

Paisal Colony (Tech Year 3000, Starmada TL -2)

Ground Forces

Unit	ISD	Type	Cost	Maint/Grp	ATTR	DEF	ATK	DF	Special
Paisali Expeditionary Corps	3000	Light Inf.	3	2/12	2	2	2	D2	Marines Compact
Paisali Planetary Defense Corps	3000	Medium Inf.	5	1/6	3	3	1	D3	Peacekeeper Artillery

Flights + Fighter Forces

Unit	ISD	Type	Cost	Constr. Time	Maint/Grp	VBAM Qualities	Starmada Qualities	Starmada SU per flight
Orison	3000	Light Fighters	1 per 4 flights	1 Month	1/12	Atmospheric	Slow	21

Ships and Bases

Unit Name	ISD	Class	Cost	Constr. Time	Maint	VBAM Cmd Rating	VBAM Cmd Cost	VBAM Qualities	Starmada Hull	Starmada Combat Rating	Starmada Qualities
Comet	3000	FF	4	2 Turns	3/6	3	2	Police	5	31	Marines (2) Law Enforcement (30SU)
Minuteman	3000	DD	5	4 Turns	4/6	4	3	Missile	7	52	Marines (2)
Ranger	3000	CL	6	6 Turns	4/4	6	4	Scout (2)	10	110	Scout, Marines (1)
Emerald	3000	CV	7	7 Turns	4/3	8	5	Carrier	12	81	Marines (2) Fighter Carrier (175 SU)
Boxer	3000	CA	7	7 Turns	2/3	8	5	None	11	72	Marines (2)
Sunhawk	3000	CA	7	7 Turns	3/3	8	5	Missile	13	84	Marines (1)
Raja	3000	BB	11	11 Turns	4/2	12	8	Missile Assault (2) Hospital (1)	16	106	Marines (2) Hospital (110 SU) Planetary Assault (175SU)

(31) Comet -class Paisal Frigate Nova TL: -2

The Comet-class is a small, efficient ship carrying law enforcement teams and sensor systems. However, it is lightly armed and armored and has somewhat underpowered engines. It sometimes packs its greatest punch in combat when it can close to quarters and allow its heavily armed paramilitary police to attempt boarding of enemy ships.

Armor: 1 *

Hull: 2 1 * 2 1 * 1

Thrust: 3 2 2 1 1

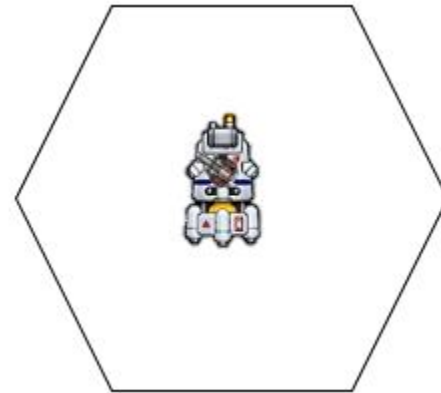
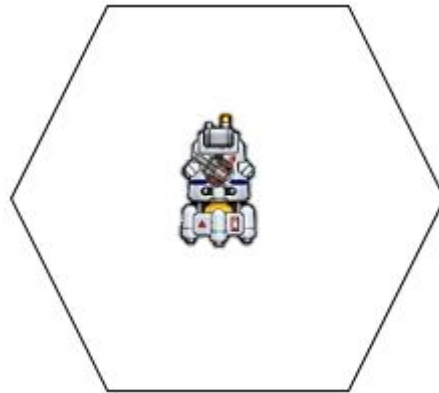
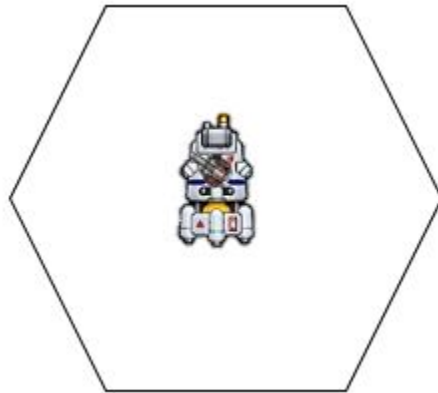
Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Autocannon / [FX] / 2 - 4 - 6 / AD: 2 1 1 1 1 0 0 0 0 0 0

Specials: Hyperdrive, Law Enforcement (30), Marines (2 1),



(52) Minuteman -class Paisal Destroyer Nova TL: -2

The Minuteman is the most common true warship of the Paisali Colony, reasonably cheap to build in groups, tough enough to survive an engagement, and packing a real punch with its four orbital-range missiles and railcannon. Its only significant downside is its vulnerability is to enemy missiles and fighters, since it lacks any real point defenses.

Armor: 1 * 1 * 1

Hull: 3 2 1 * 2 1 * 2 1

Thrust: 3 2 2 1 1

Shields: 0 0 0 0 0

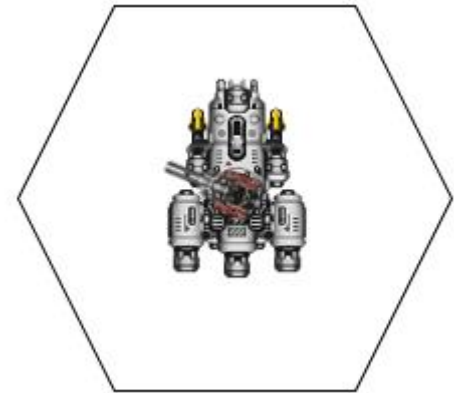
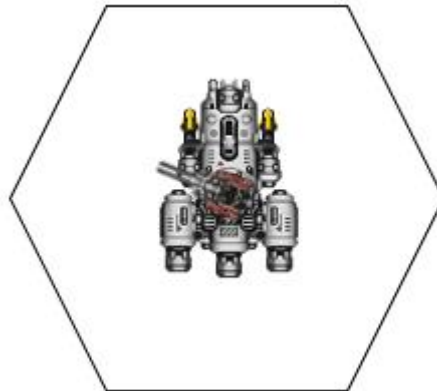
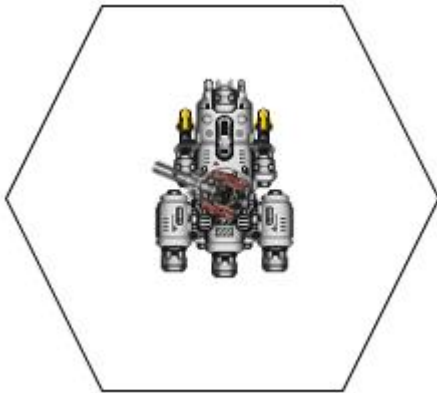
ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Railcannon (Bls/Dx2) / [FX] / 3 - 6 - 9 / AD: 1 1 1 0 0 0 0 0 0 0

[W]: 2x Light Missiles (Bls/Gid/Acr){Exp} / [FF4][FF4][FF4][FF4] / 5 - 10 - 15 / AD: 4 3 2 1 1 1 1 0 0 0 0

Specials: Hyperdrive, Marines (2 1),



(110) Ranger -class Paisal Cruiser Nova TL: -2

The Ranger is one of the most advanced vessels in the Paisali Colony's fleet. Larger and tougher than the Minuteman, it is designed with extensive supplies and refinement capabilities, advanced telescopes and transceivers, and no weapons requiring high-investment ammunition like missiles. Though this makes it undergunned for its size, all these things are meant to keep the Ranger capable of acting as the eyes and ears of larger fleets or as a highly capable independent-operations ship for hyperspace lane exploration.

Armor: 1 * 1 * 1

Hull: 4 3 2 1 * 3 2 1 * 3 2 1

Thrust: 3 2 2 1 1

Shields: 0 0 0 0 0

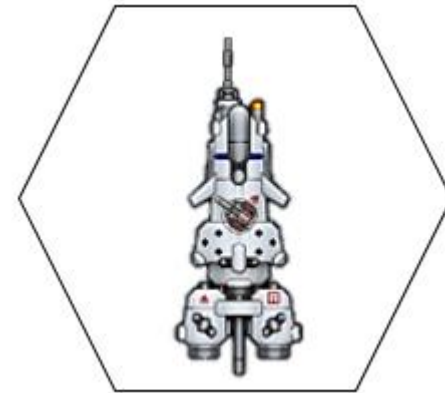
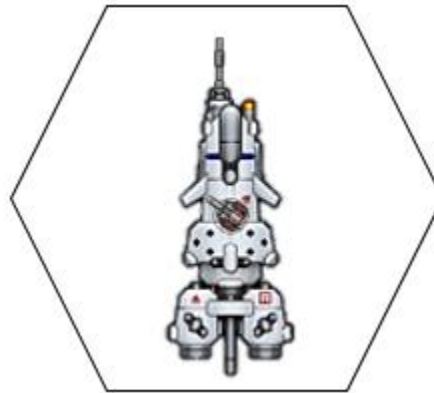
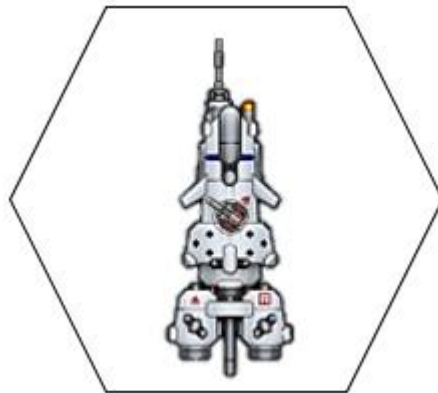
ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Autocannon Turret / [FH] / 2 - 4 - 6 / AD: 2 1 1 1 1 0 0 0 0 0 0

[W]: 1x Light Laser Projector (Blis/Gid) / [FR] / 4 - 8 - 12 / AD: 1 1 1 0 0 0 0 0 0 0 0

Specials: Scout, Hyperdrive, Science (60), Marines (1),



(81) Emerald -class Paisal Carrier Nova TL: -2

With a cavernous hangar capable of carrying sixteen Orison class space-atmosphere fighters in flight elements of two, the Emerald fulfills a central role in the Paisal's book of potential-conflict scenarios. Supporting the main fleet with missile batteries and more than capable of its own point defense or close-in combat with autocannon, the Emerald and the fighters it carries are a major investment with major returns.

Armor: 2 1 * 2 1 * 1

Hull: 4 3 2 1 * 4 3 2 1 * 4 3 2 1

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

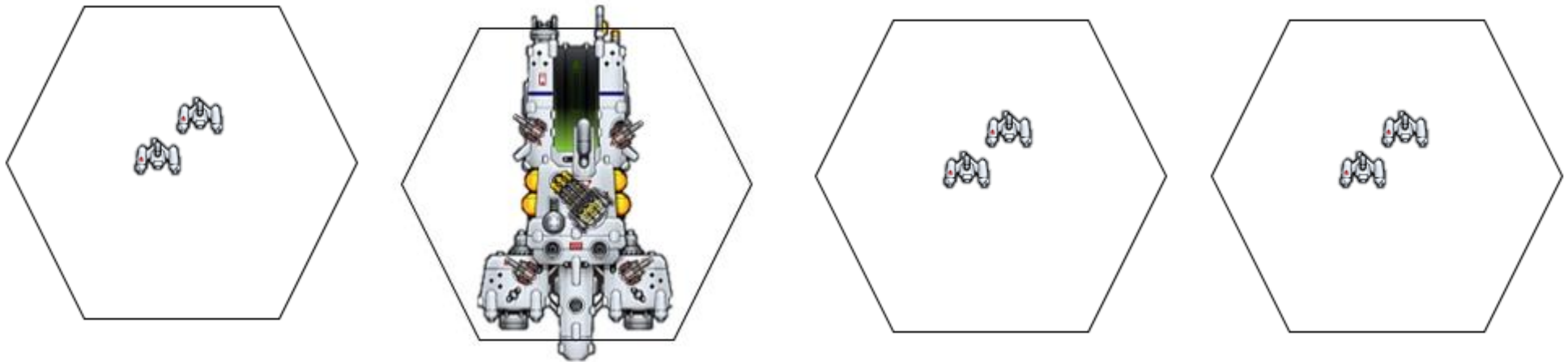
ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 4x Autocannon Turret / [FS4][FP4][PP4][SS4] / 2 - 4 - 6 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[W]: 6x Missile Rack (Bls/Gid/Acr){Exp} / [FH5][FH5][FH5][FH5][FH5][FH5] / 5 - 10 - 15 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

Specials: Hyperdrive, Fighter Basing (175), Marines (2 1),



(72) Boxer -class Paisal Cruiser Nova TL: -2

The Boxer is an older ship, designed to be simple to build, maintain and crew and rugged in a fight. These vessels are the most common heavies of the Paisal Colonies and can hold out on long deep space missions longer than ships with missile munitions they need to refill or less efficient slow-burn subjump engines. Its flexibility comes at a price in terms of firepower, though.

Armor: 3 2 1 * 2 1 * 2 1

Hull: 4 3 2 1 * 4 3 2 1 * 3 2 1

Thrust: 3 2 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

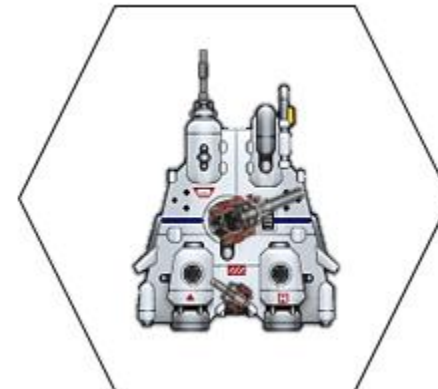
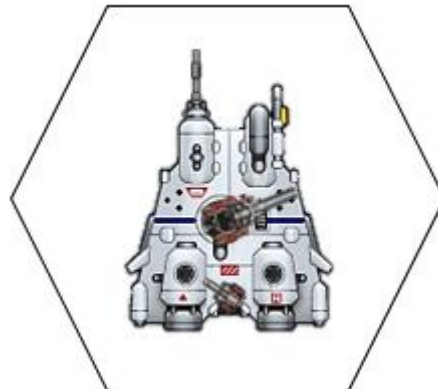
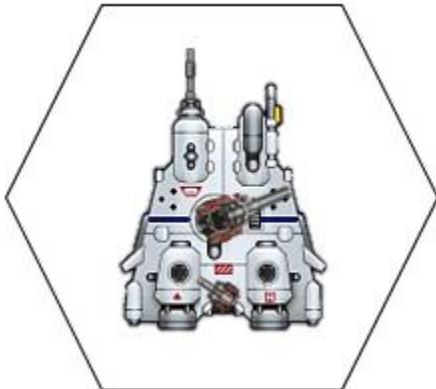
Weapons: 0 1 2 3 4

[V]: 1x Railcannon (Bls/Dx2) / [FH] / 3 - 6 - 9 / AD: 1 1 1 0 0 0 0 0 0 0 0

[W]: 1x Light Laser Projector (Bls/Gid) / [FF] / 4 - 8 - 12 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

[X]: 1x Autocannon / [FX] / 2 - 4 - 6 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive, Marines (2 1),



(84) Suneagle -class Paisal Heavy Cruiser Nova TL: -2

The newer, flashier replacement for the Boxer, with only one off the line so far, the Suneagle is faster and more maneuverable and features a much heavier armament than its predecessor, albeit at the cost of some heavy armor and a smaller anti-boarding contingent. The Suneagle also requires more active supply lines to keep up its missile munitions, making it more difficult and expensive to field long term. All these problems are made up for by this ship's remarkable firepower, however.

Armor: 2 1 * 1 * 1

Hull: 5 4 3 2 1 * 4 3 2 1 * 4 3 2 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

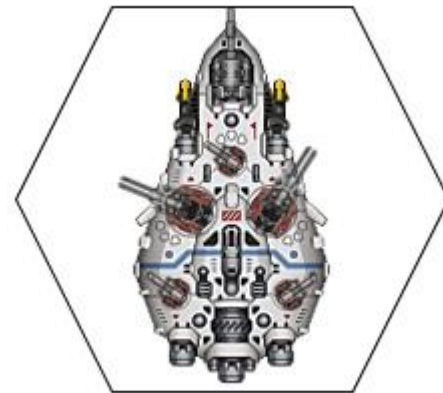
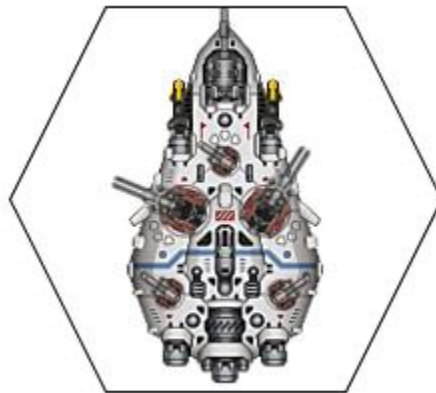
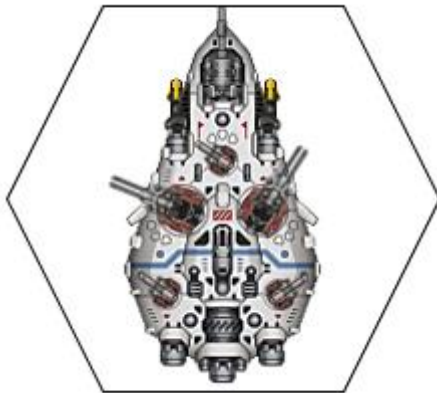
[V]: 2x Railcannon (Bls/Dx2) / [FS2][FP2] / 3 - 6 - 9 / AD: 2 1 1 1 1 0 0 0 0 0 0

[W]: 1x Light Laser Projector (Bls/Gid) / [FF] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0

[X]: 3x Autocannon / [FH3][PP3][SS3] / 2 - 4 - 6 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

[Y]: 4x Wasp Missiles (Bls/Gid/Acr){Exp} / [FH4][FH4][FH4][FH4] / 5 - 10 - 15 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Hyperdrive, Marines (1),



(106) Raja -class Paisal Battleship Nova TL: -2

The Raja-class is the largest war vessel built by the Colonies to this point, intended to coordinate and support the activities of an Expeditionary Force if it needs to. Though it lacks the most modern armaments and is very dependent on an active supply of missiles and fuel for its endlessly guzzling inefficient subjug engines, this vessel is essential for force projection and planetary invasions, and can blanket a battlespace in missiles to destroy enemy escort ships and fighter squadrons.

Armor: 3 2 1 * 2 1 * 2 1

Hull: 6 5 4 3 2 1 * 5 4 3 2 1 * 5 4 3 2 1

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

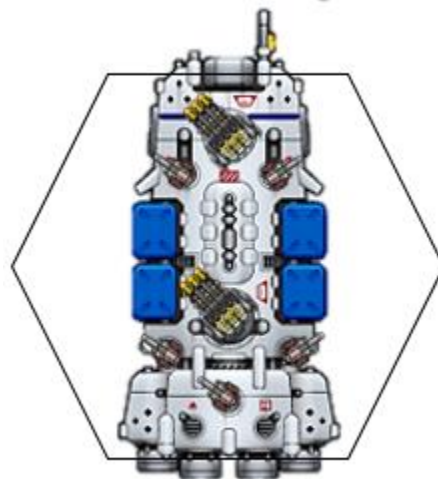
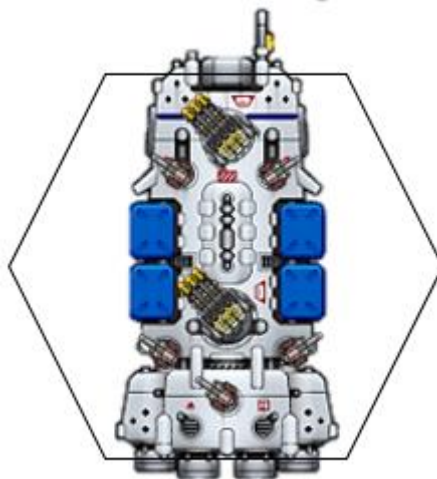
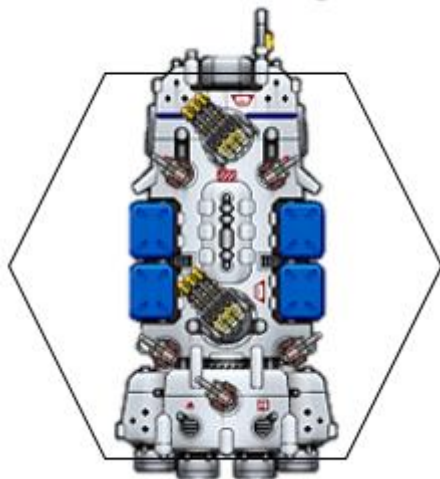
Weapons: 0 1 2 3 4

[X]: 5x Autocannon / [FS5][FP5][PP5][SS5][FX5] / 2 - 4 - 6 / AD: 10 7 5 4 3 2 1 1 1 0 0 0

[Y]: 5x Missile Racks (Bls/Gid/Acr){Exp} / [FH5][FH5][FH5][FH5][FH5] / 5 - 10 - 15 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[Z]: 5x Missile Racks (Bls/Gid/Acr){Exp} / [FH5][FH5][FH5][FH5][FH5] / 5 - 10 - 15 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive, Hospital (110), Planetary Assault (175), Marines (2 1),



(0) Standard Trade/Colony/Transport Vessel -class Civilian Transport Nova TL: 0

Armor: 2 1 * 2 1 * 1

Hull: 2 1 * 2 1 * 1

Thrust: 2 1 1 1 1

Shields: 6 6 6 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

Specials: Hyperdrive, Cargo (170),

