



AEGIS DYNAMICS  
**NAUTILUS**  
STRATEGIC MINELAYER

**400<sup>TH</sup>**  
— ANNIVERSARY —  
2549 - 2949



## LOOKING BACK AT FOUR CENTURIES OF DISTINGUISHED SERVICE

Over the centuries, Aegis Dynamics' legacy of excellence in both military and civilian operations has become aerospace legend. From frontline fighters and mighty gunships to steadfast support and utility vehicles, the Aegis fleet is as diverse as it is dependable.

That fleet, and the Aegis brand in turn, are rightfully renowned. The annals of military history immortalize the roles these ships and their crews have played in countless battles that would decide the very fate of Humanity. Yet, in the shadows of the fighter pilots, squadron leaders, and wing commanders, a different breed of marine has quietly been turning the tide of battle in a different kind of ship.

Join us as we salute these hidden heroes of the UEE and the ship they call home.

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## ■ ORIGINS 2549

Space mines came to prominence as an effective form of defense and deterrence during the First Tevarin War, with 'sapper' (combat engineer) crews utilizing repurposed freighters and troop transporters to deploy improvised proximity explosives. Though crudely made, these proto-mines were nonetheless effective and regularly impacted enemy positioning and severed supply lines.

Using these early outfits as inspiration, Aegis devised the Nautilus minelayer as a dedicated combat-engineering vessel capable of surgical mine deployment. Initial concepts featured expansive depressurized holds with hatches for large-volume explosive distribution as per the early sapper crews' simple-yet-functional homebrew minelayers. However, feedback from the crews themselves led the concept to focus on precision over volume. The inaugural model made its debut in 2549 as tension between the UEE and the recently discovered Xi'an Empire increased.

## ■ THE PERRYLINE 2550 - 2793

Strategic minelaying became a cornerstone of defense in the simmering Human-Xi'an conflict, as deterrence and tactical positioning were deemed vital to maintaining a strategic edge and minimizing casualties. Between 2550 and 2793, the Nautilus was utilized in countless successful missions along the Perry Line.

From Horus to Tohil, Nautilus crews worked discreetly and diligently on minelaying operations that became known amongst sappers as "midnight runs". Although many strategic points were secured and unnecessary violence deterred, the early Nautilus ships were far from refined. The following generations saw Aegis work to remedy that.



■ The Nautilus' bespoke mine-deployment system was overhauled several times, be it due to situational needs, technological advancements, or common sense. One such evolution was the original trolley system that moved mines into place for deployment. Deemed slow and cumbersome, it was quickly jettisoned for a much faster conveyor belt feed when the first revised model debuted in 2555.

Iteration continued further when the belts proved prone to untimely jams and were replaced by an overhead rail in the 2601 model. This

system was first used in action by the naval ship 'Peace' to great effect in Operation Blindsight. This operation is noted for the heavy mining of the Tohil asteroid belt that resulted in the accidental elimination of the notoriously violent pirate crew, the Big Hats.

New types of mine were added to the Nautilus' arsenal during this period, with automated weapons platforms joining the now tried-and-tested proximity charges that enabled Nautilus crews to devise near-impenetrable gauntlets that enemies would be required to run



before they could make an attack. The platforms proved successful in being a more sustainable and ultimately less destructive (but equally effective) counterpart to the proximity mines.

The ship's onboard facilities evolved over the centuries alongside the minelaying and offensive systems, with the early years along the Perry Line crucial to defining its future configuration. The original Nautilus models had a relatively low payload capacity and were spartan at best due to being designed with midnight runs in mind. As the deployment

systems and weapons technology advanced, the mine capacity grew and sapper crews became more precise and strategic, greatly reducing the need to return home to rearm. Despite its increased efficiency, the ship became notorious among the crews who were bunking in sparse and uncomfortable quarters for far longer than they were designed for. Thankfully, the ship's quarters and facilities were soon expanded to accommodate much longer tours of contested or dangerous territory.

■ SECOND TEVARIN WAR  
2603 - 2610

The outbreak of the Second Tevarin War gave the Nautilus its first real test in open warfare. Despite the ship's wartime heritage, it had come to prominence for its ability to deter traditional battles as opposed to prepare for or participate in them. However, the extreme aggression of the Tevarin meant that Aegis was tasked with adapting the Nautilus to the current theatre while remaining true to the fundamental concepts that made it so effective.

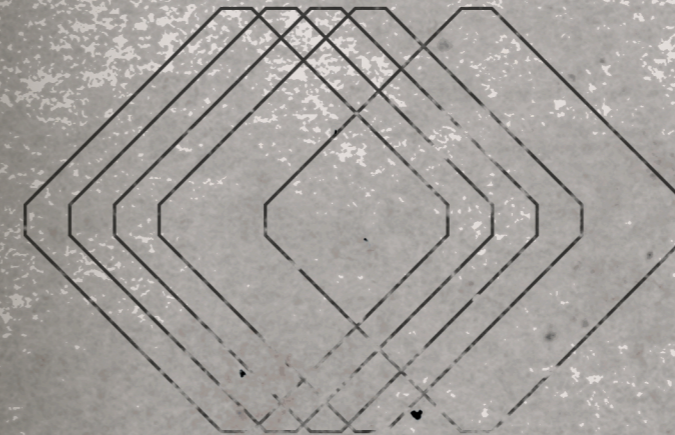
It was during this conflict that proximity explosives were reworked and refined - homing functionality saw its earliest iteration and Aegis' most experienced offensive minds began introducing additional variations and experimenting with new archetypes. Some of these proved more useful and therefore more enduring than others. The aforementioned weapons platforms proved

to be hugely successful, though the ill-fated 'wet' mines live on in infamy after one backfired during the battle of Voska. In spite of (and thanks to) a handful of missteps, this period of field-testing provided an unprecedented opportunity to refine both the form and function of the Nautilus.



RESTRICTED INFORMATION  
AEGIS DYNAMICS/SERVICE MANUAL

# NAUTILUS



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**AEGIS DYNAMICS/SERVICE MANUAL**  
**SECTION 1a. MINE TYPES**

PROXIMITY MINE  
**FIRESTORM KINETICS**  
**TEPHRA HOMING MINE**



The Tephra homing mine's primary role is establishing a defensive perimeter. Once armed, the mine will autonomously proceed towards the first detected hostile target. At lethal proximity, it will detonate with a powerful explosion.

**PROXIMITY ACTIVATION ZONE**

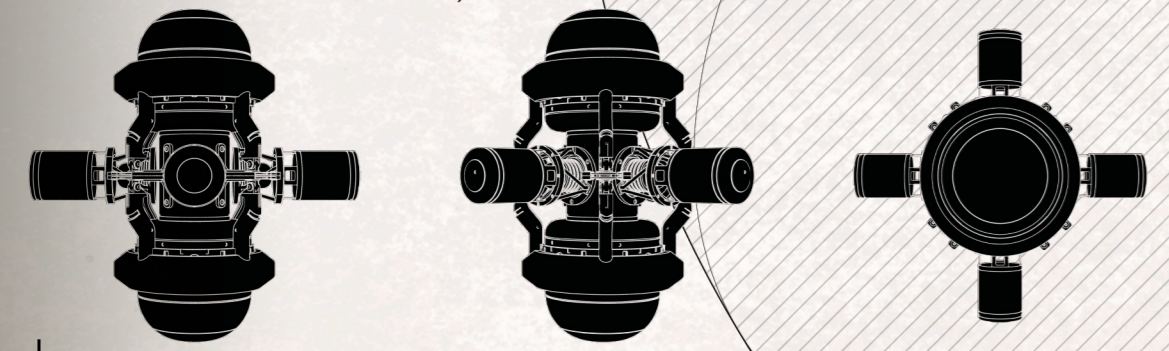
**PROXIMITY ACTIVATION ZONE**

PROXIMITY MINE IDENTIFICATION ANGLES

SIDE

3/4 VIEW

TOP



NOT TO SCALE, DIAGRAM FOR ILLUSTRATIVE PURPOSES ONLY.

360° Y AXIS ROTATION

360° X AXIS ROTATION

PASSIVE STATE  
**STATIC**

FIRE POWER  
EQUIVALENT TO  
A SIZE 5 TORPEDO

ACTIVE STATE  
**MINE ARMED**  
**TARGET LOCKED**  
**TARGET INTERCEPTED**



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# AEGIS DYNAMICS/SERVICE MANUAL SECTION 1b. MINE TYPES

WEAPONS PLATFORM  
BEHRING VLR-11  
'VALOR' SENTRY MINE



The VLR-11 sentry mine's primary role is perimeter defense. Upon deployment, the mine lays dormant until a hostile target enters its range. When activated, it will fire its equipped weapons with high accuracy.

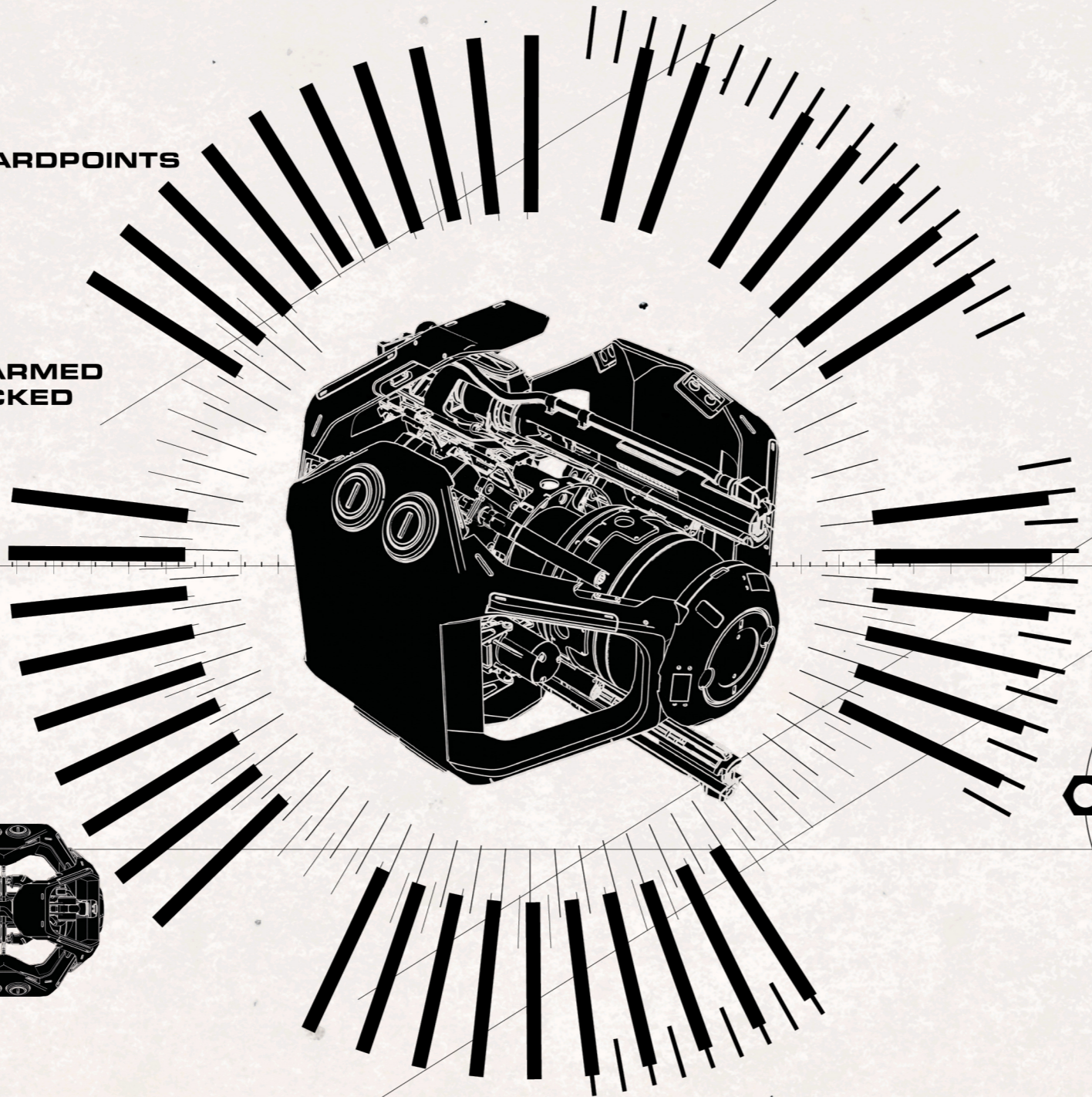
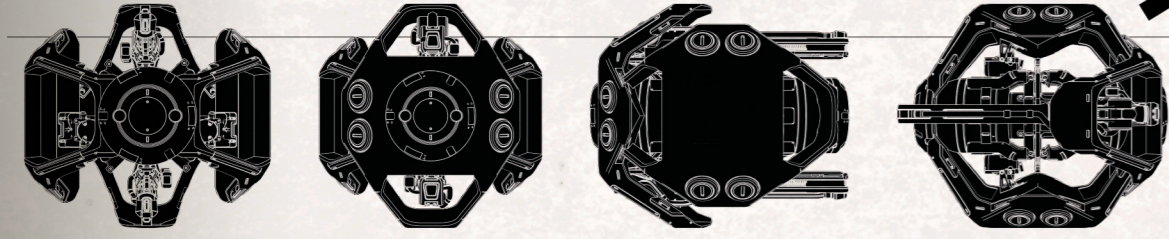
FIRE POWER  
2X SIZE 2 HARDPOINTS

PASSIVE STATE  
STATIC

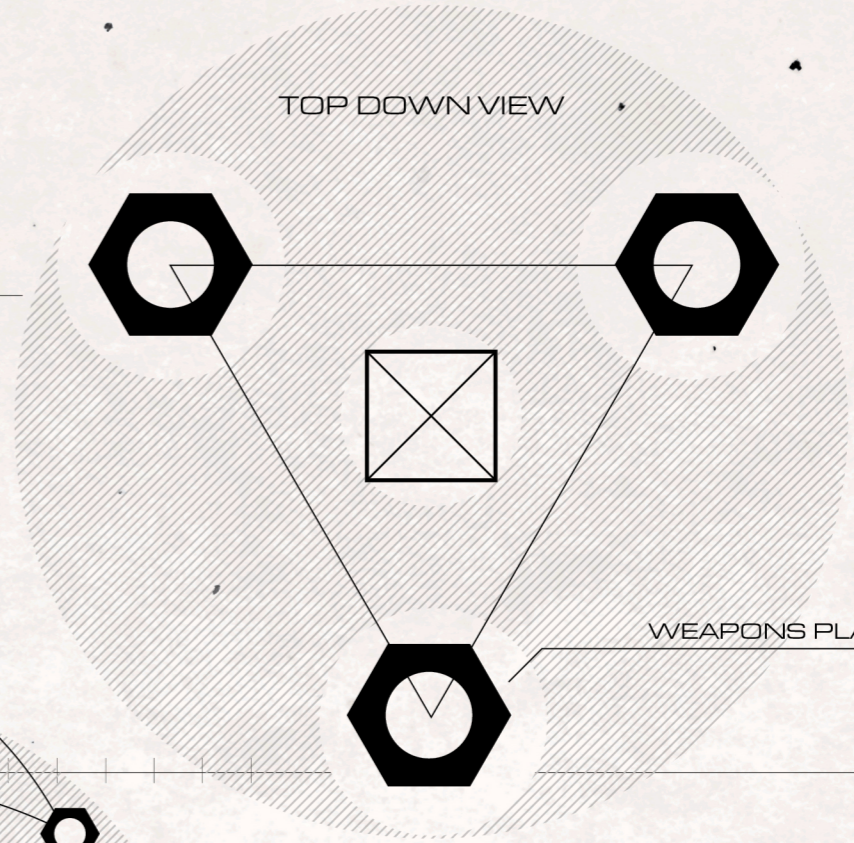
ACTIVE STATE  
WEAPONS ARMED  
TARGET LOCKED

WEAPONS PLATFORM  
IDENTIFICATION ANGLES

FRONT BACK SIDE TOP

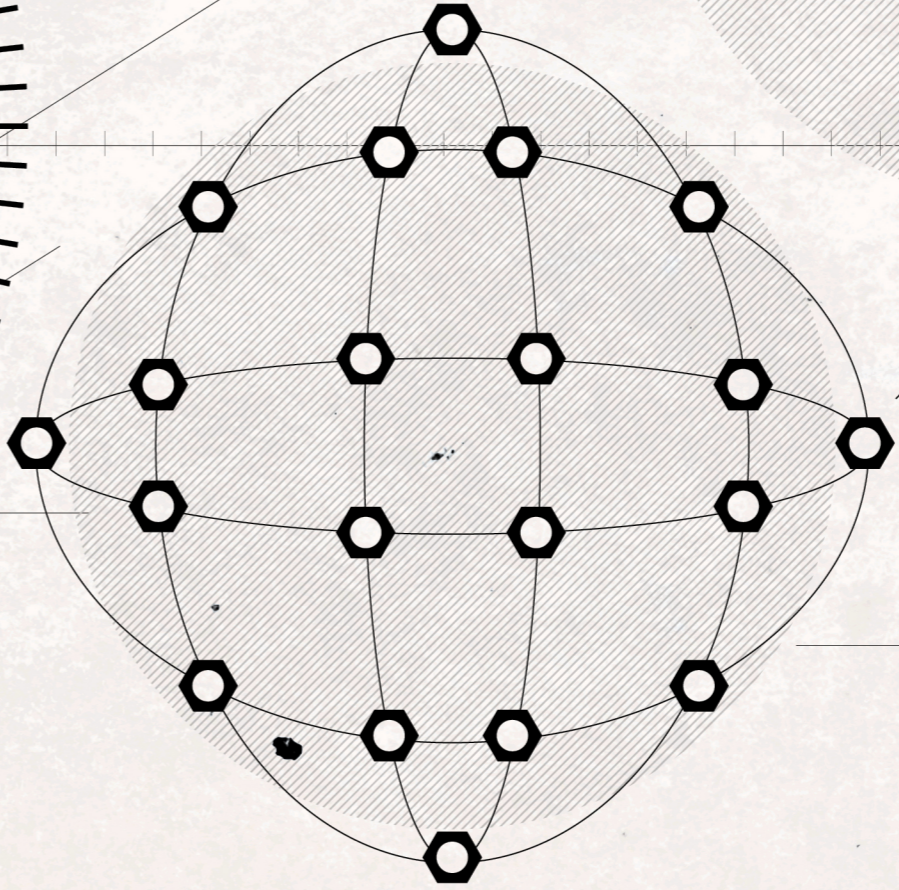


DEPLOYMENT EXAMPLE  
DEFENSIVE PERIMETER



TOP DOWN VIEW

WEAPONS PLATFORM



WEAPONS PLATFORM

DEPLOYMENT EXAMPLE  
OFFENSIVE SCREEN

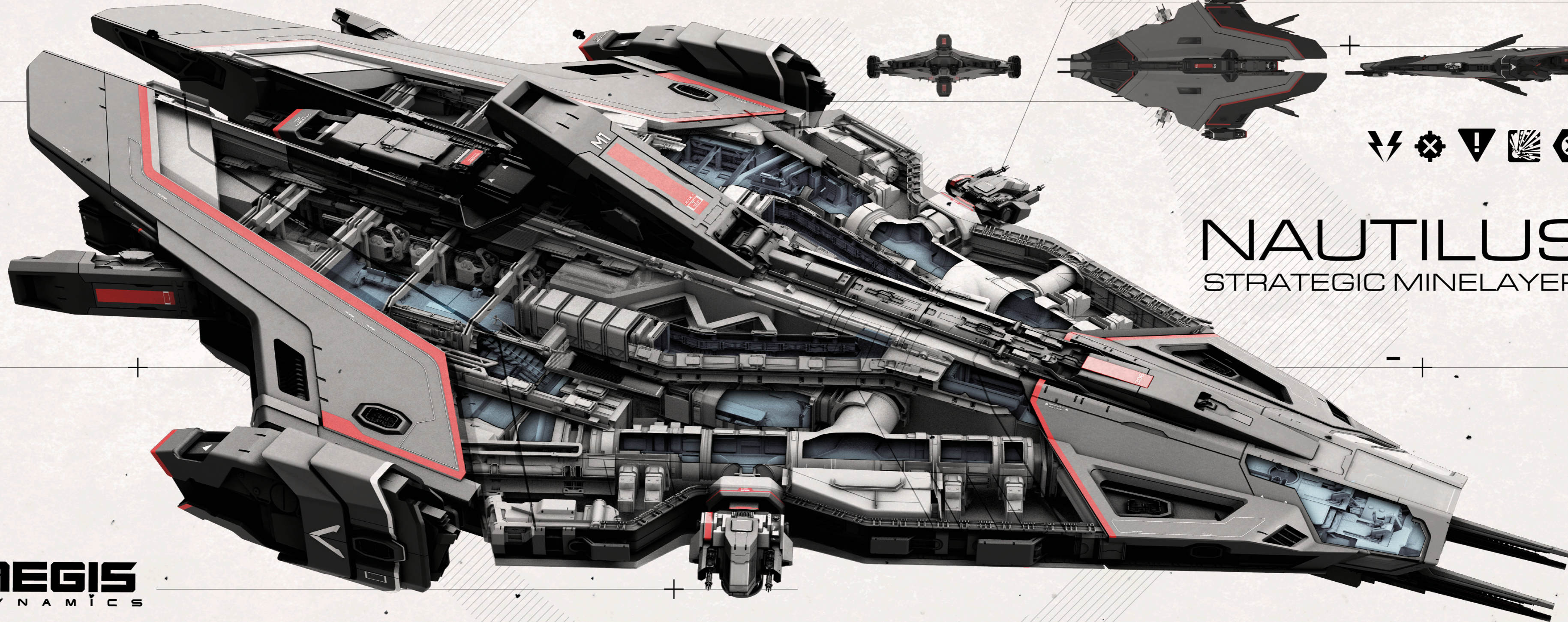
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**AEGIS**  
DYNAMICS



# NAUTILUS

STRATEGIC MINELAYER





# NAUTILUS DECK PLAN

TOP DECK

- 1 Central Lift
- 2 Mine Depot
- 3 Mine Control Room

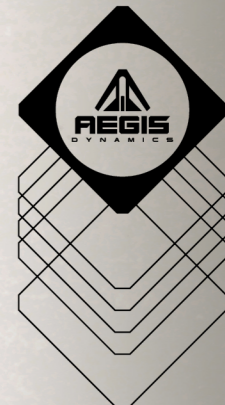
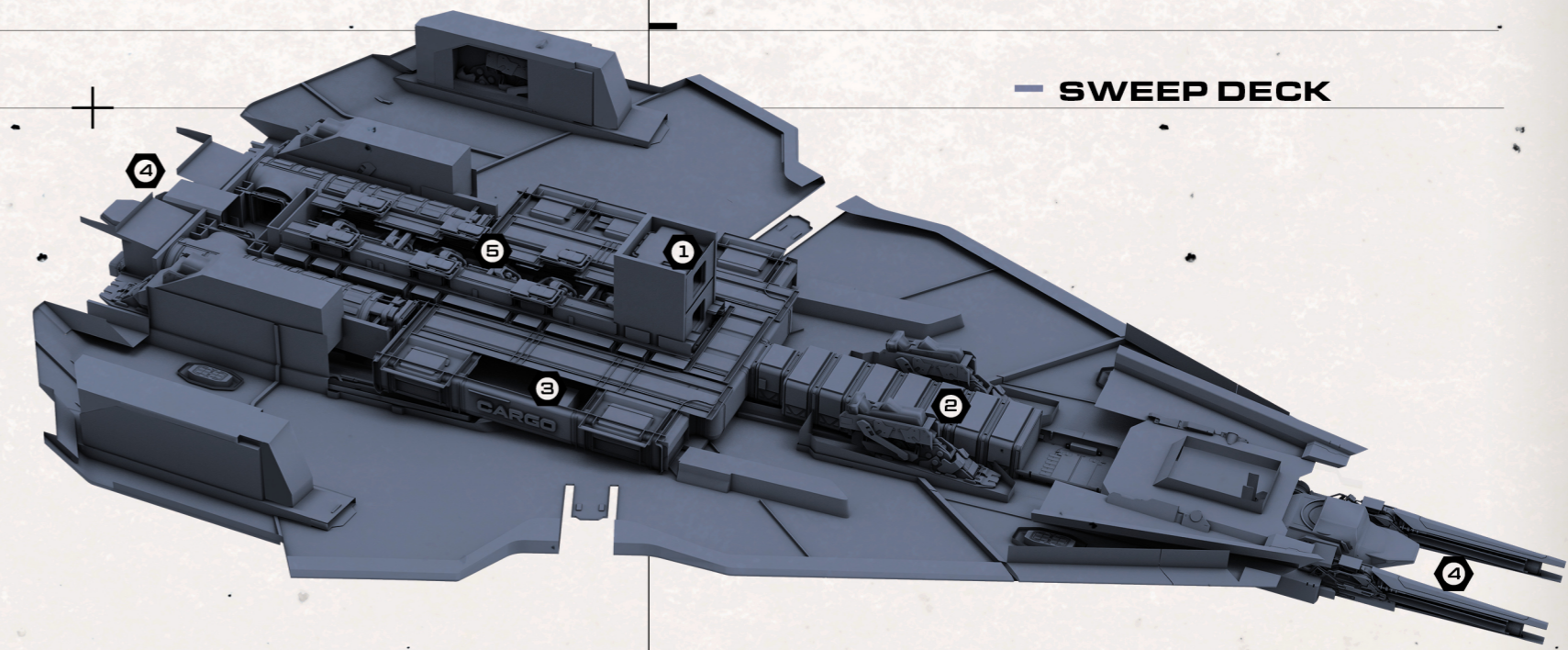
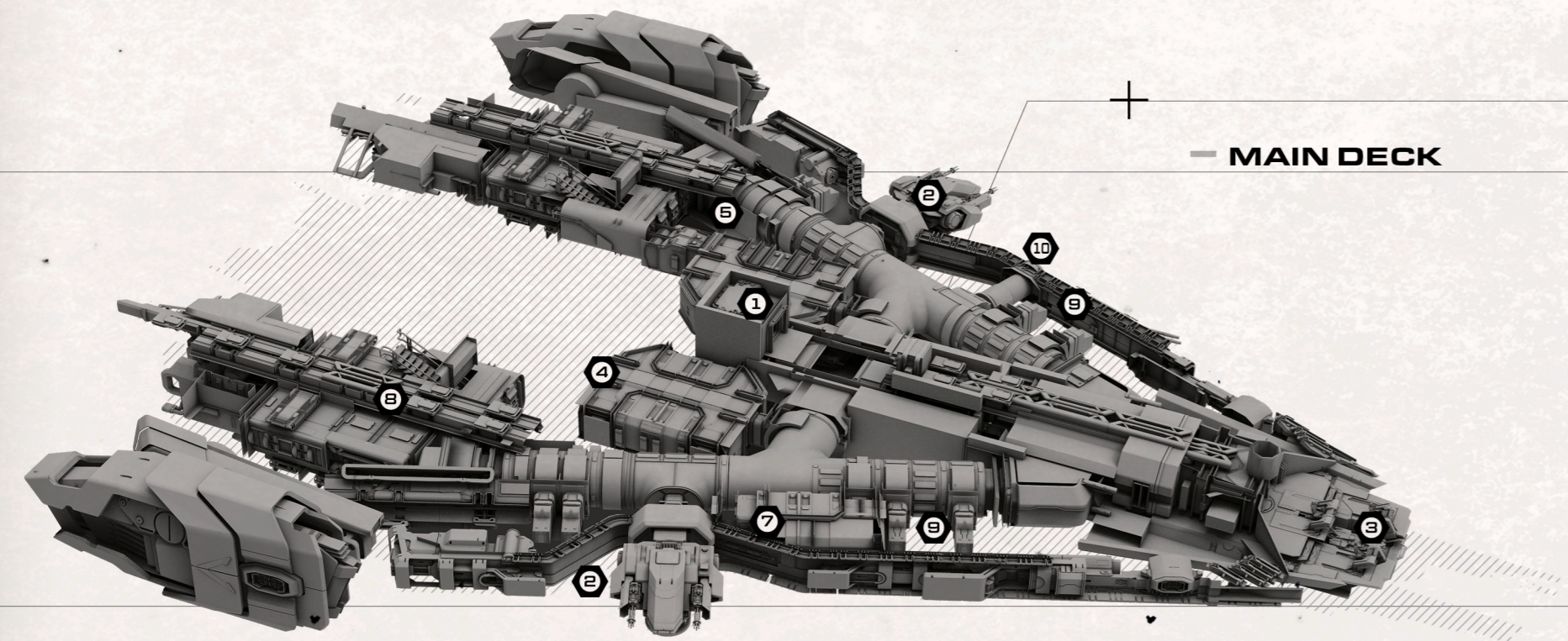
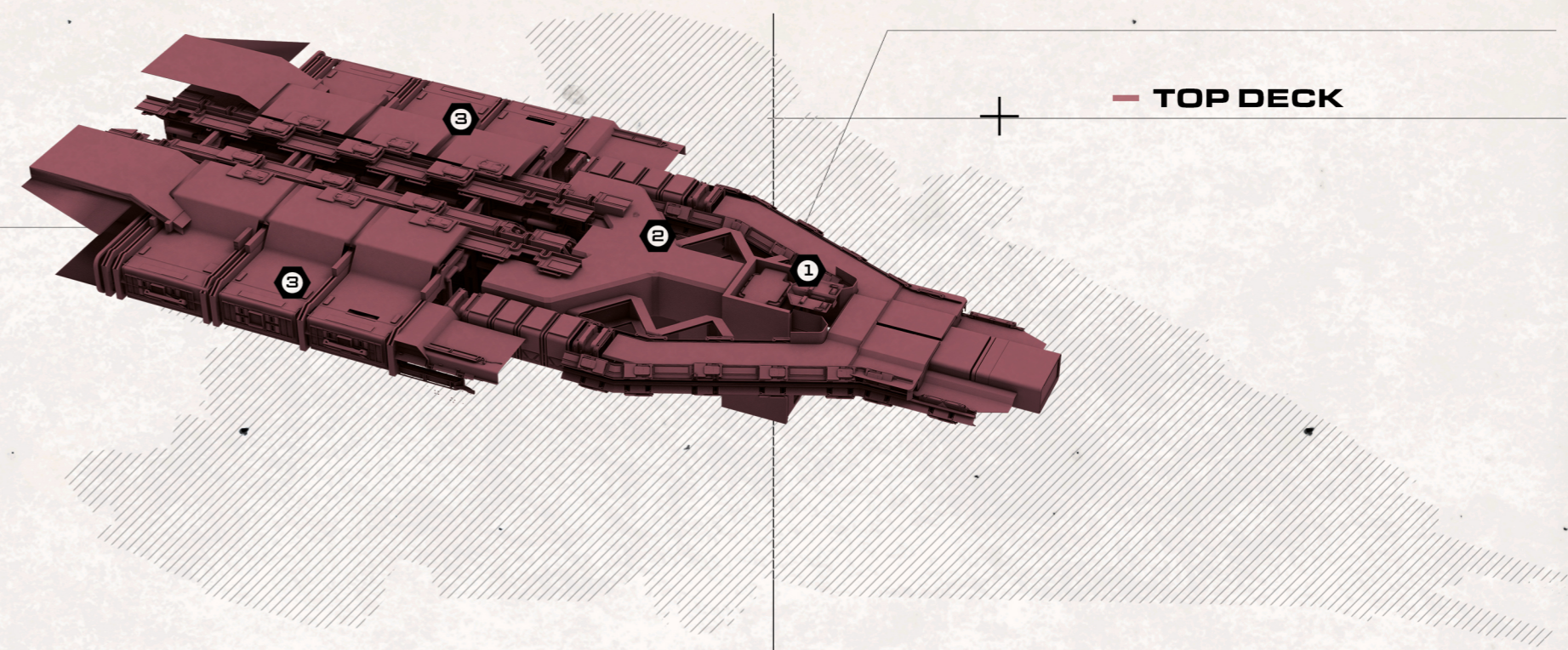
MAIN DECK

- 1 Central Lift
- 2 Turret
- 3 Bridge
- 4 Mess Hall
- 5 Crew Quarters

SWEEP DECK

- 1 Central Lift
- 2 Drone Bay
- 3 Cargo Bay
- 4 Turret
- 5 Mine Bay

- 7 Captain's Quarters
- 8 Engine Control Room
- 9 Escape Pods
- 10 Docking Collar



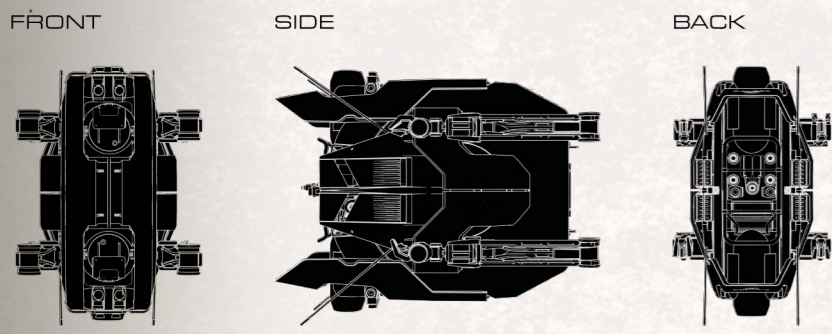
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**AEGIS DYNAMICS/SERVICE MANUAL**  
**SECTION 3.0 DRONE FUNCTIONS.**

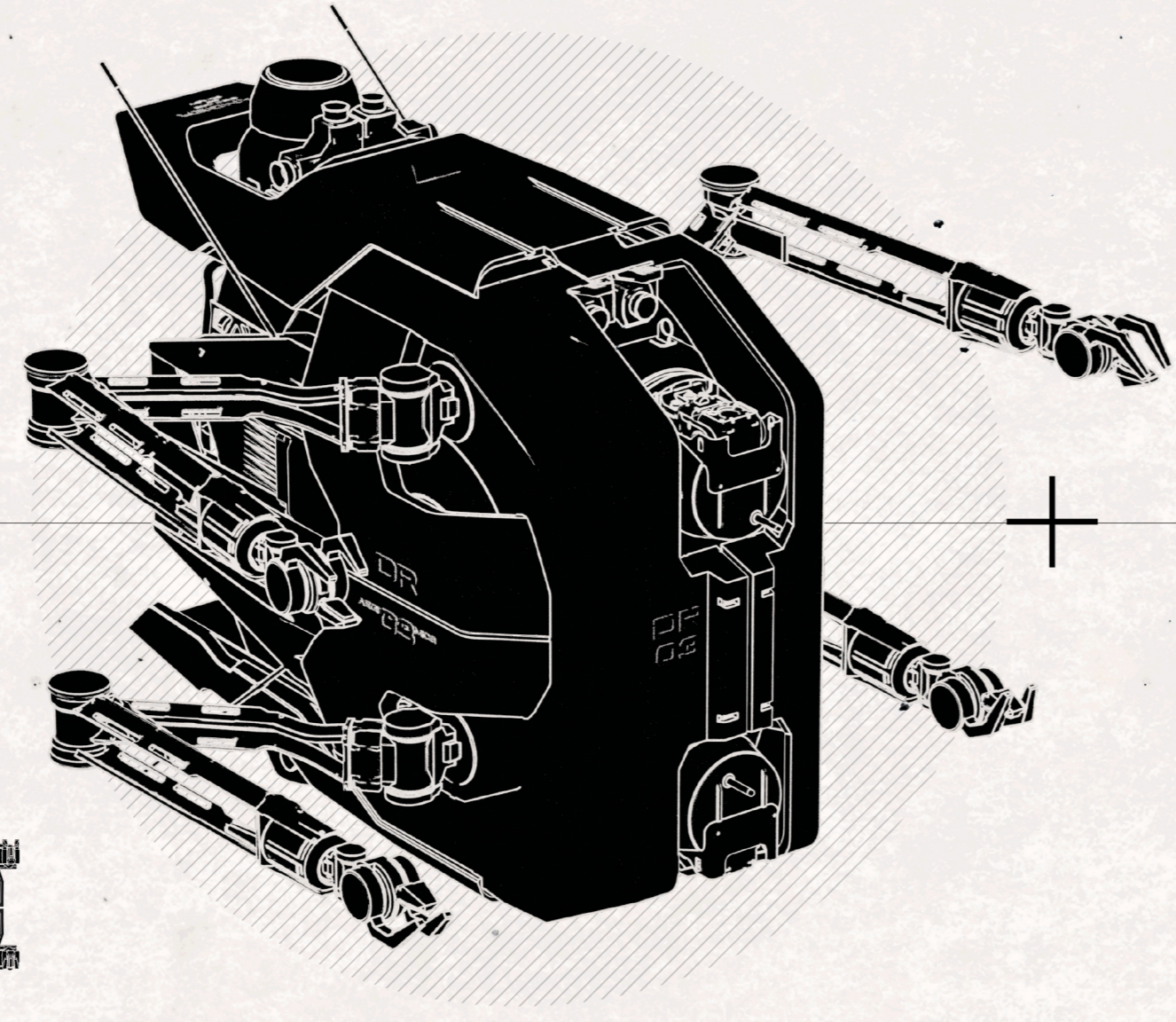
**SAGA DATASYSTEMS**  
**NEMO DRONE**

In accordance with amendment 17c1 of the Militia Mobilization Initiative, a mine retrieval device must be present and functional aboard all armed minelaying craft. The equipped NEMO drone is specifically designed to safely identify, deactivate, and collect all mines compatible with the Nautilus platform.

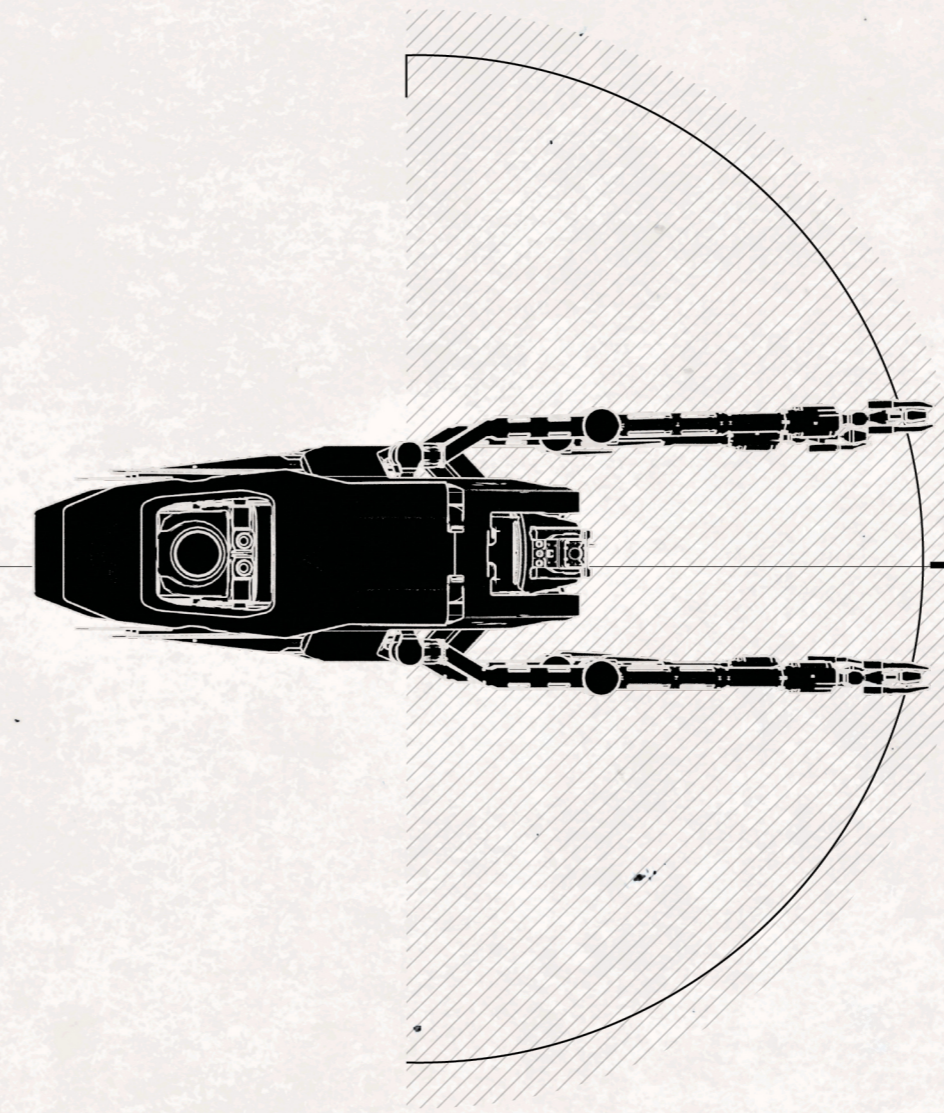
+  
DRONE STORED STATE  
**ARMS FOLDED**



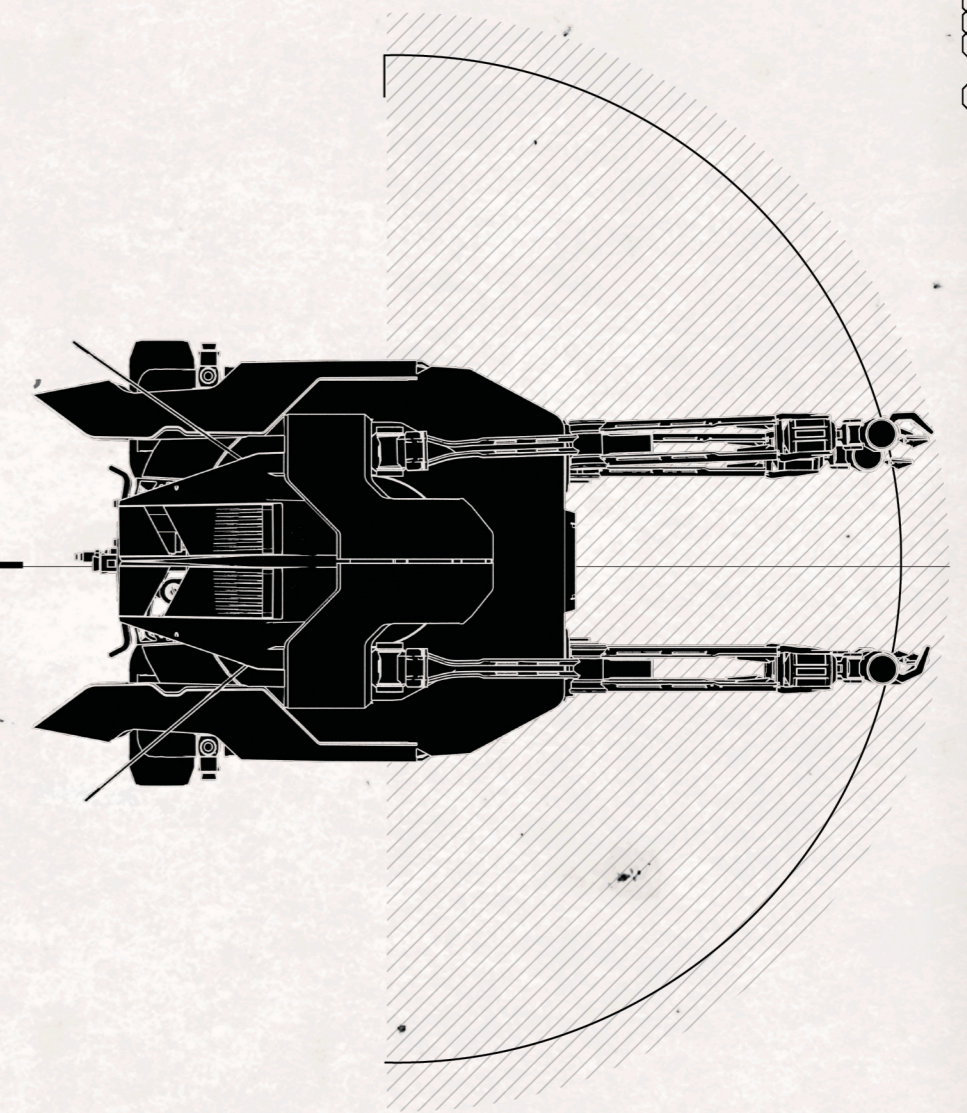
DRONE DEPLOYED STATE  
**ARMS EXTENDED**



+  
ARM RADIUS  
**TOP VIEW**



+  
ARM RADIUS  
**SIDE VIEW**



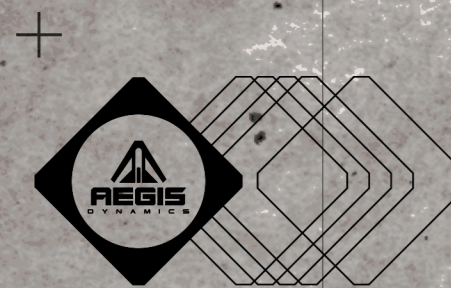
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### AEGIS DYNAMICS / SERVICE MANUAL QUICK REFERENCE INFORMATION

|                   |           |                   |   |
|-------------------|-----------|-------------------|---|
| LENGTH            | 125m      | UTILITY MOUNTS    | Drone x1<br>(mine retrieval / disarmament)  |
| WIDTH             | 72m       | SYSTEM            | 1 x S7 - Mine / DWP system  |
| HEIGHT            | 21.6m     | TURRETS           | 1x Manned Turret with 2x S7 Guns<br>2x Manned Turrets with 2x S3 Guns<br>1x Manned Turret with 2x S3 Guns |
| CREW              | 8         | COUNTERMEASURES   | 2 x Flare / Chaff Launchers   |
| CARGO CAPACITY    | 64 SCU    |                   |   |
|                   |           |                   |   |
| JUMP DRIVE        | 1 x Large | COOLERS           | 2 x Large   |
| QUANTUM DRIVE     | 1 x Large | LIFE SUPPORT      | 1 x Large   |
| POWER PLANT       | 2 x Large | FUEL TANKS        | 2 x Large   |
| SHIELD GENERATORS | 3 x Large | QUANTUM FUEL TANK | 2 x Large   |



Specifications, features and appearance are subject to revision during development.



Over the years, the refinement of the overall design, systems, and payload continued, evolving to more efficiently engage the enemy at hand.

"As our situation changes, we must adapt in order to effectively address the shifting priorities, strategies, and ferocity of our enemies,

whoever they may be. As we strive to adapt designs to suit these ends, we hope to use the combined knowledge of past contention to continue refining the Nautilus, its systems, and its capabilities, with the ultimate goal of creating a package versatile enough to effortlessly adapt on the fly to any conceivable threat or situation."  
Mila Aukerman, Lead Development Engineer



## ■ BATTLE OF CENTAURI 2610

Schools the empire over teach the historic Battle of Centauri, the clash that solidified UEE victory over an insurgent Tevarin and effectively ended the war. What isn't always covered in the curriculum is that preceding the famous battle in 2610, valuable intel was intercepted by UEE forces detailing the enemy's attack plans and strategy.

Once broken, a sapper squadron – the infamous Blackhearts – used the intel to lay dense fields of proximity charges at key entry points

around the system. These mazes had subtle routes through them that eventually led the advancing enemy into the path of UEE interdiction units, which detonated the minefields around them. The ensuing chain reactions severely damaged the Tevarin forces and prevented a large portion of the enemy war machine from reaching the battle, which all-but-sealed the UEE's victory in one of the most historically significant clashes in modern military history.



## ■ VANDUUL CONFLICT 2945 – PRESENT

Since the fateful Vega conflict, the Nautilus played a crucial role in many battles and operations integral to the ongoing Vanduul War. Much as the sappers' role in the Battle of Centauri came and went unnoticed by the public, so did the instrumental role Nautilus crews (specifically the Alley Vipers and Night Flyers, two squads known equally for efficiency and ruthlessness) played in Operation Mandrake.

Part of the strategy to cut off tactical Vanduul routes out of Oberon was the mission known colloquially as the 'Hellkite Run', which directed the Alley Vipers to secure two key potential escape routes by setting up pockets of mines and weapons platforms. The mission was deemed a success at the elimination of an entire Vanduul squadron that was attempting to leave the system to refuel and rearm.

Nautilus sapper crews continue to maintain the defense of the Oberon system even now, along with many other systems on or close to the Human/Vanduul front.

## ■ MILITIA MOBILIZATION INITIATIVE 2946

With the continuation of the Vanduul War came the UEE's Militia Mobilization Initiative. Drafted to give almost-military firepower to pro-UEE militia and vulnerable outposts within Vanduul reach, it drastically changed the variety of ships available to civilians and privateers. This legislation was all Aegis needed to request declassification and begin marketing the Nautilus to the general public. Although not classically desirable like some of Aegis' most famous ex-military craft and initially considered a niche necessity of distant outposts, the serious firepower and long-range capability made it a surprise hit. The ability to disarm mines and historic improvised explosive devices also led to significant orders by out-of-UEE homesteads and remote private organizations.

The impact of Aegis' minelayer is felt further and wider than ever before, even if it doesn't get the glory its history entitles it to. However, most military sapper and civilian crews are content to pilot one of the biggest and best-kept secrets of the UEE.





■ Although crucial to strategic defense and personal security, mines continue to pose a serious risk to civilians and combatants from both sides once the conflict has passed. Early sapper experimentation with space-borne proximity charges and the resulting rapid development by Aegis outran the UEE's ability to consider the future implications of wide and unregulated minelaying. However, the most recent additions to the Militia Mobilization Initiative stipulate that all currently in-production ships with minelaying as their prime function must be equipped with the means

to disarm and/or remove their payloads. Though only enforceable within UEE space, this rule was well-received amongst most systems in and out of Earth control, as previously uninhabitable or notoriously dangerous locations can more easily be cleared of residual ordnance.

This change was added into the usually lenient requirements for the civilian distribution of ex-military ships due to several incidents involving private craft being damaged and lost while visiting systems

previously touched by war. The most notorious of which being the loss of astronomer Katherine Ellen and her crew, whose ship was destroyed by a disturbed mine during a live broadcast detailing the remnant dangers of even well-traveled routes through the Hadrian system.

As such, the most recent 2949-year Aegis Dynamics Nautilus comes equipped with a minesweeping drone. Fully controllable from the safety of the ship, it can disarm and retrieve mines deployed from both the host and third-party ships.



Dedicated to all those who serve and have served aboard and in support of the Aegis Nautilus. Along with those whose skill, ingenuity, and creativity made it a reality.





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