1.0 Introduction

Welcome to another VBAM campaign!

1.1 Movement

1.1.1 Lane Types

1.1.1.1 Major Lane

Major Lanes are well-mapped routes that can easily be traversed by all types of traffic, military and civilian alike. Ships may move across two Major Lanes in a single turn, or one Major Lane and one Normal Lane per campaign turn.

Fleets without FTL drives can travel between systems connected by Major Lanes, as the transport infrastructure is in place to have the ships towed or conveyed to the system by other means. However such fleets are limited to crossing a maximum of one lane per turn.

1.1.1.2 Normal Lane

Normal Lanes are upgraded lanes that are capable of supporting regular civilian traffic. All major navigation hazards have been surveyed and can be safely avoided. Ships may move across one Normal Lane per campaign turn.

Fleets without FTL drives can travel between systems connected by Minor Lanes, as the transport infrastructure is in place to have the ships towed or conveyed to the system by other means. However such fleets are limited to crossing a maximum of one lane per turn.

Note: Analogous to the Minor Lane in standard VBAM.

1.1.1.3 Minor Lane

Minor Lanes are basic routes that have received cursory mapping and are safe for military travel, but still remain dangerous for continuous civilian use. Civilian fleets can travel across Minor Lanes, but Trade Fleets cannot establish a trade route across a Minor Lane. Ships require two campaign turns to move across a Minor Lane unless escorted by a Scout or Explorer vessel, at which point they can travel across the lane in a single turn. At least one ship in a fleet must possess a FTL drive in order to cross a Minor Lane.

Note: Analogous to the Unimportant Lane introduced in Empire Rising.

1.1.1.4 Restricted Lane

Restricted Lanes are extremely tenuous transit routes that are too dangerous for civilian traffic to cross unescorted. Restricted lanes are rarely used, though with sufficient mapping they can be improved. No civilian fleet can traverse a Restricted Lane without military escort. Ships require three campaign turns to move across a Restricted Lane unless escorted by a Scout or Explorer vessel, at which point they can travel across the lane in just two turns. At least one ship in a fleet must possess a FTL drive in order to cross a Restricted Lane.

1.1.2 Upgrading and Downgrading Jump Lanes

Lane Upgrades

Lane Downgrades

Lane Type	Upgrade Cost		Downgrade Cost		FTL Required?
	Aided	Unaided	Aided	Unaided	
Major Lane	60	90	30	45	No
Normal Lane	40	60	20	30	Yes
Minor Lane	20	30	10	15	Yes
Restricted Lane	N/A	N/A	N/A	N/A	

1.2 Transporting RAW

Transport Fleets in source, destination, and every system in between. 1 Census allows you to move 1 RAW. RAW cannot be transferred over Minor or Restricted Lanes.

1.3 Jedi

1.3.1 Overview

Jedi are a special breed of elite officers available only to Force sensitive species that have come in contact with the notion of the Force.

1.3.2 Jedi and Combat

Using the Force, Jedi can have an important impact on the battlefield – both on ground and in space. Their greatest strengths are found in leading ground forces, but some Jedi possess the skills to be excellent admirals and fighter pilots, too.

It is important to note that not all Jedi devote themselves to combat-oriented skills. Some have honed their skills in less violent areas.

1.3.2.1 Ground Combat

When participating in ground combat, Jedi are considered to be ground combat units with the Support ability. This means that they can either fight independently of other ground units (though not very well), but their true purpose on the battlefield is to act as a general in

leading other troops into battle. As a Support unit, Jedi can lend Attack and Defense to their troops, improving their odds of success.

1.3.2.2 Ship-to-Ship Combat

Jedi can participate in ship-to-ship combat as normal elite officers do. They can command starships and task forces, pilot fighters, or perform any other function that their skills allow them to.

1.3.2.3 Shipboard Combat

Jedi can (and often do) participate in boarding actions against enemy ships. If the means are available to deposit a Jedi to another ship, such as available Direct Assault capability in VBAM or Marine Squads in Starmada, these can be used to transfer a Jedi from one ship to another.

In Starmada combat, a Jedi officer can accompany a group of Marine Squads to the target aboard one of their boarding pods. Jedi are always killed LAST when boarding pods take damage, but they will be out of the battle (possibly even killed) if their boarding pod is destroyed prior to delivery.

Once delivered to the target, the Jedi will function like a self-contained Marine Squad, with the exception that the Jedi can take a number of hits equal to his Hit Points before being killed.

In addition to attempting to capture a ship, Jedi officers can also force a confrontation with any other elite officer on the ship in order to enter a Duel. A ship may sacrifice one crew unit or 1d6 Security Teams / Marine Squads to prevent a single Jedi from initiating a Duel, but this is little more than a delaying action.

1.3.3 Hit Points

A Jedi possesses a number of hit points equal to his Attrition + Rank. Jedi recover their full hit points at the end of every engagement or encounter. If a Jedi's hit point total is ever reduced to 0, he is killed.

1.3.4 Rank

Jedi calculate rank in the same manner as other elite officers. However, Jedi *always* win ties when there are two officers tied for highest rank in a fleet.

Level Advancement

1.3.5 Alignment

The Jedi Order encourages its members to embrace the Light Side of the Force. However, the choice to do so remains on the shoulders of the individual Jedi themselves. Many Jedi have "fallen" from the path of the Light Side and journeyed down another path, the path to the Dark Side. Some have redeemed, but most never do. Rather, those that turn away from the Light Side meet a violent end.

The degree to which a Jedi has embraced either the Light or Dark Sides of the Force is measured via a points-based alignment system. Each time a Jedi advances a Level, roll 2d6 and consult the chart below:

Jedi Alignment Change Chart (2d6)

2-4:	Dark Side Point (-1)
5-9:	No Change
10-12:	Light Side Point (+1)

Modifiers:

Negative Alignment Total: -1 per 4 below 0

Positive Alignment Total: +1 per 4 above 0

Young and impressionable Jedi are the most tempted to stray from one path to another. As a Jedi becomes more powerful, his inclination to use either the Light or Dark Side becomes heavily ingrained. After a point a person is nearly irredeemable – if not for one last self-less action that can bring them back to the Light.

1.3.5.1 Defection

It is possible for Jedi to defect away from their current Alignment. Each turn a special loyalty roll is made to determine if there is a change in affiliation. Roll 2d6 and add his alignment value. For a Jedi, if the result is less than 2, then he has fallen to the Dark Side. For a Sith, if the result is greater than 12, he has been redeemed.

1.3.6 Dueling

Jedi are capable of engaging other elite officers in duels, special tests of ability that pit their abilities against those of their opponents. One or more officers (including Jedi) can participate in a duel, with multiple combatants fighting on either side of the battle.

At the start of each round of combat, officers receive Attack Dice equal to their ground Attack value plus 1; and Defense Dice equal to their ground Defense value plus 1. The unit's D Factor determines how many incidental dice the character will have each turn to allocate as desired to Attack or Defense. Finally, each Force sensitive character can perform a single Force Action at the beginning of each round.

Step 1: D Factor Allocation

All characters with D Factor roll the indicated die type and allocate the dice to either Attack or Defense.

Step 2: Attack Orders and Force Action Activation

Characters determine which opposing character to allocate Attack Dice to. A Character is limited by their abilities and/or weapon as to the max number of opponents they can simultaneously attack.

Force using characters can select a single Force Power to activate and use in this combat round.

Step 3: Force Action Resolution

The effects of all Force Actions are resolves. Characters that are killed as a result of these actions are removed from play, having been defeated before they could attack.

Step 4: Attack Resolution

Each character rolls his Attack Dice, scoring a 'hit' on a roll of '5' or '6'. The defending character rolls his full Defense Dice against each enemy attack, subtracting one 'hit' for every '5' or '6' rolled. Some abilities may modify either the Attack or Defense Dice, or both.

Every 'hit' that is not defended removes one hit point from the defending character. If the character's hit point total reaches zero, he is killed.

1.3.7 Character Classes

1.3.7.1 Guardian

Jedi Weaponmaster

A Jedi Weaponmaster has exchanged force powers and diplomacy in exchange for utmost proficiency with a lightsaber. In duels, a Weaponmaster can re-roll some or all of his attack or defense dice, but must accept the re-rolled values. In boarding actions, he receives a +1 Direct Assault bonus when assigned to a Direct Assault capable unit. In Starmada this bonus equates to a +1 bonus to attempts to

capture a ship. When leading ground units, the Weaponmaster gives the units a +1 Attack bonus (in addition to any normal attack bonuses). However, Weaponmasters may only receive 1 force power or non-Ground Officer trait every other level.

Sith Marauder

Same as Jedi Weaponmaster.

1.3.7.2 Consular

Jedi Consulars typically prefer the Form VI Niman or Form IV Ataru lightsaber forms. Improvements in lightsaber forms other than these two can only be taken once every other level. However, every other level (starting with the first), Consulars receive one extra Force Power or Diplomatic trait.

Sage Master

Combat-related skills or traits can only be purchased every third level, but the Consular receives 1 extra force power each turn, and an extra non-combat officer trait every 2 levels.

1.3.7.3 Sentinel

The Sentinel class is a balance between the strengths and weaknesses of the Guardians and Consulars. Sentinels are equally skilled at combat and diplomacy and do not have any specific weaknesses in their training or focus.

Jedi Watchman

This prestige class is available as a Level 4 ability. It can only be purchased once per officer. This trait allows the Jedi to assume one Administrative ability of his choice and of any level requirement, and can change this trait each turn as desired.

Sith Assassin

This prestige class is available as a Level 4 ability. It can only be purchased once per officer. On the first turn of a duel, a Sith Assassin's target is at a –4 Surprise penalty. In normal VBAM play, the Sith Assassin lowers the difficulty of the Sabotage: Assassination mission by 1.

1.3.8 Lightsaber Forms

Form I: Shii-Cho

Level 1: +1 Attack; +1 AD against 1 enemy

Level 2: +1 Attack; +1 AD against 2 enemies

Level 3: +2 Attack; +1 AD against 3 enemies

Form II: Makashi

Level 1: +1 Defense; +2 DD vs. Lightsaber

Level 2: +1 Defense; +1 DD, +2DD vs. Lightsaber

Level 3: +2 Defense; +1 DD, +3DD vs. Lightsaber

Form III: Soresu

Level 1: +1 Defense; +1 DD, -1 AD per additional opponent

Level 2: +1 Defense; +2 DD, -1 AD per additional opponent

Level 3: +2 Defense; +3 DD, -1 AD per additional opponent

Form IV: Ataru

Level 1: +1 Attack; +1 AD, +1 AD if only one enemy

Level 2: +1 Attack; +2 AD, +1 AD if only one enemy

Level 3: +2 Attack; +3 AD, +1 AD if only one enemy

Form V: Shien / Djem So

Level 1: +1 Attack; +1 AD

Level 2: +1 Attack; +1 AD, +1 DD

Level 3: +1 Attack, +1 Defense; +1 AD, +1 DD +1 DF

Form VI: Niman

Level 1: +1 Attrition; +1 HP

Level 2: +1 Attrition; +2 HP

Level 3: +2 Attrition; +3 HP

Form VII: Juyo / Vaapad

Level 1: +1 D Factor; DF +1

Level 2: +1 D Factor; DF +2

Level 3: +2 D Factor; DF +3

1.3.9 Force Powers

Neutral Force Powers

Light Side Force Powers

Dark Side Force Powers

The Sith

Those users of the Dark Side of the Force are collectively referred to as the Sith. Sith are Dark Jedis who follow all of the same game rules, but their aims are different than that of true Jedi.

1.4   Stargates

Stargates can be used for fast interstellar travel. Using a stargate, ground units and specialized fighters can move to any other planet whose gate address is known.

1.4.1 Exploring using a Gate

A team of ground units can explore using a stargate in the same way that a scout fleet would explore using ships. Roll 2d6 for each ground unit, adding +1 for each scout function bonus any included officers provide and +1 if the troops are a Special Forces unit; on a roll of 12 or more, a new system has been discovered. On a roll of 5 or less (or natural "snake eyes"), the team is in peril; roll 2d6 again, adding +1 per officer-provided scout function and +1 if the ground

unit has the Special Forces ability, and on any result of 6 or less the team has been lost.

New system discovered by gate exploration are added to the map and immediately given a stargate at the new location.

When rolling system numbers for systems discovered by gate exploration, roll d1000/2-System Number to determine system number. Stargates can attach to nearly any star system, even those systems that are otherwise unreachable by conventional travel!

2.0 Twilight's Shadow Campaign Diary

The Cardassian Union has developed interstellar drive capabilities and is now ready to leave Cardassia and look to the stars to build a new Cardassian empire. New worlds and wonders await the courageous and heroic Cardassians – a galaxy of possibilities is just waiting to be exploited!

But beware; the Cardassians are not the only sentients roaming the galaxy. Creatures older and more powerful than anything the Cardassians can imagine have plied the star ways in the long forgotten past. There are treasures and terrors both still lurking in the darkness from those elder days.

It is said that all of our futures are written in the stars. The Cardassians are reaching for those stars, and their manifest destiny is within reach...

This campaign diary will primarily focus on the exploits and history of the Cardassian Union, a faction from the Star Trek universe. Of the races from the Trek milieu, the Cardassians are by far my favorites. As the campaign unfolds, other opposing factions will come into play; however, mostly I expect the Cardassians to be front and center in this campaign – until they are overrun and conquered, of course.

After the last few failed attempts to start a solo campaign, I decided it was time to go back to the basics and draw on the rich canvas that is established science fiction. It is easier to get in character when you know what the faction is supposed to act like, and the juxtaposition of familiar faces from different universes can make for an incredibly interesting campaign environment.

I consider this campaign to be something of a "Third Age Campaign, Part II", since it is a similar vein to that old solo campaign from 2004. The only difference is that the Wookiee player isn't here – but he might be, as least as an intellectual foil to help drive one of the future powers.

Periodically you will see other notes like these within the history. They will provide insights into my thinking, and provide tidbits of background information that might be of interest to the reader.

Without any further ado, it is time to get this show on the road.

2.1 Year 2200

I choice the nice round number of 2200 for the starting year for the campaign. It is an arbitrary number, as I am not using historical fleet lists based off of that date (as is normal in a VBAM campaign). I am just giving myself a nice fixed reference point that has a nicer ring to it than 1857 or 1911 or some equally great year that has already passed on our calendars.

Welcome to the beginning of this campaign diary. If you are reading this now it means that you have a great and solid love for Cardassia and have been cleared for access by your superiors. Greetings!

As you may well know, Cardassian scientists recently developed a new type of faster-than-light engine – *warp drive* – that will allow our warships to travel to other star

systems. Almost all of our current ships have been refitted with this technology. The Union will use this technology to begin exploring the stars and finding new sources of resources (and possibly manpower) to exploit in the name of Cardassia. It is an exciting time to be a Cardassian!

Gul Rumar is the current head of the Cardassian Central Command, while Tem Arburek heads the Obsidian Order. Their leadership in the days to come will be tested. At present, Rumar and the Central Command have greater political backing than the Obsidian Order. However, Arburek is not to be crossed and his impact on the Union is evident anytime someone looks at the current budget allocations. The Obsidian Order's budget is certainly not in jeopardy. The Order currently has 12 Intel points available to it for use.

At present, the Cardassian Guard possesses a total of 14 starships, 1 starbase, and 1 orbital shipyard, all located in the Cardassia star system. The fleet is composed of a mix of starships of 10 different classes. This is highly efficient, but it is simply the starting assets that our government has to work with. The current fleet roster looks like this:

- 1 Torka Monitor
- 1 Galor Heavy Cruiser
- 2 Gur'net Warships
- 1 Hepta Escort Warship (mothballed)
- 1 Seltik Escort Cruiser
- 2 Kaltec Scouts
- 1 Lankal Assault Ship (mothballed)
- 3 Hideki Corvettes
- 4 Alor Gunboats
- 1 Nor Space Station (at Cardassia Prime)

The active fleet is divided into three groups: the First Order, which is in charge of the defense of Cardassia; the Second Order, which contains both scouts and is currently devoted to exploratory duties; and a catch-all group that includes all ships currently assigned to the escort of civilian fleets in the Cardassian-held territories.

At present the Cardassian Union has a TDP of 25 EP per month. A trade fleet operating in the Cardassia system generates an additional 4 EP per turn of commerce income, for a total monthly output of 29 EP. Maintenance currently costs 14 EP. This leaves 15 EP of unallocated funds per month, at present. This will change as new or additional starships are developed and deployed, and as the Union expands into the untouched territories that are sure to surround Cardassia.

Navigational surveys near our home system indicate that there are three known routes leading out of Cardassia and into unexplored space. Both Kaltec Scouts have been assembled into a single scouting force within the Second Order. They will pool their resources to increase our chance of successfully locating new star systems for Cardassian inhabitation.

2200.01

Pirate attack in Cardassia! Our brave men and women rushed forth to protect our beleaguered civilian merchant vessels. The defending Seltik cruiser was crippled in the exchange, but the ship's computer indicates that both enemy Katara class raiders were heavily damaged before the Seltik halted its pursuit. Despite this, there are some in the Central Command that believe that the records appear to have been altered... a tribunal has been called to rule upon the manner.

The Union's sole Seltik Light Cruiser is now crippled. It will need to be brought in for repairs immediately. Unfortunately for the crew of the Seltik, their inability to neutralize or destroy either of the two raiding ships means that no experience was earned from the encounter. All the crew has earned are some bumps and bruises, scars, and perhaps charges handed down by the military courts on Cardassia Prime.

Construction has begun on two new Cardassian warships. The Central Command was given the authorization to build these ships based on Gul Rumar's argument that the current maintenance groups are inefficiently maintained and that filling them out should be Cardassia's number one priority.

NEW CONSTRUCTION

- 1 Kaltec Scout
- 1 Galor Heavy Cruiser

2200.02

After last month's raider attack in Cardassia, the Detapa Council once again authorized a rash of ship construction a the yards in orbit of Cardassia Prime. 9 out of 10 dock spaces were used this month, with construction beginning on several additional light combat ships.

The Seltik will only be returned to Cardassia for repairs once enough additional warships are available to properly provide security for local civilian shipping interests.

NEW CONSTRUCTION

- 3 Hideki Corvettes
- 4 Alor Gunboats

2200.03

The Second Order reports that our scouts in the Second Scout Fleet have succeeded in exploring beyond Cardassia Prime for the first time. Cardassian vessels have arrived in the Unethra system, one jump away from Cardassia along a fairly traversable route (minor lane). The Unethra system contains a terrestrial world that has an acceptable climate, but is mineral poor. It is will an excessive amount of slave labor to make this planet useful for Cardassia. The system contains two unexplored jump lanes.

Fortunately, the crew of the Seltik cruiser was unable to prove their innocence in a court of law (in relation to the falsified sensor readings from the ship following the raider encounter), so we already have a few hundred colonists ready to head to the planet. Other political prisoners will be deported with them to help us found the Union's first interstellar colony!

Construction has completed on 3 Hideki Corvettes at Cardassia. These ships are three times more expensive than the similarly sized Alor Gunboats because they the Hideki possesses warp engines; the Alor does not. This means that the Hidekis can travel the stars without the need of FTL escort, a major advantage as we begin to move into the stars.

Cardassian scientists in the Science Ministry report that they are using the funds released by the government to begin investments into several promising technological research programs. Five teams have been selected to receive the military-sponsored research grants. One lucky team will see their work brought to fruition; the other four will be taken out and shot for gross incompetence as a result of their inability to meet our development timetable.

2200.04

The political prisoners have arrived at Unethra and the planet has been colonized. We have no plans to industrialize the site, but will instead prepare a second civilian transport fleet to transfer RAW from Unethra back to Cardassia for processing.

Construction begins on another Gur'net Warship. Increased naval construction will be required to provide suitable numbers of starships to defend our growing territories.

NEW CONSTRUCTION

- 1 Gur'net Warship

2200.05

The Second Order reports another exploration success. The Second Fleet has entered a system that we are calling Taket. The system contains a single worthless gas giant with a limited number of mineral poor moons. This planet is not even worth dumping political prisoners on! The route from Unethra to Taket is tenuous at best, so our scouts will be returning to Unethra post haste. The system's two remaining unexplored jump lanes will have to be explored at a later date, once expansion into this sector makes sense.

Fleet construction continues with 2 Seltiks at Cardassia. Our new construction has been mostly devoted to the defense of Unethra, with the recently completed Galor Heavy Cruiser moving into that system to assume command of the new Third Order.

NEW CONSTRUCTION

- 2 Seltik Escort Cruisers

2200.06

The Fourth Scout Fleet in the Second Order has reported a successful journey from Cardassia to the previously unexplored Taldren system. As with the lane to Unethra, the Cardassia/Taldren route appears to be highly navigable (minor lane). However, the Taldren system contains a miserable hostile environment planet that is of as little use as the gas giant moons in Taket.

Unlike either Unethra or Taket, the Taldren system contains no less than four unexplored jump lanes (!). This means that the system, though intrinsically worthless, stands to be a major strategic transfer hub as the Union continues its steady expansion into the void. For this reason, Gul Rumar has recommended that the government consider as part of its long-term defense plans to establish a Nor Space Station in the system. Currently, the military does not have the free transport fleets to allow the transfer of construction capacity from Cardassia Prime to Taldren, but it is generally agreed that Rumar's proposal is a sound one. The Union is paying for three starbases while it only has one in operation; so building a second starbase in Taldren makes fiscal sense.

A new transport fleet has been rallied at Cardassia Prime. This transport fleet will be sent to Unethra to begin transporting RAW from that colony back to Cardassia. We began the year with one transport fleet already active in our home system, so at the end of this month all of the required assets will be in place to begin moving 1 RAW between the two systems. Unfortunately, Unethra only contains 1 RAW, so any additional population on the planet's surface will be unproductive. The Central Command plans on using Unethra as a "slave production center." Excess Census will be moved from that planet to other new colony sites as population growth occurs.

I am experimenting again with the idea of transporting RAW between planets. It would be nice if some of the completely worthless worlds could be exploited, and the paradigm of having mining worlds and factory worlds is tempting. We shall see how this plays out.

Research investement continues, but so far it has not resulted in any successes. Agents from the Obsidian Order have been sure to intimate to our government-funded researchers that failure is *not* an option – we had better begin seeing results or heads will roll. Literally.

NEW CONSTRUCTION

- 1 Transport Fleet

2200.07

The new transport fleet moves to Unethra and establishes a RAW transfer back to Cardassia Prime.

Construction is completed on the 2 Seltik Escort Cruisers at Cardassia Prime.

2200.08

The first month of RAW transfer from Unethra bears fruit. The Cardassian Union's income increases by 6 EP, 5 EP from local industry and 1 EP from increased commerce income yields. The sacrifice of the colonists on Unethra is appreciated, and we will be sure to begin shipping them non-postdated foodstuffs soon now that they have demonstrated their love for Cardassia. We might even give them a replicator, though that will require sufficient paperwork that it will take nearly five years for us to complete the requisitioning process. Hopefully the colonists will live to see it! Ha!

A Seltik is being dispatched to the Taldren system to provide security in the system. It will keep watch for any enemy movements into the system and alert the Central Command of any anomalous activity in the system. It is not likely that the system will be colonized, as it is of little use.

2200.09

The Cardassian Guard has begun construction on two additional Torka Monitors. These ships cost 10 EP a piece, so they are major investments for the Central Command. They will take five months each to complete, but when done we will have a true flagship available to lead each of the Union's three military Orders.

In ordering the construction of these Torkas, the Central Command did consider a proposal from a leading military contractor to also invest the money into prototyping a new heavy battleship design. However, at the moment the Cardassian Union cannot afford to prototype this new style of craft, not until new technological breakthroughs make it worth its while. So, for now, the Hutet will remain on the drawing board waiting for its day to arrive...

NEW CONSTRUCTION

- 2 Torka Monitor

2200.10

No activity this month. The Union is banking its funds in preparation for the purchase of another colony fleet at some point in the future. Presently there are no habitable planets that warrant colonization.

2200.11

We still have nothing new to report. The scout forces in the Second Order have come up empty for many months now and there is no pressing need for further ship construction. At this rate, the Cardassian Union may be forced to begin colonizing the worthless planets in Taket and Taldren – though colonizing Taket would require the use of additional funds to properly upgrade the Cardassia/Unethra and Unethra/Taket jump lanes in order to allow the free flow of supplies from our sole good order supply point (Cardassia Prime) to Taket in order to make a colony their viable and defendable.

In VBAM exploration campaigns, I have found that the supply ranges tend to be the major limiting factor on imperial growth, especially once an empire has enough scouts (in either quality or quantity) to maintain constant exploration.

So far the Cardassians haven't hit this brick wall, but it is coming. Once it arrives, it marks a marked slowdown on their expansion and growth, which will often send an empire into a holding pattern as its economy struggles to catch up with expansion. It takes money to upgrade routes, buy colony fleets, and build warships to secure new systems. For this reason, exploration programs inevitably end up stalling two jumps beyond the nearest supply point and can take a year or more before an empire is in a position to resume active exploration. It is a game of leapfrog, if you will.

2200.12

Cardassian scientific investment has resulted in the development of a new ground combat concept. A group of researchers has conceived of a way to decrease the size of Cardassian ground units by providing them with miniaturized versions of existing combat gear and training them to act more aggressively in small, tightly-knit combat groups. This concept is not completely revolutionary, but it is at least a start. *The Cardassian Union now possesses the Ground: Light enhancement.*

The Central Command has generously opted not to execute the researchers working on any of the other current research projects. The scientists had originally been threatened with death if they were not first to achieve a breakthrough. As Gul Rumar stated to Tem Arburek during a joint meeting of the Central Command and Obsidian Order, the winning team basically cheated by completing a research document on something that in hindsight was common sense. The development of Ground: Light is not exactly comparable to designing a new super weapon or assault fighter.

The scientists will be allowed to continue working on their research projects. Hopefully one or more will be realized in the years to come. Otherwise the scientists will be killed (obviously).

2.2   Year 2201

During Year 2200, the Cardassian Union was still struggling to find its place amongst the stars. By the dawn of 2201 – the Year of Discovery – the Cardassian people were ready to taken on the challenges that awaited them head on. 2201 would see additional steps taken towards establishing the Cardassian Union as an interstellar power and lay the groundwork for its future glories.

2201.01

The Fourth Scout Fleet of the Second Order traverses a stable jump lane that connects Taldren to Unethra. This discovery means that the two systems are directly connected by a normal lane. All unexplored jump lanes out of Unethra are now explored. This discovery means that Taldren is even more important than previously imagined.

The commander of the Kaltec Scout *Anustay,* which was responsible for this find, has received a promotion, direct from the Central Command. Glinn Duran has been recognized for his adventurous spirit. The *Anustay* has been operating alone within the Fourth Fleet for some time now and has matched the exploits of the Second Fleet which contains two Kaltecs.

> I decided to give the Cardassians their first elite officer – a Fleet Officer with the Adventurer trait – based on the amazing luck that the lone Kaltec in the Fourth Fleet has experienced. I think that is a well-deserved bonus for a plucky ship that has managed to not get lost during exploration plus explore two jump lanes.

The discovery a direct route between Taldren and Unethra has forced the Union to realize that a permanent Cardassian presence will be necessary in the Taldren system, even beyond Gul Rumar's recommendation of placing a Nor starbase in the system. A station will be erected in the Taldren system, but it will also be the next system to be colonized by the Cardassian Union. Its strategic worth is simply too great to be ignored.

Due to the slow progress of the Second Order to discover new star systems, the Union has ordered the construction of another 3 Kaltec Scouts. This will increase maintenance costs by 2 EP per month once they are complete, but will double the size of our scout fleet.

Work has also begun on a new colony fleet. This colony fleet will come pre-equipped with cryogenic suspension units filled with colonists already in suspended animation. Over the next two months select Cardassian citizens shall be drafted by national lottery to take part in this colonization mission to Taldren.

Finally, the 2 Torka Monitors under construction at Cardassia Prime has been completed. They will be dispatched to head up local defense fleets within the Third Order, which is responsible for colonial defense operations.

NEW CONSTRUCTION

- 1 Colony Fleet

2201.02

The discovery of the Taldren/Unethra jump lane last month has caused the Central Command to redistribute the assets in the Second Order. The larger of the two existing scouting forces will be deployed to Taldren while the lesser, captained by Glinn Duran, will return to Cardassia to begin surveys to map the last unexplored lane emanating from our home star system.

Both Torkas dispatched last month arrived at their destinations (Taldren and Unethra) to take command of elements of the Third Order. Both fleets are heavily reinforced and the chance of raider activity is nearly nonexistent.

The colony fleet at Cardassia Prime was completed.

2201.03

Glinn Duran has done it again! His ship has explored the last unknown route out of Cardassia. The restricted jump lane leads to the Alerac system, which contains an adaptable planet well suited to Cardassian inhabitation and suitable living space to build a sizable colony. Unfortunately, Alerac, like all of the other systems we have encountered thus far, has anemic mineral concentrations. This means that the system will be of little basic worth to us, but it will make a good site for a future colony nonetheless.

Our colony fleet was dispatched from Cardassia to Taldren this month and colonized the hostile planet in that system. This colony is now at its maximum size, as the planet only has a Carrying Capacity of 1.

The government is still debating on whether to invest in local productivity or else establish a transport fleet circuit to bring the RAW back to Cardassia Prime for conversion into usable resources. Local industry would benefit us in that it would allow for easier construction of fixed defenses in the system. On the other hand, the RAW could be put to more productive use in Cardassia. However, transferring the RAW will certainly increase the chance of raider attacks in BOTH systems. After heated discussion, the issue is tabled for the time being.

2201.04

The Fourth Fleet of the Second Order is out of contact with the Central Command. We can only hope that Glinn Duran's command has not encountered problems beyond Alerac.

Construction has begun on another colony fleet. This fleet will be dispatched to Alerac to form a colony in the system. It will take two months to complete the fleet at Cardassia Prime.

Construction is completed on 3 Kaltec Scouts. They will form two additional fleets in the Second Order.

NEW CONSTRUCTION

- 1 Colony Fleet

2201.05

Duran lives! The Fourth Scout Fleet reports that it found a gas giant with rich and ample moons beyond Alerac. This find makes the colonization of Alerac that much more important, as the system can act as a stepping-stone to the new Soukar system. Additionally, Soukar has a total of four unexplored jump lanes. This makes the system as potentially strategic as Taldren currently is considered to be, given available intelligence information.

Construction of the colony fleet at Cardassia is completed.

2201.06

The Sixth Fleet of the Second Order enters the Dorados system via Taldren. The route to Dorados is a restricted one, meaning that travel to or from the system will be extremely difficult until the lane is upgraded. There is nothing in Dorados that warrants expansion into the system, however. The hostile planet in the system has room for colonization but is mineral poor (RAW 1).

Cardassian scouts in the Second Order have expanded resources to upgrade the Alerac/Cardassia lane from restricted to minor. This improvement to the lane's quality will allow supply to reach Alerac, providing much needed supplies to the Fourth Scout Fleet.

2201.07

The new colony fleet at Cardassia is holding position until a serise of escorts can be produced to accompany it to the Alerac system. Fleet command has ordered 6 Hideki Corvettes to be completed for this purpose. Upon escorting the colony fleet to Alerac, the ships will then take up position as the system's new defense fleet.

NEW CONSTRUCTION

- 6 Hideki Corvettes

2201.08

Despite heavy resistance from the Finance Ministry and the Obsidian Order, the Cardassian government has ordered productivity purchased at the Taldren colony. This will provide only a meager return on investment (20 EP for 1 EP per turn during full production), but has the greater benefit of providing local production that can in turn be used to supply construction forces working on fixed and other defenses for the Taldren system.

2201.09

The Alerac is colonized.

Preparations begin for the construction of a Nor Space Station in the Taldren system. With a construction capacity of 1, it will take 10 months to ready the infrastructure necessary to start the project. It will take another 10 months to actually build the base. As you can see from the math, it will take a total of 20 months to complete the base in Taldren. If transport fleets are made available and construction capacity shipped in from Cardassia, this number can easily be shaved down to 6 months or less. However, at present, the Central Command is not sure that the investment in additional civilian fleet infrastructure is worth it.

2201.10

The Fourth Scout Fleet, under the continued command of Glinn Duran, has arrived in the Ghalas system via Alerac. Ghalas is just as worthless as the other systems that the Cardassian Union has found thus far. A restricted lane separate Ghalas and Alerac, so plans for expanding into this region are not currently on the table. The Fourth Fleet will return to Alerac and await further instructions.

This is getting kind of irritating. The Cardassians have not managed to find any decent planets, or even *average* planets, during exploration so far. Most are dead worlds with very little RAW and limited Capacity. At the rate things are going, the Cardassians are going to have to hope to find some pre-warp natives (Ewoks?) to blast into submission, just to get a useful world to lord over!

2201.11

The Science Ministry has received official major funding approval from the Central Command and Obsidian Order that will be applied towards the Ministry's pursuit of more efficient engine systems. This project requires intense research and significant manpower to achieve. The Cardassian Union has been providing tech investment throughout the course of the year, but this month's investment (16 EP) demonstrates its intent to see this breakthrough realized.

2201.12

Raiders attacked the resource pipeline connecting the Unethra colony to Cardassia Prime this month. The Unethra transport fleet was set upon by a pair of raiding cruisers, leaving the fleet's escorts (1 Gur'net Warship, 1 Hideki Corvette) to defend it until help could arrive. The exchange was relatively brief but very bloody – for the Union, at least. One pirate cruiser was crippled but the other was uninjured. The defending Gur'net Warship was heavily damaged in the encounter, and the Hideki was destroyed.

Once again, the Cardassian crews have faired poorly against simple raiders. They haven't seemed to have learned anything in these attacks, either, as the Union earned no experience points in the engagement.

Previous to this attack, the Central Command ordered a pair of additional Galor Heavy Cruisers in anticipation of the Cardassian Union's need to secure the Alerac and Soukar star systems.

Continued tech investment has succeeded in ushering a new age for Cardassian engine technology. Our scientists have unveiled plans for an innovative new impulse engine design. The Cardassian Union's Macro: Engine tech increases from TL –2 to TL –1.

NEW CONSTRUCTION

- 2 Galor Heavy Cruisers

POPULATION GROWTH

- Cardassia Prime (11)

2.3   Year 2202

The Year 2202 will be remembered as the Year of Expansion for the first empires to return to space. Exploration had opened up a wealth of new systems whose resources were ripe and ready for the taking. Empires struggled to balance economic issues and defense spending against the zealous rush to colonize as many systems as they could in as little time as they could.

2202.01

The development of Macro: Engines TL –1 has given the Cardassian Union the tools that it needs to begin working on the next generation of Cardassian warships.

Two new warships designs are beginning prototyping this month. The first is the Hutet Battleship, a massive assault ship that is several times larger than anything else in the current fleet; the second is the Norin Destroyer, a light cruiser vessel that is cheaper to build than either the Gur'net or Seltik cruisers but that has comparable firepower.

The Hutet Battleship prototype, costing 24 EP to build, integrates heavy firepower, ground assault, and gunboat transport capabilities into a single ship. Each Hutet is equipped with heavy basing capacity that will allow 2 Alor Gunboats to be transported to other star systems. We lack the ability to create pure "tenders" at this time, but we can still transport these gunboats internally via heavy basing.

The ability to transport troops and perform planetary invasions is also seen as a major advantage for the proposed Hutet class. Having a mainline combat unit that can transport 1 Marine unit with it to the front lines will allow our empire to invade enemy worlds without relying on dedicate troop ships (like the Lankal) or transport fleets.

The desirability of the Hutet is obvious. The desirability of the Norin is subtler. When looking at our existing warship types, it has become clear that there is a void separating the Hideki from the Gur'net. The Norin will bridge that gap, providing a cheaper light cruiser/destroyer hybrid that should fill the gaps where more than a Hideki is required, but a full Gur'net or Galor are not necessary.

NEW CONSTRUCTION

- Hutet Battleship (Prototype)
- Norin Destroyer (Prototype)

2202.02

Raider forces once again struck at Unethra. A large raiding cruiser struck the same transport fleet as before, but this time the attacking force only had to deal with an already crippled Gur'net. The Gur'net was quickly dispatched and the transport fleet crippled.

The crippling of the transport fleet has disrupted the Unethra/Cardassia mineral pipeline, causing massive problems for the Cardassian economy. Income dropped over 15% as a result of this loss of resources. Repairing the crippled transport fleet and restoring this RAW transfer is of utmost importance to the Cardassian Union and will be the first order of business in the months to come.

The loss of material also nearly derailed Cardassian ship construction this month. A total construction capacity of 48 EP is being used by the ships under construction at the solitary shipyard in orbit of Cardassia Prime. Cardassia Prime itself generates only 50 EP of construction capacity, as does every shipyard at the location. With the RAW from Unethra, this construction capacity total was previously 60 EP. If the Union had been constructing more than 50 EP worth of ships at their shipyard this month, it would have had to delay the construction of one or more ships due to a lack of available construction capacity.

> This event marks one (good) failing with shipping RAW via transport fleets from one location to another. If the transport chain is broken as the result of an attack, the effects upon an economy can be devastating. Just imagine what would happen in a wartime situation where every credit is precious and an enemy was able to cut off these kinds of resources? It isn't all that difficult to do – a quick raid into a system would be enough to set your enemy back several turns of production and possibly cripple their construction capabilities.
>
> I can see where relying too much on imported RAW could be a very bad thing, even if it is economically efficient – in the long-term, it leaves your infrastructure extremely vulnerable to disruption.

2202.03

The Unethra transport fleet has been ordered back to Cardassia so that it may undergo repairs. Cardassia Prime remains the sole shipyard location in the Union. Though this is of great concern to the Central Command, none of our colonies are currently in a position to support the necessary construction capacity burden that a shipyard would place upon it. Until such time as one of our colonies suitably matures, Cardassia Prime will remain our sole ship construction center.

2202.04

The damaged transport fleet from Unethra has been repaired at Cardassia Prime. A second transport fleet has been moved into the Unethra system and has replaced the previously damaged fleet in its position in the ore transport route. The supply of RAW from Unethra will soon return to Cardassia Prime.

The newly built Galor Heavy Cruisers have been assigned orders. One will be deployed to the Alerac system, while the other is assigned as the escort of Transport Fleet 3, now in Unethra.

2202.05

Prototype work on the Norin Destroyer / Light Cruiser is completed. Though some design modifications are required before the Central Command will formally accept the design, the prototype has been completed to Gul Rumar's satisfaction (2 result).

Although the Central Command classifies the Norin as a destroyer, its role is akin to that of a light cruiser.

The Alerac/Cardassia jump lane is upgraded to Normal status. Military supply ships are now capable of transporting supply into the neighboring Soukar system.

> I just realized that I had been ignoring my travel time rules for Minor Lanes in this campaign – which means ships were traveling between Cardassia and its colonies at twice the rate they should have been. Oops. I will try to remember to play correctly in the future!
>
> As a fix, we will just pretend that the Unethra to Cardassia route is at Normal Lane and continue on.

2202.06

Our scouts in the Sixth Fleet have entered the Onias system from a lane out of the Taldren system. At last the Cardassian Union has discovered a world worthy its empire! The Onias system is extremely mineral rich (RAW 5), but it also has ample Carrying Capacity to make use of this RAW (Capacity 5). Three unexplored jump lanes have been detected exiting the system.

The only problem this discovery presents to the Union is that the jump lane connecting Cardassia to Taldren is still Minor, and a Normal Lane will be required before supply can be suitably extended to the Onias system. This means that it will be costly to extend a Cardassian influence into the system.

All things considered though, this discovery has acted to buoy morale throughout the Union.
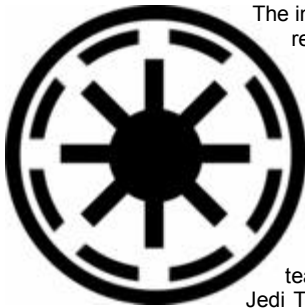
The infighting on Coruscant has ended. The restoration of hyperspace travel has given the Senate a unifying agenda to raise it above the petty squabbling of the past. All of the signs are apparent: it is time for the Galactic Republic to return to the stars and reclaim the golden years of its reign.

While the shipyards above Coruscant team with tired laborers, the halls of the Jedi Temple are abuzz with activity. Master Yoda has assured the Senate that the Jedi Order will be restored to its prior glory. The civil war that led to the collapse of hyperspace (or so it is presumed) took a heavy toll on the Jedi, and their numbers were greatly reduced. A new generation of young and ambitious Jedi are ready to serve the Republic as her chief defenders and diplomats alike.

A new day is dawning and a new interstellar age begins for cosmopolitan Coruscant as Galactic Republic returns to the stars. Under the leadership of Chancellor Mri Atamolnan, the Senate is poised to begin seeding the galaxy with the seeds of democracy.

> After roughly 28 turns into the campaign and no contacts, I have decided to give the Cardassian Union a worthy nemesis (or ally?) in the Galactic Republic from Star Wars. The Republic has the benefit of better technology than the Cardassians (including Equipment TL 0) and a more populous planet. Coruscant will provide an excellent power base for the growing Republic.
>
> Unlike the Cardassians, who are being run as a player empire, the Galactic Republic is being run as a non-player entity (NPE). This means that, though I will have some hand in shaping their general policy, all diplomatic decision will be left up to the Senate (NPE rules). This means that it is anyone's guess whether or not the Galactic Republic will become the Cardassian's friend or foe. Only time will tell.
>
> Originally I had hoped to write a separate diary for the Galactic Republic, but after one campaign year it became clear that it would be better to keep a single diary, simply to cut down on scrolling and to make it easier for readers to move from month to month, year to year without having to jump around this document.

2202.07

Military construction projects continue at Cardassia Prime. 2 Norin Light Cruisers are ordered to begin production at the shipyards.

NEW CONSTRUCTION

- 2 Norin Light Cruisers

At the behest of the Senate, the Republic Navy has commissioned the construction of another group of Carrack Light Cruisers. These vessels will be used to provide additional escorts for the civilian transport vessels within Republic space. Although the threat of piracy is currently almost non-existent near Coruscant, one can never be too cautious about seeing to their defense.

NEW CONSTRUCTION

- 3 Carrack Light Cruisers

2202.08

A new colony fleet is rallied at Cardassia Prime. Colonists will be loaded aboard the ships next month. Their destination has not been finalized, but it is likely that they will be dispatched to the far frontier world of Soukar, as it is currently within the Union's existing supply range. Onias would make a better colony world, but unfortunately it remains one jump beyond our ability to provide supplies.

Technical investment is the focus of the Galactic Republic's efforts at the moment. It is obvious that more efficient means of powering turbolasers must exist (Project Goal: Weapons Macro TL –1). These research efforts are being directed by Captain Jan Dodonna of the Republic Naval Design Bureau.

2202.09

Colonists are transferred from Cardassia Prime to the colony fleet waiting in orbit. The colony fleet's departure from Cardassia will be delayed, as it is awaiting the completion of the two Norin Light Cruisers currently in drydock. These ships will escort the colony fleet to Soukar and then serve as the system's temporary defense fleet until a more permanent force can be moved into the system.

The Republic continues to focus on technological advancement. An additional 19 EP of tech investment is applied to developing revolutionary new weapon systems.

2202.10

A major exploration initiative passes through the Republic Senate authorizing the construction of an additional 8 Surveyor Scouts. Some within government have criticized the effectiveness of these light explorer craft, but program supporters within the Senate

maintain that hyperspace exploration is slow and tedious work and that the lack of progress thus far is not a symptom of the hardware but of the mission.

NEW CONSTRUCTION

- 8 Surveyor Scouts

2202.11

Cardassian scout forces have upgraded the Taldren to Cardassia jump lane to Normal status. This allows supply to be extended to the Onias star system, which will in turn help to facilitate the continued exploration of the Union down that star chain.

The Galactic Republic Science Bureau reports that the completion of 8 Surveyor Scouts this month will increase the number of active scouting forces within the Republic from 2 to 6.

2202.12

Explorers have discovered the Enary system off of Taldren. This was the last unexplored lane exiting Taldren. Enary contains a hostile planet that is surprisingly rich in precious metals (RAW 3) and would make an excellent mining colony for the Cardassian Union. There are three unexplored jump lanes in Enary, and the Taldren/Enary jump lane is already of Normal status – a safe and stable warp corridor connects the two systems!

Scientists have developed a means by which to accelerator kinetic munitions to fractional light speeds, increasing their threshold for scoring damage against enemy hull. *The Cardassian Union has developed the Extra Hull DMG (Kinetic) weapon enhancement.*

The Hutet prototype has suffered an unfortunate technical setback during its initial live system tests. A problem in the ship's warp field geometry has called into question the overall integrity of the secondary plasma injection module in the ventral power relays. Cardassian engineers say that they are working on the problem, but have no idea what a "plasma injection module" is, or where the "ventral power relay" is supposed to be. When questioned directly by members of Gul Rumar's staff, these engineers claimed that Gul Tagar, head the Hutet construction project, was just making things up. Needless to say, *Glinn* Tagar is now serving as the captain of a venerable waste material transport vessel in the outskirts of the Cardassian home system.

The new head of the Hutet project, one Gul Madred, has assured the Central Command that the Hutet will be completed within two months.

At the end of the year, the Central Command remains in control of the political destiny of the Cardassian Union. The Command lost one point of Political Rating to the Science Ministry whose influence on Alerac swayed traditional military loyalties there.

> At this point in the game, the Cardassian Union encompasses 7 systems with 5 colonized systems. Most of these systems are not mineral rich and have little intrinsic value, but eventually they can be made more productive by transporting the RAW back home to Cardassia Prime. The problem with this of course is the fact that it puts an enormous burden on the military's

> ability to keep piracy at bay. Presently I have not pursued setting up a Cardassian ore siphon from the Alerac system for exactly this reason. It would be economically beneficial, sure, but the increased raider activity would be hard to contain without the potential for disruption as we saw earlier this year in the Unethra system.
>
> The Cardassians have not come into contact with any alien species yet, though they have come extremely close on two occasions – only being saved by the house rule that I have been using where there is a –20% modifier to NPE activation within one jump of a homeworld, and a –10% modifier to NPE activation if within two jumps of a homeworld. This virtually prevents two empires from being right next door to each other, which has happened in the past and led to some brutal wars that didn't really make for good drama in the campaign. Usually those situations just weaken *both* empires to the point that they are easy pickings for a third party.
>
> I am hoping that this next game year will bring the Cardassians into contact with some of their neighbors. It is time for this campaign to see a little bit of excitement :)

Under the patronage of the Scientific Faction of the Republic Senate, scientists have achieved a breakthrough in weapon design and construction. This success has resulted in the Republic developing the Macro: Weapons TL –1 tech advance, which has been the focus of Republic research efforts for the past year.

This advancement will allow the Republic Navy to begin refits of the fleet in order to incorporate cheaper, more space-efficient turbolasers and concussion missile launchers.

2.4 Year 2203

This was the Year of Contact. The revival of faster than light travel opened the doors to a return to space for many great empires that had previously been denied that right after the Great Hyperspace Crisis began. The previous years had seen these empires stretching forth their hands. Exploration gave way to colonization and expansion. The great empires were struggling to resurrect the half-forgotten glories of the past.

In the Year 2203, these empires were destined to reestablish contact with one another. The results of First Contact with other alien powers would have a major impact on both the Cardassian Union and the Galactic Republic and define the future of both empires.

2203.01

This has been a slow month for the Cardassian Union. Preparations continue for additional expansion projects, but nothing concrete is pursued.

NEW CONSTRUCTION

* 3 Gur'net Warships

Surveyors succeed in discovering the Nak Shimor and Rhen Var star systems off of Coruscant. These are the first solar systems the Galactic Republic have discovered via hyperspace exploration.

Of the two systems, Rhen Var is by far the most interesting. The terrestrial planet has excellent mineral deposits and a hospitable climate. Colonization of the system is a priority.

Nak Shimor is not without worth, too. It is a hostile world with average mineral composition and living space.

The routes to both systems are navigable. The jump lane connecting Coruscant to Nak Shimor is a Normal Lane, while the lane connecting Coruscant to Rhen Var is a Minor Lane.

Upon receiving the survey data, the Galactic Senate has ordered the Republic Navy to prepare a colonization force to move into the Rhen Var system.

2203.02

Cardassian scouts exploring beyond Enary have made *first contact* with an alien species inhabiting the moons of the newly discovered Formosa system. After just one encounter we have already determined that these vile, many-tentacled carrion eaters are not our type of people. Our scouts encountered a defense force in the system and communications were established with the new species, which calls itself the Pak'ma'ra.

When we asked them to "take us to your leader" in a stern and forceful tone, the captain of the alien fleet responded most strangely. Through his translator (obviously they must have a universal translator, too) he informed us that he was the leader right now, but in a few hours another alien would be a leader... or possibly another Pak'ma'ra on another ship might be the leader. He really didn't know. While the Union can commend a race with a well-defined notion of who will be leading them when, their chain of command seems to be almost nonexistent!

Thanks to the assistance of Gul Madred, the Hutet Heavy Battleship was launched this month. A few minor system faults remain in the class, but these will be corrected over the course of the next two class members. The *Hutet* itself has had these problems addressed, but permanent engineering solutions will require an additional investment on the next several class members.

The addition of the *Hutet* to the fleet has vastly increased our empire's ability to project power, but it has also had the effect of greatly increasing our maintenance costs. At present, it is unlikely that we will be able to support more than two Hutet class ships at any given moment. The costs to maintain more than this number of heavy battleships is simply beyond the Union's means.

The discovery of the Pak'ma'ra has left the Cardassian Union with a quandary on its hands. We do not know all that much about our new neighbors, except that their social habits are basely disgusting to our sensibilities.

As it stands, there seem to be three possible courses of action available to us in dealing with the Pak'ma'ra.

Firstly, we can entertain the military conquest of their empire. As previously stated, we do not know anything about them or their capabilities. When scanned, the ships encountered in Formosa did not appear to be that formidable, and an inordinate amount of interior volume aboard their warships appear to be devoted to cargo bays – which seems to be a wholly impractical way to build a star fleet.

The conquest of the Pak'ma'ra could possibly give us a solid secondary world from which to anchor further expansion and exploitation of that sector of space. However, a failed invasion of Pak'ma'ra space would leave Cardassia Prime vulnerable to retribution from the Pak'ma'ra, or susceptible to foreign invasion from other unknown sources.

The second option on the table is to pursue active diplomatic relations with these aliens. The thought of conversing at length in close quarters with Pak'ma'ra ambassadors is disquieting, to say the least. However, the state of the Cardassian Union at present is one of steady expansion. Delaying any hostilities until after we have colonized Soukar, Onias, and Enary would seem to be in our best interests, as we would then be in a better position to prosecute an invasion of Pak'ma'ra space.

The third and final option put forth during recent discussions on the matter is that of strict non-intercourse. We would simply choose to ignore the Pak'ma'ra entirely. This is a likely course of action if we determine the Pak'ma'ra to be a major interstellar power, as we have no wish to cross a major power this early in our history.

Republic scouts enter the Axum system off of Coruscant. The Axum system contains a terrestrial world of even better quality than that found at Rhen Var, but the jump lane connecting Coruscant to Axum is treacherous at best (restricted lane).

Colonists from Coruscant have arrived in Rhen Var, establishign the Galactic Republic's first post-Hyperspace Crisis colony in another solar system.

2203.03

Our scouts have returned from Formosa and are back in the Enary star system. They have been ordered to continue exploration efforts in the system. For now the Union lacks the military resources to fully garrison the Enary system, though several of the Gur'net Warships being completed this month will inevitably be dispatched to the system to keep watch against possible Pak'ma'ra incursions into Cardassia territories.

After being contacted by the Cardassian Union, a convocation is held on Melat to determine if their species first contact with another alien empire was really all that important or not. No clear consensus can be reached on the issue, and the whole matter is eventually tabled in favor of discussing the catering at the event, which everyone agreed was excellent. Unfortunately, no one could agree whether to hire the same caterer for next month's meeting. The convocation ended with the attendees promising to try and remember to meet again next month, but most were noncommittal about future attendance.

One thing that the group was able to decide upon was that the Pak'ma'ra needed to begin producing more Sim'tor'ka Survey Cruisers in order to accelerate the rate of exploration of unexplored jump lanes at Melat. Currently only one active scout force is active in Pak'ma'ra space, comprised of a pair of Sim'tor'kas.

It is decided that various parties on Melat will finance the construction of additional Sim'tor'kas until they get tired of building them, at which point they will stop. This seemed to be an acceptable course of action to everyone present – at least for right now. Later they might reflect back on it and consider it one of the worst decisions of their lives, but that was later and today was today, and today building exploration ships sounded like a fun way to pass the time for the next few months.

2203.04

The defenders in the Soukar system have successfully destroyed an invading pirate corvette. This marks the first time that the Cardassian Union has decisively dealt with a raider threat. Of course, the Soukar patrol fleet consisted of 2 Norin Light Cruisers that possessed nearly three times the firepower of lone brigand vessel that attempted to harass the system's settlements. The overwhelming victory also means that, once again, we have earned no military experience points from the engagement.

A new task force command, the Fourth Order, has been created. The sole fleet in this command currently is the Eleventh Attack Fleet, commanded by *Hutet* and including its two Gur'net escorts, as well as the two Alor Gunboats docked aboard the Hutet itself. This fleet has been ordered to Enary where it will stand watch against any possible Pak'ma'ra aggression.

The Galactic Senate has ordered the construction of a second colony fleet. The first was used to colonize Rhen Var; this colony fleet will be dispatched to colonize Nak Shimor.

The Republic Survey Command experiences a success this month when its scouts traverse a jump lane out of Coruscant and emerge in the Empress Teta star system. The star system is very promising, but it is located behind a restricted jump lane. As with Axum, this will make it more difficult for the Republic to access the systems and prepare them for colonization.

The limitations of the Surveyor class scouts are becoming increasingly obvious to the Galactic Senate. Their lack of sustainability has curtailed exploration beyond the Axum system, and now it threatens to do the same to attempts to reach systems beyond Empress Teta. The Republic must focus its efforts in the near future on developing a more capable scout ship.

2203.05

Construction has completed on the Nor Space Station in the Taldren system. This defensive station will act as a significant deterrent to enemy attacks into the system.

Our diplomats inform us that the party sent to negotiate a Non-Aggression Treaty with the Pak'ma'ra has returned with news that the unseemly aliens are in fact insane! When prompted to eat rotting meat as some sort of barbaric alien ritual, our dignitaries were set upon by the ravenous beasts. Many brave sons and daughters of Cardassia were brutally murdered by the creatures before they could make it back to their shuttle and retreat from the system.

What limited diplomatic exchanges have proceeded this incident seem to indicate that the Pak'ma'ra have declared hostilities against the Cardassian Union. We are not surprised; these aliens are clearly inferior to Cardassian stock in every way. Plans are already underway to consider the pacification of the Pak'ma'ra threat.

The traitorous coward Glincet Jumar, a retired former Gul, has led a massive raider attack against the Soukar system. The 16 EP raiding fleet handily defeats the system's defenders, crippling both Norins prior to their successful retreat from the system. Upon defeating our forces, the invaders took up position in orbit of the planet.

Jumar has delivered notice to the Central Command that he intends to take control of the Soukar system and will engage any Union warship that enters the system. This is intolerable! Unfortunately, we do not have any forces in range to attempt to retake the vital colony system. All of our forces are currently deployed along the Pak'ma'ra border and it would take too long to recall them – not that we would, given the opening of hostilities with their empire.

The Galactic Republic colonizes the Nak Shimor system.

One of the overriding reasons for the colonization of Nak Shimor, beyond its average inherent worth, is that the system is a navigational hub. The system contains four unexplored jump lanes, more than any other star system yet discovered by the Republic Survey Command.

Meanwhile, teams on Rhen Var have implemented rudimentary industrial facilities, bringing that system's Productivity statistic to 1.

Just as additional Sim'tor'ka Survey Cruisers near completion, the existing Pak'ma'ra scouting force succeeds in mapping one of the wayward jump lanes out of their home system of Melat. One dangerous jump later and the intrepid Pak'ma'ra explorers find themselves amidst the devastated ruins of a shattered planet – a world destroyed by a hideous and long-forgotten weapon. Upon closer analysis, the force stumbles upon the remnants of an ancient

battlefield littered with derelict starships of every make and type. Regrettably, none of the craft can be salvaged, but they provide Pak'ma'ra technicians with stunning insights into the technologies behind these shattered ships.

Subsequent analysis at the site uncovers a great deal of disturbing information about what exactly transpired in the system that the Pak'ma'ra are now calling Vna'fes'lu. The system was once known as *Katlaa*, and it was a major colony of the Mrrshan Empire. A great battle was fought at Katlaa against an ancient enemy – the records are spotty as to who or what this enemy was. In an event, the Mrrshans were defeated and their planet destroyed by what the Mrrshan records call a "stellar converter".

The remnants of Katlaa are mineral rich, and the Pak'ma'ra believe that the destroyed planet will make an excellent mining site.

> I roll for special traits even for gas giants just to check and see if there is a special encounter at one of them. In this case there was, and it was a Mysterious Encounter to boot! After rolling randomly for the universe from which to draw the Mysterious Encounter, I was left to decide how to resolve it. I knew I did not want this system to be Orion (doesn't fit the system type), and it is not time for the Antarans to begin appearing, so I had to find something else that made sense.
>
> The solution that came to mind was to have the rich "moons" of the gas giant really be the remnants of a Mrrshan colony world.

A diplomatic delegation from the Cardassian Union visits Formosa this month and enters into negotiations with the Pak'ma'ra. The Cardassians assured them that they were at the Formosa colony to negotiate a Non-Aggression Treaty with Melat.

During the ritual "Meal of Much Agreement" the lead Cardassia diplomat accidentally vomited on the meal, ostensibly because of the "foul odor" that the meal gave off.

The Pak'ma'ra present reacted to this in the only way they knew how: they went bat shit *insane*. The fact that these aliens vomited upon a carefully the meal carefully prepared in their honor was seen as a direct affront to Pak'ma'ra society. The Pak'ma'ra chased the Cardassians back to their ship and told them never to come back.

After further discussion on the matter after the Cardassians had left, the Pak'ma'ra at Formosa decided that it would be best to declare hostilities against the Cardassian Union – just in case any more Cardassians would try to show up and vomit on their food.

> Oh joy! A negative Critical Diplomatic Shift, and now the Pak'ma'ra have gone off the deep-end.

2203.06

The Central Command has ordered construction to begin on a series of warships that will, upon completion, be sent to liberate Soukar from the pirate forces that are currently holding it hostage. The lack of available warships has been a major problem for the Cardassian Union as of late, especially with rising pirate activity.

NEW CONSTRUCTION

- 2 Galor Heavy Cruiser
- 1 Gur'net Warship

The Productivity of the Nak Shimor colony is increased to 1. Both of the Republic's colonies are now producing at their full potential.
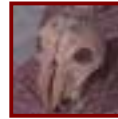
Scouts exploring beyond Vna'fes'lu have encountered further ruins. This time they have uncovered a deserted pirate base that seems to have been built by the space pirate Harrison during the days of the Old Empire. The wealth of treasure in this cache has provided a significant boost to the Pak'ma'ra treasury.

Meanwhile, the Pak'ma'ra's other scout force is successful in exploring a jump lane from Melat to the Ka'su system. This new star system is of little use, but is still not without worth.

A large raider force under the command of ex-military officer Glincet Jumar has taken control of the Cardassian Soukar star system. Glincet's fleet of one Dutar Heavy Cruiser and two Rasilak Destroyers are successful in driving the two defending Cardassian Norins out of the system.

2203.07

Cardassian scouts in the Second Scout Fleet report that they have made contact with another interstellar power. The discovery of a second alien power came only after the Second Fleet detected alien drive sign readings in the Ox'alen system upon returning from a failed warp exploration mission. Initially Gul Tacet, the commander of the expedition, concluded that the intruding vessels had to be Pak'ma'ra vessels, so he ordered his two Kaltec Scouts to silently stalk the alien ships in order to gather additional intelligence data.

During this hunt, it became clear that the drive signatures being given off by the intruding ships were not of Pak'ma'ra origin. Curious as to the true nature of these aliens, our fleet captain ordered his ship to break silent running and move to engage the unknown craft.

The alien force quickly detected our presence and sent one of its own numbers to investigate. Communications were successfully established with the foreign vessel, which identified itself as a survey ship dispatched by the Galactic Republic, a once-mighty association of planets that ruled over this area of space prior to the collapse of local hyperspace. The Central Command remains doubtful of these claims, though the Obsidian Order has hinted that it may know more than it is letting on about this supposed collapse.

The first contact with the Galactic Republic has proven an amiable once. Gul Tacet has included in his report a recommendation to continue negotiations with this Republic, as all evidence seems to indicate that they are at least as technologically sophisticated as our own Union. A potential ally may be needed if the Pak'ma'ra should prove to be a major threat to the Cardassian Union.

The head of the Galactic Republic Survey Command has just finished briefing the Supreme Chancellor and Senate as to an alien encounter in a newly explored star system.

Republic Surveyors encountered scout ships belonging to a power calling itself the Cardassian Union while exploring a new star system adjacent to Coruscant (designated Ox'alen on the Cardassian maps; this name will be used in Republic cartographical releases as well to minimize confusion). Contact with the aliens was

brief but amicable (initial relationship 62) and hopes are high for a friendly relationship with the Republic's new neighbors.

Work begins on developing a new model of Dual Turbolaser. The new Mk-II model will possess a greater firing accuracy than the existing Mk-I. Once completed, this equipment upgrade will allow the Republic to refit its Victory class Star Destroyers with the new, more powerful weaponry.

2203.08

The Central Command has begun discussing the possibility of refitting several of its existing warships to take advantage of improved engine technologies. There are several ships in our fleet that would benefit from such refits. Up to this point, the cost-to-benefit ratio of such refits has been questioned by members of the Detapa Council; however, the current situation with the Pak'ma'ra has renewed debate on the issue.

With the aid of mercenary soldiers (additional 10 EP raid), Jumar's forces in Soukar have succeeded in conquering the planet.

The Senate has ordered the Survey Command to upgrade the Coruscant/Ox'alen jump lane to Minor status in order to ensure safe travel to the Contact system. Meanwhile, Surveyors discover the Ember system beyond Rhen Var.
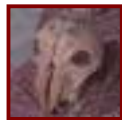
Realizing that their declaration of hostilities against the Cardassians could endanger the security of their own territories, the Pak'ma'ra collectively decide to begin building some additional starships to help protect their planets from harm. They also play a game of cribbage.

Using mercenary soldiers, Glincet Jumar succeeds in conquering the Cardassian Soukar colony. The planet is still in a state of unrest because of the recent invasion, but it is now under the control of the Jumar's forces.

As his first act upon taking control of the planet, Jumar declares himself Governor-General of the new Soukarian Empire. The Cardassian Union refuses to acknowledge this new state, insisting that Soukar remains a valued colony world of the Union and that it will use its full force to reclaim it.

2203.09

Construction has been completed on a group of warships at Cardassia Prime, including the 2 Galor Cruisers and 2 Gur'net Warships that have been assigned to the Twelfth Attack Fleet under the command of Gul Elgan. This fleet is a member of the Fourth Order, Cardassia's offensive fighting force.

The Twelfth Fleet is being dispatched to Soukar to put down the raider fleet in that system and restore Cardassian space superiority at the occupied Soukar colony.

The Coruscant/Rhen Var jump lane has been upgraded to Normal status, which in turn allows supply to reach the recently discovered Ember star system.

In other exploration news, plans to prepare for the upgrade of the Coruscant/Empress Teta jump lane have failed due to lack of funds. The Galactic Republic has fallen 1 EP short of having enough resources available to upgrade the route.

Because of the extremely low endurance of the Republic Surveyors, this means that the scouts that are currently in Empress Teta and ready to work on the jump lane upgrade will have to head back to Coruscant (a two month journey at best speed!) immediately lest they be lost. A second set of Surveyors will be dispatched to Empress Teta to take their place. By then it is hoped that the Republic treasury will have enough money on hand to pay for the jump lane upgrade.
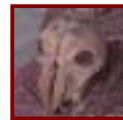
A single deranged Pak'ma'ra freighter captain attempts to attack civilian shipping in the Melat system. Luckily, the system defenders are able to disable his freighter before he can cause any harm. *(Note: A 1EP raid caused by a random event isn't all that damaging!)*

2203.10

All alien species are insane! Is it *really* paranoia if they are really out to get us? As you may have gathered, the Galactic Republic has broken off contact with us and has issued a declaration of hostilities against Cardassia!

The unfriendliness of our neighbors only goes to show that we cannot count on maintaining peaceful relations with alien empires. To that end, we must begin ramping ourselves up for a major conflict with one or both of our hostile neighbors. A declaration of war would authorize the Central Command to assume full control of the Cardassian economy, but such a move will not be acceptable until we have an extremely strong foundation of warships and crews. Declaring war now would allow us to build more ships, but their crews would not be as well trained and would fight much worse than regulars.

There is also the case that we need to secure a fleet of assault ships if we are truly going to succeed in an invasion of either empire. The Lankal Assault Ship is long in the tooth and needs significant upgrades in order to make mass-producing additional members of the class make sense.

NEW CONSTRUCTION

- 1 Hutet Battleship

Senator Palpatine's militarist wing of the Senate has succeeded in convincing Supreme Chancellor Atamolnan to support his motion to sever relations with the Cardassian Union and declare a state of hostilities to exist between Coruscant and Cardassia Prime. Chancellor Atamolnan is swayed by Palpatine's eloquent argument that the Cardassian Union's territorial claims are too close to Coruscant. "The Republic will not stand if its borders cannot be secured," the senator railed during a meeting of the Senate.

The declaration of hostilities is not a popular one, and members of several rival political factions are mobilizing to defeat the Militarist Faction's hawkish policies. Some political pundits are even theorizing that this opposition group may call for a vote of no confidence against the Supreme Chancellor...

2203.11

THE BATTLE OF SOUKAR

(Soukar System, November 18, 2203)

Situational Overview

Cardassian Union forces, under the command of Gul Elgan, were ordered into Soukar to retake the system from the forces of the pirate 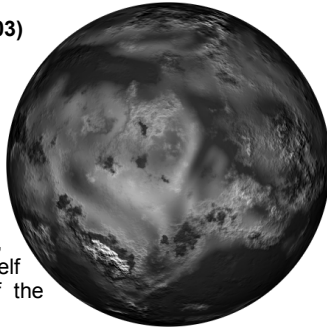Jumar. Since he first took control of the system three months ago, Glincet Jumar had established himself as the new authoritarian leader of the Soukar system.

Gul Elgan's orders were clear: defeat the pirate forces at any cost, including his own life. The Union has enough problems without having to deal with a wild card like Jumar.

Meanwhile, Governor-General Jumar is bound and determined to hold onto his new empire. Failure means death; thus failure is not an option.

Scenario Type

Deep Space Scenario

Readiness

Cardassian Union: Bad (-2)
Soukarian Empire: Normal (0)

Cardassian Task Force

Gul Elgan commands the Twelfth Fleet of the Fourth Order.

Cost	Qty	Class	Crew	Notes
14	2	Galor CA	Regular	Flagship
12	2	Gur'net CL	Regular	
26				

Soukarian Task Force

Governor-General Glincet Jumar commands the opposing force.

Cost	Qty	Class	Crew	Notes
6	1	Dutar CA	Regular	Flagship
12	3	Rasilak DD	Regular	
18				

Aftermath

Gul Elgan scored the first real military victory in Cardassian history. His force outclassed the antiquated warships fielded in Jumar's personal fleet. The Union's forces were initially taken unawares by the Soukarian fleet, due in large part to Jumar's tactical wit. Despite the ambush, the Cardassian fleet was able to quickly neutralize two of the enemy Rasilak destroyers. With its escorts stripped away, Jumar's Dutar Heavy Cruiser began taking fire. Within minutes the ship was a fiery wreck.

To his credit, Gul Elgan never requested the surrender of Jumar or his crew. He simply ordered his ship to concentrate fire on the sole surviving Soukarian vessel, reducing it to a field of expanding debris and gases.

The defeat of Jumar marked a great victory for Cardassia. For the first time, a raider fleet had been summarily defeated and a world reclaimed – though the liberation of Soukar was not yet realized. A ground invasion would still be required to completely defeat the remaining military resistance on the planet. However, there was no doubting that the Cardassian military had won this battle.

Surviving Cardassian Union Forces

Cost	Qty	Class	Crew	Notes
14	2	Galor CA	Regular	Flagship
12	2	Gur'net CL	Regular	1 Crippled + 2 1 Crippled
26				

Surviving Soukarian Empire Forces

Cost	Qty	Class	Crew	Notes
0		*No surviving forces present.*		
0				

Military Experience

Cardassian Union: 9 XP

Soukarian Empire: 0 XP

The first in a series of technical refits have begun at Cardassia Prime. New impulse engines and expanded weapon batteries are being installed aboard the Gur'net and Lankal classes.

The Gur'net is a refit of opportunity, as a ship was already available in the yards following its recent completion. The decision to refit the Lankal is of far greater priority to the Union. The deployment of an improved assault ship will give us an advantage when we press into Pak'ma'ra and Republic space.

NEW CONSTRUCTION

- 1 Gur'net-II Warship (Refit)
- 1 Lankal-II Assault Ship (Refit)

2203.12

Our success in the Battle of Soukar has given us the morale boost we needed and will lay the road to further glory for Cardassia.

Ship construction continues at Cardassia Prime. two Norin Destroyers are undergoing repairs; meanwhile, two Galor Heavy Cruisers are beginning construction.

The two Gur'net Warships damaged in the Battle of Soukar are en route back to Cardassia Prime for repairs.

Once all of these ships are repaired and existing new construction units completed, we will be in an excellent position to launch an invasion of one of our neighbors – but which one? The Obsidian Order has yet to get us any hard evidence on which empire is stronger than the other. Previous experience has indicated that the Pak'ma'ra are less technologically sophisticated than the Galactic Republic, but we have no knowledge of the size or scope of either empire. We do however know the location of a Pak'ma'ra colony world, which is more than we know about the Galactic Republic.

Based on this intelligence data, the Central Command is pushing for the invasion of Pak'ma'ra space. At the very least our forces could invade the lunar colonies at Formosa. Interrogation of personnel

there is sure to turn up clues as to the extent of the Pak'ma'ra's empire.

Even as the Central Command and Obsidian Order plan the invasion of Pak'ma'ra space, a message is received from the enemy base at Formosa: the Pak'ma'ra are interested in ending the state of hostilities between their empire and the Cardassian Union. This turn of events is nothing if not unexpected. However, it does not exactly interface well with our plans to *invade Pak'ma'ra space*. As a result, the Union opts to reject the offer an armistice.

In a surprise turn of events, the political winds on Cardassia are changing. The Central Command has lost support among the colonies, while the Obsidian Order has continued to earn political capital back home on Cardassia Prime. As the year comes to an end, the Obsidian Order has replaced the Central Command as the dominant organization in Cardassian politics...

NEW CONSTRUCTION
- 2 Galor Heavy Cruisers

The anti-militarist faction has found its voice in a junior senator of the Culturist faction: Mon Mothma. Senator Mothma is dedicated to combating Senator Palpatine's hold on the Galactic Senate and is a vocal proponent of peaceful resolution of "the Cardassian crisis".

Senator Mothma has requested that the Jedi possibly attempt a peace mission. The Jedi Council has agreed to this proposition. Jedi Knight Qui-Guon Jinn, one of the Jedi's best and most formidable diplomats, will be put at Senator Mothma's disposal. Consular diplomatic cruisers are ready and standing by to facilitate such a mission to Cardassian space.

Unfortunately for Mon Mothma, Palpatine's forces are not so easily defeated by pretty words and good intentions. Senator Palpatine is determined to force the deployment of a Republic battlegroup into the Ox'alen system regardless of whether or not the doves in the Senate can negotiate an armistice. Securing of Ox'alen will provide Coruscant with much needed security – but more importantly, it will provide the Republic with both a direct invasion route into Cardassian space as well as a one-jump buffer zone to protect against Cardassian intrusions into Republic space.

The Jedi Council has made good use of its instruction this year. Padawan Qui-Guon Jinn is now a Jedi Knight and is ready to take on an apprentice of his own. A young Jedi by the name of Obi Wan Kenobi has been assigned to Jinn for training.

In addition to Jinn's advancement, Padawan Mace Windu has displayed great talents in leading ground troops into battle.

Republic scientists have developed a massive new energy weapon that may be capable of destroying enemy ships in a single blast. Ships of any size can make use of this new spinal mount energy weapon, but its true effectiveness is realized on only the largest of starships (or possibly even starbases).

Conceptual design work on a new class of starship to utilize this weapon, classified Venator, is underway. Prototyping is not expected to begin until advanced turbolaser weapon research is completed, so that the design can be built around only the most cutting-edge of technologies.

NEW CONSTRUCTION
- 2 Dreadnaught Heavy Cruisers

POPULATION GROWTH
- Cardassia Prime (11)
- Melat (10)

2.5   Year 2204

The Cardassian Union will remember 2203 as the year that they made contact with alien life, and that all alien cultures seem to be overwhelmingly hostile.

As a new year dawns, the Cardassian government is prepared to expand its empire through the application of military force. The shipyards are abuzz with activity and our soldiers are prepared for battle. 2204 will be remembered as a year of battle, a year of blood, and a year of *victory*...

2204.01

Refit work on the Lankal Assault Ship has been completed. A new class variant, the Lankal-II, is now in service. This upgraded class has greater firepower than that found in the standard class. Construction of additional Lankal-II Assault Ships is planned.

The scout forces in the Second Order are being redeployed. The Fourth Fleet in Alerac is being moved back to Soukar to resume exploration out of that system, while the Second Fleet is being moved from Enary to Onias (via Taldren) in order to continue exploration down that star chain. At present, expansion past Onias appears to be the Union's best chance of finding exploitable territories outside of the reach of either the Pak'ma'ra or Galactic Republic.

Republic scientists have developed the Dual Turbolaser Mk-II. General Dodanna has assured the Senate that this new weapon will be far more effective than the existing Mk-I model currently in use.

Now that the Dual Turbolaser Mk-II is available, it is in the Republic's best interest to pursue a technological update to the Victory Star Destroyer.

At the behest of Mon Mothma and her senatorial cabal, Jedi Qui-Guon Jinn has left Coruscant aboard one of three Consular Diplomatic Cruisers. He is en route to Ox'alen, where he will make jump to the stable, mapped jump lane leading into Cardassian space. Once there, he will attempt to open negotiations with the Cardassian Union in hopes of putting an end to the senseless declaration of hostilities that exists between the Galactic Republic and the Cardassian Union.

Even as Qui-Guon Jinn leaves for Ox'alen, Senator Mothma succeeds in forcing through legislation in the Galactic Senate that calls for an immediate cessation of hostilities with the Cardassian Union. The Jedi envoy will now deliver this news personally to the Cardassian Union.

Given the recent population increase at Melat, the Pak'ma'ra have begun work on a new colony fleet that will allow some of the more forward-thinking members of their society to colonize the nearby Vna'fes'lu system. Some Pak'ma'ra are calling these maverick explorers crazy for wanting to leave the warm, humid methane swamplands of Melat, but they are in the minority. The rest are extremely happy that those nosy hippies are leaving the planet. Good riddance to all of them! They were always just too busy gathering around a black, strange-shaped idol late at night. Their incessant chant of "*Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn*" will finally end on Melat... so long as *the stars are right*.

2204.02

A diplomatic team from Coruscant arrived in the Enary system this month bringing a mission of peace. They arrived aboard three small, insignificant diplomatic cruisers that would be no match against any one of our warships in the Enary system. Because of their seeming openness to negotiate, the fleet commander in Enary accepted the enemy's invitation to parlay.

Republic diplomat Qui-Guon Jinn met with Gul Hulon aboard the *Hutet* to engage in negotiations. Jinn informed Hulon that the Galactic Republic was interested in seeking peace terms with the Cardassian Union. Obviously, Gul Hulon did not fully believe the veracity of these claims – but given sufficient time, Hulon says he came to believe what the alien told him to be true.

With the blessing of the Central Command, Gul Hulon accepted the Republic's offer of armistice, but only after adding several additional terms to the peace. First, the Republic annexation of Ox'alen would be tolerated, but no further expansion into the Cardassian sphere of influence would be permitted. Any attempt by the Republic to usurp Cardassian claims would result in war. Secondly, the Ox'alen system would have to remain largely demilitarized, with only one squadron of warships present at any given time. Civilian escorts would not count towards this limit, though the Cardassian government would not take kindly to the Republic military over-escorting civilian fleets moving through Ox'alen.

Internally, the Cardassian Union is divided as to what to do about the Galactic Republic. Only one point of contact has been found thus far that links Cardassia to Coruscant. The concession of Ox'alen is also a point of some debate, as that mineral rich system was intended to serve as major construction node for the Cardassian military in the future. Its loss is minimized somewhat however by its location. By their own admission, the Ox'alen system is one jump from the Republic homeworld of Coruscant. Defending Ox'alen from enemy invasion would be all but impossible given its proximity to the heart of the Galactic Republic.

Only days after agreeing to an armistice treaty with the Galactic Republic, Gul Duran – commander of the Second Order – informs the Central Command that his scout force has just discovered a jump route that leads from Soukar to a previously unknown star system that contains a Republic colony. This system is lightly populated and patrolled. The Cardassian scout force was detected entering the system, but retreated without making formal contact with Republic authorities.

The new Gur'net-II model has completed refit at Cardassia Prime. This variant of the base Gur'net has slightly more firepower than the base model. All future versions of the ship will be of this type.

NEW CONSTRUCTION

- 3 Lankal-II Assault Ships

Jedi Qui-Guon Jinn has reported from Enary to inform the Senate that the Cardassian Union has accepted the armistice he was sent to offer it. Convincing the Cardassians to sign the treaty required some concessions from the Republic, namely stipulations in the number of warships that could be stationed in Ox'alen. However this compromise is seen as acceptable by the social movement within the Senate.

Senator Palpatine is obviously disgusted by this defeat in the Senate. His plans to force a confrontation with the Cardassian Union have been foiled... for now, anyway. Despite this setback, Palpatine

continues to sew seeds of discontent among the many Senate delegates, poisoning them minds against the Cardassian empire.

The Cardassian Union The Republic Survey Command reports that its scouts discovered three new star systems this month. All are of moderate to good worth, and one of them (Maryx) is within range of supply from Coruscant.

Cardassian ships have been detected in the Rhen Var system. Long range sensors indicate that two of their scouts jumped into the system from an unknown point of origin, performed a cursory scan of the system, and then fled using FTL drives.

The appearance of Cardassian ships in Rhen Var comes as something of a shock to the Survey Command because none of the Republic's scientists believed that there were any unexplored jump lanes remaining in the Rhen Var system!

It is now clear that it is impossible to know the whereabouts of all jump lanes leading into or out of a star system. As a result, the Republic will have to take another look at its defense plans.

2204.03

Cardassian exploratory operations in the Onias star system have finally born fruit. The Second Fleet has discovered a jump route to the Alcor system. This system contains an adaptable world, though one that is hostile to Cardassian physiologies. The Venusian environment is an inferno mired in a suffocating nitrogen/carbon dioxide atmosphere. What water exists on the world is present as water vapor in the atmosphere as standing bodies of water on the planet's surface are impossible.

 Nevertheless, the planet is rich in native biota, both flora and fauna. These creatures have adapted themselves perfectly to the harsh environment on the planet; it is quite spectacular. Most of the species exist in floating "colonies," collections of organisms floating together in the stratified meteorological formations.

Scientists aboard the scouts had the forethought to take aboard some of these lifeforms for study. One particular type of creature, which our teams have dubbed *katula*, has proven most interesting. These long, flat creatures possess a system of buoyant reservoirs that allow it to remain aloft. Upon dissection, our biologists determined that the lining in these reservoirs contain high concentrations of a material that will act as a strong stimulant when ingested or injected. It is believed that use of a refined drug cultivated from katula specimens could effectively dull an individual's perceptions, making them less prone to violent outburst – and likely more easily coerced or manipulated by outside influences, such as state-sponsored propaganda.

Because of the presence of this special resource, the Alcor system is earmarked as a point of interest for future Cardassian expansion.

> This new special resource in Alcor is a combination Positive Morale / Biological Lifeform result. The Morale bonus from this resource adds a –1 modifier to all positive Morale checks, and a +1 modifier to all negative Morale checks to the planet being supplied with the Katula Extract.
>
> Additionally, the presence of biologicals on the planet has the side effect of giving the Cardassians some information to trade to the Melnorme, should they ever come in contact with one another.

Construction continues on our war fleet that will be dispatched to take care of our enemies. The Galactic Republic is once more seen as a potential threat to the Union, given our scouts finding a second point of contact with their empire. However, at present, it would seem prudent to engage the repulsive Pak'ma'ra first.

Within three months a second attack task force should be assembled at Cardassia Prime. This fleet will be able to transport at least three teams of Marines to the front lines. If the Pak'ma'ra are to be the target, such a force should be more than enough to conquer their Formosa colony.

Surveyors have succeeded in exploring beyond Ember into the Weytta system. This new star system is not of much interest to the Republic given its lack of resources. It contains two unexplored jump lanes.

In far off deep space, a pair of Sim'tor'ka Surveyors, under the command of Ta'de'bo'se, has made a startling discovery in the newly discovered Lemuria system. Just as the fleet's captain was about to order his fleet to return to the Shasta system when his sensor technician languidly reported an anomaly on one of the many moons of a gas giant orbiting a red giant star. Upon further reflection, Ta'de'bo'se and his heads of staff agree to investigate the mysterious sensor readings.

On the fourth moon of planet Lemuria VIII the Pak'ma'ra make an amazing discovery: a ruined Ancient base! The remnants of an Ancient weapons chair and ZPM storage facility are found in the facility, though all of the sensitive equipment (including drones and ZPMs) appears to have already been scavenged. No sign of the base's stargate can be found, either.

Away teams were able to find and secure an Ancient data terminal that remained untouched in a sealed vault below the main lunar complex. Operating on a separate naquadah-driven power system, this terminal provided the Pak'ma'ra explorers with some basic knowledge about Ancient technology – as well as the facilities function.

This system was once home to a small Ancient defense outpost that protected a rarely used transit corridor to an Ancient base (location unknown). The drone system was considered an ample deterrent against any possible attack. The Ancients were wrong.

The data in the terminal doesn't explain who or what attacked and defeated the Ancient base, but it is obvious that some alien force ransacked the facility. There is also damning evidence that the base had been picked over by salvagers and looters in the years (millennia?) since the outpost was abandoned. This has left the Pak'ma'ra scouts little to harvest themselves, beyond the information gleaned from the terminal's limited database. (+8 tech investment)

It will be some months before the fleet can communicate its findings with the Pak'ma'ra collective; the fleet is too far away from Melat to allow for instant communications to take place.

> The Pak'ma'ra have the distinction of being the only empire thus far to encounter alien ruins, and they have encountered them twice in their travels. The first time it was the ruined Mrrshan colony world; now they have found a deserted Ancient (Alteran) base.
>
> It is just lucky for the Cardassians that the Pak'ma'ra didn't manage to find themselves a ZPM or some Ancient drone weapons in the wreckage of the Ancient base. A Pak'ma'ra ship armed with Ancient drones probably would have made short work of a Cardassian fleet... especially when you consider that, in SX terms, the drones would probably be a 3+ To-Hit Repeating weapon that does 3

DMG per hit, or else be actual drones that have the Repeating weapon enhancement applied to them!

Meanwhile, back home, Pak'ma'ra colonists make landfall on Vna'fes'lu, colonizing the moons of the system's gas giant. They will use their settlements at these settlements as jumping off points for scientists interested in studying the massive amounts of wreckage in the system.

2204.04

A delegation from the Pak'ma'ra arrived in Enary this month once again offering us a peaceful solution to our current state of hostilities. The warships in the Enary system "declined" their invitation to negotiate, opting instead to blow them up and gloat about it later.

The Central Command has been criticized for still having not finally put down the rebellion on Soukar. The planet remains in the control of the Soukarian Empire, despite the death of "Governor-General" Jumar and the destruction of the Soukarian fleet. The loyalist ground troops at Soukar have long since gone into hiding, fading into the colonial population as guerilla combatants.

Plans to retake the colony have been slow to come to fruition, as the fleet assault resources of the Union are currently tied up in preparation for an assault on the Pak'ma'ra Formosa colony. Meanwhile, the population at Soukar has remained in a state of general rebellion against the Cardassian Union.

Senator Mon Mothma and her allies have succeeded in generating additional goodwill towards the Cardassian Union. Mothma has been laboring to reverse the Republic's position on Cardassia and has never wavered from her platform of peace and reconciliation. *(+5 shift to the Republic/Cardassian relationship)*

With criticism of the Surveyor class scout mounting, the Republic Survey Command has been authorized to begin work on a new, much larger deep-range scout class: the Pathfinder. As currently designed, the Pathfinder Deep-Range Scout will be as large as a small cruiser and equipped for extended operations in deep space. The ship is equipped with a pair of new Dual Turbolaser Mk-II, plus one aft-facing Quad Laser Cannon assembly. The class is not expected to have to take on enemy vessels, but it is equipped for combat – just in case. More importantly, each ship will carry enough supplies so that two ships working in concert could provide an extra month's supply to their scouting force.

Scouts have discovered the Malagarr system off of Maryx. The Malagarr system is nearly worthless, containing a mineral poor hostile planet. However, the system contains three unexplored jump lanes and is an extreme jump from Maryx, making it nearly as far away as one can get. This means that, despite its low intrinsic value, the system may have some utility in the future as an access point to other, potentially more lucrative sectors.

2 Dreadnaught Heavy Cruisers completed construction at Coruscant this month. They will form the Eighth Cruiser Fleet and be deployed to the border system at Ox'alen. Deploying of these cruisers to Ox'alen are not in violation of the Republic's treaty with the Cardassians, as it falls within the one-squadron limit imposed by the terms of the Enary Treaty.

NEW CONSTRUCTION

- 1 Pathfinder Deep-Range Scout (Prototype) @ Coruscant

Pak'ma'ra attempts to initiate peace talks with the Cardassians ended in tragedy when the diplomatic courier sent to Enary to negotiate with the Cardassians suffered catastrophic engine failure and exploded. There were no survivors.

The Cardassian Union has assured the Pak'ma'ra that it won't happen again – so long as they don't send any more diplomats into Cardassian space. That is probably a wise design. At the next convocation, it is a foregone conclusion that the Pak'ma'ra will decide to conduct all future diplomacy with the Cardassians via long-distance communications. It is far safer than interstellar travel.

The productivity at the Vna'fes'lu colonize has been increased to 1.

2204.05

The Great Conquest March has begun! Seven divisions of Cardassian Marines stand ready to board transports and prepare for deployment on the frontlines. Three new Lankal-II Assault Ships join the existing Lankal-II; all four will begin boarding troops immediately.

The transport fleet at Cardassia will also embark two Marine divisions. These troops will be moved to Soukar where they will restore order to that world.

While the assault transport load troops, construction shall soon be completing on the Union's second Hutet Battleship. This vessel will lead our conquest fleet into battle against the Pak'ma'ra!

The enlargement of the Cardassian fleet has caused a budget crunch in the Union. Currently, the treasuring takes in only 4 EP per turn after maintenance expenses. This is inclusive of commerce income earned by merchants operating in the Cardassia system.

In order to spur construction, it will soon become necessary for the Union to officially declare war against the Pak'ma'ra, so that we can begin co-opting local industry and gearing up the Cardassian economy for major construction projects.

Scouts have entered the Pelosa system from Alcor. This new star system contains a hostile plan with average resources. Two unexplored lanes emanate from the system.

Because the scout fleet that found Pelosa is running low on supplies, it will be heading back to the Onias system post haste so that it can resupply before continuing its mission of exploration.

The Cardassian Union once again declines a Pak'ma'ra request for an armistice treaty. Gul Rumar and Obsidian Order head Tem Arburek have both left standing orders that the Pak'ma'ra requests are to be summarily ignored.

2204.06

The Union's second Hutet class battleship, *Ranmeer*, has finished construction at Cardassia Prime. This massive siege unit will command the new Thirteenth Fleet of the Fourth Order which will soon be dispatched to Pak'ma'ra space.

The vessel will remain at Cardassia Prime long enough to take on one division of Marines and their associated equipment. This will give the Thirteenth Fleet capacity for three marine divisions, enough to launch a major invasion of the Formosa colony.

A new colony fleet is rallied at Coruscant. This fleet will be dispatched to Empress Teta to establish a colony in that system. Ox'alen was considered as the Republic's next possible colony site, but it was not selected – despite its mineral wealth – because of its close proximity to the Cardassian Union. It was decided that expanding away from the Cardassians is likely the best move at this stage in the Republic's rebirth.

Exploration of the unexplored jump lanes in the Maryx system is complete. The final remaining lane led to the Kalist system, which contained a barren desert planet that is inhospitable to Republic inhabitation. Kalist is a dead-end system, which means that (at present) Maryx is simply another system on a chain linking into the outer rim.

The exploration of the Maryx star chain is being put on hold so that Republic surveyors can pull back and explore other jump lanes out of Nak Shimor.

> After continually forgetting the rules, I am changing the movement rules in this campaign (again). Movement over Minor Lanes now occurs at one jump per turn (maximum), while Restricted Lanes will always take two turns to cross. Scouts do not provide any benefits to crossing these lane types anymore.

2204.07

The Galactic Senate has approved increased military spending. Several more flights of fighters have been ordered built at Coruscant for distribution to fleets across the Republic. A combat air patrol of 4 ARC-170 Assault Fighters is also being established in the Rhen Var system to provide additional defense against possible Cardassian intrusions into the system.

In addition to space-based forces, the Senate authorized the expansion of its ground armies to include a permanent active troop presence at each of its two current colonies, Nak Shimor and Rhen Var. These mechanized regulars will provide security for these planets and ensure that they remain loyal to the Republic.

The expansion of the Republic military has caused a fiscal crisis on Coruscant. The amount paid in maintenance for the Republic military is now equal to the Republic's total domestic product! Only income earned from trade is keeping the government afloat financially.

Senator Ask Aak has openly questioned the Republic's ability to fund "these vital military programs" given its current economic state. It is hoped that the colonization and development of the Empress Teta system will provide the Galactic Republic with enough income to momentarily ease the financial burden. However, in the long term, it is becoming obvious to the entirety of the Galactic Senate that a demobilization of military units is the only way to return the government to fiscal stability.

One plan on the table is to move all of the major Republic battlegroups into Reserve status, effectively halving their maintenance costs. This would provide a tangible benefit by directly reducing maintenance costs, but it would also leave the Republic vulnerable in the event of a surprise attack.

Another option is to recall the Surveyor fleet and place the ships in mothballs. Senator Mothma and her allies are staunchly opposed to this alternative, however, as it will lead to stagnation in the short-term, if not the long-term as well. Only through diligent exploration can the Republic know of its options for colonization, as well as uncover any potential friends or foes of the Republic.

The first Victory-I Star Destroyer has been successfully converted into a Victory-II Star Destroyer. The two classes differ in several ways, the most notably being the Victory-II's new, more accurate dual turbolaser weapons.

NEW CONSTRUCTION

- 6 Z95 Headhunter Starfighter flights
- 4 ARC-170 Assault Fighter flights
- 1 Mechanized Regular @ Rhen Var
- 1 Mechanized Regular @ Nak Shimor

2204.08

The Obsidian Order's attempt to coerce the Detapa Council into declaring war on the Pak'ma'ra has failed (5% chance of success, go figure!). The Order will apply all of its efforts towards securing a declaration of war next month, as the Central Command's fleet is already prepared to move into Formosa and invade.

The Soukarian Empire has officially fallen. Guerilla fighters remain on the Soukar colony, but Cardassian marines are now out in force in the streets. The planet remains in general rebellion.

The Jedi Council has ordered Mace Windu to Rhen Var. He will oversee training and administration of the ground forces in the system. Windu's skill in ground combat is seen as a potential advantage in the system.

The last unexplored jump lane out of Melat was surveyed this month. It terminates in the Esh'ka system, home of a terrestrial planet with a cool and dry climate. It is not conducive to Pak'ma'ra inhabitation, though it would preferable to a hostile-world colony as far as ease of inhabitation is concerned.

The Soukarian Empire has faded into history...
(Queue appropriate music from Genghis Khan II: Clan of the Grey Wolf game)

2204.09

The Cardassian Union's attempt to declare war on the Pak'ma'ra fails again. The Detapa Council refuses to authorize a declaration of war against the Pak'ma'ra. The Detapa Council is treading thin ice as the military's patience is becoming short. The planned invasion of Formosa is only weeks away and still the Union is unable to secure its declaration of war.

At the present rate, the Central Command will be forced to simply blockade the Formosa system until a proper declaration of war can be secured.

The Galactic Republic was plagued by raider attacks this month. Pirates struck at both Nak Shimor and Empress Eteta. In Nak Shimor a 9 EP raid was countered effectively by three defending Carracks in the system, though one of the light cruisers was crippled in the action.

Meanwhile, Empress Teta's only defenders were a pair of Surveyors that were in the system awaiting further orders from Coruscant. They were set upon by four old-style starfighters that they were eventually able to drive off, destroying two of them. However, one of the Surveyors was crippled in the exchange.

Scouts have discovered the Slyhedron system beyond Nak Shimor. This system contains an inferno world, ostensibly adaptable but far from inhabitable for Republic citizens. The planet is mineral rich and will make an excellent mining site. Adding to the system's worth, Slyhedron is a jump route nexus and contains four unexplored jump lanes.

The lane leading to Slyhedron from Nak Shimor is a Normal Lane, which means that the Republic can already trace supply to Slyhedron from Coruscant without having to perform any lane upgrades.

The Pathfinder prototype exploded, destroying itself and severely damaging the shipyard on Coruscant where it was being built. Many believe that the destruction of this prototype was the result of sabotage by an enemy of the Republic Survey Command, though none of the evidence supports this position.

Due to the financial crunch on Coruscant, the Galactic Republic will not authorize funds for the construction of a second Pathfinder prototype at this time. Additionally, the future of the Survey Command is looking bleak as Senator Palpatine has managed to garner increasing support for mothballing – or possibly even scrapping – a full half of the active Surveyor scouts currently in use by the Republic.
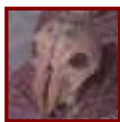
The Melat/Esh'ka jump lane has been upgraded to a Minor Lane.

2204.10

Refit operations are completed on a second Victory Star Destroyer. All Victory class starships in service are now upgraded to the Victory-II standard.

Additionally, the Republic has mothballed a number of ships this month. 3 Acclamator-A Assault Cruisers and 4 Surveyor Scouts were mothballed at facilities at Coruscant.

2 Surveyors were lost while exploring away from Nak Shimor. Their whereabouts are unknown.

2204.11

THE BATTLE OF FORMOSA

(Formosa System, October 22, 2204)

Situational Overview

Despite the Detapa Council's continued refusal of a declaration of war against the Pak'ma'ra, the Central Command is moving forward with its plans to invade the Pak'ma'ra empire.

Under the command of Gul Lancet, the Thirteenth Fleet of the Cardassian Fourth Order has jumped from the forward military base at Enary into the Pak'ma'ra held Formosa system. Formosa is the site of a known Pak'ma'ra colony.

The arrival of the Cardassian fleet in Formosa caught the defending forces off guard, and the Pak'ma'ra were forced to sally forth from Formosa and meet the Cardassian fleet head on.

Scenario Type

Deep Space Scenario

Readiness

Cardassian Union: Superb (+2)

Pak'ma'ra: Poor (-1)

Cardassian Task Force

Gul Lancet commands the Thirteenth Fleet of the Fourth Order.

Cost	Qty	Class	Crew	Notes
12	1	Hutet BB	Regular	Flagship
14	2	Galor CA	Regular	
6	1	Gur'net-II CL	Regular	
28	4	Lankal-II ACV	Regular	
2	2	Alor GB	Regular	
62				

Pak'ma'ra Task Force

Cost	Qty	Class	Crew	Notes
12	2	Sim'tor'ka ECA	Regular	Flagship
18	6	Sho'bog'na FF	Regular	
30				

Aftermath

The Pak'ma'ra put up a strong resistance, but were unable to hold the Cardassians back. They were simply overwhelmed by the numerical and technical superiority of the Cardassian military units.

After the first Cardassian assault against their positions, the Pak'ma'ra commander ordered his fleet to retreat to Melat and relay word of the fall of Formosa. The Pak'ma'ra fleet had succeeded in destroying both of the invading fleet's gunboats and crippled a Galor Heavy Cruiser, but their own line had been shattered. The defense fleet was comprised mostly of Sho'bog'na Patrollers, police vessels never intended to serve on the battle line.

Fearing that none of their forces would survive the battle, the Sim'tor'ka scout *Resh'tath'u* sacrificed itself to buy the flagship time to escape. The *Resh'tath'u* was blown away by the heavy gunfire of the oncoming Hutet. Meanwhile, other Cardassian units continued to

eat away at the Pak'ma'ra fleet until only two ships survived to escape via a jump point into hyperspace.

The Pak'ma'ra were defeated, and the colony at Formosa was now under a Cardassian blockade. Gul Lancet had shown great tactical skill in his invasion of the Formosa system. The Cardassian initiative in battle ensured that the Pak'ma'ra defenders would be unable to combat his force's overwhelming strength.

Surviving Cardassian Union Forces

Cost	Qty	Class	Crew	Notes
12	1	Hutet BB	Regular	Flagship
12	2	Galor CA	Regular	1 @ Crippled
6	1	Gur'net-II CL	Regular	
28	4	Lankal-II ACV	Regular	
58				

Surviving Pak'ma'ra Forces

Cost	Qty	Class	Crew	Notes
6	1	Sim'tor'ka ECA	Regular	Flagship
1	1	Sho'bog'na FF	Regular	Crippled + 1
7				

Military Experience

Cardassian Union: 10 XP

- **Gul Lancet** has proven his abilities. He is now a Level 1 Fleet Officer, with the Anti-Ship Specialist trait.

Pak'ma'ra: 2 XP

The Cardassian Union has secured the Formosa system and instituted a blockade around the Formosa colony. All communications into or out of the system are being jammed to prevent the colonists from getting messages out to any other Pak'ma'ra ships or bases in the area.

Upon securing the system, Cardassian forces were able to determine that a single explored jump lane connects to the system. This jump lane is presumed to lead into the heart of the Pak'ma'ra empire. Thanks to the supply depot based out of Enary, the Union's logistics network will allow the Thirteenth flee to (eventually) traverse this route in search of the next world to conquer. However, Gul Lancet has insisted on maintaining position at Formosa until such time as Gul Rumar delivers specific orders to his fleet.

The marines aboard the Thirteenth are antsy to begin an invasion, but the Detapa Council has yet to consent to signing a declaration of war against the Pak'ma'ra. The Obsidian Order has been carefully preparing for an "upset" on the council, but their pieces will not be in place for some months.

A jump lane has been discovered that links the Slyhedron system directly to Coruscant! This discovery has quite unnerved the Senate. Palpatine has gained quite a bit of support from neutral members of the Senate upon receipt of this news; it makes the possibility of someone finding a back door into the capital world of the Republic that much more likely, and something to be feared.

Empress Teta once again came under attack by pirate forces. However, this time the Surveyor scouts in the system were unable to defend against the onslaught. The two explorer vessels were forced to flee lest they be destroyed. The pirate ship then proceeded to do heavy damage to the Teta colony.

The colonists at Empress Teta are extremely upset about the Republic's inability to deal with local defense issues. The Senator from the Empress Teta system has been recalled for consultation.
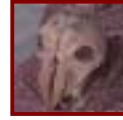
The defeat of their forces in the Formosa system, as well as its subsequent blockade, has caused major uproar among the Pak'ma'ra people. The news came as construction of a third colony fleet was beginning at Melat. Now those funds will almost certainly have to be redistributed to defense projects.

Impassioned pleas for peace have been met with chilling silence. It is becoming clear to the Pak'ma'ra that peace is not going to be an option in this conflict.

> We have here an interesting set of circumstances. The Pak'ma'ra are asking for an armistice every single turn (almost) and are resolved to end this conflict peacefully. The Cardassians meanwhile are only interested in conquering them. As it currently stands, the Pak'ma'ra will not be able to declare war against the Cardassians because their hostilities check roll is too low. The only reason the Pak'ma'ra are in this position to begin with is as the result of a critical diplomatic shift.
>
> This leaves the burden of declaring war to the Cardassian Union. It will likely be in the Union's best interests to do just that, but they have the problem of having a nearly bankrupted economy that can't afford the Intel necessary to make a guaranteed declaration.
>
> As it stands, this conflict will likely last for some time, and it could get very, very ugly...

The Goa'uld System Lord Ba'al has rebuilt his fleet in the Archeba system on the outskirts of known space. His armies of Jaffa warriors stand ready to extend their master's control across the known universe.

Ba'al's forces are technologically superior to those of his potential rivals that have so far emerged from the Hyperspace Crisis. However Ba'al's routes of expansion out of Archeba are limited to a single jump lane, and the System Lord lacks a strong scouting presence. Instead, his forces rely on a large fleet of Tel'tak scout transports to begin scouting the depths of hyperspace.

> I decided to add a Stargate SG-1 foe into the mix to help round out our current set of aliens. Also, I wanted to shake things up a bit for the major powers since very few NPEs had been discovered up to this point in the campaign.

2204.12

Once again, the Cardassian Union's civilian government refuses the Central Command's demand to declare war against the Pak'ma'ra.

Because they do not have the authorization to go ahead with a ground invasion, the Central Command instead orders the Thirteenth Attack Fleet to begin Anti-Population Bombardment at the Pak'ma'ra Formosa colony. The bombardment is heavy, but is not sufficient to destroy the colony or inhibit local construction efforts. Gul Lancet estimates

that one more month of orbital bombardment will be sufficient to destroy the colony.

This has been a year of major upsets across the Cardassian political landscape. The power of the Detapa Council has all but been extinguished, while the Science and Finance Ministries have risen to fill the political vacuum. In fact, in a surprise move, the leaders of the two ministries clandestinely conspired to form a new coalition leadership to replace that of the military. This attempted coup never came to fruition, however. The Obsidian Order's agents learned of their intent and made an unsurprising alliance with the Central Command to defeat the ministerial dissension (at least for now).

Cardassian scientists have developed the *Repeating (Energy)* weapon enhancement. The Union is now capable of producing spiral wave disruptors with extremely long firing durations. It will take time to engineer these new weapons and equip ships with the technology, but it is a major step forward for the Cardassian Union.

Next year, the Union will apply its scientific efforts to developing better shielding systems.

> The Cardassian economy is crippled and it is just sitting there buying 3 Intel per turn with its available 3 EP income until it has enough to applying towards a 100% chance of declaring war...

The diplomatic relations between Coruscant and Cardassia are improving, thanks in no small part to the continued assistance of Jedi Qui-Gon Jinn. The Galactic Republic's diplomatic position is now that it is willing to consider signing a Non-Aggression Treaty with the Cardassian Union.

Because the Scientific Faction did not allocate *any* resources to tech investment last year, support for their cause has dwindled in the Senate. The Industrialists have risen as a strong voice in the Senate, though not strong enough to support a takeover of the executive. A coalition government of the major powers is instead in place.

In addition to the rise of the Industrialist Faction, the Jedi have found several vocal supporters. These friends of the Jedi Order have been quick to point out that the Jedi have been a stabilizing force within the Republic for thousands of years and will remain so into the unknown future.

Several new personalities have merged in the Galactic Republic this year. From the halls of the Jedi Temple have emerged the young Jedi Ki-Adi-Mundi, Ali Gallia, and Plo Koon. Each possesses a different emphasis. Ki-Adi-Mundi's place is on the ground leading armies into battle; Ali Gallia is an intelligence expert with a knack for information gathering; and Plo Koon is a skill fighter pilot.

Unbeknownst to Master Yoda and the rest of the Jedi Council, there is a great darkness spreading among the Jedi. The insidious taint of the Dark Side has affected both Qui-Gon Jinn and Mace Windu. Both Jedi now have an Alignment of –1. There is still time for either to be redeemed, but they are slowly falling to the Dark Side...

Meanwhile, in the Senate, Senator Gopple has emerged as a strong voice in favor of the Industrialist Faction. Senator Mon Mothma has also developed her political skills further. Her recent high-profile position in the Senate chambers has made her a prominent, respected leader within government.

NEW CONSTRUCTION

- 4 Carrack Light Cruisers
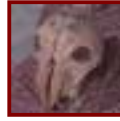
In a rare display of unified purpose, the Pak'ma'ra order their scout forces to return to Melat and prepare for a final defense against the marauding Cardassian Union. These Sim'tor'ka Survey Cruisers will be necessary should the Pak'ma'ra wish to attempt to move back into the Formosa system to dislodge the Cardassian fleet now occupying the system.

Melat has had no contact with Formosa for nearly a month...

NEW CONSTRUCTION

- 8 Sho'bog'na Patrollers

Jaffa forces exploring out of the Archeba stargate succeed in dialing another stargate elsewhere in the galaxy. The destination system is Talkur, a hostile planet of little material worth and is uninhabitable. The surviving Jaffa that were not killed in the uncaring environment are ordered to return to Archeba next month so that they may continue their exploratory efforts from Ba'al's center of power.

2.6   Year 2205

As the Year 2205 dawns, the galaxy is in chaos. The Cardassian Union has begun its invasion of the Pak'ma'ra, despite the protests of its civilian leadership. This assault against the Pak'ma'ra's oldest colony world has not gone unanswered. They are beginning preparations for a counter-offensive against the Cardassian invaders, but it may be too late.

Meanwhile, elsewhere in the galaxy, the Galactic Republic continues to expand and grow, though storm clouds are brewing on the horizon. The cloak of the Dark Side is drawing near, but will the Jedi Order be strong enough to hold back the darkness and prevent the Republic from falling into disorder?

Finally, the Goa'uld System Lord Ba'al is looking for glory and conquest across the stars. His lust for power is about to be answered...

2204.01

The Formosa colony is reduced to nothing more than a bombed-out crater. All of the Pak'ma'ra on the planet have been killed.

The Pak'ma'ra have completed construction of a new colony fleet at Melat. Construction of the fleet began prior to the current crisis with the Cardassian Union, but its completion was seen as a major priority so that several tens of thousands of Pak'ma'ra could flee Melat for deep-space as a means to preserve their species in case the worst came to pass.

The shipyards have finished construction on 8 Sho'bog'na Patrollers. These vessels will be added to the fleet gathering in orbit of Melat. The Pak'ma'ra do not feel that their fleet is sufficiently strong to launch a counter-offensive at this time, though continued construction of warships is hoped to increase their odds of surviving combat against the likes of the Cardassian Union.

Ba'al's exploration efforts continue to succeed in the face of extraordinary odds. This bodes well for the System Lord's future.

First, Tel'tak scouts have traversed the solitary jump lane that connects Archeba to the rest of the galaxy. The star system discovered at the end of that normal jump lane contains the hellish planet Delmark, a world extremely rich in rare mineral resources.

Second, Jaffa special forces exploring via the stargate network have come upon a hellish world that is home to a group of pre-industrial aliens that call themselves Orfa. These lithovoric "rock-eating cows" are quickly overwhelmed by even the small number of Jaffa that stream through the stargate.

The Orfa system is now under Ba'al's control, though the native population is too technologically primitive to be of immediate usefulness. Their homeworld however is mineral rich, though less so than Delmark, and will be an excellent site for future Jaffa mining operations.

2204.02

Cardassian scouts operating far from Union space have entered the Tasko star system from Avenal. In Tasko these explorers make several major discoveries. First, the Tasko system contains ruins belonging to the long-dead Ancients. While exploring the facilities, Cardassian teams find and recover a still-functional Zero-Point Energy Module (ZPM). This is a major find!

Then, just as the Cardassians were getting ready to leave the system and return home, they find themselves set upon by a pair of alien destroyers of an unknown classification. Communications with the unknown vessels identifies them as belonging to the previously undiscovered Thrynn Confederacy, an empire based out of the neighboring Thrynn star system. The Thrynn claim jurisdiction over the Tasko ruins. The Cardassian commander in the scout fleet accepts the Thrynn claim to the system (for now) and informs the Thrynn that his fleet will be leaving their space post haste. She omits information relating to the discovery of the ZPM, of course...

Elsewhere in the galaxy, another Cardassian scouting force discovered a route from the Soukar system to Shasta, a previously unexplored gas giant world. Unbeknownst to the Cardassians, the Pak'ma'ra have already explored the Shasta system, and this system leads into Cardassian space.

Construction of a new colony fleet has been completed in orbit of Coruscant. A quandary for the Republic, however, is where to send the colony fleet. Two candidates for colonization stand out from the rest of the field of possible colonization sites: Ox'alen and Slyhedron. Both have their advantages and disadvantages.

Ox'alen is the closer of the two and very mineral rich, but it is also on the border with the Cardassian Union and any colony established in the system would be hard to defend in the event of renewed hostilities.

Slyhedron meanwhile is two jumps from Coruscant (or one jump, if the restricted lane connecting the two is upgraded at some point), and is far from the Cardassians.Colony Fleet at Coruscant. Slyhedron is just as mineral rich as Ox'alen, but has less available Carrying Capacity.

After much debate, the Senate orders the colony fleet to Slyhedron. The doctrine of continuing expansion away from Cardassian space seems to be the safest way to ensure that colonization resources are not placed in jeopardy.

This colony fleet is likely to be the last one that will be built by the Galactic Republic for some time. The Republic is in a state where consolidation is necessary. The existing colony worlds must be cared for and allowed to grow into their own. Of especial concern is that fact that the Empress Teta system remains in a state of unrest, and could easily fall into rebellion if the situation is not quickly addressed.

Pak'ma'ra colonists have arrived in Esh'ka. A colony has been established in this system.

2 Regulars have been raised for service at Melat. The Pak'ma'ra know that, if Formosa has fallen, Melat will need extra ground units to help hold back a Cardassian invasion of their homeworld

Census loaded aboard transports, bound for Vna'fes'lu.

Ba'al continues to experience great luck in the expansion of his empire.

A team of Jaffa special forces exploring via the stargate are lucky enough to encounter the Megarra system. The planet in this star system is a frozen terrestrial world dominated by an ice-capped world-ocean that covers 80% of the planet's surface. Located not far from the stargate are the ruined remnants of a Numlox base. Apparently the ancient Numlox used Megarra as a ship repair station. One of their starships, a destroyer craft, remains more or less intact within one of the cavernous abandoned planetary shipyard births on the planet.

The last report from the Jaffa scouting party reported that they were going to attempt to board the alien ship and see what could be salvaged. They have not been heard from since. It is believed that that Jaffa were killed by automated defenses at the site.

Even if Ba'al's forces can recover the ancient derelict, there is clear difficulty in returning it to Archeba for refit and repair. It is more likely that the System Lord will have to colonize the ice world of Megarra and establish the necessary facilities on-site to repair the ancient derelict.

The Thrynn Confederacy of Planets has made contact with the Cardassian Union in the Tasko system. Captain Sstridyth has informed the Thynynthyrnn Legions in their home system of Thoss of this discovery. It is only by luck that Sstridyth's fleet was in Tasko, as the system is only rarely visited by the Thrynn, and even then by civilian authorities interested in combing the various ruins for whatever trinkets can be found.

3.0 Empires

Order of appearance.

3.1 Cardassian Union

3.1.1 Overview

The Cardassian Union governs Cardassia and its colonies. The Union binds together the major Cardassian political blocs. Both the Cardassian Central Command, the unified command that oversees the Union military forces, and the Obsidian Order, the renowned Cardassian intelligence organization, are directly involved in the governance of the Union.

3.1.2 Physiology

3.1.3 Homeworld: Cardassia Prime

Figure 1: Cardassia Prime, Cardassia System

TEMP	ATMO	HYDR
7	5	4

3.1.4 Government

asfasdfasdf

3.1.4.1 Political Factions

Central Command

Military sub-type; Efficient Industry and Military traits

Obsidian Order

Social sub-type; Efficient Operatives and other Intel missions

Detapa Council

Ultimate Goal: Representative Government

Nearterm Goal: Repeal worker programs, encourage arts/sciences

Science Ministry

Scientist goals; exploration missions

Finance Ministry

Trade goals; Civil Disturbances

3.1.5 VBAM Stats

Government

Totalitarian (Military)

Physical Traits

- Humanoid
- Mineral Poor Homeworld (-1)

Social Traits

- +1 Conscription (+1 Attrition, -1 penalty to Morale Checks with negative effects)
- +1 Efficient Operatives
- -1 Civil Disturbances
- +2 Efficient Industry (x2)

Trait/Government Effects

- Intel maintenance: -20%
- All Morale checks with negative effects have their target number increased by 2.
- +20% bonus to breaking treaties.
- Maintenance: -10%
- Tech: 60%
- Trade: -10%
- Effects of negative Morale results are doubled.
- +20% construction capacity
- Cardassia Prime begins at –1 RAW.

AIX Statistics

- Aggressiveness (AG):
- Integrity (IN):
- Xenophobia (XE):

3.1.6 Technologies

3.1.6.1 Macro Technologies

Weapons: -1

Defense: -2

Engines: -2 (-1 2202)

Equipment: -1

Ground: -1

3.1.6.2 Micro Technologies

Technical Proficiencies

Scouting Level 1

Special Equipment

Armor Plating

Cargo Bay

Command Center

Construction Bay

Diplomatic Center

Fighter Bay

Hyperdrive *(Warp Engine)*

Launch Bay

Marine Squads

Medical Bay

Military Cargo Bay

Passengers (100)

Repair Bay

Science Lab

Security Teams

Transporter

Troops (250)

Vehicle Bay

Weapon Enhancements

Doubled Range Modifiers *(K/E/B)*

Extra Hull DMG (K)

Increased DMG (B)

Must Re-Roll Penetration Dice *(K/E/B)*

Must Re-Roll To-Hit Dice *(K/E/B)*

No Hull Damage *(K/E/B)*

No Range Modifiers (B)

Variable DMG (E)

Fighter Enhancements

Fighter: Large

Fighter: Light

Fighter: Thrust (10)

Fighter: Small

Ground Unit Enhancements

Ground: Assault

Ground: Marine

Ground: Peacekeepers

Planetary Facilities

Administrative Institute

Military Institute

Orbital Shipyard

Planetary Shipyard

Supply Depot

Listening Post

3.1.6.3 Weapon Systems

Energy Weapon Systems

Table 1: Cardassian Energy Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Spiral Wave Disruptor						
X	12	4+	2	1	1	Variable DMG
Light Disruptor						
X	6	4+	2	1	1	
Point-Defense Disruptor						
X	3	4+	3	1	1	
Gravitic Disruptor						
X	15	5+	3	1	1	No Hull DMG

Spiral Wave Disruptor

The spiral wave disruptor is the primary anti-ship weapon found in the Cardassian fleet. These large beam emplacements are usually built into the forward or aft sections of a starship, giving them adequate firing arcs.

The first spiral wave disruptors were deployed early in the Cardassian space program, replacing older and less reliable plasma or particle beam weaponry.

Light Disruptor

A light spiral wave disruptor, or simply a light disruptor, is analogous to the light disruptor types fielded by other powers. Cardassian ships make heavy use of the light disruptor, integrating banks of them as short-range defense guns to protect warships against close-in attacks.

Point Defense Disruptor

A smaller version of the light disruptor, the point defense disruptor is commonly used to deal with enemy fighters.

Gravitic Disruptor

This specialized, long-range beam cannon is similar to an Imperial ion cannon in that it is not designed to destroy a ship but rather incapacitate it. A gravitic disruptor does not do enough damage to injure a target's hull, but it does do sufficient damage to delicate shipboard equipment so as to render the equipment inoperable.

Due to limitation in targeting, the gravitic disruptor has no effect on enemy small craft, such as fighters.

Ballistic Weapon Systems

Table 2: Cardassian Ballistic Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Photon Torpedo						
X	12	4+	1	1	1	Increased DMG, No Range Mods

Photon Torpedo

The photon torpedo is the primary ballistic weapon employed by the Cardassian Union. This torpedo weapon is capable of doing significant damage to enemy ships; however, the system is space intensive and its munitions storage and transfer equipment takes of a substantial amount of space, space which is often better used for troop bunks and disruptor armament.

Despite these limitations, the Cardassians rely on photon torpedoes to deliver deadly first strikes against enemy targets.

3.1.6.4 Ground Forces

Marines (Marines)

Assault Marines (Marines + Assault)

Infantry (Standard)

Security Forces (Peacekeepers)

3.1.7 Ships of the Cardassian Fleet

3.1.7.1 Battleships

Hutet Battleship

Description here.

SFX	PV	Hull	Eng	KEB	Hyp	E	W	D	Q
	231	14	3	2/3/3	Y	-1	-1	-2	-1

VBAM	ISD	Cost	Maint	DV	AS	AF	CR	CC	BC
	2203	12	3 / 2	13	8	8	11	4	0/2

Special Notes: Assault, Gunship

Torka Monitor

ISD	Cost	Maint	DV	AS	AF	CR	CC	BC	Notes
2200	10	2 / 3	10	6	6	8	3	0	

3.1.7.2 Heavy Cruisers

Dutar Heavy Cruiser

Prior to the introduction of the Galor cruiser, the premier heavy cruiser of the Cardassian fleet was the Dutar. For a time, this venerable cruiser was the pinnacle of Cardassian technology. It incorporated the best weapons and construction sciences available to the Union at the time.

The original Dutar was introduced in 2185 and served for 6 years without any major modifications. However, beginning in 2195, the Central Command began refitting members of the class with the newly developed spiral wave disruptor technology. These new

disruptor banks replaced the turreted plasma weapons originally installed aboard the Dutars.

The Dutar Heavy Cruiser was eventually replaced by the Gur'net and Galor warship classes. The Galor Heavy Cruiser fulfilled the Dutar's primary function as a heavy cruiser, while the Gur'net served as a superior light cruiser. Without an ample reason to keep the ships in service, the Cardassian navy opted to retire the Dutar class.

As with many older Cardassian ship classes, some Dutar Heavy Cruisers have fallen into the hands of raiders and other civilian organizations in the Union.

Model by MADDOC SOFTWARE, Based on a design by Tyrel Lohr.

SX:S	PV	Hull	Eng	KEB	Hyp	E	W	D	Q
	98	6	3	1/1/1	Y	-2	-1	-2	-2

VBAM	ISD	Cost	Maint	DV	AS	AF	CR	CC	BC
	2191	6	1 / 2	4	4	5	5	2	0

Special Notes: Gunship

Galor Heavy Cruiser

The Galor Heavy Cruiser...

SX:S	PV	Hull	Eng	KEB	Hyp	E	W	D	Q
	131	8	3	2/2/2	Y	-2	-1	-2	-1

VBAM	ISD	Cost	Maint	DV	AS	AF	CR	CC	BC
	2200	7	1 / 2	7	4	4	7	3	0

3.1.7.3 Light Cruisers

Gur'net Light Cruiser

The Gur'net Light Cruiser is a lighter warship that was deployed alongside the Dutar and Galor Heavy Cruisers during the early history of the Cardassian Union. These ships lacked substantive deflector shielding, opting instead for maximum maneuverability and speed. Spinally mounted spiral wave disruptors provided the class with acceptable anti-shipping firepower, while its battery of light phasers offered short-range engagement capabilities. In addition to these beam armaments, the Gur'net was the first Cardassian warship to be outfitted with photon torpedoes, a new weapon that appeared in the 2190s and quickly replaced the more antiquated merculite missiles used on older Cardassian vessels.

The Gur'net warship largely replaced the older Dutar cruiser due to its superior speed and more advanced weaponry. However, the Gur'net lacked the structural integrity and shielding of a true cruiser. The Galor Heavy Cruiser was eventually developed to fill this role,

forever relegating the Gur'net into a secondary role in the Cardassian fleet.

For the first decade of the Cardassian Union's interstellar empire, the Gur'net Light Cruiser was relied upon to act as the workhorse of the fleet. Galor Heavy Cruisers cost more to build and maintain, and they also took longer to build. The Central Command's need to deploy ships to protect the Union's fledgling colonies was best filled by Gur'net warships. The only other alternative was the Hideki Corvette, a ship that served the purpose but was not seen as entirely economical given its limited combat capabilities.

In 2204, this class began receiving upgrades to its impulse engines. The Gur'net was the second class to receive such upgrades upon the technology's development. These new, advanced drive systems improved the Gur'net's overall speed and allowed for the addition of several more phaser banks. Notably absent from the Gur'net-II refit was any modification or upgrade to the ship's shielding systems, which remained anemic when compared to those found on the Galor or Hutet.

GUR'NET-I

SX:S	PV	Hull	Eng	KEB	Hyp	E	W	D	Q
	109	6	4	1/1/1	Y	-2	-1	-2	-1

VBAM	ISD	Cost	Maint	DV	AS	AF	CR	CC	BC
	2192	6	1 / 3	4	4	3	5	2	0

GUR'NET-II

SX:S	PV	Hull	Eng	KEB	Hyp	E	W	D	Q
	135	6	5	1/1/1	Y	-1	-1	-2	-1

VBAM	ISD	Cost	Maint	DV	AS	AF	CR	CC	BC
	2204	6	1 / 3	4	4	4	5	2	0

Gur'net Warship

ISD	Cost	Maint	DV	AS	AF	CR	CC	BC	Notes
2200	6	1 / 3	4	4	3	5	2	0	

Hepta Escort Warship

ISD	Cost	Maint	DV	AS	AF	CR	CC	BC	Notes
2200	6	1 / 3	5	3	4	5	2	0	

Seltik Light Cruiser

ISD	Cost	Maint	DV	AS	AF	CR	CC	BC	Notes
2200	6	1 / 3	5	3	5	5	2	0	

3.1.7.4 Light Warships

Alor Gunboat

ISD	Cost	Maint	DV	AS	AF	CR	CC	BC	Notes
2200	1	1 / 8	1	1	3	2	1	0	Attack Boat

Hideki Corvette

Hideki Corvette

ISD	Cost	Maint	DV	AS	AF	CR	CC	BC	Notes
2200	3	1 / 6	1	1	2	3	1	0	

Rasilak Destroyer

The Rasilak class is an older Cardassian destroyer design employed in the early years of Cardassian interstellar travel. This class was designed prior to the development of spiral wave disruptors. As a result, it relies on older gravitic disruptors as its heavy weapon of choice. These weapons are incapable of damaging enemy superstructure, however, which limits the offensive capabilities of the class and forces it to close to short-range so that its battery of light phasers can finish off a crippled enemy.

By 2200, the Rasilak had been recalled from Cardassian service. The ships inevitably found themselves in the hands of private interests across the Cardassian territories – including under the command of pirates and renegades determined to destabilize the Cardassian Union.

Model by DarkDrone.

S:X	PV	Hull	Eng	KEB	Hyp	E	W	D	Q
	52	3	3	1/1/1	Y	-2	-1	-2	-2

VBAM	ISD	Cost	Maint	DV	AS	AF	CR	CC	BC
	2187	4	1 / 6	2	2	2	3	1	0

3.1.7.5 Auxiliaries

Lankal Assault Ship

The Lankal Assault Ship class was one of the earliest dedicated assault cruisers used by the Cardassian Union. In addition to its significant troop quartering capacity, the Lankal also integrated large numbers of boarding equipment that would allow the ship to launch commando raids against enemy ships or small fixed defense positions.

The ship saw limited initial deployment. By 2200, only one representative of the class remained in existence, and it was stored away in mothballs at the shipyard facilities at Cardassia Prime.

The threat of conflict with the Pak'ma'ra and Galactic Republic renewed interest in reviving the Lankal class. The sole remaining member of the class was taken out of mothball and received an extensive refit to its engine systems – the first class to receive an upgrade to Engine –1 technology in the Cardassian fleet. Using the improved power output of these drives, the Lankal-II was outfitted with additional phaser emitters, in turn making it a more potent combat unit.

LANKAL-I

S:X	PV	Hull	Eng	KEB	Hyp	E	W	D	Q
	95	6	2	2/2/2	Y	-2	-1	-2	-1

VBAM	ISD	Cost	Maint	DV	AS	AF	CR	CC	BC
	?	6	1 / 2	5	2	3	5	2	0

Special Notes: Assault, Direct Assault (1)

LANKAL-II

S:X	PV	Hull	Eng	KEB	Hyp	E	W	D	Q
	110	6	2	2/2/2	Y	-1	-1	-2	-1

VBAM	ISD	Cost	Maint	DV	AS	AF	CR	CC	BC
	2204	7	1 / 2	5	3	4	5	2	0

Special Notes: Assault, Direct Assault (1)

3.1.7.6 Scouts

Kaltec Scout

ISD	Cost	Maint	DV	AS	AF	CR	CC	BC	Notes
2200	7	2 / 3	6	3	4	6	3	0	Explorer (1)

3.1.7.7 Bases and Defenses

Nor Space Station

ISD	Cost	Maint	DV	AS	AF	CR	CC	BC	Notes
2200	10	2 / 3	12	10	9	-	-	0/3	Carrier

3.2 Galactic Republic

3.2.1 Overview

The Galactic Republic was formed thousands of years ago after the population of Coruscant discovered hyperspace travel. The development of hyperdrive technologies allowed the Republic to spread into neighboring systems. During their journeys, the inhabitants of populous Coruscant made contact with numerous other alien species. Under the administrative control of Coruscant, these worlds banded together to form a Galactic Republic.

The last great hyperspace war resulted in the temporary loss of hyperdrive capability. Upon the resumption of hyperspace travel, the Republic finds itself picking up the pieces as it strives to rebuild its past glories.

3.2.2 Physiology

The Galactic Republic is comprised of a multitude of species; however, humans are the most common species encountered in Republic space. The upper-echelons of the Republic's bureaucracy are dominated by humanity to the point that outsiders automatically assume the Chancellor of the Galactic Republic is always human, even if his staff is completely alien.

3.2.3 Homeworld: Coruscant

Figure 2: Coruscant, Coruscant System
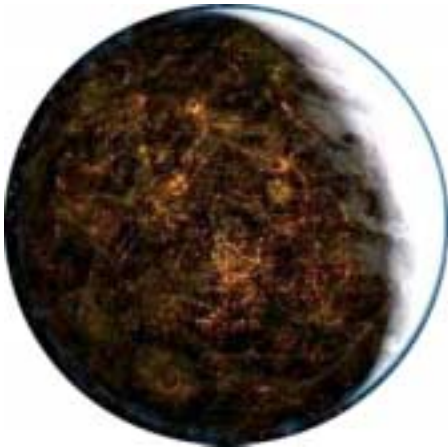
Coruscant stands as a testament to Republic construction. The surface of the capital world of the Galactic Republic is covered by a singular world-city of immense proportions. The cityscape has built over all of the world's landmarks, including its highest mountains. The vast oceans that once graced Coruscant's surface have long since been drained into vast underground storage and reclamation facilities.

TEMP	ATMO	HYDR
7	5	4

3.2.4 Government

The Galactic Republic is a confederate form of government wherein each member state is given a seat in the Senate, the Republic's unicameral legislative body. Member worlds are traditionally semi-autonomous from the Republic, though strong interdependences typically exist as a result of trade or cultural ties.

The leader of the Republic is the Supreme Chancellor. This executive post is filled by a member of the Senate who is elected to the post by a Senatorial vote. The position of Chancellor is a precarious one; a successful vote of no confidence in a Chancellor's leadership is all that it takes to remove one Chancellor from office and put another in his place. Such quick executive succession usually means that those in the position of Chancellor can exert little immediate power, except in the situations where he has majority support in the Senate.

3.2.4.1 Political Factions

Republic politics are dominated by various Senatorial factions whose members hold important positions on government committees. These political factions are constantly struggling to achieve superiority in the Senate Chambers so that they can more easily force through favorable legislation.

Military Faction

Some members of the Senate believe that the Republic requires a strong martial focus if it is to keep its member worlds in check. This faction supports a government with a Military focus and the adoption of positive Military social traits (or the removal of negative Military social traits).

In particular, the Military Faction in the Senate advocates the creation of a "Grand Army of the Republic" – the dissolution of the long-standing Unprofessional Armies trait.

Scientific Faction

This faction advocates a stolid devotion to technological research so that the Republic can field the most advanced warships possible. In their eyes a small, more advanced fighting force will lower the cost of maintaining the Republic's standing military forces, leaving more resources to be devoted to other areas of interest.

Culturist Faction

The Culturists are devoted to emphasizing the multicultural nature of Coruscant and the colonies. This focus on Social matters is reflected in the Culturist Faction's agenda: improve Social Solidarity, decrease Civil Disturbances, and otherwise address the issues challenging Republic morale.

Industrial Faction

There exist those in the Senate that believe that the exploitation of galactic resources is a necessity. Driven by profit, greed, and a lust for power, these capitalists are quick to recommend massive building projects that would expand the economic infrastructure of the Republic. The Industrialists are in favor of a Trade focus to the Republic government. Also, they are willing to trade Corruption for Efficient Industry.

Diplomatic Faction

Diplomacy is key to the Diplomatic Faction's goals for the Republic. This Senatorial faction believes that peaceful resolution of problems is the only way to keep the Republic from breaking apart under its own weight. A strong diplomatic corps is highly desirable to the peaceable diplomatic faction.

Due to their shared Social focus, the Diplomatic Faction often finds an ally in the Culturists.

Jedi Faction

The Jedi Order has long served the Republic as its guardians. There remain those in the Senate that recognize the commitment of the Jedi to preserving the Republic. When in power, these Jedi supporters are keen to funnel resources to the Jedi Order so that it can build additional Jedi temples and bases across the Republic's territories.

3.2.5 VBAM Stats

Government

Confederation (Social)

Physical Traits

- Humanoid
- World City (N/A)[1]

Social Traits

- Bureaucratic Diplomacy (-2)
- Efficient Operatives (+1)
- Efficient Industry (+1)
- Gifted Negotiators (+1)
- Mercantile (+1)
- Unprofessional Armies (-2)
- Jedi (+2)

Trait/Government Effects

- -10% income
- -1 to negative Morale checks
- All ground units have their maintenance costs increased by 1 EP.
- +45% more Intel points can be maintained
- The difficulty of Espionage missions launched against this power is reduced by 1 (minimum difficulty 1).
- +10% construction capacity
- 3 free diplomatic Intel points each turn
- +10% trade revenue
- It takes d6 turns from the time a treaty is offered until the power can attempt to sign/reject it.

---

[1] The Republic received a +2 bonus to its Census, Productivity, and Carrying Capacity at its homeworld to represent the extensively developed nature of Coruscant. Normally a power would have to pay extra for these bonuses, but in this case it is required based on the background materials.

- Power can train Jedi elite officers from Jedi Temples.

AIX Statistics

AG	IN	XE
42	67	50

3.2.6 Technologies

3.2.6.1 Macro Technologies

Weapons: -1

Defense: -2

Engines: -2

Equipment: 0

Ground: -2

3.2.6.2 Micro Technologies

Technical Proficiencies

Scouting Level 1

Special Equipment

Armor Plating

Cargo Bay

Command Center

Construction Bay

Diplomatic Center

Fighter Bay

Hyperdrive

Launch Bay

Marine Squads

Medical Bay

Military Cargo Bay

Passengers (100)

Repair Bay

Science Lab

Security Teams

Spinal Mount (Energy)

Troops (250)

Vehicle Bay

Weapon Enhancements

Doubled Range Modifiers *(K/E/B)*

Must Re-Roll Penetration Dice *(K/E/B)*

Must Re-Roll To-Hit Dice *(K/E/B)*

No Hull Damage *(K/E/B)*

Variable PEN (B)

Fighter Enhancements

Fighter: Assault

Fighter: Ballistic Hardpoint

Fighter: Hyperdrive	
Fighter: Large	
Fighter: Light	
Fighter: Proton Torpedo	
Fighter: Thrust (10)	
Fighter: Small	

Ground Unit Enhancements

Ground: Marine

Ground: Mechanized

Planetary Facilities

Administrative Institute

Military Institute

Orbital Shipyard

Planetary Shipyard

Supply Depot

Listening Post

Planetary Shield System

3.2.6.3 Weapon Systems

Energy Weapon Systems

Table 3: Galactic Republic Energy Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Dual Turbolaser Mk-II						
2204	12	4+	2	1	1	
Turbolaser						
X	12	5+	1	1	1	Twin: ROF 2 Quad: ROF 3
Laser Cannon						
X	6	4+	1	1	1	Twin: ROF 2 Quad: ROF 3

Ballistic Weapon Systems

Table 4: Galactic Republic Ballistic Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Assault Concussion Launcher						
X	6	4+	1	2	1	Variable PEN
Fighter Concussion Missile Package						
X	3	4+	1	2	1	
Fighter Proton Torpedo Package						
X	3	3+	1	1	1	

Fighter Proton Torpedo

Those Republic fighters that are equipped with missile hardpoints can be equipped with small proton torpedoes. This directly increases their offensive capability against starships.

In CSCR combat, each proton torpedo used adds +1 AS to the fighter's normal attack strength.

Fighter-based proton torpedoes have a cost of 1 EP per 24 purchased.

3.2.6.4 Ground Forces

Marines (Marines)

Regulars (Standard)

Mechanized Regulars (Mechanized)

Acclamator-A Assault Ship

The Acclamator-A Assault Ship is used as the Republic's primary assault cruiser. Acclamators are cheaper to field in numbers than a full star destroyer, and they are easier to deploy in the field. Ships of this type are not as heavily armed as other Republic warships, but their defensive laser cannon batteries are enough to convince enemy ships to give them a wide berth.

Carrack Light Cruiser

The Carrack is the Republic's standard light warship design. Classified as a light cruiser, the Carrack functions more as an escort destroyer. One of the major benefits of the Carrack class is its ability to carry and deploy a single flight of fighters.

Dreadnaught Heavy Cruiser
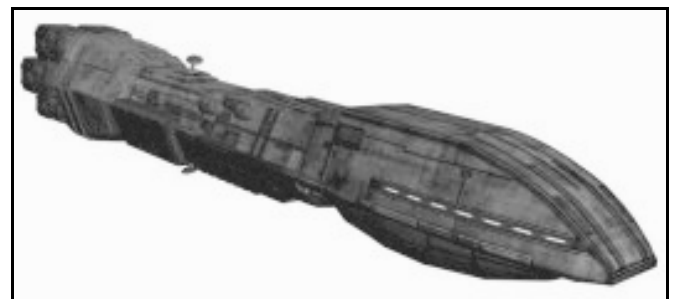
The Dreadnaught Heavy Cruiser is the workhorse of the Galactic Republic fleet. The ship is devoted completely to combat, and it is optimized for broadside engagements with other similar capital ships. Additionally, each Dreadnaught is able to bring two flights of fighters into battle with it – providing vital organic fighter support in fleet engagements.

Victory-I Star Destroyer

When the Galactic Republic first appeared on the galactic scene, the Victory-I Star Destroyer was the largest starship in their arsenal. This large warship was the Republic's first true "star destroyer" class. It symbolizes the Republic mandate of incorporating multiple functions into a single warship class. Victory destroyers are equally capable of launching attacks against enemy ships as it is prepping troops for large scale ground invasions.

Consular Diplomatic Cruiser

The Consular Diplomatic Cruiser is a small courier vessel used to transport dignitaries to other worlds. The ship is only lightly armed for its own defense, and its shields are incapable of standing up to determined firepower from a competent foe.

ARC-170 Starfighter

This heavy three-man fighter is designated an Aggressive Reconnaissance unit by the Republic. The ARC-170 benefits from state-of-the-art equipment, including a functional hyperdrive which is rare on early Republic fighter units.

Energy, Speed 9, Assault, Hyperdrive, Ballistic Hardpoint (1)

Z95 Headhunter Starfighter

The Z95 is a sturdy medium fighter, and precursor to the later (and better known) X-Wing fighter. The Z95 does not excel in any one area, while remaining an effective combat fighter.

Energy, Speed 10, Missile Hardpoint (1)

Delta-7 Aethersprite Interceptor

Energy, Speed 10, Light

3.2.7 Elite Officers

3.2.7.1 Jedi Officers

Qui-Gon Jinn

Form IV Ataru (Level 1)

Negotiator (Diplomatic)

Alignment: Neutral (0)

Burst of Speed (+1 Defense Dice)

Attack 1

Yoda

3.3 Pak'ma'ra

3.3.1 Overview

The Pak'ma'ra are...

3.3.2 Physiology

The three-fingered Pak'ma'ra are carrion eaters, the eating of which is seen as a measure of their cultures' superiority over others, using tentacles by their mouths, which are used to secure food and move it towards their mouths containing beak-like teeth, because of this arrangement they cannot speak English and so must employ a translation unit. They are capable of seeing into the ultraviolet spectrum also require their own, species specific, toilet facilities amongst oxygen breathers. Early explorers thought that the Pak'ma'ra possessed a hive mind, although this was a misunderstanding arising from the way that their culture functions, they do exhibit a hive mentality, and a similar belief that they were telepathic within their own species is belied by their very complex spoken language, although they have no written language. Pak'ma'ra are incorrectly believed to be capable of eating and digesting anything at all, but are in fact unable to consume fish and prefer not to eat things that have not been dead for at least five days. In addition barium reacts violently with their digestive system causing violent vomiting.

3.3.3 Society

Pak'ma'ra are loners, spending much of their lives alone, or perhaps with a nish'ka, or thought mate, and live in natural habitats such as caves or grottoes, collections of which might be considered to form a village. To other races the Pak'ma'ra are seen as slow, greedy and selfish, and as a result of their smell and refusal to eat anything not five days dead often ignored by them.

3.3.4 Homeworld: Cardassia Prime

Figure 3: Melat, Melat System

Melat is a largely inhospitable planet for most sentient life – except for the native Pak'ma'ra, who thrive in its planetary environment. The atmosphere is poisonous to most nitrogen/oxygen breathers. Visitors to Melat are forced to don environmental suits and use mechanical translators while on planet. This combined with the rough terrain and the lack of cities discourages visits from members of other races.

TEMP	ATMO	HYDR
7	7	6

3.3.5 Government

The Pak'ma'ra have a saying that roughly translates as " Pak'ma'ra, all same, all different". Understanding this philosophy is essential to understanding the Pak'ma'ra government. When the other races first contacted the Pak'ma'ra they asked to speak to their leaders and were presented to an old Pak'ma'ra named something which sounded roughly like "Ssh'ssh'ya'ssh". The next time they asked to speak to a Pak'ma'ra leader they were presented to yet another Pak'ma'ra with a completely different name. They soon realized that "leader or ruler" meant nothing to the Pak'ma'ra. Anyone who wishes can speak for the entire race, since Pak'ma'ra are all the same. However as they are also different, this "spokesman" can take no action on anything until ALL Pak'ma'ra consider the subject. In time other governments figured out they could deal with specific groupings among the Pak'ma'ra and actually achieve what passed for treaties.

3.3.5.1 Political Factions

The Pak'ma'ra do not possess any political factions. Their goals are eclectic, to say the least, and no one faction can exert an undue influence over the whole.

As a general strategy, the Pak'ma'ra are most interested in spreading into nearby systems and improving the way of life in Melat and its colonies. Confrontation is generally to be avoided, but if the general consensus is to go to war it will be adhered to strictly until it is decided that it is time for peace.

Politically, the Pak'ma'ra will seek a path of neutrality.

3.3.6 VBAM Stats

Government

Meritocracy (Positive Trade, Negative Military)

Physical Traits

- Humanoid
- Repulsive (-1)

Social Traits

- Logistical Experts x2 (+2)
- Espionage Experts (+1)
- Poor Tacticians – Organization (-2)
- Supply Master (+2)

Trait/Government Effects

- All treaty attempts have a 10% chance of failure.
- +10% bonus to breaking treaties or declaring hostilities/war.
- -10% penalty to foreign treaty acceptance.
- All units ignore their first 2 out of supply levels.
- +15% bonus to commerce income.
- +1 Intel bonus to all Espionage missions.
- +5% Maintenance Cost
- +50% XP costs for officers and personnel
- +10% chance per Census to military unit defection
- Base supply range of 3

AIX Statistics

- Aggressiveness (AG): 26
- Integrity (IN): 50
- Xenophobia (XE): 25

3.3.7 Technologies

3.3.7.1   Macro Technologies

Weapons: -2

Defense: -2

Engines: -2

Equipment: -2

Ground: -2

3.3.7.2 Micro Technologies

Technical Proficiencies
Scouting Level 1

Special Equipment
Armor Plating

Cargo Bay

Command Center

Construction Bay

Diplomatic Center

Fighter Bay

Hyperdrive *(Jump Engine)*

Launch Bay

Marine Squads

Medical Bay

Military Cargo Bay

Passengers (100)

Repair Bay

Science Lab

Security Teams

Sunbursts

Troops (250)

Vehicle Bay

Weapon Enhancements
Doubled Range Modifiers *(K/E/B)*

Must Re-Roll Penetration Dice *(K/E/B)*

Must Re-Roll To-Hit Dice *(K/E/B)*

No Hull Damage *(K/E/B)*

Range-Based DMG (E)

Fighter Enhancements
Fighter: Large

Fighter: Light

Fighter: Thrust (10)

Fighter: Small

Ground Unit Enhancements
None

Planetary Facilities
Administrative Institute

Military Institute

Orbital Shipyard

Planetary Shipyard

Supply Depot

Listening Post

3.3.7.3 Weapon Systems

Energy Weapon Systems
Table 5: Pak'ma'ra Energy Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Heavy Plasma Cannon						
X	12	5+	1	1	2	Range-Based DMG
Medium Plasma Cannon						
X	9	5+	1	1	1	Range-Based DMG
Light Plasma Cannon						
X	6	5+	1	1	1	
Plasma Web						
X	3	3+	1	1	1	Doubled Range Mods, Special

Heavy Plasma Cannon
xxx

Medium Plasma Cannon

xxx

Light Plasma Cannon

Rarely used in the modern Pak'ma'ra fleet, the light plasma cannon is a weak directed energy weapon that scores very little damage to the target.

Plasma Web

The plasma web is a specialized weapon system developed by Pak'ma'ra scientists to counter enemy fighters. The plasma web has both an offensive and defensive component; at short-ranges, a plasma web can engage enemy fighters normally. At longer ranges, though, the plasma web can be used to create "plasma hexes" that will score damage to large numbers of fighters, eliminating entire flights.

Note: The secondary effect of the plasma web is represented as Sunbursts in Starmada. A Pak'ma'ra ship will have at least 5 Sunbursts for every plasma web on the ship.

3.3.8 Ground Forces

Regulars (Standard)

3.3.9 Ships of the Pak'ma'ra Fleet
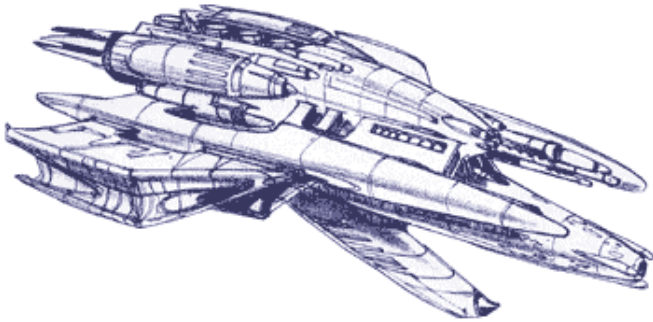
3.4 Ba'al (Goa'uld System Lord)

3.4.1 Overview

One of the most ruthless of the Goa'uld System Lords, Ba'al was also one of the most powerful prior to the Great Hyperspace Crisis. That event robbed Ba'al of his empire and his territories.

While the Cardassian Union and Galactic Republic realized the impact of the loss of hyperspace travel, Ba'al was forced to endure the complete cessation of stargate travel. No matter what lengths his technicians would go to, the gate remained silent... until, finally, hyperspace and stargate travel mysteriously resumed.

3.4.2 Physiology

The Goa'uld are a parasitic species of snake- or eel-like creatures known for their egomaniacal personalities. The Goa'uld have a long heritage of masquerading as gods, using their knowledge of advanced technologies to terrorize their subjects.

All Goa'uld possess a genetic memory, meaning that their offspring are endowed with the full knowledge of their parents and their parents' parents. This advantage prevents Goa'uld from having to relearn information known to previous generations. Despite their genetic memories, all Goa'uld develop their own individual personalities.

3.4.3 Society

xxx

3.4.4 Homeworld: Cardassia Prime

Figure 4: Archeba, Archeba System

xxx

TEMP	ATMO	HYDR
7	6	5

3.4.5 Government

The System Lord Ba'al is the sole authoritarian commander of his domain.

3.4.5.1 Political Factions

The type and number of political factions within Ba'al's domain is constantly shifting. Each Goa'uld elite officer (including Ba'al himself) is considered to lead a faction within the "government." As political influence ebbs and flows, it is quite possible that one Goa'uld or another will feel strong enough to rise up against Ba'al and establish himself (or herself) as a new System Lord in their own right.

Additionally, the Jaffa can accrue political capital. Any world with a dominant Jaffa political presence will gain a bonus to all rebellion rolls, signifying their growing solidarity and chance for a slave rebellion.

3.4.6 VBAM Stats

Government

Autocratic (Military)

Physical Traits

- Humanoid
- Genetic Memory (+1)

Social Traits

- Trade Barriers (-2)
- Efficient Industry (+1)
- Veteran Armies (+2)
- Slavery (±0)

Trait/Government Effects

- +5% science bonus from Genetic Memory. Total research cost is 55% of TDP.
- +10% construction capacity
- +50% to breaking treaties / declarations
- -10% to maintenance expenses.
- -40% penalty to commerce income.
- Effects of negative Morale results are doubled.
- All enemies start as Veterans during peacetime, Regulars during gearup, and Novice during Wartime.

AIX Statistics

- Aggressiveness (AG): 64
- Integrity (IN): 38
- Xenophobia (XE): 47

3.4.7 Technologies

3.4.7.1 Macro Technologies

Weapons: -2

Defense: 0

Engines: 0

Equipment: -1

Ground: 0

3.4.7.2 Micro Technologies

Technical Proficiencies
Scouting Level 1

Special Equipment

Armor Plating
Cargo Bay
Cloaking Device
Command Center
Construction Bay
Diplomatic Center
Fighter Bay
Heavy Basing
Hyperdrive
Launch Bay
Marine Squads
Medical Bay
Military Cargo Bay
Passengers (100)
Repair Bay
Science Lab
Security Teams
Transporters
Troops (250)
Vehicle Bay

Weapon Enhancements

Doubled Range Modifiers *(K/E/B)*
Must Re-Roll Penetration Dice *(K/E/B)*
Must Re-Roll To-Hit Dice *(K/E/B)*
No Hull Damage *(K/E/B)*

Fighter Enhancements

Fighter: Large
Fighter: Light
Fighter: Thrust (12)
Fighter: Small

Ground Unit Enhancements

Ground: Defense
Ground: Light
Ground: Marine
Ground: Special Forces

Planetary Facilities

Orbital Shipyard
Planetary Shipyard
Supply Depot
Listening Post

3.4.7.3 Weapon Systems

Energy Weapon Systems

Table 6: Goa'uld Energy Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Heavy Staff Cannon						
X	9	4+	1	1	2	
Staff Cannon						
X	9	4+	1	1	1	

Heavy Staff Cannon

xxx

Ballistic Weapon Systems

Table 7: Goa'uld Ballistic Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Energy Detonator						
X	3	3+	3	1	1	

3.4.8 Ground Forces

Jaffa Warriors (Light, Marine)

Jaffa Defense Forces (Light, Defense)

Jaffa Scouts (Special Forces; Attack 1, Defense 1)

3.4.9 Ships of the Fleet

Heavy Cruisers

Ha'tak Mothership

The Ha'tak Mothership is the primary heavy warship class used by the Goa'uld. These multipurpose starships are highly modular and can be readily converted to meet any desired task.

HATAK (STANDARD)

	PV	Hull	Eng	KEB	Hyp	E	W	D	Q
SX	449	11	4	4/4/4	Y	0	-2	0	-1

	ISD	Cost	Maint	DV	AS	AF	CR	CC	BC
VBA									

	ISD	Cost	Maint	DV	AS	AF	CR	CC	BC
	?	11	2 / 2	13	6	4	9	3	3/1

Special Notes: Carrier, Direct Assault (1)

HATAK (ASSAULT)

S:X	PV	Hull	Eng	KEB	Hyp	E	W	D	Q
	350	11	4	4/4/4	Y	0	-2	0	-1

VBAM	ISD	Cost	Maint	DV	AS	AF	CR	CC	BC
	?	11	2 / 3	12	5	4	9	3	2

Special Notes: Assault

Frigates

Al'kesh Bomber

The Al'kesh Bomber is used as a dual-role support combatant in space battles, and as a ground bombardment ship during ground invasions. Ships of this class lack any substantial shielding or armor, making them more vulnerable to attack than one would originally think. However, Al'kesh Bombers are heavily armed and can pose a serious threat at close ranges. Even the heavy shields of a Ha'tak Mothership cannot hope to hold against the constant bombardment of a wave of Al'kesh Bombers.

S:X	PV	Hull	Eng	KEB	Hyp	E	W	D	Q
	53	3	7	0/0/0	Y	0	-2	0	-1

VBAM	ISD	Cost	Maint	DV	AS	AF	CR	CC	BC
	?	2	1 / 4	2	3	3	3	1	-

Special Notes: Atmospheric, Ballistic, Gunship

Auxiliaries

Tel'tak Scout

This small cargo ship is special in that it is one of the few Goa'uld ships capable of cloaking its presence from enemy scanners. The Goa'uld typically employ Tel'tak Scouts as short-range reconnaissance craft. They have a relatively short operational range, however, which limits their uses.

Special Rule: Despite the SX conversion stats giving the Tel'tak DV 1, the ship is still usable for long-distance scouting, even if it lacks the science labs to exert an actual Explorer rating. To this end, the ship ignores the first Out of Supply Status Level earned. The Goa'uld

are supposed to use these ships as disposable scout ships, and this rule change makes that possible.

S:X	PV	Hull	Eng	KEB	Hyp	E	W	D	Q
	7	1	10	1/1/1	Y	0	-2	0	-1

VBAM	ISD	Cost	Maint	DV	AS	AF	CR	CC	BC
	?	2	1 / 8	1	0	0	2	1	-

Special Notes: Atmospheric, Agile, Cloak, Blockade Runner

Bases

Death Glider

3.5   Thrynn Confederacy of Planets

3.5.1 Overview

xxx

3.5.2 Physiology

xxx

3.5.3 Society

xxx

3.5.4 Homeworld: Thoss

Figure 5: Thoss, Thoss System

xxx

TEMP	ATMO	HYDR
7	4	5

3.5.5 Government

xxx

3.5.5.1 Political Factions

xxx

3.5.6 VBAM Stats

Government

Confederacy (Military)

Physical Traits

- Humanoid

Social Traits

- Artifact Aficionados (+1)
- Expert Scientists (+1)
- Gifted Negotiators (+1)
- Poor Shipwrights (-1)[2]
- Racial Prejudice – Elowan (±0)

Trait/Government Effects

- Tech advancement cost is 45% of TDP.
- -20% dock spaces
- Bonus to artifacts
- -25% XP costs for military officers and personnel.
- -10% to maintenance expenses.
- -10% income
- -1 Morale check penalty
- -1 Espionage mission difficulty against Thrynn
- Effects of negative Morale results are doubled.
- All enemies start as Veterans during peacetime, Regulars during gearup, and Novice during Wartime.

AIX Statistics

- Aggressiveness (AG): 72
- Integrity (IN): 41
- Xenophobia (XE): 50

3.5.7 Technologies

3.5.7.1   Macro Technologies

Weapons: -1

Defense: -2

Engines: -2

Equipment: -2

Ground: -1

3.5.7.2 Micro Technologies

Technical Proficiencies
Scouting Level 1

Special Equipment
Armor Plating
Cargo Bay
Command Center
Construction Bay
Diplomatic Center
Fighter Bay
Heavy Basing
Hyperdrive
Launch Bay
Marine Squads
Medical Bay
Military Cargo Bay
Passengers (100)

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[2] The reason for this trait is that, in Starflight, the Thrynn were lacking in strategic materials. Poor Shipwrights is the best way to show this at game start, in that they aren't as effective ship builders.

Repair Bay

Science Lab

Security Teams

Troops (250)

Vehicle Bay

Weapon Enhancements

Doubled Range Modifiers *(K/E/B)*

Must Re-Roll Penetration Dice *(K/E/B)*

Must Re-Roll To-Hit Dice *(K/E/B)*

No Hull Damage *(K/E/B)*

Fighter Enhancements

Fighter: Large

Fighter: Light

Fighter: Thrust (8)

Fighter: Small

Fighter: Standard

Ground Unit Enhancements

Ground: Marine

Ground: Special Forces

Planetary Facilities

Orbital Shipyard

Planetary Shipyard

Supply Depot

Listening Post

3.5.7.3 Weapon Systems

Kinetic Weapon Systems

Table 8: Thrynn Kinetic Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Autocannon						
X	6	4+	1	1	1	

Energy Weapon Systems

Table 9: Thrynn Energy Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Plasma Cannon						
X	12	4+	1	1	2	Range-Based DMG
Light Plasma Cannon						
X	6	4+	1	1	2	Range-Based DMG

Ballistic Weapon Systems

Table 10: Thrynn Ballistic Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Python Missile						
X	15	4+	1	1	1	

3.5.8 Ground Forces

3.5.9 Ships of the Fleet

4.0 Other Rules

Warp Engine / Hetch Drive, Hyperdrive, etc.

4.1   New Aliens

Universe Chart

1	Babylon 5
2	Star Trek
3	Star Wars
4	Farscape
5	Stargate
6	Star Control
7	Master of Orion
8	Starflight
9	Uplift War
10	Miscellaneous

Pre-Interplanetary Chart

Die Roll	Faction	Source
	Dnyarri	

Interplanetary Chart

Die Roll	Faction	Source

Interstellar Race Chart

Die Roll	Faction	Max	Source
	Androsynth	INT-1	Star Control
	Arilou		Star Control
	Chenjesu		Star Control
	Druuge		Star Control
	Earthling		Star Control
	Ilwrath		Star Control
	Mmrnmhrm		Star Control
	Mycon		Star Control
	Orz		Star Control
	Pkunk		Star Control
	Shofixti		Star Control
	Slylandro	INT-1	Star Control
	Spathi		Star Control

	Supox		Star Control
	Syreen		Star Control
	Thraddash		Star Control
	Umgah		Star Control
	Ur-Quan Kzer-Za		Star Control
	Ur-Quan Kohr-Ah		Star Control
	Utwig		Star Control
	VUX		Star Control
	Yehat		Star Control
	Zoq-Fot-Pik		Star Control
	Clairconctlar		Star Control
	Daktaklakpak		Star Control
	Doog		Star Control
	Exquivan		Star Control
	Harika & Yorn		Star Control
	K'tang		Star Control
	Lk		Star Control
	Owa		Star Control
	Ploxis		Star Control
	Vyro-Ingo		Star Control
	Xchagger		Star Control
	Sakkra		Master of Orion
	Mrrshan		Master of Orion
	Alkari		Master of Orion
	Bulrathi		Master of Orion
	Psilons		Master of Orion
	Darloks		Master of Orion
	Klackons		Master of Orion
	Meklars		Master of Orion
	Silicoids		Master of Orion
	Elerians		Master of Orion
	Gnolam		Master of Orion
	Trilarians		Master of Orion

4.1.1   Star Trek

UFP

Klingons

Romulans

Vulcans

Andorians

Tellarites

Gorn

Tholian

Orion

Hydran

Kzinti

Lyran

Cardassians

Yridians

Ferengi

Nausicaans

Breen

Dominion

Karemma

Tzenkethi

Bynars

Children of Tama

4.1.2   Star Wars

Galactic Republic

Hutts

Galactic Empire

Twilek

Wookiee

Bothan

lots of them

4.1.3   Babylon 5

EA

Minbari

Narn

Centauri

Brakiri

Abbai

Drazi

Vree

Pak'ma'ra

Llort

Descari

Orieni

Koulani

Ch'lonas

Minbari Protectorates

Enfili

Cascor

Yolu

Kor-Lyan

Torata

Golian

Antarean

Lumati

Grome

Hurr

Dilgar

Alacan

Balosian

Hyach

Gaim

4.1.4   Farscape

Tavleck

Sheyang

Charrid

Scarran

Hynerian

Luxan

Delvian

Nebari

Sebacean

Drak

Scorvian

Illanic

Vorcarian

Banik

Halosian

Scarran

Plokavian

Interion

Venek

Colarta

Traskan

Kalish

4.1.5   Star Control

Androsynth ("false men", human clones)

Arilou

Chenjesu

Chmmr

Dnyarri

Druuge

Earthling (Humans)

Ilwrath

Melnorme

Mmrnmhrm

Mycon

Orz

Pkunk

Shofixti

Slylandro

Spathi

Supox

Syreen

Thraddash

Umgah

The Ur-Quan: Kzer-Za and Kohr-Ah

Utwig

VUX

Yehat

Zoq-Fot-Pik

Clairconctlar

Daktaklakpak

Doog

Exquivan

Harika & Yorn

K'tang

Lk

Owa

Ploxis

Vyro-Ingo

Xchagger

4.1.6   Starflight

Velox

Thrynn

Elowan

Spemin

Uhlek

Gazurtoid

Mechans

4.1.7   Stargate

4.1.7.1 IND-P/1/2

Athosians

Genii

Langara (Jonas Quinn)

Reole

Sodan

Unas

4.1.7.2 IND-3/INT

Aschen

Goa'uld System Lord

Asgard

Replicators

Re'tu

Wraith

Foothold Aliens

Nox

Serrakin

Tok'ra

Tollan

4.1.8   Miscellaneous

Terran Confederation (Wing Commander)

Kilrathi (Wing Commander)

Cylons (BSG)

Colonials (BSG)

Humans (SAAB)

Chigs (SAAB)

4.2   Special Resources

Common

Pergium (Trek: Trade)

Precious Gems (N/A; +1 EP per Census)

Narcotic Drug (N/A; +1 to Morale checks)

Bad Drug (Morale; -1 to negative Morale checks, +1 to positive Morale checks)

Positive Biologicals (doubles positive Morale results)

Hostile Biologicals (doubles negative Morale results)

Uncommon

Naquadah (SG1: Trade/Military; +1 AS / +2 Ballistic, +1 DMG to Ballistic Weapons)

Tibanna gas (Star Wars: Trade/Military, +1 AS to Energy Weapons)

Dilithium (Trek: +3 RAW)

Quantium-40 (B5: Trade/FTL)

Chakan oil (Farscape: Military +1 AS, +1 DMG to Energy Weapons; +1 Attack to ground troops)

Tylium (BSG fuel; Removes 1 Out of Supply from fleet)

Elerium 115 (X-Com: Military; +1 Attack ground, +1 DV Ships)

Kemocite (Trek: Trade/Intel; +1 Intel bonus to Sabotage missions)

Extremely Hostile Biologicals (planet is inhabited by a number of enemy biota equal to Capacity that are treated like self-supporting ground units. They replace at a rate of one per month when killed unless all of them are killed. Roll 1d3 for each Attack, Defense, and Attrition. D Factor is 1d2).

Endurium (Trade/Logistics)

Rare

Chamalla (BSG Morale: +1 to all Morale checks at location)

Very Rare / Unique

Naquadria (SG1: Trade/Military; Double effects of Naquadah)

4.3 Artifacts

Common

Stargate

Stargates can be used for fast interstellar travel. Using a stargate, ground units and specialized fighters can move to any other planet whose gate address is known.

Exploring using a Gate

A team of ground units can explore using a stargate in the same way that a scout fleet would explore using ships. Roll 2d6 for each ground unit, adding +1 for each scout function bonus any included officers provide; on a roll of 12 or more, a new system has been discovered. On a roll of 5 or less (or natural "snake eyes"), the team is in peril; roll 2d6 again, adding +1 per officer-provided scout function, and on any result of 6 or less the team has been lost.

New system discovered by gate exploration are added to the map and immediately given a stargate at the new location.

When rolling system numbers for systems discovered by gate exploration, roll d1000 to determine system number. Stargates can attach to nearly any star system, even those systems that are otherwise unreachable by conventional travel!

Uncommon

Rare

Zero-Point Module (ZPM)

A highly efficient power source created by the Ancients, a zero-point modules (ZPM) was designed to sustain the Ancient's own power-intensive machinery. When adapted for use with conventional equipment, ZPMs are able to push systems to their limit.

Using a ZPM

Ships/Bases: Ships or bases equipped with a ZPM receive a +20% bonus to DV, AS, and AF (rounding up, minimum bonus of +1 to each stat). In Starmada combat, the ZPM provides +1 Shields/Defense and +1 DMG to all weapons (after any associated special weapon effects are calculated).

Ground Facilities: Traditional ground-based facilities that are equipped with a ZPM have their effects doubled. As a result, planetary shields would QUARTER enemy bombardment points, planetary defense guns would have double their normal AS factors, etc.

Precursor Artifacts

The Precursors left artifacts scattered across space. These artifacts can upgrade different systems, such as:

- +1 To-Hit (+1 AF)
- +1 PEN (+1 AS)
- +1 DMG (+1 AS)
- +2 Engines (+1 DV
- +1 Defense/Shields (+1 DV)
- Ignore first out of supply level
- Special Effect

The benefit provided by any one Precursor artifact is determined randomly at discovery.

Aqua Helix

Ultron Fixer

Clear Spindle

Ultron Fixer

Rosy Sphere

Ultron Fixer

Precursor Bomb

Black Egg

Crystal Cone

Crystal Orb

Crystal Pearl

Dodecahedron

Focusing Stone

Hypercube

Red Cylinder

Ring Device

Rod Device

Shimmering Orb

Tesseract

4.4 Ancient Derelicts

Common

Uncommon

Dead Leviathan

Rare

Aurora/Orion-type Ancient Ship

Scouts find an ancient warship.

Very Rare / Unique

Zelbinion

Your teams have discovered the wreck of a long-lost Peacekeeper command carrier: the *Zelbinion*. The ship is a size 16 battleship with the following tech levels: Engines: -1, Weapons +0, Defense: -1, Equipment: -1. Players can attempt to salvage the *Zelbinion*, or else loot it.

Aboard the *Zelbinion* is a special shield system that can be detached and stolen, reducing the Shields of the ship by 1 for every point unit stolen. These units provide the units with the Shields trait, but each time they are used they will have to roll d6 +1 per number of times used this combat for burnout, with burnout occurring on a 6+.

Sa-Matra

4.5   Special Encounters

Die Result	Encounter
	Diagnosian
	Rogue Leviathan
	Leviathan Dying Ground
	Arnessk (Eidolon Temple)
	Rainbow World
	Black Hole
	Melnorme
	Taalo Homeworld
	Dnyarri
	Burvix Caster
	VUX Beast
	Egg-Case Fragment
	Syreen Vault
	QuasiSpace Portal
	Throne World of Orion
	Antaran Invasion
	Tormented Space

Diagnosian

Your crews have discovered a wandering Diagnosian and his caretaker. This medical expert is a D6 Level Scientist, with an emphasis in medical skills. The Diagnosian possesses a personal transport ship (DV equal to Rank) that it can use to travel the stars. An empire can elect to hire the Diagnosian to serve in its fleet, at an annual cost equal to twice the Diagnosian's Rank (ex: a Rank 4 Diagnosian would cost 8 EP per year to hire).

Leviathan

Leviathan Dying Ground

Arnessk (Eidolon Temple)

Rainbow World

Rainbow Worlds are strange planets whose radiant energies produce rainbow-like images on most scanners that display their energy readings graphically. They are all rich in minerals, and of great interest to the Melnorme.

Rainbow Worlds receive a +4 RAW bonus, and their presence can earn great rewards for the first player to tell a Melnorme Trader about them!

Black Hole

This system contains a black hole. There is nothing of use here (reset RAW and Capacity to 0). In addition, moving into the system carries some risks. Roll 2d6, adding +1 per squadron in the fleet. On a roll of 10+, the fleet has strayed too near the event horizon and has received 1d100 points of AS damage and 1d100 points of AF damage. (incomplete)

Melnorme Trader

An encounter with a Melnorme Trader enters one of these enterprising individuals into play aboard a standard Melnorme trading vessel. These ships will move between Major Colony systems as they encounter aliens and offer trades. A Melnorme Trader will pay 100 EP for the whereabouts of each Rainbow World encountered in the game. It will also pay 10 EP for information on each world encountered with notable biota. You can purchase a series of upgrades from the Melnorme Trader, too.

Melnorme Trader Upgrades

These upgrades cost 30 EP each to purchase the base technology. The costs per unit differ from upgrade to upgrade. Each acts as a system package that increases the base abilities of the affected unit.

Fusion Blaster (+1 AS, +1 DMG to one battery)

Fast Lander (Negate enemy D Factor?)

Point-Defense (+1 AF)

Hostile Alien Shield (+1 Defense to one ground unit)

Doubled Cargo Space (Supply 1)

High Efficiency Fuel System (+1 range)

Improved Rate of Fire (+1 Attack to one ground unit)

Earthquake/Inclement Weather/Heat Shield (?)

Automatic Tracking Module (+1 AS/+1 AF, +1 To Hit)

Hellbore Cannon (+2 AS, +1 PEN, +1 DMG to one battery)

Shiva Furnace (+1 Weapon Tech effective)

Taalo Homeworld / Taalo Shield

The now-extint Taalo possessed natural Telephatic Immunity which prevented the Dnyarri from exerting control over their minds. Prior to their destruction, the Taalo had succeeded in creating a device that could artificially project this type of Telepathic Immunity to protect other races: the Taalo Shield.

This system is the destroyed homeworld of the Taalo, and the location of the Taalo Shield. Halve the system's Carrying Capacity to represent the destruction done by the Milieu fleet that bombarded the Taalo homeworld.

Any fleet containing the Taalo Shield nullifies the effects of Empathic and Telepathic species.

Dnyarri (Talking Pet)

A Dnyarri is encountered. The creature immediately seizes control of any and all fleets at its location. They are now under the control of the Dnyarri. A single Dnyarri cannot enslave a planetary population, however. That requires the presence of 1 Dnyarri "officer" or ground unit OR 1 Dnyarri Census.

The Dnyarri itself is considered a Level 3 officer for purposes of surviving combat and bombardment.

Only those species with Telepathic Immunity are immune to the effects of the Dnyarri.

Burvix Caster

VUX Beast

Egg-Case Fragment

Syreen Vault

The Syreen Vault contains 1d6 Syreen Penetrators that were stored here after the end of the last great war of the Alliance. These ships may be returned to the Syreen (if in play), or else salvaged or reverse engineered as desired.

QuasiSpace Portal

Once every month, a portal to QuasiSpace opens in hyperspace near this system's location. Ships may use this portal to travel into QuasiSpace and contact the Arilou.

Throne World of Orion

The Throne World of Orion is the last remaining vestige of the long-dead Orion Empire. This planet is defended by the Guardian: a Hull 20, Tech +8 warship of incredible power that protects the planet against those who would attempt to loot the remnants of the Orion capital world.

Once the Guardian of Orion is defeated, the faction or factions that liberate Orion will receive two immediate Macro tech advances, plus the plans for the Orion death ray.

Whoever colonizes and controls the Throne World of Orion is seen as the heir apparent of the fallen Orion empire. To this end, the empire receives a +20% bonus to declarations and breaking treaties against other powers and all opposing powers receive a –20% modifier to their own attempts to declare or break treaties with the owner of the Throne World.

Antaran Invasion

The Antaran invasion has begun! The Antaran Empire has returned to begin reclaiming their territories in this galaxy. The Antarans receive their homeworld, Antares, in a pocket dimension off of the game map, which can only be accessed by ships with intergalactic drives or other exotic jump engine systems. An Antaran scout immediately generates an encounter with the discovering ship. The Antarans will continue to try to invade the universe until they are defeated.

Tormented Space

Travel through this area of space is difficult, and organic starships find it uncomfortable to travel through such territories. All ships have their movement speeds halved, and organic ships have their DV reduced by 1 (minimum DV 1) while in Tormented Space. In Starmada combat, defense/shields are reduced by 1.

For each system explored beyond a system within Tormented Space, roll d6; on a roll of 5+, the system is also automatically located within tormented space.

Precursor Shipyard

An automated shipyard (construction capacity 5, dock space 1) is found; contains the schematic for the Precursor Flagship. Can be used to build other ships as well. Does not require any maintenance. First discoverer receives 2d6 points of tech investment as a result of technical secrets unlocked by the machine.

Automated Factory

A self-contained Productivity unit is found on the planet.

Minstrels

A strange spacefaring creature is encountered that leaves the crew with an odd set of verses concerning the affairs at hand. The empire receives 1d6 FATE points, each allowing the re-roll of ONE roll of the player's choice in the future.

Nomad Probe

This probe provides full star data on 1d6 adjoining star systems.

Veloxi Probes

Table 11: Modified Special Encounters Result Table (2d10)

Result	Effect

Result	Effect
2	Large Splinter Colony
3-4	Small Splinter Colony
5-6	Large Pirate Cache (+4d10 EP)
7-8	Small Pirate Cache (+2d10 EP)
9-11	System Terrain
12-14	Ancient Ruins
15-16	Navigation Core (if only one lane, add another)
17-18	Ancient Derelict
19	Mysterious Encounter
20	Roll Twice

Table 12: Special Resources Result Table (2d10)

Result	Effect
2-3	Roll Again and apply Negative Effect
4-5	FTL bonus
6-7	Scientific bonus
8-9	Trade Resource (doubled output for trade)
10-12	Dilithium Crystals (+3 RAW)
13-14	Morale bonus
15-17	Military bonus
18	Other bonus
19-20	Roll Twice

Appendices

4.6　Fleet Lists

4.6.1　Cardassian Union

Table 13: Cardassian Heavy Warships

Type	ISD	PV	E	W	D	Q	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	FTL	Abilities
Galor Heavy Cruiser	2200	131	-2	-1	-2	-1	CA	7	1 / 2	7	4	4	7	3	0	Y	
Seltik Light Cruiser	2200	100	-2	-1	-2	-1	CL	6	1 / 3	5	3	5	5	2	0	Y	
Gur'net Warship	2200	109	-2	-1	-2	-1	CL	6	1 / 3	4	4	3	5	2	0	Y	
Hepta Escort Warship	2200	103	-2	-1	-2	-1	CL	6	1 / 3	5	3	4	5	2	0	Y	
Torka Monitor	2200	203	-2	-1	-2	-1	BB	10	2 / 3	10	6	6	8	3	0	Y	

Table 14: Cardassian Light Warships

Type	ISD	PV	E	W	D	Q	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	FTL	Abilities
Alor Gunboat	2200	12	-2	-1	-2	-1	GB	1	1 / 8	1	1	3	2	1	0	N	Atmospheric, Gunship
Hideki Corvette	2200	21	-2	-1	-2	-1	CT	3	1 / 6	1	1	2	3	1	0	Y	Gunship

Table 15: Cardassian Scouts

Type	ISD	PV	E	W	D	Q	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	FTL	Abilities
Kaltec Scout	2200	107	-2	-1	-2	-1	ECA	7	2 / 3	6	3	4	6	3	0	Y	Explorer (1)

Table 16: Cardassian Auxiliaries

Type	ISD	PV	E	W	D	Q	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	FTL	Abilities
Lankal Assault Ship	2200	95	-2	-1	-2	-1	ACV	6	1 / 2	5	2	3	5	2	0	Y	Direct Assault (1), Assault

Table 17: Cardassian Bases & Defenses

Type	ISD	PV	E	W	D	Q	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	FTL	Abilities
Nor Space Station	2200	386	-2	-1	-2	-1	BS	10	2 / 3	12	10	9	-	-	0/3	-	Carrier

Table 18: Cardassian Ground Forces

ISD	Macro	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes

ISD	Macro	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Cardassian Militia								
2200	N/A	N/A	N/A	1	1	0	1	
Infantry								
2200	-1	1	2 / 3	2	2	D2	2	
Marines								
2200	-1	2	2 / 2	2	2	D2	2	Marines
Assault Marines								
2200	-1	2	2 / 1	2	2	D2	2	Marines, Assault
Police Forces								
2200	-1	2	2 / 3	2	2	D2	2	Peacekeepers

4.6.2 Galactic Republic

Table 19: Galactic Republic Heavy Warships

Type	ISD	PV	E	W	D	Q	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	FTL	Abilities
Victory-I Star Destroyer	2200	330	-1	-2	-1	0	BB	12	3 / 2	12	8	7	10	4	4	Y	Carrier, Assault
Dreadnaught Heavy Cruiser	2200	203	-1	-2	-1	0	CA	8	1 / 2	7	5	5	7	3	2	Y	

Table 20: Galactic Republic Light Warships

Type	ISD	PV	E	W	D	Q	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	FTL	Abilities
Carrack Light Cruiser	2200	73	-1	-2	-1	0	DD	4	1 / 3	3	3	3	4	2	1	Y	Gunship

Table 21: Galactic Republic Scouts

Type	ISD	PV	E	W	D	Q	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	FTL	Abilities
Surveyor Scout	2200	23	-1	-2	-1	0	EX	3	1 / 4	2	1	1	3	1	0	Y	Explorer (1)

Table 22: Galactic Republic Auxiliaries

Type	ISD	PV	E	W	D	Q	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	FTL	Abilities
Acclamator-A Assault Cruiser	2200	140	-1	-2	-1	0	ACV	8	2 / 3	7	5	5	7	3	0	Y	Assault, Gunship
Consular Diplomatic Cruiser	2200	14	-1	-2	-1	0	DT	3	1 / 6	2	1	1	3	1	0	Y	Diplomatic

Table 23: Galactic Republic Bases & Defenses

Type	ISD	PV	E	W	D	Q	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	FTL	Abilities
Golan-I Defense Platform	2200	248	-1	-2	-1	0	BS	12	3 / 2	11	5	3	-	-	4	-	Carrier, Supply Depot

Table 24: Galactic Republic Fighters & Shuttles

Type	ISD	PV	E	W	D	Q	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	FTL	Abilities
ARC-170 Attack Starfighter	2200	56	-1	-2	-1	0	MF	1 / 2	1/ 6	2	2	2*	-	-	-	Y	Energy, Assault, Hardpoint (1), Speed 9
Z95 Headhunter Starfighter	2200	50	-1	-2	-1	0	SF	1 / 3	1/ 9	2	2*	2*	-	-	-	N	Energy, Hardpoint (1), Speed 10
Delta-7 Aethersprite Interceptor	2200	30	-1	-2	-1	0	LF	1 / 4	1 / 12	1	1	2*	-	-	-	N	Atmospheric, Energy, Light, Speed 10

Table 25: Galactic Republic Ground Forces

ISD	Macro	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Republic Militia								
2200	N/A	N/A	N/A	1	1	0	1	
Regulars								
2200	-2	2	2 / 3	2	2	D2	2	
Marines								
2200	-2	3	2 / 2	2	2	D2	2	Marines
Mechanized Regulars								
2200	-2	3	2 / 3	3	2	D2	2	Maneuvers