RECURSIVE FANTASY

A SUE:RA Supplement based on 'The Stars Fantastic'
By murtalianconfederacy (April 2023)

This supplement was designed in the aftermath of the previous supplements, when I decided to try other styles of supplements. As so often happens after a major supplement design process, I often try several different ideas out before settling on one, or maybe two. Three major ideas took hold:

1) A WW2-style supplement, similar to the previous supplements but with fighters and, consequently, using the Defensive trait and, in a novel idea, using the Accurate trait as-written.
2) An ironclad-style supplement, based on the Old ships in the previous supplement(s).
3) A revisit of 'The Stars Fantastic', based upon some of the ideas from 1) and 2)

Given the name of the supplement, I think you can figure out which of the ideas bore most fruit first…

The background would be similar to that supplement, but with some changes. The first change is the inclusion of a dragon-like faction (which I decided to use inspiration from my January to March supplements), and the second change is the slight alteration of the advanced faction to more of a wizard-style faction.

A houserule for boosters is that only a maximum of one-half the starting element's engine rating, rounded up, can be used per turn.

Background of the setting

(note: the following text is derived from a document where the actual names of the various species have been substituted for terms that make it easier for the reader to build a mental image. This was done by the author to aid comprehension)

"The system of Rikasiv-Phahntasee was unusual in that it housed a world where more than one sentient life-form evolved and co-existed. Indeed, five separate life-forms evolved. Of these, two evolved in mountainous regions—'dwarves' and 'trolls'—one in coastal regions—'humans'—one in marshy regions—'orcs'—and one in forested regions—'elves'. While 'dwarves' and 'trolls' came into conflict sporadically, eventually a pan-sentient coalition was formed. Within a few thousand years the coalition of species spread across the planet, into space and, eventually colonised the whole system. The sister planet of the world was 'terraformed' over a period of several centuries, and numerous other planets housed colonies of one sort or other. However, they feared the potential fracturing of the pan-sentient unity journeys to other solar systems could cause.

"About two thousand years after the end of the 'terraforming' project, the coalition began working on an FTL system which, they hoped, would enable the need to explore beyond their home system to be met while also retaining the pan-sentient unity. However, during an experimental test run of the drive, a catastrophic failure caused a system-wide EMP pulse that destroyed all but the heaviest-shielded electronics, killing all sentients on-board orbital colonies and basically sending the coalition back to a pre-industrial state. Under these circumstances, it is unsurprising that the pan-sentient unity fractured. On the homeworld, three major political groupings formed where 'humans', 'elves' and 'dwarves' were the dominant species. On the sister world, however, the 'orcs' and 'trolls' became the dominant species. On other planets where non-electronic methods of maintaining a colony were employed, the colonists survived but backslid even further to a pre-historic level.

"One hundred years after the Incident, philosophers from the Bhowlang discovered a series of crystals that had been formed by the Incident. By applying various treatments to these crystals they were able to perform many feats that were only possible before the Incident. Quickly, however, the other two factions on the homeworld were able to copy them.

"Three hundred years after the Incident, a party from the Vilandri—the largest political grouping on the homeworld—discovered a by-product of the Incident. In one way, at least, the experiment was successful—a network of portals had formed throughout the system that allowed instantaneous travel between regions of the same planet and other planets. These portals were circular, ten feet in diameter, and transparent. Portals that were clearly dangerous were sealed off, but others used. In the process of exploring these portals, however, survey parties were captured by Khurazur and D'Trytas troops and their secrets revealed. This led to a land-grab between the five major political groupings and, with the five groupings now exploring through space via the portal network, it was only a matter of time before the space-faring properties of the crystals were realised. Five hundred and fifty years after the Incident, the coalition's descendants had achieved space travel again. There they discovered that some enterprising scientists from the immediate post-Incident colonies had managed to genetically-engineer themselves into space-faring creatures. The process was successful but turned them into, for all intents and purposes, 'dragons'.

"Eight hundred years after the Incident, a Khurazur task force encountered something that seemed magical in nature. Unfortunately, the Khurazur task force acted as they normally did when encountering anything non-Khurazur—they attacked, and found out that, in some regions of the system at least, that technologies from before the Incident survived. The Technarcane ship destroyed the task force, and retreated back home to warn the Technarcane, insular as they were, that a number of barbaric species inhabited the inner system…

"Twelve hundred years after the Incident, however, the system has aligned into three groupings. On one side, the Vilandri, Bhowlang and Bhoramor might have their differences, but will typically ally with each other against the second side, comprising the Khurazur and D'Trytas. The third side is mainly the non-aligned factions who will ally with one or other sides or be arranged against both sides"

VILANDRI COMMONWEALTH

The Vilandri Commonwealth is the largest 'good' faction, comprising of an alliance of 'humans', 'elves' and 'dwarves'. Their ships are fairly 'standard' with a mix of long-range and medium-range weapons and decent defences. They also make use of fighters on-board dedicated carriers and as long-range fighters. Some of their ships have poor aft shielding and screens.

Vilandri AVIRA-class Torpedo Boat (49)
-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

Hull: 2-1
Engines: 4-2
Weapons: 7-4
Shields: 1-1

Crystalline Torpedo Tube © (Mdl/SLn/Knt/Slw)
(1) 1x5+/1/1
(2) 1x5+/1/1
[Fwd] [Fwd] // (1)

Class-1 Battery (-) // -Defence Mode (Dfn)
(5) 1x3+/1/1 // (1) 2x2+/1/1
[FX] |[FX] |[AX] |[AX] // (2)

Equipment: Countermeasures (1) (O) (1)
Traits:
Munitions:

Vilandri OLAVIRA-class Frigate (100)
-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

Screens: 3-2-1

Hull: 4-3-2-1
Engines: 4-2
Weapons: 8-4
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-2 Battery (-) // -Flak Mode (NPr/Inc)
(4) 1x3+/1/2 // (1) 2x2+/1/2
(8) 1x3+/1/2 // (2) 2x2+/1/2
[FX] |[FX] // (1)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[PH] |[PH] |[SH] |[SH] // (2)

Guided Missile Launcher © (Pr1/Slw) // -Called Shot ©
(Pr1/Pnp/Slw)
(12) 1x3+/1/3 // (3) 1x2+/1/3
[FR] [FR] // (1)

Equipment: (0)
Traits:
Munitions:

Vilandri OLVILARA-class Frigate (100)
-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

Screens: 3-2-1

Hull: 4-3-2-1
Engines: 4-2
Weapons: 7-4
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-3 Battery (Pr1) // -Flak Mode (NPr/Inc)
(4) 1x3+/1/2 // (2) 2x2+/1/2
(8) 1x3+/1/2 // (3) 2x2+/1/2
[FX] |[FX] // (1)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[PH] |[PH] |[SH] |[SH] // (2)

Rocket Launcher (-) // -Burst Mode (Prx/NPr/Inc/Acr)
(3) 3x4+/1/1 // (1) 0x2+/0/0
(6) 2x4+/1/1 // (2) 4x2+/1/1
(9) 1x4+/1/1
[Fwd] // (1)

Equipment: (0)
Traits:
Munitions:

Vilandri INTALAVA-class Light Cruiser (300)
-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 6-5-4-3-2-1
-Stbd: 6-5-4-3-2-1
-Aft: 2-1

Hull: 9-8-7-6-5-4-3-2-1
Engines: 3-3-2-2-1
Weapons: 12-10-8-5-3
Shields: 10-8-6-4-2
-Fwd: 3-2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Class-3 Turret (Pr1) // -Flak Mode (NPr/Inc)
(4) 1x2+/2/2 // (3) 2x2+/2/2
(8) 1x3+/2/2 // (4) 2x2+/2/2
[FX] |[FX] // (1)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[PH] |[PH] |[SH] |[SH] // (2)

Guided Missile Launcher © (Pr1/Slw) // -Called Shot ©
(Pr1/Pnp/Slw)
(12) 1x3+/1/3 // (3) 1x2+/1/3
[FR] [FR] [FR] [FR] // (2)

Class-3 Battery (Pr1) // -Flak Mode (NPr/Inc)
(4) 1x3+/1/2 // (2) 2x2+/1/2
(8) 1x3+/1/2 // (3) 2x2+/1/2
[AX] |[AX] // (1)

Equipment: (0)
Traits:
Munitions:
Marines: 3-2-1

Vilandri ARKARA-INTALAVA-class Light Missile Cruiser (299)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 6-5-4-3-2-1
-Stbd: 6-5-4-3-2-1
-Aft: 2-1

Hull: 9-8-7-6-5-4-3-2-1
Engines: 3-3-2-2-1
Weapons: 16-13-10-7-4
Shields: 10-8-6-4-2
-Fwd: 3-2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Class-3 Battery (Pr1) // -Flak Mode (NPr/Inc)
(4) 1x3+/1/2 // (2) 2x2+/1/2
(8) 1x3+/1/2 // (3) 2x2+/1/2
[FX] |[FX] |[AX] |[AX] // (2)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[PH] |[PH] |[SH] |[SH] // (2)

Heavy Guided Missile Launcher © (Pr1/Slw) // -Called Shot © (Pr1/Pnp/Slw)
(12) 1x3+/1/5 // (3) 1x2+/1/4
[FR] [FR] [FR] [FR] // (2)

Class-1 Battery (-) // -Defence Mode (Dfn)
(5) 1x3+/1/1 // (1) 2x2+/1/1
[FF] [FF] |[FF] [FF] // (2)

Equipment: (0)
Traits:
Munitions:
Marines: 3-2-1

Vilandri ESCARA-INTALAVA-class Light Carrier (489)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1

Hull: 9-8-7-6-5-4-3-2-1
Engines: 3-3-2-2-1
Weapons: 10-8-6-4-2
Shields: 3-3-2-2-1
-Fwd: 1
-Port: 1
-Stbd: 1

Class-2 Turret (-) // -Flak Mode (NPr/Inc)
(4) 1x2+/2/2 // (2) 2x2+/2/2
(8) 1x3+/2/2 // (3) 2x3+/2/2
[FX] |[FX] // (1)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)
Traits: Carrier (6), Cargo [Military] (4), Repair (2)
Munitions:
Marines: 6-5-4-3-2-1

Vilandri TAVILARA-class Heavy Cruiser (482)
-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 4-3-2-1
-Port: 8-7-6-5-4-3-2-1
-Stbd: 8-7-6-5-4-3-2-1
-Aft: 4-3-2-1

Hull: 12-11-10-9-8-7-6-5-4-3-2-1
Engines: 3-3-2-2-1-1
Weapons: 17-15-12-9-6-3
Shields: 12-10-8-6-4-2
-Fwd: 3-2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 3-2-1

Class-3 Turret (Pr1) // -Flak Mode (NPr/Inc)
(4) 1x2+/2/2 // (3) 2x2+/2/2
(8) 1x3+/2/2 // (4) 2x2+/2/2
[FX] |[FX] // (1)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Guided Missile Launcher © (Pr1/Slw) // -Called Shot ©
(Pr1/Pnp/Slw)
(12) 1x3+/1/3 // (3) 1x2+/1/3
[FR] [FR] [FR] [FR] // (2)

Crystalline Cascade Lance ©© (Pr2/SLn/Cts/Slw-2) // -
Flash Mode ©© (Pr1/Prx/Slw-2)
(10) 1x3+/1/3 // (2) 5x2+/2/1
[FR3] // (1)

Class-3 Battery (Pr1) // -Flak Mode (NPr/Inc)
(4) 1x3+/1/2 // (2) 2x2+/1/2
(8) 1x3+/1/2 // (3) 2x2+/1/2
[AX] |[AX] // (1)

Equipment: (0)
Traits: Carrier (1)
Munitions:
Marines: 6-5-4-3-2-1

Vilandri ARKARA-TAVILARA-class Heavy Missile Cruiser (486)
-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 4-3-2-1
-Port: 8-7-6-5-4-3-2-1
-Stbd: 8-7-6-5-4-3-2-1
-Aft: 4-3-2-1

Hull: 12-11-10-9-8-7-6-5-4-3-2-1
Engines: 3-3-2-2-1-1
Weapons: 18-15-12-9-6-3
Shields: 12-10-8-6-4-2
-Fwd: 3-2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 3-2-1

Class-3 Turret (Pr1) // -Flak Mode (NPr/Inc)
(4) 1x2+/2/2 // (3) 2x2+/2/2
(8) 1x3+/2/2 // (4) 2x2+/2/2
[FX] |[FX] // (1)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[FP] |[FS] |[AP] |[AS] |[FX] // (3)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[FP] |[FS] |[AP] |[AS] |[FX] // (3)

Heavy Guided Missile Launcher © (Pr1/Slw) // -Called
Shot © (Pr1/Pnp/Slw)
(12) 1x3+/1/5 // (3) 1x2+/1/4
[FR] [FR] [FR] [FR] // (2)

Class-3 Battery (Pr1) // -Flak Mode (NPr/Inc)
(4) 1x3+/1/2 // (2) 2x2+/1/2
(8) 1x3+/1/2 // (3) 2x2+/1/2
[AX] |[AX] // (1)

Equipment: (0)
Traits: Carrier (1)
Munitions:
Marines: 6-5-4-3-2-1

Vilandri DUKA VILANDRI-class Battleship (998)
-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 9-8-7-6-5-4-3-2-1
-Port: 20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
-Stbd: 20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
-Aft: 9-8-7-6-5-4-3-2-1

Hull: 20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
Engines: 2-2-2-2-2-1-1-1-1-1
Weapons: 26-24-21-19-16-13-11-8-6-3
Shields: 15-14-12-11-9-8-6-5-3-2
-Fwd: 4-3-2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 3-2-1

Class-4 Turret (Pr1) // -Bombard Mode (Pr1/Cts/Rp6)
(4) 1x2+/2/3 // (1) 2x3+/1/3
(8) 1x3+/2/3 // (2) 1x3+/2/3
[FX] |[FX] |[AX] |[AX] // (2)

Class-3 Turret (Pr1) // -Flak Mode (NPr/Inc)
(4) 1x2+/2/2 // (3) 2x2+/2/2
(8) 1x3+/2/2 // (4) 2x2+/2/2
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[PH] |[PH] |[SH] |[SH] // (2)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[PH] |[PH] |[SH] |[SH] // (2)

Guided Missile Launcher © (Pr1/Slw) // -Called Shot © (Pr1/Pnp/Slw)
(12) 1x3+/1/3 // (3) 1x2+/1/3
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] // (4)

Crystalline Cascade Lance ©© (Pr2/SLn/Cts/Slw-2) // -Flash Mode ©© (Pr1/Prx/Slw-2)
(10) 1x3+/1/3 // (2) 5x2+/2/1
[FR3] [FR3] // (1)

Equipment: (0)
Traits:
Munitions:
Marines: 6-5-4-3-2-1

Vilandri PROTETORA VILANDRI-class Heavy Battleship (1446)
-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 12-11-10-9-8-7-6-5-4-3-2-1
-Port: 28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
-Stbd: 28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
-Aft: 12-11-10-9-8-7-6-5-4-3-2-1

Hull: [*]-[*]-[*]-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
Engines: 2-2-2-2-2-2-2-1-1-1-1-1-1-1
Weapons: 36-34-31-29-26-24-21-18-16-13-11-8-6-3
Shields: 16-15-14-13-12-11-10-8-7-6-5-4-3-2
-Fwd: 4-3-2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 4-3-2-1

Class-4 Turret (Pr1) // -Bombard Mode (Pr1/Cts/Rp6)
(4) 1x2+/2/3 // (1) 2x3+/1/3
(8) 1x3+/2/3 // (2) 1x3+/2/3
[FX] |[FX] |[AX] |[AX] // (2)

Class-3 Turret (Pr1) // -Flak Mode (NPr/Inc)
(4) 1x2+/2/2 // (3) 2x2+/2/2
(8) 1x3+/2/2 // (4) 2x2+/2/2
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] |[TT] // (5)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] |[TT] // (5)

Heavy Guided Missile Launcher © (Pr1/Slw) // -Called Shot © (Pr1/Pnp/Slw)
(12) 1x3+/1/5 // (3) 1x2+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] // (4)

Crystalline Cascade Lance ©© (Pr2/SLn/Cts/Slw-2) // -Flash Mode ©© (Pr1/Prx/Slw-2)
(10) 1x3+/1/3 // (2) 5x2+/2/1
[FR3] [FR3] // (1)

Equipment: (0)
Traits: Bulkheads (3), Ionized Hull
Munitions:
Marines: 9-8-7-6-5-4-3-2-1

BHOWLANG FREEHOLDS

The Freeholds are dominated by 'elves' who favour long-range combat, as evidenced by the fact that almost every single vessel has some missile launcher, at the expense of heavier direct-fire batteries. They also favour fighters, with three of their six vessels having some fighter capacity.

Bhowlang FLAKET-class Corvette (49)
-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

Screens: 1

Hull: 2-1
Engines: 4-2
Weapons: 3-2
Shields: 3-2
-Fwd: 1
-Port: 1
-Stbd: 1

Guided Missile Launcher © (Pr1/Slw) // -Called Shot © (Pr1/Pnp/Slw)
(12) 1x3+/1/3 // (3) 1x2+/1/3
[Fwd] // (1)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[TR] |[TR] // (1)

Equipment: (0)
Traits:
Munitions:

Bhowlang KWASBHOW-class Frigate (99)
-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

Screens: 2-1

Hull: 4-3-2-1
Engines: 4-2
Weapons: 8-4
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Guided Missile Launcher © (Pr1/Slw) // -Called Shot © (Pr1/Pnp/Slw)
(12) 1x3+/1/3 // (3) 1x2+/1/3
[FR] [FR] [FR] [FR] // (2)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[FX] |[FX] |[AX] |[AX] // (2)

Equipment: (0)
Traits:
Munitions:

Bhowlang BHLISTAR-class Cruiser (444)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 4-3-2-1
-Port: 8-7-6-5-4-3-2-1
-Stbd: 8-7-6-5-4-3-2-1
-Aft: 2-1

Hull: 10-9-8-7-6-5-4-3-2-1
Engines: 3-3-2-2-1
Weapons: 16-13-10-7-4
Shields: 11-9-7-5-3
-Fwd: 3-2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Heavy Guided Missile Launcher © (Pr1/Slw) // -Called Shot © (Pr1/Pnp/Slw)
(12) 1x3+/1/5 // (3) 1x2+/1/4
[FR] [FR] [FR] [FR] // (2)

Class-2 Battery (-) // -Flak Mode (NPr/Inc)
(4) 1x3+/1/2 // (1) 2x2+/1/2
(8) 1x3+/1/2 // (2) 2x2+/1/2
[FX] |[FX] |[AX] |[AX] // (2)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[PH] |[PH] |[SH] |[SH] // (2)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[PH] |[PH] |[SH] |[SH] // (2)

Equipment: (0)
Traits: Carrier (2)
Munitions:
Marines: 3-2-1

Bhowlang KHULVRIN-class Battlecruiser (741)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 8-7-6-5-4-3-2-1
-Port: 12-11-10-9-8-7-6-5-4-3-2-1
-Stbd: 12-11-10-9-8-7-6-5-4-3-2-1
-Aft: 4-3-2-1

Hull: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
Engines: 3-3-3-2-2-2-1-1
Weapons: 21-19-16-14-11-8-6-3
Shields: 11-10-9-7-6-5-3-2
-Fwd: 3-2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Heavy Guided Missile Launcher © (Pr1/Slw) // -Called Shot © (Pr1/Pnp/Slw)
(12) 1x3+/1/5 // (3) 1x2+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] // (4)

Class-3 Turret (Pr1) // -Flak Mode (NPr/Inc)
(4) 1x2+/2/2 // (3) 2x2+/2/2
(8) 1x3+/2/2 // (4) 2x2+/2/2
[FX] |[FX] // (1)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[PH] |[PH] |[SH] |[SH] // (2)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[PH] |[PH] |[SH] |[SH] // (2)

Crystalline Cascade Lance ©© (Pr2/SLn/Cts/Slw-2) // -Flash Mode ©© (Pr1/Prx/Slw-2)
(10) 1x3+/1/3 // (2) 5x2+/2/1
[FR3] // (1)

Class-3 Battery (Pr1) // -Flak Mode (NPr/Inc)
(4) 1x3+/1/2 // (2) 2x2+/1/2
(8) 1x3+/1/2 // (3) 2x2+/1/2
[AX] |[AX] // (1)

Equipment: (0)
Traits: Carrier (3)
Munitions:
Marines: 6-5-4-3-2-1

Bhowlang KHAHNON-class Battleship (994)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 8-7-6-5-4-3-2-1
-Port: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
-Stbd: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
-Aft: 8-7-6-5-4-3-2-1

Hull: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
Engines: 2-2-2-2-2-1-1-1-1
Weapons: 22-20-18-15-13-10-8-5-3
Shields: 15-14-12-10-9-7-5-4-2
-Fwd: 4-3-2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 3-2-1

Heavy Guided Missile Launcher © (Pr1/Slw) // -Called Shot © (Pr1/Pnp/Slw)
(12) 1x3+/1/5 // (3) 1x2+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] // (4)

Class-4 Turret (Pr1) // -Bombard Mode (Pr1/Cts/Rp6)
(4) 1x2+/2/3 // (1) 2x3+/1/3
(8) 1x3+/2/3 // (2) 1x3+/2/3
[FX] |[FX] // (1)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[PH] |[PH] |[SH] |[SH] // (2)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[PH] |[PH] |[SH] |[SH] // (2)

Crystalline Cascade Lance ©© (Pr2/SLn/Cts/Slw-2) // -Flash Mode ©© (Pr1/Prx/Slw-2)
(10) 1x3+/1/3 // (2) 5x2+/2/1
[FR3] [FR3] // (1)

Class-4 Battery (Pr1) // -Bombard Mode (Pr1/Cts)
(4) 1x3+/1/3 // (1) 1x3+/1/3
(8) 1x3+/1/3 // (2) 1x3+/1/3
[AX] |[AX] // (1)

Equipment: (0)
Traits: Carrier (3)
Munitions:
Marines: 6-5-4-3-2-1

Bhowlang KWIVER-class Light Carrier (242)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

Screens: 2-1

Hull: 4-3-2-1
Engines: 4-2
Weapons: 4-2
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[FX] |[FX] |[AX] |[AX] // (2)

Equipment: (0)
Traits: Carrier (3)
Munitions:
Marines: 3-2-1

BHORAMOR MINER LORDS

The Miner Lords are dominated by 'dwarves' and their predisposition for mining ensured they made their primary homes in the asteroid belts. All but the smallest class have sturdy hulls, and all favour heavy protection to enable them to close with the enemy and engage at close-quarters, using either torpedo launchers or marines. Alone of the 'good' factions, they eschew fighters, using shuttlecraft instead.

Bhoramor MIAHKS-class Gunboat (25)
-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

Screens: 2-1

Hull: 1
Engines: 4-2
Weapons: 3-2
Shields: 1-1

Class-1 Battery (-) // -Defence Mode (Dfn)
(5) 1x3+/1/1 // (1) 2x2+/1/1
[FF] |[FP] |[FS] // (2)

Equipment: (0)
Traits:
Munitions:

Bhoramor FRAIHN-class Frigate (115)
-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

Screens: 3-2-1

Hull: 4-3-2-1
Engines: 4-2
Weapons: 8-4
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-2 Battery (-) // -Flak Mode (NPr/Inc)
(4) 1x3+/1/2 // (1) 2x2+/1/2
(8) 1x3+/1/2 // (2) 2x2+/1/2
[FP] [FP] |[FS] [FS] // (2)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[FX] |[FX] // (1)

Crystalline Torpedo Tube © (Mdl/SLn/Knt/Slw)
(1) 1x5+/1/1
(2) 1x5+/1/1
[Fwd] [Fwd] // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:
Marines: 3-2-1

Bhoramor FROHRN-class Frigate (114)
-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

Screens: 2-1

Hull: 4-3-2-1
Engines: 4-2
Weapons: 6-3
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-2 Battery (-) // -Flak Mode (NPr/Inc)
(4) 1x3+/1/2 // (1) 2x2+/1/2
(8) 1x3+/1/2 // (2) 2x2+/1/2
[FP] [FP] |[FS] [FS] // (2)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[FX] |[FX] // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:
Marines: 6-5-4-3-2-1

Bhoramor DHARI-class Light Cruiser (236)
-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 3-2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 2-1

Hull: 7-6-5-4-3-2-1
Engines: 3-3-2-1
Weapons: 12-9-6-3
Shields: 9-7-5-3
-Fwd: 3-2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-3 Battery (Pr1) // -Flak Mode (NPr/Inc)
(4) 1x3+/1/2 // (2) 2x2+/1/2
(8) 1x3+/1/2 // (3) 2x2+/1/2
[FP] |[FS] // (1)

Class-2 Battery (-) // -Flak Mode (NPr/Inc)
(4) 1x3+/1/2 // (1) 2x2+/1/2
(8) 1x3+/1/2 // (2) 2x2+/1/2
[PH] |[PH] |[SH] |[SH] // (2)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[FX] |[FX] |[AX] |[AX] // (2)

Crystalline Torpedo Tube © (Mdl/SLn/Knt/Slw)
(1) 1x5+/1/1
(2) 1x5+/1/1
[Fwd] [Fwd] // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:
Marines: 3-2-1

Bhoramor BHAALEEN-class Heavy Cruiser (471)
-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1
-Port: 8-7-6-5-4-3-2-1
-Stbd: 8-7-6-5-4-3-2-1
-Aft: 6-5-4-3-2-1

Hull: 12-11-10-9-8-7-6-5-4-3-2-1
Engines: 3-3-2-2-1-1
Weapons: 16-14-11-8-6-3
Shields: 12-10-8-6-4-2
-Fwd: 3-2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 3-2-1

Class-4 Turret (Pr1) // -Bombard Mode (Pr1/Cts/Rp6)
(4) 1x2+/2/3 // (1) 2x3+/1/3
(8) 1x3+/2/3 // (2) 1x3+/2/3
[FP] |[FS] // (1)

Class-2 Turret (-) // -Flak Mode (NPr/Inc)
(4) 1x2+/2/2 // (2) 2x2+/2/2
(8) 1x3+/2/2 // (3) 2x3+/2/2
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[FX] [FX] |[FX] [FX] |[AX] |[AX] // (3)

Crystalline Torpedo Tube © (Mdl/SLn/Knt/Slw)
(1) 1x5+/1/1
(2) 1x5+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] // (2)

Equipment: (0)
Traits: Ionized Hull
Munitions:
Marines: 6-5-4-3-2-1

Bhoramor BHAMBEHR-class Armoured Cruiser (744)
-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 8-7-6-5-4-3-2-1
-Port: 12-11-10-9-8-7-6-5-4-3-2-1
-Stbd: 12-11-10-9-8-7-6-5-4-3-2-1
-Aft: 8-7-6-5-4-3-2-1

Hull: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
Engines: 3-3-3-2-2-2-1-1
Weapons: 22-20-17-14-11-9-6-3
Shields: 12-11-9-8-6-5-3-2
-Fwd: 3-2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 3-2-1

Class-4 Turret (Pr1) // -Bombard Mode (Pr1/Cts/Rp6)
(4) 1x2+/2/3 // (1) 2x3+/1/3
(8) 1x3+/2/3 // (2) 1x3+/2/3
[FP] |[FS] // (1)

Class-3 Turret (Pr1) // -Flak Mode (NPr/Inc)
(4) 1x2+/2/2 // (3) 2x2+/2/2
(8) 1x3+/2/2 // (4) 2x2+/2/2
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Turret (-) // -Defence Mode (Dfn)
(5) 2x3+/1/1 // (1) 4x2+/1/1
[FX] [FX] |[FX] [FX] |[AX] [AX] |[AX] [AX] // (4)

Crystalline Torpedo Tube © (Mdl/SLn/Knt/Slw)
(1) 1x5+/1/1
(2) 1x5+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] // (3)

Guided Missile Launcher © (Pr1/Slw) // -Called Shot ©
(Pr1/Pnp/Slw)
(12) 1x3+/1/3 // (3) 1x2+/1/3
[FR] [FR] // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:
Marines: 9-8-7-6-5-4-3-2-1
Shuttlecraft: 9-8-7-6-5-4-3-2-1

KURAZHUR OVERLORDSHIP

If using the 'alignment' guidelines, the Overlordship is lawful evil. Using older weapons, their tactics is to swarm the enemy with gunboats supported by cruisers. Their special weapon is the crystalline burst cannon which sends a burst of crystalline energy washing over the enemy, but their main tactic is to board the enemy, with almost every single vessel having marines.

Kurazhur FHADAR-class Gunboat (18)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL

Hull: 1
Engines: 5-3
Weapons: 3-2
Shields: 1-1

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL -1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[FX] [FX] [FX] // (2)

Equipment: (0)
Traits:
Munitions:

Kurazhur FHIDOR-class Gunboat (24)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL

Hull: 1
Engines: 5-3
Weapons: 2-1
Shields: 1-1

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL -1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[FX] [FX] // (1)

Equipment: (0)
Traits:
Munitions:
Marines: 2-1

Kurazhur TIKLAVA-class Pocket Cruiser (124)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Fwd: 2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: 5-4-3-2-1
Engines: 3-2-1
Weapons: 12-8-4
Shields: 8-6-3
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Old Class-3 Battery [TL -1] (-) // -Flak Mode [TL -1]
(NPr/Inc)
(4) 1x3+/1/2 // (2) 2x2+/1/2
(8) 1x4+/1/2 // (3) 1x3+/2/2
[FP] |[FS] |[AP] |[AS] // (2)

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL
-1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[FX] [FX] |[FX] [FX] |[AX] [AX] |[AX] [AX] // (4)

Equipment: (0)
Traits:
Munitions:
Marines: 3-2-1

Kurazhur INKLAVA-class Cruiser (244)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Fwd: 4-3-2-1
-Port: 8-7-6-5-4-3-2-1
-Stbd: 8-7-6-5-4-3-2-1
-Aft: 3-2-1

Hull: 8-7-6-5-4-3-2-1
Engines: 2-2-1-1
Weapons: 16-12-8-4
Shields: 10-8-5-3
-Fwd: 2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Old Class-3 Battery [TL -1] (-) // -Flak Mode [TL -1]
(NPr/Inc)
(4) 1x3+/1/2 // (2) 2x2+/1/2
(8) 1x4+/1/2 // (3) 1x3+/2/2
[FP] |[FS] |[AP] |[AS] // (2)

Crystalline Burst Cannon © (NPr/Prx/Acr/Slw)
(1) 2x2+/1/1
(3) 1x2+/2/1
[FR3] [FR3] [FR3] [FR3] // (2)

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL
-1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[FX] [FX] |[FX] [FX] |[AX] [AX] |[AX] [AX] // (4)

Equipment: (0)
Traits:
Munitions:
Boosters: 4-3-2-1
Marines: 9-8-7-6-5-4-3-2-1

Kurazhur UNKLAVA-class Cruiser (246)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Fwd: 4-3-2-1
-Port: 8-7-6-5-4-3-2-1
-Stbd: 8-7-6-5-4-3-2-1
-Aft: 3-2-1

Hull: 8-7-6-5-4-3-2-1
Engines: 2-2-1-1
Weapons: 18-14-9-5
Shields: 10-8-5-3
-Fwd: 2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Old Class-3 Battery [TL -1] (-) // -Flak Mode [TL -1] (NPr/Inc)
(4) 1x3+/1/2 // (2) 2x2+/1/2
(8) 1x4+/1/2 // (3) 1x3+/2/2
[FP] |[FS] |[AP] |[AS] // (2)

Crystalline Torpedo Tube © (Mdl/SLn/Knt/Slw)
(1) 1x5+/1/1
(2) 1x5+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] // (3)

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL -1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[FX] [FX] |[FX] [FX] |[AX] [AX] |[AX] [AX] // (4)

Equipment: (0)
Traits:
Munitions:
Boosters: 4-3-2-1
Marines: 9-8-7-6-5-4-3-2-1

Kurazhur KHAN-KURAZHUR-class Champion Cruiser (492)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Fwd: 8-7-6-5-4-3-2-1
-Port: 12-11-10-9-8-7-6-5-4-3-2-1
-Stbd: 12-11-10-9-8-7-6-5-4-3-2-1
-Aft: 8-7-6-5-4-3-2-1

Hull: 14-13-12-11-10-9-8-7-6-5-4-3-2-1
Engines: 2-2-2-2-1-1-1
Weapons: 34-30-25-20-15-10-5
Shields: 12-11-9-7-6-4-2
-Fwd: 3-2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 3-2-1

Old Class-4 Battery [TL -1] (-) // -Flak Mode [TL -1] (NPr/Inc/Rp6)
(4) 1x3+/1/3 // (2) 1x2+/2/2
(8) 1x4+/1/3 // (3) 1x3+/2/2
[FP] |[FS] |[AP] |[AS] // (2)

Old Class-3 Battery [TL -1] (-) // -Flak Mode [TL -1] (NPr/Inc)
(4) 1x3+/1/2 // (2) 2x2+/1/2
(8) 1x4+/1/2 // (3) 1x3+/2/2
[FH] [FH] |[FH] [FH] // (2)

Crystalline Burst Cannon © (NPr/Prx/Acr/Slw)
(1) 2x2+/1/1
(3) 1x2+/2/1
[FR3] [FR3] [FR3] [FR3] // (2)

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL -1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] |[AX] [AX] [AX] [AX] // (8)

Crystalline Torpedo Tube © (Mdl/SLn/Knt/Slw)
(1) 1x5+/1/1
(2) 1x5+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] // (3)

Equipment: (0)
Traits:
Munitions:
Boosters: 3-2-1
Marines: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

D'TRYTAS CLAN FEDERATION

Dominated by 'trolls', the Clan Federation isn't truly 'evil', *per se*, but their attitude towards life ('life is suffering, so let's celebrate it') is much closer to the Overlordship than the 'good' factions. Luckily for the 'good' factions, however, the Federation is primarily a Federation on paper (or rock tablet) than a reality, as the clans fight each other as much, if not more, than everyone else. Their primary tactic is to use the lighter warships to cripple the enemy enough to allow the heavier warships to wade into range of the enemy, then lash out in all directions—their dream is to be encircled, as they then have targets everywhere and they don't have to worry about missing out on attacking someone…

D'Trytas PHABLE-class Gunboat (18)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL

Hull: 1
Engines: 5-3
Weapons: 3-2
Shields: 1-1

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL -1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[FX] [FX] [FX] // (2)

Equipment: (0)
Traits:
Munitions:

D'Trytas STHAN-class Heavy Gunboat (38)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL

Hull: 2-1
Engines: 4-2
Weapons: 4-2
Shields: 2-1

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL -1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[TT] [TT] [TT] [TT] // (2)

Equipment: (0)
Traits:
Munitions:
Marines: 1

D'Trytas RAAHK-class Light Cruiser (234)

-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Fwd: 4-3-2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 4-3-2-1

Hull: 8-7-6-5-4-3-2-1
Engines: 3-3-2-1
Weapons: 26-20-13-7
Shields: 12-9-6-3
-Fwd: 3-2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 3-2-1

Crystalline Plasma Array (Pr1)
(2) 3x3+/1/1
(4) 2x3+/1/1
(6) 1x3+/1/1
[TT] [TT] // (1)

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL -1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] // (8)

Old Class-2 Battery [TL -1] (NPr) // -Flak Mode [TL -1] (NPr/Inc)
(4) 1x3+/1/2 // (1) 1x3+/2/2
(8) 1x4+/1/2 // (2) 1x3+/2/2
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] // (4)

Equipment: (0)
Traits:
Munitions:
Marines: 6-5-4-3-2-1

D'Trytas BHAALDAHR-class Heavy Cruiser (484)

-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Fwd: 10-9-8-7-6-5-4-3-2-1
-Port: 10-9-8-7-6-5-4-3-2-1
-Stbd: 10-9-8-7-6-5-4-3-2-1
-Aft: 10-9-8-7-6-5-4-3-2-1

Hull: 14-13-12-11-10-9-8-7-6-5-4-3-2-1
Engines: 2-2-2-2-1-1-1
Weapons: 50-43-36-29-22-15-8
Shields: 12-11-9-7-6-4-2
-Fwd: 3-2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 3-2-1

Crystalline Plasma Array (Pr1)
(2) 3x3+/1/1
(4) 2x3+/1/1
(6) 1x3+/1/1
[TT] [TT] [TT] [TT] // (2)

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL -1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (16)

Old Class-3 Battery [TL -1] (-) // -Flak Mode [TL -1] (NPr/Inc)
(4) 1x3+/1/2 // (2) 2x2+/1/2
(8) 1x4+/1/2 // (3) 1x3+/2/2
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] // (4)

Rocket Launcher (-) // -Burst Mode (Prx/NPr/Inc/Acr)
(3) 3x4+/1/1 // (1) 0x2+/0/0
(6) 2x4+/1/1 // (2) 4x2+/1/1
(9) 1x4+/1/1
[TT] [TT] |[FH] |[PH] |[SH] |[AH] // (3)

Equipment: (0)
Traits:
Munitions:
Marines: 6-5-4-3-2-1

D'Trytas ARHAGEN-class Dreadnought (995)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Fwd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
-Aft: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: [*]-[*]-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
Engines: 2-2-2-2-2-2-1-1-1-1-1-1
Weapons: 78-72-65-59-52-46-39-33-26-20-13-7
Shields: 16-15-14-12-11-10-8-7-6-4-3-2
-Fwd: 4-3-2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 4-3-2-1

Crystalline Plasma Array (Pr1)
(2) 3x3+/1/1
(4) 2x3+/1/1
(6) 1x3+/1/1
[FH] [FH] [FH] [FH] |[PH] [PH] [PH] [PH] |[SH] [SH] [SH] [SH] |[AH] [AH] [AH] [AH] // (8)

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL -1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port]
[Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd]
[Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (24)

Old Class-4 Battery [TL -1] (-) // -Flak Mode [TL -1] (NPr/Inc/Rp6)
(4) 1x3+/1/3 // (2) 1x2+/2/2
(8) 1x4+/1/3 // (3) 1x3+/2/2
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] // (4)

Rocket Launcher (-) // -Burst Mode (Prx/NPr/Inc/Acr)
(3) 3x4+/1/1 // (1) 0x2+/0/0
(6) 2x4+/1/1 // (2) 4x2+/1/1
(9) 1x4+/1/1
[TT] [TT] |[FH] |[PH] |[SH] |[AH] // (3)

Equipment: (0)
Traits: Bulkheads (2), Transport (3)
Munitions:
Marines: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

D'Trytas KRAHTUN-class Dreadnought (1478)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Fwd: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
-Port: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
-Stbd: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
-Aft: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: [*]-[*]-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
Engines: 2-2-2-2-2-2-2-2-1-1-1-1-1-1-1
Weapons: 106-99-92-85-78-71-64-57-50-43-36-29-22-15-8
Shields: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2
-Fwd: 4-3-2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 4-3-2-1

Crystalline Plasma Array (Pr1)
(2) 3x3+/1/1
(4) 2x3+/1/1
(6) 1x3+/1/1
[FH] [FH] [FH] [FH] |[PH] [PH] [PH] [PH] |[SH] [SH] [SH] [SH] |[AH] [AH] [AH] [AH] |[TT] [TT] [TT] [TT] // (10)

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL -1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (32)

Old Class-4 Battery [TL -1] (-) // -Flak Mode [TL -1] (NPr/Inc/Rp6)
(4) 1x3+/1/3 // (2) 1x2+/2/2
(8) 1x4+/1/3 // (3) 1x3+/2/2
[Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] // (6)

Rocket Launcher (-) // -Burst Mode (Prx/NPr/Inc/Acr)
(3) 3x4+/1/1 // (1) 0x2+/0/0
(6) 2x4+/1/1 // (2) 4x2+/1/1
(9) 1x4+/1/1
[TT] [TT] |[FH] [FH] |[PH] [PH] |[SH] [SH] |[AH] [AH] // (5)

Equipment: (0)
Traits: Bulkheads (2), Transport (4)
Munitions:
Marines: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
Shuttlecraft: 9-8-7-6-5-4-3-2-1

BRIHMSTHAN DRAGONS

Not the name of a major sports team, but the collective name given to the dragon-like creatures that live in space, primarily around the red dwarf named Brihmsthan. Living a nomadic pack lifestyle, with each pack led by a single 'alpha', there are only some permanent holdings in the forms of nests. Each pack is out for itself—in terms of co-operation, they make the D'Trytas Clans look like an ant colony. They can, and will, form temporary alliances with any other faction, but everyone knows as soon as the battle is won, the dragons will do what they do best—devour anything they can with their terrifying maws, having flayed away anything they can't eat with their bio-acid.

The only thing the dragons agree on is the protection of their nests. To simulate trying to approach a Brihmsthan nest site, have a normal pack then, once a single dragon is 'harmed' by the approaching force, each turn thereafter another random dragon appears. Eventually, after the hundredth dragon, the approaching force will have either gotten the hint or be destroyed.

Brihmsthan HATCHLING-class Astral Dragon Infant (61)
-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

Screens: 2-1

Hull: 2-1
Engines: 4-2
Weapons: 7-4
Shields: 1-1

Bio-Acid Emitter © [TL -2] (Pr2/SLn/Inc/Dsr/Slw)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[Fwd2] // (1)

Bio-Maw ©©© [TL -2] (Mdl/Lnc/Knt/Slw-3)
(1) 1x5+/1/1
[Fwd] [Fwd] // (1)

Bio-Electric Field [TL -2] (Dfn)
(1) 1x2+/1/1
[TT] [TT] [TT] [TT] // (2)

Equipment: (0)
Traits:
Munitions:

Brihmsthan JUVENILE-class Very Small Astral Dragon (115)
-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

Screens: 4-3-2-1

Hull: 4-3-2-1
Engines: 4-2
Weapons: 13-7
Shields: 2-1

Bio-Acid Emitter © [TL -2] (Pr2/SLn/Inc/Dsr/Slw)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FF4] // (1)

Bio-Maw ©©© [TL -2] (Mdl/Lnc/Knt/Slw-3)
(1) 1x5+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] // (2)

Bio-Electric Field [TL -2] (Dfn)
(1) 1x2+/1/1
[TT] [TT] [TT] [TT] // (2)

Bio-Pellet Launcher [TL -2] (NPr/Rp6)
(6) 1x2+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] // (2)

Equipment: (0)
Traits:
Munitions:

Brihmsthan ADOLESCENT-class Small Astral Dragon (186)
-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

Screens: 6-5-4-3-2-1

Hull: 6-5-4-3-2-1
Engines: 3-2-1
Weapons: 20-14-7
Shields: 3-2-1

Bio-Acid Emitter © [TL -2] (Pr2/SLn/Inc/Dsr/Slw)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FF4] [FF4] // (1)

Bio-Maw ©©© [TL -2] (Mdl/Lnc/Knt/Slw-3)
(1) 1x5+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] // (3)

Bio-Electric Field [TL -2] (Dfn)
(1) 1x2+/1/1
[FPS] [FPS] [FPS] [FPS] |[APS] [APS] [APS] [APS] // (4)

Bio-Pellet Launcher [TL -2] (NPr/Rp6)
(6) 1x2+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] // (2)

Equipment: (0)
Traits:
Munitions:

Brihmsthan ADULT-class Medium Astral Dragon (303)
-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

Screens: 9-8-7-6-5-4-3-2-1

Hull: 9-8-7-6-5-4-3-2-1
Engines: 3-3-2-2-1
Weapons: 36-29-22-15-8
Shields: 3-3-2-2-1

Bio-Acid Emitter © [TL -2] (Pr2/SLn/Inc/Dsr/Slw)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FF4] [FF4] [FF4] // (2)

Bio-Maw ©©© [TL -2] (Mdl/Lnc/Knt/Slw-3)
(1) 1x5+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd]
[Fwd] // (5)

Bio-Electric Field [TL -2] (Dfn)
(1) 1x2+/1/1
[FPS] [FPS] [FPS] [FPS] [FPS] [FPS] [FPS] [FPS] |[APS]
[APS] [APS] [APS] [APS] [APS] [APS] [APS] // (8)

Bio-Pellet Launcher [TL -2] (NPr/Rp6)
(6) 1x2+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] //
(4)

Equipment: (0)
Traits:
Munitions:

Brihmsthan MATURE-class Large Astral Dragon (517)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

Screens: 12-11-10-9-8-7-6-5-4-3-2-1

Hull: 12-11-10-9-8-7-6-5-4-3-2-1
Engines: 3-3-2-2-1-1
Weapons: 40-34-27-20-14-7
Shields: 4-4-3-2-2-1

Bio-Acid Emitter © [TL -2] (Pr2/SLn/Inc/Dsr/Slw)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FF4] [FF4] [FF4] [FF4] // (2)

Bio-Maw ©©© [TL -2] (Mdl/Lnc/Knt/Slw-3)
(1) 1x5+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd]
[Fwd] [Fwd] [Fwd] [Fwd] // (6)

Bio-Electric Field [TL -2] (Dfn)
(1) 1x2+/1/1
[FPS] [FPS] [FPS] [FPS] [FPS] [FPS] [FPS] [FPS] |[APS]
[APS] [APS] [APS] [APS] [APS] [APS] [APS] // (8)

Bio-Pellet Launcher [TL -2] (NPr/Rp6)
(6) 1x2+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] //
(4)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Brihmsthan ELDER-class Very Large Astral Dragon (692)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

Screens: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: [*]-[*]-[*]-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
Engines: 3-3-3-2-2-2-1-1-1
Weapons: 48-43-38-32-27-22-16-11-6
Shields: 4-4-4-3-3-2-2-1-1

Bio-Acid Emitter © [TL -2] (Pr2/SLn/Inc/Dsr/Slw)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FF4] [FF4] [FF4] [FF4] [FF4] [FF4] // (3)

Bio-Maw ©©© [TL -2] (Mdl/Lnc/Knt/Slw-3)
(1) 1x5+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd]
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd]
[Fwd] [Fwd] // (9)

Bio-Electric Field [TL -2] (Dfn)
(1) 1x2+/1/1
[FPS] [FPS] [FPS] [FPS] [FPS] [FPS] [FPS] [FPS] |[APS]
[APS] [APS] [APS] [APS] [APS] [APS] [APS] // (8)

Bio-Pellet Launcher [TL -2] (NPr/Rp6)
(6) 1x2+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] //
(4)

Equipment: (0)
Traits: Bulkheads (3), Ionized Hull
Munitions:

CIVILIANS AND RAIDERS

Whether 'good' or 'evil', all normal factions need some way to transport goods. And, where you have goods being transported, at some point someone will try to negotiate ownership of said goods in a less-than-legal fashion. Raiders comprise individuals from all normal factions and use converted civilian ships.

Civilian-class Blockade Runner (5)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

Hull: 1
Engines: 3-2
Weapons: 1-1
Shields: 0-0

Equipment: Tractor Beams (1) (O) (1)
Traits: Cargo [Civilian] (2) [TL 2]
Munitions:

Civilian-class Light Freighter (9)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

Hull: 2-1
Engines: 2-1
Weapons: 2-1
Shields: 0-0

Equipment: Tractor Beams (2) (OO) (1)
Traits: Cargo [Civilian] (4) [TL 2], Transport (1) [TL 2]
Munitions:

Civilian-class Medium Freighter (24)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

Hull: 4-3-2-1
Engines: 1-1
Weapons: 5-3
Shields: 0-0

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL -1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[TT] // (1)

Equipment: Tractor Beams (4) (OOOO) (2)
Traits: Cargo [Civilian] (8) [TL 2], Transport (2) [TL 2]
Munitions:

Civilian-class Heavy Freighter (38)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

Hull: 6-5-4-3-2-1
Engines: 1-1-1
Weapons: 8-6-3
Shields: 0-0-0

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL -1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[TT] |[TT] // (1)

Equipment: Tractor Beams (6) (OOOOOO) (3)
Traits: Cargo [Civilian] (12) [TL 2], Transport (3) [TL 2]
Munitions:

Civilian-class Superfreighter (54)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

Hull: 8-7-6-5-4-3-2-1
Engines: 1-1-1-1
Weapons: 12-9-6-3
Shields: 0-0-0-0

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL -1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[TR] |[TR] |[RT] |[RT] // (2)

Equipment: Tractor Beams (8) (OOOOOOOO) (4)
Traits: Cargo [Civilian] (16) [TL 2], Transport (4) [TL 2]
Munitions:

Raiders CUTPURSE-class Boarding Craft (17)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

Hull: 1
Engines: 4-2
Weapons: 4-2
Shields: 0-0

Crystalline Overload Pulse Emitter © [TL -1]
(NPr/Inc/Lnc/Slw)
(2) 1x4+/2/3
[Fwd] // (1)

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL
-1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[FF] [FF] // (1)

Equipment: Tractor Beams (1) (O) (1)
Traits:
Munitions:
Marines: 1

Raiders THIEF-class Light Raider (24)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

Hull: 2-1
Engines: 3-2
Weapons: 5-3
Shields: 0-0

Crystalline Overload Pulse Emitter © [TL -1]
(NPr/Inc/Lnc/Slw)
(2) 1x4+/2/3
[Fwd] // (1)

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL
-1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[FX] [FX] // (1)

Equipment: Tractor Beams (2) (OO) (1)
Traits: Cargo [Civilian] (1) [TL 2]
Munitions:
Marines: 1

Raiders HIGHWAYMAN-class Medium Raider (47)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

Hull: 4-3-2-1
Engines: 2-1
Weapons: 10-5
Shields: 0-0

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL
-1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[TT] [TT] |[FX] [FX] // (2)

Crystalline Overload Pulse Emitter © [TL -1]
(NPr/Inc/Lnc/Slw)
(2) 1x4+/2/3
[Fwd] [Fwd] // (1)

Equipment: Tractor Beams (4) (OOOO) (2)
Traits: Cargo [Civilian] (3) [TL 2]
Munitions:
Marines: 2-1

Raiders BRIGAND-class Heavy Raider (74)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

Hull: 6-5-4-3-2-1
Engines: 2-2-1
Weapons: 16-11-6
Shields: 0-0-0

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL
-1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[TT] |[TT] |[FX] [FX] [FX] [FX] // (3)

Crystalline Overload Pulse Emitter © [TL -1]
(NPr/Inc/Lnc/Slw)
(2) 1x4+/2/3
[Fwd] [Fwd] [Fwd] [Fwd] // (2)

Equipment: Tractor Beams (6) (OOOOOO) (3)
Traits: Cargo [Civilian] (4) [TL 2], Transport (1) [TL 2]
Munitions:
Marines: 4-3-2-1

Raiders CORSAIR-class Super Raider (105)
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

Hull: 8-7-6-5-4-3-2-1
Engines: 2-2-1-1
Weapons: 22-17-11-6
Shields: 0-0-0-0

Old Class-1 Battery [TL -1] (NPr) // -Defence Mode [TL -1] (Dfn)
(5) 1x3+/1/1 // (1) 1x3+/1/1
[TR] |[TR] |[RT] |[RT] |[FX] [FX] [FX] [FX] // (4)

Crystalline Overload Pulse Emitter © [TL -1] (NPr/Inc/Lnc/Slw)
(2) 1x4+/2/3
[Fwd] [Fwd] [Fwd] [Fwd] // (2)

Rocket Launcher (-) // -Burst Mode (Prx/NPr/Inc/Acr)
(3) 3x4+/1/1 // (1) 0x2+/0/0
(6) 2x4+/1/1 // (2) 4x2+/1/1
(9) 1x4+/1/1
[FR] [FR] // (1)

Equipment: Tractor Beams (8) (OOOOOOOO) (4)
Traits: Cargo [Civilian] (5) [TL 2], Transport (1) [TL 2]
Munitions:
Marines: 6-5-4-3-2-1

THE TECHNARCANE

The only technological survivors of the pre-Accident society, the Technarcane are the closest thing to a wizard faction, as their technology is sufficiently advanced. Each ship could be considered a single individual's transport. Their tactics is simply to hit and avoid getting hit—once their defences are bypassed, they can fall quicker than their formidable firepower suggests. Like the dragons, they can form alliances with 'good' and 'evil' factions, and more long-term alliances are possible—as are potential clashes between the Technarcane as some 'mad scientists' combat their more ethical colleagues.

Technarcane ASSISTANT-class Destroyer (249)
-Tech: Engine: 2 Fighter: 2 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 3-2-1

Hull: 3-2-1
Engines: 6-3
Weapons: 6-3
Shields: 3-2

Medium Technarcane Beam [TL 2] (Pr2/SLn)
(8) 1x2+/1/3
[FF3] // (1)

Light Technarcane Beam [TL 2] (Pr1/Dfn/Acr)
(6) 2x2+/1/1
[FP3] |[FS3] // (1)

Equipment: Stealth (3) (OOO) (2)
Traits: Regenerating Screens
Munitions:

Technarcane SCIENTIST-class Cruiser (449)
-Tech: Engine: 2 Fighter: 2 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 6-5-4-3-2-1

Hull: 5-4-3-2-1
Engines: 5-4-2
Weapons: 6-4-2
Shields: 3-2-1

Medium Technarcane Beam [TL 2] (Pr2/SLn)
(8) 1x2+/1/3
[FH3] // (1)

Light Technarcane Beam [TL 2] (Pr1/Dfn/Acr)
(6) 2x2+/1/1
[TP3] |[TS3] // (1)

Equipment: Long-Range Sensors (O), Stealth (2) (OO)
(2)
Traits: Regenerating Screens
Munitions:

Technarcane PROFESSOR-class Heavy Cruiser (905)
-Tech: Engine: 2 Fighter: 2 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 10-9-8-7-6-5-4-3-2-1

Hull: 8-7-6-5-4-3-2-1
Engines: 4-3-2-1
Weapons: 8-6-4-2
Shields: 4-3-2-1

Heavy Technarcane Beam [TL 2] (Pr2/SLn)
(8) 1x2+/1/5
[FH3] // (1)

Light Technarcane Beam [TL 2] (Pr1/Dfn/Acr)
(6) 2x2+/1/1
[TP3] |[TP3] |[TS3] |[TS3] // (2)

Equipment: Long-Range Sensors (O), Stealth (2) (OO)
(2)
Traits: Regenerating Screens
Munitions:

Technarcane FELLOW-class Battlecruiser (1456)
-Tech: Engine: 2 Fighter: 2 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: 12-11-10-9-8-7-6-5-4-3-2-1
Engines: 4-4-3-2-2-1
Weapons: 12-10-8-6-4-2
Shields: 4-4-3-2-2-1

Technarcane Lance [TL 2] (Pr2/SLn/Cts)
(10) 1x2+/1/5
[FR] // (1)

Heavy Technarcane Beam [TL 2] (Pr2/SLn)
(8) 1x2+/1/5
[FP3] |[FS3] // (1)

Light Technarcane Beam [TL 2] (Pr1/Dfn/Acr)
(6) 2x2+/1/1
[TP3] |[TP3] |[FH3] [FH3] |[TS3] |[TS3] // (3)

Equipment: Long-Range Sensors (O), Stealth (2) (OO)
(2)
Traits: Regenerating Screens
Munitions:

Technarcane TECHNARCHY-class Dreadnought (2466)
-Tech: Engine: 2 Fighter: 2 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 22-21-20-19-18-17-16-15-14-13-12-11-10-9-
8-7-6-5-4-3-2-1

Hull: [*]-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
Engines: 3-3-3-2-2-2-1-1
Weapons: 12-11-9-8-6-5-3-2
Shields: 5-5-4-4-3-2-2-1

Technarcane Lance [TL 2] (Pr2/SLn/Cts)
(10) 1x2+/1/5
[FR] [FR] // (1)

Heavy Technarcane Beam [TL 2] (Pr2/SLn)
(8) 1x2+/1/5
[TP3] |[TS3] // (1)

Light Technarcane Beam [TL 2] (Pr1/Dfn/Acr)
(6) 2x2+/1/1
[TP3] [TP3] |[FX3] [FX3] |[TS3] [TS3] // (3)

Equipment: Long-Range Sensors (O), Stealth (1) (O) (1)
Traits: Bulkheads (1), Regenerating Screens
Munitions:

Technarcane ASSASSIN-class Cloak Destroyer (243)
-Tech: Engine: 2 Fighter: 2 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 2-1

Hull: 3-2-1
Engines: 3-2
Weapons: 7-4
Shields: 3-2

Heavy Technarcane Beam [TL 2] (Pr2/SLn)
(8) 1x2+/1/5
[FR3] // (1)

Light Technarcane Beam [TL 2] (Pr1/Dfn/Acr)
(6) 2x2+/1/1
[FP3] |[FS3] // (1)

Equipment: Cloaking Device (O), Stealth (3) (OOO) (2)
Traits:
Munitions: