

Sins of a Solar Empire

Where to begin? The day the T.E.C scoured the Advent's worlds and sent a handful of survivors scurrying into uncharted space? The day the Vasari ended the golden age of the T.E.C with fire?

The day the Advent returned and crashed against the Vasari, determined to end the T.E.C themselves, revenge for their forced exile?

No... I think... The day the Vasari empire fell. Once, some ten thousand years ago the Vasari Empire ruled over countless worlds. Relentless and unstoppable, the empire's fleet, known as the Dark Fleet, spread the borders of the empire ever wider, till one day something utterly unforeseen occurred. It began with a handful of the empire's newly conquered border worlds going dark. As advanced as they were, there were still sometimes mechanical problems, and it was initially thought to be the result of a simple comm array breaking. However, when Dark Fleet scouts sent to re-establish communication with the fringe worlds that had fallen silent never reported back, suspicion began to mount. One by one, worlds ever closer to their core worlds, which included the empire's capital, began to fall silent, and the Vasari realised something was wrong. Eventually the unknown terror descended upon the capital world. When this happened, the entirety of the Dark Fleet was amassed, an event that had never even been considered before, so great was the power of the individual vessels. The entire Dark Fleet was sent into battle for the first time in history, sent to fight whatever was destroying the worlds of the Vasari Galactic Empire. Only one ship, heavily damaged, its crew driven mad with fear, came back. When the citizens of one of the Empire's outermost worlds recovered this ship, they made the decision to abandon the empire. They loaded as many people as they could onto their remaining vessels, and ran, only stopping to gather enough resources to make the next leg of their journey. Everywhere the Exodus Fleet stopped, they left a beacon behind, and one by one, all of their beacons fell silent. Whatever destroyed their empire was chasing them, in a relentless and inexorable pursuit...

What of the T.E.C though? and the Advent? The Interplanetary Trade Order began its meteoric rise some thousand years ago. The Phase Jump engine was discovered, and the Diaspora began. The universe was free for the taking, and every person with enough resources to see a ship made did so, eager to claim a world for themselves. Some of these colonies thrived, some did not. Always though, circling them like vultures, were the ships of what would become the Trade Order. Merchants dedicated to buying low and selling high, virtually every human world came to depend on them, and so their power grew. Eventually a handful of the traders decided that a monopoly would serve them better, and so they set out to ensure it happened. Buying out competitors when they could, and ending them via mercenary, pirate and assassin when they could not, the roaming traders were consolidated into the Interplanetary Trade Order.

After that it was simple to become the ruling body of human space. It always is when you

control the flow of food, weapons and medicine. The rule of the I.T.O was not bad, by anyones standards. Peace descended across human held space, a golden age of trade and commerce.

Until on the furthest borders of Trader space, emissaries found a single world orbiting a giant red star. The people of that desert planet were eventually found to be practicing the utmost in scientific and social deviancy; psionic technology and psychokinetic drugs were commonplace amongst all levels of their society, even their children. These were ancient Trade Order taboos long since thought to be outlawed. Shocked and disgusted, the Trader Worlds conspired to have their forgotten brethren eradicated. The last few mercenaries allowed to exist were assembled, and sent against the deviants. A handful of badly damaged ships survived, fleeing into the vastness of space to die, and over time, the I.T.O simply forgot that they had existed at all.

Peace once again blanketed Human space. The Trader Worlds prospered in an era of lucrative trade and relative peace. Stories of their ancestor's wars passed into the depths of the oldest archives; the methods and machines by which they had conducted those affairs long since buried. Consequently, when the Vasari Exodus Fleet arrived, the outlying Trader Worlds paid dearly.

As the Vasari began to conquer the worlds of the Trade Order, the Order suspended it's commercial agenda, and recreated itself as the Trader Emergency Coalition, an organisation dedicated to fighting the Vasari and protecting their people. The TEC gradually began to retool it's commercial fleet into a vast war machine, and slowly but surely, they began to push back the Vasari.

The the Advent arrived. The handful of tattered, beaten refugees that had been driven out into uncharted space to die had survived. Survived and even thrived. Eventually it was decided that the time of exile was to be ended, and in vast fleet of advanced warships bearing mysterious weapons they came to end the T.E.C, revenge for the loss of their homeworld a thousand years ago.

Now you arrive into a war has been raging for almost a quarter of a century across almost a sixth of the galaxy.

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The Factions.

To begin, you must decide who you arrive here as. One of the Stalwart members of the T.E.C, the mysterious Advent or the alien Vasari?

Beyond that, you must choose an ideology. The war has lasted long enough to see all three groups schism, and as a result each faction has both loyalist and rebel, each with their own strengths and weaknesses.

Once you have done that, you have 1000 CP to spend on technology upgrades and 1000 CP to spend on ships for your fleet.

Faction tech and shipping is unique, and cannot be purchased by other factions.

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The T.E.C

The Trader Worlds enjoyed a golden era of lucrative trade and relative peace under the strict guidelines of the interplanetary Trade Order. They had forgotten their ancient history of war and replaced it with a future of endless prosperity. The arrival of the Vasari caught the Traders completely unprepared.

Advance exploratory waves from the Vasari Exodus Fleet hastily crushed and colonized over a dozen worlds. Political infighting amongst the Trade Order representatives and the independent Opulentsia, delayed the first military response by months. Finally, they sent everything they had to repel the invaders; a cobbled band of ships designed to combat piracy. The untrained, undisciplined, and poorly equipped crews met a swift demise.

Disasters continued for years, but the resilient Traders slowly learned to apply their perfection of the economic engine into an ever more powerful war machine. Factories, trade routes, and savvy businessmen were now one with star bases, supply lines and master tacticians.

Unfortunately, the disastrously poor cohesion of the independently operated planetary fleets often negated this progress. As the Vasari approached the central worlds, it became clear that their advance could not be stopped without higher levels of coordination. The Trade Order could not fulfill this role because its mandate forbade interference with the sovereign rights of the member planets. Thus, the Trader Emergency Coalition (TEC) formed despite strong opposition to the loss of planetary autonomy.

United under one authority, the TEC finally stalled the Vasari advancement, but the reprieve was brief. Their deviant brethren, exiled one-thousand years ago, have returned with a colossal fleet of sophisticated war ships and now wreak havoc across the undefended sectors. With their entire force dedicated to maintaining the Vasari line, the TEC faces a near hopeless dilemma.

Technology

Compared to their more advanced enemies, the TEC have primitive and makeshift technologies. This is made up for by their means of mass production and heavy firepower. The Coalition specializes in the use of mixed alloys and polymers to strengthen their armor, a strong economy, and mass production and efficiency.

TEC Industry

The TEC are masters of industry and efficiency quickly being able to start trade routes in multiple systems, as well as having very cost effective methods of building their orbital structures. They can inhabit most worlds effectively aside from volcanic worlds. They also have their hands in almost every single economic power and their suppliers regardless of race.

When it comes to mass production the TEC are unmatched. In a time of dire need they will divert a large portion of their factories to military subcontracting. They may also build factories that can hyper-produce ships within their starbases.

TEC Defense and Weaponry

Where the other races rely on their offensive capabilities the TEC are masters at fortifying their territories. Strong alloys and polymers ensure a thick defensive hull is within all TEC orbital structures and ships making them very resistant to enemy firepower.

With these powerful defenses they have mastered the art of having very powerful static defenses as well. Their Hangar Bays can be refitted to have anti-strike craft autocannons. Their already potent gauss turrets can be upgraded to sport missile packs and a long range meson-bolt. And their repair technology is unmatched even by Vasari nano-bots.

And where their Defense may fail, this is made up for by their weaponry. The TEC make use of very low grade version laser and beam technologies, but their true strength comes from the chemical/nuclear weaponry equipped on many of their standard frigates and bombers. They also make use of auto-cannon payloads to rip through the hull of enemy ships.

LOYALIST

The loyalist members of the Trader Emergency Coalition adopt a policy of isolation, focusing on enhanced defenses to ride out the rest of the war, and a thousand years of industrial development has gone towards this aim. T.E.C loyalists are defensive specialists, fielding ships fitted with heavier armour than any other faction.

Ankylon Fortress Titan

The Flagship of the T.E.C Loyalist fleet, the Ankylon is something of an anomaly amongst the Titans, for it is not designed purely as a frontline vessel. The Ankylon is a massive defensive and fleet enhancing machine capable of defending an entire gravity well. It can extend its

defences around other ships via its gargantuan Theater Shield, disable enemy abilities via a prototype Disruption Matrix, Deploy countless wings of fighters and bombers; all while dishing out a severe beating and laughing off the attacks of entire fleets.

Its weapons layout is different from the other Titans: it is the only one of them to be focused on broadside combat and also has equally powerful fore and aft batteries. As such, conventional T.E.C combat doctrine places it right in the middle of an enemy fleet to inflict maximum damage and where its colossal broadsides will have their greatest effect or in the middle of an allied fleet where the Theater Shield will prevent the most damage.

REBEL

Those who rebel against the coalition take on a purely militant view, coming to the opinion that the only way to bring peace is by ultimately crushing all who oppose them - especially xenos. The rebels of the T.E.C have turned the industrial juggernaut they control into an engine of war, allowing them to field kinetic weapons the likes of which few have ever even imagined.

Ragnarov Titan

The Flagship of the T.E.C rebels, the Ragnarov is the antithesis of the Ankylon in every way. Virtually no armour and no support abilities seem to make the Ragnarov a poor design, but the fact is, the entire three kilometer long brute is an enormous cannon with a handful of engines.

Due to the design of the ship, most of the weapons are meant to be fired when facing forward. While its actual weapon coverage spans all around it, the damage output is greatly diminished.

Most consider the design of the ship (described laconically as "a giant gun with more guns added to it") to be agreeable with an aggressive rebel approach. The main gun can fire either high explosive rounds designed to play havoc with enemy fleets and destroy masses of support ships in one blast or a nightmarish railgun round capable of turning entire capital ships inside out in. The main gun can also be fired in scattershot mode. Extremely short ranged, the damage a three kilometer long shotgun can do to a planet is beyond horrifying.

TEC-NOLOGY

(I regret nothing)

You have 1000 CP to spend in this section.

Deep Core Metal Mining

100 CP

Innovations in extraction and refining machinery drastically improve the rate of resource exploitation in orbital facilities and deep core mines.

Rapid Development

100 CP

Revised project management practises increase construction parallelism, increasing the rate of construction for major urban development.

Modular Architecture

100 CP

Common structural features are incorporated into revised designs of factories and extractors, reducing both initial start up costs and long term maintenance.

Cluster Warheads

100 CP

A new missile design featuring multiple independent targeting vectors, this essentially allows one missile to target a decent area with multiple smaller, guided munitions rather than one large explosion.

Civilian Ship Safety Act

100 CP

Mandatory client side upgrades of shield emitters, structural bracing and hull plating becomes a legal requirement before civilian ships are deemed spaceworthy.

Favoured Client Discount

100 CP

Strengthened ties to criminal elements and the black market allows for the bulk purchase of resources at a discount price.

Titano-Ferric Plating

(Discount Loyalist)

200 CP

Refinement in alloy manufacture yields an incredibly light, tough armour allowing for vastly improved protective plating, even by TEC standards.

Expert Damage Control

(Discount Loyalist)

200 CP

Crisis response team training is greatly improved and automated damage assessment software is installed on all shipping, leading to an effective and cheap boost to repair rates, especially during combat.

**Impact Analysis
(Discount Loyalist)**

200 CP

Studies on hostile races weapon capabilities and the effects they have on existing shipping and orbital superstructures lead to drastic improvements in hull armouring strategies to counter them.

**High Conductivity Rails
(Discount Rebel)**

200 CP

Improvements in materials science reduces the conduction resistance of Gauss and Rail Cannon rails, allowing both to engage targets at drastically increased range.

**Cyclotaurite Payloads
(Discount Rebel)**

200 CP

Newly engineered explosive materials have enhanced shockwave characteristics, further increasing the damage of existing missile weapons.

**Ferro-Uranite Rounds
(Discount Rebel)**

200 CP

New alloys improve the impact characteristics of all autocannon and rail weapons, resulting in a noticable increase to damage.

**Repair Platforms
(Loyalist Only)**

200 CP

The repair platform does exactly what it claims to do, and very effectively repairs nearby units. Its repair speed is so fast that it's actually very useful even in combat situations.

**Hangar Flak Turrets
(Loyalist Only)**

200 CP

Allows the installation of flak turret modules to existing Hangar Defence Platforms, allowing them to provide anti-strike craft coverage within a moderate range.

**Phase Jump Disruption
(Loyalist Only)**

200 CP

An extremely rare device, and one that is only just coming to be understood - originally only the Vasari could manufacture these through the use of nanotech, having lost the understanding of the devices early in their exile, and the T.E.C only able to field ones salvaged from Vasari, with

the Advent only able to field platforms taken from the T.E.C!

Regardless, the Phase Jump Disruptor is a huge orbital structure than can make it extremely difficult to transition into a gravity well, and even harder to leave it.

Quick Gauss Capacitors
(Rebel Only)
200 CP

Newly devoped capacitor banks dramatically decrease the cooldown of the Gauss cannons on defence platforms.

Gauss Rockets
(Rebel Only)
200 CP

Allows the installation of burst rocket launchers on defence platforms, allowing them to engage multiple targets simultaneously with short range rocket barrages.

Meson Bolt Cannon
(Rebel Only)
200 CP

A total redesign of the defence platform, this new variant includes a long range Meson Bolt Cannon, giving the platform an extremely long ranged armour piercing attack.

Orbital Structures

There are a number of orbital constructions available, both for defence and other purposes.
Each Purchase here means you obtain the license to produce the structures indefinitely.

Gauss Defence Platform
200 CP

Featuring dual gauss cannons, these stationary defense platforms will defend nearby structures from enemy vessels. They are heavily armored and can do serious damage against opponents.

Hangar Defence Platform
300 CP

Like anything else the TEC does, the Hangar Defence Platform is massive, heavily armoured and incredibly durable, fielding four wings of fighters or bombers for system defence, as well as an onboard manufacturing plant to churn out replacements.

Shield Generator

300 CP

The structure is capable of protecting planets from obliteration, which is always good for your empire's long term survival. Once constructed in a planet's gravity well, it envelops the planet in a "film" of sorts, visible from across a system. These powerful generators cannot hold out against any onslaught indefinitely, but can buy time to allow a friendly fleet to arrive. Adding multiple Shield Generators doesn't add more defense against planetary bombing, but they can serve as back-up generators in the event that one is destroyed.

Orbital Refinery

(Free Blueprints Provided)

Almost large enough to be considered a space station itself, the Orbital Refinery is a temple to industry, albeit one wreathed perpetually in the smoke vented from the massive smelters that run day and night while dedicated mining frigates dock to unload hundreds of thousands of tons of material harvested from asteroids.

Argonev Starbase

(Maximum of One.)

800 CP

Massive, heavily armed and serving as a home away from home for TEC forces, the Argonev starbase is a titanic pyramid shaped megastructure with the armour and shielding to allow it to shrug off the attacks of entire fleets.

Each Argonev has eight slots available, you may choose upgrades as listed (If an upgrade is marked as having multiple levels, you may take it that many times, doubling and tripling the effect):

Auxillary Government

A proxy governing council is established on the starbase, allowing the system to be run from orbit and preventing loss of control through planetary bombardment, as well as denying the worlds colonisation by hostile forces.

Trade Facilities

Two Levels.

Commercial docking bays are added, allowing your starbase to become a part of your empire's trade network and increasing revenue.

Hangar Bays

3 Levels.

Additional strike craft construction, maintenance and launch facilities are built, allowing the starbase to host squadrons of strike craft.

Structural Integrity

3 levels

Increased armour plating, additional shield projection arrays and more numerous damage repair systems greatly enhance the starbases longevity.

Docking Booms

2 Levels

Massive remote operated servo arms and dedicated military decks devoted to the maintenance of shipping allow for the rapid repair and resupply of combat vessels.

Safety Override Protocol

Allows a starbase commander to order the bases reactors be allowed to overload, a last ditch ability that reduces the starbase and anything hostile in system to so much molten slag.

Energy Weapon Systems

Heavy Beam Defence turrets are added, granting the Starbase a close range but horrifyingly potent attack.

Missile Batteries

Missile Batteries are built into the Starbases dorsal surfaces, adding an extremely long range attack ability to its arsenal.

Construction Bays

Large scale construction bays are added, allowing for the construction of frigate, cruisers and corvettes, as well as allowing for the construction of civilian vessels, enhancing income when the ship is commissioned and long term as it plies the trade lanes between worlds.

Heavy Construction Facilities

Titanic military scale facilities are installed into the Starbase, allowing it to build capital ships.

Ships of the TEC

With the bulk of the TEC fleet consisting of retrofitted merchant and civilian shipping, they may seem utterly worthless in combat, but dismissing them would overlook the centuries of design experience that has gone towards building shipping capable of enduring the worst conditions without a problem.

Cheap to produce and easy to maintain, the ships of the TEC are more akin to flying bunkers, each bristling with countless Kinetic and missile weapon batteries.

EACH PURCHASE IS NOT A SHIP, RATHER IT IS THE LICENSE TO MASS PRODUCE THE VESSEL.

You now have 1000 CP to use in this section.

**Shriken Corvette
(Free, Loyalist Only)**

The Shriken class corvette is a highly-tuned harassment ship that focuses its attention on damaging enemy engine systems. The Shriken is equipped with multiple weapons systems, defensive autocannons to protect from strike craft, and powerful engines giving it extreme acceleration. Like all corvettes, this comes at the trade-off of durability, making the Shriken an easy kill once targeted.

**Stilat Corvette
(Free, Rebel Only)**

As with the Loyalist variant, the Stilat is a fast, versatile craft that is equipped with multiple weapons at the cost of durability. The difference comes in the Stilat's ability to cripple its enemy's defensive systems, making the unfortunate target more vulnerable to physical weapon damage.

**Arcova Scout Frigate
Free**

Accustomed to the prolonged periods of isolation their long reconnaissance missions often require, Arcova crews make excellent forward observers for the fleet. Their powerful engines, ability to bypass enemy phase jump inhibitors and remote sensor equipment further enhance their intelligence role.

**Cobalt Light Frigate
Free**

The workhorse of the TEC fleet, the Cobalt combines speed with an average weapons package. Cobalts are best deployed in groups and packs of upgraded Cobalts are extremely effective at hunting down antimatter-dependent units. As they are typically manned by the TEC's newest recruits, fleet commanders are well advised to keep them on a tight leash lest they charge into battle prematurely.

Javelis LRM Frigate

50 CP

The Javelis is the TEC's answer to enemy weapon emplacements which would otherwise cause heavy damage against a fleet. With their exceptional long-range and damage potential, the Javelis can quickly obliterate an enemy, and with Clustered Warheads, groups of smaller frigates don't stand a chance beneath its devastating area of effect attack. However, the Javelis' weak armor and shields make it an easy target, particularly for enemy fighters.

Krosov Siege Frigate

50 CP

When it's time to take out a planetary target, the TEC calls in its Krosov Siege Frigates to do the job. A small group of Krosov's can quickly cause catastrophic damage to an enemy world and can survive against defenders with its heavier shields and hull. Regrettably, the situation is dire enough that the TEC command is considering equipping radioactive warheads to the Krosov, that will severely diminish the population growth of enemy planets.

Garda Flak Frigate

50 CP

While heavily armored against attack, the Garda's primary role is to defend against enemy fighter and bomber wings. Its forward and aft mounted autocannons can quickly shred through the lightly armored craft. Against larger targets, like frigates, the Garda stands little chance.

Percheron Light Carrier

100 CP

When the TEC need to augment their fleets with fighter or bomber support, the call goes out to the Percheron. Each carrier is able to support two squadrons which serve as the ship's only offense and defense. However due to their long-range nature, Percherons rarely enter the fray and usually remain on the edges of a gravity well out of harm's way.

Hoshiko Robotics Cruiser

100 CP

Like most of the TEC fleet, the Hoshiko was not designed specifically for combat, but it did find a natural niche in battle due to its unique shape, which offers a near 360 degree launch angle for its droids. Using swarms of unmanned repair drones, the Hoshiko can quickly patch up a damaged vessel and keep it in the fight. They also carry a supply of demolition bots that can wreck havoc on the engines and weapons of even the most heavily armored frigates and cruisers. Crewed by perhaps the most eccentric of the TEC roster, the Hokoers' are obsessive tinkerers and take great pride in the unique role they fill and ability to engineer ultimate droids.

Cielo Command Cruiser

100 CP

Cielos are command and control centers for the TEC fleet. Staffed by hundreds of experienced coordinators and command staff, and equipped with the newly developed Tactical and

Targeting Analysis (TATA) computers, the Cielo is able to boost the attack power and efficiency of any fleet it accompanies. Should allied ships find themselves close to defeat, each Cielo's command crew is effective at issuing a rallying call to embolden the battle-worn crews.

Kodiak Heavy Cruiser

200 CP

Heavily armed and armored, the Kodiak is the most powerful warship in the TEC fleet outside of capital ships and was originally designed for clearing paths through dense, metal-rich asteroid fields. Capable of soaking up huge amounts of damage, the Kodiak can quickly close in on its targets to unleash its powerful autocannon barrage. Many of the Kodiak crews are among the most battle experienced in the TEC fleet.

Ogrov Torpedo Cruiser

200 CP

With the introduction of powerful starbases to fortify enemy positions, the need arose to deal with hardened targets. The TEC answer to this call is the Ogrov, a cruiser dedicated solely to the destruction of enemy structures. With its high-yield explosive torpedoes, the Ogrov is capable of quickly annihilating any structure or starbase from range.

CAPITAL SHIPS

The largest and most powerful ships, these require a great deal of resources to build and maintain, but they are more than worth the expense.

EACH PURCHASE GRANTS ONE CAPITAL SHIP.

The first two are free.

You may obtain duplicates of each ship.

Kol Battleship

300 CP

Unlike most of the TEC's hasty conversions of civilian models, the Kol-class battleship is the first dedicated warship design in nearly 700 years. It admirably balances speed, protection and firepower. A Kol Battleship, with its array of heavy weapons, has a formidable presence in any engagement. Commanded by the best of the TEC's officers, they were marshaled to front lines to serve as a devastating weapon of war and a sign of hope for the embattled and weary TEC fleets. More than any other warship, the Kol has proven to be instrumental in halting the Vasari advance.

The Kol is arguably the toughest Capital Ship among all three factions. Massive armor, durable hull and a powerful defensive Adaptive Forcefield make it incredibly tough to destroy. Like all battleships, it has high weapon damage and is dangerous in its own right as a combat unit. However, it fields very few strike craft of its own. The Kol is particularly effective against phase missile-using Vasari forces, as the Adaptive Forcefield ability negates the shield penetrative abilities of Vasari Phase Missiles. The main Gauss cannon is brutal in capital ship slugging matches, and the heavy flak burst turrets make it the bane of fighter and bomber swarms.

Sova Carrier **300 CP**

Having proven to be an effective countermeasure to pirate incursions, strike craft have been a staple of planetary defense forces for hundreds of years. The arrival of a true invasion force has made a mobile platform for hosting strike craft a necessity, and the Sova Carrier ably fulfills this role. The most advanced ship-borne manufacturing and repair facilities keep its large dorsal and ventral fighter bays in a near constant state of combat readiness.

Being a carrier it naturally has an advantage over many of the other capital ships as an offensive force. Being able to kite the enemy a system, while attacking them with bombers is very valuable and potentially allows a much more powerful force to be whittled down by a skilled captain. Another valuable tool of the Sova is its use of Missile Batteries, massive deployable parasite launchers, short lived satellites that can saturate a target with missiles before self destructing.

Akkan Battlecruiser **300 CP**

Even in this modern age of faster than light travel, traversing between star systems can still take months. While military personnel grudgingly accept the cramped quarters of their warships, the distinctive biodomes of Akkan-class battlecruisers suggest civilian colonists are less compromising with their comfort on long voyages. With the risk of combat now ever-present, the Akkan design was outfitted with additional weapons and a modest fighter bay.

The Akkan is the TEC's Primary Colonization ship, a heavily armed vessel designed to ferry TEC citizens to their new home, though with the Advent and Vasari bearing down the Akkan have all been retrofitted with a not unimpressive amount of weaponry and armour. Notable for the automated manufacturing bays that allow it to deploy orbital refineries into near orbit of newly established colonies, allowing for a dramatic boost to the local economy and infrastructure. The Akkan is also valued because of the use of the ships Targeting Uplink which will increase the range of all ships weapons that are in the vicinity of the Akkan. Paired with a group of Javelis this makes the TEC very effective at long range sniping of starbases.

Dunov Battlecruiser **300 CP**

The recent and unexpected arrival of hostile forces in TEC systems meant that constructing a

sufficiently large fleet of warships from scratch was impossible. With desperate times calling for desperate measures, TEC engineers began cannibalizing parts of the large civilian merchant fleet as a quick means to militarization. In spite of its cargo freighter heritage, Dunov-class battlecruisers make a respectable and welcome addition to TEC battle groups.

The Dunov is a very powerful support ship, primarily used as a second capital ship to help complement its fleet with its various fleet enhancement abilities. The Dunov is usually employed for its shield booster, a medium range sympathetic resonance beam that effectively boosts allied shielding. The Dunov's "ultimate" ability, Flux Field, makes life easier for every ship in the TEC fleet. By reducing Antimatter costs, the Dunov can allow a fleet to "spam" its abilities without worrying about Antimatter reserves. Since the TEC's order of battle depends on interlocking abilities, Flux Field is essentially a direct enhancement to the TEC's core strategy.

Marza Dreadnought **300 CP**

With modest beginnings as a small planetoid destruction and recovery workhorse, the Marza-class dreadnought is the pinnacle of TEC military retrofitting engineering and is the most recent addition to the TEC arsenal. Immediately recognizable by its spinal mounted siege cannons, the Marza can bring crushing firepower to bear on hostile empires' settlements.

The Marza Dreadnought, even more than the Kol Battleship, is a brute-force solution to warfare. Combining heavy anti capship weaponry with terrifyingly efficient planetary bombardment capabilities, the Marza is a partial solution to the TEC's primary disadvantage: the inability to effectively deal with either swarms of opposing ships or singular "hard" targets.

Fielding batteries of Multi-launch Missile Arrays and a colossal spinal Gauss Cannon firing Incendiary anti-armour rounds the Marza can deal with fleets or capital ships with relative ease.

Of course, the Marza sacrifices armor for firepower: the Marza is not as well-armored or well-shielded as the Kol, meaning that TEC support vessels must work harder to keep the Marza alive. Since the TEC fleet tends to excel in battles of attrition, this means the Marza Dreadnought is the odd man out and potentially a weakness in a battle of attrition. More often than not, slow and steady wins the race for the TEC, and the Marza Dreadnought can jeopardize this strategy by over-emphasizing offense.

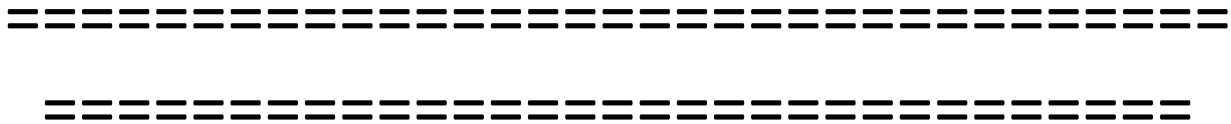
Korsev Battlecruiser **300 CP**

The Korsev-class battlecruiser is a relatively recent addition to the TEC armada, having been converted from a long-range cargo freighter chassis. The Korsev houses teams of marines that are able to capture enemy ships or damage enemy structures.

the Korsev can quickly add ships to your fleet with well timed boarding party strikes, getting you more ships long before you or your enemy can manufacture them, therefore giving you an edge in combat. By allowing a skilled captain to convert over much of the militia forces or pirate shipping in nearby planets, a canny admiral not only gains a sizable force early on, but also quickly removes the militia from the picture (Quicker than they could be individually engaged

and destroyed), allowing for rapid expansions.

With this knowledge in mind this makes the Korsev a pseudo-economical capital ship. Being able to gain free ships early on is very valuable. The obvious trade off her though, is that the Korsev lacks the armour common to other TEC ships, sacrificing it for barracks space for Marine strike teams.



The Advent

The origins of the Advent began well before recorded history. It is said they began as one of many broken peoples who sought spiritual escape on peripheral worlds following the great wars.

The earliest known records trace back to the formation of the Trade Order. At its inception, the Order sent emissaries to recruit all known inhabited planets into the organization. One such group discovered a single desert world orbiting a massive red star surprisingly populated by a thriving civilization. Excited by the profitability of this potential market, the Order authorized immediate integration and the emissaries initiated contact. The representatives of the planet decidedly rejected the membership offer.

Not willing to accept failure, the Order sent a series of market research teams to acquire data that could be used to formulate a more elaborate strategy. They received a single, incomplete report containing disturbing information.

Shocking acts of deviancy, at every level of society, violated the venerable taboos common to all the Trader Worlds. Sinful cerebral integration technologies, unrestricted biological experimentation, strange forms of collectivism, and the wholesale usage of countless neurochemicals were but a few of the transgressions.

The Trader Worlds overwhelmingly voted that such an aberration had no place within the territories of their new Order. With an instinctive fear, the Traders took control of the planet by force and exiled the inhabitants far into uncharted space.

The exiles would integrate the story of their origins into myths and prophecies. They believed that their destiny was to exact retribution and assume their rightful place in the galaxy. One thousand years later, when it became clear that the rare and precious resources that empowered their unique way of life approached exhaustion, the society unanimously decided to return to their original home and fulfill their prophecies, hoping to attain revenge from the foes who banished them.

Advent Culture

At an early age, Advent children are taught to seek enlightenment in whichever way naturally suits them and it is common to see even the very young using neurochemicals or artificial implants to augment their mental abilities. This advanced level of integration with their technology – known as PsiTech – is largely responsible for the Advent's strange sense of collectivism, and allows the sharing of thoughts and feelings on an almost innate level.

Navigating, interpreting, and shaping are highly prized skills in Advent culture and one's mastery in these areas forms the basis of the Unity's social hierarchy. Females in particular demonstrate a natural prowess and have come to dominate the higher castes, called Coalescences. Then there are the Silent Ones - those who are unable to participate in the Unity's group mind - they are exceptionally rare and universally shunned.

Advent Technology

Advent technological levels are vastly superior to the TEC's and is roughly on par with the alien Vasari's. They excel because of a wonder called PsiTech which amplifies their mental ability above all other races'. It is also used in the everyday life of Advent civilians and helps improve the workforce supply for the Advent military.

Weaponry and Defense

The Advent people pride themselves on their advancements in technology over the TEC during the past one thousand years. Where the Advent has flourished by having no restrictions on technological expansion, the TEC have been under the strict guidance of the Trade Order's leaders: the TEC's technology has remained almost stagnant as they rely primarily on chemically-propelled missiles and cannon shells, as well as low-grade lasers. By contrast, Advent armaments consist almost entirely of directed energy weapons, with the exception of ship-to-surface kinetic bolts. Superior in defensive design as well, Advent shields are able to mitigate far more damage than TEC or even Vasari defences will allow.

However, the Advent favor cheap, lightly armored ships with lower hull strength, preferring sophisticated shield systems to bulky armor. All Advent structures and spaceships are designed

to be aesthetically pleasing and are typically slenderer and sleeker than TEC or Vasari designs.

PsiTech

PsiTech is the technology that members of the Advent use to augment their mental abilities. This allows them to accomplish tasks through the use of their mind instead of physical power.

This makes the Advent especially powerful and potentially advantageous in many aspects: although Vasari phase detection is arguably superior to the Advent's, it requires large machines and multiple Vasari to monitor the phase lanes, whereas the Advent needs only to utilize a small group of Scryers who use their mental power to detect enemies approaching Advent territory.

The same principle applies to the TEC as well in the aspect of armor. Where it is clear that the TEC possesses greater abilities to combine alloys and polymers into a great mass (which in turn gives a greater amount of armor), the Advent can telekinetically hold armor together through the use of PsiTech.

Even in resource gathering the Advent uses PsiTech. Psintegrates are placed onto Mining Facilities and telekinetically separate unwanted resources to help improve the quality of mineral shipments. PsiTech is a powerful tool that, when utilized properly, will allow the Advent war machine to locate, control and disrupt its enemies; it will also inspire loyalty, augment mental power and allow communication amongst the Advent population.

LOYALIST

For the first time in their history, the war creates a schism in the Advent Unity. The loyalists seek to continue their policy of revenge against the Traders, and to assimilate all others to the Unity's influence. The power of the Unity is turned towards ever more deadly weapons and ever more durable shielding for the beautiful but fragile Advent vessels.

Coronata Titan

The Coronata embodies the Advent's desire for retribution and domination. Crewed by thousands of Psionic adepts, it has the potential to wreak havoc to an enemy's fleet and their minds. With potent abilities, this massive ship can easily turn enemies upon themselves and the tide of battle.

The Coronata lacks armour entirely, protected instead by the incredibly advanced shielding technology of the Advent and the Psionic powers of the Titans crew. The Coronatas main weapon is called the Unity Mass, an ability whereby the Coronatas crew focuses the Unity's wrath into a beam of hatred, targeting structures, starbases, capital ships and titans, quite literally slaughtering enemies with the power of hatred. The more Advent ships are present, the more there is to draw on, and the more powerful the beam becomes.

REBEL

The Rebels, who sense corruption within the Unity, driving the Advent's mad hunger for retribution, seek to cleanse the Unity of such deviation from its teachings, and to establish diplomatic, if not peaceful, relations with the TEC and the Vasari. The Advent Rebels have quickly become masters of diplomacy and communication.

Eradica Titan

Due to the multitude of long-range beam weapons, the Eradica can utterly decimate fleets of Frigates and Cruisers, though it can only focus two of the beams on the same target at once, making it less powerful in a duel with another Titan. Compared with other Titans, the Eradica tends to require less micromanagement from the captain, as simply keeping some distance between it and its targets is generally all that's required to emerge victorious. The main weapon of the Eradica is the Chastic Burst. Part energy weapon, part psychic bomb, the firing of the weapon has come to be called 'microwaving' by the T.E.C crews who witnessed it, the burst does large amounts of damage over a wide area around the target.

TECHNOLOGY

You have 1000 CP to spend in this section.

Telekinetic Extraction

100 CP

Deep space mining is enhanced by the addition of low level Psintegrat to asteroid mining crews, allowing ore to be scried out remotely and mined telekinetically.

Selective Harvesting

100 CP

High value resource nodes and deposits are discovered via specially trained Psintegrat and marked for priority harvesting, providing a boost to industry.

Subsurface Architecture

100 CP

Normally hostile or inhospitable worlds can sustain large populations due to communal living

arrangements and underground architectural developments.

False Belief Monitoring

100 CP

Scryers learn to become attuned to the sentiments of distant peoples, allowing The Unity to at least be marginally aware of shifts in opinion and policy, and to observe the spread of unbelievers as they colonise new worlds.

Forewarning

100 CP

Frightening visions of the immediate future warn scryers of incoming enemy ships during phase jumps to your own worlds.

Divination

100 CP

Scryers become more adept at scanning newly aquired worlds, allowing relics and valuable resource deposits to be identified remotely and almost immediately.

Inspired Reactor Design

(Discount Rebel)

200 CP

Elegant in its stark simplicity, these new reactor designs allow for a dramatic increase in the antimatter reserves of Unity vessels, as well as the regeneration of the stuff.

Elegant Hull Design

(Discount Rebel)

200 CP

New, stronger designs for the structural frames of Unity vessels are devised, increasing the stress value of the hull and the ease of repair.

Raised Shield Harmonics

(Discount Rebel)

200 CP

New understanding of shield interactions with energy and kinetic impacts allow for a drastic increase in efficiency against incoming ordnance.

Rapid Plasma Generation

(Discount Loyalist)

200 CP

New, dedicated weapon power sources have higher peak output, allowing plasma to be formed more quickly, effectively decreasing the cycling time of plasma weapons by a considerable margin.

Shield Bestowal

(Discount Loyalist)

200 CP

Allows Anima Platforms to supplement the shields of nearby structures, effectively mimicking the Unity itself, as the whole becomes far stronger than the sum of its parts.

Precision Beam Focus

(Discount Loyalist)

200 CP

Refining the emitters of all beam weapons, The Unity has managed to uncover an easy to replicate method of granting energy weapons a drastically increased range.

Psitech Powered Lasers

(Loyalist Only)

200 CP

Low ranking Psintergrat are assigned to the laser batteries of Unity shipping, and focusing their abilities on the weapons they can achieve a surprising boost to damage and beam coherency.

Telekinetic Protection

(Loyalist Only)

200 CP

The molecules of the hull of Unity shipping are held together more tightly by telekinetic forces projected by Psintergrat adepts, yielding a truly impressive increase in protection.

Defence Platform Synergy

(Loyalist Only)

200 CP

Inspired by the way The Unity is empowered by countless minds working in concert, an upgrade to Defence Platforms is developed to allow the structures to work in concert, firing one massive beam instead of several smaller, weaker ones.

Herald Diplomatic Cruiser

(Rebel Only)

200 CP

With the tide of war seemingly ebbing, the Advent have begun to construct new envoy cruisers, known as Heralds. Equipped with meeting facilities and beneficial psionic powers, the Herald fleet is able to assist neighboring empires with various cultural and diplomatic missions.

Call of the Unity

(Rebel Only)

200 CP

The Unity's influence becomes attuned to opposing factions, affrding your empire an improved relationship when dealing with them.

Anima/Beam/Shield Development Pact

(Rebel Only)

200 CP

Shared research techniques are utilised by the Unity and its allied factions, speeding discoveries and decreasing research times.

One pact can be established at a time, drastically increasing the speed at which either Anima Drones and Strike Craft are developed, or the rate at which Beam Weaponry or Shielding is researched.

Orbital Structures

Beam Defence Platform

200 CP

Four powerful beam emitters in a single structure defend your planet and nearby structures from enemy ships. What they lack in armor they make up in firepower.

Anima Platform

300 CP

The Anima Platform of the Advent faction is perhaps the greatest example of their defensive doctrine; while the other factions are content to field fighter and bomber wings, the Anima Platform can also field wings of deployable homing mines, aggressive even in defence and attacking with overwhelming numbers of powerful drones to bleed the trapped enemy dry.

Temple of Renewal

300 CP

Antimatter is valuable, difficult to harness and the fuel used by all modern shipping. The Temple of Renewal is a dedicated facility for farming, collecting, concentrating and dispatching it to nearby shipping, drastically increasing the loiter time of Advent vessels before they must dock with a dedicated starbase to resupply.

Pillar of Unity

(Free Blueprints Provided)

A massive, elegant structure, its use is defined by the ideology of the user - for rebel Advent they serve as trade platforms and diplomatic centers, for Advent loyalists they serve as orbital refineries where Psintegrae farm and refine materials vital to the war effort via telikinetic extraction. While the amounts obtained are small, they are incredibly pure.

Transcencia Star Base
(Maximum of One)
800 CP

A massive, elegant structure, the Transcencia serves as both a defence emplacement, starbase and cathedral of the Unity, bristling with beam and plasma emplacements and defended by incredible shield arrays.

The Transcencia has eight slots available, you may choose upgrades as listed (If an upgrade is marked as having multiple levels, you may take it that many times, doubling and tripling the effect):

Merchant Docks

Cargo Loading and storage facilities are added to the Starbase, allowing it to extend and serve as part of your empires trade network.

Enduring Devotion

Psionic Adepts aboard the Starbase create unbending support for the on the planet below, preventing it from being lost through subterfuge or rebellion, and ensuring invasions will be met by literally every man woman and child on the planet taking up arms.

Meteoroid Control

Psionic Adepts aboard the station are trained in the ability to telekinetically manipulate asteroids for offensive purposes.

Micro-Meteorite Manipulation

Psintergrae skilled in fine telekinetic work are assigned to the station where they can use clouds of stellar debris the size of sand grains as both a defensive shield and a flak screen against missiles.

Mass Disorientation

A concentrated effort from Unity Psintergrae aboard the Starbase is enough to leave every ship in the gravity well the starbase occupies dazed and disorientated, rendering them vastly less effective.

Drone Capacity
four levels.

More hangar bays and Anima stations are installed, allowing for vastly increased drone swarms to be deployed.

Evangelization Nodes

Psitech Telepathic boosting equipment is installed aboard the station, allowing The Unity to broadcast its message to nearby worlds and sway the populations dwelling there to a ... more

favourable state of mind.

**Enhanced Preservation
three levels.**

More numerous and better trained Psintergrat are deployed, as well as the installation of additional shield projection arrays, resulting in a vastly more durable station.

Heavy Laser Batteries

Multiple Heavy Laser Batteries are installed aboard the Starbase, adding a potent midrange weapon to its arsenal.

Punitive Measures

Legions of Psintergrat aboard the Starbase channel their talents in a specially trained burst, unleashing a potent and long range psionic surge against enemy vessels.

Ships of the ADVENT

The bulk of the Advent fleet consists of incredibly beautiful yet horrifyingly fragile ships, maintained and protected by both incredibly advanced force shielding technology and the psychic powers of the Psintergrat, The Advents specially trained force of telekinetics, each skilled at holding together and repairing damage to their vessels.

By far the most fragile ships of the three factions, the Advent make up for this with an incredible mastery of shielding technology and almost perfect understanding of energy weaponry.

EACH PURCHASE IS NOT A SHIP, RATHER IT REPRESENTS THE WILL OF THE UNITY FOCUSING YOU ON MASS PRODUCING THE VESSEL.

You now have 1000 CP to spend in this section.

**Vespa Corvette
(Free, Rebel Only)**

A small, lightly armed and lightly armoured vessel, the Vespa carries a minimal crew, barely

enough to create the psychic presence that comforts and maintains the Unity. The ship is designed as a combat support vessel, one that can dart in and cripple an opposing ship by disrupting antimatter reserves and energy weapon arrays, reducing an enemy's ability to regenerate antimatter and slowing energy weapon fire rates.

Acolyte Corvette
(Free, Loyalist Only)

The Loyalist equivalent to the Vespa, another lightly armed, lightly armoured ship with a relatively small (for the Advent) crew, the Acolyte is designed and built with the aim of damaging enemy targeting systems, reducing an opponents ability to hit opposing forces.

Seeker Vessel
Free

The Seeker Vessel is a fast-attack ship built for quickly scouting out enemy fleet positions and jumping back without being noticed. Its twin pulse lasers also make it useful in small skirmishes against lightly armored targets. Dedicated to the will of the Unity, Seekers will not hesitate to sacrifice a portion of their presence to follow the enemy or to martyr themselves against the hulls of the unenlightened.

Disciple Vessel
Free

Armed with a single forward pulse laser, the Disciple Vessel may at first seem underpowered, but that is deceptive. Shedding extra crew compartments and relying on total integration of the ship's crew into its systems, the Disciple is agile and deadly. Once further trained and equipped, the Disciple Vessel submits itself to becoming an important battery of antimatter for the more powerful of the Unity's vessels, while at the same time denying antimatter to the enemy. The Disciple is crewed by expendable low-level Advent acolytes who have demonstrated their personal submission to the Unity, but have no particular psionic talents.

Illuminator Vessel
50 CP

The equivalent to the TEC Javelis Missile Frigate, The Illuminator Vessel is a frightening sight to behold on the battlefield and a true testament to the Advent's mastery of beam technology. Featuring not one but three long-range beam cannons, the Illuminator can quickly tear through shields and hull, leaving nothing but a cloud of debris in its wake. Despite its weak armor, the Illuminator is able to survive due to its ability to project false images of itself into the minds of nearby enemies, confusing and bewildering them. The adversary facing a cohort of Illuminators can never be sure of how numerous his enemies really are.

Purge Vessel
50 CP

To the humans of the Trader Worlds, the shape of the Purge Vessel is reminiscent of a great bird, but it's one bird nobody wants to see in their sky. Lightly shielded with moderate armor,

the Purge Vessel can rain down powerful kinetic bolts onto an undefended world, laying it to waste. Purge Vessel crews are recruited from amongst the most zealous of Advent converts, and see themselves as direct incarnations of the Unity's desire for retribution. Although the ship is not heavily armored or shielded, Purge Vessels will often rush through a contested area in their eagerness to deliver justice to the unfaithful.

Defence Vessel

50 CP

Although designed to counter enemy fighters and bombers, the Defense Vessel is also adept at taking on opposing frigates and cruisers. With its pulse laser turrets, the Defense is capable of targeting enemies in almost any direction. Single Defense Vessels are weak, but used in large numbers or as an escort group, they can be a force to be reckoned with, especially when used as escort for capital ships. An Advent crew member feels at ease when she can sense the presence of a fleet of Defense Vessels guarding her flank.

Aeria Drone Host

100 CP

The Aeria Drone Host is the Advent answer to the TEC's light carrier; the key difference being that its fighter/bomber squadrons are unmanned. Instead, multiple onboard psionic anima are integrated into the Aeria's systems, allowing multiple drone fighters/bombers to be piloted remotely using a highly sophisticated telepathic link. Anima members are among the most skilled psionics in the Unity, and their telekinetic skills are revered and feared even by those in higher castes.

Iconus Guardian

100 CP

The Iconus Guardian is a relatively recent addition to the Advent fleet and reflects the new focus on ship shield technology. The hull of the ship is weak, but the Guardian has an extremely powerful shield generator, which can be projected outwards to protect nearby vessels. The shields do not completely prevent the target from being damaged, but they can help nearby ships to survive battles which would have otherwise have destroyed them. Iconus Guardians make excellent supporting ships and combined with offensively oriented ships, like the Destra, can be part of a devastating force.

Domina Subjugator

100 CP

Utilizing the Advent's unique telepathic skills, the Domina's specialized hull is capable of projecting a psionic suppression field onto enemy ships. Once hit, the opposing crew is unable to move, rendering their vessel open to attack by more powerful Advent ships. This makes the Subjugator a fantastic complement to any of the more combat-oriented vessels, or to any of the Advent capital ships. Domina crews are highly trained psionics and can also telepathically encourage nearby ships' crews to work well past the point of exhaustion.

Destra Crusader

200 CP

Destra Crusaders bring enlightenment to the masses, if not typically in a friendly manner. The Destra's design is dominated by four huge plasma cannons which make it more than a match for most enemy frigates and cruisers. The appearance of the Crusaders in the first few battles of the war marked the beginning of the end for the TEC forces. The resulting tales of the survivors created a widespread superstition in the TEC military that the appearance of a Destra on the battlefield signifies bad luck for the TEC.

Solanus Adjudicator

200 CP

The Solanus Adjudicator is perhaps one of the strangest weapons in the Advent arsenal in terms of appearance. Requiring very little crew, the Solanus brings devastation to enemy starbases and structures through its powerful, energized plasma cannon. In fact, most of the Solanus is dedicated to its sole weapon, giving it a surprising rate of fire.

CAPITAL SHIPS

The largest and most powerful ships, these require a great deal of resources to build and maintain, but they are more than worth the expense.

EACH PURCHASE GRANTS ONE CAPITAL SHIP.

The first two are free.

You may obtain duplicates of each ship.

Radiance Battleship

300 CP

No ship personifies the Advent's vengeful nature more than the Radiance Battleship. Literally bristling with varied energy weapons, it can unleash a torrential downpour of plasma bursts and laser fire. Those who endure such an onslaught have little respite, as the Radiance's axial beam cannon can cut a wide swath of destruction through enemy ranks.

The Radiance Battleship is the Advent's primary damage-dealing capital ship. With massive

shield banks and fearsome energy and plasma weapons it is a true combat ship, and something of an anomaly in that it forgoes the psychic tricks and abilities of other Advent vessels in favour of Unity members trained exclusively to boost weapon and shield strength.

Revelation Battlecruiser

300 CP

Immense arrays of powerful PsiTech project through the hulls of the Revelation Battlecruisers, allowing them to amplify the natural skill of their Battle Psintegrae up to a planetary scale. While such power occasionally finds benign use, the Advent show little hesitation using it to channel their wrath and inflict chaos upon the hapless populations below.

What the Marza Dreadnought is to the TEC, the Revelation Battlecruiser is to the Advent. Serving as the Advent's Siege Capital Ship, the Revelation Battlecruiser is probably best left unbuilt until you're ready to begin assault on enemy planets - ideally, you'll want a good-sized fleet when that time comes.

The Revelation trades off firepower for the ability to manipulate opposing populations directly - when in orbit the Psintegrae aboard can drive entire worlds into utter hysteria, leaving populations butchering themselves in a fit of madness while heavy energy beams lance down.

Progenitor Mothership

300 CP

While the Advent certainly seek to exact revenge for their exile, they also strongly desire to spread the influence of the Unity. Few ships are as capable in this objective as Progenitor Motherships — their ability to tap into the Unity's collective consciousness is unrivaled. The most skilled Progenitor crews are so attuned to the Unity that they can psionically transfer the spirits of a destroyed ship's dead crew into another vessel. This ensures that the Advent's best and brightest are never truly lost, as their presence can be recovered and reinserted into willing hosts of the Unity.

The skills of the Psintegrae aboard the Progenitor mean that newly established colonies can operate at peak efficiency for a week or so. While the ability doesn't last long in the scheme of things, having every colonist working together perfectly as one allows infrastructure to almost spring up overnight. The other most common skill of the Progenitor crew is one of the most esoteric available. The Aadvent aboard each ship are capable of preserving the minds of the recently slain, meaning skilled crew vital to the war effort need not be lost, for there are always those willing to sacrifice their bodies to allow the favoured of the Advent to live again.

Halycon Carrier

300 CP

Responsible for remotely piloting groups of the Drone fighters, Drone Anima are valued crew members aboard all Advent capital ships. The most veteran of this caste are reserved for positions aboard Halcyon Carriers; leveraging the piloting skill of these elite Psintegrats allows the ship to host a veritable swarm of strike craft. Halcyon Carriers employ a number of systems

to augment the combat effectiveness of their own fighter wings, as well as those of allies.

The Halcyon is extremely versatile and useful to almost any type of fleet imaginable. Almost any Advent fleet will greatly benefit from the inclusion of a Halcyon, particularly one with a crew capable of projecting the Energy Amplifying Aura the Halcyon Psintegrae are favoured for. The aura allows all your energy-using ships, with the exception of fighters and bombers, to fire more shots in a shorter time interval. This ability is useful for any fleet and a must-have for larger fleets.

Rapture Battlecruiser

300 CP

Rapture Battlecruisers carry relatively few and often lighter weapon emplacements than most similarly sized capital ships, leading many early TEC captains to believe they were an easy target. Such smugness often gave way to dismay as their crews faltered and succumbed to the true strength of the Rapture: an abundance of both advanced PsiTech and the Advent's most gifted Battle Psintegrat.

A Rapture by itself or with only a few ships for escort is not a very large threat, but when it's assisting a main fleet, it becomes downright terrifying to go up against. As the Advent's Support Capital Ship, it fulfills its role very handily. Raptures combine well with most fleets, but care has to be taken when using them. The Psintegrae aboard project a Concentration Aura, an aura that increases the damage output of all friendly fighters, by as much as thirty percent as long as the carrier is in range. Offensively, this aura damages an opponent's concentration, leaving crews dazed and incapable of fighting at their best, turning elite crew into bumbling recruits.

Discord Battleship

300 CP

The Discord battleship is the newest Advent weapon to enter the war and features a number of deadly psionic abilities that aid in its destruction of enemy ships. Featuring an impressive array of armaments, the Discord follows up its punch by weakening opponents' armor with a powerful area-of-effect attack.

The Discord is an excellent choice for anchoring assaults on large enemy fleets: while it should never be used as your primary damage-dealing choice, its special abilities can utterly cripple an enemy fleet's ability to absorb damage. In a way, it fills the gap between the Radiance and the Rapture Battlecruiser, able to hold its own in close fighting while significantly enhancing the damage-dealing abilities of ships around them. Psintegrat aboard are all skilled at scanning enemy ships, locating microfractures and stress damage and widening it, shattering entire plates of armour, while the Psychic Scream the crew are reknown for is an area of effect weapon vicious enough to damage not just living crew but unliving ships and orbital structures as well.

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The Vasari Exile Fleet

The ancient Vasari Empire once ruled over countless worlds. Beginning at the galactic core, the empire expanded uniformly, brought hundreds of alien races under its control, and showed no signs of slowing down.

Most species encountered were young enough to be subjugated peacefully, although, some resisted and were harshly enslaved. Those who had expanded into space were quickly exterminated. Once conquered, most species were integrated into the Vasari social structure as “valued citizens”. The Vasari locked each planet down and ruled from vast orbital structures, finding a minimal surface presence more effective for both production and the minimization of rebellion.

When the first of the inner planets fell, analysts initially assumed that the local species had somehow managed to rebel. They immediately requested a wing of the Dark Fleet to restore order but no status reports were ever received. Instead, three more planets dropped from the communications grid. The probability of multiple, simultaneous, and successful rebellions was exceptionally remote. Internal Intelligence concluded that a renegade force from within the Vasari engineered a revolt. As deliberations proceeded on how best to deal with the traitorous acts, another series of planets were lost, including the ancient Vasari homeworld. The unknown enemy’s rate of expansion far exceeded even that of the entire Dark Fleet. As a last resort, the Dark Fleet Veerr brought the bulk of their forces back from the expansionary frontier and massed for a blind assault on whatever was eating its way out from the central worlds.

The inhabitants of a perimeter planet were surprised when a single warship of the Dark Fleet appeared out of Phase Space bearing signs of heavy damage. Their curiosity and confusion quickly gave way to fear when they boarded the ship and found the crew apparently mad with terror.

In a rare act of autonomy, the colony decided it would be best to take precautions and temporarily evacuate to a system far from the Empire.

The refugees waited for signs of a safe return but instead, the signal from their warning beacons ceased. The lifetimes of the warning beacons were used to estimate the speed of the

threat. It would not be long before their current position would be compromised. Additional beacons were placed at their current location and the group moved on to a considerably further destination.

Settling for a time, the refugees started to build colonies, construct new ships, and extract resources. Ultimately, their goal was to uncover the nature of the threat, to research technologies that might aid in its destruction, and to restore the rule of the Empire. For the next ten thousand years this pattern would repeat - the growing Vasari Exodus Fleet only ever a generation ahead of the relentless.

When the Vasari arrived in Trader Space ten years ago, they were confident in their ability to quickly deal with the locals. Initially, the victories were painless – the scouts alone procured the initial settlements – but as time went on it became clear that the local space-faring species would not be so easy to eliminate.

Now, the Vasari are caught in a stalemate, and in some positions, on the verge of being pushed back. A state of panic ensues. Already too entrenched in this disastrous war, the Vasari are simply unable to withdraw without catastrophic losses. Even worse, the conflict is consuming resources faster than can be put into the reserve. They will not be able to fuel the next phase of their exodus and time is running out.

Vasari Culture

Vasari culture is unique compared to the other two races. Where both the TEC and Advent function on progression and free will, many Vasari fleets make use of enforced labor to further the needs of their empire's growth. It wasn't until very recently that many Vasari began working in cooperation with the other races, and gave up on using slavery as a primary means of production. Another large portion of Vasari culture is the use of eugenics to "advance" Vasari growth. This is done through directed reproduction and the artificial augmentation of their genome. Genetic adaptation is also used on humans to increase their survivability on different types of planets. Examples of this process include genetic changes to respiration so that toxic atmospheres can be survived without the need for environmental suits, or to produce massively increased sub-dermal fat to increase body temperature on frigid worlds.

Nanomedicine is also used to improve living conditions under Vasari rule, increasing the life span of their subjects or introducing nanites into the bloodstream of Vasari subjects to increase survivability from any traumatic force.

Vasari Tech

Vasari Technology is far more advanced than the industrious TEC's and is only rivalled by the PsiTech of the Advent. They specialize in genetic manipulation, nanotechnology, and phase space technology.

Nanotechnology

Vasari have a huge specialization in Nanotechnology. It is used in the daily life of almost every citizen under Vasari rule. It has versatile uses such as making spacecraft armor more laced and decreasing their mass, or improving the quality of products that are used in Vasari trading goods as well as medicinal uses. Vasari Nanites also have offensive purposes such as jamming enemy space craft, repairing their own, or even being used in strikes against enemy orbital structures.

Phase Technology

Vasari phase mastery is incomparable, and they possess the strongest sensors in the known universe being able to detect all enemy movement across multiple star systems. The Vasari's knowledge of phase space is so vast that they can even hide their ships and orbital structures within it should it be deemed necessary. Their FTL communications systems are also very specialized allowing them to field much larger fleets than both the Advent or TEC.

LOYALIST

The Vasari Loyalists know the ancient enemy will arrive soon and the fleet must leave soon, if the Vasari are to survive. The Loyalists are masters of speed, their ships the fastest they can be, able to leave others in the dust. Beyond that they also excel at reclamation, a mastery of nanotech allowing them to break apart waste, be it refuse or shattered enemy vessels to reuse every last molecule.

Vorastra Titan

As the flagship of the Vasari Loyalists, it is the embodiment of their swift, brutal domination philosophy. Bristling with weapons, it can outgun almost any other ship in a one on one fight, as well as having very powerful shields and hull. These are far from being its only strengths however, as it also has powerful abilities.

The first of, and arguably the most powerful of the Vorastra's abilities is the Micro Phase Jump, which allows it to instantaneously transport itself to another location within the gravity well it is currently in. It can be used to quickly retreat the Titan from a losing battle, cross a gravity well quickly to allow it to phase jump to besieged systems, close with a retreating enemy, bypass planetary defenses, or allow the Titan to move into optimal firing position instantaneously, which offsets the normal weakness Titans have, being very sluggish.

The second and most powerful ability of the Vorastra is referred to as 'The Maw'. This powerful ability allows the Titan to literally consume entire fleets of cruisers and frigates. Upon activation, the titan will emit a vortex from the "Maw" on its front side, drawing all enemy ships except Titans and capital ships in. Upon reaching the Vorastra's "Maw", all those ships are destroyed regardless of shields, hull, or otherwise, allowing the mass of the vessels to be added to the Vorastras supplies.

REBEL

The Exile Fleet rebels believe that the Vasari needed to stop running and need to make a stand against the Ancient Enemy alongside the Advent and the TEC. Turning their mastery of nanotech towards industry, they can easily eclipse even the industrial juggernaut of the T.E.C and churn out insane amounts of equipment in mere hours, deploying entire fleets in days!

Kultorask Titan

The Kultorask contains the refugees of the Vasari and focuses on supporting the Vasari fleet ships and destroying large enemy fleets. The Kultorask's main weapon is called the Nano Leech, a massive device that can strip away material and antimatter from the hulls of enemy ships and their fuel reserves as well, and funnel that back into allied ships, repairing and refuelling them even as they gun down rapidly weakening opponents. The other ability of the Kultorask is the Gravity Pulse, a massive stressed gravity blast that leaves enemy ships drastically slowed, and utterly crippled and helpless when used on targets being consumed by the Nano Leech.

TECHNOLOGY

Superior Missile Phasing

100 CP

Missiles more accurately anticipate when it is optimal to phase out in order to bypass hostile shields, drastically increasing the chance of a hull impact.

Self Repairing Systems

100 CP

Nanite Auto-Repair systems are pervasively installed in all ships and structures, further increasing the rate of repairs and increasing the amount of damage that can be endured before catastrophic structural failures occur.

Atomic Lattice Armour

100 CP

Capital ship and strike craft armour is switched to a molecular lattice design, slightly increasing strength and significantly reducing mass.

Optimised Reactors

100 CP

Streamlined reactor designs allow for a reduction in the amount of antimatter required for phase jumps as well as basic manoeuvring, granting shipping a longer mission profile and reducing mass, thereby increasing speed.

Offworld Exports

100 CP

Outdated molecular construction techniques are adapted for the civilian market, allowing your factories to construct truly staggering amounts of trade goods at almost no cost.

Priceless Goods

100 CP

Nanoscale manufacturing reduces defects in consumer products fabricated in your facilities to almost zero, drastically increasing the value of goods shipped across your holdings.

Gravity Tolerance

(Discount Rebel)

200 CP

Phase Drives' minimum operational threshold is improved, allowing ships to initiate a phase jump deeper into a gravity well, bypassing outer defences and appearing just outside of orbital range.

Phasic Cloaking

(Discount Rebel)

200 CP

An incredibly draining module typically fitted to scout ships, the Phasic Cloak allows a vessel to slip into and out of Phase Space at the Captains discretion. The cloak requires a great deal of energy and as a result consumes antimatter with terrifying speed. Still, the ability to have a vessel become incapable of acting or being acted upon by any other force is not without its uses, especially in a withdrawal.

Inter-Species Affinity

(Discount Rebel)

200 CP

A dedicated effort to master the intricacies of other species behaviour and reactions under stress allows diplomats to more easily manipulate foreign populations and successfully intergrate non Vasari into the Exile Fleet.

Enhanced Tunneling

(Discount Loyalist)

200 CP

Ships travelling through Phase Lanes created by Phase Stabilisers move with incredible speed as carefully induced resonance waves seek to drive the ship back into real space.

Phasic Transmissions

(Discount Loyalist)

200 CP

Improved faster than light communications systems facilitate greatly improved coordination

between your fleets, allowing for a greatly reduced supply chain, lowered costs and an effective increase in the number of ships it is feasible to keep in active service.

Raider Xenophobia

(Discount Loyalist)

200 CP

A propaganda campaign results in pirate raiders becoming more fearful of your empire's people, which causes the severity of raids on your worlds and merchant shipping to lessen.

Trauma Nanomedicine

(Loyalist Only)

200 CP

Nanites in the civilian populations bloodstream act to quickly mitigate moderate to severe injuries, drastically lowering healthcare costs and increasing the amount of civilian workers available by limiting time spent in recovery.

Improved Salvaging

(Loyalist Only)

200 CP

Atomising raw materials is made more efficient and less energy intensive, increasing the rate at which resources are gained via salvage as material lost through high temperatures is reduced.

Wreckage Auto-Salvage

(Loyalist Only)

200 CP

Undesirable types of matter are quantum mechanically sorted and separated, while secondary reactions ensure no useable material is wasted, and the entire process is carried out by automated salvage drones.

Molecular Assembly

(Rebel Only)

200 CP

Improved construction nanites and shaped dispersal pattern emitters drastically reduce the build time for megascale constructions and orbital facilities.

Matter Decompilation

(Rebel Only)

200 CP

Raw materials are harvested on a molecular level, eliminating the need to refine them and leaving them one hundred percent pure, drastically increasing material strength and drastically increasing the speed of ship construction as several steps in the industrial chain are removed entirely.

Artificial Longevity

(Rebel Only)

200 CP

Extensive use of nanomachinery in healthcare grants a massively extended lifespan, increasing skill gains across all sectors as people are able to remain in employment for decades longer than previously.

Orbital Structures

Missile Platform

200 CP

Loaded with multiple phase missile launchers, the Vasari missile platform can quickly decimate enemies who tread too close.

Phase Stabiliser

300 CP

The Phase Stabilizer is the Vasari's unique tactical structure. It has the ability to allow fleets to phase jump from one point that has a Stabilizer to another in the same star system, disregarding the pre-existing phase paths that other factions must use. A few well-placed phase stabilizers can allow one fleet to defend multiple very distant planets, giving the Vasari a strong advantage and can turn the tides of an entire war if used effectively.

Phasic Defence Emplacement

300 CP

A dual purpose structure, the Defence emplacement can be configured as a hangar for strike craft or it can be configured to work in Phasic Defence mode, using Phasic Trap Generators to capture enemy fighter and bomber wings. The unique capacity to completely nullify strike craft temporarily is something that should not be underestimated and when multiple Hangar Defenses are placed on the same planet, devoting a third to half of them to this ability is not unwise.

Matter Refinery

(Blueprints Provided Free)

The Vasari do not use miners in the same way as the other factions, instead they simply harvest the equivalent amount of material and feed it into a Refinery where Nanoassembly units will

slowly transform it into the required material. Slow, inefficient but incredibly valuable to a mobile culture such as the Vasari.

Orkulus Starbase
(Maximum of One.)
800 CP

Smaller and far less armed and armoured than the starbases of the other factions, the reason for this is simple - the Orkulus is mobile, capable of accompanying the Exile fleet as it traverses the galaxy.

The Orkulus has eight slots available, you may choose upgrades as listed (If an upgrade is marked as having multiple levels, you may take it that many times, doubling and tripling the effect):

Enforced Loyalty

Even if the world below is not a Vasari world, the sheer imposing mass of the Starbase will ensure the population remain committed to your cause.

Phase Stabiliser Array

An energy intensive and surprisingly cranky piece of engineering, this allows the Starbase to function as a Phase Stabiliser for a short time, albeit one capable of allowing travel directly from system to system, rather than planet to planet.

Civilian Manufacturing Hub

Nanoprinters are installed and made available to rent, allowing the Starbase to pay its own upkeep through manufacturing fees.

Directional Deflector Shield

A colossal directional shield, this protects the Starbase from almost all incoming fire from one direction. Useless when flanked, against a single large opponent invaluable.

Squadron Facilities

Three Levels.

Exile Fleet strike craft are stationed aboard the Starbase, tasked with defending it. Bomber wings make short work of capital ships, and interceptors deal with incoming hostile bomber wings.

Debris Vortex

Gravitic Pulse Generators are installed around the Starbases main reclamator, allowing it to pull nearby debris into its maw to power a major selfrepair cycle.

Colony Pods
Two Levels.

Vasari civilian populations occupy the specially constructed pods, effectively turning the Starbase into a miniature world.

Defensive Enhancements

Three Levels.

Phase Destabilisers, Nanite Cloud Emitters and a massively overhauled Nanite repair system greatly enhance the Starbases longevity.

Disintergrator Arrays

Heavy Disintergrator Arrays are added to the Starbases outer hull, granting a potent yet short ranged attack incredibly effective against structures.

Phase Missile Launchers

Multiple independantly targetting launch systems are built into the Starbase, granting extreme range effectiveness and allowing it to strike distant targets with ease.

Assault Systems

Additional Wave weapon emplacements increase the Starbases combat effectiveness in medium and short range engagements.

Ships of the Vasari Exile Fleet

The bulk of the Exile fleet are both incredibly advanced and incredibly heavily populated. Populated, not crewed, for the ships hold the entire Vasari race. As such, while each ship is an incredible piece of engineering, its loss means the death of people the Vasari cannot truly afford to loose.

The ships of the exile fleet are expensive to produce and field, but onboard nanomachinery ensures they are extremely difficult to destroy, while the Vasari mastery of Phase space and jump drives means they are the fastest as well.

EACH PURCHASE IS NOT A SHIP, RATHER IT REPRESENTS GAINING ADMIRALTY APPROVAL TO MASS PRODUCE THE VESSEL.

You have 1000 CP to spend in this section.

Tosurak Corvette
(Free, Loyalist Only)

A sinister ship that looks like something like a beetle, the Tosurak is quick, manouverable and for its size, surprisingly heavily armed, armoured and shielded to boot. The Tosurak's weapons are capable of inhibiting both internal and external hull repair on affected enemies via specially designed nanite bursts.

Sulsurak Corvette
(Free, Rebel Only)

Resembling a space borne tick more than anything, the quick, nimble and heavily armed Sulsurak is one of the most feared light ships, especially amongst the Advent, the ship is capable of inhibiting both internal and external shield regeneration on enemies affected by the nanite laden magnetic containment mines.

Jikara Navigator
Free

As the Vasari continue their long trek through space, it's the Jikaras that lead the way to safety. However, the Jikara is also used for quick strikes against unsuspecting mining installations and houses strike teams that can be deployed to capture enemy assets. Should it encounter enemy forces alone in unknown space, its unique Phasic Cloaking device can be used to either hide and observe enemy maneuvers or to avoid weapons fire, thereby giving it a high survivability without any support from the Exodus Fleet.

Ravastra Skirmisher
Free

Ravastra Skirmishers combines speed with power to create a deadly close-range combat vessel. Heavily armored, the Ravastra can withstand a great deal of punishment for its size but is still nearly as nimble as the Jikara. Its ability to withstand punishment is further enhanced once it enters its Reintegration repair cycle, where both engines and weapon systems are shut down in order to quickly regenerate its hull. Given its high speed, survivability and relatively low resource cost, the Ravastra was also determined to be the most suited to striking deep into the enemy's fleet during combat in order to activate interference devices that restrict the use of antimatter.

Kanrak Assailant
50 CP

Equipped with a long-range torpedo launcher, the Kanrak has been designed to eliminate both stationary and mobile targets from a safe distance. Depending on the importance of the target and the overall tactical situation, Kanrak commanders may decide to channel power from the ship's engine system into its missile's warhead, granting the vessel increased weapons range

and an area of effect attack at the expense of mobility.

Karrastra Destructor

50 CP

While of only minimal use in ship-to-ship combat, the Karrastra's true purpose lies in planetary bombardment which it accomplishes with ease. Not many Karrastra's were present in the original Exodus Fleet and almost none were constructed until over a year into the war with the Traders. Previous engagements at scheduled resource acquisition drops required next to no siege capabilities and no future need was anticipated. Production rates have increased dramatically since.

Junsurak Sentinel

50 CP

Equipped with fore and aft anti-strike craft phase missile launchers, the Junsurak Sentinel is deceptively adept at dealing with both enemy squadrons and vessels. Not only are its missiles effectively impossible to outmaneuver, but they can also be upgraded to use the same area of effect Charged Missile technology of the Kanrak Assailant, allowing the Junsurak to clear dense clouds of enemy strike craft at the cost of mobility.

Lasurak Transporter

100 CP

Light fighter and bomber support for Vasari fleets is provided by the Lasurak Transporter. Capable of fielding two squadrons, the Lasurak is capable of launching its forces deeper into an enemy's gravity well than one might think, thanks to its relatively strong shields and structure.

Sivuskras Ruiner

200 CP

While other races rely on constructor ships or drones to deploy spatial charges, the Vasari have a dedicated vessel for this task in the Sivuskras Ruiner. The mobility of Ruiner allows the Vasari to deploy minefields on any world - which can be a nasty surprise for unaware enemies jumping into a gravity well.

Stilakus Subverter

200 CP

Stilakus Subverters are best used in combination with other ships making use of phase missile technology. While only lightly armed themselves, the Stilakus' are equipped with powerful phase manipulator fields that have a twofold effect: The first is a weakening of enemy shields, greatly lowering their shield mitigation and making them more easily bypassed by phase missiles; the other is the ability to create a distortion field within the gravity well. This field allows the Stilakus to perform an in-grav phase jump, teleporting it towards an enemy target before it channels a disabling field of energy.

Severun Overseer

200 CP

The Serevun Overseer is an advanced ship of the Vasari fleet, that earns its name for two reasons: by being able to detect incoming starships and by protecting the fleet. When enemy ships are detected, a Serevun Overseer may decide to activate its Jump Degradation technology to delay the incoming forces. To protect the fleet during combat, the Serevun can manufacture and deploy Reactive Nanite Armor which forms a hardened armor layer around the target, with the added benefit of improved structural integrity. Many Serevun Overseers have been intentionally left behind in the wake of the Exodus Fleet as another attempt to serve as an early warning system, and potential delaying mechanism for the unknown threat. There has yet to be any reports aside from those that were placed prior to entering Trader Space.

Skarovas Enforcer
200 CP

As the most powerful direct combat ship in the Vasari Empire before reaching capital ships, the Skarovas is armed and armored for a fight. Utilizing twin heavy plasma wave cannons, this heavy cruiser is able to destroy many enemy vessels before needing to withdraw. Like its smaller cousin, the Ravastra Skirmisher, the Skarovas support Reintegration technology and inertial fields that slow nearby targets, allowing Skarovas to keep enemies in range of their dual plasma wave cannons.

CAPITAL SHIPS

The largest and most powerful ships, these require a great deal of resources to build and maintain, but they are more than worth the expense.

EACH PURCHASE GRANTS ONE CAPITAL SHIP.

The first two are free.

You may obtain duplicates of each ship.

Kortul Devastator
300 CP

Like many ships in the Vasari fleet, the Kortul doubles as both a warship and a home for the remnants of the empire. As the lead assault class vessel, the Kortul has a number of defensive

systems that grant it impressive survivability in battle, which combined with a full complement of heavy weapons make it a force to be reckoned with. In the days of the Empire, Kortuls formed the backbone of every Wing of the Dark Fleet, and while the Exodus Fleet pales in comparison, the Kortuls perform much the same function with one exception: they no longer carry Variments of shock troopers.

The Kortul Devastator is a blunt instrument, efficiently deploying large quantities of firepower, but not offering any major strategic choices other than a full frontal assault. The Devastator can be effectively compared and contrasted to the Kol Battleship: both ships offer offensive and defensive abilities; both vessels have dedicated anti-fighter abilities; and both vessels have some degree of active shield regeneration. Here the resemblance ends: due to the Devastator's possession of a passive ability. The weapons of the Kortul are all designed to fire Disruptive Strikes, which is perhaps the primary purpose of this ship. It allows the Kortul to without question annihilate the antimatter reserves of other ships as a default.

Skirantra Carrier

300 CP

Nanotechnology is put to use in some form in nearly every Vasari design, but few utilize it as pervasively as Skirantra Carriers. Though some of their subsystems may be obsolete by Vasari standards, that makes them no less feared by fledgling civilizations. Large banks of Matter Compilers allow Skirantras to generate many varieties of nanites at a staggering rate, granting them enormous flexibility in how best to support allied forces.

While the Skirantra fields a tiny amount of fighters compared to the carriers of the other factions, its main ability and the one it is most valued for is the Repair Cloud Projectors, dedicated nanite manufacturing facilities that allow the carrier to launch clouds of microscopic machines that repair damage taken by allied shipping almost instantly. The microphase jump generators the ship carries also allows it to make expert use of the few fighters it carries by deploying them directly to the area they are needed.

Jarrasul Evacuator

300 CP

The Jarrasul Evacuator is the largest capital ship known to exist in the galaxy and is truly a city in space. The Vasari rarely established surface colonies on occupied worlds, preferring instead to rule from orbit in these floating cities. The Jarrasul has been modified greatly during the Exodus to serve the needs of the fleet. Its giant frontal maw can rip apart planets from orbit, inspiring both terror and utter destruction against its enemies.

As standard with the other "Mothership" Capital Ships, the Evacuator comes with the ability to deploy a colony to a planet or asteroid, though rather than enhancing the development of a new colony the abilities of the Jarrasul revolve around harvesting raw materials for use by the Exile fleet, the Nano-Dissassembler able to consume wreckage or asteroids with equal speed.

Antorak Marauder

300 CP

Despite a technological advantage, the Vasari Exodus Fleet strongly favors guerrilla warfare tactics to make the most of its relatively few starships. Quickly blitzing unwary targets already softened by sabotage is a cornerstone of this strategy. The Antorak is perfectly suited for assisting in such a strike, boasting abilities to both incapacitate the enemy and swiftly bring in reinforcements.

The Antorak Marauder is the Support Capital Ship of the Vasari. Its abilities are aimed at assisting other ships in the fleet, so it should not be off on its own. The first and most irritating ability for others to deal with is the Phase Disruption projector, a device that knocks a ship out of alignment with local phase-space, leaving it invulnerable but incapable of acting till the effect wears off. The ship can also distort gravity in a surprising radius around it, massively increasing the speed and manouverability of other Vasari ships.

Vulkoras Desolator

300 CP

Few ships in the galaxy can match the destructive potential of the Vulkoras. Both enemy forces and planets alike quickly fall before its banks of heavy phase missile launchers and deployable siege batteries. Such offensive power comes at a price, however—the Vulkoras relies on supporting ships to deal with specific threats like strikecraft more so than any other Vasari capital ship.

The Vulkoras is a heavily armored siege engine, capable of clearing planets with shocking speed. It is arguably the most specialized capital ship available, and is nothing short of a giant wrecking ball for planets. The best way to use a Vulkoras is to try to sneak it behind enemy lines and destroy several of their planets before they can react. The Phase Missile Swarm ability of the Vulkoras allows it to deal moderate damage to several targets. However, the maximum number of targets is small and the total damage is not very large, limiting its usefulness in larger battles. It's very useful against smaller groups of unsupported frigates, but not so much against larger or better supported forces. The main advantage of these missiles, despite their relatively low damage is the fact they utterly ignore shielding. The Vulkoras can also deploy siege platforms, dedicated parasite satellites armed with heavy bombardment weapons that will automatically obliterate enemy cities.

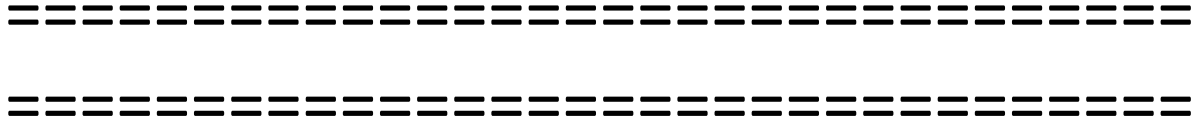
Rankulas Battleship

300 CP

The Rankulas is a relatively new addition to the Vasari fleet, and one that their enemies wish hadn't been added. While the Rankulas itself isn't particular powerful, it has the ability to deploy a variety of specialized nanite swarms. These swarms are able to fulfill combat, repair, and anti-structure roles admirably. Should a larger threat emerge, all of the Rankulas' nanite swarms can combine to generate a powerful nanite warship.

The ship is able to deploy Combat, Support and Assault Nanite Swarms. The combat swarm is a dedicated long range attack cloud armed with a pulse laser, the support swarm is a dedicated

repair cloud and the assault cloud is armed with a sophisticated targeting system that allows it to disable enemy structures.



Homeworld

Running your own fleet is a complicated thing, and as a member of one of the three factions you will be required to do something with that fleet - no spending a decade on an asteroid base doing 'research' this time. You will be given a location, the co-ordinates of a star system held by rebels and pirates. Deal with them with the ships you have been provided with, establish a homeworld, attract colonists from the core worlds and start thinking about commencing hostilities...

You can choose the planet you settle on, as each one provides a different benefit.

If your homeworld is lost due to invasion, rebellion or orbital bombardment, you have failed, and your chain ends here.

You can relocate your homeworld, but this is slow and costly, and certainly not something to attempt while under direct assault.

Terran

Terran planets are similar to Earth in that they have much water and Life. The vast amount of available water, land masses, and natural resources means these planets have a large local population for you to exploit. The TEC favor these worlds.

Desert

Dry and sandy, very little water, a Desert planet supports a fairly small population. Although they support less population than Terran planets, the large size of the world and sparse amounts of surface to orbit traffic mean they can support massive amounts of orbital infrastructure, making them good candidates for shipyards or research stations. The Advent favor these planets, as they hold desert worlds sacred.

Volcanic

Very hot worlds with plenty of volcanic activity. Only the hardiest can survive this harsh climate. Volcanic planets tend to have more mineral resources than other planet types, and much closer to the surface. The Vasari favor these planets due to the masses of easily obtainable resources.

Ice

Cold desolate worlds with very little liquid water, Ice planets can support a population with the appropriate research. Only a limited population can bear the climate. But it can be worth it, these planets tend to have more rare resources than other planet types.

Barren

Barren Planets are rocky desolate worlds that barely support life or natural resources. However, due to the lack of population the planet is favored for the faction controlling it to be able to conduct research.

Ferrous

Massive chunks of mostly iron and rock, Ferrous planets are currently held to be the result of long term aggregation events in asteroid belts, the countless metal heavy asteroids colliding and clumping together. As a result, the worlds orbit is thick with a variety of floating slabs of ore. Surface to space travel is nightmarish, but space based industry such as shipbuilding thrives with the sheer amount of cheap, good quality material on hand.

Oceanic

An unusual world, one filled with water, the only land tending to be at most one or two landmasses the size of Australia. The benefit of an Ocean world is that any underwater colonies are effectively shielded by the ocean enveloping them. Orbital bombardments become extremely long, tedious affairs.

Greenhouse

Typically jungle worlds with a thick, dense atmosphere, Greenhouse planets function best when used like their namesake - a place to produce masses of food. Aa good choice for someone who wants to take advantage of interstellar trade, as with the sheer amount of merchant traffic you can grow quite weathy on shipping tariffs alone.

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Complications

If fighting an intergalactic war isn't hard enough, you can always make it worse...

Economic Downturn

+200 CP

Sometimes economies boom. Finding work is simple, markets are filled with produce, trade blossoms and the skies are crisscrossed with merchant vessels. Sometimes things go otherwise. Markets stand empty, shops and businesses closed down, shelves empty of produce. Jobs are few, and people suffer. Rebellion will begin to ferment, and quickly as well, as the lost and hopeless seek someone to pin the blame on.

Income may as well not exist, and you will struggle to obtain more than you spend simply maintaining such civilian infrastructure as there is, let alone the military you will need to survive.

Coronal Mass Ejection

+400 CP

A titanic solar flare, countless billions of tons of superheated Hydrogen are catapulted out of the local star. While the material will disperse fairly quickly, the results will not - orbital infrastructure, shipping and stationary structures alike will be potentially crippled. Electronics will be fried, hulls will be weakened by the sheer heat and overall industry will be reduced to a crawl and rendered incredibly expensive as well, the shielding required to obtain even a fraction of the expected life of a ship horrifyingly expensive. Worst of all? this isn't a one off event, it will happen frequently in your home system.

Gamma Ray Burst

+600 CP

Typically recorded from thousands of lightyears away, Gamma Ray Bursts are the brightest electromagnetic events known to occur in the universe. Bursts can last from a handful of milliseconds to several hours. The initial burst is usually followed by a longer-lived "afterglow" emitted at longer wavelengths (X-ray, ultraviolet, optical, infrared, microwave and radio). A burst of 10 seconds duration for example, would deplete about 25 percent of a world's ozone layer. This would result in mass extinction, food chain depletion, and starvation. The side of the world facing the GRB would receive lethal radiation exposure, which can cause radiation sickness in the short term, and, in the long term, results in serious impacts to life due to ozone layer depletion, not that many living things would be alive to worry about that.

Quite how or why the star your homeworld orbits suddenly releases a the burst you will probably never know, but the effects will be immediate. Half the population will die within the first few hours, and aside from anyone in shielded and hardened underground bunkers, the rest will most likely die soon after.

Lost Titan

+800 CP

Perhaps it was lost in phase space -- Vasari phase mastery is unparalleled, but if anything, that only increases the chances of bizzare side effects (like being thrown out of temporal sync with normal space, for example) of an attempted phase jump when a ship has suffered heavy battle damage and its crew has been driven mad. Or perhaps it simply spent an extended period of time at near-light-speed velocities -- a few months for the ship could have been millenia for the rest of the universe. Whatever the reason, its arrival bodes ominous for all of Trader space and the races currently locked in a three-way struggle for survival in it.

Through all its millenia-long flight, the Vasari Exodus Fleet has never stopped more than long enough to replenish its stores and resources, dropping warning beacons in its wake as it went. And always, the beacons eventually fell silent, as once the Vasari core worlds fell silent, the unknown Ancient Enemy that consumed them ever in pursuit of the last remnants of the once proud race. Now, the arrival of this mad revenant may mean that the Vasari have finally lingered in one place too long, spending thirty years in bloody battle with the TEC and the Advent. If it has found its way into Trader space, then whatever swept the once invincible Dark Fleet aside as leaves before the storm, whatever drove this titan's crew mad, may be on the verge of breaking in too.

Plasma Storm +1000 CP

Fires are burning ten million miles wide! The star your home world orbits has begun the slow metamorphosis into a different type of star, and the first sign of this transformation is the shedding of the corona, countless billions of tons of matter discarded to swirl in the stars gravity well. Aside from the obvious difficulty in navigation, orbital structures will last a matter of days at best, and should a ship come into contact with one of the swirling plasma clouds? well. You can guess. There really isn't anything that can survive a collision with a burning mass of star so vast its weight requires new orders of mass be invented to describe them.

This event will begin within a few days of your arrival at your homeworld, and within a week the only safe place for shipping is in the shadow of the local planets. Within two years, the Plasma Storm clouds will have drifted far enough across the system that even that isn't a safe place. At roughly the five year point, your home world will be destroyed. Quite literally. One particularly vigorous stormcloud will collide with the world, and what is left wont fill an egg cup.

THIS COMPLICATION HALVES THE AMOUNT OF TIME YOU HAVE AVAILABLE, AND MAKES IT ESSENTIALLY IMPOSSIBLE TO KEEP ANYTHING IN YOUR HOME SYSTEM.

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A wretched tide of scum and villany

(Required complication)

The first time you hear the name, you just laugh. Of all the names they could have chosen, they chose that one?

it sounds like something a pregnant sheep might catch.

The Kilebi Scabites.

Scavengers more than pirates, opportunists rather than dedicated raiders.

You never do find out how or why that changes. Overnight the bulk of the pirate clans are wiped out almost to a man, and the Scabites, ever lurking on the fringes, waiting for the more dangerous pirates to attack so they can dart in and steal the occasional transport in the confusion, the Scabites make their move.

The shattered remnants of the Pirate clans are overrun in mere weeks, a tide of badly maintained, patchwork junkers overwhelming them.

Things quieten down for a week or two after that, but then sensors begin spotting Scabite Junkers at the very edge of sensor range.

They spot them in great numbers.

The onslaught when it comes, has one strength. Sheer weight of numbers. Dozens, hundreds of rusting, badly repaired salvaged hulks come boiling into your territory.

You can't help but feel that the Scabites have been rather busy.

A scant few days after the first wave has crashed into your defences, you realise they have been very, very, very busy.

They have not one, but two Titans.

Heavily damaged, yes, but still functional in all the ways that matter.

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Doomsday Scenario

Should you manage to weather the invasion with your homeworld intact and your flagship Titan still spaceworthy, you will have triumphed.

Ultimately, it seems that the Kilebi Scabites were not interested in pillaging, or conquest.

It seems they were fleeing something.

Regardless, your time here is up.

Before you leave, you do however, manage to obtain something interesting.

Plans for an experimental weapon unique to your faction.

T.E.C - The Novalith Cannon.

When all attempts at peaceful negotiations have failed, and the enemy is unwilling to back down, the TEC have little choice but to unleash this weapon, their final solution to conflict. Representing the pinnacle of the TEC's Nuclear Weapons Technology, the mighty Novalith Cannon is the end result of years of research and testing. Essentially a massive railgun, its Novalith Warheads are accelerated to near-lightspeed velocity before firing, sending its nuclear payload to annihilate the TEC's foes at any distance.

This massive spacebased Nuclear Railcannon has one purpose - scour worlds clean.

Advent - The Deliverance Engine.

Designed in the shape of a massive, floating eye, the Deliverance Engine's piercing gaze is to be feared by its enemies, and championed by its allies. The Deliverance Signal it projects can strike anywhere, often without warning, but its effects are anything BUT subtle. Upon impacting a planet, the Unity's power is spread to the populace, causing its citizens to overthrow the current government.

The Unity grows. Consent is irrelevant.

Vasari - The Kostura Cannon.

All invasions require considerable preparation before execution. An Exodus Fleet will often need as much time as it can to amass the proper resources and troops to spearhead the charge, which can seem to be a period of vulnerability. But once the time is right, the Vasari waste no time in activating their ultimate weapon - the mighty Kostura Cannon.

Equipped with a powerful Energy Warhead, the Kostura's primary function is not to destroy planets, as the TEC's Novalith does, but to disable all structures in the targeted gravity well.

The energy shockwave is so potent it disables all orbital structures and shipping within a world's gravity well, leaving them ripe for reclamation.