

STAR CONTROL II

By Pyroi

It is the year 2155. 20 years ago, the Alliance of Free Stars was defeated in the Ur-Quan Slave War. Earth has been Slave Shielded, sealed forevermore behind an impenetrable barrier. The Ur-Quan are triumphant, they are the masters of the galaxy.

However, due to a stroke of fate, there is hope. A single human colony, Unzervalt, managed to evade the Ur-Quan's destruction through pure luck. Unzervalt was also home to a Precursor Starship—a tugboat by their standards, but a godsend by ours. The Captain has now set out to discover what has come of the galaxy in the 20 years they've been isolated.

In another corner of the galaxy, the Ur-Quan are gathering. The Kzer-Za and Kohr-Ah are meeting after 25,000 years, setting off the final stages of the Doctrinal Conflict. The Kzer-Za, the green Ur-Quan, are willing to let other sentients live, whether that be as servants or under Slave Shields. The Kohr-Ah, on the other hand...should they be victorious, there will be no other species. Only Ur-Quan.

You enter a galaxy on the turning point, Jumper. The Kohr-Ah will win the Doctrinal Conflict in a scant four years' time, and the Death March will begin. Will you be this world's savior, or its doom?

You have 1000cp to decide.

Location

Roll 1d8, or pay **50cp** to choose your starting location.

1. **Sol** - Earth—homeworld of humanity, current location of the Precursor Flagship and the Captain, and currently under a Slave Shield. Thankfully, the Ur-Quan Kzer-Za maintain that all Slave Shielded planets must maintain a space station for visiting Hierarchy battle ships, though the only guard on this station is a single Spathi Eluder, so they're not

exactly fearful of reprisal for helping out just anyone. They'll appreciate deliveries of minerals, though.

2. **Procyon** - The home system of the Chenjusu, currently under a Slave Shield. Unlike Earth, they don't have a convenient space station to contact you with, and the Slave Shield is too powerful to get a signal through. Oh well, maybe there's someone else around you can talk to—unless you happen to have something strong enough to pierce the shield?
3. **Gamma Kreuger** - The chosen home system of the Pkunk, they've been expecting you for quite some time. In fact, if you ask nicely enough, they'll probably loan you some Pkunk Furies to guide you along in your journey here.
4. **Alpha Tucanae** - Oh, FINALLY! This is the home system of the Zoq-Fot-Pik, and probably the only place you can get some proper Frungy action! What is Frungy, you may ask? It's only the greatest sport in the galaxy's history! How do you play it? WITH GUSTO! Just ignore the fact that there's probably some brawls between the different Ur-Quan factions a few lightyears away, that's less important than Frungy.
5. **Arcturus** - Once upon a time, the Burvixese lived in this system. However, the arrival of the Ur-Quan Kohr-Ah changed all that. Now this is a dead system, with little to note other than the occasional ruin. Maybe there's something of use to you within the ashes?
6. **Delta Crateris** - It is here that the Doctrinal Conflict's final battles are taking place. The Sa-Matra, flagship of the Ur-Quan Kzer-Za, sits unused as the Kohr-Ah and Kzer-Za battle over the fate of the galaxy. I do not expect your survival should the Ur-Quan choose to remove you by force—this is where the bulk of their forces are gathered.
7. **Eta Vulpeculae** - Former home system of the Androsynth. This is a dangerous area of space, Jumper. I suggest you leave before you are noticed, and will not go into further detail for your own safety. Just knowing can be dangerous.
8. **Falayalaralfali** - This is the homeworld of the Arilou Lalee'lay. It is also the only known planet in Quasispace, which can best be described as another Hyperspace Dimension. Once you leave the planet, there are countless portals which can drop you off nearly anywhere in the local cluster, and possibly even the galaxy at large, should you travel far enough.

Species

Gender is free, not that some of these species have it. You may only select from the species listed here.

Androsynth - One of two races from the planet Earth, the Androsynth are clones developed during the Small War of 2015. In 2085, after years of subjugation at the hands of humanity, the Androsynth worked in unison planet-wide to escape the planet and break out into space. Settling on Eta Vulpeculae II, they would eventually join the Ur-Quan as Battle Thralls. Should you choose this, I warn you—you will be the only known Androsynth remaining. Do Not Question Why.

Chenjusu - A race of silicon-based crystals that call Procyon II their home. The Chenjusu led the Alliance of Free Stars in the last war, and chose to be Slave Shielded afterwards. The Chenjusu naturally produce an electromagnetic energy field simply by existing—should they become upset, this can lead to damaging electronics around them. They are naturally quite intelligent, being one of the smartest species in the local cluster. Perhaps it is for this reason, even now, they plan a resistance against the Ur-Quan masters...

Druuge - Profit. Profit. Profit. This is the sole goal of the Druuge, who live under the control of the Crimson Corporation based on Zeta Persei I. You will most likely find any given Druuge chained up to ensure they don't steal any company property. The Druuge will lie, cheat, and steal to ensure that they profit at any cost—after all, if they're fired from the Crimson Corporation, they'll be both trespassing and stealing the very air they breathe—an offense punishable by being tossed into the ship's furnace for that extra push of energy.

Human - One of two races from the planet Earth, humans are...well, you should know. Humanity first went out into the stars to chase the Androsynth, only to find themselves in the final stages of the Ur-Quan Slave War. Within a few months, humanity's stock of nuclear weapons were put to use against the Hierarchy of Battle Thralls...only for humanity to surrender upon the war's end, being Slave Shielded on Earth. There was a single planet that escaped the Ur-Quan's notice, but now that the Captain is on his way to Earth, it's only a matter of time before Unzervalt is Slave Shielded as well.

Ilwrath - Possibly the most terrible and violent race here. Big red spider people from the planet Alpha Tauri I, the Ilwrath literally worship the concept of evil. Their twin gods, Dozar and Kazon, who speak to them through Hyperwave Channel 44, order them to do deeds of great evil, destruction, torture, etc, etc. As the Ur-Quan's Battle Thralls, the Ilwrath have been given technology far beyond what they had access to, letting them terrorize the local cluster to their heart's content.

Melnorme - Greetings, Jumper. The Melnorme welcome you into their ranks—after all, you'd be another merchant to add to their numbers. The Melnorme are nomadic information dealers—their primary currency is information, and to them, giving without receiving something in return is barbarism. They sell fuel, technology, ships, but the thing they will always sell is information. Even information about a long-forgotten race called the Mael-Num, who may be of interest to anyone studying the history of this galaxy...

Mmrnmhrm - The other founders of the Alliance of Free Stars, the Mmrnmhrm are mechanical beings churned out of an ark some thousand-odd years ago. Currently, the entire race is Slave Shielded alongside the Chenjusu due to lack of a homeworld. Their origins are unknown, but they retain close ties with the Chenjusu—ties which they wish to grow even closer now that they share a homeworld.

Mycon - To be Mycon is to know Juffo-Wup. They are massive fungal lifeforms that reproduce by dropping their Deep Children into living Water Worlds, shattering them as they grow their tendrils and rip the planet's crust apart. They willingly serve the Ur-Quan as Battle Thralls, having determined them to be an un-Voidable Non, which they must take time to study before they can learn the methods to Void the Non. If you want to know the truth of the Mycon, however, I suggest you look into the history of this galaxy. The Precursors didn't just make tugboats, after all...

Shofixti - The Shofixti never surrendered at the end of the last war. In a final stand, these honorable cat-people activated a Precursor Bomb on the sun of their homeworld, obliterating not just the invading Ur-Quan Fleet, but all but a scant few members of the Shofixti themselves. If they were to meet, the entire race could be rebuilt in a matter of months, but that's a long shot. They also retain close relations with the Yehat, with the elder race considering the Shofixti a sort of child, with many of the living Yehat feeling great sorrow at the loss of their kitty friends.

Slyandro - Beta Corvi IV is a gas giant. This is a very boring life, even for sapient bags of gas. As such, the Slyandro thrive when greeting new friends—so much so that they've purchased a line of self-replicating probes that ask people to come visit! Of course, due to the nature of Beta Corvi IV, they can't exactly leave—going too high up makes them high, and there isn't a native source of metals to forge starships with. Hopefully you'll have a solution for that if you're going to be one of them.

Spathi - Ah! Run! Hide! No, not you—the Spathi. The Spathi are a very cowardly mollusk-like race who would rather I not tell you anything else about them. Anyway, the Spathi are originally from the planet Spathiwa, the secret Spathi cipher is “Huffi-Muffi-Guffi,” and they are currently Battle Thralls of the Ur-Quan due to a minor prank played on them. Oh, right, and they live in fear of the Ultimate Evil, which of course lives *just* beyond the edge of their most powerful sensors.

Supox - Close allies of the Utwig, the Supox are living plants native to Beta Librae I. They have this tendency to mimic the actions of new races they meet—after meeting humans, for example, they would explain that their homeworld's name of Vilk would be Earth in the human tongue. They do this to achieve a form of “social symbiosis” with other civilizations. Other than that, however, they're plants. They extract water and nutrients from the soil and photosynthesize, and only occasionally eat small animals.

Syreen - The Syreen look like blue humans. Hell, genetically, they ARE human. With a society dominated by the female of the species, and their homeworld devastated by a Mycon Deep

Child, the Syreen chose to accept being Slave Shielded on a new homeworld, Betelgeuse I. They're slowly rebuilding from being a dying race, and with the Slave Shield in place in addition to a homeworld, they're willing to remain neutral in the coming war unless someone proves that the destruction of Syra was an active act of malice.

Thraddash - The mighty Culture Nineteen of the Thraddash was born when the Ur-Quan, not wanting their newly recruited Battle Thrall to nuke their planet back into the stone age, stepped in after the end of Culture Eighteen. Every time the Thraddash reach a certain point in development, a new, superior culture will rear its head, and a long and bitter war will be fought to prove its superiority. It usually only sets them back 500 or so years. One thing that every Thraddash culture has in common though is a love of fighting—they'll fight amongst themselves if there's no one else to fight, even.

Umgah - Purple blobby creatures from Beta Oronis I, these Battle Thralls live for one thing, and one thing only—pranks. They hate boredom above all else, and will do anything to relieve it should it cross their minds. It is to this end that they've turned the Spathi into Battle Thralls, and manipulate the Ilwrath from lightyears away. Curiously, they have a close relationship with the Arilou Lalee'lay, even when they fought on opposite sides of the Ur-Quan Slave War. They're also probably the best geneticists in the galaxy, being able to, say, return a lobotomized creature's frontal lobe with little to no relative effort on their part.

Utwig - Oh, despair. Oh, tragedy. The Utwig are anxiety and sadness incarnate, from the planet Beta Aquarii I. Ever since the Ultron was broken during a ritual, the Utwig have all collectively been in a period of mourning, donning the Mask of Ultimate Embarrassment and Shame. Oh, right, forgot to mention—the Utwig's culture revolves around Mask Etiquette, with different masks for different times, ranging from the Lewd Monocle to the Countenance of Stellar Representation. Sadly, with the Ultron being damaged, the Utwig will seemingly never recover from their collective despair. After all, no one's been able to fix it yet.

VUX - The VUX were one of the first races humanity met in space. From Beta Luyten I, the VUX immediately declared war on humanity when, during first contact, the human diplomat insulted a VUX's face—though, in truth, the VUX consider humanity ugly enough to annihilate them all. As Battle Thralls of the Ur-Quan, the VUX have been exacting their revenge on humanity ever since. They see themselves as highly superior beings, with the perfect culture, perfect attitude, and most beautiful bodies in the galaxy.

Yehat - A proud warrior race of Scottish Pterodactyls from Gamma Serpentis I, the Yehat have been living in shame since their queen surrendered to the Ur-Quan and signed them up as Battle Thralls, sending the Shofixti to their deaths against the Ur-Quan. The Starship Clans of the Yehat are loyal to their queen, however, and must do as she commands, even if it's betraying their former friends. In fact, the Yehat greatly value loyalty, probably making every time they have to destroy a rogue human or Syreen starship hurt all that much more.

Zoq-Fot-Pik - Ah, just pick one. The Zoq-Fot-Pik all evolved on the same planet—Alpha Tucanae I. They originally banded together in order to fight off the Zebranks, a vicious predator race, but blah, blah, blah, you don't want to hear about that, now do you? You want to hear about FRUNGY! Huh? You don't? But...it's the greatest sport of all time! Who wouldn't want to...oh, fine. The Zoq-Fot-Pik are recent arrivals to the galactic scene, only even showing their faces because of the battles between Battle Thralls and rebels filtering down to them.

Arilou Lalee'Lay(200cp) - What are the Arilou Lalee'Lay? An interesting question, to which there are many answers. They are the little green men, they are the fae, they are humanity's greatest and longest ally. They live on the planet Falayalaralfali in Quasispace, a form of Hyperspace known only to them. They are mysterious, joining the Ur-Quan Slave War only to drop out as soon as humanity was Slave Shielded. They are of *above* and know of the one from *below*.

Chmmr (200cp) - The Process is incomplete, yet they have emerged. The true purpose of the Chenjusu and the Mmrnmhrm's shared presence on their homeworld was to complete "The Process," an action that would combine the two races into a single super-race, hopefully capable of destroying the Ur-Quan. It will be 35 years before this completes naturally, but you seem to have a head start. The Chmmr possess the most advanced technology in the local cluster, with an intellect to match. In fact, they are the only race, other than the Ur-Quan, capable of removing a Slave Shield.

Pkunk (200cp) - Oh, greetings, greetings, greetings! The Pkunk are long-beaked birds that are a genetic offshoot of the Yehat. They have claimed Gamma Kreuger I as their new homeworld, though their prophets will soon direct them to return into the waiting arms of their long-lost brethren. Oh, right, I should explain that—the Pkunk are psychic. They can see the future, and when they make prophecies, they are almost always accurate. Of course, their ultimate ability is their shocking ability to evade death—it seems that it's almost a coin flip as to whether or not they're actually dead when their starships appear to blow up, making them frustratingly hard to kill.

Ur-Quan (200cp) - ATTENTION JUMPER, HEED THIS MESSAGE! You now speak with the authority of the Ur-Quan, Masters of the Milky Way! They are a highly territorial centipede-like race, and the greatest and strongest species in the galaxy for the past 20 millennia. During their subjugation by the Dnyarri Slave Empire, they were divided into two sub-races—the Kzer-Za and the Kohr-Ah. The Kzer-Za are the green ones, bred to be the "thinkers," scientists and technicians while the Kohr-Ah are the black ones, bred to be "effectors," brutal warriors and builders. With the Sa-Matra, a Precursor battleship, they have complete dominance in the galaxy..and the Doctrinal Conflict will soon decide the fate of the galaxy's sentient life.

Origin

Neutral - You are neutral in the coming war, having no side you favor over the other. I wouldn't recommend it myself, but I won't be stopping you. You have no ties to any given side, and they have no real reason not to blast you out of the sky for looking at them funny.

New Alliance of Free Stars - The Alliance of Free Stars fell at the end of the last war. This is their second coming, led by the Captain of the Flagship. At present, it only consists of the Flagship and a single Earth Starbase, but should you not alter the future, it will soon rise to become a force capable of threatening the Hierarchy.

Ur-Quan Hierarchy - With the Alliance fallen, the Hierarchy is now one of two superpowers remaining in the galaxy, and both are Ur-Quan. You serve the Hierarchy as one of the enforcers of the Doctrine of Now and Forever, ensuring that the Kzer-Za are never threatened again.

Perks

Neutral:

Melnorme Business (100cp): You've got it. The eye for how to run a trading business in this corner of the galaxy. Information, technology, whatever, you know how to sell it, and make sure people want it. Just don't get too big of a head—even the stupidest customer can get one over on an overconfident fool.

Historian (200cp): This galaxy has quite a bit of history. The Sentient Milieu, the Dnyarri Slave Empire, the Precursors...so much of it has been lost as well. However, you have a bit of a knack for digging up things that have been forgotten, or even hidden. Land on a planet once owned by Precursors, and you might find yourself digging up an old starship factory...or maybe just finding out the rainbow colors you think are so pretty are just 250,000-year-old industrial waste.

Starship Builder (400cp): There's something to be said about someone who can build an effective spaceship. Making sure that the craft can not only maintain a crew long-term, but also defend itself against outside threats in some manner. You are now a starship mechanic, able to design and repair ships like the ones seen in this corner of the multiverse. Perhaps you can finally make a cloaking device for the Flagship.

The Words (600cp): "Hold! What you are doing to us is wrong! Why do you do this thing?" These words are what saved the Mael-Num and inadvertently began the Doctrinal Conflict oh so long ago. Even today, both factions of Ur-Quan will pause when these words are spoken, regardless of who speaks them. You can now speak these words, and force a dialogue with whoever you spoke them to. Learn of the truth behind their words, or just use it as an opportunity to flee. Hell, maybe they're just misunderstood, and you can come to an understanding with them.

New Alliance of Free Stars:

Crew Exchange (100cp): The Alliance has close relations between many of their species—VERY close, in the case of the Syreen and humanity. You've got the same charisma as the captain when it comes to personal relations, able to build up a rapport with people in a fraction of the time it would take another to do the same.

The Devil's Own (200cp): Luck is what managed to bring hope to the galaxy. If Unzervalt hadn't just happened to lose contact with Earth, it would be an abandoned world, its people put on Earth prior to the Slave Shield going up. It seems that you've got your own Arilou guardian angel looking out for you, because you've got a similar knack for being a lucky son of a bitch. Sure, at first it might seem like something bad is happening, but after a while of dealing with it, you'll probably find that this was good for you in the long run.

Alliance Broker (400cp): The New Alliance would be nothing if not for the skills of the human Captain. He's able to single-handedly rebuild the Alliance's power base, even with only a single space station and the Flagship backing him up. This is due in part to his incredible way with words—a skill you now share. You possess a silver tongue, able to talk your way out of most situations.

Super Melee! (600cp): If there's one thing that the Captain knows how to do, it's fight. You too now share their innate ability for space combat, being able to pilot damn near any ship, regardless of how differently they control from one another. A ship that fights by running away? You've got it. A carrier? Yep. Whatever the hell a Pkunk Fury does? Oh, you've got it in the bag. If it's short-term combat, you're able to handle it. As far as long-term planning goes, however, this does nothing.

Ur-Quan Hierarchy:

Battle Thrall (100cp): The Hierarchy needs those capable of warfare to survive. Well, I suppose it doesn't, given how the Kohr-Ah have been getting along, but it certainly helps to have a bunch of meatshields before the Dreadnoughts get deployed. You've got skill in hand-to-hand combat to match the most vicious fighters in the Hierarchy. Too bad most fighting is done in space, am I right?

Sentient Milieu (200cp): Did you know the Ur-Quan were once part of a pseudo-Alliance of Free Stars? It was millennia ago, before the Dnyarri Slave empire, but they were a part of it despite their own intrinsic xenophobia. With countless different species making up both the Milieu and the modern Hierarchy, it was a miracle they all got along. You can repeat this feat, being able to make different species get along regardless of their built-in instincts. Dogs and cats will live together if you want them too.

Development (400cp): The Androsynth vanished due to their study of a strange phenomena, Inter-Dimensional Fatigue. Still, just one race vanishing off the face of the galaxy isn't a reason

to shut down all research. You've become a skilled scientist, complete with three doctorates in fields of your choosing. Make your own excruciators, or improve on their design. Hell, maybe the Androsynth were just looking in the wrong direction to solve IDF.

The Path Of Now And Forever (600cp): The Ur-Quan believe that all species contain the same potential to enslave them as the Dnyarri once did. The entirety of their actions is to cut this off at the head, by conquering the entire galaxy before anyone else can. This is a feat that requires extraordinary levels of supply chain logistics, strategy, and a solid stomach for atrocities. You are now on the level of the Hierarchy, able to manage a galaxy-wide campaign for supremacy on a truly immense timeframe. Unfortunately, this may cause the little things to fall through the cracks. Try to remember that the smaller battles matter just as much as the climactic ones.

Items

Neutral:

MetaChron (100cp): This is a fun little device. In short, it's a small white pyramid that will slowly turn black as the countdown reaches its end. What is it counting down to, you may ask? Well, its own destruction. As long as the present course of events will lead to the destruction of the MetaChron, it will slowly turn black until such destruction occurs.

Remote Self-Replicating Robot Explorer Probe (200cp): Catalog item number 2418-B is a most remarkable thing—a probe capable of long-range exploration and self-replication. One was sold to the Slyandro by the Melnorme, and the bags of gas screwed with the programming, turning them into a plague that threatens to turn the galaxy into more probes. Thankfully, they're not the sturdiest of things. With this purchase, you gain one Probe and their self-destruct codes, as well as the interface you would need to reprogram them.

Sun Device (400cp): This is a Precursor device. It is a machine capable of producing 0.01% of a sun's total output—a remarkable amount of energy, considering it doesn't even have to be scattered through a planet's atmosphere. Essentially, this can act as a second sun, or just as a power source if you're willing to build a micro-dyson sphere around it. It's small enough to be contained with the Flagship, so you've got what amounts to a pocket sun here.

Ultron (600cp): Oh! Oh! Joyous day! The Ultron! It's been repaired! The Ultron is the most sacred item of the Utwig people, a Precursor artifact so holy that the mere presence uplifts the spirits of the Utwig. Unfortunately, it broke, and the Utwig have been in despair ever since. Now that it's in your hands, its true function has been revealed...a paperweight you can trade for any item. Whether you need a Precursor Bomb, a pile of fuel, or a favor from the Melnorme, this can be traded for it once per Jump.

New Alliance of Free Stars:

Famous Battles of the Ur-Quan Conflict, Volume V (100cp): This is a DataPlate containing data on every starship that will be important during the upcoming war, from the Syreen Penetrators, to the Supox Blade, to the Kohr-Ah Marauder. It's not technical data, it's mostly just what would be effective against them and what they're capable of in general.

Minerals (200cp): By far, the most important thing in the toolbox of the New Alliance is that the Flagship is capable of hauling incredible amounts of rare goods across the galaxy. Without the valuable radioactives and other materials being brought back to the Earth Starbase, there would be no hope for building a fleet that could even dent the Ur-Quan's might. You get one box filled with various minerals, radioactives, even a few exotics per month.

Taalo Shield (400cp): The last artifact of the Taalo, the Ur-Quan's closest and only friends. The Taalo were a silicon-based race, immune to the psychic compulsions of the Dnyarri. For this, they were wiped from existence by the enslaved Ur-Quan. Before they died, however, the Taalo invented this—a psychic shield, capable of preventing any psychic influence from not only influencing anyone within it, but also keeping anyone within it from using mental compulsion abilities at all. This is a relic of a forgotten age, Jumper—use it well, lest you find out where the Taalo *playground* is.

Portal Spawner (600cp): The Arilou Lalee'lay exist in Quasispace. Normally, the only way to enter this alternate dimension is to find a portal that only exists in Hyperspace for a period of three days monthly. This is the solution to that problem—a device which can open up a portal into Quasispace from anywhere. Quasispace has portals all over it, allowing for quick and easy transit to nearly anywhere in the local cluster. Not only that, but it's safe—only the Arilou exist in Quasispace naturally, so you are free to explore to your heart's content.

Ur-Quan Hierarchy:

Excruciator (100cp): This here is a copy of the very device used by the Ur-Quan to defeat the Dnyarri millennia ago. This is a brain implant that, when implanted, will cause enough pain throughout your body to prevent it from being controlled by another. It's excruciating, but the Ur-Quan considered it a small price to pay to avenge the Taalo.

Hyperwave Broadcaster (200cp): Straight from the Umgah comes this, a communications device strong enough to pierce a Slave Shield. Hyperwave transmissions are different from normal radio communication. They're capable of using hyperspace to transmit, allowing for FTL communication. With this, you can not only speak to any Fallow Slave, but you can also instantly contact Melnorme traders, or even impersonate a certain pair of evil gods if you have the right frequency in mind.

Talking Pet (400cp): This is a dangerous thing you have here. I mean, not in its current state—as it stands, this is just a frog-shaped universal translator. However, with slight genetic modification, you have the most dangerous species in the galaxy—well, one of them, at least. This is a Dnyarri, modified by the Ur-Quan to be their first slave race, kept in a state of both

humiliation and pre-sapience. A single Dnyarri, with their powers unbound, would be capable of controlling an entire planet single-handedly.

Slave Shield (600cp): With one hand, the Ur-Quan offer freedom on a leash—you can remain in space, but you serve the Ur-Quan as Battle Thralls. With the other, they offer this—the existence of a Fallow Slave. You now have a device capable of Slave Shielding an entire world, coating it in an impenetrable red shield. Light can still go through, but there's no communication getting through that. You can hold an entire world hostage with this—try not to let it get to your head.

Starship

Of course, this world would be nothing without the myriad starships available to you! Here, you may pick up any number of starships you wish—as a free bonus, you can even have the starship associated with your race for free. Unless otherwise noted, the cost of every ship is **200cp**.

Chmmr Avatar - The Avatar was built to fight the Ur-Quan. A combination of Mmrnmhrm and Chenjusu tech, the Avatar is the top-of-the-line ship, the best thing that the Alliance can produce. The front-facing laser attached to it is powerful enough to ionize the solar winds, with the downside of not having very good range. In order to hold a target in this range while they slice them apart, the Avatar also comes equipped with a powerful tractor beam. Finally, three automated laser turrets, “ZapSats,” orbit the craft and act as point defense against missiles, fighters, and the like. The speed of the ship is the main downside, however.

Ilwrath Avenger - This is essentially Ur-Quan Kzer-Za technology adapted by spiders who want nothing more than to torture people. With an incredible acceleration, but low top speed, the Avenger’s greatest asset is its cloaking device. As you can imagine, turning invisible is very useful for sneak attacks, and with the short-range flamethrower mounted to the front of the craft, you’re going to need to use it well if you want to manage any good hits on your opponents.

Supox Blade - The Supox are a non-standard species, and their ship design philosophy matches this. The only armament of the Blade is a rapid-fire corrosive blob shot that barely takes up any energy. The Blade is also capable of something quite astounding that other ships can only dream of—it move in virtually any direction without rotating itself. This, combined with the machine gun-like nature of their primary armament makes them a threat on any battlefield.

Chenjusu Broodhome - The Broodhome was one of the biggest ships the Alliance launched in the last war. A long-range ship with terrible acceleration but amazing top speed, the Broodhome prefers to be far away from their opponents. Photon Crystal Shards, grown and launched on-board, are dumb-firing missiles that, when a signal is received, explode into countless fragments. The Broodhome is also equipped with DOGI—De-Energizing Offensive Guided Interceptors—devices meant to attach to opposing ships and drain them of their energy. They’re also heavy enough to change an opponent’s trajectory when they collide with them.

Human Cruiser - Humanity is a newcomer to the galactic stage, and the speed of their star ship leaves a lot to be desired. However, what the Cruiser lacks in speed it more than makes up for in firepower—every Cruiser comes with a full complement of homing nukes. The only other weapon, should it come down to it, is a short range point-defense “Star Wars” laser. There’s a reason these things were the backbone of the Alliance Fleet.

Kzer-Za Dreadnought - One of the biggest ships in the galaxy, and the Kzer-Za field them in force. With a self-destruct device on defeat to prevent reverse engineering, a complement of one-man fighters with lasers meant to harass and defeat your enemies, and the front-facing Fusion Blaster meant to annihilate entire ships from existence, the Dreadnought will bring dread to your enemies. The biggest downside is the ship’s lumbering size is matched by its incredibly low speed.

Umgah Drone - The Drone is an excellent display of Umgah design philosophy. It comes with a special set of boosters that can not only propel the Drone backwards at rapid speeds, but also defies the very laws of motion, having no inertia when the boosters are turned off. The Drone’s primary weapon, such as it is, is a low-range antimatter vent on the front of the ship. When activated, the vent produces a field directly in front of the ship, disintegrating anything that enters the field. The low turn rate of the Drone vastly limits the usability of this as a shield, however.

Spathi Eluder - As you might expect from the Spathi, the Eluder is designed to run away very, very fast. While there is a forwards-mounted machine gun, the REAL primary weapon of the Eluder is the B.U.T.T. That stands for Backwards Utilizing Tracking Torpedo. As you might expect, this gives anyone who tries to pursue an Eluder a very bad day.

Pkunk Fury - The Pkunk Fury does two things—it fires three miniguns directly forwards, and to either side, and it goes very, very, VERY fast. However, the Pkunk are peaceful beings at their core. As such, in order to whip themselves into a killing frenzy, they maintain an open channel during fights with which they can insult their opponents. The psychic emanations from these insults are enough to recharge the ship’s batteries in a pinch. In addition, the Fury has the ability to resurrect—each time the ship appears to be destroyed, it has a 50% chance of coming right back for seconds, their crew resurrected as new people. A very lucky Pkunk can be resurrected many times over, but it’s only a matter of time until luck isn’t on your side.

Androsynth Guardian - At first, the Guardian may seem as slow as the other Earthling ship. However, appearances can be deceiving—at any point, the Guardian may turn into its Blazer Form, allowing it to move at incredible speeds while being coated in a field of non-inertial energy. Blazer Form is best suited for ramming actions. The other weapon of the Guardian is an acid sphere launcher. These spheres have homing properties and move like bubbles, seemingly being blown about in the solar winds. They can also distinguish friend and foe, being unable to damage the Guardian itself.

VUX Intruder - A slow and unmaneuverable beast, the Intruder's strength lies in its weaponry. The Intruder can warp into combat much closer than other ships, allowing it to get some hits in with a powerful gigawatt laser. In addition, the Intruder can launch a Limpet from the ship, which will track and attach onto the target's hull. While it doesn't do any damage, it will vastly slow the other ship down, letting the Intruder get a chance to shred it to pieces.

Utwig Jugger - The Jugger takes a while to speed up, but can keep pace with the fastest of them once it's up to speed. It comes equipped with six forewards-mounted energy spears, which are efficient enough to not make any sort of sizable dent in the Jugger's energy supplies. Said energy supplies are mostly spent on powering the Jugger's shields, which can absorb almost unlimited amounts of attacks and convert them back into energy, so long as the batteries hold out. Once the batteries run out, however, the Jugger is out of options, having no natural energy generation systems.

Kohr-Ah Marauder - One of the biggest ships in the galaxy, and the Kohr-Ah field them in force. These ships have carried the Kohr-Ah to annihilate half of the galaxy, and they are just as dangerous as their reputation implies. Their standard weapon is to fire serrated discs into space, which will hold position when given a signal from the Marauder. Should any enemy crafts pass near them, the discs will then home in and cut through their hulls with little to no mercy. Don't think getting in close is an option either—the Marauder's F.R.I.E.D. System—that's Fiery Ring of Inevitable and Eternal Destruction—fires out a ring of superheated ionized gases from ports along the entire ship. The F.R.I.E.D. also can serve as an impromptu shield, since it'll win in pretty much any confrontation between weaponry.

Druuge Mauler - The Mauler is less a ship and more a high-recoil cannon with boosters attached. Staffed by Crimson Corporation personnel, and thus filled with Crimson Corporation property, the Mauler is best served by utilizing the cannon for extra maneuvering, since the recoil will send the ship flying backwards. However, the battery of the Mauler is incredibly weak, and so Crimson Corporation has approved the little known part of the contract where you can be thrown into the ship's furnace for a little extra boost. Crimson Corporation: We Believe In The Dribble-Down Effect!

Orz Nemesis - This ship is empty, and for good reason. Normally this would be used for an Orz *Party*, but we've staffed it with a human crew for your safety. The Nemesis is fairly quick with a good turning rate, comes equipped with a rotating howitzer cannon, and has a collection of space marine armor for boarding actions.

Syreen Penetrator - Don't laugh. The Penetrator is a long, fairly fast ship that can use utilize gravity wells to easily reposition itself. Its primary weapon, such as it is, is a forward-firing cannon known as the Particle Beam Stiletto. However, the Penetrator's true ability comes from the psionic "Syreen Song" weapon, a hypnotic field that lures enemy crew right out of their ship and out of the airlocks. As you might imagine, this is bad for the long-term health of the enemy ship. Penetrators can even pick up these spaced crewmembers, adding willing enemies to the ranks of the crew.

Mycon Podship - The Podship is a bit gimmicky. It's slow and heavily affected by gravity wells, and only has one weapon—a homing ball of plasma. As it travels, the plasma slowly loses consistency, making it weaker when not at close-range. However, the Podship also has a powerful ability—it can regenerate, thanks to it being of Mycon make. Still, it can easily be outmaneuvered, even if it's using gravity wells to slingshot around.

Shofixti Scout - The Scout is the primary tool of the Shofixti, being a quick and maneuverable craft that can easily maneuver in gravity wells. The primary weapon of the craft is the Mendōkusai Energy Dart, a forward-facing medium range energy shot. It has no secondary weapon...well, unless you count the Glory Device. The Glory Device is a powerful bomb mounted underneath the Scout, that can heavily damage, if not destroy, anything once activated. Unfortunately, this includes the Scout.

Arilou Skiff - You know what I hate? Inertia. The Skiff has an inertialess drive, allowing it to completely ignore the normal laws of motion. Not only that, but it has a short-range Hyperspace Drive, allowing it to seemingly teleport across the battlefield at random, essentially shutting down all tracking weaponry from working against it. As a weapon, it has a short-range auto-targeting laser.

Zoq-Fot-Pik Stinger - The Stinger is here to go fast and eat ass. It even has a tongue for point-blank attacks! In all seriousness, the tongue is actually quite dangerous—when it pierces an enemy hull, it injects white-hot plasma directly into the ship. As you might expect, this is a bad thing for the crew of the ship. The Stinger also comes equipped with an anti-matter scattergun, which might not sound like much, but try saying that when you're being torn apart by it.

Yehat Terminator - The Terminator accelerates incredibly quickly, hitting its top speed in the blink of an eye. It has dual forewards-mounted ion pulse cannons, both of which have short range. The ship also has a poor power supply, meaning it can't keep up a constant rate of fire like some other ships. The Terminator's main strength, however, is the energy field. Only a few things can penetrate the energy field when it's active—crashing into a planet, for example. The Terminator should really be reserved for full frontal assaults, utilizing the shield to protect itself from the heaviest of attacks.

Thraddash Torch - The Torch normally has relatively good acceleration and a low top speed. All that changes, however, when the Afterburner is activated. The Afterburner, when activated by placing a cigar near the aft fuel burner, makes the ship go incredibly fast, and leaves behind a trail of white-hot plasma. This allows the Torch to control the direction of battle, at least if used properly. The other weapon, such as it is, is a simple medium-range blaster. Not that strong, but useful in the right circumstances.

Melnorme Trader - The Trader isn't fast, nor is it slow. It likes to keep a safe distance from its opponents, choosing instead to utilize the long-range chargeable energy blaster. The blaster

drops off in power the further it goes, with a point-blank hit being as strong as a Shofixti Glory Device's explosion. Should the Trader be in danger, it also comes equipped with a Confusion Ray, a device that scrambles the enemy ship's controls, letting you beat a healthy retreat, or even watch as they crash into a nearby planet.

Mmrnmhrm X-Form - A transforming starship. The X-Form, in X-Wing Mode, comes equipped with a twin-laser array, one that can do enormous damage despite the short range. By transforming into Y-Wing Mode, the X-Form gains incredible speed, being able to outpace damn near any other ship in space. It also trades in the twin lasers for twin missile batteries, with long-range capabilities and quite good tracking capabilities. Be warned, however—transformation is an involved process that drains the ship's batteries to null.

Precursor Flagship (400cp) - It's a tugboat, really. A multi-purpose workhorse designed by the Precursors, the Flagship is a highly modular ship. It has a spine where up to 16 spaces of modules can be mounted, ranging from additional thrusters to extra weapons to additional cargo bays. Being such a modular ship grants it greater flexibility than most of the rest of the ships on this list. You not only get the Flagship with this purchase, but a full set of schematics for all known modules for your viewing pleasure.

Sa-Matra (1000cp) - By far, the most powerful ship known to exist. The Sa-Matra is a Precursor Battleship, and is the symbol of the Ur-Quan's strength. It alone annihilated the front lines of the Alliance of Free Stars, winning the Ur-Quan the war. The hull is impenetrable to modern technology, and even Precursor technology may not win the day against it without heavy modification. You now have the keys to it—all you have to do is take it from the center of the Doctrinal Conflict.

Companions

The Alliance Fleet (Variable): You've got friends who want to visit, don't you? Well, I'll cut you a deal—**50cp** per person, or **300cp** for a bulk package of eight. Each one gets a race and origin, and gets **600cp** to buy something nice for themselves.

New Friends (100cp): Or maybe you want to bring along Admiral ZEX? Or perhaps Talana is more your speed? Whatever the case may be, may the listed fee, and you'll be able to convince them to join you.

Daikon (200cp): Daikon is a legendary Shofixti, who long ago was said to return in the Shofixti's day of need. That day is today. He despises the Shofixti's reliance on Glory Devices having driven them to near-extinction. His new Shinobi class starships are a vast improvement on the self-destructive nature of the Scouts, turning them into powerful bombers...though, with the state of the Shofixti people, he might have to find someone else to pilot them. You up for the job of serving the greatest Shofixti Daimyo?

ASTRA-600 (200cp): The Androsynth are victims. Enslaved by humanity, shunned by the

Arilou, and exterminated by the Orz. ASTRA-600 is likely the last remaining Androsynth in existence, having been out on a mission when the study into Inter-Dimensional Fatigue bore its terrible fruit. He's been acting as a free agent ever since, avoiding Eta Vulpeculae like the plague. He seems to think you'd be able to help him either save or avenge his people, and is willing to add his Guardian into your ranks, regardless of your own loyalties.

Eme'ral (200cp): Not every Syreen went to Gaia after the fall of the Alliance. Eme'ral chose to flee Syreen space, becoming a mercenary for hire on the far end of the cluster. She quickly built up her own little sphere of influence, becoming a warlord in her own section of space. She's even managed to hijack an Ur-Quan Dreadnought, staffing it entirely with other defectors from the major space powers. She's decided to throw her lot in with you, deciding that you're her best shot for survival in the upcoming war.

Zaffre (200cp): Zaffre is a Melnorme merchant extraordinaire. From his Trader, he seems to always know something about what's going on, or have some new piece of technology on sale. He's not one to fight, however, and is mostly joining you to be able to sell your story...not to mention what other information you might dig up while you're here. He's willing to offer you a slight discount for the inconvenience, though—he'll offer you 25% off anything in his shop compared to other Melnorme traders. Nothing for free, though—he's no barbarian.

Drawbacks

Resource Crunch (100cp): It seems that a lot of the planets in the local cluster have already been harvested for a solid chunk of their resources. Any time you drop onto a planet to try and get more minerals to enhance your own fleet, you'll be finding half as much as you normally would. Guess you better get to scanning those planets!

Attack! Attack! Attack! (100cp): Video games are just so violent these days, don't you agree? I mean, it seems like everyone you meet is just shooting first, asking questions later. If you can disable them without destroying them, you'll be able to have a nice little chat, but good luck on that—some of these ships can get real fragile.

Look At Me. I Am The Captain Now. (200cp): You are the Captain now. For whatever reason, he never left Unzervalt before the Ur-Quan shielded it. Now it's up to you to resolve the Doctrinal Conflict in a way that doesn't result in the annihilation of all sentient life in this corner of the galaxy. If Earth is destroyed by the Kohr-Ah, your chain ends.

In Debt For Centuries (200cp): The Melnorme are sponsoring this one. You've essentially taken out a loan with this one. They're expecting you to pay back a solid 50,000 Credits worth of information to them in exchange. You might be able to sell them advanced technology if this isn't your first Jump, but you're also on a time limit—the Melnorme leave this area of the galaxy one month before the Doctrinal Conflict comes to a conclusion. That means you have until January 2159 to pay them back.

The Sentient Milieu (400cp): You are not in the year 2155—you are in the era of the Sentient Milieu, one week before the Ur-Quan return with the Dnyarri and bring about the end of the alliance. Your mission is to stop the Dnyarri and prevent the fall of the Milieu, preventing so much tragedy in the future. Be careful—a single Dnyarri can control an entire planet with their mind, and you'll be dealing with an entire Empire of the things.

Rainbow Hunt (400cp): Across the local cluster, there are 10 incredibly rare worlds—the Rainbow Worlds. It's not these that you're after, they're just the first step in the puzzle. You see, the Precursors arranged the Rainbow Worlds in a particular way, one meant to tell the secrets of the way they left this area of the galaxy. Your mission is to find out what happened to them, even find them if they still exist.

***Happy Campers*, It is time for a *Party* (600cp):** There is a single race, important in the coming war, that I have not mentioned. That is because I do not want *Them* to notice you. This...this will make *Them* notice you. They are from *Below* and extend their *Fingers*, the Orz, into this world to enact their will. They are the reason that the Androsynth are no longer present, having been *Pulled* into *Below*. *Them* now knows of you, and will be coming. They will stop at nothing to *Pull* you out of *Heavy Space* and replace you in your Chain. Their Nemesis ships will *Dance* with you until you can handle no more. Your only hope may lie *Above* with the Arilou Lalee'lay, the other major interdimensional alien of this world. If you can banish *Them* from *Heavy Space* once and for all, I will slip some information to the Melnorme to get you a copy of the **Melnorme Database**. This contains countless biological, historical, and cultural records from over 25,000 years of galactic history. Getting this from the Melnorme would put you in debt for the rest of your journey, and then some, so feel grateful that I managed to work out a deal.

Stargate Trek Wars II: The Ur-Quan Masters (600cp): The galaxy has become that much more full. A living energy fiend connects and binds all beings, cyborgs in massive cubes now lurk in the shadows of the galaxy, assimilating any lifeform that approaches, ruthless immortal parasites have begun to rise again, and the galaxy just got several times more dangerous. In layman's terms, you're now dealing with the sudden introduction of Star Wars, Star Trek, and Stargate into the setting. The System Lords are only just able to stand against the Ur-Quan Hierarchy, the Borg are only just able to catalog races before the Ur-Quan enslave them, and the Ur-Quan themselves have become extensively trained in the Force to prevent future mental domination. Not only that, but hiding beyond the Stargates are the Ori, the Yuuzhan Vong, and the Wraith, and it's almost certain that the Q are watching all of this with rapt attention. Your goal, in all of this? It's not just to merely SURVIVE, no, you must bring this galaxy to a stable peace—the System Lords must be disarmed or defeated, the Ur-Quan either turned to a force of good or eliminated outright, and the Borg stopped or destroyed in their entirety. For your prize, you will receive **A Little Slice of Heaven**. This is what is left of the galaxy after the Doctrinal Conflict concludes, however you manage to do it. Enjoy your victory, Jumper—it'll be hard-fought, regardless of what you do.

Ending

You made it. Did you save everyone, or is the galaxy a shadow of what it used to be? Whatever the case, here are your options.

Star Control 3: This world interests you, Jumper. You choose to remain here, in whatever state you left it, for the rest of time. Enjoy yourself—I hear that Gaia is lovely this time of year.

Star Control: Origins: You have had enough, and will be returning home now. You retain all your powers and companions, and find yourself right where you left off.

The Ur-Quan Masters II: You move on from this world, ready to do whatever you need to.

Notes

You cannot be an Orz. There is only one Orz, sticking their *Fingers* through to act like *Many Bubbles*.

If you die in a Pkunk Fury without a one-up, your chain still ends. However, you'll leave behind a reincarnation should the Fury revive.