ONCE MORE UNTO THE BREACH…

A VBAM:SX CAMPAIGN BY MURTALIANCONFEDERACY

This is the beginning of a VBAM:SX campaign, my first one for a couple of years. I had initially stopped playing VBAM because with the announcement of the second edition of VBAM in 2009 I didn't want to invest too much time in a campaign that might soon become obsolete. However, I've gotten the bug again, and I want to have a second avenue of creativity rather than focus all my energies on Starmada: Nova Edition.

Of course, with the length of time between campaigns, and the introduction of not one but two different Starmada systems since that time, it's taken a while for me to get back into the saddle. I've attempted to start this one up twice but I designed too many vessels for my second attempt (such that even getting one maintenance group of each vessel couldn't be achieved) and for the first attempt I made life even more difficult by attempting a Commodore-level system generation campaign.

This won't be a long campaign, but one to just ease me into running a campaign. I decided to play the New Anglian League, one of my latest S:NE powers, and which might appear in my next full-blown VBAM campaign. This is also intended to help me create the campaign diaries that others used to create. So if there's anyone you want to blame, its Tyrel and Emiricol…☺

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CAMPAIGN TIMELINE

3000.01

The New Anglian League was ready. After several years of hard work the League was ready to take its first steps amongst a new universe. Many knew the journey would be difficult, and while some had lost the battle against exploration, they had ensured that exploration would only be carried out by cloaked units. Two exploration squadrons, each consisting of three Eadberht-class hyperspace probes, received a message on January 1st 3000:

"Commence Operation Resurgence"

On January 22nd, Exploration Squadron 4.2, exploring the New Wessex system, discovered a jump lane to a new system. Empty, the system has promise and is earmarked for colonisation by the League Council.

(rolled a 9, modified to 12. The system is a colony, and the system number is 52)

3000.02

The New Anglian League decides to increase the size of the 4th Fleet by 50%, and constructs 3 Eadberhts at New London for the purpose.

Despite success last month, the League explorers do not discover any new systems.

A raid by one Ricsige-A in the New Mercian system against the trade fleet is defeated.

3000.03

The Eadberhts constructed last month form Exploration Squadron 4.3 and are assigned to explore New Wessex.

A raid by two Longships in New Wessex is defeated.

Exploration Squadron 4.1 discovers a jump lane to a colony system (#47)

Exploration Squadron 4.2, however, activates the Torhani Interim Council. Both sides have a favourable relationship and Normal Relations are established. The squadron returns to the system they had explored in 3000.01

3000.04

The Torhani Interim Council transmits a request to the New Anglian League for a Non-Aggression Pact, which is accepted.

Exploration Squadron 4.1 reports they had to ride out a minor hyperspace storm (rolled SCIP, but they survived).

No raids occurred this turn.

3000.05

The New Anglian League decides to colonise the system explored in 3000.01. To that purpose, 2 Burh-As are constructed at New London and the Transport Fleet, escorted by 2nd Fleet, moves to New Mercia to embark one Census.

Exploration Squadron 4.2 explores a jump lane. However, the system is not very impressive, although it does boast large reserves of minerals (Minor Outpost, RAW 3, system #37)

Exploration Squadron 4.3 activates the Flantarin League. Both sides have a favourable relationship and Normal Relations are established. The squadron returns to New Wessex.

No raids occurred this turn.

3000.06

The New Anglian League Colony Fleet, escorted by the new-construction Burh-As (designated TF 3.6), moves to and colonises New Birmingham (the name given to the colony system at #52). The Transport Fleet, escorted to New Birmingham and disembarks the census. As well as the census, the League purchases 2 points of Productivity.

The Flantarin League, when discussing the discovery of their not being alone in the universe, decides that they need an ally, and requests a Non-Aggression Pact from the New Anglian League, which is accepted.

Exploration Squadron 4.1 activates the New Io Republic. However, because of their using raider ships as defence, the exploration commander signals a short message declaring the New Io Republic a "rogue

state" and that the League is at a state of hostilities with the Republic

[Ouch. The First Contact roll for the League to the Republic was a miserable 8. Even adjusting for the +10 for powers of the same race, they had a ~20% chance for hostilities and rolled '7'. As they had two Ricsige-As, I decided that would be the reason for their conflict]

No raids occurred this turn.

3000.07

The New Anglian League orders the Transport Fleet to New Wessex to embark one Census.

The system of New Birmingham constructs one Shieldwall, and receives fighters from New Wessex which constructs an additional 12 Huscarl fighter flights. New London constructs twelve Athelney DEFSATs, six for New Birmingham, and six for New London initially, and for the next system to be colonised.

The New Anglian League assembles a task force of one Alfred the Great, one Athelney-A and four Burh-Bs from 1st Fleet. On passing through system #47, they pick up one Eadberht to provide some form of ELINT. On entering the New Io system, they encounter the New Io Defence Force, which had been augmented by two Longships (purchased by the New Io authorities to try and augment their defences). In a very one-sided battle (Good Surprise roll for the League, Disastrous roll for the Republic), the League ships destroy one Ricsige-A and the fighters destroy the other and the two Longships.

The Torhani Interim Council requests a Peace and Trade Treaty (rolled sufficiently low on their offering chance that I decided they felt willing to ask for both), which the New Anglian League accepts.

With one Eadberht on assignment to the New Io Expeditionary Squadron, Exploration Squadron 4.1 stays on-station in #47. The other two exploration squadrons fail to explore any new jump lanes this turn.

No raids occurred this turn.

3000.08

The New Anglian League Transport Fleet arrives in New Birmingham and disembarks the Census, and a third point of productivity is purchased.

The New Io Expeditionary Squadron, upon examining the wreckage of the New Io units, discovers that their enemy was not in fact raiders and were a legitimate Earth-formed government! Armed with this information, the League Council votes on and passes a Bill that will end hostilities between the New Anglian League and the New Io Republic. They transmit this to the government in New Io, which accepts. Furthermore, the Council, appalled at their actions, and realising their mistake, offers the New Io Republic an 'autonomous member' status in the League. Under this status, the Republic would receive funds for the doubling of industry in the system and the funding and plans for the construction of a Shieldwall base and Huscarl fighters. The Republic, unable to build any ships and fearful of actual raiders making incursions into the system, accepts this offer. The Republic is officially disbanded and the New Anglian League Autonomous System of New Io is formed.

[CM: A Peace In Our Time for the League to the Republic! I decided that this would be triggered by the 'discovery' that the Republic wasn't a raider-controlled power. With the loss of their defence force, and their only other avenue being the mass-construction of Longship fighters, I decided to step in and give a slight (okay, large) helping hand to the Republic. The doubling of their industry, which triples their peacetime economy (to 3 EP/turn) and the construction of a Shieldwall and fighters (which costs 3 EP/turn in maintenance) would turn New Io into an inactive power. I scrapped the New Io Republic and turned them into the NALASNI, and gave them an automatic alliance with the New Anglian League and a Relationship value as high as possible at First Contact. This was primarily so that they wouldn't then fall into conflict with the League. As the New Io Republic was likely to be inactive anyway, I felt this would solve a large problem, namely the likelihood that New Io might be prone to a raider assault that would have conquered them, and then would have increased the likelihood of raids on New London.

Yes, a bit heavy-handed on the CM's part, but at least this hopefully saves me headaches down the line]

Exploration Squadron 4.3 activates the New Martian Republic, an INT-1 splinter colony with a secondary system.

The single Eadberht assigned to the NIES re-joins Exploration Squadron 4.1.

No raids occurred this turn.

3000.09

The New Anglian League Transport Fleet arrives in New London and picks up six Athelney DEFSATs.

In anticipation of potential new trade possibilities, the League purchases a Trade Fleet.

The NALASNI, with funds from the League, purchases one point of productivity. This also increases Morale (full employment).

The League diplomats are busy, as the Flantarin League and New Martian Republic signs treaties up to Peace/Trade Treaty level.

[CM: all four made their treaty offering chances]

League Exploration Squadron 4.1 explores a jump lane leading to a system (#38). It is interesting enough to be earmarked for potential colonisation, especially with four jump lanes, a consideration becoming more important with each passing month.

The New Martian Survey Fleet explores a jump lane leading to a system (#41) which is a dead-end (no jump lanes). However, they discover a pirate cache which is sufficiently large enough to allow the Republic to construct a new Olympus-A and a new Tharsis to fill out the trade escort.

No raids occurred this turn.

3000.10

The League's Transport Fleet disembarks the six Athelneys in New Birmingham.

The New Anglian League constructs two Burh-As for the escort of the second Trade Fleet.

The NALASNI constructs twelve Huscarl fighter flights for the Shieldwall that will begin construction next turn.

The New Martian Republic expands its Trade route to New Mercia, doubling their trade income. They also use the funds recovered last turn to construct a fourth Olympus-A for trade escort duties and a third Tharsis for the survey force. This doesn't affect the maintenance of the fleet as both maintenance groups weren't filled completely.

The New Martian Republic offers the New Anglian League a Mutual Defence Treaty, which is accepted.

The Martian exploration force that discovered a new system last turn move back to New Phobos. League Exploration Squadron 4.1 moves to New London to continue exploration efforts.

A raid by one Ricsige-A and two Longships in New Northumbria, against the trade fleet, is defeated. A raid by one Dagger in New Mars, against the trade fleet, is defeated.

3000.11

The League Transport Fleet returns to New London.

The NALASNI begins construction of a Shieldwall in-system.

The New Anglian League re-organises their trade routes so each system is on a standard trade route. This increases their trade income from 9 EP to 14 EP. Trade Fleet 2 is escorted by TF 3.7 (consisting of the new-construction Burh-As).

The third Tharsis moves to New Phobos and is assigned to the Survey Fleet, while the new-build Olympus-A joins the trade escort.

After a hectic couple of months, no diplomatic action occurs.

Exploration Squadron 4.2 explores a jump lane leading to a system (#70). This system is again earmarked for future colonisation.

No raids occurred this turn.

3000.12

The NALASNI finishes construction of the Shieldwall this turn. The New Anglian League fleet in-system then returns to New London to re-join 1st Fleet.

No diplomatic action occurs this turn.

The New Martian Survey Fleet explores a jump lane leading to a system (#80). It is earmarked for future colonisation especially because it has three jump lanes, while the entirety of the New Martian Republic only has one jump lane remaining.

No raids occurred this turn.

End of Year:

New London, New Mars and Flant'Ari experience population growth.

New London's Morale increases by 1, while Tarhuni's Morale drops by 2.

A decrease in solar activity in New Wessex brings radiation levels in the inner asteroid belt to drop to acceptable levels. This provides a useful new source of materials (+2 RAW)

Prospectors in the Gyan'Hai mountain range discover rich new deposits of materials. This promises to be a major boost for the economy (+2 RAW)

Government auditors in New Mars discover several citizens who have been pocketing funds from government contracts. Upon trial, the judge orders their assets seized. (+10% to turn income next turn)

3001.01

The Flantarin League, fresh from their 33% increase in the economy, activates their reserve and mothballed units.

No diplomatic actions occur this turn.

No exploration successes this turn.

No raids occurred this turn.

[CM: a very quiet turn all round…]

3001.02

Investigations in the New Anglian League, Torhani Interim Council and New Io discover defence contractors that have been using sub-standard materials on fixed defences. All governments involved have to carry out minor repairs to resolve the issue.

[CM: this is the bases' issue I remarked on a couple of weeks ago]

The New Anglian League's diplomats, emphasising their desire to work closely with the Torhani Interim Council, proposes a mutual defence treaty, which is accepted.

Exploration Squadron 4.2 activates the Collovorn Union of Colonies, an INT-1 power with a single colony. Both powers are friendly and normal relations are established.

No raids occurred this turn.

3001.03

The New Anglian League decides to colonise the system explored in 3000.03 (#47). To this end, they construct a pair of Burh-As and pull together a QE Colony Fleet. They also load a Census onto the Transport Fleet.

The New Martian Republic government decides that they want to improve their relationship even more with the New Anglian League, and proposes an Alliance, which is accepted.

[CM: The NMR rolled a Crossroads, and then randomly rolled for an improvement (d6, 1-2 would have been a decrease, 3-6 an improvement, rolled '4')]

The New Anglian League, fresh from offering the Torhani a mutual defence treaty, offers the Flantarin League the same treaty, which is accepted.

The Collovorn Union of Colonies, wishing to secure their border with the League, offers a Non-Aggression Pact which is accepted.

Exploration Squadron 4.2 moves back to New Birmingham and then moves on to the system discovered in 3000.05 (#37) to begin the exploration of jump lanes there.

No raids occurred this turn.

3001.04

The New Anglian League begins the colonisation of #47, sending the colony fleet, Transport Fleet, 2nd Fleet and the new-construction Burh-As which will form TF 3.8. They also purchase two points of Productivity. The new system is named New Manchester.

The Torhani Interim Council offers the New Anglian League an Alliance, which is accepted. As part of the alliance negotiations, representative of the New Martian Republic, Flantarin League and Torhani Interim Council meet, and luckily the three delegations hit it off, with all three sides signing Non-Aggression Pacts. The New Martian Republic delegation was in New London to request Partnership status, which was accepted.

League Exploration Squadron 4.2 explores a jump lane leading to a system (#22). It's a lucrative system but, with the recent colonisation of New Manchester, won't be colonised for some time yet.

The New Martian Survey Fleet explores a jump lane leading to a system (#99). The Republic government earmarks it as an ideal system for colonisation.

The Collovorn Union Exploration Squadron 4.2 activates a splinter colony, the Free Republic of Novarini. After around one hundred years, the two Collovorn powers welcome each other with open arms and normal relations are established.

No raids occurred this turn.

3001.05

The New Anglian League Transport Fleet, with 2nd Fleet, moves to New Northumbria to embark one Census.

The Torhani Interim Council offers the Flantarin League Peace and Trade Treaties, which are both accepted.

The Collovorn Union of Colonies offers the Free Republic of Novarini treaties up to a mutual defence treaty.

[CM: the FRN had over a 100% acceptance chance for treaties up to Peace Treaty, so I decided to roll for the first standard treaty that wasn't an 'auto-accept' chance, which was the MDT, which passed]

The Free Republic of Novarini constructs a Thalarini-B, which fills out the maintenance group.

The New Anglian League Exploration Squadron 4.1 explores a jump lane leading to a system (#29).

The Collovorn Union Exploration Squadron 4.1 explores a jump lane leading to a system (#84).

The Free Republic of Novarini Exploration Squadron 4.1 explores a jump lane leading to a system previously explored by the New Anglian League (#70).

No raids occurred this turn.

3001.06

The Transport Fleet arrives in New Manchester and disembarks the Census. The system purchases a point of Productivity. The system constructs a Shieldwall and receives delivery of 12 Huscarl flights, while 12 Huscarls are constructed in New London.

The New Anglian League re-organises the trade route of TF1 to include New Manchester, which increases the total trade income to 16.

The Collovorn Union of Colonies offers the New Anglian League Peace and Trade Treaties, which are accepted.

A raid at New Io by a Ricsige-A is defeated.

Random Events:

A recent census discovered that the population of several small colonies in New London has been underestimated (+1 Census)

An asteroid field in the outer reaches of the New Io system has been discovered to have several valuable asteroids during a survey mission (+1 RAW)

Both the Flantarin League and the Torhani Interim Council have received technical help from an ancient species. Both now have the information to plot interstellar jumps (reached INT-1 level)

[CM: One of my house rules is the introduction of some ancient races as a random event that might help or hinder some races (which I remember having come up in a previous campaign). With both the FL and TIC rolling '100' on the table, I decided to bring them out and see if the ancients liked them, which they did.

Because I design the ships with SX, and hyperdrive is automatic in that system, I design IND-3 races with them, but state that they only use them for intra-system jumps—the IND-3/INT-1 threshold is thus when they can program their hyperdrives for light-year jumps]

From here on, I'm only going to cover the important events, as otherwise I won't be able to release the diary until the next diary is ready…

3001.07

New Anglian League and New Martian Republic Unification. New Power known as the New Anglian-Martian League

3001.07-3001.09

The Flantarin League and Torhani Interim Council refit all hyper-capable units with hyperdrives.

3001.09-3002.01

Allied-Farnlekk War. The former Martian exploration squadron and the Novarini exploration squadron discovers the Kingdom of Farnlekk. First Contact goes badly and the two exploration squadrons barely get away before the Kingdom's fleet reaches engagement range. The Battle of Farnlekk in 3001.11 (between the Anglian-Martian and Novarini fleet and the Farnlekk fleet) ends in an Allied victory, and the fleet destroys all Farnlekk ground units in 3001.12, which sends the Farnlekk population into Unrest. After a ground invasion in which the last Farnlekk loyalists, forming a militia, are defeated by the League marines, the Kingdom of Farnlekk is absorbed into the League.

3001.09

As part of a Naval Appropriations Treaty, the New Anglian-Martian League provides the Torhani with limited schematic access to the Eadberht hyperspace probe (with a +1 EP surcharge) and full schematic access to the Athelney DEFSAT in exchange for limited schematic access to the Axtol-Sov and Ixtul-Tor (with a +1 EP surcharge to the Axtol-Sov)

3001.10

The Collovorn Union of Colonies activate the Free Alliance of Taraniri.

3001.09-3002.01

The New Anglian-Martian League bolsters their defences, intending for a Shieldwall and four Edingtons to be at each colony as well as six to twelve Athelneys.

3001.12-3002.04

Novarini-Solarek War. After discovering the Alliance, the Novarini and Solarek declare hostilities. The Novarini intend to conquer the Solarek and defeat the Solarek defences in 3002.03 but, because of events with the Collovorn in 3002.03, the Novarini accept an armistice offer the next turn and simply imposes a tribute treaty and restrictions on defences.

3002.01

The League activates the Third Synergistic Convocation of the Holoki.

3002.01-3002.04

Torhani Interim Council, after discovering a system in 3001.12 (#59), colonises it, becoming a true interstellar power.

3002.02

The League prototypes the Aethelstan-C fleet carrier. The League also builds up defences in Farnlekk, and activates the Free System of Guernsey.

3002.01-3002.06

The League moves from a local defence model (with 2 Burh-As in each system) to a nodal defence system with four light fleets consisting of one Phobos, one Longbow, four Olympus-B, two Burh-Bs, four Burh-As and two Seax and two Olympus-A, and a heavy fleet with four main squadrons with one Alfred the Great, one Aethelstan-C and three Aethelstan-As, a scout squadron with an Alfred the Great protecting the three Bedes, and the flag squadron to remain the same.

3002.03

Collovorn Union of Colonies and Free Republic of Novarini Unification

3002.03-End

Allied-Incursion War. The Collovorn Union of Colonies activates the Incursion exploring from system #84. While the Battle of Collovo-Tra and Battle of Taraniri (both 3002.06) ends in allied victories (due to the rapid deployment and construction of numerous Alfred the Greats by the Colonies and League), the activation of a second Incursion by the first promises a long, drawn-out conflict (which was part of the reason for my deciding to end the campaign, not to mention the fact that the Allies would likely have had to, with the source material, break out WMDs to end the Incursion threat. I might do a League vs. Incursion campaign at some later date, but not in an exploration campaign)

For those of you who would like to game out the Battle of Incursion-Beta-1 (3002.09), which I was beginning to generate before I lost enthusiasm, here's the force lists:

Allied Fleet

Flag:
1 Aethelflaed
3 Longbow
6 Iskal-Hel

1st-4th:
1 Alfred the Great
1 Aethelstan-C
3 Aethelstan-A

5th:
4 Alfred the Great

6th:
1 Caravan
6 Cossack-A
2 Chivalric-A
1 Chivalric-B
1 Corvid
1 Culverin

7th:
1 Alfred the Great
2 Chivalric-B
2 Corvid
2 Culverin

8th:
1 Alfred the Great
1 Citadel
3 Cutlass

9th-11th:
2 Alfred the Great
2 Inlak-Tor
4 Iskal-Tor

12th:
1 Alfred the Great
1 Alkol-Hel
3 Bede

13th:
1 Alfred the Great
2 Alkol-Luk
3 Inlak-Tor-Ta

14th-16th:
1 Alfred the Great
2 Alkol-Luk

Fighter Complement:

60 Huscarls
12 Caltrops
36 Crossbows
24 Torlaka
18 Torlina

Incursion Fleet

Flag:
2 Inflexible
3 Harbinger

1st-2nd:
4 Relentless

3rd-4th:
3 Relentless
2 Fearsome

5th-10th:
4 Attila

Fighter Complement:

24 Vampires

SPECIAL RULES

SPECIAL EXPLORATION RULE

For each system explored, roll a d100. If the roll is 100, roll again. If the second roll is 100, the explorers have re-discovered New Cambria. The stats for New Cambria are as follows:

System Name	System Type	Census	Morale	RAW	Productivity	Capacity	Income	Notes	Jump Lanes
New Cambria	Major Colony	0	0	2	3	7			6

Operation Trapdoor was not kind to the system. The forced closure of five of its six lanes, and the actions of the Incursion afterwards, meant the system of New Cambria suffered a loss in capacity of 36% and in RAW of 66%.

Systems within three jumps of New Cambria have a +10% increase to their chance of NPE activation and a +20% increase to the chance of the NPE being the Incursion.

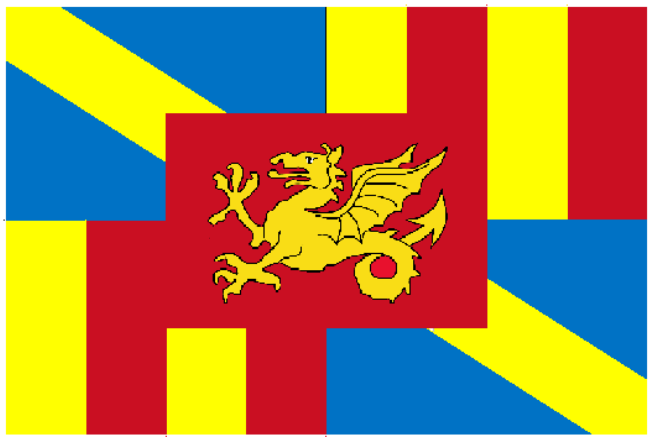
SPECIAL NPE GENERATION RULE

For each NPE generated, roll a d100. If the roll is 5 or less (25 or less if the system is within three jumps of New Cambria), roll a d6. On a roll of 1-3, generate the NPE as normal. On a roll of 4-6, the new power is a splinter of the Incursion.

EMPIRES OF 'ONCE MORE…'

- **New Anglian League (player empire, started at INT-1 level)**
- **Torhani Interim Council (NPE, IND-3 level [75/250 towards INT-1])**
- **Flantarin League (NPE, IND-3 level [150/250 towards INT-1])**
- **New Anglian League Autonomous System of New Io**
- **New Martian Republic (splinter colony, INT-1, two colonies)**
- **Collovorn Union of Colonies (NPE, INT-1 level)**
- **Free Republic of Novarini (Collovorn Splinter, INT-1 level, one colony)**
- **Kingdom of Farnlekk (NPE, IND-3 level [205/250 towards INT-1])**
- **Free Alliance of Taraniri (small Collovorn Splinter) [60/86/13, Military Representative]**
- **Solarek Alliance (NPE, IND-2 level [250/500 towards IND-3])**
- **Third Synergistic Convocation of the Holoki (NPE, INT-1 level)**
- **Free System of New Guernsey (small splinter colony) [71/49/40, Military Representative]**
- **The Incursion (2 NPE, both INT-1 level)**

New Anglian League



This is the flag of the New Anglian League featuring the flags of Wessex, Mercia and Northumbria. I have made minor changes to the red of the Wessex flag and the yellow of the Northumbrian flag to ensure uniformity of colour.

The New Anglian League is descended from an evacuation fleet that fled known space to escape an (almost) unstoppable threat known only as the Incursion. The Incursion, as far as is known by the New Anglian League, was not able to pursue them. However, there is no news of what happened to the Terran Colonial Union, the New Anglian League's parent power, so as far as the League knows, they are the last humans alive.

Things were not helped when, five months after the fleet left the New Cambrian system, the fleet's scouts reported that hyperspace was becoming increasingly agitated, possibly as a result of Operation Trapdoor, which was intended to destroy the jump lane links between the Terran Colonial Union and the Incursion. This was of some concern to the evacuation fleet because, while there had been some simulations that suggested that could happen, it would only affect systems connected within twenty systems of New Cambria at the worst-case scenario. However, the fleet's hyperspace physicists hypothesised that the controlled destruction of several jump drives could create an impromptu Trapdoor Device. Stopping in the system that would become New London, they detonated fifteen of the largest jump drives, which broke the link between New London and the chain that led to New Cambria. However, the loss of fifteen of the largest ships' hyperdrives meant that they had to settle down sooner than they desired.

They decided to colonise four systems, including New London, and wait out the hyperspace storm, which despite the sacrifice of the ships' hyperdrives, lasted for some three hundred years. Initially the four colonies were separate until the problem of raiders caused them to band together, rebuilding the central system in the process and turning it into a capital for the newly-formed League.

Five years before the start of the campaign League scientists reported that hyperspace was starting to calm down. They also reported that because of the severity of the storm that the existing hyperspace lanes were almost certainly destroyed and replaced with other hyperspace lanes.

NPE and Government Statistics

AG: 52, IN: 72, XE: 36

Military Meritocracy (Negative Social)

Starting Technology Levels

Engines: -2
Shields: -1
Equipment: -1
Weaponry: -1
Ground Forces: -1

Micro Tech Advances

Cloaking Device
Re-Rolls Penetration Dice
No Range Modifiers
Extra Hull Damage
Fighter: Heavy
Fighter: Assault

(Note: I do not split each weapon trait into Kinetic, Energy and Ballistic. A power that has researched a weapon trait has it for all three types. This makes it slightly easier for me, paperwork-wise)

NEW ANGLIAN LEAGUE SHIPS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Eadberht	Hyperspace Probe	4	1/3	1	0	0	3	1	--	Y (2)	0	Cloak (1), Scout (1), Atmospheric
Seax	Corvette	3	1/4	2	4	2	3	1	--	N (2)	3	Gunship, Atmospheric
Burh-A	Destroyer	6	1/2	4	7	5	5	2	--	Y (2)	5	Gunship
Burh-B	Light Carrier	6	1/2	4	4	2	5	2	6	Y (2)	2	Carrier
Longbow	Missile Cruiser	7	1	6	7	5	7	3	--	Y (2)	5	Ballistic, Gunship
Bede	Scout Cruiser	7	2/3	8	0	6	7	3	--	Y (2)	2	Scout (1)
Aethelstan-A	Medium Cruiser	8	1	7	9	6	8	3	--	Y (2)	6	Gunship
Aethelstan-B	Assault Cruiser	10	1	7	7	5	8	3	--	Y (2)	5	Assault, Direct Assault (2), Gunship
Aethelflaed	Command Carrier	12	4	11	9	9	16	4	12	Y (2)	7	Command, Carrier, Ballistic, Gunship
Alfred the Great	Battleship	11	2	11	13	11	12	4	--	Y (2)	9	Gunship
Aethelstan-C	Fleet Carrier	8	2	6	5	7	8	3	12	Y (2)	4	Carrier (Prototyped in 3002.02)
Shieldwall	Base	9	2	8	6	6	7	3	12	N/A	N/A	Carrier, Ballistic
Edington	DEFSAT Command Centre	6	1/4	4	6	6	6	2	--	N/A	N/A	Command
Athelney	DEFSAT	2	1/12	1	3	1	2	1	--	N/A	N/A	DEFSAT

NEW ANGLIAN LEAGUE FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Huscarl	Superiority Fighter	1/2	1/12	2	2	2	N/A	N/A	N/A	N/A	1	

NEW ANGLIAN LEAGUE GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
Huscarls	4	2/1	3	3	d3	5	Marines
Heavy Fyrd	4	1/2	4	3	d2	3	
Fyrd	1	1/4	2	2	0	2	Peacekeepers

NEW ANGLIAN LEAGUE RAIDER SHIPS

New Anglian League Raiders has a TL of -2 in all categories.

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Ricsige-A	Raider Destroyer	6	1/2	4	5	4	5	2	--	Y (2)	4	Direct Assault (1), Gunship
Ricsige-B	Raider Assault Destroyer	6	1/2	4	5	4	5	2	--	Y (2)	4	Assault, Gunship
Ecgberht	Raider Carrier	5	2/3	4	3	3	5	2	4	Y (2)	2	Ballistic, Carrier
Berserker	Raider Cloaked Frigate	4	1/2	2	4	2	3	1	--	N (2)	3	Cloak (1), Gunship, Atmospheric

NEW ANGLIAN LEAGUE RAIDER FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Longship	Light Raider Unit	1/2	1/12	1	1	1	0	1/4	N/A	N/A	.5	Extended Operation
Viking	Light Attack Fighter	1/4	1/24	1	1	0	N/A	N/A	N/A	N/A	N/A	Non-Atmospheric*

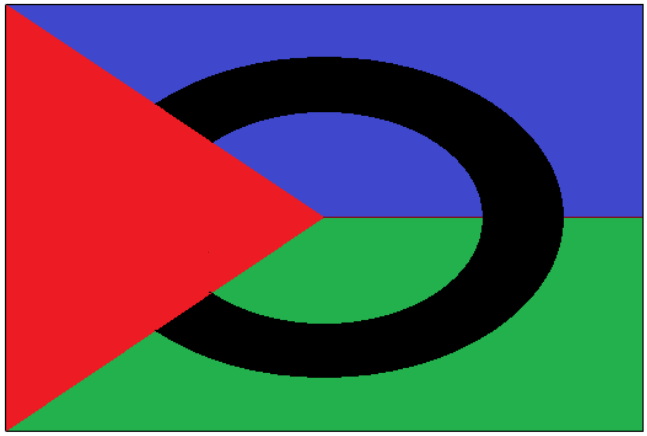
*All fighters are assumed to be atmospheric. A fighter may choose to be non-atmospheric which results in a -1 shift to the maintenance bracket.

NEW ANGLIAN LEAGUE RAIDER GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
Vikings	2	1/1	3	1	d2	2	Marines, Compact, Remote-Controlled

(because of both the Marines and Compact trait, the Raider Vikings unit has a Size of 2.5, meaning four could be transported by a Transport Fleet)

Torhani (Interim) Council



Flag of the Torhani Interim Council. The red triangle represents the progressive outlook of the people of Tarhuni, the blue the seas of the homeworld and the green the richness of the land, while the black oval represents both the unity and defence provided by the Torhani.

The Torhani Interim Council was formed roughly fifty years ago after the Iliesar Free Republic was ousted in a popular uprising. The Torhani, one of the few groups in the Republic that wasn't disliked by any of the others, was invited to form the Interim Council of Torhanu and work towards a new, representative government that would protect all different minorities. However, due to the acknowledged improvement of the governance of the Interim Council over the Free Republic, and the knowledge amongst several minorities that things could be worse, has ensured that the Torhani's Interim Council has become the lasting government of the people of the system of Tarhuni.

NPE and Government Statistics

AG: 65, IN: 89, XE: 28

Military Totalitarian

Starting Technology Levels

Engines: -2
Shields: -2
Equipment: -2
Weaponry: -2
Ground Forces: -1

Micro Tech Advances

Stealth Generator
Repeating
Range-Based DMG
Fighter: Shadow
Fighter: Bomber

(Note: I do not split each weapon trait into Kinetic, Energy and Ballistic. A power that has researched a weapon trait has it for all three types. This makes it slightly easier for me, paperwork-wise)

TORHANI (INTERIM) COUNCIL SHIPS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Iskal-Luk	Gun Corvette	2	1/4	2	3	1	3	1	--	N (2)	2	Gunship, Atmospheric
Iskal-Hel	Missile Corvette	2	1/3	2	2	1	3	1	--	N (2)	2	Ballistic, Gunship, Atmospheric
Iskal-Tor	Corvette	3	1/4	1	2	1	3	1	1	N (2)	2	Carrier, Gunship, Atmospheric
Ixtul-Tor	Stealth Frigate	6	1/4	3	4	1	4	2	--	Y (2)	2	Stealth (1)
Inlak-Tor	Frigate	5	1/3	3	3	1	4	2	2	Y (2)	2	Carrier, Gunship
Inlak-Tor-Ta	Light Command Ship	6	1/3	4	0	6	7	2	3	Y (2)	2	Command, Carrier
Axtol-Sov	Stealth Cruiser	9	1	6	4	2	8	3	--	Y (2)	2	Stealth (1), Scout (1)
Alkol-Luk	Cruiser	7	1	6	8	7	8	3	--	Y (2)	6	Gunship
Alkol-Hek	Command Cruiser	9	2	6	4	5	10	3	--	Y (2)	4	Command, Scout (1), Assault, Ballistic, Gunship
Intolak	Light Defence Base	5	1/3	4	4	5	4	2	--	N/A	N/A	Direct Assault (1), Ballistic
Torhanu-Zekla	Fortress	16	4	16	8	7	14	4	12	N/A	N/A	Scout (1), Command, Assault, Carrier, Ballistic, Passengers (4)

TORHANI (INTERIM) COUNCIL FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Torlaka	Heavy Strike Fighter	1	1/12	2	3	0	N/A	N/A	N/A	N/A	.75	
Torlina	Light Defence Fighter	1/6	1/18	1	0	1	N/A	N/A	N/A	N/A	.25	2 fighters can fit into one point of basing

TORHANI (INTERIM) COUNCIL GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
Heavy Assault Brigade	4	2/2	3	3	d3	4	Marines
Council Enforcers	1	1/2	2	2	d2	2	Peacekeepers

TORHANI (INTERIM) COUNCIL RAIDER SHIPS

Torhani (Interim) Council Raiders has a TL of -3 in all categories.

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Artolak-Hul	Raider Carrier	7	2/3	4	4	2	7	3	3	Y (2)	3	Carrier, Direct Assault (1), Gunship
Istokal-Tir	Raider Corvette	2	1/4	1	3	1	3	1	--	N (2)	2	Gunship, Atmospheric

TORHANI (INTERIM) COUNCIL RAIDER FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Ikal-Tir	Light Raider Unit	1/3	1/12	1	1	1	0	1/4	N/A	N/A	.5	Extended Operation
Hilan	Light Attack Fighter	1/6	1/18	1	1	0	N/A	N/A	N/A	N/A	N/A	2 fighters can fit in one point of basing, Non-Atmospheric*

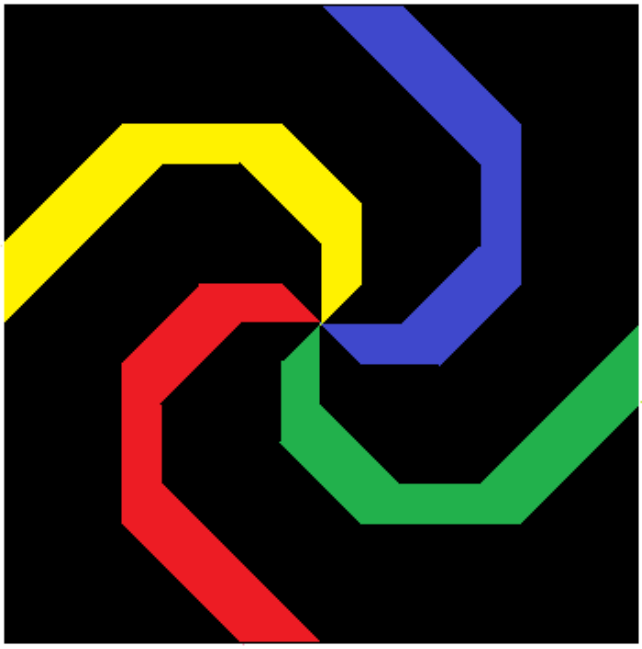
*All fighters are assumed to be atmospheric. A fighter may choose to be non-atmospheric which results in a -1 shift to the maintenance bracket.

TORHANI (INTERIM) COUNCIL RAIDER GROUND FORCES

Torhani Raiders do not currently have ground forces. Once the Torhani Interim Council achieves INT-1 status the raiders will obtain ground forces.

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes

Flantarin League



Flag of the Flantarin League. The four colours represent the four pre-League powers that united, while the stylised spiral represents the galaxy.

The Flantarin League was formed some three hundred years ago when the four major powers of Flant'Ari were on the verge of the third intra-solar conflict. A brave attempt by the Chakalan Assembly of Colonies managed to avert this conflict and, in the process, begin the unification of the Flantarin people.

NPE and Government Statistics

AG: 62, IN: 60, XE: 52

Military Representative

Starting Technology Levels

Engines: -2
Shields: -2
Equipment: -2
Weaponry: -2
Ground Forces: -1

Micro Tech Advances

Tender
Halves Shields
Repeating
Fighter: Heavy
Fighter: Extended Range
Fighter: Interceptor

(Note: I do not split each weapon trait into Kinetic, Energy and Ballistic. A power that has researched a weapon trait has it for all three types. This makes it slightly easier for me, paperwork-wise)

FLANTARIN LEAGUE SHIPS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Tonil-A	Attack Boat	2	1/6	1	2	2	2	1/6	--	N/A	2	Attack Boat, Gunship, Atmospheric
Tonil-B	Marine/Escort Boat	2	1/6	1	0	1	2	1/6	--	N/A	1	Direct Assault (1), Attack Boat, Gunship, Atmospheric
Tonil-C	Escort Boat	2	1/6	1	0	3	2	1/6	--	N/A	2	Attack Boat, Gunship, Atmospheric
Tonil-D	Strike Boat	2	1/6	1	3	1	2	1/6	--	N/A	2	Attack Boat, Gunship, Atmospheric
Ilakan	Light Tender	4	1/3	2	0	3	4	2	--	Y (2)	2	Tender (1), Gunship
Zikaran	Line Escort	6	1/2	4	4	5	5	2	2	Y (2)	4	Carrier, Gunship
Tilakan	Scout Mothership	9	3	9	6	3	12	4	--	Y (2)	4	Scout (1), Tender (3), Gunship
Holakan	Mothership	10	3	9	7	5	12	4	4	Y (2)	5	Carrier, Tender (3), Assault, Gunship
Chakalan	Command Mothership	9	3	9	8	4	12	4	--	Y (2)	5	Tender (3), Assault, Ballistic, Gunship

FLANTARIN LEAGUE FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Kanil	Heavy Interceptor	1/2	1/12	2	0	3	N/A	N/A	N/A	N/A	.75	

FLANTARIN LEAGUE GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
League Division	2	1/2	2	2	d2	2	Marines, Peacekeepers

FLANTARIN LEAGUE RAIDER SHIPS

Flantarin League Raiders has a TL of -3 in all categories.

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Hilariv	Raider Frigate	3	1/3	2	3	1	3	1	--	N (2)	2	Gunship, Atmospheric

FLANTARIN LEAGUE RAIDER FIGHTERS

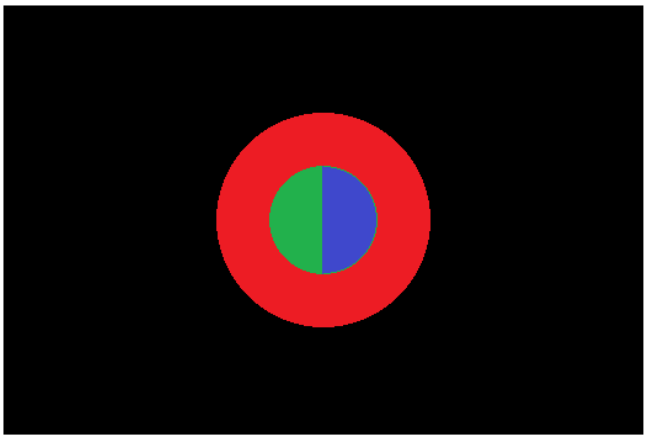
Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Finur	LR Raider Fighter	1	1/12	1	2	0	0	1/4	N/A	N/A	.5	Extended Operation

FLANTARIN LEAGUE RAIDER GROUND FORCES

Flantarin Raiders do not currently have ground forces. Once the Flantarin League achieves INT-1 status the raiders will obtain ground forces.

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes

New Martian Republic



Flag of the New Martian Republic. The red disc represents the world of Mars while the green and blue half-discs represent Earth and the freedom of, and the continued survival of, humanity

The New Martian Republic was formed when a colony fleet, consisting mainly of colonists of the Red Planet, was sent out near the time of the Incursion, in an attempt to ensure the human race survived even if Earth did not. In a similar way to the New Anglian League, the Martian colony fleet activated a Trapdoor device. Luckily for the Republic, the Trapdoor device, activated in a system with only two lanes, didn't affect hyperspace too much. However, because of the manner of the birth of the Republic, they, too, have no knowledge of what happened to the Terran Colonial Union.

NPE and Government Statistics

AG: 63, IN: 41, XE: 45

Military Totalitarian

Starting Technology Levels

Engines: -2
Shields: -1
Equipment: -1
Weaponry: -1
Ground Forces: -1

Micro Tech Advances

Range-Based PEN
Re-Rolls Penetration Dice
Repeating
Fighter: Extended Operation
Fighter: Shadow
Fighter: Bomber

(Note: I do not split each weapon trait into Kinetic, Energy and Ballistic. A power that has researched a weapon trait has it for all three types. This makes it slightly easier for me, paperwork-wise)

NEW MARTIAN REPUBLIC SHIPS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Olympus-A	Corvette	3	1/4	2	4	2	3	1	--	N (2)	3	Gunship, Atmospheric
Olympus-B	Escort Corvette	3	1/4	2	0	6	3	1	--	N (2)	3	Direct Assault (1), Gunship, Atmospheric
Tharsis	Light Survey Frigate	3	1/3	3	2	1	3	1	--	Y (2)	1	Explorer (1)
Deimos	Light Cruiser	7	2/3	5	7	5	7	3	3	Y (2)	5	Gunship, Carrier
Phobos	Command Cruiser	9	2	6	7	5	8	3	--	Y (2)	5	Scout (1), Assault, Ballistic, Gunship

NEW MARTIAN REPUBLIC FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Avenger	LR Attack Fighter	1/2	1/12	1	1	0	0	1/4	N/A	N/A	.25	Extended Operation
Wasp	Light Interceptor	1/6	1/18	1	0	1	N/A	N/A	N/A	N/A	.25	2 fighters can fit in one point of basing

NEW MARTIAN REPUBLIC GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
Light Marines	1	1/2	2	1	d2	2	Marines, Compact
Light Division	1/2	1/4	2	1	0	2	Compact

(because of both the Marines and Compact trait, the Light Marines unit has a Size of 2.5, meaning four could be transported by a Transport Fleet)

NEW MARTIAN REPUBLIC RAIDER SHIPS

New Martian Republic Raiders has a TL of -2 in all categories.

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Ravager-A	Light Raider Frigate	4	1/3	2	4	2	3	1	--	N (2)	3	Direct Assault (1), Gunship, Atmospheric
Ravager-B	Light Raider Command Ship	5	1/3	2	0	3	5	1	--	Y (2)	2	Command, Direct Assault (1), Gunship, Atmospheric
Imp	Raider Corvette	2	1/4	1	4	2	3	1	--	N (2)	3	Gunship, Atmospheric

NEW MARTIAN REPUBLIC RAIDER FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Assault Shuttle		1/3	1/12	1	0	0	0	1/4	N/A	N/A	0	Assault, Extended Operation
Dagger	Light Raider Unit	1	1/6	2	2	1	0	1/4	N/A	N/A	.75	Extended Operation

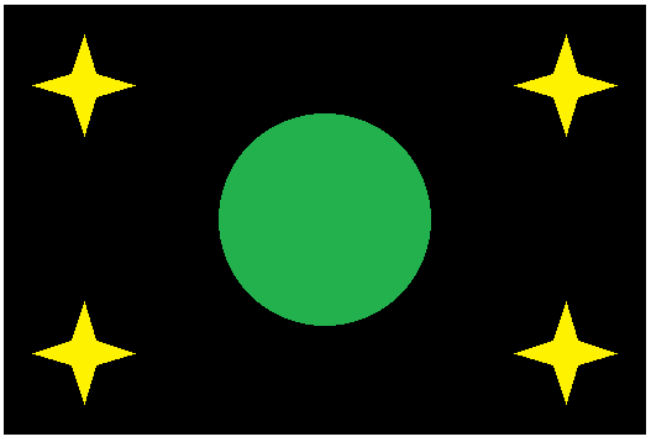
*All fighters are assumed to be atmospheric. A fighter may choose to be non-atmospheric which results in a -1 shift to the maintenance bracket.

The Assault Shuttle is designed to provide an assault capability for the Martian raiders. Four EP's worth enables them to transport a Raider Marine Unit. They should only be used when there are enough points for the raiders, and low forces available, to make a planetary assault a viable option for the raiders.

NEW MARTIAN REPUBLIC RAIDER GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
Raider Marines	1	1/3	2	2	0	1	Marines

Collovorn Union of Colonies



This is the flag of the Collovorn Union of Colonies. The four stars represent the Collovorn desire to reach out into space while the green represents the homeworld.

The Collovorn Union of Colonies was formed three hundred years ago from a group of several major nations which collectively decided that the cost of space programmes were too high to maintain individually. The formation of the Union enabled them to maintain a stranglehold over the smaller nations.

NPE and Government Statistics

AG: 63, IN: 75, XE: 22

Military Meritocracy (Negative Social)

Starting Technology Levels

Engines: -2
Shields: -1
Equipment: -1
Weaponry: -1
Ground Forces: -1

Micro Tech Advances

Tender
Halves Shields
Fighter: Bomber
Fighter: Interceptor
Fighter: Heavy
Fighter: Assault

(Note: I do not split each weapon trait into Kinetic, Energy and Ballistic. A power that has researched a weapon trait has it for all three types. This makes it slightly easier for me, paperwork-wise)

COLLOVORN UNION OF COLONIES SHIPS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Cossack-A	Escort Boat	2	1/6	2	0	3	2	1/6	--	N/A	2	Gunship, Atmospheric, Attack Boat
Cossack-B	Attack Boat	2	1/6	1	4	2	2	1/6	--	N/A	3	Gunship, Atmospheric, Attack Boat
Citizen-A	Corvette	3	1/4	2	3	1	3	1	--	N (2)	2	Gunship, Atmospheric, Direct Assault (1)
Citizen-B	Assault Lander	4	1/3	2	0	3	3	1	--	N (2)	2	Gunship, Assault, Atmospheric
Citizen-C	Hyperspace Probe	2	1/4	2	0	0	3	1	--	Y (2)	0	Explorer (1), Atmospheric
Chivalric-A	Light Tender	5	1/2	3	0	6	5	2	--	Y (2)	2	Tender (3)
Chivalric-B	Light Scout Destroyer	6	2/3	4	0	6	5	2	--	Y (2)	2	Scout (1), Repair (3)
Culverin	Frigate	5	1/3	3	3	1	4	2	3	Y (2)	2	Carrier, Gunship
Corvid	Destroyer	5	2/3	4	4	1	5	2	6	Y (2)	3	Carrier, Gunship
Cutlass	Light Cruiser	7	2/3	5	8	4	7	3	3	Y (2)	5	Carrier, Gunship
Citadel	Command Cruiser	10	1	6	9	6	10	3	--	Y (2)	6	Command, Direct Assault (2), Gunship
Caravan	Command Tender	7	2	7	0	6	11	4	--	Y (2)	2	Command, Tender (6)
Chobham	Defence Base	10	2	11	0	9	8	3	--	N/A	N/A	Scout (1), Tender, Base
Chieftain	Forward Operation Base	7	1	8	0	6	8	3	--	N/A	N/A	Supply Depot, Repair (3)

COLLOVORN UNION OF COLONIES FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Caltrop	Superiority Fighter	2	1/12	2	2	3	N/A	N/A	N/A	N/A	1	Non-Atmospheric, Superheavy Fighter
Crossbow	Light Bomber	1/3	1/18	1	2	0	N/A	N/A	N/A	N/A	.5	

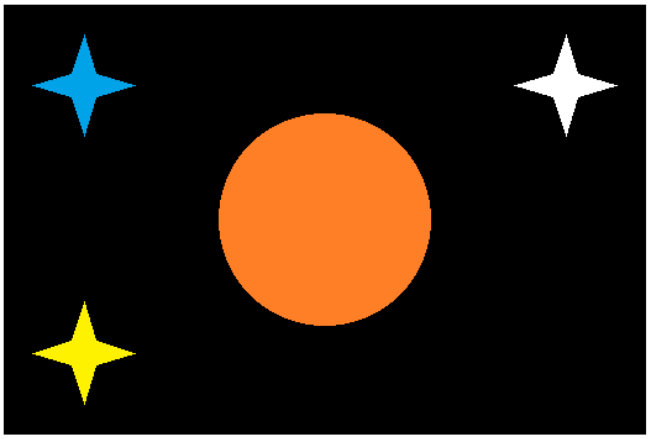
COLLOVORN UNION OF COLONIES GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
Colonial Guards	4	2/1	4	4	d2	4	Marines
Colonial Marines	2	1/2	2	2	d2	2	Marines
Colonial Peacekeepers	1	1/3	2	2	0	2	Peacekeepers, Compact

COLLOVORN UNION OF COLONIES RAIDER SHIPS

Raiders in the Collovorn Union of Colonies operate the same ships as the navy, albeit the smaller, less capable hulls.

Free Republic of Novarini



This is the flag of the Free Republic of Novarini, a splinter power of the Collovorn Union of Colonies. The orange disc represents the gas giant around which the first Novarini colonists settled, and the three stars represent the three groups of powers that formed the Free Republic.

The Free Republic of Novarini was formed when, near the time the Collovorn were nearing interstellar status, three groups of small nations formed a union, buying several dozen freighters, and announced their intention to leave the Union. Despite some protests, the Union decided to let them leave, which they did around one hundred years ago. With interplanetary jump drives already on the ships, they made a journey to a system they knew contained planets, some ten light years away, in only fifteen years.

NPE and Government Statistics

AG: 71, IN: 97, XE: 17

Military Representative

Starting Technology Levels

Engines: -2
Shields: -1
Equipment: -1
Weaponry: -1
Ground Forces: -1

Micro Tech Advances

Halves Shields
Fighter: Bomber
Fighter: Heavy
Fighter: Interceptor
Fighter: Extended Range

(Note: I do not split each weapon trait into Kinetic, Energy and Ballistic. A power that has researched a weapon trait has it for all three types. This makes it slightly easier for me, paperwork-wise)

FREE REPUBLIC OF NOVARINI SHIPS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Colarini-A	Light Frigate	4	1/3	2	4	2	3	1	--	N (2)	3	Gunship, Atmospheric, Direct Assault (1)
Colarini-B	Light Survey Frigate	3	1/3	3	0	0	3	1	--	Y (2)	0	Explorer (1)
Thalarini-A	Frigate	5	1/3	3	4	2	4	2	2	Y (2)	3	Carrier, Gunship
Thalarini-B	Scout Frigate	7	1/3	3	0	6	4	2	--	Y (2)	2	Scout (1), Direct Assault (2)
Novarini-A	Assault Carrier	8	1	5	0	9	9	3	6	Y (2)	4	Command, Carrier, Assault, Gunship
Novarini-B	Command Carrier	7	1	5	0	6	9	3	9	Y (2)	2	Command, Carrier

FREE REPUBLIC OF NOVARINI FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Thakarini	Heavy Interceptor	1/2	1/12	2	0	3	N/A	N/A	N/A	N/A	.75	
Culoni	Light Bomber	1/3	1/18	1	2	0	N/A	N/A	N/A	N/A	.5	

FREE REPUBLIC OF NOVARINI GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
Republican Corps	2	1/2	2	2	d2	2	Marines

FREE REPUBLIC OF NOVARINI RAIDER SHIPS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Palarini-A	Raider Frigate	5	1/3	3	3	3	4	2	--	Y (2)	4	Direct Assault (1), Gunship
Palarini-B	Raider Carrier	4	1/4	3	0	0	4	2	3	Y (2)	4	Carrier
Palarini-C	Raider Assault Frigate	6	1/3	2	0	6	4	2	1	Y (2)	2	Carrier, Assault, Gunship

FREE REPUBLIC OF NOVARINI RAIDER FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Culoni	Light Bomber	1/3	1/18	1	2	0	N/A	N/A	N/A	N/A	.5	

FREE REPUBLIC OF NOVARINI RAIDER GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
Light Marines	1	1/4	2	2	0	1	Marines

Kingdom of Farnlekk

This is the flag of the Kingdom of Farnlekk. The yellow symbolises the nobilities' importance to the Kingdom, with the red the space-borne armed forces. The blue diamond represents the people of the Kingdom of Farnlekk while the green represents the ground forces protecting them.

The Kingdom of Farnlekk has been around for some thousand years, with the last five hundred in space. However, while they could have reached interstellar status some two hundred years ago, they halted development because of the fear that some of their subjects would attempt to set off and set up their own society beyond the reach of the Kingdom. This also explains why none of their warships or fighters are atmospheric-capable—they do not want their subjects able to rebel and build a small force to keep their lords and masters, tucked away on their house ships, away.

NPE and Government Statistics

AG: 74, IN: 7, XE: 25

Military Aristocracy

Starting Technology Levels

Engines: -2
Shields: -2
Equipment: -1
Weaponry: -1
Ground Forces: -1

Micro Tech Advances

No Range Modifiers
Repeating
Fighter: Extended Operation
Fighter: Heavy
Fighter: Interceptor

(Note: I do not split each weapon trait into Kinetic, Energy and Ballistic. A power that has researched a weapon trait has it for all three types. This makes it slightly easier for me, paperwork-wise)

KINGDOM OF FARNLEKK SHIPS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Tanokari-A	Escort Corvette	4	1/4	2	0	6	3	1	--	Y (2)	3	Gunship, Direct Assault (1)
Tanokari-B	Corvette	3	1/4	2	3	1	3	1	--	Y (2)	2	Gunship
Askolari-A	Destroyer	6	2/3	4	5	4	5	2	4	Y (2)	4	Carrier, Gunship
Askolari-B	Missile Destroyer	6	2/3	4	6	3	5	2	--	Y (2)	4	Ballistic, Carrier
Askolari-C	Assault Destroyer	7	1/2	4	5	4	7	2	--	Y (2)	4	Command, Assault, Gunship
Farnlekk-Sholaf	Great House Ship	8	1	6	0	12	10	3	--	Y (2)	4	Scout (1), Command, Passengers (5)
Farnlekk-Tolaf	Great House Ship	9	2	10	0	12	14	4	--	Y (2)	4	Scout (1), Command, Passengers (5), Diplomatic
Malakari	Fighter Command Base	5	1	5	0	6	5	2	12	N/A	N/A	Carrier, Base

KINGDOM OF FARNLEKK FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Nakari	LR Interceptor	1	1/12	2	0	2	0	1/4	N/A	N/A	N/A	Non-Atmospheric, Extended Operation
Tikari	Light Attack Fighter	1/4	1/24	1	1	0	N/A	N/A	N/A	N/A	N/A	Non-Atmospheric

KINGDOM OF FARNLEKK GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
House Brigade	2	1/2	2	2	d2	1	Marines, Peacekeepers
Police Regiment	1/2	1/4	2	1	0	1	Peacekeepers, Compact
Knights' Division	4	2/1	4	3	d3	4	Marines

KINGDOM OF FARNLEKK RAIDER SHIPS

New Anglian League Raiders has a TL of -2 in all categories.

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Askolari-R-A	Raider Destroyer	6	2/3	3	4	2	5	2	4	Y (2)	4	Carrier, Gunship

KINGDOM OF FARNLEKK RAIDER FIGHTERS

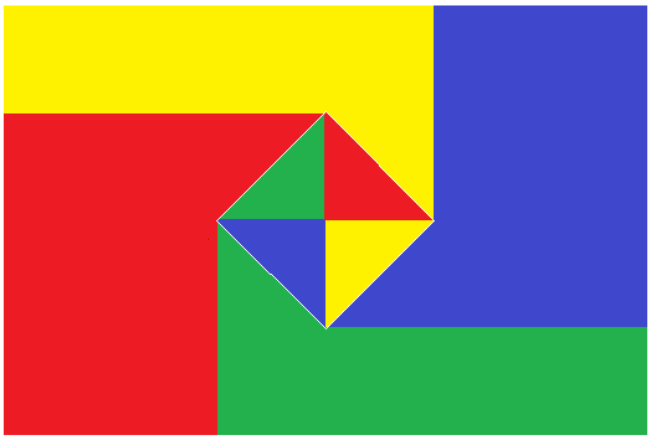
Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Sokari	LR Fighter	1/2	1/12	1	1	1	0	1/4	N/A	N/A	.5	Extended Operation
Tikari	Light Attack Fighter	1/4	1/24	1	1	0	N/A	N/A	N/A	N/A	N/A	Non-Atmospheric

*All fighters are assumed to be atmospheric. A fighter may choose to be non-atmospheric which results in a -1 shift to the maintenance bracket.

KINGDOM OF FARNLEKK RAIDER GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes

Third Synergistic Convocation of the Holoki



This is the flag of the Third Synergistic Convocation of the Holoki. The four colours represent the four Holoki races, with the central diamond represents their reliance upon each of the other three races.

Please note that this text is lifted from the Starmada Nova Edition supplement 'A Three-Edged Sword', and slightly altered to fit the different scenarios between this VBAM campaign and that supplement.

The Holoki are a group of four different sentient species that evolved on the sole habitable planet of Illanthir'Holoki'Tranqui'Pahl. Three of the species are fairly average-sized, but the fourth is roughly the size of an elephant.

The Holoki, before the current era, had formed two 'synergistic convocations', which formed when a specific and highly dangerous situation threatened the whole of the Holoki species. The first, some two thousand years ago, was when a chain of volcanoes erupted on the southern continent, and the First Synergistic Convocation formed to ensure the survival of those that lived there. The second was when astronomers discovered that an asteroid was due to impact the planet some three hundred years before they achieved interstellar status, and the Second Synergistic Convocation formed to ensure the survival of the species by establishing colonies in space and, if possible, diverting the asteroid, which was successful. The Third Synergistic Convocation formed when they discovered the secrets of interstellar travel and determined that they needed to work together to explore and claim their place in the universe.

NPE and Government Statistics

AG: 57, IN: 54, XE: 18

Military Representative

Starting Technology Levels

Engines: -2
Shields: -1
Equipment: -1
Weaponry: -1
Ground Forces: -1

Micro Tech Advances

Tender
Re-Rolls Penetration Dice
Range-Based ROF
Variable ROF
Fighter: Heavy
Fighter: Extended Operation

(Note: I do not split each weapon trait into Kinetic, Energy and Ballistic. A power that has researched a weapon trait has it for all three types. This makes it slightly easier for me, paperwork-wise)

THIRD SYNERGISTIC CONVOCATION OF THE HOLOKI SHIPS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Hummingbird	Escort Boat	2	1/6	1	0	3	2	1/6	--	N/A	2	Gunship, Atmospheric, Attack Boat
Helix	Attack Boat	2	1/6	1	3	0	2	1/6	--	N/A	2	Gunship, Atmospheric, Attack Boat
Heron	Escort Corvette	3	1/4	2	0	6	3	1	--	N (2)	3	Gunship, Atmospheric
Hawk	Fast Corvette	4	1/4	1	4	2	3	1	--	Y (3)	3	Gunship, Atmospheric
Haast	Armoured Corvette	4	1/4	2	4	2	3	1	--	Y (2)	3	Gunship, Atmospheric
Hive	Light Command Cruiser	10	2	6	7	5	10	3	--	Y (2)	5	Command, Scout (1), Assault, Ballistic, Gunship
Hearth	Light Dreadnought	14	4	11	11	10	16	5	9	Y (2)	8	Command, Scout (1), Assault, Carrier, Gunship
Home	Dreadnought	16	6	19	11	10	20	6	18	Y (2)	7	Scout (1), Assault, Carrier
Holoki	Heavy Dreadnought	17	6	24	14	13	26	8	--	Y (2)	10	Scout (1), Assault, Gunship, Passengers (10), Repair (3)
Howdah	Defence Base	8	2	10	0	9	8	3	--	N/A	N/A	Tender (9)

THIRD SYNERGISTIC CONVOCATION OF THE HOLOKI FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Hunter	LR Heavy Strike Fighter	2	1/6	2	2	1	0	1/4	N/A	N/A	.75	Extended Operation, Superheavy Fighter
Honey	Fighter-Bomber	1/3	1/18	1	1	1	N/A	N/A	N/A	N/A	.5	

THIRD SYNERGISTIC CONVOCATION OF THE HOLOKI GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
Heavy Marines	4	2/1	3	4	d3	4	Marines
Guards	1/2	1/4	2	2	0	2	

THIRD SYNERGISTIC CONVOCATION OF THE HOLOKI RAIDER SHIPS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Hitman	Raider Assault Corvette	4	1/3	2	0	3	3	1	--	Y (2)	4	Atmospheric, Assault, Gunship
Heretic	Raider Patrol Boat	3	1/4	1	3	1	2	1	--	Y (2)	2	Gunship, Atmospheric

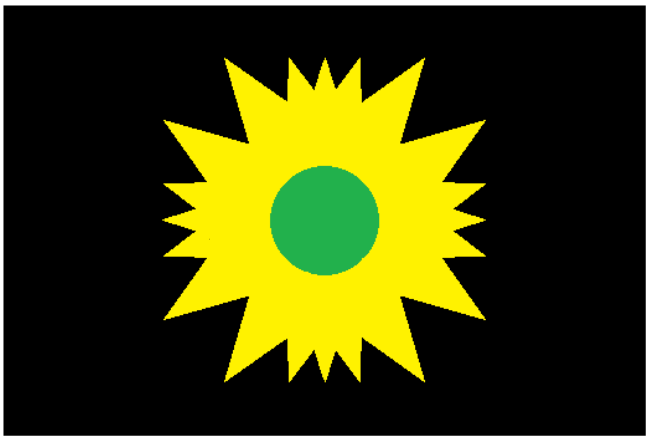
THIRD SYNERGISTIC CONVOCATION OF THE HOLOKI RAIDER FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Hunter	LR Heavy Strike Fighter	2	1/6	2	2	1	0	1/4	N/A	N/A	.75	Extended Operation, Superheavy Fighter

THIRD SYNERGISTIC CONVOCATION OF THE HOLOKI RAIDER GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes

Solarek Alliance



This is the flag of the Solarek Alliance. The yellow twenty-pointed star represents the bright future for the Solarek people while the green disc represents the homeworld.

The Solarek Alliance was formed some fifty years ago when they achieved space-flight. However, they are not a completely unified species, their ground forces centre around maintaining peace on their homeworld.

NPE and Government Statistics

AG: 60, IN: 72, XE: 45

Military Meritocracy (Negative Social)

Starting Technology Levels

Engines: -3
Shields: -3
Equipment: -3
Weaponry: -3
Ground Forces: -2

Micro Tech Advances

None

(Note: I do not split each weapon trait into Kinetic, Energy and Ballistic. A power that has researched a weapon trait has it for all three types. This makes it slightly easier for me, paperwork-wise)

SOLAREK ALLIANCE SHIPS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Solar-Kolav	Strategic Command Base	6	1/2	4	5	4	7	2	--	N/A	N/A	Hospital Ship, Command, Assault, Ballistic
Solar-Thilav	Missile Satellite	3	1/4	2	3	1	3	1	--	N/A	N/A	Ballistic
Kolov-Tar	Assault Lander	3	1/4	2	0	0	3	1	--	N/A	0	Assault, Atmospheric
Kolov-Nar	Fighter Platform	3	1/4	2	0	0	3	1	1	N/A	0	Carrier, Atmospheric
Kirov-Pot	Attack Boat	2	1/6	1	2	0	2	1/6	--	N/A	2	Atmospheric, Gunship, Attack Boat

SOLAREK ALLIANCE FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Iralvan	Attack Fighter	1/6	1/24	1	1	0	N/A	N/A	N/A	N/A	.25	Non-Atmospheric, 2 fighters can fit in one point of Basing

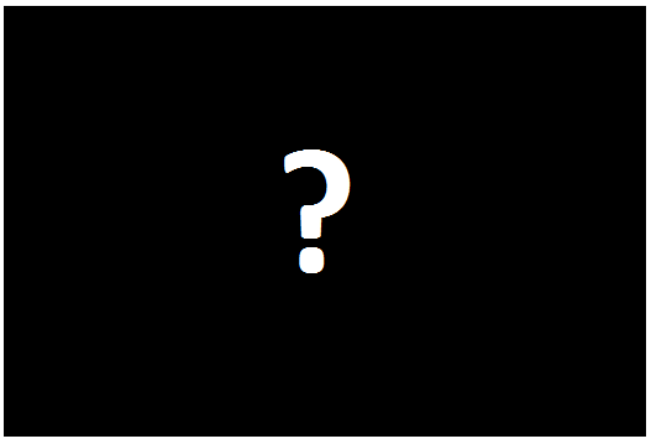
SOLAREK ALLIANCE GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
Orbital Marines	1	1/2	2	2	d2	1	Marines
Alliance Infantry	1	1/2	2	2	d2	2	Peacekeepers

SOLAREK ALLIANCE RAIDER SHIPS

There are no raiders for the Solarek Alliance.

The Incursion



The Incursion has no known flag and it is suspected they do not have such a thing because to them, a group of cybernetic organisms, they are of one mind with one purpose, although what that purpose is no one can say.

The only known thing about the Incursion is that they are a race of cybernetic organisms, as evidenced from a single frame of a recording captured from the destroyed colony of Gearing's World when they attempted a ground invasion. Despite their advanced technology, their interstellar jump drives are fairly primitive, which was the only advantage the Terran Colonial Union possessed, and which allowed the fleet that gave rise to the New Anglian League the ability to escape from New Cambria and close the jump lanes behind them.

NPE and Government Statistics

AG: 95, IN: 5, XE: 95

Collective

Starting Technology Levels

Engines: -1
Shields: 0
Equipment: -1
Weaponry: -1
Ground Forces: 0

Micro Tech Advances

Organic Hull
Heavy Basing
Mass Driver
Halves Shields
Repeating
Range-Based DMG
Fighter: Jump-Capable
Fighter: Extended Operation
Fighter: Heavy
Fighter: Assault

(Note: I do not split each weapon trait into Kinetic, Energy and Ballistic. A power that has researched a weapon trait has it for all three types. This makes it slightly easier for me, paperwork-wise)

THE INCURSION SHIPS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Harbinger	Probe	7	1/3	4	0	6	4	2	--	Y (2)	2	Scout (1), Biological
Attila	Light Cruiser (Vanguard)	10	2/3	6	7	5	9	3	--	Y (2)	5	Biological, Command, Gunship
Fearsome	Planetary Assault Cruiser	14	3/2	11	7	5	9	4	--	Y (1)	4	Biological, Mass Driver (1), Assault
Implacable	Battleship	21	3	17	14	10	14	5	--	Y (1)	8	Biological, Mass Driver (1), Self-Repair (3), Assault
Inflexible	Command Carrier	26	7	25	18	12	20	6	12 (Heavy)	Y (1)	10	Biological, Mass Driver (2), Self-Repair (6), Carrier, Ballistic
Relentless	Dreadnought	28	5	25	20	16	20	6	--	Y (1)	12	Biological, Mass Driver (2), Self-Repair (6), Assault

THE INCURSION FIGHTERS

Name	Class	Cost	Maintenance	DV	AS	AF	CR	CC	BC	Hyper?	BP	Notes
Vampire	Strike Fighter (Vanguard)	3	1/3	2	2	2	0	1/4	N/A	Yes	1	Extended Operation, Non-Atmospheric, Superheavy Fighter

THE INCURSION GROUND FORCES

Name	Cost	Maintenance	Attack	Defence	DFactor	Attrition	Notes
'Breakers'	1	1/4	2	1	0	4	Compact, Remote-Controlled
Assault Troops	5	2/2	3	3	d2	7	Marines, Remote-Controlled

THE INCURSION RAIDER SHIPS

There are no Incursion raiders. Use raiders from other powers instead.

CAMPAIGN SYSTEM LIST AND MAP

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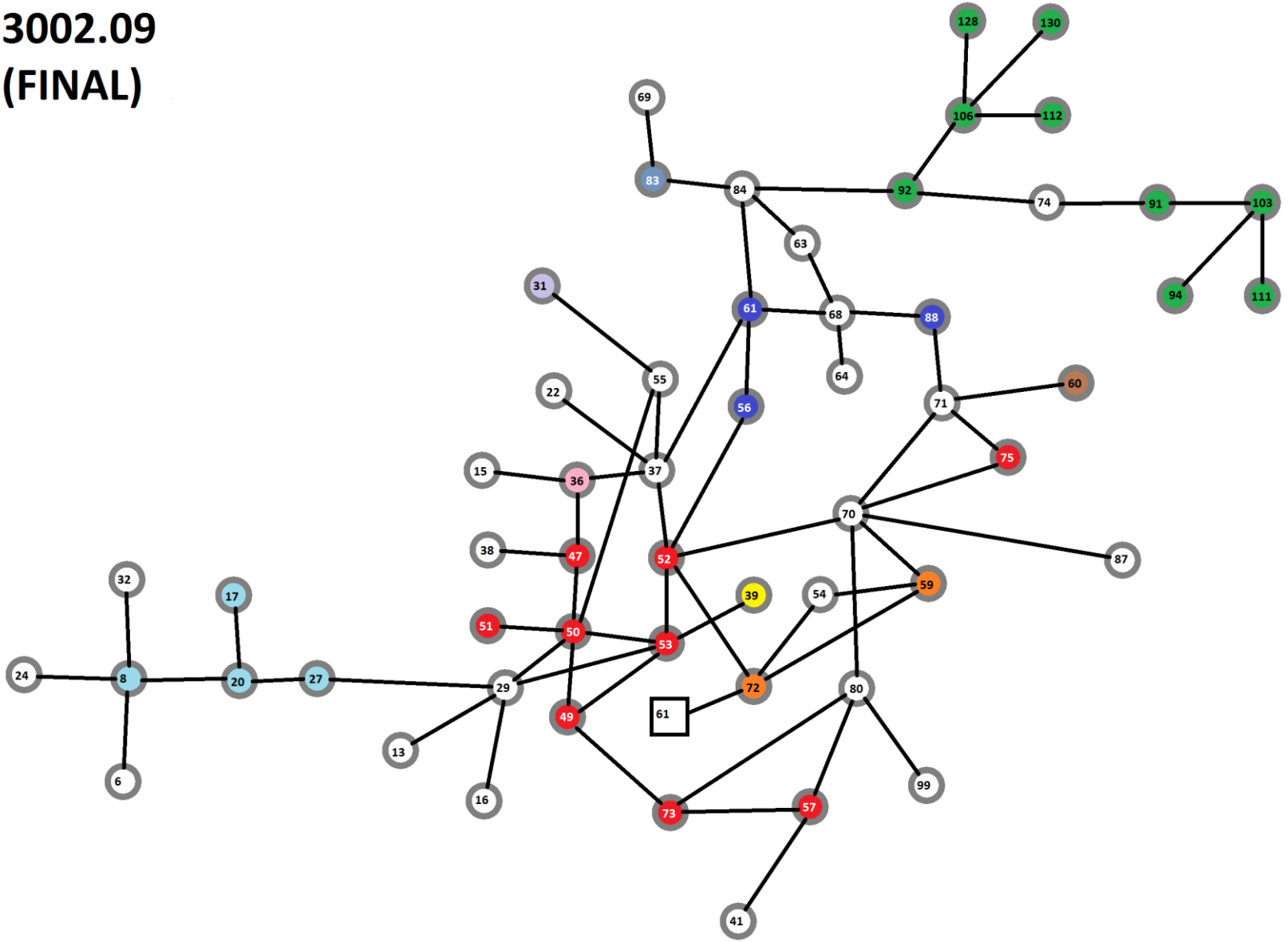
(FINAL)



System Name	System Number	System Type	Census	Morale	RAW	Productivity	Capacity	Income	Notes
New Wessex	53	Colony	4	4	8	4	8	32	
New Mercia	49	Colony	4	4	6	4	8	24	
New Northumbria	51	Colony	4	4	6	4	8	24	
New London	50	Major Colony	9	8	6	8	11	48	Capital of New Anglian League
New Birmingham	52	Colony	3	3	6	3	9	18	Colonised 3000.06
New Manchester	47	Colony	3	3	6	3	8	18	Ancient Ruins
Tarhuni	72	Homeworld	10	9	6	10	12	60	
	37	Minor Outpost			3		2		
Flant'Ari	39	Homeworld	11	11	8	11	12	88	
New Io	36	Colony	2	2	4	2	8	8	Human Splinter Colony
New Mars	73	Colony	7	4	4	5	8	20	Human Splinter Colony
New Phobos	57	Minor Colony	3	3	4	3	6	12	
	38	Colony			4		8		Asteroid Field
	41	Colony			4		8		Pirate Cache-13EP
	70	Colony			6		8		
	80	Minor Colony			4		6		Asteroid Field
Collovo-Tra	61	Homeworld	11	9	6	10	12	60	
Intirini	56	Minor Colony	3	3	4	3	6	12	
	68	Outpost			2		4		Chieftain Base (Supply Depot)
	22	Colony			6		8		
	99	Minor Colony			6		6		
Novarini	88	Major Colony	10	6	8	6	10	48	Collovorn Splinter Colony
	71	Outpost			1+1		4		Dense Asteroid Field
	29	Minor Colony			6		6		
	84	Colony			6		8		Chieftain Base (Supply Depot)
	55	Minor Colony			6		6		
	63	Minor Colony			6		6		
Farnlekk	75	Homeworld	11	8	6	10	12	60	
Taraniri	83	Minor Colony	3	2	5	2	6	10	Collovorn Splinter Colony
	69	Minor Colony			3		6		Pirate Cache-17EP
	64	Major Colony			8		11		
Solarek	60	Homeworld	6	5	6	5	12	30	
New Tarhuni	59	Major Colony	3	3	6	3	10	18	Nebula
Holoki Prime	20	Homeworld	10	9	6	10	12	60	
Holoki-Tor	27	Minor Colony	3	2	4	3	6	12	

Holoki-Sikr	**8**	Minor Colony	3	2	4	2	6	8	Holoki Splinter Colony, Unified at start
Holoki-Pur	**17**	Minor Colony	3	2	4	3	6	12	
New Guernsey	**31**	Minor Colony	2	1	2	1	6	2	Dust Cloud, Human Splinter Colony
	24	Outpost			3		4		
	16	Colony			5		8		Pirate Cache-8EP
	54	Minor Colony			6		6		
Incursion-Alpha-1	**106**	Colony	8	8	6	8	8	48	
Incursion-Beta-1	**92**	Colony	8	8	6	8	8	48	
Incursion-Gamma-1	**112**	Minor Colony	6	6	4	6	6	24	
Incursion-Delta-1	**130**	Minor Colony	6	6	6	6	6	36	
Incursion-Epsilon-1	**128**	Outpost	4	4	2	4	4	8	
	15	Colony			4		8		Ancient Ruins
	87	Colony			6		8		
	32	Outpost			3		4		
	74	Outpost			4		4		
	18	Minor Colony			4		6		
Incursion-Gamma-2	**103**	Minor Colony	6	6	5	6	6	30	
Incursion-Alpha-2	**91**	Major Colony	10	10	8	10	10	80	
Incursion-Delta-2	**94**	Outpost	4	4	2	4	4	8	
Incursion-Beta-2	**111**	Colony	8	8	6	8	8	48	
	13	Minor Colony			4		7		
	6	Minor Colony			4		6		Asteroid Field

STARTING FORCES LIST

Each power, with the exception of small splinter colonies (less than 10 EP at wartime economy), have a Colony, Trade and Transport Fleet. If a power has more than one civilian fleet of any type, it will be listed below.

NEW ANGLIAN LEAGUE

FIXED INSTALLATIONS
2 Shipyards at New London

GROUND FORCES
16 Fyrd (4 at New London, New Wessex, New Mercia, New Northumbria)
2 Heavy Fyrd at New London
2 Huscarls at New London

BASES
4 Shieldwall (with 48 Huscarl fighter flights) (1 at New London, New Wessex, New Mercia, New Northumbria)
4 Edington (1 at New London, New Wessex, New Mercia, New Northumbria)
24 Athelney (6 at New London, New Wessex, New Mercia, New Northumbria)

MOBILE UNITS

1st Fleet (New London)

Flag Squadron
1 Aethelflaed (with 12 Huscarls)
3 Longbow

1st Squadron
3 Bede

2nd Squadron
2 Alfred the Great
8 Seax

3rd-4th Squadron
1 Aethelstan-A
4 Burh-B (with 24 Huscarls)

2nd Fleet (New London)
2 Aethelstan-B

3rd Fleet (Defence Command)
TF 3.1 (New London)
2 Burh-A
TF 3.2 (New Wessex)
2 Burh-A
TF 3.3 (New Mercia)
2 Burh-A
TF 3.4 (New Northumbria)
2 Burh-A
TF 3.5 (Escort to Trade Fleet)
2 Burh-A

4th Fleet (Exploration Command)
TF 4.1 (New London)
3 Eadberht
TF 4.2 (New Wessex)
3 Eadberht

TORHANI INTERIM COUNCIL

FIXED INSTALLATIONS
1 Shipyard

GROUND FORCES
2 Heavy Assault Brigades
4 Council Enforcers

BASES
1 Torhanu-Zekla (with 12 Torlaka)
3 Intolak

MOBILE UNITS

1st Fleet

Flag Squadron
1 Alkol-Hek
6 Iskal-Hel

1st Squadron
2 Alkol-Luk
3 Iskal-Tor (with 3 Torlaka)

2nd-4th Squadron
1 Inlak-Tor-Ta (with 6 Torlina)
2 Inlak-Tor (with 4 Torlaka)
3 Iskal-Tor (with 3 Torlaka)

2nd Fleet (Stealth Fleet)
1 Axtul-Sov
4 Ixtul-Tor

3rd Fleet (Trade Escort)
4 Iskal-Luk

FLANTARIN LEAGUE

FIXED INSTALLATIONS
1 Shipyard

GROUND FORCES
6 League Divisions (in reserve)

MOBILE UNITS

1st Fleet

Flag Squadron
1 Chakalan (with 3 Tonil-B)
3 Ilakan (with 3 Tonil-B)

1st-2nd Squadron
2 Holakan (with 6 Tonil-A and 8 Kanil)
2 Zikaran (with 4 Kanil)

2nd Fleet (Trade Escort)
2 Holakan (with 6 Tonil-D and 8 Kanil)
2 Zikaran (with 4 Kanil)

3rd Fleet (Mothballed and Reserve units)
2 Tilakan (with 6 Tonil-C) (Mothballed)
6 Tonil-D (reserve)

NEW MARTIAN REPUBLIC

FIXED INSTALLATIONS
1 Shipyard at New Mars

GROUND FORCES
2 Light Marines at New Mars
8 Light Divisions (4 at New Mars, 4 at New Phobos)

MOBILE UNITS

1st Fleet (New Mars Defence Fleet)

Flag Squadron
1 Phobos
12 Avenger fighters (based at New Mars)

1st Squadron
4 Olympus-B

2nd-3rd Squadron
4 Olympus-A

2nd Fleet (New Phobos Defence Fleet)
3 Deimos (with 18 Wasps)

3rd Fleet (Escort to Trade Fleet)
3 Olympus-A

4th Fleet (Survey Fleet, New Phobos)
2 Tharsis

COLLOVORN UNION OF COLONIES

FIXED INSTALLATIONS
1 Shipyard at Collovo-Tra
1 Chieftain Base in #68
2 Chobham Bases (with 12 Cossack-Bs) (1 at Collovo-Tra, 1 at Intirini)

GROUND FORCES
1 Colonial Guard at Collovo-Tra
2 Colonial Marines at Collovo-Tra
6 Colonial Peacekeepers (3 at Collovo-Tra, Intirini)

MOBILE UNITS

1st Fleet (Collovo-Tra)

Flag Squadron
1 Caravan (with 6 Cossack-As)

1st Squadron
2 Chivalric-A (with 12 Caltrops)

2nd Squadron
1 Citadel
3 Cutlass (with 9 Crossbow)

3rd-5th Squadron
1 Chivalric-B
1 Corvid (with 6 Crossbow)
1 Culverin (with 3 Crossbow)

2nd Fleet (Collovo-Tra)
3 Citizen-B

3rd Fleet (Defence Command)
TF 3.1 (Collovo-Tra)
4 Citizen-A
TF 3.2 (Intirini)
4 Citizen-A
TF 3.3 (#68)
4 Citizen-A
TF 3.4 (Trade Escort)
4 Citizen-A

4th Fleet (Exploration Command)
TF 4.1 (Collovo-Tra)
4 Citizen-C
TF 4.2 (#68)
4 Citizen-C

FREE REPUBLIC OF NOVARINI

FIXED INSTALLATIONS
1 Shipyard at Novarini

GROUND FORCES
4 Republican Guard at Novarini

MOBILE UNITS

1st Fleet (Novarini)

Flag Squadron
3 Novarini-A (with 18 Thakarini)
1 Thalarini-B

1st-3rd Squadron
2 Novarini-B (with 18 Culoni)
3 Thalarini-A (with 6 Thakarini)

2nd Fleet (escort to Trade Fleet)
1 Thalarini-B
3 Colarini-A

3rd Fleet (Exploration Command) (#71)
3 Colarini-B

FREE ALLIANCE OF TARANIRI

The Free Alliance of Taraniri, in their set-up, discovered a pirate cache of 17 EP which was used to purchase one of their Chivalric-As and six flights of Caltrops.

FIXED INSTALLATIONS
None

GROUND FORCES
3 Colonial Peacekeepers at Taraniri

MOBILE UNITS

Taraniri Defence Fleet

Flag Squadron
2 Chivalric-A (with 12 Caltrops)

1st Squadron
4 Citizen-A

KINGDOM OF FARNLEKK

FIXED INSTALLATIONS
1 Shipyard at Farnlekk
1 Malakari (with 12 Nakari)

CIVILIAN FLEETS
1 Transport Fleet

GROUND FORCES
12 Police Regiments
4 House Brigades (based on Transport Fleets)
1 Knights Division (provides Security Detachment—based on Farnlekk-Tolaf)

MOBILE UNITS

1st Fleet

Flag Squadron
1 Farnlekk-Tolaf
1 Farnlekk-Sholaf
3 Askolari-B
4 Tanokari-A

1st-4th Squadron
3 Askolari-A
1 Tanokari-B

5th Squadron
4 Tanokari-B

2nd Fleet (escort to Transport Fleet)
2 Askolari-C
(typically assigned 12 Nakari from the Malakari)

3rd Fleet (escort to Trade Fleet)
4 Tanokari-B

THIRD SYNERGISTIC CONVOCATION OF THE HOLOKI

FIXED INSTALLATIONS
1 Shipyard at Holoki Prime
3 Holoki (with 12 Hummingbird, 12 Helix and 6 Hunter) (at Holoki Prime)

GROUND FORCES
24 Guards (12 at Holoki Prime, 4 at each colony)
2 Heavy Marines (at Holoki Prime)

MOBILE UNITS

1st Fleet (Holoki Prime) [RESERVE]
1 Howdah
2 Home (with 36 Honey)
2 Hearth (with 18 Honey)

2nd Fleet (Holoki Prime)

Flag Squadron
1 Hive
(typically assigned 6 Hunters from Holokis)

1st-2nd Squadron
2 Heron
(typically assigned 6 Hummingbird and 6 Helix from Holokis)

3rd-4th Squadron
4 Haast

3rd Fleet (Defence Command)
TF 3.1 (Holoki-Tor)
4 Haast
TF 3.2 (Holoki-Sikr)
4 Haast
TF 3.3 (Holoki-Pur)
4 Haast

4th Fleet (Exploration Command) (Holoki-Sikr)
4 Hive

5th Fleet (escort to Trade Fleet)
4 Hawk

THE INCURSION-1

FIXED INSTALLATIONS
6 Shipyards (2 at Incursion-Alpha-1, 2 at Incursion-Beta-1, 1 at Incursion-Gamma-1, 1 at Incursion-Delta-1)

CIVILIAN FLEETS
3 Transport Fleets (2 at Incursion-Beta-1, 1 at Incursion-Alpha-1 (with 1st Transport Fleet))

GROUND FORCES
8 Breakers (4 at Incursion-Alpha-1, 4 at Incursion-Beta-1)
4 Assault Troops (2 at Incursion-Alpha-1, 2 at Incursion-Beta-1)

MOBILE UNITS

1st Fleet (Incursion-Alpha-1)

Flag Squadron
1 Inflexible (with 12 Vampires)
3 Harbingers

1st-2nd Squadron
2 Relentless
2 Fearsome

3rd-4th Squadron
3 Attilas

2nd Fleet (Defence Command)
TF 2.1 (Incursion-Alpha-1)
1 Implacable
TF 2.2 (Incursion-Beta-1)
1 Implacable
TF 2.3 (Incursion-Gamma-1)
1 Implacable
TF 2.4 (Incursion-Delta-1)
1 Implacable
TF 2.5 (Incursion-Epsilon-1)
1 Implacable

3rd Fleet (escort to Trade Fleet)
3 Attila

4th Fleet (Exploration Command) (Incursion-Beta-1)
3 Harbinger

THE INCURSION-2

FIXED INSTALLATIONS
6 Shipyards (4 at Incursion-Alpha-2, 2 at Incursion-Beta-2)

CIVILIAN FLEETS
3 Transport Fleets (1 at Incursion-Beta-2, 2 at Incursion-Alpha-2 (with 1st Transport Fleet))

GROUND FORCES
8 Breakers (4 at Incursion-Alpha-2, 4 at Incursion-Beta-2)
4 Assault Troops (2 at Incursion-Alpha-2, 2 at Incursion-Beta-2)

MOBILE UNITS

1st Fleet (Incursion-Alpha-2)

Flag Squadron
1 Inflexible (with 12 Vampires)
3 Harbingers

1st Squadron
3 Relentless
1 Fearsome

2nd Squadron
2 Relentless
3 Fearsome

3rd-4th Squadron
3 Attila

2nd Fleet (Defence Command)
TF 2.1 (Incursion-Alpha-2)
1 Implacable
TF 2.2 (Incursion-Beta-2)
1 Implacable
TF 2.3 (Incursion-Gamma-2)
1 Implacable
TF 2.4 (Incursion-Delta-2)
1 Implacable

3rd Fleet (escort to Trade Fleet)
3 Attila

4th Fleet (Exploration Command) (Incursion-Alpha-2)
3 Harbinger