



Brindaki Empire

Homeworld: Brindakar

Government: Social Totalitarian

Species Traits: {Diplomats} (+1), Quartermasters (+1), Radicals (-2)

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: Brindaki Empire

Era	Class Name	Class	Cost	Maint	DV	AS	AF	CV	CR	CC	Special Notes
+0	Resolute	CT	3	1/6	3	3	0	0	2	1	Atmospheric
+0	Determined	DD	4	3/6	3	2	1	1	3	1	Supply (1)
+0	Tireless	CL	5	2/4	5	4	2	1	4	2	
+0	Perseverant	CA	9	4/3	5	1	3	1	4	2	Scout (1), Supply (1)
+0	Cyclone	MF	2	1/12	3	0	3	-	-	-	Atmospheric
+0	Home Guard	GND	4	2/3	3	3	2	d2	-	-	

Victory by Any Means: Galaxies

Era II: Brindaki Empire

Era	Class Name	Class	Cost	Maint	DV	AS	AF	CV	CR	CC	Special Notes
+1	Steady	CT	2	1/6	3	1	3	0	2	1	
+1	Ferocious	CL	6	3/4	5	1	3	4	5	2	Carrier
+1	Defiant	CA	8	2/3	6	5	4	2	5	2	
+1	Bivouac	CB	8	2/3	8	6	4	4	4	2	Base
+1	Sirocco	MF	2	2/12	3	4	0	-	-	-	Missile
+1	Imperial Marines	GND	4	3/3	3	2	3	d3			Marines

Era III: Brindaki Empire

Era	Class Name	Class	Cost	Maint	DV	AS	AF	CV	CR	CC	Special Notes
+2	Spirit	DD	3	1/6	3	2	2	0	3	1	Gunship
+2	Clever	CL	7	3/4	5	2	2	2	4	2	Scout (2)
+2	Courageous	CL	6	3/4	5	5	2	1	4	2	Supply (1)
+2	Proud	CB	9	2/2	7	6	3	2	7	4	Assault (4)
+2	Tornado	MF	2	1/12	3	1	3	-	-	-	Atmospheric
+2	Dunewalkers	GND	3	2/4	2	3	2	d3			