

FICTIONEERS: LEGACY

FANTASTIC SCI-FI WARRIORS

Star Armor Supplement



Fictioneers: Legacy is the Tactical Level Rules Set for Science Fiction Battles using the Fictioneers, Star Armor, or Other 25mm Sci-Fi Miniatures

Note: Core game play rules are not included in this booklet. You must have a copy of *Fictioneers: Legacy* to play. This booklet contains only the backgrounds and Troop Listings for the Star Armor range of figures and other lines of compatible miniatures.

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SPECIAL THANKS

Although this supplement is intended to showcase Stan Johansen's Star Armor line of miniatures, we also have included figures from four other lines.

First are the portions of Ahketon miniatures Galactic Wars line that we have obtained the rights to: the Wormrics and the Reptiloids.

Second are the Marsians from Reviresco. We have a wholesale arrangement with them to supply these and many other of their wonderful figures. Visit www.tin-soldier.com to see the wide selection offered there.

Third are the Balthazar from The Little Soldier Company. We are very thankful to David Wood for allowing them to be included here. Make sure you check out all his awesome offerings at: www.thelittlesoldiercompany.co.uk/.

Lastly are our own Hexanoi (credit: Hexanoi name, painting, and photo by Dan Elmore).

TROOP LISTS

The following pages contain the individual Troop Lists per faction. Though you are welcome to read them all, you really only need to read the one pertaining to the particular faction that you will be controlling in the game. It would also be wise to read the one for the opponent you expect to be facing to help you better prepare.

ALLIANCES

As the Fictioneers: Legacy universe expanded, alliances formed around the eight original factions. The badge of each alliance is shown with each Troop List to help differentiate friends from foes. However, eventually at some time and place, everyone did end up fighting everyone else... including civil wars within each faction.

First Edition, First Printing: Book Draft of 25

Thank you for supporting this Old School miniatures restoration effort!

Baralizar (Troop List)



Introduction

Where the Baralizar originally came from is uncertain, though there are many legends... some bordering even on fairy tales. One thing is certain: They are now nearly everywhere. They breed like... well, like really fast.

And that is a good thing for them because they have an unimaginable number of enemies. Terrans are a major exception. Almost all Terrans and Baralizar get along well, though the two races are rarely found working together on the same starships. Despite amicable relations, they have very different interests and objectives.

Although they are covered with fur, it is not thick enough to be effective armor.

Uniforms and Equipment

The Baralizar are strong individualists and do not wear uniforms. They are not known to use Jet Packs or similar, and do not seem to like riding in vehicles (other than their own starships). As they are naturally quite fast, they do not see much need for manufactured conveyances. They tend to use Force Swords, Power Lance GLs, and/or Blast Pistols/Rifles. Some Baralizar soldiers wear helmets or flak jackets which give them a Cloth Armor equivalent; some wear helmets and flak jackets which give them a Carbon Armor equivalent.

Uniform and Equipment Colors

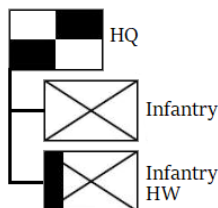
Baralizar are all nonconformists, just exactly like everyone else in their social or skilled-trade group (similar to young Terrans). This means that certain design elements of their outfits are repeated over and over, but with endless color variations. It is best not to point out this hypocrisy, as it will likely start a fight!



Organization

The Baralizar equivalent to a platoon is a Colony Task Group. It is made up of 15 Leaders and Soldiers (3 squads x 5 each).

- ❖ HQ - 1 Task Group Principal w/Blast Pistol or Force Sword, 1 Scout w/Power Dagger & Grenade Satchel, 3 Baralizar (any type) for guard/support/reinforcement
- ❖ Infantry - 1 Squad Leader w/Blast Pistol or Force Sword, 2 Hoppers w/Power Lance GL, 2 w/Blast Rifles
- ❖ Infantry Heavy Weapons - 1 Squad Leader w/Force Staff, 4 Hopper Crew (any type), 2 Heavy Weapons (typically Medium Blast Cannons)



Special Rules

- ❖ Take four hits to be killed.
- ❖ Immune to Dark penalties.
- ❖ Baralizar do not normally utilize electronic communication equipment. They have such great hearing that they are all considered to have Com-Gear within the standard battlefield area. When needed for larger coordinated battles, the HQ and HW squads will each have Hopper with a backpack radio.
- ❖ Some soldiers wear helmets **or** flak jackets which give them a Cloth Armor equivalent; some wear helmets **and** flak jackets which give them a Carbon Armor equivalent.
- ❖ Treat Force Staff as a Force Sword.
- ❖ Scouts operated independently just as recon troops do.
- ❖ Movement: 12", 1/2 if moving & firing in the same turn.
- ❖ In Heat, movement is -2".
- ❖ Melee Modifier: +2.
- ❖ Any 2 Baralizar can be swapped for an Armored Ground Drone and/or 3 per Armored Flying Drone.



Note: Baralizar miniatures rights owned by The Little Soldier Company, used here with permission. See <https://thelittlesoldiercompany.co.uk/product/the-baralizar/>

Boomer (Troop List)



Introduction

Originally from the remote planet of Grion IX, these kangaroo-like aliens have adapted well to space travel and exploration. They tend to be rather quiet and peaceful, but do not easily back down from a fight. Their toughness, speed, armor, and available weapon selection make them both formidable foes and valuable allies. Most other races find them easy to get along with, so alliances are apt to form.

Boomers are a clan based matriarchal society. Troopers in any given tactical unit will all come from the same clan. Their armed forces are about 60% female, the same proportion as their general population. Though the sexes are visually similar, all Boomers can easily tell the difference, and think it is hilariously funny that others cannot! Squad and platoon leaders will always be female, unless no female members remain alive. Each clan's highest ranking female leader will remain on their home world.

Boomers can leap to lengths of 5 inches at a height of up to 2 inches. They can reach speeds of up to 12 inches per turn. They commonly use Jump Packs, which double these numbers.

Uniforms and Equipment

Boomers are always seen in Carbon Armor Space/Landing suits. They frequently have Blast Rifle, Assault Rifle, GL, Sniper Rifle, LLMG, and/or Light AA Missiles.



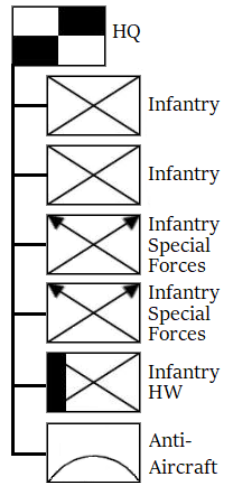
Uniform and Equipment Colors

They see no need to wear uniforms since they have a close relation to all the other members in their units. Fur colors are usually brown, red, or gray. They like their armor and weapons to be painted in colorful metallics with a wide mix found within squads or even platoons.

Organization

The Boomer equivalent to a platoon is an Expedition Troop. It is made up of 21 Leaders and Soldiers (7 squads x 3 each).

- ❖ HQ - 1 Troop Leader w/Assault Rifle, 1 Boomer w/Sniper Rifle, 1 Boomer (any type) for guard/support/reinforcement
- ❖ Infantry - 1 Squad Leader w/Blast Rifle, 2 Boomers w/Assault Rifle
- ❖ Infantry Special Forces - 1 Squad Leader w/GL, 2 w/LLMG
- ❖ Infantry Heavy Weapons - 1 Squad Leader w/Blast Rifle, 2 Boomers w/GL
- ❖ Anti-Aircraft - 1 Squad Leader w/Blast Rifle, 2 Boomers w/Blast Rifle, 2 Light AA Missiles



Special Rules

- ❖ Take three hits to be killed.
- ❖ Immune to Dark penalties.
- ❖ They have not yet developed small and lightweight Com-Gear, so Platoon and Squad Leaders each carry a Backpack Radio; other Boomers in the HQ, Infantry, and Infantry Special Forces squads have Jump Packs
- ❖ All wear Carbon Armor Space/Landing suits.
- ❖ Treat rifle bayonets as a Mundane Dagger in Melee.
- ❖ Movement: 12", 24" w/Jump Packs; 1/2 if moving & firing in the same turn.
- ❖ Melee Modifier: +5; +6 with bayonet.
- ❖ Any 2 Boomers can be swapped per Armored Ground Drone and/or 3 per Armored Flying Drone.



Canid Theocracy (Troop List)



Introduction

The Canid are canine-like aliens, both in appearance and behavior. They are pack oriented and are rarely seen alone in off-world settings. Along with Terrans and the Riahrookery, Canid share an inclination to hire themselves out as mercenaries. They are faster than the average humanoid, and slightly larger, standing over 6-feet tall and weighing around 200 lbs.

The Canid control three star systems, with more than one planet settled in each of them. Some of these planets are less than ideal; several being airless rocks. However, the Canid seem content in their underground colonies. The central government of the Canid Star Covenant is a democracy where promotion is by merit. They have good relations with most of humanity, the Supreme Terran Empire being a notable exception. They also have favorable relations with the Ursoidian Coalition and others, but tend to be aggressive toward the Riahrookery and Purrlions.

Uniforms and Equipment

Canid wear Sneak-suits, which change colors automatically to match the background and dampen their IR signatures. Underneath, they have dense fur all over. Combined with their helmets and flack vests, the total effect counts as Carbon Armor.

They rely heavily on Warbots, which all have Alloy Armor and carry LLMGs.



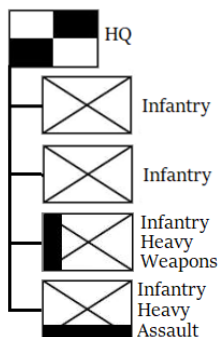
Uniform and Equipment Colors

Canid fur is as varied as any Terran canine, with gray, tan, brown or black being most common. Their Sneak-suits auto change to match the current surroundings in any alien environment. (When inactive, the suit is metallic blue.) Officers have a broad black shoulder stripe w/white pips, and enlisted personnel have black slashes on both sleeves. The officer's rank in pips is also on the back of the helmet. Belt straps & boots are black. Weapons and gear are red. Warbots are not fitted with Sneak-suits; they are metallic blue with gold accents.

Organization

The Canid Theocracy equivalent to a platoon is a Pursuit Pack. It is made up of 30 Leaders, Hounds, and Warbots (5 squads x 6 each).

- ❖ HQ - 1 Pack Leader w/Laser Pistol or Power Sword, 5 Hounds (any type) for guard/support/reinforcement
- ❖ Infantry - 1 Squad Leader w/Laser Pistol, 4 Hounds w/Laser Rifle, 1 Warbot w/LLMG
- ❖ Infantry Heavy Weapons - 1 Squad Leader w/Laser Pistol, 2 Hounds w/Assault Rifles, 2 w/ML, 1 Warbot w/LLMG
- ❖ Infantry Heavy Assault - 1 Squad Leader w/Laser Pistol, 1 Hound w/Laser Rifle, 4 Warbots w/LLMG



Special Rules

- ❖ Take two hits to be killed.
- ❖ Immune to Dark penalties.
- ❖ All are armed w/Blast Pistol and Mundane Dagger; they typically do not use Com-Gear.
- ❖ Helmets and flak body armor count as Carbon Armor.
- ❖ Warbots have Alloy Armor.
- ❖ Movement: 8", 1/2 if moving & firing in the same turn.
- ❖ Melee Modifier: +4; +7 w/Pistol & Mundane Dagger.
- ❖ Canid favor light vehicles that are either tracked or wheeled -- 2 Hounds can be swapped per Armored Ground Drone, 10 per Jeep, and/or 20 per Tank or AFV.

Carpathian Khanate

(Troop List)



Introduction

Carpathians are Terran-looking alien humanoids with grayish or yellowish skin. They can pass for Terrans in dim light, or if the observer is not paying close attention.

The ruler of the Carpathian Khanate has absolute power. The position is not appointed, inherited, or elected: It is taken by force. There have only ever been a very few old Khans.

Their equipment and training are well below any Terran standards, even compared to those in the remote systems.

The Khanate typically chooses to throw a lot of bodies into any problem, considering them to be expendable.

Uniforms and Equipment

Carpathians wear Cloth Armor coveralls and a simple helmet reminiscent of an archer's kettle helm from Terra's medieval period. They all use Jet Packs, but these are of a lesser quality, and the troops are not well-trained to use them.

They do not use Comm-Gear, except where noted.

Uniform and Equipment Colors

Their skin is a pale yellow or light gray flesh tone.

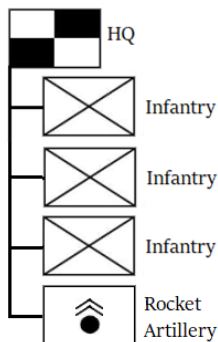
Cloth Armor is dark green. Helmets are black. Gloves, Boots, and other gear are brown. Weapons are gunmetal.



Organization

The Carpathian Khanate equivalent to a platoon is a Raucous Swarm (light infantry). The Raucous Swarm is typically made up of 50 Leaders, Soldiers, and Warbots (5 squads x 10 each).

- ❖ HQ - Colonel & Major w/Blast Pistol or Force Sword, 1 Sniper/Spotter w/Projectile Sniper Rifle, 7 Soldiers/Warbots (any type) for guard/support/reinforcement
- ❖ Infantry - Captain & Lieutenant w/Projectile Pistol or Mundane Sword, 4 Soldiers w/Projectile Carbine, 1/Assault Rifle, 1 w/GL, 2 Warbots w/Blast Rifles
- ❖ Rocket Artillery (Artillery & AA Battery) - Captain & Lieutenant w/Projectile Pistol or Mundane Sword, 2 Warbots w/Blast Rifle, 6 Crew (any type), 2 Crew w/Artillery Round, 2 Medium Blast Cannons, 2 Light AA Missiles



Special Rules

- ❖ Immune to Dark penalties.
- ❖ All Soldiers wear Cloth Armor and are armed w/Projectile Pistol and Mundane Sword.
- ❖ Warbots have Alloy Armor.
- ❖ Colonel and Artillery & AA Battery Captain have Com-Gear.
- ❖ Sniper/Spotter has Jet Pack and Com-Gear.
- ❖ Movement: 6", 8" w/Jet Packs; 1/2 if moving & firing in the same turn.
- ❖ In Cold, Movement is +1"; in Heat, it is -1".
- ❖ Melee Modifier: +3 w/Pistol & Mundane Dagger.
- ❖ Carpathians favor light vehicles that are either tracked or wheeled -- 2 Soldiers can be swapped per Armored Ground Drone, 10 per Jeep, and/or 20 per Tank or AFV.



Coalition of Commerce (Troop List)



Introduction

Every citizen of the Coalition of Commerce (CoC) is a shareholder in the Coalition. The more shares you hold, the greater your voice in decision making. Wealthy citizens control the actions of the central government, called the Coalition Board of Trade.

The Coalition is always clashing with others over trade and territorial rights. Most of the time, this is done through mercenaries or the forces of client states.

Currently, the Coalition controls 8 solar systems and has outposts/colonies in 6 more. The outposts are generally for mining. The Coalition capital is located on Vanderbilt. (Note that most of the Coalition planets are named after great historical capitalists.) If the Coalition had an official motto, it would be "All the Traffic Will Bear". Do not expect any bargains on a Coalition run world.

Coalition Armed Forces (CAF) are divided into two groups. The first group is the Regular CAF. These are controlled by the Coalition Board of Trade (the central government) and follow the standard organization shown. Their ships tend to be in the Fleet Destroyer category which are multipurpose vessels, and are not as capable as other larger ships of the line. The second group is the Corp CAF, which is the vast bulk of the total forces. They are directly controlled by the major corporations that raise them. These company troops have a more flexible organization and are transported via a wider range of ship types/sizes.

Uniforms and Equipment

Each trooper is equipped with a Cloth Armor Space/Landing suit w/Jet Pack and Com-Gear, along with a Blast Pistol and Mundane Dagger as backup weapons. Typical equipment is Power Sword, Blast Rifle, GL, ML, Mortar, Medium Blast Cannon, Hover Platform, and/or Jet Bike.



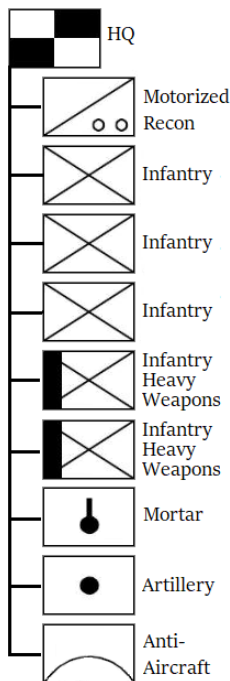
Uniform and Equipment Colors

Typical troop uniforms are blue Space/Landing suits with dark blue trim. Weapons are gunmetal, Jet Pack and boots are black. Space Navy personnel uniforms are white Space/Landing suits with purple trim and weapons.

Organization

The CoC equivalent to a platoon is the Task Troop. It is made up of 50 Leaders and Soldiers (10 squads x 5 each).

- ❖ HQ – Captain w/Power Sword, 4 Troopers (any type) for guard/support/reinforcement
- ❖ Motorized Recon – 2 Troopers on a Hover Platform, 3 on Jet Bikes
- ❖ Infantry – Lieutenant w/Blast Pistol, 2 Troopers w/Blast Rifle, 1 w/Assault Rifle, 1/GL
- ❖ Infantry Heavy Weapons - Lieutenant w/Blast Pistol, 2 Troopers w/ML, 2 Loaders w/ML Rounds
- ❖ Mortar - Lieutenant w/Blast Pistol, 2 Crew (any type), 2 Crew w/Artillery Round, 2 Mortars
- ❖ Artillery - Lieutenant w/Blast Pistol, 2 Crew (any type), 2 Crew w/Artillery Round, 1 HW (typically a Medium Blast Cannon but some squads utilize 2 Light Blast Cannons)
- ❖ Anti-Aircraft - 1 Lieutenant w/Blast Pistol, 4 Crew w/Light AA Missile Launchers



Special Rules

- ❖ All are armed w/Blast Pistol & Mundane Dagger.
- ❖ All equipped w/Cloth Armor Space/Landing suit, and Com-Gear.
- ❖ Movement: 6", 10" w/Jet Packs; ½ if moving & firing in the same turn.
- ❖ Melee Modifier:
+3 w/Pistol & Mundane Dagger.
- ❖ 2 troopers can be swapped per Armored Ground Drone, 5 per Armored Flying Drone, 10 per Hover Jeep or Static Franz Fusion Cannon, and/or 20 per Tank, AFV, or Skimmer Franz Fusion Cannon.



Grubvurmkind (Troop List)



Introduction

Grubvurmkind include two distinct looking aliens although they begin life as offspring from the same mother. The grubblings mature in the ooth of the (rarely seen) ovoviparous female. Once they emerge, they grow into full sized grubs, and then finally metamorphose into either the more common land-bound Grubvurm or the less common flying Stingers. It is uncertain how long the cycle is. Most investigative observers become food for the ravenous grubblings. It is totally unknown how the assignment determination between Grubvurm and Stinger is made.

Being voracious diggers, the Grubvurm live in complex maze tunnels in the moist dirt, typically under rotten undergrowth on tropical planets. The Stingers live above ground in the cool shade of large dense plant life. Both are equally intelligent but only the Grubvurm have the ability to use constructed weapons and tools.

Their eyes move and focus independently so if they are armed with two weapons, they can make two attacks simultaneously without penalty.

Uniforms and Equipment

Grubvurmkind wear little clothing so have no uniforms. They do seem to recognize each other well enough not to need them. They do like banners however, and squad leaders often carry the Grubvurmkind standard while the HQ squad will carry the alliance standard.



Commonly carried equipment includes Power Sword, Power Lance-Blast Rifle, Power Shield, Blast Pistol, Blast Carbine, and/or ML.

The length of the Power Lance-Blast Rifle allow it to fire while the user has an active Power Shield.



Uniform and Equipment Colors

Grubvurmkind colors do vary but most common is a rust brown body, with tan belly and limbs, and black eyes. It reminds most Terrans of a Madagascar hissing cockroach. There powered weapons shimmer with a dazzling dark blue color. Other weapons, helmets, and body armor are most often orange.

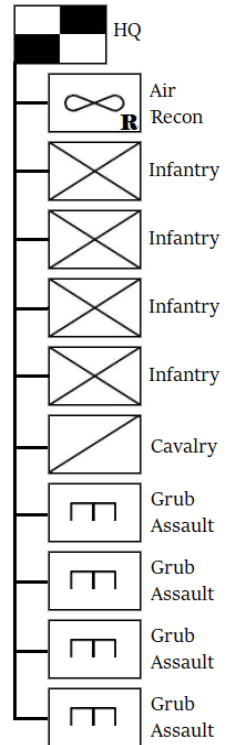
Organization

The Grubvurmkind equivalent to a platoon is the Attack Team (AT). It is made up of 50 Leaders and Soldiers (in 11 squads as listed below).

- ❖ HQ – AT Chief w/Blast Pistol & Power Sword, 4 Troopers (any type) for guard/support/reinforcement
- ❖ Air 2 Grub Stingers (melee only)
- ❖ Infantry – Sub-Chief Armored w/Blast Pistol & Power Sword, 3 Troopers w/Blast Carbine, 1/ML
- ❖ Cavalry - 1 Light Trooper w/Blast Carbine & Power Sword, 2 Armored Troopers w/Blast Rifle-Power Lance & Power Shield, all on Venomous Slug mount
- ❖ Grub Assault – Sub-Chief w/Blast Rifle-Power Lance & Power Shield, 4 Grubs or pairs of Grublins (melee only, see Ambush rule below)

Special Rules

- ❖ Immune to Dark penalties; Heat/Cold as Terrans.
- ❖ All have Com-Gear.
- ❖ Tough Skin; treat as Cloth Armor. Some wear additional armor and helmets; treat combined total as Alloy Armor. Some carry Power Shield; treat as Powered Armor. Venomous Slugs have hard scaly segments; treat as Carbon Armor. Mounts are not additionally protected if Troopers have a Power Shield.
- ❖ Movement: 4", -1" if moving & firing in the same turn; Venomous Slug 6"; Flying Grub Stinger 10".
- ❖ Melee Modifier: +8, Grubs (or pair of Grublins) +6, Flying Grub Stinger or Venomous Slug +10.
- ❖ Ambush: Grubs (or pairs of Grublins) and their Sub-Chief handlers are not required to be placed on the battlefield until they attack. Roll one die: On a roll of 1-3, they may attack anywhere (place Tunnel Entrance Marker where desired and the ambushers within 2" of it); on a 4-5, they may attack at a previously placed Expelled Ooth Marker; on a 6, there is no attack, but place an Expelled Ooth Marker anywhere where desired.



Hexanoi (Troop List)



Introduction

Believed to have originated on the planet Yubara 4, the Hexanoi (or Insectoid Scourge, as Terrans call them) are a bug-like alien species which is hive oriented. Their primary objective is the good of their own particular hive as determined by their Queen. The Queen commands Attendants, who in turn command the Warriors, Gargantuans Warriors, and Worker-Foragers assigned to them. The Queen and Gargantuan Warriors appear the same, and the latter may become a new Queen in order to replace a loss or to create a second Queen if the hive grows large enough to split.

Unlike many bug-like species, the Hexanoi are not burrowers and typically live on the planet's surface in rocky terrain. Any rough area where egg clusters can be hidden is suitable for them, since the adults do not require shelter from the elements. Their lack of infrastructure leads most to believe that they do not manufacture any of their weapons or equipment themselves.

Hexanoi communication incorporates pheromones, clicks, gestures, and body positioning. It is highly effective amongst themselves, though other species have a difficult time making any sense of it. Treat all Hexanoi as having Com-Gear within normal battlefield distances (whether within line of sight or not). They have very hard outer shells; treat it as Carbon Armor.

Uniforms and Equipment

The Hexanoi do not wear clothes. Attendants and Warriors wear harnesses to attach gear. The Queen and/or Worker-Foragers are rarely found on a battlefield, but when they are, they only fight in melee (using no weapons). Attendants commonly use Sonic Pistols and Jet Packs. (Other vehicle use is rumored, but has not yet been documented. However, they have traveled to multiple planets somehow.)

Warriors fight using Sonic Rifles, or Blast Rifles. Gargantuan Warriors use mounted Gatling Guns or Bio Cannons and carry Sonic Pistols.



Uniform and Equipment Colors

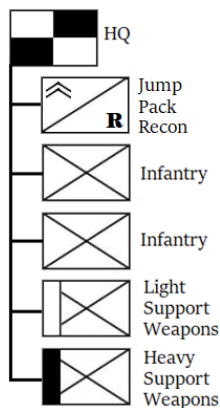
The Hexanoi bodies are a glossy black with dark gray legs and mandibles. Their eyes are red, or occasionally orange or yellow.

Their weapons are gunmetal color, which is also the color of their eggshells. It is thought that they grind up the shells to make/color the metal used. They carry heavy gear by way of a leather strap harness that is usually colored green, though red is spotted occasionally. It has been proven that they use the red residue from inside their eggshells as a dye. No one knows where the more common green color comes from.

Organization

The Hexanoi equivalent to a platoon is a Hive Detachment Force (HDF). It is made up of 12 Leaders and Soldiers (6 squads x 2 each). With each Hexanoi Warrior fighting with the strength of five humanoids, just two of them are the equivalent of a standard squad of other species. Each squad operates normally without a squad leader. The Queen and Worker-Foragers are only used if a scenario calls for the Hexanoi to be defending a hive. In this case, there will be one Queen, Attendant, and Warrior, along with 2 Worker-Foragers added to the HQ listed above.

- ❖ HQ - 2 Attendants, HDF Leader & HDF Sub-Leader w/Blast Pistol & Jump Pack
- ❖ Jump Pack Recon - 2 Attendants w/Sonic Rifle & Jump Pack
- ❖ Infantry - 2 Warriors w/Blast Rifle
- ❖ Light Support Weapons - 2 Gargantuan Warriors w/Sonic Pistol & Gatling Gun
- ❖ Heavy Support Weapons - 2 Gargantuan Warriors w/Sonic Pistol & Bio Cannon



Special Rules

- ❖ Take 5 hits to be killed.
- ❖ Their complex communication incorporates pheromones, clicks, gestures, and body positioning; treat all as having Com-Gear within normal battlefield distances (whether within line of sight or not).
- ❖ 2nd Attendant immediately replaces a killed Attendant (including one from another HDF present on the same battlefield if needed).
- ❖ Immune to Dark penalties.
- ❖ Movement: 8", 10" w/Jet Pack; -2 if moving & firing in the same turn.
- ❖ In Cold, Movement is -3".
- ❖ All Have hard outer shells; treat it as Carbon Armor.
- ❖ Melee Modifier: +8.
- ❖ Treat Gatling Guns as Medium Laser Machine Gun (MLMG), and Bio Cannons as Medium Dual Barrel Blast Cannons.



Knoots (Troop List)



Introduction

When the Terran Defense Consortium found the Diminutive Knoots, their race was near extinction. Their moon home had long ago been conquered by the Purrlions and their peoples enslaved. Once the planet had been ravaged of all its natural resources and reduced to a dying toxic rock, the Purrlions forces left, leaving the Knoots to perish.

It was just chance that a Terran Defense Consortium deep space probe found the Knoots. Seeing that the amphibious Knoots would be particularly suited for a recently terraformed young planet in Terran space, the entire population was relocated. The Knoots were given their freedom, a new home, and a fresh start. Some think the Terrans are probably exploiting the Knoots as free labor. It is likely true to a point... they just happened to put them a planet where algae and seaweed desperately needed to be harvested and exported... but still, it is 100% better than slavery and certain death.

Uniforms and Equipment

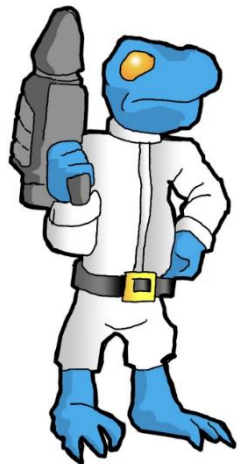
While not great in size or numbers, the Knoop can be fierce fighters when need be. They also utilize trained giant battle Salamanders and lesser trained giant Anoles.

The Salamanders can be mounted with heavy gear or ridden into battle. Gear such as a Sonic Cannon, Missile Launcher, +2 Battle Computer, or a combo Sensor & Recon Camera are common. The Anoles are barely suitable to deliver a Fragmentation Bomb to a target location (lots of potential for going the wrong direction). The Anoles are not as smart as Salamanders, and do not take well to training. This keeps them from being used for standard HW requiring staying steady, facing the correct direction, etc. The Anoles have been trained to head to a specific location on command, however, there is a risk of them running in a wild direction & distance (roll the same as an indirect fired missile that missed its target).

Commonly used weapons for Knoop troops are Force Swords, and MLs. Other common gear is com-gear, and Salamander & Anole Com-Boxes.

Uniform and Equipment Colors

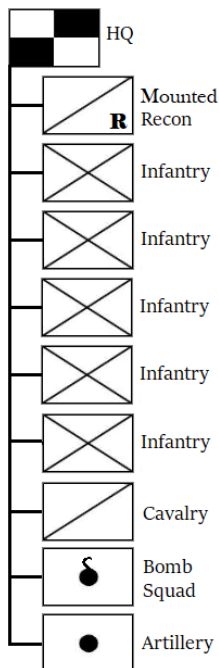
The Knoots all have light or sky blue skin. Their eyes are typically yellow. They seem to like their weapons and gear to be grey but other colors are occasionally seen. Similarly, they seem to prefer white for their work fatigues or for spacesuits though other colors are occasionally seen.



Organization

The Knoot equivalent to a platoon is the Task Troop. It is made up of 50 Leaders and Soldiers (10 squads x 5 each).

- ❖ HQ – Captain w/Sonic Pistol, 2 Second Lieutenants w/Sonic Pistol, 1 Trooper w/Anole Com-Box, 1 Anole w/Fragmentation Bomb
- ❖ Mounted Recon – Lieutenant w/Sonic Pistol, 2 Troopers w/Salamander Com-Box, 2 Salamanders w/Sensor & Recon Camera
- ❖ Infantry – Lieutenant w/Sonic Pistol, 3 Troopers w/Sonic Rifle, 1 w/ML
- ❖ Cavalry - Lieutenant w/Force Sword & 4 Troopers w/Sonic Pistol all Mounted on Salamanders
- ❖ Bomb - Lieutenant w/Anole Com-Box, 4 Anoles w/Fragmentation Bomb
- ❖ Artillery - Lieutenant w/Sonic Pistol, 1 Trooper w/Salamander Com-Box, 3 Salamanders w/Sonic Cannon, Light AA Missile Launcher, or +2 Battle Computer



Special Rules

- ❖ All officers have Com-Gear.
- ❖ Sensor-Recon Camera - Works as both a traditional sensor and a device relay that data plus the optical view to the Recon unit.
- ❖ Sonic Cannon - Treat as a Light Blast Cannon with a max range of 500" and AoE of 6".
- ❖ +2 Battle Computer - This must be within 5" of the HW or Officer it is aiding (one per turn).
- ❖ Fragmentation Bomb - Treat as ML selecting a target within the Anoles movement allowance.
- ❖ Movement - Knoots 6", 10" in water; Anoles & Salamanders 10" ; 1/2 if moving & firing in the same turn.
- ❖ Anoles & Salamanders - These are not sentient but are trained. A Knoot operator must be responsible for moving, targeting, and firing. If the handler is eliminated, an officer may recover the control box and take over. The officer must move to the fallen handler and can begin controlling on the next turn.



Lenintarian State (Troop List)



Introduction

The Lenintarian State are hard core communists, dedicated to the original ideal of Stalin, i.e. the Leadership needs to have the best, while the rest,... they can share anything that is left. They control nine solar systems. The local governments vary from somewhat lax to totally oppressive. The Central Committee of the Lenintarian State is headquartered on the planet Lenin. Currently, there are some 25 million people living in Lenintarian State controlled space. These inhabitants range from good comrades to institutionalized citizens who are in need of reeducation (read slave labor).

The Lenintarian State Defense Forces (LSDF) tend to use robots, mechs, and armor more than most other governments. Their fleet is well balanced and formidable; however, while their ships are well armored, they do not tend to use advanced shield technology.

Uniforms and Equipment

Helmets and flak body armor count as Carbon Armor. They do not typically use Jet Packs, preferring to rely on vehicles. The vehicles all have Com-Gear.

Uniform and Equipment Colors

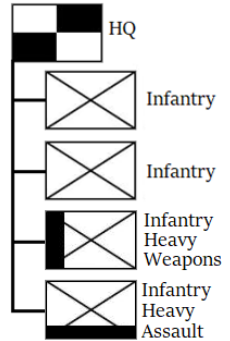
The standard uniform shirt is tan/brown camouflage pattern. The pants are black with a maroon stripe down the outer seam. The helmet is black with a gold visor. Flak vests and boots are black. Weapons tend to be gunmetal or silver.



Organization

The Lenintarian State uses the standard Terran word platoon. It is made up of 50 Leaders, Soldiers, and/or Combat Androids (5 squads x 10 each).

- ❖ HQ - Lieutenant w/Pistol, 7 Troopers (any type) for guard/support/reinforcement + 2 Combat Androids
- ❖ Infantry - Lieutenant w/Laser Rifle, 8 Troopers w/Laser Rifle, 1 Combat Android
- ❖ Infantry Heavy Weapons - Lieutenant w/Laser Rifle, 4 Troopers w/Laser Rifle, 4 Crew w/Misc. Weapon, 1 Combat Android, plus 2 plus 2 LLMGs
- ❖ Infantry Heavy Assault - Lieutenant w/Laser Rifle, 4 Troopers (any type), 5 Combat Androids



Special Rules

- ❖ Helmets and flak body armor count as Carbon Armor.
- ❖ Lenintarian State vehicles all have Com-Gear; Troopers do not.
- ❖ Combat Androids have a Blast Rifle, +2 BC, and Alloy Armor.
- ❖ Movement: 6", ½ if moving & firing in the same turn.
- ❖ Melee Modifier: NA.
- ❖ 2 troopers can be swapped per Armored Ground Drone, 5 per Armored Flying Drone, 10 per Hover Jeep, and/or 20 per Tank or AFV.



Lepidosaurian (Troop List)



Introduction

The Lepidosaurian are a human sized reptile-like alien species that tend to prefer damp, swamp-like conditions.

The Lepidosaurian military troops are all males. The females are all administrators and government officials. The Lepidosaurian have land problems in that they lay many eggs and cannot seem to limit this; meanwhile, their medical advances have ensured that an increasing percentage of them live to maturity. Because of this, the Lepidosaurian are always on the lookout for new planets to colonize. The presence of existing inhabitants seem irrelevant to the Lepidosaurian. Because of this attitude, they have been involved in several wars and numerous skirmishes opposing every other known race.

The Lepidosaurian have a very strong government-oriented society since all the eggs are raised by the government and the offspring never know their parents. Positions in society and government are assigned by merit. This is not to say that things run smoothly on Lepidosaurian worlds, as they have raised the concept of bureaucratic infighting to Olympian heights! The Lepidosaurian have lost several battles due to one department setting up another agency. It truly puts the various Terran diplomatic corps (famed for bureaucracy) to shame, and makes them look no better than bush leaguers.

Ground forces tend to be infantry orientated since they have so many to spare. Training tends to be poor. The high command feels that combat weeds out the poor trooper, and nobody cares if they get killed (since there are a lot more to replace them).



Uniforms and Equipment

All Lepidosaurian have scales and wear helmets which give them the equivalent of Carbon Armor. Some special troops wear Alloy Armor. All except for Alloy Armor troops have Anti-Grav Packs.

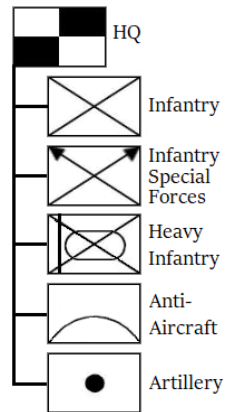
Uniform and Equipment Colors

Their scales generally range in various shades of green and brown. They wear no uniform (or clothes even). The Helmet and Anti-Grav Pack are Gray, and the Harness is black. Weapons and Alloy Armor are gun metal.

Organization

The Lepidosaurian equivalent to a platoon is a Task Force. It is made up of 30 Leaders and Warriors (6 squads x 5 each)

- ❖ HQ – 1 Task Force Leader w/Mundane Sword, 4 Warriors (any type) for guard/support/reinforcement
- ❖ Infantry - 1 Squad Leader w/Sonic Pistol, 4 Warriors w/Laser Rifle
- ❖ Infantry Special Forces - 1 Squad Leader w/Sonic Pistol, 2 Warriors w/Assault Rifle, 2 Crew w/Laser Pistol, 2 MLMGs on Floater Base
- ❖ Heavy Infantry - 1 Squad Leader w/Sonic Pistol, 1 Warrior w/ML, 3 w/ LLMG & Alloy Armor
- ❖ Anti-Aircraft - 1 Squad Leader w/Sonic Pistol, 2 Crew w/Laser Pistol, 2 w/Control Box, 2 Light AA Missiles
- ❖ Artillery - 1 Squad Leader w/Sonic Pistol, 2 Crew w/Laser Pistol, 2 w/Artillery Round, 2 Medium Blast Cannons



Special Rules

- ❖ Take 2 hits to be killed.
- ❖ Immune to Dark penalties.
- ❖ All have scales and wear helmets; treat as Carbon Armor... Some troops wear Alloy Armor.
- ❖ All have Com-Gear and Mundane Dagger; all except for Alloy Armor troops have Anti-Grav Packs.
- ❖ Movement: 6", 8" w/Anti-Grav Packs; ½ if moving & firing in the same turn.
- ❖ In Cold or Heat, Movement is -1".
- ❖ Melee Modifier: +4; +5 Mundane Dagger.



Marsian (Troop List)



Introduction

Marsians are an octopoidal alien from a swamp covered world called Marsia VI. Being slow moving on land, and intolerant of dry heat, they rely heavily on their Tripod Walkers and Hover Platforms to move about.

Uniforms and Equipment

Marsian skin naturally has no armor value, but their walkers are Heavy Armor. Their tentacles are fairly formidable in melee but the mechanical tentacles on the walker are even more so.

They can be found using a wide array of captured weapons but traditionally use Disruptors (treat as Blast Pistol/Rifle with +1 on the Damage Table scores).

Their walkers have a built-in MLMG and ML. Marsians can fire both in one turn because of their large brain and multiple arms.

Uniform and Equipment Colors

Their body color ranges from dark maroon to gray to green.

They do not wear any clothing.

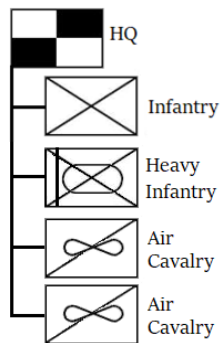
Their armored walkers, hover weapons sleds, and tentacle held weapons are bronze and gray with black accents.



Organization

The Martian equivalent to a platoon is a Karr-tawn. It is made up of 10 Leaders and Soldiers (5 squads x 2 each).

- ❖ HQ 1 Karr-tawn leader in Tripod Light Walker w/built-in MLMG, 1 Soldier (any type) for guard/support/ reinforcement
- ❖ Infantry - 2 Soldiers w/Disruptor Rifles
- ❖ Heavy Infantry - 2 Soldier in Tripod Heavy Walker w/built-in MLMG, ML, and Bio-Cannon (can fire all 3 weapons in one turn)
- ❖ Air Cav - 2 Soldiers on Hover Platform w/built in MLMG



Special Rules

- ❖ Take six hits to be killed.
- ❖ Immune to Dark penalties.
- ❖ All have a Disruptor Pistol as a back weapon.
- ❖ Marsians skin has no armor value but their Hover Platforms are Alloy Armor, and their Tripod Walkers are Heavy Armor.
- ❖ Hover Platforms & Tripod Walkers have +1 BC, Com-Gear.
- ❖ Movement: 4", 8" in water; -1 if moving & firing in the same turn; 6" Hover Platform or Tripod Heavy Walker ; 8" Tripod Light Walker.
- ❖ Melee Modifier: +4; +8 Tripod Walker.
- ❖ Treat Disruptor Pistol/Rifle as Blast Pistol/Rifle with +1 on the Damage Table listed numbers.
- ❖ Treat Bio-Cannons as Medium Dual Barrel Blast Cannons.



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Nebuls (Troop List)



Introduction

Nebuls are humanoids that are slightly larger than Terrans. They have lived in a near zero gravity environment for so long that now, moving about in anything near to Terra's gravity requires them to use powered exoskeleton suits. And since they are using those, they figured that they may as well have them well armored as well! Therefore, all Nebul troops use Powered Armor.

Uniforms and Equipment

Besides Powered Armor, all Nebul troops use Jet Pack and Com-Gear.

They prefer Blast weapons over other types, although Assault Rifles and ML are also used by them to great effect.

Uniform and Equipment Colors

Nebul skin color is most commonly orange; blue or purple are also common.

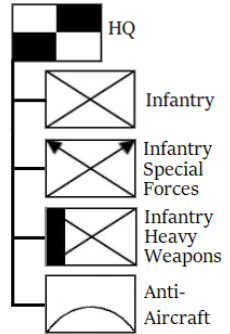
Armor and helmet are charcoal gray with gunmetal trim. Officers have gold highlights while others have silver. Weapons are antique gold.



Organization

The Nebuls equivalent to a platoon is an Assault Crew. It is made up of 30 Leaders and Soldiers (5 squads x 6 each).

- ❖ HQ - 1 Crew Leader w/Force Sword or Blast Pistol, 5 Troopers (any type) for guard/support/reinforcement
- ❖ Infantry - 1 Squad Leader w/Force Sword or Blast Pistol, 5 w/Blast Rifle
- ❖ Infantry Special Forces - 1 Squad Leader w/ Force Sword or Blast Rifle, 2 w/GL, 3 w/Assault Guns
- ❖ Infantry Heavy Weapons - 1 Squad Leader w/Force Sword or Blast Rifle, 1 (any type for guard/support), 4 Crew w/Blast Pistol, Control Box, or Artillery Round, 1 Light Blast Cannon, and 1 Medium Dual Barrel Blast Cannon
- ❖ Anti-Aircraft - 1 Squad Leader w/Force Sword or Blast Pistol, 3 (any type for guard/support), 2 Crew w/Blast Pistol, Control Box, or Artillery Round, plus 2 Light AA Missiles

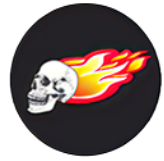


Special Rules

- ❖ Take two hits to be killed.
- ❖ Zero gravity has no adverse effect on them.
- ❖ All have Com-Gear.
- ❖ All use Powered Armor.
- ❖ Movement: 4"; 8" w/Jet Pack; -1 if moving & firing in the same turn.
- ❖ Melee Modifier: NA.



Ostracon (Troop List)



Introduction

The Ostracon are a crustacean type alien, larger and somewhat slower than the average humanoid. They stand approximately 6-feet tall and about 12-feet diameter (over the legs), and weigh around 300 lbs. They have a hard shell all over which counts as Alloy Armor.

The Ostracon social system has never been deciphered by humans, but they do not seem to have a gender-based division of labor. The adults need a large amount of space to feel comfortable, plus a good supply of food. Thus, their planets tend to have low populations. Ostracon are amphibious, preferring warm shallow ocean areas and shore lines. Aside from their rather nasty habit of eating just about anything (including members of other intelligent species), they seem to be the arch-enemies of other aquatic species.

The Ostracon do use some medium sized amphibious vehicles. No one has reported seeing an Ostracon AFV. They do not use any sort of jet pack or anti-grav gear. Their Heavy Weapons are ineffectual underwater and are only used in land based assaults.

They have super hard outer shells; treat it as Alloy Armor.

Uniforms and Equipment

Ostracon do not wear uniforms; only a harness to attach gear. They tend to use sonic weapons due to their superior effectiveness under water vs. other types of weapons. HQ and Support Weapons squads all have a +1 BC optical targeting site over one eye.



Uniform and Equipment Colors

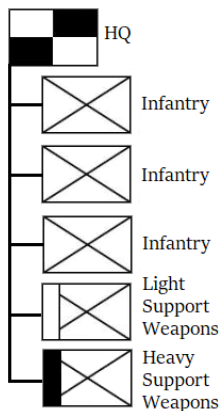
Their shells tend to be a dark red on the underside, mottled dark green on the top, with dark green legs & arms, off-white claws & pincers, and red eyes. Weapons and harnesses are black.

Organization

Each fighting with the strength of five humanoids, two Ostracons are the equivalent of one standard squad (and each operate normally without a squad leader)

The Ostracon equivalent to a platoon is an Impulse Cast. It is made up of 12 Leaders and Soldiers (6 squads x 2 each).

- ❖ HQ - 1 Cast Leader w/Sonic Pistol, 1 Trooper w/Sonic Rifle
- ❖ Infantry - 2 Troopers w/Sonic Rifle
- ❖ Light Support Weapons - 1 Trooper w/Sonic Pistol & Gatling Gun, 1 Trooper w/Sonic Pistol & Light Laser Cannon
- ❖ Heavy Support Weapons - 1 Trooper w/Sonic Pistol & Bio Cannon, 1 Trooper w/Sonic Pistol & ML



Special Rules

- ❖ Take five hits to be killed.
- ❖ Immune to Dark penalties.
- ❖ HQ and Support Weapon Squads have +1 BC and Com-Gear.
- ❖ Super hard outer shells; treat as Alloy Armor.
- ❖ Movement: 5", 10" in water; -1 if moving & firing in the same turn.
- ❖ Melee Modifier: +8.
- ❖ Treat Gatling Guns as Medium Laser Machine Gun (MLMG), and Bio-Cannons as Medium Dual Barrel Blast Cannons.



Outer Rim Alliance (Troop List)



Introduction

The Outer Rim Alliance military troopers are known as the Rim Wardens. The Alliance itself is run similarly to one very large nation of independent planets. The government is a loose structure, primarily tasked with handling foreign affairs and providing for member worlds mutual defense planning.

Besides the main Rim Warden forces, each member world maintains its own Planetary Wardens for local issues.

Uniforms and Equipment

All Rim Warden troops wear Cloth Armor Space/Landing suits, have Com-Gear, Jet Packs, and Force Swords. Officers and Scouts also have Sensors.

Uniform and Equipment Colors

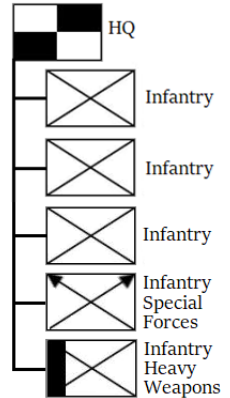
Space/Landing suits are olive gray. Straps and helmet accents are dark green. Weapons are gunmetal. Boots and gloves are black. Helmet visor is metallic green.



Organization

Like most Terrans, the Outer Rim Alliance uses the word platoon. It is made up of 50 Leaders and Wardens (6 squads as shown below).

- ❖ HQ - Lieutenant & Sergeant w/Laser Pistol, 2 Scouts (recon) w/Laser Rifle, 6 Assorted Wardens (any type) for guard/support/ reinforcement
- ❖ Infantry - Sergeant & Corporal w/Laser Pistol, 3 Wardens w/GL, 2 w/Laser Rifle, 1 Combat Robot w/LLMG
- ❖ Infantry Special Forces - Sergeant & Corporal w/GL, 2 Wardens w/GL, 2 w/Assault Rifles, 2 Combat Robot w/LLMG
- ❖ Infantry Heavy Weapons - Sergeant & Corporal w/Laser Pistol, 2 Wardens w/GL, 2 Combat Robot Crew w/LLMG, 2 Crew w/Artillery Round or Control Box, and 2 Light Blast Cannons



Special Rules

- ❖ All troops wear Cloth Armor Space/Landing suits, and are issued Com-Gear, Jet Packs, and Force Swords. Officers and Scouts also have Sensors.
- ❖ Movement: 6", 10" w/Jet Packs; ½ if moving & firing in the same turn.
- ❖ Melee Modifier: +4 w/Force Sword.
- ❖ 2 troopers can be swapped per Armored Ground Drone, 5 per Armored Flying Drone, 10 per Hover Jeep, and/or 20 per Tank or AFV.



Purrlions (Troop List)



Introduction

The Purrlions are a feline chaser/pouncer type alien. They are slightly larger and faster than the average humanoid, and have fur all over. They stand slightly over 6-feet tall and weigh around 200 lbs.

Purrlions are strongly divided by gender, with males being warriors or technicians, while the females run the government, medicine, science, and arts. Males tend to be individualistic while females tend to prefer to be part of a group. The family unit is the pride and group marriages are the norm. The clan is the basic government unit, with the central government being a weak confederacy. The central government exists primarily to provide standards, mail service, mediate between clans, and present a single contact to non-Purrlions.

Adult Purrlions need a large amount of space to feel comfortable, while the young Purrlions can/do live in close confinement. Their planets tend to have low populations. Cities are spacious, with large parks and green space.

Currently there are five planets under Purrlion control; all have large tracts of savanna type terrain.

Purrlions typically do not like the company of humanoids but will work with them if the current mood/situation suits them. The Lenintarian State is the exception... They seem to really like them for some reason.

Uniforms and Equipment

Most clans make extensive use of Warbots and Androids due to having a low Purrlion population per planet. Their Warbots appear machine-like and robotic, while the Androids appear and act just like the actual Purrlions. All but the Warbots wear durable uniforms, which in addition to their fur counts as Cloth Armor. The Warbots have Alloy Armor.

All Purrlion and Androids are equipped with Com-Gear and Jump Packs. All Warbots have Com-Gear.



Uniform and Equipment Colors

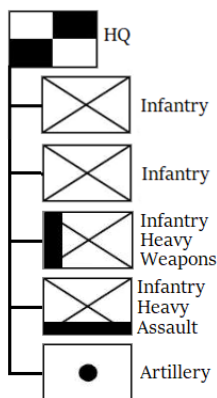
Purrllion fur tends to be solid (multicolored being rare), with tawny color being most common. Eyes are white. The uniform and helmet are blue/gray with epaulets in the color of their pride. Uniform jackets have white closure straps. Boots, weapons, Jump Packs, and other gear are dark gray.

The Warbots on home worlds are gun metal, while those used by space forces are metallic blue.

Organization

The Purrllion equivalent to a platoon is a Claw. It is made up of 30 Leaders and Warriors (6 squads x 5 each). Some Purrllion Claws are made up entirely of Warbots except for the officers; however, the below listing is more typical. Any listing for a Warrior is either an actual Purrllion or an Android.

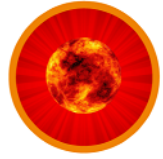
- ❖ HQ - 1 Claw Leader w/Force Sword, 4 Warriors or Warbots (any type) for guard/support/reinforcement
- ❖ Infantry - Squad Leader w/Flamer Pistol, 3 Warriors w/Laser Rifle, 1 Warbot w/Blast Rifle
- ❖ Infantry Heavy Weapons - Squad Leader w/Flamer Pistol, 1 Warrior w/Assault Rifle, 2 w/ML, 1 Warbot w/Blast Rifle
- ❖ Infantry Heavy Assault - Squad Leader w/Flamer Pistol, 4 Warbots w/Blast Rifle
- ❖ Artillery - Squad Leader w/Force Sword, 2 Crew w/Flamer Pistol, 2 Crew w/Artillery Round, 2 Medium Blast Cannons



Special Rules

- ❖ Take two hits to be killed.
- ❖ Immune to Dark penalties.
- ❖ All Purrllions have Com-Gear and Jump Packs.
- ❖ The Warbots have Alloy Armor; all others wear Cloth Armor.
- ❖ Movement: 8", 10" w/Jump Packs; 1/2 if moving & firing in the same turn; 6" for Warbots.
- ❖ In Heat, Movement is -2" for actual Purrllions only.
- ❖ Melee Modifier: 3; +4 for Warbots.

Reptiloid (Troop List)



Introduction

The Reptiloids are arid-dwelling lizard-like aliens. Their homeworld of Zugaeshguhz (Terrans call it Zuga for short) is a hot, dry, inhospitable place that they are well-suited for. Luckily for their foes, they are slower moving in cool or cold climates where encounters are most likely to happen. Reptiloids are a rough, surly, and coarse bunch. They are most often found looking for a fight.

Uniforms and Equipment

Cloth Armor on top of their tough scales makes a formidable defense; treat it as Carbon Armor. Some troops utilize Powered Armor where extra staying ability is needed.

Their common gear is Blast Pistol, Thrown Grenade, Plasma Rifle, Medium Laser Machine Gun (MLMG), Light Blast Cannon, Sun-Gun (similar to a Medium Blast Cannon), and/or 'The Shark' Recon Sled.

Uniform and Equipment Colors

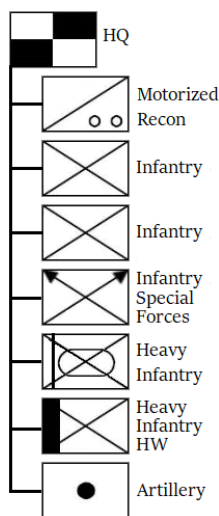
Reptiloid scale colors are typically tan, though they possess limited chameleon-like abilities to change color to blend into certain arid environments. The official color of their Cloth Armor is purple, but variations have been spotted. Weapons, Powered Armor, and Recon Sled are usually metallic pearl white. The Reptiloid platoon leader equivalent has gold piping on their armor to set them apart.



Organization

The Reptiloid equivalent to a platoon is a Hyper-Assault Group (HAG). It is made up of 15 Leaders and Soldiers (as listed below).

- ❖ HQ - 1 HAG Leader w/Blast Pistol and Com-Gear, & Assistant HAG Leader (any type)
- ❖ Motorized Recon - 1 Reptiloid w/Blast Pistol on the "Chameleon" Scout Scooter
- ❖ Infantry - 1 Squad Leader and 1 Reptiloid both w/Plasma Rifles
- ❖ Infantry Special Forces - 1 Squad Leader w/Plasma Rifle and 1 Reptiloid w/GL
- ❖ Heavy Infantry - 1 Squad Leader and 1 Reptiloid both w/MLMG & Powered Armor
- ❖ Heavy Infantry HW - 1 Squad Leader w/MLMG, 1 Reptiloid w/Lt. Blast Cannon, both w/Powered Armor
- ❖ Artillery - 1 Squad Leader Gunner w/Sun-Gun (treat as a Medium Blast Cannon), 1 Assistant Gunner w/Plasma Rifle, both w/Powered Armor



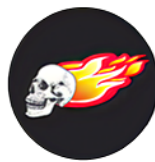
Special Rules

- ❖ Take four hits to be killed.
- ❖ All officers and Powered Armored Reptiloids are equipped with Com-Gear.
- ❖ All are issued a Blast Pistol and 2 throwing Grenades as basic gear.
- ❖ All non-PA Reptiloids have Cloth Armor on top of their tough scales; treat the combination as Carbon Armor.
- ❖ Movement: 8", 1/2 if moving & firing in the same turn; 12" for Chameleon Scout Scooter.
- ❖ In Cold, Movement is -2"; in Heat, it is +2".
- ❖ Melee Modifier: +5; +7 w/Pistol.
- ❖ Plasma Rifle Range: 0-20"; Area of Effect 2" diameter.
- ❖ Plasma Rifle Damage Table:

| Weapon | None | Cloth | Carbon Alloy | Power | Heavy |
|--------------|------|-------|--------------|-------|-------|
| Plasma Rifle | 12 | 11 | 10 | 7 | 6 |



Riahrookery (Troop List)



Introduction

The Riahrookery are an avian-type species that has lost its natural power of flight, but can still fly with the aid of Anti-Grav Packs.

They control six solar systems and trade extensively with all the other major groups in the area. Their ships can be found throughout all known space, and their troops can often be found serving as mercenaries on several worlds.

Uniforms and Equipment

All Riahrookery infantry carry com-gear, Mundane Swords, 2 throwing Grenades, and Anti-Grav Packs.

Helmets and flak body armor over their feathers count as Carbon Armor.

Uniform and Equipment Colors

Face and beak are most commonly black but other colors have been found. Other feathers are brightly colored similar to Terran parrots. Their eyes are yellow.

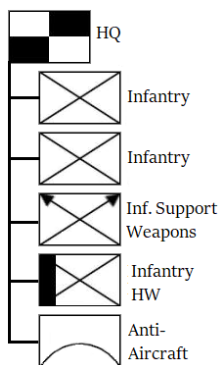
Helmets are metallic green, flak body armor is gray, and their weapons are black with metallic green details.



Organization

The Riahrookery equivalent to a platoon is a Rapid Strike Covey. It is made up of 30 Leaders and Soldiers (6 squads x 5 each).

- ❖ HQ - 1 Covey Leader w/Blast Pistol, 4 assorted poses
- ❖ Infantry - 1 Squad Leader w/Blast Pistol, 3 w/Blast Rifle, 1 w/ML
- ❖ Infantry Support Weapons - 1 Squad Leader w/Blast Pistol, 3 w/Assault Rifle, 1 w/ML
- ❖ Infantry Heavy Weapons- 1 Squad Leader w/Force Sword, 2 Crew w/Blast Rifle, 2 w/Pistol, and 2 LLMGs
- ❖ Anti-Aircraft – 1 Squad Leader w/Force Sword, 2 Crew w/Blast Rifle, 2 w/Pistol, and 2 Light AA Missiles



Special Rules

- ❖ Take two hits to be killed.
- ❖ Their whistles and chirp sounds carry clearly over vast distances and count as having Com-Gear within the standard battlefield area.
- ❖ All are issued Mundane Swords and 2 throwing Grenades as basic gear.
- ❖ Helmets and flak body armor over their feathers counts as Carbon Armor
- ❖ Movement: Walking 6", Anti-Grav Pack 8"; 1/2 if moving & firing in the same turn.
- ❖ Dark, Movement is -2".
- ❖ In Cold or Heat, Movement is -1".
- ❖ Melee Modifier: +4; +6 w/Mundane Sword.



Ssss (Troop List)



Introduction

The Ssss are highly intelligent beings closely resembling a terrestrial snake with arms. Adults are about 9-feet long and 16-inches diameter. They can strike from a stationary position to a target 6 feet away (melee attack 1" away in game terms). Their venom is toxic to warm-blooded species giving them an extra melee bonus, but it is ineffective against aquatic and cold-blooded species. While their jaws are quite strong, they are unable to penetrate Powered Armor or heavier. Being larger than human, they require three hits to be killed. Their scales are as effective as Cloth Armor, but they typically wear Carbon Armor in addition.

It is believed that a Ursoidian ship whose life support systems had failed made an automated landing on their home world of Siphor. The Ssss are extremely curious beings, and were able to study the intact ship. By reverse engineering, they advanced their technology by approximately 400 years, and began using the ship to explore their local system. Shortly afterward, they created their own starship and set out to travel to a nearby star.

It is unfortunate that their first meeting with humanity was with a ship from the Death Raiders faction. Needless to say, those humans attacked. The Ssss have trouble with the concept that there are various factions of Terrans, since their home world has had a single "government" for their entire recorded history. Actually, the Ssss do not quite understand the basic concept of government, either. They have a loosely unified government which could be called a civilized anarchy. Groups of Ssss become tighter for various projects and are just as easily disbanded. While this sounds chaotic, it appears to work for them. Relations with other species are handled by a group of Ssss that seems to enjoy the diplomatic sort of thing.

Because the Ssss have very little crime on their homeworld, they have become almost addicted to old Terran detective shows. The older and cheesier, the better.



Uniforms and Equipment

The Ssss tend to not wear much more than a harness to mount gear, plus some extra protection for their heads and upper spine area.

Preferring to stay on the ground, they only use their Jump Packs to cross obstacles or to charge into melee. Those Ssss selected to be in the Recon squad are the few exceptions that love the feeling of flying and use their Jump Packs every chance they get. They receive a +2 movement with them.

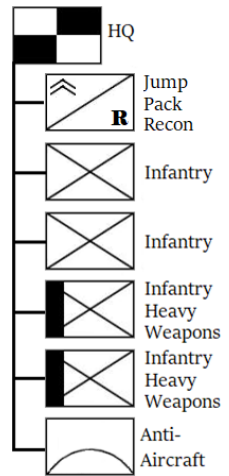
Uniform and Equipment Colors

Ssss natural coloration tends toward shades of light yellow or green with mottling of browns and dark greens. Their armor is typically scarlet or orange and their weapon are dark green.

Organization

The Ssss equivalent to a platoon is a Strike Den. It is made up of 20 Leaders and Strikers as shown.

- ❖ HQ - 1 Strike Chief w/Auto Gun Rifle, 2 Ssss (any type) for guard/support/reinforcement
- ❖ Jump Pack Recon - 2 Ssss Strikers w/Projectile Pistol
- ❖ Infantry - 1 Squad Leader w/Chain Gun Pistol, 2 Ssss Strikers w/Auto Gun Rifles
- ❖ Infantry Heavy Weapons - 1 Squad Leader w/Chain Gun Pistol, 1 Ssss Striker w/Bio-Cannon, 1 w/PML
- ❖ Anti-Aircraft - 1 Squad Leader w/Chain Gun Pistol, 2 Ssss Crew (any type), 1 Tripod Mount w/Heavy Gatling Gun

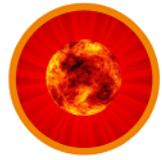


Special Rules

- ❖ Take three hits to be killed.
 - ❖ Immune to Dark penalties.
 - ❖ All have Com-Gear and a Jump Pack (but most don't like to use it).
 - ❖ Their scales plus helmet and added body plates count as Carbon Armor.
 - ❖ Movement: 8", 10" Jump Pack, 12" Recon Jump Pack; ½ if moving & firing in the same turn.
 - ❖ In Cold, Movement is -3"; in Heat, it is +1".
 - ❖ Melee Combat: From up to 2" away.
 - ❖ Melee Modifier: +5, +6 vs warm-blooded species.
 - ❖ Treat Auto Gun Rifle as Light Laser Machine Gun (LLMG), Chain Gun Pistol as Assault Pistol, Bio Cannons as Medium Dual Barrel Blast Cannons, and Heavy Gatling Gun as Heavy Laser Machine Gun (HLMG).
- Note:** Aliens are treated as warm/cold-blooded base on the nearest similar Terran species.



Supreme Terran Empire (Troop List)



Introduction

The Supreme Terran Empire is a simple dictatorship. It is sort of like having Nazis in space. These guys love jack boots, subjugating other humans and aliens alike. Their government was not always like this. During the Eeek War, several of the leaders turned tail and ran, leading to a massive defeat, causing the death of hundreds of thousands of their citizens and the near destruction of one of their worlds. In order to cover up their failure and complicity in the catastrophe, they fabricated a story of how the cowardly alien allies ran out on the humans, leaving them to the Eeeks. The wave of anti-alien revulsion that swept through the people turned them into an almost rabid mob of xenophobes. Those who knew the truth were silenced, and the anti-alien hysteria became the official government policy; so much so that they would not even trust other humans who dealt with any aliens.

This conviction has gone so far that now, all aliens are considered trouble. If the aliens are enough trouble and taste good, you can even use them for dinner (so what if they are intelligent; it isn't like they are human). Humans who have dealings with aliens are nothing but degenerates who are only good for slave labor. As you can guess, they do not have good relationships with other human governments, and none at all, except war, with non-terran governments. Their government is aggressive and expansionist-minded. The citizens have few material goods available to them since the majority of produced items go to the military.

They currently control three solar systems and are very hungry for more.



Uniforms and Equipment

All Empire troops wear Carbon Armor and are issued Force Daggers and Com-Gear.

They do not typically use Jet Packs, preferring to rely on vehicles instead.

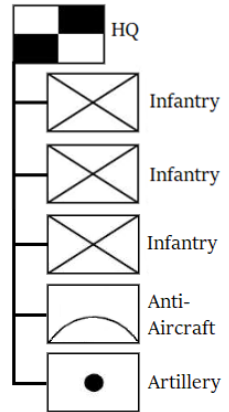
Uniform and Equipment Colors

Armor and helmet is black. Helmet visor is silver. Straps, boots, and gloves are reddish brown. Weapons are gunmetal.

Organization

The Supreme Terran Empire uses the common Terran word platoon. It is made up of 50 Leaders and Soldiers (6 squads as shown below).

- ❖ HQ - Captain w/Force Sword or Blast Pistol, 7 Assorted Troopers (any type) for guard/support/reinforcement, and 2 Combat Robots w/Blast Rifle
- ❖ Infantry - Lieutenant w/Force Sword, 3 Troopers w/Assault Rifle, 2 w/GL, and 2 Combat Robots w/Blast Rifle
- ❖ Anti-Aircraft - Lieutenant w/Force Sword, 1 Combat Robots w/Blast Rifle, 3 Crew w/Laser Pistol, 3 Crew w/Control Box, and 3 Light AA Missiles
- ❖ Artillery - Lieutenant w/Force Sword, 3 Troopers w/GL, 2 Combat Robot Crew w/Blast Rifle, 2 Crew w/Artillery Round, and 2 Medium Blast Cannons



Special Rules

- ❖ Troops wear Carbon Armor, and are issued Force Daggers & Com-Gear.
- ❖ Movement: 6", 1/2 if moving & firing in the same turn.
- ❖ Melee Modifier: +3 w/Force Dagger.
- ❖ 2 troopers can be swapped per Armored Ground Drone, 5 per Armored Flying Drone or Hover Jeep, and/or 20 per Tank or AFV.



Ursoidian Coalition

(Troop List)



Introduction

The Ursoidians are large bear-like aliens from a gravity-heavy world. They run up to 8-feet tall and 850 lbs. as full grown adults. As intimidating as they look, they are actually fairly easy going and love practical jokes. This tends to endear them to the rest of the races in known space.

Ursoidians have what Terrans would call a constitutional monarchy, although it is a little more complicated than that. A story widely believed to be true is that a researcher from the University of Isis asked a Ursoidian official to explain the basis of the monarchy to her. After several days of explanations about the interrelationship of the clans and noble families, levels of nobility, limits of power based upon formal and informal agreements, etc., she was taken to the hospital in a comatose state. While she did recover, it is rumored that she now confines her research to the mating rituals of plants.

Uniforms and Equipment

Most Ursoidians wear Carbon Armor with Alloy segmented arm pieces, which in conjunction with their extra thick fur covered hides, give them the equivalent of Alloy Armor. Some Ursoidians have ditched the heavy arm pieces and should be treated as having Carbon Armor.

The Ursoidians tend to prefer tracked or wheeled vehicles with Heavy Armor. They do not use Jet Packs or Grav tech to any extent because it is inefficient on their home world.



Uniform and Equipment Colors

Ursoidian fur is commonly tan, black, or white.

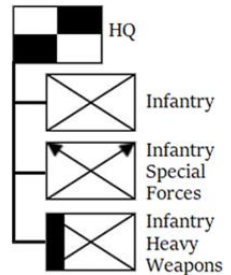
Their uniform & helmet are olive green. The leather bag, straps, gloves are russet brown. All weapons are gunmetal.

Officers have a gold helmet crest, shoulder tabs & glove cuffs while grunts have red helmet crest, shoulder tabs & glove cuffs.

Organization

The Ursoidian equivalent to a platoon is a Maul. It is made up of 20 Leaders and Soldiers (4 squads x 5 each).

- ❖ HQ - 1 Maul Leader w/Mundane Sword, 4 assorted poses
- ❖ Infantry - 1 Squad Leader w/Blast Pistol, 1 Mauler w/Blast Rifle, 2 w/Carbine Blast Rifle, 1 w/GL
- ❖ Infantry Special Forces - 1 Squad Leader w/Blast Pistol, 1 Mauler w/Blast Rifle, 1 w/Carbine Blast Rifle, 2 w/ML
- ❖ Infantry Heavy Weapons - 1 Squad Leader w/Mundane Sword, 4 Crew w/Blast Pistol or Artillery Round, 2 HW (typically 2 Medium Dual Barrel Blast Cannon)



Special Rules

- ❖ Take three hits to be killed.
- ❖ Immune to Dark penalties.
- ❖ All officers and Heavy Weapons crew are equipped with com-gear.
- ❖ All are armed with Mundane Dagger.
- ❖ Carbon Armor with Alloy segmented arm pieces that in conjunction with their extra thick fur covered hides give them the equivalent of Alloy Armor.
- ❖ Most Ursoidian Infantry HW squads ditch the heavy arm armor pieces in order to get +1 to their movement, and if so, they should be treated as only having Carbon Armor.
- ❖ Movement: 8", ½ if moving & firing in the same turn.
- ❖ In Cold, Movement is +2"; in Heat, it is -2".
- ❖ Melee Modifier: +5; +6 w/ Mundane Dagger.



Wormric (Troop List)



Introduction

These telepathic centipede-like aliens, known as the Wormric, are very aloof and secretive, so little is known about them by other races. They are overly fond of telling everyone that they are ruled by the Lord High Halbex the 5th of Regionor 3; and that that is their home world. It doesn't mean a lot to outsiders, but the Wormric seem to feel compelled to share this information nonetheless.

They do not seem to be overly interested in territorial expansion, but they do like to explore space and are often found very far from home. Many that encounter them mistake their intentions, so they end up in a good number of scrapes.

Uniforms and Equipment

Wormrics do not wear clothing so no uniforms. Typical weapons are Plasma Rifle, Booster Telepathic Equipment, Backpack Mounted Medium Dual Barrel Blast Cannon, and/or Backpack Mounted Heavy AA Cannon.

The hard plates covering their bodies and heads give them an Carbon Armor equivalency.

Uniform and Equipment Colors

They are found in widely different colors. It is not generally known if they use paint/dye on themselves, if the colors are genetically passed down, etc. They do not seem to organize themselves in any type of per color groupings such as per squad.

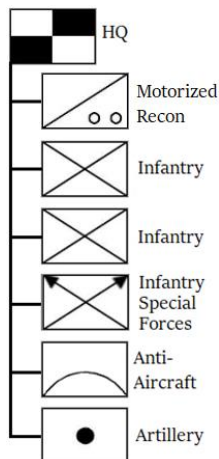


Organization

Each fighting with the strength of five humanoids, two Wormrics are the equivalent of one standard terran squad (and each operating normally without a squad leader)

The Wormric equivalent to a platoon is an Exploratory Group. It is made up of 12 Leaders and Soldiers plus 2 Recon Probes (7 squads of 2 each).

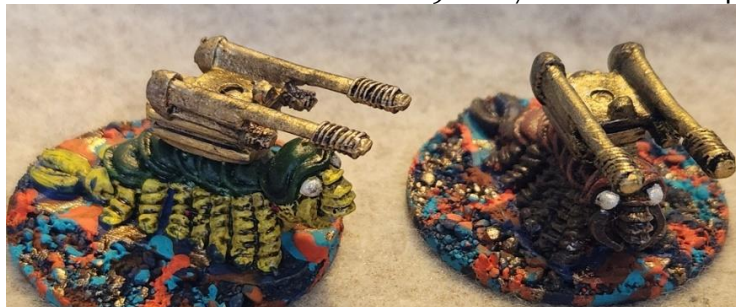
- ❖ HQ - 1 Group Leader w/Plasma Rifle, 1 Wormric Trooper w/Booster Telepathic Equipment
- ❖ Motorized Recon - 2 Creeper Recon Probes w/built in LLMGs
- ❖ Infantry - 2 Wormric troopers w/Plasma Rifles
- ❖ Special Forces Squad - 2 Wormric Troopers w/Booster Telepathic Equipment
- ❖ Anti-Aircraft - 2 Wormric Troopers w/Backpack Mounted Hvy AA Cannon
- ❖ Artillery - 2 Wormric Troopers w/Backpack Mounted Medium Dual Barrel Blast Cannon



Special Rules

- ❖ Take five hits to be killed.
- ❖ Immune to Dark penalties.
- ❖ All are telepathic; treat them as being equipped with Com-Gear.
- ❖ Hard plates cover their bodies and heads... treat as Carbon Armor; Recon Probes are constructed from Alloy Armor.
- ❖ Movement: 8" (no penalty to climb hills), ½ if moving & firing in the same turn.
- ❖ When carrying heavy backpack loads, the four front 'arms' have to switch to 'leg' mode, so they cannot also use hand held weapons at the same time.
- ❖ Melee Modifier: +2.
- ❖ Booster Telepathic Equipment; treat its effect as if it is a GL.
- ❖ Plasma Rifle Range: 0-20"; Area of Effect 2" diameter.
- ❖ Plasma Rifle Damage Table:

| Weapon | None | Cloth | Carbon Alloy | Power | Heavy | |
|--------------|------|-------|--------------|-------|-------|---|
| Plasma Rifle | 11 | 10 | 9 | 7 | 6 | 4 |



Planet Summaries:

These supplemental nuggets of information may be of help to those wishing to plan Role-Playing or Campaign Games. Feel free to expand on this outline and share with the group at: facebook.com/groups/2935825926678748

Baralizar - Vommien: Is a Terra-like planet in a fairly large solar system with thirteen other planets. Vommien is about 1.28 times bigger than Terra and its gravity is about 0.98 times that of Terra. A single day lasts 48.07 hours and a year lasts 394 days. The planet is made up of 4 continents, which make up 88% of the planet's landmass. Three moons orbit the planet, which orbits a blue sun in a fairly circular orbit.

Boomers - Grion IX: This is a Terra-like planet in a densely populated solar system with nineteen other planets. Surviving is usually extremely difficult here. It is about 1.1 times bigger than Terra and its gravity is about 1.06 times that of Terra. A single day lasts 34.70 hours and a year lasts 192 days. The planet is made up of 15 continents, which make up 40% of the planet's landmass. Five moons orbit the planet, which orbits a blue sun in an elliptic orbit.

Canid Theocracy - Orqeds: The planet Orqeds is a Terra-like planet in a huge solar system filled with fourteen other planets. It is about 1.5 times bigger than Terra and its gravity is about 1.64 times that of Terra. A single day lasts 35.99 hours and a year lasts 308 days. The planet is made up of 3 continents, which make up 77% of the planet's landmass. Three moons orbit the planet, which orbits a white sun in a fairly circular orbit.

Carthian Khanate - Remliel: Remliel is a very cold and dark planet in a densely populated solar system with twenty-two other planets. A heavy and dense cloud-like layer keeps the planet in a perpetual cold and dark state. It is about 0.8 times smaller than Terra with a gravity of about 0.90 times. A single day lasts 23.05 hours and a year lasts 240 days. The planet is made up of 4 continents, which make up 73% of the planet's landmass. Three moons orbit the planet, which orbits an orange sun in a slightly elliptic orbit.

Coalition of Commerce - Vanderbilt: Vanderbilt or Vander as it's called by the native population, is an iron planet in a thinly populated solar system with only eight other planets. Vander is about 1.09 times bigger than Terra and its gravity is about 0.89 times that of Terra. A single day lasts 44.20 hours and a year lasts 274 days. The planet is made up of 12 continents, which make up 83% of the planet's landmass. Five moons orbit the planet, which orbits an orange sun in an elliptic orbit.

Grubvurm - Sheraan: This is mostly a wet tropical terrestrial planet in a fairly large solar system with thirteen other planets. It is about 2.7 times bigger than Earth and its gravity is about 2.47 times that of Earth. A single day lasts 11.89 hours and a year lasts 250 days. The planet is made up of 9 continents, which make up 29% of the planet's landmass. Three moons orbit the planet, which orbits a red sun in an almost perfectly circular orbit.

Hexanoi - Yubara 4: This is a rocky carbon planet in a thinly populated solar system with only six other planets. Yubara 4 is about 9.9 times bigger than Terra and its gravity is about 4.33 times that of Terra. A single day lasts 23.03 hours and a year lasts 454 days. The planet is made up of 10 continents, which make up 77% of the planet's landmass. Five moons orbit the planet, which orbits a blue sun in a wide, elliptic orbit.

Knoots - Tarantu: With their homeworld destroyed, the amphibious Knoots were relocated by Terrans to Tarantu... a planet where abundant algae and seaweed needed to be harvested and exported. It is a Terra-like planet in a solar system with five other planets. Tarantu is about 2.2 times bigger than Terra with a gravity of about 1.06 times. A single day lasts 28.32 hours and a year lasts 249 days. The planet is made up of 2 continents, which make up 50% of the planet's landmass. Four moons orbit the planet, which orbits a yellow sun in a fairly circular orbit.

Lenintarian State - Asheal: The planet Asheal, as it's called by most of the natives, is a desert planet in a small solar system with five other planets. Asheal is about 1.4 times bigger than Terra and its gravity is about 1.12 times that of Terra. A single day lasts 39.49 hours and a year lasts 421 days. The planet is made up of 10 continents, which make up 32% of the planet's landmass. Five moons orbit the planet, which orbits a white sun in a fairly circular orbit.

Lepidosaurian - Karael: The planet Karael, as it's called by most Lepidosaurians, is a damp jungle/swamp-like planet in a densely populated solar system with fifteen other planets. Karael is about 1.1 times bigger than Terra and its gravity is about 1.03 times that of Terra. A single day lasts 46.07 hours and a year lasts 306 days. The planet is made up of 13 continents, which make up 10% of the planet's landmass. Four moons orbit the planet, which orbits a blue sun in an elliptic orbit.

Marsian - Marsia VI: Marsia VI is a swamp covered planet in a small solar system with five other planets. It is about 1.3 times bigger than Terra with a gravity of about 1.11 times. A single day lasts 22.77 hours and a year lasts 163 days. The planet is made up of 12 continents, which make up 14% of the planet's landmass. One moon orbits the planet, which orbits a white sun in an almost perfectly circular orbit.

Nebuls - Anahel: The Nebuls have lived in a near zero gravity space but do maintain outposts on planets for diplomatic purposes and for resource obtaining. Their traditional seat of power is Anahel. It is a planet in a thinly populated solar system with only five other planets. It is only about 0.3 times the size of Terra with a gravity of about 0.55 times. A single day lasts 24.43 hours and a year lasts 234 days. The planet is made up of 1 continent, which makes up 65% of the planet's landmass. Three moons orbit the planet, which orbits an orange sun in an elliptic orbit.

Ostracon - Graugiek: The planet Graugiek, as it's called by the Ostracon, is in a fairly large solar system with seventeen other planets. Surviving inland anywhere here is usually extremely difficult. The aquatic life, though, is full of wonders. Highly specialized plants, which closely resemble the corals of Terra, cover nearly everything in the warm, not too deep waters along the coastlines. Their colors are bright and numerous, something they share with the Terra corals. But their shapes and sizes are far beyond anything ever seen on Terra or anywhere else currently discovered. Graugiek is about 4.3 times bigger than Terra with a gravity of about 2.48 times. A single day lasts 31.13 hours and a year lasts 268 days. The planet is made up of 4 continents, which make up 68% of the planet's landmass. Five moons orbit the planet, which orbits an orange sun in a fairly circular orbit.

Outer Rim Alliance - Chemas II: The planet of Chemas II, as it's called by most scientists, is a terrestrial planet with varied ecosystems in a vast solar system with fifteen other planets. It is about 1.8 times bigger than Terra with a gravity of about 1.29 times. A single day lasts 32.67 hours and a year lasts 424 days. The planet is made up of 2 continents, which make up 26% of the planet's landmass. One moon orbits the planet, which orbits a red sun in a slightly elliptic orbit.

Purrlions - Amphoir: This is a lush planet with vast green spaces in a solar system with nine other planets. The plant-like organisms on this planet are almost entirely made up of bushes and shrubs, in all shapes and sizes, some can grow to incredible heights. They're supported by grasses and fungi on the bottom layers, but there are almost no flower species and trees are rare on this planet. Amphoir is about 3.2 times bigger than Terra with a gravity of about 1.77 times. A single day lasts 40.45 hours and a year lasts 458 days. The planet is made up of 15 continents, which make up 16% of the planet's landmass. Two moons orbit the planet, which orbits an yellow sun in an almost perfectly circular orbit.

Reptiloid - Zugaeshguhuz (Zuga for short): The planet Zugaeshguhuz, named after a famous Reptiloid scientist, is an inhospitable desert planet in a densely populated solar system with seventeen other planets. The plant-like organisms on this planet are almost exclusively types of grass. They can reach incredible heights due to the strength of some species, while others would be barely noticeable on the floor, if not for their spectacular colors. Shrubs, bushes and flowers are also fairly prominent, but fungi and trees are nearly non-existent. It is about 3.1 times bigger than Terra with a gravity of about 1.75 times that of Earth. A single day lasts 28.97 hours and a year lasts 411 days. The planet is made up of 7 continents, which make up 17% of the planet's landmass. Two moons orbit the planet, which orbits a white sun in an elliptic orbit.

Riahrookery - Cricowk: The planet Cricowk, named after a famous Riahrookery scientist, is a tropical planet in a thinly populated solar system with only three other planets. The plant-like organisms on this planet are trees and lots of them. Oddly enough, trees are the about the only plant-like organism on this planet, but they come in a huge variety of shapes and sizes. The smallest can be compared to that of Bonsai trees and they grow in huge numbers. Due to their numbers the only other nutrients left in the soil are those deep in the ground, which lead to most other types of trees to become either enormously tall or very wide. Pandora is about 0.7 times the size of Terra with a gravity of about 0.86 times. A single day lasts 29.74 hours and a year lasts 150 days. The planet is made up of 10 continents, which make up 50% of the planet's landmass. Four moons orbit the planet and Cricowk itself orbits a red sun in a slightly elliptic orbit.

Ssss - Siphor: The planet Siphor, as it's named by the native Ssss population, is a highly iron and hot planet in a solar system with nine other planets. The plant-like organisms on this planet are mostly bushes, shrubs and flowers, with a good amount of fungi and grasses but very few tree species. The shrubs are the dominant organism on this planet as they grow fast and wide, with many different shapes, sizes and colors. It is about 4.1 times bigger than Terra with a gravity of about 4.47 times. A single day lasts 49.21 hours and a year lasts 483 days. The planet is made up of 11 continents, which make up 58% of the planet's landmass. One moon orbits the planet, which orbits an orange sun in a slightly elliptic orbit.

Supreme Terran Empire - Fulphin: This is an earth-like planet in a thinly populated solar system with only five other planets. The plant-like organisms on this planet are shrubs, shrubs and more shrubs. They come in various shapes and sizes, but very few reach heights above 2-3 meters (6.5-10ft). While most roughly share the same characteristics, some manage to stand out with different colors, scents, shapes and even textures. Fulphin is about 0.8 times the size of Terra with a gravity of about 0.73 times. A single day lasts 24.79 hours and a year lasts 168 days. The planet is made up of 15 continents, which make up 49% of the planet's landmass. Two moons orbit the planet, which orbits a white sun in a slightly elliptic orbit.

Ursoidian Coalition - Nakrith: This is an icy planet in a small solar system with eight other planets. The conditions on this planet may not be ideal, they're good enough to sustain life. It is about 1.38 times bigger than Terra and its gravity is about 2.19 times that of Terra. A single day lasts 19.60 hours and a year lasts 185 days. The planet is made up of 1 continent, which make up 88% of the planet's landmass. Four moons orbit the planet and Regionor itself orbits an orange sun in a wide, elliptic orbit.

Wormric - Regionor 3: Regionor 3 is a rocky carbon planet in a fairly large solar system with fourteen other planets. It is about 2.1 times bigger than Terra with a gravity of about 2.18 times that of Earth. A single day lasts 23.36 hours and a year lasts 265 days. The planet is made up of 11 continents, which make up 78% of the planet's landmass. Two moons orbit the planet, which orbits a white sun in a slightly elliptic orbit.