



SINS OF A  
**SOLAR EMPIRE**  
REAL-TIME STRATEGY. UNRIVALLED SCALE.

**MAELSTROM TRINITY**

**TRAINING MANUAL**

<b>INTRODUCTION</b>	5
<b>VERSIONS OF MAELSTROM</b>	6
<b>FEATURES OF MAELSTROM</b>	6
<b>A HISTORY OF THE GALAXY</b>	6
Trade Alliance	9
Replicators	10
Norlamin	11
<b>GETTING STARTED</b>	9
<b>INSTALLING THE MOD</b>	10
<b>THE PLANETS</b>	55
<b>LOGISTICS STRUCTURES</b>	45
Trade Alliance Structures	53
Replicator Structures	56
Norlamin Structures	57
<b>TACTICAL STRUCTURES</b>	47
Trade Alliance Structures	53
Replicator Structures	56
Norlamin Structures	57
<b>THE RACES FLEETS</b>	51
Trade Alliance Fleet	53
Replicator Fleet	56
Norlamin Fleet	59
<b>FREQUENTLY ASKED QUESTION</b>	83
<b>CONTACT INFORMATION</b>	83
<b>CREDITS</b>	84

# INTRODUCTION

Maelstrom for Sins of a Solar Empire brings you into the epic conflict between six unique races. The Trader Emergency Coalition, the mysterious and advanced Advent, and the ruthless [Vasari](#)

Entering the conflict are three highly capable races, the economic powerhouse of the [Trade Alliance](#), the merciless machine race of the Replicators and finally the technologically marvels of the galaxy the [Norlaminians](#).

All strive to achieve absolute dominance over the galaxy, each bringing their own unique strengths, abilities and history that impact how you play the game.

## VERSIONS OF MAELSTROM

The Maelstrom Standard series and SoaSE Maelstrom Expansion series are two separate and complete mods. The Expansion series have Titan Flagships Dreadnought Capitalships, expanded Pirates and more challenging Militia ... whereas the Standard series do not. As such the expansion series have very different game-play dynamics compared to the standard series.

There is only a single Flagship in-play at one time. It is a massive and powerful [Capitalship](#) well adapted to both offense and defense. A Dreadnought is a very large and powerful [Capitalship](#) that once at level six or beyond can be upgraded into a Super-Dreadnought. All six races have Titans and Dreadnoughts.

Both Titans and Dreadnought's are automatically and repeatedly built by special orbital factories, one unique Titan and Dreadnought factory is made available for each player at the start of the game. In the Expansion series the Pirates are more aggressive with [Capitalships](#) capable of colonizing and Carrier Cruisers. Finally beware of dangerous asteroids that fill the gravity well of various planets, they can severely damage fleets through repeated collisions.

# FEATURES OF MAELSTROM

## ■ New Planets

Ancients, Binary, Fortified, Gas Giant, Industrial, Metropolis, Mineral, Water, Fractured, Jungle, Binary, Industrial, Artifical, Aura, Extinct, Legendary, Aurora, Chthonian, Disporian, Dyson Sphere, Enigma, Frigian, Hyperion, Mining, Neo Luna, Terra Nova, Paradise, Ring World, Tempest, Toxic, Utopian, Ice Giant, Rock Giant, Terran Giant

## ■ New Stars

Black Hole, White Dwarf, Magnetar, Neutron, Pulsar, Quasar

## ■ New Models

All new Ships and Planetary structures

## ■ New Sounds

Voice Tracks for Ships, Race Theme and Background Music, Sound effect for Planetary Structures

## ■ New Icons

All new HUD and main view icons for Ships, Structures and Research

## ■ New Research

Extensive & independent Research Trees for the new Races

## ■ New Abilities

For Capitalships, Frigates, Structures, Planets and Stars

## ■ New Bonus's

Planetary bonus's

## ■ New Picture's

Race Pictures and Voice Track Announcements

# A HISTORY OF THE GALAXY

## THE TRADE ALLIANCE

The Trade Alliance are space wanderers who are interested in establishing themselves more permanently. They have slowly and cautiously adapted their economic engine into an ever more powerful war machine. Factories, trade routes, and savvy businessmen abound in their star systems. If they don't possess a technology or design they buy or steal it. Their **ability** to set-up extensive trade routes make them dangerous enemies or powerful allies.

After a golden era of lucrative trade and relative peace spreading throughout galaxy, an emerging political force establishes a new philosophy throughout the Alliance, the so called New Order.

While the first wave of the Alliance was about a "buy it or steal it", The New Order try to engage the foreign races with more trust and cooperation. They claim that the Trade Alliance must forget its ancient history of war and replaced it with a future of endless prosperity. So, the Loyal Faction persevere in the old ways, while the deviant brethren of the New Order begin to pursue a new path.

The arrival of the Replicators caught the Traders completely unprepared. Advance exploratory waves from the Replicators Fleet, hastily crushed and colonized over a dozen worlds.

Political infighting amongst the Trade Alliance representatives and the New Order, delayed the first military response by months. Finally, they sent everything they had to repel the invaders; a cobbled band of ships designed to combat piracy. The untrained, undisciplined, and poorly equipped crews met a swift demise.

Disasters continued for years but, the resilient Traders slowly learned to apply their perfection of the economic engine into an ever more powerful war machine. Factories, trade routes, and savvy businessmen were now one with star bases, supply lines and master tacticians.

Unfortunately, the disastrously poor cohesion of the independently operated planetary fleets often negated this progress. As the Replicators approached the central worlds, it became clear that their advance could not be stopped without higher levels of coordination.

## THE REPLICATORS

The Replicators are a **Artificial** Non-humanoid race. They are relentless and **virtually** unstoppable, integrating species into their collective unity, absorbing empires in their wake. Masters at adapting themselves to any environment, they are spreading remorselessly throughout the galaxy. Their origins are not known but their intentions are - conquest of all humanoid races and they have the weapons, ships and technologies to do just that!

The Replicators rule over countless worlds in distant space. Slowly beginning in a distant galaxy, the empire expanded uniformly, bringing hundreds of alien races under its control, and shows no signs of slowing down.

When the Replicators arrived in Trader Space, they were confident in their ability to quickly deal with the locals. Initially, the victories were painless – the scouts alone procured the initial settlements – but as time went on it became clear that the local space-faring species would not be so easy to eliminate.

## THE NORLAMIN

Norlamins are humanoid and a highly technologically-advanced intelligent race native to the green system who are fighting to expand their interstellar empire and a philosophical concept they call the Greater Good. The Norlamins claim to be a peaceful race when possible, asking if others will join their cause voluntarily instead of fighting. However, if their peaceful overtures are refused, the Tau may well decide to conquer a planet and add it to their growing interstellar empire for the greater good.

The Norlamins tend to look upon other intelligent races as backwards or misguided. Before the commencement of hostilities they almost always try to reason with their opponents and establish some kind of agreement that will make military force unnecessary.

The Norlamins's central motivating ideal is that everyone in their empire regardless of their species will work for the collective betterment of everyone else, an almost mystical philosophy they call the Greater Good. Each alien race within the Norlamins Empire has a unique and different culture which contributes to the Greater Good in its own way. However, all of the Norlamins Empire's races hold to their common belief in the Greater Good that binds them all together despite their myriad cultural and physical differences.

The Norlamins prefer to carefully plan their assaults, and tend to fight only after coordinating their troops and weapons for the mission at hand. The Norlamins prefer to fight offensively, concerned more with the quick destruction of the enemy than the taking and holding of ground. If a Tau base is attacked, the Norlamins will usually evacuate, dismantle all important technology, and return at a later time to retake it.

# GETTING STARTED

To play Sins of a Solar Empire your PC will need to meet at least the following minimum requirements:

- Windows® 7 / Windows Vista™ SP1 / Windows XP SP3
- 1.8 GHz Processor
- 512 MB Available System Memory (1 GB for Windows 7/Vista™)
- 128 MB 3D Video Card (Radeon 9600 / GeForce FX 6600 and above)
- DirectX 9.0c Compatible Sound Card
- DVD-ROM Drive
- 3 GB Available Hard Disk Space
- Keyboard and Mouse (with a mouse wheel)
- DirectX 9.0c
- Note: GeForce 4 MX video cards are not supported.

To get the most from your play experience, we recommend you have:

- 2.2 GHz Dual-Core Processor
- 1 GB Available System Memory (2 GB for Windows 7/Vista™)
- 256 MB 3D Video Card (Radeon X1600 / GeForce 7600 and above)

Maelstrom requires Sins to be patched to the following versions

- Original SoaSE : v1.193
- Entrenchment : v1.053
- Diplomacy : v1.34

## Required Effects Settings

- Planet : Detail – Highest
- Ship : Detail - Highest, Extras - Highest, Bump - High
- Building : Detail - Highest, Extras - Highest, Bump - High

## Recommended Effects Settings

- Show Mesh Team Colors : Off
- Show Cargo Ship Icons : Off
- Show Planet Elevators : Off
- Use Colored Skyboxes : Off

# INSTALLING THE MOD

Installing the Maelstrom Mod is a simple two step process.

Step 1: Extract the contents of the compressed file to your 'Sins Mod Directory'

Question: Where is my 'Sins Mod Directory'?

Answer: Start Sins and in the options submenu select mod  
Select 'Show Mod Path'

Copy your decompressed files there.

Question: I'm having problems finding the Mod Directory in Windows Explorer

Answer: Make sure that your Windows Explorer browser is able to see  
hidden files & folders. This option can be found under the  
menu 'Tools' submenu "Folder Options" then in the tab "View",  
click on 'show hidden files & folders' then click ok.

Step 2: Start Sins

Select the version of Sins for the mod you want to play i.e Original,  
Entrenchment or Diplomacy. In the options submenu select the mod from the  
list of available mods and activate it. If the Maelstrom Mod does not appear in  
the mods list then you have copied to the wrong directory.

# THE PLANETS

Each solar system is the home of many individual worlds where people have settled to try and eke out an existence for themselves. The worlds you can exploit include:

- **Terran Worlds:** These planets are lush, vibrant and full of life. Abundant in water, they can support large populations and are therefore a great source of tax income once developed.
- **Desert Worlds:** These are dry, desolate, sandy planets with little water and a harsh environment. Still, life has evolved on them using sub-surface water reserves and air traps to catch moisture out of the atmosphere. Desert planets don't support large populations but do make for good bulwarks against intruders.
- **Ice Worlds:** Ice planets are frozen wastelands, with very little liquid water and even less people. What makes these planets so valuable is their abundance of crystal.
- **Volcanic Worlds:** What ice planets lack in warmth is more than made up for by volcanic worlds. Planets of this type are unstable and riddled with fierce geologic activity. They tend to be metal-rich and, with the proper equipment, can support population centers.
- **Gas Giants:** Bodies such as these don't have any surface upon which to start a colony and can be dangerous. Gas giants can unleash unstable pockets of highly unstable gas that when ignited by an explosion can severely damage nearby ships. Some gas giants are known to have planetoids in their gravity wells which can be mined using special bases.
- **Asteroid Fields:** These fields are rich in resources, but can only support minimal colonies. However, some asteroids are dead and contain little of value.
- **Plasma Storms:** These areas cannot be colonized, but may contain resource asteroids operated by neutral factions that can be captured. Given the highly unstable nature of plasma storms, strike fighters and bombers cannot operate within their gravity wells.
- **Magnetic Clouds:** These clouds cannot be colonized and hold nothing of value. What makes them strategically relevant is that special abilities don't work in these areas.

■ **Desert Worlds:** These are dry, desolate, sandy planets with little water and a harsh environment. Still, life has evolved on them using sub-surface water reserves and air traps to catch moisture out of the atmosphere. Desert planets don't support large populations but do make for good bulwarks against intruders.

Raging Dust Storms are common on this planet. With winds up to 300 mph they can cause significant damage to planetary infrastructure and populations.



■ **Fractured Worlds:** This planet was bombarded by a planet destroying weapon from a Ancient race many millenniums ago. While parts of the planets crust and core remain the mantle of the planet has been ejected into space.

Most of this planets mantle has been ejected into nearby space, as a result passing ships can easily collect the rich resources that were once buried.



■ **Gas Giant:** A gas giant is a massive planet with a thick atmosphere of hydrogen and helium. There are no oceans or landmasses on these Giants and they have high rotational velocities. They can not be colonized.

Volatile gases from the planet's upper atmosphere permeate the gravity well. Large explosions will cause these gases to combust and deal damage to nearby ships.



■ **Ice Worlds:** Ice planets are frozen wastelands, with very little liquid water and even less people. What makes these planets so valuable is their abundance of crystal.

Unusually extensive and intense storms occur on occasion, causing the planet to mostly lock-down over the period.



■ **Terran Worlds:** These planets are lush, vibrant and full of life. Abundant in water, they can support large populations and are therefore a great source of tax income once developed.

The Terran economy is typically strong, as employment levels are high and resources abundant. The local stock market reflect consumer confidence and the general populations optimism.



■ **Volcanic Worlds:** What ice planets lack in warmth is more than made up for by volcanic worlds. Planets of this type are unstable and riddled with fierce geologic activity. They tend to be metal-rich and, with the proper equipment, can support population centres.

Volcanic activity peaks frequently, forcing a standstill on planet activity during this dangerous period.



■ **Aura Worlds:** The unusual and unique atmosphere of the Aura World results in extreme fertility and growth of indigenous plant and animal life on this planet. The wealth of this paradisiac planet is life. Extreme fertility results in extraordinary plant life and plant growth rates. Population increases correspondingly.

Phase space has become inverted in this gravity well, this causes antimatter to destabilise and damage unmodified ships.



■ **Aurora Worlds:** Bombarded by intense Cosmic rays the atmosphere of this planet is highly electrically charged, while dangerous to live here capturable energy is abundant.

High energy cosmic rays, which fill the gravity well of this planet, can severely interfere with enemy ship shield generators.



■ **Chthonian Worlds:** The extremely thin atmosphere of this rocky world has prompted the evolution of unusual hardy planet life which can be harvested and used to extend life, a highly exportable commodity.

The high density core and surface of this planet forms a natural gravitational shield. Planet damage absorption from orbital bombardment is increased.



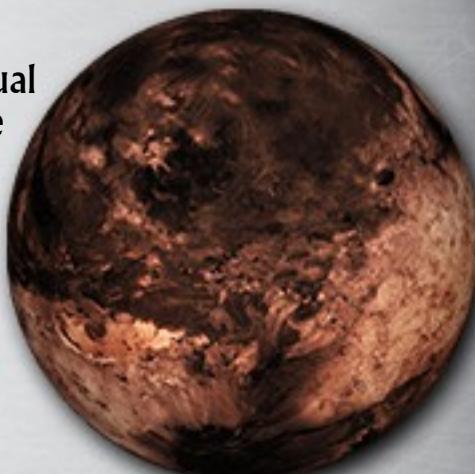
■ **Diasporian Worlds:** An Ancient civilization once existed on this planet only to disappear overnight for no apparent reason. They left behind advanced technologies and operational infrastructure.

This planet emits an unusual and unexplained phasic distortion field. Scattered planetary sanctuary relics appear to be the source. The fields reinforce friendly ship shields.



■ **Enigma Worlds:** A most highly revered world of spiritual enlightenment. Many pilgrims visit seeking union with the divine.

The priests of this planet call upon the divine to help in its defense. The shields of hostile craft can inexplicably lower as a result.



■ **Extinct Worlds:** A massive and sustained war was once fought for this once rich and beautiful planet. Now only remnants remain.

Phase space has been damaged in this gravity well from previous Battles. Dangerous Phase Space Eddies can damage untrained fleets.



■ **Fortified Worlds:** A World inhabited long ago by the Ancients. In a battle against an unknown and long dead adversary the Ancients constructed the ultimate planetary defense. A gift from the Ancients - huge orbital defenses and robotic construction equipment. The equipment is as good as new after hundred's of thousands of years! And the equipment is everywhere!!

A marvel of Ancient Technology! This Planetary Shield encloses the planet in a powerful forcefield, greatly reducing damage from hostile forces bombarding it.



■ **Frigian Worlds:** A world of ice and crystal. Living conditions are harsh but fortunes can be made. The lower atmosphere is composed mostly composed of water, ammonia, and methane molten ices. Very hazy atmosphere layers with a small amount of methane gives them aquamarine colors such as baby blue and ultramarine colors respectively

The gravity well of this planet is filled with a cloud of dense ice particles. Enemy strike craft operations are severely effected.



■ **Habitable Gas Giant:** This massive planet has a thick atmosphere of molecular hydrogen, water and ammonia. It also has a dense molten core of hot rocky elements. The outermost portion of the hydrogen atmosphere is characterized by many layers of visible clouds that are mostly composed of metallic hydrogen.

A Plasma Cloud permeates this Giant's gravity well. Unmodified Enemy Squadrons are unable to launch.



■ **Hyperion Worlds:** A world inhabited by sentient highly advanced Artificial Intelligences. Your race forms a positive symbiotic rapport with the AI's gaining incredible technologies to trade.

The AI inhabitants jointly work with defenders to protect the planet. Advanced orbital phase generators enhance the hull and shields of friendly ships.



■ **Habitable Ice Giant:** These giant planets have substantial layers of "superionic water" ice under relatively shallow hydrogen and helium atmospheres. Pressurized ices is the form of supercritical fluids and their surface is composed of large fractions of oxygen, carbon, nitrogen, and sulfur .

The gravity well of this planet is filled with hydrogen and methane particles. Enemy ships shields and weapon targeting systems are severely effected.



■ **Industrial Worlds:** Your empire has elected to make this World a Production Powerhouse. This is due to many favorable conditions on and near this planet.

The Infrastructure on this Planet supports massive Frigate and Capital ship factories.



■ **Jungle Worlds:** These planets are biologically vibrant and hard to tame. Swallow oceans, low lying terrain and a greenhouse environment encourage the growth of a canopy of lush and planet encircling tropical jungle.

A rich boon awaits those who can master this world. Many rare, usual and exotic biological entities can be found in this planets biosphere.



■ **Legendary Worlds:** You've search for it, you've dream't about it and now its yours ... wealth, riches, treasure, gold, gold, gold.

Unusually high levels of heavy metals make this planet's core extremely dense, resulting in a large magnetic fields which damage light craft.



■ **Metropolis Worlds:** A world of advanced technology, a planet of cities ... a world city. This is your number one destination for tourism. The planet is a paradise, there is no end of things to see and do, or not to do!

This planets populace has installed an array of planetary Antimatter Extractors which can drain antimatter from enemy ships.



■ **Mineral Worlds:** This planet is unique in its high concentration of metal and crystal ores.

Chaotic motion of fine debris complicates target acquisition for enemy ships, reducing the accuracy of weapons fire while in the gravity well.



■ **Neo Luna:** This planet and its moons are a rich source of Helium 3, a source of clean fusion power!

Harvested fusion fuel helps boost the speed and weapons of friendly ships.



■ **Terra Novian Worlds:** A home away from home ... anyone what to start a new life?

Ground based phase mirrors disrupt local phase space disrupting enemy ship engines. Jitter to the phase drive causes misalignment in targeting systems.



■ **Paradise Worlds:** A thing of beauty is a joy forever ... those who visit experience joy forever.

The strong local culture of this planet distracts and overpowers enemy willpower. As a result hostile ships in orbit experience disorientation making them more vulnerable to friendly fire.



■ **Habitable Rock Giant:** The atmosphere of this gas giant was stripped away leaving exposed rock. Metal resources are particularly abundant and easily mined.

A radioactive cloud of fine dust particles encircles this giant. This makes enemy strike craft launch difficult and ship shields take a beating.



■ **Tempest Worlds:** Massive storms rock the surface of this world. So why settle here? Green power - tidal and wind conversion plants can generate huge amounts of energy.

Planetary turbulence and storms are a result of unusual Gravimetric distortions in the gravity well. Orbital satellites can track these distortions and the telemetry used to amplify friendly fire.



■ **Habitable Terran Giant:** The size of this giant results in crushing gravity on its surface. That which does not kill you makes you stronger!

The many moons, asteroids and the giant planet itself have created a network of gravity channels in navigational space. Enemy craft who are not mapped this network can undergo operational stress.



■ **Binary Worlds:** Trade between the two planets is expanded with the discovery of rich mineral deposits on both worlds. Migration and cultural interchange results in increased population growth.

The unusual Magnetic Fields in this Binary System produce a Signal Focusing effect which help targeting computers improve trajectory information of nearby enemy ships.



■ **Toxic Worlds:** Toxic wastes continuously erupt from surface fissures on this planet. Nevertheless a strategic planet to hold.

Toxic pollution is not just restricted to this planet's surface. Space pollution can infiltrate critical engine subsystems resulting in malfunctions.



■ **Utopian Worlds:** A ecological Utopian society thrives on this planet. The appeal of nature and harmonious life is a strong one.

The collected PSI mind powers of the local inhabitants are directed to defending craft, improving the efficiency of ship operations.



■ **Water Worlds:** The empire needs energy if it is to expand. One of the most efficient fuels for fusion energy generation is Heavy water. This planet has an abundant supply!

A invisible array of automated 'Robotic Mines' is located in this gravity well. The Mines were left behind by the Ancients and are triggered by the explosion of enemy ships.



■ **Dyson Sphere:** Colonization of a Dyson World results in a massive stimulation of all construction work and also rapid population growth.

A network of energy projectors is installed on the surface of the Dyson sphere. Under hostile attack they can suppress the shields and weapons of enemy ships.



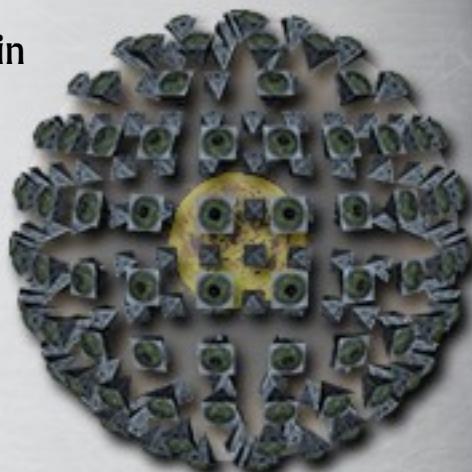
■ **Ancient Worlds:** The discovery and colonization of this Ancient's World results in a massive stimulation of all construction work and also rapid population growth. Yes the atmosphere is electric! The discovery of an operational ground-to-space monitoring and control network results in a substantial increase to planetary infrastructure.

Capital ships and frigates within the Ancient's Planet gravity well have increased antimatter regeneration and they are harder to detect when jumping to their next destination.



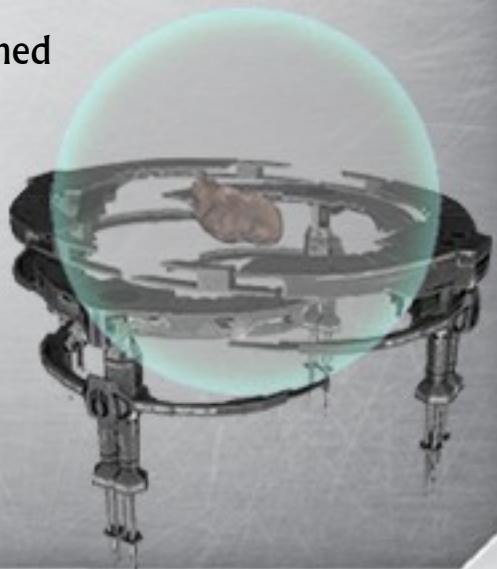
■ **Dyson Swarm:** Colonization of a Dyson Swarm results in a massive stimulation of all construction work and also rapid population growth.

A network of energy projectors is installed on the surface of the Dyson Swarm. Under hostile attack they can suppress the shields and weapons of enemy ships.



■ **Mining Worlds:** Massive mining operations are established in this resource rich asteroid belt.

Local knowledge is crucial to navigation as a vast amount of asteroid debris fills the gravity well. This allows local pilots to avoid collisions and improve targeting systems.



■ **Ring Worlds:** The inhabitable surface area of this hospitable 'planet' is unimaginable. The product of an ancient civilization.

The outer ring defenses of the Ring World emit strong EM radiation which causes havoc with enemy weapon systems.



# LOGISTICS STRUCTURES

Logistics structures will help you build your economy and research new technologies, plus influence other worlds. Each structure costs a certain amount of resources to construct and requires a set number of logistics slots.

Logistics Structures include:

- Metal Extractor: Extracts raw resources from asteroids rich in metal ore to be used in constructing ships, structures, and more.
- Crystal Extractor: Extracts raw crystal resources from asteroids rich in the element for use in myriad applications.
- Frigate Factory: Allows the construction of frigates and cruisers for your fleets. Each ship you construct also requires fleet supply to deploy.
- Capital Ship Factory: Allows the construction of powerful capital ships to anchor your fleets. Capital ships require both fleet supply and special commanders in addition to raw materials.
- Military Lab: This structure gives you the ability to research new technologies from the Military branches of your empire's technology trees.
- Civics Lab: Grants you the ability to research new technologies from the Civics branches of your empire's technology trees.
- Trade Port: Once researched, the Trade Port will allow you to establish lucrative trade routes between worlds. Routes and trade ships are automatically created to maximize potential income. You must have at least two Trade Ports (on separate worlds) in order to initiate a trade route.
- Orbital Refinery: With an Orbital Refinery you can greatly increase the amount of resources your worlds can generate. Refineries send out ships to resource asteroids in nearby gravity wells to bring ore back for processing.
- Broadcast Center: Your empire can spread its culture to nearby worlds through the broadcast center, as can be seen through phase lanes taking on an empire's color. The stronger your culture, the faster it will spread and push back enemy culture. As each planet comes under more of your influence, its allegiance to your empire will increase. When an empire's culture is strong enough, a planet could even revolt and become neutral.

## Military Lab

This structure gives you the ability to research new technologies from the Military branches of your empire's technology trees.



Norlamin



Replicator



TradeAlliance



## Civics Lab

Grants you the ability to research new technologies from the Civics branches of your empire's technology trees.



Norlamin



Replicator



TradeAlliance

## Orbital Extractors

Extracts raw resources from asteroids rich in metal or crystal ore to be used in constructing ships, structures, and in a myriad applications.



**Norlamin**



**Replicator**



**TradeAlliance**



## Orbital Refinery

With an Orbital Refinery you can greatly increase the amount of resources your worlds can generate. Refineries send out ships to resource asteroids in nearby gravity wells to bring ore back for processing.



**Norlamin**



**Replicator**



**TradeAlliance**

## **Capital Ship Factory**

Allows the construction of powerful capital ships to anchor your fleets. Capital ships require both fleet supply and special commanders in addition to raw materials.



**Norlamin**



**Replicator**

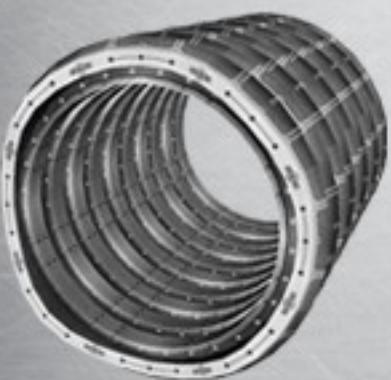


**TradeAlliance**



## **Frigate Factory**

Allows the construction of frigates and cruisers for your fleets. Each ship you construct also requires fleet supply to deploy.



**Norlamin**



**Replicator**



**TradeAlliance**

## Broadcast Center

Your empire can spread its culture to nearby worlds through the broadcast center, as seen through phase lanes taking on an empire's color. The stronger your culture, the faster it will spread and push back enemy culture. As planets come under more of your influence, its allegiance will increase.



**Norlamin**



**Replicator**



**TradeAlliance**



## Orbital Trade Port

Once researched, the Trade Port will allow you to establish lucrative trade routes between worlds. Routes and trade ships are automatically created to maximize potential income. You must have at least two Trade Ports (on separate worlds) in order to initiate a trade route.



**Norlamin**



**Replicator**



**TradeAlliance**

## Dreadnought Coordinator Factory

Allows construction of Dreadnoughts. Dreadnought construction is supervised from orbit, while manufacture is coordinated between planetary factories.



Norlamin



Replicator



TradeAlliance



## Titan Coordinator Factory

Allows construction of a Titan class Capitalship. Titan construction is supervised from orbit, while manufacture is coordinated between planetary factories.



Norlamin



Replicator



TradeAlliance

# TACTICAL STRUCTURES

Tactical structures will help you to protect your planets and defend your empire as a whole. Each race's structures can vary greatly:

Tactical Structures include:

- Defense Platform: These stationary defense platforms will defend nearby structures from enemy vessels. They are heavily armored and can do serious damage against opponents.
- Hangar Defense: The orbital hangar houses multiple squadrons of fighters or bombers to defend their planet's gravity well. Typically Hangar Defenses must be researched before it can be constructed; and also have various upgraded options.
- Repair Platform: These platforms have a long range and will automatically repair your damaged ships and structures for as long as their antimatter reserves hold out. They must be researched before construction.
- Phase Jump Inhibitor: Once unlocked, this powerful structure substantially delays the phase jump charge times of enemy ships in its radius of effect.
- Shield Generator: Planetary bombardment can be catastrophic to your empire's longterm survival and the shield generator helps prevent this. Once researched, this structure uses antimatter to envelope your planet in a protective shield, reducing the damage sustained from bombardment.
- Antimatter Recharger: It can be essential to quickly recharge the antimatter reserves of capital ships and once researched this structure does just that by transferring its own reserves.
- Orbital Cannon: This is the ultimate weapon and can be constructed only after laborious research and cost. The Orbital cannon is capable of firing a devastating shot through phase space at an enemy planet, causing obscene damage or greatly increasing their culture on far-away worlds.
- Starbases: Starbases are extremely powerful structures used for the defense of planets. They have multiple weapons that can be upgraded to increase their range and power. They are can be equipped with powerful defensive technology to help secure vital worlds, or with manufacturing abilities for forward positions, they are capable of holding a large array of drone squadrons.



## Norlamin Defense Platform

Loaded with multiple laser cannons, the Norlamin defense platform can quickly decimate enemies who dare tread close. Defense Platforms are upgraded allowing them to amplify the damage and shields of other nearby platforms.

## Replicator Defense Platform

An array of Beam Weapons defend your planet and nearby structures from enemy ships. What they lack in armor they make up in firepower. Nearby Beam Defense Platforms jointly reinforce each other, granting a stacking attack and shield bonus.

## Replicator Orbital Tractor Beam

For our visiting enemies we have rolled out the red carpet. We expect them to stay a long time. A powerful attractor beam is used on hostile ships within range of this craft. Nearby Platforms jointly reinforce each other, granting a stacking attack and shield bonus.

## Replicator Orbital Thumper

Orbital Plasma Defense. I wouldn't stand close when this beauty fires, at least if I were the enemy. Nearby Platforms jointly reinforce each other, granting a stacking attack and shield bonus.

## Trade Alliance Defense Platform

Featuring four quadrant Autocannon's, these platforms will defend nearby structures from enemy vessels. They are heavily armored and do serious damage against opponents.



## Norlamin Hangar Platform

Housing three squadrons of either fighters, bombers or homing mine drones, this structure provides defense across a planet's gravity well. This structure shuts down it's normal operation and raises a Zone of Force reducing damage to it. Once researched this structure grants shields to nearby friendly structures.



## Replicator Hangar Platform

The orbital hangar houses two squadrons of fighters or bombers to defend their planet's gravity well. Hangar Defense must be researched before it can be constructed; and can be upgraded with flak turrets to ward off enemy squadrons. Once researched this structure grants shields to nearby friendly structures.



## Trade Alliance Hangar Platform

This orbital hangar houses two squadrons of fighters or bombers to defend their planet's gravity well. Hangar Defense must be researched before it can be constructed. On hostile take over of this structure a self-destruction sequence is initiated. We don't want the enemy using our weapons against us!



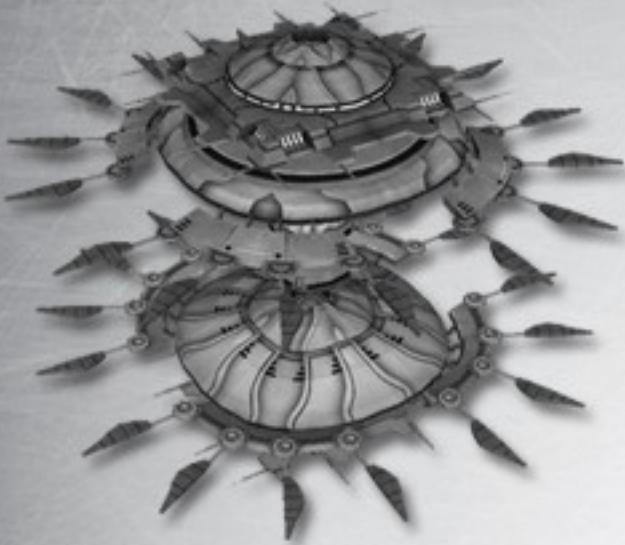
## Norlamin Repair Platform

With a substantial range, once researched the Repair Platform will automatically repair your damaged hulls for as long as it has antimatter. This structure shuts down its normal operation and raises a Zone of Force reducing damage to it.



## Trade Alliance Repair Platform

These platforms have a long range and will automatically repair your damaged ships and structures for as long as their antimatter reserves hold out. As with Hangar Defense, they must be researched before construction. On hostile take over of this structure a self-destruction sequence is initiated. We don't want the enemy using our weapons against us!



## Norlamin Cosmic Ray Collector

An orbital structure with the ability to tap into the unlimited power of cosmic rays. This structure generates large amount of energy and resources as well as stimulating planet production and reduces the weapon cooldown of all ships with energy based weapons.. The CRC also shields the planet in a powerful forcefield, greatly reducing damage from hostile forces bombarding it.



## Replicator Antimatter Recharger

It can be essential to quickly recharge the antimatter reserves of capital ships and once researched this structure does just that by transferring its own reserves.



## Trade Alliance Planetary Shield

Planetary bombardment can be catastrophic to your empire's long term survival and the shield generator helps prevent this. Once researched, this structure uses antimatter to envelope your planet in a protective shield, reducing the damage sustained from bombardment. On hostile take over of this structure a self-destruction sequence is initiated. We don't want the enemy using our weapons against us!



## Norlamin Orbital Cannon

A weapon of immense power, it is capable of cultural propagation across a star system. The most potent device in the Norlamin arsenal, the Cannon can only be built after intense research. This weapon focuses and amplifies the 6<sup>th</sup> order energies across phase space, greatly increasing their culture on far-away worlds. This structure shuts down its normal operation and raises a Zone of Force reducing damage to it.



## Replicator Orbital Cannon

A weapon of immense power, it is capable of bombarding planets from across a star system. Launches a devastating nanite payload at a hostile empire's planet within this star system, causing massive damage to enemy ships.



## Trade Alliance Orbital Cannon

This is the ultimate weapon of the TradeAlliance and can be constructed only after laborious research and cost. The Dekol cannon is capable of firing a devastating shot through phase space at an enemy planet, causing obscene damage. Launches a devastating nuclear payload at a hostile empire's planet within this star system, causing massive damage to enemy structures.



## Norlamin Starbase

The Frendship Starbase is a formidable defensive weapon. The Frendship is capable of holding a large array of drone squadrons, features powerful plasma cannons, and using 4th and 5th order energy from the sun this starbase's repair rate is substantially increased. It also has a service fleet which can initiate repairs to nearby friendly forces.



## Replicator Starbase

The Solarus is a wonder of military design and efficiency. The Solarus is both a defensive and offensive weapon; able to physically move around the gravity well where it's deployed. Hord manufacturing factories are installed on Solorus star bases. A constant stream of light, fast and deadly Hord frigates are produced at no expense. Antimatter Phasic Defenses can be installed which causes enemy fire against this starbase to be reflected back to enemy positions. Also the starbases overall defensive capabilities are augmented.



## Trade Alliance Starbase

The Razer class starbase is a cornerstone of the TradeAlliance military. The Razer can be equipped with powerful defensive technology to help secure vital worlds, or with manufacturing abilities for forward positions. Also this Starbase is able to collect tribute from enemy craft within a close range.

# THE RACES FLEETS

In order to protect your worlds and project your power into the galaxy, you must build ships to explore, defend, and wage war. While each ship has its own unique purpose, armament and abilities, they fall into three distinct categories,

- **Frigates:** comprise the bulk of any fleet and are the grunts that get the job done. They range from smaller scout class vessels which explore the heavens to bulky, powerful warships capable of taking a pounding.
- **Cruisers:** While only slightly larger than frigates, cruisers are highly specialized vessels that tend to take on more of a support role. The most powerful cruisers are designed for heavy combat against enemy fleets.
- **Capital Ships:** Heavily armed and armored, they have powerful weapons in multiple banks, heavy armor, and powerful shields. Their crews learn over time and making their vessels more powerful with each battle. They have access to unique technologies which grant them a range of special abilities.

Every ship has a set of key attributes that are vital to its survival and ability to wage war,

- **Shields:** Powerful generators deep within the vessel create an energy barrier which absorbs incoming fire. Shields will automatically regenerate over time, but once a ship's shields reach zero any further damage directly impacts the hull.
- **Shield Mitigation:** As a shield is assaulted, computer systems automatically adjust its harmonics to match that of the incoming weapon's fire, this reduces the amount of damage done to the shield.
- **Hull Points:** Hull points represent the structural integrity of a ship, if they drop to zero, the vessel will be destroyed. Over time a crew can repair their ship's hull, this can be sped other specialized repair technology.
- **Armor:** Ablative hull plating which absorbs enemy fire once a ship's shields have failed. Armor does not entirely soak up the damage done to a ship, but is effective in reducing it somewhat, giving the vessel a better chance to survive.
- **Antimatter:** Is a secondary source of power for all ships and is generated by specialized reactors. Using non-passive special abilities consumes some portion of a ship's antimatter reserves. Ships will recover antimatter over time.
- **Special Abilities:** Many of the ships have special abilities which grant them powerful attacks or unique traits. By default, your commanders will try to use these traits when the situation suits them best, but you can elect to control this yourself by right-clicking the ability's.

## Nocturna Titan

Primary Role: Combat/ Assault  
Shield Power: Very High  
Hull Points: Very High  
Armor Level: Very High (Type - Capital)  
Antimatter: High  
Weapons (Fore): 5 x Pulse Laser Batteries  
Weapons (Side): 4 x Plasma Guns /  
Squadrons Supported: 4 (upgradable 12)  
Special Abilities: Weapons Overload /  
Mind Dampening / Total Control /  
Nocturna Control  
Crew Complement: 15,500



The Nocturna Titan is a massive fortress packed with many powerful high-order technologies, the pinnacle of the Norlamin scientific engineering. For a brief time the Titan's main engine reactors are shortened into the weapons system, improving weapons and shields and reducing ability cooldown times. A sixth order projector is installed on the Nocturna which can affect the minds of enemy fleets and surrounding orbital structures causing confusion and eventually submission to the rule of Civilization. A tight phase space beam keeps the Flagship Titan in constant contact with the home planet. Due to its massive size and its modern weapons, drive and navigation systems it requires a special factory for construction and also to coordinate the necessary resources for its completion.

## Skylark of Valeron

**Primary Role:** Combat

**Shield Power:** Very High

**Hull Points:** Very High

**Armor Level:** High (Type – Capital)

**Antimatter:** Low

**Weapons (Fore):** 2 x Heavy Beam Cannons /

2 x Plasma Guns / 2 x Pulse Laser Batteries

**Weapons (Side):** 2 x Heavy Beam Cannons /

2 x Plasma Guns / 2 x Pulse Laser Batteries

**Weapons (Aft):** 1 x Heavy Beam Cannon /

1 x Plasma Gun / 1 x Pulse Laser Battery

**Squadrons Supported:** 1 (upgradable to 3)

**Special Abilities:** Power Surge / Systems Lockdown / 6th Order Viewing /  
6th Order Projector

**Crew Complement:** 50



In order to map the galaxies of our universe accurately enough to allow the Seaton- Crane party to find their way back to their home galaxy, the *Skylark of Valeron* needed to be able to aim beams of sixth order force across intergalactic distances with great precision. This necessitated the use of setting circles one thousand kilometers in diameter, with rulings every hundredth of a millimeter. As a result, the ship is over a thousand kilometers across.

## Kondalian Carrier

**Primary Role:** Squadron Support

**Shield Power:** Very High

**Hull Points:** Very High

**Armor Level:** High (Type - Capital)

**Antimatter:** Low

**Weapons (Fore):** 4 x Heavy Beam Cannons /

4 x Pulse Laser Batteries

**Squadrons Supported:** 3 (upgradable to 7)

**Special Abilities:** Rapid Construction / Fighter Shockwave /

Strike Craft Decoy / EM Interference

**Crew Complement:** 2,500



The humanoid peoples of the nation of Kondal on the planet Osname are a fierce and independent race. They are born and bred to fight and do not accept second best. The most veteran of this caste are reserved for positions aboard Kondalian Carriers; leveraging the piloting skill of these elite fighters allows the ship to host a veritable swarm of strike craft. Kondalian Carriers employ a number of systems to augment the combat effectiveness of their own fighter wings.

## Jelmi Mothership

Primary Role: Colonization / Support

Shield Power: Very High

Hull Points: Very High

Armor Level: Medium (Type - Capital)

Antimatter: Low

Weapons (Fore): 2 x Plasma Guns / 2 x Pulse Laser Batteries

Weapons (Side): 2 x Plasma Guns

Squadrons Supported: 1 (upgradable to 3)

Special Abilities: Colonize / Shadow Support / Amplify Energy / Zone of Force

Crew Complement: 3,750



The Jelmi is a humanoid race, long enslaved, or practically so, by the Llurdi. They inhabited 241 planets in the Realm of the Llurdi; the Llurdi lived in symbiosis with them, using the intuitive inventions produced by the unstable and illogical Jelmi.

Though generally known as a colonization mothership, this Capitalship is strongly armored as well as having some serious firepower. Multiple laser batteries and powerful plasma cannons are scattered across the hull of this ship. It also has a number abilities for support and protection of itself and the nearby fleet. A truly versatile ships

## Norlamin Freedom

Primary Role: Planetary Bombardment / Support

Shield Power: Very High

Hull Points: Very High

Armor Level: High (Type - Capital)

Antimatter: Low

Weapons (Fore): 4 x Linked Beam Cannons

Weapons (Side): 8 x Pulse Laser Batteries

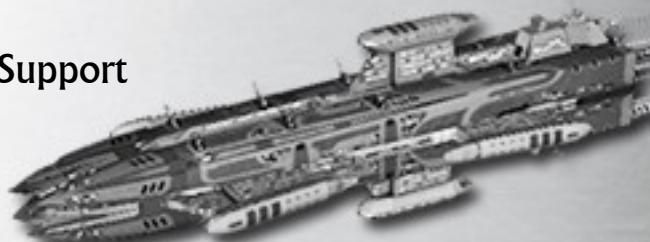
Weapons (Aft): 2 x Pulse Laser Batteries

Squadrons Supported: 1 (upgradable to 3)

Special Abilities: Boost Defenses / Induced Productivity / Module Repair /

Diplomatic Envoy's

Crew Complement: 1,800



Norlamin is part of the Green System of suns. It is inhabited by the ancient Norlamin race, a research-oriented green race. All work is done by forces, so that all men can devote fulltime to research. They are a completely pacifistic people, with no will to destroy. The Freedom has a number of powerful abilities to help protect and stimulate friendly planetary interests. Also it has a small but select group of diplomat's aboard who can influence local politics and civilian opinion and thereby boost friendly culture.

## Skylark Three

Primary Role: Combat / Support  
Shield Power: Very High  
Hull Points: Very High  
Armor Level: High (Type - Capital)  
Antimatter: Low  
Weapons (Fore): 6 x Beam Cannons  
Weapons (Side): 4 x Plasma Guns  
Squadrons Supported: 1 (upgradable to 3)  
Special Abilities: Shield Restore / Shield Protection / High Order Weapons / Repair Cloud  
Crew Complement: 2,500



The Skylark Three is a highly adaptable support capitalship. It has numerous abilities to repair surrounding fleet vessels and as such is a welcome addition to any fleet. It is also a capable war ship with numerous Beam and Plasma cannons with boosted firepower with High Order Weapons upgrades.

The crew of the Skylark Three are mostly Norlamin youths who are dedicated to the survival and spread of Civilisation and have renounced their passive nature, for a brief time, to help support Richard Seaton and the collective races of Civilisation.

## Norian Dreadnought

Primary Role: Combat/ Assault  
Shield Power: Very High  
Hull Points: Very High  
Armor Level: Very High (Type - Capital)  
Antimatter: High  
Weapons (Fore): 8 x Plasma Guns / 8 x Beam Cannons / 8 x Pulse Laser Batteries  
Weapons (Side): 8 x Plasma Guns / 8 x Beam Cannons / 8 x Pulse Laser Batteries  
Weapons (Aft): 8 x Plasma Guns / 8 x Beam Cannons / 8 x Pulse Laser Batteries  
Squadrons Supported: 4 (upgradable to 12)  
Special Abilities: Sixth Order projectors / Repair Projectors / Shield Enhancements / Super-Dreadnought  
Crew Complement: 5,500



The Norian dreadnought is the pinnacle of the Norlamin scientific engineering and is the most recent addition to the its fleet. Boasting massive weapons the Norian can bring crushing firepower to bear on enemy fleets and settlements. Due to its massive size and its modern weapons, drive and navigation systems it requires a special factory for construction and also to coordinate the necessary resources for its completion.

## Kondalian Warship

Primary Role: Anti-Fighter / Bomber Escort

Shield Power: Medium

Hull Points: Medium

Armor Level: High (Type - Heavy)

Antimatter: Low

Primary Weapons: Pulsed Laser (Fore, Aft, Side)

Special Abilities: Projected Illusion /

Distort Gravity

Crew Complement: 500



A support ship bristling with light weapons, it protects the fleet against strike craft. Although designed to counter enemy fighters and bombers, the Kondalian Warship vessel is also adept at taking on opposing frigates and cruisers. With its pulse laser turrets, it is capable of targeting enemies in almost any direction. Single Kondalian Warship are weak, but used in large numbers or as an escort group, they can be a force to be reckoned with, especially when used as escort for capital ships.

## Frenachrone Sterilizer

Primary Role: Anti-Structure

Shield Power: Low

Hull Points: Low

Armor Level: Low (Type - Light)

Antimatter: Low

Primary Weapons: Laser Cannon

Special Abilities: none

Crew Complement: 200



A large cruiser able to assault many orbital structures at once from extreme range. The Frenachrone race revel in the state of war and given an open hand they will wreak destruction on enemies near and far.

The Frenachrone Sterilizer, aptly named, brings devastation to enemy starbases and structures through its powerful, energized laser cannons. In fact, most of the Frenachrone Sterilizer is dedicated to its sole weapon, giving it a rapid rate of fire and a large area of destruction.

## **Urvanian Cruiser**

**Primary Role:** Squadron Support

**Shield Power:** Medium

**Hull Points:** High

**Armor Level:** Medium

(Type - Medium)

**Antimatter:** High

**Primary Weapons:** none

**Squadrons Supported:** 3

**Special Abilities:** Magnetic Attractor

**Crew Complement:** 600



A large and impressive cruiser that also has potent abilities which target enemy strike craft. It hosts three squadrons of the best crack striker pilots in the fleet.

The Urvanian race are masters of the craft of war. This carrier is filled with some of their best and most talented officers. No weaklings are found on this ship. Dedication to the race drive the Urvanian's to excel themselves and progress their individual evolution and that of their whole race to a higher plain.

## **Norlaminian Colonizer**

**Primary Role:** Colonization

**Shield Power:** Very Low

**Hull Points:** Medium

**Armor Level:** None

**Antimatter:** Low

**Primary Weapons:** Pulse Laser (Fore, Aft, Side)

**Special Abilities:** Colonize / Crew Extractor

**Crew Complement:** 500



A peaceful craft that specializes in establishing new colonies on unoccupied planets. Unlike most colony ships, the Norlaminian Colonizer has just a bit extra firepower to help it defend itself in case of trouble. However, it is best to avoid large confrontations unless it is well escorted.

On board this vessel are a number of Norlaminian masters that train and encourage the local populations to join Civilisation. They freely share knowledge via their Educator headsets, though they are cautious not to give too much too quickly as each new race is at its own level of evolution. Evolution that can not be accelerated too quickly without dangerous consequence.

## Patriot Envoy

Primary Role: Diplomacy

Shield Power: Medium

Hull Points: Medium

Armor Level: High (Type - Heavy)

Antimatter: Low

Primary Weapons: none

Special Abilities: Diplomatic Immunity /

Goodwill / Embassy Missions /

Culture Shock / High Order Defenses

Crew Complement: 700



The Patriot Envoy is a friendly vessel that will improve relations with opposing factions. Equipped with meeting facilities and talented diplomats, the Patriot is able to assist neighboring empires with various cultural and diplomatic missions.

## Frenachrone Battleship

Primary Role: Heavy Combat

Shield Power: Medium

Hull Points: Medium

Armor Level: High (Type – Very Heavy)

Antimatter: Medium

Primary Weapons: 4 x Plasma Cannons

Special Abilities: Mega-Laser / Distortion Field

Crew Complement: 800



A powerful cruiser that has superhot plasma weapons and can be upgraded to disrupt enemy fleet movement. The Frenachrone Battleship brings destruction to the masses, its design is dominated by four huge plasma cannons which make it more than a match for most enemy frigates and cruisers. The appearance of this Battleship brings fear and dismay to enemy fleets and planets

## **Urvanian Frigate**

**Primary Role:** Combat

**Shield Power:** Low

**Hull Points:** Low

**Armor Level:** Low (Type - Heavy)

**Antimatter:** Low

**Primary Weapons:** Forward Pulse Laser

**Special Abilities:** none

**Crew Complement:** 100



Armed with a single forward pulse laser, the Urvanian Frigate may at first seem underpowered, but that is deceptive. Relying on total integration of the ship's talented crew into its operating systems, makes the Urvanian Frigate an agile and deadly vessel.

Inexpensive to build and rapidly constructed they spearhead Civilisations spread throughout the galaxy. In large groups they are a formidable force.

## **Frenachrone Ranger**

**Primary Role:** Long-Range Combat

**Shield Power:** Low

**Hull Points:** Medium

**Armor Level:** Low (Type - Light)

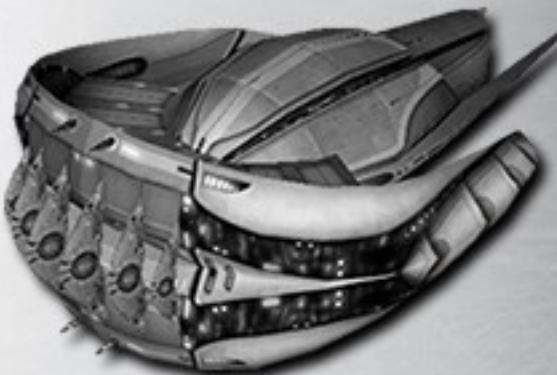
**Antimatter:** Low

**Primary Weapons:** 4 x Beam Cannons

**Special Abilities:** Projected Illusion /

Jump Degradation

**Crew Complement:** 250



The Ranger vessel is a frightening sight to behold on the battlefield featuring not one but four long-range beam cannons, the Ranger can quickly tear through shields and hull, leaving nothing but a cloud of debris in its wake. Despite its weak armor, the Ranger is able to survive due to its ability to project false images of itself into the minds of nearby enemies, confusing and bewildering them. Faced with a fleet of Rangers the enemy can never be sure of how exactly how many targets there really are.

## **Skylark Two**

**Primary Role:** Support

**Shield Power:** Low

**Hull Points:** Medium

**Armor Level:** Low (Type - Heavy)

**Antimatter:** Medium

**Primary Weapons:** Forward Laser Cannon

**Special Abilities:** Projected Illusion /

Module Domination

**Crew Complement:** 50



The Skylark Two, as the name suggests, is a larger upgraded version of the Skylark of Space scout frigate. It is particularly effective at cultural takeovers of enemy planetary structures. They make excellent supporting ships and combined with offensively oriented ships, can be part of a devastating force.

Despite its weak armor, the Skylark Two is able to survive due to its ability to project false images of itself into the minds of nearby enemies, confusing and bewildering them. Faced with a fleet of Skylark cruisers the enemy can never be sure of how exactly how many targets there really are.

## **Mallidax Scout Cruiser**

**Primary Role:** Support

**Shield Power:** Very High

**Hull Points:** Medium

**Armor Level:** Low (Type - Heavy)

**Antimatter:** Medium

**Primary Weapons:** Forward Laser Cannon

**Special Abilities:** Projected Illusion /

Frigate Domination

**Crew Complement:** 200



The Mallidax is a large cruiser effective at cultural takeovers of enemy cruisers and frigates. They make excellent supporting ships and combined with offensively oriented ships, can be part of a devastating force.

Despite its weak armor, the Mallidax is able to survive due to its ability to project false images of itself into the minds of nearby enemies, confusing and bewildering them. Faced with a fleet of Mallidax cruisers the enemy can never be sure of how exactly how many targets there really are.

## Terran Miner

Primary Role: Mineral Explorer  
Shield Power: Medium  
Hull Points: Medium  
Armor Level: Medium (Type - Light)  
Antimatter: Low  
Primary Weapons: none  
Special Abilities: Mineral Exploration / Deploy Refinery  
Crew Complement: 50



The Terran Miner is an excellent medium sized scout vessel. Its primary function is to search for scattered mineral resources other civilisations leave behind. It salvages these resources by leaving behind small temporary mobile refineries.

Our brave miners scour interplanetary space for any traces of metal and crystal resources. There is a plentiful supply of metal and crystal around planetary bodies. These brave and hardy miners track down resources in meteors, dust clouds and smaller asteroids, then send them back to nearby friendly settlements for refinement.

## Skylark of Space

Primary Role: Exploration / Reconnaissance  
Shield Power: Low  
Hull Points: Low  
Armor Level: High (Type - Light)  
Antimatter: Low  
Primary Weapons: Pulsed Laser  
Special Abilities: Seek New Civilizations / Reveal Mines  
Crew Complement: 10



The Skylark was Richard Seatons first ship design and followed soon after the discovery of X metal. This frigate was designed to explore space and has recently been fitted with an inertialess drive system. Further, it has also received extensive upgrades to its hull, armor and shield generators.

Even so, it is a small and fast ship with light armaments and low hull points. It carries a small but dedicated crew who enjoy prolonged space travel. As such it is built solely for scouting the vastness of space. Finally the Skylark has sensitive remote sensor equipment fitted for the detection of enemy mine fields, an ability which is invaluable when our fleets enter enemy territory.

## Saphire Battleship

Primary Role: Combat  
Shield Power: Very High  
Hull Points: Very High  
Armor Level: Very High (Type - Capital)  
Antimatter: Low  
Weapons (Fore): 6 x Plasma Turrets /  
2 x Heavy Beam Cannons  
Weapons (Side): 2 x Heavy Beam Cannons  
Squadrons Supported: 1 (upgradable to 3)  
Special Abilities: Destabilize Antimatter / Nanite Jammers / Shield Attack /  
Antimatter Converter  
Crew Complement: 2,500



The Saphire Battleship has a number of offensive system that grant it impressive destructive power in battle, which combined with a full complement of heavy weapons make it a force to be reckoned with. The antimatter on enemy ships can be targeted and made to combust, causing hull damage over time. A nanite swarm can be released to attack nearby enemy vessels, reducing their weapons ability to lock on targets and increasing weapons cooldown times. Finally, a multiphasic generator has been incorporated into the ships design which when activated reduces enemy ships shield strengths and interferes with their engines, slowing their escape.

## Hord Marauder

Primary Role: Squadron Support  
Shield Power: High  
Hull Points: Very High  
Armor Level: High (Type - Capital)  
Antimatter: Low  
Weapons (Fore): 4 x Pulse Laser Batteries  
Weapons (Side): 2 x Plasma Turrets  
Squadrons Supported: 3 (upgradable to 8)  
Special Abilities: Strike Force / Gravometric Burst / Quantum Field /  
Antimatter Converter  
Crew Complement: 3,000



The Hord Marauder is a large mobile platform for hosting strike craft, it can also be upgraded to increase the total number of strike craft each squadron can hold. A number of modern field generators have been include in the Marauder design. An intense gravity shock wave generator can deflect nearby enemy strike craft from this ship and simultaneously cause them damage. A Quantum Field Barrier can be erected around nearby ships reducing the enemies ability to lock their weapons onto them. Also, as with all Replicator capitalship a Antimatter Converter generator can be installed to converts enemy fire against this ship into antimatter. At the same time the generator augments the overall offensive and defensive capabilities of this vessel.

## Lynx Mothership

Primary Role: Colonization / Support

Shield Power: High

Hull Points: Very High

Armor Level: Medium (Type - Capital)

Antimatter: Low

Weapons (Fore): 4 x Heavy Beam Cannons /  
4 x Plasma Turrets

Weapons (Side): 4 x Heavy Beam Cannons

Squadrons Supported: 1 (upgradable to 3)

Special Abilities: Colonize / Nanite Replicators / Phase Field Disruptor /

Antimatter Converter

Crew Complement: 4,500



The Lynx Mothership is a large capitalship that can send supplies and personnel down to the surface of the planet to create a new colony. Construction nanites reduce the cost of planet upgrades. Also if the Lynx has not used its nanites for planetary production they can be used to replicate copies of a nearby friendly frigates, instantly bolstering your fleet. A high energy subspace disruptor can be used to saturate local phase space thus delaying enemy ships from exiting the system. Additionally, the enemy ship's ability to restore hull integrity is affected.

## Krarken Desolator

Primary Role: Bombardment / Combat

Shield Power: High

Hull Points: Very High

Armor Level: High (Type - Capital)

Antimatter: Low

Weapons (Fore): 2 x Pulse Laser Batteries

Weapons (Side): 6 x Plasma Turrets

Squadrons Supported: 1 (upgradable to 3)

Special Abilities: Neural Attack / Nanite Jammers / Orbital Assault /

Antimatter Converter

Crew Complement: 2,000



Few ships in the galaxy can match the destructive potential of the Krarken Desolator when it comes to planetary assault. Both enemy forces and planets alike quickly fall before its banks of heavy plasma and pulsed laser batteries. When attack an enemy planet a lethal swarm of neural targeting nanites is released on the enemy population creating world wide confusion and panic. EMI nanities disable weapons on all hostile strike craft within range, preventing them from attacking for a period of time. Finally enemy orbital structures can be targeted with weapons systems set to overdrive to maximise their fire power and quickly grind structures to atoms.

## Devastator Battlecruiser

Primary Role: Combat / Support

Shield Power: High

Hull Points: Very High

Armor Level: High (Type - Capital)

Antimatter: Low

Weapons (Fore): 1 x Plasma Turrets /  
1 x Pulse Laser Batteries

Weapons (Side): 2 x Plasma Turrets /  
2 x Pulse Laser Batteries

Weapons (Aft): 1 x Plasma Turrets /  
2 x Pulse Laser Batteries

Squadrons Supported: 1 (upgradable to 3)

Special Abilities: EMP Nanite Bomb / Nanite Infiltrators / Overdrive /

Antimatter Converter

Crew Complement: 2,750



Large banks of matter compilers allow Devastator Battlecruiser to generate many varieties of nanites at a staggering rate, granting them enormous flexibility in how best to support allied forces. A swarm of high energy EMP nanite infiltrating bombs, can overcome enemy shields and absorb antimatter from the stores of nearby ships. A cloud of corrosive nanites can be released causing damage to targeted ship. Finally, the ship can temporarily be placed in overdrive increasing shield regeneration rates and rate of fire nearby friendly vessels.

## Xenon Dreadnought

Primary Role: Dreadnought

Shield Power: High

Hull Points: Very High

Armor Level: Very High (Type - Capital)

Antimatter: Low

Weapons (Fore): 1 x Plasma Turrets /  
1 x Pulse Laser Batteries

Weapons (Side): 1 x Plasma Turrets /  
2 x Pulse Laser Batteries

Weapons (Aft): 1 x Plasma Turrets / 2 x Pulse Laser Batteries

Squadrons Supported: 4 (upgradable to 12)

Special Abilities: Weapons Upgrade / Hord Support/Shield Repair/ Super-Dread

Crew Complement: 6,500



Boasting massive weapons the Xenon can bring crushing firepower to bear on enemy fleets and settlements. Due to its massive size and its modern weapons, drive and navigation systems it requires a special factory for construction. The Dreadnought's neural net can penetrate and sabotages local enemy ships weapons systems. Harmonic raised Shield Projectors are installed on this Dreadnought which produce a force field tuned to nearby ships restoring their shields.

## **Qfactor**

**Primary Role:** Anti-Fighter Escort

**Shield Power:** Medium

**Hull Points:** Medium

**Armor Level:** Medium (Type - Medium)

**Antimatter:** Low

**Weapons:** 8 x Pulsed Laser Cannons (Fore, Side)

**Special Abilities:** Replicate / Improved Engines / Advanced Thrusters /

Antimatter Converter

**Crew Complement:** 130



Equipped with multiple anti-strikecraft pulsed laser cannons, the Qfactor is deceptively adept at dealing with both enemy squadrons and vessels. Its cannons effectively impossible to outmanoeuvre. With additional research the frigates engines can be updated doubling its maximum velocity and acceleration.

Antimatter Converter generators convert the energy from enemy weapons fire into antimatter. This ability requires research. As the replicate ability requires substantial antimatter these generators are essential for replicating ships. Also this ships overall offensive and defensive capabilities are augmented, both armour and shields are boosted.

## **Destructor Star**

**Primary Role:** Anti-module

**Shield Power:** Medium

**Hull Points:** Medium

**Armor Level:** Medium (Type - Medium)

**Antimatter:** Low

**Weapons:** 4 x Plasma Pulse Cannon

**Special Abilities:** none

**Crew Complement:** 500



The Destructor Star cruiser particularly deadly at launching a barrage of weapons fire having cannons that can fire from any surrounding quadrant. Requiring very little crew, the Destructor brings devastation to enemy starbases and structures through its powerful, energised plasma cannon. In fact, most of the Destructor is dedicated to its sole weapon, giving it a surprising rate of fire.

## Ranger Host

Primary Role: Squadron Support

Shield Power: Medium

Hull Points: High

Armor Level: Medium (Type - Medium)

Antimatter: Medium

Weapons: none

Squadrons Support: 3

Special Abilities: Replicate / Anti-matter Converter

Crew Complement: 500



Light fighter and bomber support for Replicator fleets is provided by the Ranger Host. Capable of fielding three squadrons, the Ranger is capable of launching its forces deeper into an enemy's gravity well than one might think, thanks to its strong shields and structure.

Antimatter Converter generators convert the energy from enemy weapons fire into antimatter. This ability requires research. As the replicate ability requires substantial antimatter these generators are essential for replicating ships. Also this ships overall offensive and defensive capabilities are augmented, both armour and shields are boosted.

## Lens Transport

Primary Role: Colonization

Shield Power: Low

Hull Points: Medium

Armor Level: Medium (Type - Medium)

Antimatter: Low

Weapons: 1 x Pulsed Laser

Special Abilities: Colonise / Crew Extractor

Crew Complement: 1,500



This massive frigate is equipped to safely transport civilians and equipment to new planets to expand the reach of the Replicators dominion. The Lens Transport is extremely vulnerable to enemy attack and must be carefully guarded. It also houses a work crews to operate extractors found in neutral territory.

## Dartron Envoy

Primary Role: Diplomacy

Shield Power: Low

Hull Points: Medium

Armor Level: None

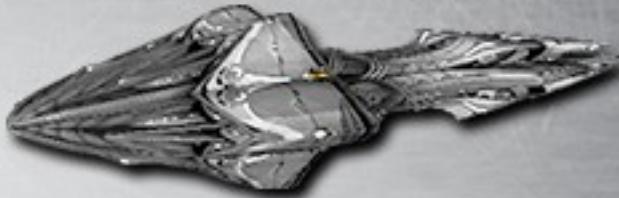
Antimatter: None

Weapons: None

Special Abilities: Diplomatic Immunity / Goodwill / Population Control /

Planetary Seeding / Nanite Workers

Crew Complement: 250



The Dartron Envoy might appear threatening, but in actual fact it is on a mission of peace bringing prosperity to neighbouring allies. All of the Dartron abilities are productive in nature, which is a great boon to those it seeks to make contact with. It is able to manipulate the population on the target planet to cool unrest and increase allegiance over a short period. As it has the ability to seed wastelands and deserts allowing the local populations to expand and grow. Finally, it is equipped with advanced processing nanites allowing them to increase extraction and production rates on an allied planet in return for a relations boost.

## Equalizer Cruiser

Primary Role: Heavy Combat

Shield Power: Medium

Hull Points: High

Armor Level: High (Type - High)

Antimatter: Low

Weapons: Heavy Plasma Cannon

Special Abilities: Replicate / Nanite Killer Swarm /

Antimatter Converter

Crew Complement: 500



As the most powerful direct combat ship in the Replicator fleet, excepting capital ships, the Equalizer is armed and armoured for a fight. Utilising multiple heavy plasma cannons, this heavy cruiser is able to destroy many enemy vessels before needing to withdraw. It has the ability, once it has been researched, to deploy swarms of aggressive and deadly nanites which cause massive damage to nearby strike craft, frigates, capitalships and starbases.

Antimatter Converter generators convert the energy from enemy weapons fire into antimatter. This ability requires research. As the replicate ability requires substantial antimatter these generators are essential for replicating ships. Also this ship's overall offensive and defensive capabilities are augmented, both armour and shields are boosted.

## Mercury Frigate

Primary Role: Combat  
Shield Power: Low  
Hull Points: Medium  
Armor Level: Medium (Type - Medium)  
Antimatter: Low  
Weapons: Pulsed Laser  
Special Abilities: Replicate / Improved Engines / Advanced Thrusters / Antimatter Converter  
Crew Complement: 150



The Mercury frigate combines speeds with power to create a deadly close-range combat vessel. Heavily armoured, the Mercury can withstand a great deal of punishment for its size. Given its high speed, survivability and relatively low resource cost, the Mercury can strike deeply into the enemy's fleet. With additional research the frigates engines can be updated doubling its maximum velocity and acceleration. Antimatter Converter generators convert the energy from enemy weapons fire into antimatter. This ability requires research. As the replicate ability requires substantial antimatter these generators are essential for replicating ships. Also this ships overall offensive and defensive capabilities are augmented, both armour and shields are boosted.

## Ajustice Vessel

Primary Role: Long-Range Assault  
Shield Power: Low  
Hull Points: Low  
Armor Level: Low (Type - Light)  
Antimatter: Low  
Weapons: 4x Beam Cannon  
Special Abilities: Replicate / Improved Engines / Advanced Thrusters / Antimatter Converter  
Crew Complement: 200



Equipped with a long-range Beam cannons, the Ajustice frigate has been designed to eliminate both stationary and mobile targets from a safe distance. With additional research the frigates engines can be updated doubling its maximum velocity and acceleration.

Antimatter Converter generators convert the energy from enemy weapons fire into antimatter. This ability requires research. As the replicate ability requires substantial antimatter these generators are essential for replicating ships. Also this ships overall offensive and defensive capabilities are augmented, both armour and shields are boosted.

## Dominion Cruiser

Primary Role: Support  
Shield Power: Low  
Hull Points: Medium  
Armor Level: Medium (Type - Medium)  
Antimatter: Low  
Weapons: 4 x Laser Cannon  
Special Abilities: Replicate / Capture Planetary Module / Antimatter Converter  
Crew Complement: 500



Dominion cruisers are best used in combination with other ships making use of capture technology. While only lightly armed and armoured they have powerful abilities to weaken enemy planets and disrupt enemy research. The cruiser supports a strike team to take possession of enemy Planetary Modules and eventually demolishing them. Antimatter Converter generators convert the energy from enemy weapons fire into antimatter. This ability requires research. As the replicate ability requires substantial antimatter these generators are essential for replicating ships. Also this ships overall offensive and defensive capabilities are augmented, both armour and shields are boosted.

## Darkstar Cruiser

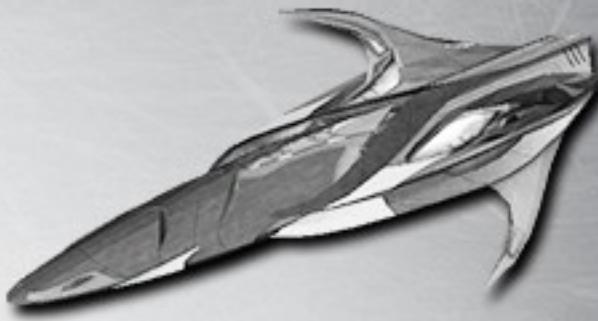
Primary Role: Support  
Shield Power: Low  
Hull Points: Medium  
Armor Level: Low (Type - Heavy)  
Antimatter: Low  
Weapons: Laser Cannon (Fore, Aft, Side)  
Special Abilities: Replicate / Tractor Beam / Antimatter Converter  
Crew Complement: 400



The Darkstar is an advanced ship of the Replicator fleet, that earns its name for being able to manipulate local gravity via a Tractor beam. When enemy ships are detected, a Darkstar may decide to activate its Tractor Beam technology to delay enemy forces from escaping. Antimatter Converter generators convert the energy from enemy weapons fire into antimatter. This ability requires research. As the replicate ability requires substantial antimatter these generators are essential for replicating ships. Also this ships overall offensive and defensive capabilities are augmented, both armour and shields are boosted.

## Hord Frigate

Primary Role: Combat  
Shield Power: Low  
Hull Points: Low  
Armor Level: Low (Type - Light)  
Antimatter: Low  
Weapons: Pulsed Laser  
Special Abilities: None  
Crew Complement: 50



The Hord combat frigate is a agile and relatively small combat vessel. If researched the defence platforms can produce a swarm of Hord frigates. This occurs when under attack and heavily damaged, the last of resources of the structure is used to build a swarm of theses light defence craft. Also Replicator Starbases and Dreadnoughts have the ability to regularly produce and field Hord frigates thus creating a small fleet of these vessels.

## Pathfinder

Primary Role: Exploration / Reconnaissance  
Shield Power: Low  
Hull Points: Medium  
Armor Level: Low (Type - Light)  
Antimatter: Low  
Weapons: Pulsed Laser  
Special Abilities: Replicate / Hunt / Surface Probes  
Crew Complement: 75



As the Replicators expand throughout the galaxy it is the Pathfinder that leads the way to new territories and new conquests. The Pathfinder Scout Frigate is the cheapest and the weakest of the Replicator frigates. They are also used to scout out the enemy defences and enemy forces for various planets. Pathfinders also carry a supply of surface probe which can be scattered throughout a planetary system allowing long lasting visibility of enemy activities.

## Helleria Titan

Primary Role: Dreadnought  
Shield Power: High  
Hull Points: Very High  
Armor Level: Very High (Type - Capital)  
Antimatter: Low  
Weapons (Fore): 8 x Plasma Turrets  
Weapons (Side): 16 x Pulse Laser Batteries  
Squadrons Supported: 4 (upgradable 12)  
Special Abilities: Weapons Upgrade /  
Fleet Interference / Apocalypse /  
Helleria Control  
Crew Complement: 16,500



The Helleria Titan fortress is the ultimate destruction machine. It is bulging with weapons and powerful abilities. It is a superb engine of war, 'Hell' in space, at least for the enemy. The Helleria can be upgraded with a targeting neural net, greatly enhancing weapons systems efficiency. Also a powerful EMI generator can be fitted to create enemy fleet interference disrupting the systems of the enemy target, effecting abilities costs and cooldowns. Finally swarms of hungry nanites can be expelled by the Helleria to eat away at the enemy fleet dealing massive damage. A tight phase space beam keeps the Flagship Titan in constant contact with the home planet. Due to its massive size and its modern weapons, drive and navigation systems it requires a special factory for construction and also to coordinate the necessary resources for its completion.

## Excelceor Battleship

Primary Role: Combat

Shield Power: High

Hull Points: Very High

Armor Level: Very High (Type - Capital)

Antimatter: Low

Weapons (Fore): 2xAutocannon Batteries /

2 x Beam Cannons / 4 x Ship-to-Ship Missile

Weapons (Side): 8 x Autocannon Batteries /

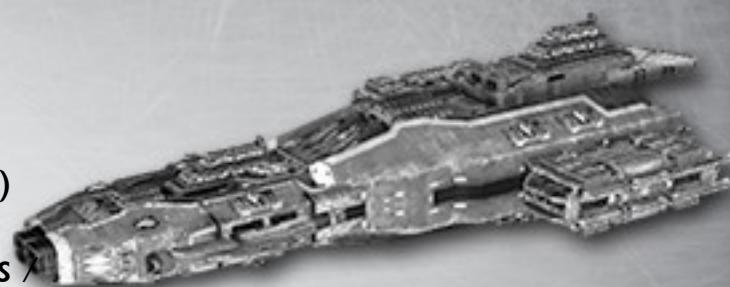
Weapons (Aft): 2 x Autocannon Batteries /

2 x Beam Cannons

Squadrons Supported: 2 (upgradable to 6)

Special Abilities: Flak Defense / Strike Force / Empowered Strike / Rapid Manufacturing

Crew Complement: 2,500



The Excelceor Battleship is a Combat Capitalship with an excellent balance of speed, protection and firepower. Its batteries of heavy weapons, heavy hull and high powered shields makes it a formidable presence in any engagement. Commanded by the best of the Alliance's military elite personnel, it serves at the frontlines as a devastating weapon of war and a sign of hope for the rest of the fleet. It also specialises in the rapid manufacturing and deployment of strikecraft.

## Invictus Carrier

Primary Role: Squadron Support

Shield Power: High

Hull Points: Very High

Armor Level: High (Type - Capital)

Antimatter: Low

Weapons (Fore): 4 x Ship-to-Ship Missile / 2 x Autocannon Batteries

Weapons (Side): 8 x Autocannon Batteries

Squadrons Supported: 4 (upgradable to 13)

Special Abilities: Expert Strikers / Deploy Bombers / Empowered Strike / Rapid Manufacturing

Crew Complement: 2,500



The Invictus Capitalship is a truly massive mobile platform for hosting strike craft. The most advanced ship-borne manufacturing and repair facilities keep its large fighter bays in a constant state of combat readiness.

Only the Alliance's best fighter and bomber pilots are stationed on the Invictus which makes this a formidable ship in battle. Its fighter bay capacity is unmatched to any other known Capitalship except to the Dreadnought class fortress. Its Autocannon arrays and massive hull means that this little baby is one of the best overall Capitalship's in the known galaxy.

## Excalibur Mothership

Primary Role: Support / Colonization

Shield Power: High

Hull Points: Very High

Armor Level: Medium (Type - Capital)

Antimatter: Low

Weapons (Fore): 2 x Heavy Pulse Lasers /  
2 x Beam Cannons

Weapons (Side): 4 x Ship-to-Ship Missile

Squadrons Supported: 2 (upgradable to 6)

Special Abilities: Colonize / Embargo / Adaptive Screens / Point Defense

Crew Complement: 2,500



The Excalibur Mothership specialises in the transport of civilian colonists, world building equipment and supplies. The distinctive biodomes of Excalibur house a huge selection of plant and animal life necessary for the Terraforming of new planets.

With the risk of combat now ever-present, the Excalibur design was outfitted with additional heavy weapons and powerful defensive abilities, making it able to give-and-take in the heat of battle.

## Thunderbolt Ravager

Primary Role: Assault / Planetary Bombardment

Shield Power: High

Hull Points: Very High

Armor Level: High (Type - Capital)

Antimatter: Low

Weapons (Fore): 4 x Heavy Pulse Lasers /  
2 x Autocannon Batteries

Weapons (Side): 4 x Autocannon Batteries

Squadrons Supported: 2 (upgradable to 6)

Special Abilities: Flak Defense / Weapons Platform / Siege Platform / Harvest Planet

Crew Complement: 2,500



The initial response to the Thunderbolt design was met with criticism and scepticism by many of the uninformed civilians and politicians. However once deployed in battle the title of Ravager was soon added to this capable Capitalship.

Though not aesthetically pleasing to some the Alliance engineers knew what they were doing by packing into this ship a multitude of deployable weapons and siege platforms. With Heavy laser and autocannon batteries and powerful planetary weapons the Thunderbolt Ravager can bring crushing firepower to bear on hostile empires' fleets and settlements.

## Warhammer Marauder

Primary Role: Support

Shield Power: High

Hull Points: Very High

Armor Level: High (Type - Capital)

Antimatter: Low

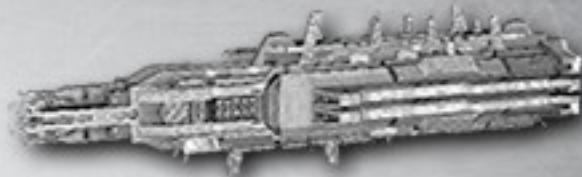
Weapons (Fore): 4 x Ship-to-Ship Missile

Weapons (Side): 6 x Autocannon Batteries

Squadrons Supported: 2 (upgradable to 6)

Special Abilities: Point Defence / Adaptive Screens / Charged Chafe / Disable Carrier

Crew Complement: 2,500



The Warhammer is a highly adaptable support capitalship. Able to defend itself in the heat of battle through various abilities, however its main role is to disrupt enemy strikecraft communications and navigation. Its designers constructed the ship around a massive and powerful EMP generator that floods the surrounding gravity well with interfering electromagnetic noise specially shaped and coded to cause havoc amongst the enemy fleet and in particular enemy strikecraft. With the enemies strikecraft disabled the Alliance fleet and tear into the heart of the enemies fleet making quick work out of what remains.

## Lancelet Dreadnought

Primary Role: Dreadnought

Shield Power: Very High

Hull Points: Very High

Armor Level: Very High (Type - Capital)

Antimatter: High

Weapons (Fore): 4 x Ship-to-Ship Missile / 4 x Beam Cannons / 2 x Autocannon Batteries

Weapons (Side): 4 x Autocannon Batteries

Squadrons Supported: 4 (upgradable to 22)

Special Abilities: Tribute / Systems Enhancement / Expanded Squadrons / Super-Dreadnought

Crew Complement: 2,500



With the escalation of the war and the increasing size of modern fleets the need for a formidable new class of Capitalship arose. The Lancelet dreadnought is the pinnacle of the Alliances military engineering and is the most recent addition to the its arsenal. Boasting massive weapons the Lancelet can bring crushing firepower to bear on enemy fleets and settlements.

Due to its massive size and its modern weapons, drive and navigation systems it requires a special factory for construction and also to coordinate the necessary resources for its completion.

## **Electra Frigate**

Primary Role: Anti-fighter  
Shield Power: Medium  
Hull Points: Medium  
Armor Level: High (Type - Heavy)  
Antimatter: Low  
Weapons: 2 x Ship-to-Ship Missile  
Special Abilities: Repair Systems  
Crew Complement: 350



Electra's primary role is support, to defend the fleet and planets against enemy fighter and bomber strike craft. Its ship-to-ship missile launchers can quickly decimate lightly armored craft. Against larger targets, like frigates, the Electra stands little chance.

The crew of the Electra's are very serious and proficient and their jobs as a lot depends on their ability to prevent the enemy strike craft from wearing down the fleet. As such they have an excellent reputation amongst the Alliance fleet.

## **Termus Dicator Cruiser**

Primary Role: Anti-module  
Shield Power: Low  
Hull Points: Low  
Armor Level: Low (Type - Light)  
Antimatter: Low  
Weapons: 4 x Autocannons  
Special Abilities: None  
Crew Complement: 300



With the introduction of powerful starbases to fortify enemy positions, the need arose to deal with hardened targets. The Alliance's answer to this situation is the Termus Dicator, a cruiser dedicated solely to the destruction of enemy structures. With its high-velocity, high-impact Autocannons, the Termus Dicator is capable of quickly shredding any structure or starbase from long range.

## Devlon Cruiser

Primary Role: Squadrons Support  
Shield Power: Medium  
Hull Points: High  
Armor Level: Medium (Type - Medium)  
Antimatter: Low  
Weapons: None  
Squadrons Supported: 3  
Special Abilities: Strike Force  
Crew Complement: 500



The Devlon carrier is a large cruiser able to support three squadrons which serves as the ship's only offence and defence against attack. It also has an impressively strong hull and can take a solid beating.

Due to their long-range and supportive nature, the Devlon rarely enters the fray and remain on the edges of a gravity well, out of harm's way.

## Homeland Colony Frigate

Primary Role: Colonise  
Shield Power: Very Low  
Hull Points: High  
Armor Level: None  
Antimatter: Low  
Weapons: Pulsed Laser  
Special Abilities: Colonize / Crew Extractor  
Crew Complement: 1,500



Once a new planet has been secured, a Homeland Frigate is called in to deploy colonists and trade experts onto the new world. These ships must be protected from enemies at all times, as they are quickly destroyed in a fight and barely able to defend themselves. They are particularly attractive targets for pirate marauders.

Homeland Frigate's also carry crews and equipment that can be used to establish remote mining bases.

## Valkyrie Envoy

Primary Role: Diplomacy

Shield Power: None

Hull Points: High

Armour Level: Low (Type - Light)

Antimatter: None

Weapons: None

Special Abilities: Diplomatic Immunity / Goodwill / Political Contact /

Trade Infrastructure / Trade Tariffs

Crew Complement: 500



The Valkyrie cruisers was recently designed and commissioned diplomatic missions. It can convey large numbers of diplomatic personnel to distant systems. While the unarmed and having only minimal defences, its able to travel safely for brief periods under the protection of diplomatic immunity, which all save the Pirates respect.

The Valkyrie comes into its full diplomatic power once its many special abilities are unlocked

## Traveleon Cruiser

Primary Role: Heavy Combat

Shield Power: Medium

Hull Points: High

Armour Level: Very High (Type-Very High)

Antimatter: Low

Weapons: 4 x Autocannons

Special Abilities: Self Repair / Nuke Payloads /

Missile Barrage

Crew Complement: 500

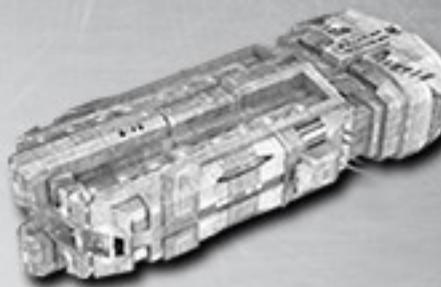


The Traveleon is a heavy cruiser with high hull and armour points, is the most powerful warship in the Alliance fleet outside of capital ships. Capable of soaking huge amounts of damage, the Traveleon has very efficient repair systems and powerful autocannon weapons. The Traveleon crews are amongst the most battle experienced in the Alliance fleet and service in the front-lines in any and every battle, that is when they are given the opportunity.

The cruisers weapons systems can be upgraded to carry devastating nuclear payloads and further to unleash a barrage of ship-to-ship missiles. To say that the Traveleon can deliver a punch is putting the case mildly and when they form a wolf pack they are a force to be reckoned with.

## Mars Frigate

Primary Role: Combat  
Shield Power: Low  
Hull Points: Low  
Armor Level: Low (Type - Medium)  
Antimatter: Low  
Weapons: Light Autocannons  
Special Abilities: Fortified Ships  
Crew Complement: 150



This frigate is the workhorse of the Alliances fleet. All serving crew members of the armed forces have at one time been assigned duties on the Mars frigates. Hence it holds a special place in the hearts and minds of the empire. You will always find a mixture of keen recruits and seasoned officers aboard the Mars ships.

It combines speed with excellent weapons fire and they are particularly effective when striking in larger coordinated groups. Inexpensive and rapidly built they form the initial waves of the Trade Alliances expansion into new frontiers of trade and growth.

## Farscape Vessel

Primary Role: Long-Range Assault  
Shield Power: Very Low  
Hull Points: Low  
Armor Level: Very Low (Type - Light)  
Antimatter: Low  
Weapons: Beam Cannon  
Special Abilities: Repair Systems / Missile Attack  
Crew Complement: 1000



The Farscape is a unusually large frigate that is designed for sustained and intense long-Range assault. It compromises its hull and shields for its large and powerful Beam Cannons which can quickly obliterate small frigates from afar.

This frigate can also be fitted-out with extensive repair systems making it a very durable vessel. Finally at the request of Alliance Command these frigates have been designed to carry large and quantities of deadly Ship-to-Ship missiles . When deployed in packs they can tear an large enemy fleet to pieces and do this from a relatively safe distance.

## Firebird Cruiser

Primary Role: Support

Shield Power: Low

Hull Points: Medium

Armor Level: High (Type - Heavy)

Antimatter: Low

Weapons: Heavy 4 x Autocannons

Special Abilities: Repair Bots / E.M.P

Crew Complement: 400



The Firebird was designed for frontline combat and support. Its crew have an outstanding reputation amongst the fleet for their bravery and camaraderie.

This cruiser carries a reduced crew as large E.M.P generators have been installed through the hull of this cruiser. These powerful generators can be focused towards enemy positions unleashing a large shockwave that disables all frigates and fighters within its radius for a brief time.

Also a large contingent of autonomous robots can be manufactured and deployed by the Firebird thus supporting the local fleet by rapidly repairing the hull of damaged ships over time.

## Kollectra Cruiser

Primary Role: Support

Shield Power: Low

Hull Points: Medium

Armor Level: High (Type - Heavy)

Antimatter: Low

Weapons: 4 x Ship-to-Ship Missile Banks

Special Abilities: Demolition Bots / Shield Strength

Crew Complement: 600



In the heat of battle the Kollectra is a sight for sore eyes and its battle hardened crew know it and revel in their support role. The shield generators on this cruiser have been enlarged and adapted to provide extended coverage to nearby vessels. It has the ability to strengthen the shields of friendly vessels, and increase shield mitigation for a brief time.

The Kollectra cruiser also can release a veritable flood of autonomous robots that can wreck havoc on the enemy fleet. These bots target enemy ships, where they attach themselves to the hull and detonate explosives to cripple the ship's engines and weapons.

## Savyor Scout Frigate

Primary Role: Exploration / Recon  
Shield Power: Very Low  
Hull Points: Very Low  
Armor Level: Very Low (Type - Light)  
Antimatter: Low  
Weapons: Light Laser  
Special Abilities: Exploration / Crew Extractor / Fortified Ships/Reveal Mines  
Crew Complement: 45



The Savyor chief role in the Trade Alliance fleet is the gathering of intelligence. Its experienced crew are the ears and eyes of the Alliance and are well respected for their endurance and dedication. There's money to be made in trade, so this ship is sent scouting for new trade routes.

Equipped with powerful engines and a light but durable hull it can rapidly scout distant planetary systems. It also has remote sensor equipment fitted for the detection of enemy mine fields.

## Infiltrator Fighter

Primary Role: Assault  
Shield Power: Very Low  
Hull Points: Very Low  
Armor Level: Medium (Type - Medium)  
Antimatter: Low  
Weapons: Pulsed Laser  
Special Abilities: Fortified Ships  
Crew Complement: 20



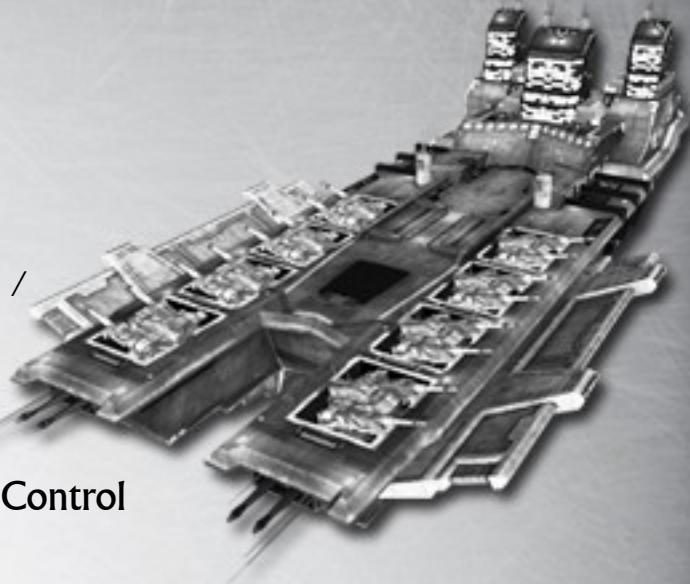
These are small swift attack fighters which have been designed to infiltration and disrupt enemy orbital activity. They have a limited area of combat and are thus intended for close range range and are transported by the larger Siege frigates of the Trade Alliance fleet.

Their crew have been specially trained to harass local enemy orbital activity slowing planet production.

## Damocles Titan

Primary Role: Dreadnought  
Shield Power: Very High  
Hull Points: Very High  
Armor Level: Very High (Type - Capital)

Antimatter: High  
Weapons (Fore): 4 x Ship-to-Ship Missile  
Weapons (Side): 16 x Autocannon Batteries /  
2 x Beam Cannons  
Weapons (Aft): 2 x Beam Cannons  
Squadrons Supported: 4 (upgradable 12)  
Special Abilities: Fire Upgrade /  
Remote Turrets / Price of War / Damocles Control  
Crew Complement: 12,500



The Damocles Titan is a destruction machine. It creates panic in enemy populations. It has abilities for weapon upgrades and deploying a 'mine-field' of stationary weapons platforms. The Damocles can bring crushing firepower to bear on enemy fleets and settlements. This Flagship of the fleet can be upgraded with an multi-drive system, allowing it to focus increased damage from weapons systems, boosting manoeuvrability and target tracking penetration. A tight phase space beam keeps the Flagship Titan in constant contact with the home planet. Due to its massive size and its modern weapons, drive and navigation systems it requires a special factory for construction and also to coordinate the necessary resources for its completion.

# FREQUENTLY ASKED QUESTION

To improve the games stability, performance & graphics consider the following ...

- Make sure your video drivers are up-to-date. If your video drivers are more than two years old, you will almost certainly have trouble running this game.
- If you encounter poor performance or crashing, try turning down the in-game video options. Turning off anti-aliasing and reducing screen resolution can both help with performance.
- Stability problems can best be solved by turning down the texture quality.

---

I am wondering, why there are three different versions of your mod?

The mods for different versions of Sins (O,E & D) are not compatible, hence if you what to play Entrenchment you must load the Entrenchment version of Maelstrom, likewise if you what to play original Sins you must download the 'Original' version of Maelstrom.

---

What are the difference between the Standard series and Expansion series?

The Maelstrom Standard series and SoaSE Maelstrom Expansion series are two separate and complete mods. The Expansion series have Titan Flagships, Dreadnought Capital ships, expanded Pirates and more challenging Militia ... whereas the Standard series do not. As such the expansion series have very different game-play dynamics compared to the standard series. In the Expansion series the Pirates are more aggressive with Capitalships capable of colonizing and Carrier Cruisers. Finally beware of dangerous asteroids that fill the gravity well of various planets, they can severely damage fleets through repeated collisions.

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What are Titans?

There is only a single Titan Flagship in-play at one time. It is a massive and powerful Capitalship well adapted to both offense and defense. All six races have Titan's. If destroyed a Titan is automatically built by special Orbital Factory, one unique Titan factory is made available for each player at the start of the game.

---

What are Dreadnoughts?

A Dreadnought is a very large and powerful Capitalship that once at level six or beyond can be upgraded into a Super-Dreadnought. All six races have Dreadnought's. Dreadnought's are automatically and repeatedly built by special orbital factories, one unique Dreadnought factory is made available for each player at the start of the game.

## Can I create custom maps for Maelstrom using Galaxy Forge?

Yes, replace the GalaxyScenarioDef file in the Galaxy Forge program file with the GalaxyScenarioDef file provided with the Maelstrom mod (The file "GalaxyScenarioDef.galaxyScenarioDef" is in the Maelstrom "GameInfo" directory). More specifically, replace the GalaxyScenarioDef in GalaxyForge with the one from Maelstrom ... then make your new map with Galaxy Forge.

---

## My game minidumps when I try to play the mod, can you help?

Make sure that the version of Maelstrom you are playing is the correct version for the Sins Expansion (Original, Entrenchment, Diplomacy). Also, make sure that the version of Maelstrom you are playing is the correct version for the Sins patch (i.e Original 1.193, Entrenchment 1.053, Diplomacy 1.34)

If you find Sins is crashing frequently, try reducing your texture detail (graphics effects settings) until it stops. A good place to start are the default settings. The majority of crashes are caused by the game running out of RAM or video memory. You can monitor the RAM usage of Sins in the "Windows Task Manager" (ALT+CTRL+DEL).

---

## My game is lagging and slow, is there anything I can do?

Diplomacy without mods can still slowdown in mid-late games (as reported by some people on the Sins forums). Its a combination of the number of 'assets' (ships + structures) in play and graphics (i.e video card).

To reduce lag here are some suggestions

- If you run everything on Highest and have skyboxes on you reduce lag a lot by bringing settings down to High-Medium, removing skyboxes and features you don't notice/care about.
- Reducing your Empire Tree (unpinning everything and only having the very basic you need), will get you the biggest bang for you buck FPS wise.
- Space elevators seemed to eat some FPS.
- Delete defensive structures on planets that no longer need them as your empire expands i.e mines, defense platforms, etc.

# CONTACT INFORMATION

## Maelstrom Contacts

Email: [soase-maelstrom@hotmail.com](mailto:soase-maelstrom@hotmail.com)  
Forum: <http://forums.sinsofasolarempire.com/385873>  
ModDB: <http://www.moddb.com/mods/maelstrom>  
Website: <http://www.soase-maelstrom.com/>

## Sins Contacts

Email: [support@stardock.com](mailto:support@stardock.com)  
Forums: <http://forums.stardock.com/>  
Website: <http://www.sinsofasolarempire.com>

# CREDITS

Ironclad and Stardock - for making this mod and others like it possible

## Testing and Concepts

ICEman  
Uncle J  
Quiet\_Man  
Malanthor  
Univeraakh-HG7  
doomser1  
and many others

## Other mods partially integrated into Maelstrom

The Sins Optimization Project (TSOP)  
Bailknight's Graphic Mod