

Introduction -

Standardization Sanctioned Equipment Process is designed to help maintain only the best and able designs capable of performing the missions the Faction needs for both PvE and PvP. This process will include Function, Mission area, Performance in area and Appearance. Tests will have to be performed on this equipment before entering service (Being used by any faction member in PvP). Tests will vary and will be dependent on the design, capabilities needed, self sustainability, and survivability. PvE equipment is listed on this document to any player's use. However, anyone member can use their own designs as long as they are meeting O+S Policy number 8.

The Classification of ships and vessels are used to determine the best mission set for each design. Obsidian Syndicate's battle policy and ship doctrine is based around ships and vessels based on specific mission sets. The idea is to prioritize a strength on a design to maximise capability and lethality.

Ship Classification & Fleet Inventory-

The following is a breakdown of the Obsidian Syndicate terminology, acronyms, and a definition of how we classify and use our equipment in our fleet. This will include our PvP and PvE designs. PvE is a recommended use for members. They can use whatever they choose. But, PvP is tested and sanctioned equipment that will be used while officially a member of Obsidian Syndicate.

HV's

Hover Utility (HY) - Hover vehicles used to mine, help survive, or move supplies. Used mostly for PvE play.

Armored Transport (AT) - Hover vehicles used to transport troops. Has minimal weapons systems for defense.

Light Tanks (LT) - Tanks that are designed mostly for PvE. However, can be used for scouting or overwhelming enemy positions.(Size Class 1 and lower 2)

Medium Tank (MT) - Tanks designed to counter other tanks in combat. (Size Class 2 to lower 3)

Heavy Tank (HT) - Tanks used to counter other tanks and assault heavy fortified positions. (Size Class 4 and above).

SV's

Utility (Y) - Used to mine, help survive, or move supplies. Used mostly for PvE play.

Transport (T) - Used to transport troops. Has minimal weapons systems for defense.

Reconnaissance (R) - Used to scout area's, combat drones and ground troops. Also used as a Training Platform. Primarily PvE.

Fighter (F) - Small SV designed to be cheap, armored, and heavily armed to fight in PvP. Used mostly to fight other SV's(Size Class 1 to 2).

Medium Fighter (FM) - SV designed to take on Heavy POI's, heavy fortified positions, and other SV's. PvP designed(Size Class 3 to 4).

Heavy Fighter (FH) - Are designed to take out the Hard to Kill player bases and CV's. Heavily armored and armed. Used for PvP(Size Class 5 and up)!

Heavy Warp Fighter (FWH) - Heavy Fighters are designed to take out the Hard to Kill player bases and CV's, has more expeditionary sustainability qualities and can Warp through Star Systems. Heavily armored and armed. Used for PvP(Size Class 5 and up)!

CV's

Logistics Light Craft (LLC) - Designed to be cheap, extremely utilitarian and mostly used early as a small base, HV/SV carrier and supply running CV. PVE designed!

Logistics Medium Craft (LMC) - Used to conduct mining operations in asteroids, HV/SV carriers, supply running and can be used as a mobile space station in early to mid game. PVE and very limited PvP.

Logistics Heavy Craft (LHC) - Used to conduct mining operations in asteroids, can carry heavy HV/SV, supply running, and is more than often not used as a backup outpost or space station. Mostly a PvE design, but can take on few ships in combat. Designed with the correct turret layout, it can fight it's way to safety.

Gun Boat (GB) - A small ship designed as cheap as possible with the capabilities of taking on any threat in overwhelming numbers. CV to CV ship only, limited planetary usages. PvP ship design Size class 1.

Patrol Craft (PC) - A small ship designed to patrol space and combat CV's and small outposts. Quick and able to warp quickly as well. Longer sustainability for longer missions then the Gun Boat class. PvP ship Size Class 2.

Sloop Expeditionary Explorer (SE) - Designed for PvE. Used to explore space, planets and limited combat of PvE ships. The Brigantine class is CPU 2 size class 2.

Schooner Expeditionary Explorer (SXE) - Designed for PvE. Used to explore space, planets and combat of PvE ships. The Brigantine class is CPU 3 size class 3.

Brigantine Expeditionary Explorer (BXE) - Designed for PvE. Used to explore space, planets and combat of PvE ships and stations while looking awesome doing it. The Brigantine class is CPU 4 size class 3.

Frigate Heavy (FH) - Designed with the sole purpose of destroying EVERYTHING, but retaining maneuverability and speed. Used not only for CV to CV combat, but can conduct extended missions in areas with limited support, carrier Tank HV's and Attack SV's. PvP design!

Destroyers

Cruisers

Battleships

Color Scheme of systems

The Systems Color Scheme is something I have adopted from the modern US Navy. The idea behind this is you can walk into a room or open a compartment and identify exactly what system you are looking at by the color. Same thing in the US Navy, you can identify the system by color which prevents mistakes and increases efficiency in alignments.

Cargo holds - **DARK BLUE**

Engineering Equipment - **LIGHT ORANGE**

Fuel Systems and Tanks - **LIGHT BLUE**

Ore and Harvest Containers - **DARK BROWN**

Thrusters and RCS - **PURPLE**

Ventilation, Air systems and O2 tanks - **YELLOW**

Share Codes

Share Codes - This is in place to prevent PvP or equipment leadership deemed critical from falling into enemy factions or players hands.

S - Shareable (PVE only)

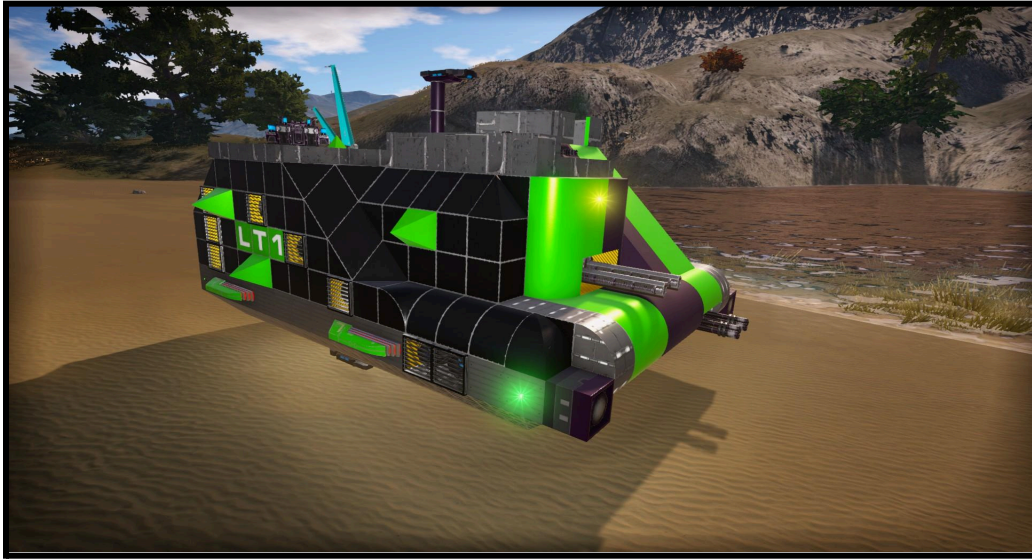
F - Friends Only list

N - Not shareable, content faction leadership to obtain Original Blueprint.

HV's







LT-1 Relic MKIII - This is the Light Tank used by Obsidian Syndicate Faction. Produced by [C.E.D. \(Combat Effective Design's\)](#), [CEO. Chief Rockie](#), This is a Tier 4 light tank. able to be “hot dropped” into combat area's, it is light, cheap, nibble, and has enough firepower to take on enemy fortifications. Although this tank is a light, it has proven itself over and over in multiple conflicts to be reliable and will continue to see service. **(S)**



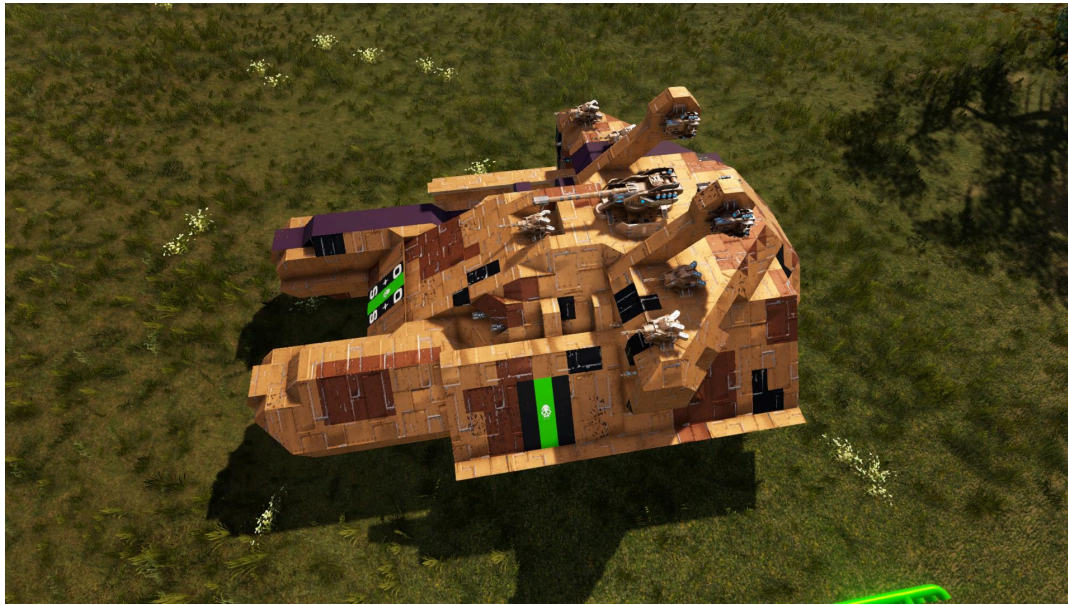
LT-2 Crozius - A Light Gattling tank that was used by Obsidian Syndicate Faction. Designed and produced and contracted [C.E.D. \(Combat Effective Design's\)](#), [CEO. Chief Rockie](#). The purpose of this tank is to clear out large amounts of enemy infantry or predatory creatures while keeping you safe and inclosed. Is capable of taking on small POI's.



LT-3 Scepter - A Light Assault Tank that was used by Obsidian Syndicate Faction. Designed and produced and contracted [C.E.D. \(Combat Effective Design's\), CEO, Chief Rockie](#). This is a Tier 2 light tank designed to be cheap and easy to obtain early in game. It is very capable of taking on most early game POI's and drones one on one. **(S)**



MT-1 Zealot - This is the Main Tank in use for Obsidian Syndicate Faction. Produced by [C.E.D. \(Combat Effective Design's\), CEO, Chief Rockie](#), it is able to be "hot dropped" into combat area's and still has enough firepower kill enemy fortifications and most player made tanks. It is well armed and well armored. **(S)**



HT-2 Ascension - The all around heavy tank in Obsidian Syndicate Faction. Original design was from [Politary\(Former faction member\)](#), O+S bought the tanks and the right to reproduce and contracting [C.E.D. \(Combat Effective Design's\)](#), [CEO, Chief Rockie](#). This heavy tank is armed to the teeth and well armored. Served in several combat missions on Shattered Realm Server. (N)

SV's



TY-1 Argentavis - Transport/Explorer Small Craft of Obsidian Syndicate Faction. Developed and Produced by [C.E.D. \(Combat Effective Design's\)](#), [CEO, Chief Rockie](#), it was designed around the FFE-1 Pax Imperia Class. This Small Craft has room for 6 passengers, 1 pilot, 1 constructor, tons of storage, armor lockers and food storage, with a incredible fuel consumption and capacity rate. (S) <https://steamcommunity.com/sharedfiles/filedetails/?id=1688085449>



Y-2 Moth - Early game Transport/Explorer Small Craft of Obsidian Syndicate Faction. Developed and Produced by [C.E.D. \(Combat Effective Design's\), CEO, Chief_Rockie](#), it was designed to be cheap and quick to produce. Able to be made with easy to obtain materials, it is completely disposable, However, can help with the discovery and travel to space VERY early in the game. (S)



R-1 Spiderbite - Small Recon Scout of Obsidian Syndicate Faction. Developed and produced by [C.E.D. \(Combat Effective Design's\), CEO, Chief_Rockie](#), it was designed as a Reconnaissance Craft which can also be used to conduct rescues and transport duties with seating of 2 passengers in the Aft Air Tight and Oxygenated space. (S)



R-2 Sparrow - Small cheap Recon Scout of Obsidian Syndicate Faction. Developed and produced by [C.E.D. \(Combat Effective Design's\)](#), CEO, Chief [Rockie](#), It was designed to be a cheap Light Reconnaissance Craft used in early game and is completely disposable. **(S)**



F-1 Interceptor MKIII - The Small Fighter/POI buster of Obsidian Syndicate Faction. Designed by [Garsus](#), [C.E.D. \(Combat Effective Design's\)](#), CEO, Chief [Rockie](#) has procured the rights to reproduce. It was designed around the FFE-1 Pax Imperia Class. This Small Craft can fit in the Frigate enclosed hanger and act as escort, POI buster and fighter craft. Heavily armed for its size and well armored to boot. **(F)**



F-2 Recluse - This is a Tier 2 Fighter/POI buster of Obsidian Syndicate Faction. Designed and Produced by [C.E.D. \(Combat Effective Design's\)](#), [CEO, Chief_Rockie](#). This early fighter is primarily designed as a fast attack POI buster. Still using mostly obtainable materials to allow for an early game POI attack craft. **(S)**



FH-1 Eviscerator MKIII - The Main Heavy Fighter/POI buster of Obsidian Syndicate Faction. Developed and Produced by [Garsus and Wildblaze](#), it is large and able to take on most small CV's. It is outfitted to the teeth with every weapon system onboard, tons of storage, fuel efficiency is high, can seat 4 passengers, and have more armor protection than most Capital Ships. Truly a ship to fear!

CV's



LCC-1 Zion - The Zion is the most utilitarian design of the Obsidian Syndicate Faction. Developed and Produced by [C.E.D. \(Combat Effective Design's\)](#), CEO, Chief [Rockie](#), The Cheapest and most useful early game CV in the fleet. It can be used to haul both SV's and HV's from planet to planet and a mobile early base. Designed to be cheap and disposable, but, still upgradable if need be. (S)

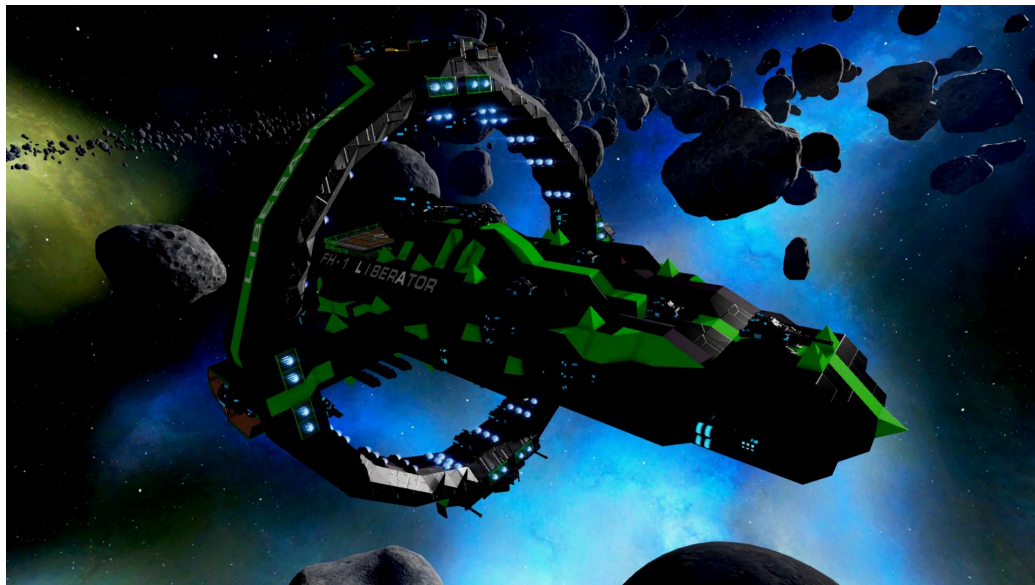


PC-1 Exemida RETIRED - This class ship if one or my personal favorite designs EVER! It is the Patrol Craft of Obsidian Syndicate Faction. Developed and Produced by [C.E.D. \(Combat Effective Design's\)](#), CEO, Chief [Rockie](#), who got the design from a faction member in Space Engineers (Exemida). PC class is small, sleek, and extremely fast and nimble

for a CV. It handles just as well as a SV. Built also to be tough, designed somewhat after a submarine, it can take a beating and still dish out one as well.

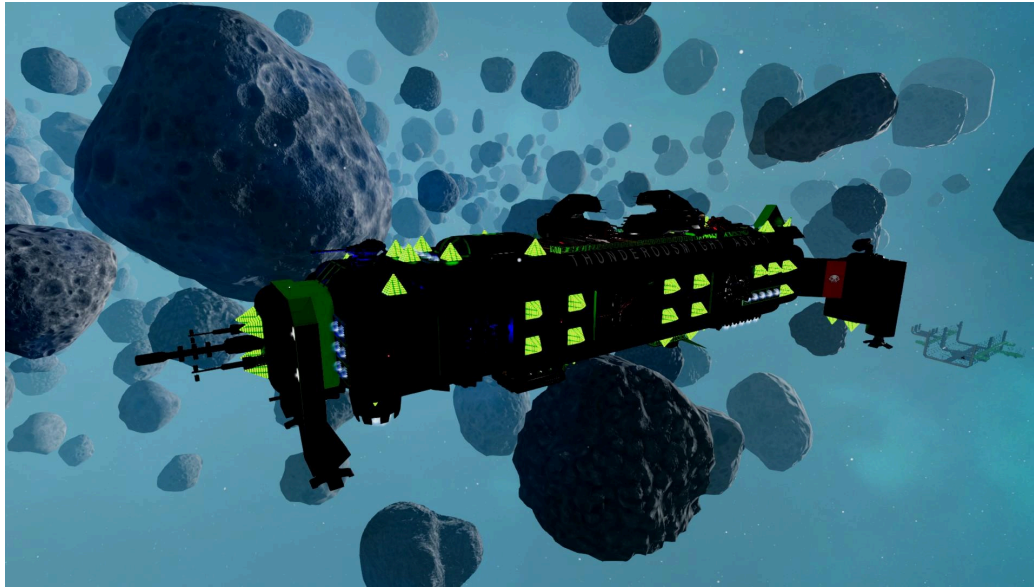


BXE-1 Pax Imperia - The Brigantine Expeditionary Explore Pax Imperia is the PvE ship most used in Obsidian Syndicate Faction. Developed and Produced by [C.E.D. \(Combat Effective Design's\)](#), CEO, [Chief Rockie](#), who, as well, got the design from a faction member in Space Engineers (Scapegoat). BXE-1 is a ship designed to operate in PvE space carrying 3 small HY-2 Little Devil's (Utility type HV's), the TY-1 Argentavis as a transport/Escape vessel, or the F-1 Interceptor as Escort/Fighter/ or POI Buster. Although it is mostly built for PvE, it does act as a PvP Blockade Runner taking supplies back and forth from PvE to PvP.



PC-3 Liberator - The main fighting CV used by Obsidian Syndicate Faction. Developed and Produced by [DaChizzels\(Former Faction Member\)](#) who O+S bought the rights to reproduce and contracted to [C.E.D. \(Combat Effective Design's\)](#), CEO, [Chief Rockie](#). The Patrol Craft is a ship designed to operate in space ONLY! This ship is

designed to Combat ships its size and larger. This ship has zero capabilities of landing on any planet or moon. This Class 3 ship however does have enough storage space, crew comforts, and hanger deck to support forward operations for some extended periods for Patrol and Scouting orbits and planets within.



ASC-1 Thunderousmight RETIRED! The main equipment carrier used by Obsidian Syndicate Faction. Developed and Produced by [C.E.D. \(Combat Effective Design's\), CEO, Chief Rockie](#). The Atmospheric Assault Craft is designed to carrier both the LT-1 Relic's MKIIa and MT-1 Zealot Tanks. It can hold 4 LT-1's, or 2 MT-1's or 2 LT's and 1 MT-1. In addition, it carries 2 F-1 Interceptors or 1 FH-1 Eviscerators on the Flight deck. What makes this ugly ship different is the way it carries it's payload. Tanks hang from the Well Deck area's were the O+S tanks have been designed to enter from. This GREATLY increases the ability of the tanks to close in on enemy tanks and cover a great distance faster. In addition, the ASC-1 Thunderousmight is designed for Sustained hovering in Atmosphere of any type of Gravity for upto 3 hours giving it a commanding position of both land and air assualing forces.