Chromalgama Encyclopedia

**TEL T1 – Construction USV**

“What the hell is this, flying flash drive?!” – *unknown selenite pilot, circa 2160*

Tellurian constructions are notorious for their monumentalism and lack of resource planning. This drone is working since the earliest days of Trash Wars for one single purpose – to counter these two problems. Yet often it is found on the front lines of the battle – its energy-efficient welding torch makes for an excellent close-combat weapon, while its aged electromagnetic nailgun can still compete with high-tech weapons of its selenite competitor.

**TEL T2 – Zapper USV**

“Back on Earth we used to have glass orbs just like these – to tell our fortunes. These, however, can only tell date of death for some unfortunate pilots.” – First Marshal, during the Exodus War, 2166

Drones, manufactured by Free Convention, especially as opposed to selenite spacecraft, have a very distinct trait – they look like they were assembled in hurry, with advanced technology barely making up for poor design choices. That is mostly because unmanned vehicle design was often overlooked by tremendously outnumbered tellurian warriors – if the drone can shoot the enemy and make its way to the airlock, it will be produced for decades to come. This design features a powerful static discharge orb – providing omnidirectional close-range weapon to go with two nail-cannons.

**TEL T3 – Bomber USV**

“Let the suns fall down on the ground, until the dust becomes glass. Teach them of fire they started.” – Isida, 2 gen. tellurian, during Martian Conflict, 2164

Combat legacy of this ship is undeniable, and by the extent of fame it can only be surpassed by T5. Tellurian plasma bombers became a nightmare for larger selenite ships, with vulnerable life support systems and exposed technical conduits easily burned away by this small spacecraft’s projectiles. Some tellurian pre-Exodus poets even found this drone to be the essence of tellurian nation as a whole – to be small, but nonetheless feared by its larger adversaries.

**TEL T4 – Revenant**

“Even though my Division is widely known for scientific prowess and understanding, I still fail to grasp just one thing… how did placing gimbals everywhere made this ship so powerful?!” – Amaya Li, Sonderon Division Magister, 2185

Being a latest contribution of Mechanit Division, this ship boasts powerful asymmetric design, permitting it to use a T5 laser (albeit overheating twice as fast), carry two pre-assembled drones, and use a microwave close-range turret. Many tellurians agree than Revenant is a ship of the future – a true technological marvel, held back only by its cost and, subsequently, little distribution among the Local Sector.

**TEL T5 – Constructor**

“You want this ship to be replaced for your war effort? I won’t object. I will point you any astronomical atlas, charted back and forth by Constructors. At stations, built using their power. And hundreds of thousands tellurians, who chose this ship as their home. Forget it, Viol. Take them or leave.” – Daliah, Visaris Division Magister, 2189

No ship could share the same fleur of glory as the Constructors. They were an entire ideology, which rose to existence after the emergence from Tartarus after a combined, straining collectivist effort by tellurians. The first ships which carried them away back to stars were these – Constructor ships, being a premade colony, strapped to an engine. On place, laser would mine metal ore, microwave cannon would smelt it to makeshift metal weave called “tellurite”, and assembler would use it to build colony expansions. It was the very embodiment of tellurian independence spirit, with a touch of “ex nihilo” aesthetic. Nowadays, however, purely in pragmatic terms, this ship is severely underperforming in battle against its class, due to old age and unfinished rearmament.

**TEL T6 – Dequisitor**

“The name means “The one delivering the mercy kill” in tellurospeak. I am ashamed that I have to remind it to you, who seem to forget our history quicker than we make it. Soon, however, I will engrave our tellurian identity in their seared soil. Legacy of the Earth is ours.” – *Viol Inevity, Chronnen Magister, 2189*

After the T5 coaxial mounted weapons, ship designers from both sides of the starmap diverted their attention from weapons of space confrontation to the tools of precise orbital bombardment. These ships were made from cargo ship chassis and oversized reactor neutron outtake for single purpose – wiping any object clean of non-tellurian life by prolonged neutron radiation exposure.

**TEL T7 – Balor**

“Tellurian dreadnought is thoroughly kept in secret, unlike its selenite counterpart, which soars solar space at this very moment. I can only wonder, what the Convention has to offer against such a machine? Spawning tellurians on-place? Swathes of antimatter, enough to pulverize a city? Ah well, I really need to ask Metanoia to turn these fantasy glands off.” – Acolyte 3043, in report to Coordinator

While T6 cruisers were a part of Viol’s plan to deal with selenite colonies and installations, one single matter required a more monumental solution – the final battle for Earth, which both nations contemplated for past 80 years. Balor is the heaviest ship made by man, carrying a small-sized asteroid, powering a built-in genesitron, used to mass-produce tellurians. Apart from this, Balor carries a set of heavy assemblers and a beam cannon, launching a stream of incapsulated anti-helium.

**SEL T1 – Kunai**

“This is the ship you get to know, when you are at a wrong place, witnessing a sudden flash in the sky and your skin heating inside. When you look in the mirror, see whites of your eyes turn blue, and understand – there is no turning back. Your life belongs to the stars now.” – Jose Malcolm, selenite pilot, 2185

Beside its notoriety among pilots as a “chair with an engine and a laser”, it’s a very nimble and dangerous, able to deal a strike and retreat. Actually, one could say without a doubt, that these ships are the basis of Protectorate’s war machine – in large numbers, they can easily overwhelm larger ships with minimal losses. In smaller wings and especially alone, however, they are rather vulnerable targets.

**SEL T2 – Navaja**

“Dropping from one of these is a once-in-a-lifetime experience. Imagine this – a giant high-explosive cannon, blowing smoke clouds at chasing drones, optic steam raining down on enemy heads, and you, looking at the ground zooming below, feeling that a slight change of course – and you will splatter on the ground, like a bird’s dropping.” – Martin Irving, Outer Colonies ranger, 2184

Navaja dropship may be one of the oldest ships to exist – coming down from the latter days of Evolutionary War, when it was waged on Earth. Yes, for 70 years this powder cannon turret fired shells at enemies – and it was so good at it, that only incremental changes were allowed to be made. Even when dropship role was reduced to almost nonexistent, Navaja still excelled in combat – surely, a great proof of human ingenuity.

**SEL T3 – Cutlass**

“Now that is a pride of selenite shipbuilding. None of this fancy shit-eating light-emitting decorative experimental stuff that tellurians would point at us. Only excellent firepower and damage dissipation!” – Marshal, 2190

Cutlass, built to replace the outdated and outgunned Kris heavy fighter, is a pretty straightforward ship, which found its renown in both space and ground combat. Four optic steam turrets provide great cover fire, and its rocket launcher is able to pick targets from afar. It even has a crew hold – which can serve double duty as a cargo container, to move critical supplies and personnel to the frontline.

**SEL T4 – Machete**

“Wow, what a beautiful ship to look at! I think we are just going to impress the tellurians to submission, given that we weren’t even given a primary laser!” – unknown selenite pilot, circa 2180

Machete is one of the latter additions to selenite fleet, provided by Sarno under the Emergency Situation Act, and it could certainly be a great illustration to a book titled “Why you shouldn’t ask gas planet-dwelling pacifists to make military spaceships”. It’s certainly fast, can deploy two fighters, shoots its MRP and rockets – so it can be of some use when used as a ranged support corvette. Going one-on-one with it, however, is usually a death sentence.

**SEL T5 – Tanto**

“To be honest, I’m not quite sure, what the Civilian Council corporations hate the most – tellurians or the High Command who fights them. Anyways, here you have it – entire fleets of former cargo ships, fitted to kill tellurian threat during wartime and coercing rebel colonies during so-called “peace”.” – Ada Ivyen, 3 gen. tellurian explorer

This is the primary warship of Human Protectorate – manufactured on Pegasus trading ship chassis of TLL corporation, it houses an infrared laser, taken from colonial thermonuclear installations, where self-replenishing fusion has already started, and the need for powerful ignition laser has passed. Also it houses three large hangars and an MRP turret for cover – making it a powerful, albeit slow, mothership.

**SEL T6 – Claymore**

“I’m at loss with words. For decades, these ships were the symbols we worshipped – the symbol of prevail through sacrifice, that carried us away from the ruin. What this madman will desecrate next? The founding principle of mechcorps?!” – Mayor, Sarno governing official

Claymore is a refitted selenite colony ship, easily recognizable by its eviscerative plating – layers of heavy lead alloy, chipped away by the moving blade to remove induced radiation, inevitably accumulating in space. Back in the days after the Exodus War, it was used to preserve the health of colonists, traveling to their worlds – now, however, the crew doesn’t need it. Instead, heavy plating excellently absorbs heat – turning the barrel-shaped ship into a juggernaut on the battlefield. Also, it houses a giant overheated gas cannon, which is able to burn tellurians inside their structures – something most mass destruction weapons have trouble with.

**SEL T7 – Zweihander**

“I think there’s something… odd. Yes, this ship moves and shoots like it should, but I get the feeling our funds haven’t been fully spent there. Looking at its image, I can’t help but think, again and again, what is inside that giant container in the rear of the dreadnought…” – Anna Ringo, CEO of SelenTech corporation

This gargantuan ship was a much-needed replacement after the demise of Excalibur – previous flagship of Protectorate’s War Fleet. It fires a powerful beam of particles, enacting devastating fusion reaction on contact with target. Also, it has four giant hangars – but its main weapon is hidden behind, in its cargo hold. A bipedal mechanical tank, housing a portable mechcorp conversion facility – a weapon to strike a decisive blow during the ground battle for Earth.

WEAPONS

**Free Convention light weapon – electromagnetic nail gun**

Nail guns such as these are often found on large construction sites – tellurian natural strength allows them to use it as a portable tool. Its design was perfected on the construction of Geolift – giant tubular structure, connecting subterranean layers of tellurian capital planet Tartarus to its magma ocean surface. Due to extreme heat, any work was performed lightning-fast, with entire sections rising in a matter of minutes, before molten rock slips through temporary plating. That is why tellurians have mass stockpiles of guns shooting half-molten inch nails – contrary to popular selenite belief that it’s their wicked symbolism with crucifying their enemies.

**Free Convention light weapon – static electricity discharger**

Tellurians always had a bad time repelling attacks from multiple targets. That is what the Protectorate’s primary doctrine relies on, actually – swarm the enemy with high-powered and maneuverable fighters. This weapon is the best answer the tellurians have found. It charges the dielectric sphere with high electrostatic potential, enough to melt metal hull parts - but then, things get tricky. Getting an arc in the vacuum of space is very hard, contrary to planetary conditions. That is why the sphere, when charged, diverts its energy to contain a spherical blob of invisible halogen gas around it.

**Free Convention light weapon – plasma bomb launcher**

Think about specialized light craft, armed with heavy weapon, only effective against large ships – that is something no living thing would like to pilot. Tellurians, however, don’t employ manned fighters – an advantage which brought them bomber drone tactics, and with it – victory over the skies of Mars back in the times of Transequatorial Treaty. The weapon itself is a complex machine, superheating hydrogen gas and sending it around a small ferromagnetic sphere. Thanks to slow moving speed and weak magnetic effect, surface tension is able to hold the plasma ball together.

**Free Convention heavy turret – microwave generator**

A weapon of nightmares. Nothing made for this war was more immoral and twisted, than this horrible device – it creates a cone of microwave pulsations, which heat ships, overload circuitry, but most importantly – evaporate water out of any object within its firing range. Even though it may not be as advanced and powerful as its competitor, the psychological effect of this weapon keeps most selenite pilots at a considerable distance.

**Free Convention heavy weapon – UV beam**

Back in the times of great stellar discoveries, such lasers were placed all around the tellurian planets, mining kilotons of valuable minerals by selectively melting rock around the veins. Now, many of them are modified for combat and mounted on spaceships fighting in the next chapter of Evolutionary War.

**Free Convention heavy weapon – Neutron beam**

Neutron bomb as means of purging living matter was well known to man even before tellurians. Now, when Viol finally appreciated advanced selenite technology, such beam cannons were hastily manufactured to exploit selenites’ natural weakness towards radiation, and, at the same time, procure their valuable technology. They rely on oversized fast neutron reactors, constantly storing high-energy particles for release against the target.

**Free Convention heavy weapon – Antimatter beam**

There is nothing hard about weaponizing antimatter. In fact, it is easier than using it for good – however, storing it is a colossal challenge, even more so – shooting it in a laminar beam. Both tasks require tremendous amounts of power only tellurian flagship could provide. What’s even more impressive, is the roster of 150 tellurian crew, required to monitor and control antimatter agitation chambers and backup blast shields – which makes Balor the most populated place in tellurian space since the days of isolation on Tartarus. Most Magisters still wonder, where he’d get so many devoted followers.

**Human Protectorate light weapon – Optic steam cannon**

There is nothing more energy-effective in space than lasers in terms of transmitted heat. However, lasers would be much cooler, if they could twist back and hit the target again and again, until its energy finally dissipates – instead of reflecting, punching through and pouring into the void, etc. Optic steam weapons found the answer – they launch tiny clouds of reflecting vapor with drops’ positions mathematically calculated to indefinitely refract the beam inside the bubble. This would be an incredibly wasteful task, if not for mechcorps, which did the math for humans. As of today, not so many selenites bother themselves with understanding the principles behind this weapon – most just admire its reliability and cheap cost.

**Human Protectorate light turret – High-explosive cannon**

This turret takes us back to the times of Earth, where natural nitrocellulose gunpowder was used to propel shrapnel cannon balls against tellurian targets. It was a cheap, yet effective weapon, designed to take out multiple light-armored targets at once – as it is now, even with magnesium-based gunpowder, depleted uranium shells, and 93% of battles taking place in space.

**Human Protectorate heavy weapon – Guided missile launcher**

An invention made in selenite isolationist city-state Sarno, this weapon culminates their mastery in self-propelling projectiles. Sarno residents have a long-going affinity for this kind of weapons – living in a big city hanging in breathable layers of a gas giant, they always remained vulnerable for close-range attacks at the anchors of the city. So, when the entire Local Sector abandoned the use of missile weaponry, they still continued to develop it – even though it barely fits the Protectorate’s military doctrine.

**Human Protectorate heavy turret – Countering-potentials mortar**

At some point, tellurian drones started to become a serious problem for Protectorate. Threatening to topple their “strength in numbers” doctrine, they pushed High Command and Marshal himself to great lengths to find a solution. Solution required a weapon able to deliver a powerful explosion to a specific point in space – providing reliability no detonator could suffice. Resulting weapon was, in the end, pretty sophisticated – using two rail cannons, both launching metal shells, chemically reactive to each other, while also having an electrostatic charge of necessary amount, which propagated the collision at a certain time of flight. Such weapon was incredibly powerful, and if tellurians wouldn’t have their inertia-less drives, it would be almost certain end to their space fleets.

**Human Protectorate heavy weapon – Infra-red beam**

Selenite beam technology took a great step forward with dynamic polarization glass – opening the gate to creation of a laser that can generate waves of any length. These cannons were mainly used in terraforming – their ability to dissipate large amounts of heat helped melt the polar caps of many colonized worlds. Now these lasers are mainly used as selenite frigates’ main caliber.

**Human Protectorate heavy weapon – Superheated ammonia beam**

Only recently selenites started to wonder, how one would actually kill a tellurian in a structure, without completely demolishing one. Even the most precise approach, with micronuclear explosive needles, became very destructive with even a single missed shot. Superheated ammonia is an industrial standard at killing tellurians – firing a broad stream of penetrating superheated ammonia gas, it takes seconds to fill any enclosures and bypass tellurian heat immunity, melting them alive. Good thing they don’t feel pain. That, however, doesn’t stop them from hating this weapon with their entire soul.

**Human Protectorate heavy weapon – Fusion beam**

A fusion reactor’s efficiency is dictated by its size. That is why no spaceship carries one as energy source, and they are mostly find use as power stations of larger colonies. However, Zweihander’s sheer size allows it to use a linear stellarator fusion reactor as a weapon – shooting two streams of particles coming to synthesis in a powerful ignition laser beam.

PLACES

**Earth**

A desolate graveyard of human ambition. Once a cradle of selenites and tellurians, now it lies in ruin as no successor civilization is able to take it for themselves. However, the cultural value of lost homeworld is hard to overstate – both nations are ready to fight to the bitter end to prove that they are worthy of taking the right of continuity from ancient humanity.

**Abode**

An ocean planet with artificially created floating islands. Carries a great historical importance as the first selenite extrasolar colony. When space exploration provided selenites with easier targets for terraforming, colonization effort was rather abandoned – now it functions primarily as the staging ground for operations in solar system.

**Aventine**

Lost generation ship of Reman Republic, constructed from their space habitat, which orbited Mars back in the days of Transequatorial Treaty. Last seen hastily leaving solar space on sublight speed, while the Protectorate and Convention chased them out. For decades, it was presumed that the humans aboard died of starvation – however, some selenites had an opportunity to glance at a single photograph, leaked from High Command – in an undisclosed location, automatic telescopes found a huge man-made megastructure – Aventine station, built into an asteroid thicket, vastly expanded and seemingly active.

**Prophet’s Rest**

A station of great reclusion for the father of tellurian nation. For years, any step the Prophet took was misinterpreted with unnecessary importance by Magisters – they leveraged even his least important actions to their cause, causing great strife among tellurians. In this silent system, disconnected from the economy grid due to extreme resource deprivation, he conducts his days in solemn contemplation and creation of generational mnemotapes.

**Tartarus**

The capital of Free Convention, this magma ocean planet became the starting point of a new age for tellurians after the Exodus War. The entire tellurian nation was stranded in geode caves after the fall of their escape ark – so they had to unite and build Geolift, a megastructure that connected deep caverns with surface through dozens of kilometers of molten stone. After this project, Tartarus’ mineral wealth became a critical resource for emerging star empire, and persistently marked this planet as a capital of united tellurian nation.

**Eye of the storm**

The single planet that orbits white dwarf Sirius… or, rather, doesn’t orbit it at all, assuming static position on the far side of system. The mystery of this planet immediately assumed interest from many tellurian scientists – much to the point that this planet became somewhat of a scientific capital to the tellurians. Answer came with the first ground probing – planet’s core was pure enriched matter, an extremely unstable substance, naturally occurred on bodies, which decayed in result of staying at hyperspace with no acceleration. The origins of such phenomena remain mysterious, but since then, this planet supplied every tellurian ship with inertia-less drives.

**Sorion**

Tellurians weren’t as tenacious as selenites, when it comes to terraforming. However, even with perpetually-orange sun and green clouds, this planet still brought painfully close associations with Earth. For tellurians, still mourning their lost homeworld, this planet became a small place of melancholic rest after a long journey of reclaiming the stars.

**Unnamed Star**

Acolytes are strange folk. Many experts assume - being not their disgust for hyperspace, they would have long since defeated both the Convention and the Protectorate, by the force of their sheer discipline and resourcefulness. Even the smallest stone around this bleak star has been turned upside-down in search for resources, and any unfortunate visitor was disassembled into most basic parts for the sake of reverse-engineering. All these operations begin and end in the giant pyramid of Metanoia, which houses a powerful mainframe of Coordinator AI.

**Selena**

One of the three primary selenite colonies, or “Key Worlds”, this breathable earth-like world is poor in mineral resources, but it supplies the other planets with food and organic compounds. Due to low economic importance, it attracts organized crime groups, refugees from Outer Colonies, and continuously remains on the bottom of social development index.

**Avalon**

One of the three primary selenite colonies, or “Key Worlds”, this planet is barely breathable, due to heavy natural carbon monoxide pollution due to long-past meteorite collision. It’s mines and factories, however, provide the selenite nation with much-needed carbon products and polymers, widely used in ship and weapon construction.

**Elysium**

One of the three primary selenite colonies, or “Key Worlds”, this planet has no oxygen, and even further – no life, even bacterial, has ever developed here. For all of its complications, this planet still remains highly colonized via biodomes and underground facilities, which mine and process pure precious metals, unaffected by any gasses.

**Terra Nova**

This earth-like terraformed planet belongs to wealthy upper-class of selenite society. The mountainous southern pole islands are occupied by High Command fortresses, while the northern planes are, mostly, mapped for golf fields and personal mansions – at the center of it all, a great city of skyscrapers emerges into the sky, withdrawing the resources of the entire Protectorate economy across stars.

**Sarno**

A strange occurrence indeed, a settlement of selenites among the clouds of an oxygen gas giant. Chained to its metal core, its limestone foundations house millions of people wishing nothing but escape from the Evolutionary War. Protectorate tolerates it, as long as Sarno keeps supplying its war fleet with precious and rare gasses found in deeper layers of the planet.

**Free Convention**

“The law of matter, ruling the mind, has no justice.” – first line of Free Convention Manifest

It was named “Convention” long before tellurians started to forget human languages. What it means is that every tellurian is a part of a pact, a convention, that binds them all together as some form of interstate treaty – like every person is a nation, a philosophy which the spiritual leaders of Convention actively uphold. This is partially true – since tellurians are practically invincible and have an unlimited capacity at mind-computer interaction, they could be as well a heart of an entire industrial empire. However, all this tellurian patriotism can be easily pierced with a single line - “why there are no secession in the Convention?”. And the answer is simple – since the emergence of artificial tellurian creation and, with it, the Predestination, almost every tellurian has loyalty programming of some sort, that keeps them chained to their given purpose until its fulfillment – subliminally forcing them into servitude.

**Human Protectorate**

“He doesn’t understand something… Protectorate wasn’t founded to bring us, humans, heavenly gardens. It was founded to keep us from falling into hellish abyss.” – Anna Ringo, CEO of SelenTech

Rising against tellurian threat as an unwilling cooperation of dictator governments and megacorporations of Old Earth, it marked the first time in history humanity was ever united under one flag. All of this was possible thanks to an artificial lifeform called “selenobacteria”, which was made from the same technology, as the tellurians – selenobacteria, however, permitted the creation of mechcorps, the ultimate weapon against tellurians, which tipped the scales even for both powers. It, however, rapidly changed the culture and society of humans, so much that all the modern humans are used to being called “selenites” – as opposed to tellurians. For almost a century of continuous struggle, selenite government became even more ruthless and desperate, with the continued struggle between The Board and High Command, corporate and military govenments respectively, which wrestle power over Protectorate between time of war and peace.

**Coordinator’s Acolytes**

“History taught us enough. Together we stand, and divided we fall – history fed us this bitter pill a thousand times, and thousand times we rejected it, always considering ourselves something “unique” – undefeatable, invincible on our own. So poetic… and irrational.” – Acolyte Zero, formerly Magister of Sonderon Division, Fujin Nin

The youngest faction of all, Acolytes began with the rebellion of old Sonderon Division of Free Convention, when Prophet refused Coordinator AI’s plea to forget hyperspace travel technology and forbid interstellar travel at all. Acolytes comprised primarily of second generation tellurians – highly disciplined veterans of Mars Conflict, as opposed to their rather chaotic and slacker brothers and sisters from latter generations. They embed Coordinator’s advanced abilities into themselves with advanced Remote Control Implants to greatly improve their efficiency and vitality. Possessing the only real AI in known space, they combine incredible technology with severe isolationism and paranoia.

**Reman Republic**

“It turns out, the Sun protected us from even more dangerous radiation storms, that we ever thought. Had we only passed the Oort Cloud, and eviscerative plating began to fracture, quickly disintegrating into the cold vacuum. We were doomed.” – Aurelius, Arch Senator of Aventine

Not all nations were happy to join Human Protectorate – however, only one of them survived that decision. Remans were extremely protective about their culture and independence, and to evade the global selenobacteria pandemic, they have found a way how to use a forgotten weapon of Evolutionary War – digluonic substrate – as an incredibly efficient method of interplanetary travel. Prior to Mars Conflict, they survived in a solitary space arcology on the orbit of Mars, where sparse magnetic fields protected them from radiation. However, when both tellurians and selenites turned their attention towards Mars, Republic had only one way of retreat – through launching their station on near-light speeds to neighboring stars. Since then, decades has passed – and no mention of the Republic had ever reached colonized space. However, many experts conclude – knowing their past exploits, it is rather questionable that they have died in an unfortunate escape attempt.

**Tellurian Engine Lamellas**

“I often see them in the sky, moving like giant tentacles, and I think of selenites, who would see them as the appendages of doom. It brings me comfort these times.” – *Viol Inevity, Chronnen Magister, 2190*

While enriched matter drives provide so-needed inertia dampening, this comes at a cost of greatly increased need for acceleration, especially while turning the ship. Lamellas counter this issue, by turning enriched matter away from ship’s center of mass when it needs to accelerate, and pulling it back to stop the ship.

**APP Computer Blocks**

“Yeah, I passed the Adaptation, no need to tell me about neurodrivers. Just tell me… I really have to think about the damn engine to keep it working?!” – unknown tellurian test pilot

Tellurian ships are highly dependent on mind-machine interface, provided by neurodrivers. However, like a living being doesn’t need to think about breathing to inhale air, some processes on the ship need to be controlled autonomously, especially considering the lack of service crew on them. Adaptive Programmed Processors provide this functionality – remembering the actions of their operator, they slowly adapt his behavior patterns and maneuvers. These computers are incredibly advanced, especially coming down from a civilization responsible for the creation of Coordinator AI, but even they can’t rival the power of a mechcorp mind.

**Neurodrivers**

“My body is covered in tellurite weave, and as I prolong into the void of space for two hundred meters, my arms are turrets and my eyes are telescopes. It’s… magnificent. Whatever awaits me there, I don’t want to come back.” – Areiti Norro, tellurian explorer

One could wonder, what would the tellurian civilization would look like without them. Neurodrivers are the founding concept of all tellurian technology, and without one you couldn’t even use their coffee machine. They provide a seamless mind-machine interface, translating commands and sensory feedback as a real-time control assumption. Tellurians are created with these embedded all over their heads – and you could easily differentiate them by their importance in tellurian ecosystem by the amount of plugs under the hair.

**Drone Parts**

“As much as tellurian drones are unreliable makeshift garbage, I can’t help but admire their cheapness. I’ve seen their frigates launch fighters again and again, endlessly rebuilding them from scrap.” – Jose Malcolm, selenite pilot

Tellurians make drone parts standardized, so their assemblers can easily produce them on place and deconstruct for easy transportation once the fight is over. Usually it’s just basic behavior cores mixed with light weaponry, which will be wrapped in tellurite weave and released in mass numbers on selenite ships.

**Food Substrates**

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The need for consumable food is still present in tellurian biology, even though highly reduced due to more efficient energy cycle. This made food sort of a ritual, requiring tellurians use a special computer-controlled 3D-printer to produce foodstuffs from basic chemical compounds. Decades of evolution drove tellurian cuisine into hideous extremities, constantly attempting to discover new taste combinations with no regard for their acceptability.

**Tellurite Weave**

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Contains 0% tellurium, contrary to the name. Metal ribbons, interweaved in the pattern resembling cloth – good at stopping lasers and projectiles, but provides little protection against radiation. Used through entire tellurian space

**Anti-selenite Cartridge**

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High-speed armor-piercing needles with neurotoxin tips, designed to be used against selenites and mechcorps’ organic circuitry.

**Mechcorp OCP**

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Organic central processors, produced by selenites from human brain tissue, affected by selenobacteria, which is collected after its death. Incapable of free thinking – however, its reaction speed and predictive capabilities are far ahead than those of tellurians or selenites. These traits make them the most important node in economic and military infrastructure of selenite nation.

**Galvanic Alloy**

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Incredibly sturdy and heavy material, produced by cutting-edge selenite metallurgy. Atomic grid of metals is deformed to plain sheets, continuously sprayed on each other with electromagnetic pulsations, and pressed with neutron bombardment. The resulting material can be melted only by point-blank shot from frigate laser, can cut metal like butter, and parts made from it weigh like all other parts of mechanism taken whole. Primary usage – covering spheres, containing fragile mechcorp circuitry.

**Dynamic Glass**

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Another one of selenite inventions, it was developed for usage in ship’s illuminators, to shield eyes of its crew from blinding light, usually encountered in open space. Research yielded a peculiar material made of electrically-agitated nanofibers placed in sturdy glass sheets, which can filter incoming light to the necessary spectrum. It soon found its use in laser construction, greatly advancing Protectorate’s offensive capabilities.

**Omniscriptors**

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**Essom paste**

**Eviscerative plating**

**Anti-tellurian cartridge**

FAR T6 – Silver Halfmoon

FAR T8 – Astronomic Manipulator

ACL T1 – Byte

REM T4 – Lex Aeterna