

# GIENAH-DURAPAQ ELITE SERIES 3

The colonization of a planet can be perilous and when colonists are striving to survive, war can easily spark over land and water rights. On the world of New Olympia, the Terran Alliance military intervened in both 2196 and 2220 to stop such conflicts. After the fall of the Alliance, war spiraled out of control.

In 2265, to try and put an end to the bloodshed, two of the three warring regions accepted a proposal to join the nascent Marik Commonwealth. The ruling d'Andre family of Olympica, however, refused and with aide from Regulus—at the time warring with the Commonwealth—managed to secure recognition as an independent state: a status they hold to this day.

However, though war ceased to be a way to resolve difference, the three provinces continued to vie (using any means necessary at times) for market share and the independent Olympica constantly took the upper hand. In 2426, with Joseph Stewart as Captain-General and the economy of the entire Free Worlds League sliding towards ruin (along with the war with the Lyran Commonwealth), the two republics of Kasnov and New Greenland forged a new identity—the Republic of Kasnov-Greenland—in the hopes of creating a new economic power block against Olympica. In 2478, to further that goal, Earl Trusa Kefalczyk founded the Turbian Fishing Concern. Though initially a small cannery to compete against Olympica's larger Kondon Fisheries, it would eventually become DuraPaq Solutions, one of the largest manufacturers and shippers of foodstuffs in the FWL.

In 2864, as the leaders of all five Great Houses met on New Earth for peace talks at the end of the Second Succession Wars, a progressive thinking Earl Jarv Kefalczyk made the bold move of contacting Duke Solia Zdenekova of Gienah with a business proposition: to combine DuraPaqs' patented packaging systems with Gienah Automotive to create a new standard of shipping vehicles. While the outbreak of war between the Free Worlds League and Lyran Commonwealth in 2869 slowed talks, they continued and by the end of the twenty-ninth century, the first in a long series of Gienah-DuraPaq land trains premiered.

Land trains have existed for centuries. Slow but reliable, they are a relatively low-tech means of transporting goods across vast, inhospitable distances between fledgling cities on newly colonized worlds—worlds that cannot afford DropShips to shuttle such materials and do not yet have the means and the infrastructure to build rails. Landtrains are also useful on worlds lacking waterways capable of supporting a mass transportation system, or where the terrain is simply not suitable for the laying of track. As such, dozens of such vehicles are available, from as many worlds and manufacturers. However, though the Davion-produced O'Keefre Model II and Kurita-produced Isesaki Roku Royal are similar and both exported to other realms, the quality and performance of the Elite Series across more than a century has ensured its market dominance.

Type: **Gienah-DuraPaq Elite Series 3**  
 Chassis Type: Tracked (Large, Tractor)  
 Tonnage: 200  
 Cost: ???  
 Battle Value: ???  
 Equipment Rating: C/C/C

Equipment		Mass
Chassis/Controls:	Tracked	69
Engine/Trans:	Fusion	60
Cruise MP:	4	
Flank MP:	6	
Heat Sinks:	0	0
Fuel: NA		0
Armor Factor (BAR 6):	120	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	20	20
Front R/L Side	20	20/20
Rear R/L Side	20	20/20
Rear	20	20

Weapons and Ammo	Location	Tonnage
None	—	—

**Crew:** 7  
**Cargo**

Includes one of the following configurations:

28 tons standard cargo (28 tons)	1 Door (Rear)		
23.8 tons Insulated/Refrigerated (28 tons)	1 Door (Rear)	Cost: ???	Battle Value: ???
25.2 tons liquid (28 tons)	1 Door (Rear)	Cost: ???	Battle Value: ???

**Notes:** Features Tractor Chassis and Control Modification, 4 Crew quarters (28 tons), communications equipment (1 ton), 4-patient paramedic equipment (1 ton), and 1 lift hoist (3 tons).

Type: **Gienah-DuraPaq Elite Series 3T**  
 Chassis Type: Tracked (Medium, Trailer)  
 Tonnage: 50  
 Cost: ???  
 Battle Value: ???  
 Equipment Rating: C/C/C

Equipment		Mass
Chassis/Controls:	Tracked	8.5
Engine/Trans:	NA	0
Cruise MP:	0	
Flank MP:	0	
Heat Sinks:	0	0
Fuel:		0
Armor Factor (BAR 6):	60	3
	<i>Internal Structure</i>	<i>Armor Value</i>
Front	5	15
R/L Side	5	15/15
Rear	5	15

Weapons and Ammo	Location	Tonnage
None	—	—

**Crew:** NA  
**Cargo**

Includes one of the following configurations:

38.5 tons standard cargo (38.5 tons)	4 Doors (1 each side)		
32.725 tons Insulated/Refrigerated (38.5 tons)	4 Doors (1 each side)	Cost: ???	Battle Value: ???
34.65 tons liquid (38.5 tons)	4 Doors (1 each side)	Cost: ???	Battle Value: ???
30.8 tons livestock (38.5 tons)	4 Doors (1 each side)	Cost: ???	Battle Value: ???

**Notes:** Features Tractor and Trailer Chassis and Control Modifications

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