

BATTLECRUISER 3000AD™

APPENDIX C

ARTIFACTS DATABASE

Artifacts can only be found at appropriate times in ACM. Also, some artifacts such as the HSD, ENM, PAD and TMCD, all have indicators on the BridgeViewer. When these artifacts are in your cargo bay, they are green and when all conditions that deem them operable are met, they are light-green.

1. HYPERION SUB-SPACE DEVICE

Use:

This device provides a means of traversing the galaxy without using any power or resources. This device breaches the space/time continuum, therefore no time will elapse during the transition. It creates a menu of regions on the Bridgeviewer in **TACOPS** where the desired destination can be selected. Simply click on the **HSD** symbology on the BridgeViewer, select the region and the ship will be sent there.

Required to operate :

- ✓ Research Engineer must have an AI of 75 or above.
- ✓ Flight Officer, Research Engineer AND Navigation Officer must be on-station.
- ✓ Engine requires 10 units of power.
- ✓ Navigation System requires 5 units of power.
- ✓ Navitron computer, Engine, Reactor, Reactor Core and Reactor Cooling System status level must be greater 50%

2. ENHANCED NAV MODULE

Use:

This device enhances the ship's hyperjump engines. The Battlecruiser uses 10 units of Radine for hyperjumps and also needs to wait for the HJ engine to recharge before the next jump. With this module installed, hyperjumps require no fuel for operation and the recharge rate is instantaneous.

Required to operate:

- ✓ Flight Officer OR Navigation Officer must have an AI of 50 or above.
- ✓ Flight Officer AND Navigation Officer must be on-station.
- ✓ Engine requires 5 units of power or greater.
- ✓ Navigation System requires 5 units of power.
- ✓ Navitron Computer, Engine, Reactor, Reactor Core and Reactor Cooling System status level must be greater 15%

3. CELESTIAL ORB

Use:

This artifact has very powerful healing properties. It cures the injuries and ailments of anyone who is exposed to it. It increases the life factor (LF) of personnel on the ship and their fatigue factor (FF) will never increase.

Required to operate:

- ✓ Nothing. As long as it is on the ship, it just works.

4. TACYON ANAGRAM SHIELD

Use:

This unit is a shield upgrade. It provides 5000 units of protection. Requires 85% less Plutonium for operation than any normal shield.

Required to operate:

- ✓ Low amount of Plutonium.
- ✓ Shield control requires 5 units of power.

5. KARANIAN MARK IV REACTOR

Use:

This unit is a reactor upgrade. It provides a very high reactor power output. It also has a very low Radine fuel consumption rate.

Required to operate:

- ✓ Small amount of Radine.

6. TRANS-MATRIX CLOAKING DEVICE

Use:

This unit enhances the ship's cloaking device. Installed, the cloaking system uses 75% less Iridium for operation, resulting in longer cloaking times. Allows detection of cloaked targets in **TACSCAN**. It has the advantage of not decloaking during weapon and ship operations on the Battlecruiser.

Required to operate:

- ✓ Research Engineer AND Chief Engineer require AI of 75 or above.
- ✓ Research Engineer, Chief Engineer AND Tactical Officer must be on-station.
- ✓ Low amount of Iridium.
- ✓ Weapon Systems requires 5 units of power.
- ✓ Tactical System requires 5 units of power.
- ✓ Cloaking System status level must be greater 50%

7. PHASED ARRAY ION DISRUPTOR

Use:

This unit enhances the ship's main laser system. It has low power consumption and operates by firing a constant charged particle beam in the pointed direction. Once fired, it will project the charged beam until the fire button is released. A hit from the **PAD** causes a lot more damage to the target than a normal IOD. The rate of fire is not affected by the laser intensity setting. Simply click on the IOD symbology on the BridgeViewer and de-couple the IOD to activate the **PAD**.

Required to operate:

- ✓ Firing system must be de-coupled.
- ✓ IOD requires 5 units of power.
- ✓ Weapon System requires 5 units of power.
- ✓ Tactical System requires 5 units of power.
- ✓ Weapons Computer status level must be greater 25%

8. R.A.N.D.O.M - RANDOM ACCESS NUCLEAR DISRUPTOR FOR OBSOLETE MATTER

Use:

This is a very devastating weapon. It works as a normal OTS weapon and must be launched from **TACOPS**. On impact, it will destroy everything on the planet leaving it totally barren and altering its topology, weather, ozone layer etc. The weapon itself is indestructible and this allows you to go back and retrieve it for later use. Use with caution. If you use this weapon, you will be court-martialed.

Required to operate:

- ✓ **RANDOM** decoder.
- ✓ Research Engineer, Tactical Officer AND Chief Engineer must have AI of 100.
- ✓ Research Engineer, Tactical Officer AND Chief Engineer must be on-station.
- ✓ Tactical System requires 5 units of power.
- ✓ Weapon System requires 5 units of power.

9. RANDOM DECODER

Use:

This decoder is required to operate the **RANDOM** weapon.

Required to operate:

- ✓ None

10. JAC - JUST ANOTHER CYBORG

Use:

JAC is a cybernetic jack of all trades. It repairs systems without any repair materials. Repairs systems to 100% at the rate of 1 every 10 minutes

Required to operate:

- ✓ Nothing. As long as it is on the ship, it just works.