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1.0 Campaign Rules

1.X Jump Lane Upgrades and Downgrades

Lane Upgrades

Lane Type	Upgrade Cost
Restricted	N/A (N/A)
Minor	20 (30)
Normal	40 (60)
Major	60 (90)

Lane Downgrades

Lane Type	Upgrade Cost
Restricted	N/A (N/A)
Minor	10 (15)
Normal	20 (30)
Major	30 (45)

1.X Special Resources

Ytrian Crystals

The Altirion homeworld is a rich source of *ytrian crystals*, a strange type of crystalline structure that exhibits a wide-range of properties when subjected to different forces. These rainbow-colored crystals react benignly to solar rays, but when subjected to various types of concentrated radiation they begin reacting quite abnormally. Depending on how they are used, ytrian crystals can either absorb or reflect energy, focus or spread beams, etc. They also seem to have some very interesting quantum properties, with tests indicating that these crystals are operating beyond four-dimensional space.

The practical purposes of these crystals are endless, but Altirion scientists primarily use them in the lab to help create controlled experiments and further their own technological advancement.

Special Rule: Every 6 turns, any planet with ytrian crystals will generate an amount of tech investment equal to the planet's current Census.

2.0 History of the Nova Campaign

Campaign Diary

I decided to start (another) solo campaign to keep me busy and give me a way to unwind after a long day" work. I started another solo campaign using my Courata from the Escalation Wars universe, but like Charlie noted it is tough to find a "voice" with an alien species without humans to fall back on. Without Earth (or New Earth) hanging in the balance, things just don't seem to be as interesting. So I am setting up this new campaign to try out some of Noel's new rules and ship design sheet. Wish me luck!

One thing that is different in this campaign is that I am not sticking to one specific tech tree. I am going to have races that make use of the VBAM SX rules, the Boltian/Kuissian rules, and standard Starmada rules. This will create a more interesting milieu, I think, since not everyone will have the same tech available, and some will play in a much different way than normal. Will it be balanced to mix and match? I don't know. That is something this campaign will investigate.

Year 2140

This campaign begins with the Confederation Secretariat, Secretary-General Antoinette Caselle, in a leading position within the government. A seasoned political moderate, Secretary Caselle's current set of policies are based on balancing the Confederation budget while ensuring the safety and security of the growing Terran Confederation.

2140.1

Construction of an Aegis Fighter Station was ordered at the Sirius colony. The system has experienced some localized raider activity in the last few years and this base has become a priority project to secure the system from possible attack.

2140.2

The General Assembly approved the Economic and Social Council's proposal to increase the productivity at Sirius colony to 4. This will help to accelerate construction on the Aegis base in the system while providing the Confederation with a higher total output.

2140.3

Captain Isaiah Hayes, commander of Battlegroup 03, reports that his forces engaged a Scoundrel-class armed freighter in the Sirius system. The civilian-registered craft was attempting to harass local merchants when the *TCS Behemoth* intervened. In the ensuing fight, the Athena class destroyer *Cybele* was crippled when mercenary

marines boarded the craft. The ship's XO was killed leading the fight to secure the destroyer from raider hands.

The raider ship was ultimately dispatched and the marines left onboard *Cybele* surrendered once news of their base's destruction reached them over short-wave communications.

This battle has provided some valuable experience for our officers (+1 XP), but not enough to be of any real value. Adding insult to injury, the *Cybele* suffered enough damage to be crippled and will require a month in the yards to be repaired. The ship can't be spared in the Sirius system at the moment, so the General Assembly has ordered the construction of a Repair Dock in the system.

#

Construction on two new Vista Scout Carriers was begun at the Sol shipyards. These two ships will form the Confederation's second full exploration command force.

2140.4

Sirius Station, an Aegis Fighter Patrol Base, has completed construction in the Sirius star system. This new base will provide greater system security and mostly eliminate the previous raider threat. Nine flights of Cobra Medium Fighters have been built and assigned to the base, providing an effective combat air patrol force.

2140.5

Two Vista Scout Carriers have completed construction. Six flights of Aries Light Fighters were pulled from mothballs to fill the carriers' flight bays. These two scouts have been put under the command of Commander Johannson and are being dispatched to Lalande to scout from that location.

2140.6

A new colony fleet has been charted by the Confederation. This new colony fleet will be sent to the Ross 128 (Ross) system to colonize the fourth planet in the system. It is a desolate planet, but has high enough mineral concentrations to warrant colonization.

#

Captain Hayes reports that morale on the *Cybele* has reached near mutinous levels. The ship has been slowly breaking down following the run with the raiders several months ago, and the crew has been running double

shifts to keep it space worthy. Hayes hopes that this attitude will change in the future, but he has his doubts.

On the bright side, the new repair dock at Sirius is being completed this month, so the *Cybele* will be able to go in for repairs shortly.

A random event caused a ship to lose one crew grade level. Determined at random, this ended up being an Athena DD. Given what happened in the pirate attack, I chose the Cybele to be the recipient of the personnel grade loss.

2140.7

Pirates have ambushed the colony fleet while in Lalande. A large raider Galleon moved to capture some of the passenger liners transporting colonists and materials to Ross, but was intercepted by the local battlegroup. The Galleon was dispatched, but at the loss of a flight of Aries fighters and the crippling of an Athena destroyer.

As with the raider attack in Sirius, this encounter in Lalande has taught the Terran Navy new lessons about how to deal with raider threats. Specifically, it has taught them that there is a distinct need for larger numbers of destroyers to shore up the Fleet's battlegroups. Construction of additional Athena DDs has been ordered to deal with this threat.

#

Meanwhile, back at Earth, the keels of another pair of Columbia Battle Carriers were laid down at the Sol orbital shipyards. These massive carriers are being built with an eye towards deployment in the systems not currently protected by the massive carriers. The two ships have been tentatively named *Olympia* and *Pegasus* and will join the *Columbia* and *Atlantia*, which are already in service.

2140.8

Four new Athena DDs have been ordered and will begin construction this month. These forces will be dispatched to the fleets in Alpha Centauri and Lalande. Additional ships will also be needed to protect the new colony in Ross, which was colonized this month.

2140.9

The productivity at Ross has been increased to 1.

Construction began on an Aegis Fighter Base in Lalande.

2140.10

Athena DDs have been completed at Sol and will be dispatched to their destinations next turn.

Exploration Command 01 has discovered the L143-23 star system. It is a minor outpost containing nothing of interest. It has been surveyed and the information forwarded to the Terran Exploration Bureau for proper cataloging. The scout force will continue exploring down this chain.

2140.11

Due to mounting concerns among the population of Ross that they could be targeted by raiders, the General Assembly has authorized the construction of another four Athena destroyers.

2140.12

Two Athena destroyers arrive in Ross and form Battlegroup 05, which is charged with the defense of the system from hostile forces.

No new tech achieved (Macro: Defense attempted, 29% needed, rolled 66%; failed).

Sol experiences population growth (to 11 Census).

Along with the political control point picked up by the Sol Census increase, the Secretariat gains one point at Sirius, taking a point from INTSEC. This leaves the Secretariat in solid control of the government for another annual cycle.

Political Climate in 2140.12

- 6 General Assembly
- 3 International Security Council
- 1 Economic and Social Council
- 3 Exploration and Colonization
- 10 Confederation Secretariat
- 2 Separatist Movement

Year 2141

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2141.1

Terran scouts have entered the 61 Cygni star system. The system shows promise for future mining enterprises.

Raiders have attacked the Ross system, crippling an Athena Destroyer before being dispatched. The colony is demanding an increased security force be assigned to the system!

2141.2

Battle Carriers *Olympia* and *Pegasus* were launched to much pomp at Sol this month. The two new Battle

Carriers will be dispatched to systems lacking such stalwart defender. In particular, Ross will be receiving one of the two Columbia-class carriers to see to local system defense.

Secretary-General Caselle has had to answer charges recently that her administration has been pushing for too many costly projects and that the economic condition of the Confederation as a whole is in a decline as a result of this “unacceptable over extension of Confederation capital,” to quote the representative of Peru who delivered a fiery speech to the General Assembly yesterday.

TCNN – Terran Confederate News Network

2141.3

The Groombridge system has been colonized.

2141.4

The productivity at Groombridge has been increased by 1.

I realized that I hadn't been paying my full maintenance for the Terrans this whole time. Whoops! Well, the free ride is over...

2141.5

The First Exploration Command has made another discovery, entering the L145-141 star system via L143-23. Captain Amir Pashunj has shown that he has a knack for finding safe hyperspace travel routes and has been commended by fleet command.

Since the First Exploration Command has found three systems so far, and the Second has found none, I decided that the First should receive an Adventurer officer as a reward for their lucky rolls.

2141.6

News from the Gladsden Colony in Groombridge indicates that a virulent agent native to the lunar environment has jumped species and biologies and has begun affecting the colonists there. The medical authorities on Gladsden report that the infection is targeting the reproductive tracts of the human body, causing infertility in affected individuals. A serum has been developed to counter the infection, but authorities have concerns over the long-term health effects of the alien invaders.

Health Watch, TCNN

Prototyping has begun on a new repair tender design. The Confederation Naval admiralty originally considered reactivating the Zephyr military supply ships currently in mothballs, but a more economical solution to remote

fleet repair operations was needed to fulfill the long-term needs of the Confederation Navy.

2141.7

The L143-23 system has been officially renamed “Midrange.” The name change was authorized and accepted by the Exploration and Colonization Council following requests to apply a friendlier, more easily referenced name to the system.

2141.8

Contact! The Second Exploration Command succeeded (finally) in finding a new star system, entering Wolf 359. They however quickly learned that they were not alone upon detecting communications traffic within the inner star system. The scouts moved in to investigate the anomalous activity.

The scout fleet was stopped en route to the second planet, intercepted by a pair of primitive cruisers. The ships informed the Terran explorers that they had encountered the Association and that they were prepared for ‘input.’ It seems the inhabitants of Wolf 359 are a robotic civilization currently possessing only intrastellar (not *interstellar*) flight. How they got here, we just don't know. However the aliens seem especially friendly.

Unfortunately for the Confederation, the jump lane connecting Wolf to Lalande is a restricted one, so it will take a considerable effort to maintain diplomatic contact between this new alien government and our own. It may be time to bring plans for an old diplomatic courier design out of storage and begin construction of a few models just for situations like this...

#

Three raider Piranha frigates attacked the defense forces in Groombridge. The three pirate ships were destroyed, but not before an Athena destroyer was crippled.

2141.9

The General Assembly has authorized the construction of four Astral Diplomatic Couriers, based on a pre-existing design schematic. The ships will be sent to Wolf to coordinate diplomatic contact with this newly encountered nation.

2141.10

The jump lane to Midrange has been upgraded to Minor status. This will allow military logistics craft to reach 61 Cygni without need for a refueling stop in between Cygni and Alpha Centauri. The Confederation plans to place a colony in 61 Cygni in the coming year.

2141.11

Two Leviathan Heavy Cruisers have completed construction.

2141.12

Advanced polymer research has led to the development of a new type of material that is more dense but less massive than the standard composite materials used in starship armors. This innovation will lead to a new generation of more resilient starships.

Medical authorities are reasonably sure that the effects of the viral infection at colonies in the Groombridge system have been fully contained. There have been several hundred confirmed deaths thus far stemming from reactions to this native lifeform, but new anti-viral agents have shown a near 100% effectiveness in combating the illness.

Health Watch, TCNN

The population in Alpha Centauri increased.

The Confederation Secretariat continues to hold onto control of the government. Beginning Caselle's third year and final year of her term before re-election, she is leading in the polls and political insiders expect her to be named to the Secretary-General position for another three-year term.

Political Climate in 2141.12

- 5 General Assembly
- 2 International Security Council
- 1 Economic and Social Council
- 3 Exploration and Colonization
- 13 Confederation Secretariat
- 3 Separatist Movement

In what could be seen as nothing less than an unprecedented move, the Lalande colony has voted into office a strong anti-Confederation parliament. Of the 87 seats up for grabs in the Lalande house, 49 of them were won by candidates that had expressed intense distaste of the Confederation. This scores a victory for the rising secessionist voice at home and abroad and could have major consequences for upcoming elections here and elsewhere in the Confederation.

Confederation Today, TCNN

Political change rolls have put the Separatist Movement in control of 50% of the political control points available at Lalande. If luck is with the separatists, they may get the majority they need to seriously consider a bid for independence.

This is TCNN reporter Marcia Guldier reporting live from Groombridge! Everything that you have been hearing is true. The population of all five populated

moons in this system has gone into full rebellion against Confederation forces here. They are demanding greater representation and the establishment of a true representative democracy to replace the Confederation. The General Assembly has ordered the colonies to stand down, but the order has been ignored. Dan, I think the only thing that is going to put down this rebellion is the deployment of Confederate marines, and that isn't going to be a pretty sight.

TCNN Breaking News

Oh great, a random event! BAH!

Ventusi environmentalists report that reclamation projects on Altherea have successfully reclaimed enough living space on the planet to double the planet's useful Capacity.

Year 2142

Who could have guessed that the separatist victory at Lalande would have sparked a fire of anti-Confederate attitudes elsewhere in the colonies? As the year 2142 dawned, two of the Confederation's colonies had expressed grave doubts as to the relevancy of the Terran Confederation.

2142.1

Terran scouts have entered the 61 Cygni star system. The system shows promise for future mining enterprises.

Fleet Command, I have received Executive Order 97 from the Joint Chiefs of Staff. I am hereby declaring this order illegal and am informing you of my intention to disregard its contents.

Good God, man, I am not about to start killing our own people! We have had two destroyers defect to the colonists and they are refusing to let us get close to the colony. There is no way in hell that I am going to kill our own people here. The Confederate Charter gives each colony the right to administer itself and exercise its sovereign rights as it sees fit.

Battlegroup 08 will be returning to Alpha Centauri. I will see you at my court martial, sirs.

**Captain James Archer, TCS Chimera
Groombridge Incident Report**

2142.3

Scouts have discovered AC+79 3888. The captain of the TCS Juno has unofficially named the system Twilight,

but that name must be officially confirmed by the Confederation before being put into the logs.

Productivity at the new Cygni colony has been improved to 1. This new colony is enjoying the projection of a Terran battlegroup and will surely become a major outpost on the Terran frontier.

2142.4

Confederation marines originally meant for deployment at Groombridge are being redirected to Cygni where they will provide civil defense services to the small colony.

2142.5

Scouts have discovered the LP 44-113 star system off of an unexplored lane originating in AC+79 3888. The *Juno's* captain again has used his best judgment in offering up a new, "friendly" name for the system. His logs record the system's name as Hera, named in honor of the matriarch of the Greek pantheon. Hera is of course the Greek equivalent of the Roman Juno.

Rebel forces at Jand were defeated in the Battle of Thrycades. The planet is now firmly under the control of the Ventusi.

2142.6

Terran scientists have developed a special remote-controlled munitions pod, called drones, that should help to give our fleet a better first-strike capability against future enemies.

2142.7

The Wolf Association has offered the Terran Confederation a Trade Treaty. The Terrans accepted the proposals, as it would give them another trade route that could be of some benefit to them economically. The route will be especially beneficial to the Mechans.

2142.8

xxx

2142.9

Massive military buildup with Cobra-II, Columbia-A, and Longbow CL prototypes all being queued up in the shipyards.

Scouts find Aurora, Burlington

2142.10

The Wolf Association unexpectedly cancels its Trade Treaty with the Terran Confederation. (Crossroad Diplomatic Shift, negative result).

2142.11

Groombridge and Earth sign a Peace Treaty, affirming their relations and mutual borders.

Year 2143

The year 2143 came and went without fanfare. The Confederation continued to be dominated by the personality of its Secretary-General, though her continued dominion over Terran affairs was clearly waning after last year's close election.

Treaties were signed with the mechanical inhabitants of the Wolf system, who were referred to as 'mechans' by most humans.

2144.11

The *TCS Triton*, a Triton-class Battle Carrier, completes construction at Sol. This new "battlestar" as people are calling it is an advanced model Columbia with advanced engine systems and heavier firepower.

Year 2144

xxxx

2144.1

The Secretariat is successful in forcing through the General Assembly a series of military restructuring proposals aimed at transitioning most of the fleet into reserve status. This proposal will cut the military maintenance budget by 10 EP per turn, freeing up more funds for the improvement of existing systems and colonization of neighboring border worlds.

#

The Wolf Association finally develops FTL drives. They had hope for the Terrans to aid them in this goal, but distance and hyperspace geography prevented any meaningful discourse along these lines to occur. The Association's goal in the near future is the rapid development of an exploration fleet to map the lanes connecting to Wolf 359.

2144.2

Representatives of the Wolf Association arrive on Earth and proceed to sign a binding mutual-defense pact with the Terran Confederation. This new pact will help ensure the survival of the Wolf Association, while allowing them to focus on their fledgling interstellar exploration program.

Captain Amir Pashunj and the First Exploration squadron have disappeared off of Alpha Centauri. They are considered Missing in Action.

2144.3

Terrans make contact with the Altirion Imperium.

From what little we could tell, these 'Altirions' are not a very hospitable lot. Upon entering the Tiris star system, they proceeded to largely ignore us and did not return our attempts at communication. We made every attempt to make a peaceful overture. Whether our message was misunderstood or simply rebuffed, we have no way of knowing.

My technicians have filed a report that cursory, non-evasive sensor scans of their vessels seem to suggest that these guys are more advanced than we are. It really shouldn't be such a shock – we've always assumed in the literature that the aliens would be more advanced, but so far that hasn't been the case. These Altirions have some pretty sleek, efficient hyperdrives that I would love to let my chief take a look at, but since our reception has been cold thus far I doubt he'll ever get the chance.

Official Report from Captain William Chandley, command of Vista-class Scout Carrier TCS Horizon

2144.4

In recognition of the potential threat posed by the Altirions, the Terran Confederation begins construction on a pair of Aegis Fighter Garrisons in orbit of the Lalande colony. Defenses are being erected in Lalande rather than the contact system, Ross, because of the strategic and defensible location of the Lalande system.

These new defense contracts are being well received on Lalande, but the colonists on the frontier world of Ross are more than a little upset that they are being "sold out" to fend for themselves against this potential alien threat.

#

The Ventusi Scientists Guild attempts to force the mothballing of one of the Forum's two exploration fleets. The Exploration Guild quickly voices its vehement objection to the Scientists' plans. They find unlikely allies in the Diplomats Guild who likewise decries the "efficient cost-cutting" efforts proposed by the Scientist-controlled Forum. The motion to retire the fleet fails.

2144.5

The Wolf Association's Netopyr Scout has finished prototyping. This is the Association's first hyperspace-capable starship. It suffered some setbacks during

construction, and the next three models will incur cost increases, but otherwise it looks to be a success.

2144.6

A third Census arrives at Cygni.

The Wolf Association reports that it has been monitoring the movement of several odd sensor echoes moving through the fringes of their space. After consulting with the Terrans, it is determined that these are most likely Terran pirates that have found their way to the Wolf 359 star system.

Random event: +20% to raiding chance for the Wolf Association.

2144.7

A representative of Groombridge's Quorum of Fifty hand delivered a letter of outrage to Secretary-General Caselle today, sparking a row between the two governments. Staffers close to the Secretary have anonymously delivered to us copies of the letter, which outlines an eleven-point declaration alleging that the Confederation has violated terms of the peace treaty its signed with Groombridge earlier this year.

Included in the list is the assertion that the Terran military presence in the Groombridge system is there "to intimidate the citizens of Groombridge and their elected officials into acquiescing to Terran overtures of unification."

The Quorum stopped short of breaking the treaty completely, despite strong support from many of the lunar worlds that comprise that system's republic.

At the moment it is not clear whether or not the accusations lodged by Groombridge are true, but in any respect this represents a major political blow for Caselle and her supporters.

Terran Confederate News Network

A critical diplomatic shift caused Groombridge to become extremely surly towards Earth. They had a poor chance of breaking their Peace Treaty (base 10% from Peace Treaty, +33% from XE, -20% from Peace Treaty breaking chance modifier = 23%). But the political effect is still there.

2144.8

Secretary-General Caselle is in the news again, this time being called out not by Groombridge but by the International Security Council. The head of that council, Ambrek Burnsted, has leveled a claim that the Confederation Secretariat has been actively attempting to subvert the other elements of the government in a

direct attempt to seize greater administrative authority over the Confederation.

Joining Minister Burnsted in his rally against the Secretary-General is Mrs. Catherine Fraser, the head of EXCOL. In an address to select members of the General Assembly, Fraser noted that the sole surviving Terran exploration fleet has been run so hard and so long that the ship has barely made it back from its last three jumps out of the Ross system. Fraser delivered a notarized report from the captain of the *TCS Horizon* affirming her position that the fleet was overworked, though it delivered no damning testimony connecting this to Caselle or her administration.

Rather, Burnsted and Fraser explained to those at the press conference that it was the Secretariat's indecisiveness and refusal to go to bat over awarding a construction contract for an already-drafted, next-generation Terran scout cruiser that is to blame for this situation.

Terran Confederate News Network

There has been a quiet dissent brewing in the Confederation, and I have used the recent near-losses of the last scout fleet to act as a catalyst (or as intended catalyst, anyway). Losing 10% of their income because they are a Confederation is becoming too costly for Earth and her colonies to bear. Right now Caselle's enemies can rally a total of 11 points of political control, but that only matches the Secretariat's own 11 points. However should the opposition manage to improve their situation in the next election, we will be in a position for a coalition government to wrest control of the government and begin work on converting the Terran Confederation into a Representative form of government.

This will cause me a little bit of head scratching, though. There are some worlds that have a strong Separatist movement already. Will they wish to join this new "republic?" Or will they instead vote to go it alone and try to forge their own empire, like the people at Groombridge have? If the political scales tip the right direction, I could have a political firestorm on my hands – possibly even civil war.

#

Forces on Altair are pushing for a declaration of hostilities to be made against the humans. Their attempt to initiate such declaration fails, but they are resolved to pushing through just such an attempt before the year is over.

#

Ventusi scouts are shocked to find that one of the unexplored lanes from the Iolor system connects to the Sygos system. Sygos is a Ventusi colony system, and their contact system with humanity. All known avenues

into or out of Sygos had already been explored, or so the Ventusi had thought.

2144.9

A pair of Terran raiders (Rogue-class) descended on the orbital shipyard at Wolf, threatening the three Netopyr Scouts finishing final construction there. The Association's three active Lycanthrope Light Cruisers moved to intercept, placing themselves between the raiders and the shipyards.

In a grueling battle, the defenders were able to destroy the two pirate vessels. One Lycanthrope took crippling damage and will require several months of repairs to restore to full capabilities.

As a result of the battle, the Wolf Association earned 6 XP, which was put into their Military Experience Pool.

2144.10

This is Manuel De'Angelo reporting live from the Anderson Dome here on Aurora... I hope this transmission is getting through. You can hear gunfire in the background, and there have been fires set in the outer colony structures. I heard from one person that the Danish science complex has been decompressed. We don't know that for sure, but we think it is true.

If you are just joining the broadcast, we are televising the breakdown of law and order here at Aurora. The local leaders are rallying against what they see as a lack of representation within the Confederation. Security teams have Confederate teams pinned down. There are bodies everywhere...

Terran Confederate News Network Archives

Population pressures on the Terran Aurora colony spark massive riots. The colony fell into disorder after a second colony expedition arrived in Aurora only to find that the promised food, shelter, and amenities promised them in their civil colonization contracts. The previous colonist and new transplants waste little time placing the blame at the foot of the Confederation. In a straw poll of all present, the Aurora colony decides to join Groombridge in leaving the Confederation.

A random event prompted Aurora's Morale to drop by 2, from 1 to 0. The system then failed its System Loyalty Check, indicating that they were serious about seceding from the Terran Confederation.

For the second time, Secretary-General Caselle was put in a position of deciding whether or not to use force to preserve the Confederation or whether to allow the colonies to exert their basic rights to govern themselves.

Unlike in the case of the Groombridge Incident, the situation at Aurora was a true lose-lose scenario for the

Secretariat. The fabric of the Confederation was already unraveling, and the loss of another colony world was likely to have dire ramifications for the solvency of the Confederation at the end of the year. On the other hand, a use of force to suppress the local population until marines could be landed was almost definitely going to have the same effect.

Without any optimistic options left, Secretary-General Caselle chose the one that she desired least but would also carry the least regret. Addressing an emergency session of the General Assembly, Caselle tendered her resignation, effective immediately. She was stepping down.

In an impromptu rule, I decided that the resignation of the Secretary-General would cause the Secretariat to lose 2 points of political control at each colony. The political control points would then be reassigned at random, possibly even putting them back in the Secretariat's hands. This had a very interesting result...

Following the resignation of the Secretary-General, the Confederation government fell into chaos. A temporary Secretary-General was appointed to fill the position, but more importantly the very fabric of the Terran political system was beginning to unravel before everyone's eyes. In a stunning upset, Separatists and their supporters used Aurora as a rallying cry and were left with a majority voice in the government. A coalition of opposing forces quickly moved to quash the Separatist ascension, but not before the issue of widespread secession was seriously considered.

Lalande, a bastion for the brash Separatists, was the first to offer a solution to the current political crisis. Representative Kenja Aylwin brought to the table a plan that would forestall the secession of Aurora and other colonies from the Confederation for a period of twelve months to give the government time to implement meaningful reforms aimed at appeasing the colony's widespread discontent. In essence, the Terran Confederation would cease to exist as a true political entity. Instead, a new Terran Senate would be instituted to replace the General Assembly, giving the colonies a more equal voice in Terran affairs. Those worlds wishing to extricate themselves from the situation would be allowed to secede without question.

In the place of the "outmoded Confederation," Aylwin offered the possibility of creating a "League of Terran Nations" to provide a tool for coordination between the sundry Terran states formed following the dissolution of the Confederation.

In broad form, the General Assembly and the other elements that comprised the threatened Terran Confederation agreed to Representative Aylwin's proposal. It was clear that Lalande had every intention of joining Aurora in breaking away from the Confederation.

Other colonies similarly expressed some concerns about inclusion in the present or future Confederation.

#

A pair of Altirion scouts enters the Reewoel star system. As they approach the planet, it becomes clear that the planetary defense grid is currently trained on their positions. The lead scout's tactical officer verifies that their vessels would be destroyed if they tried to approach the planet. Rather than stick around, the scouts begin their trip back to Batain.

Following the encounter the Reewoeli autarch, Bfuregis Hjonh, signs a secret declaration of hostilities against the Altirions ordering all military units to shoot the new enemy on sight.

#

The Altirion Republic secretly declares hostilities against the Terran Confederation.

2144.11

In a stunning move, the Altirion Republic unanimously votes to authorize a declaration of war against the Terran Confederation. This declaration will be kept strictly secret until the invasion fleet is prepared to move into Terran space.

#

Meanwhile, the Reewoeli declare a secret war against the Altirion Republic.

2144.12

The population on Aurora has agreed to rejoin the new Terran Union under the terms laid out by the Lalande Compromise. Support for the Separatist movement has disappeared from the colony.

The same cannot be said for Sirius, which is now also contemplating severing its official ties to Earth and going it alone following the official dissolution of the Confederation.

It is unclear what plans Lalande has for itself following this shocking turn of events. The colony may remain part of the new Terran Union, but that depends on the results of next year's elections.

#

The fleet yards at Altair are abuzz with activity as nearly half a dozen new starships sit under construction. Four of these are of the large Firehawk-class.

2145.01

The Altirion Republic signs an official decree authorizing its military to use any means necessary when dealing

with the Terran threat. Once the jump lane to Terran space is discovered, the Altirions plan on launching a major offensive aimed at eliminating the Human species. This order specifically stipulated that weapons of mass destruction are to be used against all major enemy worlds to soften them up for eventual ground assaults.

2145.02

The Karkorak Authority has become flabbergasted with the Ventusi and their extremely standoffish attitude. The Karkorak have sent numerous diplomatic messages to the Ventusi, but few have been answered. What communications are coming out of Ventusan seem disjointed or bluntly uncooperative. Some members of the Authority are already contemplating the use of force to show the Ventusi that they should not to arrogantly brushing the Karkorak aside.

#

After two months of negotiations, representatives of the Free Republic of Groombridge announce that they have signed a Non-Aggression Treaty with the Ventusi Forum of Worlds. This treaty met stiff resistance from many of the moons of Groombridge, but ultimately passed thanks to the rallying of pro-Earth forces which saw the treaty as a step towards securing Groombridge's security in the years to come.

3.0 Empires of the Nova Campaign

The Nova Campaign is populated by numerous, interesting alien species. The Nova Campaign is the story of their rise and fall, and we are but watchers of the dance.

This section includes background details and other information about the major factions in the campaign, including their history, technology, and warships.

3.1 Terran Confederation

The Terran Confederation is the primarily empire featured in the Nova Campaign. Once again, humanity has left the cradle and have made its first tentative steps into the unknown.

3.1.1 Physical Description

Human beings define themselves in biological, social, and spiritual terms. Biologically, humans are classified as the species *Homo sapiens* (Latin for "wise man"): a bipedal primate of the superfamily Hominoidea, together with the other apes—chimpanzees, gorillas, orangutans, and gibbons.

Humans have an erect body carriage that frees their upper limbs for manipulating objects and a highly developed brain capable of abstract reasoning, speech, language, and introspection. Bipedal locomotion appears to have evolved before the development of a large brain. The origins of bipedal locomotion and of its role in the evolution of the human brain are topics of ongoing research.

The human mind has several distinct attributes. It is responsible for complex behaviour, especially language. Curiosity and observation have led to a variety of explanations for consciousness and the relation between mind and body. Psychology attempts to study behaviour from a scientific point of view. Religious perspectives emphasise a soul, qi or atman as the essence of being, and are often characterised by the belief in and worship of God, gods, spirits, or other people. Philosophy, especially philosophy of mind, attempts to fathom the depths of each of these perspectives. Art, music and literature are often used in expressing these concepts and feelings. However, these views of human aspect are exclusively under European context. Within different context of culture, "Being human" could be addressed in very different ways.

Like all primates, humans are inherently social. They create complex social structures composed of co-operating and competing groups. These range from nations and states down to families, and from the community to the self. Seeking to understand and manipulate the world around them has led to the development of technology and science. Artifacts,



beliefs, myths, rituals, values, and social norms have all helped to form humanity's culture.

Source: Wikipedia

3.1.2 Historical Abstract

Ugh, you need'um tires?

3.1.3 VBAM Statistics

Government

Military Confederacy

Physical Traits

Humanoid
Aggressive (+1)

Social Traits

Sacrificial Resolve (+2)
Tech Reliant (-1)

Tech Tree

VBAM: Starmada Edition

AIX Statistics

AIX	AG	IN	XE
	50	50	50

3.1.4 Government

The Terran Confederation is modeled on the United Nations that was created following the end of the

Second World War on Earth in the early 20th Century. Much of the same administrative architecture was maintained from the United Nations, and all colonies were allowed voluntary membership into the ruling body. Unlike the preexisting United Nations, which exhibited little direct influence over its membership, the Terran Confederation is a true “world government” that has near total control over international affairs. All member states are allowed sweeping autonomy to deal with local matters.

The topic of divesting partial sovereignty into the Confederation via membership has long been a major point of contention. This has in turn given birth to a strong separatist movement, as evidenced at Groombridge and Lalande colonies.

Political Factions

General Assembly (GA)

The General Assembly is made up of representatives from each of the Terran governments and the free colonies. The Assembly meets regularly to discuss important matters, but the forum is largely open and provides each member of the Confederacy an equal voice.

This faction is primarily interested in a government with a Social focus. Eventually the General Assembly may even wish to push a political reform to adopt a Representative form of government, but they will only attempt this if they hold 3/4 or more of the total political control.

Other than this focus, the Assembly wishes mostly to maintain the status quo. If social changes are necessary, Bureaucratic Diplomacy will be the first negative trait this government will adopt – and they will not remove other traits until this is adopted.

International Security Council (INTSEC)

The Security Council is charged with maintaining peace and security between nations. The Terran Confederacy was born during an uncertain period, and the formation of a cooperative security oversight committee was seen as being one of Earth's last, best hopes for peace. In the ensuing years, INTSEC has helped to build a strong Terran military and maintain a stable peace between previously hostile solar powers.

This faction's primarily objective is maintaining a Military government focus. The loss of this focus would put the funding of the council's future projects in jeopardy, and they do not wish to see that happen.

As a secondary goal, INTSEC will press for better military training in the form of a positive Military social trait, such as Veteran Crews, Veteran Armies, or Superior Military Instruction. Social emphases will be the

first traits sacrificed to allow these social revolutions to be realized. However, this faction will not allow Sacrificial Resolve to be abandoned as they feel this unity of spirit will be of incalculable value if faced with an external, alien threat.

Economic and Social Council (ECSOC)

The Economic and Social Council is concerned with domestic issues affecting Earth and colonies. The programs run by ECSOC are intended to improve the standard of living for humanity as a whole.

Due to its focus on social issues, this faction promotes a Social focus to the government regardless of its type. ECSOC is also less agreeable towards higher funding for military and colonization, preferring to spend that money on public works projects at existing worlds.

When in control of the government, ECSOC would wish to remove the Sacrificial Resolve trait and exchange it for other, more domestic-oriented traits. Barring this, the faction wishes to push through a Pacifist agenda in hopes of keeping Earth out of war and concentration on the home front, not on some alien battlefield.

Exploration and Colonization Council (EXCOL)

At the end of the conflict that led to the formation of the Terran Confederacy, the Trusteeship Council was formed to administer several of the solar possessions stripped from the factions that lost the conflict. Since that time, this council has taken on a wider range of duties, principally managing the expansion of Terran powers into neighboring solar systems and ensuring fair rule for the colonists and prevent the reoccurrence of prior colonial abuses.

When this faction is in power, they will pursue the adoption of the Expansionist social trait and will divert roughly 10-20% of the Confederacy's income towards colonial expansion and exploration missions. The council also wishes to maintain at least one exploration fleet per three systems currently under Terran jurisdiction.

Confederation Secretariat (CONSEC)

The Confederation Secretariat is responsible for seeing to the effective administration of the Confederation as laid out in the First and Second Articles of Confederacy. The Secretariat forms the core of the government bureaucracy and also contains the foreign relations' branch of the Confederation.

This faction is interested principally in maintaining a working government back home and improving relations with other governments.

At home, CONSEC's general policy is to achieve a balance between the needs of other political factions. This means promoting a balanced economy and military,

while rolling back extreme social changes to appease the conservative bloc.

Abroad, the focus is on diplomatic activities. CONSEC has a strong desire to promote negotiating skills that can be used to increase understanding with aliens and secure Non-Aggression Treaties wherever possible.

As a tertiary emphasis, the Secretariat wishes to purchase as many Administrator elite officers as possible.

CONSEC is not opposed to the adoption of Bureaucratic Diplomacy as long as it brings with it a significant advantage that is worth the cost in diplomatic expediency.

Separatist Bloc

Despite the gains made under the Confederation's stewardship, many nations are disaffected with it and wish to be removed from its burden. These nations are quite vocal in their disagreement with the political leadership and are publicly demanding the right for nations to secede. The Confederation maintains that members have exactly that right, but few have exercised it.

The Separatist Bloc is a special political faction. If this faction exerts a dominating political influence on a planet, all negative Morale checks will be made at a -1 penalty. In the case of a planet that is completely controlled by this faction has its Morale reduced to 0, the planet will immediately rebel.

On the off chance that the Separatist Bloc ever gains a majority influence in the Confederation, the government will degenerate into civil war as like-minded sections of the Confederation declare independence from Earth.

3.1.5 Technologies

The following section details the technologies available to the Terran Confederation.

3.1.5.1 Macro Technology

Engines

The Terrans use a form of ion drives to propel their ships. These drives are large and bulky, but they are extremely efficient. The Terran fixation on fighter combat has produced a situation in which the pursuit of advanced drive system technologies has been secondary to other technological advancements.

2050 – 214X: TL -2

204X – Present: TL -1

Defenses

The Terrans use heavy armor belts of composite alloys for protection on their ships. The composition of these armor belts differs from ship to ship, and can be

optimized for defense against specific weapon types. Defense technologies have historically lagged severely behind weapon advances within the Terran fleet.

2150 – Present: TL -2

Weapons

Weapons research has been a major focus of Terran naval investment. Much of the history of Terran space combat has centered around an arms race intent on developing ever more powerful weapons that can cut through the enemy's defenses.

2050 – 2112: TL -2

2013 – Present: TL -1

Equipment

Terran pursuit of fighter technology has led them to developing extremely complex Equipment. Along the way, the concepts first applied towards miniaturization for fighter use have been applied to other Terran systems and devices.

2050 – 2069: TL -2

2070 – Present: TL -1

3.1.5.2 Micro Technology

Technical Proficiencies

Scouting Level 2

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
Variable PEN

(2144)

Fighter Enhancements

Fighter: Bomber
Fighter: Large
Fighter: Slow
Fighter: Small

Fighter: Standard

3.1.5.3 Weapon Systems

The weapon enhancements developed over the years by the Terrans have been applied to warships in the following configurations.

Table 1: Terran Confederation Kinetic Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Chaser Standard Autocannon						
2087	6	5+	1	1	1	
Tauser Point-Defense Autocannon						
2095	3	4+	2	1	1	
Vulcan Railgun (Mk-I)						
2107	12	4+	1	1	1	
Spencer Autocannon						
2112	6	4+	1	1	1	
Flechet Autocannon						
2118	6	4+	2	1	1	
Vulcan Railgun (Mk-II)						
2143	12	4+	1	1	2	

Chaser Standard Autocannon

The *Chaser* Autocannon was the first major autocannon to be used by the Terran Navy. This mid-sized mount had an adequate traverse rate and but was slightly hampered by its low rate of fire. Most captains lamented its short-range, relying on guided ballistic weaponry instead for long-range anti-ship fire.

Tauser Point-Defense Autocannon

The “little brother” of the larger *Chaser* Autocannon, the *Tauser* Autocannon is named for its manufacturer. This short-range autocannon is strictly for point-defense use. A gatling twin-barrel design allowed the weapon to fire at a high rate of fire. The weapon was also designed to fire in a more dispersed pattern, making it an excellent space denial weapon.

Vulcan Railgun (Mk-I)

Developed at the Jupiter Advanced Weapons Research Labs at Ganymede, the first-generation *Vulcan* Railgun was Earth’s first practical railgun implementation. Prior to this point, military craft had relied on more primitive coilgun and autocannon kinetic weaponry. For the next fifty years, the Vulcan Railgun would remain the primary offensive weapon deployed by the Terran Navy.

Spencer Autocannon

An updated Chaser-type autocannon, the Spencer is little changed from its predecessor with the exception of

the integration of improved fire control software and improved turret tracking capabilities.

Flechet Autocannon

This advanced autocannon design was heralded as a major innovation in military hardware. Its rapid-fire nature, combined with better range than the typical autocannon, ensured that it would fully replace the CR48 *Chaser* Autocannon in Confederate service.

Vulcan Railgun (Mk-II)

As Terran technology matured, the Terran Navy began looking into the possibility of improving its Vulcan Railguns. The Mark-II model was developed in 2143 and was intended as the successor to the popular Mark-I model developed in 2107. This model’s advantage over the previous one is its increase in energy efficiency, which allows it to fire larger, more damaging payloads.

Table 2: Terran Confederation Energy Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Laser Cannon (Mk-I)						
2100	9	5+	1	1	1	
Heavy Laser Cannon (Mk-I)						
2100	12	4+	1	1	2	

Laser Cannon (Mk-I)

Despite early successes with laser weaponry, the Terran Navy found kinetic and ballistic weapons to be more efficient weapons of war at the dawn of the 22nd Century. Of those directed energy weapons used by the early Confederation fleet, the Laser Cannon Mk-I was by far the most common. Intended as a heavy weapon, the Laser Cannon could engage targets at a greater range than standard autocannons. Compared to later autocannons, the Laser Cannon lacks accuracy.

Heavy Laser Cannon (Mk-I)

Designed specifically for use on the Orion Starbase, the first-generation Terran Heavy Laser Cannon was one of the most potent ship-mounted weapons deployed by the Terran Confederation prior to 2150. Although the Orion Starbase plans were ultimately never developed, the Heavy Laser Cannon was later integrated into the Zeus Dreadnought.

Table 3: Terran Confederation Ballistic Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Hercules Nuclear Torpedo						
2095	15	3+	1	2	1	Extra Hull Damage
Polaris Nuclear Missile						
2118	12	3+	1	1	1	

Hercules Nuclear Torpedo

The Terrans have long relied on large, powerful ballistic weapons to deliver killing blows to their enemies. The Hercules Nuclear Torpedo was the first such weapon to gain widespread use in the Terran fleet. The ammunition requirements of a Hercules launcher were quite intensive. This forced Terran engineers to rely mainly on expendable launch mechanisms on all but the largest craft. Even the venerable Columbia-class Battle Carriers lacked space for the torpedo's internal magazines and were forced to rely on expandable mounts to field its Hercules Nuclear Torpedoes.

Polaris Nuclear Missile

The *Polaris* Nuclear Missile was a small, guided nuclear munition designed for proximity detonation. Missiles of this type had considerable range and accuracy, but were space intensive. Many early Terran ships utilized Polaris missiles as a first-strike weapon for taking down enemy warships.

3.1.6 Military

3.1.7 Ships of the Fleet

3.1.7.1 Battleships

Table 4: Terran Confederation Battleships

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Zeus Dreadnought	2136	DN	10	3 / 2	8	6	2	6	3	0	Y	N	

Zeus Dreadnought

In 2127, the Terran Navy began entertaining the possibility of building a small fleet of "dreadnought battleships" to form the core of its fighting force. The design process culminated in the Zeus Dreadnought, a massive all big gun battleship equipped with the deadly

heavy laser cannon. Unfortunately by the time that the first class prototypes were completed most of the project's supporters had fallen out of favor and the Confederation was unwilling to shoulder the burden of operating the warships. The first two class members, *Zeus* and *Cronus*, were placed into mothballs at Earth.

3.1.7.2 Cruisers

Table 5: Terran Confederation Cruisers

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Leviathan Heavy Cruiser	2128	CA	8	2 / 2	6	5	5	6	3	2	Y	N	
Mars Light Cruiser	2135	CL	6	1 / 2	4	2	4	4	2	0	Y	N	Gunship

Leviathan Heavy Cruiser

This mid-sized Terran cruiser was designed for long-range patrols of the frontier. A heavy combatant with integral fighter basing capabilities (two flights), the Leviathan was capable of going toe to toe with most enemy cruiser units.

built for speed and versatility at the expense of defenses. The Mars lacked significant armor plating, leaving it vulnerable to enemy attack.

Units of this class were named for planets and moons in the solar system, specifically those bearing Confederation colonies.

Mars Light Cruiser

The Mars Light Cruiser was a small, fast cruiser unit only slightly larger than an average destroyer. The class was

3.1.7.3 Carriers

Table 6: Terran Confederation Carriers

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
Europe Carrier	2097	CV	7	2 / 2	5	2	3	5	3	4	Y	N	Carrier
Osprey Assault Carrier	2119	ACV	9	2 / 2	7	2	3	6	3	1/1	Y	N	Assault Direct Assault (1)
Columbia Battle Carrier	2132	CVS	15	4 / 2	10	6	6	10	5	10	Y	N	Carrier Command
Vista Scout Carrier	2135	CVL	6	2 / 2	5	1	1	5	2	3	Y	N	Carrier Explorer (1)
Longbow Light Carrier	2143	CVL	9	2 / 2	6	3	4	6	3	5	Y	N	Carrier
Triton Battle Carrier	2143	CVS	16	4 / 2	11	8	7	10	5	10	Y	N	Carrier Command

Europe Carrier

The *Europe*-class was one of the first carriers to be operated by the fledgling Confederation. The Europe was a large carrier for its day, and was even classified as a Heavy Carrier until the Naval Reformation of 2120.

For the Terran Navy, the Europe was an attempt at building a multi-role warship capable of fitting several different mission profiles simultaneously. The craft was obviously a carrier, capable of basing four flights of fighters. However it was also a warship, with a modest but respectable armament of missiles and autocannons.

The Europe Carrier was a successful design, but age and obsolescence eventually forced the class to be decommissioned. By 2135, all of the Europe Carriers in Terran service had been scrapped.

Osprey Assault Carrier

This class is a conversion of the Zephyr Military Supply Ship into a craft capable of fulfilling a troop transport and deployment mission in the fleet. The Osprey Assault Carrier design is based on a heavily modified Zephyr chassis that has received upgrades to engines and defenses, and had its internal cargo bays replaced with troop support equipment.

As part of its mission requirements, the Osprey is equipped with a no-frills flight deck capable of launching a limited number of fighters and assault shuttles, as well as marine breaching pods.

Ospreys receive numerical identifications instead of official names, so an Osprey would be officially recognized as OS-24 or a similar name.

Columbia Battle Carrier

The largest ship in the Terran Navy at the time of its introduction, the Columbia Battle Carrier was envisioned as a massive battleship/carrier hybrid. Armed primarily for its own defense, the ship still packed a massive amount of rapid-fire autocannons, several batteries of larger anti-ship railguns, and a few one-use nuclear warheads for pure ship-killing operations. In addition to this arsenal, the Columbia carriers could base ten flights of fighters.

Vista Scout Carrier

With the retirement of the *Stargazer*-class looming, the Terran Navy was forced to decide on the face of their future exploration missions. Rather than dedicate resources towards building a simple replacement for the Stargazer Explorer, it instead opted to build a more capable warship to take its place.

The Vista Scout Carrier was at its heart a light carrier design, similar to that of the recently retired *Europe*-class. A small but functional hangar deck provided the carrier with berthing for three flights of fighters. A limited arsenal of point-defense autocannons and forward missile launchers provided the direct-fire weapon capabilities afforded to the class.

Despite their armament, the Vista Scout Carriers were never meant to take part in direct combat. Doing so would be suicidal. Instead, the ships were intended from the beginning to form the backbone of the Terran Confederation's new exploration initiative.

Of the four Vista Scout Carriers built, two were lost in the



Leviathan Heavy Cruiser

course of exploration.

Longbow Light Carrier

In the early 2140s, the Terran Confederation was sorely lacking for cheap carrier units. The Confederation needed vessels to project power into its outer systems, but the only carriers available were large battle carrier models.

To meet this need, the Confederation authorized the construction of a new class of more economical carriers that could operate as both a carrier and squadron command ship. After a nine-month prototyping process, the first Longbow completed its trials with flying colors in 2143. The lead ship was almost immediately diverted to the fringe worlds to help preserve the peace against rising raider tensions and colonial discontent.

Triton Battle Carrier

This upgraded version of the Columbia Battle Carrier instituted advancements to that class' drive technologies. A Triton carrier was not any faster than a Columbia, but advancements in drive efficiency did free up internal volume for use in other applications. Of particular interest was an increase in the number of expendable nuclear torpedo launch bays on the *Triton*-class. This class had twice the number of expendable torpedo mounts when compared to its predecessor, the *Columbia*-class, and could fire them into a wider range of firing arcs.

The lead ship of this class, *TCS Triton*, was launched in November of 2143, completing a near-perfect prototyping process. The *Triton* and other members of her class are named for oceanic gods from Terran myth.

3.1.7.4 Light Warships

Table 7: Terran Confederation Light Warships

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Ceres Patrol Boat	2120	CT	2	1 / 8	1	1	1	0	1	0	N	Y	Gunship Attack Boat
Athena Destroyer	2125	DD	5	1 / 4	3	2	2	4	2	0	Y	N	Gunship

Ceres Patrol Boat

This small, short-range craft was employed primarily as a local space defense craft intended to dissuade illegal space activities. These ships rarely take part in larger fleet operations because their lack of armor and super structure ensures that even a single hit will destroy them.

Athena Destroyer

The workhorse of the Terran Confederation fleet, the Athena Destroyer was once considered a light cruiser

but was later downgraded to a destroyer classification after the emergence of more advanced starship classes.

This warship is capable of inflicting heavy damage against an enemy opponent and has a strong armor belt, but it lacks the anti-fighter defenses found on most other Terran ship classes.

3.1.7.5 Auxiliaries

Table 8: Terran Confederation Auxiliaries

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Stargazer Explorer	2058	EX	4	1 / 2	4	0	0	4	2	0	Y	N	Explorer (1)
Zephyr Military Supply Ship	2114	AOE	8	2 / 2	5	1	2	6	3	0	Y	N	Supply (1)
Hephaestus Repair Vessel	2141	AOE	5	1 / 4	3	1	2	4	2	0	Y	N	Field Repair (1)

Stargazer Explorer

The Stargazer was humanity's first interstellar exploration ship. The warship was only the size of a small frigate, but crammed into its hull was a hyperdrive, precision sensory equipment, and as many science labs as space would allow. Over a dozen Stargazer Explorers were built during the heyday of early manned interstellar exploration. Loss rates on these early missions were

nearly 38%, but that was not enough to deter future investment in exploration.

By the end of the 21st Century, it was clear that the Stargazers had outlived their usefulness. The ships were awarded much public attention as they headed into retirement. Each of the Confederation's major colonies hosted its own decommissioning ceremony to celebrate the class' contribution to the history of human star flight.

Originally the Terran Navy had planned to simply preserve the ships in mothballed, but budget cutbacks in the years between 2114 and 2127 forced the Navy to sell these historic vessels for scrap. A veteran's organization attempted to raise the funds to purchase one of these craft, *TCS Discovery*, but their members were unable to raise the necessary funds prior to the ship's sale and subsequent disposal.

Zephyr Military Supply Ship

Zephyr Military Supply Ships provide logistical support to Terran fleets. These bulky craft are as large as a heavy cruiser and cost as much to build and maintain. However their benefits to the fleet has always outweighed their expense.

These ships are armed only for their own defense is notoriously slow. Enemy forces can easily disable the ship's temperamental engines, leaving the ship vulnerable to attack. The lack of armor along the ship's undercarriage has allowed the enemy to exploit the weakness and ensure damage against the vessel.

Of the classes in Terran service, the Zephyr is one of the most heavily modified. Zephyrs Military Supply Ships have been converted into everything from assault and troops ships to xxx.

Zephyr freighters are rarely given official names in the naval roles. Instead they are issued identification numbers, such as ZE-50, indicating that the ship is the fiftieth Zephyr Military Supply Ship to be commissioned by the Navy. The name for the class comes from the name given to the streamline trains most famously operated by the Chicago, Burlington and Quincy Railroad.

Hephaestus Repair Vessel

Following an outbreak of raider attacks in 2140, the Terran Navy began work on a specialized field repair vessel that could be sent to remote systems and complete repairs of injured vessels on site. This prevented commanders from having to send crippled ships all the way back to Earth or Sirius for repairs.

In practicality, the Terran Navy found that the *Hephaestus*-class was under utilized in the fleet. Initial construction saw only one ship produced. Orders for new ships never materialized, and after two years of operations the Navy recalled the *TCS Hephaestus* to Earth and it was mothballed.

3.1.7.6 Bases and Defenses

Table 9: Terran Confederation Bases and Defenses

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Aegis Fighter Station	2108	SS	7	2 / 2	5	2	4	-	-	10	-	-	Carrier
Orion Starbase	2119	SS	15	6 / 2	12	16	5	-	-	20	-	-	Carrier

Aegis Fighter Station

The Aegis Fighter Station was the Terran's first major starbase design. During those days, the Confederation's resources were stretched thin and fighter warfare was seen as the most economic defense against potential threats. Aegis Fighter Stations were capable of operating ten flights of fighters, more than any comparable carrier of the period. These stations were cheap to build and had minimal industrial requirements in so far as the need for local construction capacity was concerned. Many historians view the Aegis Fighter Stations as some of the most successful installations ever built by for the Confederation's defense.

Orion Starbase

The plans for the Orion Starbase were first drafted in 2119, but the first operational model was not built until XXXX. This massive battle station was conceived as a stronghold at which Terran ships could rally in a final defense of their homes. Massive weapons installations dotted the base's spherical frame, promising death and destruction to any foolish enough to approach. In addition to the base's weapons grid, the Orion's cavernous hangar bays contained basing capacity for twenty full flights of fighters.

3.1.7.7 Fighters and Shuttles

Table 10: Terran Confederation Fighters and Shuttles

Type	ISD	Class	Cost	Maint	DV	AS	AF	Jump?	Atmo?	Type	Abilities
Aries Light Fighter	2084	LF	1 / 4	1 / 16	1	1	1	N	N	Kinetic	Light
Furies Bomber	2109	MF	1 / 2	1 / 12	1	2	0	N	N	Ballistic	Bomber, Slow

Type	ISD	Class	Cost	Maint	DV	AS	AF	Jump?	Atmo?	Type	Abilities
Cobra Medium Fighter	2116	MF	1 / 3	1 / 12	2	1	1	N	N	Kinetic	Standard
Valkyrie Bomber	2130	MF	1 / 2	1 / 8	2	2	0	N	N	Bomber	Bomber
Cobra Mk-II Medium Fighter	214X	MF	1 / 3	1 / 12	2	2*	1	N	N	Kinetic	Standard

Aries Light Fighter

The Aries was the Terran Navy's first fighter design deployed following its formation. Unlike later fighters, the Aries' superstructure was quite light, trading armor for speed. Compared to later multi-role fighters such as the Cobra and its variants, the Aries is a lackluster fighter at best. By the 2140s, only a handful of Aries fighters remained in service. The class was phased out of service following the development of the Cobra Mark-II.

Furies Bomber

This "light bomber" was a complement to the Aries Light Fighter. Whereas the Aries was a multi-purpose fighter craft, the Furies concentrated on an anti-capital ship role. Four forward missile launchers provided the bulk of the fighter's defense coverage. Heavier armor was integrated into the design, making the class more survivable, but it also cost the bomber in terms of raw speed and maneuverability.

History remembers the Furies as a generally poor fighter design, and one that was quickly replaced by the more competent *Valkyrie*-class.

Cobra Medium Fighter

The mainstay of the Terran fleet, the Cobra Medium Fighter officially entered service on February 8, 2116 when the first batch of eighteen fighters were delivered to the *Europe*-class carrier *Norway*.

During its many years of service, the Cobra displayed a zeal for space combat, as did the pilots that flew them. Armed with a pair of kinetic-kill autocannons, the Cobra Medium Fighter proved an excellent successor to the aging *Aries*-class. Cobras remained in service for decades, forming the core of the Terran fighter force until the development of more advanced fighters forced the Navy to order their retirement.

Valkyrie Bomber

Coming off the poor reception of the Furies Bomber, the engineers in charge of the Confederate Strategic Bomber Design Program concentrated their energies on building a bomber that integrated the technological advances being made in other fighter design programs. The advanced thrust and maneuvering system from the Cobra-class fighter was used as a basis for this new bomber's thrust system. An extensive series of ammunition bays and defense flak batteries were added to the angular design to improve survivability. The end result was the Valkyrie Bomber, a true bomber capable of posing a threat to enemy capital ships.

Cobra Medium Fighter Mk-II

This upgraded variant of the basic Cobra Medium Fighter was equipped with an improved autocannon capable of scoring greater damage against enemy ships. Functionally, however, the Cobra Mk-II was only a minor improvement over the previous model.

3.1.8 Ground Units

Table 11: Confederation Ground Units

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Supply Depot							
2100	15	1 / 1	1	1	0	7	Supply Depot
Terran Militia							
2100	N/A	N/A	1	1	0	1	Planetary Militia
Regulars							
2100	1	1 / 1	2	2	D2	2	
Marines							
2135	3	1 / 1	3	2	D2	2	Marine

3.1.9 Elite Officers

Fleet Admiral Michael Sumner

Political Affiliation: ECSOC

Level 2 Fleet Officer

Political Favorite

+1 AF (unit)

Rear Admiral Olivia Torrance

Political Affiliation: GA

Level 1 Fleet Officer

Political Favorite

Rear Admiral Tien Nguyen

Political Affiliation: EXCOL

Level 1 Fleet Officer

Political Favorite

Captain Elizabeth Chandler

Political Affiliation: ECSOC

Level 1 Fleet Officer

+1 Basing (unit)

Captain Amir Pashunj

Political Affiliation: Separatist Movement

Level 1 Fleet Officer

+1 Explorer Bonus (Adventurer)

Captain Amir Pashunj won renown for this adventurer's spirit and rugged individualism. A native of New Damascus (Alpha Centauri IX), Captain Pashunj was one of only a few colonial officers to be promoted to a command position in the fleet.

Pashunj's task force was lost in hyperspace while on an exploratory out of 61 Cygni. The fate of the fleet has never been ascertained. Officially, he is considered Missing in Action, but presumed dead.

3.2 Ventusi Forum of Worlds

3.2.1 Physical Description

The Ventusi are a tripedal species descended from burrowing mammal-like creatures. The Ventusi have a large head that is shaped like a garden trowel. This shape allowed the Ventusi to more easily dig and root in the soft dirt and mud in search of food: roots, insects, and mollusks. The Ventusi also possess a series of spines alongside the inner length of their legs which aid them in their excavations.

Within their angular jaws are two rows of wide husking molars.

Communication is conducted via a series of high-pitched squeaks and clicks.

Ventusi tend to be largely docile by nature, but they are also extremely skittish and fearful of alien life forms. They tend to ignore or flee upon first encountering an unknown quantity, but through regular contact their attitude slowly changes as they acclimate to the concept of interaction with the alien presence. Eventually, the Ventusi will attempt to mimic the aliens in order to make them more receptive towards Ventusi advances.

3.2.2 Historical Abstract

3.2.3 VBAM Statistics

Government

Scientific Meritocracy (Negative Military)

Physical Traits

Non-Humanoid
Difficult Language (-1)

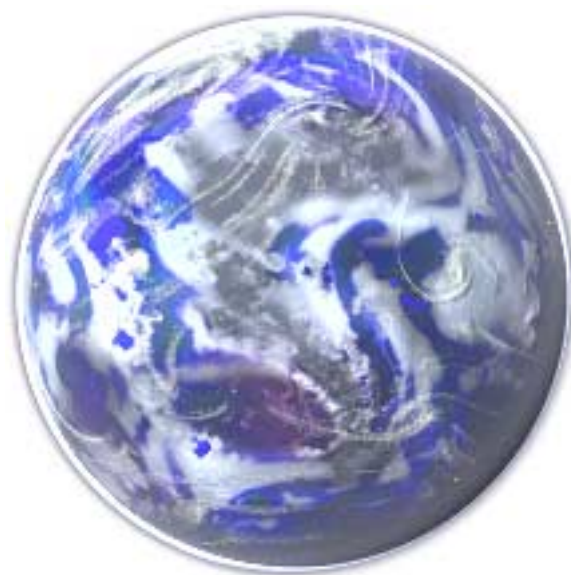
Social Traits

Cultural Adopters (+1)
Diplomatically Subservient (-1)
Expert Scientists (+1)
Field Repair Specialists (+1)
Scavengers (+1)

Tech Tree

Starmada X

AIX	AG	IN	XE
	11	62	99



3.2.4 Government

Ventusi culture is a guild-based meritocracy. Other forms of government are completely alien to them.

3.2.4.1 Political Factions

Kalethe Na'Tam (Exploration Guild)

The Exploration Guild is interested in maintaining a focus on exploration outward from Ventasan and opening up new territories for the Ventusi people to colonize and exploit. When in command of the government, the Exploration Guild will maintain a strong exploration fleet of at least 1 scout fleet per 2 colonized systems.

Tamtra Na'Tak (Salvage Guild)

The Salvage Guild is the closest thing to a trader's association the Ventusi have. This faction wishes to make sure that their empire maintains its Scavenger focus, but would also like to see a shift in focus to a Trade Meritocracy where their business interests can flourish.

Havr Na'Thele (Negotiator's Guild)

A fringe group, the Negotiator's Guild is interested in opening up relations with aliens. They are the faction that forced through the Cultural Adopters and Diplomatically Subservient traits during their previous administration of the Forum of Worlds. The Negotiators wish to see an expansion of their world's negotiating abilities, and will spend most of their time purchasing Intel to attempt to sign high level treaties with other empires.

Damthrom Na'Semtar (Scientist's Guild)

The predominant power on Ventasan and her colonies is the Scientist's Guild. This faction is intent on maintaining

a Scientific focus for their government and maintaining an extra emphasis on technological development.

3.2.5 Technologies

The following section details the technologies available to the Ventusi Forum of Worlds.

3.2.5.1 Macro Technology

Engines

Ventusi vessels are propelled by a microburst fission drive, similar in concept to a Terran ion drive. These drives are efficient and take up less space than traditional ion drives, providing a cost-efficiency savings to ships so equipped.

2100 – 21XX: TL -2

21XX – Present: TL -1

Defenses

The Ventusi developed a gravitic shield generator system that projects an electromagnetic field around an object, protecting it from harm. This shield system is extremely delicate, but provides uniform defense against all incoming fire, something that typical armor cannot.

2100 – 21XX: TL -2

20XX – Present: TL -1

Weapons

The lack of space warfare and their own natural disinterest in conflict has promoted an environment in which weapons development is of little concern to the Ventusi government. This has put them at a disadvantage when compared to more aggressive species.

2100 – Present: TL -2

Equipment

While many of their instruments are highly advanced, miniaturization has not been a goal of the Ventusi space program. Their equipment remains large and bulky, preventing it to be integrated into smaller hulls or in great numbers. This has prompted complaints from the fleet of a lack of redundancy, should one of the vessel's primary systems go down while on a long-term voyage.

2100 – Present: TL -2

3.2.5.2 Micro Technology

Technical Proficiencies

Scouting Level 2

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
Must Re-Roll Penetration Dice
Must Re-Roll To-Hit Dice
No Hull Damage
Proximity
Range-Based ROF

Fighter Enhancements

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

3.2.5.3 Weapon Systems

Table 12: Ventusi Kinetic Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes

Table 13: Ventusi Energy Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Laser Spear						
2081	12	4+	1	1	1	Doubled Range Modifiers
Ion Cannon						
2104	12	4+	1	1	1	No Hull Damage
Quad Laser Array						
2106	6	5+	3	1	1	
Laser Lance						
2117	15	4+	1	1	2	
Neutral Particle Accelerator						
2131	12	4+	1	1	1	Range-Based DMG

Laser Spear

The Laser Spear was the precursor of all future Ventusi laser weaponry. This small pulse-firing laser weapon was effective out to medium range, but its accuracy fell

off at long range. This tendency for the beam to attenuate at range ultimately led to its abandonment.

Ion Cannon

The Ion Cannon was a Ventusi demonstration of a common piece of starship technology designed to disable but not destroy enemy units.

Quad Laser Array

When developing a point-defense laser weapon, Ventusi scientists placed an emphasis on redundancy and rate of fire. Rather than engineering a more advanced solution to the problem, they instead opted to create a specialized quad-barrel laser phalanx using the existing Laser Spear as a basis for its design. The Quad Laser Array had a shorter effective range than the Laser Spear, but its rapid-fire action more than compensated for this shortcoming.

Laser Lance

The Ventusi Laser Lance was a destructive laser weapon capable firing out to long-range, scoring heavy damage upon any target unfortunate enough to be its target. Unfortunately for the Ventusi, the Laser Lance was a massive weapon at the time of its introduction and even their largest cruisers were capable of being equipped with only a limited number of lance mounts.

Neutral Particle Accelerator

This directed energy weapon was the most common weapon found on Ventusi starships. It used a condensed particle accelerator to generate a moderate neutral particle beam effect. Unfortunately the damage drop off over range was substantial, and the weapon was only truly effective at short engagement ranges.

Table 14: Ventusi Ballistic Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Starburst Missile						
2131	6	3+	1	1	1	Proximity

Starburst Missile

This ballistic launch system was designed with a high-energy proximity warhead capable of producing a major explosion at the point of detonation. The size of this detonation allowed the missile to affect all units near the warhead when it explodes.

3.2.6 Military

3.2.7 Ships of the Fleet

3.2.7.1 Battleships

Table 15: Ventusi Forum of Worlds Battleships

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

Name Here

XXX

3.2.7.2 Cruisers

Table 16: Ventusi Forum of Worlds Cruisers

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Yeltra Cruiser	2122	CA	7	2 / 2	5	3	2	5	3	0	Y	N	
Nathun Heavy Cruiser	2131	CA	8	2 / 2	6	4	2	6	3	0	Y	N	Gunship
Samtar Command Cruiser	2138	CC	9	1 / 2	7	3	2	8	3	0	Y	N	Command

Yeltra Cruiser

The Yeltra Cruiser was one of the Ventusi's first cruiser designs. The cruiser class acted as a test bed for the technologies used by later Ventusi warships. Despite a lack of concentrated firepower, the Yeltra Cruisers remained a staple of the Ventusi fleet for decades after their introduction. A lack of firepower and antiquated communications systems were seen as major failings in

the design, but their lower construction cost was appealing to the cost-cutting politicians of the period.

Nathun Heavy Cruiser

The *Nathun*-class, named after the targets of Ventusan's six moons, was the first major heavy warship built by the Forum of Worlds military. A fast and heavily armed warship, the Nathun Heavy Cruiser was equipped with a

Nathun Heavy Cruiser

mix of particle accelerators, ion cannons, and missiles. Nathun cruisers were routinely used as fleet command ships, as well as in situations where orbital bombardment could be necessary.

Samtar Command Cruiser

The *Samtar*-class was created to provide better command and control capabilities to Ventusi fleets. In order to save lead-time on the class' construction, the Samtar Command Cruiser was realized as a variant of

the Nathun Heavy Cruiser. Weapons systems were removed and engines downgraded in order to allow the inclusion of advanced command facilities and reinforced shield generators.

In an odd turn of luck, the Samtar Command Cruiser proved easier to maintain, thanks to their reduced number of weapon systems. Fewer weapon mounts meant less serviceable components to maintain.

3.2.7.3 Carriers**Table 17: Ventusi Forum of Worlds Carriers**

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

Name Here

xxx

3.2.7.4 Light Warships**Table 18: Ventusi Forum of Worlds Light Warships**

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Voluso Destroyer	2130	DD	6	1 / 2	4	2	3	4	2	0	Y	N	
Yam Frigate	2142	FF	3	1 / 6	2	1	1	3	1	0	Y	Y	Gunship

Voluso Destroyer

This large destroyer class is named after a wind serpent from Ventusi mythology. Originally it was envisioned as a cheap, disposable light warship that could be economically maintained in defense of the Forum, but cost overruns and scope creep produced a bloated destroyer that proved unpopular with bureaucrats and admirals alike. The Voluso Destroyer was expensive to build, only slightly cheaper than a full cruiser, and lacked firepower commensurate with its high price tag.

The Ventusi military begrudgingly accepted the Voluso Destroyer and limited production runs were made, but the design fell short of all expectations. The failure of the *Voluso*-class prompted the Ventusi to begin focusing more on smaller and larger ships in avoidance of prototyping another flawed destroyer-sized vessel like the Voluso.

Yam Frigate

This small frigate was a lightly armed police ship operated as a near-orbital defense ship throughout Ventusi space. Yam Frigates were cheap to build and

could be deployed in numbers to curb piracy in areas not serviced by full battle squadrons.

Individually, Yams were not particularly adept combatants, but when deployed in wolf packs (as was

usually done) they were capable of taking down larger ships.

3.2.7.5 Auxiliaries

Table 19: Ventusi Forum of Worlds Auxiliaries

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Thele Scout Cruiser	2136	ECA	8	4 / 2	8	2	5	6	3	0	Y	N	Explorer (2)

Thele Scout Cruiser

The Thele Scout Cruiser was a dedicated exploration cruiser, and one of the most advanced of its time. The electronics and sensor systems installed in this class were twice as powerful as those found in comparable Terran vessels. These advanced system allowed the

Ventusi to quickly map out large tracts of space using fewer scouts than would normally be required. The Thele Scout Cruisers were not designed for offensive missions, but instead armed for a pragmatic defense in cases where the scouts would come under fire.

3.2.7.6 Bases and Defenses

Table 20: Ventusi Forum of Worlds Bases and Defenses

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Polon-A Defense Satellite	2141	SAT	1	1/12	1	1	0	-	-	0	-	-	Gunship, DEFSAT

Polon-A Defense Satellite

The Polon-A Defense Satellite was the Ventusi's first foray into defense satellite construction. The desire to have a cheap, low-cost defense system available to the Forum was the driving force behind its development.

The Polon-A satellite was outfitted with a single laser lance cannon, providing it with ample long-range firepower. However it left the satellite unable to properly defend against fighters and other light combatants.

3.2.7.7 Fighters and Shuttles

Table 21: Ventusi Forum of Worlds Fighters and Shuttles

Type	ISD	Class	Cost	Maint	DV	AS	AF	Jump?	Atmo?	Type	Abilities
Kavena Medium Fighter	X	MF	1 / 3	1 / 12	2	1	1	N	N	Energy	Standard

Kavena Medium Fighter

XXXX

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Regulars							
2100	1	1 / 1	1	2	D2	2	

3.2.8 Ground Units

Table 22: Ventusi Forum of Worlds Ground Units

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Supply Depot							
2100	15	1 / 1	1	1	0	7	Supply Depot
Ventusi Militia							
2100	N/A	N/A	0	1	0	1	Planetary Militia

3.2.9 Elite Officers

XXX

3.3 Wolf Association

3.3.1 Physical Description



The inhabitants of Wolf 359 are a mechanical lifeform not native to the star system. In appearance, these automatons are tall and spindly in construction. They are vaguely humanoid in appearance, speaking to the potential appearance of their original creators.

3.3.2 Historical Abstract

The robotic civilization that exists in the Wolf 359 star system was first contacted by the Terran Confederation in August of 2141. How these robots arrived in the Wolf system or why they decided to build their civilization on that star's second planet is a mystery. In fact, very little is known about this mechanical "species." In fact, there is no known name for them. Lacking a proper term, the Terrans have begun calling them *Mechans*.

Upon contact with Terran scouts, the explorers found it curious that the automatons were roughly humaniform in design. The alien machines possessed two arms, two legs, and other elements of bilateral symmetry. Their crews originally believed that the robots were some advanced construction team produced by another power, but subsequent queries revealed that the robots had no knowledge of hyperspace travel, though they themselves were attempting to develop such capabilities.

3.3.3 VBAM Statistics

Government

Collective

Physical Traits

Humanoid
Robotic (+3)

Social Traits

Inefficient Industry (-1)

Tech Tree

Boltian/Kuissian

AIX	AG	IN	XE
	43	6	17



3.3.4 Government

3.3.4.1 Political Factions

No Political Factions Present

The collective Mechan intelligence has no place for political conflict. They are eclectic, pursuing the course of action that seems best at any given moment. Unfortunately, this usually strict focus on a specific goal leaves them unable to adapt to changing circumstances, to their detriment in most cases.

3.3.5 Technologies

The following section details the technologies available to the Wolf Association. By 2241, the Mechans had achieved interplanetary flight, but had not yet developed interstellar travel methods. Their development into extra-dimensional travel (EDT) had so far not come to fruition.

The Mechan technologies are notably different than those used by the Terran Confederation and this was the Terran's first encounter with such technologies. On the surface the Mechan's equipment appeared antiquated and out of date, but regardless their craft remained largely comparable to the Terran's own older ships from a similar age.

3.3.5.1 Macro Technology

Engines

TL -2

Defenses

TL -2

Weapons

TL -2

Equipment

TL -2

3.3.5.2 Micro Technology**Technical Proficiencies**Active Sensors Level 1
Scouting Level 1**Special Equipment**Active Sensors
Armor Plating
Cargo Bay
Command Center
Construction Bay
Diplomatic Center
Fighter Bay
Launch Bay
Long Range Sensors
Marine Squads
Medical Bay
Military Cargo BayPassengers (100)
Passive Sensors
Repair Bay
Science Lab
Security Teams
Stutterdrive (2144)
Troops (250)
Vehicle Bay**Weapon Enhancements**Doubled Range Modifiers
Must Re-Roll Penetration Dice
Must Re-Roll To-Hit Dice
No Hull Damage**Fighter Enhancements**Fighter: Large
Fighter: Slow
Fighter: Small
Fighter: Standard**3.3.6 Military****3.3.7 Ships of the Fleet****3.3.7.1 Heavy Warships****Table 23: Wolf Association Heavy Warships**

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Lycanthrope Light Cruiser	2115	CL	6	1 / 2	5	2	1	5	2	0	N	N	
Varkolak System Cruiser	2128	CA	9	2 / 2	7	3	2	6	3	0	N	N	

Lycanthrope Light Cruiser

XXX

Varkolak System Cruiser

XXX

**Lycanthrope Light Cruiser**

3.3.7.2 Auxiliaries

Table 24: Wolf Association Auxiliaries

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Neyopyr Scout	2144	EX	4	1 / 2	3	0	0	3	1	0	Y	N	Explorer (1)

Netopyr Scout

The *Netopyr*-class scout was the first FTL-capable starship built by the Wolf Association following its development of hyperdrives. The Netopyr Scout is a small vessel, barely frigate sized. Association engineering minds intentionally limited the ship's size in order to make it more economical to produce in the large numbers the Association desired. In order to make room for all necessary equipment the class was unarmed.

3.4 Free Republic of Groombridge

3.4.1 Physical Description

3.4.2 Historical Abstract

Beginning in late December 2141, the five inhabited moons in the Groombridge system experienced widespread discontent and rioting following a year spent mostly isolated for fear of spreading a virulent contagion to the rest of the Terran Confederation. The disease had struck thousands, and hundreds of the infected had perished. Those that survived suffered irreparable damage to their reproductive systems and were rendered infertile. The Confederation's best medical minds dealt with the Groombridge colonist's plight, but to the native population this response was seen as only half-hearted at best. Small groups of likeminded individuals began gathering clandestinely, discussing their situation and that of the Groombridge colonies. These meetings continued even in the face of the development of an effective anti-viral agent to counter the virus.

January 2142 served as a flashpoint for the growing separatist movement at Glamsden Colony and elsewhere in the Groombridge system. A fresh Terran battlegroup had arrived in-system on a mission to contain unrest in the system. Led by Captain James Archer, the fleet's orders were to pacify the gas giant moons by any means necessary.

Archer's first option he exercised was to attempt to negotiate with leaders of the dissenting parties in the five colonies. These talks lasted for five days before it became obvious that the captain's mandate, handed to him by the Terran Confederation itself, allowed little room for compromise. Groombridge's desire to achieve full autonomy was summarily rejected. This curt rejection of their demands in the face of negotiation convinced the planetary leaders that the only solution to their problem was secession from the Terran Confederation.

Due to the low population of Groombridge VII's colonized moons, outside observers would have suspected the rebellion to last a matter of hours, but history tells a far much more interesting story. Within twenty minutes of declaring their intent to secede from the Confederation, two Athena Destroyer commanders severed communications with their fellows and retreated to a close orbit of the planet. Attempts to reestablish contact or override ship security codes on the defecting ships met with failure. With the two sympathetic warships holding station, Captain Archer was forced to dispatch a courier drone to request further orders from Naval Command.



While Terran Battlegroup 08 waited for further instructions, something most unexpected happened. A pair of alien cruisers emerged from hyperspace, their hyperdrive's telltale energy bleed off signaling both Terran factions of their arrival in the star system. The colonies opted to maintain position close to Groombridge VII, but Archer ordered one of his remaining Athena Destroyers to intercept the alien fleet and attempt to open up communications. A second courier drone was dispatched, informing fleet command of the change in his situation.

The arrival of a new alien species in the system relieved the standoff at Groombridge. The Confederation fleet now had bigger problems than a pair of renegade destroyers and a riotous civilian population. Who were these aliens, and where did they come from?

The Confederation battlegroup eventually established cursory contact with the new species, which called itself Ventusi. As the Terran fleet concentrated its energies on the difficulties of first contact, the situation with the rebel colonies became a non-issue. For two weeks the TCS Chimera, a Leviathan Heavy Cruiser, and its remaining escorts negotiated unsuccessfully with the Ventusi to establish normalized relations. The alien vessels abruptly pivoted on their axes and jumped out of the system roughly 14 days after their entry into Groombridge. No meaningful contact had been established with the aliens.

Coming off of this confused and hectic situation, which was only the Terran's second alien encounter, Captain James Archer found the Groombridge 'problem' to be a non-issue. However what surprised him even more is when his orders from home read that his battlegroup was to engage and destroy the rebel destroyers and secure the system in preparation for the arrival of naval marines. Archer elected not to obey these orders and instead told the fleet to retreat to Alpha Centauri to await further orders.

Prior to abandoning Groombridge, the captain radioed the colonial command center to wish them well. He closed his message by addressing them as a sovereign entity, offering the colonists a fleeting glimmer of hope that their dreams for self-governance might be accepted by the Confederation-at-large.

Upon his return to Alpha Centauri, Captain James Archer was stripped of his command and demoted to the rank of Commander. However no amount of reprimanding could be used to resolve this public relations disaster in a manner beneficial to the Terran Confederation's political leadership. Instead, the General Assembly was forced to accept the secession of Groombridge from the Confederation.

3.4.3 VBAM Statistics

Government

Social Representative

Physical Traits

Humanoid
Aggressive (+1)

Social Traits

Sacrificial Resolve (+2)
Tech Reliant (-1)

Tech Tree

VBAM

AIX Statistics

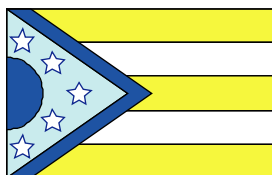
AIX	AG	IN	XE
	51	33	33

3.4.4 Government

The government of the Free Republic of Groombridge is based on the loose representative administrative structure that existed in the colonies prior to their secession from the Confederation.

Each of the five colonies of Groombridge elects ten representatives, one from each colonial district or settlement. The Quorum of Fifty is then responsible for passing legislation and dealing with the long-term maintenance of the republic.

The day-to-day operations of the republic are overseen by a group of five elected ministers. Each colony elects its own minister who acts as the chief diplomat and representative of that colony. Together, the five ministers



form the executive of the Groombridge government. The ministerial council delegates authorities amongst its membership, so that one minister may be in charge of the Groombridge militia forces while another oversees trade and finance.

The ministerial council holds veto power over legislation passed by the Quorum. Three or more of the ministers must approve a veto motion in order for it to proceed, but a two-thirds majority vote in the Quorum is enough to override this executive veto.

3.4.4.1 Political Factions

Free Republic Party

The *Free Republic Party* is the founding party of the Groombridge colonies. This party's focus is on maintaining the sovereignty of Groombridge and elevating its diplomatic profile abroad.

Reconciliation Party

The *Reconciliation Party's* members agree that the decision to secession was a correct one, but maintains that close ties with Earth should be maintained for the sake of cultural exchanges if nothing else.

This faction wishes to achieve the highest level treaty possible with the Terran Confederation, short of Partnership or Unification which it agrees is not in the Free Republic's best interests.

3.4.5 Technologies

The Groombridge colonies lacked heavy industry at the time of the secession and the establishment of the Free Republic. As a result, the technological base of the republic is lower than that of their brethren in the Confederation.

3.4.5.1 Macro Technology

Engines

TL -2

Defenses

TL -2

Weapons

TL -2

Equipment

TL -1

3.4.5.2 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
 Must Re-Roll Penetration Dice
 Must Re-Roll To-Hit Dice
 No Hull Damage

Fighter Enhancements

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

3.4.5.3 Weapon Systems

Almost all of the weapon systems used by the Free Republic were inherited from the Terran Confederation at the point that Groombridge declared its independence from Earth. Limited local resources prevented the development of more advanced weaponry.

Table 25: Groombridge Kinetic Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Chaser Standard Autocannon						
2087	6	5+	1	1	1	
Tauser Point-Defense Autocannon						
2095	3	4+	2	1	1	
Vulcan Railgun (Mk-I)						
2107	12	4+	1	1	1	
Spencer Autocannon						
2112	6	4+	1	1	1	
Flechet Autocannon						
2118	6	4+	2	1	1	

Chaser Standard Autocannon

The *Chaser* Autocannon was the first major autocannon to be used by the Terran Navy. This mid-sized mount had an adequate traverse rate and but was slightly hampered by its low rate of fire. Most captains lamented its short-range, relying on guided ballistic weaponry instead for long-range anti-ship fire.

Tauser Point-Defense Autocannon

The “little brother” of the larger *Chaser* Autocannon, the *Tauser* Autocannon is named for its manufacturer. This short-range autocannon is strictly for point-defense use. A gatling twin-barrel design allowed the weapon to fire at a high rate of fire. The weapon was also designed to fire in a more dispersed pattern, making it an excellent space denial weapon.

Vulcan Railgun (Mk-I)

Developed at the Jupiter Advanced Weapons Research Labs at Ganymede, the first-generation *Vulcan* Railgun was Earth’s first practical railgun implementation. Prior to this point, military craft had relied on more primitive coilgun and autocannon kinetic weaponry. For the next fifty years, the Vulcan Railgun would remain the primary offensive weapon deployed by the Terran Navy.

Spencer Autocannon

An updated Chaser-type autocannon, the Spencer is little changed from its predecessor with the exception of the integration of improved fire control software and improved turret tracking capabilities.

Flechet Autocannon

This advanced autocannon design was heralded as a major innovation in military hardware. Its rapid-fire nature, combined with better range than the typical autocannon, ensured that it would fully replace the CR48 *Chaser* Autocannon in Confederate service.

Table 26: Groombridge Energy Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Laser Cannon (Mk-I)						
2100	9	5+	1	1	1	

Laser Cannon (Mk-I)

Despite early successes with laser weaponry, the Terran Navy found kinetic and ballistic weapons to be more efficient weapons of war at the dawn of the 22nd Century. Of those directed energy weapons used by the early Confederation fleet, the Laser Cannon Mk-I was by far the most common. Intended as a heavy weapon, the Laser Cannon could engage targets at a greater range than standard autocannons. Compared to later autocannons, the Laser Cannon lacks accuracy.

Table 27: Groombridge Ballistic Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Hercules Nuclear Torpedo						
2095	15	3+	1	2	1	Extra Hull Damage
Polaris Nuclear Missile						
2118	12	3+	1	1	1	

Hercules Nuclear Torpedo

The Terrans have long relied on large, powerful ballistic weapons to deliver killing blows to their enemies. The Hercules Nuclear Torpedo was the first such weapon to gain widespread use in the Terran fleet. The ammunition requirements of a Hercules launcher were quite intensive. This forced Terran engineers to rely mainly on expendable launch mechanisms on all but the largest craft. Even the venerable Columbia-class Battle Carriers lacked space for the torpedo's internal magazines and were forced to rely on expandable mounts to field its Hercules Nuclear Torpedoes.

Polaris Nuclear Missile

The *Polaris* Nuclear Missile was a small, guided nuclear munition designed for proximity detonation. Missiles of

this type had considerable range and accuracy, but were space intensive. Many early Terran ships utilized Polaris missiles as a first-strike weapon for taking down enemy warships.

3.4.6 Military

Groombridge lacks a true military due to the size of its economy. The Groombridge defense forces are made up of two Athena Destroyers, which rebelled during the Groombridge Incident, and a group of local volunteer militias.

The Free Republic's lack of a strong military jeopardizes its ability to remain free without the interest and consent of its neighbors, but the colonies' are not particularly valuable in and of themselves.

3.4.7 Ships of the Fleet

Without a shipyard complex of their own, nor the resources to develop their own classes of starships, the Free Republic of Groombridge was forced to rely on Terran Confederation military surplus for the bulk of their system defense forces.

3.4.7.1 Light Warships

Due to Groombridge's bleak economic situation, the Free Republic was limited to light warships only. Even then Groombridge could rarely afford to build their own military craft, instead relying on Terran-built craft for their defense.

Table 28: Free Republic of Groombridge Light Warships

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Athena Destroyer	2125	DD	5	1 / 4	3	2	2	4	2	0	Y	N	Gunship

Athena Destroyer

Two Athena Destroyers mutinied against the fleet protecting Groombridge at the onset of the Groombridge Incident. These two destroyers remained in Groombridge hands following the Terran recognition of the Free Republic's sovereignty. For years, these two destroyers represented the first and only line of defense for the system.

3.4.8 Ground Units

Table 29: Free Republic of Groombridge Ground Units

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Supply Depot							
2100	15	1 / 1	1	1	0	7	Supply Depot
Groombridge Militia							
2100	N/A	N/A	1	1	0	1	Planetary Militia

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Regulars							
2100	1	1 / 1	2	2	D2	2	

3.4.9 Elite Officers

xxx

3.5 Reewoel Imperium

3.5.1 Physical Description

The Reewoeli are a prodigious species native to the planet Reewoel (which literally means “ours” in their language). The Reewoeli are warm-blooded, omnivorous vertebrates and semi-amphibious. Their world’s oceans cover nearly 80% of the planet’s surface. The Reewoeli possess both an air bladder and gills, allowing them to live in either environment.

To outsiders, the Reewoeli look something like giant frog-like seahorses. Their whimsical look quickly fades though once one of these “cute” aliens expand their tube-like feeding trunks. This two-foot long appendage is lined with sharp, bristle spines that shred and puree material that finds itself sucked inside. Reewoeli typically eat their meals in a single motion, then swirl the food around in their feeding tube until it is reduced to a chunky sludge, at which point it is swallowed and moves into their three-cavities stomach for digestion.

The most stunning feature of the Reewoeli is their natural telepathic capabilities. Reewoeli communicate with each other via short-range bio-electric means that amount to neural activity being able to jump from one individual to another over short distances. The particulars of this process and is one of the Reewoeli’s most closely guarded secrets.

Beyond their telepathy, the Reewoeli are also known for their fast reproduction. Earlier in their history, aggressive carnivores were highly effective in controlling the Reewoeli population. However, about 7,000 years ago, the Reewoeli developed the necessary technological base to hunt the greatest of these predators into extinction, leaving their species more or less in control of the planet. Several hundred mass die-outs have been recorded since that time, which explains why their homeworld has not yet been subjected to extreme overpopulation.

3.5.2 Historical Summary

The Reewoeli...

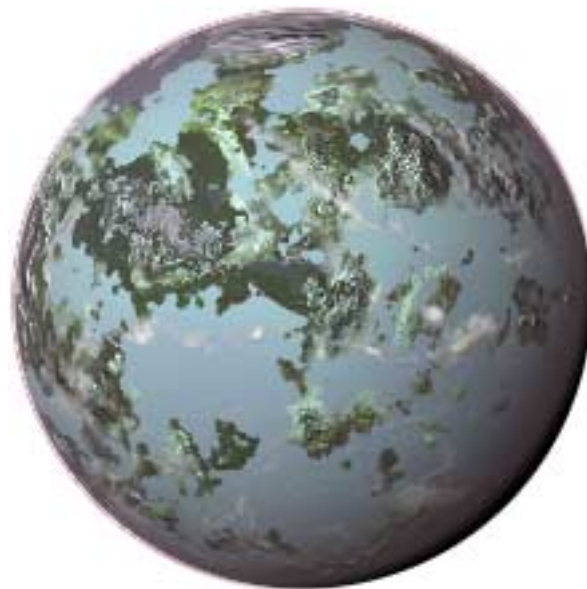
3.5.3 VBAM Statistics

Government

Social Autarky

Physical Traits

Non-Humanoid
Telepathic (+3)
Fast Gestation (+2)



Social Traits

Atrophied Form (-1)
Green Crews (-2)
Poor Shipwrights (-1)
Population Explosion (+1)

Tech Tree

VBAM: Starmada Edition

AIX Statistics

AIX	AG	IN	XE
	55	51	83

3.5.4 Government

Reewoel is ruled by a single autarch whose duty it is to manage the Reewoeli homeworld and all of its extra-solar assets. The position of autarch is a solemn one, but the line is not hereditary, nor or is based on any concept of merit. Rather, new autarchs are chosen by a random lottery of the citizens with the “Age of Reason.” The Reewoeli selected to serve as the new autarch must serve or else face the punishment of death. At no time may an autarch abdicate. To do so is punishable by death. The Reewoeli take their political system very seriously, and they would hope that their autarch does, too – if only for their sakes.

3.5.4.1 Political Factions

Autarch First Party

Everyone loves the autarch. Or at least they should, if they know what is good for them! The Autarch First Party is interested in maintaining the government’s Social

Autarky status and remaining as insular as possible. Contact with outsiders is not strictly encouraged.

Social Reform Party

Sure, they love the autarch, but some members of society would much rather have a Social Autocracy than an Autarky. The reformers wish to see this change in government through in order to forward their own social and political goals.

Reewoeli Socialist Party

This party believes that a movement to a Social Meritocracy would be superior to either an Autarky or an Autocracy. They believe that those that have demonstrated skill in leadership roles should jointly govern the planet.

Economic Protection Party

This party has taken a staunch outlook that protecting economic assets at home is the only way to remain strong against alien influences abroad. The EPP calls for a more Mercantile society, but they wish to maintain the Poor Shipwrights social trait because it represents the effects of their protectionist economic policies. Finally, they also wish to see a move towards active persecution of humanoid lifeforms. *"Those dirty humanoids are always out to put the Reewoeli down! Power to squatters!"*

External Dialogue Party

Retire Population Explosion and Atrophied Form, select Bureacratic Diplomacy and Natural Pilots.

3.5.5 Technology

3.5.5.1 Macro Technology

Engines

TL -2

Defenses

TL -2

Weapons

TL -2

Equipment

TL -2

3.5.5.2 Micro Technology

Technical Proficiencies

Scouting Level 1

Special Equipment

Armor Plating
Atmospheric Capable
Cargo Bay
Command Center
Construction Bay
Diplomatic Center
Electronic Countermeasures
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
Increased DMG
Must Re-Roll Penetration Dice
Must Re-Roll To-Hit Dice
No Hull Damage
Re-Rolls To-Hit Dice
Repeating

Fighter Enhancements

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

3.5.5.3 Weapon Systems

Text here

Table 30: Reewoeli Kinetic Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes

Table 31: Reewoeli Energy Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Ma'Kau Laser Cannon						
2100	12	5+	1	2	1	
Caph'Am Repeating Resonance Beam						
2117	15	3+	1	2	1	Repeating
Dath'Ka Auto-Laser						
2125	6	3+	2	1	1	
Deth'Va Short-Range Auto-Laser						
2126	3	3+	2	1	1	Doubled Range

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
						Modifiers

Ma’Kau Laser Cannon

This primitive laser cannon was used on several older classes of Reewoeli bases, particularly those of the *Morus’Tan*-class. The Ma’Kau lasers were originally favored for their long range, but their poor targeting systems ensured that the weapons would rarely hit.

Dath’Ka Auto-Laser

The Dath’Ka (“striking or tearing claw”) Auto-Laser was an advanced laser weapon used by the Reewoeli in the first half of the 22nd Century. This weapon was capable of exceptional accuracy, an ability which gave it an advantage in close-range combat.

Deth’Vha Short-Range Auto-Laser

The Deth’Vha (“short claw”) Short-Range Auto-Laser was originally intended as an interception weapon to shoot down inbound ballistic weapons. However the weapon proved incapable of performing this function and was instead retooled as a point defense laser cannon. In this role it was primarily used as a fighter deterrent system on lighter Reewoeli warships.

Caph’Am Repeating Resonance Beam

The Caph’Am was the first resonance beam in the Reewoeli arsenal. The weapon was so named because its oscillating beam could deliver a shockwave effect to an enemy hull, causing greater damage than was possible with a conventional beam.

Table 32: Reewoeli Ballistic Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Pul’San Missile Launcher						
2104	15	3+	3	1	1	
Gam’Shu Missile Launcher						
2115	15	4+	1	1	1	Re-Rolls Penetration Dice

Pul’San Missile Launcher

This rapid-fire missile launcher was used to overwhelm enemy point defenses. Its high accuracy made hits extremely likely, and a ship without adequate defenses would quickly fall to the massed salvos from launchers of this type.

Gam’Shu Missile Launcher

The Gam’Shu Missile possessed a specialized warhead designed to detonate in two stages. The first detonation exploded outward, away from the deliver vehicle, creating a fissure or crater in the target’s hull. The secondary explosive charge would then strike home into the previously damaged area of the hull, theoretically detonating within the opposing ship’s hull.

3.5.6 Military

The Reewoeli understand that their world could come under attack at any time by any number of powerful alien forces, none of which they have so far encountered.

In line with this philosophy, the Near-Space Defense Command (NSDC) is chiefly interested in building and maintaining strong lines of defense at all Reewoeli-held colonies. Offensive strength projection is currently unheard of, and something that the Reewoeli are disinterested in.

Service in the NSDC is voluntary, unless the autarch decides otherwise. Drafts have been invoked in the past, as has the forced conscription of individuals or groups that the reigning autarch has had differences of opinion with. This melange of trained and undisciplined service members has created a particularly unprepared fleet.

3.5.7 Ships of the Fleet

3.5.7.2 Light Warships

Table 33: Reewoel Imperium Bases and Defenses

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Kav’Ral Destroyer	2139	DD	4	1 / 4	2	2	3	3	1	0	Y	N	Gunship

Kav’Ral Destroyer

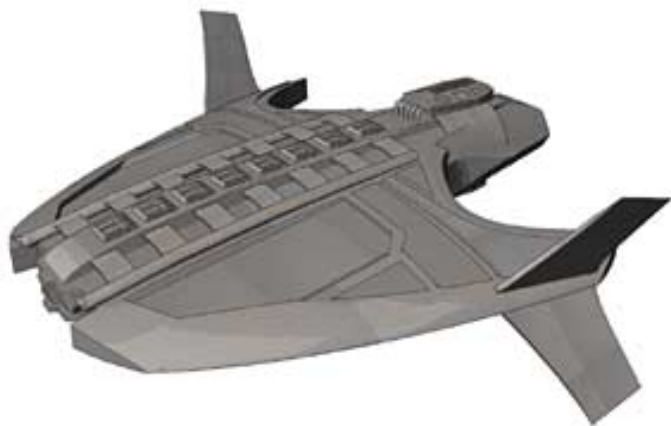
The first Near-Space defense craft to be commissioned by the Reewoeli was of the *Kav’Ral*-class. This destroyer was one of the few jump-capable vessels in their fleet, which was a necessity for the expanding dominion of the Autarch.

The combat abilities of the Kav’Ral Destroyer was limited by its lack of speed and durability.

3.5.7.3 Bases and Defenses

Table 34: Reewoel Imperium Bases and Defenses

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Cevel'Tam Def Satellite	2113	SAT	2	1 / 8	1	1	1	-	-	0	-	-	Ballistic, Gunship
Morus'Tan Def Platform	2120	SS	8	2 / 2	5	4	1	-	-	5L	-	-	Carrier
Havan'Kar Def Platform	2132	SS	10	3 / 2	8	8	6	-	-	0	-	-	



Cevel'Tam Defense Satellite

This first-generation Reewoeli defense satellite is designed with firepower in mind, not survivability. The Cevel'Tam does not possess armor of any kind, leaving it precariously vulnerable to attack. Instead, the satellite relies on its sophisticated ECM systems to protect it from enemy fire.

A rapid-firing Pul'San Missile Launcher is the satellite's sole weapon system. Aided by its long-range sensors,

the satellite can reach out to extreme ranges, far beyond those of enemy ships.

Morus'Tan Defense Platform

The Morus'Tan Defense Platform was a dedicated fighter garrison that served as a basing location for Reewoeli fighter craft. Because of their intensive defense installation program, the Near-Space Defense Command opted for a dedicated fighter base rather than integrating that function with one of their other base designs.

Havan'Kar Defense Platform

At the time of the Awakening, the *Havan'Kar*-class was the largest and most well armed base operated by the Reewoeli Defense Forces. These large fortifications were constructed to defend Reewoel against all possible external threats. The Havan'Kars were outfitted with heavy armor and the most powerful weapons available, creating an extremely powerful fixed-defense asset.

Energy Weapon Systems	ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Repeating Resonance Beam	X	18	3+	2	1	1	Repeating
Auto-Laser	X	6	3+	2	1	1	
Short-Range Auto-Laser	X	3	3+	2	1	1	Doubled Range Penalties
Sch'Va Laser Cannon	X	12	5+	1	2	1	
Antimatter Beam	N/A	6	4+	1	1	1	Increased DMG (Cost: 27 points)

Ballistic Weapon Systems	ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Gamshu Guided Cluster Missile	X	15	4+	1	1	1	Re-Rolls To-Hit Dice
Pulson Missile Launcher	X	15	3+	3	1	1	

Fighter Types	ISD	Cost	Maint	DV	AS	AF	Type	Abilities
Ki'Gash Heavy Fighter	X	1/2	1/12	2	1*	1*	Ballistic	Slow
Al'ambra Medium Fighter	X	1/2	1/8	2	1	1	Kinetic	Large

Ulbren'Ha Explorer

The Ulbren'Ha Explorer was a large class of deep range exploration vessel deployed by the Reewoeli early in their starfaring career. The class dwarfed all of its contemporaries in the RDF. Unfortunately, these large explorers were costly to build and even more expensive to maintain. The combination of these two elements made early Reewoeli exploration a slow process. In fact,

the loss of one of the first two Ulbren'Ha Explorers in 2143 ground exploration to a stand still for over a year while a military panel reviewed data from the lost expedition and incorporated their findings into a replacement Ulbren'Ha.

ISD: 2140 Mass: 251.5 kmt Crew: 948

ISD: 2139 Mass: 284.9 kmt Crew: 788

3.5.8 Ground Units

Table 35: Reewoel Imperium Ground Units

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Supply Depot							
2100	15	1 / 1	0	1	0	7	Supply Depot
Reewoel Militia							
2100	N/A	N/A	0	1	0	1	Planetary Militia

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Regulars							
2100	1	1 / 1	1	2	D2	1	

3.5.9 Elite Officers

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3.6 Altirion Republic

3.6.1 Physical Description

Human designation given to the species of flying sentients native to the second planet of the Altair star system. The Altirions are a serpentine species remarkable for their large functional wings. An average Altirion has a wingspan of nearly 4.2 meters and a body length (including tail) of 6 meters. Six limbs radiate from the alien's robust torso. The two bottom pair are typically used for locomotion, while the upper pair is used for manipulation. However each of these limbs ends in a hand-like manipulator, and in a zero-gravity environments an Altirion can use all six of its "hands" to operate equipment.

The Altirion head is large and bulbous like that of a manatee. Its triangular jaw is filled with sharp teeth. This species is incapable of vocalizations in the range that humans use to communicate. They instead rely on a mix of shrieking, hissing, and warbling sounds for their own language. Cross-species communication has been witnessed via mechanical translation.

When operating in non-standard environments, Altirions don a form of mechanized encounter suit that allows them to maintain a set of controlled environmental conditions conducive to their form of life. This suit forces an Altirion to curl its wings tightly around its body and is extremely uncomfortable for the wearer. These environmental encounter suits are the only way however that an Altirion can physically interact with alien lifeforms outside its native conditions.

3.6.2 Historical Information

3.6.3 VBAM Statistics

Government

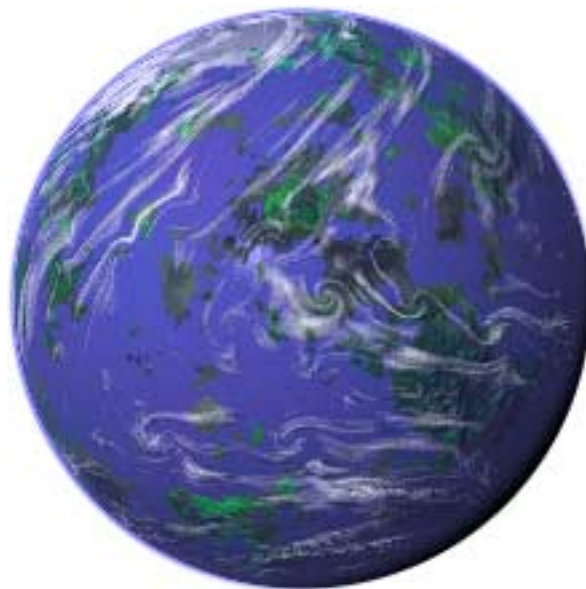
Scientific Representative

Physical Traits

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

Social Traits

Efficient Industry* (+3)
Incompetent Scientists (-1)
Poor Pilots (-2)
Tech Reliant (-1)
Social Solidarity (+1)



Tech Tree

VBAM: Starmada Edition

AIX Statistics

AIX	AG	IN	XE
	89	7	86

3.6.4 Government

3.6.4.1 Political Factions

Progressive Party

The Progressive movement was founded upon the concept that the Altirion species must spread across the stars, and to do that it would need to secure numerous technological advantages.

The first major plank in the Progressive's platform is the institution of a scientific focus to the nation's government. Many within the movement would love to see a Scientific Meritocracy come about, but such a political reform could never be undertaken without major division within the party.

One of the major interests of the Progressive agenda is removing the Incompetent Scientists from their academic positions, but they will not be able to do this until they choose to sacrifice industrial efficiency or social solidarity.

The Progressive's pursuit of knowledge has created a cultural divide among Altirions, as well as creating a situation where Altirion society is hamstrung by its reliance on technology (Tech Reliant).

Populist Party

The Populists are interested in furthering the situation of the people. To this end, they promote the sacrifice of technical or territorial gains in preference to cuts in domestic spending.

Under the Populists, the Republic will adopt a Social focus to better serve its citizens. A secondary focus of the Populists is to maintain their Social Solidarity which they believe is crucial to maintaining cultural coherency between the Altirion-controlled worlds.

Liberal Party

The enemies of the Progressives, the Liberals wish to roll-back many of the policy changes enacted by the Progressive leadership. First and foremost is the removal of the Altirion's reliance on technology (Tech Reliant). To achieve this goal, the Liberals seek to slash industrial efficiency quotas (Efficient Industry), eliminating state subsidies to these affected industries.

Once these sweeping reforms are completed, the Liberals wish to press for a major Expansionist program that will allow the Republic to expand its borders into neighboring star systems.

War Hawk Party

This militant political faction has an interest in moving most of the Republic's excess income into military construction projects.

Under their control, the Altirion Republic will be transitioned towards a Military focus. The Hawks agree with the Progressive stance on Efficient Industry and begrudgingly accept Tech Reliance, but they also agree with the Populists that Social Solidarity cannot be lost at any cost. As a result of this social stance, the War Hawk is often seen as the "neutral" moderator between the parties and as close to a middle ground as you can find in Altirion politics.

In situations where social reform is necessary, the War Hawk Party is willing to forego some industrial efficiency in favor of a military-related social trait.

Iron Claw Party

This party wishes to see nothing less than a complete restructuring of the Republic. Under their guidance, the Altirion people would throw off the "shackles" of the Progressive oppression and institute policies of extreme isolationism.

The primary goals of the Iron Claw Party are a Military government focus and adoption of the Combat Respect and/or Erratic social traits. If in control of the government for two consecutive terms (years), they will attempt to convert the government into a Military Meritocracy

(Negative Scientific), putting the academics in their place once and for all!

Star of Hakka Party

This minority party is the political mouthpiece for Altirion's major organized religion. The worshipers of Hakka, a dual goddess of the sun and ultimate destruction, believe that it is their duty "to bring the light of Hakka to all life, so that her beauty may extinguish all opposition to her chosen."

A Religious focus is the goal of the Star of Hakka Party upon gaining control of the government. Secondary to this goal is the removal of Efficient Industry in favor of Spiritual, Closed Society, or some other religion-inclined social trait.

Should any system with a population of 3 or greater ever fully support this party (e.g., no other factions hold political control there), it will automatically secede from the greater Altirion Republic and form (or join) a Holy Altirion Empire, organized by the clergy into a Religious Meritocracy (Negative Scientific).

3.6.5 Technology

3.6.5.1 Macro Technology

Engines

TL -1

Defenses

TL -1

Weapons

TL -1

Equipment

TL ±0

3.6.5.2 Micro Technology

Technical Proficiencies

Scouting Level 1

Special Equipment

Anti-Fighter Batteries
Armor Plating
Cargo Bay
Command Center
Construction Bay
Diplomatic Center
Drones
Fighter Bay
Hyperdrive

(2144)

Launch Bay
Long Range Sensors
Marine Squads
Medical Bay
Military Cargo Bay
Passengers (100)
Point Defense System
Repair Bay
Science Lab
Security Teams
Shockwave
Spinal Mount (Ballistic)
Tachyon Detection and Ranging
Troops (250)
Vehicle Bay

Weapon Enhancements

Doubled Range Modifiers
Halves Shields
Must Re-Roll Penetration Dice
Must Re-Roll To-Hit Dice
No Hull Damage
Variable PEN

Fighter Enhancements

Fighter: Large
Fighter: Slow
Fighter: Small

3.6.5.3 Weapon Systems

Text here

Table 36: Altirion Kinetic Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Ghious "Talon" Coilgun						
X	6	4+	1	1	1	

Ghious Coilgun

The Ghious ("Talon") family of coilguns is perhaps the oldest in Altirion service. The various models and minute variations on this archaic family are collectively described as Ghious Coilguns without any differentiation between individual models. The differences between each model are too minor to bear mention.

As with all other coilgun weapons, the Ghious family functioned on the basis that ammunitions could be accelerated to high speeds using electromagnetic rails. Such weapons relied on the kinetic damage upon impact to score damage.

Table 37: Altirion Energy Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Particle Accelerator						
X	12	4+	1	1	2	Variable PEN

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Light Particle Accelerator						
X	9	4+	1	1	1	Variable PEN
Neutron Lance						
X	9	4+	1	1	2	Halves Shields

Table 38: Altirion Ballistic Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Lask "Wave" Multi-Warhead Missile Launcher						
X	6	3+	3	1	1	

Lask Multi-Warhead Missile Launcher

Of the missiles operated by the Altirions, the Lask is one of the more interesting. These small short-range missile packs would split before impact, leaving three separate sub-munitions to shoot in towards the target. This improved the odds of any missiles hitting but also resulted in higher rates of fratricide.

Several classes of Altirion vessels used a special, external box launcher assembly to deploy these warheads. These expendable weapon mounts allowed the ships to operate the missiles without dedicating vast tracts of their interior hulls to ammunition stowage.

3.6.8 Ground Units

Table 39: Altirion Republic Ground Units

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Supply Depot							
2100	15	1 / 1	0	1	0	7	Supply Depot
Altirion Militia							
2100	N/A	N/A	0	1	0	1	Planetary Militia
Regulars							
2100	1	1 / 2	1	2	D2	2	
Mechanized Regulars							
2100	1	1 / 1	2	2	D2	2	
Republic Legion (Marines)							
2100	2	1 / 1	2	2	D2	2	Marine

3.6.9 Elite Officers

xxx

3.7 Karkorak Authority

3.7.1 Physical Description

Large, sluggish, solitary creatures. About 3 meters in height. Radial symmetry. Eight limbs, four “feet” and four arms with grasping manipulators. Evolved on the dry plains of Kar-Koram, the fourth planet orbiting their star of Kal-Kam. Omnivorous diet.

The species demonstrates marked sexual dimorphism. The average male is only about two-thirds the size of and average female. Social gender equality is widespread, though a distinct matriarchal tradition exists in their culture. Prone to entering states of psychopathic hysteria accompanied with violent physical outbursts.

The Karkorak are a solitary species. Their slow reproduction rates greatly restricted the population explosions experienced by other alien species.

3.7.2 Historical Summary

3.7.3 VBAM Statistics

Government

Military Representative

Physical Traits

Non-Humanoid
Gigantic (+1)
Slow Gestation (-2)
Slow Population Growth (-2)

Social Traits

Kamikazes (+1)
Gifted Explorers (+2)
Guerillas (+1)

Tech Tree

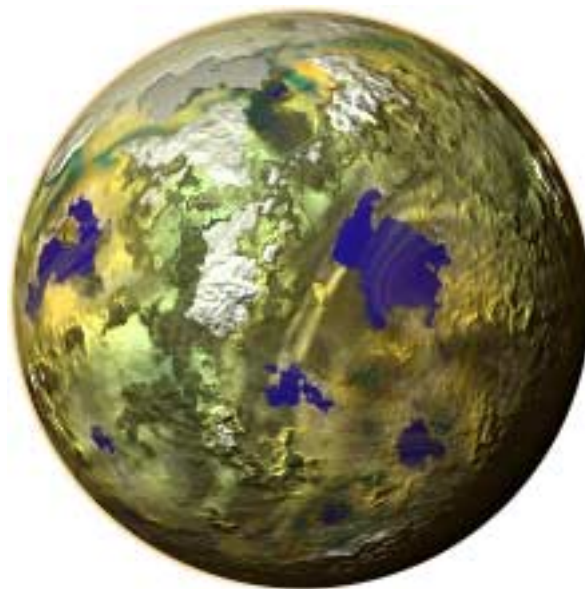
Boltian/Kuissian Universe

AIX Statistics

AIX	AG	IN	XE
	65	18	35

3.7.4 Government

The Karkorak Authority is a decentralized representative government. Unlike other planetary governments, the Authority truly speaks for all Karkorak. No independent nation-states have operated on Kar-Koram for almost a hundred years.



Mechanically, the Authority is comprised of a three-body parliamentary legislature and an independent judicial branch. There is no executive branch to the government. The duties of the executive are instead invested in the heads of the three legislative assemblies, called *tobos*.

The three tiers of the legislature are the Ton-Koram (highest), Oth-Koram (middle), and Qur-Koram (lowest). The higher tier legislatures have progressively fewer members. Bills must pass by majority vote through each chamber before it becomes law. This political formation ensures that the population is afforded adequate representative representation via the Qur-Koram's many representatives, even if they exert less control the further up the political ladder.

As mentioned previously, tobo (speaker) of each legislative chamber is assigned executive responsibilities and powers. Tobos are selected by popular vote amongst the representatives in their chamber.

The tobo of the Ton-Koram acts as the Authority's Prime Minister and is the chief policy maker. The Prime Minister's office is responsible for coordinating legislative sessions between chambers and seeing to the day-to-day operations of the political machine.

The tobo of the Oth-Koram is the Foreign Minister. This representative is the head diplomat for the Authority and is in charge of engaging in diplomacy with foreign powers.

Finally, the tobo of the Qur-Koram, the lowest legislative chamber, is the War Minister. The Karkoram favor the military being directly influenced by the people and not by their top executives, a precedent set down in Er-Kamut-Shepzu's classic political manifesto. The War Minister oversees the operation of the military, including

authorizing military purchases before they move on for voting in the chambers of the Authority.

3.7.4.1 Political Factions

The Karkoram political system lacks political parties and affiliations. In fact, the Karkoram are an apolitical people. They put stock in individual merit, not in platforms and agendas. This sometimes gives outsiders the impression that the Karkoram are apathetic about the political process. This is not the case; they simply do not see a reason to quibble over general political differences when they could instead focus on the positions held by specific candidates.

The Authority is however dominated by the various sub-committees that steer the ship of state. Members of all three chambers of parliament sit on these committees. Leadership is based solely on seniority. As a result, an elder statesman of the Qur-Koram can head a committee even when more affluent or powerful members of the Ton-Koram are present.

Political control over the policy's enacted by the Authority is a major goal of each committee and its chairman. Some leaders become too overzealous in promoting their committee's goals, but such instances are surprisingly rare.

Military Appropriations Committee

The Military Appropriations Committee is the conduit by which the military secures funding for its various projects, including everything from starship construction to research and development. The committee's members actively support a strong military and are quick to shift the government towards a Military focus. Improvement of the military is a secondary goal, but one that is not often acted upon unless absolutely necessary.

Intelligence Committee

The Intelligence Committee is in charge of collecting information for use by the Authority-at-large. In their pursuit of efficiency, the Intelligence Committee is interested in eventually adopting a Mission Specialist: Espionage focus for the government.

Labor Committee

The Labor Committee oversees the maintenance of the Authority's domestic relief and workforce programs. The committee is extremely interested in achieving the elimination of unemployment. To do this, the committee advocates massive industrial building programs (Productivity investment) and a shifting of personnel from the armed forces to the private sector (Unprofessional Armies).

Environmental Protection Committee

The Environmental Protection Committee governs land use and the protection of the native environment on

Karkorak-inhabited planets. The Authority believes that all life is sacred and it is policy that native environments must be preserved at any cost.

In an attempt to help preserve alien ecosystems, the EPC advocates strict Population Controls. It is the stance of this committee that zero-population growth legislation is the only means by which conservation can be faithfully achieved.

The EPC also has a steadfast policy against the use of terraforming. If in power, the committee will attempt to block any attempts to authorize the use of terraforming.

Foreign Relations Committee

The Foreign Relations Committee oversees diplomatic policy and directs the Foreign Minister about what stance to take in negotiations. The committee promotes an Outgoing foreign policy. Of particular interest is the adoption of lucrative trade ties with foreign powers (Mercantile).

3.7.5 Technology

3.7.5.1 Macro Technology

Engines

TL -2

Defenses

TL -2

Weapons

TL ±0

Equipment

TL -2

3.7.5.2 Micro Technology

Technical Proficiencies

Active Sensors Level 2
Scouting Level 1

Special Equipment

Active Sensors
Armor Plating
Atmospheric
Cargo Bay
Command Center
Construction Bay
Diplomatic Center
Fighter Bay
Launch Bay
Long Range Sensors
Marine Squads

Medical Bay
Military Cargo Bay
Mines
Passengers (100)
Passive Sensors
Repair Bay
Science Lab
Security Teams
Troops (250)
Vehicle Bay

Weapon Enhancements

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

Fighter Enhancements

Fighter: Bomber
Fighter: Large
Fighter: Slow
Fighter: Small
Fighter: Standard

3.7.5.3 Weapon Systems

Text here

Table 40: Karkorak Kinetic Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Chandith Rail Cannon						
X	9	4+	1	1	1	Range-Based PEN

Chandith Rail Cannon

Originally intended as an ore transport device, the Chandith Rail Cannon entered Karkorak service after the Ghruchir Wars. This kinetic weapon provided adequate range and damage, though its true potential could only be realized at the shortest of combat ranges.

Table 41: Karkorak Energy Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Biphokam Neutral Particle Beam						
X	6	4+	1	1	1	
Sukuzor Heavy Particle Beam						
X	6	3+	1	1	2	
Cshim Battle Laser Cannon						
X	9	4+	1	2	2	

Biphokam Neutral Particle Beam

This particle beam was one of the more common light weapons in the Karkorak arsenal. This is largely due to

the high degree of miniaturization this weapon received following decades of use in the Karkorak fleet. Many 22nd Century craft were armed with literally dozens of these weapons, usually in small twin-barrel mounts.

Sukuzor Heavy Particle Beam

Many older ships made use of heavy particle beams of the Sukuzor-class as heavy weaponry. The weapons were capable of doing significant damage, but did not have any greater range than the light neutral particle beams in the fleet. The model's one saving grace was its cyclotron design which allowed for more compact turret designs to be implemented on Karkorak warships, allowing them to track and fire with greater accuracy than competing weapon systems.

Chsim Battle Laser Cannon

The Chsim Battle Laser Cannon was a heavy Karkorak laser weapon intended for destroying enemy ships at medium to short ranges. These lasers were incredibly powerful, and could rip a small destroyer apart in a single raking pass. The weapon's name, *chsim*, derives from their deadly effectively. In Oglatic Karkorak, an extinct classical tongue, *chsim* meant to rend and break apart, as in mining and quarrying.

Table 42: Karkorak Ballistic Weapon Systems

ISD	Range	To-Hit	ROF	PEN	DMG	Notes
Schumshn Concussion Missile						
X	18	5+	1	1	1	Variable DMG

Schumshn Concussion Missile

In developing their defense plans, the Karkorak Authority identified that their fleet was lacking in effective long-range weaponry. Existing weapons in this niche were either too antiquated or too expensive. A more moderated successor was needed for use on Karkorak bases and monitors.

After seven years of development, the first Schumshn Concussion Missile prototype was demonstrated on the Thrayter-class Missile Frigate. The weapon was deemed a success and entered general service.

Missiles of this type are characterized by their variable damage yields that rely on proximity explosions to do damage. Detonate too soon and the weapon does little or no damage; wait too long, and the missile will impact with the target and break apart harmlessly.

3.7.7 Ships of the Fleet

3.7.7.X Battleships and Dreadnoughts

Table 43: Karkorak Authority Battleships and Dreadnoughts

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Molnoth Monitor	X	MT	13	3 / 2	13	6	4	7	4	0	N	N	Ballistic

Molnoth Monitor

This fearsome warship design was designed to be a dedicated system defense unit. As a result, the craft lacked an EDT drive to convey it from system to system. Due to the ship's size, few other vessels could "piggyback" a Molnoth either. This meant that, once built,

the chance of a Molnoth travelling to another star system was slight.

The Karkorak intended the Molnoth Monitor to serve as a mobile battle platform in their most valuable star systems. The ships were armed with long range concussion missiles, one of the few ships to be so equipped.

3.7.7.X Cruisers

Table 44: Karkorak Authority Cruisers

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Sigel Gun Cruiser	2102	CA	7	1 / 2	7	4	3	5	2	0	N	N	
Skoll Jump Cruiser	2118	CA	6	1 / 4	7	2	2	5	2	0	Y	N	
Kvansir Heavy Cruiser	X	CA	8	1 / 2	8	4	3	6	3	0	Y	N	
Norden Beam Cruiser	X	CL	6	1 / 2	7	3	2	5	2	0	Y	N	

Sigel Gun Cruiser

This pre-EDT heavy cruiser design was the Karkorak's first line of defense for the first 20 years of the 22nd Century. The Sigels were built to incorporate the maximum number of weapons possible, creating an extremely capable warship design. Ships of this type saw major service during the Ghruchir Wars.

After interstellar travel was achieved, the Sigel Gun Cruisers found themselves relegated to a secondary position in the fleet. Many were converted into Skoll Jump Cruisers or Arvak War Freighters, others were simply held in reserve in anticipation of contact with outsiders.

Skoll Jump Cruiser

Following the introduction of EDT drives, the Karkorak refit several of their Sigel Gun Cruisers with the drives. The upgrade required the removals of much of that class' weapon systems, but it was simply the only class capable of being refitted with the bulky FTL drive systems.

The Skoll Jump Cruisers were used as strategic attack craft for transporting other cruisers through extra-dimensional space. The ships rarely participated in combat.

Kvansir Heavy Cruiser

This slow cruiser stands as a fair representation of Karkorak naval construction. The *Kvansir*-class was built to be a large brawler unit, optimized for mid-range engagements. The class relied on its arsenal of rail cannons for the majority of its firepower, backed up by a pair of laser cannons. The ship also possessed numerous particle beam turrets. The number of small beam emplacements on the ship gave it the nickname *sec nivat*, roughly translating as "porcupine."

Norden Beam Cruiser

3.7.7.X Carriers

Table 45: Karkorak Authority Carriers

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Tresolk Heavy Carrier	2139	CVA	7	2 / 2	9	2	0	5	3	7	N	N	Carrier

Tresolk Heavy Carrier

The early Karkorak carrier doctrine had long fascinated historians. The Authority's first carriers, of which the Tresolk-class is the best known, were conspicuous for their lack of weaponry. Defense systems were omitted from carrier designs in order to allow more space to be utilized by the ship's hangar deck. The Karkorak considered carriers to be simple fighter transport units and they were not intended for direct combat. Rather, carrier commanders were to be dropped off by EDT-capable ships outside of the combat zone. Their fighters would launch and then move to engage the enemy with

the support of the rest of the Karkorak fleet, leaving the carriers behind friendly lines.

The Tresolk Heavy Carriers are interesting in that, despite their lack of weapons of any kind, they were outfitted with a plethora of ballistic mine launchers. This allowed the class to quickly and effectively lay down a defensive minefield that could protect it from enemy attack. A pair of Tresolks and their escorts could then hide within this sphere of mines and wait out an enemy attack.

3.7.7.X Light Warships

Table 46: Karkorak Authority Light Warships

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Freyri Warship	X	FF	4	1 / 4	4	2	3	3	1	0	N	N	
Thrayter Missile Frigate	X	FFG	5	1 / 2	4	2	2	3	1	0	N	N	Ballistic, Gunship

Freyri Warship

Thrayter Missile Frigate

The Thrayter was an interesting fleet experiment to test the practical usefulness of a new generation of long-range missile technology. A series of expensive concussion missile launchers were installed on a heavily-modified Freyri frigate hull, gutting that ships lesser particle beam weapons to make room for the external ordinance pods.

The missile tests proved a success, but the cost of the Thrayter proved an impasse towards achieving acceptance within the military community. The admirals advising the chair of the military appropriations committee was quick to point out alternative construction projects that were cheaper and more practical than the Thrayter. Without the critical support to increase construction orders, the Thrayter eventually languished before being retired altogether.

3.7.7.X Auxiliaries

Table 47: Karkorak Authority Auxiliaries

Type	ISD	Class	Cost	Maint	DV	AS	AF	CR	CC	BC	Jump?	Atmo?	Abilities
Arvak War Freighter	2125	AOE	6	1 / 2	5	1	1	5	2	0	N	N	Supply (1 / 2)

Arvak War Freighter

3.7.8 Ground Units

Table 48: Karkorak Authority Ground Units

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Supply Depot							
2100	15	1 / 1	0	1	0	9	Supply Depot

ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Notes
Karkorak Militia							
2100	N/A	N/A	1	1	0	2	Planetary Militia
Regulars							
2100	1	1 / 1	1	2	D2	3	
(Marines)							
2100	3	1 / 1	1	2	D2	3	Marine

3.7.9 Elite Officers

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Orelani Technocracy

Physical Description

The Orelani are a somewhat high-strung species of humanoids that possess an extremely interesting biology. Though carbon-based, the Orelani do not cultivate native flora or fauna for food. Instead they gain their necessary nutrients directly from the mineral rich sludge that covers much of their homeworld's surface.

This species is known for its eccentricities and eclectic behavior. Their erratic and sneaky nature makes it difficult to fully trust the motives of the Orelani, and many species choose not to.



VBAM Statistics

Government

Scientific Technocracy

Physical Traits

Humanoid

Low-Gravity Species (-1)

Lithovore (+3)

Social Traits

Contemplative (+1)

Erratic* (-2)

Sneaky (+1)

AIX	AG	IN	XE
	66	15	67

Khosh Imperium

Physical Description



The Xhosh are a highly aggressive species from the Xhoha dimension, a small "pocket" dimension within our own reality. The Xhosh are an odd looking creature whose appearance seems to bend (if not break) the laws of physics. Their very existence is an anomaly not easily explained away. There are rumors that their home dimension is a dark and

desolate place that will drive anyone foolish enough to trespass there insane.

Historical Abstract

The Xhosh Imperium succeeded in conquering the entirety of their whole dimension and has since developed a special kind of trans-dimensional drive that allows their ships to break the barrier separating their reality from our own. Attempts to communicate with the Xhosh are mostly hopeless since their language is so completely alien as to be unintelligible without significant computerized translation.

VBAM Statistics

Government

Military Meritocracy (Negative Social)

Physical Traits

Non-Humanoid
Incomprehensible Language (-2)
Extra-Dimensional (+4)

Social Traits

Veteran Armies (+2)
Green Crews (-2)
Expert Boarding Parties (+2)

AIX Statistics

AIX	AG	IN	XE
	68	35	65

Political Factions

Kill Them All Now



This party thinks there is no better time to kill all of the aliens in this galaxy. Fun guys!

Nolman Empire

The Nolman are a species of large amphibious predators native to the planet Nolm in the Noln star system. Each Nolman measures roughly two meters in length. Physiologically, the Nolman can be best likened to the phytosaurs and other extinct species of crocodile-like archosaurs. Before achieving intelligence, the prehistoric Nolman ancestors existed as the top carnivore on Nolm. Their pack hunting tactics allowed them take down much larger prey. Aiding them were the fire spear-like prongs that emit from the Nolman head. These serrated two-foot long prongs can be used to impale or slice through prey. In order to defend themselves against their own weapons, the Nolman have extremely thick hides and fast metabolisms, allowing them to heal more quickly.

VBAM Statistics

Government

Military Autocracy

Physical Traits

Non-Humanoid

Difficult Language (-1)

Social Traits

Repair Specialists (+1)

Elite Armies (+4)

Poor Tacticians – Organization (-2)

AIX	AG	IN	XE
	69	05	79

- Gains a +50% bonus to breaking treaties or declaring hostilities/war.
- Maintenance costs are reduced by 10% (round down)
- Tech requirement is 60% of TDP.
- Trade income is reduced by 20% (round down).
- The effects of negative Morale results are doubled.
- The empire's flag squadrons do not receive their standard level one formation bonus, but their AS and AF values always remain halved.
- All new ground units being with an army grade level two levels higher than normal.
- A special research project must be completed between this or the target empire before communications is possible. The cost of this special research project is 20% of TDP.

Political Factions

Ministry of Progress

The Ministry of Progress is charged with ensuring that Nolman society continues to evolve and accept technological changes at an acceptable rate. This branch of the government is ultimately responsible for

reviewing existing customs and traditions and deciding which are harmful to the good of the empire and should be abolished.

This faction's primarily emphasis is a Social one, but they also believe that active relations with outside forces could taint their body of work, causing a social cataclysm. As a result the ministry is intent on breaking any and all treaties beyond Normal Relations with foreign powers.

Ministry of War

The grand old warriors of the empire populate the Ministry of War. After a life of stoic service, these men and women have entered the bureaucratic arm of the military. The Ministry of War is interested solely in the defense of the empire and preserving the honor and power of the autocrat. Under their oversight, the empire will maintain a strict Military focus.

Ministry of Development

This faction advocates the mass exodus of the Nolman species into space. They hope to achieve this goal by any means necessary. In this the Ministry of Development is prudent; they would not gut the current military to pay for the empire's expansion. Rather they would use the military as a tool towards that goal.

Once in power, this ministry will begin launching campaigns of expansion, peaceful or otherwise, with a goal of acquiring one new system per year.

Ministry of Foreign Affairs

Dealing with outsiders is something that the Nolm were not ready for prior to contact with the Skree-tu. Their innate distrust of alien lifeforms stemmed from their own duplicitous nature. If they could not trust their own kind, how could they trust disgusting alien creatures?

The Ministry of Foreign Affairs was formed to investigate relations with these alien powers and engage them in a basic dialogue. Under their control, the empire will insist on funding the creation of translation matrices to allow for communication (which is impossible until then, due to the Nolm's difficult language).