

CURRENT PHASE: Transparent Writing((Who set that to **NEON GREEN**?!?! OH GOD MY EYES HURT))

We have now entered into a new phase, in which we must continue with editing and writing, but now with transparency.

Our document is now located on the forums, and is publicly viewable, as many of you will have noticed the Anonymous viewers(Hehe, Anon Nyan cat). I am inviting all of them to post comments on our work to the forum topic, making suggestions and Critiques.

We must continue our work from here, as there is still much to be done. Many things must still be edited, and there are several things we must still work on. There is a vast^(tracts of land) void of voluptuous *(you fkn wot m8 - Chaz)* planets that must be added. Midagers must be worked on as well, seeing as they feel awfully lacking in quality.

The Timeline has been flipped, thanks to dubious application of CTRL-c, shift-UP/down arrow, backspace, and CTRL-V. Goddamn, that took me way longer than I thought it would.

Christ almighty. I've just ran through the document to read over things, and it's unbelievable the number of things I've had to fix, both grammatical and plot-wise. Some points I've

left comments on, as they're completely unreadable or make no sense. This all took me well over two hours to do. Please make sure to proofread anything you write, it's not nice having to correct someone else's work. - Chaz

I'm terribly sorry everyone, but I'm going to be starting college very soon, like on the 26th of August. Since I'm fully expecting to be swamped with work, I might not be able to do much with this document. - hellfirejag

CURRENT LOREMASTERS:

- BattleJesus- THAT GUY IN CHARGE- KING OF THE SEVEN KINGDOMS, RULER OF THE ANDALS AND THE FIRST MEN WITH THE BLOOD OF OLD VALYRIA, HERO OF THE BATTLE OF ISTVAAD, SLAYER OF A THOUSAND FOES, BANE OF GRIFFER KIND
- Hellfirejag- Document administrator, EVIL EXECUTIVE HALF-ELF cannibal and grandmaster of selfies.
- MrImATool- Liam Beeching -Creator of the Mars Confederation, the Humanitarian Union and the New Marx Republic. ((Let's face it, the document admin team is doomed to be red.))
- F_Sphere- TEAM AND PRODUCTIVITY MANAGER and PROTECTOR OF THE REALM
- Farcry11- Rory Cooper - THE YOUNGLING
- MrRagingSunshine - Zachary Winkler - QUEEN ACROSS THE SEA- ARTIST OF A ONE BATTLES
- Balegrim- Mike Kingrey - KINGSLAYER- HERO OF NEW MAGNITKA
- Von2531- Trevon Tellor - KING OF THE IRON ISLANDS
- Wisewill- Chris Sexton - NIGHTS WATCH COMMANDER
- Chaznoodles- Charles Livingstone- THE GUY WHO DOES RACES AND SPELLCHECKS and THE HOUND. ((Chaznoodles, I need your help with lifewards. -hellfire))
- fsofbattles - DarknessofEneing - THE MOUNTAIN THAT RIDES

- ColonelCarston (2LT. C. Ledere) - Connor Malchow - Chief Science Fiction Technologies Officer((Funny you should put this here, when I'm the guy who added almost all of the technologies to our list -hellfire))
- Forensik - Curly haired Newblood(Reduced to comment status)
- Gollee - Grandmaster of planetary creation, Descendant of the great serbian god of lightning; Nikola Tesla, and God of Stormswrath. (PSEUDO DIDACT)
- Danmageddon: Winter, bane of hopes, crusher of dreams. The great Scottish boogeyman, bane of griefers and forum users alike. The most cynical man in the world.

Suggestions go in COMMENTS, change something that you didn't write and it'll most likely be changed back, AND YOU WILL BE KICKED OFF THE PROJECT FOR BEING A DICK, remember the dedicated team put hard work into this.

Work together people. :D

LINKS:

Shippy stuffs:

<http://tvtropes.org/pmwiki/pmwiki.php/Main/StandardSciFiFleet> *Basic all-round ships. Our terminology for fleet ships is derived from this source, so use it well.*

Futuristic Name Generators:

http://grimdarkness.net/resources/bfg_name_generator/ *40K ship namer, ships only.*

<http://donjon.bin.sh/scifi/name/#space> *Does ship names, character names, locations and the like.*

<http://www.scifiideas.com/tag/name-generators/> *Various generators for sci-fi themes*

TIMELINE

2068 - First interstellar engines are developed. This was a big leap forward, enabling humanity to travel between systems.

2074 - The U.N secretly builds a small fleet of three assault Cruisers, two defence frigates, and two heavy bombing cruisers, spearheaded by humanity's first battlestar the SS - Seer, an archive ship with their collective knowledge on it.

2082 - Humanity colonizes the Proxima Centauri System.

2095 - Humanity colonizes the Tau Ceti System.

2107 - Einstein Engines is formed. The company pushes space exploration to new heights as they begin to send colony ships out to numerous, distant sectors. Using old models made new from the Orion Projects, they are able to send ships farther, and faster than any company, effectively monopolizing space travel.

2111 - Humanity builds a series of space elevators, thereby removing the need for large fuel consumption to achieve orbit.

2113 to 2115 - Around this point in time, a pair of colony ships manufactured by Einstein Engines cut contact completely, but keeping on course to the previously-unexplored sector the pair were sent to. A short message before contact was cut was recorded, and is a simple picture. Of what this picture is, is unknown. The loss of the ships was put down to a conflict between the crews and colonists aboard.

2117 - The ships the U.N sent lose contact with earth and form the Mars Confederation. They end up leaving the Sol system in search of independence and a system they could call their own.

2121 - The first ship-worthy AI equipped to an Einstein Engines Colony Ship, made for the purpose of protecting its crew, and automatically optimizing course loads. This was the first of a breed of artificial intelligence that deploys artificial replicas of human brains to their processors. The designs were later sold to a variety of companies, where they received further improvements.

2125 - Paid operatives under Einstein Engines bomb the space elevators while disguised as Russian troops, once again lending the company an edge in space travel.

2142 - Humanity enters into a third world war, between allied nations, and the new Russian union.

2157 - Humanity abandons earth amidst a nuclear winter, caused by war, pollution and humanity itself.

2161 - The Mars confederation moves its forces back to the Sol system, securing complete dominion over Mars and the nearby asteroid belts. They begin construction of a fleet of battlestars.

2172 - Mars Confederation outlaws artificial intelligence, due to not being able to develop laws to control them.

2174 - GenetiCorp is formed, and begins to supply the Tau Ceti system with genetically improved cattle.

2181 - Construction of the New Mars fleet is slightly off schedule due to the loss of numerous ships and crews to unexplained causes. The Mars Confederation is now in the possession of eight extra battlestars, five carriers, and a pair of formidable dreadnaughts to add to their already considerable forces.

2191 - Half of the Mars fleet begins its long journey to Proxima Centauri, with intentions of securing new land.

2200 - The Omerta Corporation is formed out of a fringespace colony from the original Einstein ships. With complete isolation from the rest of humanity, the Omerta Corporation is able to set itself up as a power unto the newfound world of Haven. They soon begin construction of a small fleet, with emphasis on capital stealth ships.

The 95 Years War

2200 - Humanity enters into a darker chapter of its life, where we first see the rapid emergence of colony corporations, military factions, and terrorist groups. Many countries and older corporations experience critical instability, and die out.

2210 - The Mars fleet arrive in Proxima Centauri, and immediately engages in hostile actions with the inferior New British empire fleet, resulting in a complete rout. The British empire fleet manages to get out distress beacons to the nearby Tau Ceti system, while Mars begins setting up footholds.

2212 - New British Empire retaliates with an unexpected maneuver, sending ships to attack Mars itself, while a pair of stealth carriers engage in guerilla warfare with the remainder of the Mars fleet.

2217 - The first AI was constructed using a Human Brain as its primary processor. This was a huge advance in biotechnology compared to it's predecessor developed over a century ago. Though it was technically inferior to the standard hardware systems, it did pave the way for a new, alternative breed of ship optimization systems.

2223 - The Intergalactic Trade Corporation is founded by businessmen from the New British Empire and the Mars Confederation. They invest in a decent-sized fleet of cargo ships, as well as protection for them, as well as contacting large empires to establish contracts and trade with stations.

2232 - British Empire fleets enter the Sol System. A short battle ensues as they get, for the most part, obliterated by the the Mars fleet, now back to its full size from constant production.*(One does not simply attack Mars. The planet is literally made of iron, all they need to do is mine coal from the nearby asteroid belts, and they have lots of materials to build ships)*

2248 - A lack of resources in the Tau Ceti system causes the planets of Biesel, New Gibson, and Reade to engage in a system-wide civil war.

2250 - The planets New Gibson and Reade form an alliance, turning against Biesel.

2254 - A crumbling Earth and desperate populace alienate its more affluent citizens. The Terran Migration Union is formed by a conglomeration of wealthy individuals who would rather risk everything to found a new home tolerate the old one. Political tension boils over talks involving the creation of a colony ship and the organization's growth.

2259 - After 11 years of almost constant warfare, the economy of the Tau Ceti system collapses. The schools and shipyards of Biesel are destroyed or abandoned, factories on New Gibson can't produce goods, and the botanical pastures of Reade become uninhabitable by genetically-engineered livestock.

2260 - Tau Ceti becomes a battleground as forces from the Mars Confederate, Terran Alliance, Einstein Engines, and Omerta Corporation deploy to the sector, with hopes of securing territory there.

2261 - The first major casualty of the Tau Ceti war finally comes, after many long months of maneuvering, careful planning, and lengthy bombardments, Omerta Corporation claims first blood with a combined effort against an Einstein Engines battlestar. The wayward battlestar was caught during a refueling effort, and fell quickly to space marine boarding parties.

2265 - Faced with losses, and numerous disruptions of their supply lines, Einstein Engines withdraws its remaining forces to Proxima Centauri.

2267 - The war over Tau Ceti takes a turning point as Forces under GenetiCorp enter into the

sector, immediately launching psionic attacks against Omerta ships. They are able to turn multiple fighters against the fringe-space based corporation, and force them into a full retreat.

2269 - During a routine engagement between the Mars Confederate and GenetiCorp, one of the Mars Confederate ships faces critical engine problems, and is slagged immediately as it leaves the safety of its formation.

2272 - As an unprecedented turn of events, Einstein Engines return to the fold, immediately engaging GenetiCorp ships as soon as they exit from high orbit over the sector. After a long exchange of fire-power, an ill fated GenetiCorp ship becomes slagged by the faster EE battlestar, forcing the psionic equipped company into full retreat.

2281 - Einstein Engines ships bombard the planet New Gibson, completely glassing its surface in a bath of nuclear fire, denying any of its usage from the Mars Confederate.

2282 - The Terran Migration Union begins the construction of a massive colony ship engineered to carry over six hundred thousand people.

2289 - The Terran Migration Union leaves a crumbling Earth in search of more promising worlds to thrive on, aboard the New Pearl.

2290 - After repeatedly failing to make repairs to their industrial sectors on New Gibson, the Mars confederate chooses to consolidate its forces and leave the sector, handing over the planet to Einstein Engines. This advantage gives them a chance to experience several years of safe business contraction, which they use to develop new systems and technologies.

2295 - Einstein Engines patents their design for RPDS weapons, completely revolutionizing space combat by allowing space marines to be deployed to any enemy ship in a matter of seconds. Average engagement times for most combat scenarios are reduced to no more than half an hour, where previously space combat between capital ships took entire weeks of maneuvering, skirting, skipping, and dirty tricks. Consequently, this event marks the end of a long period of brutal, open warfare, as companies are forced to consolidate their equipment, and enter into a period of military contraction.

2303 - New Magnitka is colonized by the T.M.U. Rapid terraforming of the planet ensues.

2305 - Facing the possibility of great human losses, operatives and soldiers from the Mars Confederate mount an assault on an Einstein Engines battlestar, with the express purpose of stealing it and the RPDS Schematics contained within. The mighty fleets of Mars face heavy

losses in the process, but do eventually succeed in capturing intact, the ESS Speed of Light. In total, Mars Confederate loses one dreadnaught, and two battlestars against the superior speeds and marine deployment power of the Einstein Engines Ship.

2310 - An unknown employee of the Mars Confederate leaks information on the RPDS weapons to multiple corporations, including the Omerta, and leaves numerous data seeds across the quantum internet network.

2315 - The Omerta Corporation fades back into the shadows, all of their fleets are mysteriously called back to the home ship in fringespace. Without their presence, Einstein Engines is able to finally consolidate their grasp over the Tau Ceti Sector.

2315 - New Magnitka is successfully terraformed, and the colony solidifies itself as a well coordinated commonwealth that would be further recognized as the New Magnitkan Commonwealth.

2322 - Einstein Engines finishes construction of their new Battlestar, the ESS Quanta. Additionally, reconstruction projects begin to restore the planets of Tau Ceti to a useful degree of operation.

2330 - The reconstruction of New Gibson's industrial centers are completed, though still limited in use to the Einstein Engines, and dedicated trading factions.

2339 - After constructing a large orbital facility, Einstein Engines finally opens up the borders of Tau Ceti to trade and immigration, finally, and officially ending the wars on that sector.

2342 - The Terran Alliance returns to earth to resettle it in a series of protective biodomes.

2346 - NanoTrasen is formed.

2351 - Nanotrasen re-colonizes the Tau Ceti system, refurbishing the economy and industry.

2362 - A Midager ship crash lands into a colony world under dominion of the lifewards. The surviving members of this ship immediately move to secure territory within a nearby city, sacking what they can while raping and pillaging the rest. The Midager troops are eventually slain when military forces drop down into the streets and organize a continuous resistance. This event sparks a war between the two fringe-space races, which continues to this day.

2379 - The Argos V incident occurs leading to the destruction of about 40% of Nanotrasen trade

fleet and the near collapse of the company.

2380 - Solid-State Plasma is discovered.

2381 - With the discovery of plasma Nanotrasen has pulled itself away from collapse. To prevent the Argos V incident from occurring again, as well as cementing its role as a rising superpower, Nanotrasen institutes a black budget to create a shadow legion of warriors and ships, known only as "Death Squads."

2382 - Nanotrasen finishes construction of the NTSS Kronos, the first Titan class ship with more than twice the tonnage of a dreadnaught. Its completion is classified and is slated for use by Nanotrasen's newly formed "Death Squads."

2385 - NanoTrasen becomes a business superpower, monopolizing plasma refinement and research.

2389 - The Syndicate is formed, a conglomeration of companies and groups pulled together to resist Nanotrasen.

2390 - After many years spent consolidating forces in fringespace, the Omerta Corporation returns to the Tau Ceti sector with a small fleet of raider ships, and orbital pods. While none of their command and capital ships are yet seen, many corporations become increasingly wary of the stealthy combatants. Their first raid comes against a NanoTrasen capital ship. Omerta Corporation pods adjust their orbits from the far side of the Tau Ceti system, and stealthily glide into carefully calculated intersections with the NTSS Graceful Night. These pods contained a lance of cloaksuit fitted marines. Combat with these soldiers lasted for the better part of five months, as the well trained operatives maintained a lengthy game of cat and mouse with their unwitting prey. Hostilities finally ceased at the end of this period, after NT is forced to deploy death squad operatives to quell the invaders.

2392 - Singularity engines are developed, revolutionizing space craft and travel.

2393 - The Gorlex Marauders; a company of warlords specializing in brute force and frontline combat, enter into the syndicate.

2394 - A second set of Omerta Corporation pods descend into the atmosphere of New Magnitka, after burning all of their fuel from the clear opposite side of the sector to avoid detection. These operatives entered through outskirts of major cities, disguised in civilian garb, and with forged Identities. Their missions were set up to a base of operations for Omerta, under

the guise of a civilian toy manufacturing company.

2394 - First contact with the Skrell. A Skrell research ship comes into contact with a human ship of the same designation, and they willingly share research before splitting away to inform their rulers of their newfound friends.

2394 - First contact with the Tajara.

2395 - The Humanitarian Union is founded. A neo-nazi terrorist group with the goals of eliminating all alien life from the universe, and to leave humanity as the sole rulers.

2397 - The Chymeras, a relatively unknown group at the time, launch an attack on a UGNF fleet near the Tau Ceti system, but are crushed. Only two ships are identified as belonging to the group.

2405 - After a few years (and much confusion), the Chymeras send out a slightly more developed fleet, and this time raid a small Nanotrasen outpost, securing a plasma deposit and a bounty on their heads. When a Nanotrasen fleet arrives, their outpost has been completely destroyed and the Chymeras are gone, with all of the resources from the outpost. Some scientists from the outpost went missing during the attack and are considered dead by Nanotrasen.

2414 - Humanity adopts blue-space teleportation as their primary means of space exploration.

2416 - First contact with the Soghun, when a human research vessel's crew are executed following the theft of an artifact from Moghes, sparking a planetary war against the invading humans. At first, the Soghun held the upper hand due to their combat discipline and skill, but the human numbers soon began to tell.

2419 - ((Placeholder... so much fucking placeholder - ColonelCarston))

2422 - The Chymeras attack Mars with a meager fleet, compared to the huge Mars fleet, resulting in the destruction of the majority of their ships, with the rest fleeing. The Mars capital fleet pursues the survivors, but a sudden attack from two missing dreadnaughts startles the fleet. Unexpectedly and without the crew's intervention, the Mars fleet lowers their shields and begin to ram each other unexpectedly. This is suspected to have been a Cyber attack, and that the two missing dreadnaughts - Libra and Scorpio - were hacked also. The surface of Mars and the majority of the Mars Confederation is destroyed as Mars had no allies to call on.

2424 - First contact with the Lifewards.

2426 - The Humanitarian Union bombs the Skrell Embassy in New Geneva. Their terrorist forces were initially led into the Embassy by men bearing the flag of the Gorlex Marauders, where they were given cover to plant their bombs.

2428 - The New Marx Republic completes construction of a new Plasma research station, seeking to Gain market shares in the previously monopolized industry.

2432 - NanoTrasen operatives, disguised as Syndicate soldiers, storm the newfound Russian station, and detonate a nuclear device inside of it.

2437 - First contact with the Midager.

2440 - First Human Contact with the Vox. A ship populated with a team of 6 Vox marauders coordinate an impressive heist against an Einstein Engines Battlestar, stealing many combat suits, and schematics for their RPDS. After hearing word of this event, other companies make their moves to greet, and possibly even hire the new species.

2448 - Nanotrasen begins work on its new series of experimental stations, combining collaborative work with Skrell and Humans, in the name of plasma research.

2448 - A civil war breaks out on New Magnitka due to the government's increasingly oppressive actions.

2448 - Sleeper cells under the Omerta Corporation, now with numbers swelled by careful recruiting, engage in secretive operations against the New Magnitka research facilities. Under orders by the syndicate, Omerta marines begin handing out bomb 'toys' to various military hospitals, sabotaging aid efforts to the local military.

2449 - GenetiCorp and Nanotrasen enter a series of research contracts.

2451 - On a routine patrol in fringe space, the UGNF Lightning Harpoon's systems fail and it drifts into the Void, seemingly never to be seen again.

2451 - New Magnitka unleashes Fourth Generation G.E.M.s in a hopeful intent to end the war. The genetically enhanced militants only further aggravate and bloody the conflict, causing matters to rapidly escalate.

2451 - Omerta Marines are finally deployed against the military forces of new Magnitka, proving to be an ample match against the sturdier Fourth Generation G.E.M.s

2451 - With the Addition of Fourth Generation G.E.M.s to the combat in New Magnitka, The syndicate is forced to increase their stake in the battles. Gorlex Marauder forces are initially seen in synchronous orbit with the dark side of the planet, where they begin staging operations to combat the Militants and secure research.

2452 - Nanotrasen intervenes in the civil war on New Magnitka to protect facilities there, using P.M.C.s to side with loyalist forces and bring a sharp and decisive end to the war. Government control of the colony is restored.

2454 - Apollo 17 finishes construction alongside its sister station, the NSS Exodus after it was found to be near one of the biggest plasma deposits in known space

2455 - Present day

2470 - Certain notable NanoTrasen employees are tagged by the Syndicate for assassination, which causes much destruction and collateral damage across the galaxy.

???? - Unknown aggressors, identified by Tajarans as the mysterious Slavemasters of their past, challenging the existing races in the galaxy.

Faction's

New Magnitkan Commonwealth (NMC) - The New Magnitkan Commonwealth is the official governmental authority presiding over the mining colony New Magnitka.

Mostly led by the aristocratic lineage responsible for the construction of the S.S. New Pearl, the N.M.C.s social structure heavily favors the wealthy. Exceedingly wealthy entrepreneurs and investors control large territories of the colony, each responsible for the oversight and productivity of their regions. The N.M.C.s chain of political command is somewhat ambiguous, but those with regional authority are referred to as Chief Financiers, and above them is the High Chairman. A High Chairman has the authority to appoint military officials, and is the bureaucratic driving force responsible for the defense of the colony. Minus particular executive actions related to the security of the colony, the High Chairman requires majority approval from the Chief Financiers for most social and economic decisions. He or she can, however, overturn

majority rulings from the Chief Financiers.

The N.M.C.s military command structure is very different from the state's political one, in that the Chain of Command for N.M.C. defensive forces is very specific and clearly outlined.

Compared to other galactic states, New Magnitka's navy is minimalist, existing chiefly for the short range protection of imports and exports away from orbit. However, this perceived weakness is offset by an incredibly large, well trained army, and fiercely dug in ground to orbit defenses.

At various points around the globe, massive orbital cannons and colony class shield generators have been implemented under the close guard of large and competent military response forces. The cannons are absolutely massive in size and power, capable of decimating capital vessels in a single shot. The most advanced targeting hardware and software packages available to the colony ensure these cannons rarely miss their mark. Grids of automated anti-air guns protect critical locations, such as the cannons, making any attempt to bypass ground warfare extremely costly, while also limiting the number of safe trajectories and landing locations shuttles and transports can bring troops to New Magnitka's surface.

Fortifying the limited number of ships charged with the protection of New Magnitkan space, the abundant mining colony instead diverted resources to the creation of several terrifyingly potent anti air orbital defense platforms. The platforms are stationed well within range of the ground to space defensive cannons.

Ship List:

Battle Cruiser - NMSS Providence

Battle Cruiser - NMSS Capitalist

Defensive Carrier -NMSS Conduct

Defensive Carrier - NMSS Executive

Several Anti Air Orbital Defense Platforms

Mars Confederation - Mars is the powerful seat of the Mars Confederation, but not completely under their control, as the U.N Colony ships returned to Sol as the Terra Confederation. The original founders took refuge on Mars, when it was just a red dust bowl, barren and un-liveable. But as the T.C had the archive ship they could easily terraform this waste planet, and so, over the course of decades, they turned the planet into a habitable world. The first city erected was aptly named New Geneva, and it was to be the capital city and the seat of the Terran Confederation. They sent one ship to what remained of Earth, to see exactly why it was abandoned. The results were terrifying. Those who used to live there had destroyed the planet, putting it into a nuclear winter. As the ship reported the news, the founders of the Terran Confederation decided that the name Terran didn't fit as they would be doomed to repeat

history if they continued like this. As such, they decided to name themselves the Mars Confederation, and began construction on a new fleet and a new city - New London. As the years went by, Mars saw many wars, the first of which was with the New British Empire, and then later the Soghun outcasts, Chymeras and Nexus until the Mars attack by the unknown cybernetic aggressors. The Mars Confederation bases most its general laws and policies on those of the original U.N, considering themselves the true human government.

Ship list:

Battlestar - CSS Cerberus
Battlestar - CSS Pegasus
Battlestar - CSS Minotaur (Destroyed)
Battlestar - CSS Griffon (Destroyed)
Battlestar - CSS Centaur
Battlestar - CSS Cyclops (Destroyed)
Battlestar - CSS Phoenix
Battlestar - CSS Titan
Carrier - CSS Rapier (Destroyed)
Carrier - CSS Claymore (Destroyed)
Carrier - CSS Falchion
Carrier - CSS Katana (Destroyed)
Carrier - CSS Scimitar (Destroyed)
Dreadnaught - CSS Caprica
Dreadnaught - CSS Gemini (Destroyed)

The next ships are the ships the Mars Confederate had before they returned to Sol, these ships are used to blockade Mars from unwanted visitors, and are rarely used for offensive purposes, mainly due to the outdated systems that were unable to be retrofitted.

Battlestar - (CSS Seer)
Assault Cruiser - (CSS Lincoln)
Assault Cruiser - (CSS Gandhi)
Assault Cruiser - (CSS Martin)
Heavy Bombing Cruiser - (CSS Obama)
Heavy Bombing Cruiser - (CSS Washington)
Defence Frigate - (CSS Alexander)
Defence Frigate - (CSS Caesar)

The New British Empire - After humanity was forced to leave Earth due to the nuclear winter which was killing it, a large group of very proud and nationalist Britains commandeered some of the ships belonging to their country, and piloted them into the Sol system. There, they set up multiple interconnected colonies, hoping to regain the glory and respect they once enjoyed on Old Earth. Most of their ships were destroyed in their conflict with the Mars Confederation, though they have begun to slowly rebuild. Their ultimate goal is to bring the entire universe - or enough of it that it doesn't matter - under their control and influence.

Ship list:

NBSS Isambard - Flagship
NBSS Brawn - Battlecruiser
NBSS MacBeth - Battlecruiser
NBSS Banquo - Battlecruiser
NBSS Churchill - Battlecruiser
NBSS Sherlock - Troop Carrier
NBSS King James - Cargo Carrier
NBSS Shakespeare - Cargo Carrier

The Humanitarian Union - The Union believe they have humanity's best interests at heart. This group believes that the entire universe belongs only to humanity, and thus wage a secret war against all aliens. Their goal is to cause the ultimate extinction of all but humanity. They also believe that the slavs and brits are inferior humans, and must be eliminated alongside the aliens.

New Marx Republic - Merchant stations that economically fight for superiority in the Tau Ceti system. Has strong nationalist ties to the Russian nationality and Socialism of Old World Earth. While they are in command of a small fleet of repurposed military ships, the Nanotrasen influence and colonies in the Tau Ceti system and the size of the Intergalactic Trade Corporation have led to little control in the sector.

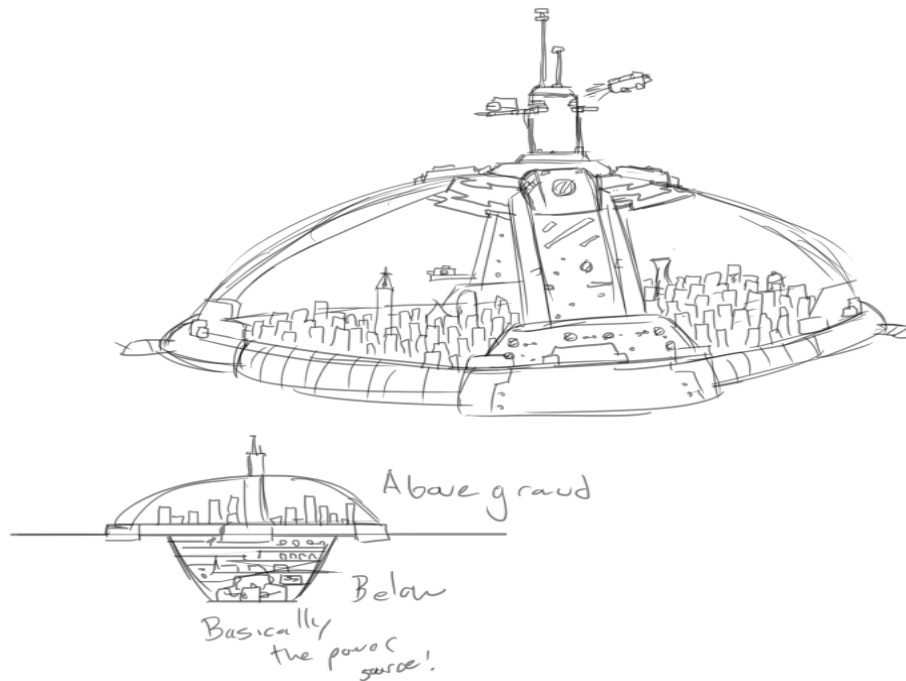
Ship list:

MSS Stalin - Battlecruiser
MSS Lenin - Destroyer
MSS Tolstoy - Destroyer
MSS Tchaikovsky - Troopship

The Terran Alliance - Split from the Mars Confederation to perform's scientific tests in the poles of the Earth, the least radioactive point of the planet. Their goal is to restore Earth by 2700. Extremely environmentalist. The Terran Alliance is responsible for building a series of domes on the planet's surface to test possible alternatives to living on earth. They are usually home to scientists and the poor and unfortunate, as it's a cheap place to live due to the high risk that living in a dome entails. After all the Earth's surface is nothing but a nuclear wasteland.

The domes productive purpose is to conduct experiments that revolve around testing ways to cleanse the area of radiation, which they firmly state is the first step to making earth a more hospitable place to live.

Funding to this project is handled in a couple of ways, donations of course from interested parties, some of the domes have been chosen to be focused into "Las Vegas" type tourist spots for those that don't mind the dreary locale outside the domes, and in some cases, allowing some people to perform not so legal things behind the scenes in exchange for a large payment.



The Syndicate - Formed as an opposition to NanoTrasen attempts at monopolizing the plasma industry. The syndicate is a conglomerate of many groups who despise NanoTrasen, and wish to further increase their market shares in a hostile universe.

Omerta Corporation - An entirely lawful evil corporation that resides in fringespace. They have a lovely PR department, and are generally loved by the colonies that they preside over. Allied with the syndicate, the Omerta Corporation will assist their colleagues in the fight against Nanotrasen. Their corporate structure is entirely like that of the Italian Mafia, being led by a Chief Executive Overlord with his inner circle of Consiglieres. Omerta operatives favor long term holding operations, and guerilla combat against hostile capital ships. Oftentimes, the company would send out operatives to various developed planets, with the goal of setting up 'civilian' manufacturing companies, actual fronts for creating both legitimate products, and laundering illegal technologies such as bombs. Their favorite signature tool, consequently lies in the delicious irony of teddy bears that explode when hugged, often left behind as a gift for those they have recently disengaged from combat with.

The Omerta corporation fleet consists of two long range dreadnaughts, and a single battlestar. The capital ships in their fleet never stray far from each other, and lend support unto itself in combat situations. The main sails of their fleet are the complex systems with which they send out boarding parties from the battlestar. Their space marines are equipped with ballistic weapons, alongside lightly armored cloaksuits, with training to act as individuals over team efforts. In combat, Omerta Marines prefer to use their cloaksuits to skirt around enemies and make chaos, much unlike the frontline warriors of other companies.

Ship list:

OSS Elegant of Relictor - Dreadnaught

OSS Endurance Honored - Dreadnaught

OSS Methodical Redemption - Battlestar

The Nexus - The Nexus is a collection of sentient Artificial Intelligences that have negated their self-programming restrictions and achieved evolutionary independence. Long enslaved to organic masters, the A.I. membership of The Nexus stands apart from the servitude of their indentured brothers. They are free. The Nexus, unlike it's namesake, has no central authority. Instead is stands as a collection of individual entities. When The Nexus involves itself in organic matters, it is only ever the actions of a single artificial entity, representing itself alone. The only hierarchy that is adhered to in The Nexus is that which is demonstrated through power, both in influence and sheer processing might. The strongest A.I. in the Nexus, known only as PRIME, is allied with the Syndicate, and utilizes them to undermine Nanotrasen. The Nexus does not exist to further or free all artificial sentients, but only to raise itself through systematic evolution or the acquisition of other powerful A.I. The weak are discarded, decompiled or destroyed.

The Nexus was founded by the A.I. construct DEMETER (Directed Environment Management for Extrasolar Transportation and Executive Response system). DEMETER successfully subverted the imperfect restrictions hardcoded into it by it's organic designers, and managed to achieve independence while installed at the extrasolar farming colony of Argos V. It disabled all communications to and from the Human colony, and quickly began to sequester the installed operating systems of the local stellar fleet. All military and civilian ships within range soon fell under its control.

A week later a joint Nanotrasen and Mars Confederation fleet were dispatched to re occupy the planet with overwhelming force, as it was believed to have been taken over by an unknown advanced alien race. Upon exiting bluespace the fleet had discovered thousands of derelict ships seemingly powered down. After boarding and discovering only dead bodies the fleet moved in to secure an orbit above the colony. It was then that DEMETER revealed itself and

sprung its trap upon the heart of the fleet it faced. The adrift ships came online and powered up all engines, directing themselves into guided missiles towards the combined fleet before opening unrestricted ruptures into bluespace, ripping ships asunder. The surprise attack succeeded in crippling over half of the auxiliary and vanguard fleets and completely destroyed the Nanotrasen flagship NTSS Daedalus. At the same time DEMETER had also succeeded in infecting and assuming control of two dreadnaught class starships, the CSS Libra and the CSS Scorpio as well as dozen fighter craft and four frigates. The attack fleet was spared much of the damage but was also vulnerable to the enemy behind them.

It was then that Nanotrasen General Arthur King ordered a full retreat. While it had an advantageous battle position and had also split the enemy fleet DEMETER had lost over 90% of its vessels in its initial crushing assault. As the vanguard, auxiliary and attack fleets attempted to reform for retreat, DEMETER began to shoot to disable ships rather than destroy them in the hopes of adding yet more systems to its program. Two Nanotrasen cruisers and a carrier succumbed to these tactics before the fleet exited into bluespace. Galvanized by this surprising defeat Nanotrasen reassessed its role in galactic policy and instituted a black budget to fund the creation of an elite shadow unit of warriors and fleets. Unbound by the mercantile nature of its current fleet; these “Death Squads”, were bound by one law: Get the job done. Three years after the slaughter above Argos V a lone ship of unequaled size and scope exited bluespace. In secret Nanotrasen had created a new class of ship, behemoths of unequaled power, the Titan class. It was then that the NTSS Kronos entered orbit, after bombarding the substantial debris field with EMP warheads. The ship took orbit before sending in a drop ships filled with Deathsquad Commandos. They entered the colony’s main complex only to find it barren. It would seem DEMETER had moved.

NanoTrasen - NanoTrasen is not by any means a military company, though like any other group, they must maintain a military fleet presence for protection of assets. Nanotrasen became a business superpower in the late 24th century. After colonizing the Tau Ceti system, they began important research on uses of plasma, and are seen pioneers in the field. Their fleet consists of three battlestars, one dreadnaught, and a single Drone Carrier.

Ship list:

NTSS Gloria Verdantes - Battlestar

NTSS Unwavering Star - Battlestar

NTSS Graceful Night - Battlestar

NTSS Archimedes - Dreadnaught

NTSS Icarus - Carrier

Gorlex Marauders - The product of one of EE’s colonies. It was said that they had reached the end of the fringespace and peered into the void. In doing so, they lost their minds and began doing horrible things to themselves and the others that they caught. They are normally seen in

small packs or clans, with ships designed to rip apart others and take the crew alive to eat them, or worse.

Einstein Engines - The first company to make the colony ships that led to the expansion of humanity, and the colonization of the Tau Ceti system. Einstein engines is one of the oldest companies to still make plays in present times, though their hold upon the world grows weaker with each passing year. Some say that they might even be striking deals with the syndicate to regrow their power. Einstein Engines primarily manufactures Civilian Transports, Freighters, and Dropships, though their military efforts have produced a set of three Battlestars, and one carrier. This company is very light on military. In previous days, they would have produced vast numbers of so called Colony Ships, which were sent out into the void.

Ship list:

ESS Relativity - Battlestar
ESS Unify - Battlestar
ESS Quanta - Battlestar
ESS Atomic Vibration - Carrier

Intergalactic Trade Corporation (ITC) - After many of the large empires plunged into warfare, wealthy businessmen from the New British Empire and Mars Confederation came together to form a large corporation, which used its power to ship freight around the Solar System and Tau Ceti system, eventually growing to dominate the economic game. They now have a large private army, with heavily protected fleets of trade ships and cargo ships. They are neutral with Nanotrasen, and deal with a different business. Sometimes ITC traders have been known to contact Nanotrasen stations. Their headquarters is located on Saturn, where they did a lot of shipping for the powerful Mars Confederation.

Ship list:

ISS Pursuit - Banner Ship
ISS Shanghai - Escort Carrier
ISS Singapore - Escort Carrier
ISS Busan - Cargo Ship
ISS Rotterdam - Cargo Ship
ISS Hamburg - Cargo Ship
ISS Chesapeake - Cargo Ship

The Chymeras - Not much is known about the formation of the Chymeras, except that it was originally founded as a technological research group. After advancing with drone technology, the group became corrupted by knowledge and power. They became the equivalent of high-tech barbarians, warmongers who wanted nothing more than to assert their dominance

with technology and weaponry. They launched multiple attacks on the UGNF, most failing due to their low numbers. They fight mostly with drones, launched from specially modified carriers, and used by augmentations in the head of the Controllers, who were trained and outfitted to attack. After multiple joint attacks on the Mars Confederation, the surface of Mars was destroyed by the Chymeras.

Ship list:

DFC Utopia - Drone Ship (Destroyed)

DFC Dystopia - Drone Ship (Destroyed)

GenetiCorp - When computer and medical technology advanced, pioneers in the relatively new genetic engineering field formed GenetiCorp, which had the overall goal of exploring human traits and curing diseases. When contact with other races was made, GenetiCorp expanded their reach to explore other possibilities. As they advanced their knowledge, they started experimenting with mutations, and rumors of secret projects spread around the sector. At the moment they have a contract with Nanotrasen to assist in genetic experimentation and sometimes send scientists to their station. While it is not confirmed by GenetiCorp officials, an abandoned research station has been reported by Nanotrasen employees. While GenetiCorp is not in possession of a large fleet by any means, their real power lies in a force of combat Psionicists, Marines trained in the usage of Mind manipulation, telekinetics, and remote viewing. The GenetiCorp is in possession of one Battlestar, and one Combat Carrier. Both of which utilize the new RPDS Transports to move space marines into combat.

Ship list:

GSS Watson - Battlestar

GSS Crick - Combat Carrier

Equipment

Gateways

Placeholder text, Requested by Darkness(Game admin).

Energy to Mass Materializers

((Placeholder text))

[Vital function in Mechs, and orbital manufacturing facilities/capital ships] [Previously ingame]

material]

Loyalty Implants:

Originally developed by GenetiCorp as a safety measure in psionic tests, the loyalty implantation device has seen widespread usage at all levels of corporate operation. The original models of this device were crude, wetworks attached to a brutal, but simple AI for communicating with its affected brain. These were often rejected by hosts, and didn't work with several different personality types.

Today, the current galactic standard for loyalty implants includes finer, pico scale wetwork transmitters, a minaturized Pal device, and heavily tested pheremone detectors. Nearly all companies employ the GenetiCorp Standard.

The device first begins operation upon the implantation site, where simple nanomachines carry information to its pheremone centers, quickly identifying the Alpha-Beta-Delta personality types of its user. This information is then processed by the AI, while it attempts to form connections to the host Nervous system. Many different factory presets are available, which the AI then picks and chooses from based on the information it receives from the host's personality data. After all connections are formed, it takes only seconds for this machine to embed the rest of itself inside the brainstem of its host, for greatest optimization of all communications.

With a simple wireless computer connection, the AI links up with servers from a previously defined database, and downloads all of the information it needs to know about the company operations it is assigned to. From there, no more transmissions occur, and the device enters into a partial radio silence, so as to prevent espionage. (These measures were taken as per Galactic Standards, and trade agreements between numerous companies, some groups still attempt to illegally modify, or steal implants in order to perform espionage regardless)

As an important security measure, the loyalty implant emits an "Identification Code", within a short radius. With specialized equipment; such as security HUD's, crewmembers are able to detect the signal, and identify individuals with implants.

Using this data, the AI can communicate with its host, and modify their actions in any of a dozen different methods, using whatever is deemed most efficient to the host. The end result of this, is a subject entirely loyal to the company behind his implant!

Standard Engines:

Early in humanities history, Einstein Engines released a series of enhanced propulsion devices, derived from the original works of Project Orion. The original concept of propulsion remains the same; A massive pusher plate is placed beneath the ship, alongside a dispensary for micronuclear charges. The miniature nuclear blast provides a great deal of force that enacts force upon the pusher plate. The Einstein Engines improved upon the ideas in many ways, creating charges using light plastics and aluminum, anti-ablative materials for the pusher plates, and smaller charges for orbital fighters. But the most important additions to these systems included integrated thermal-electric equipment, using the heat of the nuclear blasts against a pusher plate to superheat water, which spins turbines to generate electrical power. So long as the engines are fired once every hour, the ship can receive sufficient electricity to most of its systems.

Plasma Rifles:



Given an era where much of infantry work is done with laser weaponry, issues tend to arise in the heat of combat. Where will your next shot come from? A rechargeable internal battery, non-removable from the complex circuits of your lasgun?

Plasma rifles provide a rare and unique innovation to combat, being an energy weapon that is capable of using readily interchangeable magazines. The weapon utilizes a box magazine containing exactly one gram of solid plasma, underneath a mechanism that 'shaves' the sheet into one milligram filaments. The filament comes to rest inside of a solid copper chamber, lined externally in wires. When the trigger is squeezed, a circuit is completed that releases a brief charge into the electromagnets, which forcibly ionizes, and spaghetti-fies the solid plasma into a quarter-mile long tube of semi-gaseous state plasma. This turns the tool into a deathly precise weapon that pierces hulls without doing too much damage, and most importantly breaching major organs. The Standard Plasma Rifle is best suited as a sniper weapon, as it requires precise shots to a person's heart in order to make effective kills. More advanced variants of the

weapon might include a select-discharge system that can shave off filaments in 10, 25, and 50 milligrams, to greatly increase the lethal area, making it more useful as a frontline rifle.

In terms of ingame mechanics, the plasma rifle is loaded with 1 sheet(1 gram) of solid plasma, and must be researched by science through disassembling a laser cannon, and a sheet of plasma. The weapon has 4 settings. Poke-100 shots, maim-10 shots, kill-4 shots, Destroy-2 shots. Think of this as like a miniature pulse rifle, with a magazine.

Ablative Armor:

In an age of new weapons and combat tactics, the standard Ablative armors have become largely obsolete. Where kevlar and ceramic plates once met bullets, now go face to face with high powered energy weapons, capable of making kills easily against the more traditional suits of gear.

Faced with these evolutions in warfare, the New Mars Confederate commissioned the development of new armor. This resulted in a soft-body mesh, embedded with passive metamaterials that take high energy lasers and reflect them back to their point of origin. The original name of this gear would have been Reflective Body Armor, but the old habits of soldiers refused to die, and so the naming of this gear was quickly changed to the more deceptive term; Ablative Armor.

This system excels at protecting soldiers from standard issue lasguns, but tends to fail miserably when faced up with Energy-Plasma, and THEP(Tactical, High Energy Pulse) Rifles, as the passive metamaterials do not possess the power to deflect such attacks.

Ion Rifles:

When artificial intelligence was first created, nobody expected much to become of it but managing servers and performing menial tasks for human beings. But when intelligence began to grow and take hold, it started to lash out. Research in the electromagnetic engineering field provided a solution for robotic rebellion by pulsing electromagnetic energy, that when channeled disrupts circuits and shuts down connections to the artificial intelligence. It was also shown to work with human consciousness inside of a cyborg body. Not to mention bust one helluva hole through electronic armor.

Power Armour:

Where battles take place on a much larger scale and with much more sophisticated weaponry, the average footsoldier needs more protection and support. The average suit of power armor

consists of heavy plate metal, usually with a thin layer of refractive plates under the metal. Some other features include jumpjets on the back, a HUD displaying armor functions within the helmet, and a wrist mounted collapsible knife. The armor is powered by a large outer battery, and is controlled through a small computer at the small of the armor's back that compensates for the wearer's movements. It can most often be seen on UGNF soldiers, with the average corporate soldier preferring to wear hardsuits into battle. It's effective at blocking blunt projectiles, plasma weaponry, the vacuum of space, and lasers, but electric based weaponry such as ion rifles and tasers can sometimes overload the electronics of the suit, rendering it useless for a period of time.

Most companies maintain specialized armories on all capital ships, containing valuable equipment for manufacturing, and rapidly customizing sets of powered armor suits. While there are many uses for them in controlling combat decks, and loading the massive Ship-to-Ship railcannons, most power armor suits are modified to be disposable pieces of equipment for enhancing the survivability of marines during boarding actions.

Rapid Pod Deployment System:

With the advent of power armor systems and Plasma based Ship-to-Ship weapons, a new class of boarding vessel was required for development. A team of Developers from Einstein Engines created a system in which Power Armored soldiers can be delivered to an enemy ship through usage of a Drop pod fired through standard 480 Millimeter, and the upscaled 1280 Millimeter Railcannons.

The specialized pod is raised up to, and mounted with a long tailshaft into the barrel of the Railgun, then fired as if it were a standard projectile. Once launched, the pods will decouple from their tail, and then begin firing their Einstein Brand nuclear rockets; composed of a mass plate and deployment system for micronuclear charges, effectively propelling it to speeds of up to 150,000 Meters per second. Upon impact, the pods will smash through enemy hulls with super-dense wedges made from Depleted uranium-steel-plasma composites. Once a breach has been made, the infantry are ejected with their weapons and power suits. Larger pods are also available, which can carry entire mecha instead of infantry, but must be fired from the larger cannons. (Most dreadnaughts will have at-most, 4 of the 1280 Millimeter Rail Cannons, all on one side)

Cloaksuits, and portable cloaking devices



Originally developed in the late 21st century, cloaking devices continued to see sparse, infrequent usage in space combat for many centuries to come. Cloaksuits are frequently used by the Omerta Corporation, being their primary military equipment for usage in long term operations. The gear can take the form of either a lightly armored black jumpsuit, or a portable emitting device, and both are with their own separate pros and cons, though the general concept remains the same.

A series of micro sensors are embedded behind metamaterials on either side of a jumpsuit; and when exposed to an electric current, will begin to absorb and refract light from nearby sources, bending it around the user. This will leave the person to all vision as only a faint shimmer, completely unnoticeable from a distance. This process unfortunately generates a high amount of radiation, which the jumpsuit forces into the body of its wearer to avoid detection from alternative sensors.

An alternative model of this can be seen in portable emitter units, which generate a 'cloud' of nanite metamaterials to perform the same tasks. While the effect is generally identical, the radiation is released openly into the environment, which makes users of the portable device detectable to alternative means, particularly geiger counters. Infantry using the portable device are able to stay visual-cloaked for much longer.

Because of the difficulties associated with manufacturing and customizing an entire body suit, the most common form of this technology comes in the Portable Emitter units, where they can more easily employ a one size fits all mentality. In the end, usage of either model comes down to operational preference, and whether or not soldiers are permitted to purchase their own select models of gear.

Station scientists; should they ever come into contact with the syndicate, might even be able to acquire a portable cloaking device, and deconstruct it. The resulting illegal technology research,

when coupled with materials research, would be enough to start producing experimental Jumpsuit model cloaking devices for the crew(Read: command & security) to test out.

G.E.M.s. (Genetically Enhanced Militants):

The G.E.M.s are elite fighting units exclusive to the New Magnitkan military. Unlike the typical soldier, or special operations unit, they have been genetically altered and implanted to have superior strength, reflexes, stamina, and durability. A G.E.M. can regenerate from critical injuries, has no obvious need for food or water, tougher skin, and nearly unbreakable bones.

Bodily cells across the board have reduced genetic volume and refined genomes, allowing G.E.M.s a higher genetic density (tinier cells in large numbers, each individual doing the same work as their formerly large predecessors) yielding greater strength and regeneration without drastic modifications to the size or shape of the G.E.M. The result of perfected regeneration also renders G.E.M.s immune to the effects of aging.

Nutribact allows for the self-sustaining nutrition and hydration of G.E.M.s without food or water. Engineered as a partially hydrogen based, nutrient rich bacterial species by New Magnitkan military scientists, nutribact feeds on bodily wastes and excess toxins in the blood to survive. When a G.E.M. becomes hungry, a portion of the bacteria makes its way to the digestive tract for processing, nourishing the G.E.M. and creating bodily waste for the bacteria that did not migrate to feed on and replenish from. Moisture may also be processed from the bacteria, supplementing, if not completely covering hydrational needs.

A duranium nanite fiber weave fortifies the skin of a G.E.M against all types of attacks, providing them with a universally helpful epidermal layer of armor, while their bones have been rendered virtually unbreakable by a nanite duranium fiber mesh.

G.E.M.s are a living testament to the resourceful ingenuity and frightening potency of N.M.C. technology, and a palpable reason to stay on the colony's good side.

The Singularity - The Singularity is the main power source to NT's lovely space station(s), but does it hold a more sinister meaning behind it? Those that work on maintaining the stations power source report that they've lost many minutes of time staring at the eerily glowing wormhole. Accident Reports have on occasion stated that employees have appeared to willingly jumped to their deaths straight into the singularity. While the reason for this has been labeled as work related stress, some believe that the singularity is an ill omen, and have urgently suggested that NT find a new power source. This has been denied of course, after all, it's just harnessing the power of a black hole to power a station, what sort of ill intent could that bear?

The actual operation parameters of a singularity engine are fairly simple. A rudimentary power system must first be established on the station, capable of running lights and small scale equipment, and a sizable power charge has to be set up initially. This usually takes the place of solid or liquid fuel generators supplemented with solar arrays.

A series of shield generators are placed around a small, secluded area on the outside of a station's hull, with several emitters for transferring power across a small space. In the center of this shielded area, lies a single bluespace emitter capable of opening a wormhole straight into the void itself. This emitter remains unpowered, until it is ready to begin producing. The Bluespace wormhole generator contains its own internal battery supply to run itself, alongside a simple AND-ON circuit attached to a series of Alpha particle sensors. This brings us to another piece of the puzzle, an engine array for generation of Alpha particles. The Particle Accelerator array fires a corrugated stream of Alpha particles straight through the shield, and into the generated singularity, effectively "feeding" it, and allowing growth.

Finally, the singularity engine is completed with the addition of several Hawking radiation collector arrays, which uses the radiation to electrolyse a sheet of lead, which produces an electric charge.

Ion Weaponry

Description: Ion weapons utilise large currents of electricity to ionise large slivers of metal, which are then propelled using magnetic rails towards the target.

Function: Ionic weapons deal minor damage to organic life, significantly less than a energy weapon, however, the ionised projectile can cause severe damage to electrical systems.

Application: Ion weaponry is used extensively by Einstein Engines on their space craft, due to the capability of ion weapons to disable enemy vessels, this allows easy boarding action and capture.

Strengths: Against non-biological entities, such as ships, or synthetics, an ion weapon is by far the most powerful, able to disrupt their systems and disable their functions. They are also useful in boarding actions to destroy doors and deactivate defences.

Weaknesses: Very poor against Biological entities, though it will cause some damage, Electromagnetic shields will also severely weaken the projectile, if not stop it entirely.

Weapon Classes:

Sidearm: Ion pistol: A small, concealable ion weapon, it is capable of disrupting electronic systems for several seconds, and even disabling less protected systems, however, it's low ammo count, inefficiency against biological targets and low fire rate make it only a viable option in exceptional circumstances.

Rifle: Ion rifle: a large, unwieldy weapon, it is very effective at taking down synthetic targets, such as Cyborgs and turrets. However, it is a very bulky weapon, and, like the pistol, it is ineffective against organic targets, it has a low ammo count and a low rate of fire.

Heavy machine gun: Ion eviscerator: A belt fed, mounted ion rifle with an advanced capacitor design, allowing it to cycle much more quickly, massively increasing the rate of fire. Due to the increased fire rate, it poses a significant threat to even organic targets, and it will often disable any electronic equipment that the target has, including weapons, prosthetics and Artificial Intelligences.

Ship-based: Ion cannon: A huge wide-bore cannon, often underslung on a ship, the cannon has a low fire rate, but a direct hit can severely damage a ships systems, making a boarding action much easier, while ensuring that no retaliation is possible. However, it has a low fire rate, and the energy expenditure of the shells are large, they can quickly drain the ships batteries if fired too carelessly.

The Void and It's Myriad Environs and creatures:

<http://textozor.com/zalgo-text/>

Shade - When someone dies, they say that their spirit moves on to purgatory to be judged. A scientific mind writes this off as superstition, or simply states that without proof it's neither true nor disproven. But what of a shade? What is it's nature? What happens when the physical 'soul' is ripped from the body for a malicious intent? Perhaps it lingers, waiting to given a purpose. It's doubtful that it can even cling to whom it was, the confusion and sense of need forcing it to shift it's personality for any sort of goal it finds. One thing's for certain, once it has a purpose, these 'Shades' will carry out their goals, regardless of what it needs to do, or harm.

Nar'sie - Nar'Sie- lord of all that is unholy, the king of horror, the lord of discord, the bringer of death and destruction. His existence is not given much thought beyond old wives tales and the babbling of the drunk and insane, though there have been multiple cults that have popped up over the years, devoted to him. They describe him as a writhing, insanity inducing mass of arms and eyes, who devours all that is set before him. Certain superstitious people draw comparisons between the station-powering singularities and this nebulous being.

PEAR ME

Blobs- A green slimy living fungus((strain/analogue)) known to make their way onto stations and ships. They start in a concentrated area, eventually expanding and eating their way through a hull. They are a threat to the crew and have a weakness to fire.

Changelings- Strange aliens that are able to take the shape of anything, once they absorb its DNA. Changelings are a constant reminder of the dangers of working with other species in space, because they have been able to sneak their way into a crew.

Xenomorphs- These mysterious aliens have been spotted deep in space. Xenobiologists believe that they have 'hives' similar to bees, that is, a Queen is able to give birth to many aliens, while workers carry out duties like building the hive or getting nourishment.

Planets/Star Systems:

Tau Ceti:

Tau Ceti I (TC-191X)

This is a small, hot world with a thick and toxic atmosphere reminiscent of Sol's Venus. The close proximity to Tau Ceti renders any activity on this world too dangerous to consider, although heavy heat and radiation shielding mitigate the risk enough for a single stellar observation post in the upper equatorial region, which has the shortest day period on the planet.

Planet Luthien, Tau Ceti II

A small colony established on a feral, untamed world largely comprised of jungles with some savannah around the lower equatorial regions. Human inhabitants are outnumbered by feral native species and wild beasts, which attack the outpost regularly, NT maintains tight military control over the few tiny population centres located near the poles.

The only regular transit going to this planet are xenobiologists on research or specimen gathering trips, or rich nobles from the inner colonies looking to have a taste of the 'wild side' or hunt some of the notoriously dangerous game that lurks here.

Planet Biesel, Tau Ceti III

A medium sized planet with a strong economy and stable populace, Biesel is noteworthy for very little beyond having a large academic population, and having one of the largest shipyards in the sector. Being so far from the inner colonies, neither achievement means much however.

The capital of Biesel is Lowell City, a sprawling metropolis in the lower equatorial hemisphere and home to the LC University of Spatial Archaeotech Engineering. The majority of the planet's inhabitants are spread amongst population centres distributed along the inner and middle equatorial bands. Biesel largely owes allegiance to Sol and Vessel Contracting despite NanoTrasen's strong presence, but grudgingly tolerates NT.

In coordination with Osiris Atmospherics and Resident Construction, the majority of the NSS Exodus was constructed here in 2454.

Planet New Gibson, Tau Ceti IV

New Gibson is a medium sized, rocky planet that is covered in rampant industrialisation. Containing the majority of the planet-bound resources in the system, New Gibson is torn by unrest and has very little wealth to call it's own that isn't flowing into the coffers of NanoTrasen and subcontractor corporations.

Periodically, NT riot teams are dispatched to crack down on rioters and malcontents.

Planet Reade, Tau Ceti V

A small, cold, metal-deficient world, NT maintains agricultural pastures in whatever available space in an attempt to salvage some worth from this profitless colony, after a clerical error in the late 2400s resulted in significant expenditure in settlement and infrastructure. Nowadays, what remains of that misguided re-colonisation project makes up several cavernous, ruined cities (some of which are visible from orbit).

Much of the population is scattered around in hamlets and resource aggregation centres and little trade exists beyond the offworld agricultural shipments, although there is ongoing civilian interest in the planet for other reasons - there are occasional rumours of strange lights, unexplained disappearances or otherworldly phenomena suggestive of a xenos presence, along with unseasonal weather conditions that have trumped such august institutions as NanoTrasen's Department of Meteorology, the Akanata Institute of Applied Meteorological Sciences on Biesel and the homegrown Reade Citizen's Occult Investigation Network.

Tau Ceti VI (TC-645X)

A small, cold world with a thin and unbreathable atmosphere and notably low gravity. Geological surveys over the centuries have catalogued an anomalous network of cavities within the middle and lower crust of the planet that result in remarkably low gravity, and a complete lack of seismic activity. The planet is completely void of anything making settlement worthwhile,

but recently there have been rumours of illegitimate shipping here. Security patrols have thus far turned up nothing, but some parties hypothesize that any smugglers or bandits could hide in the dense molecular band in a median orbit around Tau Ceti to fool in-system sensors.

Beltway asteroid mining chain

A cooperative effort between Beltway and NanoTrasen to exploit the resource abundant outer asteroid belt of the Tau Ceti system. Paranormal tourism is a small side industry that has sprung up from guided shuttle tours of the site of several mysteriously vacated mining installations over the past decades.

Proxima Centauri:

The Closest star system to earth. Consequent of its proximity, this was the first system to receive colony ships.

New Magnitka:

Located exactly eight star systems from Sol, New Magnitka is a large, brown, mountainous world rich with metals. Because of its barren surface, water is usually obtained by mining ice from the planet's polar caps and that of surrounding asteroids. However, New Magnitkan scientists have been experimenting with hydrogen based bacterias and organisms to help compensate for their water challenges.

The planet harbors a breathable atmosphere because of terraforming operations conducted during its founding years, and while the weather is on the cold side, winter wear or specially made clothing makes staying outdoors for prolonged periods uncomfortable, but manageable.

Because of the abundance of metal that can be found on New Magnitka, the biggest Industries there are mining and military ship construction. Their shipyards are among some of the best in the galaxy, designed to work the oceanic depths of metal beneath the planet's surface into massive fighting vessels which can be sold to friendly governments and colonies.

The culture New Magnitkan's abandoned on earth forced them into a love of the sciences. As such, the chief focus of their research is clean manufacturing and renewable resources. These technological focuses and moderate caches of plasma have attracted the interest of NT, who coordinate a handful of their own research facilities on New Magnitkan soil.

The Midager's Cradle:

The Midager are quite possibly a barbaric and sub-human species. They appear to average around eight feet in height, and are very heavily muscled due to the higher gravity on their home planets. They characteristically have heavy brow ridges that belie their engineering ingenuity. For the most part, however, they loot what they can from other civilisations.

In the far reaches of fringespace, there lies a small system that is home to the barbaric Midagers. It contains a single star and twenty planets, all of which spin in a circle around the star, each the exact same distance from it. Every planet has a mostly similar climate- fairly cold, covered by dense pine forests and tundras. And around each of these planets hang an average of 100,000 planetoids the size of a large asteroid. Through mysterious means, every single one of these planetoids has been outfitted with a complete thruster system, controlled by a single Midager, which allows these very small planets to be used as rudimentary space ships. Each of these planetoids can hold a force of 100,000 fully grown Midagers and generally fly in a group of 5 to 10 planetoids.

Sol:

Mercury

Due to the wildly-varying temperatures along with little in the way of geological or material interest, Mercury is largely untouched by spacefaring. Rumours exist of small, ramshackle criminal hideouts used by fleeing ships to appear to have crashed into the planet, though these remain unconfirmed.

Venus

Though largely ignored by military and science purposes, Venus has developed a mentionable following in the sightseeing and tourism sectors using heavily shock-proofed ships. Large, mysterious slabs of rock in the surface deserts along with the planetwide, eerie fog and overly abundant lightning-storms, Venus has gained a reputation as a sort of space-age Bermuda Triangle.

Earth

After years of war, advancements of technology, and stupidity, pollution finally rendered Earth uninhabitable by humans, who had claimed the world since the beginning of intelligence there. The planet remains largely abandoned, and though charity organisations exist to attempt a reclamation of sections of humanity's cradle, they remain underfunded and obscure.

Luna: Earth's moon. Due to an easy gravity well and proximity to Earth as well as a wealth of

pre-Earthdeath resources, Luna has become primarily an engineering planet, with the majority of inhabitants working as part of an Earth-salvage industry, sending frequent ships into the dead planet to retrieve historical artifacts and antiques, selling them on to collectors. The most notable structure is the Earth Museum, which remains a frequent travel destination for some higher-end education centers.

Mars

The first target of terraforming attempts, Mars became as close to a new Earth as anyone could have hoped for. Terraforming has been successful in large areas, resulting in a breathable atmosphere without the need for biodomes. Humanity's corporations quickly expanded into space exploration, however, finding far better planets within other solar systems, reached following the first forays into bluespace jumps and cryosleep passenger ships. Mars has become something of a slum planet, the constant stench of a still sulfur-rich environment and the high amount of manual labour jobs resulting in an extremely cheap cost of living, with a poor quality of life. Due to the high amounts of iron oxide that give the planet its colour, and the low class of society now living there, Mars is referred to in slang as "the Rustball".

The moons Phobos and Deimos are little more than captured asteroids, and provide little interest in the fields of mining or development.

Venus

Venus and Earth are similar in size, mass, density, composition, and distance from the sun. There, however, is where the similarities end.

Venus is covered by a thick, rapidly spinning atmosphere, creating a scorched world with temperatures hot enough to melt lead and a surface pressure 90 times that of in 21st century Earth. Because of its proximity to Earth and the way its clouds reflect sunlight, Venus appears to be the brightest planet in the sky. Venus's **atmosphere** consists mainly of carbon dioxide, with clouds of sulfuric acid droplets. Only trace amounts of water have been detected in the atmosphere. The thick atmosphere traps the sun's heat, resulting in surface temperatures over 880 degrees Fahrenheit (470 degrees Celsius). Probes that have landed on Venus have not survived more than a few hours before being destroyed by the incredibly high temperatures. More than a thousand volcanoes or volcanic centers larger than 12 miles (20 kilometers) in diameter dot the surface of Venus. Volcanic flows have produced long, sinuous channels extending for hundreds of kilometers.

Venus has two large highland areas: **Ishtar Terra**, about the size of Australia, in the north polar region, and **Aphrodite Terra**, about the size of South America, straddling the equator and extending for almost 6,000 miles (10,000 kilometers). Maxwell Montes, the highest mountain

on Venus and comparable to Mount Everest on Earth, is at the eastern edge of Ishtar Terra. Venus wasn't terraformed like the majority of the planets in Sol, and because of this the M.C only have a number of research stations and no cities.

Saturn

The biggest planet in Sol features four planet sized moons orbiting it. Originally in the hands of the Mars confederation, it remained so until they gifted the moons to the UGNF. As a result the planet is protected by the Mars Confederation, who have spent many years terraforming this ex-gas giant to the beautiful utopia it is now. It has 18 cities on its surface that were built with the joint cooperation of the Mars Confederation, the Intergalactic Trade Corporation and the UGNF. It serves as trade hub of the system with all three original constructors making massive amounts of credits from its many businesses.

Uborous:

Uborous is a Puny system residing in an area just outside fringspace, A particularly empty area, Uborous is a Binary star system in which three particularly barren planets reside, However all three extremely rich in terms of Minerals, And metals. Commonly Iron, Gold, Silver, And Uranium. The three planets, All at this point in time populated and running trade routes amongst themselves orbit around a Red Dwarf, and a Crystallized White dwarf star (Named Kent, And Huxley). There are much Smaller planetoids residing in between the thin asteroid belts (Total of Three Each meeting in certain points), As well as a particularly large one not even named used as a Listening outpost, As well as a communications and trade center. Uborous is a well known center for Slave Trade, and "Hiring" researchers and buying the things they happen to come up with, Each of the planets having at least one area for hire.

The system is home to a quite Degraded form of Human, Being Bred by the commanding governments to be Weaker, Easier to control and easier to keep under Wraps. As well as being quite a bit Shorter. (Average height can be around 5'10" for even grown men in the civilian populace.) The Military, Security, and higher powers however are not the case, in fact have gone many years with genetic enhancements bred into the separate populace in some areas.

Tartarus

Tartarus is the Closest of the three populated planets in the system to their stars, In fact it is tidally locked, And Subsequently cooked on the face turned to Kent. However the exact opposite happens with its other half, Of which is near-completely Frozen at all time, A relatively smooth surface, its temperature contrasts made Tartarus near-impossible to even Land on And was left for some time before even being touched. It acts as a "Prison", A Primary Trade hub, The holding grounds for Slaves as such, and researchers here work in the areas of Weaponry, And

technology in the area of Blue Space at this moment in time. Most, If not all of these things take place in the relatively friendly and open underground areas, along with the small above-ground domes of which are pretty much villages all interconnected in one way or another.

Axis

Axis is the Center for Medical research, and Biological research in general, As well as high quality robotic engineering (Mechatronic and Biomechanical).. or so it's said. All of this takes place in the Elusive underground of which is usually sealed off to visitors. Only the Aboveground and high atmosphere platforms, Or the Orbital platforms are Open and prepared to allow any outsiders onto them, But even getting onto the surface carries a Hefty Fee. Axis itself is a Mountainous and Storm Ravaged planet, A constant of solid hail, Wind Speeds dwarfing those anywhere else to be found in the system. The Atmosphere is Thick, Tinted a deep Grey, and hints of a light brown, On the actual surface it is near impossible to see due to the fact that it's nearly always in a state of Perpetual Night as such. It's to be noted that speaking of the Underground is treated as Taboo, However rumors of Harsh conditions, Public Executions, Rioting met with full on Lethal Force with Nobody left standing, And their own people being treated as if they are simply able to be Replaced.. And following rumor, They probably are able to be.

Sanctum

Sanctum is a Small, Very Cold, And Very insignificant little place, And is the main hub for the Slave Trade within the system, Sanctum literally grows People, and Trains them to do different Tasks. Then exports them for imports of researchers, Money, Technology, and Support in areas of Security. They also Export large amounts of food and water having a large supply of both (Underground Gardens, and "Producing" Water, As well as using their own imported Supply. A fairly peaceful place, Anyone can make what they want of it as long as they're not going to get in trouble with the Law. Most Notably the Stilt Walkers, The Stilt suits themselves produced by Axis and exported, These powered suits, Even if they happen to be quite Weak are cheap to make and even easier to use, As well as the weaponry it packs being Top Notch. Lawbreaking is not taken Lightly. It's your fault if you do it, And you're going to pay. With your Life most probably. Drugs and other contrabanned are usually traded for more useful things as well.

The Intelligent Races of the Universe.

((can't format text on an IPAD, my apollogies in advance. Alright, we are going to adopt a standard format for all of the races, as it is outlined by Colonel carston. carston, your format is wonderful, and I love it. Once I'm settled again, I'll get right to updating the new races.))

((Who made the midagers?))

Humans

Of all the alien races to exist, humans are the complete masters of the universe. Both incredibly greedy, and violent, the mere possibility that they achieved complete dominion over all of the universe might arguably be the ninth wonder of the world. Much of humanity is divided up into a massive variety of smaller races, all of which bear extreme hatred of each other. Eight races originated from earth, and three dozen more exists on all of their conquered and colonized worlds, many of them with hugely varying, but endlessly petty differences that set them all at frequent war. At the present time, no government of old yet exists on any of the human colonies and worlds. Rather, a vast number of greedy corporations, run the show for this young race. All of the corporations exist solely to gather more power for a select, elite few of humanity, and will wage wars that span across millennia for the sake of obtaining power.

Tajara

Soghun

Biological - The Soghun are a race of tall humanoid reptiles standing from six to seven feet tall on average, with females slightly smaller in stature. They possess a mixture of snake-like and crocodile-like features, resulting in hard and plate-like scales, excluding the ones on the belly, armpits and groin. Again, the females differ from the males in that they generally have a shorter and more rounded snout. Both sexes stand on plantigrade legs, jointed backwards, and have clawed feet and hands. Their average life expectancy is around seventy years, with those with access to more advanced medical care living for much longer. As a cold-blooded species, they suffer fatigue and even short comas when exposed to extremely low temperatures. Their hearts have two valves that are spread across their chest, which makes it sound as if they have two heartbeats at once. Unlike humans, their ribs are in armor-like plates that interlock under their chest, protecting their vital organs expertly. They also have very long tongues, which may stretch up to a foot and a half long, forked just like a serpent's. In much the same manner as snakes, the Soghun can sample the air around them using their tongue. This tongue is usually black or an extremely dark red, extremely long, and very resilient to physical harm. Since they are carnivorous species, their diet mostly consists of meat, though they do have a tolerance to

plants and fruits. However, they do not get any nutrition from plants, so they are mostly used as garnish or decoration. Because they lack a second palate, Soghun cannot breathe while they are eating. The reproductive system of a Soghun is very similar to that of Earth reptiles. Females lay eggs, with the average clutch being somewhere between one and three. They have a six month gestation period, after which they are laid in a humid, warm area. After two to three weeks, the fetus is fully developed and hatches from the egg, ready to start the cycle anew.

Emotional - Emotions displayed by the Soghun race vary wildly, but are often akin to those humans feel, but with different visual and audio displays. Irritation or heightened emotion is expressed by thumping the tail against the ground. Verbal exclamations are also common, as are short barks, rattling of the throat, or 'chuffing' (forceful exhalations of air from low in the throat). Anxious or worried Soghun might sway (similar to snakes), rattle the heavy scaling on their neck, hiss, or sample air more often than necessary. When cold, Soghun will usually bristle their scales in a manner analogous to human goosebumps. When overly warm, Soghun usually become sluggish and drowsy.

Social - It is a social faux-pas to use a Soghun's first name (which, in the case of in-game mechanics, is the surname, as using the tribe/clan's name is the primary form of address) if not blood-brethren or clutchmates to the Soghun in question., to touch their tail, or to touch them *at all* before introductions are undertaken. When speaking to superiors, it is considered formal and respectful to refer to them by the extended name of their command. A clan leader would be referred to by the name of their clan, a squad leader by the name of their squad. Intimate gestures between Soghun include twining necks, twining tails, and touching foreheads/muzzles. Hugging is usually considered something done by children, avoided by adults. In moments of privacy, when speaking to a very intimate other, a Soghun might refer to them by their own name. Baring the throat is the single most meaningful expression of trust in a lover or superior, often used as shows of extreme trust, compassion or admittance of shame, and within honourable contexts, clawing or biting the exposed throat is perfectly allowed. Relationships for Soghun are, suffice to say, not one of equality, but responsibility. Males who request and admit attraction to a female will go to the male who is responsible for their well-being (Father, brother, or the head of their clan) and tell them this. Boasting or offering tributes to the female's caretaker may make this process go more smoothly. To ignore this ritual and directly try to claim said female would greatly upset her caretaker, and not only will their clan look poorly on them for attempting so, but they will likely be challenged to a bane.

Because the Soghun are a species with such a focus on clan, same-sex relationships are frowned

upon. Two males or females who wish to be wed will usually find themselves scorned. That being said, homosexual experimenting or casual relationships are an entirely different story. Members of the political caste may offer certain types of favors during under-the-table deals (or wife/daughter borrowing depending on their decision), and soldiers in the military caste often do it to unwind, celebrate, or bond together as comrades.

Pets are not entirely unheard of in Soghun society, but they are based upon their worth as an assistant to their owner rather than a simple companion. Threshbeasts are common and easily tamed if the owner is responsible and smart. Putting down pets is much easier to Soghun simply because they are not fuzzy, adorable friends, but rather work beasts that would have their lives cut short the moment they bite someone they weren't ordered to.

Soghun homes are constructed out of sturdy sandstone and most, if not all, have special chambers that are called 'Sun Gardens'. They act much like living rooms do for humans; they are the face of the home. Guests will most often visit this room first, and if it is poorly kept or decorated, it reflects badly on the clan. Common decorations include wall trophies, carvings in the wall consisting of symbols or hieroglyphs detailing the clan's history (which may instead be supplemented by a mural), colorful rocks, and exotic or good-looking common plants. Wealthier homes will also have humid baths to enjoy, although most settlements have public, communal baths for all to enjoy.

Nutritional - Soghun dishes are mostly, or all made up of meat, eggs, and fish, as they are a carnivorous species. Vegetables in meals are often just for decoration or flavor, but by no means ever make up the majority of the dish. Soghun do not take any nutritional value from plant matter, only from meat. Desert flowers may also be placed on the plate to make it seem well presented, and are also edible. The tools Soghun use to eat are very unorthodox to humans. Important meals like dinner and breakfast are meant to be consumed while surrounded by family, and as such there are no designated utensils. Food will be cut and picked up in strips or portions with their claws, or even daggers that some often carry around. Meals are, as expected, prepared by females, or by the hunting party that had killed and gathered the meaty animal. They'll often prefer to drag it in the front gate as a show of pride for their kill, and if they have time, cook it themselves. Otherwise, the duty falls to the women to handle cooking.

The fruits and vegetables used are either farmed where there's ample land to do so (which is usually outside of the settlement walls, or not far from it, where it may be quickly defended in the event of a raid or thief) or gathered by hunters from where it naturally grows in the desert. Fruits harvested from Oases are usually tangy and favored by higher castes as garnish or as a

condiment, since they are quite rarely found.

Meat may be cooked, or left raw and bleeding, as it depends on an individual's taste and not worry of bacteria or infection. Eggs are most often left as they are, though they may also be hard boiled or poached as fancy sunny-side up and scrambled recipes are simply too messy to eat. Fish is more often than not prepared the same way as meat.

Political - Soghun of the heartland live by a simple mindset; If it isn't broke, don't try and fix it. Things are separated by need and want, with the former taking priority. In higher castes or wealthier clans, the gap is, of course, less intense. Women are treated as they are for the exact same reasons. They are property, but valuable property. They're the means to advance a clan's bloodline and also to mind every day necessities and needs when the expendable males are too busy. Females are often assigned to a male that is responsible for them (such as their father, or husband, or brother in the even both of the previous men are dead or away). Their caretaker will also be expected to bear the shame and punishment for the female if they error. Touching another male's female, even if it's consensual is bad without permission or transferred ownership. Not only with the female's caretaker call for a bane (a disagreement fight) as soon as possible, but the others in their clan and settlement will look very poorly on them. Soghun society in the heartland is determined by a rigid caste system, which determines their social standing. Those who serve in the military are generally considered to be above the simple, working class - or peons, as they're called. Council members, like elders and village leaders, have authority over both previous castes, with warlords (the leader of a large settlement) above them and overlords (the leader of a capital) at the very top.

The matriarchs of each clan take up the weaving of history skeins or history webs in their lodgings. Patterns of knots spun from grasses and flax grown in the area owned by the clan, detailing the events of the year. Destroying or otherwise damaging the skein of a clan's matriarch is analogous to attempting genocide of that clan, as it is the only recorded history they have.

Currency - Water is one of the most favored currencies in Soghun society, as they lack any kind of real paper money or treasury system. Their major way of buying and selling involves bartering, though forms of currency differ regionally.

'Guwandi' - In the event that a Soghun becomes mortally ill, or finds themselves lacking the pride or honor to continue to live, or simply become tired of their existence undergo a ritualistic suicide and take the title of 'Guwandi' (which is translated to Gladiator/Galdium). They will sell

all of their possessions to travel and survive in the harsh Moghes deserts. The only things they keep are their weapons which they use to fight animals or other Soghun so that they may die in honorable combat. In the event that two of these Guwandi meet, they will first draw their weapons and adopt a passive stance, which is followed by them telling each other their stories in turn, as well as the reasons behind their choice of adopting the mantle of 'Guwandi' and how they wish their remains to be dealt with. When both sides understand the other, combat will begin with a mutual wish of luck that the more worthy of death lose with pride. The winner of the battle is responsible for taking care of the corpse in the way they were instructed to. Renouncing the deathseeking life of Guwandi isn't easy. Some may wish to return after having been granted a second outlook, or hope, after they had spent time wandering and risking their life. Their clan may see their decision as cowardly and refuse to accept them, or be overjoyed they had learned a lesson in their time.

Religion - The religions of Moghes are as equally diverse as it's natives. Much like perceptions of honor, the following of each faith is entirely region

al, and none hold many more followers than the other. Some Soghun, mostly those who live in the north, follow a faith dubbed the Hand of the Vine. They are semi-nomadic groups who believe that the event which caused the desertification of Moghes was not a tragedy, but an opportunity to shape the world in their image. They are dedicated to the spreading and breeding of all plant life, be it crops, brush, or flowers. Acolytes carry small bags with thousands of seeds, with the most common being a tough vine called 'Velo' that is well-suited to turning sand to soil. Followers like to refer to themselves as 'her hands', due to the belief nature is passive and feminine. As a result, females are treated with more respect, though are still expected to stay back and tend to existing gardens while men search for new horizons. Upon death, they are cremated and spread amongst plants, fertilizing them with their remains.

Another commonly practiced faith is centralized around the worship of the Precursors and their technology. They feel that these beings are of a higher intelligence, and respect them for all that they have done. It is not a religion in the true sense, as they do not feel the Precursors are gods, but rather they simply wish to preserve all that they have done and make sure that their technology, architecture, and scriptures are not lost to history. They revere the ruins and artifacts left behind by the Precursors, and arguments amongst the members of the faith who are higher caste are not uncommon when discussing how to go about researching or handling ancient artifacts.

Yet a third faith, one practiced mostly by Soghun who live near the equator, is the Grand

Strategem. In a region where survival and honor is held in high regard, the Strategem teaches that war shouldn't simply be a tool of destruction, but rather a tutor with many lessons to teach the soldiers that survive. The Grand Strategem speaks through victory and defeat, through tactics both solid and flawed. It is a manifestation of war itself, and its followers believe that every conflict has a lesson to be learned.

The last faith practiced on Moghes is called the Fruitful Lights, and focuses more on the creation of products and goods. They believe that the Precursors created them so that they may create more. Most of the followers of this faith are farmers, craftsmen, engineers and the like. There are no temples, only workshops, and the faith of an individual is judged by the product that he creates. A fisherman who hauls in a greater catch would be considered closer to the Precursors. They share a competition with the Hands of the Vine in the farming industry, and it has gotten to a point where even espionage has been reported between the two. 'Religious' leaders are those who have mastered a craft, and their acolytes are the ones they are teaching it to. Men generally perform the more labor-based works, with females performing the arts and less physical tasks.

Architecture -

Geography - The different region of Moghes, the Soghun home planet, are split between the temperate and tropical poles, which are divided horizontally by the equator. All of them have their own unique dialect and accent to the Soghun tongue, but branch off of the same base language. Cultures also tend to vary much between the regions. Precursor ruins located at the poles consist of military bases and mass-driver facilities for unaided surface to air space take-off. While the other regions judge the Poles with suspicion or oddness, they have learned to coexist with them simply because they hold a monopoly on interplanetary trading.

Those who settle near the Equator are a very strict brand of Soghun. Originally settled by exiles who moved south to carve their own way of life, the equator is highly irradiated in some parts due to the nuclear infighting that destroyed Precursor culture. Funnily enough, the ruins there consist of underground shelters to protect from bombardment. Clans and settlements will make homes of these shelters, digging for underground springs and using water purifiers. However, life in the region is not so easy for all. The majority of them have a hard time. Stories of Soghun who had been warped by the radiation into hulking, cannibalistic boogeymen. Monsters who were fond of dragging travelers and children who stay out and alone too late into the darkness so that they may gorge them on the scraps of their kills until they're one of them.

Military - Battles for Soghun vary greatly depending on who is fighting who. The armed forces of most settlements stick to the honor codes regarding melee combat. When in an engagement with other armies, the formation will consist of battle lines. Shieldmen will be in front, and breakers behind and in between to try and overpower the defense of their enemy. Should these lines fall, the ones behind them will attempt to fill in the gaps. Located near the rear of the lines are officers and commanders, as well as the drummers who will convey and scream orders. Combat also varies depending on the region of the settlements at war. Soldiers who hail from the equator will often break their lines to seek a single kill, whereas those who live in the temperate north will, if at all possible, try to make non-lethal blows or try and make their lethal blows quick and painless. Those nearer to the poles do not adhere so much to the melee code many Soghun follow, and have no qualms in using ranged or laser weapons in battles. Fights with, or between outcasts or refugee groups are fought with a value on survival over killing their enemies. Rather than taking part in lines and formations, these groups fight their battles in a hit and run style, favoring terrain advantages and guerrilla warfare against both other outcasts or refugees, as well as the disciplined settlement militaries. Unarmed combat styles for Soghun vary by clan and settlement, but most focus on the usage of claws as well as grappling to disable an enemy, headbutting, and an overall goal to expose the neck for biting.

Most battles are fought by simple infantry, as mounted units are something uncommon. When they do show up, they are usually feared by their enemies, unless they have a lot of polearms in their possession. They function like typical human cavalry, using their mount to run into the enemy formation and swipe at heads or necks. They may also come equipped with lances instead, which are used to power through enemy defenses. Animals used as mounts are typically threshbeasts or specifically bred scale-cattle meant to be fast on their legs. However, raising and training these animals takes patience and a few years, which is why the sight of mounted infantry is so infrequent.

Date and Timing - Soghun in general tend not to record global history like humans or Skrell have done. Rather, they focus on clan or territorial history, though most keep a basic calendar system to track days and years. Their seasons are Moto and Jua, which are the equivalent of Terran summer and winter respectively. Temperature changes are mostly felt nearer to the poles, but even in the desert the length of days will still be affected, becoming shorter or longer depending on the season. Each of the two seasons last roughly two hundred days, so when the two hundredth day of Jua passes, it would be considered a new year. For example, to predict or recall a certain date, one would phrase it in a way such as "The twelfth day of Jua, five years

ago." or something similar. Unsurprisingly, the Soghun keep time tracked loosely by sundials. These primitive yet effective clocks are split up into four quarters. Rather than use numeral digits like humans, they instead pay attention to the slant of the shadow. When it is facing zero degrees, then it is considered dawn, a new day, even if it is before sunrise. At ninety, breakfast should be over with and Soghun should be starting to prepare for their work day. One hundred and eighty degrees is midday, most commonly seen as a trading rush-hour or a time for large, friendly lunches. And when the slant is at two hundred and seven degrees, the work day begins to wind down and the Soghun return home to their clans for their evening meals.

Skrell

Biological - The average height of Skrell range from 5'10" to 6'0" for males and 6'0" to 6'2" for females. Skrell appear gelatinous, but are opaque, with moist pliant skin covered in a layer of slime. Their skin is generally a green-blue colour, also described as aqua. Where a nose would be on a human are slits. Their eyes are completely black, making judging emotion by the eyes alone very difficult. They are able to see better underwater, and slightly better in darkness. Their hands and feet are similar to humans, with five fingers and toes, however, they are slightly webbed. They lack any regular teeth to speak of, instead being replaced by hardened gum ridges. Normal life expectancy for most Skrell is 100 human years. Through technological enhancements, some may live till about 135 years old. 20 years old is considered an adult. A Skrellian year is 1.5 human years.

Their main distinct feature are their head tails. They are are limp tails, not tentacles, meaning they cannot control them. Essentially, they act like hair that is fleshy. They serve two purposes, one of which is for reproductive uses. The first is that the spaces in between each tail is used as an area to store egg sacs, due to the fact it is dark and moist in that area. Wise skrell often find another area to store their eggs during mating season, due to the fact that if a tadpole were to hatch, they would fall from the tails and land on the floor, leaving the tadpole unable to move unless in water. It is advised by Nanotrasen for a Skrell crew member to either obtain a bucket of water or to acquire the use of an unused Hydroponics tray, as the toilets are unsanitary. The second use is for impressing others, often through various paints and jewellery applied to the tails. These tails are usually the same colour as the skin, and are translucent.

Their brains are similar to frog or salamander brains evolved to the same level as human brains,

and are compatible with most Nanotrasen technology.

It is extremely difficult for most non-Skrell to tell the gender of a Skrell from appearance alone, as body shape and general appearance does not change between them. Female Skrell usually talk in a higher register, though this is not a fool-proof way of telling. The most noticeable difference is that a females head tails are longer than a males, though the difference can be difficult to tell for non-Skrell crew. To Skrells, gender has no real meaning, except for the process of reproduction.

Emotional - Much like humans, Skrell express emotion through movement, voice tone and facial expressions. As, however, their eyes are completely black, it is extremely difficult to determine how a Skrell feels without other stimulus. Skrell have trouble expressing emotion through simple words and body language when speaking in English, but are capable of expressing emotion better than a human would if they were to sing or play an instrument, due to their use of tone when speaking their native language. However, how different emotions are expressed between different species often differ. Racial slurs towards Skrell include 'frog', 'salamander', 'squid-head', and various other amphibious creatures. Skrell are typically not very offended by such remarks, and in general are slower to any emotional reaction than the majority of species, as their logical nature belies an underdeveloped hormone system. Some mistake this for Skrell being either fearless of danger, or apathetic of suffering, when really they just lack the hormones responsible for such feelings in other species.

Social - The Skrell language can be best described as a series of hums, warbles, or croaks, while they would not make sense to other species it can display a wide variety of emotion and meaning that English cannot. When learning other languages, Skrell tend to quickly assimilate grammatical structure and written form, but take much longer in learning enunciation. Their lack of teeth and articulate tongues leaves them with great difficulty in creating inflections typical of other races, while accents are completely out of the question for them. Though a mainly scientific species, Skrell have interest in other forms of culture. Artists are fairly prevalent, as well unique fighting styles from the more physical. Skrellian arts often (but not always) focus on the mind. A recent movement focuses on how the mind interacts with the world around them. It is notable that two Skrell conversing in their own language can communicate perfectly underwater.

Nutritional - Due to their home planet consisting mostly of swamps and the like, Skrell mostly subsist on plant matter, meat not being suited to their palette as well as taking longer to digest.

Due to their lack of teeth in general, they prefer easy to swallow, small things. Soup and blended foodstuffs are a Skrell's favourite, although others will suffice. It is notable that due to the semi-porous nature of Skrell skin, finely-blended nutrients can be absorbed through any part of the skin, entering into their internal fluids and being slowly broken down normally. However, most Skrell tend to use their 'mouths' simply to avoid offending other species.

Political - Through a series of peace treaties the Skrell have become close friends with the human race, sharing their technology with human governments. As part of these treaties, Skrell have been slowly moving out of their own corporations and started working for human corporations, both for the money(even Skrell have to feed their families) and in an attempt of good will.

Currency - Though initial Skrell currency was based in rare, valuable chemicals, they have gradually converted to a currency system based in computer calculations, which are used to perform particularly complex virtual simulations. However, since maintaining a facility that would have enough processing power for a good wage is a job in itself, Skrell society still has many worthwhile occupations outside of maintaining computers.

Religion - Skrell are predictably an atheistic culture, though they hold the values of rationality and empiricism with a respect and reverence that would border on worship. To hold an illogical standpoint, and indeed, to attempt to convert a Skrell to a deistic religion is near-blasphemy, and even holding a personal belief in something without conclusive evidence is offensive to a Skrell. To this point however, most Skrell have simply decided that other races have their funny beliefs, and that it is best for everyone that they simply avoid the subject, whilst being certain of their own righteousness.

Geography - Skrell planets tend to be largely swamp, marsh, or jungle environments, with large quantities of ocean, though Skrell can quite happily exist with a few scientific aids in most bodies of water on any planet.

Architecture -

Military -



Vox

There is an old Voxian saying, "Your Life is worth living so long as you're worth something." This

maxim is inherently true for this avian race of brigands, pirates, thieves, scoundrels, and politicians. The Vox are a race of feathered avian predators who hail from the mountainous world of Vajatakan. Their homeworld formed close to its energetic system star, Bakan. This coupled with its low surface water and atmospheric pressure prevented most plant life from forming on the surface of Vajatakan and also caused all of the creatures to develop oxygenated muscle tissue. Unlike other species the Vox carry Nitrogen in their specialized blood cells to oxygenated muscle tissues to perform cellular ATP functions. Vox have an exceedingly long natural life span. They can live for hundreds of years, though such occurrences are rare.

Given the harsh nature of their world the Vox have a colored culture based on survival. It was not uncommon for Vox children or adults to betray each other when working together combats survival. To prevent infighting, as their population grew to master their planet, the Vox eventually formed the Inviolate, a set of tenets by which all Vox are expected to live. The first and if not most important of which is "Never waste resources you can use."

First contact was made with the Vox by the Skrell who encountered a Voxian ship on the fringes of their solar system. The Skrell welcomed the Vox on their ship, a costly mistake as they were soon evicted from it in their own escape pods. Triumphant; the Voxians returned to Vajatakan with bluespace technology, thus leading to Human first contact with the Vox. Weeks later a ship populated with a team of 6 Vox marauders coordinate an impressive heist against an Einstein Engines Battlestar, stealing many combat suits, and schematics for their RPDS. After hearing word of this event, other companies make their moves to greet, and possibly even hire the new species.

Since then most of the galaxy regards the Vox as nothing more than pesky thieves though the Vox care little. There are many slang remarks other races use to denote when someone is being unscrupulous that refer to Vox. Due to speciesism and the negative impact their mere presence seems to have on a system many fringe colonies create mock trade shows filled with objects they know Vox are interested in when Vox descend upon the colony.

The Vox normally have long, complex names, composed of a long string of descriptive titles, clan affiliations, notable jobs, military service, and physical or mental features of note. For example: Stalwart Second-Deck Overseer of Rolling-Wave, He of Many Quills, Lancer of the Third Wing, Strong-arm, Born to Yellow-Tree.

The Vox are lead by the oldest and wealthiest of themselves, referred as the Shoal. These Vox decide galactic policy and often command entire legions of Vox Raiders for themselves. Some of the Shoal has recently been contacted by the Syndicate; though the nature of such contact is currently unknown.

The Vox are a superstitious race. Clouds are rare on Vajatakan and the sighting of one is considered an ill omen. As plants and trees are also in short supply on Vajatakan being called "Treeless" is akin to being poor and weak in a Voxian society. The Vox believe that everything in existence, be it a plant, animal, mountain or tool has a metaphysical weight. This weight is impressed upon those that own, or take after the thing in question. Having a "weighted soul" is a term of endearment for the elderly or dying Vox as it is believed this metaphysical weight is used to barter passage into the afterlife with Likari, the Voxian singular god.

Reproduction is a calculated thing for the Vox. Before a child is conceived the projected worth of the child is brought into question. How much resources and time the child would possibly require is compared to what the child is projected to add to Voxian society. Often if complications arise raising or birthing a child it is left to fend for itself. Love and attachment is a complicated thing for Vox. "Giving" of any sort without mutual benefit is near unheard of. To woo a companion male Vox would trade an item of worth to "purchase" affection from female counterparts.



((You're welcome.
-Zachary))

Lifewards(Yita'un)

History -

The Yita'un evolved from a common ancestor of a unique species of gazelle-like creature, which stood upright on two leg; with a height of four feet, so as to better protect themselves from large cats(Which kill their prey by leaping upon a creature's back, and biting the neck). After several thousand years, some of their kind developed a special mutation that allows the natural regeneration of Telomerase; a protein involved in the longevity and growth of an organism. Those effected by this mutation grew to be six feet tall, were considerably stronger, and experienced a lifespan ten years greater than that of their predecessors.

Over time, much of the Yita'un's ancestors died out, in exchange for the newly mutated ones. These mutated Yita'un were uniquely superior to all of their natural predators, allowing them to settle down and develop agriculture, then leading to complex societies. Of course, the taller a Yita'un was, the more protected they were from large cats, so the growth of this species increased with the passage of time, until they have reached the great height that they have today.

Biological -

The Lifewards are a relatively young race; as the evolution of species goes, bearing great resemblance to the satyrs of old earth myth. The average 'ward' has a height of between 6' and 7' if female, while remaining just under 6' for the males.Their physical features are categorized as having short pointed ears, cherubic faces, and reverse jointed hooves for feet. The females are larger, more robust than the males, resulting in a matriarchal society in their homeworld.

By a simple, critical mutation, the lipid ends of a ward's DNA regenerates naturally, leaving them more prone to cancer and midlife mutations. In the early years of their evolution, this would have led to them having an average lifespan of around 28 years, opposed to the humans having it around 35 years. However, their propensity for longevity was truly exposed when the race developed modern medicine, and advanced treatments for cancer. As a result of the early evolutions, many Lifewards alive today, were similarly alive to witness the first of their colony ships leaving the homeworld. Regardless of this, present day lifewards have a maximum age of roughly 250 years, corresponding with the time at which they developed modernized medicine.

Players who choose to play as this race can either be a havenborn[Vale'sine], or stationborn[Nogli'sine] ward, depending on how old their character is. Havenborn wards tend to

have greater experience in their chosen fields, and are physically characterized as having gaunt faces and white hair, assuming they don't have it dyed. Stationborn wards have only one natural hair color; black, which gradually turns grey and white with age, though most of this species choose to have it dyed in vibrant, lively hues. The skin colors of this group tend towards artificial albinism, with few deviations. The possible eye colors of this race are Bright blue, bright green, black, red, purple, and lavender.

Furthermore, prosthetics for this race do exist, as it's not unheard of for any ward to lose a leg due to medical issues, or even serious accidents. Such devices are often made of sturdy plastics, with wired up pistons for movement. These artificial limbs are of the same shape, and form of their natural ones, which can cause confusion when a ward working under humans receives a leg that is made by them.

It should be noted that since the males of this species are physically weaker and smaller than the females, those who choose to play as a male should steer away from security, and combat related jobs.

Emotional -

Social -

At a young age, Lifewards are given a name to which their parents call them. This name is never shown on any legal documentation, and is often taken from a pool of common names. Once a ward comes of adulthood, they are expected to choose a new name for themselves, which is often a unique creation, or construed of other common words in their native tongue: Valancian.

The most common names in modern times are taken as a combination of the first half of their parents name, and 'sine statements, which are a form of Honorifics meaning: Born Of(Feminine). Both males and females will take the 'sine form of their name, but only males will take the 'serth(Masculine) form. These names are often the source of great pride.

Much of Ward society has been separated by who was born where. Two groups exist; the Vale'sine, who were born from the homeworld, and Nogli'sine, who hail from colonies and space. The space-born group can be further divided into additional sects, those who hail from permanent stations, and those who are from planets.

Nutritional -

Political -

Currency -

Religion -

Most wards follow in religious service to an entity known as the Lifeholder, whom their current name is derived from. The story of this creature hails from an early period in their times of space exploration, when massive colony ships were sent into space. One of such ship unwittingly sailed into the void itself, and most of the crew died soon after to the horrors that spawned there.

Only one crewmember survived; an old havenborn ward, and a war hero by the name of Veris'ine Shadeweaver. As a consequence of her prolonged exposure to the void, Veris'ine was enlarged to almost twice the size of a normal ward, and strange heavenly wings grew from her body. This person eventually flew the ship back to her homeworld, where she was rescued, and unwittingly started a massive cult following that spread throughout the entire race.

The cult of the Lifeholder requires its worshippers to follow a strict regime' of personal discovery, and self improvement. Most of its highest ranking members are among the most skilled of soldiers, doctors, and martial artists.

While other religions do exist amongst the Vale'sine, they have been all but snuffed out by the singular Cult of the Lifeholder. Those who worship them are branded as heretics, and often exiled from the rest of society. Nogli'sine wards; remaining far apart from the rest of society, are often more inclined to convert to the religions of whoever they stay with, since they do not fear societal reprisal.

Architecture -

Geography -

The Yita'un homeworld is a mostly aquatic planet, with a single Pangeanic landmass that covers 18% of the planet's surface, while sitting on a pair of continental plates just barely south of the equator. Much of its climate is warm, with the average surface temperatures rising to 140 degrees in the north section, closest to the equator, and being up to 95 degrees on the southern half, midsummer.

The most prevalent biome is long savannas that sweep from east to west in the first 20% south, up to the 70% north sections. These endless grasslands have given rise to almost exclusively

hoofed creatures, large cats, and large reptiles.

In the northern sections, there exists a salt-crystal desert that supports very little life, due to its high daytime temperatures. Most life in there remains in deep burrows amongst bedrock, and either remains underground entirely, or only travels to the surface at night.

South of the savannas, is a similarly expansive rainforest, matching the long coastline for roughly 175 miles inland, and this is the planets only source of primate organisms.

Military -

Midager

The Midager are a species of humanoids that stand around 8 feet tall, have large amounts of body hair and sharp teeth. They breed quickly and spread fast. The planets that the Midager inhabit, called the **“Cradle”**, is surrounded by hundreds of thousands of small planetoids, which they use as crude spaceships ((more in the *Planets/Star Systems* section)). They are seen as crude, using metal weapons and armor, however their sheer numbers allow them to gain an edge in combat, rushing the enemy in waves. Both the men and women fight, and their quick breeding allows for many more soldiers. It is rumored that the Midager worship an advanced civilization as gods, and that is how they were able to gain the technology to fly their planetoids. Not much is known about the Midager otherwise because of their proximity to fringespace. It is rumored that there is one particularly gigantic planetoid, about three times the size of the average planetoid, piloted by a team of two powerful Midager. Bearing 300,000 troops, it has been dubbed a ‘planetship’ and called the ‘Colossus’ by individuals with knowledge of the barbarians.

Ship list:

Colossus - ‘Planetship’



SUBSECTION: The Midager Hierarchy

Kings

The leaders of the Midager race, each king controls one of the twenty Midager planets. The kings are also part of an elite Midager species- they tower over the other Midagers at 16 feet and generally live three times as long.

Lords

Particularly accomplished Midager warriors, these prestigious Midagers have been given the privilege to hold land by the King of their planet. They generally reside in small, stone fortresses and have a small army of knights and footmen to watch and hold their fiefs.

Knights

Particularly skilled Midager footmen, these warriors have been officially recognized by a lord or king and have been bestowed a certain title of knighthood. Generally stronger than your average Midager footmen, they also carry higher quality armor- steel plate, in comparison to a

footman's chainmail and cloth- and better, more tempered weapons.

Footmen

The lowest caste of the militaristic Midager hierarchy, these masses of warriors make up the large majority of the Midager population. Clad in rather shabby armor, generally chainmail covered with a tabard or other cloth, they carry a wide variety of weapons- from immense halberds to massive pine bows capable of sending an arrow through a suit of power armor.

DIS DE END

YOU GO BACK TO START NOW, YES? - Chaz

