

Skymarshal 9

Editors Note: I would like to thank Fred Burton for his excellent work at creating the original Star Union and Zarkolyan Empire, as well as their many different technologies. It has been a breath of fresh air to work with someone as creative and open-minded as Fred. Thanks again buddy.

The section below detailing the Zarkolyan Empire is original canon material created by Fred Burton and his buddies, David Weber and Steve White more than 15 years ago. It is copy written by him and may not be used in any other material. Written permission must be sought from Fred Burton in using any of the material listed below.

The Zarkolyan Empire

Except from the Encyclopedia Galactica (2429 edition)

Introduction

The Zarkolyan Empire is a small, but doughty ally of the Star Union, whose economy is exceptionally powerful for its size. Back before the Fourth Interstellar War, there were some informal discussions between the Empire and the Star Union about the possibility of an amalgamation of the two star nations. However, the process broke down over the problems that would be created by trying to bring an entire group of star systems into the Star Union who saw themselves as a single autonomous unit, not as individual systems, as was the norm in the Star Union. The situation even reached the Niistka Glorkhus (the Star Union's assembly) where the issue was discussed at length and a resolution was eventually passed stating the assembly's opposition to an amalgamation that didn't follow the traditional standards set forth in the Articles.

While there was a degree of consternation and disappointment from the Zarkolyans, absolute assurances were made by the Rhustkus Idk (the Star Union's equivalent of the Federation's Prime Minister) that the Star Union wanted to continue to have the closest possible relationship with their friends in the Zarkolyan Empire, even if full amalgamation was not possible. After the fact, many analysts determined that perhaps the Zarkolyans were better off with the status quo, since their people were an extremely homogeneous nation that seemed quite content with the current state of their empire and had no pressing desire to break up their happy little, profitable star nation.

Strangely however, many outside the Star Union somehow didn't get the news that the Zarkolyans didn't join the Star Union or have misconstrued the exceptionally close relations between the two star nations as an indication that they were actually a single polity. The generally laid back Zarkolyans have tended to overlook such ignorance, although anyone whose ignorance extends to calling the "amalgamated" Zarkolyans "Crucians" will often get an earful of unprintable and often untranslatable Zark profanities.

Zarkolyans are easily the strangest looking of the races known to the Grand Alliance. However, in spite of their odd physical configuration, they are actually quite well liked by all, as they are a surprisingly pleasant people

who greatly prefer peaceful co-existence and honest trade to warfare. It was only the deadly nature of the Arachnids that required the Zarkolyans to work hand-in-tentacle cluster with their Star Union allies, and later with the Grand Alliance. And while the Imperial Zarkolyan Fleet may not have the naval tradition of the TFN or KON, none would ever question the IZF's skill and courage in battle.

● **Physical Description₁**

Zarkolyans are large, cold-blooded, egg laying tripeds whom Terrans tend to describe as "armored land crabs with tentacles". Their bodies are trilaterally symmetrical, with three eyes set on stalks (which provide 360 degree vision), three tentacle-legs, and three tentacle-arms with bifurcated ends which produce two finger-like tentacles. The Zarkolyan mouth is set at the top of a disk-shaped body with eyestalks and nostrils set equidistantly around the mouth.

An average Zarkolyan is about 1.3 meters in height and has a body which is nearly 1.6 meters in diameter. The upper side of the body is a tough leathery shell, but the underside is unarmored. Zarkolyan body colorings range from a medium purplish gray to dark gray. Although physically powerful, Zarkolyans move quite slowly compared to other species due to their considerable mass. However, they compensate for this weakness with the wonderful agility of the tentacle-arms and the dexterity of the "fingers". Because they are cold-blooded, Zarkolyans enter a hibernation-like state when their body temperature drops too low. This is not a problem on their extremely warm home world, and they avoid it in other environments by wearing heat-producing clothing.

● **Imperial Zarkolyan Fleet**

Unit and Rank Structure

| IZF Rank | IZF Unit | TFN Unit | TFN Rank |
|---------------------|-----------------|-----------------|--------------------|
| High Marshal | IZF | TFN | Sky Marshal |
| General of Spears | Spear | Fleet | Fleet Admiral |
| General of Lances | Lance | Task Force | Admiral |
| General of Javelins | Javelin | Task Group | Vice Admiral |
| General of Swords | Sword | Division | Rear Admiral |
| Spearmaster | | | Captain |
| Lancemaster | | | Commander |
| Javelinmaster | | | Lt. Commander |
| Swordmaster | | | Lieutenant (SG/JG) |
| Swordbearer | | | Ensign |

The "army" tone of the Zarkolyan rank structure is no accident. Unlike most other militaries in the Grand Alliance, the IZF has no real naval tradition to draw on. Zarkolyan military tradition is almost entirely based on land warfare and armies. The one exception to this rule is most worthy of note however.

The Zarkolyan homeworld has no oceans, in the way that Terrans would think of them. However, Zarkolya does have a considerable number of landlocked seas, including the very large Sea of Zevral. Unlike the other Zarkolyan seas, Zevral is a special case. It is so large that it could almost be considered a landlocked ocean, if such a thing were possible. And on the Sea of Zevral, there are a number of large archipelagoes which were settled and developed their own unique culture many centuries before the Zarkolyans formed their world government and reached for the stars.

The Zevralyans, as the settlers of the archipelagoes became known, developed a merchant ethos that became the basis for the current Zarkolyan economic system and merchant ethic. The Zevralyans were forced to develop a navy to protect themselves from invaders who sought to conquer their rich multi-island nation. In point of fact, Zevralya was never conquered and invaders never set one tentacle-foot on its soil. And while its naval skills were superior, Zevralya also excelled in developing alliances with most of the nations which bordered the Sea of Zevral, further protecting their small nation. Thus, what little naval tradition and experience the Imperial Zarkolyan Fleet has to fall back on comes directly from the history of one of their smaller nations, Zevralya. It should be noted that even these seemingly cumbersome titles are simply translations of the actual Zarkolyan ranks, which are incredibly difficult to properly translate into the English language. The use of the familiar terms of “spear”, “lance”, and so on, as translations for IZF units was actually the idea of one of Admiral Sommers’ intelligence officers, Lt. Commander Ellis Tagariello, who had studied that period of Terran history with a passion. There were no exact translations for the actual IZF unit designators and even the rough translations were horribly cumbersome. For example, as best as could be understood, the proper translation for the IZF task group should be a “group of many spears” and a task force should be a group of *groups of many spears*, and so on. Thus, to avoid an excessive confusion with their new Zarkolyan allies, Commander Tagariello simplified the translations to the structure seen above. And in their often surprisingly mellow way, the Zarkolyans seemed to be unconcerned with the exact translation. They appreciated all the effort their new friends were exerting to avoid offense, and went on to say that if calling Zarkolyan generals “admirals” was easier to manage, they could live with it. After all, if those ranks were good enough for the honorable warriors and friends in the Grand Alliance, then they were good enough for the IZF.

The Imperial Fleet maintains a considerable reserve fleet, but a relatively small active duty force. It is more profitable to not to maintain such a large standing force in peacetime seems to be the Zarkolyan view on the matter.

The Imperial Fleet seems to have a love affair with missile technology. This is apparently an historical throwback to when the primitive Zarkolyans learned that throwing rocks could bring down more prey than clubbing only the ones that their slow bodies could catch, as well as a defensive tactic against those predators that they could not evade, but could attack with many primitive missiles, such as spears and the like.

During the Fourth Interstellar War, Zarkolyan warships apparently mounted not a single beam weapon. Apparently, Zarkolyan beam weapon technology lagged well behind their highly advanced missile technology. And particularly in light of anti-matter warheads and advanced gun-missile launchers, the Imperial Fleet saw no reason to mount beam weaponry. Their motto is said to be: "If a new task needs doing, design a new missile!" There are some in the TFN who believe that the Zarkolyan Laser Torpedo technology epitomizes this attitude, since the Laser Torpedo is a particularly effective weapon against enemy external ordnance racks, and is also a good, safe option for an XO mounted weapon (as opposed to missiles with anti-matter warheads that are so volatile that if one is destroyed before being launched, it risks destroying the entire ship). It should also be observed that the Capital Defense point defense system, which relies more on counter missiles than short-ranged

laser clusters (the exact opposite of traditional point defense systems), is also a Zarkolyan innovation. Not surprisingly, the Imperial Fleet also values anti-missile defenses very highly. Even their 4th ISW heavy cruisers mounted capital missile launchers to allow them to protect themselves with decoy missiles.

● Recent History of Zarkolya

Shortly after the Zarkolyans developed drive field technology, a group of outcasts put together a colonization program to escape from the "money-grubbing" atmosphere of the Zarkolyan homeworld. For the most part, the government was glad to have them out of the way. At the time, the government and the cartels were not terribly impressed with the business potential of space, so space technology advanced slowly. However, a few decades after outcasts left, the homeworld's cartels began to take interest in asteroid mining and consequently built considerable fleets of ore freighters to carry the materials back to Zarkolya.

In the mean time, the outcasts accidentally discovered the first warp point in the Zarkolyan home system and immediately discovered a wonderful new world where began building their colony where all shared in the fruits of the communities' labors. For many, many years the colony prospered and grew at a terrific pace, freed as it was from the reproduction restrictions of the Zarkolya. And while Zarkolya was busy making money, the colony was busy preparing to defend itself from the avarice of the homeworld's cartels.

Many decades passed without contact between the two planets. However, a century and a half later, one of the cartels, United Zarkolyan Energy and Transport, accidentally discovered the same warp point that the outcasts had found and sent a pair of trading ships to the colony to attempt to open a new market for their wares. (In actuality, the second ship stayed well out of range of the outcast colony world and was never detected.) The outcasts saw this as but the first ship of the soon to come invasion of greed. The outcast fleet attacked and destroyed the trading ship, but not before its captain was able to warn the other UZET trading ship.

The leader of the outcasts, a rather ruthless and paranoid sort, decided to strike first, rather than wait for greed-mongers to come to destroy their paradise. But when the outcast fleet arrived at Zarkolya, they were met by a surprisingly large force of cartel-owned armed freighters as well as a number of government customs patrol ships. In a long and drawn out battle, the Zarkolyan loyalists held off the outcasts at considerable expense. (All of the cartels which lost ships in battle took tremendous losses on the yearly reports, which were written off as an unforeseen business expense.) Thus began the war between the Zarkolyan homeworld and the outcast colony world which was to end only a few months later when the awesome industrial might of Zarkolya was harnessed, after much inter-cartel wrangling, to crush the outcast revolution.

It was later determined that the Outcasts must have suffered from some mental disease or defect since no Zarkolyan in their right mind could have believed such outlandishly ridiculous things. To this day, the Zarkolyans prefer to never speak of this period in their history and apparently anyone who shows signs of this mental condition are immediately sent to some sort of hospital for immediate treatment. (*Indeed, it took months of pain-staking research in a number of Zarkolyan archives to even assemble this much information.*) Regardless, this revolution was to change the Zarkolyan outlook on space forever. There was profit to be made on planets other than Zarkolya! And with this revelation, exploration of the nearby systems began in earnest, as well as numerous colonization programs.

However, all of the exploration came to a sudden halt within a few years when the Imperial Fleet could find no

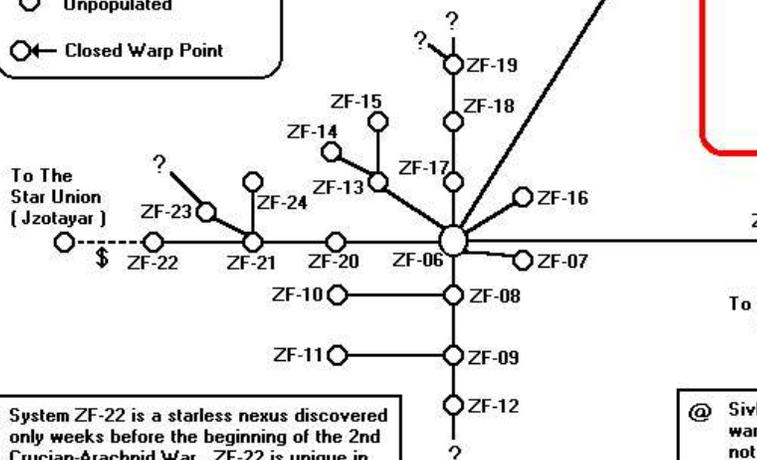
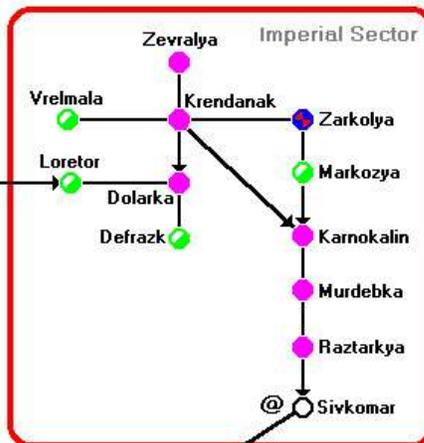
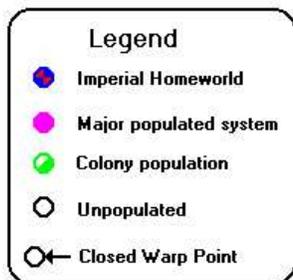
more warp points in known space. The extent of Zarkolyan space was limited to only eleven star systems. Zarkolyan astrophysicists, with only a limited knowledge of warp points, didn't understand why there were no more warp points to be found. The only upside for the Zarkolyans was that they'd been extremely fortuitous in the star systems that they had found, with fully six of them having habitable worlds; worlds which they now completely focused their expansion efforts on now that their exploration efforts had faltered. Within less than a century, the Zarkolyan Empire was a bustling metropolis of industry that would have made any Corporate Worlder proud.

It was not until about ten years before the start of the Fourth Interstellar War that a cartel freighter traveling through the Raztakya system accidentally entered a type 7 warp point and found itself in a system totally unknown to the Empire. When news of the discovery reached Zarkolya in a very few hours, the Fleet immediately sortied a light task group to investigate and claim the system for the Empire. After the survey of the system, named Sivkomar by the captain of the discovering ship, another warp point was discovered, which in turn led to a system with no less than three additional warp points, one of which connected to the space of the Star Union.

And the rest is, as they say, history.

1 The physical description was copied by the author from his copy of the original 4th Interstellar War manuscript. This description also appears in "ISW-4 Arachnids", a fine product published by the Starfire Design Studio in 1997, which unfortunately failed to properly attribute the author of this article for his *considerable* contributions to assist his long time friend David Weber in its initial creation. Among those contributions was the original manuscript for the Zarkolyan racial profile.

The Zarkolyan Empire



§ System ZF-22 is a starless nexus discovered only weeks before the beginning of the 2nd Crucian-Arachnid War. ZF-22 is unique in that it is a little over a light-day (25.2 LH) from the Star Union system of Jzotayar. This is 3 weeks travel at speed 3 to reach Jzotayar's outer system boundary.

@ Sivkomar is a White Dwarf system. The second warp point in the system is a Type 7 WP and was not discovered for nearly four centuries, since the Zarkolyan warp point theory did not recognize the possibility of warp points in such close proximity to a system primary.

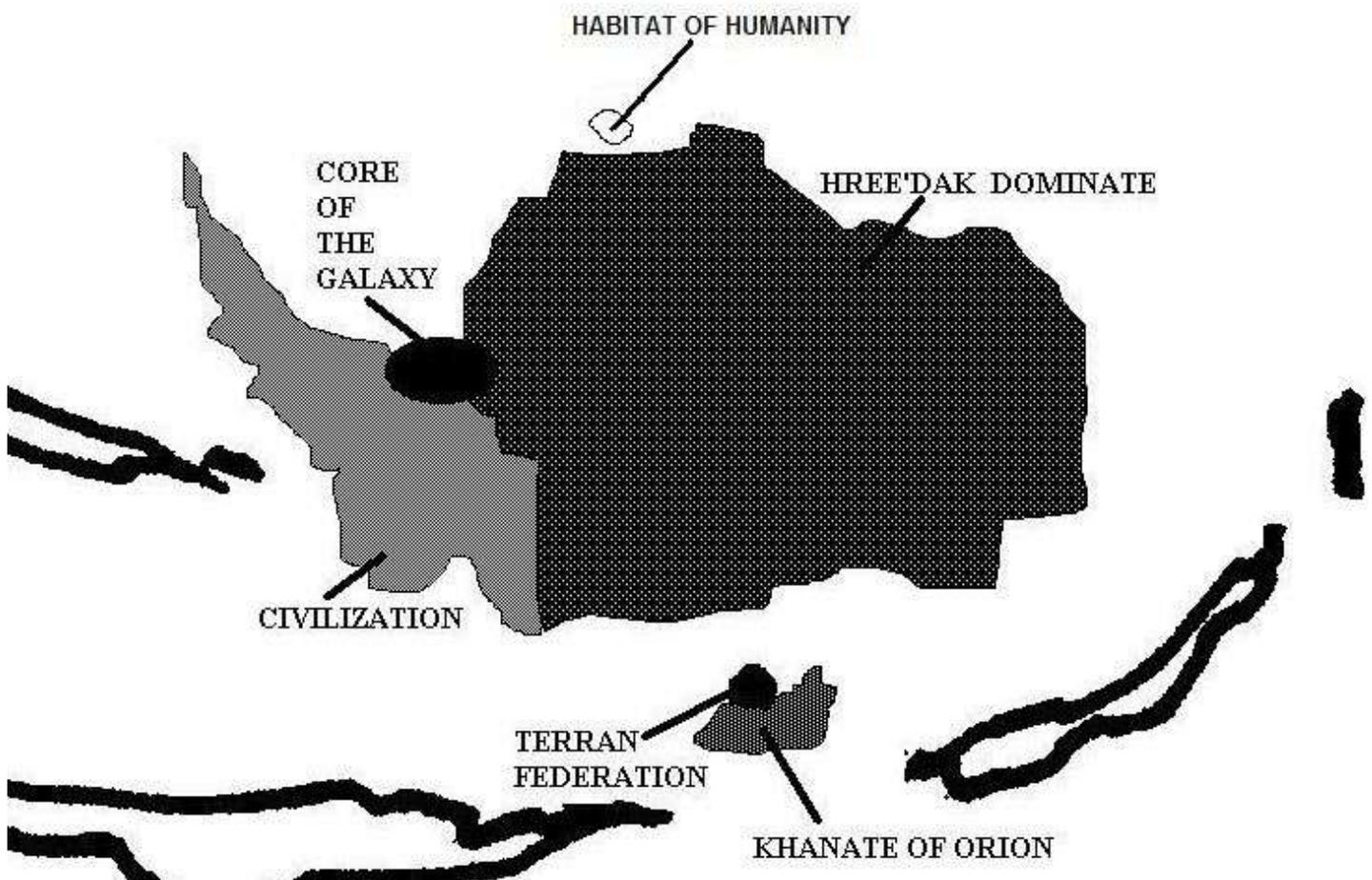
THE HABITAT OF HUMANITY

The Habitat of Humanity (located on the other side of the Milky Way from the Terran Federation) includes 413 terracompatible planets settled by humans, 244 of them with a technoeconomy advanced enough to build starships. Also located in the Habitat are 43 alien worlds, and 13 joint human-alien colony worlds. In addition to planets, there are over 12,000 independent asteroid and "bitek" settlements. All their governments are represented in the Habitat Council on planet Corona, with voting rights proportionate to their population and development status. Habitat territory is 2350 is roughly a spherical zone of space some 350 light-years across, with Corona at its' center. The main purpose of the Habitat is to guarantee free passage to all ships throughout its territory and prevent the rise of the Semti as an offensive race. It offers a common currency, economic assistance to developing worlds, defense from external (and internal) threats, and a patent system to protect the intellectual achievements of creative beings. Outside of these areas, however, the Council powers are extremely limited. Member worlds are sovereign states, free to manage internal affairs with minimal interference by the Council.

The Senti created a city just for humans who they had taken back in time from modern-day Earth. Since then, the city (Neo Atlantia) has slowly expanded along with the Senti civilization, and the growing number of humans from "Earth" over the last 5,000 years. These humans were snatched from sinking ships, exploding airplanes, and soldiers wounded and dying on the battlefields of Earth by cloaked orbiting Senti beamer satellites. No one is certain how many humans were taken, tens of thousands at least and all were sent back in time to the research center on Neo Atlantia.

GLOSSARY

Alien Races: Over thirty alien races have been discovered within the Habitat of Humanity, mankind's colonization zone. The Habitat is a region of space located on the other side of the Milky Way galaxy from Earth. Most of these races have been friendly towards humanity and have been allowed to colonize the Habitat (over 400 worlds) as equals. Several races, however, do not care for humans including the Leipzicon, Belzonians, Descans, Querayn, Pu, Koror, Rixx, and the Dreamers of the Mists. Coronal humans first galactic war was with the Senti, whom they overcame nearly a thousand years before the Terran Federation was formed.



Chlorzi War: An enigmatic race, the methane-breathing Chlorzi were a reptilian species located in Delphia subsector of the Habitat of Humanity. Human scouts stumbled across a Chlorzi colony world and frontier fleets were quickly mobilized. War between the two powers broke out in 904AD when negotiations failed and lasted an amazing 88 years due to the tenacity of the Chlorzi commanders. The Chlorzi were eventually overwhelmed,

their homeworld occupied, and were forced to give up their colonies. The famous "Last Fleet" of 137 Chlorzi ships, ranging from small freighters to full-sized colony vessels, fled to coreward, seeking a safe haven for Chlorzi propagation. It was during the last stages of this war that the Habitat began deploying space fighters and strike carriers for the first time.

Combat Wasps: These are hi-gee attack missiles fired from XO-equipped vessels, bases, and space stations that seek to engage their targets autonomously. Combat wasps come in every size and function, including both attack and defense, and once launched they are fully automated. They carry a multitude of independent submunitions, including beam weapons (energy, laser, and particle), kinetic missiles, fusion bombs, decoy chaff, and electronic-warfare pods. They can also be packed with powerful antimatter warheads that are fed into the XO mounted wasp seconds before launch using a rotary feed from the ships' main magazine.

Coronal Humans: Humans brought from Earth to be studied by the Ghouls overthrew their masters (after a massive plague nearly wiped out the Semti) and with the technology and information in research-city Neo Atlantia (on the planet Corona) began waging war against the remaining overlords. The Semti (who are a "collector species") took humans from Earth and transferred them back in time to their location, over 5,000 years ago. They also captured large numbers of other aliens from around the galaxy, settling them on planets within the Semti Sphere. All of these races have now been liberated but most of the Semti technology has been lost.

Destruction of Kyancutta: For more than a century the polar caps on the world Kyancutta had rapidly increased in size, creating a significant planetary wobble. Many Habitat scientists thought the planet wouldn't shift on its axis due to the polar wobble and all Habitat officials were surprised when it did exactly that in 1816 AD. The planetary government collapsed under hurricane winds and massive tidal waves which laid waste to the entire planet, killing all 2 billion inhabitants. Recriminations abounded within the Habitat but later the gold in Kyancutta's treasury was taken offplanet and distributed to the survivors.

Doxy IV: The *Euphrates*, a transport traveling across the Habitat of Humanity, came under attack by Hre'Daak. The captain, in an attempt to escape the oncoming enemy, fled and inadvertently led the enemy to his would-be haven, the planet Doxy IV. No fewer than thirty million people perished on that world, in addition to the entire crew of the *Euphrates* when it was at last caught by the Hre'Daak (this event sparked the beginning of the Final War). Every captain of the Habitat was thereafter bound by law: any ship or class of ship was expendable if the alternative was to put an inhabited planet or star system at risk.

Homo Quaddicus: After decades of bioengineering research, Dr. Randolph Cay's efforts paid off when he created the first of one thousand super-workers in 1776. Homo Quaddicus (Quaddies) have four arms instead of two, hence the name. They are also highly resistant to radiation, do not suffer from motion sickness, and show no signs of bone deterioration after long-term zero-G exposure. Not needing legs in space, Dr. Cay engineered the Quaddies with two additional arms where normal human legs would be. Although human genetic manipulation was outlawed after the Nuovo Brasilia military cloning fiasco, Quaddies continue to be a significant zero-gravity workforce within the Habitat of Humanity.

Im'kek: A friendly empathic species of very tall (8 feet) shaggy white-furred aliens who are closely allied with humans, the Im'kek homeworld was discovered within the sphere of the Habitat of Humanity early on in the human expansion into former Semti space. Im'keks have been allowed full range of movement and freedoms within the Habitat and are valued members of any starship crew.

Habitat Colonization: Explored worlds of the Habitat of Humanity are classified by the Bureau of Planetary Registry according to a number of criteria. The classifications used by the Bureau of Registry are quite precisely defined -- but, as with any bureaucracy, the guidelines can be bent, in either direction, for economic or political considerations.

Class I: Full Habitat Membership. These worlds have all rights and responsibilities of Habitat membership, including three representatives on the Habitat Council and unrestricted trade and exchange of information. This class includes planets with world governments and native populations with a high level of technology (1990+). Alien worlds, upon reaching a population of 100 million people and having a significant manufacturing capacity, also qualify for Class I.

Class II: Associate Membership. These worlds have world governments. Class II status is usually available only to worlds at a medium tech level (1950s or better), although this requirement is occasionally waived. Each of these planets has one representative on the Council. Limited exchange of goods and technologies between Class II planets and other systems is permitted.

Class III: Wardship. These worlds are under Habitat Naval Guard protection. Status is similar to Class II, but a world government is not required.

Class IV: Inhabited Primitive. Trade of goods and technologies with Class IV worlds is heavily restricted. Natives of Class IV worlds are not normally permitted to visit other planets.

Class V: Unstated. This group contains unusable planets, inhabited worlds not aligned with the Habitat, and newly discovered worlds about which little is known.

Class VI: Hardship. Planetary conditions restricts development to the point that advanced technology is required for survival.

Class VII: Potential Colony. This class contains registered worlds suitable for habitation and available for colonization.

Class VIII: Frontier Colony. These worlds are not developed enough in resources or population to qualify for Class I membership. Frontier colonies are usually protected by Habitat Naval Guard units.

Class IX: General Colony. Class XI status is assigned to worlds deemed unlikely to develop into Class I worlds, due to planetary ecology or political instability.

Class X: Commercial Interest. This class contains planets, moons, and asteroids unsuitable for colonization, but available for commercial exploitation.

Under Edict. A restriction placed on planets that harbor a threat to the Habitat or otherwise warrant a strict "hands off" policy. No communication or landing may be made. Habitat Naval Guard warships usually patrol these systems to ensure the edict is maintained. Any unauthorized vessel approaching within five planetary diameters of a world under edict will be fired upon.

Hre'Daak: A devastating species of super-powerful alien beings, the Hre'Daak began an all-out war with the Habitat of Humanity 100 years before Terran humans met the Orions. Traveling from somewhere deeper toward the heart of the galaxy, the Hre'Daak were unwilling to contact humans because of their aggressive nature. What the Hre'Daak wanted, no one knew. Where they came from, no one was sure. All that was known was when Hre'Daak and Humans met, Humans died; usually in large numbers.....planetary numbers.

Keiar's Final War: A balkanized world with a long history of warfare, the high-population world Keiar was destroyed in 1904AD after centuries of bloody conflict. Long-standing grievances between four powerful nations (Kerkyra, Perimor, Velathys, and Ni-Moya) culminated in a global bloodbath in which specialized combat constructs, bio weapons, "super soldiers", and high-tech off-world weaponry was used. Of the one billion inhabitants fewer than 100,000 survived to reach safety among other planets of the Habitat.

Logothians: A benign race of snake humanoids, Logothians are capable of empathic transmissions, even across racial boundaries. These "serpent men" often bond with humans and have many other unknown mental and technical abilities, including the ability to project "virtual presences". Their homeworld is Tele'Logoth and they have colonized alongside humans within the Habitat of Humanity for hundreds of years before the coming of the Hre'Daak.

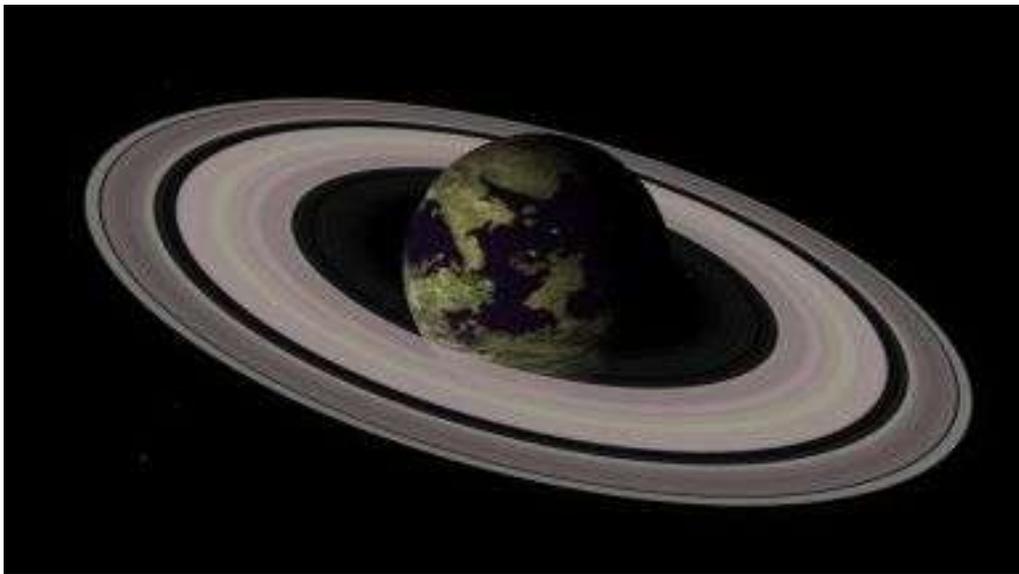
Neo Atlantia: Floating city located in the Central Sea on the planet Corona. Originally founded as a zoo-city for the study of alien races, Neo Atlantia was an unremarkable sea-based habitat built by the Semti (also known as the "Ghouls") where their advanced AI *Archeron* constructed a large undersea computronium storage unit below Neo Atlantia and moved its' entire main archive to Corona as the first step in forming a new and improved xenological study. The influx of Semti researchers and administrators to changed the platform above from a single sleepy habitat to an energetic hub of reporting, research and growth in transapient information. Since then, Neo Atlantia has slowly expanded along with the Semti civilization, and the growing number of transapients was enlarged to include humans from "Earth" over the last 5,000 years.

These humans were snatched from sinking ships, exploding airplanes, and soldiers wounded and dying on the battlefields of Earth by cloaked orbiting Semti beamer satellites. No one is certain how many humans were taken, tens of thousands at least and all were sent back in time to the research center on Neo Atlantia. However, a rebellion in the past overthrew the Semti overlords (after the Semti plague seriously weakened them) and humans rose to become the dominate lifeform in the region. Currently, Neo Atlantia is approximately ten kilometers in diameter, consisting of more than 5,000 separate floating platforms, held together by a multitude of bridges and walkways. The very core of the city is the four platforms holding the official Institute of the Xenological Database, a series of buildings that have grown together over time, in a harmonious display of various architectural styles. In the outer core one can find a multitude of buildings, some dedicated to the AI such as peripheral research institutes or toposophic analysers, and a multitude of restaurants, hotels and other service buildings catering to the humans who now run the advanced city.

The western rim of the city is dominated by the low, spacious houses of the locals, many with private gardens and direct access to the waterways between the platforms. The eastern rim of the city is dominated by elegant skyscrapers, divided only by the waterways between the platforms, which are the larger than anywhere else in the city. Travel from the eastern rim to the core is usually either by foot in the covered corridors of the eco-

friendly structures, or by the sub. The locals of the western rim on the other hand are more fond of personal water vehicles, though some have built their home so that they have access to the sub. The core allows travel both by foot and by boat, and the sub travels up into most major buildings, while the street can be reached from sub stations located at the various plazas.

The sub is a local network of transparent maglev tunnels, connecting the entire city beneath the surface of the sea. Individual sub cars are constantly cycling around in the system, and can be called with a simple press of a button, in most places resulting in a wait of less than five seconds for a car. A standard sub car is constructed with seating for four persons, though there are also larger cars in the system. The transparent sub cars provide a beautiful view of the marine life gathering around the artificial reef around the AI's computronium storage facility. The local inhabitants which use the sub usually have personalised cars. Travel to and from Neo Atlantia is usually performed by the maglev line to the mainland cities of Albertgrad or Delphi for speed and convenience. However, the city has the facilities to facilitate water or air transport as well, and locals usually use either personal ships or Atlantian airships for casual travel.



noliHumans: A sub-race of humans who have been genetically altered to increase mental intelligence, however, noliHumans have also developed several stunning side-effects as well, including powerful mental abilities.

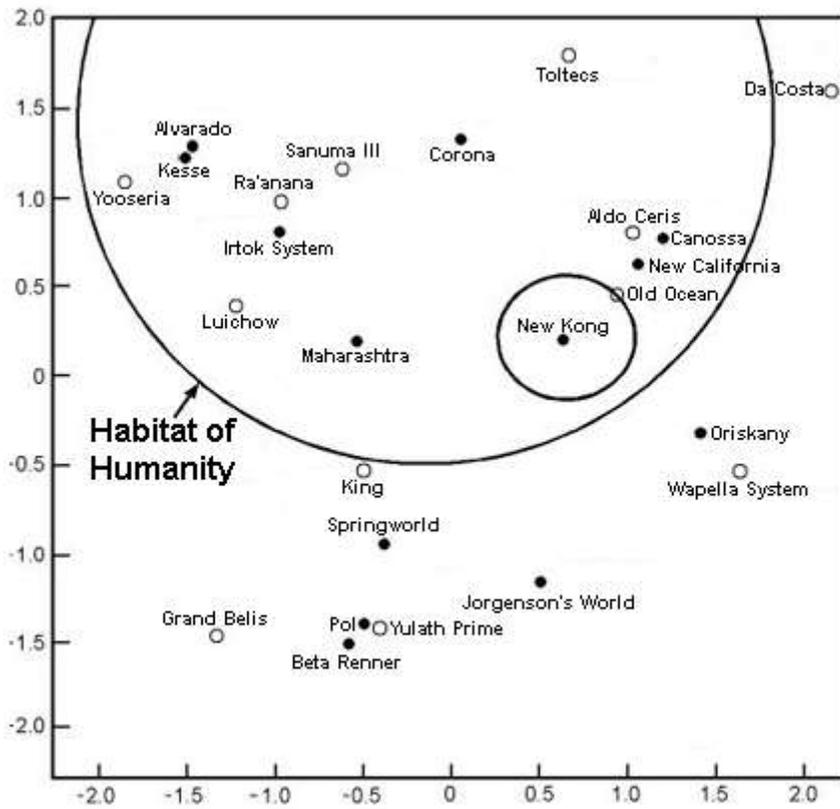
Riese's World: A dead civilization of aliens whose star system lay in the path of the Hre'Daak. Their star became unstable when the Hre'Daak fired a weapon into it and the entire race died out. Humanity mourned their loss.

Second Pikean Civil War: After forging an alliance with the powerful mafia Benini family and Blink Enterprises, governor Adrian Anderman began to move against the Cortez family in 1955 AD in an effort to finally rid the Pike System of their influence. Supported by Goddard Power Sats, HiberShip, but few of the local populace, the Cortez family was ill-prepared for the conflict. Moving quickly, governor Anderman assaulted the fortified lands of the Cortez family with planetary Marines, killing all but two of the Cortez family. The terroristic Democratic Underground Army (DUA) was also extremely active at this time and stepped up its attacks on government officials, actually assassinating the governor in 1968. Several Habitat Council members

were killed while visiting Pike during the power struggle to succeed to the Governorship and the fighting escalated rapidly. Within a few months widespread nuclear strikes devastated the Pike System and the Habitat Navy finally halted the fighting in 1971. Over 85 million Pikeans were killed and during the fighting they lost their first large-scale colonization ship (with 85,000 colonists in hibernation on board!), 87 Goddard Power Sats, an experimental antimatter extraction array in solar orbit, dozens of Pikean warships, forty-four orbital workshacks and farms, and the Majoris gas giant refining stations. The resulting devastation dropped the Pike System to near pre-technological levels.

Semti: An alien race, formerly rulers of the Semti Conclave but now subject (for the most part) to the Habitat of Humanity. Semti have dry leathery skin and are unfortunately rather disgusting to humans (thanks to a carrion stink on their breaths and their cold, clammy skin), frequently earning them such appellations as “ghoul” or “zombie”. Semti have a very long-view philosophy, come from a K class star, and stand nearly 8 feet tall.

Semti Conclave: Interstellar state, now disbanded, lying to the galactic east of the Habitat of Humanity. The Semti Conclave was dominated by the Semti, who were able to administer approximately 300 planets and perhaps 125 separate races in a stable government which had survived almost unchanged over a span of several thousand years at least. Semti policy was to discourage technological or social change and maintained an iron grip over individual civilizations through the manipulation of local rulers, religions, and institutions. Though they had a reputation for excellent government, the Semti proved quite capable of taking whatever measures they deemed necessary - even genocide - to maintain control over members of the Conclave. The Conclave collapsed after the destruction of the Semti capital at the hands of the Habitat of Humanity warfleet. Since that time the Conclave Sphere has been a wide-open colonial frontier which the Habitat has extended its' control.



S'rath: Shaped like a baboon but with thick hard skin and jointed limbs, S'rath are interstellar members of the Habitat. Friendly towards humans and all other Habitat races.

Star Hives: The worlds of the Star Hives are located somewhere near the Habitat of Humanity but appear alien to our galaxy. Nobody knows whether their minions, the Hive Spawn, are travelers from a neighboring galaxy or transdimensional invaders, but the latter is thought to be more likely. The hivespawn are vaguely insectoid in form and behavior. The race is made up of several sub-species, each specializing to fulfill one role within the hive community. Among the sub-species are the heavily armored killer beetles, the vacuum wasps (able to soar through space like a fighter jet), and termite engineers (super-intelligent builders who secrete their own building materials). Biologically, the hivespawn have been discovered to be silicon-based creatures who do not need oxygen to survive. Little is known about their culture or goals because most contacts with the Star Hives have been violent. It seems that each Star Hive is an independent unit, a kingdom (or ant-hill, as it were) unto itself. Like ants, they scavenge raw materials wherever they can find them, mining moons, asteroids, and planets--without regard as to whether or not they are inhabited. Ships unfortunate enough to run across a Star Hive's path are usually attacked without mercy by the hivespawn. The ship (and its' crew!) are disassembled into useful components and taken into the hive. These acts have generated a "shoot first, ask questions later" policy on the part of most civilizations when it comes to these strange beings. Most hivespawn seem to be mindlessly devoted to their work and the hive. They will sacrifice themselves unflinchingly and will fight to the death against hopeless odds. This has led many researchers to conclude that the hivespawn are mindless drones controlled by a group intelligence, although no one is sure. Every time a Star Hive has been detected in the Milky Way it is attacked and obliterated without warning by all humanoid fleets in the area. Raids by the hivespawn have increased in numbers lately. Someone has started circulating stories about a huge, sun-sized Mother Hive that can disgorge billions of warriors, able to overpower and eat an entire planet in a matter of hours. These rumors remain unconfirmed, but may be true.

Tandesko Triune: A group of seventeen tightly bound fascist worlds dominated by several alien races (mainly the Mandrii and the Thresko) and a large number of humans. The Tandesko have widely colonized within the Habitat and have poor relations with almost all known races in human space due to the nature of their despotic government. With the appearance of the Hre'Daak, the Triunes' ability to influence other portions of the Habitat had fallen dramatically. The Tandesko Triune is a group of worlds dominated by political and social fanatics.

Torsee Province Clashes: When the Habitat of Humanity Foreign Office learned that the independent Torsee Province planet New Andorra was supplying the Habitat world Ganpati with advanced weapons in its war with the Cerrunans (another Habitat world) in 1101AD, the Habitat Navy moved rapidly into the region and occupied several Torsee worlds, installing puppet governments, and setting up depots to further the naval advance towards New Andorra. With the threat of outside intervention from the Habitat of Humanity, New Andorra, which had risen in prominence as an arms dealing planet, sought contracts with several independent mercenary groups and used its diplomatic and economic leverage to forge an alliance with the Janissary League. Attempts at diplomacy with the involved powers were not successful and the likelihood of a widening of the conflict, the Habitat withdrew into itself once more. Years of relative calm resulted until 1288, when the high-population Torsee planet Rommel was caught smuggling weapons to its Habitat-conquered colony Wellington. Habitat officials made threatening noises but Rommel escalated the conflict by staging capital ships just inside Wellington's jump limit, provoking a Habitat military response. When the Habitat Navy challenged the Rommel warships they were

soundly defeated, prompting a push by Rommel to re-occupy its colony. Serious fighting broke out in Wellington, Newholme, and Rommel as subsector fleets inside the Habitat were diverted to the Frontier. The Torsee world Newgrange was destroyed during the fighting and the hi-tech Rommel fleet annihilated the 101st Habitat Fleet in 1294 using their newest *Ultra-EE* class battleships. With the threat of direct League interference, the Habitat of Humanity was forced to the negotiating table, halting the fighting, but not before Wellington was scoured of all life by the Habitat in retribution.

Yonupians: A popular race of merchant traders, Yonupians have widely colonized within the Habitat of Humanity and supply nearly 30% of the commercial ships.



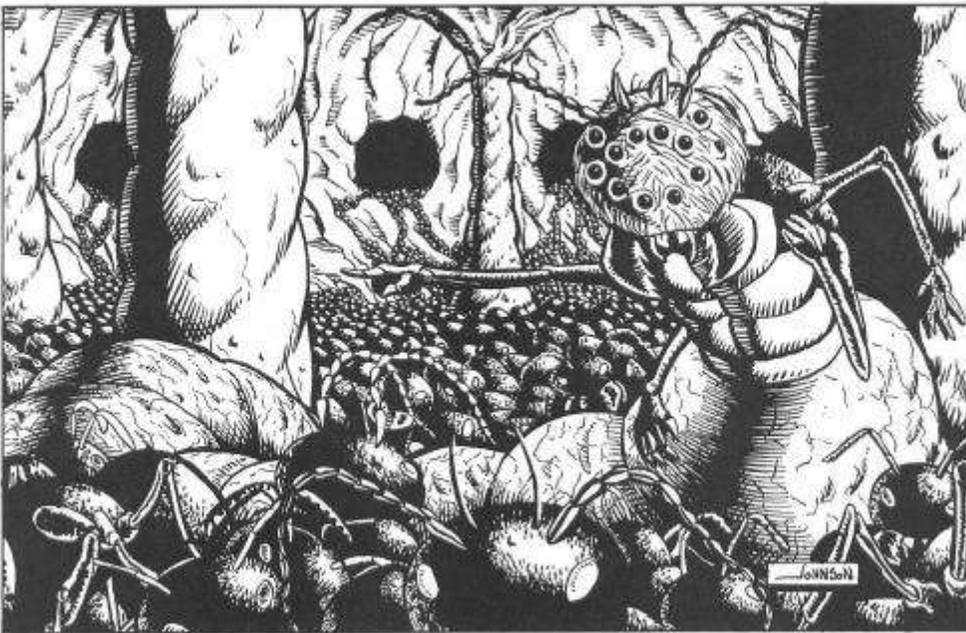
THE STAR HIVES

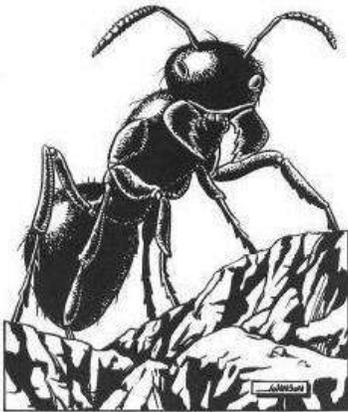
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THE WARBOTS (part 2)

The Burton Damnthing ca -1075 AD

The the Habitat of Humanity there seemed to be little reason for the development of advanced power armor until about -1880, for the solar system enjoyed a period of unparalleled peace, productivity and leisure. With great space vessels over a mile in diameter, powered by nuclear inertial drives, men traveled near the speed of light and colonized the near stars, where they found a surprising profusion of planets. In -1978 the Helium Distant Oscillator was developed, making instant interstellar communication possible, even though actual travel still took objective years. From the device, the human colonies could. reap instant benefit from discoveries made years of travel away. Many of the great Cjammers, as the huge interstellar vessels were known, were dismantled and sold after this, till only about seventy were being used, mostly for carrying great big things which weren't likely to

change much in coming years. Terraforming tools, multiforges (the all-purpose manufacturing tool of the day), great generators for increasing or, decreasing gravitation of planets and moons, even little C-jammers, and colonists were the major items of trade, with a few luxury items thrown in for balancing the tapes.

On the fourth planet of Proxyon there dwelt a race of intelligent lizards, the Kezfi, who were in their early atomic age when the human colony was set upon the seventh planet. Moss, the colony, was a difficult world to tame, and the Kezfi were more than delighted to trade labor for the secrets of making spaceships. This went on from -1270 to -1050, when Moss had a population of nearly ten million, three terraformed moons and several rocks in the nearby asteroid belt that replaced a sixth planet. The Kezfi were also becoming quite avid colonizers and rather sophisticated in the ways of space. They began to have reservations about the presence of humans in their solar system, for these humans were of another star and were occupying a planet which otherwise would have been Kezfic. A war began, and the Mossists needed a weapon which could be used effectively against the Kezfi.

The Burton Damnthing was a sophisticated instrument. its shoulder and hip joints were friction free, being cast of amorphoid iron. Just as a toy magnet will cause a piece of thin iron to twist and bend without actual contact, amorphoid iron could twist and contort itself on a massive scale, controlled by banks of magnets and topological distorters, yet lose none of its strength and hardness. However, due to the size of the magnet banks, its use was restricted to the major joints, the elbows and knees being cloth-sleeved mechanical joints.

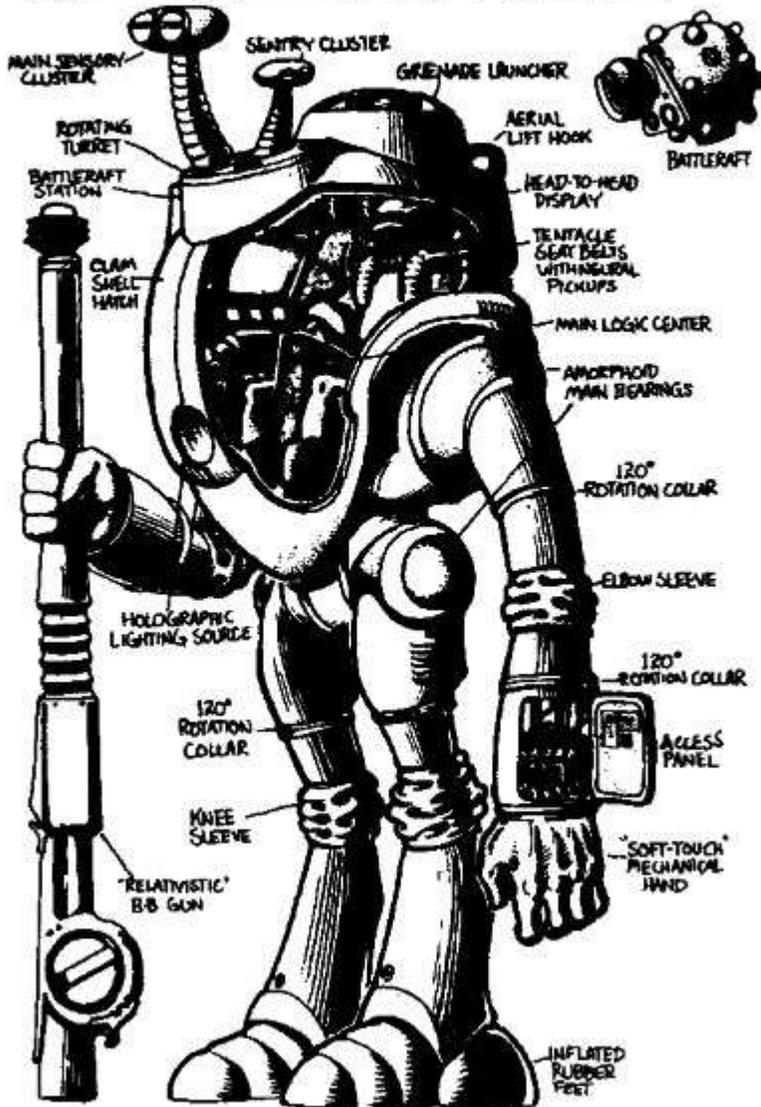
Unlike the two previous models, the Burton Damnthing did not use a control cradle for the pilot. Instead, the man sat in a large padded seat, strapped into assorted nerve-induction pickups. It was as though the Damnthing was his own body.

On Armageddon, Alpha Lemoris V, animals with multiple heads had been discovered. Due to the violent ecology, they had been forced to develop a sense of perception that extended in all directions, to warn the major head about potential danger. Called Cohen's Battlefield Sense, it was brought into the Damnthing to detect lurking Kezfi. The lizards squawked when found out and never could quite understand how their hiding places were located, since they were self-admitted experts at camouflage.

On the right shoulder of the Damnthing there was a large socket to contain a device called a battlecraft. It was a small, condensed version of the offensive weapons of the Damnthing, floating on inertial and antigravity drives, powered by a fusion pack and controlled by a specially educated chimpanzee brain in aspic. Since the battlecraft was as effective fifty miles from the Damnthing as five hundred feet, it removed some of the intimacy from death. This rightly concerned the Kezfi, who liked a personal confrontation with their assassin, on the logic that he might be taken with them. Not being able to enjoy the Kezfi's Honorable Death at the hands of these dirty fighters from another star, the lizards decided to call it quits. And, not being proud or anything, they decided further to let them have Moss and its moons, and they would stick to what they had been allotted.

BURTON DAMNTHING

HEIGHT: 5'6" ARMAMENT: 6-10 GRENADES, 10" WATT LASER, BATTLECRAFT
 MASS: 4500 kg ONBOARD CREW: 1 MAINTENANCE CREW: 4
 POWER OUTPUT: 1900 hp COST: 6,000,000 ETU
 CONSTRUCTION: METALS, CERAMICS, ARMORSKIN, AMORPHOUS POLYMER, PLASTAL, PARAPRENE
 SPEED: 65 km/hr
 LIFTING STRENGTH: 1800 kg DESIGN: MARY DANIEL BURTON
 CARRYING STRENGTH: 1000 kg MANUFACTURER: KARDNAK MULTIFORGE, INC.



The Kezfi, as has been said and is probably known by most readers who have known them, preferred to die the Kezfi's Honorable Death and could not understand the sending of men into war in armor. They assumed these things must be robots, then, since they had never been able to get one intact enough to study, so they built their own teams of war robots, called them and the human armor "warbots" and by -504 decided they had grown weary enough of resident humans to start another war.

At the battle of Granite Rock, in the Proxyon Asteroids, the Kezfi first learned about the new Christopher Warbot. They also learned the ineffectiveness of sending remote control robots into battle against manned craft.

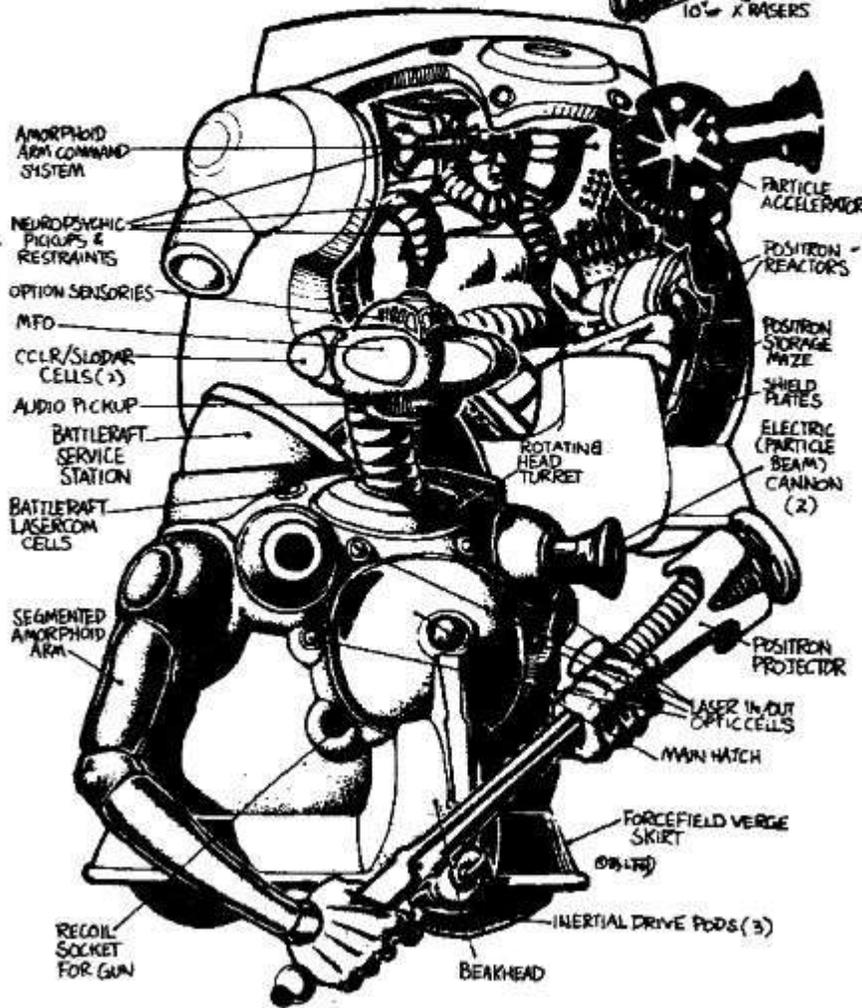
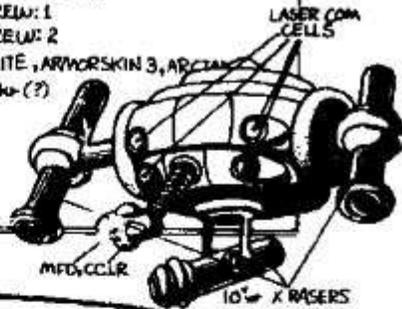
After a number of crushing defeats, and a few surprising victories, the final blow was put on the second war of Proxyon when the C-jammer *Brass Candle*, massing fifty-five million kilotons and traveling at .92C, smacked violently into their major colony of Daar es Suun, killing over a billion Kezfi. After this impressive disaster, nobody, Kezfi or human, was very willing to press his point further.

The Christopher Warbot had no legs, but floated on inertial-antigrav pods which enabled it to work as effectively in space as on the ground. On its back was a complete service and repairs center for the battlecraft, and on its front, on either side of the entrance hatch, it bore twin electric cannon. The study of amorphics had developed to the point where an entire arm could be made of amorphoid, though it was limited to bending at the appropriate places a human arm would bend. Since nobody was quite sure how to go about bending the artificial arm where there were no joints in their own, this did not disturb anyone deeply.

The only nerve pickups were those in the seat cushions and the helmet, but the soldier had better-than-ever control over the machine. The entire surface area was sheathed so that it could feel pain and pressure from bullet strikes, and thus Cohen's Battlefield Sense was implemented by another protection device. The head, now attached through a long tentacle, held eyes, ears, and other senses, and the mobility of the Christopher Warbot was such that it replaced most other forms of heavy armor. War was becoming less burdened down by killing machines.

CHRISTOPHER WARBOT ca 3250 [1980]

HEIGHT: 1.7m ARMAMENT: PARTICLE CANNON (2) XASORS (3) 12 TON CT BOMBS
 MASS: 1900 kg SENSORIES: MFD, SDR, SLR, CCLR, IRS, AP
 POWER OUTPUT: 10,000 hp ONBOARD CREW: 1
 POWER SOURCE: ANTIMATTER SUPPORT CREW: 2
 CONSTRUCTION: AMORPHOID, NEOPLASTAL, IPSITE, ARMORSKIN 3, ARCTAN
 SPEED: 500 mph COST: 48,000,000 Mk- (?)
 LIFTING STRENGTH: 800 kg
 CARRYING STRENGTH: 800 kg
 DESIGN: CHRISTOPHER MULTIFORGE
 (AN ARTIFICIAL INTELLIGENCE)



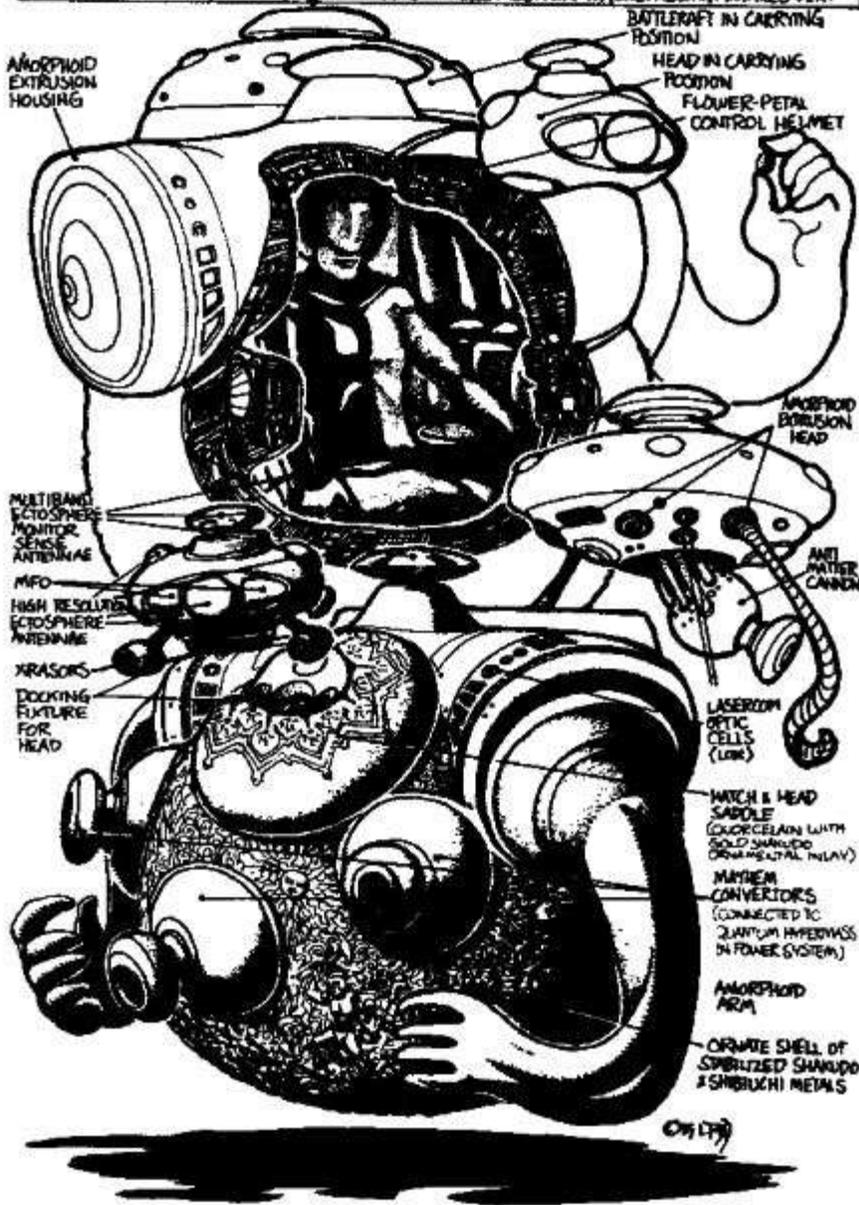
In -447 a stardrive was finally developed, and humans in the Habitat of Humanity emerged from the Slowboat Age to the Age of Expansion. Most of the C-jammers were outfitted with drives and used to set up enormous colonies in one blow, and since a light-year could be covered in somewhat less than two days, colonization went on rather rapidly. In -212 the Cuiver Foundation went far beyond borders of human space and established the Janissaries League among the ninety-four planets of Janissary, the seventeen planets of Janissary's Green Companion star and assorted dwarf stars in the adjoining locality. Since the Janissaries were a dynastic monarchy, nobody paid it much attention.

In -031 a scoutship of Janissary came scuttling back to the League bearing great tidings of war, with a race of tall, rust-red crustaceans called Peolanti, who had established a small empire near Janissary space. The delightful ruler of the Janissaries (Pantocrator Nicholas Cuiver the Greedy) immediately threw a complete travel silence around the League, from -31 to -021, at the end of which Greedy Nick announced that the Janissaries League now controlled a globe of space forty light-years in diameter. The Peolanti liked to fight from gigantic spaceships, huge portable fortresses, and mobile asteroids, which dictated definite limits to their mobility. Greedy Nick did away with using battleships other than to transport the warbots to the battlespaces, and let the Peolanti try and find them with their poor radar nets. They couldn't compete, or even begin to. A laser beam can be used with fair effectiveness against a big battleship, for at least you know where it is, but little dinky hard knots of mayhem could neither be seen nor be hit very often.

Greedy Nick's Warbot boasted triple mayhem converters, a nasty weapon which could spit laser beams all the way up and down the spectrum, pull tricks with gravity that resulted in atomic bonds falling apart, heat or freeze things by time induction, a side effect of the discovery of the chronogravitic spectrum. The head was no longer connected to the body, but floated freely and had its own complement of weapons. The battlecraft was harder than ever to detect and destroy, being controlled by a brain taken from an Armageddon animal more vicious than a tyrannosaur and of near-human intelligence. Amorphics had developed a tentacle which could stretch ten times its length for an arm, retract to a wrinkly nubbin, and yet be perfectly controllable by the pilot. He sat in his cabin which was padded both by cushions and paragravity, free from being bounced around, wearing a helmet and sitting in the lotus position of meditation. In order to properly control a warbot, a soldier had to be an accomplished Yogi.

CUIVER (GREEDY NICK) WARBOT

HEIGHT: 1.9 m ARMAMENT: 3 MEGAWATT MCs, 1 CT CANNON, 12 1/4 CT BOMBS, 2 XRSORS
 MASS: 2300 kg SENSORIES: MFD, MONITOR SENSE, AP,
 POWER OUTPUT: 35 kW ONBOARD CREW: 1
 POWER SOURCE: MICROKERNEL SUPPORT CREW: 3/5 WARBOTS
 CONSTRUCTION: AMORPHOID, INCALSTEN, SHODMAN, ICTITE I, II, III, SHIBUCHI, SHARUDOCEBNET
 SPEED: TO 10,000 km/hr
 LIFTING STRENGTH: 2000 kg DESIGN: ARBOL + (A1)
 CARRYING STRENGTH: 2000 kg MANUFACTURE: CUIVER AMROFIBER, ANIARES VERT



While all manner of advances were made in the warbots since the Peolanti wars, and several smaller wars were fought with them, there were no significant changes in their appearance until the discovery of Critter's Universe.

Eleven light-years from Janissary space there was a small dust cloud which emitted a healthy amount of radio waves. These clouds were not uncommon, so little attention beyond marking it as a navigation hazard was paid to it. Then Jorj Critter, a prospector looking for natural rubies, flew into it. It turned out to be an area in which space had formed a side-bubble, where physical laws were somewhat different. The periodic table of Critter's Universe held but four elements, a solid, a gas, a plasma and a liquid, promptly dubbed Earth, Air, Fire and Water. While perfectly stable in their own little universe, subjecting any object made of them to our physical laws caused destabilization of the Fire content, which caused the whole mass to oscillate into pure energy. Since Critter found it was very simple to control this attempt to justify itself to our physical laws, he told Andrew the Meditator, the current Pantocrator of the Janissaries, about this new power source.

Critter's Universe, which is only about a hundred light-years in diameter, did coexist with a large section of the Habitat of Humanity, who, having learned about this, decided they should own it. The HH went to war with the Janissaries, the focal point of the war being around the little nebula, Critter's Gateway. HH battlewagons and mobile asteroids faced over a million warbots of the Janissaries and soon discovered that they could not possibly defeat such a swarm of tiny adversaries. The HH never got within a billion miles of the actual gateway, and would have lost regardless of whether or not the League pulled another trick from a hat.

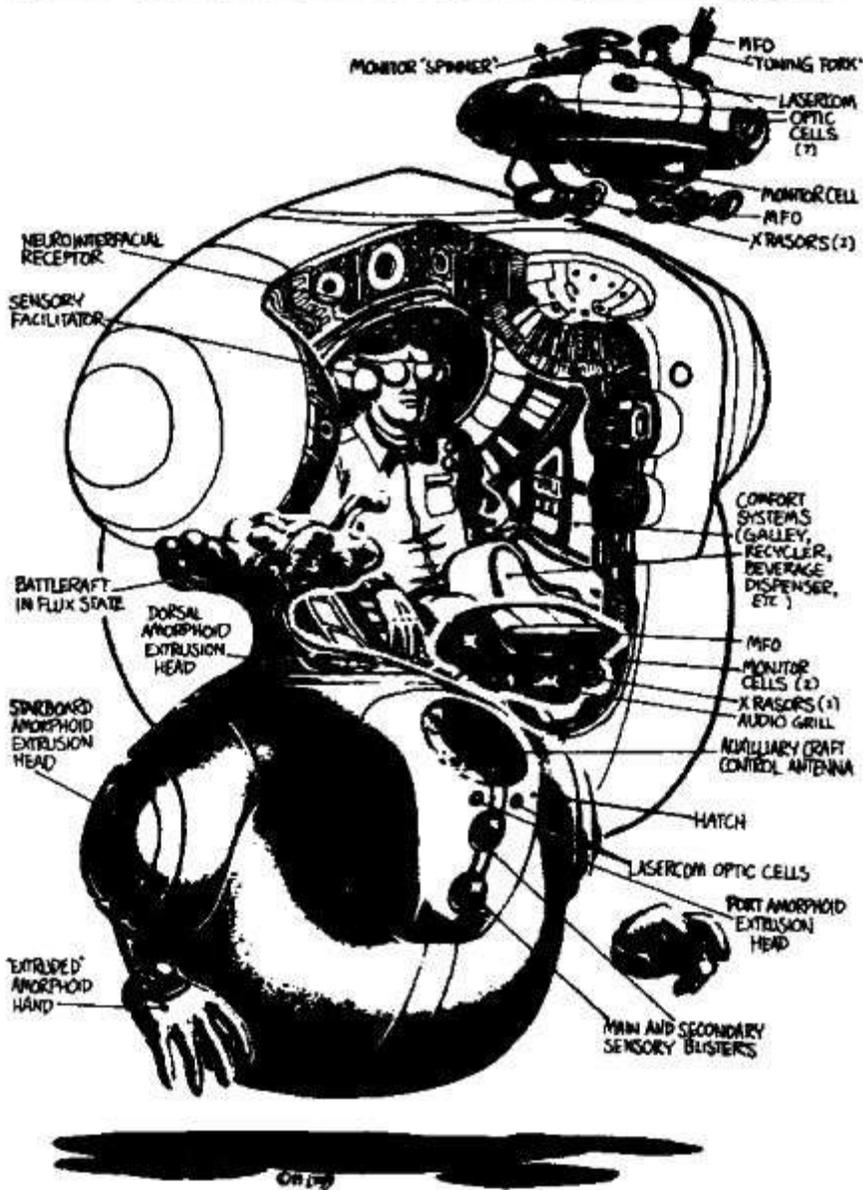
For several thousand years, Green Companion of Janissary had been known as a tempestuous stellar bastard, constantly filling all space around it with radiation clouds and fouling up communications. It had several dozen planets which could be very pleasant if the sun were calmed down somewhat, so the Hubley University extension at Janissary Vert had been established in 435 to seek ways of controlling the star. Shortly before the war, they found the first major advance of macromechanics, how to blow a star into a nova. It worked as well on stable, main-sequence stars as on the huge, wasteful monsters like Justaway Major, upon which it was demonstrated. The Habitat of Humanity now realized that the League could seed their stars through Critter's Universe and blow them all to perdition before anything could be done. Hastily withdrawing their forces from the Gateway, the HH began cultivating good feelings with forced urgency.

The warbot used at Critter's Gateway was a very capable little vessel, as much spaceship as groundcraft. The soldier, sitting in lotus, was freed of his helmet. From an amorphoid plate at the top of the warbot, he could extrude a battleraft or a head; from two plates at the side he could extrude any of an arsenal of two hundred weapons. The circuitry of these amorphous devices was mostly magnetic and gravitic domains, which could not be altered by any amount of twisting and contorting, so they could be extruded whenever needed, otherwise remaining placid as a puddle of quicksilver in their storage tanks.

Antares, while again the little empire of space, was also the most powerful, for they had over a million of these things strutting back and forth through space.

CRITTER'S GATEWAY WARBOT

HEIGHT: 2.2m ARMAMENT: UP TO 15 DIFFERENT SIMULTANEOUS MANIFESTATIONS
 MASS: 2900 kg SENSORIES: MFO, MONITOR SENSE, AP, OTHERS IN MEMORY BANK
 POWER OUTPUT: 75 kw ONBOARD CREW: 1 SUPPORT CREW: 0
 POWER SOURCE: MICROKERNEL/ANTIMATTER
 CONSTRUCTION: AMORPHOID, DURO CERMA, PLUSTENES, ICTITE II, III, IV, STEN CAROM.
 SPEED: TO 5,000 km/hr
 LIFTING STRENGTH: 2000 kg DESIGN: HUBLEY INSTITUTE, R&D DIVISION
 CARRYING STRENGTH: 2000 kg MANUFACTURE: CU'VER / MACROFABER, A.VERT



By the Eodech (10,000 A.D.) amorphics had developed a warbot made of nothing but amorphoid metals, memory plastics, solid liquids, contact fields and other prodigies of science. Normally a simple near-globe eight feet big, the Quicksilver Kid looked very much like a glob of mercury when in action. Hands, head, battlecraft and whatnot could be extruded from whatever part of the surface area they would seem to be most useful, and the weapons system had an additional development.

Hidden in the block-circuitry of the hull was a memory center containing records of every science applicable to military purposes, as well as a mechanical design center, so that a soldier need merely size up the situation and inform his warbot to create a weapon equal to it, and hammer away. Powered by antimatter breakdown, the warbot had more than enough power to see this done. No longer were warbots shuttled about by other spacecraft, but had a speed of about one light-year per hour to make its rounds.

In the Early Eodechic centuries the Sophisticate Age had come about. In known space, a flattened sphere roughly five thousand light-years in diameter, there were seventy major human empires, twenty-two joint human-nonhuman Leagues, one hundred ninety nonhuman empires and fourteen weird things which defied description, save that they seemed to be sociological systems of order originally cooked up by something which could have been intelligent but more likely was something else, the exact nature of which was even more difficult to ascertain. But they never did make any trouble, probably because they found each other and intelligent life even more impossible than we found them.

There were many wars in the Eodechic centuries, but none of them especially large on the grand scale. But warbots were used in all of them. For example, the Korel Empire Collapse.

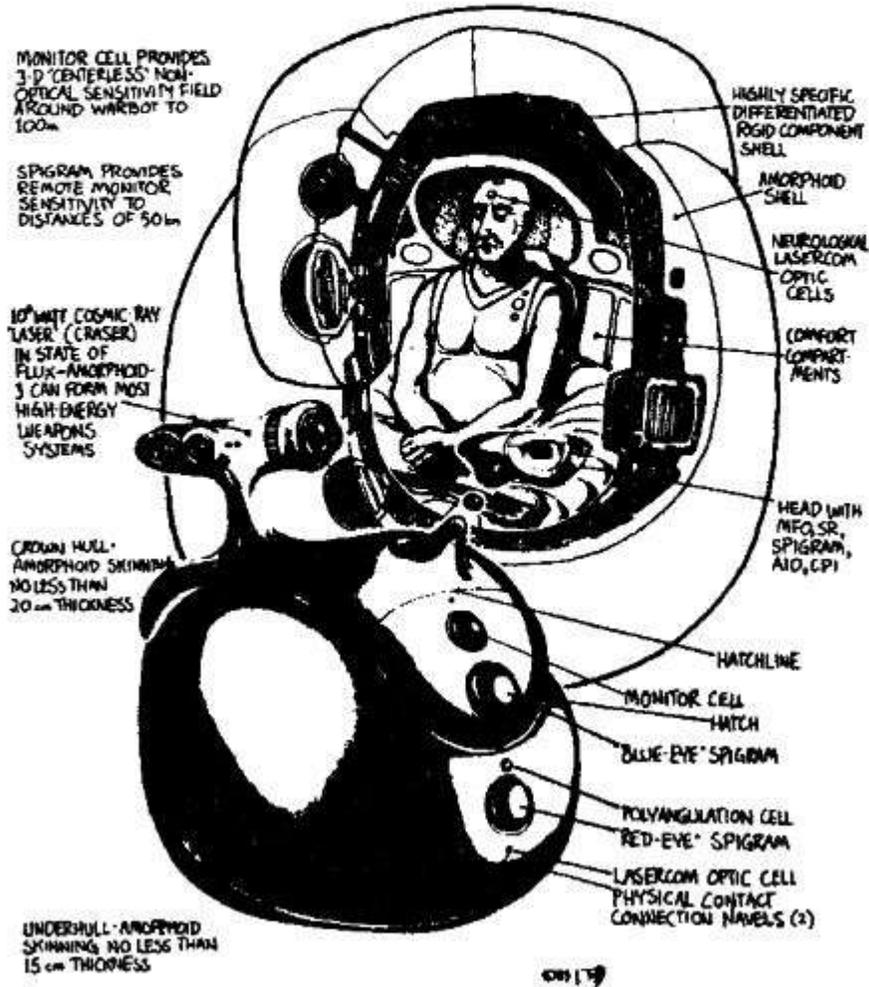
The Korel were human adaptations, two feet tall and looking like toy dolls (behaving much like them, too. Korel were well known for their immaturity). They had a little empire flourishing until 10590, when one of their kings went insane on the throne and attacked the Palaric States, which were then growing into importance. The Korel had a few worthy weapons, which aided in their conquering several planets, and then an ally, the Karpo Regime, a race of hideous gray frogs who had been waiting on the sly for some way to build a little empire. As soon as the Korel had done as much as they could, the Karpo turned on them and soon had a very effective little empire, as well as a full-time occupation in scaring the border stars of the Pale (Palaric States).

An approaching fleet of warbots, after having been ordered to sum up the situation, performed a maneuver which was historical because of its originality. A hundred thousand warbots came together and fused their masses into a thousand medium-sized battleships, which attacked the Karpo fleets. The Karpo fired a salvo at them and broke them all into monolithic chunks of wreckage, which they then went in to investigate. Twisted wreckage, once it surrounded the Karpo fleet, suddenly turned quicksilver, returned to a hundred thousand intact warbots, and destroyed forever the Karpo Regime.

The Korel were chastised mildly. One could never expect much from them in the way of wisdom.

QUICKSILVER WARBOT

HEIGHT: 2.5m ARMAMENT: CONSISTANT WITH NORPTING TREATY OF CETUS, T.O.S.S.
 MASS: 4500kg SENSORIES: MOR, SR, AIO, CPI, AP, SPIGRAM RED, SPIGRAM BLUE
 POWER OUTPUT: 1000,000hp
 POWER SOURCE: LITTLE BANG*
 CONSTRUCTION: AMORPHOID 1,2,3,4,5, POLYMO, SILDIN, WHITESTONE, REDSTONE, BLACKSTONE
 SPEED: TO 10,000mph DESIGN: SHARDEI OF SIGRIL, SUBTAN INSTITUTE
 LIFTING STRENGTH: ? MANUFACTURER: SIGRIL OF CETUS, DULL WORLD
 CARRYING STRENGTH: ?



001179

PSU SUPERMONITORS

At the beginning of the Armageddon War, supermonitors were the Pan-Sentient Unions' largest warship design. Only thirty were constructed in the Terran-half of the PSU before the that dreadful war broke out and they were enormously large (300 hull spaces in size). Being the newest capital warships in the PSU fleet, the various classes of supermonitors had the most advanced defensive suite known to man: quantum armor, phased shields, damage-control nanobots, etc. Most construction of these ships took place at Galloway's World, Great Ships, and the large Garsten Yards in the newly formed Terran "Frontier". Unfortunately, their engine speeds were so slow that it literally took months to redeploy to the combat zone (in the case of *PSNS Resolute* 8 months of travel time to Red Rocks from Zephraim). These slow strategic speeds crippled heavy fleet unit movements across the PSU and in the aftermath of the war caused a great deal of in-fighting among the political and military factions over their use and their initial deployment.

The supermonitors involved in the fighting in Red Rocks were the only ones at the disposal of the Terrans and were an enormous drain on resources for the PSU Navy when first constructed. These ships took over 12 months to build and cost over 8 million credits each, with an enormous crew requirement of almost 7,000 personnel. Unfortunately, the unique capabilities of enemy Hre'Daak vessels made them virtually impervious to PSU forces and during the fighting in Red Rocks only a few supermonitors actually did any damage to the Hre'Daak *Arbiter*. In fact, only the primary beam-armed *Continent*-class and the variable forcebeam/primary beam *Renaldo Chavarra*-class supermonitors did any damage to the enemy vessel. The *PSNS Asia* did some internal damage to the Hre'Daak warship before she was destroyed (a process which in fact took less than 30 seconds by enemy fission beam fire). No PSU supermonitor survived the fight in Red Rocks and the remaining ships that did fell back to the Corporate world Esteel and the Frontier world New Idaho for repairs and replenishment, sheperded by Commodore Toby Chu and Admiral Yevgeny Knox. Only Admiral Knox's freak discovery of ramming Hre'Daak ships as they came out of a warp point (and were still slightly out-of-phase) brought the war to an end at all but by then both Terra and New Valkha were smoking balls of ruin.

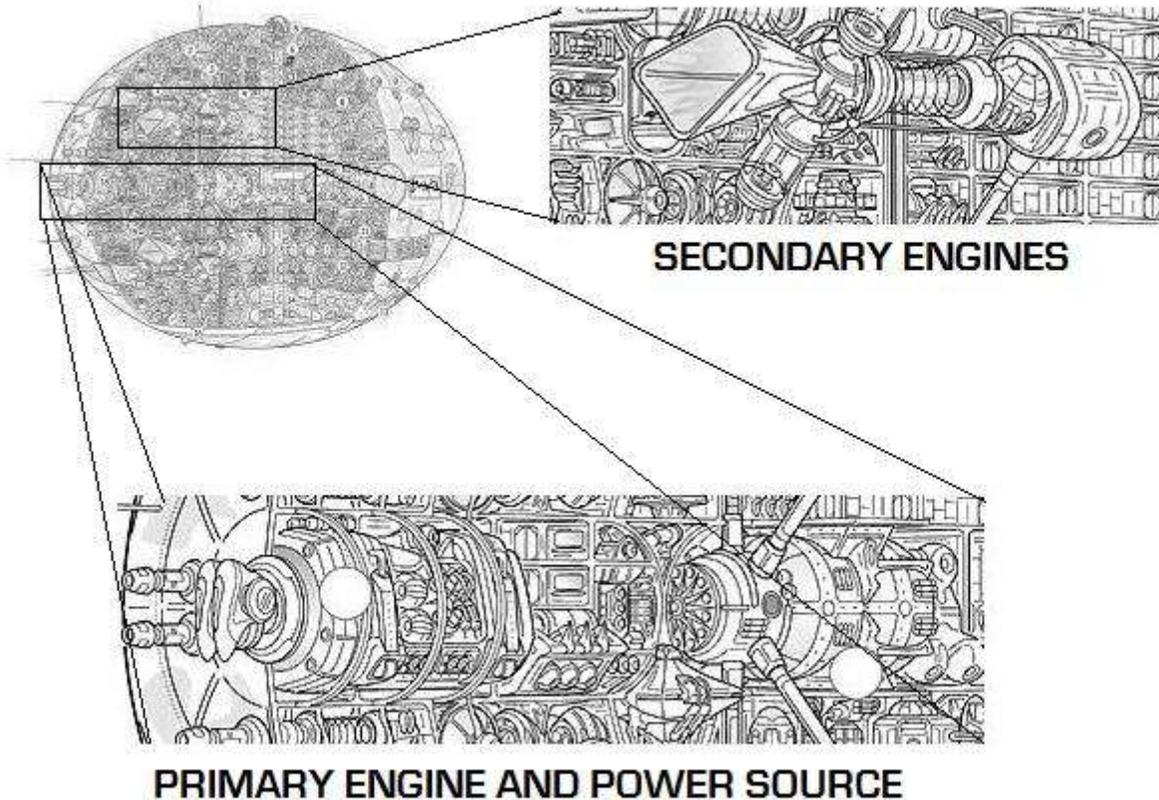
In the end, the usefulness of supermonitors and other very large capital warships is still debated in the navies of the surviving empires, however this author has been assured by current naval officials that large warships like the supermonitor will be needed for the foreseeable future.

Assassin-class (Wca) x6

Designed around a dozen capital gun/missile launchers launchers, the *Assassin*-class should have been able to hold their own both in long-range missile duels and close-in combat but during the fighting in the Armageddon War all six warships in this class were annihilated in the first few minutes of the conflict and thus their full potential has never been discovered. A secondary battery of advanced plasma guns was also installed on these warships to discourage small enemy ships from closing to short range and also deter ramming attacks. The *Assassin*-class was a pet project of Admiral Rheinhardt Cho and his battles with the PSU Congress for funding of this class were legendary. His conflict with the Admiralty and BuCon over the design of the class surely shortened his career within the Navy and led to his early retirement on New Beijing (sadly he did not survive the Hre'Daak attack on that world). Even the public got involved (after seeing Admiral Cho on GalTV), collecting credits for the classes' construction and the planet Darkover donating to the entire class resplendent decoration for the Admirals quarters on-board each warship. Later JAG investigations into the theft of this classes' design by Darkover agents was *never* proved.

Other features in this class include a very advanced cloaking device, hyper-heuristic interfaces in the CIC, black hole point defense systems, and large parasite bays for launching smallcraft. Warships in this class included the *Assassin*, *Apocalypse*, *Admirable*, *Ascendant*, *Audacious*, and *Attack*.

ASSASSIN-CLASS SUPERMONITOR



Continent-class (Pc3)x6

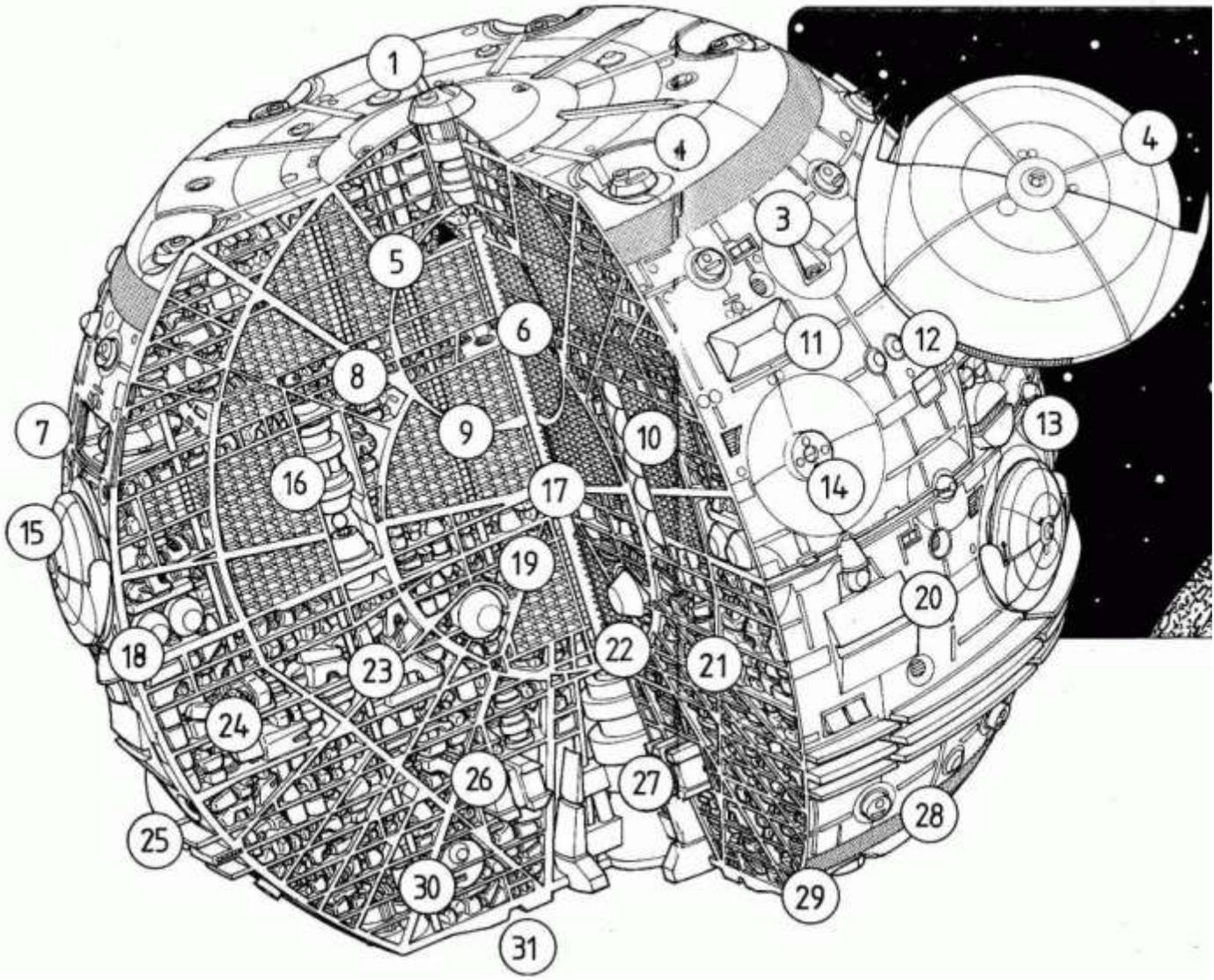
The *Continent*-class were designed as a fall-back class since primary beams were not often used in the PSU Navy. In fact, without the strenuous efforts of Skymarshals Ellen Devore, it is doubtful that the *Continent*-class would have ever seen the light of day. Primary beams are energy intensive and thus only fire every other minute and that has been their downfall, that and their overly large size for a beam weapon. However, primaries have proved to be very useful in some combat situations and in the Wargames of 2247 and 2261 it was shown that a fleet equipped with even light primary beam-armed forces would have a decisive tactical advantage over their enemies and thus Skymarshals Devore's approval of the *Continent* design. Installation of a small secondary battery of rapid-fire gun-missile launchers (Wa2) allowed the ship to screen against hostile smallcraft as well, **and** packed a substantial punch against enemy warships when armed with antimatter warheads. During the fighting at Red Rocks, only the *PSNS Asia* was able to significantly damage the enemy Hre'Daak *Arbiter*, seconds before she was destroyed by enemy beam fire. In fact, every single PSU supermonitor was destroyed within the first two minutes of that battle, showing the overwhelming power of Hre'Daak weaponry. The *Continent*-class also had one of the heaviest defensive suites mankind has ever made, including hard screen technology and globular shields.

Overall, the class was underpowered and out-ranged by most other weapons systems and all primary beams will most likely be regulated to bases and asteroid fortress defenses. Ships in this class were the *Asia*, *Africa*, *North America*, *South America*, *Europe*, and the *Australia*.

Drake Belgrano-class (Rh3)x6

Named after famous Earth explorers, the *Drake Belgrano*-class supermonitors were built around a large core of heavy bombardment missile launchers, and their enormous magazine requirements were built right into the design as well. The concept of extremely large and long-range missile strikes appealed to the PSU Navy, which built dozens of these warships (although only 6 were built in time for the Armageddon War). Tremendous defensive shields and armor were built into this class, including advanced nanobot damage control units and self-repair mechanisms in critical sections of the ship. A secondary battery of Wa2 launchers and a small number of plasma guns rounded out the design. The *Belgrano*-class had its supporters (and critics) but few were as enthusiastic about the design as Fleet Admiral Jacob Yellowstone, who at the time of their construction was the head of BuCon. His efforts made sure that the class survived the infighting in the PSU Congress and got full funding. In light of its' heavy bombardment battery, very few warships could withstand a single salvo from a *Belgrano*-class, nothing short of a superdreadnought could survive such an onslaught. In fact, until the discovery of the Tolat ASBM launchers, the Rh3 was thought to be the longest-ranged missile launcher design in history. However, these missiles were completely ineffective against Hre'Daak weaponry and did little to no damage to the enemy *Arbiter*. In the end, the *Drake Belgrano*-class has continued full construction after the war ended and a few went on to make a name for themselves fighting in the Orion Cantons and the Frontier, taking out enemy warships and pirates long before they could bring their own weaponry to bear. This class also deployed the PSU Navy's first gigaton warheads during the Slaughter of Alpha Centauri.

Only six warships in this class were finished before the Battle of Red Rocks, the *Drake Belgrano* (command ship for Fleet Admiral Braun), *Amerigo Vespucci*, *Christopher Columbus*, *Zheng He*, *Ponce de Leon*, and the *Vasco da Gama*. Three others were destroyed (half-completed) in orbit of Terra when the Hre'Daak *Arbiter* arrived and reduced the planet.



Legacy-class (Wa2)x3

When first constructed in 2440, the *Legacy-class* had the largest number of missile launchers that any interstellar navy up until then had ever seen. With an enormous array of launchers (30 Wa2) and huge magazines of missiles to back them up, the second generation advanced gun/missile launcher was exceptionally deadly to both smallcraft and warships. Armed with anti-fighter weapons, the Wa2 fielded huge amounts of missile volleys that proved deadly efficient against enemy smallcraft like fighters and gunboats. Equipped with antimatter warheads, the Wa2 were capable of annihilating nearly any known Threat vessel at medium-to-short ranges, including larger capital warships like dreadnoughts and superdreadnoughts. While Wa2 batteries were normally equipped on PSU naval ships like heavy cruisers and battlecruisers due to their small size, the *Legacy-class* devoted a huge section of her internal space to these versatile weapons. All three initial ships were constructed in orbit of Galloway's World and were delayed for some time due to financial wrangling within the PSU Congress.

A well-rounded warship that was capable of fighting at medium-to-short ranges, the *Legacy*-class performed admirably during the Armageddon War, even though none of the vessels in the class survived the conflict. While numerous examples of this ship were built during and after the war, only three ships were built in this class before the fighting began: the *Legacy*, *Fortune*, and *Victory*.

Renaldo Chavarra-class (Fvcx3)

An extremely versatile class, the *Renaldo Chavarras'* were constructed after some debate with the PSU Naval High Command and commercial shipbuilders that were contracted to construct them. These supermonitors had large batteries of capital variable focus beams (Fvc), which proved their worth in the initial Battle of Red Rocks. Realizing that the forcebeams were not effective against Hre'Daak vessels, Captain Gulhooley changed tactics and used their primary beam nodes instead, inflicting some damage on the *Arbiter* before his ship was destroyed by enemy fire. The variable focus beam was a late development for the Terran Navy and quite a dust-up ensued when it was proposed to the newly formed PSU Navy as a viable weapon for capital warships the size of a supermonitor. The argument for this class was that primaries fire every other minute so a large number of them was needed, while the variable focus beam component gave it flexibility in short range combat. Also to ward-off small enemy ship attacks, these ships were also loaded with a small number of box missile launchers equipped with CAM missiles. Politically this class had a large number of supporters with the PSU military and dozens more were built during and after the Armageddon War ended.

A warship built with tremendous short-range firepower, the *Renaldo Chavarra*-class was named after the Second Bug War hero Admiral Chavarra, who died defending the Reformation world Leviticus against bug hordes. All three vessels (the *Renaldo Chavarra*, *Armstrong Brock*, and *Richard Rickert*, ie "the Big Dick") were built in orbit of Raider's World and fought in the Battle of Red Rocks.

Resolute-class (HET3)x6

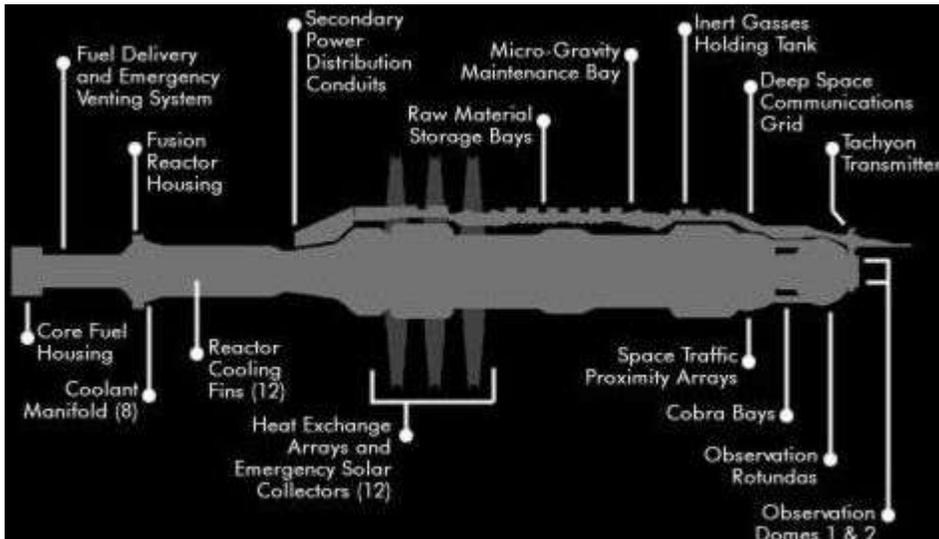
The *Resolute*-class supermonitors were designed as pure energy-beam combatants, intended to force open enemy warp points and gut defending warships and bases with their withering hetlaser fire. Hetlasers built into the *Resolutes* were of a very advanced design. As interstellar races advanced, the destructiveness of their weaponry reached astonishing proportions, to where a single missile strike or beam weapon hit could literally tear a warship in half. The same destructive power came in the Third Generation Hetrodyne Laser built and fielded by the Pan-Sentient Union. A powerful laser weapon, hetlasers had been developed to a point where their fantastically adaptive optics could no longer handle the power load without burning out within seconds of activation, until Vice-Admiral Yang's development team created the ring laser at Utopia Marria in Jurado orbit. Normally during combat a standard warship would rotate on its axis to allow all of its standard weaponry to fire, but with the advent of the ring laser that process was no longer needed. With the new HET3, adaptive optics are built in "rings" around the hull, giving the hetlaser a huge advantage in firepower over its stationary predecessors. Laser energy could be expelled anywhere along the laser ring and is constantly shifted to prevent optical burn outs, thus giving the HET3 laser a new level of firepower. While this new weapon design

was highly effective against normal warships of the same design and tech level, it was totally outclassed by the high-tech Hre'Daak class and all six supermonitors perished in the Battle of Red Rocks.

Some Orion designed were very similar to the *Resolute*-class and proved effective in handling rebellions and coups across the Orion Cantons after the war ended. The *Resolute*-class also had a small section dedicated to drone fighters which acted as inherent escorts and suppressed enemy fighters in combat. Ships in this class that were constructed before the war ended were the *Resolute*, *Renown*, *Resolve*, *Redemption*, *Restitution*, and the *Remarkable*. Due to their extremely long build time requirements, nearly two dozen new warships of this class were completed after the Armageddon War ended.

SPACE STATION TECH

In looking at 3rd Edition space station construction rules they are very scanty, so I decided to re-work them, adding new tech systems specifically for large objects like modular SS. I hope you enjoy these modified rules. Damon.



Access Port (Large, SS)

ADM Bay

AI Core

Armorplast

Armory

Asteroidal Railgun System

Astronomical Research Center

Battery (weapon, SS)

Berth-Commercial (Long Liner, Modular Colony Ship, Passenger Liners, Sleeper Ship)

Berth-Non-Standard (Space Courier, Tug Station)

Berth-Warships (general)

Cargo Handling System

Cargo Holds-Large Commercial

Central Hub
Civilian Repair Slip
Courier Drone Bay
Damage Control Room 1-2
Deuterium Tank
EWB Bay
Fighter Factory (zero-G)
Flight Deck (SS)
Flight Ops Center
Fusion Rooms
HE Cannon
Hospital (zero-G)
Large Ship Bay
Large Spinal Weaponry
Laser Control System
Lifepod Ejection System
Machine Shops (MS)
Marine Quarters
Mass Driver Catapult and Control System
Minelayer System, Large
Missile Factory (zero-G)
Naval Academy
Orbital Refinery
Orbital Smelter
Orbital Spaceport
Orbital Warehouse
Phased Array Radar
Point Defense, Advanced
Point Defense, Laser Cluster
Point Defense, Missile Cluster
Quarters-City
Quarters-Farming
Sandcasters
Sandcasters 1-3
Science Labs
Shipyards (SY)
Solar Panel Arrays
Space Guard Defenses (SDS system)
Space Watch System
SS Gunboat Bay
Terraforming Project
VLS 1-2

Access Port(a): These large ports are used to move around large courier pods (1-10hs in size) that can carry fuel,

materials, and even troops to nearby ships and planets and moons. The (a) can also dock other small craft in an emergency, excluding fighters. Built for use on a SS, the (a) is two hull spaces, 5Mcr, 300 to develop, and TL3.

ADM Bay[ADBAY]: Widespread conflict with the Holot Empire forced the Pact Navy into development areas not normally associated with conservative shipbuilding, one result being the ADM Bay. Actually called a ‘missile battery’, this system is a missile bay that holds six ADM missiles. ADM usually cannot be fired from any shipboard launcher but Pact ADMs have been downsized, and the large bay (eight hull spaces) allows the Pact to conduct devastating anti-engine strikes from lowly destroyers! Looks like this [ADBAY]. Eight hull spaces in size, 50Mcr (+ missiles), 2,000 to develop. TL9

AI Core (Cpu): Developed by the Sime/Gen New Union during their protracted conflict with the Goog, this system was funded primarily by their Basmoli allies. This system allows the ‘localization’ of ships in deep space by 25%. It also increases the chance for detection of ‘stealth’ ships by 25% (but not ECM3!). 100Mcr, 5hs, TL5, 5,000 dev.

NOTE: Due to the increase in 'computer programs' for a ship, a new line is to be added in the ship control sheet, directly beneath the summary of weapons, shields, and point defense. Any computer programs developed so far and installed aboard a ship will have a specific code. The Cpu line should look like this: Cpu: @/!/%

AI Technology: The development of true AI systems and the cybernetic integration of humans into a synth net allowed massive increases in defense capabilities. With humans directly linked to the defense systems of a warship, these vessels acquired new, more capable abilities, including enhanced point defense to-hit, damage control and repair, and increased offensive weapon targeting ability.

| NAME | CODE | COST | TL | NOTE |
|-------------------|------|------|----|------|
| Cyber Alpha One | % | 50 | 5 | A |
| Cyber Alpha Two | " | 60 | 7 | B |
| Cyber Alpha Three | > | 70 | 9 | C |

A: +1 to damage control roles and +1 to hit mines(all types).

B: +1 to strike in beam combat and +1 to shoot down plasma gun fire.

C: +1 to all point defense systems and +10% to alien commo roles.

Armorplast(Ab): Developed by the inventive Gaium race, armorplast is an add-on armor, added to the outside of a vessels hull. For every 5 hull spaces, one hull space of armorplast may be added. Adding Ab above and beyond the stated amount is not allowed as it severely disrupts the DF. Bases, SS, and AF can mount Ab but cannot add more than twice a equivalent warships amount of Ab or their field of fire will be severely restricted. Ab is TL10, costs 5Mcr. Dev is 15,000

Armory (Mor): The armory onboard a vessel, the Morgue is the location of the ships battle and power armor, as well as the Marines’ heavy weaponry. One needed for every 50 hull spaces, size is ½ hs, 10Mcr cost, +4 to combat on a ship, TL2, 1,000 dev.

Asteroid Railgun System(ARS): Adds +20% to SY construction. Throws asteroids into usable orbits around

your homeworld. Cost 150 MCr and takes up 100 hull spaces. This is for a single complete unit. Requires 30 Ic or I to maneuver to local asteroid belt. Must build hull, Q, Lh, etc. Need at least five operating to get SY bonus. The five in the asteroid belt must be built but the 'catchers' at the planet are 'free'. For each ARS built a catcher is automatically included at a single planet. Each ARS can support 1 SY and increases its build rate by 20%. 3000 to develop. TL3

Astronomical Research Center: A large science center based around optical, solar, and deep space telescopes and other measuring equipment. Increases ability to research stars and other scientific objects. TL1, size 5 hs, cost 20MC, dev 500.

Batteries[weapons]: In the past, a vessels weapons were evenly spaces throughout a vessel to minimize battle damage and sustain combat for as long as possible, however the Pact Navy has found a way to maximize firepower and maintain survivability; the result was the so-called "battery". Developed less than six months ago, the Pact Navy first fielded the 'battery' on an SS equipped with standard lasers, creating in a lethal weapons platform. Batteries are powerful clusters of weapons located side by side and using joint energy systems and targeting sensors, resulting in a decrease in weapon size (-1 hs). Batteries can only mount four weapons(or less, includes missile launchers) per battery and look like this [L L L L] on a ship chart. Batteries cost nothing extra to mount but do collapse like V hanger bays. Only mountable on SS, AF, and Bases (they have more room than warships). Dev cost: 9,000. TL6

Berth-Commercial (Long Liner, Modular Colony Ship, Passenger Liners, Sleeper Ship): Some large commercial ships within the Habitat of Humanity need special berths to accommodate their girth, thus the "Commercial Berth". Extending at least 10 HS from a SS, the CB allows large vessels to dock with the SS with ease. These objects include passenger disembarking tubes, refueling feeder lines, etc. Size is 5 HS, cost is 5 MC, dev is 500. TL1.

Berth-Non-Standard (Space Courier, Tug Station): Long ships like space couriers and fat, slow moving tugs require separate berths than normal vessels. NSB are 2hs in size, extend 15HS away from a SS, cost 2MC, and are 200 to dev. TL1.

Berth-Warships (general): Vessels docking with a SS usually employ extended docking berths. Warship berths usually require special security measures and are often located some distance from commercial berths. Size is 5 to 15hs in length, 5 MC each, TL1.

Cargo Holds-Large Commercial: Ten times the size of H, a large commercial hold is 10hs in size and is built for moving large cargos in and out of large space stations. 1MC per hs, TL1, 200 to dev.

Central Hub: (5-500hs in size, everything else built around it, can be filled with anything). Built like a GSF SS (a core with six surrounding modules). 2MC per HS. TL1. Develop costs 800.

Civilian Repair Slip (CRS): Civilian Repair Slips(CRS) are space stations which have any number of MS installed. Once turned over to the civilians (who run it, not you), you pay no maintenance. No offensive weaponry may be mounted in these SS. The major benefit of a CRS is they can repair damaged vessels at half the price (hull, engines, and armor only) a normal shipyard can (government bureaucracy being what it is). TL3

Courier Drone Bay (CDB): One hull space in size, 5Mcr, and each holds 8 CDs, 2000 dev. Designed for spacestations, bases, and AF. TL5

Damage Control Room One(DCC1): One of the most serious aspects of warfare is battle damage, and the Rishatha Imperium came up with a clever way to fix such damage during the Eighth Interregional Conflict, by developing the DCC. One hull space in size, the DCC gives +1 to all damage control roles, TL5, 5,000 to develop. 35Mcr each.

Damage Control Room Two(DCC2): Not to be outwitted by their Rishatha allies, the Kittani built the more advanced DCC late in the war, and fielded it on all their Alpha-Synth Battleships. The DCC2 repairs one *system* every 5 turns, TL7, two hull spaces, 7,000 to develop. 45 MCr each.

Deuterium Tank (Dt): With the invention of the Fusion Room, the necessity of carrying the fuel for these powerful engine systems was realized. All future ships built with Fusion Rooms must have a Dt, one per vessel (includes SS, AF, bases and anything else that mounts a Fusion Room), no matter how many Fur are onboard. Size is 1 hs, 1,000 dev, TL 6.

Electronic Warfare Bay(EWB): Designed by the caterpillar-like Kelgians, the EWB costs 30Mcr, is 3 hull space in size, and holds x3 EW Drones or x5 EDM. Costs 1,500 to develop, TL10.

Fighter Factory (zero-G): Creating fighters in zero-G is so much more efficient than on the ground, thus you get a 10% discount on building them in orbit. Zero-G Fighter Factories are 10hs in size, cost 50MC, and can be built at TL7.

Flight Deck(FD*): A pre-V system usually mounted in a SS, a flight deck must be mounted right after the armor and datalink. Once half the FD hull spaces are damaged (destroying 2 fighters per hit if the deck is full) the deck is disabled. Re-arming takes 6 turns and a Magazine (Mg) must be mounted right after the FD to hold fighter ordinance. Cost is 10Mcr per fighter held, capacity is 2 fighters per hull space, and can launch 6 fighters per turn. The size of a Flight Deck is recorded as (FD10), meaning the FD is 10 hull spaces (can be more or less) is size. A TL 3 system. 1000 to develop. NOTE: With a V1 and Flight Deck, turnaround time is halved (3 turns vs 6). For every 12 V1/Vh systems, you need 3 hull spaces worth of FD. These are a 'return landing deck' for fighters and bombers that enables them to have a quicker turn around time. Vh are still used, as a storage space and pre-launch hangar for the fighter. You cannot launch fighters or bombers from this type of FD. This type of FD is noted as *FD*.

Flight Operations Center(FOC): The destruction of the Oon homeworld (a critical ally to the Inheiritor race) prompted a major crash development into fighter operations. The FOC was the result. +1 to fighter ops (up to 60SG) up to 3 system hexes away. Due to the necessity of the need for the computing power of a planet, this system may not be built aboard a ship. Built into a PDC usually, although SS is acceptable. If the Flight Operations Center is destroyed during combat, all fighters under its command suffer a -2 penalty for twelve tactical turns. This system is 10 hull spaces in size and cost 600 MCr. Dev cost: 3,000. TL6.

Fusion Room One (Fur1): An important engineering system first developed by the insectoid Thranx during their ever growing conflict with the genocidal Rishatha, the Fusion Room is a large (2 hs) engine system that costs 50Mcr. The Fur1 halves the number of engines needed on a ship, as well as fully powers spinal weapons of all

types. Fusion rooms must be mounted in the middle of the ship (control sheet) (not counting shields and armor) for proper energy distribution. A major drawback of the Fusion Room is its tendency to explode when damaged (1-3 on a d10), doing 40 points of damage. 4,000 to develop. TL6.

*Important note for Fur1. It must be placed in the middle of the engine rooms (like this, (III) (III) Fur1 (III) (III)). Ignore 'middle of the ship' for this Fusion Room.

Fusion Room Two (Fur2): An advanced engineering system, the Fur2 is 2 hs in size, costs 60MCr, and allows for a -1hs drop for energy weapons (only, no plasma guns). Fur2 has no effect on the La system. Causes 40 pts of damage when exploding, 4,000 to develop. Singlebeams, depolarizers, FcB, La, and Lp cannot be used in conjunction with Fusion Room Two. TL8

Fusion Room Three (Fur3): The most advanced of all three fusion rooms, the Fur3 is 2 hs in size, and costs 70MCr. The S1 and S2 shield generators on spacestations cannot operate without Fur3. TL10, 8,000 to develop. All effects are NOT cumulative (ie Fur3 does not function as Fur1 and 2). When Fur3 is damaged it can go critical, exploding doing 40 points of damage.

High Explosive Cannon(HE): Facing a severe missile disadvantage at lower tech levels, many industrial races developed high-explosive cannon to defeat standard shield technology. Using a special 'energized' shell, the HE cannon can fire right through regular shields (but not S0/S1/S2) and do damage directly to the armor of a warship. Ind1. These weapons are very short range (1-3). HE cannon fires every other round, like Pg. It can be ship-based and are a kind of poor man's Pg. HE can target fighters, but at 1,1,1. Three versions of the HE cannon were developed:

| Type | Code | Cost | HS | Damage | TL | Dev |
|-------------|------|------|----|--------|------|-------|
| 5 inch gun | HEa | 20 | 2 | 1 pt | Ind1 | 1,000 |
| 10 inch gun | HEb | 30 | 2 | 2 pts | Ind2 | 2,000 |
| 20 inch gun | HEc | 40 | 2 | 3 pts | TL1 | 3,000 |

Low tech races get some punch from this system!

Hospital System (HOSP): The hospital system was developed by the Habitat of Humanity primarily for relief for planets recently bombarded. For every (HOSP) system that arrives within two months of a planetary bombardment, ten EVM points of damage can be relieved, up to a maximum of 25% of the damage inflicted on the local population. Also, after each space battle, calculate the number of survivors as usual, but also keep track of the dead. When finished, halve the dead; these are the injured that would die without prompt medical care that (HOSP) can save and each (HOSP) can save 200 of these (if they're aren't enough HOSP to go around, too bad). Hospitals can also halve the deaths on spacestations, bases, and AF if they are mounted within the construct. Cost 100, TL1, two hull spaces.

Laser Control System (Lc): A rapid-response computer system that allows a ships' weapons and point defense to shoot at ramming ships and small craft. All D* (not Dc* or Dk*), HET* or Gr*, and L(L,Ls,La) fire (but not *(H), *-SpM, Dec/Lx) may fire up to 3 times at any unit (ship, small craft, GB, LAC fighter or bomber) that attempts to ram. All weapons not controlled by Lc may fire normally against rammers. This system is TL5, costs

10 MCr, 2,000 to dev, and is run by a Cpu.

Lifepod Ejection System (LiF): Developed by the Chonogua, the size of each LiF system is 1/3 hs per 50 hs of ship or base. This system increases % of crew recovered-which in turn makes grade loss less. 10MCr per LiF, 2,000 dev, TL2. 1 LiF per 50hs for 60%, 3 LiF per 50hs for 70%, and 6 LiF per 50hs for 80% (max). TL2

Mass Driver Catapult and Control System: Size is 3 HS. A command and control facility for the Asteroid Railgun System. One per every 5 ARS, usually mounted in a controlling space station. TL3, cost is 15 MCr, 1,000 to develop.

Minelayer System, Large (MiL): Most commercial spacestations don't like a lot of armed minefields laying around their locale but mines defensively needed, so the MiL was invented. This large engineering system was created by the Hawvin race to emplace large patterns of mines quickly. Size is 10 hull spaces and can lay 10 patterns of mines a turn. The MiL holds 100 patterns of mines, costs 80MCr and can hold 300 patterns of micronized mines. TL7 and 8,000 dev.

Missile Tubes (Rt): Missile tubes are a unique military system, basically an XO rack inside the hull, and they are usually mounted on spacestations, asteroidal fortresses, and orbital bases. Missiles within the Missile tube must be charged by an external power source before launch (Rt has no internal power source and thus has to "steal" power from another system). Any *offensive* weapons (including T, Pb, Ti, and G, but not including Rt), may be used to power Rt using their onboard power systems. For simplicity, that other system is defined as any other weapon system (ie, a ship with 2 R, 1 F and 1 T can launch 4 (normal) missiles from any Rt it mounts). Each Rt holds 8 load points of missiles (ie a single Rt can hold up to 8 SM or 4 CM). Other fighter weapons require 2 extra load points but then are considered turret mounted. Missile tubes collapse like V but the missiles *will not* detonate within their chambers even if damaged (but, such damage destroys the missile held within). Rt are 1 hs in size, cost 8MCr each, and start at TL1.

| | | | | | |
|--------------|----|-------------|---------|------|---|
| Missile Tube | Rt | Size 1hs | costs 8 | TL 1 | Holds 8 load points of missiles. A ship may launch as many missiles from tubes as it has offensive weapons (including "T", "Pb", "Ti", "Tc" and "Gf"). Other fighter weapons require 2 extra load points but are then turret mounted. |
|--------------|----|-------------|---------|------|---|

Naval Academy (NAcad): The development of the Draka Naval Academy helped them defeat the Arachnid Omnivoracity, which threatened to overrun the entire Ileish Sector. Limit one per Sector (each sector = 15 inhabited planets). Effect: allows crew's grade to start at 1 grade higher (average grade) than normal and shakedown cruises are 1/2 time for the world where the academy is located. This system is 10hs in size, has its own Q and Lh, as well as trainers and student and faculty housing. It also has training bays (12 V or appropriate fighter bays) and an additional small flight deck as well (for small craft training) of 6 hull spaces in size. If located in a SS then no maintenance (I like to put mine in a spacestation to confuse raiders that it is a AgriStn or MegaHab) or if on the surface then in a PDC. Requires one Crack admiral to operate (he is taken out of circulation permanently). A replacement Academy is 1/2 the initial cost and requires 5 turns to become operational. Cost: 5,000. Dev cost: 5,000. TL1.

Orbital Warehouses (OWH): May be built and turned over to the commercial interests of your planet to

facilitate trade (and expand your IU). They can be built into a spacestation (with Q/H/BbS). For every 25 hull spaces of OWH built, IU is increased by 5! OWH increases total overall IU by +25% (that is, your total IU expansion, including maximum OWH development, can be up to 75% of the PU). They need NO maintenance if turned over to your civilians. TL1

Phased Array Radar (PhR): Invented by the Spidraxians, this system allows +1 to hit for point defense (only works vs missiles, not fighters, except in kamikaze mode). These are 'fins', mounted on the outside of a ship or space station and are easily destroyed (before armor). One PhR per every five hull spaces (or one per 50hs for SS) and replaces one XO rack. One PhR per 10 D systems are required if mounted on a SS. Each PhR costs 15Mcr, 2,000 dev, and TL6.

Point Defense, Laser Cluster (Pd1): Invented by the Oon race during their conflict with the Arachnids, the Pd1 system was a breakthrough for the Oon. The Pd1 is optimized to defend against missiles only (since the Arachnids did not use fighters). They can also do one point of laser damage up to 3/4 LS range to enemy warships. 35Mcr, 3 HS TL6, 2,000 dev. They engage as D but with a +1 to hit (three shots only). To-hit can be further improved by adding PhR and Pd1 can target mines.

Point Defense, Missile Cluster (Pd2): Also invented by the Oon when the Arachnids started employing small craft in huge numbers, the Pd2 system uses the Di chart vs small craft, but adds +1 to the kill number (three shots only). Pd2 cannot target missiles. 35Mcr, 3 hull spaces, TL7, 2,000 dev.

Point Defense, Advanced (Pd3): First developed by the Chonoguans during the Soissons Sector War, the Pd3 system came as a rude shock to the Arachnids, who were battling it out with three races at the same time. Pd3 may use missile targeting modifiers (-q, -z, hawk, etc.) but not warhead modifiers (AM, LT, etc.). Can be further improved by adding PhR and hawk enhanced Pd3 can engage small craft in a ships blind spot, but with the standard penalty and can not be handed off to another unit. The PD3 is effective vs fighters, missiles, and minefields! TL8, 3HS, 70Mcr, 12,000 to develop.

Quarters, City (Qc): A self-contained living environment. 10 hs, cost 80Mcr, Ind2. Ships may have these installed but are classified as colony ships only. Each Qc holds 50,000 people. 1,000 dev. Using two per 1,000 hs lowers maint by 1% per SS. One Qf/Qc can support 500hs, no need for Q/Lh. Ind2

Quarters, Farming (Qf): Same cost and size as Qc. Must have 2 per AgriStn. Ind2

Quarters, Marine (Qm): Development of the boarding shuttle by the Star Hives came as a rude shock to the Habitat of Humanity, who found their marine contingents on board their warships totally inadequate to fight hand-to-hand with the voracious 'Bugs'. As a result, the humans developed Marine Quarters, better known as 'Marine Country'. Qm holds 35 Marine personnel points (due to 'hot bunking') and has it's own life support system. Unless otherwise noted, only Marines can be quartered in Qm. One hull space in size, 10 MCr each, TL4. Dev 1,000.

Sandcaster, First Generation (Cs1): Due to the incredible damage a laser weaponry can do to a spacecraft or space staion, the Basmoli Commonwealth developed the ablative Cs1 system during their war with the militant Kreeghor race. The Sandcaster releases a cloud of ablative sand to block incoming laser fire. The sand cloud is contained and shaped by the drive field of the ship or SS. At two hull spaces, and 45Mcr, the Cs1 was

considered a bargain by the Basmoli Clans. When entering combat, this system goes into automatic fire mode, dispensing its canisters as quickly as possible. For each Cs1 on board two points of laser damage is ignored and the next two points is halved. This is per turn, not per volley! Any additional laser damage is applied normally and when mounted large numbers of Cs1 on a SS, AF, or base the maximum amount of laser damage negated per turn is 20 points, regardless of how many Cs1 it mounts. The dispensers are assumed to have enough ammo for continuous firing during any engagement (like D). 2,000 to develop. TL5

Sandcaster, Second Generation(Cs2): For each Cs2 onboard a unit, 3 points of laser damage is ignored, the next 3 points of laser damage are halved (FRD). This is per turn, not per volley! Any additional laser damage is applied normally and when mounted large numbers of Cs1 on a SS, AF, or base the maximum amount of laser damage negated per turn is 30 points, regardless of how many Cs2 it mounts. Any additional laser damage is applied normally. The dispensers are assumed to have enough ammo for continuous firing during any engagement (like D). 65Mcr each, two hull spaces in size, 4,000 MCr to dev. TL7

Sandcaster, Datalinked (Cs3): Developed by the Draka during the Soissons Sector War, the Cs3 works exactly like standard Cs systems, but can be fired to cover other warships in its datagroup, but they must be within 1 tac hex for this system to work. This is per turn, not per volley! Any additional laser damage is applied normally and when mounted large numbers of Cs3 on a SS, AF, or base the maximum amount of laser damage negated per turn is 40 points, regardless of how many Cs1 it mounts. One hull space in size, 70Mcr, TL9, 12,000 to dev. Courtesy of Kencyr

Science Labs: 5 hs in size, +1% to any tech being developed, large bays filled with advanced scientific and zero-g equipment. Highly paid trained staff, including xenobiologists. The Labs only give a one time (and continuous) bonus no matter how many Labs are built. 10 Mcr, TL1, 1,000 to develop.

Ship Bay, Large(SB*): A large engineering system, a Ship Bay allows large space stations, bases, asteroid fortresses, and warships to house smaller ships (and gunboats) inside themselves. This system was invented by the Goog race during their titanic battles with the Three Powers in Garramore Kor Sector. A Ship Bay cannot be more than 75% of a ship/SS/AF/ or bases total volume. SB cannot transport Bases. A fifty hull-space Ship Bay is noted as (SB50). 3 MCr per hull space, TL3, 5,000 develop.

Solar Panel Arrays(SPA): Placed on or near controlling spacestations in orbit of a colonized planet, these very large arrays provide an economic bonus of 5% (maximum) per planet. Five of these objects must be built to achieve the bonus. Each costs 1000 MCr and are 100 hull spaces in size. Solar panel arrays may be built by multiple shipyards at the same time. TL1. 500 to develop. No maintenance are paid for them since that cost is figured into the overall percentage bonus.

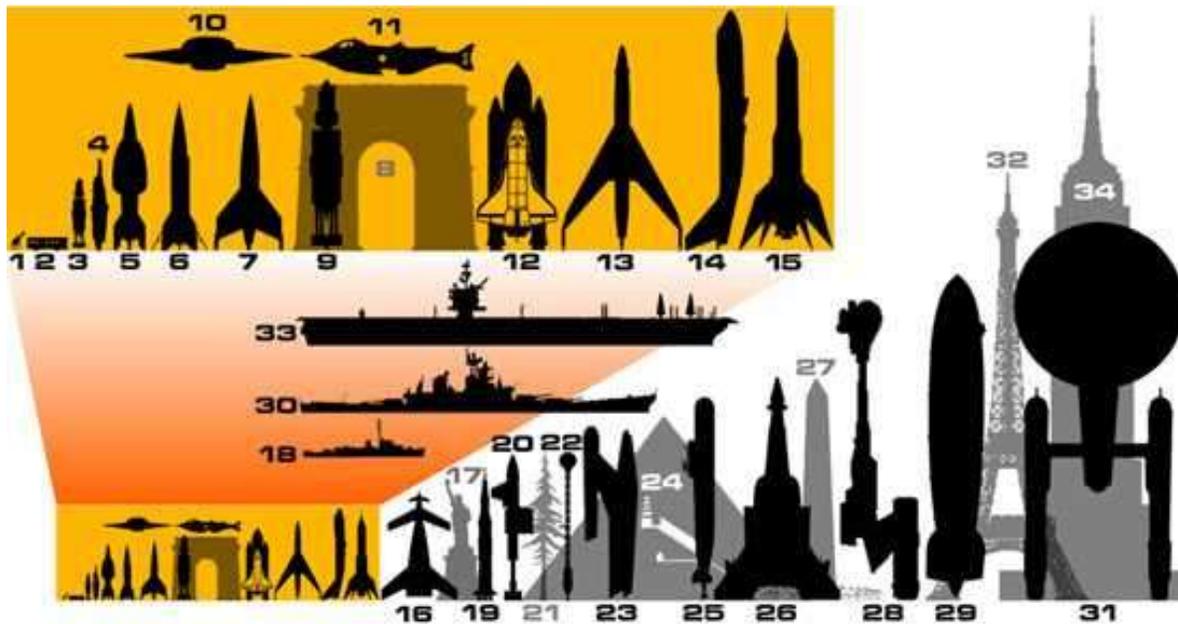
SS Gunboat Bay (GBb1): Developed specifically for large space stations, this is a new type of bay, where a Gunboat is docked semi-internally due to the size of the mounting SS. Reload time is 50% normal. Three hull spaces in size, 10 MCr, TL9. Dev cost: 12,000.

Vertical Launch System, Medium(VLSb): A larger and more capable missile launch system, the VLSb was developed by human technicians at the outbreak of the Armageddon War, enabling the PSU to maintain border stability in the face of unstoppable Hre'Daak ships. The VLSb can fire both capital and standard missiles, for a respectable eight turns. The VLSb can fire 12 CM or 18 SM per round and is designed primarily for medium

combatants like the battlecruiser as well as SS, AF, and Bases. The VLSb is 15hs in size, TL8, cost 100, dev cost: 18,000. Reload in two turns.

Vertical Launch System, Small(VLSa): A containerized missile launch system with limited firing capabilities, the VLS was a radical innovation which was developed by the PSU Navy during the Armageddon War. The VLSa can only fire standard missiles, at a rate of 12 SM per round. Unfortunately this rate of fire can only be sustained for five turns before the missile cells are exhausted. Reloading takes 5 turns, 3 turns on a SS. The VLSa is eight hull spaces in size and is primarily designed for large space objects like SS and AF which can handle large units like the VLS system. The VLSa is TL6, cost 80, dev cost: 16,000.

- NEXT ISSUE: new SS systems
- Large Spinal Weaponry (really HUGE spinal weaponry like GSF ones, 15-30 hs)
- Missile Factory (zero-G)
- Orbital Refinery
- Orbital Smelter
- Orbital Spaceport
- Space Guard Defenses (SDS system)
- Space Watch System
- Terraforming Project



ADDITIONAL NPR CHARACTERISTICS

One of the problems I have run into is that NPRs seem a little wooden. It seems like every NPR is either stuck up or everyone's friend. So instead of me just guessing (and possibly being inconsistent when the number of races gets bigger), I came up with some more characteristics to help define a NPR.

RACIAL EXPANSION: (1-100). Just how willingly(badly?) does the race want to expand? Combined with the RM it will tell you what lengths they are willing to go when looking for more room to expand.

RACIAL LOYALTY: (1-100, initially). This number is the base number and is the value used for each race it meets. The number will be modified by actions and events between the two races. When the going gets tough, does he stick with you or jump ship?

RACIAL TRUST: (1-100). How willing is the race to trust another race. Will they believe what you say? This will be modified by the actions of the other race. It will go up when words and actions match, and down when they don't.

RACIAL AGGRESSIVENESS: (1-100). How aggressive is the race. Are they willing to push a situation or not? Will they tend to go beyond what would seem prudent? How willing he is to back up his words with actions? This number is also used to determine how much of his fleet a NPR is willing to commit outside of his home system.

(New racial stats by Dallace Unger??)

LUREN STATS

The Luren race apparently has the following racial statistics:

RC 30
RM 88
RD 83
RE 77
RL 44
RT 21
RA 91

LUREN REDUX

LUREN WARSHIP CLASSES

Death From Above-class monitor(Wc/Wa)
Greater Death-class superdreadnought(Grc/Lhv/Grc-SpM)
Crushing Glory-class superdreadnought(Wc)
Bonegrinder-class superdreadnought(Wa)
Bloody Grimace-class superdreadnought(Rc)
Fleshrender-class superdreadnought(Gr)
Bloody Fang-class dreadnought(Rc)
Bloodied Claw-class dreadnought(Gr)
Swift Death-class dreadnought(Wc)
Pouncer-class dreadnought(Wa)

Ribreaker-class battlecruiser(Wc)
Mane-class battlecruiser(SLED2)
Mauler-class battlecruiser(Pod)
Fang-class battlecruiser(Gr)
Clawed-class battlecruiser(Wa)
Pride-class heavy cruiser(Wa)
Grinder-class heavy cruiser(Lhv)
Fur-class heavy cruiser(Gr)
Hunter-class destroyer(Gr)
Scant-class destroyer(Dz)
Little-class destroyer(Wa)

LUREN OFFICER RANKS

Gran' Admirashk
Admirashk
Na' Admirashk
Capistan
Commanesk
Gres' Letenesk
Letenesk
Les' Letensk
Ensesk

LUREN MAGAZINES

| | |
|-------------|-----|
| Nuclear | 50% |
| X-Ray Laser | 30% |
| Lamprey | 10% |
| AFSW | 10% |

DARKNESS OVER DARKOVER (a 3rd Edition module)

An ethnically streamlined society, Darkover has had a very interesting political history being colonized by a group called the "SCA" hundreds of years ago directly from Earth. its history is extensive and resplendent with notable characters and events that are the source of many popular books and stories told across the Federation. When the Terran Civil War (TCW) first hit Darkover very little changed, just the government, which became

radically balkanized. Law enforcement also dropped precipitously (the early government was bankrupt) but crime stabilized after ten years. Darkover also gained a few shipyards that were used in the reconstruction period after the TCW and were used to construct heavy capital ships during the Armageddon War. After that disastrous conflict, Darkover declared independence and has struggled to maintain its' freedom since then. During this time there was a massive redistribution of population, resulting in the formation of ten separate nations. Each of these new nations was based around a single and separate cultural or religious ethic. As these nations established themselves, and very stringent (in some cases virtually fundamentalist) constitutions were written, racial expulsions, purges, and mass deportations were commonplace. The enmity engendered by this migration and nation-forming period was so virulent that to this date it has not abated. Today, three nations dominate the planet: *Pizarro* (a democratic republic), *Neu Tremoy* (a Christian republic), and *Victoranna* (a federal union). Military development contracts and national conscription have ensured that Pizzarro possesses the most powerful armed forces on the planet, including Darkovers' only battleship. Pizarro has also moved into low orbit two asteroids, which are being mined for metal and minerals to supplement planetary reserves. There are a total of ten states on Darkover: *Pizarro*, *Neu Tremoy*, *Victoranna*, *Zebarth*, *Kamal*, *Cannistra*, *Bellingshausen*, *Wahill*, *Frobisher*, and *Calliouet*. These nations are in a serious state of “cold war” with one another, that is why the planet is heavily armed (mainly with fighters and a few gunboats).

*Note: the nations of Darkover cannot afford to run all units are optimum for very long. They have saved up cash reserves for a “rainy day” and can run all military units in the system for 5 months tops.

**Additional Notes: 3 fighter-equipped BV6 towed by tugs back to Darkover orbit during the conflict. Also 3 BS4 Rc + 500 minefields holds back the enemy fleet, giving time for the BS5 to get clear. Two thousand fighters on the planet (known for its' fighter jocks and inter-warring states) + 1 GG-SP moon base for GB and fighters. 1 Kobra class BB, 3 Rc-equipped BC, a couple (4) of heavy cruisers (Fvc). This battle is fought *after* the Armageddon War, when Darkover has declared its independence vs PSU units. The WP is located far from the planet, tugs towing the BS5 back to Darkover orbit when the battle is lost, resupplying fighters half way through their transit.

UNITS

Cobra-class BB/Wa2-HET3 (DNS *Pizarro*) x1 (flagship)

Kongo-class BC/Wc (DNS *Invincible*, *Lutzow*, and *Renown*) x3

Majestic-class CA/Fvc (DNS *Majestic*, *Victory*, *Triumph*, and *Magnificent*) x4

Three Tugs tow bases in the Darkover System.

Ten SS/SY are in orbit of Darkover. They are just basic SY in a limited SS.

All are TL15 warships!

A total of 6 Bases guard the WP.

*Admiral names: Admiral Domitus Metaxas (onboard the DNS *Pizarro*, Admiral Cassius Clay (on the DNS *Lutzow*), and Commodore Braxton Bragg (on a BS6 V).

COBRA-class BB (refit D)

(2) S3x30 Ac3x27 ZHQH(BbL)(III)(III)(III)XrWa2M5Dx(HET3)BrWa2
(HET3)(HET3)Dx(III)?(?2)DxWa2Mg(HET3)LhQCDx(III) (5)
100 hs AM2 20 XO racks (8 wasps, 1 EDM)

Weapons/Defensive: S3x30, Ac3x27, Wa2x3, HET3x4, Dx x4

Class Units: DNS *Pizarro* (the only ship in class)

NOTES: Combat wasps can be any type. Also, the large boat bay is intentionally filled with SLED2 (for "tactical mobility").

KONGO-class BC (refit D)

(1) S3x48 Ac3x40 ZHQ(BbS) (II)(II)(II)WcWcMgM5BrDxWcWcWcMgXr Dx(II)(II)WcWcDxDx LhQ?Dx(II)
(6) (AC)
80hs AM2 16 XO racks (6 wasps, 1 EDM)

Weapons/Defensive: S3x48, Ac3x40, Wcx6, Mgx2, Dx x5

Class Units: *Invincible*, *Lutzow*, and *Renown*.

NOTES: A medium-to-long range combatant. The *Kongo* refit was hasty but will thought-out on the part of the Darkovians.

MAJESTIC-class CA (refit D)

(1) S3x40 Ac3x36 ZHDx(BbS) (II)(II)(II)BrM3XrFvcFvc(II)DxFvc(II)LhQFvc?Dx(II) (6) (AC)
60hs AM2 12 XO racks (4 wasps, 1 EDM)

Weapons/Defensive: S3x40, Ac3x36, Fvc x4, Dx x3

Class Units: *Majestic*, *Victory*, *Triumph*, and *Magnificent*.

NOTES: A good close-range combatant. The *Majestic* refit was also quickly done, with not much thought put into it.

*Three *Hercules* BC/Tugs from the Crusade books are owned by the Darkovians, buy the book :)

BS4 Rc Base (Darkovian design)

S3 x128 Ac3x80

ZH(BbS)QMgDxMgx6RcBrBrMgRcM5RcRcDx(\$R1)RcRcMgRcDxRcMgRcRcQRcDxDxRcC(\$R1)?DxLhQ
120hs 24 XO racks

S3x128, Ac3x80, Rcx12, Dx x5, Mg x10

NOTES: A modified standard Rc-base. Three units in class.

BS6 V/Va Base (Darkovian modified)

S3x96 A3x108 ZH(BbS)DxDxDxMgVax12MgC(AMG)(\$R1)(\$R1)(\$R1)(\$R1)(\$R1)DxDxDxBrBr Wbx6
Pg2x6 Vx160
250hs 50 XO racks

S3x96, Ac3x108, Wbx6, Pg3x6, Vax12, Vx160

NOTES: An experimental strikefighter platform utilizing a small number of Strikefighter Accelerators (Va). The Va-system launches fighters at Speed 20. These Bases were towed away from the WP when it became clear that the defense of the WP failed. Towed by tugs, fighters from Darkover itself staged through moon bases and through the bases continually, decimating the attacking forces. Three units in class.

NEW TECH SYSTEMS

Bridge (Br): The bridge is the nerve center of the ship and usually where the capital or flag admiral resides. Loss of the Br means loss of command structure, a serious problem. Each “Br” (Bridge) system aboard a starship can handle up to 10 combat systems (weapons, point defense, shear planes, datalinks/fire coordinator centers or fighter squadrons) simultaneously or a single navigation computer. If a system with a ToHit roll has to fire without central command it fires with a -2 penalty (-1 versus fighters/small craft, HAWK missiles ignore this modification when firing on internal tracking). Offensive use of datalinks are impossible (point defense is still active). Fighters have to be launched and recovered like small craft and take twice as long to reload. Navigation computers are useless unless there are at least one intact “B” left on the ship. Br = Bridge tech, 1hs, cost 10, TL1. Note: ships smaller than destroyers do *not* need a Br system.

Combat Wasp, First Generation(wa-a): With the advent of antimatter, the PSU Navy began experimenting with a small, highly maneuverable ram platform that could be deployed away from a task force and possibly work autonomously against enemy forces. The result of this research was the “combat wasp”, a surprisingly fast and easily-controlled XO-mounted small craft that could be deployed in large numbers (one wasp per XO). Heavily-laden with antimatter, combat wasps proved to be a most effective anti-ship weapon, although that are unable to transit a warp point by themselves. Cost: 95Mcr, TL10, dev cost 25,000. Damage is 5 points when ramming, remote-pilot controlled range is 80 system hexes. Combat wasp’ endurance is six hours and they are re-usable unless they ram. Speed 12, +2 bonus to ram due to their very high speeds.

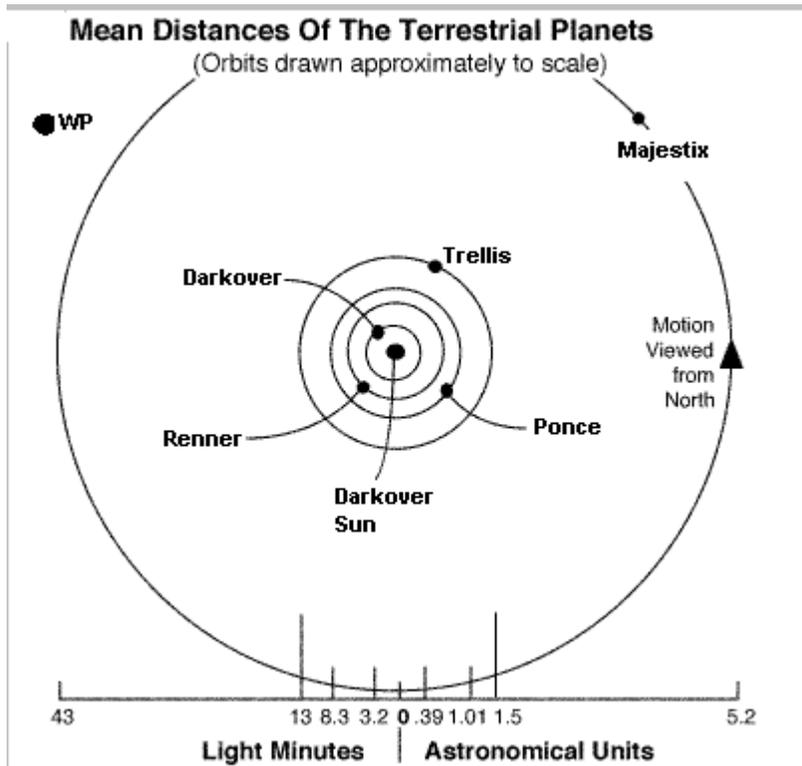
More Information on Combat Wasps

Combat wasps are autonomous missiles fired from starships (usually XO racks) that seek to engage their target beyond normal conventional weapons range. Combat wasps come in every size and function, both attack and defense, and once launched they are fully autonomous. They carry a multitude of independent submunitions, including beam weapons (energy and particle), kinetic missiles, fusions bombs, decoy chaff, and electronic-

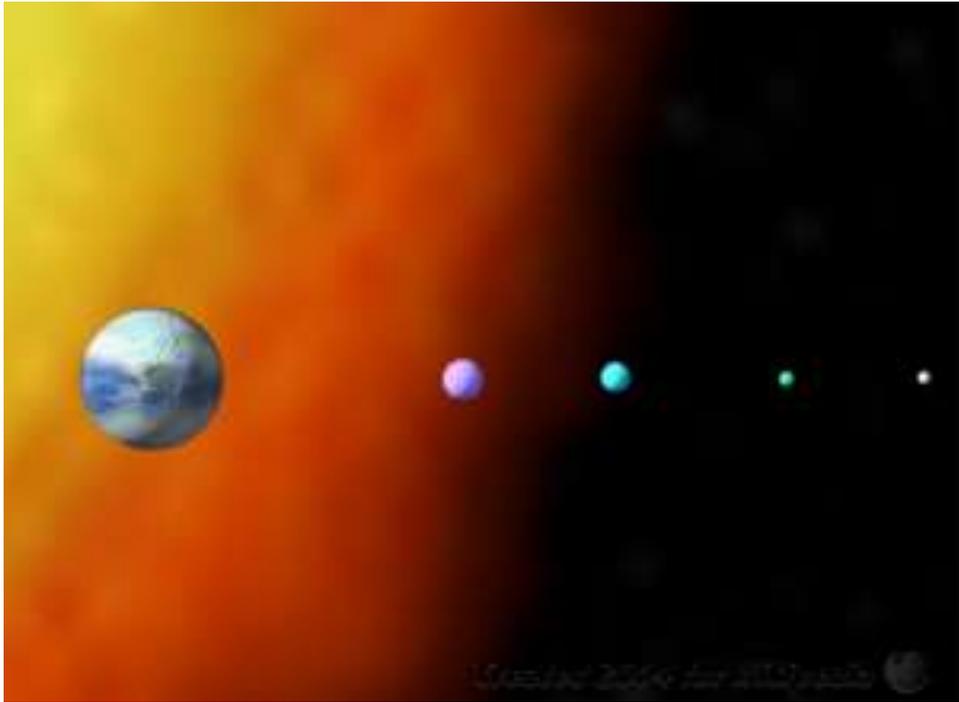
warfare pods. Antimatter warheads are also available at higher tech levels, as are “exotic” warheads such as lamprey and *dis*. *In this scenario only wa-a, wa-ecm, wa-chaff, and wa-E are available.*

Strikefighter Accelerator(Va): This is a miniaturized version of a railgun which is designed to be built into a hanger bay when the bay is constructed. It may not be added to existing "V". It provides fighters with much greater speed to their target which also amounts to increasing their round trip tactical range. Strikefighters launched by Va have a speed of 20 until they first slow down by using their engine. They may change their heading, but each 60 dg. heading change slows their speed by 4 until they reach their normal max engine speed. The launcher speed 20 is NOT reduced by external ordnance carried. Development cost = 3000 MC, system cost = an additional 10 MC per V, space requirements: adds .5 hull space to the "V" (6xV would use 9 hs). TL9

*Final note: Enemy units are all PSU warships, your choice.



DARKOVER SYSTEM



REFORMATION SECTOR MAP

