

▶ ROBERTS SPACE INDUSTRIES ADVANCED DESIGN & DEVELOPMENT DOCUMENTATION

PERSEUS PERSEUS

When considering a contemporary gunship for both the civilian and military sectors, we looked to our past; to the historic RSI Perseus. The following documentation details the model's origins, military engagements, redevelopment, and the process of releasing the ship to the civilian market.

//The Return

In 2946, Admiral Ernst Bishop led UEE Naval forces in Operation Mandrake, successfully routing the Vanduul from the Oberon System and securing a key tactical win for the Empire. Among the many unsung heroes of the operation was the crew of the UEES Achilles, an aging RSI Perseus gunship and relic of a bygone era.

Though it was damaged beyond repair, the Achilles managed to down two Vanduul destroyers. This impressive feat helped turn the battle in favor of the Empire and did not go unnoticed by Admiral Bishop, who personally lobbied RSI to start producing the Perseus model again for use against the Vanduul.

Now, RSI is proud to present the civilian-model Perseus gunship. Capable of successfully engaging a broad spectrum of ship classes, the mere presence of a Perseus is enough to make your most aggressive enemies think twice before engaging... just like its vintage namesake.

//Model of Intimidation

The original Perseus gunships were built to intimidate. First constructed in the late 2520s, these colossal predators stalked the Perry Line, making them a regular fixture in Humanity's era of tension with the Xi'an. Their ominous presence kept those looking to stir-up trouble on their best behavior, while their massive cannons obliterated those that didn't heed the warning. Everything about the Perseus' physical form was designed to inspire awe and dread. This was infamously evidenced by the "incident at Red Ridge," when a violent local insurrection on Cestulus was quelled without a shot fired thanks to the arrival of UPES Bunjil, one of the original UPEN Perseus gunships.

When bringing back the Perseus and tuning it for the civilian market, retaining the shark-like silhouette, iconic angles, and hard-edge was of paramount importance, so improvements were sought under the hood.





Manual Turrets

While peaceful resolutions are preferable, the Perseus' colossal guns are certainly capable of more than just striking fear into the hearts of would-be interlopers. Once dubbed "sub-cap slayers," the four massive size-7 cannons attached to manually operated turrets spell big trouble for big ships. With fringe expansion and the ongoing Vanduul war resulting in loosened security at high-traffic jump points, there's never been a better time for militias and localized law enforcement to up their firepower. The Perseus does that in spades.





The biggest change made in converting the Perseus for civilian use was a complete overhaul of the lower deck to accommodate more varied payloads and even small vehicles. We at RSI know your adventures and operations can take you in unexpected directions and that modern pilots tend to prize versatility and usability above all else. The Perseus' massive cargo bay has you covered, planetside and beyond.





//Internal Upgrade

CAPTAIN'S OLIARTERS

Private habitation for your Commanding Officer provides the ultimate sanctuary for long journeys on the drift.

TORPEDO BAY

A military-style launch bay provides a heavy ordnance platform proven to keep aggressors on their toes while keeping your crew safe.

CARGO BAY

ne spacious 50 SCU cargo bay sports enough

soom for all manner of freight or a Rover-sized

wheeled vehicle

MESS HALL

A military-style galley keeps your crew wellnourished and motivated, plus it can act as common space for rest and recreation.



//Specification

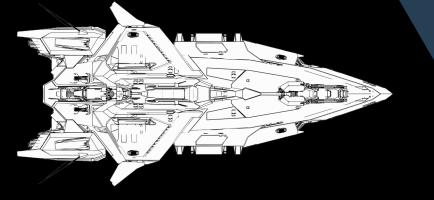
LENGTH 1	00 m	`
WIDTH	50 m	
HEIGHT	21m	
MAX CREW	6	
MAX SCM SPEED	92 M/S	
CARGO CAPACITY	′ 50 SCU	

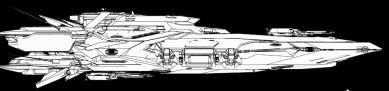
LIFE SUPPORT 1	1 x Large	
SHIELD GENERATOR	2x Large	
POWER PLANT	2x Large	
JUMP DRIVE	1x Large	
QUANTUM DRIVE	1x Large	
QUANTUM FUELTANI	1x Large	

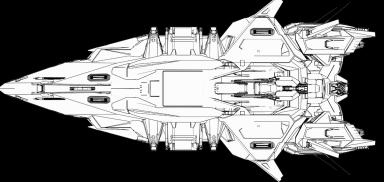
ENGINES 2x Main, 2x VTOL
THRUSTERS 12x Fixed

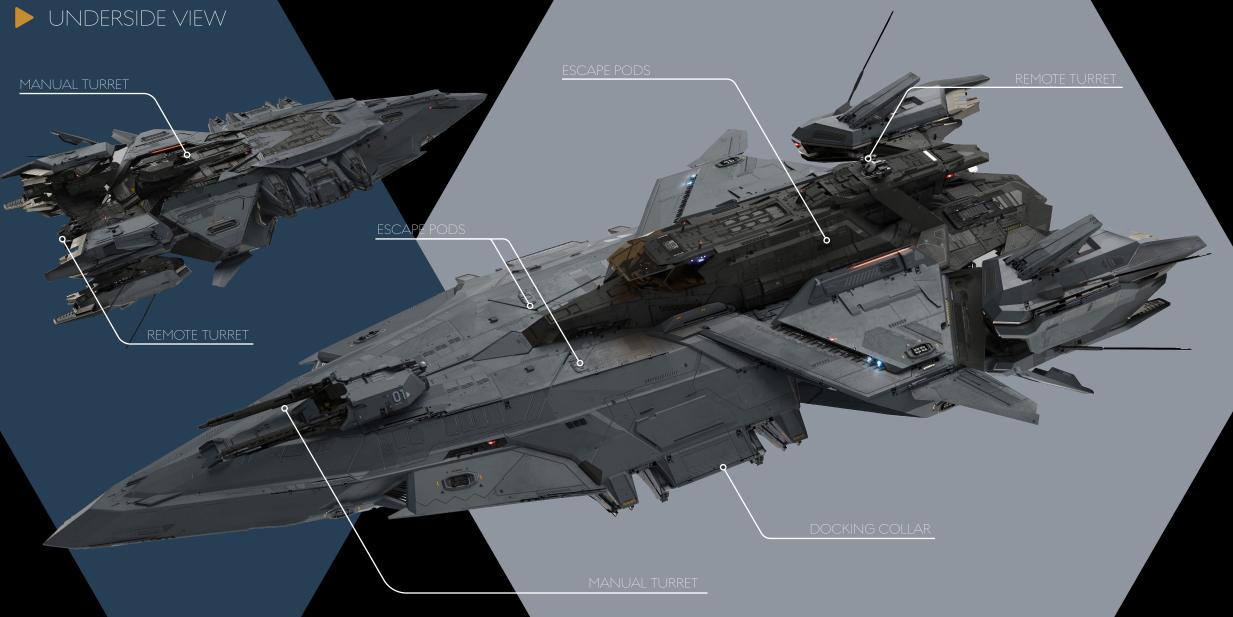
TURRETS	2x Manned (Twin S7 Weapons)	
	2x Auto/Remote (Twin S3 Ballistic Gatling)	
MISSILES	2x S5 Tube Torpedo Launchers	
	(10 Torpedos per launcher)	













The models featured in this publication are approved for use in the UEE. Some items of equipment are available as extra-cost options only. Specifications accurate at date of publish. For information on standard and optional equipment, please consult your local Dealer. Specifications, features and appearance are subject to revision during development.

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