

## THE FRINGE CAMPAIGN DIARY

## IN THE BEGINNING...

When the year 2250 dawned, two empires stood ready to expand into the vast deepness of space. One was the aquatic Mon Calamari, along with their deep-sea brethren, the Quarren. The other was the ruthless and ferocious Scarrans. One empire left their homes in search of knowledge and adventure; the other to feed its insatiable hunger for conquest.

Things are about to get interesting on the Fringe...

## YEAR 2250

This year was one of exploration, colonization, and consolidation. Beginning from their equally humble beginnings, the Mon Calamari and Scarrans began their march to the stars.

## 2250.01

The Scarrans colonize Katratsi. Katratsi is home to a crystherium mother plant, which will provide the Scarrans with the crystherium leaves their people need to advance their intelligence.

After a secret meeting in the capital, Emperor Staleek has provided orders to War Minister Ahkna as to how to proceed for the next several months. The official Scarran policy towards outsiders is simple: all new alien contacts will be subjugated. If a species should prove difficult to conquer, they are to be destroyed as a warning to others not to cross the Imperium.

*A rather Scarran approach to things, if you ask me.*

###

Skilled Mon Calamari hyperspace explorers arrive in the Bepin system. Large quantities of tibanna gas in the system make it a lucrative candidate for future colonization. After running the calculations, the scouting force determines that the route they used to reach Bepin is extremely stable, and will allow for immediate exploitation of the system.

Despite the scout's good news, Admiral Ackbar assures the council that *"It's a Trap!"*

*Incredibly good luck for the Mon Cal right out of the gate. Let's hope that their luck holds up.*

## 2250.02

Under Minister Ahkna's direction, the Katratsi colony's Productivity is increased to 1.

Military construction begins at Scarra to provide the Imperium with the Striker Fast Attack Craft that the Imperium needs to secure its border systems. Currently only Katratsi needs these defenses, but she is hopeful that Scarran scouts will find new worlds to expand into... soon.

Scarran scout cruisers narrowly evade becoming lost in uncharted space.

###

Mon Calamari colonists arrive at Bepin, establishing a "city in the clouds" in orbit of one of the planets. It is not an entirely hospitable environment, but it is wet and that is what matters.

## 2250.03

Mon Calamari explorers discover the Destan star system. The system's Barren world has a lot of living space, though not for aquatic (or Mon Calamari) life.

Because Admiral Ackbar's military committee has favor in the government, the Mon Cal Republic has agreed to fund the expansion of the Republican military. An additional 12 squadrons of fighters have been ordered. These fighters will maintain space patrol in Mon Calamari space.

*One of the Mon Cal's current advantages is their jump-capable fighters. The ARC-170 is an expensive brute, but it can operate a jump away from its basing unit. So as a cheap power projection vehicle, it is better than investing in Nebulon-B Escort Frigates at the moment.*

## 2250.04

A second wave of Scarran colonists arrives via transport fleet at Katratsi. They join the laborers already there and assist in completing another Productivity increase at the planet. The system is quickly becoming a profitable colony for the Imperium.

Scarran scouts return from their explorations, bringing news of the discovery of a mineral poor, Terrestrial world downspin of Katratsi. The Stalker Scout Cruisers mapped the system last month, but news of the discovery only now reached Katratsi. The system has been Goska, in honor of the Emperor's sire.

*I had a 10% chance of NPE activation and rolled 11%! Based on the value of the planet, the new empire would have been an unimportant one... which would have netted the Scarrans their first subject race. Oh well.*

###

Construction begins on four Nebulon-B Escort Frigates at the Mon Calamari shipyards. Admiral Ackbar has impressed upon the council that the universe might be a dangerous place, and only by being prepared can the Republic hope to survive intact.

## 2250.05

Mon Calamari begin construction on two additional Nebulon-E Scout Frigates at Dac.

## 2250.06

Four Nebulon-B Escort Frigates are completed at Dac.

## 2250.07

With their fleet expansion finished, the Mon Calamari begin deploying their new Nebulon frigates to the outer edges of their territory. Two will go to Bespin to serve as a local defense force, while the other pair will be dispatched to Destan to maintain a vigilant watch there.

## 2250.08

Industrialists on Dac invest heavily in the local economy, increasing the Mon Calamari homeworld's Productivity to 9. Meanwhile, on Scarra, the Scarran Imperium does similar. Both homeworlds are now at full Productivity.

The Scarran Imperium begins construction on two new Stalker Scout Cruisers. Emperor Staleek is unhappy with the rate of exploration and expansion within the Imperium, and his harsh words have berated Ahkna's efforts in this area.

## 2250.09

Mon Calamari scouts return to Destan with news of a miserable star system it found in the vicinity. Than Thorak, a great gas giant with very few moons, proved to be worthless. To add insult to injury, the route to Than Thorak was treacherous at best. No further expeditions to the system are anticipated.

The new pair of Mon Cal scouts find the Calice system near Dac. The system is wholly uninteresting, but its proximity to the Mon Calamari homeworld makes it important in its own right.

###

The Scarrans reinforce their ground positions on Scarra and Katratsi. In an interesting decision, the Imperium opts to draft full Marine divisions on both worlds. It is obvious that the Scarran Imperium is preparing for war in deciding to raise these divisions. Marines will be far more important an asset when it comes to planetary

invasions than mere Regulars would be under similar circumstances.

## 2250.10

Scarran scouts report that they have entered and mapped the Sykar system. Of note on this world is the local *tannot root*, a special resource that Scarran scientists believe could be used to produce *chakan oil*. Such a resource would give Scarran ground units a bonus to their abilities (+1 D Factor) and starships would have their AF increased by 1.

*For the second time this campaign, I have had to put on my CM hat and re-roll lane destination results. This turn, the lane out of Katratsi was supposed to have linked to Bespin. On a previous turn, one of the Mon Calamari lanes would have attached to Goska.*

*Now, why did I change these values? The reason is fairly simple. As a general rule, you don't want two major powers' homeworlds to be within 3-4 jumps of one another if you can help it. All it does is setup a situation where there is going to be a constant battle over that one or two systems of middle ground, and this early in the game there wouldn't be a second front (or third, or fourth...) to help mitigate the continual onslaught. I won't be comfortable allowing the Scarrans and Mon Calamari to cross paths until they each has two systems between their homeworlds and the contact system. So at five or six lanes in length, they will be distant enough for the game not to implode into a giant back-and-forth battle.*

Major shipyard activity at Scarra sees four new ship hulls laid down in the yards. Two are Emaciator Assault Cruisers, and the other two are Striker Fast Attack Craft.

## 2250.11

Jumping out of Calice, Mon Calamari scouts are astonished when they emerge from hyperspace... in the Tessek system! One of the two unexplored jump lanes in Calice appears to connect to the already colonized Tessek system.

The Mon Calamari leadership gives a sigh of relief after hearing of this news. Tessek's sole unexplored lane is now explored. That means that, unless there is an unknown jump lane leading into Tessek from somewhere else, the system is secure from outside contact.

## 2250.12

The Scarran Imperium upgrades the jump lane connecting Scarra to Katratsi to Normal status. This in turn brings the scout fleet in Sykar back into supply.

###

*Scarra experiences population growth (Census 9).*

*The Scarrans narrowly miss their tech advancement goal (70% rolled, 68% needed). No tech advance.*

*The Mon Calamari do not receive any population growth.*

*The Mon Calamari succeed on their first tech advancement check, but fail their second. Mon Calamari scientists are proud to announce to the council that they have developed a new Fighter: Bomber advancement that would allow the Republic to produce a dedicated bomber craft. Admiral Ackbar is quite pleased, and has dreams of a B-Wing dancing (swimming?) in his head.*

*On the political front, another Military representative has been elected to the Mon Calamari high council, bringing their political influence to 5. The next highest remains the Diplomatic party, with 3 seats on the council.*

*The Mon Calamari central bank reports that heavy investment in the tibanna gas export trade at Bespin has provided the Republic with a windfall amount of extra currency. Random Event: +40% bonus to next turn's income*

###

*All in all, this has been a quiet year. Both empires saw some exploration and expansion, but neither has encountered another species yet. At this point, I think the Scarrans are probably the better off of the two. Their discovery of so many special resources has really been a boon. Discovering chakan oil producing plants on Sykar is especially troubling, as that means that someday soon the Scarrans will be able to produce great hordes of nearly unbeatable troops.*

## YEAR 2251

2251 was a year of expansion for the Mon Calamari and Scarran Imperium. It was also a year of changes. As their empires grew, new problems arose. The Mon Calamari saw their exploration program fall apart, while the Scarrans were forced to battle piracy on the edge of their dominion.

### 2251.01

Mon Calamari scout craft have discovered the Valorum system beyond Destan. The system is home to a gas giant that is itself rich in tannot root. Unfortunately, the route to get to Valorum is dangerous and the near-term utilization of this resource is bleak.

*What is it with all of these special resource results that have been creeping up? This is just getting silly!*

### 2251.02

Mon Calamari scouts have discovered the Nammr system off of Calice. Nammr is a terrestrial world, though it is not particularly well suited for the Mon Calamari or Quarren species.

As with most of their recent surveys, Nammr is home to its own type of special resource. A rare tylium ore is located in this system. Researchers believe that the ore would allow the logistical network to be extended.

*ARGH! More special resources! Make it stop!*

### 2251.03

The Scarrans deposit another Census on Katratsi, and increase the colony's Productivity to 3. The system is now a supply point, and a major system in the Imperium.

###

Additional survey work by civilian concerns in the Mon Calamari Republic have provided extensive information on the Dac/Calice hyperspace route. The jump lane is upgraded from Minor to Normal status. This lane improvement also means that military supply craft can easily reach the new Nammr system in a single month's time. This will expedite Mon Calamari development in the region.

### 2251.04

Scarrans discover the Chardonth system. The Imperium will learn of this discovery in two months, following the return of the scout fleet to Scarran space.

### 2251.06

The Scarrans discover the Korn system. This is the first truly worthless system discovered by the Imperium to date.

Back home at Scarra, the Imperium begins construction on two new Dreadnoughts. These gigantic ships will take nine months to build. It is because of the significant time and monetary investment that each Dreadnought represents that the Scarran military has decided to begin construction on the ships now. That way, when war does come, the Scarran Imperium will be ready to deploy multiple Dreadnoughts to the fight.

###

The Mon Calamari colonize the Nammr system.

*The Mon Calamari Republic makes its mid-year technology advance, developing an Anti-Ship Ballistic Package. This takes the form of a high-yield proton*

*torpedo subclass. Currently only the ARC-170 star fighters can take advantage of this package, but I hope to have some other missile ships available in the future that can also make use of it.*

## 2251.07

The Scarran Imperium colonized Sykar.

## 2251.08

Zenetan Pirates attack the newly colonized Scarran Sykar colony, stealing 2 EP of production and quite a bit of unprocessed tannot root. They are likely to be a continuing problem for the Scarran forces in the system. A transport fleet carrying one additional Census to the system has been ordered to hold position in Katratsi until mobile defense forces can be moved into position to remove the Zenetan pirates from the star system.

*12 EP of raiders struck the system, and are still there, operating in secret. With the 2 EP booty they collected, they are now in a good position to continue harrassing the Scarrans, unless the Imperium can get some ships out there to combat the Zenetan pirates.*

###

The Mon Calamari shipyards completed construction of 4 Dreadnaught Heavy Cruisers. These ships are being deployed outward to the frontier. Dreadnaughts have the firepower of a MC80a Heavy Cruiser, but lack the carrier and superstructure of those larger, more expensive combat units. Admiral Ackbar pressed for the construction of these four Dreadnaughts so that the Republic would have some heavy firepower at its disposal should it turn out to be a... well... you know.

## 2251.10

The Scarran Imperium continues to push back their borders. This time, the Shiraak system is discovered beyond Sykar. A massive gas giant and its plentiful moons dominate this system.

*For the second time, the Scarrans almost activated a new NPE. The roll was 18%, with a 15% needed. I would kind of like for a NPE to be found here eventually, before either of our two empires has grown too much.*

###

The Mon Calamari's Scout Fleet Two is lost while exploring beyond Nammr. This has concerned the Republic high council, whose support for the current exploration programs has waned. The Mon Cal have yet to find a wet planet with a hospitable set of conditions for either of Dac's two species.

Rather than replace those two Nebulon-E Scout Frigates, the Mon Calamari will instead focus their efforts on building up the Bepin colony.

## 2251.11

### THE GREAT ZENETAN HUNT

A group of four Striker Fast Attack Craft arrive in the Sykar system, fresh from the foundries at Scarra. The ships immediately begin scouring the system in search of the Zenetan pirates that were known to inhabit the star system. After several weeks of searching, the pirate's hidden base was discovered.

The Zenetans had little time to react to the situation. Their four pirate corvettes deployed the Flax to prevent the Scarran ships from retreating, but none of the Scarrans were foolish enough to fall into the Zenetan trap. Scared and confused, the Zenetan fighters were ravaged by the calculated Scarran onslaught.

The destruction of the fighter base in Sykar has freed that system from the cloak of fear which had smothered it for the last several months. The Scarrans were convinced that this display would dissuade future fighter attacks.

*For the detection rules, I opted to modify them a bit. I kept the standard base detection chance of 40%, but instead of setting the bonuses for detection based on squadron numbers I based it on economic cost. This time I went 1% per EP, but in the future I will probably say 1% per two EP (round down). Because the Zenetans were raiders, I also decided that the normal detection chance should be halved to better allow pirate organizations to hide out.*

*The Scarrans earned 7 XP from the battle. Because they are a Military Meritocracy, this is enough to purchase a new officer. Ship Master Kartul is created and put in the force. He becomes a Level 1 Fleet Officer with a +1 AF (Ship) ability.*

## 2251.12

Scarran explorers find a back door into Katratsi via an unexplored jump lane in the Chardonth system. This "closed" jump lane is an interesting find, but underscores the fact that even fully explored star systems can still be accessed by way of unknown jump lanes.

Of greater immediate importance to the Scarrans is the fact that Katratsi is becoming an important jumping off point to other areas of the empire. Increased military build up at the colony will be necessary to ensure that enemy forces never reach Scarra itself.

Scarra's population grows to 10.

The Scarran Imperium's scientists have devised a way to make a weapon do Increased Damage to its target upon impact. The impact this advance will have when integrated into existing scrambler cannons will be considerable. However space constraints may make mounting such weapons impractical until better Weapons technologies are achieved.

Luckily for the Scarrans, their technicians believe that the Imperium's next tech advance will cost less to develop. Random Event: -10% cost to next tech advance.

Mon Calamari's population grows to 10. The new Census is Mon Calamari.

Admiral Ackbar's Military party remains in control of the high council with 8 out of 14 seats. With his representatives exerting great control over the council, it is likely that the Republic military will continue to grow.

###

Year two has come and gone. There was a bit more action this year, especially for the Scarrans who had to counteract the effects of piracy in Sykar. Both empires are continuing to expand quickly, though the Mon Calamari are now looking at a policy of consolidation. This change in focus may work out, or it might not.

## YEAR 2252

Exploration and expansion continue on the Fringe, while the discovery of a new interstellar power in the waning months of the year influences the future of the Scarran Imperium.

### 2252.01

The Mon Calamari begin prototyping the Y-Wing Attack Star Fighter, a new bomber class. The Y-Wing's intended use is in an anti-ship role for taking down enemy capital ships. The ARC-170's expense makes having a "budget" attack fighter available important.

### 2252.04

The Mon Calamari Fleet Yards complete construction on an additional four MC40a Light Cruisers. The fleet opted to produce MC40a's in preference to Nebulon frigates due to their more concentrated firepower.

The MC40a Light Cruisers cost 1 EP more to build, but their combat stats are better. The Nebulon's cost less, but have one extra flight of basing capacity. Maintenance costs for both classes is the same. All in

all, there are points of merit for each class, but I just felt that the Mon Cal needed some "heavier" ships around right now. Later I will invest in some more destroyers.

### 2252.05

The Y-Wing Attack Star Fighter passes its initial tests and is ready for full-scale production at Dac. The next four flights will cost twice their normal amount as Mon Calamari engineers integrate some late revisions to the new fighter design.

Mon Calamari scouts explore Erebus. The world initially shows promise, but upon closer inspection it becomes clear that the planet is a desert planet quite hostile to aquatic alien life.

### 2252.07

The Productivity on Mon Calamari is increased to 10. This major investment in the local industrial infrastructure of the Republic has provided a large increase in monthly income and benefited the trade route that passes through the most heavily colonized systems of the Republic.

Scarran scouts discover the Shoggoth system.

### 2252.11

The Scarran Imperium's scouts discover the D'Aso system, which happens to be a distant colony of the Luxan Empire. The Luxans offer the Scarrans a mixed greeting, but the Scarrans recoil in disgust. The fact that as advanced a civilization as the Luxans exist on their borders is a cause for great concern.

On a random roll, the new NPE was decided to be a Farscape race, and subsequent die rolls named the Luxans as the culprits. It is odd to have a Farscape race activate another Farscape race. I guess we will see how things go, and who will survive this contact.

The Luxans initially generated as an INT-3 NPE. I decided, though, that starting them at that level would have made them too powerful in relation to either the Mon Calamari or Scarran empires. So I sized them down to an INT-2 power. In this capacity they are roughly equal to both of the other extent powers in the campaign.

The position of this new NPE is also interesting. The system numbers would seem to suggest that, sooner rather than later, the Luxans and Mon Calamari will come into contact with one another.

## 2252.12

*Scarran population increases on Scarra (10). This is the third year in a row that a '9' has been rolled for their population growth check.*

*The Scarrans, who were researching Macro: Weapons to bring their Weapons TL to 0, failed their tech advancement roll. 43% rolled, but they needed 33%.*

*Mon Calamari population increases at Dac (9).*

*The Mon Calamari achieve their Weapons TL -1 Macro breakthrough.*

*In order to help protect the colony from harm, the Mon Calamari colonists on Destan have formed a civilian militia. The group plans on drilling once a month and chipping in to purchase the equipment they need to keep Destan safe.*

*The political climate in the Mon Calamari Republic remains largely unchanged. The Military party is still in control.*

- *Administrative: 2*
- *Diplomatic: 4*
- *Military: 8*
- *Colonization: 1*

## YEAR 2253

The discovery of the Luxan Empire provided the Scarrans with the excuse they needed to accelerate their military buildup. By June of that year, the Scarrans had abandoned peace and officially begun their march to war.

## 2253.01

With contact established with the Luxans, the Scarrans begin readying their shipyards for war. Two massive Scarran dreadnoughts of the Sickel class are laid down in the yards, and plans for greater military production begin to take shape. In the meanwhile, several Strike Fast Attack Craft are sent to Nyaarl to defend against any potential Luxan incursion into Scarran space.

Emperor Staleek has personally ordered the Imperium to begin for war, though the declaration has not been made as of yet.

## 2253.02

Additional warship construction takes place at Scarra. The first segments of a new shipyard facility are also

established in orbit of Scarra. The expansion of orbital construction facilities at Scarran will allow the Imperium to begin building a continuous supply of dreadnoughts and assault ships.

## 2253.04

The Mon Calamari begin work on a new starship design prototype. The MC65a Star Cruiser is intended as a smaller, more efficient replacement for the MC80a Star Cruiser. That larger ship is scheduled for a major refit in a year or so, but a more economic solution is necessary for the near-term. The class' designers originally hoped to include a greater fighter basing capacity, but it was sacrificed in favor of additional firepower.

*The real reason is two pronged. First, the ship just didn't have room for the cost considering how much space it takes to install a Fighter Bay. Second, I fought a battle that day with a mix of my Mon Calamari designs (in an opponent's control) and found that the MC80a Star Cruiser was woefully unprepared for long-ranged opponents. A little more firepower would be an improvement!*

###

The Luxan diplomats to the Scarran Imperium bring back reports that the Scarrans do not appear to be sincere about their desires for a peaceful border. In fact, the amount of sequestration the Luxan delegation was placed under while on Nyaarl raised several eyebrows (and just as many tempers).

The lead diplomat, Krem F'Aso, reported to the Luxan High Command that he believes that the Scarrans are readying for war. The Luxan Command is not currently ready to accept this conjecture as fact, but they are preparing for possible future hostilities.

*A roll of '4' on the relationship update. I am glad that the Luxans might actually be coming to the blatant realization that Staleek is planning an invasion...*

## 2253.05

Emperor Staleek issues an order to begin full preparations for war. It may take several months for the Imperium to reach this state (read: raise Intel to declare war), but soon the Scarrans will begin their invasion of Luxan territories.

## 2253.06

A brutal but concise declaration, Emperor Staleek makes it clear that the Scarran Imperium plans on absorbing the entirety of the Luxan Empire's holdings. The Scarran Imperium has declared war on the Luxans. Only the unconditional surrender of the Luxan people will prevent

the massive loss of life that war will inevitably bring with it.

This declaration does not exactly surprise the Luxan Command. Their chief diplomat to the Scarrans had inferred as much only two months prior to the formal announcement of hostilities. Two new Chor'Em Heavy Cruisers are under construction at Luxan, begun early in the year as a preventative measure that is regrettably necessary given this turn of events.

*One thing that players sometimes forget about is just how important Intel is to the diplomatic process in VBAM. The judicious use of Intel points can let you do things that you otherwise couldn't. For example, the Scarrans used 24 Intel points to put towards their declaration of war. Otherwise, if they hadn't, they would have had to slowly progress through a declaration of hostiles and then on to a declaration of war later, with a fairly poor chance unless otherwise provoked.*

*Once house rule that I did use in this case is that the relationship between the Luxans and Scarrans was halved, instead of the normal -10 penalty (pg. 108, Campaign Moderator's Companion). I felt this better represented how the Luxans would view the situation. They are not a race that would take some actions lightly.*

###



A group of Tavlek marauders attack the Luxan's new Valorum colony, stealing valuable tannot root from the planet and placing an embargo on the planet. The Tavleks refuse to leave unless the Luxan Command pays their 'reward' for the planet. The Luxans customarily refuse the attempts at extortion and promise the Tavleks that there

will be hell to pay for their attack, which comes on the eve of the Scarran's own declaration of war against the Luxan Empire.

*A strength 8 EP raider attack struck the Luxan colony, and what worse timing! Off the top of my head, I picked the Tavleks to come in and attack the planet. In a bit of CM gamery I gave them a single raider cruiser, and then an Attack 2, Defense 1, Attrition 2 Special Forces unit on the planet to capture it and conquer it for the Tavleks.*

###

In preparation for their campaign against the Luxans, the Scarrans demothballed two of their Emaciator Assault Cruisers which had been sitting idle at the yards at Scarra. Two of the Scarrans Sickie Dreadnoughts were brought out reserve status as well. These four ships, combined with the two Emaciators already active in

Scarra orbit will form the backbone of the Scarrans invasion task force. The fleet's own ground force complement will be supplemented by additional Marines being transported from Sykar, a source of tannot root.

###

One of the Mon Calamari Republic's chief intelligence officers is crushed to death by a falling girder while vacationing at the Destan Colony. Luckily, he wasn't very good and most of the "intelligence" he procured for the Republic pertained to two-for-one coupons and women's lingerie (usually a combination of the two).

*Random event at the six-turn mark: -1 Intel loss for the Mon Calamari. Since they don't have any Intel, it really didn't affect them at all. So you get a quirky story instead!*

###

Luxan scientists discover mine warfare, something that they had completely bypassed earlier in their history. These proximity-detonated explosives could be of great use in area denial.

###

A group of researchers from the Quarren Undersea Science Academy have demonstrated a manner by which a weapon can become more damaging to a ship's superstructure, inflicting Extra Hull Damage. The Republic navy sees particular utility for these technologies in the production of a next-generation Proton Torpedo weapon.

## 2253.07

The Scarran Imperium's Seventh Attack Fleet begins loading four marine divisions aboard ship in preparation for its launch into Scarran space. Marshalling at Scarra, it will take three months for the fleet to reach the Scarran border outpost of Nyaarl, and then another month to reach the Luxan colony at D'Aso.

While the fleet waits for personnel and equipment to be loaded for the campaign, 10 Striker Fast Attack Craft are being built at Scarra to provide the Seventh Attack Fleet with adequate supplemental firepower. The Strikers also have the advantage of being fast ships, and their strategic speed could be extremely useful during the conflict.

###

With their economy gearing up, the Luxans begin a crash construction program to somehow hold their dominion against immediate Scarran attack. A new shipyard is started in the Luxan home system, and the existing shipyard is kept busy. Two new Assault Piercers are started, as is a prototype for a new class of "mine cruiser" intended to be a dedicated defense cruiser for

the protection of the Luxan home front. Finally, 7 divisions of Regulars are assembled at various areas throughout the empire.

In the long term, crew quality on their starships is going to be a major problem for the Luxans. However, their ground forces will remain much more effective than the Scarrans own due to the Luxan martial tradition. For the Command, this is their last shred of hope should things go badly. Even at their worst, the Luxan worlds should be able to hold against planetary invasion. But the wise among the Command know that the Scarrans, faced with intimidation on the ground, will not hesitate in using weapons of mass destruction against their Luxan enemies.

###

Due to a lack of military assets for the mission, the Luxan High Command dispatches two Nurmai Deep-Range Voyagers to confront the Tavleks at Valorum. The Tavlek fleet refuses to accept a deep space scenario, but the Luxans are wary about forcing a defensive scenario at the planet. Instead, they institute a general blockade of the planet and send a request back to Command requesting further orders.

## 2253.08

"The Emperor will be interested to hear that we have made contact with a second intelligent species. This species calls itself Ithorian, and they appear to lack any technical sophistication of merit. Their spacecraft are weak and vulnerable, and they greet us openly. They shall fall quickly to our advance."

Scarran Captain Chamreth upon discovery of Ithor

Scarran scouts operating near Goska make jump into an inhabited star system. After performing standard surveillance of the system, the identity of the aliens is confirmed as Ithorian. Their level of technology is interplanetary (barely) and what few assets the aliens possess are but toys compared to the death-dealing warships of the Scarran armada.

The commander of the Scarran exploration expedition feigns interest in relations with the Ithorians, leading them on about how Ithor and Scarra can be "friends" at some later point in time.

The discovery of the Ithorians presents the Scarrans with another candidate for conquest. Unlike the Luxans though, the Ithorians do not seem capable of putting up any kind of resistance to such an invasion.

*When I rolled a new NPE I was really hoping that it would be both someone interesting and a power large enough to maybe stand a chance against the Scarrans. It doesn't look like it is going to play out that way. We ended up with another Star Wars race (now have two*

*Farscape and two Star Wars), and a power that is only IND-3, an early IND-3 at that. I have a bad feeling that the Ithorians are Scarran fodder unless either the Luxans manage to find and save them, or the Mon Calamari intervene. Otherwise we can probably kiss the Ithorians good bye as a free empire.*

###

The Mon Calamari Republic begins work on several new starship projects. The first is the construction of two new Nebulon-E Scout Frigates. The Exploration Council still lacks influence in the government, but the Republic is wont for a decent secondary world conducive to Mon Calamari or Quarren life. In short, the Republic must find another ocean world, and soon!

Another project that saw a go-ahead order this month is the MC40b Light Cruiser. This cruiser takes advantage of the weapons advances made in the past year.

###

Fearing that the Scarran fleet is more advanced than their own, the Luxans make a conscious decision to begin prototyping a next-generation of warships that emphasis pure combat abilities over stealth and other factors. The Datham War Frigate prototype, beginning work in the yards this month, is one such example. Based loosely on the Vam K'Adur Battle Corvette, the light warship is being built without stealth capabilities. In the place of the predecessor's stealth generator, the Datham instead has installed an extensive arsenal of weapons.

###

Via the Nurmai explorers in orbit of Valorum, the Luxan Command delivers the Tavleks a proposition. If the Tavleks will provide implicit assistance, in a mercenary capacity, to ensure that the tannot root on Valorum will be available to the Luxan Empire when needed, then they will be allowed to operate out of the Valorum system. After some debate, the Tavlek leader agrees to these terms. The Tavleks receive 1 Corruption at Valorum, but ownership of the planet returns to the Luxans. Additionally, the Luxans will pay the Tavleks 1 EP per turn for their services 'guarding' Valorum for them.

*Yes, the CM stepped in and dramatically resolved the situation. Things were setup perfectly for this kind of a resolution, and I want to get a bit more experience with running Underworld Empires. I have used them before, but want to see if the Tavleks can become a semi-important part of the story later on.*

###

A massive hyperspace storm affected all regions of the Fringe this month. Scouting parties from Mon Cal and Luxan both were affected by the sudden shifts in local hyperspace. Only the experience of the explorers'

commanders managed to save them from being lost in the barren emptiness of hyperspace.

*Two 'snake eyes' rolls for exploration this turn from different empires. At the least it warrants a mention.*

## 2253.09

The Scarrans dispatch a delegation to "negotiate" with the Ithorian Commonwealth. Upon arrival they convey Emperor Staleek's desires to annex Ithor. Initially the Scarran diplomats refuse to consider any option other than the outright surrender of Ithor to the Imperium, but Chancellor Tibou is able to convince the Scarrans to accept a 5 EP tribute treaty instead. The Ithorians will give half their monthly income to the Scarran Imperium in exchange for continued peace.

*Another CM resolution, but the Ithorians really have their back up against the wall, and their initial relationship is pretty good with the Scarrans – I don't think they are ready to have Mother Jungle stomped into the ground. Later, maybe, but not now.*

## 2253.11

### THE FIRST CLASHING OF SWORDS<sup>1</sup>

(The Battle of D'Aso, November 18, 2253)

#### Scenario Type

Deep Space Encounter

#### Scarran Forces (98)

2 Sickie Dreadnoughts  
4 Emaciator Assault Cruisers  
8 Striker Fast Attack Craft  
6 Predator Heavy Fighter flights

#### Luxan Forces (51)

1 Chor'Em Heavy Cruiser  
1 Ta Kar'Ak Assault Piercer  
3 A'Lnua Assault Corvettes  
3 Gonjam Penetrators  
2 Vam K'Adur Battle Corvettes

#### Readiness States

Scarrans: Good (+1)  
Luxans: Poor (-1)

#### Victory Conditions

The Scarrans achieve a major victory if they destroy the entire Luxan fleet. They will still earn a minor victory if

<sup>1</sup> I am using a scenario/battle notation system like that used in THE STARS AT WAR Starfire book. I really like the flow of it, and it will be nice to allow other people to fight out the battles at some later date, if they so choose.



they manage to destroy half the Luxan fleet (by economic points) before they retreat from the battle. A Scarran loss or retreat is considered a major defeat for the Imperium.

The Luxans will claim a major victory if the Scarrans are destroyed or forced to retreat from D'Aso. They will also achieve a minor victory if more than half the Luxan fleet (by economic points) successfully retreats from D'Aso.

#### Interlude

Outnumbered 2 to 1, Luxan general Ras Ma'Fo initially hoped to stand his ground against the invading Scarran fleet. After the first wave of Striker strikes however, General Ma'Fo understood the folly of his decision and ordered the Luxan fleet into full retreat.

Unfortunately for the Luxans, the Scarrans were not interested in letting their quarry retreat from the system. Instead, the full force of the Scarran armada doggedly pursued the mangled Luxan stragglers until Ma'Fo's flagship, the Cho'Em Heavy Cruiser *Kartas'Far*, was finally destroyed on the outskirts of the system. Scarran marines attempted to board the *Kartas'Far* at the end of the battle but the Luxans opted to activate the ship's self destruct rather than allow the ship, and its valuable navigational data, to fall into Scarran hands.

With the Luxan force destroyed and all apparent opposition in D'Aso crushed, the Scarrans returned to the D'Aso colony and delivered an ultimatum to the local governor: surrender to the Imperium immediately, or else submit to general bombardment of the colony. The planetary governor was tempted to accept the call for surrender... until his lieutenant shot him in the head. Under the new Luxan governor's direction, the offer was soundly refused.

The Scarrans had anticipated that the Luxans would decline their offer, so as soon as the refusal reached the Scarran fleet its guns began pounding the planetary surface. The Scarrans did not target military or industrial centers with their bombardment, instead they showered bombardment down upon the heavily populated lowland

areas of D'Aso where the Luxans had mostly confined their civilian colonial facilities to.

The bombardment succeeded in destroying 1 Census and causing the disruption of 1 Utilized Productivity at the colony. The Regulars on the planet's surface could do nothing more than glare at the nuclear detonations on the horizon. There was nothing these warriors could do to protect their people from the Scarrans orbital guns.

###

The success of the Scarran attack in the Battle of D'Aso has left the Luxan Empire reeling from its losses. The fleet in D'Aso represented nearly a quarter of the Luxan's total fleet. The fact that the Scarran dreadnoughts could so easily destroy them is extremely disheartening for the Luxan Command's military leaders.

Rather than press forward in a foolhardy attack on D'Aso, the Luxans resign themselves to attempting to hold the line at Niilam until such time as a major counterstrike can be planned and executed.

###

The Luxan Datham War Frigate completes prototyping at Luxan. The new class has some minor faults that will be corrected over the next three unit run, but otherwise it is ready for service.

###

Luxan explorers have discovered a pirate cache in the Uрмаi system. Only 4 EP worth of loot was recovered from the secret base. It is likely that the Tavleks once used this base prior to their arrival at Valorum.

## 2253.12

On D'Aso, Scarran orbital anti-troop bombardment succeeds in eliminating two active Luxan regulars on the planet's surface. A third is wounded, but survives the attack. Meanwhile, two Scarran marine divisions made an assisted landing amidst the devastated ruins of New Alsar City, the largest of the settlements in the lowland areas targeted in the prior month's bombardment. The reservist regulars in the war torn area try to repel the landing but are easily cut down.

With the city site secured, the Scarrans make landfall with their two remaining marine divisions, bringing the total on D'Aso to four. These troops quickly gain control of over half the planet's infrastructure as they fan out through the streets, gunning down any Luxan foolish enough to leave their homes.

The Scarran communications blackout prevents the Luxan Empire from learning of the battle on D'Aso's surface. They can only hope that their people are safe

and that a counter offensive can begin as soon as possible to free the embattled world.

###

Luxan scouts make a startling find upon entering a system one jump from the Luxan home system. This newly explored star system contains communication buoys left behind by another species!

After dissecting the buoys, the explorers are relieved to discover that they are not in fact of Scarran manufacture. Hoping to learn more about their new contact, the Luxans send a general message through the relay hoping for a response. Before long, one is sent back and a brief but encouraging dialogue is established. The new aliens call themselves Mon Calamari. The Luxans are able to learn very little via their short broadcasts back and forth, but it would at least appear that the Mon Calamari are not yet interested in destroying the Luxan Empire just yet.

The restricted jump lane that separates this new system, which the Mon Calamari call Erebus, from Luxan itself will prevent the information from reaching home until next month.

*It is only unfortunate that the jump lane is restricted. Otherwise the Luxans and Mon Cal could establish a swift dialogue and maybe even manage to push through some sort of a mutual defense treaty against the Scarrans. But with the remoteness of the Luxans from the Mon Calamari, this is likely not to happen, even if I were to try and "nudge" the affected parties in that direction.*

###

The Ithorian Commonwealth asks for and receives a pledge of non-aggression from the Scarran Imperium. The Ithorians feel slightly safer knowing that Ithor now has a Non-Aggression Treaty with the Scarrans, but there are some in the Hall of Voices that maintain that the Scarrans do not have the Mother Jungle's best interests at heart.

###

*Luxan (12) and Niilam (6) experience population growth.*

*There was no political change in the Mon Calamari Republic. The Military faction is still in control.*

*There was no political change in the Ithorian Commonwealth. Institute of Ecological Preservation is still in control.*

###

*The newly transported Mon Calamari colonists on Calice are happy to be there. The colony's Morale increases by 1. Of course, the Morale is already at its maximum... so they are just really happy!*

## YEAR 2254

As the Luxan/Scarran War intensified, the Scarrans began to see the first signs that their military was becoming overextended. A key loss in the Second Battle of Niilam served as a major setback to their plans to quickly end the conflict, pushing the war into 2255.

Meanwhile, to the south, the Mon Calamari Republic continues its policy of slow but steady growth.

### 2254.01

Recruits from the Luxans two military institutes (one on Luxan, and one on Niilam) have provided the Luxans with several better-trained crews to shore up personnel shortages in the fleet.

The Luxan High Command has also promoted Brigadier General Ter Za'Karra to the rank of full General of the Luxan Fleet and placed him in command of the First Attack Fleet. This fleet is being rallied in Niilam and is intended as the backbone of the D'Aso liberation fleet.

###

The Luxan Haf'car Mine Cruiser prototype successfully completes construction this month. Luxan engineers are irate that the primary exhaust manifold on the ship is not meeting design specifications, but the fleet is not in a position to refuse acceptance of the class based on this singular flaw. The ship contractor has informed the Command that the next four models will carry an additional 50% construction cost, but it vows that this cost will allow them to rework and correct the design flaw.

###

The unending rain of fire of atomic destruction upon Luxan ground units on D'Aso comes to an end. Scarran marines patrol the streets and countryside, and all armed, organized resistance to the Scarran occupation has ceased. The Scarrans are now in control of D'Aso.

### 2254.02

With their economy at full wartime status, the Luxans are finding it difficult to procure well-trained personnel to crew their star fleets. The loss of so many able-bodied warriors at the Battle of D'Aso has left the fleet undermanned.

In order to familiarize the green crews of the Luxan fleet, all new construction has been ordered to perform shakedown cruises for up to three months after construction. It is hoped that this measure will give the

crews the skills they need to fight effectively against the Scarran threat.

### 2254.03

The Luxan/Scarran War pauses at both sides work at a frenzied pace to bolster their ability military forces. The shipyards in orbit of the two homeworlds work night and day to meet production quotas. Numerous Datham War Frigates are begun at Luxan, while another pair of Sickle Dreadnoughts and four Emaciator Assault Cruisers begins construction at Scarra.

At this point in the conflict, the Luxans have adopted a strict defensive posture. The loss of D'Aso has tempered their desire for a quick counteroffensive. They know that, without sufficient reinforcements, Niilam will also fall to the enemy. In order to prevent that from happening, they must fight a war of attrition against the Scarrans.

Fortunately for the Luxans, a war of attrition is one that they may actually be able to win given enough time and luck. The Scarran's deadly dreadnoughts are impressive, but they are also expensive and time intensive to build. Each new *Sickle*-class Dreadnought takes a full *nine months* to build, which means that they cannot be easily replaced. This is also why the Scarran Imperium has been making sure to keep multiple dreadnoughts in its construction queues. Replacements for those lost in combat may become important, should the Luxans prove difficult to subdue.

###

To aid theirs efforts, the Luxans have built a planetary shipyard on Niilam. Many of the Luxans core combat units are atmospheric capability, and this shipyard will allow the Luxans to build or repair these craft one jump ahead of the Luxan homeworld.

*Note: In this campaign, I am only allowing ships to be built at shipyards. They cannot be built on a planet otherwise. That way I can keep small atmospheric frigate hordes from being an automatic answer to everyone's problems. It also makes military supply ships and other field repair vessels more important.*

###

The Scarrans build a supply depot at D'Aso. This new installation is redundant however, as the planet is already a good order supply point.

*The CM screwed up! I thought that D'Aso wasn't a supply point, so was going to make sure that the Scarrans could reach supply to Niilam and beyond. Oh well, it just means that they have a backup.*

###

A Mon Calamari scout jumps to light speed and emerged in the Ithor system, barely dodging a Scarran scout fleet operating out of the system. The Mon Calamari Nebulon frigates are met by the Ithorian Defense Fleet which orders the Mon Calamari to stand down and submit to questioning. After a fairly extensive first contact encounter, the Ithorian fleet commander and the assigned government liaison deem the Mon Calamari to not be a threat to Mother Jungle. Unfortunately, they also believe that these “fish head dudes” do not have much utility as a counter to their current Scarran overlords. For the moment, the Ithorians will keep their distance from the Mon Calamari, lest they incense their Scarran masters. Of course, Chancellor Tibou neglects to order this information passed on to the Scarrans...

*Another contact! This contact is interesting, because it now means that the Mon Cal are hooked into both contact points with the Scarran Imperium, but they don't know it!*

*The horrible truth is that the Scarrans now have a fairly fast lane of access to Dac if they were to negotiate that final unexplored lane from Ithor... which is fairly likely, now that the lane has been explored by the Mon Calamari. The Mon Cal have inadvertently led the Scarrans to their home systems... I will have to confer with Roy to see how he wants the Scarrans to proceed, but thus far his attitude has been uniquely Scarran: if it moves, kill it. If it fights back, kill it. If it fights back and hurts us, kill it again. I have a feeling that negotiating with the Scarrans is not going to be an option for my poor Mon Calamari.*

*It doesn't help either that the Luxans are now “gun shy” after their tragic first contact with the Scarrans and are not particularly interested in the Mon Calamari. Our relations have been going downhill for awhile now.*

###

The Mon Calamari MC65a Star Control finally completes its trials. The design has been plagued by problems for the last several months, and completion of the project was in doubt. Additional funding will be required on the next four units to correct remaining production errors, but otherwise the class is ready for service.

## 2254.04

With the discovery of the Ithorians to galactic “north” of the Mon Calamari Republic, Admiral Ackbar has directed the Republic fleet to move to Bespin and enforce a tight defense screen in the system.

###

Both of the Luxans deep-range explorer groups successfully arrive in the Lorelai system off of Luxan.

Their arrivals are only weeks apart and come after months of strenuous exploration outward from Luxan.

Unfortunately for the Luxans, Lorelai is a mediocre candidate for colonization. The most important planet in the system is a barren world that was once habitable but has since become locked into a permanent ice age. Heavy sheets of ice cover the continents of this world. The leader scientist aboard the Nurmai explorer *Yar Ba'Rem* postulates that the relatively recent cessation of geologic activity on the planet is to blame for the rapid glaciation of the planet.

With Lorelai mapped and surveyed, the Luxan scouting forces are at a crossroads. Should the Command recall them to explore from Niilam, and risk their destruction, or should they remain in Lorelai and attempt to map routes from there?

After much deliberating, the Luxan High Command determines that finding a fallback position beyond Lorelai would be of the greatest benefited to Luxan and its people. Already Niilam populations are being relocated to the Valorum system, and finding another out of the way system to serve as a refugee zone is desirable. If the war goes badly and Luxan is ever in danger, these colonies could be isolated from the remnants of the empire and given a chance to grow and thrive outside the influence of the Scarrans and their Imperium.

###

Scarran spies attempting to infiltrate local space at the Luxan Niilam colony are detected by local patrols and eliminated only minutes before their hetch drives were prepared to engage. The operatives seemed to be attempting to determine the strength of the Luxan fleet in the system.

## 2254.05

“Ahkna, your spies are incompetent! I cannot waste precious time sitting here, stationary at D'Aso, when there is a military campaign to be prosecuted. I will not be the one that Emperor Staleek rebukes for the loss of momentum in the subjugation of the pitiful Luxans!”

Captain Narlax, Commander Seventh Star Fleet

## THE BEST LAID PLANS

(The Battle of Niilam, May 4, 2254)

The failure of their spies to ascertain Luxan fleet strength in the Niilam system has prompted Scarran captain Narlax to launch a daring strike into Niilam. There will be time to determine threat sources upon arrival.

The intelligence raid into Niilam tipped the Luxans off to this possible attack, and the Luxan High Command worked feverishly to move as many fleet units into the

system as possible. Unfortunately, the bulk of new construction remains at Luxan where they are performing fleet training operations to better prepare them for combat.

## Scenario Type

Deep Space Encounter

## Scarran Forces (178)

4 Sickle Dreadnoughts (1 Veteran, 2 Novice)	68
8 Emaciator Assault Cruisers (2 Novice)	64
10 Striker Fast Attack Craft	40
12 Predator Heavy Fighter flights	6

## Luxan Forces (126)

3 Chor'Em Heavy Cruiser (1 Veteran)	27
3 Ta Kar'Ak Assault Piercer	24
1 Haf'car Mine Cruiser (1 Novice)	7
9 A'Lnaa Assault Corvettes	36
1 Datham War Frigate (1 Novice)	4
2 Gonjam Penetrators	8
4 Vam K'Adur Battle Corvettes	20

## Elite Officers

The Scarran fleet is commanded by Captain Narlax, Hero of D'Aso. Captain Narlax is a Level 1 Fleet Officer with the Command: Ship ability, which gives his command ship a +1 Command Rating bonus.

General Ter Za'Karra is in command of the Luxan fleet at Niilam. General Ta'Karra is a Level 1 Fleet Officer with the Defense: Ship ability, which gives his command ship a +1 Defense Value bonus.

## Readiness States

Scarrans: Good (+2)

Luxans: Poor (-1)

## Victory Conditions

The Scarrans will achieve a major victory if their forces destroy the majority of the Luxan fleet, providing the Scarran assault ships access to the Niilam colony to begin landing Scarran troops. A minor victory is earned if the Luxans are defeated but the Scarran fleet takes greater than 50% losses. A Scarran retreat will result in a major defeat for the Imperium.

The Luxans will achieve a major victory if they are in control of Niilam at the end of the battle. A minor victory will be achieved if the Luxans hold the field after the battle but have lost 75% or less of their own forces. Any other result marks a defeat for the Luxan Empire.

## Interlude

Captain Narlax proved himself a guileful leader when he opted to attack Niilam from beyond the moons of the outer gas giant. His fleet was able to make transit into the system and descend upon the Niilam colony before

the Luxans could fully come to stations. Rather than allow the Scarran fleet to attack the colony, the Luxan fleet sallied forth to meet them in open space above the moon of Pander.

Defiantly, the Luxan fleet stood its ground against the invading Scarran force. The Scarrans held a definite upper hand and the light skirmish units sent to harass them were shredded by competent defense fire. General Za'Karra could do little more than watch as his fleet was picked apart ship by ship.

The Luxan deaths were not entirely in vain, however. Their well-trained boarding crews found easy entry into the Scarran Striker Faster Attack Craft and were able to neutralize them. Similar boarding actions against other Scarran fleet units also ended in success. Unfortunately, attempts to capture a Scarran Sickle Dreadnought were not as successful. The marine boarding crews dispatched to the dreadnought could not overcome the ship's anti-personnel equipment. Before succumbing, these marines were able to place several satchel-sized explosives throughout the outer hull of the dreadnought. Their simultaneous detonation crippled the dreadnought, sending it flying out of control and out of the battle.

Despite these heroics and the relative dismemberment of two Scarran dreadnought squadrons, the Imperium's units continued to approach Niilam and there were fewer and fewer Luxan defenders to prevent them from reaching their destination. Desperation set in, and the Luxans attempted one final strike to knock out the lead Scarran dreadnought, Narlax's flag. The attempt was unsuccessful, and the Luxans were forced into a retreat.

Retreat from the Scarran advance looked foolish, but Luxan General Ter Za'Karra and his flagship, a Chor'Em Heavy Cruiser, were able to buy the fleet enough time to engage their drives and make good a jump back to the Luxan star system. General Za'Karra's life ended there, amidst the debris of his ship.

###

Following the retreat of the Luxan forces at Niilam, the Scarran fleet began immediate terror bombardment of the colony. Unfortunately, the Scarrans critically misjudged Luxan resolve. The Luxans on the colony were not swayed by the chaotic attacks on civilian population centers and vowed to continue their resistance of the Scarran occupation forces.

Ground invasions began soon thereafter. With the assistance of tactical support from the orbiting fleet, one Scarran marine division descended to the lunar surface. As in the invasion of D'Aso, the Scarrans selected the main civilian habitat at Niilam for their primary landing. By establishing a beachhead here, it would be easier to take control of the entire settlement. Despite fierce fighting, the Luxan regulars were unable to hold back the

Scarran marines. These poor souls were reservists and ill prepared for stemming back an alien tide.

With a beachhead established, another 3 Scarran marine divisions make landfall on Niilam. The planetary economy is now disrupted.

###

The Luxan's loss to the Scarrans in Niilam represented a major setback for the Luxan Empire's war efforts. Most in the Command blamed General Za'Karra for not holding his ground against the Scarrans, even if it meant the complete annihilation of the Niilam defense force. History will however remember Za'Karra's last stand at Niilam as a great act of leadership and courage. The battle was effectively over and there was no longer any hope for a Luxan draw, let alone a victory. Additionally, by ordering a retreat, the general ensured that some participants of the battle would survive the battle. Their personal experience would provide a great influence on future battles of the war.

One lesson learned by the Luxans was the possible importance of fighter craft in naval combat. The Scarran Predator Heavy Fighters were little more than an annoyance in the battle at D'Aso, but the fighters demonstrated devastating proficiency during the Battle of Niilam. Unfortunately this is a lesson that the Luxans cannot immediately benefit from because none of the Luxan ships can currently function as carriers and it would take months to produce a viable fighter combat unit.

###

The Scarran Rilos colony is attacked by raiders. Without defense, the colony is raided.

###

Atlaran Mossan Orbital Fabrications, a Quarren ship construction concern, debuts a refit MC80a Star Cruiser model. This refit, designated the R54 sub-type of the MC80a class, makes use of recent advances in turbolaser technology. The weapons installed on this refit star cruiser are both more numerous and more powerful than those on the previous, standard MC80a model.

## 2254.06

The Mon Calamari Republic begins deployment of a squadron of warships from Dac to Mustafar to protect that far-flung outpost of the Republic.

###

## REVERSAL OF FORTUNES

(The Second Battle of Niilam, June 10, 2254)

For the Luxans, the loss at Niilam induced a sense of "strategic claustrophobia" within the Command. The only system lost to lose was the Luxan home system itself, and that loss would be unacceptable under any circumstances. The only way to halt the inevitable Scarran advance would be to confront them in Niilam and hope, beyond hope, that the Luxan fleet would be capable of pushing the Scarran armada out of the system.

Working against the Luxan Empire was the reality that its best and brightest crews had already succumbed in battle with the Scarrans. Even with several month's training under their belts, the Luxan navy was plagued with green and novice crews that would likely not survive to see the day they would be considered the equals of their pre-war peers.

### Scenario Type

Deep Space Encounter

### Luxan Forces (105)

5 Chor'Em Heavy Cruiser (4 Novice)	45
15 Datham War Frigate (12 Novice)	60

### Scarran Forces (160)

4 Sickle Dreadnoughts (1 Elite)	68
1 Elite: Crippled	
1 Regular: Crippled + 6 Attrition Damage	
8 Emaciator Assault Cruisers	64
4 Regular: Crippled	
1 Regular: Crippled + 1 Attrition Damage	
6 Striker Fast Attack Craft	24
3 Regular: Crippled	
8 Predator Heavy Fighter flights	4

### Elite Officers

The Scarran fleet is commanded by Captain Narlax. Captain Narlax is a Level 1 Fleet Officer with the Command: Ship ability, which gives his command ship a +1 Command Rating bonus.

### Readiness States

Luxans: Normal (±0)  
Scarrans: Bad (-2)

### Victory Conditions

The Luxan's primary goal is to recapture Niilam and free it from Scarran occupation. If the Luxan fleet manages to destroy or drive off the Scarrans they will achieve a major victory. Alternatively, if they manage to destroy more EP worth of Scarran vessels than they themselves lose the encounter will be considered a minor victory for the Luxan Empire.

The Scarran fleet is determined to hold onto Niilam at all costs. The Scarrans earn a major victory if they destroy 75% or more of the Luxan fleet (by EP). A minor victory is scored if the Scarrans destroy more EP of Luxan

vessels than they themselves lose. Additionally, a minor defeat is possible for the Scarrans if they lose two or more of their dreadnoughts. If they lose all of their dreadnoughts, it is a major defeat.

### Interlude

Captain Narlax's decision to hold his ground against the Luxans was ill considered, and his hubris would ultimately cost him his life. The Scarran occupation force in Niilam did not seriously contemplate a Luxan, so when the Luxan fleet did arrive it came as almost a complete shock to the Scarran defenders. In the precious minutes it took to reach battlestations, the Luxans succeeded in neutralizing several Scarran vessels.

Despite their strong early showing in the battle, the Luxan forces were simply outmatched by the Scarran force. After several hours of fierce fighting, the Luxan fleet was forced to withdraw from Niilam. However their attack had exacted a heavy price upon the Scarrans. Their fleet of Emaciator Assault Cruisers sat shattered on the battlefield. Two dreadnoughts had also been destroyed in the attack, including Narlax's elite flagship. That ship had been boarded by Luxan berserkers and secured during the midst of the fighting but was later destroyed when the Luxan fleet signaled its intent to retreat from the system. Luxan marines placed explosive charges throughout the battered wreck of a ship, and their detonation rended the hull into hundreds of thousands of pieces.

The Second Battle of Niilam was a minor victory for the Luxan forces in that the Scarrans took heavier losses than they did. Unfortunately, to the Luxan High Command, its own losses seemed dire. Almost the entire Luxan cruiser fleet had been crippled in the engagement, and would have been destroyed if not for a breakdown in Scarran command following the neutralization of Narlax and his command ship. It was estimated by fleet construction specialists that the Chor'Em cruiser fleet would require upwards to four months to effect repairs.

For the Scarrans, the "victory" at Second Niilam was a source of concern for War Minister Ahkna. True, Narlax had crossed her when he decided to attack Niilam without prior consent or guidance from the War Ministry. However no one had expected the Luxans to mount a competent attack on Niilam after last month's rout. More troubling still was the loss of two Sickie Dreadnoughts. These ships were large and deadly but took nine months to build and were a major expense for the Imperium. Equally tragic was the loss of the elite crew that Narlax had assembled to operate his flag. They could be replaced, given time and proper training, but it was still a shame that they had to die alongside Narlax at Niilam.

*I have to say that the gods smiled on the Luxans in Second Niilam. The Luxans didn't get off scot-free, but*

*they did manage to deal out more punishment than they received. Unfortunately their military is now so weak that it can't capitalize on the opening that this gives them. I can only hope that they can get some cheap replacement ships ready soon because otherwise, to paraphrase one John Crichton, 'they're so screwed!'*

*As CM I know that the Scarrans have another 2-4 dreadnoughts coming off the assembly lines in the next few turns. With those kind of heavy reinforcements, the Luxans won't be able to stand a chance against them. I hold out hope that something will jump out and attack the Scarrans in the meantime, but I don't see it happening. Even less likely is the possibility of the Mon Calamari getting involved. From a meta-game perspective I would love to get involved in the conflict and rough Roy up a bit. However my Mon Cal have no reason to involve ourselves in the conflict and the Luxans don't seem all that interested in jumping relations to a point where they would be asking me for assistance.*

*There is the off chance that Roy will get cocky and decide to send the Scarrans in to attack Bepin via Ithor. The Mon Cal are worried about that lane now that they know about the Ithorians (and by way of them, the Scarrans), so any attack there would be bloody – for both sides, I imagine. But, again, as much as I would love the Mon Calamari to get involved they have no direct interest or impetus to become entangled in the situation. If they learn that the Luxans have fallen completely, then they will probably move in to Valorum and try to save what Luxan worlds they can from the Scarran wrecking ball. Of course, using the communication rules and knowing that the link connecting Luxan and Mon Cal territories is restricted, a Luxan ship would have to physically move across the lane and let my guys know what was going on over there. Or offer a treaty, for that matter.*

*Overall, it is looking like the Luxans only hope is to setup a situation where the conquest of Luxan itself will be too costly for the Scarrans to undertake. Of course, knowing Roy that just means that he'll break out the nukes and level the place. He is intent on playing the Scarrans as full on belligerent and hostile, which is admittedly true to the source, so I don't see a diplomatic "out" for the Luxans short of complete and unconditional surrender. That unfortunately is also obviously not a completely reasonable Luxan response.*

###

Meanwhile, at Niilam, the Battle of Tar'Os Moon is fought. Scarran ground units are pushed out of the colony by hardened Luxan warriors. The poorly-trained Scarran marines find it difficult to gain the upper hand when they are constantly being assaulted by qualta blade-wielding maniacs that seem to have few qualms about making potentially suicidal charges against heavily reinforced Scarran positions.

After this ground battle, the Scarran Imperium is left with a single novice Marine division at the lunar colonies of Niilam. The Luxans fair much better, with two Regulars left to defend the colony.

The Scarran military looks at the failure of their marines on Niilam with disgust. The Scarrans could benefit greatly from finding a ground combat-oriented thrall race to serve in this capacity, so that superior Scarran troops are not the ones being slaughtered in such territorial conflicts!

*Too bad the Ithorians aren't the Charrids...*

###

Ithorian Chancellor Mon Tibou oversaw extensive diplomatic activities this month. The first is with the Scarran Imperium. Affirming the Ithorian's pledge of submission to Scarra, the Ithorian Commonwealth offered the Imperium a full Peace Treaty. The Scarrans agreed to the treaty, though their representative to Ithor made it clear that the acceptance of the treaty was immaterial because of his government's distinct military and technical advantage over the comparably primitive Commonwealth.

The second matter for Tibou this month was encouraging better relations with the Mon Calamari Republic. Behind the backs of his Scarran overlords, Chancellor Tibou secretly met with Republican special envoy Lurkal Swook, a Quarren diplomat and former aid to the interior treasury minister. Tibou and Swook discussed the Ithorian situation and Swook emphasized the Republic's pro-Ithorian outlook. The Ithorian population at large remains uncertain of the Republic's veracity, but Chancellor Tibou is certain that the Republic could be a key ally in protecting his world from harm in these perilous days.

*Two 100% relationship rolls and two positive critical diplomatic shifts! It is an interesting time for the Ithorians. I chose to have the Ithorian Commonwealth leapfrog over a Trade Treaty and offer the Scarrans a Peace Treaty because the Trade Treaty would not benefit Ithor in any way. Without FTL capabilities, they can't exactly start trading with the Scarrans! A Peace Treaty at least buys them a little security that they won't be invaded once everything goes to hell.*

###

Luxan fleet engineers have demonstrated a new type of light composite armoring that can be applied to existing marine boarding pods that increases energy weapon refraction by over 60%, making the pods harder to destroy. However the added mass of the armor also makes the pods slower. It is unsure what impact this advancement will have on the current war effort.

###

Emperor Staleek has ordered the execution of 70 scientists, engineers, and accountants following an exhaustive inquest into why the Scarran Imperium has *still* to complete its quest for more advanced weapons technologies. Despite several hopeful advances, the expensive research and development program has yet to come to fruition.

Scarran Historical Archives.

*I rolled a 100% (!) for the Scarran's Weapon TL 0 check! Argh! Ahkna better watch out, or Staleek might just have her head, too.*

###

The Mon Calamari develop Heavy Fighter technology. This will allow them to begin building hardier fighters that can take more punishment in combat before being destroyed. Currently, the Mon Calamari do not have any interest in developing any new fighter craft, citing the success of their current batch of advanced star fighters.

###

Mon Calamari Wing Commander Lieutenant Goodbar has been identified as a worthy candidate to be promoted to the command of one of the Republic's full flight wings. Now Major Goodbar will serve in the fleet as commander of a wing of ACT or Y-Wing fighters.

*Random event, New Elite Officer, with the Mon Calamari as the recipients. As for the name, it is late and I am getting silly. If Major Goodbar survives, it will be a miracle. I might as well have just named him Major Target Practice, but that doesn't sound Calamarian enough for him.*

## 2254.07

The Mon Calamari embark on a spree of base construction in the Republic territories. Two Golan-I Space Stations begin construction, one at Bepin and one at Dac.

Admiral Ackbar, fearing a *trap*, would also like to have one built at Destan, but the system simply cannot the time and expense of building a Golan-I station.

###

Mon Calamari explorers scout beyond Mustafar, discovering the Atlantia system. The planet in this system is Adaptable and almost totally covered in oceans. This is the first world, excepting Bepin, that has been extremely compatible with Mon Calamari and Quarren life.

Of additional interest is that Atlantia does not appear to have any other unexplored jump lanes emanating from it. This means that Atlantia is at the end of a dead end chain currently accessible only via Mustafar. The

strategic ramifications of this location cannot be stress enough, even though Admiral Ackbar tries to do that while addressing the Republic about the find.

As a final bonus, the jump lane connecting Atlantia to Mustafar is of normal quality, so it will only take establishing a supply presence in the region to allow the Mon Calamari to establish a presence in Atlantia.

*This really is a fairly important find for the Mon Calamari. Up to this point, I have only been able to find mediocre planets with low hydrographic climate values. Being Aquatic, these barren, hostile planets are an anathema to Mon Calamari life.*

*I have been really wondering up to this point if the Aquatic trait isn't overvalued. The design trait is nice, but so far I just haven't been able to get full use out of it. If I was playing in a 'team' game, there are several worlds that I have had the Mon Cal colonize that I would have instead gifted to my allies. Unfortunately, they had have to colonize the worlds just to keep up with the Joneses (or Scarrans, in my case).*

*I guess if I found one or two 'gaia worlds' my tune would change, but I am just feeling sorry for my guys.*

###

Rumors that the Luxans are fortifying their position and conscripting several more divisions of troops are flying throughout the fleet. Morale is in peril. I can only hope that the arrival of supplies and goods from home will bolster my soldier's confidence here and prepare us for the war ahead.

**Captain Cekraida, Commander of Scarran Seventh Fleet**

Scarran military supply ships have arrived in Niilam from D'Aso. They will begin field repairs on injured ships in the system. The Luxan attack in June (2254.06) targeted the Scarran assault cruisers, all of the Emaciator-class, which had been used up to this point as the primary troop delivery vessel. They also served as the closest thing the Imperium had to a light cruiser. The loss of these ships has delivered a major blow to hopes of a quick invasion of Luxan to end the war.

Four Emactiators were lost in the Second Battle of Niilam. A further two are heavily damaged and barely space worthy. Crews aboard the Scavenger-class military supply ships estimate that it will take them two months per assault ship to effect repairs.

###

The ground war on the moons of Niilam comes to a screeching halt. Neither side is confident in victory, and the Scarrans are noticeably skittish after the Luxan attack last month. Orbital bombardment from the Scarran fleet is divided between both Luxan Regulars at Niilam, but no kills are recorded due to poor fire coordination within the fleet.

###

After nearly a year of construction, the first Luxan K'er Sur Battle Platform goes online in orbit of their homeworld. The station had been planned as an early-war defense against possible Scarran incursions, but the station prototype was fraught with construction delays and problems. Luxan engineers believe that they have managed to "finally finish the frelling piece of dren."

## 2254.08

In an unprecedented show of equal parts desperation and chutzpah, the Luxan High Command orders the majority of its capital ship fleet into yards for full repairs. These repairs are expected to take as little as a month for a few of lighter damaged cruisers, or as long as three or four months for the most heavily damaged.

The reason for this move is due to the poor fighting condition that the Luxan cruiser fleet is in following Second Niilam. The 'victory' at Niilam came at a heavy price, and the ships that survived that encounter are in desperate need of repair.

###

The Mon Calamari improved the lane between Mustafar and Destan to Normal status.

###

Scarran orbital bombardment at Niilam has no effect.

###

*I had a chance to brief Emperor Staleek (aka Roy) on the current state of the Scarran war against the Luxans. He was dismayed to find that the closer he got to the Luxan homeworld, the more casualties he was taking. I pointed out that he had some very lopsided victories early on, but his lack of short-term advantage seemed to get the better of him.*

*We discussed the Scarran's options, and ultimately Staleek decided to adopt a holding position in Niilam in preference of pushing an attack against the Luxans. His plan is now to hold and build up as large of a fleet in Niilam as possible, ascertain the size and disposition of forces in the Luxan home system, and when advantageous launch a strike into that system.*

*This is a case where the fog of war makes things interesting. As CM and provincial operator of the Luxan Empire, I knew that should the Scarrans have attacked right now they would have completely decimated the Luxan fleet. Almost all of the Luxan heavy combatants are currently in the shipyards undergoing extensive repairs incurred in Second Niilam. However Roy doesn't know that, so he opted for a defensive approach – which is how I had the current Scarran captain playing it, since they were not in the best condition themselves until*

*some of the first Striker attack craft arrived to reinforce the fleet.*

*It looks like this combat could end up dragging on for quite some time. It will take about five months for a pair of fresh (and Green) Scarran dreadnoughts to arrive in Niilam. Additional Strikers will be able to get here by then, too. However that puts the war into a second year, and that incurs the possibility that war fatigue will set in. That rule is something new that I am using, but should be a suitable deterrent from going to war needlessly.*

*I am still considering making war fatigue kicking in result in an empire go into a recession for a few turns, but that might be just too evil.*

## 2254.09

The Long Wait begins. Under strict orders from Emperor Staleek, the Scarran Imperium fleet begins a slow but methodical build up in the Niilam system. The Scarrans will not move on into the Luxan home system until such time as heavy reinforcements arrive from Scarra. These reinforcements will take many months to arrive. In the meantime, the Scarran fleet is to hold in Niilam and operate on a purely defensive stance.

The Luxans are using this time wisely, repairing their fleet and preparing for a planned counter offensive against the Imperium.

###

The Mon Calamari complete construction of Bepin Station, a Golan-I Space Defense Station.

Also, a supply depot was erected in the Destan system, extending the Mon Calamari Republic's effective logistics network into the Atlantia system.

###

Using two of their Stalker exploration craft, the Scarrans upgrade the Katratsi/Goska jump lane to Major status. These explorers will move on to improve more jump lanes in the coming turns. Emperor Staleek has ordered the star lanes connecting to Luxan space to be improved so as to allow for quicker movement to that region.

###

Niilam falls to the Scarrans as the last two Regulars on the planet are killed by orbital bombardment fire. The system is now under complete Scarran rule. The local Luxan population is intent on freeing themselves, and has started a minor resistance to threaten the security of the colony.

In losing Niilam, the Luxans have lost possession of the Planetary Shipyard and Military Institute that are located

in the system. These are now Scarran property and are being operated as such.

###

With their backs up against the wall, the Luxans resolve to approach the Mon Calamari Republic in the interests of receiving some sort of assistance that might help them defeat the Scarran Imperium. Without a clear line of communications between Luxan and Dac, the Luxan Empire is forced to dispatch a courier vessel to physically confer delegates to meet with the Republic.

*A critical diplomatic shift of '50', "At a Crossroads." They seem to be getting desperate, and they didn't even need my help! Instead of rolling randomly to see if things got better or worse between the empires, I decided that the Luxans aren't stupid and that they see the Mon Calamari as a possible solution to their dire problem.*

## 2254.10

The Luxans complete repairs to their damaged units from the Second Battle of Niilam. The Luxan Empire is nearly ready for a second strike into Niilam. However, before making good such an assault, the Luxans want to be sure that they have the resources available to conduct a ground assault on Niilam.

###

Luxan scouts enter the Kkaven system off of Lorelai. Disappointingly, the most useful planet in the system is a large, barren world with little in the way of exploitable resources (RAW 1, CAP 7). This certainly will not make for a good fall back world for the Luxan Empire.

The jump lane connecting Kkaven to Lorelai is a restricted lane, so it will be a couple of months before the explorers can report their findings to the High Command.

## 2254.11

Led by Luxan

###

The gavel range loud in the Chamber of Luxan Heritage. Its loud clanging echoed in the cavernous hall of the High Command. It was not a sound easily ignored, and before long the council chair had silenced the cacophony of voices that had drowned out all legitimate discourse.

Representative Har Sa'Kor welcomed the growing silence that the gavel's cry had coaxed out of the upset political chorus. It would still be some moments before anyone dare raise his voice to address the assembled High Command of the Luxan Empire, but Sa'Kor was not ready to add his voice to the debate. Instead, he wishes to ruminate further on the events that had just transpired in this very hall, the events that had sparked such a fiery reaction from many of his peers.

The upwelling of disbelief and rage began when Representative Ther'Ke of Darkavo province delivered his address to the Command. Ther'Ke's message had been simple and extremely divisive. Ther'Ke and his allies were now publicly calling for a peace mission to be dispatched to Scarran space under a flag of truce. To think, there were Luxans who would be willing to sacrifice brothers and sisters in arms in the colonies in order to preserve the homeworld! Har did not know what to think of this. He himself had been the appointed representative of the Tar'Os Moon of Niilam, and every fiber of his being screamed that the Luxan Empire was duty-bound to liberate the colonies from Scarran occupation. However he was not an ignorant man and knew that, in the greater scheme of things, the security and preservation of Luxan itself was a far more important goal.

Ther'Ke's move to have the Command formally address the issue of an armistice would be tabled, of this Har was sure. This was not the time for that discussion, if ever there was a time for it. But the first voice of dissent had been raised and it was only a matter of time before the peace movement would gain sufficient momentum to gain a major voice in the policy of the Empire.

The only hope to thwart the appeasers in the Command's ranks would be to win a great victory against the Scarrans, or find a strong new ally...

Under the direction of Dur Ther'Ke, the Peace Party is formed to oppose Luxan participation in the war. The party calls for an immediate cessation of hostilities and the pursuit of a peace initiative intended to bring an end to the conflict.

Meanwhile, Har Sa'Kor and the Moderates have successfully pressed the High Command to "pursue all avenues of assistance" with the Mon Calamari Republic. It is their belief the fate of Luxan civilization may depend on building strong alliances with neighboring friendly powers.

*The Luxan armistice chance is nearly positive. It is only a matter of time now I think before the Luxans sue for peace. Luckily, I doubt that Emperor Staleek will accept such an agreement, even if it was offered. Why do I say luckily? Because an armistice would seal the Luxan's fate and make it easy for the Scarrans to pick them off at a later date. Either way they lose.*

###

A Luxan Vam K'Adur Battle Corvette disengages its hetch drive in the Erebus system. Using long-range communication equipment, it alerts the Mon Calamari to the Luxan Empire's wish to sign as high a level treaty as they would allow. After some initial talk, the Mon Calamari delegates tentatively agree to a Non-Aggression Treaty. However the corvette will have to return to the Luxan homeworld to communicate this information back to the High Command because it cannot communicate over the restricted lane connecting the Erebus system to Luxan.

*You see how big of a pain it is to not have a consistent line of communications? It makes dedicate diplomatic ships at least a little bit better investment.*

###

The Mon Calamari's Third Scout Fleet patrolling near Nammr discover a previously unmapped hyperspace path leading from Nammr back to the already inhabited Tessek system. The discovery of this route provides an additional jump lane into the Tessek system, and has the unfortunate side effect of diminishing the strategic nature of the Calice star system. Previous to this discovery, a strong defense at Nammr would have prevented enemy craft access to Calice or Tessek.

## 2254.12

Scarra/Katratis jump lane upgraded to Major status.

###

Zenetan pirates have returned to Rilos.

###

The Luxan system of Lorelai is hit by a sizable group of unknown raiders. The assailants attack local shipping, destroying several civilian ships and unsettling the local population. Their question is simple: can the Luxan High Command really protect them from the Scarrans if they are incapable of protecting them against raider threats?

###

The Luxans upgrade the Luxan/Erebus lane, increasing it from restricted to minor status. With communications reestablished with their courier vessel, the Luxans order it back to Erebus to act as an intermediary vessel to forward on messages to Republic authorities.

In exchanging information with the battle corvette, the Luxan High Command learns of the Mon Calamari treaty offer. They had hoped for something more significant, but accept the Non-Aggression Treaty as offered. They order their ship's captain to pursue any other amount of assistance less than a full mutual defense agreement that the Mon Calamari are willing to offer.

Additional information exchanges result in a Naval Appropriations Treaty being signed. The Mon Calamari will allow the Luxans to build and operate ships of their design, specifically the Y-Wing and ARC fighters and the Dreadnaught Heavy Cruiser. The ships will be crewed by Luxans but maintained with the help of Mon Calamari technicians. Should the treaty ever be broken, the Republic will withdraw their support and the ships will be useless without heavy modifications.

###

Scarran populations grow at Hath (4).

Luxan population grows on Luxan (13).

Mon Calamari population grows on Dac (11).

###

## END OF THE YEAR REPORT<sup>2</sup>

### SCARRAN IMPERIUM

Total Census: 31  
Total Output: 101  
Total Trade Income: 6  
Total Military: 728  
Total Maintenance: 68

### MON CALAMARI REPUBLIC

Total Census: 19  
Total Output: 83  
Total Trade Income: 7  
Total Military: 328  
Total Maintenance: 33

### LUXAN EMPIRE

Total Census: 16  
Total Output: 54  
Total Trade Income: 5  
Total Military: 353  
Total Maintenance: 36

### ITHORIAN COMMONWEALTH

Total Census: 5  
Total Output: 20  
Total Trade Income: 5  
Total Military: 67  
Total Maintenance: 4

*At the end of this year, I took stock of where the campaign was going and came to the conclusion that the campaign really needed some new blood if it was going to keep going. Namely, at the current rate of progression the Scarran Imperium is setup to win the war with the Luxans through sheer force of numbers. A reversal is possible, but it was time to stir the pot. So two new empires are starting play at the beginning of the next turn, though neither has any contact with the existing races. The first new species is the Chenjesu, the peace-loving crystalline aliens from the Star Control games. The second is the Spemin, the blustering cowards from the Starflight universe.*

*The Chenjesu will begin play at a level roughly equal to INT-1, with two systems in their possession and a "wildcard" tech bonus of Defense TL 0. Engines and Equipment remain at TL -2, and Weapon TL -1. This will best model the nature of the Chenjesu ships from Star Control, and create an interesting Starmada ship configuration for the other races to encounter (and possibly fight against). I did have to create a new ability for the Chenjesu, namely a Fighter: Energy Draining to*

*allow for the creation of their DOGI fighter/drone craft, but that is relatively simple to do.*

*The Spemin are more straightforward and begin at the absolute minimums for an IND-3/INT-1 boundary race in that all of their tech levels begin at -2, but they do start with hyperdrives. This makes it so that they can explore and move around, though they will not be much of a threat to any of the existing 'major powers'. This does have the obvious downside of making them easy pickings for the Scarran Imperium, but I hope that a kind and benevolent species will find them first :)*

## YEAR 2255

xxx

## 2255.01

The Scarrans launch an Espionage: Fleet mission into the Luxan home system. Their spies succeed in their mission, moving into and out of the system without being caught. The Scarrans learn of a massive Luxan fleet in the system.

Perhaps the most concerning data returned from Luxan is that the Luxans have begun construction on several unfamiliar ships. Based on sensor data, the mystery heavy cruiser designs are most likely of Mon Calamari origin. This begs the question, "are the Luxans and Mon Calamari allied in some way?"

*The answer of course is that the Luxans have started construction on several Dreadnaughts to help shore up their heavy firepower with some superior warships.*

###

The Mon Calamari arrange a meeting on Ithor between representatives of the Luxan Empire and Scarran Imperium. The intent of this conference is to find some sort of middle ground which can be used to build a lasting peace in the region.

It only takes half a day of preliminary negotiations before it becomes clear that the Scarran Imperium has little interest in the talks or peace. The Scarran government balks at all discussion of giving up some or all of their conquered territories.

The only offer the Scarrans bring to the table is a simple one, straight from the Emperor himself. The Imperium is willing to accept an armistice with the Luxans if the Luxans would submit to protectorate status within the Imperium. In such a state, the Luxan Empire would be responsible for paying tribute each month to the Scarrans equal to 50% of their Total Domestic Product.

<sup>2</sup> The end of year report format was shamelessly stolen from Charlie Lewis' FOOLS RUSH IN Campaign Diary.

The Luxans and Mon Calamari equally find this offer reprehensible, and the Luxan government refuses.

With neither party willing to budge a bit from their original positions, diplomacy quickly breaks down. After a little over a day's deliberations, the Scarran ambassador and his staff leave the conference and do not return.

###

The Scarran Ravager Light Cruiser prototype successfully completes its trials. This new light cruiser design is intended as a counter to the lighter cruisers of the Luxan fleet and can be built in larger numbers than the Scarran's dreadnoughts.

## 2255.02

With the new intelligence data in hand, Scarran Emperor Staleek orders his forces out of Niilam. They are to retreat back to D'Aso, leaving Niilam unguarded. He believes that the Imperium's forces are in jeopardy being placed so close to the enemy's stronghold. The Scarrans will await reinforcements before making a play for the Luxan homeworld. Before retreating, the Scarran fleet has been ordered to destroy the planetary shipyard and military institute that the Imperium inherited upon conquest of Niilam.

It is War Minister Ahkna's assertion that Staleek is hoping that the Luxans will launch a brash offensive soon. Should such a move fail, the Scarran fleet will then be able to move into Luxan unopposed and complete the conquest of their empire.

###

The Mon Calamari Republic's inability to secure a beneficial peace for the Luxan Empire has greatly damaged relations between Luxan and Dac.

###

Raiders hit the Lorelai system, making off with 2 EP of goods.

## 2255.03

A fleet intelligence mission from Luxan to Niilam determines that the system is vacant. The Scarrans have abandoned the system. Are they fighting another enemy on another front? It really doesn't matter for the Luxans; this just means that they now have the opportunity to retake the system at minimal cost.

*The Luxans have been holding off on an invasion to this point in hopes that the two scout forces in Lorelai might accidentally find an alternative route into Scarran space. Opening up a second front would have been extremely beneficial for the Luxan Empire, especially if the new route to Scarran space attached to one of their less*

*defended regions. Quick and brutal expansion into these areas would have allowed the Luxans to exact a fiery vengeance against the Scarrans for their invasion and conquest of D'Aso and Niilam.*

## 2255.04

The Luxan High Command ratifies legislation condemning the pro-peace movement and reinforcing the Luxan Empire's dedication to its war with the Scarran Imperium.

###

The Luxan First Assault Fleet moves into Niilam, meeting no resistance there. The Luxan fleet bombards enemy troop positions on the moons and proceeds to land one of their own Regulars on the planet. The gas giant colonies at Niilam quickly fall to the liberation force and the Scarran survivors are forced to flee into hiding. Niilam is once again under the control of the Luxan Empire.

## THE ALIENS OF THE FRINGE CAMPAIGN

As with the long-ended THIRD AGE CAMPAIGN, the FRINGE CAMPAIGN draws on a wide number of familiar science fiction settings to populate the campaign universe. Using pre-existing alien races limits a player's imagination to some extent, but also provides a better footing from which to role-play his empire.

It is always fun to watch Wookiees battle Cardassians, or the evil Kohr-Ah admiral annihilate the lowly Miradorn. The same things could happen to other races with different names, but using these existing species helps to illicit a more instant and direct mental picture of who is involved in the battle for interstellar supremacy.

The following section of the book contains an overview of the powers that are either active in the campaign or could become active at some point in time. They are drawn from numerous science fiction universes, including television, film, computer game, and literary sources. I am sure there are some that you have never heard of before... good!

## NPE ACTIVATION

The inclusion of Non-Player Entities (NPEs) provides an easy way for players to add extra empires into the game. NPEs are managed by players, or the CM, but their diplomatic decisions (the most important aspect of play, really) is handled abstractly and independently. This ensures that NPEs provide a fair, unbiased opponent – or ally – for the players to deal with during the campaign.

### Activation Chances (by Colony Size)

The FRINGE uses a modified version of the normal NPE activation rules. Each system type is assigned an NPE activation chance.

#### NPE Activation Chance Table

Colony Size	Base %
Minor Outpost	5%
Outpost	10%
Minor Colony	15%
Colony	20%
Major Colony	25%

#### Modifiers:

Adaptable +5%  
Terrestrial: +10%

## Effects of NPE Activation

In this campaign, whenever a new NPE is activated, a roll must first be made to determine the level of technological sophistication possessed by the NPE. The Tech Level of the NPE will then determine its *activation importance*. Activation importance is used to determine which sci-fi species fit that technological level. It might be fun to introduce a low-tech Vorlon Empire, but it wouldn't be true to the source material and neither would it be all that much fun for the player.

Once the tech level and activation importance is known, the CM rolls on the appropriate activation matrix below. ~~There is a matrix for each of the following importance levels: Unimportant, Minor, Major, and Ancient. Each matrix contains ten prospective empires that enter play should a NPE of its activation importance be activated.~~

### Primary Refresh Matrix (d6)

Roll	Source
1-2	Star Trek
3-4	Star Wars
5-6	Babylon 5
7-8	Farscape
9-10	Other Sci-Fi

### Secondary Refresh Matrix (d10)

Roll	Source
1	Master of Orion
2	Starflight
3	Ascendancy
4	X-COM
5	Starfire
6	
7	
8	
9	Other Sci-Fi
10	Player's Choice

## 4.1 EMPIRES OF STAR TREK

Roll	Empire	Status
	United Federation of Planets	<b>Major</b>
	Klingon Empire	<b>Major</b>
	Romulan Star Empire	<b>Major</b>
	Cardassian Union	Minor
	Ferengi Alliance	Minor
	Borg Collective	Ancient
	Gorn Confederacy	Minor
	Tholian Assembly	Minor
	Kzinti Hegemony	Minor
	Lyrans Star Empire	Minor
	Hydran Kingdoms	Minor
	Dominion	Major
	Breen Confederacy	Minor
	Sheliak Corporate	Minor
	Children of Tama (Tamarians)	Minor
	Pakleds	Minor
	Betazoid	
	Bajoran	
	Bynar	
	Talosians	
	Trills	
	Xindi	
	Antedeans	
	Antican	
	Selay	
	Caitians	
	Andorian	
	Benzite	
	Bolian	
	Nausicaan	
	Lethean	
	Miradorn	
	Mizarian	
	Zakdorn	
	Medusan	
	Tellarite	
	Talarian	
	Chalnoth	

## 4.2 EMPIRES OF STAR WARS

Roll	Empire	Status
1	Bith	Minor
2	Bothan	Minor
3	Commerce Guild	Minor
4	Duros	Minor
5	Ewoks	Unimportant
6	Galactic Republic	<b>Major</b>
7	Gammorean Slavers	Minor
8	Geonosians	Minor
9	Hutt Crime Lords	Minor
10	InterGalactic Banking Guild	Minor
11	Ithorians	Minor
12	Kaminoans	Minor
13	Republic of Naboo	Minor
14	Rodians	Minor
15	Mon Calamari	<b>Major</b>
16	Tatooine (Jawa/Tusken)	Unimportant
17	Techno Union	Minor
18	Trade Federation	<b>Major</b>
19	Twilek	Minor
20	Wookiee	Minor

### TECHNOLOGIES

All Star Wars races pull from the same basic set of technologies that have been widely available in the setting for thousands of years.

FTL travel is made possible by the hyperdrive, a supraluminal drive system that even small fighters can be equipped with.

### JEDI

In this setting exist a subset of the population adept at manipulating the Force, an all-encompassing power source that ties all things together. Force sensitive individuals, when trained as Jedi, take on some extraordinary abilities beyond that of a normal elite officer.

The Jedi are represented in two ways in this campaign. The first is by the Jedi Knights ground unit. The second is by elite officers who are also Jedi.



### Experience Costs

Due to their rarity, XP costs are doubled for Jedi characters. This means it will take longer for a Jedi to reach higher levels of training, but this is balanced out by their innate skills.

### SPECIAL ABILITIES

In addition to their other skills, all Jedi share some of the same special abilities.

#### Boarding Actions

Jedi provide a Direct Assault (1) bonus to their assigned ship. In *Starmada*, a Jedi can accompany a Marine group to an enemy ship. Once there, the Jedi will board and act like a Marine.

Jedi are not normally killed on their first point of boarding damage. Instead, they can take a number of 'hits' equal to their officer rank before succumbing. This makes Jedi boarding parties especially deadly.

When defending their own ship against intruders, the Jedi receives this same bonus.

#### Intelligence Gathering Operations

One of the primary responsibilities of the Jedi is in an intelligence gathering capacity for the Galactic Republic. As a result, each Jedi acts like a Special Forces unit. Each officer rank earned allows the Jedi to increase his or her Attack, Defense, or Attrition statistics by 1.

## Dueling

In certain circumstances, the Jedi will attack another elite officer in hopes of killing the enemy leader.

## ITHORIAN COMMONWEALTH



### PHYSICAL DESCRIPTION

Ithorians are a species of intelligent herbivores from the planet Ithor. They are commonly called "Hammerheads" because of their long, curving neck and T-shaped head.

Ithorians had two mouths and glossy, brown flesh. In general, they were devoted environmentalists, staunch herbivores, and complete pacifists. Many have become galactic traders who peacefully travel the stars in giant herd ships. They would only resort to violence if threatened.

### HISTORICAL ABSTRACT

#### Introduction

Ithorians are natives of the planet Ithor, a lush world with sprawling rain forests. The Ithorians worship Mother Jungle, and long ago vowed never to desecrate their planet. Once they discovered repulsorlift technology, the Ithorians built expansive "herd cities" floating in the skies above their homeworld. The species migrated to these platforms, ensuring that Ithor would remain pristine forever.

Abroad, Ithorians integrate well with the galactic community. Their own language is incredibly beautiful, yet difficult to learn, as the Ithorians have twin mouths on opposite sides of their necks. Fortunately, they can speak Galactic Basic, albeit with a strange accent.

### First Contact

"Such amazing ships these outlanders bring to Ithor! So graceful and advanced! Surely, these must be beings of peace to have crafted such technically proficient craft."

**Mon Tibou, Chancellor the Ithorian Commonwealth remarking on the Scarran contact fleet in 2253.**

The Ithorian people had barely achieved interplanetary travel by the time they were contacted by the Scarran Imperium in August 2253. The Ithorians were naive in their early dealings with the Scarrans, but the Scarrans true intent would quickly be made clear to them.

*Some text comes from Star Wars Wiki.*

### VBAM STATISTICS

#### Homeworld

Ithor (6/7/4)

#### Government

Religious Representative

#### Physical Traits

Non-Humanoid

Passive (-1)

#### Social Traits

Cultural Adopters (+1)

Pacifist (-1)

### AIX Statistics

AIX	AG	IN	XE
	29	54	50

### GOVERNMENT

The Ithorian government is a union of independent states whose primary mandate is the preservation of Ithor's vast and sacred jungles. Each of the Ithorians large floating cities is represented in the Hall of Voices, which is the central governing body of the Commonwealth.

### Political Factions

Although all open debate is conducted in the Hall of Voices, the bulk of the actual governance occurs in the various ministries established by the Commonwealth Charter. The following parties are now, or at one time have had, an influence on Ithorian affairs.

## Ministry of Ecological Preservation

This quasi-religious division of the government is concerned with the commonwealth's central goal of caring for the homeworld's environment. To ensure that these needs are met, the faction desires a Religious sub-type to the government. Its members are deeply opposed to Totalitarian, Aristocratic, or other oligarchic or despotic systems of government. Singular rule breeds conflict, and conflict would damage the Mother Jungle.

Following on this doctrine, the Institute of Ecological Preservation will not support any action that will draw the Ithorian Commonwealth into a state of hostilities or war. It believes that the Pacifist social trait is necessary to fulfill its duty as a caretaker of the planetary ecology.

## Ministry of Defense

The Ministry of Defense is charged with seeing to the defense of Ithor from both foreign and domestic threats. However its powers are limited to the scope of Ithor's defense, nothing more.

When in command of the government, this faction will push for a change to a Military sub-type. Because intelligence gathering also falls under its auspices, the defense ministers would also like to promote efficiency in its information gathering services (Efficient Operatives).

## Ministry of Domestic Affairs

This faction has many responsibilities. The first, and most important, is to maintain social balance in the Commonwealth to ensure that intra-species strife is kept to a minimum. The ministry spends much of its time adjudicating disagreements between various city-states across Ithor. In its secondary role, the Ministry of Domestic Affairs is responsible for coordinating relief and 'humanitarian' programs.

Unlike most alien 'domestic' governmental bodies, the Ministry of Domestic Affairs has no interest in a Social government sub-type. They do however have some interest in adopting an Honorable stance, since if the Ithorian leadership is good to their word it will reduce the squabbling between rival nations and lessen their own workload.

The preservation of peace is also a goal of this faction. The Pacifist trait helps to ensure this balance and is seen as being in the best interests of Ithor – though not at all costs, only when appropriate.

## Ministry of Alien Relations

This ministry was formed after contact with the Scarran Imperium.

## TECHNOLOGIES

The following section details the technologies available to the Ithorian Commonwealth.

### Macro Technology

#### Engines

Engine TL–2.

#### Defenses

Defense TL –2.

#### Weapons

Weapons TL –2.

#### Equipment

Equipment TL–2.

### Micro Technology

#### Technical Proficiencies

Scouting Level 1

#### Special Equipment

Armor Plating  
Cargo Bay  
Command Center  
Construction Bay  
Diplomatic Center  
Fighter Bay  
Hyperdrive  
Launch Bay  
Long Range Sensors  
Marine Squads  
Medical Bay  
Military Cargo Bay  
Passengers (100)  
Repair Bay  
Science Lab  
Security Teams  
Troops (250)  
Vehicle Bay

#### Weapon Enhancements

Doubled Range Modifiers  
Extra Hull Damage  
Must Re-Roll Penetration Dice  
Must Re-Roll To-Hit Dice  
No Hull Damage  
**Shield Resonant**

#### Fighter Enhancements

Fighter: Large  
Fighter: Light  
Fighter: Slow  
Fighter: Small

### Planetary Facilities

## Weapon Systems

The Ithorians weapon systems at the time of contact were exceedingly primitive, owing in no small part to the Ithorians distinctly pacifistic nature.

**Table 1: Ithorian Energy Weapon Systems**

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
<b>Particle Blaster</b>						
N/A	6	5+	1	1	1	
<b>Dual Blaster</b>						
N/A	6	4+	1	1	1	
<b>Triple Blaster</b>						
N/A	9	3+	1	1	1	
<b>Resonance Beam</b>						
N/A	9	5+	1	2	1	Shield Resonant

**Table 2: Ithorian Kinetic Weapon Systems**

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
<b>Scatter Barrage Launcher</b>						
N/A	12	4+	2	1	1	No Hull Damage

**Table 3: Ithorian Ballistic Weapon Systems**

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
<b>Missile Launcher Mk-I</b>						
N/A	12	5+	1	1	1	

## MILITARY

XXX

## SHIPS OF THE FLEET

XXX

## Heavy Warships

**Table 4: Ithorian Heavy Warships**

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
MC80a Star Cruiser	N/A	CA	13	3 / 2	9	5	2	7	4	7	Y	N	Carrier

### MC80a Star Cruiser

XXX

## Light Warships

**Table 5: Ithorian Light Warships**

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
MC40a Light Cruiser	N/A	CL	6	1 / 4	5	4	2	5	2	1	Y	N	

### MC40a Light Cruiser

Blah blah blah

## Auxiliaries

**Table 6: Ithorian Auxiliaries**

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Medical Frigate	N/A	DD	5	1 / 4	4	2	2	4	2	-	Y	N	Hospital Ship

Blah blah blah

## Fighters and Shuttles

Table 7: Ithorian Fighters and Shuttles

Type	ISD	Class	Cost	Maint	DV	AS	AF	Jump?	Atmo?	Type	Abilities
ARC-170 Star Fighter	N/A	HF	1 / 1	1 / 10	2	2*	1	Y	Y	Energy	Slow, Ballistic

### ARC-170 Star Fighter

The heavy fighter of the early Mon Calamari fleet, the ARC-170 Star Fighter was the fleet's first jump-capable star fighter. The hyperdrive unit installed on the ARC-170 gave it extremely long range, allowing it to be operated a full jump ahead of its carrier or planetary fighter garrison.

The firepower and heavy armor of the ARC-170 came at a price in overall performance. The fighter's engines were heavily taxed and the class was incapable of the combat speeds of other fighters.

## GROUND UNITS

Table 8: Ithorian Ground Units

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Mon Calamari Militia							
N/A	N/A	N/A	1	1	0	1	Planetary Militia
Regulars							
N/A	1	1 / 1	1	2	D2	2	

## ELITE OFFICERS

### Chancellor Mon Tibou

LEVEL 2 DIPLOMAT

NEGOTIATOR (2)

+2 DIPLOMATIC INTEL

## MON CALAMARI



### PHYSICAL DESCRIPTION

The Mon Calamari hail from the watery world of the same name, which they share with the squid-headed species called the Quarren. While both species speak the same native tongue, the Mon Calamari have adopted Basic as their language. Mon Calamari and Quarren are very different in their outlook on life, as the Mon Calamari tend to be idealists and dreamers while the Quarren are pragmatic and realists. During the waning days of the Republic, Quarren politicians represented the various communities of the water world in the Galactic Senate.

The Mon Calamari are shore-dwellers, land beings with an affinity for water. The Mon Calamari developed slowly, building an advanced technology around them. They contacted the Quarren, and after some confusion, developed a symbiotic relationship. The Quarren would provide the raw materials and metals while the Mon Calamari refined them into useful items of technology. Foremost among these items was the Mon Calamari's formidable fleet of exploration vessels. The Mon Cals (as the Quarren call them) began leaving their world to explore the islands in the stars.

The Mon Calamari are able to descend to depths of up to 30 meters below sea level without requiring breathing or pressure apparatus. Though they can breathe water, they find it somewhat uncomfortable, and use organic gills whenever possible. A panicked Mon Cal, particularly a young one, could still potentially drown underwater. They do not need to decompress when resurfacing. The Mon Cals can stay underwater for an indefinite length of time, although they cannot sleep underwater due to various physiological and psychological reasons.

## HISTORICAL ABSTRACT

### VBAM STATISTICS

#### Homeworld

Dac (3/5/8)

#### Government

Military Representative

#### Physical Traits

Humanoid  
Aquatic (+2)  
Symbiotic Relationship (+1)

#### Social Traits

Rival Houses (-1)

#### AIX Statistics

AIX	AG	IN	XE
	48	76	52

## GOVERNMENT

### Political Factions

#### Administrative Council

Quarren-dominated council  
Social sub-type

#### Diplomatic Council

Desire to bring about a change to Gifted Negotiators; this requires the adoption of another negative trait to balance it out.

#### Military Council

Military sub-type, reserve % of funding equal to margin of control for military construction projects

#### Bureau of Colonization and Development

When in control, the government will attempt to colonize and build up worlds as fast as possible.

## TECHNOLOGIES

The following section details the technologies available to the Mon Calamari.

### Macro Technology

#### Engines

The engines found on Mon Calamari ships are faster than average, owing to their lineage as space passenger liners prior to conversion into warships. The Mon Calamari begin with an Engine TL of -1.

#### Defenses

The Mon Calamari's ships rely on advanced energy shield defenses to protect against damage. This advantage means that they begin play with Defense TL -1.

#### Weapons

A lack of experience in space warfare has prevented the Mon Calamari from developing advanced space weapons. They begin with Weapons TL -2.

#### Equipment

The Mon Calamari's experience with fighter technologies has allowed them to make various advances not normally available to other powers. Their starting Equipment TL is -1.

### Micro Technology

#### Technical Proficiencies

Scouting Level 1

#### Special Equipment

##### Anti-Fighter Batteries

Armor Plating  
Cargo Bay  
Command Center  
Construction Bay  
Diplomatic Center  
Fighter Bay  
Hyperdrive  
Launch Bay  
Long Range Sensors  
Marine Squads  
Medical Bay  
Military Cargo Bay  
Passengers (100)  
Repair Bay  
Science Lab  
Security Teams  
Troops (250)  
Vehicle Bay

#### Weapon Enhancements

Doubled Range Modifiers

Extra Hull Damage  
Must Re-Roll Penetration Dice  
Must Re-Roll To-Hit Dice  
No Hull Damage

#### Fighter Enhancements

**Fighter: Bomber**  
**Fighter: Interceptor**  
**Fighter: Hyperdrive**  
Fighter: Large  
Fighter: Light  
Fighter: Slow  
Fighter: Small  
Fighter: Standard

#### Planetary Facilities

**Planetary Defense Shield**

### Weapon Systems

The Mon Calamari rely on the tried and true weapons commonly fielded by Republic powers.

**Table 9: Mon Calamari Energy Weapon Systems**

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
<b>Laser Cannon (Mk-I)</b>						
N/A	6	4+	2	1	1	Double Range Modifiers
<b>Quad Laser Cannon (Mk-I)</b>						
N/A	6	4+	3	1	1	Double Range Modifiers
<b>Turbolaser (Mk-I)</b>						
N/A	12	4+	1	1	2	
<b>Dual Turbolaser (Mk-I)</b>						
N/A	12	4+	1	2	2	
<b>Ion Cannon</b>						
N/A	6	5+	1	1	3	No Hull Damage

#### Laser Cannon (Mk-I)

Laser Cannons are a type a fast firing directed energy weapon intended for use against enemy fighter craft. They are not terribly accurate, and do little damage with every shot.

#### Turbolaser (Mk-I)

Turbolasers are the primary offensive weapons of the Trade Federation fleet. Most ships had these weapons added clumsily to them once preparations for war were underway. Unlike a laser cannon, turbolasers have greater range and destructive potential.

## Dual Turbolaser (Mk-I)

This weapon consists of two individual turbolasers contained in a single weapon housing. The two guns fire in unison, inflicting heavy damage on enemy ships.

## Ion Cannon (Mk-I)

Ion Cannons are used to disable, not destroy, enemy starships. This leaves the ship prone and more easily boarded by friendly marines, or recovered after the completion of a battle.

**Table 10: Mon Calamari Ballistic Weapon Systems**

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Proton Torpedo Tube						
?	12	4+	1	1	2	

## Proton Torpedo

This devastating mid-range weapon is capable of striking enemy ships beyond laser ranges. This combined with the weapon's powerful warhead makes it extremely deadly. The major limiting factor for proton torpedo use is that it is classified as an expendable weapon, which

means each tube can only fire one salvo before it is depleted.

**Table 11: Mon Calamari Ballistic Weapon Packages**

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
High-Yield Proton Torpedo						
2251	-	-	-	-	+1	

## High-Yield Proton Torpedo

This specialized proton torpedo warhead type is more destructive than a standard proton torpedo. Ballistic units equipped with this package will score considerably more damage against enemy targets.

## MILITARY

xxx

## SHIPS OF THE FLEET

xxx

## Heavy Warships

**Table 12: Mon Calamari Heavy Warships**

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
MC80a Star Cruiser	N/A	CA	13	3 / 2	9	5	2	7	4	7	Y	N	Carrier
Bulk Cruiser	N/A	CL	8	1 / 2	6	4	4	6	3	2	Y	N	Supply (1 / 3)
Dreadnaught Heavy Cruiser	N/A	CA	8	1 / 2	7	5	5	6	3	1	Y	N	

## MC80a Star Cruiser

xxx

## Light Warships

**Table 13: Mon Calamari Light Warships**

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
MC40a Light Cruiser	N/A	CL	6	1 / 4	5	4	2	5	2	1	Y	N	
Nebulon-B Escort Frigate	N/A	DD	5	1 / 4	4	3	2	4	2	2	Y	N	

## MC40a Light Cruiser

Blah blah blah

## Auxiliaries

**Table 14: Mon Calamari Auxiliaries**

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
------	-----	-------	------	-------	----	----	----	----	----	----	-------	-------	-----------

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Medical Frigate	N/A	DD	5	1 / 4	4	2	2	4	2	-	Y	N	Hospital Ship
Nebulon Scout Frigate	N/A	EDD	6	1 / 2	5	2	1	4	2	-	Y	N	Explorer (1)

Blah blah blah

## Fighters and Shuttles

Table 15: Mon Calamari Fighters and Shuttles

Type	ISD	Class	Cost	Maint	DV	AS	AF	Jump?	Atmo?	Type	Abilities
ARC-170 Star Fighter	N/A	HF	1 / 1	1 / 10	2	2*	1	Y	Y	Energy	Slow, Ballistic
Eta-3 Actis Star Fighter	N/A	MF	1 / 3	1 / 10	1	1*	2	N	Y	Energy	Interceptor
Y-Wing Attack Star Fighter	2252	MF	1 / 2	1 / 10	2	2*	1	N	Y	Energy	Bomber, Ballistic

### ARC-170 Star Fighter

The heavy fighter of the early Mon Calamari fleet, the ARC-170 Star Fighter was the fleet's first jump-capable star fighter. The hyperdrive unit installed on the ARC-170 gave it extremely long range, allowing it to be operated a full jump ahead of its carrier or planetary fighter garrison.

The firepower and heavy armor of the ARC-170 came at a price in overall performance. The fighter's engines were heavily taxed and the class was incapable of the combat speeds of other fighters.

### Eta-3 Actis Star Fighter

This Mon Calamari interceptor design was conceived as a smaller, more economical companion for the ARC-170 Star Fighter. The Eta-3 Actis was a fast fighter and able-bodied anti-fighter platform. In this role it was most often used, providing escort to the larger, slower ARC-170s.

### Y-Wing Attack Star Fighter

Although the ARC-170 Star Fighter was considered a resounding success, the cost of building and maintaining a jump capable fighter force was too much for the young Mon Calamari navy to afford. Under the direction of Admiral Ackbar, Supreme Commander of the Mon Calamari Republic Navy, they began looking at cost conscious alternatives.

The Y-Wing Attack Star Fighter design was selected out of the available design candidates. The Y-Wing lacked the ARC-170's hyperdrive unit, but omitting this piece of equipment cut the cost of the Y-Wing by more than half. In its place, Calamari engineers installed an additional proton torpedo launch tube and expanded the fighter's storage capabilities as compared to existing fighters.

## GROUND UNITS

Table 16: Mon Calamari Ground Units

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Mon Calamari Militia							
N/A	N/A	N/A	1	1	0	1	Planetary Militia
Regulars							
N/A	1	1 / 1	1	2	D2	2	

## SPECIAL PLANETARY FACILITIES

Table 17: Mon Calamari Planetary Facilities

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Planetary Defense Shield							
N/A	20	1 / 1	0	1	0	10	

## ELITE OFFICERS

### Admiral Ackbar

#### LEVEL 2 FLEET OFFICER

FORMATIONS: SHIP (1)

MASTER TACTICIAN (1)

+1 FORMATION BONUS

+1 SURPRISED BONUS

#### LEVEL 1 ADMINISTRATOR

MARTIAL READINESS (1)

+1 DUG-IN BONUS

## QUARREN



### PHYSICAL DESCRIPTION

Quarren, or "Squid Heads" as they are sometimes rudely called, are an alien species characterized by the four tentacles that protrude from their jaws. They have deep turquoise eyes, and each hand is capped with finned or suction-cup tipped fingers.

Quarren hail from the planet Mon Calamari, a world they share with the native species that gives the world its name.

The average Quarren lifespan is 79 standard years. Quarren can descend to depths of 300 meters without breathing or pressure apparatus. When they descend to 50 meters or deeper, they must return to the surface slowly, to allow their bodies to readjust to the lower surface pressure. When coming up to the surface, they must spend as much time decompressing as they spent under 50 meters of water. Quarren have the ability to change the color of their leathery skin, but this is usually only demonstrated during mating rituals.

### HISTORICAL ABSTRACT

The Quarren evolved deep in the murky oceans of Mon Calamari. When they were first discovered by their world-mates the Mon Cals (as they call them), there was some initial confusion. The Quarren weren't as quick to evolve culturally as the Mon Calamari. As the Quarren rose to the surface from their ocean depths and met their cousins, they invariably attacked the Mon Cals. The Calamarians, equipped with better technology and higher intellect, bested the Quarren each time. After years of this, the Quarren were driven to near extinction.

This prompted the Mon Cals to perform a daring and controversial social experiment. The Cals had captured nearly a million Quarren throughout their struggles, yet did not want to free them, for they feared the Quarren

would only fight until the Cals were forced to kill them. Instead, the Cals attempted to civilize the Quarren.

The first step was the removal of children from the parents. The Mon Calamari then taught this new generation of Quarren mathematics, philosophy, science and the other foundations of civilization. In 10 years, the Quarren young were released to their parents. As expected, this generation found nothing in common with their fore-bearers. They had learned not to hate their surface-dwelling cousins, but instead respected them. The young saw their parents and ancestors as primitive savages, while the elder generation believed their offspring brainwashed by the Cals. Within 15 years, the young Quarren had assumed control of the populace. Within 20, they had made peaceful contact with the Mon Calamari.

The Quarren preferred the ocean depth as their home, but the two species eventually began working together. The Cals provided greater ideas and new concepts to the Quarren, while the Quarren mined the deep-sea metals to make those ideas into reality. The result was a network of advanced, floating cities on Mon Calamari. The Quarren prefer to live in the dark, deep portions of the cities, while the Cals live closer to the sunlight.

The Quarren and the Mon Cals share the same language, but while the Mon Cals have adopted Basic, the Quarren have remained faithful to their oceanic tongue.

The Quarren are a pragmatic, conservative people compared to the Mon Cal. Whereas the Mon Cals dream of brighter tomorrows, the Quarren never forgot their pasts, and the skirmishes and deception they perceive in the Cals. This has led to friction and outright hostility to the Cals from the Quarren.

### VBAM STATISTICS

#### Homeworld

Mon Calamari (Dac) (2/4/9)

#### Government

None (See Mon Calamari)

#### Physical Traits

Humanoid  
Aquatic (+2)  
Adaptable (+1)  
Symbiotic Relationship (+1)

#### Social Traits

Prejudiced – Mon Calamari (±0)  
Tense Alliance (-2)

## AIX Statistics

AIX	AG	IN	XE
	54	43	32

## GOVERNMENT

The Quarren do not administer their own government. Rather, the Quarren share co-ownership of their homeworld, Mon Calamari (Dac). The Mon Calamari maintain major control of that government, but the Quarren provinces and their underwater cities maintain influence over the planet's affairs.

## GROUND UNITS

**Table 18: Quarren Ground Units**

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
<b>Quarren Militia</b>							
N/A	N/A	N/A	1	1	0	1	Planetary Militia

## 4.3 EMPIRES OF BABYLON 5

Roll	Empire	Status
1	Earth Alliance	Major
	Minbari Federation	Major
	Narn Regime	Major
	Centaury Republic	Major
	Drazi Freehold	Minor
	Brakiri Syndicracy	Minor
	Vree Conglomerate	Minor
	Abbai Matriarchy	Minor
	Gaim Sovereign	Unimportant
	Pak'ma'ra	Minor
	Llort	Minor
	Yolu Theocracy	Minor
	Cascor Commonwealth	Minor
	Dilgar Imperium	Major
	Grome	Minor
	Androma Republic (Hurr)	Minor
	Kor-Lyan Kingdoms	Minor
	Torata	Minor
	Hyach Gerontocracy	Minor
	Alacan Republic	Unimportant
	Balosian Underwellers	Unimportant
	Descari Committees	Minor
	Mitoc Democracy	Unimportant
	Ipsa Baronies	Minor
	Markab Theocracy	Minor



## 4.4 EMPIRES OF FARSCAPE

Roll	Empire	Status
1	Peacekeepers (Sebaceans)	<b>Major</b>
2	Scarran Empire	<b>Major</b>
3	Nebari	<b>Major</b>
4	Banik	Minor
5	Charrid	Minor
6	Colartas	Minor
7	Delvians	Minor
8	Diagnosians	Minor
9	Eidelons	Minor
10	Halosians	Minor
11	Hynerians	<b>Major</b>
12	Ilanics	Minor
13	Interions	Minor
14	Kalish	Minor
15	Luxans	<b>Major</b>
16	Plokavians	Minor
17	Scorvians	Minor
18	Relgarians	Minor
19	Sheyang	Minor
20	Skreeth	Unimportant
21	Tavleks	Unimportant
22	Trao	Unimportant
23	Vorcarians	Unimportant
24	Zenetians	Unimportant



## LUXAN EMPIRE



## PHYSICAL DESCRIPTION

Luxans are large bipeds; males are typically six to seven feet tall. They have protruding brow ridges that extend around to the sides of the head, shell- or plate-covered noses, long chins that come to a point (males only), and approximately eight tentacles (called "tenkas") that hang down from the back of the head. The tenkas have no muscular function but are sensitive to pleasure and pain. Males are bald but have beards that run from beside their noses to above the area where ears would be. Mustache-like portions of the beard hang down to the chest and are braided. The exposed skin of the chin and head is often tattooed. Chin tattoos may denote military rank.

Luxans have an excellent sense of smell. They also have prehensile tongues that can extend several feet either to grab objects or to deliver an adaptive venom which stuns but does not kill the victim. Luxans have two hearts. They can safely survive in the vacuum of space for a quarter of an arn. When they are injured, Luxans' blood runs reddish-black. In order to heal, the wounded area must be deliberately hit or squeezed to increase the bleeding until the dark blood starts to run clear.

Some Luxans, when provoked to anger, enter a state called Hyper-Rage in which they become uncontrollably violent. Hyper-Rage ends only by killing or breaking something (or someone) or, in rare instances, by dissipation over a long period of time. Luxans who experience Hyper-Rage often suffer blackouts and cannot recall their violent actions.

As a warrior culture, Luxans have a fierce code of honor which includes refusal to deceive an opponent, refusal to

abandon an ally, and allowance of retribution for aggression against an ally.

*Text from www.farscape-1.com*

## HISTORICAL ABSTRACT

xxx

## VBAM STATISTICS

## Homeworld

Luxan (6/6/5)

## Government

Military Meritocracy (Negative Scientific)

## Physical Traits

Humanoid

Aggressive (+1)

## Social Traits

Veteran Armies (+2)

Honorable (±0)

Ineffective Negotiators (-1)

Spiritual (+1)

Incompetent Scientists (-1)

## AIX Statistics

AIX	AG	IN	XE
	85	82	50

## GOVERNMENT

xxx

## Political Factions

xxx

## TECHNOLOGIES

The following section details the technologies available to the Luxan Empire.

## Macro Technology

## Engines

Engines TL -1

## Defenses

Defenses TL –1

## Weapons

Weapons TL –1

## Equipment

Equipment TL –1

## Micro Technology

### Technical Proficiencies

Scouting Level 1  
Stealth Level 1

### Special Equipment

Armor Plating  
Cargo Bay  
Command Center  
Construction Bay  
Diplomatic Center  
Fighter Bay  
Hyperdrive  
Launch Bay  
Long Range Sensors  
Marine Squads  
Medical Bay  
Military Cargo Bay  
Passengers (100)  
Repair Bay  
Science Lab  
Security Teams  
**Stealth Generator**  
**Tender**  
Troops (250)  
Vehicle Bay

### Weapon Enhancements

Doubled Range Modifiers  
Extra Hull Damage  
**Increased PEN**  
Must Re-Roll Penetration Dice  
Must Re-Roll To-Hit Dice  
No Hull Damage  
**Variable DMG**

### Fighter Enhancements

Fighter: Large  
Fighter: Light  
Fighter: Slow

Fighter: Small  
Fighter: Standard

## Planetary Facilities

## Weapon Systems

The Luxans employed a mix of plasma and gravitic-assisted weapons on their starships.

**Table 19: Luxan Empire Energy Weapon Systems**

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
<b>Kkore Cannon (Mark-I)</b>						
N/A	9	5+	1	1	1	Increased PEN, Variable DMG
<b>Kkore Cannon (Mark-II)</b>						
N/A	9	4+	1	1	1	Increased PEN, Variable DMG
<b>Qualta Rake</b>						
N/A	3	3+	2	1	1	
<b>Qualta Lance</b>						
N/A	6	3+	2	1	1	

**Table 20: Luxan Empire Ballistic Weapon Systems**

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
<b>Exploser Torpedo</b>						
N/A	12	4+	1	3	1	

## MILITARY

Because of their natural affinity for hand-to-hand combat, the Luxan military is built around delivering marines to enemy ships.

## SHIPS OF THE FLEET

xxx

## Heavy Warships

**Table 21: Luxan Empire Heavy Warships**

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Chor'Em Heavy Cruiser	N/A	CA	9	2 / 2	7	6	3	6	3	-	Y	N	Direct Assault (1)
Ta Kar'Ak Assault Piercer	N/A	CA	8	2 / 2	7	4	3	5	3	-	Y	N	Direct Assault (2)

## Chor'Em Heavy Cruiser

The Chor'Em Heavy Cruisers were the largest and deadliest Luxan warships in the Defense Fleet in 2252, when the Luxans made first contact with the Scarran Imperium. Chor'Em cruisers served as multi-purpose warships, a jack of all trades and master of none. The responsibility of leading Luxan fleet operations typically fell upon ships of this class.

## Ta Kar'Ak Assault Piercer

One of the most distinctive classes of ships operated by the Luxans is the *assault piercer*, of which the Ta Kar'Ak is an example. Ships of this class are built exclusively as marine boarding ships. Any armament they possess is secondary to the goal of depositing commando teams onboard enemy units.

## Light Warships

**Table 22: Luxan Empire Light Warships**

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
A'Lnaa Assault Corvette	N/A	CT	4	1 / 6	3	1	1	3	1	-	Y	Y	Direct Assault (1)
Vam K'Adur Battle Corvette	N/A	CT	5	1 / 6	3	2	2	3	1	-	Y	Y	Stealth (1)
Gonjam Penetrator	N/A	CT	4	1 / 6	2	2	1	3	1	-	Y	Y	Stealth (1)

## A'Lnaa Assault Corvette

This small assault piercer design was a cheap and easy delivery unit for Luxan marines. Each A'Lnaa could deploy five marine contingents to enemy units. Because of their relatively low cost, the A'Lnaa Assault Corvettes could be built and deployed in the numbers necessary to overwhelm the security forces of even the largest battleship.

K'Adur to evade detection and fire long enough to close to point-blank range with the intended target.

The high expense of the Vam K'Adur class was seen as a major problem, and only limited numbers of the craft were completed.

## Vam K'Adur Battle Corvette

This stealth corvette was of a design similar to the A'Lnaa. Instead of carrying a payload of dedicated Luxan marines, the Vam K'Adur instead was equipped with a number of kkore cannons and qualta rakes. This close-range arsenal could have been a problem for the craft if not for its stealth generator, which allowed a Vam

## Gonjam Penetrator

The smallest of the Luxan warships at the time of contact, the Gonjam Penetrator was designed to infiltrate enemy positions. Its array of antiquated kkore cannons gave it the capacity to attack an enemy target during its missions, but the ship lacked any defenses whatsoever. For this reason, Gonjam Penetrators resorted to combat as a last resort.

## Auxiliaries

**Table 23: Luxan Empire Auxiliaries**

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Nurmai Voyager	N/A	ECA	8	2 / 2	6	4	3	5	3	-	Y	N	Explorer (1)

## Nurmai Deep-Range Voyager

This heavily modified assault piercer design functioned as the Luxan Empire's elite exploration unit for decades.

Nurmai Deep-Range Voyagers exchanged troop quarters and associated support facilities for advanced electronics systems.

## Fighters and Shuttles

**Table 24: Luxan Empire Fighters and Shuttles**

Type	ISD	Class	Cost	Maint	DV	AS	AF	Jump?	Atmo?	Type	Abilities

## GROUND UNITS

Table 25: Luxan Empire Ground Units

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
<b>Luxan Militia</b>							
N/A	N/A	N/A	2	1	0	2	Planetary Militia
<b>Regulars</b>							
N/A	1	1 / 1	2	2	D2	2	
<b>Marines</b>							
N/A	3	1 / 1	3	2	D2	2	Marines

## ELITE OFFICERS

**General Ka D'Argo****LEVEL 1 FLIGHT OFFICER***DEFENSE: WING**+1 DV TO WING***LEVEL 2 GROUND OFFICER***ATTACK: UNIT**+1 DEFENSE TO UNIT**DEFENSE: UNIT**+1 ATTACK TO UNIT*

## SCARRAN IMPERIUM



### PHYSICAL DESCRIPTION

The Scarrans are reptilian in appearance, and have a specialized "heat gland" which is primarily used for torture/interrogation of prisoners. Scarran size averages larger than Humans and Sebaceans, and they possess natural armoring, which makes them impervious to most small-arms fire. They also outnumber Peacekeepers 10 to 1.

### HISTORICAL ABSTRACT

Scarran society is divided into fairly rigid castes, with an Emperor as their leader. High-ranking Scarrans look somewhat more humanoid, possessing normally proportioned heads. Lower caste Scarrans have an elongated head, and are sometimes referred to as "long-faced". The upper class is (on average) more intelligent. Scarrans do keep slaves.

One of the primary means of Scarran advancement is by the use of crystherium utilia. Similar to flowers found on Earth, the plant increases Scarran brain mass when eaten. This allows "short-faced" Scarrans to increase their knowledge base and evolve past their reptilian roots. Crystherium requires the nurture of a mother plant to prosper. The Scarrans do their best to protect the mother plant, even installing elaborate shield systems for protection. The flower only grows on a very rare selection of worlds. Naturally, the Scarrans have done their utmost to colonize and fortify those planets.

## VBAM STATISTICS

### Homeworld

Scarran Prime (8/6/5)

### Government

Military Meritocracy (Negative Religious)

### Physical Traits

Humanoid  
Aggressive (+1)  
Fearsome (+1)  
High-Gravity Species (+1)

### Social Traits

Physical Conditioning (+1)  
Mission Specialist: Espionage (+1)  
Chemical Addiction (-2)  
Rival Houses (-1)

### AIX Statistics

AIX	AG	IN	XE
	82	73	61

## GOVERNMENT

xxx

## Political Factions

xxx

## TECHNOLOGIES

The following section details the technologies available to the Scarran Imperium.

### Macro Technology

#### Engines

Engines TL -1

#### Defenses

Defenses TL -2

#### Weapons

Weapons TL -1

#### Equipment

Equipment TL -1

## Micro Technology

### Technical Proficiencies

Scouting Level 1

### Special Equipment

Armor Plating  
**Armored Gun Batteries**  
 Cargo Bay  
 Command Center  
 Construction Bay  
 Diplomatic Center  
**Fast Ship**  
 Fighter Bay  
 Hyperdrive  
 Launch Bay  
 Long Range Sensors  
 Marine Squads  
 Medical Bay  
 Military Cargo Bay  
 Passengers (100)  
 Repair Bay  
 Science Lab  
 Security Teams  
 Troops (250)  
 Vehicle Bay

### Weapon Enhancements

Doubled Range Modifiers  
 Extra Hull Damage  
 Must Re-Roll Penetration Dice  
 Must Re-Roll To-Hit Dice  
 No Hull Damage  
**Range Based ROF**

### Fighter Enhancements

Fighter: Large  
 Fighter: Light  
 Fighter: Slow  
 Fighter: Small  
 Fighter: Standard

### Planetary Facilities

## Weapon Systems

The Scarran desire for supremacy has led them to develop an arsenal of extremely effective, albeit inefficient, weapons. Scarran weapons tend to be more

powerful than those of other empires, but require larger ships to mount them as a result.

**Table 26: Scarran Imperium Energy Weapon Systems**

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
<b>Scrambler Cannon</b>						
N/A	12	3+	1	1	3	
<b>Light Scrambler Cannon</b>						
N/A	9	3+	1	1	2	
<b>Quad Light Scrambler Cannon</b>						
N/A	9	3+	3	1	2	
<b>Quad Scrambler Cannon</b>						
N/A	12	3+	3	1	3	
<b>Pulsed Scrambler Cannon</b>						
N/A	9	3+	1	1	1	Range Based ROF
<b>Guardian Defense Beam</b>						
N/A	3	3+	2	1	1	Double Range Modifiers, Range Based ROF

XXX

XXX

**Table 27: Scarran Imperium Ballistic Weapon Systems**

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
<b>Ion Torpedo</b>						
N/A	18	4+	1	1	1	

## Ion Torpedo

This large torpedo weapon was the primary ballistic weapon used by the early Scarran fleet.

## MILITARY

XXX

## SHIPS OF THE FLEET

XXX

## Heavy Warships

**Table 28: Scarran Imperium Heavy Warships**

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Sickle Dreadnought	N/A	DN	17	4 / 2	14	12	8	8	5	3	Y	N	Direct Assault (1)
Emaciator Assault Cruiser	N/A	ACV	8	1 / 2	6	3	1	5	3	-	Y	N	Assault

**Sickle Dreadnought**

[Insert text here]

**Light Warships****Table 29: Scarran Imperium Light Warships**

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Striker Fast Attack Craft	N/A	CT	4	1 / 4	2	2	2	3	1	-	Y	Y	Gunship, Fast

**Striker Fast Attack Craft**

[Insert text here]

**Auxiliaries****Table 30: Scarran Imperium Auxiliaries**

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Stalker Scout Cruiser	N/A	ECA	8	2 / 2	7	3	1	6	3	-	Y	N	Explorer (1)

**Stalker Scout Cruiser**

[Insert text here]

**Fighters and Shuttles****Table 31: Scarran Imperium Fighters and Shuttles**

Type	ISD	Class	Cost	Maint	DV	AS	AF	Jump?	Atmo?	Type	Abilities
Predator Heavy Fighter	N/A	HF	1 / 2	1 / 8	2	2	2*	N	N	Energy	Standard

predator

**GROUND UNITS****Table 32: Scarran Imperium Ground Units**

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
<b>Scarran Militia</b>							
N/A	N/A	N/A	2	1	0	2	Planetary Militia
<b>Regulars</b>							
N/A	1	1 / 1	2	2	D2	3	
<b>Marines</b>							
N/A	3	1 / 1	3	2	D2	3	Marines

**NOTABLE FIGURES****War Minister Ahkna****LEVEL 1 FLEET OFFICER**

COMMAND: SHIP

+1 CR TO UNIT

**LEVEL 2 ADMINISTRATOR**

SHREWD LEADER

+1 DEFENSIVE INTEL

TASKMASTER

+10% CONSTRUCTION CAPACITY

**Captain Narlax****(2210-2254)**

Born in 2210 into the Scarran nobility, Vahkra Narlax began his preparations for a position in the Scarran fleet at an early age. Narlax would achieve the rank of Ship Master of a Striker in 2242, and later a full Captain in

2249. Upon promotion to the rank of Captain, Narlax was put in command of the Scarran Sickle Dreadnought *Khurgax*. He and the *Khurgax* would see action in the opening moves of the Luxan War, pushing into D'Aso and Niilam. For his part in the Battle of D'Aso, Captain Narlax was proclaimed "the Hero of D'Aso" and awarded high military honors.

In search of ever-greater honor after D'Aso, Narlax pursued his prey to Niilam. His fleet had not been given attack orders to enter that Luxan colony system. The War Ministry was waiting for field agents from the Scarran intelligence arm to report back about Luxan defenses in the system prior to authorizing a strike. Captain Narlax disagreed with this strategy and took it upon himself to order the Seventh and Eighth fleets into Niilam, destroying the Luxan fleet in the system. Despite strong protests from War Minister Ahkna, Emperor Staleek refused to sign orders relinquishing Narlax from command of the task force.

Just as his star was on the rise, Vahkra Narlax was cut down in battle on June 10, 2254 in the Second Battle of Niilam. Narlax's own arrogance had blinded him to the possibility of a Luxan counterstrike into the system. His fleet sat at patrol stations for vital minutes before responding to the Luxan attack. The *Khurgax* and its crew would pay the price for this error in judgment.

#### LEVEL 1 FLEET OFFICER

COMMAND: SHIP

+1 CR TO UNIT

## 3.5 EMPIRES OF STAR CONTROL

Roll	Empire	Status
1	Chenjesu	Major
	Mrmnmhrn	
	Earthlings	
	Shofixti	
	Arilou	
	Yehat	
	Pkunk	
	Orz	
	Slylandro	
	Zoq-Fot-Pik	
	Ilwrath	
	Utwig	
	Thraddash	
	Umgah	
	Mycon	
	Supox	
	Druuge	
	Androsynth	
	Ur-Quan Kohr-Ah	
	Ur-Quan Kzer-Za	
	Spathi	
	Syreen	
	VUX	

## CHENJESU



## PHYSICAL DESCRIPTION

The Chenjesu are a race of silicon-based, crystalline beings native to the "Sapphire World" of Procyon II. They are photo/chemovores, and have no natural predators, nor need for prey. They are naturally non-hostile. They also have natural receptors in the HyperWave band.

The Chenjesu, while silicon-based, are not at all like the Taalo — Chenjesu are crystalline rather than rocklike.

Individual Chenjesu possess the limited ability to emit controlled electrical discharges over short distances. The Chenjesu use this to their advantage with their technological devices, using these discharges to control their equipment.

## HISTORICAL ABSTRACT

The Chenjesu are a philosopher-race; their highest achievement is "The Book of Bzzbezzu Kzaaz," no better than a fourth-eon Ur-Quan Quardmaster's ruminations.

Excerpt from an Ur-Quan Hierarchy Captain's Guide

xxx

## VBAM STATISTICS

## Homeworld

Procyon (8/10/4)

## Government

Scientific Meritocracy (Negative Religious)

## Physical Traits

Non-Humanoid  
Lithovore (+3)  
Slow Gestation (-2)  
Slow Population Growth (-2)

## Social Traits

Gifted Negotiators (+1)  
Contemplative (+1)  
Expert Scientists (+1)

## AIX Statistics

AIX	AG	IN	XE
	48	67	24

## GOVERNMENT

xxx

## Political Factions

xxx

## TECHNOLOGIES

The following section details the technologies available to the Scarran Imperium.

## Macro Technology

## Engines

Engines TL -2

## Defenses

Defenses TL ±0

## Weapons

Weapons TL -1

## Equipment

Equipment TL -2

## Micro Technology

## Technical Proficiencies

Scouting Level 1

### Special Equipment

Armor Plating  
Cargo Bay  
Command Center  
Construction Bay  
Diplomatic Center  
Fighter Bay  
Hyperdrive  
Launch Bay  
Long Range Sensors  
Marine Squads  
Medical Bay  
Military Cargo Bay  
Passengers (100)  
Repair Bay  
Science Lab  
Security Teams  
Troops (250)  
Vehicle Bay

### Weapon Enhancements

Doubled Range Modifiers  
Extra Hull Damage  
Must Re-Roll Penetration Dice  
Must Re-Roll To-Hit Dice  
No Hull Damage  
**No Range Modifiers**  
**Proximity**

### Fighter Enhancements

Fighter: Large  
Fighter: Light  
Fighter: Slow  
Fighter: Small  
Fighter: Standard

### Planetary Facilities

## Weapon Systems

The Chenjesu

**Table 33: Chenjesu Alliance Kinetic Weapon Systems**

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
<b>Photon Crystal Cannon</b>						
N/A	15	4+	1	2	1	No Range Modifiers
<b>Photon Crystal Shard</b>						
N/A	12	4+	1	2	1	No Range Modifiers, Proximity

### Photon Crystal Cannon

The photon crystal cannon was a long-range weapon used by the early Chenjesu fleet. This heavy anti-ship weapon's primary benefit was its high accuracy at range.

In fact, the weapon's accuracy did not change over even significant ranges. This allowed the Chenjesu to effectively combat enemy capital ships at range, preventing the enemy from closing to their own optimal engagement ranges.

### Photon Crystal Shard

After years of refinement, the Chenjesu developed a variant of the photon crystal cannon which employed a remote detonator device in the crystal shard ammunition. When detonated, the crystal would then scatter, covering a wider area of effect. This extra effect was of arguable benefit, but was considered novel enough to bear substantial use in the fleet.

**Table 34: Chenjesu Alliance Energy Weapon Systems**

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
<b>Quartz Beam</b>						
N/A	6	5+	2	1	1	
<b>Electron Blaster</b>						
N/A	6	4+	1	1	3	

### Quartz Beam

The early Chenjesu fleet made heavy use of the quartz beam for point-defense. This crystalline-amplified laser weapon proved adept at shooting down minor enemy targets, though its accuracy was not particularly prized.

### Electron Blaster

This neutral particle beam weapon fires a cluster of highly ionized particles at a target, causing massive damage largely through secondary molecular effects. The electron blaster is one of the Chenjesu's oldest weapon systems and was used on their first interstellar starships. The weapon's short range prompted a switch to the more powerful photon crystal shard weapon when that system became available.

**Table 35: Chenjesu Alliance Ballistic Weapon Systems**

ISD	Range	To-Hit	ROF	PEN	DMG	Notes

## MILITARY

xxx

## SHIPS OF THE FLEET

xxx

## GROUND UNITS

Table 36: Chenjesu Alliance Ground Units

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
<b>Chenjesu Militia</b>							
N/A	N/A	N/A	1	1	0	1	Planetary Militia
<b>Infantry</b>							
N/A	1	1 / 1	1	2	D2	2	
<b>Heavy Infantry</b>							
N/A	2	1 / 1	1	3	D2	2	

## NOTABLE FIGURES

## Captain Kzzakk

(???)

Background Here.

## LEVEL 1 FLEET OFFICER

ANTI-SHIP: SHIP

+1 AS TO UNIT

## 4.6 EMPIRES OF MASTER OF ORION

Roll	Empire	Status
1	Psilon	Minor
	Bulrathi	
	Darlok	
	Sakkra	
	Alkari	
	Mrrshan	
	Silicoid	
	Trilarians	
	Gnolam	
	Elerians	
	Klackon	
	Meklar	

## GNOLAM TRADE EMPIRE



### PHYSICAL DESCRIPTION

This physically short race from a low-gravity planet is often described as dwarf- or gnome-like.

Emperors: Bortis, Dolgran, Gnorm, Vex, Trorn, Trant, Volm, Navolok

### HISTORICAL ABSTRACT

The Gnomams possess an amazing ability to create and hoard treasure, and their dictators almost never lacked money. They also have strong knowledge of business, resulting in large profits from trade routes and luxury good sales.

In addition to all this, Gnomams have amazing luck. Disasters rarely befall the Gnomams, and unexpected fortune comes frequently and easily to them.

### The Early Expansion

Under the reign of Emperor Gnorm, the Gnomams dispatched a number of sub-light arks to colonize the stars. One of these colony ships arrived in the Vera system and colonized, forming a feeble colony on the desolate and hostile world of Vera IX.

News of the ark's arrival in the nearby system took seven years to reach Gnom. In 2213, the Gnomams celebrated this success, but lamented the poor conditions in the Vera system. Additionally, the fact that none of the other colony expeditions had reported back did not bode well.

With Vera as the only success of the extremely expensive interstellar colonization program, Emperor Gnorm was forced to cancel the project. No additional support would be set to the Vera system. They would have to live or die by their own merits.

### In Between Moments

Following the death of Emperor Gnorm in 2237, the Gnomam Trade Empire fractured for a time before being reunited under the iron fist of Emperor Clavhen. Clavhen was the first of the Notsob imperial line and ruled over Gnom for a full 12 years before being deposed by his eldest son, Bortis.

### First Contact

The first Gnomam to lay eyes on alien life were the resilient and hardy colonists of Vera IX. In June 2255, a pair of Spemin scout ships entered the Vera system on routine patrol of the sector. They were of course astonished to find that the Vera system, an unknown star orbiting close to their own home system, was in fact already colonized by some form of strange alien life.

The Gnomam colonists on Vera IX were equally shocked by the concept of first contact. The very thought of alien currencies, markets, and trade possibilities were equally baffling and inviting. To the greedy trade lords of Vera, who were but paupers when even compared to Gnom's poor and oppressed masses, the thoughts of untapped commercial opportunities were enough to make them tell the Spemin everything about them. The story of the sub-light colonization project and location of Gnom were some of the more dire pieces of information transmitted to the Spemin scouts.

The impetuosity of the Vera colonists was unknown to Emperor Bortis until the first hyperwave communications began to assail them in early July 2155. The strange transmissions came from multiple targets in the Vera system and were obviously travelling at supra luminal velocities.

The Gnomam leader's awe turned to dread when he realized what had happened. The Verans had given up the location of Gnom to possibly hostile aliens!

74% finished on INT-1 Tech

## VBAM STATISTICS

### Homeworld

Gnom (8/2/7)

### Government

Social Totalitarian

### Physical Traits

Humanoid  
Low-Gravity Species (-1)

## Social Traits

Lucky (+1)  
Mercantile x 2 (+2)

## AIX Statistics

AIX	AG	IN	XE
	31	75	87

## GOVERNMENT



The Gnolam Trade Empire is an imperial system ruled by an authoritarian leader, the Emperor. This leader holds complete control over the affairs of government. A council of appointed viziers and viceroys serve to counsel the Emperor on important matters or administer his territories, but they are utterly disposable.

Gnolam government is usually peaceful, but can fund a large fleet very quickly when at war.

## GROUND UNITS

Table 37: Gnolam Ground Units

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
<b>Gnolam Militia</b>							
N/A	N/A	N/A	1	1	0	1	Planetary Militia

## 4.7 EMPIRES OF STARFLIGHT

Roll	Empire	Status
1	Velox	Minor
	Spemin	
	Uhlek	
	Gazurtoid	
	Mysterions	
	Thrynn	
	Elowan	

## SPEMIN EMPIRE



### PHYSICAL DESCRIPTION

Of course you stare in wonderment at our beautiful antennae. These antennae allow us to get 32 channels with no need for cable. In addition they pick up the cosmic vibrations that give us our god-like powers. They also happen to be very fashionable.

The Spemin are a gelatinous invertebrate race known for their erratic behavior and extreme cowardice. Spemin often feign superiority and confidence, demanding surrender and threatening death and destruction. However they are quick to reverse their posture and beg for their lives.

Most sentient species consider the Spemin cowardly, ignorant and mostly harmless.

### HISTORICAL ABSTRACT

In the year 2675 the old empire discovered our homeworld and uplifted us from a state of moral, intellectual, and emotional depravity to the divine state we are in now. We have been meaning to thank you.

Unless their ships are attacked, the Spemin will offer no information except about themselves, and this will consist only of narcissistic blather. Spemin surviving an attack will surrender and act pitifully in the hopes that they will not be killed. These Spemin sometimes have useful things to say.

### VBAM STATISTICS

#### Homeworld

Spemin (2/7/6)

#### Government

Social Totalitarian

#### Physical Traits

Non-Humanoid  
Fast Gestation (+2)  
Fast Population Growth (+2)

### Social Traits

Abject Cowards (-3)  
Scavengers (+1)  
Gregarious (+1)  
Superiority Complex (-1)  
Incompetent Scientists (-1)  
Warmonger (+1)

### AIX Statistics

AIX	AG	IN	XE
	54	39	70

### GOVERNMENT

There is a saying among the Spemin that sums up our whole philosophy of life. It is "*blukbluk durt, smeg!*" Roughly translated it means "quivering particle secretes enzyme." This is just a rough translation.

The Spemin pre-notate all groups, organizations and governments with the initials SS, which stands for "The Secret Society Of."

### Political Factions

The blob goddess has ordained that we shall rule all inferior beings. You have fewer than seven eyes. You cannot ooze. You lack the most rudimentary slime. You are clearly inferior beings.

#### Secret Society of Spemin Superiority

The sect that led the revolt against their previous masters, the Secret Society of Spemin Superiority are sure that Spemin are the best kind of people in the galaxy. No one else can compare! By feeding the populace a constant stream of feel-good propaganda, this faction ensures that everyone can share in their Superiority Complex. The type of government in power and other factors really don't matter to them so long as everyone knows that the Spemin are the one, true race.

Among us there is a saying - more Spemin...good, fewer Spemin...bad. Of course we reproduce by budding. The first commandment of the great blob goddess is "divide and multiply."

#### Secret Society of Reproduction

More is always better. The more Spemin there are, the better the chance that it will be one of them that is killed by the merciless alien hordes and not you. This faction is a proponent of the Population Explosion social trait. They are also fond of the Warmonger trait, which provides a convenient avenue for disposing of the empire's excess population.

#### Secret Society of Expansion

Too many blobbies, not enough space or ooze to go around. The mandate of the Secret Society of Expansion is to colonize as many planets as possible as fast as

possible. This faction desires the Expansionist social trait to allow it to more cheaply expand. Population Explosion is also desirable, but secondary to the wish to expand.

## Secret Society of Secrets

This faction wants to know everyone else's secrets. Unfortunately, they tend to be pretty inept at doing so. The Secret Society of Secrets wants the empire to have a Social sub-type, to aid their intelligence operations, and they also support the Gregarious behavior of the citizenry.

## Secret Society of Entertainment

~~What the people don't know won't hurt them. That is the motto of the Secret Society of Entertainment. Using a Social sub-type, this faction hopes to keep the people pacified and happy and attention away from the messy happenings on the political scene.~~

## Secret Society of Aggressive Defense

This faction knows that the best offensive is a strong, safe, impregnable defense. And by 'offense' they mean hiding behind the strong, safe, impregnable defenses. This faction desires a Military sub-type and a Warmonger social trait.

We're really just a happy-go-lucky race of zany guys. I know, call us crazy, but I guess we're pretty lovable.

## Secret Society of Alien Friends

This faction wishes to maintain good relations with other empires at any costs, even if that means sending poor innocent bobbies to their doom. The faction will attempt to end any declarations of hostilities or war while in control, using Intel judiciously towards this end. Adoption of a Gifted Negotiator trait is a goal, but not an immediate one.

## TECHNOLOGIES

Contrary to what the other races in the galaxy say about us Spemin, we are not gods. Of course, it is easy to see why you think we are.

Spemin are technological scavengers. Most of their technology is stolen or reverse engineered from external sources. The systems operated by the Spemin are not as sophisticated as the originals that they copy, because they use cheaper materials.

The following section details the technologies available to the Spemin Empire.

## Macro Technology

### Engines

Engines TL -2

### Defenses

Defenses TL -2

### Weapons

Weapons TL -2

### Equipment

Equipment TL -2

## Micro Technology

### Technical Proficiencies

Scouting Level 1

### Special Equipment

Armor Plating  
Cargo Bay  
Command Center  
Construction Bay  
Diplomatic Center  
Fighter Bay  
Hyperdrive  
Launch Bay  
Long Range Sensors  
Marine Squads  
Medical Bay  
Military Cargo Bay  
Passengers (100)  
Repair Bay  
Science Lab  
Security Teams  
Troops (250)  
Vehicle Bay

### Weapon Enhancements

Doubled Range Modifiers  
Extra Hull Damage  
Must Re-Roll Penetration Dice  
Must Re-Roll To-Hit Dice  
No Hull Damage

### Fighter Enhancements

Fighter: Large  
Fighter: Light  
Fighter: Slow  
Fighter: Small  
Fighter: Standard

### Planetary Facilities

## Weapon Systems

Table 38: Spemin Empire Energy Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
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ISD	Range	To-Hit	ROF	PEN	DMG	Notes
<b>Class 1 Laser</b>						
N/A	6	4+	1	1	1	
<b>Class 2 Laser</b>						
N/A	9	4+	1	1	2	

**Table 39: Spemin Empire Ballistic Weapon Systems**

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
<b>Class 1 Missile</b>						
N/A	12	5+	1	2	1	

## MILITARY

At any moment an entire fleet of elite Spemin warships shall arrive. This probably frightens you and you wish to cooperate.

...

Of course we were just joking about blowing you to pieces. Smerg smerg smerg, isn't that a funny joke?

...

Pleeeaaaase don't hurt us, oh greatest of species! Pleeeaaaaaase! Think of our wives and little bobbies back home!

Service in the Spemin military is wholly voluntary, though a large number of those in its ranks don't remember ever volunteering. As a whole, the Spemin are cowardly and will talk tough right up until the moment the enemy points a gun at their head (metaphorically or not). At that point they cave in and become quite literally a quivering pile of jelly.

## SHIPS OF THE FLEET

### Warship

Hull 5, Lasers and Missiles

### Transport

Hull 6, Lasers

### Scout

Hull 4, No Weapons

## 4.8 EMPIRES OF ASCENDANCY

Roll	Empire	Status
1	Nimbuloids	
	Chamachies	
	Orfa	
	Dubtaks	
	Marmosians	
	Fludentri	
	Minions	
	Snovemdomas	
	Kambuchka	
	Frutmaka	
	Swamparamans	
	Capelons	
	Mebes	
	Arbryls	

## 4.X EMPIRES FROM OTHER SOURCES

Roll	Empire	Status
	Cylons	
	Colonies of Man	
	Kzinti	
	Taelon	
	Khanate of Orion	
	Ophiuchi Association	
	Ghorm	
	Arachnid Omnivoracity	
	Kilrathi Empire	
	Reticulans (Greys)	
	Asgard	
	Goa'uld	
	Empiants	
	Chigs	
	Dune	
	Uplift War	
	X-Com	
	Catteni (McAfferey)	
	Nox	
	Replicators	
	Amplitur	
	Ashregan	
	Wais	

## 5.0 SOURCES

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