

# TX-01 Tarantula Mobile Armor

A weapons platform intended to fulfill the heavy support role both in space and on the ground. It is an eight-legged, tarantula-shaped “corvette”-type vehicle, thus lacking much in the way of armor in exchange for more maneuverability.

## About the TX-01

The TX-01 Tarantula Mobile Armor was originally designed by Lorath engineer [Sa'ryl Emolia Misalngt](#), envisioned as a weapon that could be highly efficient both in space and on the ground. What it lacks for in armor and range (in lightyears), it makes up for in firepower and agility. By utilizing a complex and unconventional pattern of movement in space involving magnetic propulsion (which was originally designed solely to conserve fuel), the Tarantula came to fill the gunship role in stellar engagements. However, on the ground, it acts a long-range support weapons platform by providing precision artillery strikes and heavy cover for its allies.

## Key Features

Since it is effective both in space and planet-side, the Tarantula is capable of switching roles at a moments notice to suit the needs of its owner. For example, if an NMX fleet were to attack a Lorath world, the Tarantula could be used to commit hit-and-run or stealth ambush attacks against the orbiting fleet, or help defend a Lorath stronghold from an NMX ground assault. However, the Tarantula requires a dedicated crew of four to pilot, because its role can change on a moments notice and it will constantly be in combat.

The TX-01 carries a weapon originally developed for the express purpose of being mounted on the TX-01's abdomen, which is actually a fully rotational socket-turret Gammatron Cannon. While being extremely hefty, it also carries a very rewarding punch. The stress of gravity makes rotating the turret slower when planetside, and on some exceptionally high-gravity worlds it may be forced to remain in one position.

The Tarantula is stealth-capable both in space and on the ground. it can use optical camouflage and sensor array camouflage as well as a suite of ECM and ECCM systems to maintain a stealthy presence. Thus, it can appear on a hillside to ambush enemy forces, or appear in the center of a fleet battle and suddenly attack an enemy fleet.

The Tarantula uses a magnetic propulsion system during fleet engagements in space in order to achieve superior maneuverability and conserve fuel. It can literally use a vehicle as a surface and “leap” onto the perceived “top” of another ship. It can also easily maneuver along an enemy vessel to lure and avoid fire.

## Mission Specialization

- Offensive operations in space
- Defensive operations on land

## Appearance

The TX-01 appears similar to an eight-legged spider, having the same divisions. It has a horizontally-aligned ovular abdomen which is slightly longer than it is wide, a stretched out torso where all eight legs conjoin, and the head, which is the cockpit. Its legs are rectangular in shape and jut out at a slight upward angle when on the ground, where powerful hydraulics are used to power their movement. Its head and torso are octagonal with the legs attached to the outermost diagonally-bottom sides of the torso. While it is possible for a pilot to open the head's armor (which is where it is the thickest) in order to see through a glass screen, it is generally blast-shielded and the view is fed through a camera. Thus, the entire body (besides the abdomen) retains a uniform shape. The surface of the Tarantula is rugged and angular, with many overlapping pieces and plates.

## History and Background

The original idea behind the TX-01 arose from a common problem - the need for improved designs on the battlefield to hold an advantage over Lorath's enemies. However, the TX-01's designer took a daring approach in order to tackle two problems at once: Planetary Defense and Interstellar Offense. By filling both roles, the Tarantula allows the production of single units which can switch between tasks with little cost, thus increasing the versatility of its military. Although it appears to be a design philosophy based on raw performance, the TX-01 uses innovative technologies to subvert its apparent inefficiencies.

**Date of Creation:** YE30 **Date of Manufacture:** [YE 33](#)

## Statistics and Performance

### General

Class: UMC-TX-01 Type: Mobile Weapons Platform / Gunship Designers: [Sa'ryl Emolia Misalngt](#)  
Manufacturer: [United Manufacturing Cooperative](#) Production: 10, phased into mass production. Fielded by: LSDF (Lorath Self Defense Force)

### Passengers

Crew: 4 operators are recommended, 1 is required Maximum Capacity: There are accommodations for 4

people. About 8 people can fit aboard in an emergency, but the cockpit would be extremely cramped.

## Dimensions

Length: 30 meters (98.4 feet) Width: 22 meters (72.1 feet) Height: 24 meters (78.7 feet)

## Propulsion and Range

**Continuum Distortion Drive:** 14,000c **Hyperspace Fold Drive:** Unavailable **Sublight Engines:** 0.4c  
Range: 20ly Lifespan: 15 Years Refit Cycle: Once every six months

## Damage Capacity

See [Damage Rating \(Version 3\)](#) for an explanation of the damage system.

- Hull: 8 SP Starship
- Shields: 10 SP (Threshold 1SP)

## Inside the Ship

### Deck Layout

The Tarantula only has a single “deck,” comprised of the cockpit, various maintenance rooms, and a shaft that leads from the front of the vehicle to the back. Along the maintenance shaft are several crew compartments, including storage, an automated galley, and sleeping quarters.

## Compartment Layouts

### Cockpit

A square room with a glass front protected by a blast shield. The hatch leading to the maintenance conduit is in the rear of the room, and there are four chairs spaced out equally in the center with controls for piloting, aiming and shooting, electronic warfare, and field tactical observation.

Within the cockpit is a wall-mounted compartment which swings outward to reveal an emergency armory. The armory contains four Lorath battle rifles, four sidearms, four utility knives, and three extra magazines for each weapon. Of course, the crew of each individual Tarantula can opt to replace the armory's weapons with their own.

## Maintenance Conduit

A long walkway which opens up via airlocked pneumatic hatches into the various rooms on-board the TX-01. Passes directly from the cockpit through to the back of the ship.

## Generator Room

Info: [LSDF Core Monitoring Station](#)

A small circular room with the generator in the middle. Not meant to be used during combat unless emergency repairs must be made, the Generator Room is for maintenance and repairs only.

## Engine Rooms

Lining the Maintenance Conduit are entrances to the various engine rooms of the TX-01, which are small and semi-circular with the engine against the flat wall and the entrance hatch on the furthest part of the semi-circle from the engines. Like the Generator Room, the Engine Rooms are for maintenance and repairs only.

There is one engine room for each of the eight legs, as well as a “main” engine room beside the generator room, which houses the magnetic propulsion systems and hyperfold drive.

## Crew Quarters

There is a single Crew Quarters stemming from the maintenance cockpit, which is comprised of two twin-sized bunk beds and an adjacent bathroom.

## Galley

Info: [LSDF Automated Galley](#)

The Galley is fully automated and resides alongside the maintenance conduit, opposite the crew quarters.

## Computer Chamber

Info: [LSDF Computer Chamber](#)

The TX-01's ARIA AI system is settled in a chamber underneath the floor of the cockpit, with a small

airlock on the floor in the corner of the room leading to it. The ARIA is self-monitored for all intents and purposes, and the computer chamber is only meant to be accessed during emergencies in order to conduct repairs.

## Storage

Info: [LSDF Extra Small Cargo Hold](#)

The Tarantula's cargo hold is two meters wide by five meters long and can be accessed by entering a vertical utility shaft that heads downward from just outside the generator room.

# Ship Systems

## Armored Hull and Hull Integrated Systems

### [Structural Layering System](#)

The inner-layer of the Tarantula's armor, which provides moderate protection and flexibility.

### [Duremium Alloy](#)

The middle layer of the Tarantula's armor, which provides heavy protection.

### [Sitearium and Stellarium](#)

The outer-layer of the Tarantula's armor, which provides light protection and stealth capabilities.

## Radiation Protection

The TX-01 uses a layer of Boron Carbide between the Duremium plates and SLS as a radiation barrier.

## Computers and Electronics

### [Lorath Sensor Packages](#)

All common sensor technologies are included in the TX-01, along with Hyperspace and Subspace monitoring systems and Empathic Sensors.

### [ARIA Sanshiki \(Type 3\)](#)

The TX-01 is one of the first vehicles designed to use the dedicated Type 3 ARIA AI, which assists in all aspects of vehicle operation, including combat repairs, sensor monitoring, maneuvering, and aiming.

## Evolutionary Targeting System

The TX-01 utilizes NovaCorp's ETS to assist the ARIA AI and the gunner in making precise attacks with the Tarantula's various weapons while moving at high speed in space, or against fast-moving vehicles on land.

## QNC

The Tarantula is powered by the Lorath's newest energy production system, which resides in the generator room in the very center of the torso where it is most heavily protected.

## Tsuyosa Series Matter-Antimatter Reactor

The TX-01's Gammatron is powered by an EPS Antimatter Generator, which is placed alongside the QNC.

## Lorath Communications Systems

The TX-01 uses a full suite of conventional communication systems, as well as Subspace Laser technology for long-range transmissions.

## MIKO Computer Suite with Scout Package

The Tarantula uses the Satori Electronics MIKO Computer Suite as a platform for electronic warfare and tactical support, and it is integrated into the ARIA's AI.

## Electronic Warfare

### Electronic Warfare and Disruption Systems

The TX-01's Electronic Warfare systems are integrated with the MIKO computer suite and the ARIA's AI, which allows real-time ECM warfare to be conducted by the on-board computer while the ship's crew is in combat. All ECM systems other than Anti-FTL are available.

### Psionics Scrambler Device

The Tarantula uses a Lorath Psionic Scrambling Device alongside its matrix of varying other ECM options.

## Emergency Systems

### UMC Survival Kit

A UMC Survival Kit is available in the TX-01's cockpit.

### Remote Medical Drones

In the event of a medical emergency, the TX-01's on-board AI can release small, S-size medical drones

into the cockpit from holding cells along the walls of the Maintenance Conduit. The ARIA controls and monitors these drones during their operation.

## Generic Emergency Utilities

The TX-01 has basic generic emergency utilities which can be used during and after combat, which include automatic [Fire Extinguisher](#) □s, vacuum-sealing force-fields, blast shields and a heat-dissipation exhaust system. In addition, the cockpit can be jettisoned from the rest of the vehicle to act as an escape pod. In the event of a power failure, a capacitor with a short life-time of 48 hours will activate inside the cockpit in order to prevent life support systems from malfunctioning.

## Life Support Systems

The TX-01 is equipped with Life Support Systems which are very similar to the [Raptor Class Expeditionary Ship](#). Temperature control, air pressure regulators, air recycling, water recycling, organic matter recomposition and recovery, and stasis condition activation devices are all present. The cockpit and the rest of the vehicle have separate environmental systems packages, allowing for them to remain isolated from one-another in an emergency.

## Propulsion

### Common Lorath Propulsion Systems

The Tarantula uses Magnetic Propulsion to quickly maneuver between neighboring vessels. It also uses Plasma Thrust Vectoring with a thruster on the front, rear, inside and outside of each leg, along with one on the belly and two on the rear of the abdomen. Since its weight makes the use of other propulsion systems in-atmosphere very inefficient, it uses gravitic propulsion to leave the atmosphere (however, this system is not very maneuverable, so the Tarantula cannot realistically be used as an in-atmosphere aerial gunship.)

## Hydraulics

When on land, huge, armored hydraulic pumps extending from the tops of the TX-01's legs are used to move each leg individually to provide mobility. These hydraulic systems can be used to launch the TX-01 off of a surface while in space as well.

## Magnetic Feet

The bottom of the Tarantula's feet are fitted with extremely powerful magnets that project a strong enough magnetic field for the Tarantula to literally attach itself to the surface of a larger vessel, provided the shields are offline.

## Subspace Systems

### Enhanced Subspace Wave Drive

The Tarantula uses an Enhanced Subspace Wave Drive with no additional projectors in order to accomplish FTL travel. However, these systems consume an enormous amount of power, and cannot be used often.

## Shield Systems

### Lorath Shield System Technology

The TX-01 uses variable-type shielding, and thus has a 4SP shield layer of each type: Electromagnetic, Plasma, and Gravitational shields.

## Weapons Systems

### UMC-GRA-E-S001 'Gammatron' Primary Cannon

Info: [UMC-GRA-E-S001 'Gammatron'](#) Location: Protrudes from the abdomen (which is a horizontally-rotating ball-and-socket joint), and has a second ball-and-socket join at the base of the turret to allow 360 degree coverage Number: 1 Primary Purpose: Anti-Starship Damage: Tier 12, Heavy Anti-Starship Area of Effect: 60 meters Range: Equivalent to Two Light-Seconds Rate of Fire: Every 45 Seconds Payload: Unlimited so long as energy and matter can be provided by external systems. Unlimited munitions only applies when an energy-to-matter device is available.

### UMC-GRA-E-S001 ' Gammatron' Secondary Array

Info: [UMC-GRA-E-S001 'Gammatron'](#) Location: Along the Tarantula's torso perpendicular to the second pair of legs from the front on the top and bottom. Number: 4 Primary Purpose: Anti-Fighter Damage: Tier 9, Heavy Anti-Mecha Area of Effect: 1mm Range: Equivalent to Two Light-Seconds Rate of Fire: Comparable to the conventional Combined Particle Cannon Payload: Unlimited so long as energy and matter can be provided by external systems. Unlimited munitions only applies when an energy-to-matter device is available.

### Plasma Arc Incisors

Info: Mechanical incisors equipped with [Plasma Arc Disruptors](#) Location: Attached to the lower portion of the front of the cockpit on either side Number: 2 Primary Purpose: Anti-Armor Damage: Tier 11, Medium Anti-Starship Range: "Melee" Payload: Unlimited so long as the Tarantula's power generator systems



remain functional.

## Swarm Missiles

- [Swarm Missile Launchers](#)

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