

Terran Commonwealth

Homeworld: Sol

Government: Trade Representative

Species Traits: Expansionist (+2), Pathfinders (+1), Tech Reliant (-1)

Description: The Brindaki are a vaguely humanoid species that is known for their large fatty humps that serve the same resource conservation function as those found in terrestrial camels. This was a necessary adaptation for them to survive on the hot, arid steppes that dominate the equatorial continents of their homeworld.

While the Brindaki are ruled by an emperor, an association of feudal states are responsible for governing the empire. These feudal lords serve as electors and it is up to them to choose a new emperor when the previous one dies. The lords keep the emperor on a tight leash, and they ultimately hold most of the power in the empire. Strong emperors are a rarity, and their reign usually ends badly for everyone involved.

Foreign governments are often incensed by the inordinate amount of time it takes for the Brindaki people to come to a general consensus on new proposals. Luckily, the diplomatic arm of the Empire is quite skilled

at pacifying these disgruntled empires.



Era I: Terran Commonwealth

Era	Class Name	Class	Cost	Maint	DV	AS	AF	CV	CR	CC	Special Notes
+0	Sparta	DD	5	2/6	3	3	3	0	3	1	Atmospheric
+0	Europa	CL	6	3/4	4	2	2	4	4	2	Carrier
+0	Apollo	CA	8	2/3	6	4	3	6	1	2	
+0	Prometheus	CA	9	4/3	6	2	2	2	4	2	Explorer, Scout 2
+0	Marines	GND	4	?(+1)	2	3	3	d2	-	-	Marines
+0	Saber	MF	2	1/12	2	2	2	-	-	-	Atmospheric

Era II: Terran Commonwealth

Era	Class Name	Class	Cost	Maint	DV	AS	AF	CV	CR	CC	Special Notes
+1	Athens	DD	5	2/6	4	3	3	0	3	1	Atmospheric
+1	Hermes	CL	6	3/4	5	1	3	0	4	2	Supply 2
+1	Artemis	CA	9	3/3	7	7	2	0	6	2	Gunship, Missile 2
+1	Circe	CB	10	3/2	9	2	3	6	6	3	Carrier
+1	Olympus	BB	12	3/2	?	?	?	?	?	?	?
+1	Broadsword	SHF	5	1/6	5	4	2	-	-	-	Atmospheric, Strikefighter

Era III: Terran Commonwealth

Era	Class Name	Class	Cost	Maint	DV	AS	AF	CV	CR	CC	Special Notes
+2	Theseus	CT	3	1/6	3	2	1	0	3	1	Jammer 1
+2	Pandora	CL	7	3/4	6	3	2	0	4	2	Scout 2
+2	Ares	CA	8	2/3	6	4	4	3	4	2	Assault 3
+2	Hera	BB	12	4/2	10	3	4	9	8	3	Carrier
+2	Rapier	MF	2	1/12	2	2	3	-	-	-	Atmospheric
+2	Heavy Infantry	GND	4	1/6	5	3	2	d2	-	-	