

HOMEWORLD

VI.5 by Songless

When the people of Kharak discovered the ruined wreck of a colony ship in the vast, open desert, they found more than just a piece of their past. Within the wreckage, they recovered a Hyperdrive core that would extend their reach towards the stars, and a Guidestone telling them of a place they had only ever known from legends and myths:

Hiigara.

The Homeworld.

Where the people of Kharak were once divided into separate clans known as Kiith, the discovery of their ancient home united the entire planet. A vast Mothership was built to seek it out among the stars, and one person in particular would come to symbolize both the hopes and sacrifices of the journey: Karan S'Jet, the scientist who wired herself into the very core of the ship to serve as Fleet Command.

Unknown to all, Kharak would not survive the first test of the Mothership's Hyperdrive. The Taiidan Empire, a long-forgotten foe that had exiled their ancestors to Kharak, forbade them from ever using Hyperspace technologies again, and destroyed the planet in retaliation. The genocide sparked the first great war of this time, as the Mothership founded what would eventually become known as the Exile Fleet, leading the last remains of the Kushan people into a desperate battle against the Taiidani to reach Hiigara.

In the years to follow, the Kiiths would encounter many threats and opportunities as they search for their fortunes among the stars. The Imperial fleets, the Bentusi, the Beast infection, the warlords of the Vaygr reaches, the Progenitors... there are many factions out in the vastness of space, and even history itself might decide the fate of the Homeworld.

Centered around the enormous multi-purpose Motherships, fleets battle for glory and survival. You will be a part of these conflicts one way or another. You will find that opportunities are many in the fleets, and with skill and determination you may find yourself swiftly rising through the ranks. Just remember what you're fighting for, Jumper.

The Homeworld calls to many, and now it calls to you.

You receive **1000CP** to begin your journey.



Backgrounds

Regardless of your background, you may choose any age suitable for an adult, and you may change your gender for free if you wish.

Drop-In

You appear in this universe as you were before, with nothing but your ship, your skills and a breathtaking view outside the window. You have no history in this universe, and no memories of a new life to influence your actions. You do not have any allies to ask for support, but you also don't have any enemies... yet.

Pilot

You graduated from your piloting school a year early after breaking almost half the existing records on file. You've always been drawn to adventure, and when your instructor mentioned a new program for promising pilots in the fleets you did not need to be told twice. You are a natural behind the controls of any ship, but when behind the controls of the smaller strike craft and corvettes of the fleet your feats of acrobatics become the stuff of legends.

Tactician

On paper, you never amount to much. You passed the tests you had to take to serve on board the various ships in this setting, but you're not an outstanding pilot, a talented leader or anything that people might assume makes you worthy of your position. Yet you have a talent few others possess: you can improvise solutions no matter how difficult the problem you're facing. You seem to thrive in situations where things can't seem to get any worse, and when you're done your enemies will be left dumbfounded at how swiftly the tide of battle turned in your favor.

Fleet Leader

Many young men and women look to the stars and dream of commanding their own fleets... but few manage to make it through the officer training courses like you did. Your sense of discipline and strong analytical mind have served you well during your studies, and your victories in the battle simulations number in the hundreds. To you, glory lies not in personal achievements or the thrill of combat, but in achieving your tasks while keeping your subordinates alive.

Homeworld Eras And Timelines

Next, you may choose when your journey begins. Each Era lasts for ten years by default, but completing the 'victory condition' of an Era will allow you to stay for the remainder of this time, immediately proceed to any later Era (if available) or end the jump early at any time before your time in your current Era is up. Completing The Long Journey Home will let you continue in any of the three later Eras, Horrors In The Dark may only choose to continue in Stories Of The End Times and Free Roam, and Stories Of The End Times may only continue into Free Roam. Free Roam has no later Eras and is always your final stop in this jump, regardless of when (or if) you go to this Era.

When you arrive in a new Era you may either start fresh in a new timeline where only the 'canon' events of previous Eras occurred, or you may keep your history in this galaxy with all the consequences (good and bad) those actions may have caused. In the latter case, the Era's central conflict will occur regardless of your previous actions - even if you completely prevent the possibility of the 'canon' storylines. Hunting down and eliminating the remaining Imperial Taiidani, the Naggarok or the Vaygr during the remainder of your stay in 'The Long Journey Home' and before moving on to a new Era would simply mean that a different, equally dangerous foe will rise up to threaten the Homeworld instead.

Whenever you start a new Era or end your time in this setting, you receive a one-time opportunity to modify your ships from the 'Ships And Fleet Components' section.

The Long Journey Home (Homeworld 1)

You begin in orbit over Kharak, right as the Mothership returns from its first Hyperspace test jump. If you're quick, you may be able to help protect the few remaining survivors of the Imperial assault before the cryo-trays are destroyed. You may wish to support the newly created Exile fleet in their journey as told in Homeworld, as they are unlikely to reach Hiigara on their own.

You will fail the jump if the Mothership is destroyed or the Exile fleet fails to reach Hiigara before your time is up. You will be victorious once the Exile fleet retakes Hiigara from the Imperial Taiidan.

Horrors In The Dark (Homeworld Cataclysm / Homeworld Emergence)

You begin in orbit over Hiigara as the Hiigaran navy fights back an Imperial strike, in the same sector as the Kiith-Somtaaw mining vessel Kuun-Lan. Once the battle concludes, Kiith Somtaaw will certainly appreciate some help with their operations, as mining in deep space can be quite dangerous with the increasing number of bandit sightings. You may wish to support their fleet in the upcoming conflict, as the remnants of the Imperial Taiidan fleets will soon discover the crippled Naggarok even without the information taken from the Beast beacon found by the Kuun-Lan.

You will fail the jump if you become infected by the beast and cannot block the infection, if the Kuun-Lan is destroyed or if the Naggarok or any of its Beast progeny overwhelms the Hiigaran defense fleets. You will be victorious upon the destruction of the Naggarok and any remaining Beast Mothership(s).

Stories Of The End Times (Homeworld 2)

You begin in orbit over Hiigara as the defense forces desperately scramble crew and equipment to man the Pride of Hiigara, the new Mothership. The vanguard of the main Vaygr strike force is only moments away, and you're in a perfect position to ensure the safety of the crew transports.

You may wish to support the new Hiigaran fleet, as on their own they are unlikely to eliminate Makaan's threat.

You will fail the jump if the Pride of Hiigara is destroyed or Hiigara is overrun by the Vaygr. You will be victorious if the Vaygr are beaten back, Makaan is slain, and Sajuuk returns to Hiigara.

Free Roam

You find yourself in orbit over Hiigara after the final battle of the conflict of your choice. Where you go from here is up to you, there is no major conflict waiting for you during the

remainder of time here. Still, the galaxy is a big place. There are many places left to explore, bandits and worse lurk in the lesser traveled reaches of space, and an adventurous soul could find many things to do.

Free Roam has no failure conditions apart from your untimely death, and always lasts for ten years.

Perks

Adaptation (100CP, Free for Drop-In)

It can be difficult to get used to a fully three dimensional battlefield if one has only ever fought on the surface. This perk makes it a little easier to adapt to unusual environments and forms of combat, including the freedom offered by combat in space. As a side effect, you are immune to all forms of vertigo and dizziness.

Home And Kiith (200CP, Discounted for Drop-In)

You will find that foreign cultures will more quickly open up to you. So long as you make a genuine effort, you will easily understand unknown societies. Regardless of who you are or were, becoming one of their number is much easier for you until you and they feel almost like you've always been a part of the group. To be a Jumper is to lead a life of solitude, but you will never again be without family if you choose it.

Grease Monkey (400CP, Discounted for Drop-In)

The Homeworld universe is filled with ingenious and at times desperate people. Technological advancements can come quickly when an entire society's existence is on the line. The weapons and ships created here are complex and dangerous if used improperly, but not for you. You have a supernatural ability to keep any technology working as intended no matter how little you understand of it or how much abuse you put it through in your adventures. Your ship might be leaking drive plasma from seven tears in the hull, but so long as you've got the time to fix her, your ship will be good as new eventually.

Unbound (600CP, Discounted for Drop-In)

There are very, very few beings that ever managed to become Unbound. The Bentusi were the first, and it has become a central part of their philosophy and their very being. Karan S'Jet became newly unbound as Fleet Command, and her mere existence was enough to make the Bentusi respect the Exiles as a near-equal.

An Unbound person uses cybernetic implants to merge their own consciousness with the computer systems of their ship, and the entire machine becomes as an extension of their own body. Where a normal ship might need a crew to use it, an Unbound vessel can be piloted by a single pilot on their own if they so choose.

Now, your mind is likewise expanded into your ship's systems. You gain a massive capacity for multitasking, allowing you to effortlessly pay attention to a vast multitude of details simultaneously. An Unbound commander could be aware and in control of every major ship system across a hundred-strong fleet, their awareness as keen if they were paying full attention to each individual part. Beyond your multitasking abilities, these cybernetics allow you to connect to computer systems with nothing but your thoughts. Your heavily augmented nervous system effectively becomes a wireless antenna, capable of connecting to any nearby access point (though this perk does not grant any ability to bypass firewalls or similar protections).

Ace (100CP, Free for Pilot)

Your piloting skills are top-notch. From Strike Craft to Frigates to Heavy Cruisers and beyond, you're a natural at flying anything with engines. So long as you're behind the controls, your ship will go exactly where you want it to.

Coordination (200CP, Discounted for Pilot)

You have a much-enhanced spatial awareness. Keeping track of your squad mates, support fleet, or that hostile Interceptor behind you after it raced past your own craft is child's play to you. If you have the attention to spare, you can even track enemy weapons on the larger ships to make it a little easier to dodge incoming fire. You cannot be caught off guard in any battlefield, be it space or elsewhere, so long as you still have the means to see what's going on.

Booster (400CP, Discounted for Pilot)

Sometimes, you just need a little... more. Leave the slow, ponderous advance of Capital Ships to other, more patient warriors - for you, speed is where it's at. Any vehicle you are driving, flying or even just *aiming* in a rough direction seems to come alive under your touch, eager to surpass your expectations. Your speed is greatly increased, and you have a supernatural ability to get far more fine control out of even the most basic thrusters than physics would normally seem to allow. Whether it's ramming an enemy Cruiser and sending it spiraling off-course with nothing but your Corvette engines or flying circles around that enemy Interceptor squadron, you're all but guaranteed to be the fastest person on the battlefield.

Subsystem Specialist (600CP, Discounted for Pilot)

The larger the ship, the more powerful it is. Everyone knows this, and everyone is wrong.

Skilled bomber pilots know they can cripple or outright disable enemy capital ships by targeting specific parts of their structure such as weapon turrets or engines. You can do the same, but with far greater effectiveness. Any vulnerability you can exploit in combat will seem to call out to you, and barring an enemy attempts to dodge or otherwise nullify your attacks, your strikes will always land exactly where you're aiming.

This ability applies to any form of combat; there is no difference between hitting a critical exhaust port on a space station or striking the one vulnerable scale on a dragon's belly.

Driven Focus (100CP, Free for Tactician)

You know what you want from your ship, and you know how to get it. You can tweak your ship's systems to get small boosts to certain areas such as speed, firepower or defenses. Your 'total' remains roughly the same, so the larger the boost, the greater the penalty to all other aspects will be. You'll lose (most of) your speed and maneuverability to achieve it, but shunting a portion of your engine power into your mass drivers or Ion Cannon might give a nasty surprise to any enemies coming close.

Roll With The Punches (200CP, Discounted for Tactician)

It's easy to escape when you're fast, and winning when everything goes right is hardly a challenge. The typical Frigate group can afford neither luxury, and the tide of battle can ebb and flow with little warning. You are not concerned, however. You are a master of adapting to shifting circumstances, and have a sixth sense for how to use any unexpected developments to your advantage. Most Captains might feel a sense of dread if their foes suddenly get

reinforced by a dozen Frigates - you can probably render half those ships irrelevant just with a bit of careful positioning. Even the Taiidani won't open fire if their own ships are in the way, after all...

Destructive Charge (400CP, Discounted for Tactician)

The field of battle is, by its very nature, a dangerous place. The sooner the fight is over, the safer you and your allies will be. With this perk, you become an expert in using self-destructive tactics. Overclocking your systems to overwhelm your opponents with gunfire before your ship cripples itself, using suicide strikes and ramming tactics, even pushing other ships into each other if you have the engine strength to make it happen – no matter how many dents and cracks you'll get in your own hull to pay for shoving them like that. You know just how much you can push before you go too far, and while your ship might not come out of it looking pristine (or even with all parts still attached)... if you've left your enemies broken and burning, it's worth the price, isn't it?

Tactical 'Genius' (600CP, Discounted for Tactician)

The difference between genius and madness is success, and you exemplify that idea. Your military creativity is vastly increased, and you can consider any method to achieve success no matter how unlikely it may be or how much it defies common sense. Turning an asteroid into a gigantic artillery shot, burning out a rampaging Beast infection by gutting your ship with your own drive plasma, or destroying an indestructible Progenitor Keeper by overloading its engines with a jury-rigged power core from nearby Progenitor wreckage are all but child's play for one of your intellect. More than that, you are not simply 'unpredictable'. Your ability to come up with bizarre but highly effective strategies means that you can even disguise them as more conventional plans - meaning that enemies will often make their own, flawed assumptions. They'll know exactly what you're doing... until your last surprise makes itself known and shatters their entire strategy. Woe be to any that seeks to predict or out-think you.

Inspiration (100CP, Free for Fleet Leader)

Your duty as a commander has taught you that your first and foremost responsibility is to trust your men, and ensure that your men trust you in return. You project an aura of confidence that gives any personnel under your command a boost to courage and morale. The ability of a crew to remain calm under pressure is invaluable - and you'll find that few of your subordinates will make mistakes due to stress or hurried operations in the heat of battle.

Leadership (200CP, Discounted for Fleet Leader)

Your experience in the commander's chair gives you the insight to instantly determine the best positions to place people or ships for upcoming operations. Under your instructions the fleet will operate at peak effectiveness. In addition, you can easily synergize ship movements to coordinate attacks from two (or three, or four, or...) directions.

Ambush (400CP, Discounted for Fleet Leader)

You are a master of feints, counterattacks and manipulating your opponents. The easiest way to beat an enemy is to dictate the terms of the engagement, and you're one of the best at preparing the battlefield to your benefit. Your ability to draw enemies into the open is surpassed only by your skill at taking advantage of cover and misdirection.

When you draw an enemy fleet in with some smaller craft for an ambush, they might only

realize you've kept a far stronger fleet hidden within a nearby dust cloud when your Ion Cannons are already tearing into their rear guard.

Master Strategist (600CP, Discounted for Fleet Leader)

Through masterful planning, any battle you command will be fought more effectively the longer you prepare and the more information you possess on the forces held by you and your foes. Coming up with a strategy on the fly with very limited information will already see slightly better results than normal, and you will only get better results the longer you can plan. With years to prepare and perfect intel on all troops and positions involved in the fight your orders could lead your forces to victory in battles that seem all but hopeless. However, remember that plans can only account for so much. Victory is not guaranteed no matter how long you prepare for it, and against foes that greatly outmatch you the best you can hope for is minimizing the casualties and damage of your defeat. If you attempt the impossible, even that may not be within your reach.

Special Operations (200CP)

Most of the battles in this galaxy take place with mass drivers the size of buildings, fusion missiles leaving targets as little more than radioactive scrap, and the all-consuming radiance of Ion Cannons shearing through hull plating. But even the fleets sometimes have need of a more *personal* approach, be it for infiltration, close-quarters combat, or ground-side and station-based operations. Much like the Marines the Hiigaran fleet would often task to enter and either capture or disable hostile ships, you are a capable combatant, hacker and saboteur. You're also highly knowledgeable of effective infiltration tactics, be it the use of cloaking or Mimic fields or how to do the most damage with a handful of Leech drones.

Ingenuity (600CP)

The Homeworld galaxy is a place filled with wonder and adventure, dangerous foes and the long-forgotten relics of civilizations both ancient and powerful. As advanced as the ships and technologies used by this setting's fleets may be, few can hope to be successful for long without the adaptability to handle unforeseen threats and challenges. Indeed, none of the great conflicts you might get involved in during your time here would ever have led to a victorious outcome for the Kushan, Somtaaw or Hiigaran forces if they hadn't had the skills to develop new ships, counters to new threats, or improvised solutions to sudden problems - often having to find an answer with mere minutes or hours remaining before total annihilation. Now, you are easily the equal of any of these dedicated scientists and engineers. You gain a basic understanding of common Homeworld technologies like Ion Cannons, 'dumb' A.I. and cryopreservation systems, and could easily learn more if you put your mind to it. More importantly, however, you gain a vast improvement to your ability to turn theory into practical applications or improvise and modify existing work 'on the fly'. Turning the insights you might glean from alien technologies into working prototypes of fleet-compatible devices is child's play for you. Spend a few hours with the salvaged wrecks of a handful of Kadèshi Advanced Swarmers or Progenitor Drones, and you could work *miracles*.

Ships And Fleet Components

The stories and adventures that take place between the stars will require you to have at least *some* form of spaceship to participate. In this section, you can purchase a variety of different ship types – be it for your personal use or to create a small fleet of your own to follow your command. You start this jump in one of the ships you purchase here. Ships can be purchased any number of times, and all the ships you purchase for CP carry unlimited fuel and ammunition, slowly repair to full functionality, and are replaced after one month if destroyed. You may share the designs of any purchased (or newly created) ships with others if you wish, they are not 'black boxed' to only work for you. For example, sharing designs you create here with the Homeworld fleets will allow them to build those designs, assuming suitable construction facilities and materials are available. Copied designs do not have the same advantages as CP-bought ones, and may (for example) need to be supplied with resources to replace spent munitions.

If you or your Companions do not have any other ships at the start of your time here, each person without a ship receives a single Scout for free to ensure you have some means of travel.

In addition to buying extra ships under your command, you may also upgrade one or more ships with components from other ships to create 'hybrid' designs. To add a second ship's core functionality (weaponry, hangars and production facilities, sensor systems, etc.) to an existing ship, purchase any other ship that carries your desired components, and add those components to your original ship's hull. For example, you could improve a Carrier's firepower using the cannon turrets and plasma bomb launchers of an Assault Frigate.

You may freely adjust minor aspects of a purchased ship's appearance, such as overall aesthetics of the hull as well as placements of hangar bay openings, gun turrets, etcetera.

You may purchase common ships from both allied and enemy factions (such as Vaygr or uninfected Beast ships). You may purchase Kushan, Taiidani and Turanic designs during 'The Long Journey Home'. 'Horrors In The Dark' allows access to these earlier designs as well as Somtaaw and *uninfected* Beast vessels. 'Stories Of The End Times' further unlocks Hiigaran and Vaygr ships for your fleet. You may combine ships from different Eras or factions without negative consequences, and any older designs you decide to keep are updated as you progress to later Eras to keep them competitive. You may only purchase *infected* Beast ships if you have taken the 'Hunger' Drawback, but after doing so you may create infected counterparts to any ship type appropriate for your Era (not just Beast ships). See the 'Notes' section for a guide on custom ship designs and the full list of ships you might use to form your fleet.

Standard Ship Purchases

Those who do not wish to serve in the main fleet of your chosen Era will need some form of FTL travel and support infrastructure if they want to explore the setting or get involved elsewhere. To this end, the first purchase of a Carrier is allowed at a discount by default. In addition, each background has their own specialty when it comes to using various ship types, and each receives additional discounts and free options as appropriate.

Drop-Ins, owing to their somewhat foreign nature to this universe, are suited to making ships that are unconventional or bizarre by local standards – though no less effective. Drop-Ins receive a discount on any ship upgrades they buy only once (i.e. no other ships *or* upgrades of that specific design). They may buy one upgrade of up to Capital Ship size for free if it meets this discount requirement.

Pilots are typically found in the thick of combat, are rarely alone in a fight, and thrive in the chaotic environments caused by entire swarms of fighters descending on an enemy fleet. As they often lead strike wings of smaller ships in dogfights against enemy forces, Pilots receive a discount on all Strike Craft and Corvette purchases (including upgrades) and receive two such purchases for free.

Tacticians are typically seen in Frigate strike groups, combining a balanced mix of speed and firepower to take advantage of combat opportunities and pick off vulnerable targets in battle. Tacticians receive a discount on all Frigate purchases (including upgrades) and receive one such purchase for free.

Fleet Leaders are found in command of the largest vessels of the fleet. Eschewing improvisation or untested gambles, they perform best when directing larger groups of experienced, reliable forces along well-tested doctrine. Consequently, Fleet Leaders receive their first Carrier for free instead of at a discount, and receive a discount on all *non-upgraded* Frigates, Corvettes and Strike Craft.



Strike Craft (25CP)

Strike craft are small ships crewed by one or two pilots, such as interceptors, bombers and scout ships. They are fragile and do not have a lot of firepower, but they are exceedingly difficult to hit. Each purchase grants you a squadron of six Strike Craft, or any alternative ship type from the Strike Craft list such as a set of Proximity Sensor units. All Strike Craft in a single purchase are of the same type (i.e. no mixed squadrons of Interceptors and Bombers).

Corvette (25CP)

Corvettes are heavier attack ships that use more powerful weapons, such as missiles, mines and gun turrets for attacking in multiple directions. Each purchase grants you a squadron of three Corvettes, or a single alternative ship from the Corvette list such as a Resource Controller or a Heavy Missile Platform. All Corvettes in a single purchase are of the same type (for example, you can't make a mixed squadron of Missile Corvettes and Pulsar Gunships).



Frigate (50CP)

Frigates are the most numerous of the conventional ship classes. Frigates are much more powerful and resilient than fighters or corvettes, but are no longer fast enough to dodge enemy fire. These ships are also the first ship type that nearly always carries Short Jump Hyperdrives, allowing them to travel at FTL speeds without needing support from larger ships. Frigates are usually specialized in a single kind of combat such as anti-capital ship or anti-corvette roles, but they sometimes carry backup weapons as well. Each purchase grants you a single Frigate or alternative ship from the Frigate list.



Capital Ship (100CP)

Capital ships include various Destroyer types as well as Carriers. Destroyers are the heaviest ship class that sees common use in direct combat, and they can easily overwhelm smaller ships with their cannons, Ion Beams and other heavy weaponry. Carriers instead provide a support role, processing resources for building and repairing other ships in the fleet such as Strike Craft and Frigates. Each purchase grants you a single Capital Ship, with your first Carrier discounted or free depending on your Background.

Super-Capital Ship (150CP)

Super-Capital ships are the mightiest and most terrifying military ships built by spacefaring cultures in the Homeworld galaxy. Including Heavy Cruisers, Somtaaw Dreadnoughts and Battlecruisers, even a single ship of this type is powerful enough to turn the tide of a battle. Incredibly powerful but very slow, these ships often require strike craft escorts to protect against enemy Bombers. Each purchase grants you a single Super-Capital Ship.



Mothership (400CP)

The largest and most important ships seen during the wars of this era, Motherships are immense factory vessels capable of building entire fleets without the need for support or reinforcements. These ships are exceptionally rare, with most factions possessing only one or sometimes two Motherships, along with a handful of Shipyards. Indeed, many Motherships become almost legendary in their own right, each a storied and iconic vessel. Each purchase grants you a single Mothership or Shipyard class vessel. Motherships are more versatile and mobile, while Shipyards are more specialized for production facilities and industrial support.



Exotic Ship Classes And Upgrades

Ship Import (Free, may not be taken with the *'Kiith's Honor'* Drawback)

This galaxy may not be the first you've visited, nor the first to feature interstellar wars, Hyperspace drives, or exploring the unknown depths of space. If you already possess one or more spaceships of your own, you may choose to import these ships instead of (or in addition to) purchasing existing Homeworld ship types. Each individual ship may be imported only once, though you may import any number of ships you wish. You may upgrade your imported vessel with Homeworld systems much like you can for standard ship types on offer here. If you choose not to upgrade your imported ship(s), the only modification you may include for free is the installation of a *Short Jump* Hyperdrive with suitable power supply (if needed) in any imported ship of Frigate size or larger.

Imported ships do not benefit from the 'Crew' upgrade unless it is bought at the upgraded level. If you wish to justify how your in-jump identity (if any) came to acquire an unusually unique ship, consider having your fleet place you in charge after encountering it as a (mostly intact) derelict at the start of your Era, rather than having built it themselves.

Use each of your ships' approximate sizes to determine which upgrades (if any) you could install, and extrapolate beyond Mothership size if necessary. The ease with which a Homeworld fleet could mass-produce any out-of-setting technologies present in your original ship will depend on relative tech levels and other 'otherworldly' aspects. A copy of the Millennium Falcon from Star Wars would probably work fine with at most a bit of tinkering; while a world-ship made of psychic trees that travels Faster Than Light by traversing an alternate reality of dreams and magic would not. Fanwank appropriately.

Kadeshi Multi-beam Frigate (400CP)

These unassuming white ships are some of the most devastating Frigates in the galaxy. Where ordinary Ion Cannon Frigates could only fire one Ion Cannon, the Kadeshi have somehow created a ship only half the size that uses four such weapons simultaneously. You can now use this ship design for any Frigates (or upgrades) in your own CP-bought fleet as well as construct additional such ships in the field. In addition, this purchase unlocks designs for the Kadeshi Swarmer and Advanced Swarmer for your Strike Craft vessels and the Kadeshi Mothership for your Motherships. This purchase also allows you to improve all Ion Cannon weapons used by your ships.

Although the four-cannon design is unique to the Kadeshi vessel, your own Ion Cannon designs can be modified to fire a dual beam, either doubling their damage per volley or providing a proportional increase in firing rate. Finally, you receive one Kadeshi Multi-beam Frigate (or the equivalent as an upgrade) for free for your personal fleet. You receive this purchase for free upon completion of 'The Long Journey Home'.



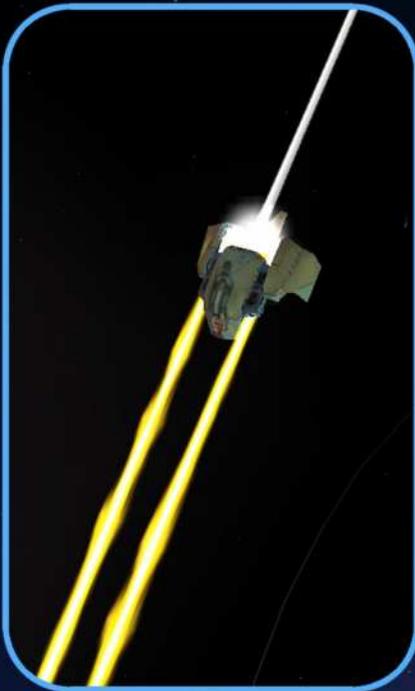
Bentusi Ion Acolyte (400 CP)

This strike craft shows that while the Bentusi may just be traders now, their reputation for being effectively unbeatable in combat is well earned. This fighter doesn't use mass drivers like most normal ships of its size. Instead, it uses two small-scale Ion Cannons for combat, a feat unmatched by any strike craft used by other space-faring societies.

You can now use these ships for your own CP-bought fleet or later construction, receiving one squadron of six (or the equivalent as an upgrade) for free. This purchase also unlocks Bentusi Mothership class designs for your fleet.

In addition, the insights gained from the Ion Acolyte design allow you to build smaller Ion Cannon weapons to retrofit into any of your Strike Craft and Corvette-class mass driver weapons. While these won't reach the raw firepower of the Bentusi weapon, these guns nonetheless provide a dramatic improvement in combat performance.

You receive this purchase for free upon completion of 'Horrors In The Dark'.



Progenitor Dreadnought (400CP)

This super-heavy capital ship is stronger than even the Battlecruisers used during the Hiigaran-Vaygr war. Carrying a plasma cannon and several smaller point defenses, the true power of this mile-long vessel becomes apparent when it can fire its Phased Cannon Array. This forward-facing weapon delivers a gigantic amount of firepower to any target unlucky enough to be caught in its sights. You can now use this ship as a Super Capital design for your own CP-bought fleet or later construction, and also gain access to the Progenitor Mover design for any of your Corvette class ships. You receive one Progenitor Dreadnought (or the equivalent as an upgrade) for free for your personal fleet. Owing to the ancient age and resilience of this Progenitor weapon, this purchase also grants insights to your personal fleet enabling you to greatly ruggedize ship systems. Not only will this make your ships more resilient to damage, but it also improves them to the point that enemies can no longer cripple them by disabling subsystems (such as a Carrier's engines or production modules). Until ships with such modifications are destroyed entirely, they will not degrade in performance. You receive this purchase for free upon completion of 'Stories of the End Times'.



Sajuuk Schematics (1200 CP)

Named after the creator deity worshiped by a number of societies in the Homeworld galaxy, this titanic Progenitor ship was fielded in combat only once, in a desperate battle to protect Hiigara from the Vaygr. It has no known equal among any fleet seen in modern times. Its main weapon systems could easily overpower armor that was invulnerable to even the Progenitor Dreadnought, and it could effortlessly weather simultaneous attacks from multiple Vaygr Battlecruisers without major damage.

This purchase only provides the schematic for this ship, and it cannot immediately be built using the construction facilities available to the Kushan, Hiigarans or even the Bentusi. However, the wealth of Progenitor technologies that can be reverse engineered from Sajuuk's design would surely include a way to develop Progenitor manufacturing techniques. Even if you choose not to pursue construction of this mighty vessel, a fleet with Progenitor weapons and armor could still become nigh unstoppable. Purchasing this schematic also grants access to the designs for the Great Core, but it does not provide a physical copy.



Fleet-wide Upgrades And Technologies

Crew (Free or 200CP)

Possessing the ships necessary to wage war among the stars is well and good, but an empty hull will not do you much good. While Strike Craft are piloted by only one or two pilots, larger ships such as Destroyers and Battlecruisers can have crews numbering into the hundreds or even thousands. You may add a competent if unexceptional crew of faceless 'NPCs' to any ships you have purchased in this jump for free. For 200CP, you may add any vehicle, starship, or similar vessel you might possess (including those you acquire in future jumps) that you yourself can operate or command competently, granting these a similar crew.

The Guidestone (50 CP)

This weathered stone relic shows the location of Hiigara in the galaxy, and the path the Kushan people followed during the Exile. In later jumps, it can also show you the direction home if you have a home to return to. The inspiration provided by this relic also ensured your fleet has invested significantly in way-finding and orientation technologies, and your fleet will always know the direction to its largest or 'leader' vessel - typically a Carrier or Mothership.



Atmospheric Deprivation Warheads (100 CP)

These heavy missiles are not used for space combat and are in fact rather fragile. Instead, they are used during orbital bombardments to scour planets clean of all life such as was witnessed on Kharak at the start of the Exile fleet's journey. The use of these weapons of mass destruction is outlawed by the Galactic Council, and for good reason. These particular variants are modified so they will function on any planetary surface, regardless of atmospheric composition (or lack thereof). You receive a small stockpile of these weapons on every CP-bought ship of Capital Ship size or larger, and may produce more with any suitable manufacturing system.

Advanced Phased Telemetry (200CP)

When the Sontaaw needed to use remotely-controlled drones, they developed the original Phased Telemetry technologies to maintain contact and control of the drones at vast distances. This technology is a more advanced variant of the same principle. By sending a heavily encrypted FTL signal through Hyperspace to communicate with other ships, it is possible to connect to even entire fleets remotely with an effectively undetectable, untraceable, and un-hackable signal that remains coherent across nearly arbitrary distances. While this system could obviously be applied to remotely control drones such as the Leech, with some time and effort it may be possible to convert even larger ships to 'fly by remote' as well - offering a potentially vast reduction of combat casualties by eliminating the need for a crew to be present at the site of a battle.

Great Core (200CP)

Ordinary Hyperdrives allow ships to travel light years with a single jump. A Progenitor-made Great Core is much, much more powerful however. These marvels allow a ship to make a Hyperspace jump from one side of the galaxy to the other in a single bound. Only three such cores are known to exist: one is held by the Bentusi, one by the Kushan, and one by the Vaygr. Now, you possess a fourth such device of unknown origin. Immensely powerful and large enough to out-mass entire Corvettes, the Great Core requires a Super Capital Ship or larger ship hull to operate at full strength.



Naggarok conversion beam (200 CP)

This technology works much like the Phased Disassembler Arrays used for the processing of harvested materials. The main difference is that this beam is used to disassemble ships, and it can entirely paralyze any ship it is used on. The range is fairly short, but once activated it is extremely deadly to any trapped targets, consuming entire Capital Ships in a manner of seconds. Ships smaller than a Mothership can be mounted with similar beams, though this will cause an equivalent loss in range, damage, and the beam's ability to hold targets in place.

Attempting to trap a Destroyer with the conversion beam on a Corvette is a pointless endeavor, though it will still cause a respectable amount of damage.

Inertialess Drive (400 CP)

Replacing the drives on your ships with a smaller version of the drive systems used by the Naggarok will allow them to selectively ignore inertia. This turns any ship containing these upgrades into an exceedingly fast vessel, to the point that Carriers or Battlecruisers could keep pace with Strike Craft. However, the size and power requirements mean that this particular variant is only suitable for ships of Frigate size or larger, and best results will only be seen if the Inertialess Drive is used for Super Capital Ships or Motherships offering raw power on par with the Naggarok.



Infection Beam (Free, requires 'Hunger' drawback)

The most terrifying weapon in the Beast arsenal, this energy beam deals no damage, and instead spreads the Beast's bio-technological infection to its targets.

Smaller ships will be converted outright, their crew fused into bio circuitry and semi-living ship components. Larger ships can survive, but will be severely damaged due to the crippling counter-measures needed to burn out the infection before it takes control of the ship. This beam is normally only found on Capital Ships or larger vessels and requires a lengthy recharge time between uses. Smaller, weaker variants may be installed in smaller ships if you wish, with equivalently reduced range and 'infection power'.

Companions



Karan S'Jet (100CP)

Karan was the scientist who designed the original neural link that could turn a person into the living computer core for a Mothership vessel. Not wishing to risk anyone else with the untested technology, she chose to be the one to use it. Becoming Fleet Command for the original Mothership, she has been entrusted with the safety and command of all ships in the Exile fleet. In the years since, she has served as both a leader and a prophet of sorts to the Kushan-turned-Hiigarans. Her close connection to the Progenitor-built Great Core has had some effect on her physical self, giving her unusually long life in addition to occasional flashes of insight into the fate of the galaxy and the nature of various Progenitor relics. Karan S'Jet starts with the 'Unbound' perk for free.

Junkyard Dawg (100CP)

The Progenitor AI aboard this Corvette-sized vessel is about as smart as a puppy, and has a personality to match. Its drives are powerful enough it can grab and drag enemy capital ships without difficulty, and playing 'fetch' with it can provide some amazing tactical advantages. It's nearly indestructible, but very difficult to repair and vulnerable to powerful gravity wells. The intelligence inside may be removed from its ship hull after this jump is complete. The Junkyard Dawg starts with the 'Booster' Perk for free.



Beast Intelligence (100CP)

This infected vessel has taken a liking to you for some unfathomable reason, and it now accompanies you as you travel between the stars. It's not particularly smart, but it will follow your orders without question and it could easily achieve human intelligence... if you feed it more victims. It may be removed from its ship post-jump. The Beast Intelligence starts with a Heavy Cruiser and the 'Infection Beam' technology, but requires the 'Hunger' drawback. If you're not careful, you might be vaporized along with it if its true nature is ever discovered.

Kiith Jumper (Variable Cost)

You may import existing companions or create new ones for 50CP each. Alternatively, you may pay 300CP to create or import up to 8 companions at once. All gain a free background and 300CP to spend as they wish, and receive bonus CP equal to half that which you gain from Drawbacks. All Companions are affected by your Drawbacks, though Drawbacks do not 'stack' (Legacy Of Abbasid will see your group hunted by only a single Keeper, for example).

Drawbacks

Know Your History: (+0CP)

Kharak may be lost, but its people and stories will not be forgotten. If you have previously visited this universe through the Deserts Of Kharak jump, you may have your past actions carry over into this jump, causing changes both minor and far-reaching as is appropriate.

Mirrored fates: (+0CP)

You may, before starting any scenario, choose to have the main 'protagonist' faction use the opposing faction's ships. Likewise, any opponents you face will use protagonist ship types instead. This does not change any events other than the design of ships used by each faction. During 'The Long Journey Home', Kushan and Imperial Taiidani ships are switched around. During 'Horrors In The Dark', Kiith Somtaaw will use uninfected Beast ships, while the Beast uses infected Somtaaw designs. During 'Stories Of The End Times', the Hiigaran and Vaygr fleets use each other's ship designs.



Sparse: (+100-200CP)

You will find that the universe is just a little more empty now. Expect to always be strapped for resources as those asteroid belts and dust clouds you could harvest before are no longer as rich in raw materials. For +100CP, resources are reduced by 25%. For 150CP, resources are halved, and for 200CP resources are reduced by 75%.

Relentless: (+100-300CP)

Your foes are numerous, their warriors ruthless. You will fight, and you will give your all or face the consequences. They will be more cunning, using more effective tactics and strategies to take advantage of your weaknesses, and they may field more numbers or more powerful vessels against you. For +100CP, all enemies you face will be twice as dangerous. For +200CP they will be four times as mighty, and for +300CP they will become a threat eight times stronger than they otherwise would be. This Drawback does not affect the enemies created by 'Legacy Of Abbasid' or 'Maker's End'.

Shaky gunner(s): (100CP)

You, your crew and anyone on your side seems to have forgotten that enthusiasm is not a suitable replacement for accuracy. Any weapons your side uses during this jump are less accurate than they should be. You can still hit larger ships with a decent chance of success, but smaller and faster ships will be much more difficult. Good luck hitting that enemy Scout that's harassing you.

Motion Sickness: (+100CP)

The universe is a beautiful place, but you will rarely see it as such. Anytime you look outside in something faster than a space station, the motion of the stars gives you violent migraines. Even if your ship is stationary, the starlight will still make you feel uneasy. This also applies to moving images such as camera feeds, but still images and abstract representations are unaffected. Hopefully you don't mind watching the sensor grids all day.

Non-combat: (+200CP)

Your fleet still gains any ships you bought, but you won't be the one flying them. Instead, you are forced to remain in a support role during your stay here. Managing the ore processing systems, overseeing ship production, or serving the R&D department to come up with solutions to the various problems faced by your allies, there are many thankless and uninspiring jobs that need doing. Without combat opportunities, it will be exceedingly difficult to rise through the ranks and be placed in charge of larger ships. Even your own fleet won't let you take command without earning it through extreme diligence, for some unknown reason.



Turncoat: (+200CP)

Instead of starting with a ship that's considered friendly (or merely unknown) to Fleet Command, you start as an obvious foe. Your ship's design and markings identify it as a Turanic Raider, Taiidani, or perhaps Vaygr ship instead of belonging to a faction like the Kushan, Sombaaw or Hiigarans. Even your mannerisms and your background (if any) similarly belong to some hated enemy, though you may choose to be a defector from their wicked ways. You might be able to avoid being shot on sight if you open communications as soon as you can, but earning any kind of trust will be a significant challenge - old crimes are not easily forgotten.

Legacy of Abbasid: (+300CP)

For unknown reasons, a Progenitor Keeper has identified you as the one responsible for destroying an important piece of Progenitor technology. For the duration of your stay it will continually harass you, attacking with powerful remote-controlled drones in hit and run strikes and using its extreme durability, stealth systems and hyperspace technologies to avoid being destroyed.

Hunger: (+300CP)

You were not the only thing that emerged from Hyperspace as you started this jump. A small fragment of Beast tissue came with you, and it has taken control of the ship by transforming it into a horrifying union of flesh and steel. *Your* flesh and steel. Your ship looks normal from the outside and you've managed to overpower the Beast instincts to retain your own mind and will, but anyone who learns of your true nature will almost certainly consider you an unnatural abomination to be killed on sight. The Beast likewise thinks you are defective and will also attempt to destroy you or re-infect you to finish the job if you ever encounter them. 'Hunger' is a mandatory Drawback for all Beast technologies and all *infected* ship purchases for your fleet.



Kiith's Honor: (+300CP)

You can no longer access any perks, powers or technologies from previous jumps, and your Warehouse is closed to you for the duration of your stay. You keep your memories and anything you've purchased in this jump, but are otherwise reduced to your Body Mod.

Maker's End: (+600CP)

The antagonist faction in your first Era will have one additional ship to bring to the battlefield. The Taijistani Emperor, the Naggarak or Makaan will be accompanied by their own copy of Sajuuk. It cannot be captured or reverse engineered in any way, and nothing but its complete destruction will truly eliminate your opponent. If you only visit this world during 'Free Roam', you will inevitably become the enemy of at least one faction who will then seek your demise with this ship.

The greatest War: (+1000CP)

If the Homeworld universe was a dangerous place before, it's twice as true now. All your enemies are more powerful to begin with, and they will gain in strength and skill with each of your victories. Furthermore, any out-of-jump technologies or powers you use to gain an edge will be quickly reverse-engineered or countered. You will be outmatched and outgunned no matter where you go or what you do, and your opponents take no prisoners. During 'Free Roam' you will have no single dedicated opponent but you will find that conflict begins to actively seek you out regardless.

Ending

You have traveled among the stars, but every journey must come to an end eventually. Now, you must decide where your next course will take you.

Fleet Command Offline

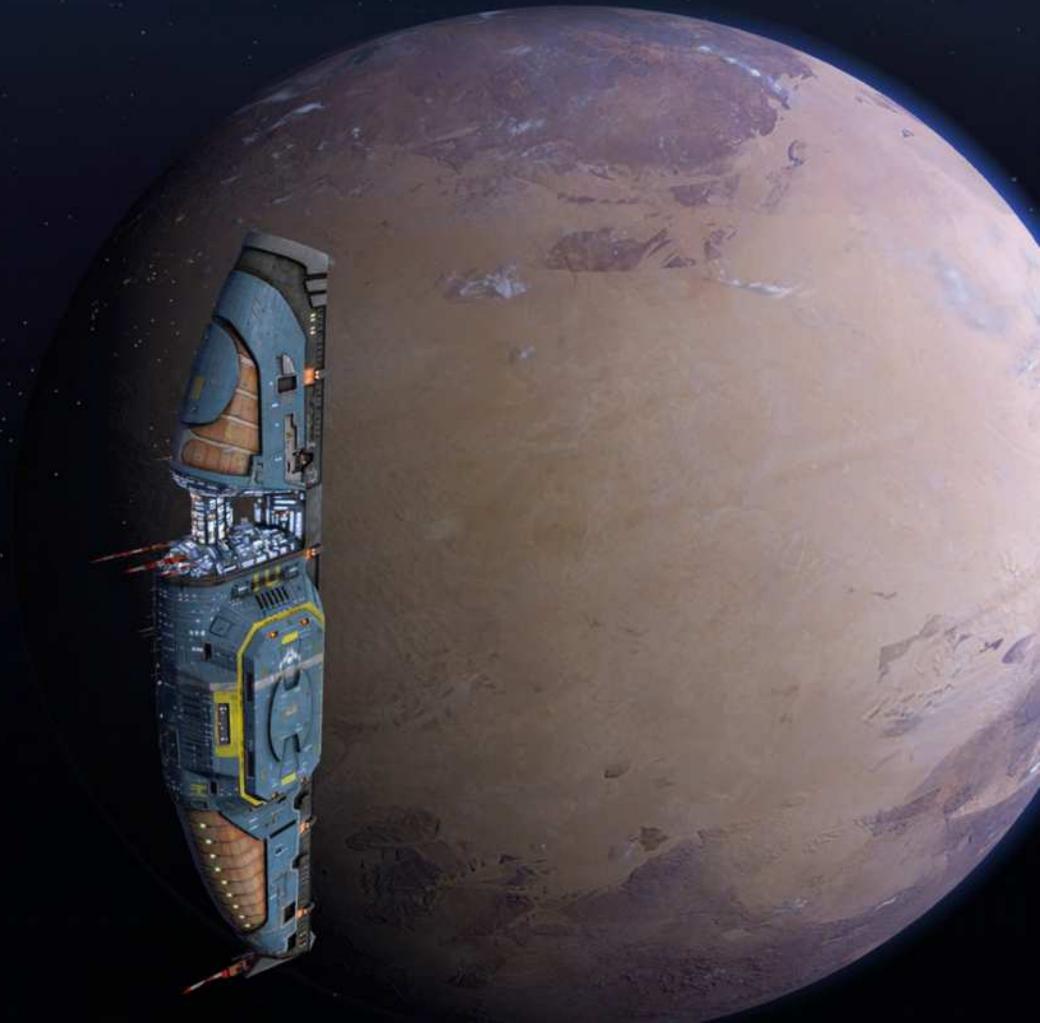
You are weary of your travels, and your jumping days are over. You return to Earth as you were while keeping all your powers, companions and anything else you've gathered over the years.

Journey's End

You've found your home and have come to love this galaxy. You decide to remain here, making the Homeworld galaxy the end of your jumpchain.

Hyperspace Module Charged And Ready

You've seen the beauty of the Homeworld, but there is more out there to discover. You continue onward towards your next jump.



Change Log

1.2: updated descriptions for Master Strategist and Sajuuk

1.3: updated Free Roam, background layout

1.4: Fixed text errors, clarified descriptions incl. crew requirements. Kiith's Honor is +600CP

1.5: Scenario section has been rewritten into the new Era And Timeline section, including timeline/jump duration changes. Some perks are rewritten for balancing and clarity, Covert Operations is replaced by Roll With The Punches, new Special Operations perk now handles marine/infiltration abilities and new Ingenuity perk covers tech R&D.

Major overhaul of the entire ship/tech section to allow Jumpers more freedom in building their own fleets or using different strategies rather than going for a single ship approach. Balance changes for Companions. Overall jump changes to keep everything coherent with the various other modifications made for V1.5. The 'Epileptic' Drawback is now called 'Motion Sickness' to more accurately tie to its effect. Continuity Toggle for Deserts Of Kharak is added. A Notes section is added to provide more detailed information on a few jump aspects as well as list available ship options.

Notes

As far as I know there are no exact numbers provided for how fast a 'Short Jump' Hyperdrive is. The speed of the Far Jump drives used by the three Great Cores and the Naggarok are likewise unknown, save that they allowed for speeds sufficient to make movement across nearly the entire galactic disk a strategic possibility. Canonically, the Exile fleet traversed 35.000 light years in six months, including all the various battles and related downtime, with a Great Core operating at only 2-6% of its full potential. Hyperspace travel is not instantaneous, given the events shown during the games' movies and storyline, but other than this fact and the need for Hyperspace drives to be charged before use, there are (as far as I know) no exact numbers available for how long the process takes. Fanwank as needed.

All technologies from the Homeworld setting will continue to work in future worlds, regardless of whether you bought them with CP or found them during your time here. Likewise, you may assume any tech you bring here will continue to work even if not bought with CP, unless you have some specific reason to believe it won't.

The 'Unbound' perk does not require cybernetics or the physical mind-machine link between yourself and your ship (or other systems you wish to connect to), though you can still use such systems if you wish.

Taking 'Hunger' does not automatically give you ship-wide awareness without Unbound. You would simply be the primary intelligence, with other neural clusters being in charge of guns, engines, and so on, much like ordinary crew members would be on standard ships. You are reflexively infectious on your own ship (i.e. you try to consume/convert anyone boarding you), but are otherwise capable of controlling it and avoiding spreading the infection. Any ships you do infect are loyal to you but are otherwise 'normal' Beast in terms of abilities and intelligence – though all are hostile to the main Beast forces serving the Naggarok. You may remove the infection from any (or all) ships you've purchased at the end of your time here, but are not required to do so. Your Beast Ship form does not become an alt-form.

Any ships bought for CP are replaced after a month if they are destroyed or otherwise permanently lost (Destroyed, fallen to Beast infection, captured by enemy forces with no chance to recover it, etc). Ships built in-setting, even if built by Carriers or Motherships you've bought for CP, are not protected and are lost permanently when destroyed. Any modifications you put into your ships during your time here or in later jumps carry over between jumps, but are not copied over to replacements if a ship is destroyed – only CP-bought aspects remain for any replacements.

Technologies such as the Kadeshi Multi-Beam Frigate, Naggarok Conversion Beam or even Sajuuk itself can be captured, developed and/or reverse engineered by sufficiently powerful jumpers if they put in the time and effort, even without purchasing these options with CP. However, the additional fleet-wide benefits these options have when purchased or earned as Era rewards (such as the Ion Cannon improvements from the Kadeshi Multi-Beam Frigate) are unique to these versions and can't simply be found in-setting.

Assume that all ships operate as the Homeworld lore indicates. Barring that, go by how ships are shown in their original games, and resort to Skirmish or re-imagined stats (from Homeworld Remastered) last. Likewise, Campaign stats trump those seen in Skirmish games, should there be any differences there.

Tl;dr - an Interceptor flying through an Ion Cannon Frigate's beam will not survive the experience, even if the 'gameplay balance' set by Homeworld Remastered means they might barely take any damage in-game.

When in doubt, fanwank responsibly but have fun.

Ship upgrade/hybridization guide

General Ship Upgrade Information

To upgrade an existing ship with extra systems, purchase any suitable ship(s) but do not add them to your fleet as additional ships. Instead, install their weapons, scanners, hangar bays, and any other core systems into the ship you wish to improve.

Each ship class is limited to at most twice its default loadout, and each size class your upgrades are smaller than your main ship reduces their space requirements by half. For example, before size and engine limitations prevent further modifications a normal Destroyer can be upgraded with the weapons from one additional Destroyer, two Frigates, four Corvette squads, or eight Strike Craft squads. You can also mix-and-match, such as giving your Destroyer a mix of Frigate and Corvette upgrades.

Fitting components from a ship one size larger than the main ship (such as upgrading a Corvette with Frigate weapons) is possible, but requires replacing all existing systems to make room for the upgrades. Strike Craft and Corvettes will either split a larger ship's weapons up among the squadron, or will receive smaller, less powerful weapons if dividing weapons up is not feasible.

Ships two or more sizes larger than the main ship cannot be used as upgrade components. Weapons from Strike Craft can be installed as turrets in larger ships, rather than remain as fixed-forward firing weapons. Likewise, weapons are always installed as fixed-forward in Strike Craft. Installing upgrades from or onto multiple ships (such as Strike Craft or Corvettes) maintains the *total* effectiveness of the upgrade, divided or combined over upgraded ships as appropriate. For example, a Corvette squadron upgraded with Bomber weapons would see each Corvette improved with the weapons from *two* Bombers (since there are six Bombers' worth of guns in a Bomber squadron and only three Corvettes to upgrade with them). A different Corvette squadron upgraded with a Vaygr's Heavy Missile Frigate components would see each Corvette equipped with similar missile bays that are each one-third as potent as the Frigate's launchers (since there is only one Frigate to upgrade three Corvettes).

Modifying Your Fleet When Moving From One Era To The Next

Starting a new Era or ending your time in this setting gives you a one-time opportunity to replace purchased ship designs from the 'Ships And Fleet Components' to alternative options with equivalent purchases available in your most recent Era. However, you may not move upgrades from one ship to another once purchased, combine two separate ships together into one, or turn an upgrade into a new ship. The discount restrictions that apply to ship purchases continue to apply for these changes - Fleet Leaders may not add any Era rewards as upgrades to discounted ships, Drop-Ins may not replace one-of-a-kind upgrades with any options that would no longer meet the discount criteria, and so on.

As an example of how this process goes, you might start 'The Long Journey Home' with a Kushan Heavy Cruiser modified with an extra complement of guns based on a Taiidani Assault Frigate. Moving to 'Horror's In The Dark', you could keep your original Heavy Cruiser design or update it with Somtaaw/Beast alternatives due to starting your new Era, such as

by replacing the Heavy Cruiser with a Somtaaw Dreadnought while keeping the original Assault Frigate's upgrades, replacing the Assault Frigate weapons with those from a Somtaaw Multi-Beam Frigate, or any similar change.

Completing 'The Long Journey Home' would also add one Kadeshi Multi-Beam Frigate to your fleet either as a separate ship or upgrade. In this particular example, you would have three ways to use this free Frigate:

First, you can simply add the Kadeshi Multi-Beam Frigate as a new ship to your personal fleet, leaving you with a (modified) Super Capital Ship and a Kadeshi Multi-Beam Frigate.

Second, since your Super Capital Ship (be it a Heavy Cruiser or Dreadnought) still has upgrade 'space' available, you can forego expanding your fleet and instead add the Kadeshi Multi-Beam Frigate to your Super Capital Ship as an upgrade, giving it four additional forward-firing Ion Cannons.

Third, you can turn your new Frigate into an upgrade for your Super Capital Ship *and* potentially replace the original Assault Frigate upgrade as well. Doing so would result in a Heavy Cruiser or Dreadnought upgraded with two Kadeshi Multi-Beam Frigates' worth of Ion Cannons, but no Assault Frigate weaponry.

Specific Ship Abilities And Limitations

All Strike Craft and Corvette tier ships lack Hyperdrives for FTL travel, and will need to dock with larger ships such as Carriers for long-distance travel.

Ships labeled as 'Support' cannot be used as independent members of your fleet, due to limitations such as extremely limited fuel supply/range, operating by remote control, or similar aspects that prevent such ships from functioning on their own. These ships must always have a dedicated support vessel to allow them to function, meaning that these options may only be added to your fleet as upgrades to existing ships. These upgrades may be implemented either by adding their components to the main ship directly, or keeping them as separate units deployed by your main ship. For example, adding a squadron of Gun Drones or Probes to a Frigate means that such a Frigate now has a number of additional gun turrets or improved sensors (if these ships are added as 'upgrades') or makes it so said Frigate can now deploy up to six gun drones or probes at any given time, much like the Drone or Hive Frigate deploy their attending units. Support upgrades that are included as separate units are automatically replaced by the main ship's built-in fabricators if lost or destroyed, with construction time decreasing with the size of the main ship (a Capital Ship will replace Gun Drones faster than a Frigate) and increasing with the drone's size and complexity (Leeches take longer to build than Probes, and Corvette-sized support units such as Cruise Missiles take longer than any Strike Craft-sized support unit).

Ships labeled as 'Platform' are meant as semi-static facilities: they can operate indefinitely (unlike Support vessels), but they have only a single-use engine and can't normally be re-positioned once deployed to a target location. You may be able to collect them if you have access to a Carrier or towing ships such as Salvage Corvettes or Progenitor Movers, but such methods are not covered here and are up to each individual Jumper to develop or arrange.

The personal espionage systems used by ships such as Stealth Fighters, Somtaaw Mimics and Turanic Ion Array Frigates will only work up to their own ship size. Adding such systems to larger ships is possible by stacking such components: for example, you can create a 'cloaked' Somtaaw Carrier with the cloaking systems from two Turanic Ion Array Frigates, while a 'mimic' Flak Frigate can be created by improving it with two MCV upgrades. Without

full coverage (such as a Corvette with only one Stealth Fighter upgrade), these systems will only be able to provide a temporary effect before needing to recharge.

Ship systems that have limited durations by default, such as the trapping effect of Kushan Gravity Well Generators or the cloaking field generated by a Vaygr Battlecruiser's Cloak Module, can have their durations increased by combining multiple purchases of their ship class. This kind of limited duration systems require at least three copies or upgrades to remain online indefinitely. As such, most such systems require a trade-off: either get area-of-effect systems with the need to recharge between use, or select 'personal' cloaking or effects for a more permanent solution.

Infected Beast ships are incapable of spreading their infection without sufficient mass being transferred - ordinary weapons such as mass drivers or a Missile Destroyer's munitions are not infectious. The only ways for the infection to spread during Homeworld: Cataclysm involved either the Infection Beam on Carriers, Heavy Cruisers and the Beast Mothership, infected Cruise Missiles carrying a large payload of Beast biomass, or direct hull contact such as from Ramming Frigates striking a Beast ship.

Importing Ships From Other Settings

Importing a ship grants it a Hyperdrive if it is Frigate-sized or larger, but otherwise makes no changes. Rather, this option allows you to modify your favorite spaceship with Homeworld-styled systems, in case you've always wanted your ship to have a Carrier hangar or a pair of Ion Cannons.

To estimate the correct ship category for an imported ship, the easiest approximation is to work with overall ship size. Although these are only approximate ship sizes and exceptions do exist (Somtaaw designs tend to be shorter and bulkier, for example), approximate sizes for the ships seen during Homeworld are:

Strike Craft: lengths of up to 30m.

Corvettes: lengths of approx. 30-50m.

Frigates: lengths of approx. 150-250m.

Capital Ship: lengths of approx. 400-500m (Destroyers) to 800m (Carriers).

Super Capital Ships: approx. 800-1200m length.

Motherships and Shipyards: lengths of 1.5km or more.

Going by this size-based guide, the *Millennium Falcon* from Star Wars (35m) would put it squarely in the Corvette bracket. Alien's *Nostramo* (250m) would be slightly on the heavy side for a Frigate class. The *Enterprise-E* from Star Trek (700m) could fit as either a Capital Ship (Carrier) or a Super Capital Ship. A 'Galactica' type *Battlestar* from Battlestar Galactica (1400m) would be a Mothership. Of course, exceedingly advanced ships might perform 'above' their weight class, and more primitive vessels might in fact be larger than their equivalent Homeworld sizes. Likewise, various details in the background lore conflict with these estimates - the Homeworld Digital Art Book suggests that the Mothership would be an order of magnitude larger, for example. The values given here are based on in-game measurements, but I will leave judgment on whichever tweaks and re-interpretations are necessary up to you. As always, fanwank responsibly and have fun.

Examples Of Custom Ship Designs

To clarify how the ship upgrading section works, here are some examples of how you could change your ships. Each of these suggestions is given without considering the impact of any discounts from Backgrounds on listed prices.

To create a powerful Battlecruiser/Carrier hybrid, you could make a design such as:

- Vaygr Battlecruiser (150CP) as the main ship, providing heavy single-target firepower.
- Somtaaw Carrier (100CP) taking up half the total upgrade space (one size smaller than the main ship), adding the ability to process resources, hangar space to build or maintain various ships in the field, as well as room for some extra modules and four extra mass drivers for protection.
- Two Kushan Multi-Gun Corvette Squadrons (25CP each) take up a quarter of the total upgrade space (three sizes smaller than the main ship, times two). These outfit your Battlecruiser-carrier hybrid with six Multi-Gun Corvettes worth of anti-Strike Craft turrets.
- Kadeshi Multi-Beam Frigate (Free Era Reward) taking up the remaining quarter of upgrade space (two sizes smaller than the main ship) and giving you even more forward-facing weaponry with its four Ion Cannons.

To create an efficient multi-role Frigate, you could build a ship such as:

- Hiigaran Flak Frigate (50CP) as the main ship, offering powerful anti-Strike Craft flak turrets on a fast but resilient frame.
- Hiigaran Torpedo Frigate (50CP) taking up all available upgrade space (equal size to the main ship) and adding a pair of potent Torpedo launchers for more effective anti-Corvette and anti-Frigate combat.

For a squadron of dedicated heavy assault Corvettes, you could build:

- Pulsar Gunship X3 (25CP) as the main ship/squadron.
- Vaygr Assault Frigate (50CP) taking up *twice* the available upgrade space (one size larger), meaning the Pulsar Gunships would no longer have their standard weapons and instead have smaller variants of the Frigate's cannons and missile launcher - providing total firepower equivalent to the Frigate when fighting as a unit.

For a powerful anti-Capital ambush Frigate with both heavy single-target damage and better omni-directional capabilities, consider creating:

- Turanic/Beast Ion Array Frigate (50CP) as the main ship for a powerful Ion Cannon and, during the Homeworld:Cataclysm timeline or later, the ability to remain cloaked until the ship opens fire.
- Two Cruise Missiles (25CP each) taking up all available upgrade space similar to a total of ten Corvettes (one ship size smaller each, times). Two massive Cruise Missile launch bays further support this ship's ambush specialization, dealing devastating damage in almost any direction at the cost of a very lengthy reloading time.

Homeworld Ship List

Strike Craft

Homeworld I Era: The Long Journey Home

- **Kushan/Taiidani Scout X6:** The Scout is meant for long-range reconnaissance, and combines a high powered sensor suite with the fastest, most agile ship design in the fleet.
- **Kushan/Taiidani/Turanic Interceptor X6:** Interceptors are the main anti-Strike Craft fighters in use by the galaxy. Fast, agile, and carrying accurate and fast-firing mass drivers, their main weakness is their near-total inability to handle more heavily armored targets.
- **Kushan/Taiidani Attack Bomber X6:** The polar opposite of the Interceptor, Attack Bombers don't use conventional mass drivers. Instead, they launch slow but immensely damaging plasma bombs that are devastating against slow, tough targets such as Capital Ships.
- **Kushan/Taiidani Defender X6:** True to its name, the Defender is a tougher, more powerful anti-Strike Craft design than the standard Interceptor. However, this combat prowess comes at the cost of a much slower frame, making this craft most useful for protecting large and slow-moving Capital Ships.
- **Taiidani Defense Fighter X6:** Wholly unsuitable for direct combat, the Defense Fighter does not carry any conventional weapons. Instead, this craft uses a laser-based system to strike at incoming munitions such as missiles, causing them to detonate before they can reach their targets.
- **Kushan Cloaked Fighter X6:** The Cloaked Fighter is capable of warping light around itself, remaining becoming effectively 'invisible' from all but the most advanced sensors until it reveals itself to fire. As such, while it is not as good at 'dog fighting' as the Interceptor, it makes for a deadly infiltrator and ambush craft.
- **Kushan Gun Drone X6 (Support):** Used by the 'Puppeteer' class Drone Frigate, these small, remote-controlled robotic weapons are designed to provide withering mass driver fire against lightly armored targets. Though not as powerful as a dedicated Strike Craft such as an Interceptor, their expendable nature means they are well-suited for pitched, close-range battles where projected losses among ordinary Strike Craft might be prohibitively high.
- **Kushan/Taiidani Proximity Sensor X6 (Support):** Proximity Sensors are small, unmanned and unarmed drones that carry more sophisticated sensors than most conventional ships. Though lacking the range of vessels such as the Scout, Proximity Sensors can detect units through cloaking and provide critical early warning against stealth ambushes.
- **Kushan/Taiidani Probe X6 (Platform, Support):** The Probe is a single-use reconnaissance drone. When deployed to a target location, they provide a powerful sensor platform until they are destroyed or scuttled by the controlling ship.
- **Kadeshi Swarmer X6 (Support, requires 'Kadeshi Multi-Beam Frigate'):** Used by the Kadeshi in great numbers, the Swarmer is the fastest and most agile Strike Craft ever encountered by the Exile Fleet. With mass drivers comparable to an Interceptor and unusually heavy armor for a Strike Craft, the Swarmer's only weakness is its extremely small fuel supply, which forces it to regularly return to a larger vessel to refuel.

- **Kadeshi Advanced Swarmer X6 (Support, requires 'Kadeshi Multi-Beam Frigate')**: The more powerful variant of the Swarmer was less common than its standard cousin, but fear of the Advanced Swarmer was equally justified. With double the firepower of an Interceptor and even tougher armor than the standard Swarmer, their larger profile made them more vulnerable to enemy guns. Like the Swarmer, its limited fuel supply made use of these craft without larger support vessels impossible.

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- **Somtaaw Recon X6**: Kiith Somtaaw's Recons are the more modern counterpart to the Scouts of the Exile Fleet, easily recognizable by the massive radar dish occupying the front of the craft.
- **Somtaaw Acolyte X6**: Based on purchased Bentusi designs, the Acolyte is an anti-Strike Craft fighter that's tougher but slower than the Interceptor. Its versatile design eventually included the ability to mount two missiles under the frame for a one-time burst of firepower, and a linking system that could combine two Acolytes into a single ACV Corvette without external help.
- **Somtaaw Mimic X6**: This subtle infiltrator is based on upgraded Turanic Corvettes fought during the Beast war. Mounting a holographic emitter, the Mimic can disguise itself as other ships (including enemy vessels), unassuming asteroids, or anything of roughly similar size. Much like the Acolyte, two Mimics can combine together to form an MCV Corvette. This craft carries no weapons, but in desperate times it can be equipped with powerful explosive charges for a devastating suicide attack.
- **Somtaaw Hive Drone X6 (Support)**: An upgraded variant of the Gun Drone used by the Puppeteer, these Somtaaw-designed drones carry better guns and armor than their older counterparts, and form a notable part of the Hive Frigate's armament.
- **Somtaaw Sentinel X6 (Support)**: These tiny microships are surprisingly tough for their size, and are often found supporting critical vessels in a fleet. Although they are armed with a mass driver for protection, their main purpose is to generate a powerful energy barrier between itself and any other nearby Sentinels. Although twelve Sentinels are needed to fully cover a ship, even as little as three of these craft can create a major defensive shield to protect against attacks from a single direction.
- **Somtaaw Leech X6 (Support)**: Unarmed and exceedingly small, these advanced, remotely controlled robotic ships are nearly undetectable by conventional sensors. Most often sent into enemy fleets for espionage, they can attach themselves to an enemy ship and disable its security systems to remain undetected. From there, they can either tap into the subverted ship's sensors and relay information to the fleet, sabotage the ship by secretly cutting through the hull, or even leech away the materials making up the ship's frame so it can ferry them back to the fleet as raw materials for recycling.
- **Bentusi Ion Acolyte X6 (Requires 'Bentusi Ion Acolyte')**: This Bentusi Strike Craft is both more agile than most common strike craft seen in this universe, but it is also vastly more powerful than any conventional fighter. Rather than using mass drivers, this devastating brawler sports a pair of fighter-sized Ion Cannons with enough firepower to cripple Frigates, let alone smaller foes like Corvette- or Strike Craft-sized targets.

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- **Hiigaran/Vaygr Scout X6:** A modern take on a classic design, these Scout variants perform much like their earlier incarnations. That being said, both Hiigaran and Vaygr Scouts have frequently seen use as specialized ship hunters after being upgraded with EMP generators and a 'Sensor Overdrive' to briefly provide a much larger scan radius.
- **Hiigaran Interceptor X6:** The latest in anti-Strike Craft fighter design used by the Hiigaran navy, the Interceptor is a tough, fast, and accurate brawler useful against any light target.
- **Vaygr Assault Craft X6:** The Vaygr counterpart to the Interceptor, Assault Craft carry weaker armor than their Hiigaran foes. However, while this leaves them more vulnerable to attack, their lighter weight also grants them an edge in maneuverability.
- **Hiigaran/Vaygr Bomber X6:** The most advanced bombers in use by the modern space-faring civilizations, these powerful Strike Craft are often used with specialized anti-subsystem munitions. This allows Bombers to switch between their standard tactic of dealing heavy damage against armored targets, or focusing their firepower into a smaller area, dealing less damage overall but easily crippling critical ship systems such as a Battlecruiser's engines or exposed weapon turrets.
- **Vaygr Lance Fighter X6:** This unique Vaygr ship design is built around a powerful plasma lance, creating a fighter with a powerful, anti-armor beam attack. Though not as powerful as a Bomber's heavy ordnance, the combination of power and accuracy these fighters possess makes them incredibly successful in an anti-Corvette role.
- **Hiigaran/Vaygr Probe X6 (Platform, Support):** An improvement over the Probe variants used during the conflicts between the Exile Fleet and the Taidan Empire, technological advancements in the years since the use of those old designs have given these new Probes unparalleled sensor range.
- **Hiigaran/Vaygr Proximity Sensor Probe X6 (Platform, Support):** A one-shot variant of the more maneuverable Proximity Sensors used in past conflicts, the Proximity Sensor Probe is the latest in advanced sensor suites. It cannot be repositioned like its earlier variants, but in return it has gained a substantial increase in the range at which it can detect cloaked vessels or ships attempting to hide behind dust clouds or other debris.
- **Hiigaran/Vaygr Sensor Distortion Probe X6 (Platform, Support):** Unlike the standard Probe, these single-use drones are designed for more covert operations. Although their sensor suites are not as powerful or refined, the Sensor Distortion Probe comes with a host of counterintelligence systems that reduce the effectiveness of enemy sensors on the surrounding area. This not only makes it exceedingly difficult to detect at range, but it can also be used to hide nearby friendly ships from detection.

Corvettes

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- **Kushan/Taiidani Light Corvette X3:** An efficient combat Corvette used by fleets on both sides of the conflict between the Exile Fleet and the Taidan Empire, the Light Corvette is the fastest and most agile Corvette found on the front lines that nonetheless provides a noticeably stronger punch than Strike Craft.
- **Kushan/Taiidani Heavy Corvette X3:** Slower, more heavily armed and armored than the Light Corvette, the Heavy Corvette is built to enter the areas with the heaviest enemy presence and wreak havoc. This ship can fire explosive shells for an area-of-effect attack, though without careful use this can lead to widespread allied casualties or even

- the Corvette's own destruction as easily as it might lead to enemy losses.
- Kushan/Taiidani Multigun Corvette X3: rather than focusing on raw firepower like the Heavy Corvette, the Multigun Corvette takes a different approach. Rather than the one or two heavier guns of other Corvette designs, the Multigun Corvette sports six rapid-aim light cannons. Although this modified loadout leads to a significant loss of firepower against armored targets, this type of Corvette can send accurate fire into an entire wing of Strike Craft at once thanks to its ability to engage a large number of fast-moving targets simultaneously.
 - Kushan/Taiidani Minelayer Corvette X3: Unfit for direct combat, Minelayer Corvettes are used to make sectors of the battlefield too dangerous to enter by hostile forces. While Minelayer Corvettes require forethought and careful planning to be used to their full potential, the homing mines they deploy can cripple or eliminate Frigates and even larger vessels with only a handful of impacts.
 - Kushan/Taiidani Salvage Corvette X3: The unarmed Salvage Corvette is used to analyse or capture foreign ships and debris. Equipped with advanced cyber-warfare systems, Salvage Corvettes could latch on to enemy ships and, in sufficient numbers, disable them entirely by hacking into the enemy ship's main systems. From there, trapped ships could be hauled back to a Carrier or Mothership for capture.
 - Kushan/Taiidani Repair Corvette X3: One of the only corvettes that could operate independently without the need to refuel, the Repair Corvette was primarily meant as a field refueling point for Strike Craft, which could dock with the Repair Corvette's single docking pad. It also comes with a specialized Phased Disassembler Array which allows it to slowly repair damaged ships.
 - Turanic/Beast Missile Corvette X3: Skirmisher Corvettes frequently used by the Turanic Raiders, the 'Brigand' Missile Corvette is an exceptionally tough ship. Their use of homing missiles rather than the more common mass driver weapons means they are much more effective against fast-moving targets such as Strike Craft or other Corvettes.
 - Turanic/Beast Standard Corvette X3: Tough but poorly armed compared to other Corvettes, the 'Thief' design is nonetheless a versatile chassis. Not only does it possess a pair of light gun turrets, it is capable of capturing enemy vessels much like the Salvage Corvette. The variant used during the conflict between the Hiigarans and the monstrous forces of the Beast instead replaced the capture systems with holographic emitters, allowing these ships to disguise themselves as other (even enemy) ships, asteroids, or similar objects of comparable size.
 - Kushan/Taiidani Resource Collector: These ships are the workhorses of space mining and the hearts of the industrial chain that provides the fleets with the resources necessary to build ships, upgrades, and so many other things. Resource Collectors are essentially massive cargo haulers with a PDA optimized for collecting usable materials out of various environments, such as asteroid fields and dust pockets. Though their singular purpose means that they're only good for one thing, the original Resource Collectors can collect resources faster and haul larger material loads than any other resource unit available.
 - Kushan/Taiidani Resource Controller: These unarmed, independent refineries are typically sent along with Resource Collectors to provide on-site material processing services without the need for dedicated Carrier support. Though they carry no manufacturing facilities, each Resource Controller is effectively a gigantic processing

plant, capable of processing metric tonnes of raw materials in mere seconds. In addition, they provide refueling pads for Strike Craft and Corvettes, allowing Resource Controllers to keep such units active for extended periods of time without needing to return to the fleet.

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- **Somtaaw Acolyte Composite Vehicle X3:** Composed of a pair of Acolyte fighters linked together, the ACV predictably possesses double the firepower and resilience of an individual Acolyte. While the underslung missiles of the individual Acolytes are not available while linked, the ACV can instead release a powerful EMP blast to hinder or outright disable targeted ships.
- **Somtaaw Mimic Composite Vehicle X3:** Created from a pair of linked Mimics much like the ACV is created from paired Acolytes, the MCV is a larger, more potent infiltration unit than the Mimic. Together, this combined vessel is large enough to disguise itself as Frigates, and the self-destruct charges are potent enough to cause catastrophic damage to Frigates and Capital Ships.
- **Beast Cruise Missile (Support):** The Beast used Cruise Missiles such as these as two-tiered weapons, the massive warhead at the front of the missile blowing a gaping hole in an enemy ship's hull after which the Beast infection had free reign to wreak havoc inside. This design may be incorporated into your ship as a suicide charge optimized for ramming enemy ships, or you may install it into Frigate-sized or larger vessels as a missile bay capable of building and launching these massive weapons. Even without the Beast's infection, these weapons still carry more destructive power than almost any other weapon fielded by the fleets. However, the sheer size of the missile means that not only can each launch facility only build and launch a single missile at once, they are also large and ponderous enough that enemy units such as Strike Craft and Corvettes can easily target the missile and try to destroy it before it reaches its target.
- **Somtaaw Worker:** A ship exemplifying the Somtaaw's penchant for multi-purpose designs, the Worker is used to collect resources like Resource Collectors, repair friendly ships like Repair Corvettes, and capture ships and debris like Salvage Corvettes. However, this high degree of flexibility does not come without cost: the Worker is not as effective at any of these roles as a dedicated craft.
- **Somtaaw Processor:** The Processor served to support resourcing operations much like the older Resource Controller ships did, but Kiith Somtaaw took a different approach to these ships. Fitted with four light gun turrets and a pair of automated repair beams, the Processor is much better suited for support during light combat conditions. The Processor also comes with the technology needed to harvest crystalline materials unsuitable for normal harvesting techniques.

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- **Hilgaran Gunship X3:** Improved placement and tracking of its two gun turrets allow this Corvette to more effectively engage enemies in multiple directions than earlier Corvette designs. However, it fares relatively poorly against heavily armored targets.
- **Hilgaran Pulsar Gunship X3:** The single Pulsar Beam Cannon that gives this gunship its name is a low-powered, rapid fire Ion Cannon that is particularly effective against Corvettes.
- **Hilgaran/Vaygr Minelayer Corvette X3:** Serving in the same role as older Minelayer

variants, the most recent designs for the Minelayer Corvette have upgraded these vessels with mine-clearing systems - making them as capable at clearing enemy minefields as they are at deploying their own.

- **Vaygr Missile Corvette X3:** Sporting a powerful set of Concussion Missile launchers, this multi-purpose Corvette's high explosive warheads are devastating against enemy Corvettes. The missiles are also useful against Strike Craft and Frigates, though the higher speed or heavier armor of such targets means that larger groups of Missile Corvettes are needed to handle such foes effectively.
- **Vaygr Laser Corvette X3:** Carrying a pair of powerful anti-armor laser cannons, the Vaygr Laser Corvette is a dedicated Capital Ship hunter that can cause massive damage against fleets left unguarded by faster and more agile support craft.
- **Vaygr Command Corvette X3:** These exceptionally tough Corvettes carry no weapons - instead, all available space is used for communications and combat analysis systems. These allow a Command Corvette to provide coordination and support to other nearby ships, enhancing fleet cohesion and improving both firing accuracy and inflicted damage.
- **Hiigaran/Vaygr Gun Platform (Platform):** Commonly used for static defense of resourcing operations and similar lower-risk areas, Gun Platforms are tough ships with a single-use engine: once deployed, they cannot be repositioned. Their two gun turrets are more powerful and accurate than ordinary Corvette weapons, and possess a range sufficient to inflict substantial damage against Strike Craft and Corvettes before such foes can enter knife-fighting range.
- **Hiigaran Ion Platform (Platform):** A more advanced variant of the standard Gun Platform, this craft carries a pair of long-range Ion Cannons instead of mass drivers. While slow firing, these weapons inflict severe damage on heavily armored foes such as Frigates and Capital Ships.
- **Vaygr Heavy Missile Platform (Platform):** The Vaygr counterpart to the Ion Platform, these craft are equipped with two batteries of powerful, long-range fusion missiles. Although the missiles take noticeable time to reach their target (unlike the Hiigaran energy weapons), the missiles themselves not only track targets, but will automatically lock on to a new enemy should their current target be destroyed.
- **Vaygr Hyperspace Gate (Platform):** This unarmed platform is used by the Vaygr to rapidly deploy vessels across vast distances. Typically used in pairs, each Hyperspace Gate can send ships through Hyperspace to the targeted gate at immense speed, even if these ships do not themselves have Hyperspace capabilities (such as Strike Craft or Corvettes). A single Hyperspace Gate deployed behind enemy lines can act as a staging area for an entire fleet of Vaygr warships, making for a deadly source of reinforcements if not immediately destroyed. Note that you need at least two Hyperspace Gates to make use of these vessels. You should consider purchasing a second such unit here, or make plans to build additional platforms in the field.
- **Hiigaran/Vaygr Worker:** The new model of Worker units combines a versatile toolset with a large cargo hold, allowing this ship to collect resources and repair ships even during combat conditions. Its survivability has been noticeably improved compared to the older Somtaaw variant, although this type is incapable of capturing enemy ships for the fleet.
- **Hiigaran/Vaygr Mobile Refinery:** A further improvement over older models, the Mobile Refineries used by the Hiigaran and Vaygr fleets are tougher and more heavily armed

than their predecessors.

- Progenitor Mover X3 (Requires 'Progenitor Dreadnought'): Though primarily a 'towing' unit, this Progenitor Corvette is nonetheless exceptionally suited to combat due to its extremely advanced design. These fast, tough vessels can use their forward-facing plasma cannon to easily blast through hostile armor, and although they do not have the cyberwarfare capabilities of the Salvage Corvette or Somtaaw Worker, their engines are powerful enough even a small group could easily push Super Capital Ships around.

Frigates

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- Kushan/Taiidani Assault Frigate: The most commonly seen Frigate on the battlefield, the Assault Frigate is a versatile ship carrying four powerful cannon turrets for use against Corvettes and Strike Craft, as well as a forward-facing plasma bomb launchers to bring the pain against larger targets. Consequently, the Assault Frigate is a reliable if unexceptional Frigate useful against almost any kind of foe.
- Kushan/Taiidani Ion Cannon Frigate: The majority of this intimidating ship is taken up by the massive, forward-facing Ion Cannon. Though it is nearly helpless against agile targets such as Strike Craft due to the need to turn the entire ship for aiming, these ships will cause devastating damage to anyone caught in the beam's path.
- Kushan/Taiidani Support Frigate: Though lightly armed and armored, the Support Frigate is an indispensable component of many fleets. Equipped with a PDA-based repair beam and a series of docking ports for both Strike Craft and Corvettes, even one of these Frigates can keep a small fleet in top condition with little difficulty.
- Kushan Drone Frigate: This Frigate does not carry any conventional weapons; rather, it builds and deploys a swarm of up to twenty-four Gun Drones. Though individually weak, the combined mass driver fire from these drones is sufficient to inflict heavy casualties on even large groups of Strike Craft that venture too close.
- Taiidani Field Frigate: This purely defense-oriented Frigate carries no weapons and is effectively helpless in a fight. However, the massive generator at the front of the ship is capable of projecting a powerful defensive field that is capable of sending enemy fire off course or, for smaller projectiles, even stopping rounds entirely. The resulting defensive boost can keep a large number of other ships comparatively safe from enemy mass driver weapons, although it is significantly less effective at stopping missiles, energy weapons such as Ion Cannons, or the truly massive firepower of Destroyers and Heavy Cruisers.
- Kushan/Taiidani Gravity Generator: These bulky, unarmed ships are used to generate artificial gravity wells of sufficient strength to effectively 'immobilize' any vessel without sufficient drive power to escape. Though Frigates and larger vessels remain unaffected, a single Gravity Generator can trap entire squadrons of Strike Craft or Corvettes, leaving them helpless against the attacks from other ships. Unlike the limited-use designs commonly seen during the conflict between the Kushan and the Imperial Taiidan, this design comes with a free upgrade that allows it to slowly recharge between uses rather than 'burning out' when its capacity is depleted.
- Kushan/Vaygr Cloak Generator: Meant for ambushing and covert strategies, the Cloak Generator is capable of temporarily hiding all nearby friendly vessels from optical sensors. Although recharge time is long, a well-executed stealth attack can leave enemies crippled before they realize what's happening.

- **Turanic/Beast Ion Array Frigate:** Slower and more vulnerable than the standard Ion Cannon Frigate, these Turanic Capital Ship hunters pack even more firepower in their spinal Ion Cannon than their Kushan and Taiidani counterparts. During later conflicts, both Turanic Raiders and the Beast would improve their Ion Array Frigates with on-board cloaking systems, giving these ships near-permanent invisibility until they revealed themselves to strike.
- **Kushan/Taiidani Sensor Array:** These massive scanning systems can barely even be classified as 'ships', but they are invaluable for strategic intelligence. Carrying an immense set of sensor suites, optical scanners and data analysis systems, these vessels can detect ships at immense ranges far beyond the limits of more common ships. However, their focus on range over sophistication means that the array can't detect ships hiding behind stealth systems.
- **Kushan/Taiidani Research Ship:** The overall risks involved in developing new technologies such as Bomber weapons or Ion Cannon refinements mean that performing such research on a Mothership-class vessel is too dangerous. These ships have the scientific crew, research infrastructure, and support systems necessary to allow for a wide variety of R&D experiments.
- **Kadeshi Multi-Beam Frigate (Requires 'Kadeshi Multi-Beam Frigate'):** These unassuming white ships are some of the most devastating Frigates in the galaxy. Where ordinary Ion Cannon Frigates could only fire one Ion Cannon, the Kadeshi have somehow created a ship only half the size that uses four such weapons simultaneously.

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- **Somtaaw Hive Frigate:** Taking inspiration from both the Drone Frigate and the Assault Frigate used during the journey of the Exile Fleet, the Hive Frigate is a versatile multi-purpose vessel. Carrying a complement of six Hive Drones for dedicated anti-Strike Craft duty, this ship also has two heavy mass drivers that make it a potent anti-Frigate unit as well.
- **Somtaaw Ramming Frigate:** Sporting a heavily armored prow and a set of afterburners to support its main engines, these Frigates are designed to strike asteroids head-on, pushing them towards mining operations or away from vulnerable ships with their immense engine power. Similar tactics can be used against enemy vessels, and even a single Ramming Frigate can easily push Capital Ships entirely out of a battle if not destroyed by their victims' allies. A short-ranged energy beam can be used to inflict further damage on targets as they are pushed.
- **Somtaaw Multi-Beam Frigate:** Standard Ion Cannon Frigates are immensely powerful, but they can only fire in one direction. Developed by Somtaaw as an anti-Strike Craft and anti-Corvette vessel, the Multi-Beam Frigate instead uses an advanced redirection system to aim a coiled Ion Cannon within the hull. The end result is a ship that can fire no less than five shorter-ranged Ion Cannons through rapid-targeting apertures on the hull, and while each hit deals only a fraction of the damage of a standard Ion Cannon blast, the accuracy, fire rate, and near-total coverage of this ship's weapons make it deadly against even massed groups of lightly armored targets.

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- **Hiigaran Flak Frigate:** The latest model in anti-Fighter ship design, the Flak Frigate counters the problem of accuracy and tracking against fast-moving targets by firing

explosive shells that cause widespread area-of-effect damage against all lightly-armored targets in the blast zone. Though largely ineffective against enemies with heavy armor, Flak Frigates can easily bring ruin to entire squadrons of Strike Craft.

- **Hiigaran Torpedo Frigate:** Built around a pair of massive torpedo launchers, this ship was originally built as a dedicated anti-Corvette Frigate. However, the inclusion of powerful high-explosive anti-armor torpedoes in addition to the standard cluster torpedoes make this Frigate a solid anti-Frigate and anti-Capital Ship unit as well.
- **Hiigaran Ion Cannon Frigate:** The pinnacle of Ion Cannon technologies used by the Hiigaran navy, this Frigate functions very similarly to its older designs, firing a devastating energy beam that is lethal against all targets. Compared to the older designs of Ion Cannon Frigates, this ship is further improved by magnetic lensing at the tip of the ship's cannon, allowing this Frigate a better targeting cone and reduced risk of missing faster targets.
- **Hiigaran Defense Field Frigate:** Functioning similar to the Taiidani Field Frigate, this ship can generate a powerful defensive field around itself to deflect or weaken incoming hostile fire. This field is much more powerful than that generated by the old Field Frigate design, and provides meaningful protection against high-powered weapons such as Ion Cannons and Super Capital Ship-size mass drivers, as well as extreme levels of radiation. However, this increased power means that the field cannot be maintained indefinitely, and the Defense Field Frigate needs time to recharge between activations.
- **Hiigaran Marine Frigate:** Sporting a single light cannon for defense, this ship's main purpose is to get close to enemy vessels and deploy its complement of dedicated combat specialists onto the enemy ship. These soldiers will eliminate any enemies on board, allowing the Hiigaran fleet to take control of the ship and use it against its former allies. Although this process does not require enemy ships to be hauled back to the Mothership for capture, it does leave Marine Frigates vulnerable to attack - making these vessels popular targets.
- **Vaygr Infiltrator Frigate:** Operating much like the Marine Frigate, the Vaygr Infiltrator Frigate comes equipped with an anti-Strike Craft missile launcher and longer-ranged infiltration pods. These pods allow this vessel's troops to board enemy targets at greater range, but this likewise leaves the ship more vulnerable to attack.
- **Vaygr Assault Frigate:** The Vaygr take on a classic design is quite similar to the older versions of the Assault Frigate. Sporting two heavy cannons for use against slower targets such as Corvettes and Frigates, this ship's anti-Strike Craft functions are supported by a Concussion Missile launcher.
- **Vaygr Heavy Missile Frigate:** This iconic Frigate showcases the Vaygr's propensity for missile weaponry beyond any other ship in their fleets. Equipped with a Concussion Missile launcher for self-defense, this vessel's main armament are two massive launch bays used to build and fire fusion missiles over long distances. Immensely powerful, these missiles carry enough destructive force to easily make this ship the equal of the Hiigaran Ion Cannon Frigate.

Capital Ships

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- **Kushan/Taiidani Destroyer:** The heaviest combat ship commonly seen during the conflicts of this Era, the Destroyer is a heavy Capital Ship equipped with two powerful

cannon turrets and a pair of turreted, forward-firing Ion Cannon Beams. Carrying enough firepower to annihilate Frigates with ease, the Destroyer's main weakness is its slow speed.

- **Kushan/Taiidani Missile Destroyer:** The counterpart to the 'standard' Destroyer, Missile Destroyers forego any other weapons to instead carry four automated missile production systems. Each of these systems can send a torrent of nimble, long-range missiles at targets, making the Missile Destroyer lethal against Strike Craft and Corvettes while also allowing it to support fleets at range against more powerful foes. However, once its on-board supply of missiles is depleted its fire rate will decrease substantially, as its effectiveness during longer battles is limited by the missile production speed of the ship's fabrication bays.
- **Kushan/Taiidani Carrier:** A core part of nearly every fleet, Carriers serve as mobile ship production, resource harvesting and fleet support centers. Each Carrier possesses a massive hangar bay capable of building, capturing or dismantling any ship up to Frigate size, and each can easily maintain squadrons of Strike Craft and Corvettes in the field. Heavily armored, they are nonetheless vulnerable to attack without an escort due to having little more than point defense mass drivers for protection.
- **Turanic Attack Carrier:** This heavy Carrier is used by the Turanic Raiders, and takes on a rather different role than most Carriers are seen in. Though less capable in terms of production and maintenance of a fleet due to limited space in its hangars, this Carrier possesses far greater firepower than its more widespread cousins. Not only does it have more point defense cannons than other Carriers, the Turanic Raiders equip these massive vessels with a pair of forward-facing Ion Cannons that allow it to take on larger targets with deadly efficiency.

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- **Somtaaw Carrier:** The Somtaaw built these carriers for defense, and each sports a much thicker layer of armor than the original Kushan Carriers did. Further room for upgrades allow this ship to improve itself in the field, though its advantages in terms of overall performance come at the cost of a lower top speed.
- **Somtaaw Destroyer:** An improvised design based on inspiration from numerous different sources, the Somtaaw Destroyer combined several different weapons to great effect. A pair of forward-firing Ion Cannons provide dedicated single-target damage, while four heavy gun turrets give it improved coverage and the ability to attack targets in multiple directions. Finally, a missile battery provides dedicated anti-Strike Craft firepower, countering one of the major weaknesses of the classic Destroyer design.

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- **Hiigaran Carrier:** Forming the heart of most modern fleets in the Hiigaran navies, these Carriers have been improved over their older brethren with a wide variety of modular upgrade slots. Although it takes time and resources to unlock a Carrier's full potential and they do not have enough space to equip every 'module' simultaneously, these Carrier variants are the most flexible and adaptable out of all such ships seen by modern space-faring societies.
- **Vaygr Carrier X2:** somewhat comparable to the Hiigaran Carrier, the Vaygr design can carry similar upgrades, though in noticeably reduced numbers. Furthermore, while

Hiigaran Carriers can be outfitted to build or support any kind of vessel, Vaygr doctrine uses more focused task forces, and each Vaygr Carrier can only build one class of combat ship (Strike Craft, Corvettes or Frigates) at any given time – changing which ship class can be built requires completely replacing the manufacturing bay. Significantly more limited than their Hiigaran counterparts but also much cheaper and efficient, you receive two Vaygr Carriers per purchase instead of one as with all other Capital Ships.

- **Hiigaran Destroyer:** Unlike earlier Destroyer variants, this ship no longer carries the standard Ion Cannon weapons. Instead, this design focuses almost entirely on anti-Frigate combat, using no less than four heavy cannon turrets and a spinal torpedo launch tube to deliver an unprecedented volume of accurate, high-powered fire against Hiigara's enemies.
- **Vaygr Destroyer:** With only two heavy cannon turrets, the Vaygr Destroyer is noticeably less effective against smaller enemies such as Frigates and Corvettes than its Hiigaran counterpart. However, the four fusion missile batteries that give this ship its iconic asymmetrical shape give this Destroyer a much harder punch against heavy armor, meaning that it tends to perform much better against tough, single targets such as other Capital Ships or even Battlecruisers.

Super Capital Ships

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- **Kushan/Taiidani Heavy Cruiser:** The mightiest vessel in service to the Taiidan Empire, the arrival of even a single Heavy Cruiser was often enough to send enemies into despair. Carrying two Ion Cannon turrets and no less than six enormously powerful heavy gun turrets, these behemoths were unmatched in space combat and could vanquish even Destroyers with ease. Their only weaknesses were their slow speed and its difficulty with attacking nimble targets such as hostile Bombers.

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- **Somtaaw Dreadnought:** This slow, massive ship was based on the designs of the Bentusi Trade Ships, and the massively reinforced hull gives these brawlers unprecedented resilience during combat. Carrying a wide array of weapons ranging from a pair of Ion Cannon turrets to four Energy Cannons, the Dreadnought could engage enemies in any direction even before bringing its massive missile batteries to bear. Having an effective weapon against almost any type of foe, the Dreadnought can even use a powerful 'repulsor emitter' to push all nearby ships away if it is at risk of being overwhelmed.

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- **Hiigaran Battlecruiser:** The pride of the Hiigaran navy, the Battlecruiser is the single-most powerful combat ship ever built in service of the Homeworld. Two Ion Cannon turrets and four heavy cannon turrets allow this vessel to strike at targets from extreme range, while a series of pulsar cannons along the hull give it basic protection against smaller enemies that approach to knife-fighting ranges. Furthermore, it can be upgraded with a variety of modular systems, and it possesses a small hangar bay it can use to maintain (but not build) Strike Craft and Corvettes. Its main weakness, like with earlier Super Capital Ships, is that it is extremely slow.
- **Vaygr Battlecruiser:** Comparable in size, speed and raw power, the Vaygr Battlecruiser

does not possess the rapid-fire, multi-directional weaponry of its Hiigaran counterpart. Instead, this ship is dedicated entirely to bringing unmatched firepower against a single target at a time. The forward-firing 'Triad Cannon' is an energy weapon of immense destructive power that can turn a Frigate to slag with just the first round of its three-round burst. During the weapon's lengthy reload time, this ship will send volleys of eight heavy fusion missiles against any nearby targets, causing even further destruction. Protected by a series of laser turrets and possessing a hangar bay, it is often found with escorts of Strike Craft and Corvettes.

- **Progenitor Dreadnought (Requires 'Progenitor Dreadnought')**: This super-heavy capital ship is stronger than even the Battlecruisers used during the Hiigaran-Vaygr war. Carrying a plasma cannon and several smaller point defenses, the true power of this mile-long vessel becomes apparent when it can fire its Phased Cannon Array. This forward-facing weapon delivers a gigantic amount of firepower to any target unlucky enough to be caught in its sights.

Motherships

Homeworld I Era: The Long Journey Home

- **Kushan Mothership**: The Mothership was never meant to be pushed into a combat role. Rather, it was designed as a lightly defended colony ship and manufacturing hub. Nonetheless, it performs admirably as a center of command and has proven more than up to the task of seeing the Kushan return home safely - no matter the threats they might encounter along the way. It is capable of building ships of any size, including Super Capital Ships, but it is effectively immobile barring the use of Hyperspace and only lightly armed. A sizable part of its systems are dedicated to the cryogenic storage of the colonists selected for the journey - the Kushan Mothership can easily handle six hundred thousand individuals in stasis.
- **Taiidani Imperial Flagship**: The heart of the Taiidan Empire and the seat of power for Emperor Riesstiu IV, the Imperial Flagship is a largely immobile command station kept in orbit of Hiigara. Like the Mothership, it is capable of constructing large numbers of ships, though it carries only light armaments and is dependent on its fleet for protection. Built to provide for the mad emperor, this Mothership not only carries advanced life support for its commander, but it also includes a sophisticated system of cloning suites, neural imprinting systems, and medical bays - there to guarantee that even Riesstiu's death would not be his end.
- **Kadeshi Mothership (Requires 'Kadeshi Multi-Beam Frigate')**: The sleek, needle-like form of the Kadeshi Mothership belies its deadly power. Though its hangar bays are too small to build Capital Ships or Super Capital Ships, the more common point defenses are merely back-up weapons compared to the powerful Ion Cannon array at the ship's front... and even beyond that, the Kadeshi are known to use the superior speed of these ships to outright ram smaller foes into scrap. This focus on mobility becomes even more noticeable with its ability to inhibit Hyperspace jumps in its vicinity - trapping victims without hope of escape.
- **Bentusi Exchange (Requires 'Bentusi Ion Acolyte')**: The Bentusi 'Trade Ships' are peaceful under most circumstances, but even these trade vessels possess firepower unmatched by most Capital or even Super Capital Ships. Using a series of rapid-fire Ion Cannons, even a single Exchange ship can take out a small fleet without assistance. They are also much faster than most other Motherships, though they are also much

smaller than other Motherships. The Bentusi's peaceful existence means they do not often need to build or rebuild ships, and the Bentusi Exchange design is unsuited for construction of larger vessels such as Capital Ships and Super Capital Ships.

Homeworld Cataclysm Era: Horrors In The Dark

- **Somtaaw Explorer:** The 'Explorer' was designed with a near-total focus on modular construction and continuous improvement. Quite effective at its original duty as the heart of Kiith Somtaaw's mining operations, the rapidly escalating conflict against the Beast threat will see the great potential of these massive vessels in the far-reaching upgrades applied to the Kiith Somtaaw 'Kuun-Lan'. From expanded fleet support to research modules, almost any part of this ship can be replaced, expanded, or improved - culminating in the addition of a spinal-mounted Siege Cannon that gives this vessel an extremely slow-firing but devastating area attack at extreme range.
- **Beast Mothership:** This Mothership is a greatly modified vessel built around the lower section of an 'Explorer' class Mothership. Purchasing this option grants you a non-infected copy of this ominous vessel, though it retains some of its more unique advantages. First, it is exceedingly tough and capable of repairing itself at a remarkable pace, making it one of the most difficult Motherships to destroy. Beyond that, it has the unique option to supercharge one or more of its systems, such as weapons or production facilities, for a massive boost to this system at the cost of slow, continuous damage to itself.
- **Turanic Pirate Base:** This shipyard is the largest kind of structure used by the Turanic Raiders, and few exist owing to their preference for their frequently nomadic existence and preference for more mobile fleets and tactics. Nonetheless, it is more than capable of matching up to other Motherships in a direct comparison. Though effectively immobile and lacking many of the more flexible uses of other Motherships, the Pirate Base is unmatched in terms of raw production capabilities. Furthermore, it is capable of generating a powerful interdiction field to scramble most forms of communications as well as prevent enemies from jumping to Hyperspace.

Homeworld 2 Era: Stories Of The End Times

- **Hiigaran Pride Of Hiigara:** Built as the Hiigarans' new flagship against the Vaygr, the Pride Of Hiigara combines solid overall abilities with much better armor and defenses than the original Kushan Mothership, as well as an advanced system of modular upgrades. Its one weakness is that this vessel lacks the ability to build Battlecruiser-sized vessels.
- **Vaygr Flagship:** This type of ship is similar to the massive ship used by Makaan as his center of command. Comparable to the Pride Of Hiigara, the Vaygr Flagship is a tough, adaptable Mothership capable of building entire fleets - though like its Hiigaran counterpart it cannot build Super Capital Ships without outside assistance.
- **Hiigaran/Vaygr Shipyard:** Slower, weaker and more vulnerable than a standard Mothership, these shipyards are dedicated production centers with construction and retrofitting abilities beyond any conventional Mothership. Capable of building ships as large as Battlecruisers with ease, these factories can churn our fleets faster than any Mothership. Like the Pride Of Hiigara and the Vaygr Flagship, these shipyards come with a flexible system of modular upgrades.

- **Great Harbor Ship Of Bentus (Requires 'Bentusi Ion Acolyte')**: The Great Harbor Ship Of Bentus is one of the oldest and largest of the Bentusi ships in the galaxy. Similar to the Bentusi Exchange trade ship except built on a much larger scale, this flagship is exceedingly fast for a Mothership, and is capable of building ships as large as Battlecruisers thanks to its long, horseshoe-shaped hull design. Furthermore, the Bentusi's technological mastery means that this vessel carries some of the most advanced manufacturing systems known to space-faring cultures, making the Great Harbor Ship Of Bentus the single-most effective ship for analyzing and (re)building unknown or highly advanced technologies.