

The background of the cover is a view of Earth from space, showing swirling white clouds over a blue ocean and green landmasses. In the lower right foreground, a dark, complex spaceship with a prominent red light is visible. The title 'The Attarn Union' is centered in large, bold, white letters with a black outline.

The Attarn Union

by

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INTRODUCTION

Commodore Lan'tar stood on the bridge of the Victorious Class Armoured Cruiser Triumphant surrounded by Officers and bridge crew as the Triumphant went to war.

"Grome ship closing to within optimum range in two minutes, main armament is aligned and ready to fire, damage control parties are in position, the ship is at battle stations Commodore".

"Fire as soon as the Grome vessel is in range, I want that ship destroyed".

The massive triple barrelled turrets slued to point at the approaching Grome ship, the three turrets acquired their target and the barrels locked into position in preparation for firing. The approaching Grome ship was out gunned by the Triumphant, out gunned and out matched

"Commodore, Grome ship is in range of the main armament, requesting permission to fire".

"All guns open fire"

The discharge of the nine guns sent tremors running through the entire ship, in the distance the Grome ship a Mogorta Warship shuddered and shook as all nine rounds hit home. Each shell punched a massive hole in the hull of the Grome vessel. A minute later a second salvo crashed home into the battered prow of the Grome ship. There was a flash of light and then the Grome ship seemed to fold practically in half. Massive pieces of the ship spun off to slam into the doomed ships hull.

"Grome ships reactor is going critical sir, she's falling apart".

"Tell the gunners good work, now Captain were is our next target?"



BACKGROUND AND BIOLOGY

The Coreward space of Grome and Hurr space is rarely explored; the extreme distance between planets and important systems makes colonisation and exploration too expensive for either race. Although this area appears barren and devoid of life is not. A small number of minor races have their homes in this wilderness. Of these races the Attarn are the most powerful and expansionistic.

The world of Attar III is half again as large as Earth with a corresponding higher gravity. The world is almost covered in water and there are only two landmasses apart from the small poles. Both continents are separated by massive distances, and islands are few and far between. The Attarn race is descended from large predatory amphibious creatures that moved onto the continents. Their size and aggression meant that they were the main predator and had little to fear from other creatures. As they developed the primitive Attarn became less dependent on water, but they never strayed far from the coast. This left large expanses of their continent unexplored and the land would only be fully mapped and explored decades later.

The Attarn are odd looking creatures, a cross between a newt and humanoid looking lizard standing about 7 feet tall. Their hands have dextrous fingers and also have large retractable claws, their skin is always dark in colour usually dark blues, greens, reds or just black. Instead of being smooth like a newt's skin, the Attarns skin is more like that of a crocodile and is natural armour. Their heads are large and broad and have a pronounced crescent shape giving the Attarn the nickname 'Hammerheads' by Human traders. Their eyes are mounted on top of their heads and appear to be a solid black. Because of their reptilian nature means that the Attarn prefer much higher temperatures than those enjoyed by humans. A human ship or station is barely tolerable by Attarn standards whilst a human would probably collapse because of heat

exhaustion on an Attarn ship. Their amphibious nature also means that the Attarn have to immerse themselves in water for a few hours at least once a week. The Attarn females are fertilized by the male in a brief courting ritual and the female then lays a small clutch of eggs (usually no more than four) and viciously guard them until the eggs hatch. Attarn females are revered and respected because of their role in bringing up the young by the males. Males therefore do most of the work on their world, whilst females live in relative luxury. Attarn females nowadays are usually seen in important Government jobs or as diplomatic attaches whilst males do the other jobs. Attarn females are also rarer than males with there being an average of 1 female to four males.

The Attarn language is unpronounceable by most races; indeed only the Pak'Ma'Ra can speak Attarn without the aid of a translator. To talk to other races the Attarn rely on translation devices such as those used by the Pak'Ma'Ra and Gaim. Attarn in the diplomatic service are taught to speak Human although they still have a great deal of difficulty pronouncing many of the words.

EARLY YEARS AND EARLY STRIFE

As the millennia passed the Attarn went from living in primitive mud huts to their first villages and towns that were always along the coast. As the Attarn developed they spread throughout their continent, which they name An'Chi'La'Gor, or the Great Expanse. By the early 1400's (Earth time scale) the Attarn were exploring their world on sailing ships, in 1550 the first Attarn explorers set foot on the other land mass. What they found shocked them; another Attarn civilisation was flourishing on this continent too. The explorers reported to their respective governments and panic set in. The Attarn civilisations on La'Gor were individually weak with small armies and little in the way of military power. What was needed was a stronger defence against this new continent. In 1578 the Empires of La'Gor



signed a treaty much like the NATO organisation on Earth. The people of La'Gor would present a united front against the people of the other continent that was called Ara'Tar'Gor or the Endless Land. The first act of the La'Gor military was to launch a series of attacks on Tar'Gor towns and ports to test their resolve.

On Tar'Gor the Attarn of that continent were already unified, the various Empires conquered and brought under central control by the militant and aggressive Kor'La Empire. Having destroyed all opposition the Kor'La named themselves after their continent to show that they controlled everything. Because of the frequent wars that had been fought the Tar'Gor were ready although totally surprised by the La'Gor attacks.

Although the La'Gor attacks were nothing more than raids the Tar'Gor realised that they had a new enemy and set about defeating them. Entire wars were fought entirely at sea, because of the distance involved it was nearly impossible to transport enough troops far enough to conquer either landmass. Both La'Gor and Tar'Gor fought dozens of wars that raged until the 1960's for little gain on both sides. The Empires poured massive amounts of resources into building bigger and better

ships to defeat their opponents. Both sides launched ironclad warships at almost the same time, when flight was developed both chose to ignore it. Aircraft did not have the range necessary to attack each side's towns, cities or fleets and it was presumed that small planes would not be able to damage a well-built warship.

In 1963 the La'Gor developed nuclear weapons and quickly built dozens of nuclear shells. These warheads were loaded onto the La'Gors best warships and sailed with the majority of their fleet to bombard the Tar'Gors capital city as well as other important targets. What happened was a disaster for both sides. The La'Gor fleet managed to bombard the Tar'Gor capital and main naval bases with their nuclear shells. The Tar'Gor lost the majority of their fleet in the nuclear blasts as well as millions of civilian casualties. The Tar'Gor launched every aircraft they had armed with bombs and primitive torpedoes. The La'Gor battleships and cruisers were almost totally defenceless against air attacks and suffered terrible losses. The Tar'Gor also deployed their latest weapon in the form of primitive submarines. Like the air attacks the La'Gor were totally defenceless against submarines. Both sides fleets were ruined, the Tar'Gor

concentrated on rebuilding their cities whilst the La'Gor economy collapsed under the strain of the sheer cost of building their fleet from scratch. Both sides were weary of the almost constant wars and the first diplomatic efforts between the two powers were begun. In 1983 both sides signed a treaty in which they agreed to share their world and not fight each other. This Alliance was cemented when the two governments of La'Gor and Tar'Gor came together as the Attarn Union.

Both nations had begun space programs in 1985 with an eye to colonising Attar III's trio of moons. By 1997 there were permanent installations on the surface of all three moons and an orbital station was nearly complete. All three moons were rich in ores and other minerals that could be used for further space travel. In 2000 an Attarn orbital telescope detected an object in orbit around the outermost gas giant. It was too small to be a moon or asteroid and appeared to be of an entirely un-natural origin. The first expedition to reach the object arrived in 2003 and begun researching the object that was finally identified in 2009 as some form of gateway. Whilst the research continued on the gateway the Attarn spread throughout their home system. Colonies and mining bases were established on the two closest planets and mining operations were started in the asteroid belt.

REACHING FOR THE STARS

During this period the Attarn launched their first armed star ships. These early ships looked very much like a typical Attarn Naval vessel but equipped for deep space travel. The armament was almost the same as their naval forbears as the Attarn ships were equipped with Bil-Pro weapons. The decision to use these weapons was a political one. The Attarn were spending huge sums of money developing their system and the colonies and bases they had established. The Attarn simply didn't have enough cash to spend on weapons development (which could also explain the naval look of their warships).

Whilst the Attarn toyed with laser and plasma weapons they found that the cheaper Bil-Pro range was easily adapted to use in space. Almost overnight research and development on new weapons was halted in favour of using Bil-Pro cannons on Attarn warships.

By 2099 the Attarn were confident enough to activate the jump gate, and their first exploration ship made the jump into the unknown. Over the next thirty years the Attarn lost half a dozen ships attempting to map hyperspace but through sheer perseverance the Attarn succeeded in mapping the local area. Over the next five years the Attarn sent their ships further and further a field to find those who had built the gate and begin building their own stellar empire. In 2138 the Attarn established their first colony outside their own system on a barren Mars like world that was rich in resources both on the planet and in the system that was called New Hope or Tar'Lash'Na'Kor in Attarn.

From this starting off point the Attarn exploration continued at a breakneck pace. The Attarn established three more colonies, two on barren worlds but one was on a lush tropical planet not dissimilar to Earth during the time of the Dinosaurs. The Attarn expansion finally came to a halt as the Government ordered that all exploration was to be halted and their hold on the new systems strengthened. By 2200 the Attarn Colossus Class Explorer *Glory of Attar* jumped into a newly discovered system only to find that it was already occupied by a space faring race. The new race called themselves the Skand but opened fire on the Colossus causing heavy damage and forcing the ship to flee into hyperspace. The ship barely made it back to a friendly system and reported what had been discovered to the Director of the Union and to Fleet Headquarters.

THE SKAND WAR

The discovery of the Skand and their aggressive actions meant that the Attarn had a new enemy, going by their history the Attarn knew that the best form of defence was a

good attack the Attarn prepared to attack the Skand system. The attack fleet that assaulted the Skand system totally overwhelmed the primitive Skand warships. Every Skand counter attack was crushed by the Attarn fleet. The surviving Skand ships retreated to their home world whilst the Attarn bombarded the small colony from orbit before landing a huge number of troops. The Skand lord controlling the colony surrendered two days later effectively ending all armed resistance.

The Attarn realised that they were fighting a foe that stood little or no chance of defeating them and quickly pressed on once they had ensured the surface of the Skand colony was secure. After a break of two months the Attarn fleet entered the Skands home system. The Skand fought with every ship they had and were backed up by a large but very primitive chain of OSATs. The Attarn moved through the system with care, ensuring to destroy every Skand ship. The orbital defences were quickly breached and once again troops began to land. Whilst the fighting on the ground went on for much longer than was planned the Skand King formally surrendered on the 04th Jan 2201. It wasn't discovered until after the war why the Skand opened fire on the *Glory of Attar*. Skand diplomatic procedures were almost feudal, and one of the pillars of their diplomatic mindset was that the Skand would battle with those they encountered to see who was the more powerful. Those who won the battle would have the advantage at the negotiating table.

The Attarn quickly moved to ensure their grip on the Skand was strong, although they never mistreated the Skand and the Skand proved to be the ideal subjects. Within the Attarn military the success of the attacks on Skand space had vindicated the view of many of the senior officers. Whilst the Skand had primitive laser, particle and plasma weapons they were no match for Bil-Pro cannons raw damage. Using the resources of their new systems and those in former Skand space the Fleet was drastically enlarged to defend the Union against any possible outside

aggression and to crush any hostile races they might encounter.

THE ANUBA WAR

In 2233 the Attarn encountered the extremely hostile and xenophobic Anuba who immediately attack the Attarn ship sent to make first contact. The Colossus was disabled and boarded by the Anuba. The crew of the Colossus were cruelly executed by the Anuba as sacrifices in their pagan rituals of worship. The outraged Attarn immediately declared war and launched a full-scale attack on Anuba space. The first attack was a disaster for the Attarn. Their large lumbering cruisers were swarmed by dozens of Anuba MCVs and hundreds of fighters. The Attarn had anti fighter defences but had no fighters of their own. In light of this disaster the Attarn had begun a fighter and carrier programme within days of the battle.

It was also realised that smaller more manoeuvrable ships were required to escort the larger vessels (there had never been a need for this in their own wars). Whilst the Attarn pulled back from Anuba space dozens of new frigates were constructed to escort the fleet. Ships had their anti fighter defences massively increased and extra weapons were added to deal with the numerous but small Anuba ships. The next attack into Anuba space met with more success as the Attarn were able to fend off the Anuba fighters with sheer weight of fire. The small Anuba ships were also countered by the new Frigates and corvettes that accompanied the fleet. By 2235 the Attarn were ready to attack the Anubas home world.

The battle for Anu IV lasted two days until the last of the Anuba ships were finally destroyed at a very high cost. A dozen cruisers and destroyers had been crippled or destroyed in the series of battles for dominance of the system. The Attarn ships then bombarded Anu IV from orbit for three days with nuclear warheads. When the Attarn fleet finally withdrew they left behind them a wasted shell of a planet. It was later estimated

that 80% of the Anuba population was killed in the bombardment and that the survivors had no chance of surviving on their irradiated world.

After the Anuba war the small frigate once again fell out of favour, it was viewed as a necessary evil to waste resources on such a small and limited hull. It was felt that the extra weapons added to Attarn ships as well as new classes entering service made the Frigate obsolete. Frigate construction slowed to a trickle and frigates were used for raider suppression and as convoy escorts.

THE 'RESOURCE' WAR

It wasn't until late in 2247 that the Attarn made contact with the races of Known Space. The Attarn first encountered a Pak'Ma'Ra freighter and then bumped into both the Grome and Hurr. The Attarn had survived the ravages of the Dilgar thanks to their distance from the war zones and this also applied to the Shadow

War. Whilst the Shadows were certainly aware of the Attarn their strategic remoteness made attacking them worthless and it was felt they would be little use as allies/pawns. Just after the Shadow War the Attarn discovered the system of Sigma Draconis. The system would have been left alone if not for one thing. Sigma Draconis boasted a huge reserve of Q40, the mineral vital to the production of jump drives and jump gates. The Attarn who always lacked a sizable reserve of Q40 (explaining the limited number of jump drives in their fleet) quickly realised that this system would massively boost their economy. Unfortunately for the Attarn the Grome and then the Hurr discovered the system and immediately claimed it as their own.

The Attarn were slow to establish themselves in the system and the Grome and Hurr quickly moved in. Both League races needed Q40 to pay for the rebuilding of their fleets after the Shadow War and neither was willing to compromise on ownership of Sigma Draconis. Both the Grome and the Hurr



bluntly ignored the Attarn claim to Sigma Draconis. The Grome quickly established a moderately sized base in the system and begun mining from the largest stocks of Q40. Whilst they offered to sell it to the Hurr and Attarn the price they were asking for was ridiculous. Both Hurr and Attarn turned down the Grome 'offer'. As time passed skirmishes started to take place between the three races. What started as small engagements between single ships quickly escalated into battles between entire squadrons.

The Grome and Hurr appealed to Captain Sheridan to resolve the issue but he could not help as he was now fighting the EA's Civil War. Eventually the Grome established a base in the area and quickly moved to fortify it against attacks. Grome ships drove the Hurr out of Sigma Draconis and set about chasing the Attarn out too. The Attarn Admiralty realised they were outmatched and grudgingly withdrew. The Grome celebrated their victory and set about mining the Q40 out of every available asteroid with all haste. The Hurr were not too troubled by their neighbour's minor victory and returned to trading with the Pak'Ma'Ra. The Attarn were a different matter. Desperate for Q40 as their reserve of the material was now dried up the Attarn faced ruin as their jump drives and gates could not be repaired without Q40. Out of desperation the Attarn Admiralty began to draw up plans to attack the Grome and force them out of Sigma Draconis.

The plan grew in scope and scale until it was finalised as an all out assault on the Grome to defeat them utterly and make them sue for peace. The Attarn did not want to invade and conquer the Grome as it would bring the League of Non Aligned Worlds down on their heads, all that was required was the destruction of the Grome fleet and their capacity to make war. The Attarn also were prepared to strike against the Hurr if they intervened in any way. The build up for the attack on Grome space took until November 2259 but this involved building a star base on the outskirts of Sigma Draconis as well as establishing a logistics chain and enlarging the fleet. Once everything was in place the Attarn

deployed their fleet to strike at the Grome home world and the fleet docked in orbit. Further strikes would be carried out against Grome holdings in Sigma Draconis and their colony on Leshkrev. The Attarn sortie all twelve fleet carriers as well as a large force of cruisers and destroyers to attack the Grome fleet. The strike fleet would be in position by the 6th of December 2259 with the un-announced attack to take place on the 7th.

LIGHTING THE FLAME

The Attarn preparation for the attack on the Grome fleet was meticulous. For months the Attarn had been getting a constant and steady supply of intelligence about the Grome fleets strength and its locations by a very overt method. Every month a Attarn convoy would enter the Gromahk system and stay their for a week whilst off loading its goods and taking on merchandise from the Grome. During these visits members of the Attarn Intelligence service disguised, as crewmembers would observe the Grome fleet and they quickly built up a picture of the Grome fleet. The Attarn quickly learned that the Grome fleet whilst, bigger than their own, was quite inferior in terms of technology. They also discovered that a large portion of the fleet would be in orbit over Gromahk early in December to witness the launch of a new carrier. This was judged to be the perfect time for the attack.

The Attarn fleet of a dozen carriers, eight battleships, four armoured cruisers, twelve cruisers, eighteen destroyers and twenty frigates jumped into the Gromahk having made the long journey from Sigma Draconis at the very limit of the beacon. The fleet sat in the deep space on the boundary of the system whilst the carriers launched their craft. Each carrier launched thirty Corsair torpedo bombers and twenty-four Buccaneer fighters for a total of 648 attack craft. The attack craft headed in system at high speed before cutting power and drifting towards their target. It was hoped that the primitive Grome sensors would not detect the incoming wall of bombers and fighters until it was too late. The

attack wave drifted towards the Grome fleet and the shipyards at the very limit of their life support. The plan called for the carriers to jump in and collect their craft once the attack was over, and then withdraw under covering fire from the fleet. Whilst it was dangerous for the carriers and pilots of the attack craft it was the only way to completely surprise the Grome fleet.

Such was the limit of Grome sensor technology that they failed to spot the incoming Attarn fighters and bombers until they were already within the fleet that had assembled to watch the launch of the latest Gralc Class Carrier. Whilst the Margus was giving his prior launch speech extolling the might of the Grome and their Military the Attarn attack craft opened fire on the unsuspecting Grome ships.

The attack came as a complete surprise to the Grome; their ships were stationary in orbit with weapons and sensors powered down. On all of the ships their crews were stood at attention in their official dress listening to their leader. The salvos of torpedoes and rockets that hit home caused carnage amongst the heavily packed ships. Strafing runs by Attarn fighters destroyed weapon mounts and damaged engines and other exposed systems. The massive Grome flagships attracted the most attention from the attack craft. Torpedoes ripped the stern off the new Gralc whilst she was still in the shipyard. The stern section slammed into the shipyard causing heavy damage whilst the Attarn poured fire into her now shattered bulk. A ball of light appeared at the centre of the doomed carrier as her battered reactor overheated and then exploded. The explosion vaporised the carrier and crippled the main shipyard of the Grome fleet. Whilst the fighters and bombers rampaged through the Grome fleet the second phase of the attack was begun. The Attarn 1st Battle group led by the Furious Class battleship *Majestic* jumped in within range of the Grome ships and opened fire. The damage and disruption caused by the fighters and bombers meant that the Grome ships were easy targets for the Attarn gunners. An Attarn commander later stated that it was

easier than any target practice his ship had ever taken part in.

The Grome desperately tried to organise some kind of defence, ground-launched fighters started reaching the battle but were intercepted by Attarn fighters. The OSAT grid around the shipyard slowly came online and begun to fire, the OSATs were quickly targeted by Attarn destroyers. On dozens of Grome ships their crews rushed to bring their weapons, sensors and engines online whilst the Attarn scored hit after hit on their ships. Whilst some Grome ships had escaped the attention of the Attarn fighters and bombers and were able to get underway they were too far away or out of position to be a serious threat. The Grome Mahkagar star base opened fire at extreme range with her guns whilst launching fighters but the distance was too great even for the long range shells the Grome had developed for situations just like this. More and more Grome fighters were launched from the surface and whilst they arrived piece meal huge dogfights quickly broke out between the Gromes Relgas and Attarn Buccaneers. After two hours the Attarn carriers jumped in, recovered their remaining craft and the entire Attarn fleet quickly jumped out. The Attarn had lost over a hundred fighters and eighty bombers but they left behind them a crippled Grome fleet. Whilst the Margus Trokan flagship of the Grome fleet had been heavily damaged it had managed to withdraw to the cover of the star base and OSAT grid thereby saving the life of the Margus who was onboard at the time.

The Grome losses were horrific, four Trokan Class ships were destroyed and another two crippled, eight Morgorta warships were destroyed with three more needing months of repair, two Groth gun ships were destroyed along with nearly two-dozen frigates. But the worst loss of the whole day was the destruction of the Gralc with her crew and the damage her reactor had inflicted on the shipyard when it exploded. The only berth capable of docking capital ships was a melted ruin whilst other blast damage had mauled shipyards structure, which made it necessary to evacuate all personnel from the yard. As

the Grome tried to understand the scale of the Attarn attack reports came in from Sigma Draconis and Leshkrev reporting attacks by Attarn warships on installations and ships. Although the losses in Draconis and Leshkrev were not as serious as the mauling the Grome fleet had suffered over their home world the Attarn in these attacks had crippled or destroyed roughly a quarter of the Grome fleet and thrown the Grome into confusion.

BLOW AND COUNTER BLOW

Although the Attarn strike had caused heavy damage to the Grome fleet and caught the Grome totally by surprise they still could call on an impressive number of ships. The secondary strikes at Gama Draconis and Leshkrev were nowhere as serious as the attack on Gromahk and the ships and facilities in both systems suffered little damage. Only hours after the attack on their fleets and bases the Margus ordered an immediate counter attack. Margus Trokan realised that his forces needed a morale boost after the terrible blow they had just suffered. The fleet in Draconis was ordered to strike at suspected Attarn rallying points on the outskirts of the system. The Grome fleet that sortie from its defences at Draconis was impressive twelve ship taskforce.

After hours of scouring the system the Grome got lucky and intercepted a signal from an Attarn cruiser to its escorts. The Grome homed in on the signals location and were surprised to find a single Victorious class Armoured Cruiser with four Warrior Class destroyers on patrol. Both squadrons moved to engage, the Attarn were outnumbered and outgunned but chose to fight. In a brutal engagement lasting only 45 minutes the Attarn squadron were destroyed; for the loss of one Grome ship with three others sustaining moderate damage. But this skirmish was only the beginning of what would eventually become a full-blown fleet engagement. During the engagement the Victorious had been constantly sending alert signals and calling for help. Thirty minutes after the destruction of

the Victorious an Attarn destroyer group led by two light cruisers answered the ships plea for help. Following on their heels was eight Heavy cruisers and a Conqueror class Battleship as well as a full escort of frigates and destroyers. Numerically the Grome still had the advantage and they had fighters whilst the Attarn had none.

The Attarn ships had actually been detached from the returning strike fleet that had attacked Gromahk and immediately moved to attack the Grome fleet. The Grome charged the Attarn whilst the Attarn quickly crossed the T of the charging Grome horde. Both side's ships were large and heavily constructed and both had short ranged weapons. The Grome found their fighters were of little use against the Attarn ships because of the sheer number of defensive weapons mounted on their Capital ships, frigates and destroyers from both sides made slashing attacks against their foes, firing every weapon at close range whilst the two sides capital ships hammered at each other. The three-hour brawl ended technically in a draw. The Attarn lost two heavy cruisers, one light and four frigates. Grome losses included the leading Trokan class Command ship, two Mogrotas and eight frigates as well as all of their fighters. The survivors on both sides were heavily damaged. Whilst Attarn guns caused more damage when they hit the extra damage was largely negated by the Grome ships massive structure blocks, whilst Grome's matter weapons negated the Attarn's heavy armour.

Three days later the Grome defences around their orbital installation and mining base were subject to a carrier raid but this was mainly broken up by Grome fighters and fire from Grome OSATs. Still the Attarn fighters managed to maul two Groth gun ships and destroyed four OSATs as well as destroying four ships out of a eight ship convoy that was inbound and unable to make the cover of the defences before the Attarn arrived. Sporadic raids carried out by both sides had little effect apart from slowly wearing down the ships of both sides.

The Attarn Admiralty knew they could not afford to trade losses with the Grome who had the larger of the fleets, but the Attarn had a larger reserve of supplies as well as safe shipyards and construction facilities deep in Attarn space. The Grome whilst having a larger fleet were caught by surprise by the war and were less prepared for a long drawn out conflict. Ships had to be pulled out of mothballs and reactivated whilst ships damaged or crippled in the initial Attarn attack were in urgent need of repairs. After the initial attack both sides pulled back, the Attarn blockaded Sigma Draconis whilst the Grome ran the Attarn blockade to supply their forces in the system. This led to a considerable lull in the fighting. Some Grome and Attarn Commanders belived the war would not spread further than the inital strike and battles that followed it. They were wrong.

FANNING THE FLAMES

During a viscous probe of the Grome's defences at Sigma Draconis the Attarn attack force led by the Conqueror class battleship *Inevitable Victory* breached the chain of Grome OSATs and begun to advance on the orbital facilities the Grome were trying to defend. All that stood in their way was a single Trokan class ship and four Morgat frigates. As both sides closed to engagement range a single shot rang out from the Trokan and it impacted on the *Victory*. The atomic blast scrambled the sensors of both fleets for five minutes and the Attarn fell back whilst trying to figure out what had happened. Of the *Victory* there was no sign, the proud warship had been obliterated in the first ever firing of a Grome 'Black' shell in anger. On hearing the loss of the *Victory* the Attarn Admiralty issued an order that the defences at Sigma Draconis had to be breached and the Grome destroyed. Two days later elements of the 1st Attarn Fleet led by the Flagship of the Attarn Navy the Furious Class Battleship *Overlord* slammed



into the Grome defences. The Grome ships and OSATs fought hard but were overwhelmed by the sheer number of Attarn ships. Once the defences had been breached the Attarn called in their Relentless Class Monitors to destroy the base and the few remaining Grome ships. The monitors turned their guns on their targets and opened fire. Every second shell carried a nuclear charge. The Grome base and few remaining ships were evaporated by the nuclear blasts. The Monitors then turned their guns on the surface of Sigma Draconis VI and totally obliterated the Grome facilities established there. Over five thousand Grome civilians and soldiers lost their lives in that bombardment. The reason for the massive Attarn response were simple and is best described by a Human phrase "The gloves are now off". In using a 'Black' shell the Grome had escalated the war by using such powerful weapons. The Attarn simply had simply responded in kind.

The neighbouring Hurr had been watching the war with a hint of glee. If both the Attarn and Grome battered each other to pieces they could then claim Sigma Draconis and its resources and maybe even take a few systems of the Attarn and Grome if they had nothing to resist the Hurr with. The use of nuclear weapons first by the Grome and then by the Attarn made the Hurr sit up and take notice that the attitude of both races had changed. The Grome could now lose the war because with their defences at Draconis obliterated the Attarn could strike at Gromahk with everything they had. Whilst the Grome home world was heavily defended the Hurr doubted it would hold long against a determined Attarn attack. The Hurr came to the decision to help the Grome both militarily and commercially. Whilst the last time the Hurr had intervened in a war led to their world being bombarded by Mass Drivers they knew that the Grome were in a desperate position and the Hurr could demand almost anything off them in return for their aid.

Whilst the Hurr decided on what to do the home world of the Grome was in the midst of an invasion fever. Gromahk made an obvious and tempting target for the Attarn who

had quickly moved to occupy Sigma Draconis. The Grome were filling the skies over their world with OSATs and mines to defend their world when the inevitable invasion came. Civilians were evacuated in large numbers to Leshkrev and Narn space whilst Gromahk was slowly turned into a fortress. For two months the Grome waited whilst the Attarn refurbished their fleet and brought extra ships up for the attack on the Grome home world. Large numbers of troops were loaded onto the fleets Endurance Class supply ships and the Monitor group that had bombarded Sigma Draconis was present in the second wave of the assault fleet. The Attarn planned not to invade Gromahk, just destroy the Grome's ability to make war. They knew the Grome fleet would have to defend their home world and the Attarn could eliminate the majority of the Grome fleet in a single attack. Fully three quarters of the Attarn fleet was present for the attack on Gromahk.

THE FIRE SPREADS

On the 18th of March 2260 the Attarn made their grand assault on the Gromahk system. Three hundred ships jumped in and began moving on the Grome defences. The Hurr had not wasted any time in communicating with the Grome. Whilst the Grome are a proud and haughty race they knew they were in trouble and that the Attarn would eventually breach their defences. The Hurr only wanted complete access to Sigma Draconis once the war ended, and the Grome quickly agreed to the Hurr terms.

Over Gromahk the battle was just starting as the Attarn engaged the Grome fleet and the outer chain of OSATs when the Hurr fleet arrived. The sudden appearance of the Hurr fleet left the Attarns outnumbered 2-1 in ships and 6-1 in fighters. Realising that the Assault on Gromahk would have to wait the Attarn began to withdraw. The Hurr actually jumped in a lot closer than they had intended, and this error proved fatal for the leading ships as the Attarn fleet swung about and headed out system. The Attarn rained broadsides

down on the Hurr ships, which could only reply with their missile racks. Many Hurr ships were destroyed or crippled whilst the Attarn only suffered light damage. The battle was in essence a draw, the Attarn had failed in their mission and now faced the Hurr and Grome but they had inflicted heavy damage on Hurr ships that tried to intercept them. The Grome defenders quickly surged out of their defences in an attempt to engage the Attarn as they withdrew but all this caused was heavy damage to Grome ships as Attarn fighters made repeated strafing runs over them. The Grome and Hurr fleets allowed the Attarn vessels to escape due to poor co-ordination between their forces. Attarn ships also had a technological advantage over both races ships and could fight at longer ranges than either Grome or Hurr.

With their 'unified' fleet the Grome and Hurr tried to force the Attarn out of Sigma Draconis. The Attarn had moved a significant portion of their fleet into the system and were busy setting up defences when the attack came. Although the Hurr and Grome fleet outnumbered the Attarn forces neither side was willing to work with each other. The battle raged for over eight hours as the Attarn repeatedly crossed the head of the 'Allies' formations. Both Grome and Hurr failed to support each other and their ships took heavy damage. Only the Allied fighters fought as a team and heavily outnumbered the Attarn's own fighters. Hurr fighters were able to cause heavy damage with repeated missile strikes on Attarn ships even though they suffered heavy casualties.

At the end of the battle the Attarn claimed victory as the Allies withdrew in disarray but it was a hollow victory. Two of their prized carriers had been destroyed along with two battleships and an assortment of cruisers and destroyers. Whilst the Allies had lost two ships to every Attarn loss they could afford the losses. The Hurr quickly established a star base on the outskirts of the system and continued to pour reinforcements into the area. The Attarn accelerated their mining effort and begun hit and run raids on the Allied fleet now massed on the outskirts of

Sigma Draconis. The Attarn raids caused heavy damage as the Attarn ships sat at long range and fired repeated broadsides into approaching Allied ships. The Attarn made dozens of attacks as the Allied fleet in system built up in strength. The Attarn used every trick they knew. From long-range bombardment, to hit and fade attacks, fighter raids were a common occurrence and this tactic was used by both sides with varying levels of success. The Allies responded as best they could and numerous battles between squadrons broke out. Losses on both sides were heavy, although Allied losses were far higher. By late September 2260 the Attarn position had become unobtainable due to the sheer number of Grome and Hurr ships in the system. The Attarn withdrew from the system after laying massive minefields around the largest Q40 reserves. The Attarn withdrawal did not go without incident as the Allies made repeated attacks on the Attarn as they pulled out. This led to a series of fleet engagements as the Hurr and Grome made massed attacks on the large and well-defended Attarn convoys. One disastrous attack by the Hurr saw an entire Hurr fleet get lured into an asteroid field that had been heavily mined by the Attarn. The activated mines caused heavy damage to the Hurr and forced them out of the asteroids right into a waiting Attarn fleet. Not one Hurr ship or fighter survived the well-planned ambush.

At this point the Attarn were barely keeping up with the losses they had suffered. Cruisers and destroyers were being launched as soon as possible but this led to the ships going into battle without proper trials and fully trained crew. This weakness was noticed by the Allied Commanders who noticed a decided drop in the abilities of the new Attarn ships coming to the front. The Grome fleet was by now fully deployed as was the Hurr fleet but both sides were suffering heavy losses and were only just able to replace the lost ships. The Attarn were confident they could hold against any Allied attack as they still had an intact chain of defences over their worlds and new ships were being launched as quickly as possible, but many in the Attarn Union wanted the War to end, they had accomplished their

goal having secured a massive haul of Q40 and they had weakened their neighbours to prevent hostile action against Attarn space.

The Allies were shocked by the casualty list that came back from the front, the Hurr had lost a large portion of their fleet during the Shadow War and the losses the Attarn were inflicting were reducing the number of ships to a worryingly low level. The Grome were also running out of ships, and were only just able to recover their losses due to the lack of shipyards available.

High Noon

The Attarn withdrew to their own space with a huge haul of Q40 both mined and captured. It was estimated that the stock of Q40 that they now held would last for thirty years, which was more than enough time to find more Q40. The Attarn still had to deal with the Grome and Hurr and they expected an attack on their space soon. The only route further into Attarn space was through the heavily defended Helia system itself the site of a large Attarn colony.

Both sides knew the strategic importance of Helia, once Helia was breached the Allies hoped to quickly move in on the Attarn home world and force them to surrender. Whilst a good plan the sheer volume of defences between Helia and Attar would make that offensive a bloody enterprise. The Attarn were determined not to let the allies advance any further. It was believed that if the Allies lost a large portion of their ships over Helia and the defences held a counter attack could be made with the few remaining reserves the Attarn had. Combined with newly constructed ships it was thought possible to force the Allies back and re-take Sigma Draconis. Both plans relied on what would happen at Helia. The Allies moved a massive portion of their fleet towards Helia whilst the Attarn busied themselves moving ships into the Helia system and increasing the fortifications. When the Allies made their move their fleet was ordered to occupy Helia

and destroy all Attarn forces present in the system.

The Battle for Helia began on the 18th of December 2260 when the massed Allied force jumped into the Helia system. Over two hundred (239 to be exact) Grome and Hurr warships moved towards the waiting Attarn defenders. The Attarn had massed most of their forces in Helia to repulse the attack and although outnumbered with one hundred and eighty ships the Attarn could pull back to a formidable chain of orbital defences centred round a *Redoubtable* class Orbital Fortress and a large chain of *Saviour* OSATs. The battle for Helia lasted two days as the Allies slowly breached the OSAT net and attacked the Attarn fleet. Casualties on both sides were horrific, the Attarn base was crippled and most of the OSATs destroyed. Three *Furious* class ships were lost along with six carriers; only 90 Attarn ships survived the battle. Allied losses were much higher with losses of fighters at 90% and their fleet reduced to 89 ships. Both sides withdrew to lick their wounds when another fleet arrived. The battered remnants of the two fleets were closing to fight one last time when three jump points opened in-between the combatants. Three Sharlin War Cruisers escorted by a large force of League vessels escorted a single White Star bearing President Sheridan of the newly formed Interstellar Alliance. The Attarn and Hurr realised that the War had to stop.

Both side's fleets had been worn down by the constant fighting and neither side if victorious over Helia could actually win, further fighting would only result in more lives and ships being lost. The Grome were furious at what they viewed as bullying by the IA to force them to make peace. It was only the threat of being banned from the IA and the threat of military intervention if the Grome continued to fight that made the Grome accept the obvious. The war was un-winable, neither side was strong enough to defeat the other and a Peace Treaty was the only way to end the fighting.

The diplomatic effort lasted two more days as the two sides agreed on the terms of a peace treaty. Although both sides wanted an end to the war both still wanted stakes in

Sigma Draconis. It was eventually agreed upon that the Grome had been the cause of the War due to their occupation of Sigma Draconis and the hugely overpriced 'deal' they were offering to sell Q40 at left the Attarn with no choice but to secure Sigma Draconis for themselves. All three races would be allowed a stake in Sigma Draconis and would have to pay repatriations to each other. No military vessels other than supply ships were to be permitted in the system and Whitestars would constantly patrol the system to ensure of no build-up by either side.

POST WAR - 2261 ONWARDS

The Attarn and Hurr readily accepted the treaty whilst the Grome only reluctantly signed up. In the present Sigma Draconis is a heavily mined system with small colonies of Grome, Hurr and Attarn existing within the same sector peacefully. Whilst all three argue about trading prices and gate fees there has been no further violence. Immediately after the War the Attarn concentrated on rebuilding their fleet and making trade agreements with other races. Deals with the Gaim, Pak'Ma'Ra and Cascor (who were more interested in exploring the areas of space near the Attarn held systems) led to increasing levels of trade, which help rebuild the Attarn economy and fleet quicker than had been hoped.

Both Narn and Vree promptly signed trade deals with the Attarn and offered them weapons to refit their fleet (at highly inflated prices). Whilst the Attarn were grateful for the trade they turned down the weapons deals (even a generous bulk offer from the Narns) and look set to be using Bil-Pro weapons for the foreseeable future. The Union is even trading with their old foes all be it on a limited scale.

The Attarn have taken part in IA fleet exercises as both aggressors and defenders. In these 'battles' Attarn ships have performed surprisingly well against more advanced vessels. The Attarn are on a good standing with the ISA in terms of diplomacy and trade

and the ISA is actively courting the Attarn with the goal of them becoming a member of the Alliance in the near future. Whilst the Attarn have refused to join the Alliance they may do so in the next five years. Due to the increasing problems with the Centauri and Drakh, the Attarn are keeping an eye on interstellar relations before joining the ISA as this could lead them into another war.

THE ATTARN MILITARY

The Attarn Fleet is a purely professional organisation and a volunteer service; it is also a Male only organisation. The Fleet is split into non-commissioned and commissioned ranks along a naval rank system very similar to that of ancient Earth and its surface fleets. On an Attarn ship the Captains word is law and is instantly obeyed by other Officers. Failing to obey or refusing a Captains order is a capital offence within the fleet and carries the death penalty. Both Officers and crew are trained to an exceptional degree and only a moderate number of those applying for service in the fleet get through training. The Attarn are very proud of their fleet and it is held in the highest esteem. The ground forces although not as popular are still well trained and well equipped and is no worse than the Fleet in terms of training and equipment, but the fleet is more prestigious and gets more of the limelight.

Visits by other races to Attarn ships left many of them with the image that Attarn ships and technology is very primitive, little better than the technology displayed by the Grome and Hurr. This is a false assessment. Apart from their weapons Attarn ships are quite advanced. All their ships feature a simple (but power and maintenance intensive) artificial gravity system. Attarn sensors are roughly equal of the Earth Alliance during the Minbari War. Armour levels on their ships are impressive considering the amount of time the Attarn have been in space. The biggest gap in the Attarn fleet is the lack of an ELINT ship but the Attarn see no need for such an expensive project to develop ELINT when they do not

need one. Attarn ships are more than a match for Grome and Hurr ships and larger ships are capable of challenging more advanced ships of other races within the ISA. In exercises after the Resource War Attarn ships 'destroyed' EA and Narn ships with ease thanks to their broadside firepower.

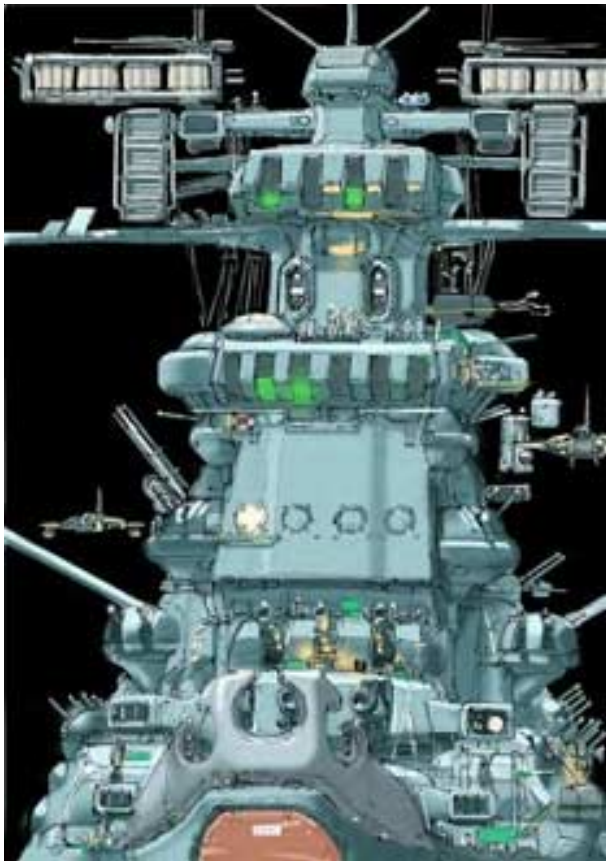
The Attarn prejudice against small ships and fighters stems from their early history. Because of the size of their world the Attarn found that small ships were of little use apart from local trade, and when most of the Attarn's history is a tale of almost constant naval warfare on the massive expanses of their home worlds oceans, small ships were almost made extinct. When the Attarn developed flight it was mostly ignored. Aircraft did not have the range to make them viable strategic weapons with the technology of the time and the Attarn did not put much effort into further aircraft research. It was only with the nuclear bombardment of the Tar'Gor's capital and the loss of the majority of the La'Gor fleet to rudimentary Tar'Gor aircraft was the plane seen as a viable weapon of war and later

exploration. Whilst the Attarn developed larger and better aircraft and these projects eventually put the Attarn into space they still saw no use in the surface fleet. It was felt that a sufficient number of guns to deal with aircraft would be enough to defend ships against air attack. When the Attarn begun constructing spaceships this viewpoint still held sway. It took a series of defeats by the Anuba and their small ships and fighter hordes to convince the Attarn Admiralty that fighters were a viable weapon of war and that a large ship, no matter how well armed was vulnerable to small craft.

ATTARN SHIP DESIGNS

The Attarn ships are unique in know space in both design and appearance. Attarn ships have a long sweeping hull with a narrow bow and broad stern housing the thrusters. Amidships is the ships super structure which houses many vital systems such as the bridge and sensor array as well as much of the crew's accommodation. The Hull is mainly given over to ammunition storage, crew accommodation and the engines. Attarn ships are large and impressive looking vessels with a high degree of structural integrity allowing them to take heavy damage, the Attarn also are quite advanced in Metallurgy and armour and Attarn ships are well armoured although secondary and tertiary weapons are lightly protected.

A design quirk of the Attarns is in the protection of their capital ships. Capital ships side armour is strong by any standard and equal to the Earth Alliance in terms of protection. This lavish level of production does not extend to the centre structure of the ship. Whilst important systems are well armoured (in the case of the Bridge even more so) the inner hull is quite lightly protected. The armour of the bow and stern hull structure is also weaker than that of the sides although the main turrets are very well armoured. The Attarn Destroyers are also rather lightly armoured (in part to keep production costs down) but like their larger brothers their vital components and main guns are well



protected. Attarn frigates are poorly protected mainly because they are viewed as being a non-military ship and more of an armed civilian ship.

ATTARN WEAPONS

The Attarn are the sole remaining users of Bil-Pro Cannons in known space. Every other race abandoned this old technology centuries ago but the Attarn still persevere with it. Bil-Pro Cannons are simple and cheap to produce and the Attarn view themselves as masters of the technology. Attarn Bil-Pro weapons represent the pinnacle of the weapons development. Attarn Bil-Pro cannons are more power efficient than those developed by other races, and the Attarn were able to overcome the Bil-Pro series biggest drawback. Its terrible rate of fire. Thanks to extensive turret automation and the use of automatic loading devices the Attarn were able to radically increase the rate at which a gun or turret can be loaded and made ready to fire. Unfortunately they were unable to overcome the poor fire control inherent with the weapons.

Although the Attarn have had plenty of time to develop other weapons they feel that the cost of re-fitting the fleet with new weapons would be too expensive and leave them vulnerable whilst the fleet underwent the refit. What contact they have had with League races and others such as the Narn and EA has led to some Attarn Officers calling for newer weapons but these calls have been ignored. The only new weapon developed by the Attarn was the Anti Ship Torpedo or A.S.T. These huge missiles are 10 meters long and housed on a massive launch rail. Whilst the hitting power and range of the A.S.T is impressive the weapons are slow to fire and because of their size there is a limit to the number of shots a ship can carry. The Attarn still have to develop an ammo locker capable of holding more than 5 missiles. The Attarn also developed a lighter version of the A.S.T to be mounted on attack craft. The L.A.S.T is a very large missile and capable of causing a decent amount of damage. The Attarn also

developed a single shot rocket pod for their fighters in an attempt to allow them to damage hostile ships. They succeeded in their goal but the rocket pod has a limited number of shots and its terribly short range exposes Attarn fighters and bombers to too much defensive fire.

BATTLESHIPS

Furious Class Battleship

Base Hull (Restricted Deployment 10% - Only 6 Exist)

These massive ships are the largest ships in Attarn service and is one of the largest vessels produced by a younger race. Although only 6 were built all saw extensive use as fleet flagships and 'diplomatic' vessels. Each Furious is more than capable of taking on ships more advanced than themselves and have a very powerful Bil-Pro armament. These ships were prime targets during the Resource War but were able to defeat any Grome or Hurr ship they encountered. Still for all their power three of this class was lost during the War, Allied ships swarmed each one although they caused terrible damage before being destroyed.

Conqueror Class Battleship

Base Hull (Limited Availability 33%)

Once the most powerful ships in Attarn service the Conqueror displaced the Titan Class as the most powerful ships in Attarn service. A large and powerful Conqueror's are usually seen leading task forces and attacks. Their Bil-Pro armament is primitive by other races standards but these ships should not be underestimated. They are both tough and well armed, and outgunned their nearest Grome and Hurr equivalent. Only a Groth class Gunship could hope to take on a Conqueror and win without support.

CRUISERS

Victorious Class Armoured Cruiser

Warrior Variant (Uncommon)

An up-gunned Warrior class vessel the Victorious often acts as the command ship for Cruiser squadrons. Better armed than the Warrior Class the Victorious Class is too expensive to produce to replace the Warrior Class as the standard Cruiser of the Attarn Fleet. During the resource war ships of this class were grouped together in dedicated squadrons. The armament of these ships as well as their rather confusing class name led the Grome and Hurr to label these ships as Battle cruisers. This classes biggest drawback like the Warrior class is its poor anti-fighter armament, a fault the Grome and Hurr were able to exploit.

Warrior Class Heavy Cruiser

Base Hull (Unlimited Deployment)

The ship of the line for the Attarn fleet, the Warrior Class is as ubiquitous in Attarn service as the Omega is in EA service. Well armed and respectably protected the Warrior class was more than capable of taking on Hurr and Grome ships even when outnumbered. Far superior in terms of firepower compared to Grome and Hurr warships the Warrior class was a feared target for Allied captains although the Warrior Class is vulnerable to fighter attacks and Hurr fighters were able to destroy Warriors with massed missile strikes on many occasions.

Vanguard Class Light Cruiser

Base Hull (Unlimited Deployment)

The Vanguard is the latest in the long line of Attarn light cruisers. Faster and slightly more manoeuvrable than the rather lumbering Warrior class the Vanguard is used as distant escorts for convoys as well as Destroyer

squadron leaders. During the Resource War it wasn't common for a single Vanguard to lead a group of four to six destroyers on an attack. Vanguards were also used as Convoy Raiders as their armament allowed them to easily defeat the smaller ships usually assigned to escort a convoy.

HEAVY COMBAT VESSELS

Glory Class Destroyer *Base Hull (Unlimited Deployment)*

The most common ship in the Attarn fleet, the Glory is used in every role imaginable and its adaptable hull is used for two other Destroyer sized ships. Whilst under gunned compared to other races HCVs the Glory is more than capable of fighting comparable Hurr and Grome ships. During the War Grome and Hurr ships were repeatedly flanked by Glory Class ships and suffered heavy damage from their repeated broadsides.

Defiance Class Destroyer Escort

Base Hull (Unlimited Deployment)

Even with the introduction of Carriers into Attarn service the need for an escort vessel was quickly realised. The Glory Class hull was quickly altered to produce the Defiance Class Destroyer Escort. The Defiance trades much of its anti-shipping punch for a sizeable number of Chatter Cannons. Whilst outmoded and considered obsolete by every other race the Chatter Cannons on Defiance are still a threat due to their rate of fire and the sheer volume of fire that Defiance can produce. Ships of this class were often seen providing close escorts for bigger Attarn cruisers and battleships, as these ships tend to lack anti fighter weapons.

CARRIERS

Courageous Class

Base Hull (Restricted Deployment 10%)

The massive Courageous Class is even larger than the huge Furious Class. The Courageous can carry an impressive 60 attack craft. Defenceless against other warships, but heavily defended against hostile fighters the Courageous class is totally dependant on escorting warships for protection against other vessels. The class also acts as mobile bases for their fighters and can carry an impressive tonnage of supplies for other Attarn ships. The class usually carries 6 flights of Buccaneer fighters and 4 flights of Corsair torpedo bombers although this can vary from ship to ship as well as the mission the carrier is on. A odd looking design for a space ship the fighters launch out of the ships bow from three flight decks (giving the class a high launch and recovery rate) the

rest of the ships hull is given over to storage space for ammunition, fuel and parts for its fighters. In addition to a large crew compliment and a dedicated workshop on board for the repair of fighter. Courageous class carriers can also act as supply ships for their escorts, although they are not as good as an Endurance class Depot ship in this role. This class performed vital missions during the Resource War and were priority targets for Grome and Hurr ships, after the war only four ships survived and one was so badly damaged that it had to be scuttled.

Indomitable Class

Escort Carrier

Glory Variant (Uncommon)

The final variant of the Glory Class destroyer this HCV sized carrier is an odd looking ship. Totally devoid of anti-ship armament the Indomitable is only armed for defence against fighters. The rest of the ship is given over to a hanger capable of holding 12



fighters or bombers. Although an unpopular ship to serve on due to their lack of weapons the Indomitable class was built out of necessity. The Attarn could not deploy a fleet carrier with every formation, but this would leave forces vulnerable to fighters. To give smaller squadrons some fighter cover the Indomitable class was launched.

FIGHTERS & SHUTTLES

Buccaneer Class Fighter

Base Hull (Unlimited Deployment)

The Buccaneer is a capable design and its used almost entirely as an interceptor. Whilst the Attarn didn't see the need for small fighters or carriers until it became obvious that such vessels and craft were necessary this didn't stop them from designing a good fighter with the knowledge they had. The Buccaneer started life as a Delta V fighter captured off Raiders, the Attarn enlarged the chassis, and increased armour and thrust levels. Now classed as a medium fighter the Buccaneer is armed with four 30mm cannons. A strike version of the Buccaneer reduces its gun armament to two 30mm cannons but allows it to carry two rocket pods.

Corsair Class Torpedo Bomber

Base Hull (Unlimited Deployment)

The bigger brother of the Buccaneer the Corsair is designed to attack ships with its pair of Light Anti Ship Torpedoes (L.A.S.Ts). Barely falling into the Heavy fighter class the Corsair is well armed for self-defence with two forward firing 30mm cannon and two rear firing 30mm guns. Extra armour helps make Corsairs last long enough to deliver their torpedoes. Unfortunately the Corsair is a slow and cumbersome fighter and is easy meat for hostile fighters who break through their escort.

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To follow at a later date will be a mini Showdowns book featuring Attarn frigates, early warships, supply ships, Skand vessels and the Anuba.

