
Armor	
Front	280
Rear	280
Left	280
Right	280

Loadouts

Guns	
Cloudburst Cannon	x 2
Chain Ion Cannon	x 2
36	

(Normal Loadout)

Missiles	
Enhanced Long-Range Image	
Recognition	(6)
Friend or Foe	(6)

(Strike Loadout)

Missiles	
Enhanced Long-Range Image	
Recognition	(4)
Enhanced Long-Range Anti-	
Radiation	(4)
Enhanced Light Torpedo	(2)
Enhanced Rocket Pods	(36)

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F-109-S "BLACK" VAMPIRE

Type: Space Superiority Fighter (Class A)

Mission/Role: BARCAP, TARCAP, offensive counter-air, escort, strike, some FORCAP, some recon



Statistics

Mass	17,000 kg
Max. Velocity	700 kps
Acceleration	720 k/s ²
Afterburner	Decoys
Max. Velocity	1550 kps
Acceleration	1800 k/s ²
Max Pitch/Yaw/Roll	140/75/185
Gun Power	500
Shield Power	600 cm equiv.
Armor	
Front	350
Rear	350
Left	350
Right	350

Loadouts

Guns	
Pulse-Particle Cannon	x 2
Tachyon Gun	x 4
48	

(Normal Loadout)

Missiles	
Enhanced Long-Range Image	
Recognition	(8)
Friend or Foe	(8)
Tracker	(4)

(Strike Loadout)

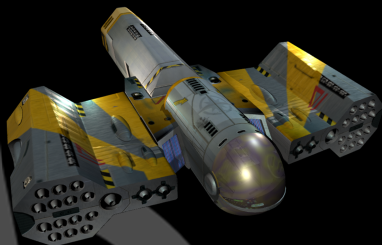
Missiles	
Enhanced Long-Range Image	
Recognition	(6)
Friend or Foe	(4)
Enhanced Light Torpedo	(4)
Enhanced Rocket Pods	(36)

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F-IIOS "BLACK" WASP

Type: Interceptor/Anti-bomber

Mission/Role: FORCAP, sometimes BARCAP



Statistics

Mass*	12,000 (18,000)
Max. Velocity	700 kps
Acceleration*	590 (350) k/s ²
Afterburner	
Max. Velocity	1450 kps
Acceleration*	1600/(870) k/s ²
Max Pitch/Yaw/Roll*	80/70/120 (65/55/120)
Using Booster Pod	
Max. Velocity	3000 kps
Acceleration	9000 k/s ²
Max Pitch/Yaw/Roll	40/30/90
Gun Power	600
Shield Power	500 cm equiv.
Armor	
Front	260
Rear	260
Left	260
Right	260

Loadouts

Guns	
Cloudburst	x 2
Dust Cannon	x 2
(Normal Loadout)	
Missiles	
Swarmer Pod	(8)
Enhanced Long-Range Image	
Recognition	(6)
Decoys	36

*(with booster pod)

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TB-81-S "BLACK" SHRIKE

Type: Medium Strike / Bomber

Mission/Role: Strike, anti-ship,
anti-hangar, sometimes recon



Statistics

Mass	18,000 kg
Max. Velocity	500
Acceleration	600 k/s ²
Afterburner	
Max. Velocity	870
Acceleration	1800 k/s ²
Max Pitch/Yaw/Roll	70/60/85
Gun Power	320
Shield Power	620 cm equiv.
Armor	
Front	360
Rear	360
Left	360
Right	360

Loadouts

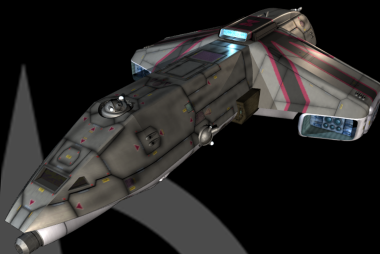
Guns	
Dust Cannon	x 2
Pulse-Particle	x 3
(Normal Loadout)	
Missiles	
Enhanced Long-Range Image	
Recognition	(4)
Friend-or-Foe	(4)
Rocket Pod	(36)
Enhanced Rocket Pod	(36)
Enhanced Light Torpedo	(6)
Enhanced Torpedo	(2)
Decoys	36

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TB-80-S "BLACK" DEVASTATOR

Type: Torpedo Bomber (Class A)

Mission/Role: Strike, anti-ship,
anti-hangar, sometimes recon



Statistics

Mass	23,000 kg
Max. Velocity	460 kps
Acceleration	280 k/s ²
Afterburner	
Max. Velocity	780 kps
Acceleration	900 k/s ²
Max Pitch/Yaw/Roll	55/65/90
Gun Power	680
Shield Power	850 cm. equiv.
Armor	
Front	420
Rear	420
Left	420
Right	420

Loadouts

Guns	
Tachyon Cannon	x 1
Heavy Plasma Cannon	x 1
(Normal Loadout)	
Missiles	
Enhanced Long-Range Image	
Recognition	(6)
Friend or Foe	(6)
Enhanced Light Torpedo	(8)
Enhanced Torpedo	(4)
Enhanced Rocket Pod	(2x36)
Decoys	48

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OFFICIAL IFAQ: ADDITIONAL CONFED SHIPS IN SERVICE

#IFAQ179238

CONFIDENTIAL MATERIAL – DELETE WITHIN 7 DAYS

F-103-D EXCALIBUR

Type: Heavy Fighter/Low-Altitude Atmospheric Fighter

Mission/Role: Strike, low-altitude CAP



Statistics

Mass	18,000 kg
Max. Velocity	650 kps
Acceleration	275 k/s ²
Afterburner	
Max. Velocity	1300 kps
Acceleration	1800 k/s ²
Max Pitch/Yaw/Roll	70/70/70
Gun Power	400
Shield Power	600 cm equiv.
Armor	
Front	110
Rear	110
Left	110
Right	110

Loadouts

Guns	
Tachyon Cannon	x 4
Ion Cannon	x 2
Missiles	
(Normal Loadout)	
Image Recognition	(4)
Friend-or-Foe	(4)
Decoys	36

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F-66-D THUNDERBOLT VII

Type: Torpedo bomber/Heavy Fighter

Mission/Role: Light strike, anti-ship,
anti-hangar



Statistics

Mass	20,000 kg
Max. Velocity	494 kps
Acceleration	250 k/s2
Afterburner	
Max. Velocity	1000 kps
Acceleration	1200 k/s2
Max Pitch/Yaw/Roll	50/50/50
Gun Power	400
Shield Power	550 cm equiv.
Armor	
Front	120
Rear	100
Left	100
Right	120

Loadouts

Guns	
Ion Cannon	x 4
Tachyon Cannon	x 2
(Normal Loadout)	
Missiles	
Light Torpedo	(3)
Friend-or-Foe	(3)
Rocket Pods	(24)
Decoys	36

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F / A-105B TIGERSHARK

Type: Light (Multi-Role) Fighter

Mission/Role: TARPAC, FORCAP, BARCAP, escort, recon, light strike and light anti-ship



Statistics

Mass	14,000 kg
Max. Velocity	552 kps
Acceleration	560 k/s ²
Afterburner	
Max. Velocity	1200 kps
Acceleration	1400 k/s ²
Max Pitch/Yaw/Roll	75/75/120
Gun Power	275
Shield Power	460 cm equiv.
Armor	
Front	260
Rear	220
Left	230
Right	230

Loadouts

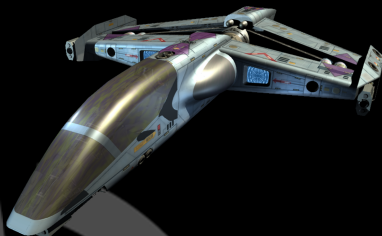
Guns	
Ion Cannon	x 4
Missiles	
(Rocket Pod)	
Heat Seeker	(36)
Friend or Foe	(4)
Image Recognition	(2)
Decoys	(2)

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F-106C PIRANHA

Type: Light (Scout) Fighter

Mission/Role: FORCAP, escort, recon



Statistics

Mass	12,000 kg
Max. Velocity	650 kps
Acceleration	650 k/s ²
Afterburner	
Max. Velocity	1400 kps
Acceleration	1800 k/s ²
Max Pitch/Yaw/Roll	90/90/135
Gun Power	280
Shield Power	420 cm equiv.
Armor	
Front	250
Rear	200
Left	220
Right	220

Loadouts

Guns	
Ion Cannon	x 3
(Normal Loadout)	
Missiles	
Image Recognition	(2)
Heat Seeker	(4)
Decoys	24

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F-109-B VAMPIRE

Type: Space Superiority Fighter (Class A)

Mission/Role: BARCAP, TARCAP,
offensive counter-air, escort, some
FORCAP, some recon, wild weasel



Statistics

Mass	17,000 kg
Max. Velocity	610 kps
Acceleration	720 k/s ²
Afterburner	
Max. Velocity	1500 kps
Acceleration	1800 k/s ²
Max Pitch/Yaw/Roll	135/70/180
Gun Power	500
Shield Power	580 cm equiv.
Enhanced Shield	
Power	680 cm equiv.
Armor	
Front	320
Rear	320
Left	320
Right	320

Loadouts

Guns	
Ion Cannon	x 2
Tachyon Gun	x 4
(Normal Loadout)	
Missiles	
Image Recognition	(8)
Friend or Foe	(8)
Tracker	(4)
Decoys	48

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OFFICIAL IFAQ: ADDITIONAL CERBERUS WEAPONS IN VENTORY

#IFAQ162977

CONFIDENTIAL MATERIAL – DESTROY WITHIN 7 DAYS

GUNS

Chain Ion Cannon

The lightweight version of the normal ion cannon, this gun is best utilized in quick, close-in shots that require a fast refire rate. It operates on a principle similar to that of the ion cannon, but its ionic particles are sped up prior to launch via an ionic chain-reaction accelerator.

Velocity	1800	Damage	20
Range	2500	Refire Delay	.1
Charge	15		

Pulse Particle Cannon

This revamped version of the particle cannon fires four times as fast as its predecessor, and its minute nuclear particles travel nearly twice as fast. Availability is currently limited to the "Black" Shrike and Vampire variants.

Velocity	6500	Damage	30
Range	6500	Refire Delay	.1
Charge	15		

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Dust Cannon

The dust cannon operates on the same principle as a mass driver cannon, but its ammunition is generated by culling out particles from the core exhaust filter. It has increased efficiency and damage potential over the mass driver, and is nearly twice as fast as any other Confed gun. Few pilots possess enough evasive skill to maneuver out of harm's way against the dust cannon.

Velocity	10,000	Damage	40
Range	5000	Refire Delay	.05
Charge	18		

Cloudburst Cannon

Highly effective, the cloudburst cannon fires an intermittent stream of electrical discharges that are particularly damaging to a target's internal components. An internal, arcing accelerator gives this weapon a long refire delay and draws considerable power, but its shots deliver more damage than any other gun besides the plasma cannon.

Velocity	3200	Damage	100
Range	3900	Refire Delay	.45
Charge	60		

Plasma Cannon

The main weapon of the Devastator, this is the only mounted weapon that can apply severe damage to a capital ship's bridge and engines. It is six times more effective than the Cloudburst cannon, though it draws a great deal of energy and has a long refire delay.

Velocity	2600	Damage	600
Range	6000	Refire Delay	2.0
Charge	220		

MISSILES

"Mosquito" Enhanced Rocket Pod

The enhanced rocket pod (designated "Mosquito RP") is an enhanced version of the standard-issue rocket pod that mounts a smaller variant of the friend-or-foe seeker. This gives it added functionality, although it has a decreased warhead yield and retains the same basic flight characteristics as the Dragonfly rocket pod. After launch, individual missiles have the ability to perform slight pitch and yaw adjustments.

Velocity	3200	Acceleration	3200
Duration	3.0	Lock Time	0
Lock Range	6000	Damage	80
Max Yaw	30	Refire Delay	.35
Max Pitch	30	Spoof %	50

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**OFFICIAL TERRAN CONFEDERATION
EQUIPMENT UPDATE DOCUMENT**

TCS CERBERUS

Fleet-wide Memorandum

Approved Missile Designations


FROM: TCN/TCSF Arms Commission

TO: All Officers; Weapon Crews

Update: Effective immediately, the following TCN/TCSF missile designations have been finalized by the TCN Arms Commission and are approved for general use. All future equipment deployment requests should reflect the new nomenclature.

ELRIR	Enhanced Long-Range Image-Recognition Missile	"Artemis"
ELRAR	Enhanced Long-Range Anti-Radiation Missile	"Ravager"
ELT	Enhanced Light Torpedo	"Lancer"
ET	Enhanced Torpedo	"Pike"

CLASSIFIED



Lieutenant, you have no unread mail in your mailbox. Do you wish to end this session at this time?

Good day, Lieutenant Casey.

End of transmission

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