Chromalgama Encyclopedia

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.

**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

Prophet’s Sleep

Tartarus

Eye of the storm

What was that fucking planet? Read salt again. Yeah, the resort one

Unnamed Star

Selena

Avalon

Terra Nova

FAR T6 – Silver Halfmoon

FAR T8 – Astronomic Manipulator

ACL T1 – Byte

REM T4 – Lex Aeterna