



Myarissan Satrapy

The Myarissan ‘Empire’ is so decentralized that no one ever really faces the whole thing at once—hence, the term “Satrapy,” since the independent governors known as Satraps wield as much power as most interstellar states and they often war with each other. The nobility of the Satrapy rule from great palace-cities where they practice their skills at warfare, scholarship and poetry. Sons and daughters of the nobility command the fierce and elite military units of the Empire, which emphasize aggressive tactics and decisive engagements

Government: Military Autocracy

Traits: ???????????

Era One (+0% CP)

Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Myarissan Droptroops	MGRND	4	3/6	4	2	2	D2	—	—	Marines
Flamen	LFTR	1	1/12	3	1	2	—	—	—	
Barrus Heavy Invader	CB	11	4/2	7	3(5)	1(3)	6	4	2	Assault (4), Carrier, Missile (+2AS, +2AF)
Lupus Attacker	CT	2	1/6	2	3	1	2	1	0	
Aerie EISV	CL	7	3/4	5	2	1	4	2	0	Scout (2)
Scutum Strikefighter	HFTR	4	4/12	4	3	3	—	—	—	Strikefighter

Interplanetary Era Universal Units (-10% CP)

Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	
Early Defense Station	CTBSE	2	1/6	3	3	2	3	1	0	
Early Fighters	LFTR	1	1/12	2	1	2	—	—	—	
Early Escort	DD	4	2/6	3	2	2	3	1	1	
Early Warship	CR	8	2/3	5	4	3	4	3	2	
Early Carrier	CL	6	3/4	4	2	1	3	2	4	Carrier
Early Scoutship	CT	3	2/6	2	0	1	2	1	0	Scout (1)
Early Dropship	CT	3	2/6	2	0	1	2	1	0	Assault (2)
Planetary Militia	LGRND	2	1/6	3	1	1	D2	—	--	
Early Probeship	CT	2	2/6	4	0	0	3	1	0	Explorer
Supply Ship	DD	3	3/6	4	0	0	3	1	0	Supply (2)
Hyperspace Tug	CT	3	1/6	2	0	0	2	1	0	Tug (2)
Mobile Shipyard	CR	9	3/3	5	0	0	4	3	0	Atmospheric, Shipyard (4)
Shipyard	BASE	20	2/1	10	0	0	2	1	0	Civilian, Shipyard Construction Capacity 10
Civilian Shipping	SHIP	20	1/12	10	0	0	0	1	0	Civilian, can be used for Trade, Transport, or Colony.
Civilian Starport	BASE	20	0	10	0	0	2	1	0	Civilian, increases trade income in system +1.
Supply Depot	GRND	20	2/1	10	0	0	D2	1	0	Civilian, system acts as a supply source.

Era Two (+10% CP)

Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Myarissan Droptroops	MGRND	4	3/6	4	2	2	D2	—	—	Marines
Flamen	LFTR	1	1/12	3	1	2	—	—	—	
Barrus Heavy Invader	CB	11	4/2	7	3(5)	1(3)	6	4	2	Assault (4), Carrier, Missile (+2AS, +2AF)
Lupus Attacker	CT	2	1/6	2	3	1	2	1	0	
Aerie EISV	CL	7	3/4	5	2	1	4	2	0	Scout (2)
Scutum Strikefighter	HFTR	4	4/12	4	3	3	—	—	—	Strikefighter

Era Three (+20% CP)

Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Myarissan Droptroops	MGRND	4	3/6	4	2	2	D2	—	—	Marines
Flamen	LFTR	1	1/12	3	1	2	—	—	—	
Barrus Heavy Invader	CB	11	4/2	7	3(5)	1(3)	6	4	2	Assault (4), Carrier, Missile (+2AS, +2AF)
Lupus Attacker	CT	2	1/6	2	3	1	2	1	0	
Aerie EISV	CL	7	3/4	5	2	1	4	2	0	Scout (2)
Scutum Strikefighter	HFTR	4	4/12	4	3	3	—	—	—	Strikefighter

Era Four (+30% CP)

Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Myarissan Droptroops	MGRND	4	3/6	4	2	2	D2	—	—	Marines
Flamen	LFTR	1	1/12	3	1	2	—	—	—	
Barrus Heavy Invader	CB	11	4/2	7	3(5)	1(3)	6	4	2	Assault (4), Carrier, Missile (+2AS, +2AF)
Lupus Attacker	CT	2	1/6	2	3	1	2	1	0	
Aerie EISV	CL	7	3/4	5	2	1	4	2	0	Scout (2)
Scutum Strikefighter	HFTR	4	4/12	4	3	3	—	—	—	Strikefighter

Era Five (+40% CP)

Class Name	Class	Cost	Maint	DV	AS	AF	CR	CC	CV	Special
Myarissan Droptroops	MGRND	4	3/6	4	2	2	D2	—	—	Marines
Flamen	LFTR	1	1/12	3	1	2	—	—	—	
Barrus Heavy Invader	CB	11	4/2	7	3(5)	1(3)	6	4	2	Assault (4), Carrier, Missile (+2AS, +2AF)
Lupus Attacker	CT	2	1/6	2	3	1	2	1	0	
Aerie EISV	CL	7	3/4	5	2	1	4	2	0	Scout (2)
Scutum Strikefighter	HFTR	4	4/12	4	3	3	—	—	—	Strikefighter