

SKYMARSHAL 10

The Armageddon War

Chapter 1

"Only the dead have seen an end to War". Plato

It was only 0630 in the morning and I was already ticked off. I hadn't even finished my first cup of coffee and things were going to hell in a hand basket (if you cannot tell, I am not a morning person). I took a sip from a personalized mug that said, "Piss me off, pay the consequences." I looked up from my half-finished cup and glared at my flag lieutenant in irritation.

Lieutenant Lefler was a typical Corporate Worlder who had been raised to his current level of incompetence in the Pan-Sentient Union Navy like more than half of the officers in the fleet; for political reasons. He sat in front of me, tall and pencil-thin, with his hands repeatedly smoothing his collar, his tie clip, tie, and buttons, and then placing his hands in his lap.....for about three seconds. He then began his hand-dance again. I figured I could watch him just a few more times before I bit his head off.

Lefler's hands were making their dance for the fourth time. Four was my limit. I wanted to go over there and grab his hands and say, "Stop that!" but I guess that would be sorta rude, so I just said:

"Lieutenant, why are you so twitchy this morning?"

He looked at me, startled. "Excuse me, sir?"

I motioned to his hands making their endless circuit. He blushed and promptly laid them in his lap; self-control at its best. From the moment I met him, about 4 months ago, I never liked Lefler. I wanted to go back in time to be his school guidance counselor in high school and tell his parents, "Your son is vicious, mean-spirited, dishonest, and likes to spread rumors. I suggest a career in journalism."

"So, what do you need?" I was grumpy because I hadn't had my second cup of coffee yet. My staff *knows* to make sure I have my second cup before we begin the day.

"It's Commodore Herrera, sir. She needs to speak to you, right away."

I sighed and stood, following him out of my cabin and onto the bridge with my coffee cup in hand. As I passed the doorway I stopped for a moment and Lefler looked back, making a slight impatient gesture to hurry up. I've killed people for less.

I briefly looked around the bridge of my ship, noting the female Marine guard at the sole entrance. She was wearing a holstered .38 and two holstered 36 Ds. In a hallway once, I had asked her out.

"What is your current status?"

"Excuse me, sir?"

"Engaged, divorced, separated, involved?"

"I have no boyfriend, no children, eleven admirers, five are married, three are control freaks, two possibilities, and one idiot."

I wisely left it alone.

A couple of hulking Beta drones standing next to her were under her direct control. Two previous wars with alien races that enjoyed boarding our warships made the Navy decide to arm all security Marines with side-arms, and having a huge, invulnerable, unkillable fanatical robot on your side, obeying your every command (like the Betas') really helped morale. Laser pistols had at one time been issued to Marines after the Theban War but proved impractical when several incidents of light-speed weapons going off and piercing the hull had occurred. Now all such weapons, including explosives, were located in the ships armory where they could do no serious damage but the 38s couldn't damage battle armor and were thus safe for shipboard use.

I looked over the remainder of the bridge and saw mostly Alpha drones, who took the place of various off-duty personnel. They were made up of trillions of nanobots and looked like they were always in motion. They were a direct representation of the ships AI computer and formed critical parts of the ships staff. I glanced at the other humans manning the bridge:

Commander Alex Norris, Lieutenant Ian McLain, Commander Renaldo DeGeorgio, and Lieutenant Mark Jackson. WASP. WASP. Wop. WASP. (I am from New Detroit, a Corporate World planet known for its slums, so I see things a lot differently than most people).

Commander Norris is a big man, about my age (which is to say mid-forties), wavy blonde hair, ruddy skin, and blue eyes. Women seem to find him good-looking, which works for Commander Norris, who is single and hetero. He's my weapons officer.

Lieutenant McLain is my sensor officer and close to my age as well, tanned, curly salt-and-pepper hair, blue-gray eyes, and very good at his job. I believe he is from Galloway's World.

Commander Renaldo DeGeorgio is the wop, a smart and tough looking young man from Roma V. He is always showing me various new Italian recipes in my private mess every week. I enjoy his cooking immensely but don't tell the regular mess crew, they'd be all butt-hurt. He's got short-brown hair and brown eyes, Mr. Can-Do, ex-jock type, fit and trim, ready to organize anything. He's my senior engineer.

Finally, Lieutenant Jackson is your typical navy guy, competent, in-shape, aggressive, and smart too boot. He is from Alpha Centauri and my communications officer.

I'd worked with my bridge staff for months now and we were a well-oiled unit. My executive officer, Mike Duda, was probably in the CIC at the moment so I crossed the bridge and sat in my command chair, keying the red flashing communication button. A recorded message flashed into my mind via my computer interface headband. It was Yelen.

The Commodore was a heavyworlder (think all muscles) from Minos; she was all blonde hair and blue eyes with a half-smoked cigar in the corner of her mouth and appearing well under her age of 50. Her homeworld was a typical Corporate World that genetically engineered its "citizens" and I knew she would be retiring soon on one of the newly discovered planets in this chain, possibly New Beijing (the regional capital). She'd mentioned it in our weekly poker games. She was always welcome in my quarters for a friendly game as long as she brought a few of her (slightly illegal) New Cubana cigars with her.

"I need some back-up, Yevgeny." She looked worried in the camera. "Get here as soon as you can. Yelen out."

I thought for a moment and decided. Keying the comm., I spoke to the rest of the ships in my fleet: "This is Admiral Yevgeny Knox, we are headed to the Red Rocks System, survey group is in Code Red alert."

My primary mission out here was to back up Survey Fleet. In the last several hundred years, human survey ships had stumbled upon several alien cultures who had immediately attacked. The units of Battle Fleet under my command were here to assist and defend Yelen's ships in such an event. My warships consisted of three ultra-deadly superdreadnoughts (including my own *Wyoming*), six escorting battlecruisers, and six *Shokaku*-class light carriers armed with dozens of small fighter attack craft. I had enough antimatter arming my ships and carriers to blow away several planets and felt they could handle just about anything.

I began transmitting my commands to the rest of the fleet and as they began to move out to the warp point to back up Commodore Herrera, I alerted the ship to Battle Condition One. Overhead I saw the date, it read December 5th, 2463.

Commodore Yelen Herrera scowled at the viewscreen, the bitter taste from her half-smoked cigar still in her mouth even though she had thrown it away hours ago. Staring suspiciously at the alien warship on the screen, she thought to herself for the first time that she might never make it past the biblically promised age of sixscore years.

Oh everything had gone routinely with the survey plans until they had entered the Red Rocks System a few days ago. Hell the whole damn star system had been waiting here, uninhabited (or so Survey Command had thought), for millennia until humans popped their head through the warp point to look around. In fact, since the initial discovery of this warp point chain and its extremely slow course of surveying, the whole area was only lightly populated. However, it turned out that this chain of systems (which connected to the Dead Worlds of the bugs) was dangerously close to humanity's homeworld Terra, and so surveying the 18 or so star systems in the chain had taken nearly 20 years. Every time a new system was found in the chain, massive defenses and fleets of warships were rushed into the area and Survey Command refused to inch forward into a newer system down chain, holding the current system for a couple of years until it was sure no closed warp points were hiding and no aliens would appear. Then, and only then, was further surveying allowed.

Unfortunately for humanity, Yelen thought darkly, they should have stopped exploring down this series of warp points a year ago. When it was first discovered and initially surveyed with autonomous probes, Red Rocks had looked like any other star system: a red dwarf star with five planets and a red-ringed asteroid belt, which had given it its' name. However, when her small fleet of survey ships finally arrived in the system, it looked nothing like what the probes had reported and she should have aborted the whole operation right then and there and skedaddled. But curiosity had always killed the cat and Red Rocks had turned decidedly curious.

When her force arrived, the entire star system had no solid planets left. In fact, there was nothing but a few dozen rogue moons, all of which were badly battered by a shell of rapidly expanding asteroid belts. The reason Yelen had stayed was that she had to find out what could have possibly destroyed all five planets within the past year. Was it a naturally occurring event like a rogue black hole moving through the system at extraordinary speeds or....?

I guess I now have my answer, Yelen thought gloomily.

Her survey ships had only begun two days of initial surveys when an alien warship had decloaked and parked just a few thousand kilometers away from her ship and had done some unusual things. She had, of course, ordered the rest of the fleet to retreat back to Nouveau Dijon under the care of Admiral Knox's military fleet but a few of her ships hadn't answered and her own ship had undergone what her XO said was some sort of scan by the unknown vessel when it was first detected a mere 10 light seconds away. A scan which left the crew badly disorientated, nauseous, and with one hell of a headache...herself included. The pain still hadn't receded, even hours later.

What had surprised everyone on her ship was that the aliens had tried communication for a few minutes and nearly two-dozen aliens were seen occupying the alien vessels bridge. From a human perspective, no alien race ever encountered had such a crew make-up, except for the Crucian Alliance. The Crucians were a similar group of somewhat friendly aliens located near the Dead Worlds who had been informally allied with humanity against the Bugs during the Fourth Interstellar War. After the intrusive scan and seeing the alien ship's bridge crew, she had hit the panic button and called for Knox's reinforcements. Also, these aliens might have had something to do with the destruction of this star system and to her that was a terrifying thought.

She was glad it was Knox covering her butt, for he was an experienced admiral, well known (within the Fleet), who had fought in the Second Bug War, and had recently finished aggressive patrols of the Rao Worlds. The ant-like Rao were a newly discovered race who only lately had begun to recover from attacks by unknown forces outside their space about a year ago. Their planets lay near the Rim Federation but Knox had hot-footed it over to the New Beijing Chain to cover her survey force by the order of Skymarshel Devore a month ago.....with task force in tow.

For four hundred years humanity had been trying to populate the galaxy, advancing, pushing outward, as if man's sole purpose was to dominate it all, the entire universe, first the Milky Way and then the numberless galaxies which stretched outward into the unknown. For 400 years the mad mass of humanity had reached outward to the stars and had run into a few alien races, some friendly and some not, but nothing had truly hindered humanity's push into the stars but now, facing a force that could possibly blow entire planets away, Yelen thought morosely that humanity should try and stay at home more often.

More coming....

WEAPONS OF THE ARMAGEDDON WAR

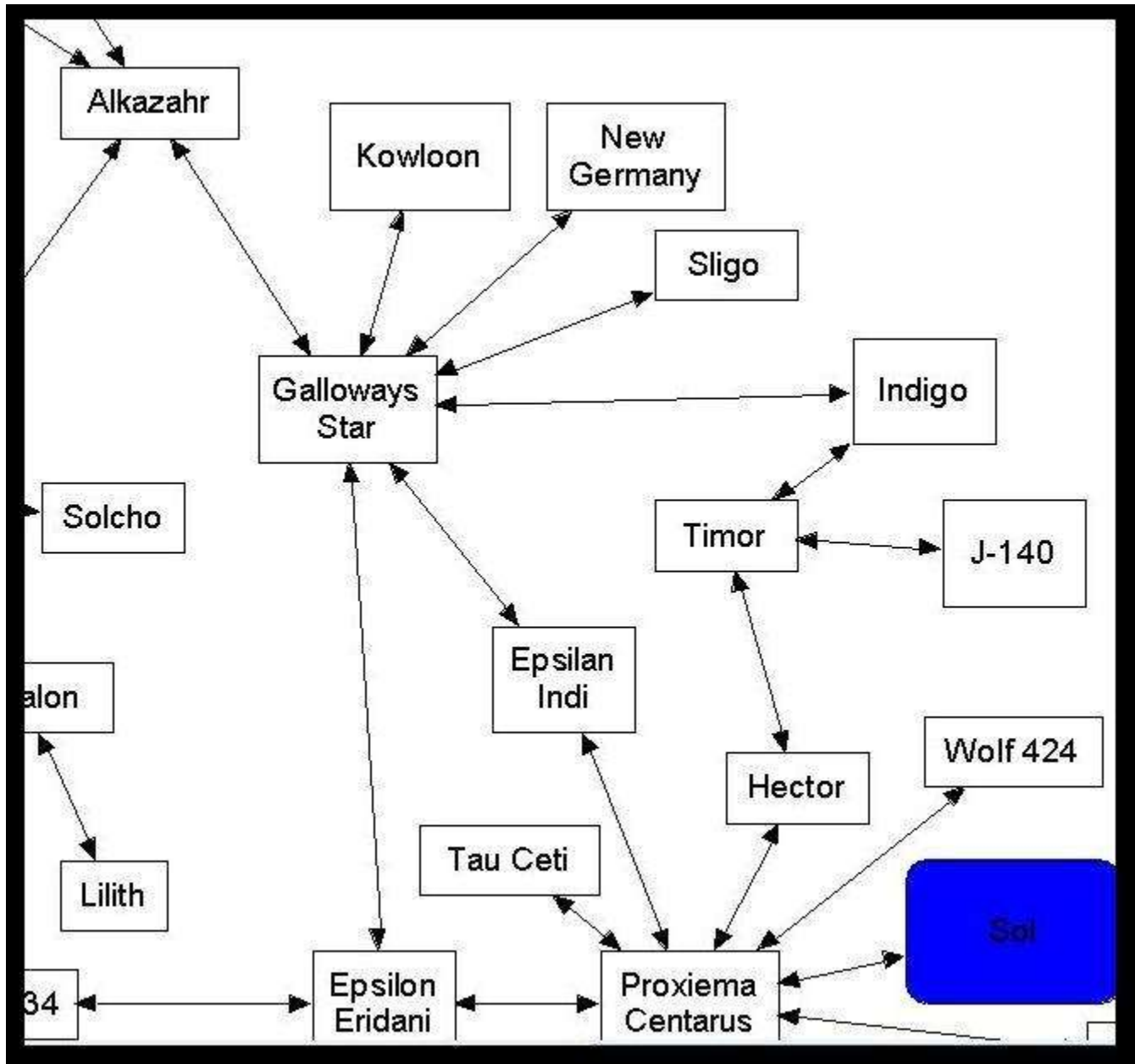
TL	TYPE	CODE	COST	HS	TL
11	Capital Bombardment Missile	CBM	.5	---	11
13	Bombardment Missile Launcher, Light	Rh1	200	6	13
13	Bombardment Missile, Light	LBM	1	10 csp	13
14	Bombardment Missile, Launcher, Medium	Rh2	350	10	14
14	Bombardment Missile, Medium	MBM	2	15 csp	14
14	Extended Range Bombardment Missile	ERBM	1	---	14
15	Advanced Missile Penetration Aid Two	AMP2	Missile	x2	15
15	Capital Advanced Tractor Beam	Tca	60	2	15
15	Capital Forcebeam Spinal Mount, 3rd Gen.	Fc3-SpM	360	18	15
15	Capital Spinal Energy Beam, 3rd Gen.	Ec3-SpM	540	18	15
15	Capital Variable Focus Beam	Fvc	200	6	15
15	Capital Variable Energy Beam	Ecv	250	6	15
15	Engine Tuner Four	(It4)	120/HS	Varies	15
15	Falcon Anti-fighter Missile	AFM4	4	-	15
15	Fifth Generation Carrier Pod	SBMHAWK5	60	80 csp	15
15	Fourth Generation Enhanced Drive Missile	EDM4	6	-	15

15	Ghostmaker ECM	?g#	150 + #*50	3	15
15	Heavy Bombardment Missile Launcher	Rh3	500	15	15
15	Heavy Bombardment Missile, 1st Generation	HBM1	varies	10 csp	15
15	Hetlaser, 3rd Gen.	HET3	140	4	15
15	Joint Space Fighter	JSF	80	-	15
15	Molecular-Bonded Armor	Ac3	12	1/9	15
15	Molecular-Bonded Bulkhead	Bc3	12	1/9	15
15	Phased Shields	S3	16	1/8	15
15	Planetary Defense Shields	PDS	3,000	100	15
15	Plasma Energy Core	(Pec1)	150	3	15
15	Second Generation Engine Governor	(Ig2)	250	3	15
15	Second Generation Shaped Charge Warhead	SCW2	Missile x2	.25	15
15	Shield Regenerator, 1st Gen.	(\$R1)	125	1	15
15	Third Generation Anti-Laser Armor	Al3	15	1/5	15
15	Third Generation Anti-mine Ballistic Missile	AMBAM3	50	-	15
15	Third Generation Close Assault Missile	CAM3	1.5	-	15
15	Third Generation Hetlaser	HET3	140	4	15
15	Third Generation Overload Dampener	O3	120	1	15
15	Third Generation Spinal Force Beam	Fs3	150	10	15
16	Adaptation Module	(Mad)	150	1	16
16	Anti-Matter Beam, Capital Converging	Cbc	300	9	16
16	Gun/Missile Launcher, Advanced 3rd Gen.	Wa3	160	3	16
16	Spinal Mount Hetlaser, 3rd Gen.	HET3-SpM	504	12	16
16	LHAWK, Second Generation	LHAWK2	80	200 csp	16
16	Nano-Fabrication Units	(Nfb)	150	1	16
16	Phased Communication Array	(Pha)	250	3	16
16	Capital Primary Beam, 3rd Generation	Pc3	300	6	16
16	Regeneration Module	(Mrg)	150	3	16
16	Uninhabited Combat Aerospace Vehicle	UCAV	110	150 csp	16
16	Anti-mine Ballistic Missile Carrier Pod Two	AMBAMP2	50	50 csp	16
16	Laser Torpedo, 4th Gen.	LT4	Missile x16	-	16
16	Box Launcher, Second Gen.	Wbi	100	2	16
16	Fighter Missile, 5th Gen	fM5	3	-	16
16	Capital Primary Beam, 3rd Gen.	Pc3	300	6	16
16	Gunboat, 3rd Gen.	GB3	150	-	16
16	Plasma Gun, 3rd Gen.	Pg3	100	2	
17	Alpha-Synth Technology	---	---	---	17
17	Armorplast, Advanced	Ab2	7	1/4	17
17	Antimatter Generator, 2nd Gen.	(AMG2)	200	3	17
17	Black Hole Point Defense	Dh1	300	3	17
17	Drone Fighters, 1st Gen.	FR1	35	80 csp	17
17	Drone Bay	(DBay)	varies	2	17
17	Fold Space Power Transmitter	(FST)	800	10	17
17	Gigaton Warheads	-GT	varies	varies	17
17	Protomatter Warheads	-o	x200	10 csp	17
17	Plasma Energy Core, Advanced	(Pec2)	300	3	17
17	Planetbuster Warhead	(PB)	2,000	200 csp	17
17	Pod Bay	(PBay)	35	15	17
17	Targeting Pod	(TGP)	---	---	17

18	Anti-Technic Field	(ATF)	300	8	18
18	Anti-Drive Battlepod	(ADP)	350	30 csp	18
18	Advanced Strategic Bombardment Missiles	(ASBM)	700	30 csp	18
18	Black Globe Generator	(BGG)	500	15	18
18	Fighter Mechanical Link	Vm	10	1/2	18
18	Gun/Missile Launcher, 4th Generation	Wa4	220	3	18
18	Hetlaser, 4th Generation	HET4	180	4	18
18	Micro-Tractor Beam	Ta	30	1/2	18
18	Neutronium Cannon	Nu	40	2	18
18	Neutronium Warhead	-nw	+15	100 csp	18
18	Phase Cannon	Pho	65	3	18
18	Phased Beam Weapon	Pbe	160	6	18
18	Phase Shield Attractor	-ps	85	80 csp	18
18	Small Craft Bay	(BbC)	varies	varies	18
18	Second Gen. Shield Regeneration	(\$R2)	350	2	18
18	Stealth Field	(StF)	100% eng	8	18
18	Tractor Weapon, Advanced	Trw	65	3	18
18	Variable Focus Beam, 2nd Gen.	Fvc2	450	6	18
18	Void Shields	Sv*	180/level	10	18
19	Automated Attack Bits	-AAB	varies	varies	19
19	Armorplast, Improved	Ab3	9	5/10	19
19	Anti-Drive Cannon	(AdC)	65	3	19
19	Battlescreens, Improved	Sc2	200	5	19
19	Battleriders	brr	200	20 bbp	19
19	Command Center, Advanced	C41	200	5	19
19	Damage Control Network	(DCN)	150	2	19
19	Drone Fighter, 2nd Gen.	FR2	45	100 csp	19
19	Quark Cannon	Qk	70	2	19
19	Quantum Armor, 1st Gen.	Aq1	14	1/10	19
19	Proton Torpedoes	Pt	10	50 csp	19
20	Converging Antimatter Wave	Cbw	900	10	20
20	Heavy Battle Pod	HBP	---	---	20
20	Dis Warhead	-dis	x20	5 csp	20
20	Globular Shield	GS*	250*	8	20
20	Hetlaser Cone	HET5	250	8	20
20	Hypermass Generator	(HMG)	800	15	20
20	Hyper Engines	Ihi	180	5/100	20
20	Hyper-L Missile Launcher	(HML)	500	15	20
20	Hyper Missiles	(HM)	20	30 csp	20
20	Multiphasic Sensors	Xz	350	10	20
20	Nova Bomb	(NvB)	1,000	100 csp	20
20	Phase Torpedoes	PTorp	3,000	150 csp	20
20	Quantum Armor, 2nd Gen.	Aq2	18	1/12	20
20	Torpedo Bay	(TBay)	100	2	20
20	White Globe Generator	(WGG)	500	15	20

GALLOWAY'S WORLD REGION

The Galloway's World warp cluster was discovered in 2059 in the Lorelei Sector and was a primary colonization zone for the early Terran Federation. In fact the planet Galloway's World was so Earth-like that it received more colonists in a short amount of time and was the second largest populated planet (after Terra) for almost 100 years. Below are a listing of the planets attached to the GW warp point nexus (seven star systems).



Alkazahr: In 2070, the warp point from Galloway's World to Alkazahr was discovered and the lottery system for colonization was set up, with the winning nation of Qatar chosen. Millions from nearby nations paid a "fee" to become citizens of that sand-blown state, allowing those millions to emigrate to the Alkazahr System. Today the population stands at 890 million people and the planet is known for its remarkable Arabic architecture and "sabre melons". Alkazahr suffered heavy damage this year when a rogue asteroid (called "the Screamer") impacted on the planet, killing millions.

Alpha Centauri: Colonized in 2047, the system had two habitable planets and a moon in orbit around a distant gas giant that was discovered to have life: the pre-industrial Oh'a'o'o'o race. After becoming heavily populated it became a jumping off point for colonization into new sectors of the Fringe (and later, the Frontier). The Terran Federation Navy in Alpha Centauri destroyed a stunning attack by the Bugs during the Fourth Interstellar War but later the entire system was badly damaged when the Hre'Daak broke through all the defenses in the system to attack Terra. It remains one of the more heavily populated systems known and is a Heart World stronghold.

Epsilon Eridani: Discovered in 2169, this star system was the location of two habitable planets, one with a pre-industrial civilization (the Mikilaks). The larger and more fertile outer planet was colonized by lottery by citizens from the nation of Italy on Terra. This planet's history and culture has been a beacon throughout the Terran Federations history and it's known for its high-quality wines. Local human population is 2 billion people, with the Mikilak Homeworld being interdicted by the PSU Navy.

MIKILAKS



Epsilon Indi: This system was the first to be discovered after Galloway's World was first colonized. The system contains two worlds, one of which has an industrial population (the Jaro). The fourth planet required modest terraforming before British colonists were allowed to land. This system of colonization was protested, however, and a random lottery-style system of colonization was created in its wake. Total human population is 2.5 billion people, most with the strong British accent that is missing today on the British Isles of Terra.

Galloway's World: First colonized in 2059, this Corporate World was initially settled by citizens from France from Terra and since the planet was Earth-like and was close to humanity's homeworld the planet became heavily populated very quickly. For 200 years after it was colonized Galloway's World was the premier military and civilian shipyards for the growing Terran Federation, until the start of the Terran Civil War. During that conflict the planet was attacked by the rebels using nuclear weapons, decimating the famous shipyard complexes on the planet and causing over 20 million deaths. During the TCW the yards were rebuilt, but scattered across the planet and inside three industrial asteroids that were towed into orbit after the initial strike against the planet. Recovery took years but in the end Galloway's World emerged a far stronger planet by enduring its suffering in quite nobility. Now, twenty four orbital bases guard the planet and warp point entrances to the system. The parent star is a main-sequence G4.

Indigo: Discovered in 2070, this system was won by lottery for the Indian people on Terra, a massively over-populated section of the planet. Large-scale colonization has lead this system to become heavily industrialized and populated: with a total population of 8 billion people. Indigo is a strong Corporate World leader in the PSU Parliament. Six industrial asteroids orbit the planet and it is also known for its purple oceans.

Kowloon: Discovered in 2071, this system was won by lottery for the Chinese people on Terra. At the time, no nation on that world had a larger population and Kowloon became a leading Corporate World, with a population of 7 billion people. Inhabitants of Kowloon have also colonized numerous moons and small planets throughout the star system. It is known for heavy machine industrial parts and atmosphere processor construction.

New Germany: Discovered in 2070, this warp point yielded a star system with two habitable worlds and colonization lottery was won by the German Federation on Terra. Heavy colonization, and the virtual abandonment of old Germany by the Germans, made the new star system a heavy Corporate World ally. New Germany has extensive civilian shipyards across the system and is known for its industrious inhabitants.

Sligo: When discovered during the Galloway's World Survey of 2070, this star system was allocated to the Polish people of Terra by lottery. Nearly the entire population of old Poland moved to the new system, most likely to avoid repeats of the past: being repeatedly squashed between Russia and Germany in continental Europe. Later second-wave colonization to Czcwyck, the Danzig System, and New Poland established a larger Polish presence across the Terran Federation, ensuring the survival of the Polish people and their way of life. Sligo is popularly known for its aggressive party politics and partying in general.

PROFILES IN COURAGE: JAVIER MEDINA

Born in 2420 AD on the planet Chatapoultec, Commodore Javier Medina was a well known and popular officer within the Pan-Sentient Union Navy throughout his career in the armed forces. He was married to a successful mayor (and later governor) in 2444 before he entered officers training on 2445 in the Malagasy System. Medina came from a long line of naval heroes including one ancestor who was onboard the *UNS Hermes* when it blundered through Sol's one warp point on its way from Europa Station to Neptune.

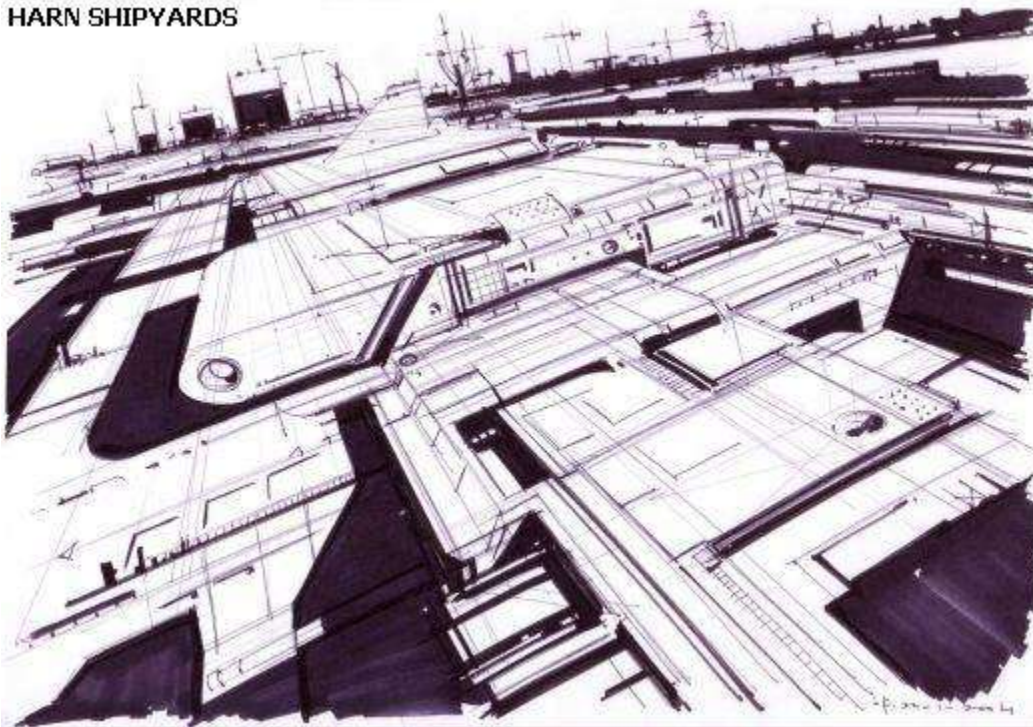
Medina's first commands were smaller warships; destroyer and cruiser classes and his exceptional tactical and bureaucratic abilities enabled him to easily leapfrog his classmates, achieving battleship command (the *Pit Viper*) in 2449. He had eight children during this timeframe with his wife (Malini Hawa), including two sets of twins. The oldest pair are serving in the PSU Navy, with one (Michael) already serving as a Captain (onboard the newest battlecruiser *Vigilant*) and the other serving as XO onboard the fleet flagship *PSNS Legacy* (a supermonitor).

During the **Second Bug War**, Captain Medina was ordered to Buck Rock to cover the evacuation of prisoners located on that desolate rock. The transports were still docked with the asteroid prison when Medina saw a small fleet of Bug gunboats making a run at the ships under his protection. Like any good and able warrior, Medina placed his battleship between the helpless transports and the Bugs, taking the brunt of the damage and being critically wounded himself. With more than half his ship gutted by ramming attacks, Medina ordered all guns to continue firing before he slipped into unconsciousness. He later spent 16 weeks on Greater Vand recovering, surrounded by his popular governor-wife Malini Dawa and other loved ones.

Javier Medina received his Commodoreship in 2461 and began working the new PSU heavy combat carrier class (CVH). Initial designs had taken place before the Terran Civil War at the Harn Shipyards but that facility was handed over to the Terran Republic after the war because it lay within Fringe space and was technically a Fringe world. Negotiations between Commodore Medina and the Republic Navy went well, freeing up the data and work on the new CVHs commenced at 2462. The first three ships in the *Ranger*-class CVHs were the *Nimitz*, the *Freedom*, and the *Kitty Hawk*. During their long construction phase, Commodore Medina was handed additional tasks, including an effort to reconstitute the decimated fighter squadrons of the Terran half of the PSU. When the Fringe Worlds broke away during the Terran Civil War, they took a large portion of fighter jocks with them and the PSU was never able to find enough close-in death-dealing fighter pilots to fill the empty slots. The only realistic way for Medina to work around the problem, after several months of effort, was

to create a whole new class of remote-piloted and automated fighters. These new small craft (called UCAV) were half the size of traditional fighters since they needed no room for a pilot and his life support, so new launching systems were installed on the Ranger-class to accommodate them, doubling the striking power of the *Rangers*.

HARN SHIPYARDS



When the CVHs became available, Commodore Medina took them for a shake-down cruise along the Frontier region but then the emergency call came to head to Red Rocks, where Medina and thousands of others under his command met their fate. During the Battle of Red Rocks, all of Commodore Medina's fighters were expended in the first 10 minutes of fighting but brutal long-ranged missile assaults by Hre'Daak forces utterly annihilated his vessels, even though they were retreating at the time. Medina saw the final salvos of missiles coming and was able to get off nearly 40% of his crew in escape pods before his ship (the *Kitty Hawk*) was destroyed. Survivors among the *Nimitz* and the *Freedom* CVHs were lower. In the end, Commodore Javier Medina will be remembered as a hero within the Pan-Sentient Union Navy for his continuing efforts at improving the Navy as a whole and the security of all humanity.

CRUCIAN RACES (part 1)

THE TYGOKOR

The Tygokor are a hyper-aggressive cat-like race that were discovered by the Crucian Union about 70 years before the Armageddon War (2381 AD) and have been under the thumb of the Crucians ever since. Because of their very aggressive nature, the Tygokor have been in every single battle (small or large) that the Union has engaged in since then. The most famous of these wars was the Crucian Unions' occupation of the Shriekers home system (a bird-like race that were incredibly war-like). Their star system was a habitable gas torus that the Shriekers had adapted themselves to over millennia. The war that followed between the Crucians (and mainly the Tygokor) and the Shriekers is generally called by human historians as "The Cat and Bird War" and was a unique demonstration on the destructive and blood-lust nature of both races. For over 2 years heavy fighting

took place across the system using small aero craft, assault shuttles, fighters, and sleds. The war took millions of lives before armed Zarkolyan peacekeepers were called in to stop the fighting. In the end, the Tygokor have proved themselves over and over again in combat and are generally thought of as the Crucian Unions' strongest and most combative of all the Union races. They are, in fact, *thee* elite Marines and combat specialists in the Union armed forces.



HISTORY

The cat-like Tygokor were found in a small dead-end pocket of the Crucian Union, their homeworld dying from overproduction and massive waste of their natural resources. Initial diplomatic meetings between the Tygokor and the Crucians went well because the Tygokor knew they were a dying race and were absolutely desperate for help. Seeing them as an ally, the Crucians granted them colonization outside of their homeworld and they (the Tygokor) proved enormously helpful during the Second Bug War (2450-2454), where they reveled in the hand-to-hand fighting that often took place during that conflict. In fact, the pacifistic Reformers contracted ten divisions of Tygokor to help them fight the ever-expanding Bugs. Their involvement in the fighting helped stop the Bug advance at Jennings, Solace, and New Jerusalem. A grateful Crucian Union integrated the Tygokor into their empire after the war and they went on to help the Crucians in many ways afterwards.

HABITAT

The Tygokor Homeworld is the third of five planets and is now a garden world where natives of the race come to visit often. The entire racial population is said to be over 40 billion and a high percentage of those are soldiers within the Crucian armed forces. Tygokor are racially aggressive, expansive, territorial, but quite loyal to their Crucian patrons.

PHYSICAL CHARACTERISTICS

Tygokor, even the females, are bred for heavy fighting and ultra-fast combat. They tower over most other races, averaging 8 feet in height and typically weight over 800lbs. Their aggressive nature makes them dangerous to be around unless their racial codes are respected, especially personal space (give Tygokor wide berths). Their physical strength is enormous; up to ten times a normal humans' strength. Tygokor have *Increased Strength, Claws, Catfall, Damage Resistance, and Darkness Vision*.

RACIAL STATS

RC 83

RD 91

RM 88

RE 11

RL 69

RT 66

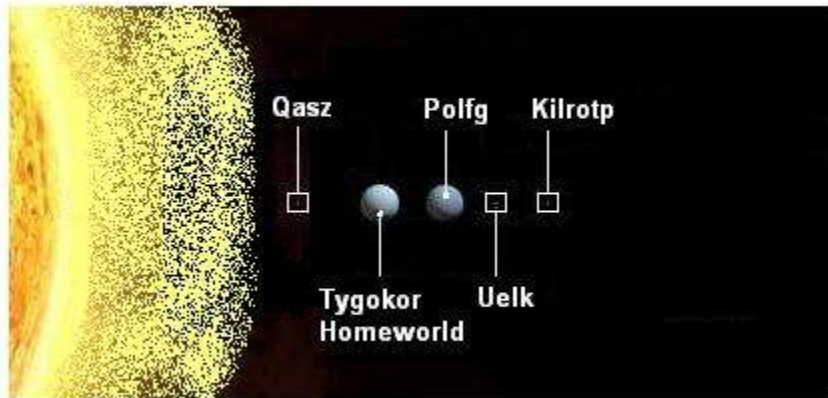
RA 76

RE is Racial Expansion

RL is Racial Loyalty

RT is Racial Trust

RA is racial Aggressiveness



NEW TECH

Assault Pods (APod): Assault Pods are Tygokor landing craft specially designed to land PCFs from orbiting assault transports. APods deploy from a mothership via a large Access Port (AP) and can land on an enemy planet even if the defender's PDCs are still operating. These extremely large pods are equipped with rudimentary ECM and chaff (-2 to be hit), armored, have limited point defense capability, and can use evasive maneuvers (-1 to be hit). TPods carry up to ten combat-ready PCFs and only have 24 hours of life support. They are destroyed as XO racks are (see rule). Ten hull spaces in size, 45MCr cost, 3,5000 dev. TL5

Assault Transport, Small (tas1): Designed to transport ground troops, the tas1 costs 50MCr, is 8 bbp in size, and can be launched from Flight Decks and Boat Bays. TL8

Assault Transport, Second Generation Small (tas2): Designed to transport ground troops, the tas1 costs 100MCr, is 10 bbp in size, and can be launched from Flight Decks and Boat Bays. TL10

Defense Drones: These new high-tech weapons (TL16) are automated, easy to use, move at .50c, are packed with antimatter, and are utterly deadly. They are mounted on a ship's XO racks and fired off before any battles occur. Normally, they move with the ship and can be set to "aggressive mode", attacking the first thing that appears in its' field of fire automatically or taking targeting data from the mother ship. They usually only open fire when they or their mother ship are fired on. Cost is 10MCr each, +2 to hit due to advanced sensors and computer capabilities, range is 30 tactical hexes (max), one drone per XO rack, damage is 10 points each, -3 to be hit by point defense.

Drone Launcher-Generic (Dro): As the Pan-Sentient Navy became more advanced; new defensive weapons were created, including the generic drone launcher (Dro). The PSU Dro can fire the following ordinance (one per turn): CD, EW, RD, EDM, ADM, and even an occasional Omega drone. The Dro is an internal system that is typically located next to a hold (H) system so that it can add additional drones to the magazine when necessary. Size is 2hs, cost is 10MCr. TL16.

Long Term Denial Warheads (-ltd): 3x base missile cost. Can only inflict planetary bombardment damage based on the original warhead size. Cannot accept any kind of warhead add-ons and modifications. LTD, otherwise known as 'dirty', warheads are designed to make planetary real estate thoroughly unusable. Filled with radioactive particles with half-lives lasting thousands of years, only desperate or filthy rich races would spend money to clean up planets so contaminated. For each EVM point destroyed by a LTD warhead it costs 300 MC to remediate it. TL 17. Invented by Don J.

Second Generation HBM (HBM2): The second generation HBM missile costs 3.2mc, 20 cargo space points, development cost 25,000mc. Same stats as HBM1, but base damage is 12 points. TL17. By Don J.

Variable-Sized Boat Boys (Bb#): The construction of boat bays is now variable in size. Typical sizes are Bb1, Bb2, and Bb3, with each size describing how large in size they are (hull spaces, not boat bay point sizes). Boat bays can now land gunboats, fighters, and other small craft if they are large enough (GBs require Bb10 or bigger). They cannot rearm these small craft however, but can recharge their life support systems. TL1, cost is 1 MCr per hull space.

HISTORY

Crucian Union Races: The Crucian Union is a loose-knit organization of alien races headed by the bat-like Crucians, comprising of 17 races, all of whom answer to some degree to the bats. Within the human-led PSU, the Crucian Union is also fondly known as "the Empire of Bats, Bugs, and Bears". These races are listed below, in order, alphabetically:

Ajaarans
Br'stoll'ee
Crucians
Ftanss
Gad'mere
Ilang-Ilang

Ku
Negazzi
Nyberwight
Poorgl
Pu
Telikans

The Hurk
The Shriekers
Tohkiirans
Tygokor
Zarkolyans

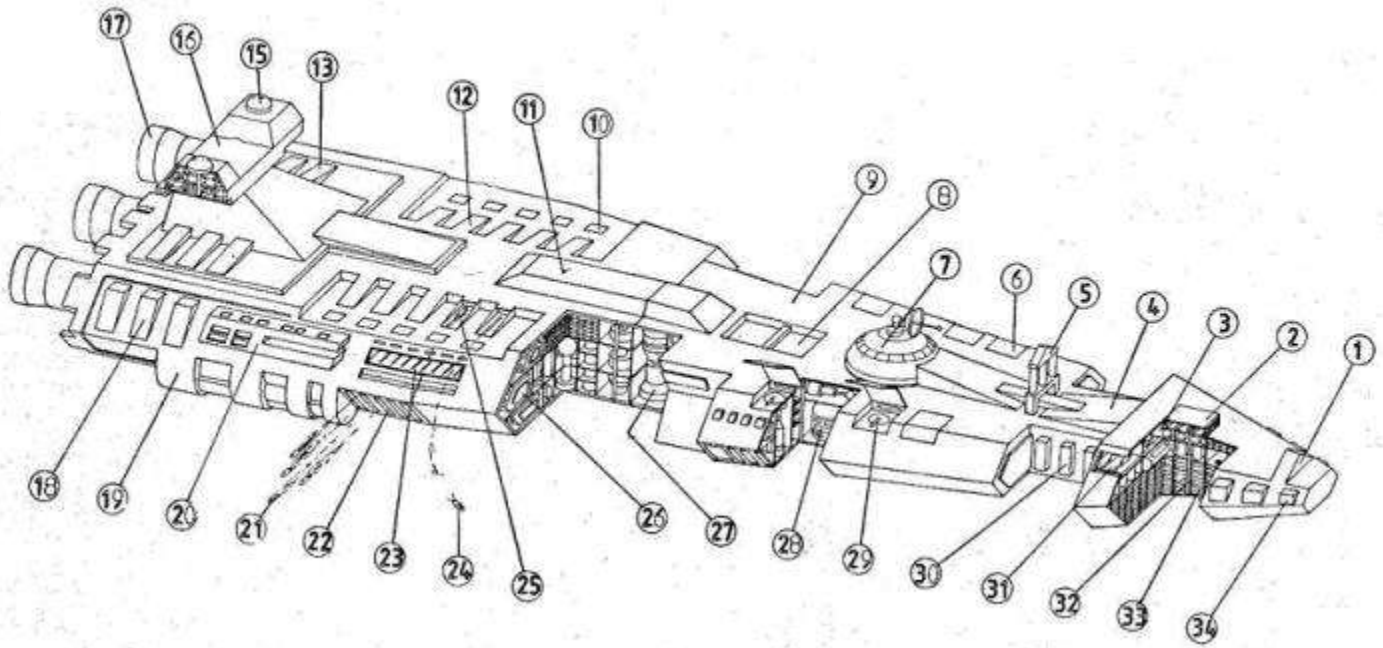


According to defense experts within the PSU, the bat-like leaders of the Union (known as the Crucians) decided early on to sit out the fighting of the Armageddon War while the alien three-legged Zarkolyans were said to be itching for a fight. In the end, several Zarkolyan fleets were dispatched to cover the Dead World patrols left empty by the chaos of the War.

Emir Worlds Revolt: In 2166 AD, a small revolt on the planet Arakeen near the Sunset Cluster spread rapidly across several systems, overthrowing the sector government and replacing it with a religious leader popularly elected as the “divinely inspired leader of the Emir Worlds”. These planets were settled directly from Terra and for over a hundred years all the colonists had come from the former Middle East region of humanity’s homeworld. Religious fanatics began the revolt and gained in popularity until they were swept into power. Later, the revolt was militarily crushed by the Terran Federation Navy over several months and the Emir (Mohammed bin Sulid) was imprisoned, along with his closest cohorts. Several million people died in the fanatical uprising and its’ suppression, including hundreds of thousands of women who were executed on the Emir’s command due to their “immodesty” by refusing to wear the mandatory headscarves that the religion demanded.

Hektor-class Cruisers: With the survival of small vessels in question in modern space combat, development of small ships (smaller than a battleship) within the Pan-Sentient Union was halted during the integration period of the human and Orion worlds (from 2445 to 2455). After a few years the new joint PSU high naval command allowed additional new construction and the SLED2-equipped *Hektor*-class heavy cruisers were some of the first units laid down. Initial design work was done at Buck Rock and took a mere 4 months. Boarding sleds had never been used by humans or Orions in combat but the flexibility of such an option was desirable and Fleet Admiral Patrick Dodd of Halstansir oversaw the final phases of the *Hektor*’s outfitting. *Valorous* and *Iron Duke*-class heavy cruisers were also designed during the same period at Halstansir but were different classes entirely: the *Valorous*’ being point defense heavy while the *Iron Duke*’s fielded the small and efficient third generation hetlaser. Only twelve *Hektor*’s were built before the Armageddon War and all were in Red Rocks when that fatal battle began. Most survived, fleeing with Admiral House’s units before the Hre’Daak onslaught. The class performed as planned during the fight but no boarding party was ever heard from again once they penetrated the Hre’Daak mothership.

HEKTOR-CLASS



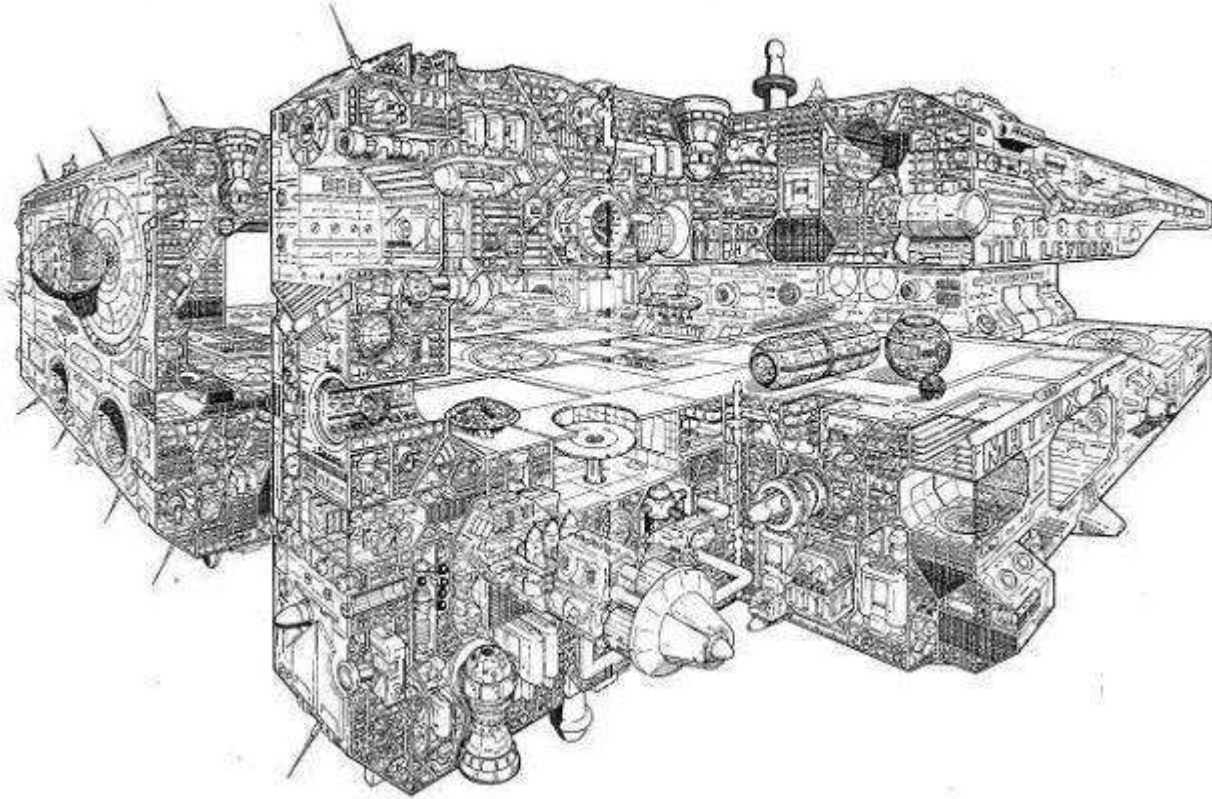
President-class Superdreadnoughts (HET3): The *President*-class superdreadnought came about as a joint effort between two admirals in the Terran Federation Navy, Admiral Otto Wellington and Admiral Gerald McMasters. The first in class, the TFNS *Abraham Lincoln* was built in 2448 and proved to be very effective in close-in combat. From 2450 to 2470 this class served as front line units for the newly integrated PSU Navy as well. Skeptics of the class initially said they were over-priced and too short-ranged. The very heavy third generation hetlaser, backed by a formidable defensive suite of advanced battle armor and enhanced shields allowed this superdreadnought class to survive in the most punishing of environments. A small compliment of advanced gun-missiles launchers (in an anti-fighter role) rounded out the ships design, as well as a half dozen very powerful second generation plasma guns.

During its initial construction, Admiral Wellington oversaw the building of this class and the rules for its use, including their actions in the Second Arachnid War against the Bugs. After their slaughter in 2370, the Bugs somehow survived the genocidal attacks of all their neighbors and had grown to alarming sizes in the following 80 years. Fleet Captain Klon Luge said that the war would have lasted much longer if the *President*-class, and their associated close-in defensive suite, had not been built since the Bugs favored close-in ramming attacks.

When first constructed, most units in the class were built at Galloway's World and Alpha Centauri, although three units were built at Garsten Yards in the newly opened "Frontier Region" of the PSU. The TFNS *Ronald Reagan* saw heavy action with two of her classmates, the *Theodore Roosevelt* and the *Mikhail Gorbachev*, during the Biomechphilist Crisis and all three won outstanding awards and was noted for meritorious service. Unfortunately, all three were later destroyed during the Second Arachnid War while defending the critical Deuteronomy Warp Point Nexus. Admiral Wyner Farris was in command during that action and received the Solarian Grand Cross posthumously since he died aboard the *Ronald Reagan* at the end of that battle.

Even though they were an excellent design, this class of superdreadnoughts were very nearly wiped out during the Armageddon War since they were totally overwhelmed by the enemy Hre'Daak forces. Over half of the class died in Red Rocks alone, causing a stir in later defense reviews. Overall the class performed as thought, even though they were clearly no match for the high-tech Hre'Daak military forces.

PRESIDENT-CLASS



Python, TFNS: The *Viper*-class battleship *Python* (from 2315 to 2438) has always had a checkered history. The vessel accidentally rammed the Marine troopship *Michael A. Mansoor* during the Yangtze Campaign, badly damaging both ships and forcing the *Python* into a repair slip for almost 6 months. She was hard hit in the Battle for Trellis and took such serious internal damage that more than half her crew were killed in that fight. It was after that battle that the *Python* began being known as an "unlucky ship". Her first captain, Erick Scarborough, was killed during that action and Captain Igor Propocheck replaced him in command on March 15th, 2432. A hard-working but cruel taskmaster, Propocheck ruled his ship with an iron fist and as a result morale plummeted. *Python* was later ordered to the backwater Fringe systems by fleet command. It was here, at the outbreak of the Terran Civil War, that Propocheck received his orders to move to the strategic Deuteronomy System. It was a catastrophic order. When he arrived his battleship accidentally ignited the volatile atmosphere of the planet during a "maneuvering incident", killing millions of Reformation citizens within minutes and enraging the entire pacifistic Reformation Group with his callous attitude. Before he could be taken into custody, the *Python* (with Propocheck on board) skedaddled, later bringing back a large invasion fleet that attempted to retake the system from the enraged rebellious Reformers. The battle failed and Propocheck died commanding from the *Python*: the asteroid fortress Leavenworth gutted the battleship during the fight. Even after many decades the PSU Navy has never revived the name *TFNS Python*, leaving the dust to settle and the name to disappear into oblivion.

RACES OF CIVILIZATION

Rol is the home world of the Perola, a people who represent the ultimate in racial harmony. The Perola have attained a highly advanced state of cooperation and peace. There are no wars among the Perola and each of them treats every other person and race as an equal. The Perola have no secret potion or magic solution for their enlightened state, saying that it took many millennia of hard work, understanding, tolerance and awareness to attain their present state of peace and wisdom. Rumors about divine influence and powerful alien intelligences are common among off-worlders.

The Perola are a driving force in Civilization and have the greatest number of representatives on the Security Council. Their influence and power comes from what can only be called a peaceful Empire or Empire-by-choice. For centuries, the Perola have reached out to help and guide anyone who would let them. This has resulted in hundreds of planets that either willingly allow the Perola to govern them or rely on their advice. One bit of common advice offered by the Perola is to join Civilization, making the Perola the organization's greatest enrollment boosters. The strong but benign influence of these gentle aliens gives them a connection to hundreds of different people and planets, most of whom think of them with fondness and high regard. Many even follow their lead in voting on issues, or ask for their advice.



The Perola themselves are nearly as beautiful as the society they have created. They are tall, thin, elegant humanoids with pale skin, delicate features, delightful voices, warm dispositions and friendly character. They never carry weapons and would have a hard time hiding them if they did for Perola rarely, if ever, wear more than a loincloth or simple wrap of clothing. Nearly all of them have extremely long hair that touches their knees, ankles, or even the floor, and clothing is worn only for political or social reasons on behalf of those who feel uncomfortable with nakedness (the Perola see the body as a thing of beauty and form, not a thing of lust or shame.) These aliens rely upon their natural abilities for defense and/or escape. They will only fight when necessary to save themselves or others from death or suffering, but such conflicts will always be their last resort and last only long enough to effect an escape or resolve, never to the death for any reason. Dead men, after all, can never find enlightenment and peace. Perola who are asked to surrender will usually do so, and they will

honor it until it becomes apparent that they are to be tortured or killed. At that point, escape becomes an option, but not if so doing will kill others or place innocents in jeopardy.

The Perola possess technological skills equal to those of the Hre'Daak! They could likely duplicate any of the items of the Empire, except to do so would disrupt the natural flow and evolution of intelligent life in the Milky Way, and they refuse to make weapons and machines of war. Thus, the Perola will not give nor sell their technological secrets to other races and will die under torture before breaking that solemn vow. This stance angers many of their fellow Civilization members, but the Perola are adamant. The only technology they will allow others ready access to is of a life saving nature, but even then only under Perola supervision. Some of the most sought after doctors and medical treatments are from the Perola's home world, and the best planetary defense systems outside of the Empire are found at Rol. Defense systems that knock out guidance and navigation systems, neutralize nuclear devices and warp energy weapons (reducing their damage capacity and range by half), as well as energy deflection systems and tractor arrays that stop invading vessels in their tracks like flies caught in a spider's web. Force fields and other systems are also part of Rol's defense and why the planet has never been invaded in its six thousand year history as a modern galaxy spanning civilization.

The Perola are one of the powerhouses within Civilization because of their reputation, peaceful outlook, support (both direct and indirect) and widespread influence. The Perola are possibly the most admirable members of the Civilization, although aggressive militants see them as peace-loving fools whose good intentions will doom them all. The Perola respond with arguments for compassion, tolerance, peace and enlightenment. They are always glad to debate human nature, philosophy and the pursuit of cosmic awareness with all life in the universe. Perola have *Cultural Adaptability, Extended Lifespan, Metabolism Control, Temperature Tolerance, Regeneration, Spectrum Vision, Sensitive Touch, and Ultrasonic Hearing.*

HUMAN WARSHIP CLASSES

TFN (and TRN) Classes

ISW-1/2/3

Argentina CA
Brazwell DD
Chihuahua CA
Churchill SD
Collingwood CL
Comet CLE
Cornwallis DD
Cromwell SD
Discovery FG
Forrest DD
Goto CL
Greece CA
Guderian II DD
Independence CV
Ironsides BB
King Louis BC
Napoleon DD
Nelson CL
Nelson II CL
New York CT
Oregon CA

Outreach FG
Pegasus CVL
Prince of Wales I BC
Prince of Wales II BC
Queensland CA
Revenge BB
Rodney CL
Rommel DD
Scipio DD
Semmes CL
Spruance CL
Thunderer BB
Tigris ES
Viking DDE
Ypres SDV

Dull Knife FT6(T)
Franc FT4
Hercules BC(TG)
Krupp FT9(SY)
Moon FT
Singapore FT6

Theban War

Pre-War

Achilles CL
Apache CLS
Cat DD
Cobra BB
Fletcher DD
Guardian DDE
Independence CVL
Iowa CA
Kongo BCR
Majestic CA
McKinley SD
Scimitar BC
Shark DD
Wolfhound CV

Alexander Hamilton DD
Baffin FT9(T)
Dull Knife BB(T)
Galloway's Star CT
Hercules BC(TG)
Portsmouth BB(MS)
Singapore FT8
Valiant FG

New construction

Constitution BCC
Finsteraarhorn SD (minesweeper)
Henhouse FGV (Danzig)
Nanda Devi SD
Sand Fly CVE (Danzig)
Victory BB
Wellington III DD (Danzig)

ISW-4

Atlanta CLE
Belleisle BB
Black Prince CL
Borsoi CV
Broadsword BC
Bulwark CA
Dunedin CLE
Dunkerque BCR
Guerriere BCC
Hun CLS
Indianapolis CLC
Johnston DD
Kodiak CVC
Matterhorn SDR
Mekong SDC
Mount Hood SD
Sentry DDE
Shokaku CVL
Swiftsure CAC
Thetis BCRC
Viper BBC

New Construction

Athabasca SDF
Borneo SDFC
Chimborazo SDE
Cormorant BC(GBT)
Hannah Avram MTE
Horatio Spruance MT
Howard Anderson MTC
Minerva Waldeck MTV
Scylla CVA
Thor CVAC

Fleet Train

Bremerhaven BB(MS)
Flower FT9(T)
Turbine BC(TG)
Wayfarer FT7
Wolf 424 BB(TG)

Terran Civil War

Pre-War

Gila BB

Goeben CA

Sendai CL

Unicorn CVA

Yellowjacket DD

TFN new construction (Rim)

Horatio Nelson SMT

Sergei Ortega MH

Tower BCE

TRN new construction

Nebula DD

Sparrow CVE

ALIEN RACE TRAITS

30 Degree Vision: The race has a complete 360-degree field of vision.

Amphibious: The race is equally at home on land and in the water.

Anaerobic: The race dies is exposed to oxygen.

Aquatic: The race is water-based.

Armor: The race has a thick hide, scales, or a shell or other natural armor.

Body of Stone: This species is made of rock and is usually a silicon-based life-form.

Body of Gas: The race has no solid form, their bodies are free-floating clouds of gas.

Body of Water: The species is made of water (or some other liquid compound) kept together by surface tension.

Catfall: The race can land like a cat when falling.

Chameleon: The race can blend into their surroundings.

Claws: The race has claws that do extra damage when engaging in hand-to-hand fighting.

Clinging: The race can walk or crawl on walls or ceilings.

Cultural Adaptability: The race has an instinctive knack for getting along with everybody, no matter how physically or psychologically alien.

Damage Resistance: The race is very tough.

Dark Vision: The race can see in absolute darkness, using some means other than light, radar, or sonar. They cannot detect colors in darkness.

Decreased Life Support: The race needs less food and atmosphere than normal races do. Very small races and races that are slow often have this advantage.

Dependency: The race requires some special substance. Without it they will weaken and die.

Doesn't Breathe: The race absorbs oxygen (or other atmospheric gases) it needs through osmosis. Individuals cannot be strangled and are immune to most gases (their bodies won't absorb anything harmful). The race can live underwater as long as the water has the proper gases in it.

Doesn't Eat or Drink: the race does not require food.

Doesn't Sleep: The race does not need regular dormancy periods. Individuals can operate at full efficiency with only periodic normal breaks.

Dying Race: For whatever reason, the race's death rate has exceeded the birth rate. If trend is not reversed, the race will be extinct in a few generations.

Early Maturation: the race matures early, and often has a shortened lifespan as a result.

Enhanced Move: Members of this race move quickly.

Extended Lifespan: The members of this race have double the average lifecycle of a normal alien race.

Field Sense: the race can detect and orient to electromagnetic fields. They can also sense whether power is flowing through a device.

Flight: The race can fly through air with or without wings (perhaps psionics or natural jets).

Fragile: The race has an extremely brittle and fragile physical structure. Creatures like this tend to be crystalline and avian races.

Gills: The race has gills instead of lungs; usually an amphibious or aquatic race.

Gliding: the race can glide but not fly.

Immortality: Members of this race will never die of natural causes and are tough to kill. Machines races are often immortal, as well as immune to disease, poisons, and gases.

Immunity to Poison: This race is immune to the effect of any toxins.

Increased Speed: The race has double the speed of other races.

Increased Strength: The race's strength is doubled compared to other races.

Independently Focusable Eyes: The race can focus in two separate directions.

Infravision: The race's vision extends into the infrared portion of the spectrum, allowing the individual to see varying degrees of heat. They can see in absolute darkness if the temperature is above 70 degrees.

Invertebrate: the race has no spine, exoskeleton, or other natural body support. In particular, the race can squeeze through much smaller openings than its size might suggest.

Manual Dexterity: the race is very adept manually, having fine motor skills.

Metabolism Control: The race can control normally involuntary biological functions such as pulse, blood flow, digestion, and respiration.

Microscopic Vision: The race's eyes can magnify tiny details that might otherwise be visible only under a microscope or magnifying glass.

Mimicry: The race can duplicate any familiar sound, including voices.

Mindshare: A race's individuals may each "share" consciousness between several bodies or be a group-mind.

Morph: The race is able to assume the form of any creature.

Nictitating Membrane: The race has a transparent lens cover over its eyeballs. This allows them to see normally underwater, and will help protect the eyes from sand, gas, and so on.

Parasite: The race depends on another host for survival. The host can survive without the parasite, but not vice versa.

Perfect Balance: The race has no problem keeping its footing, no matter how narrow the walking surface.

Planetbound: The race requires certain environmental conditions which cannot be duplicated away from its' home planet. This individual must return to the planet periodically or die.

Polarizing Eyes: The race's eyes can instantly adjust to changing light conditions.

Pressure Support: The race can stand from 5-20 times its normal pressure.

Racial Memory: A member of this race can access memories of its direct genetic ancestors.

Radar Sense: The individual perceives a complete radar "picture" of everything going on around it. It can sense shapes and objects, but not color. The denser an object is, the easier it is to see.

Radio Hearing: The race can hear emissions on some or all radio frequencies.

Regeneration: The race recovers from damage much faster than normal.

Regrowth: The race can regrow lost limbs.

Secret Communication: The race has a method of communication that cannot be perceived by others--telepathy on a weird band, ultrasonic speech, extra-dimensionally transmitted radio, or just race-specific telepathy.

Sensitive Touch: The race's fingertips (or equivalent organs) are extremely sensitive. For instance, an individual can by touch notice residual heat in a chair, faint vibrations in the floor as someone approaches, similarities or differences between two pieces of fabric, etc.

Sessile: The race cannot move.

Silence: The race can move around noiselessly.

Slave Mentality: The race has no initiative of its own. Individuals become confused and ineffectual without a "master" to give them orders. This does not necessarily imply a low IQ.

Sleepy: The races needs more sleep than average races.

Sonar Vision: The race can "see" by emitting sound waves which bounce off the surroundings. No light is required.

Spectrum Vision: The race can "tune" its vision to any portion of the spectrum. Individuals can see radio waves, gamma rays, UV radiation or any other portion of the spectrum they desire.

Telescopic Vision: The race can "zoom in" visually, allowing individuals to outperform even the best binoculars.

Temperature Tolerance: This race can withstand a remarkably wide range of temperatures, in one direction (hot or cold).

Ultrasonic Hearing: A race can hear tones far higher than human ears can detect.

Unaging: Individuals of this race never grow old. Age is fixed at maturity and will never change.

Universal Digestion: The race possesses remarkably hardly intestinal processes which allow it to derive nutrition from any animal or vegetable protein, no matter how alien the biochemistry.

Vacuum Support: The race can survive in space.

Venom: The race secretes a venom, either corrosive or poisonous, which can be delivered by various means.