

Details about aliens

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EXTRA ALIENS FOR ROARING ROCKETS,
AND ALIENS WHO NEED MORE DETAILS THAN THE RULES SHOW.

Ampeater (AVERAGE individual: INT 1 / STR 6 / DEX 5, Hit Roll 12)

A DESTRUCTIVE PEST. THE AMPEATER IS A GENETICALLY ENGINEERED CYBERNETIC CREATURE OF UNKNOWN ORIGIN. IT IS WIDELY BELIEVED TO HAVE BEEN A BIOWEAPON DESIGNED TO BLIGHT SOMEONE'S ENEMY LONG AGO. IT HAS SPREAD FAR AND WIDE SINCE.

AMPEATERS ARE SQUAT HAIRY CREATURES, MUCH LIKE A WOLVERINE WITH A LIGHT BULB FOR A NOSE AND AN ELECTRICAL CORD FOR A TAIL. THEY GET INTO VEHICLES AND EAT ALL THE AMPS.

ONE IS NOT PARTICULARLY DANGEROUS TO A SPACE SHIP. THEY ARE A HUGE PROBLEM IN LARGE NUMBERS, HOWEVER. THEY ARE DRAWN TO VEHICLES, THE LARGER THE BETTER, WHERE THEY HIDE IN INACCESSIBLE PLACES. THEIR METAL CLAWS CAN RIP OPEN SHEETMETAL, SCREENS, AND GRATES. THEY TRAVEL IN DUCTWORK. THEY GET INTO THE PANTRY, WHERE THEIR CLAWS TEAR CANS AND BOXES OPEN FOR FOOD. THEY RIP OPEN ELECTRICAL BOXES TO EAT THE CIRCUITRY. THEY PUT THEIR TAILS INTO WIRING TO EAT THE ELECTRICAL CURRENT (AMPS). AMPEATERS CAUSE THE MOST CONSTERNATION BY EATING AMPS. IF YOU HAVE AN INFESTATION, SYSTEMS WILL LOSE POWER RANDOMLY. IT IS MOST VEXING.

THEY ARE VACUUM TOLERANT AND CAN INFEST NEW SHIPS BY JUMPING THROUGH SPACE OR WALKING ON THE GROUND, EVEN ON AIRLESS WORLDS.

CALL PROFESSIONAL EXTERMINATORS IF YOUR SHIP HAS AMPEATERS.



Constrictor Plant

Wild CARNIVOROUS CONSTRICtor PLANTS GROW FRUITS THAT LOOK, SMELL, AND TASTE delicious. THIS LURES ANIMALS WITHIN RANGE OF THEIR LONG SLENDER LEAVES, WHICH WRAP AROUND THE VICTIM AND CONSTRICt THEM TO DEATH. THE DECOMPOSING VICTIM FERTILIZES THE PLANT. THIS MAY EVEN DRAW CARNIVORES WITHIN RANGE, CREATING A MULTIPLE-ENTRAPMENT EVENT.

THE BASE IS THE SIZE OF A LARGE PINEAPPLE, WITH PLUM-LIKE RED FRUIT ON A 3-FOOT STALK. TEN-FOOT LEAVES STICK OUT IN ALL DIRECTIONS. THEY ARE TOUCH SENSITIVE, ACTIVATING THE PLANT.

CONSTRICtor PLANTS ARE FARMED ON MANY PLANETS FOR CONSTRICtor FRUIT. THE FARMERS KEEP THE LEAVES PRUNED BACK TO ONE FOOT LONG. FARMERS CARRY STUN PISTOLS IN CASE SOMEONES LEG IS GRABBED BY THE LEAF STUBS.

ANIMALS SOMETIMES RAID FARMS FOR THE DELICIOUS FRUIT AND DISPERSE THE SEEDS. WILD PLANTS GROW UP, AND PEOPLE OR ANIMALS SOMETIMES BUNGLE INTO THEM. IF YOU ARE TRYING TO FREE SOMEONE, A SWORD CAN CUT THEM FREE. THE BASE TYPICALLY TAKES 6 POINTS OF DAMAGE, AND STUN GUNS WORK ON THEM.



Distant peoples

EARTHMEN KNOW ABOUT SOME PEOPLES TOO FAR AWAY FOR REGULAR CONTACT.

AQUARIAN FEDERATION: The Ichthyds of the planet Aquarius are a water-breathing people somewhat like mermaids. They have technology similar to Earth, but their ship designs are slower and have less offence and more defense. They are isolationist but have formed a federation with several lower-tech spacefaring peoples for the necessity of defense. Now they include many non-spacefaring planets and a large Wanderer population.

This large federation is in the direction of the constellation Aquarius but is far enough away that it has not exchanged ambassadors with Earth. They have had altercations with the Orcs, Insectoids, and other powerful opponents. Earth considers the Aquarian Federation a potential ally.

EMPEROR FU: The emperor is the centuries-old ruler of the planet Duria who has extended his lifespan by unnatural means. His people are yellow humanoids who smell bad. Imperial technology is a little more advanced than Earth's and includes death rays & science frigates.

Emperor Fu is bent on conquest. He prefers to use spies, traitors, and extortion, but he is not afraid to use his powerful professional military. The empire is large, powerful, and located in the direction of the Canis Minor constellation. It includes many lower-tech client peoples who are forced to contribute armies and lower-tech fleets.

Emperor Fu has had altercations with the Mollizoon, Salamanders, and Shelks, but has not yet contacted Earth, which is distant.

Earth considers Emperor Fu to be a major threat and assumes he has already sent spies. His weakness is thought to be the client peoples forced into his empire.

Lo-thin-cha: This is a friendly people beyond the Mollizoon. Earth and Lo-thin-cha have exchanged goodwill ambassadors, despite the 6-month trip as a passenger aboard a Wanderer spacecraft. They look something like a 6-legged rhino where the front legs have hands. They are isolationist but have an accidental empire because nearby planets ask for their protection. They host a Wanderer settlement.

RAPTORS: A rapacious empire beyond the Mollizoon. They look like a cross between a humanoid and an eagle. They are aggressive, cruel, and eat prisoners. There are several reports of individual raptors showing up as pirates and mercenaries in space controlled by Earth.



Reptoids: A violent, warlike reptilian people in the direction of the constellation LACERTA. A dictator rules them. They have been around longer than most other empires. In the distant past they were almost completely destroyed by a Black Fleet, but they have come back stronger than ever. They are not the smartest people, nor do they have the most technology, but they have a unified empire.

Their cavalry rides dinosaurs. Their dragonriders ride space dragons, which only they have. Reptoid warriors and cavalry sometimes show up as mercenaries in Earth-controlled space.

Reptoids are hostile to the Kraken and Orcs. Earth and the Reptoids are expanding towards each other, and will be in opposition soon. They will also encounter Salamanders soon.

Reptoid (int2/s6/d2, HR 10): Green-skinned reptilian humanoid. Claws for it kill.

SPACE DRAGON AS MONSTER (int1/s20/d2, HR 10, sizemod +4): Winged quadruped, serves as mount for Reptoid dragonrider. 1 pt armor scales. Can claw or bite for mega-kill. Flies through space for hours without life support.

SPACE DRAGON AS VEHICLE: Size 1, slow, very maneuverable, seats one dragonrider in space suit. If it makes a hit it clings to enemy vehicle. Every subsequent turn it rips parts off (normal damage). Any hit wounds it and takes the fight out of it. 3 hits kill it.



Insectoids

Biology: The Insectoids are bug-like beings that stand erect. They have many castes, but here are the ones you might meet:

Worker (int2/s3/d2, HR9): The most numerous caste. They are small and not that bright. Sizemod -1.

Soldier (int2/s6/d4, HR11): These man-sized fighters are not smart, but are fearless and obey orders without questions. Claws for Lt kill, can use most weapons.

Juggernaut (int1/s18/d4, HR11): These super-sized soldiers are armored with thick chitin and are not smart enough to use advanced weapons. Sizemod +2: Claws for Hv kill, cannot hold weapons, 1 point armor.

Smart (int3/s3/d3, HR10): These crew space ships, lead platoons of soldiers, repair equipment, and so forth. They are about as smart as an average Earthman. Hits for wimp kill, but may have any weapon.

History: The Insectoids control more planets than Earth, but do not have a central government. Each planet has its own leadership. This means they make short and mid-term alliances with each other and spend a lot of their time fighting other Insectoids.

Technology: The Insectoids have almost as much technology as Earth but rely mainly on lower technology when it will do the job. They are perfectly willing to accept casualties from using the lower technology because they view their soldiers, Juggernauts, and workers as expendable.

Methodology: The Insectoids are bent on conquest. They elicit determined opposition from non-Insectoids because they treat prisoners and conquered people poorly.

Location: From Earth, they are in the direction of the Phoenix constellation.

Diplomacy: Hostile to Earth, Tigermen, Shells, and Aquarians.

Some Insectoid Spacecraft (typical crew: int3/s3/d3/skill 1)

Honeybee type Bakabomb: size 1 fast & maneuverable small craft flown by barely trained worker. It rams with a size 4 warhead (hit roll is modified by pilot skill, which is 0). Two can be carried instead of a fighter.

Wasp type fighter: size 1 fast & very maneuverable small craft, nose autocannon.

Chinche class fast maneuverable torpedo boat: size 2, cannon turret, 5 nose torpedoes. No overdrive.

Dragonfly class cutter: size 3, autocannon turret.

Beetle class escort: size 4, 3 autocannon turrets.

Brood class tender: size 9, slow & sluggish when loaded, tail ray gun, 3 torpedo boats, 6 bakabombs

Swarm class hive: size 24, slow, sluggish, 6 ray turrets, 12 fighters, 6 torpedo boats



INSECTOID THINKER



INSECTOID WORKER



INSECTOID SOLDIER



INSECTOID JUGGERNAUT

Kakido (AVERAGE individual: INT 3 / STR 2 / DEX 3, Hit Roll 10)

Biology: The Kakido are short bald grey humanoids who prefer to live underground. They are capable of freedom and kindness but have an evil streak.

History: Long ago the Kakido had a small empire, with alien worlds subjugated to the Emperor. They were a grave threat to Earth and attacked it several times but lost to the humans. These losses weakened the empire and the people of Kakido overthrew their tyrant, under who they suffered much. They established a free government and renounced war. Kakido and its previous slave worlds are now free planets within Earth-controlled space.

The princes dispersed, each with a small army and fleet. Their descendants hide in and near Earth-controlled space, practicing piracy, terrorism, and crime. Each prince dreams of a renewed Kakido empire.

Technology: The Kakido have almost as much technology as Earth but choose not to maintain significant military forces.

The old Kakido empire did not use carriers or fighters; instead they used saucers with a high-performance antigravity drive. Saucers are highly maneuverable and do not shoot sparks out the back, but they can only be used in the gravity well of a planet.

Methodology: The Kakido oppress. They still have major problems with rich oppressing poor, husbands owning wives, government representatives lording it over the people they are supposed to serve, and so forth. They reap a harvest of strife.

Location: Kakido is within Earth controlled space. It orbits the star Herschel 5173 A in the constellation Sagittarius, also known as HR 7703, Gl 733 A, Hip 99461, and HD 156026.

Imperial Kakido spacecraft used by renegade princes

Typical crew: INT4/S2/D4/skill 2

The only surviving ships in the hands of the hostile princes are fast.

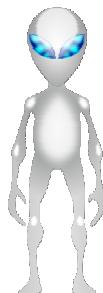
Imperial fast & very maneuverable saucer: Size 2, ray turret, small passenger area.
No overdrive, antigravity driven, may only operate near planets.

Imperial fast maneuverable gunboat: Size 2, nose coil gun, ray turret, 10 light-year range

Imperial fast maneuverable cutter: Size 3, ray turret, cargo area

Imperial fast frigate: Size 3, 2 autocannon turrets

Imperial fast sluggish mother ship: Size 12, 6 ray gun turrets, carries 12 saucers or 6 gunboats



Kraken (AVERAGE individual: INT 5 / STR 4 / DEX 4, Hit Roll 11)

Biology: The Kraken look like a 100kg black octopus with 12 arms, each trifurcated into three mini-tentacles called fingers. They breathe only water and can adapt to fresh water or water with various salts. Kraken can crawl out of water for short periods, but their speed and mobility are limited.

History: The Kraken used to have a large empire that they took by conquest. Then they irritated the Elder Things. The Elder Things can somehow cause a star to boil the oceans of one of its planets. Now the Kraken have isolated planets with a few conquests. Their drive for conquest remains strong, and they are trying to rebuild their empire.

The Kraken of old had legendary wars with the Psios and nearly conquered Earth.

Technology:

Kraken spacecraft are filled with water, reducing maneuverability. The Kraken have retained their technology and can make some things that Earth cannot.

- **Death Ray:** Similar to a ray gun, but lighter & smaller, uses less power, and cannot be set for stun/disable. The Kraken sometimes use a more powerful death ray instead of a more versatile ray gun. For example, a death ray pistol the size of a ray pistol does ray rifle damage. A death ray equipped space ship may have an extra weapon or a more powerful weapon.
- **Obfuscator:** This is a large spacecraft system that can make a spacecraft harder to detect on a scope (it is hard to detect at long range). Missiles cannot hit an obfuscated ship, and other weapons add 4 to their die roll. The obfuscator takes up a lot of space and even more power. The ship moves slower when it operates. Communicating or firing weapons gives it away (negating the obfuscation).
- **Tripod Walker:** This is a three-legged walking machine like a tank on 20-foot legs and life-support for a crew of three Kraken. Vehicle size 2, slow & maneuverable, turret with a vehicle ray gun, armored against HV weapons. Under water the legs retract and it becomes a fast maneuverable submarine.

Methodology: The Kraken take some worlds by conquest, and some by subjugation. Subjugated worlds maintain autonomy, as long as they provide raw materials, manufactured goods, and military forces when so ordered.

Location: From Earth, they are in the direction of the Hercules constellation.

Diplomacy: Hostile to Orcs, Psios, Reptoids, Mollizoon. Sometimes forms short term alliances with Mollizoon potentates. Never cooperates with Orcs or Psios.

SOME KRAKEN SPACECRAFT (TYPICAL CREW: INT5/S4/d4/skill 3)

Black Doom class fast maneuverable **Fighter**: size 1 small craft, nose ray gun

Condusor class fast sluggish **Cutter**: size 3, deflector shield, two ray gun
turrets

Specter class fast sluggish **Gunboat**: size 3, obfuscator, nose-mounted ray gun,
missile turret (8 missiles)

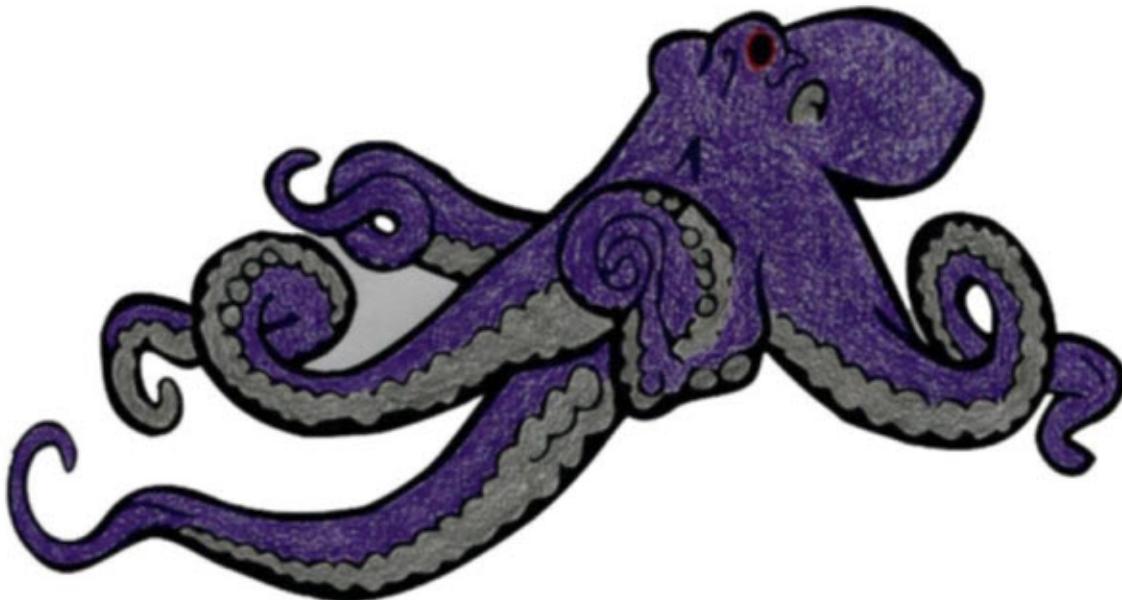
Wraith class sluggish **Frigate**: size 3, obfuscator, deflector shield, ray gun turret,
missile turret (10 missiles)

Science Frigate: size 3, sluggish, carries some unique product of mad science.
These are rare, but usually bad news. Science packages seen in the past
include a power-drain ray, killer robots, a teleporter, etc.

Anathema class fast sluggish **Destroyer**: size 4, size 4 nose-mounted death ray, 2
ray gun turrets, deflector shield, ECM

Defender class sluggish **missile escort**: size 4, 5 missile launchers (12 missiles
each), deflector shield, ECM.

Reaper class fast & very sluggish **crusier**: size 6, two double power death ray
turrets, three missile launcher turrets (9 missiles each), force field, ECM.



Mollizoon (AVERAGE INDIVIDUAL: INT 2 / STR 3 / DEX 3, HIT ROLL 10)

Biology: They look like a 9 foot long worm with sucker-feet beneath, spines on top, and a ring of short manipulatory tentacles around their mouth. They breathe both air and water. The Mollizoon have many more planets than Earth.

History: The Mollizoon have been around for a long time and have a lot of planets. Each one is ruled by a potentate who has alliances with other potentates.

They want to conquer everything, starting with each other. They are hampered by limited smarts, impatience, and having to buy most of their advanced technology.

The Mollizoon protect small colonies of Wanderers because the Wanderers build space ships for them (if suitably paid).

Technology: The Mollizoon do not have as much technology as the other space faring species, so they buy it.

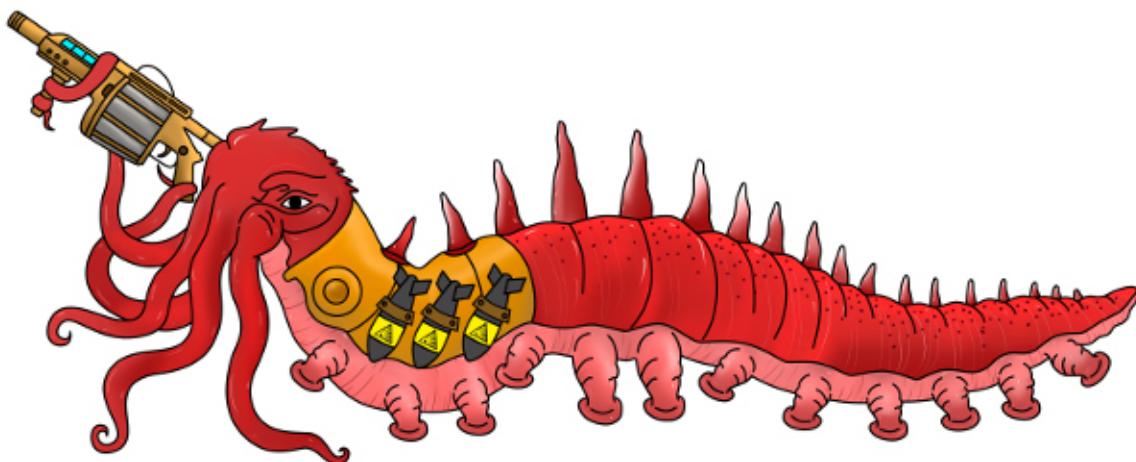
Methodology: Mollizoon potentates chose a victim and gang up on him.

Individual Mollizoon are often found among pirates and mercenaries.

Entire Mollizoon armies, crews, and fleets can be hired.

Location: From Earth, they are in the direction of the Ursa Major constellation.

Diplomacy: Individual Mollizoon potentates are hostile to, but able to form short-term alliances with, or be hired by: each other, Earth, Psios, Kraken, Salamander leaders, Emperor Fu, Raptors, and Lo-thin-cha.



SOME MOLLIZOON SPACECRAFT (TYPICAL CREW: INT3/S3/D3/skill 1)

Mollizoon MANEUVERABLE **figHTer**: SIZE 1, 4 NOSE TORPEDOES.

Black Doom class FAST MANEUVERABLE **KRAKEN figHTer**: SIZE 1 SMALL CRAFT, NOSE RAY GUN

A-99 Avenger type FAST HUMAN MANEUVERABLE TORPEDO **boMber**: SIZE 1 SMALL CRAFT: TWO BIG NOSE TORPEDOES (5 DAMAGE EACH).

Kestrel FAST MANEUVERABLE RAPTOR **bird of prey**: SIZE 2, NOSE AUTOCANNON, MISSILE LAUNCHER TURRET (7 MISSILES), CANNOT TRAVEL FASTER THAN LIGHT (NO OVERDRIVE).

Quasar class FAST MANEUVERABLE WANDERER SCOUT: SIZE 2, NOSE CANNON.

Myoguard slow sluggish Mollizoon **defender**: SIZE 2, 4 NOSE TORPEDOES, RAY GUN TURRET, CANNOT TRAVEL FASTER THAN LIGHT (NO OVERDRIVE).

"**Kaze**" class FAST MANEUVERABLE HUMAN **TORPEDO boat**, SIZE 2: ECM, RAY GUN TURRET, 6 NOSE TORPEDOES, 15 LIGHT-YEAR RANGE. THIS INEXPENSIVE CRAFT IS USED FOR LOCAL DEFENSE.

Nosify slow sluggish Mollizoon **CUTTER**: SIZE 3, NOSE RAY GUN, TAIL MISSILE LAUNCHER (4 MISSILES)

Nebula class WANDERER **CUTTER**: SIZE 3, TWO RAY GUN TURRETS.

Astrohunger slow sluggish Mollizoon **frIGATE**: SIZE 3, THREE RAY GUN TURRETS.

Type 27 Psio **frIGATE**: SIZE 3, NOSE RAY GUN, AUTOCANNON TURRET, MISSILE TURRET (8 MISSILES), DEFLECTOR.

Galaxy class WANDERER **escORT**: SIZE 4, 4 RAY GUN TURRETS, FORCE FIELD.

Simms class FAST HUMAN **deSTROYer**: SIZE 4, DEFLECTOR SHIELD, ECM, 2 RAY GUN TURRETS & 8 NOSE TORPEDOES.

Druge class slow sluggish **Lo-thin-cha** **batTle bArge**: SIZE 5, DOUBLE-SIZE MISSILE LAUNCHER TURRET (12 MISSILES), 2 RAY GUN TURRETS, ARMOR, ECM.

Thunderstomy slow very sluggish Mollizoon **light tender**: SIZE 8, TAIL-MOUNTED DOUBLE-SIZE MISSILE LAUNCHER (8 MISSILES), 4 SIZE-2 TORPEDO BOATS OR DEFENDERS.

lodgeGeny slow very sluggish Mollizoon **CARRIER**: SIZE 12, 4 RAY GUN TURRETS, 12 figHTERS OR boMbers.

THE MOLLIZOON buy a lot of WANDERER-built SPACECRAFT, like the QUASAR, NEBULA, and GALAXY. THEY BUILD EVEN MORE OF THEIR OWN, LESS CAPABLE, SPACECRAFT.

Old ones

THESE ADVANCED ANCIENT PEOPLES DESTROYED EACH OTHER IN A SERIES OF WARS LONG AGO. THERE ARE NOT MANY LEFT, AND THEY ARE RARELY ENCOUNTERED. THEY HAVE INCOMPREHENSIBLE ADVANCED TECHNOLOGY; THEIR DEVICES DO WHATEVER THE GAME MASTER WANTS THEM TO. THEY MOSTLY IGNORE EVERYONE ELSE AND FOCUS ON FINDING & DESTROYING EACH OTHER. THEY SWAT ANYONE WHO BOthers THEM (HENCE THE EXTINCT PEOPLES AND SHATTERED EMPIRES). LOOKS AND MENTAL POWERS DO NOT WORK ON OLD ONES.

Black Fleet: ASSUMED TO BE AN ANCIENT DOOMSDAY WEAPON, FLEETS OF HUGE BLACK SPACE SHIPS CONTROLLED BY MACHINE MINDS TRAVEL THROUGH SPACE, DESTROYING CIVILIZATIONS IN THEIR WAKE. THEY MINE ASTEROID BELTS WITH REMOTES TO REPAIR, REARM, AND SLOWLY REPRODUCE.

THE SHIPS ARE AROUND SIZE 100 AND HAVE MOSTLY STANDARD SYSTEMS. THEIR RELIABLE REDUNDANT SYSTEMS DO NOT EXPLODE OR BECOME DISABLED, AND THEY HAVE LOTS OF AMMUNITION. THE CARGO AREA HAS THE MACHINE MIND AND MINING EQUIPMENT. THE MACHINE MINDS ARE WEAK AT CREATIVE PROBLEM SOLVING, BUT EXCELLENT AT TACTICAL AND STRATEGIC COMPUTATION. THEY HAVE SPECIAL BOMBARDS THAT FLATTEN CITIES, POISON WITH RADIOACTIVITY, PUT UP A PALL OF SMOKE THAT BLOCKS LIGHT TO RUIN CROPS FOR YEARS, DESTROY THE OZONE LAYER, AND COLLAPSE CIVILIZATIONS.

THEIR ONLY INCOMPREHENSIBLE TECHNOLOGY IS THEIR MACHINE MINDS.

Elder Things (int7/s10/d3, HR10): A BARREL-SHAPED INTELLIGENT WALKING PLANT. THE HEAD LOOKS LIKE A STARFISH, 5 TENTACLES SERVE AS LEGS, AND THE WINGS ALLOW IT TO FLY THROUGH SPACE WITHOUT A SUIT. THEY ARE CARNIVOROUS, AMPHIBIOUS, AND AGELESS. THEY MOSTLY KEEP TO THEMSELVES. TENTACLES HIT FOR 1 STUN. LIVES ON LAND AND IN WATER. CAN HANDLE GREAT ATMOSPHERIC OR WATER PRESSURE.

Great Race of Yith (int7/s20/d1, HR8, sizemod +2): IT LOOKS LIKE A BIG CONE TOPPED BY 4 TENTACLES AND MOVES LIKE A SLUG. THEY HAVE POWERFUL MENTAL ABILITIES; WHATEVER MENTAL POWERS THE GAME MASTER WANTS THEM TO. THEY CAN EVEN TELEPORT WITHIN A STAR SYSTEM. THEY MOSTLY KEEP TO THEMSELVES AND ARE COLLECTORS AND HOARDERS OF KNOWLEDGE. 1-POINT ARMOR (VERY TOUGH HIDE). SOME TENTACLES HAVE CLAWS THAT HIT FOR HV KILL.

Mi-Go (int6/s15/d4, HR11): A SHRIMP-LIKE INTELLIGENT PINK FUNGUS WITH BAT WINGS (WHICH IT CAN USE TO FLY IN SPACE WITHOUT A SUIT). THEY HAVE 3 CASTES: SCIENTIST, SOLDIER, & WORKER. THEY ARE MALEVOLENT, WANT CONQUEST, AND ARE NOTORIOUS FOR PERFORMING MEDICAL EXPERIMENTS ON PRISONERS. CRAB CLAWS HIT FOR MD KILL.

Shoggoth (Int5/S50/d4, HR11, Sizemod +4): Large amorphous shapechanger, able to form limbs and organs at will. They can even extrude wings and fly through space. They can make a pseudopod appear convincingly human if they can hide the rest of their body. Genetically engineered as a slave race by the Elder Things, but they turned on their masters. They prefer to keep to themselves but are aggressive and easily angered. They have no tolerance for slavers, but no interest in liberating slaves. They can clobber for mega stun and/or kill. Lives on land and in water. Can handle vacuum, great pressure, and noxious atmospheres.

Yela (Int7/S25/d1, HR8, Sizemod +3): Big malevolent anglerfish monster; moves & manipulates by telekinesis, even moving through space without ships. They want to conquer or destroy. They have powerful telekinetic abilities. Lives on land and in water. Bites for HV kill. Planets who surrender to the Yela maintain some independence but must contribute raw material and military forces. The Yela military usually shows up with a large force of vassals.



Elder Thing



GREAT RACE of Yith



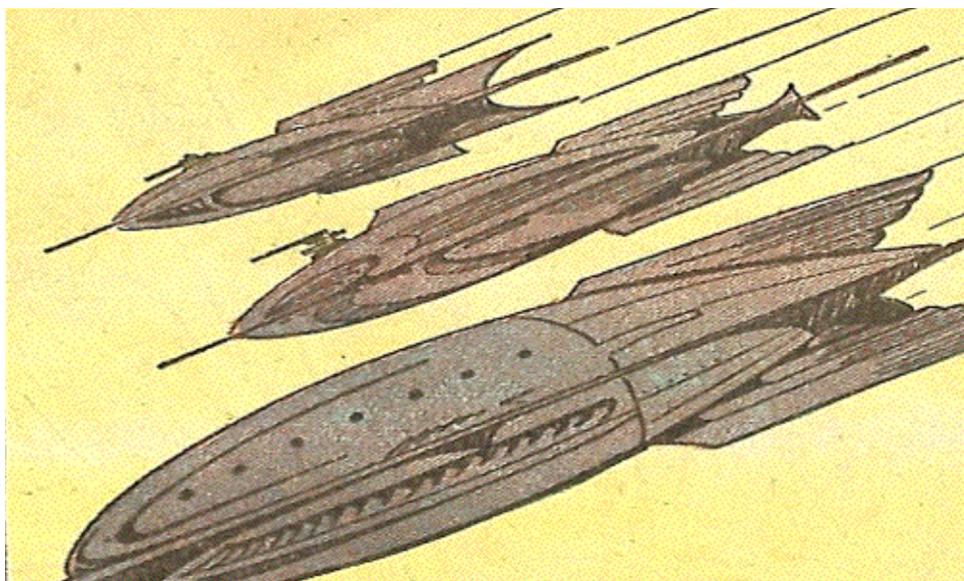
Mi-Go



Shoggoth



Yela



Black Fleet

Orcs (AVERAGE individual: INT 2 / STR 5 / DEX 3, Hit Roll 10)

Biology: THE ORCS ARE LARGER AND STRONGER THAN HUMANS, BUT NOT AS SMART. THEY HAVE A TUSKED NEANDERTHAL-LIKE APPEARANCE.

History: THE ORCS ARE AGGRESSIVE AND ILL-TEMPERED. LONG AGO THEY WERE CLIENTS OF THE KRAKEN, BUT THEY TURNED ON THEM IN THE KRAKEN'S MOMENT OF WEAKNESS. ORCS WANT TO BE CONQUERORS BUT ARE TOO BUSY BEING REBELS. EVERY POWERFUL ORC LEADER TRIES TO GATHER A SMALL EMPIRE AROUND HIM. SO THE ORCS SPEND MUCH OF THEIR TIME TRYING TO CONQUER EACH OTHER.

Technology: ORC TECHNOLOGY IS SIMILAR TO EARTH'S, BUT NOT QUITE AS ADVANCED. THEY DO NOT HAVE ECM, FORCE FIELD OR DEFLECTOR SHIELD TECHNOLOGY. THEY PREFER TO BUILD EVERYTHING SIMPLE, RUGGED, AND RELIABLE.

THE ORCS ARE KNOWN TO USE POISON GAS, BUT NEVER AGAINST ANYONE WHO COULD USE IT BACK (LIKE EARTH MEN).

ORCS HAVE A TECHNOLOGY THAT GIVES THEM LIMITED CONTROL OVER MINDLESS MONSTERS & DINOSAURS. THEY USE THIS TECHNOLOGY TO RIDE THEM IN BATTLE. NOBODY ELSE USES IT BECAUSE IT IS UNRELIABLE, UNNATURAL, AND A PRODUCT OF MAD SCIENCE.

Methodology: ORCS DO NOT DO SUBTLE. THEIR STRATEGIES ARE NOT COMPLEX.

Location: FROM EARTH, THEY ARE IN THE DIRECTION OF THE AQUILA CONSTELLATION.

Diplomacy: ORC LEADERS ARE HOSTILE TO EARTH, KRAKEN, REPTOIDS, AND THE AQUARIANS. THEY CAN FORM SHORT-TERM ALLIANCES WITH EARTH AND THE AQUARIANS.

SOME ORC SPACECRAFT (typical crew: INT 3/STR/DEX/skill 2)

BATTLEAXE TYPE FAST & VERY MANEUVERABLE **FIGHTER**: SIZE 1 SMALL CRAFT, NOSE RAY GUN

CLAYMORE CLASS **CUTTER**: SIZE 3, NOSE CANNON, AUTOCANNON TURRET

BATTERING RAM CLASS FAST MANEUVERABLE **TORPEDO BOAT**: SIZE 3, 6 NOSE TORPEDOES, 1 MISSILE TURRET (5 SHOTS)

CROSSBOW CLASS FAST **DESTROYER**: SIZE 4, SIZE 4 NOSE COIL GUN, 1 RAY GUN TURRET

CATAPULT CLASS SLOW SLUGGISH **ARSENAL SHIP**: SIZE 4, 5 NOSE MISSILE LAUNCHERS (5 SHOTS EACH). THE SHIP IS CHEAP AND THE CREW IS MINIMAL, BUT IT HAS A LOT OF FIREPOWER.



Psio (AVERAGE INDIVIDUAL: INT 6 / STR 2 / DEX 3, Hit Roll 10)

Biology: Psios are hairless pointy-eared humanoids. They have whatever mental powers the game master wants them to, but only one at a time and it takes all their concentration. Their powers are short range and the victim returns to normal once concentration or contact ceases.

History: The Psios (Sigh-oh) used to have a large empire that they took by conquest. Then they irritated the Yela. The Yela can somehow move a large cloud of hydrogen through space and press it into the atmosphere of a planet, where the slightest spark will create a planetwide inferno. Now the Psios have isolated planets and a few conquests. Their drive to rule remains strong, and they are trying to rebuild their empire.

The Psios of old had legendary wars with the Kraken and nearly conquered Earth.

Technology: The Psios have technology similar to Earth, but also some crystal-based mental power amplification technology.

Confuser: A mental-powered vehicle weapon. It is short ranged, but always hits. One confuses the crew of a size 1 vehicle so they cannot do anything for as long as the weapon is trained on them. Three can confuse a size 3 vehicle, and so forth.

Methodology: The Psios genetically engineered the Space Apes from a simple people, but no longer control them. Space Apes are now scattered far and wide, working as thugs and mercenaries. The Psios still employ Space Apes and other mercenaries as troops. They employ Mollizoon Mercs as well.

Location: From Earth, they are in the direction of the Bootes constellation.

Diplomacy: Hostile to Earth, Kraken, Raptors, and Mollizoon. Can form short term alliances with Mollizoon potentates.

Sample Psio Spacecraft (typical crew: INT6/S2/d3/skill 2)

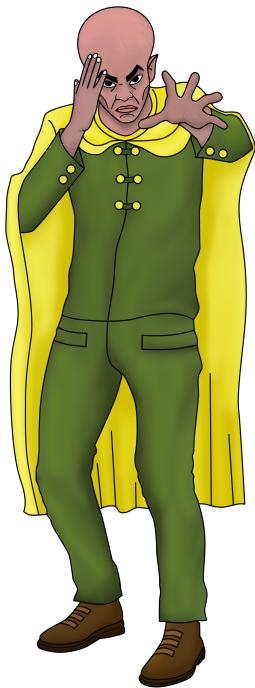
Type 18 Cutter: Size 3, nose cannon, ray gun turret.

Type 27 Frigate: Size 3, nose ray gun, autocannon turret, missile turret (8 missiles), deflector.

Type 30 Fast Destroyer: Size 4, size 2 nose ray gun, two ray-gun turrets, deflector.

Type 33 Fast Disrupter: Size 4, six confuser turrets, deflector, ECM.

Psios employ mercenaries, and may use or include Mollizoon space forces.



Salamanders (AVERAGE INDIVIDUAL: INT 2 / STR 4 / DEX 3, HIT ROLL 10)

Biology: THEY LOOK LIKE A BIG WHITE 6-LEGGED SALAMANDER. THEY BREATHE AIR AND WATER.

History: THE SALAMANDERS WANT TO BE CONQUERORS. THEIR ONLY PROBLEMS ARE PRIDE, POOR PLANNING, COMICALLY UNRELIABLE TECHNOLOGY, AND THE FACT THEY SPEND MOST OF THEIR TIME TRYING TO CONQUER EACH OTHER. EVERY PLANETARY LEADER WANTS TO BE DICTATOR OF THE UNIVERSE. THEIR PLANETS OFTEN MAKE SHORT AND MEDIUM-TERM ALLIANCES WITH EACH OTHER.

Technology: THE SALAMANDERS HAVE ALMOST AS MUCH TECHNOLOGY AS EARTH, BUT LACK ECM, SHIELD, AND DEFLECTOR TECHNOLOGY.

THEY DO HAVE THE **ION GUN**, THOUGH. THEY ARE VERY PROUD OF IT BECAUSE THEY ARE THE ONLY ONES WHO HAVE IT. IT IS A VEHICLE WEAPON THAT RUNS THE LENGTH OF THE VEHICLE (NOSE MOUNTS ONLY). IT IS SIMILAR TO A RAY GUN BUT CANNOT SET TO DISABLE. IF THE HIT ROLL IS 12 (DOUBLE-SIXES), IT BURNS OUT; ROLL AGAIN AND IF YOU ROLL 12 AGAIN IT EXPLODES LIKE IN THE MOVIES.

SALAMANDER POWER GENERATORS EXPLODE IF THE DISABLE ROLL IS 1-2.

Methodology: THEY EAT PRISONERS, EXCEPT FOR BEAUTIFUL WOMEN, WHO THEY ENSLAVE (ANYONE WITH LOOKS OF AT LEAST 1). THIS OFTEN MOTIVATES THEIR FOES TO FIGHT DETERMINEDLY TO THE DEATH.

Location: FROM EARTH, THEY ARE IN THE DIRECTION OF THE PERSEUS CONSTELLATION.

Diplomacy: SALAMANDER LEADERS ARE HOSTILE TO, BUT ABLE TO FORM SHORT TERM ALLIANCES WITH, EACH OTHER, EARTH, MOLLIZOON POTENTIATES, EMPEROR FU, AND LO-THIN-CHA.

SAMPLE SALAMANDER SPACECRAFT (TYPICAL CREW: INT3/S4/D3/SKILL 1)

NEWT TYPE GNAT: SIZE 1 SMALL CRAFT, ONE NOSE TORPEDO. TWO CAN BE CARRIED INSTEAD OF ONE FIGHTER.

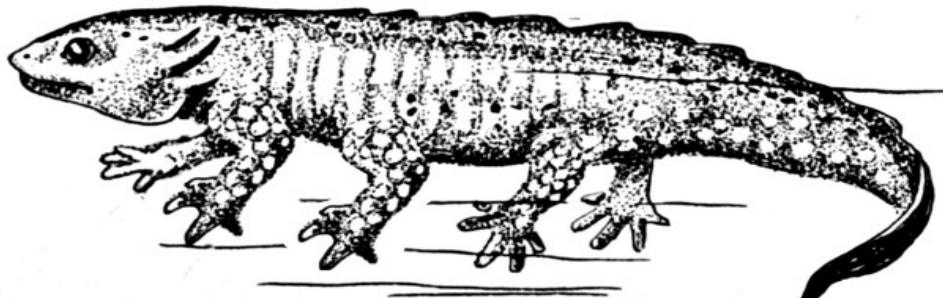
TERPICA TYPE FAST & VERY MANEUVERABLE FIGHTER: SIZE 1 SMALL CRAFT, NOSE ION GUN

SLIME TRAIL TYPE MARINE LANDER: SIZE 2 SLOW SMALL CRAFT, CARRIES A SQUAD OF MARINES.

MONSTER CLASS FAST MANEUVERABLE GUNBOAT: SIZE 3. NOSE-MOUNTED SIZE 2 ION GUN, TURRET WITH 2 TORPEDOES, 10 LIGHT-YEAR RANGE.

POISON FANG CLASS FAST DESTROYER: SIZE 4, NOSE-MOUNTED SIZE 2 AUTOCANNON, RAY GUN TURRET.

Mudpuppy Class Slow Sluggish Escort Battle Carrier: SIZE 6, TWO FIGHTERS, 2 MARINE LANDERS, 8 SQUADS OF MARINES, BOMBARD, TWO RAY GUN TURRETS. IF IT TAKES A CARGO HIT, IT WILL EXPLODE LIKE IN THE MOVIES (IT HOLDS LOTS OF MUNITIONS).



Scorpiax (AVERAGE INDIVIDUAL: INT 3 / STR 9 / DEX 3, Hit Roll 10, SIZEMOD +1)
WHEN DRUNK: INT 1 / STR 10 / DEX 1, Hit Roll 7, SIZEMOD +1

Biology: The Scorpiax are large beings who resemble scorpions. They have a face with regular and compound eyes, big fangs, and small chitinous facial arms with hands. Their big claws can inflict lit kill damage and their stinger can inflict great pain (MD STUN). Their small hands cannot manage anything larger than a pistol without it being held by a claw.

History: Long ago the Scorpiax terrorized the surrounding stars, including Earth.
1st Scorpiax attack: They attacked the nearly defenseless Earth, destroying much and carrying off slaves and plunder. They discovered whiskey.

2nd Scorpiax attack: Earth was still nearly defenseless. They took even more, including alcohol-producing yeasts and the means to make whiskey. Many missionaries & evangelists allowed themselves to be captured.

3rd Scorpiax attack: Earth had some defenses and the attackers were not all sober. The attack was a limited success.

4th Scorpiax attack: Earth successfully defended itself.

There was no 5th attack, as the Scorpiax slave-holding upper-class was being transformed by the radical concepts of love, charity, and forgiveness brought by the missionaries and evangelists.

The Human Armada: When the fleet from Earth arrived at Scorpiax, it received the following message: *It was good of you to come. Please send Bible teachers.*

Some Scorpiax violently resisted peace with Earth and violently lost. The remaining "wild Scorpiax" were banished to the small inhospitable world of Bijou and are not permitted to build or own spacecraft.

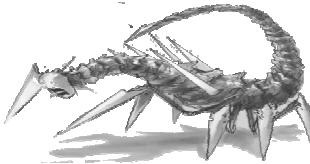
The Scorpiax are found throughout Human space and beyond, but only as individuals. They are mercenaries, pirates, missionaries, evangelists, aid workers, or drunks.

Technology: The Scorpiax have almost as much technology as Earth but choose to maintain only local military forces for self-defense.

Methodology: The Scorpiax of old were violent and warlike. Their goal was to attack a victim and overcome him, taking slaves and plunder. Most modern Scorpiax have a Bible-based society, which they somehow integrated with a drunken whiskey-based culture.

Location: Gliese 667 (AKA six-six-seven) is a trinary system in the constellation Scorpio, within Earth-controlled space. The red dwarf that orbits the other two stars is Gl 667 C (Red-Eye). Its second planet (Glomar) is Gl 667 Cb. Scorpiax is its largest and innermost moon (Gl 667 Cb1). The second moon is Bijou (Gl 667 Cb2).

Design Notes: The people who read pulp science fiction a hundred years ago would recognize conquest by "Bibles, Booze, & Bullets" immediately. This is how the Indians/first nations/first peoples were conquered and assimilated.



TWO REPRESENTATIONS OF A SCORPIAX



Shelks (AVERAGE INDIVIDUAL: INT 3 / STR 3 / DEX 3 / Hit Roll 10)

Biology: They look like man-sized spiders with fanged bald humanoid heads, 8 spider-legs that look like fingers, and a pair of small humanoid arms tucked under the head. Can bite for it kill.

They eat only blood, prefer it fresh, prefer it from potential enemies, and prefer to get it directly from the victims throat.

History: Shelks are evil wannabe conquerors. They enslave vulnerable communities, forcing them to work and slowly slaughtering the victims to feed on blood. Their empire is not as large or strong as Earths because they have to conquer every planet and eventually reduce its population to a manageable size.

Technology: Shelk technology is similar to Earths, with this addition:

Stun Web %@: This net of fibers stuns anyone who steps on it with MD STUN. It works through a thin carpet or layer of dirt. The controller is the size of a pint of milk and is connected to the web with a thin cable.

Methodology: Shelks work by subterfuge and treachery whenever possible. They try to appear as benefactors to the unsuspecting, until their true nature is revealed after it is too late.

As conquerors, they try to make sure that nobody learns about the fate of those they consume, they try to appear as friends and caretakers.

More often, their victims know about them and the Shelks have to overcome determined opposition.

When pretending to be benefactors from the stars, Shelks often help build up the planets transportation and communications infrastructure so they can take and maintain control more easily.

The Shelk military excels at taking low-tech planets and counter-insurgency, but is not trained and equipped as well for warfighting.

Location: From Earth, they are in the direction of the Puppis constellation.

Diplomacy: Hostile to Earth, Emperor Wu, Tigermen, and Insectoids.

Sample Shelk Spacecraft (typical crew: INT4/S3/d3/skill 2)

Guardian type fast & very maneuverable **Fighter**: Size 1, nose rail gun.

Herald class fast maneuverable **Scout**: Size 2.

Benefactor class **Cutter**: Size 3, Ray gun in nose, deflector.

Protector class **Frigate**: Size 3, missile turret (8 missiles), ray gun turret, nose autocannon, deflector.

Overwatch class slow sluggish **Interdictor**: Size 5, bombard, two missile turrets (11 missiles each), ECM, deflector.

Helper class **Cruiser**: Size 6, three ray gun turrets, one nose-mounted size 3 missile launcher (9 missiles), force field, ECM.



Spring-tailed Tommyknocker (INT 1 / STR 2 / DEX 5, Hit roll 12, sizemod -1)

A MISCHIEVOUS MONKEY-LIKE CREATURE WITH A LARGE POWERFUL CORKSCREW-SHAPED TAIL. THEY CAN CAUSE ALL TYPES OF TROUBLE IF THEY GET INTO THE VENTILATION SYSTEM OF A BUILDING OR SPACESHIP. THEY STEAL THINGS, MOSTLY FOOD, AND UNSCREW THINGS LOOKING FOR IT.

THEY ARE HARD TO GET RID OF BECAUSE THEY ARE SMART LIKE CHIMPS AND BREED LIKE RABBITS. YOU KNOW YOU HAVE A TOMMYKNOCKER INFESTATION BY THE KNOCKING SOUNDS THEY MAKE IN THE DUCTWORK. THEY CAN USE THEIR TAILS TO LAUNCH THEMSELVES IN A MIGHTY LEAP. IF CORNERED THEY CAN ATTACK WITH THEIR TAILS, WHICH DO LT STUN AND KNOCK YOU FLYING. THEY SPREAD BY STOWING AWAY ON SPACESHIPS.

THEY ARE RESISTANT TO EVICTION AND EXTERMINATION BECAUSE OF THEIR INTELLIGENCE. OPENING ALL THE AIRLOCKS AND VACUUMING A SPACE SHIP SOMETIMES WORKS, BUT USUALLY NOT BECAUSE THEY HAVE LEARNED TO BLOCK OFF AIR VENTS TO MAKE AIR POCKETS. MAINTENANCE TEAMS GET RID OF THEM WITH VACUUMING OR FUMIGATION FOR EXTENDED PERIODS.

THEY DO NOT DO WELL IN THE OPEN AROUND LARGE PREDATORS BECAUSE THEY ARE NEARLY DEFENSELESS, TASTE GOOD, CANNOT STAY QUIET, AND HAVE BRIGHT BLUE FUR.

CALL A PROFESSIONAL EXTERMINATOR IF YOUR BUILDING OR SPACESHIP HAS TOMMYKNOCKERS.



Tigermen (AVERAGE INDIVIDUAL: INT 3 / STR 5 / DEX 4, Hit Roll 11)

Biology: The Tigermen are humanoids with tiger-like heads, tails, legs, and fur. Their hands have claws and their mouths have fangs. They are strong, fast, and tough. Their main weaknesses are lack of patience and being easily distracted.

History: The Or-Quats engineered the Tigermen from peaceful cat-people long ago, but subsequently irritated the Shoggoth, who apparently can resonate the atmosphere of a planet with a frequency that kills a species. The Or-Quats are extinct and the Tigermen are now purposeless warriors. They engage in conquest to justify their existence, targeting communities they perceive as weak. It turns out they are better at warfare than governing. They usually have to put down some type of rebellion on every planet every generation.

Technology: Tigermen have a technology similar to Earth.

SabreFang @%: A big curved fighting knife with a stun unit in the handle. It does lt kill and hv stun.

Methodology: Tigermen scout out and identify vulnerable communities, attack immediately, conquer them, mismanage the conquered lands, and then send the troops back again and again to put down the rebellions.

Their empire is currently smaller than Earth's and stretched to the limit by internal troubles.

Individual Tigermen are frequently found among mercenaries.

Location: From Earth, they are in the direction of the Chameleon constellation.

Diplomacy: Hostile to Earth, Insectoids, and Shelks.

Sample Tigerman Spacecraft (typical crew: INT4/STR5/d4/skill 3)

Bobcat type fast & very maneuverable fighter: Size 1, nose autocannon

Cougar type fast & very maneuverable bomber: Size 1, 4 nose torpedoes

Victory class fast maneuverable gunboat: Size 2, nose coil gun, autocannon turret, 12 light-year range.

Ambush class fast maneuverable scout: Size 2, nose ray gun

Glory class cutter: Size 3, nose cannon, ray gun turret

Terror class fast maneuverable warcat: Size 3, 6 nose torpedoes, autocannon turret, missile launcher turret (10 missiles), deflector shield



Wanderers (AVERAGE INDIVIDUAL: INT 3 / STR 2 / DEX 5, HIT ROLL 12)

Biology: WANDERERS ONLY LIVE IN ZERO-G AND NEVER LAND ON PLANETS. THEY ONLY LIVE IN SPACE SHIPS AND STATIONS. THEY LOOK LIKE MULTI-ARMED MONKEYS.

History: THE OLD CHOPETATH EMPIRE GENETICALLY ENGINEERED THE WANDERERS FROM TERRESTRIAL MONKEYS THOUSANDS OF YEARS AGO. THEIR JOB AS A SLAVE RACE WAS TO CONSTRUCT GREAT WORKS IN OUTER SPACE. THE CHOPETATH SUBSEQUENTLY IRRITATED THE GREAT RACE OF YITH, WHO FOUND A WAY TO MAKE THE CHOPETATH GO INSANE AND DESTROY EACH OTHER. NOW THEY ARE EXTINCT.

Since then, the Wanderers have been takeover targets for all oppressors and conquerors that encounter them. The Wanderers seek refuge with whoever will tolerate them.

They are spread over a thousand light-years, but most of them serve one oppressor or another. The main Wanderer settlement in Earth-space is Arcturus. The Mollizoon also protect Wanderers, because they buy Wanderer-build spacecraft. The Aquarian Federation and Lo-thin-cha are also known to protect Wanderers.

Arcturus (Alpha Bootis): A red giant 37 light-years from Earth with copious asteroids but no planets. The Wanderer settlement is a series of space stations and numerous large ships. The ships are mostly liners and converted freighters, and some of them are really old.

Technology: WANDERER TECHNOLOGY IS SIMILAR TO EARTH TECHNOLOGY.

Methodology: WANDERERS PREFER TO LIVE IN SYSTEMS WITH MANY ASTEROIDS, BUT NO HABITABLE PLANETS. THEY BUILD LARGE SPACE STATIONS, WHERE THEY LIVE, WORK, AND BUILD THINGS. MANY OF THEM ALSO LIVE IN SPACECRAFT WHICH RARELY TRAVEL. THEY SELDOM DECOMMISSION A SPACECRAFT, THEY JUST KEEP FIXING IT UP. WANDERERS MAKE SPACECRAFT AND HAVE SPACECRAFT FROM MANY SOURCES BESIDES, SOME AMAZINGLY OLD.

Diplomacy: THE WANDERERS HELP EARTH BUT ARE CAREFUL NOT TO HELP ENOUGH TO IRRITATE EARTH'S ENEMIES. IF THE EARTH GENUINELY NEEDS HELP, THE WANDERERS WILL RISK ALL TO HELP THEM. EARTH WILL KNOW THE SITUATION IS HOPELESS IF THE WANDERERS CANNOT BE FOUND. WANDERERS ALSO HELP THEIR HOSTS THE MOLLIZOON, THE LO-THIN-CHA, AND THE AQUARIAN FEDERATION.

FREE WANDERERS DO NOT HAVE A POWERFUL MILITARY BECAUSE MOST OF THEIR PRODUCTION IS TO BUILD AGRICULTURAL SHIPS AND SPACE STATIONS TO GROW THEIR OWN FOOD, AND MAKING SPACE SHIPS TO SELL. THEY ARE NOT AGGRESSIVE AND DO NOT GO TO WAR IF THEY CAN AVOID IT.

Location: SCATTERED FAR AND WIDE.

SAMPLE WANDERER SPACECRAFT (TYPICAL CREW: INT4/S2/D5/SKILL 1)

Quasar Class Fast Maneuverable Scout: Size 2, nose cannon.

Nebula Class Cutter: Size 3, two ray gun turrets.

Galaxy Class Escort: Size 4, 4 ray gun turrets, force field.

Nova Class Slow & Very Sluggish Liner: Size 6 passenger vessel configured as a generation ship.



Sample Astro-Fleet spacecraft from Earth

Typical HUMAN CREWMAN: INT4/S4/d4, pilot 2, shooting 2, scope 2, deflector 2

"P-1000 Space Shark" type fast & very maneuverable Astro Fleet **fighter**, size 1 small craft: one seat, nose autocannon

"A-99 Avenger" type fast maneuverable Astro Fleet **bomber**, size 1 small craft: one seat, two large nose torpedoes (5 damage each).

"F-2 Lightning" type fast maneuverable Astro Fleet **fighter**, size 1 small craft: two seat, missile launcher turret (4 missiles). Cannot enter atmosphere, but Earth's enemies dread these long-range hit-and-run fighters.

"R-7 StarFlash" type fast & very maneuverable Astro Fleet fighter-like **recon craft**, size 1 small craft: one seat, scope, small nose ray gun (does not affect targets larger than size 2, and only does 1v damage to crew). Exceptionally fast and can usually pull away from even fast ships. Cannot maneuver or fire while using the scope.

"Su-77 Hawk" type fast & very maneuverable Astro Fleet **interceptor**, size 1 small craft: one seat, small nose missile launcher (4 small missiles), small nose autocannon. These small weapons do not affect a target larger than size 2, and only one can be used at a time.

Radio-controlled cruise drone: type fast & maneuverable Astro Fleet fighter-like missile, size 1 small craft: flies like a fighter, hits like a missile (4 damage). It can be shot at (-1 penalty because it is small), and an ECM roll by the target makes it miss and detonate harmlessly. Use the operator's skill rolls (use his pilot skill for hitting the target). Once launched, it cannot be recovered. Two take the space of a fighter, and most drone ships have operators equal to their size. These weapons are unique to Earth, and Earth's enemies dread swarms of them. Because they are expensive, Earth never has enough of them.

"Kaze" class fast maneuverable **torpedo boat**, size 2: ECM, ray gun turret, 6 nose torpedoes, 15 light-year range. This inexpensive craft is used for local defense.

"Warden" class missile **frigate**, size 3: 2 ECMs, 3 missile launchers in turrets (10 missiles each)

"Gordon" class drone **frigate**, size 3: ECM, ray gun turret, 6 cruise drones, 3 drone operators. This is an inexpensive vessel with a small crew.

"Simms" class fast **destroyer**, size 4: deflector shield, ECM, 2 ray gun turrets & 12 nose torpedoes.

"Jellicoe" class fast **escort**, size 4: force field, 4 ray gun turrets.

"Cyrano" class **prowler**, size 5, fast: deflector shield, ECM, missile launcher turret (9 missiles), 4 R-7 StarFlash recon craft, 4 F-2 Lightning fighters, **OR** 8 cruise drones (4 operators). This versatile craft can be reconfigured for other missions, like replacing the fighters with a special ops team and 4 boar amphibious vehicles. Only Earth builds prowlers.

"Etoile" class fast **light cruiser**, size 5: force field, 3 ray gun turrets, 2 missile launcher turrets (9 missiles each).

"Zulu" class fast **missile cruiser**, size 6: 3 ECMs, two 1-damage missile launcher turrets (8 missiles each), two 2-damage missile launcher turrets (9 missiles each).

"Grom" class fast **siege cruiser**, size 6: bombard, 3 missile launcher turrets (9 missiles each), 2 ray gun turrets, force field, ECM. Only Earth builds siege cruisers.

Generic space fleet notes

A SQUADRON IS 3-6 SPACESHIPS OF SIMILAR TYPE, USUALLY 4

A FLOTILLA IS 3-6 SQUADRONs, USUALLY 4 (A TYPICAL FLOTILLA HAS 16 SPACESHIPS OF SIMILAR TYPE)

TASK FORCE: ONE BIG SHIP AND A SQUADRON OF LITTLE ONES (A BATTLESHIP TASK FORCE MIGHT HAVE 1 BATTLESHIP AND 4 FRIGATES).

FLEET: A LARGE OR POWERFUL GROUP OF SHIPS.

ARMADA: A BIG FLEET.

Generic civilian spacecraft types

FREIGHTER: SIZE 4-12, USUALLY SLOW & VERY SLUGGISH. IT HAS A FEW PASSENGER CABINS AND ONE OR MORE LARGE CARGO HOLDS. THEY USE THE SMALLEST CREW THAT WILL DO, USUALLY 1 CREWMAN PER SIZE OF SHIP.

LINER: SIZE 4-12, USUALLY VERY SLUGGISH. TICKETS ON FAST LINERS ARE MORE EXPENSIVE. IT HAS A LOT OF PASSENGER CABINS AND A SUBSTANTIAL CREW TO PROVIDE PASSENGER SERVICES (USUALLY 1 CREWMAN PER 3 PASSENGERS).

COURIER: SIZE 2-3, USUALLY FAST. THE CREW IS USUALLY 4. IT HAS A SMALL HOLD. TYPICAL HOLD CONFIGURATIONS ARE FOR MAIL, A FEW VIP PASSENGERS, OR IMPORTANT CARGO.

Generic military spacecraft types

FIGHTER: SIZE 1 SMALL CRAFT, OFTEN FAST & VERY MANEUVERABLE. 1 MAN, NO OVERDRIVE.

RECON CRAFT: SIZE 1 SMALL CRAFT, OFTEN FAST & MANEUVERABLE. 2 MAN, NO OVERDRIVE, SCOPE INSTEAD OF WEAPON.

SCOUT: SIZE 2-3, OFTEN FAST, SOMETIMES MANEUVERABLE. FINDS THE ENEMY FLEET, EXPLORES NEW SYSTEMS. SOME HAVE EXTRA RANGE.

CORVETTE: SIZE 2 WARSHIP WITH OVERDRIVE USED TO PROTECT OTHER SHIPS, USUALLY HAS JUST ONE WEAPON BECAUSE OF SIZE CONSTRAINTS. OFTEN MANEUVERABLE.

GUNBOAT: SIZE 2-3, OFTEN FAST & MANEUVERABLE. THIS IS A SMALL WARSHIP THAT USUALLY HAS NOSE-MOUNTED WEAPONRY AND LIMITED RANGE. SIZE 2 ONES USUALLY DO NOT HAVE OVERDRIVE.

TORPEDO BOAT: SIZE 2-3, OFTEN FAST & MANEUVERABLE. A SQUADRON WOULD ATTACK A LARGER SHIP, USUALLY WITH TORPEDOES. SHORT TO MEDIUM RANGE. SIZE 2 ONES USUALLY DO NOT HAVE OVERDRIVE.

CUTTER: SIZE 3, PATROL VESSEL, FINDS THE ENEMY FLEET IN WAR, HANDLES PROBLEMS DURING PEACE. MAY HAVE A LITTLE CARGO AND/OR PASSENGER SPACE. BECAUSE THEY ARE OFTEN QUASI-MILITARY VESSELS, THEY DO NOT OFTEN HAVE MILITARY-ONLY WEAPONS. MOST ARE ARMED, BUT ONLY LIGHTLY.

FRIGATE: SIZE 3, CAN BE ANY SPEED, SCREENS OUT ENEMY SCOUTS; A SQUADRON OF THEM MIGHT PROTECT A LARGER SHIP. BECAUSE FRIGATES ARE VERSATILE AND INEXPENSIVE, THERE ARE A LOT OF THESE AND THEY ARE USED MANY WAYS.

ESCORT: SIZE 4, SOME ARE FAST, A SQUADRON OF THEM PROTECTS A LARGER SHIP.

DESTROYER: SIZE 4, OFTEN FAST. A SQUADRON WOULD ATTACK A LARGER SHIP (USUALLY WITH TORPEDOES) OR REPEL TORPEDO BOATS.

KETCH: SIZE 4, OFTEN SLOW & SLUGGISH. FLATTENS CITIES WITH ITS BOMBARD, BUT IT NEEDS PROTECTION.

MANOWAR (MAN-O-WAR): SIZE 5-8, OFTEN SLOW & SLUGGISH. THEY ARE UNARMORED MID-SIZE WARFIGHTING VESSELS. EARTH PREFERENCES CRUISERS TO THESE SLOW VESSELS, BUT ALIEN EMPIRES RELY HEAVILY UPON THEM.

MONITOR: SIZE 6, OFTEN ARMORED, OFTEN SLOW & SLUGGISH. DESTROYS ENEMY WARSHIPS, FLATTENS CITIES, ETC. A SQUADRON OF THESE CAN DO THE JOB OF A BATTLESHIP. MONITORS USUALLY MOUNT A BOMBARD PLUS A BIG WEAPON INSTEAD OF A BUNCH OF LITTLE WEAPONS.

CRUISER: SIZE 6, OFTEN FAST. RAIDs, SCREENS OUT ENEMY SCOUTS, SMASHES THROUGH ENEMY FRIGATES, STOPS ENEMY CRUISERS. A LIGHT CRUISER IS SIZE 5, A HEAVY CRUISER IS SIZE 7-8.

ARMORED CRUISER: SIZE 9, SOMETIMES FAST, OFTEN ARMORED. DESTROYS ENEMY WARSHIPS, SMASHES THROUGH ENEMY CRUISERS.

PANZERSHIP: SIZE 8-10, SLOW & SLUGGISH, OFTEN ARMORED. THEY ARE ARMORED WARSHIPS, LIKE A SMALL BATTLESHIP WITHOUT BOMBARDS. EARTH PREFERENCES ARMORED CRUISERS TO THESE SLOW VESSELS, BUT ALIEN EMPIRES RELY HEAVILY UPON THEM.

BATTLESHIP: SIZE 10-15, SLOW & SLUGGISH, OFTEN ARMORED. DESTROYS ENEMY WARSHIPS, FLATTENS CITIES, ETC. USUALLY CARRIES A BOMBARD.

BATTLECRUISER: SIZE 10-15, OFTEN FAST & SLUGGISH. ALMOST AS POWERFUL AS A BATTLESHIP, FAST LIKE A CRUISER, THE MOST EXPENSIVE SHIP TYPE. MEANT TO BE USED LIKE A GIANT CRUISER, BUT OFTEN MISUSED AS A BATTLESHIP.

CARRIER: SIZE 10-15, OFTEN SLUGGISH, LAUNCHES A DOZEN OR SO SHORT-RANGE FIGHTERS OR RECON CRAFT.

TENDER: SIZE 10-15, OFTEN SLUGGISH, LAUNCHES HALF A DOZEN OR SO GUNBOATS OR TORPEDO BOATS WITHOUT THEIR OWN OVERDRIVE.

SUPERCARRIER/SUPERTENDER: SIZE 16-27, TWICE THE SIZE OF A CARRIER OR TENDER, BUT NOT COMMON (BIG SHIPS ARE HARDER TO BUILD AND PUT MORE EGGS IN ONE BASKET).

DEPOT SHIP: SIZE 3-5, OFTEN SLUGGISH. CARRIES SPARE MISSILES, TORPEDOES, AND OTHER SUPPLIES. IF IT TAKES A CARGO HIT, IT EXPLODES IF THE DIE ROLL IS LESS THAN OR EQUAL TO THE DAMAGE.

