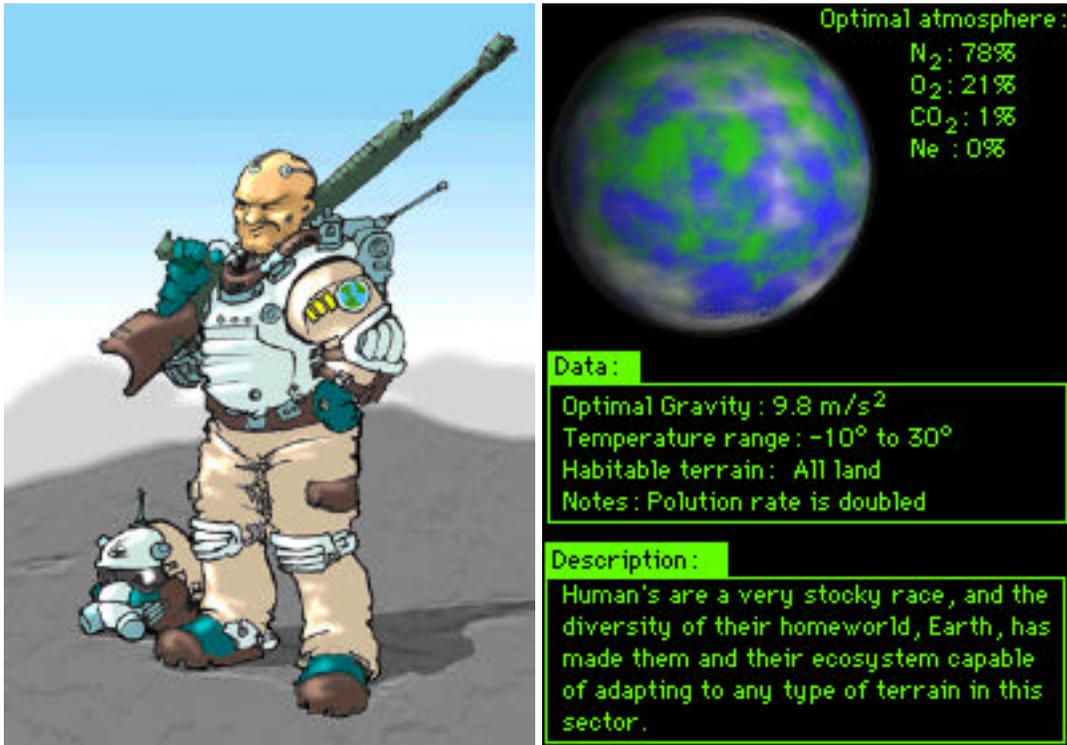
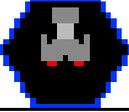


## Human



Mankind's strengths and weaknesses became even more important when they went into space. Humans are dirty, mean and adaptable. Human's adaptability allows them to live on any type of solid terrain, rugged or mild, barren or lush. 23rd century humans have also found that the constant years of war and discord among themselves have made them extremely good at fighting, both in space and on the ground. Unfortunately, mankind never solved their pollution problem and thus pollution on their worlds is double what it would be on an alien controlled world.

### Human icons

		
Ship	Fleet	Planet

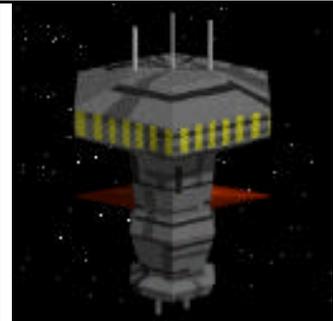
### Human atmosphere

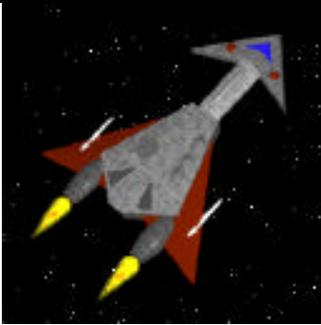
Nitrogen	Oxygen	CO <sub>2</sub>	Neon
78.3%	20.5%	1.1%	0.1%

### Human terrains

Terrain	Max population	Max output	Can build?
Canyons	10,020	30	Yes
Craters			
Desert	3,340	10	Yes
Ferrous ocean	3,340	10	
Forest	10,020	30	
Hydrocarbons	3,340	10	
Ice plain	6,680	20	Yes
Iron desert	6,680	20	Yes
Lichen fields	6,680	20	Yes
Mountains	10,020	30	Yes
Ocean	3,340	10	
Plain	13,360	40	Yes

## Human ships

	<p><b>Star dock</b>  <b>Dimensions:</b> 403.5m x 403.5m 785.5m  <b>Mass:</b> 298.9 tons  <b>Hull:</b> 80</p> <hr/> <p>Star docks serve two purposes: They provide the last line of defense for human colonies, and Humans enjoy construction work in space, because pollution is not a problem.</p>																		
	<p><b>Mars class Cruiser</b>  <b>Dimensions:</b> 628.8m x 450.6m x 99.6m  <b>Mass:</b> 201.1 tons  <b>Slots:</b> 20                      <b>Cost mod:</b> x1.0                      <b>Hull:</b> 10</p> <hr/> <p>The Mars class cruiser is the general design used by humans to explore and expand. Simple to build, but highly effective. Because of their well-known design humans use them as disposable troop cargo ships.</p> <table border="1" data-bbox="581 850 1388 1087"> <tbody> <tr> <td><b>Weapons</b></td> <td><b>Detection</b></td> </tr> <tr> <td>Normal Torpedoes</td> <td>Normal Detect</td> </tr> <tr> <td>Torpedo Splitter</td> <td></td> </tr> <tr> <td><b>Shields</b></td> <td><b>Output</b></td> </tr> <tr> <td>Normal Shields</td> <td>Power plant</td> </tr> <tr> <td><b>Movement</b></td> <td>2 Cargo bays</td> </tr> <tr> <td>Normal Engines</td> <td></td> </tr> <tr> <td>Normal Leap Drive</td> <td></td> </tr> </tbody> </table>	<b>Weapons</b>	<b>Detection</b>	Normal Torpedoes	Normal Detect	Torpedo Splitter		<b>Shields</b>	<b>Output</b>	Normal Shields	Power plant	<b>Movement</b>	2 Cargo bays	Normal Engines		Normal Leap Drive			
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Normal Engines																			
Normal Leap Drive																			
	<p><b>Mercury class Scout</b>  <b>Dimensions:</b> 230.7m x 195.7m x 69.0m  <b>Mass:</b> 98.7 tons  <b>Slots:</b> 16                      <b>Cost mod:</b> x0.50                      <b>Hull:</b> 15</p> <hr/> <p>The Mercury class scout is the smallest type of ship that is capable of interstellar flight. Only planets capable of refining high-strength materials can build these ships.</p> <table border="1" data-bbox="581 1323 1396 1583"> <tbody> <tr> <td><b>Weapons</b></td> <td><b>Detection</b></td> </tr> <tr> <td>Reduced Torpedoes</td> <td>Analysis</td> </tr> <tr> <td>Shards</td> <td>Proximity detector</td> </tr> <tr> <td>Reloader</td> <td>Reduced Detect</td> </tr> <tr> <td><b>Shields</b></td> <td><b>Output</b></td> </tr> <tr> <td>Reduced Shields</td> <td>Reduced power plant</td> </tr> <tr> <td><b>Movement</b></td> <td></td> </tr> <tr> <td>Reduced Engines</td> <td></td> </tr> <tr> <td>Normal Leap Drive</td> <td></td> </tr> </tbody> </table>	<b>Weapons</b>	<b>Detection</b>	Reduced Torpedoes	Analysis	Shards	Proximity detector	Reloader	Reduced Detect	<b>Shields</b>	<b>Output</b>	Reduced Shields	Reduced power plant	<b>Movement</b>		Reduced Engines		Normal Leap Drive	
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<b>Movement</b>																			
Reduced Engines																			
Normal Leap Drive																			



**Venus class** **Patrol ship**  
**Dimensions:** 693.1m x 576.2m x 118.8m  
**Mass:** 243.9 tons  
**Slots:** 24 **Cost mod:** x1.2 **Hull:** 25

Venus class patrol ships are generally given escort duties for trade fleets. The ships are filled to the brim with extra weapon systems, "Just in case."

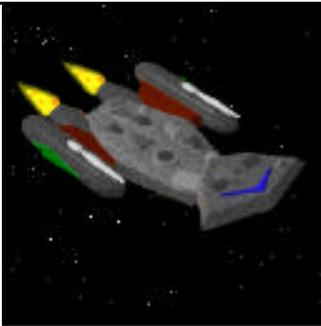
<b>Weapons</b>	<b>Detection</b>
Normal Torpedoes	Normal Detect
Mines	Analysis
Range Extender	Anti-missile defense
<b>Shields</b>	<b>Output</b>
Mini Shields	Mini plant
<b>Movement</b>	<b>3 Cargo bays</b>
Enhanced Engines	
Vibrational Leap Drive	



**Neptune class** **Destroyer**  
**Dimensions:** 931.5m x 476.1m 317.4m  
**Mass:** 286.5 tons  
**Slots:** 28 **Cost mod:** x1.4 **Hull:** 35

A perfect deep exploration ship, the Neptune class destroyer is large enough to house a few top of the line systems and troops for small campaigns. Many captains fondly recall their first Neptune assignment.

<b>Weapons</b>	<b>Detection</b>
Normal Torpedoes	Enhanced Detect
Long Range Missiles	
Torpedo Splitter	
<b>Shields</b>	<b>Output</b>
Normal Shields	Multi-plant
Holographic Projector	Bombardment Device
<b>Movement</b>	<b>4 Cargo bays</b>
Mini Engines	
Afterburners	
Vibrational Leap Drive	



**Saturn class** **Heavy Cruiser**  
**Dimensions:** 1042.2m x 636.9m x 328.1m  
**Mass:** 318.9 tons  
**Slots:** 32 **Cost mod:** x1.6 **Hull:** 50

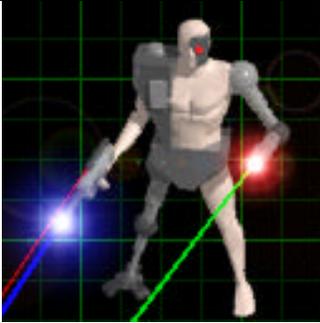
The Saturn class heavy cruiser is the largest starship capable of landing on a planet and being converted into a colony city. Thus, designers generally leave a lot of cargo space for colonist.

<b>Weapons</b>	<b>Detection</b>
Focused Torpedoes	Mini Detect
Reloader	Targeting Computer
Explosive	Computer Virus
Hull Laser	Hardened Systems
<b>Shields</b>	<b>Output</b>
Tuned Shields	Multi-plant
<b>Movement</b>	<b>8 Cargo bays</b>
Mini Engines	
Propulsion wake	
Vibrational Leap Drive	

	<p><b>Jupiter class Dreadnought</b>  <b>Dimensions:</b> 949.5m x 810.3m x 447.3m  <b>Mass:</b> 341.2 tons  <b>Slots:</b> 36                      <b>Cost mod:</b> x1.8                      <b>Hull:</b> 65</p>																				
	<p>The Jupiter class dreadnought is the pinnacle of starship construction, only experienced fleet admirals command such ships. They are generally used for ground pounding using bombardment devices.</p>																				
	<table border="1"> <tr> <td><b>Weapons</b></td> <td><b>Detection</b></td> </tr> <tr> <td>  <b>Focused Torpedoes</b></td> <td><b>Enhanced Detect</b></td> </tr> <tr> <td>  <b>Plasma Stream</b></td> <td><b>Analysis</b></td> </tr> <tr> <td>  <b>Fighters</b></td> <td><b>Anti-missile defense</b></td> </tr> <tr> <td><b>Shields</b></td> <td><b>Defense Computer</b></td> </tr> <tr> <td>  <b>Tuned Shields</b></td> <td><b>Targeting Computer</b></td> </tr> <tr> <td>  <b>Repair Drone</b></td> <td><b>Hardened Systems</b></td> </tr> <tr> <td><b>Movement</b></td> <td><b>Output</b></td> </tr> <tr> <td>  <b>Enhanced Engines</b></td> <td><b>Singularity plant</b></td> </tr> <tr> <td>  <b>Gravimetric Leap Drive</b></td> <td><b>5 Cargo bays</b></td> </tr> </table>	<b>Weapons</b>	<b>Detection</b>	<b>Focused Torpedoes</b>	<b>Enhanced Detect</b>	<b>Plasma Stream</b>	<b>Analysis</b>	<b>Fighters</b>	<b>Anti-missile defense</b>	<b>Shields</b>	<b>Defense Computer</b>	<b>Tuned Shields</b>	<b>Targeting Computer</b>	<b>Repair Drone</b>	<b>Hardened Systems</b>	<b>Movement</b>	<b>Output</b>	<b>Enhanced Engines</b>	<b>Singularity plant</b>	<b>Gravimetric Leap Drive</b>	<b>5 Cargo bays</b>
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<b>Enhanced Engines</b>	<b>Singularity plant</b>																				
<b>Gravimetric Leap Drive</b>	<b>5 Cargo bays</b>																				
	<p><b>Trade ship</b>  <b>Dimensions:</b> 743.2m x 207.3m x 207.3m  <b>Mass:</b> 139.8 tons  <b>Slots:</b> 0                      <b>Cost:</b> 1000MT                      <b>Hull:</b> 5</p>																				
	<p>Trade ships are used haul large amounts of inert material from one star to another. Basically large buckets with engines and a leap drive, they can only haul material that can be directly exposed to space.</p>																				

## Human troops

	<p><b>Colonist</b>  A human colony pod contains 334 humans, each contained in a 3m x 1m x 1m cryo-tube. Colonist sacrifice everything in order to explore and conquer a new world.</p>																					
	<p><b>Infantry</b></p> <p><b>Min W:</b> 1    <b>S:</b> 1    <b>M:</b> 1    <b>D:</b> 1  <b>Cost:</b> 10    <b>Size:</b> 3  <b>Arm:</b> 10    <b>Def:</b> 1                      <b>Spd:</b> 10                      <b>Dge:</b> 20</p> <p>Infantry are the staple of human ground forces. Entering combat with only some light combat armor, a pulse laser and some grenades, they are still feared by the other sentient races.</p> <table border="1"> <thead> <tr> <th><u>Weapon</u></th> <th><u>Dam</u></th> <th><u>Min</u></th> <th><u>Max</u></th> <th><u>Hit</u></th> <th><u>Time</u></th> <th><u>Amm</u></th> </tr> </thead> <tbody> <tr> <td>Pulse laser</td> <td>5</td> <td>0</td> <td>200</td> <td>60</td> <td>1</td> <td>--</td> </tr> <tr> <td>Grenades</td> <td>10</td> <td>0</td> <td>150</td> <td>--</td> <td>2</td> <td>5</td> </tr> </tbody> </table>	<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>	Pulse laser	5	0	200	60	1	--	Grenades	10	0	150	--	2	5
<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>																
Pulse laser	5	0	200	60	1	--																
Grenades	10	0	150	--	2	5																



### Cyborg

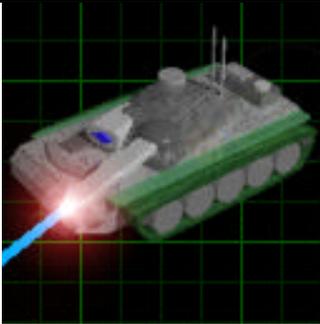
**Min W:** 2    **S:** 1    **M:** 2    **D:** 1

**Cost:** 50    **Size:** 4

**Arm:** 15    **Def:** 2    **Spd:** 15    **Dge:** 10

Cyborgs are drawn from a volunteer pool of the armies most elite foot soldiers. They are equipped with a heavier pulse laser and a strong nuclear force(SNF) blade capable of huge damage at a short range.

<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>
Pulse laser	7	0	200	65	1	--
SNF blade	10	0	50	70	1	--



### Armored

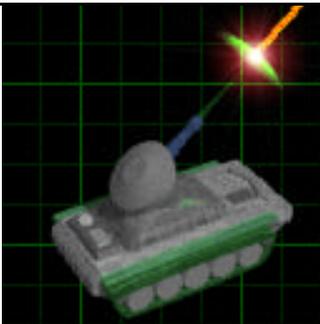
**Min W:** 3    **S:** 2    **M:** 3    **D:** 2

**Cost:** 40    **Size:** 8

**Arm:** 20    **Def:** 4    **Spd:** 20    **Dge:** 0

Since WW1 armored tanks have become a staple for ground based warfare. 23rd century armored units have a heavy Ion Cannon and the ability to lay mines.

<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>
Ion cannon	15	0	300	70	2	--
Mines	12	--	--	--	2	50



### Portable shield

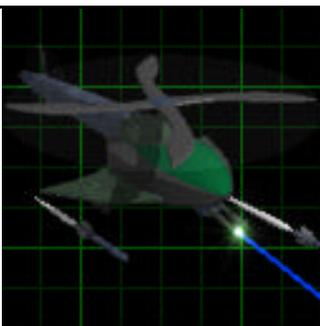
**Min W:** 1    **S:** 3    **M:** 1    **D:** 1

**Cost:** 40    **Size:** 8

**Arm:** 15    **Def:** 4    **Spd:** 10    **Dge:** 0

Portable shield units are used in the emergency defense of structures during orbital bombardment. Not as powerful as planetary shields, they still provide some protection.

<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>
NONE						



### Air cav

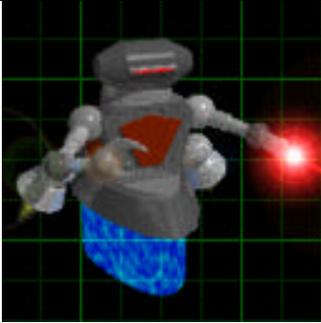
**Min W:** 3    **S:** 2    **M:** 5    **D:** 3

**Cost:** 70    **Size:** 7

**Arm:** 20    **Def:** 2    **Spd:** 50    **Dge:** 30

Air Cavalry are incredibly quick and the neutron beam and missile systems they are equipped with are powerful weapons. Unfortunately, even the reinforced rotor is an easy target.

<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>
Neutron Beam	10	0	250	75	1	--
Missile	20	50	250	80	3	30



### AI

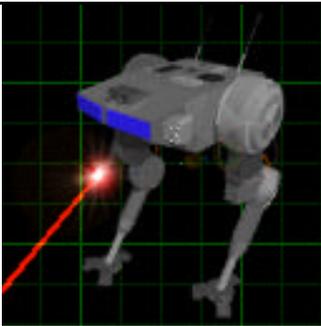
**Min W:** 4    **S:** 4    **M:** 4    **D:** 4

**Cost:** 90    **Size:** 6

**Arm:** 25    **Def:** 6    **Spd:** 20    **Dge:** 10

AI are the most terrifying human war machine yet created. Fully automated and intelligent, some humans fear they will lose control of them. They are equipped with a neutron beam and a powerful SNF blade.

<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>
Neutron Beam	10	0	200	75	1	--
SNF beam	15	0	50	70	1	--



### Ostrich

**Min W:** 5    **S:** 5    **M:** 4    **D:** 5

**Cost:** 100    **Size:** 10

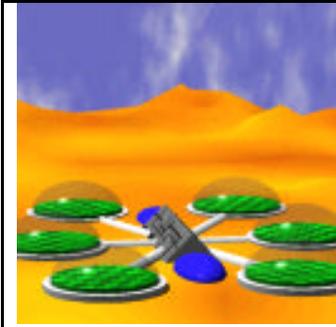
**Arm:** 40    **Def:** 8    **Spd:** 30    **Dge:** 15

The Ostrich Robot Assault Vehicle(RAV) is the next generation armored vehicle. Equipped with a prototype rapid-fire ion cannon and a high-explosive missile, one Ostrich can wipe out whole brigades.

<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>
Ion Cannon	15	0	300	75	1	--
Missile	25	50	300	80	2	50

## Human structures

	<p><b>Atmospheric Processor</b></p> <p>Atmospheric converters have two functions. When a planet is colonized, atmospheric converters change the atmosphere into a breathable mixture. After conversion they are modified to reduce pollution.</p> <hr/> <p>Abilities: <b>Atmos. Process</b></p> <hr/> <p>Cost: 1500                      Upkeep: 100                      Defense: 400</p>
	<p><b>Barracks</b></p> <p>Barracks are used to house troops for the defense of your planet.</p> <hr/> <p>Abilities: <b>Barracks</b></p> <hr/> <p>Cost: 2000                      Upkeep: 100                      Defense: 400</p>
	<p><b>City</b></p> <p>Cities help house large population centers and increase the population maximum of a planet. They also decrease the level of happiness, add pollution and are costly to maintain.</p> <hr/> <p>Abilities: <b>x2 Population</b>                      <b>+1 Pollution</b> <b>-1 Happiness</b></p> <hr/> <p>Cost: 1500                      Upkeep: 100                      Defense: 400</p>
	<p><b>Factory</b></p> <p>Factories greatly increase the output of a planets population. Unfortunately, the social and environmental costs are high, since factories add pollution and decrease the overall happiness of the population.</p> <hr/> <p>Abilities: <b>x2 Output</b>                      <b>+2 Pollution</b> <b>-1 Happiness</b></p> <hr/> <p>Cost: 2000                      Upkeep: 100                      Defense: 400</p>



### Farm

Farms increase the maximum population of a planet by increasing the food and biological material supply for the population. Farms also help reduce pollution.

Abilities:	<b>+1 Food</b>	<b>-1 Pollution</b>
Cost: 2000	Upkeep: 100	Defense: 400



### Hospital

Hospitals increase the growth rate of a planet by increasing fertility rates and discovering cures for new diseases that develop from being exposed to a new planet's bacteria and viruses.

Abilities:	<b>+1 Reproduction</b>
Cost: 1500	Upkeep: 100      Defense: 400



### Linear Accelerator

Linear accelerators are the largest structure that the humans build. Enormously costly, and obvious targets for planetary bombardment, a linear accelerator allows a planet to send materials into orbit.

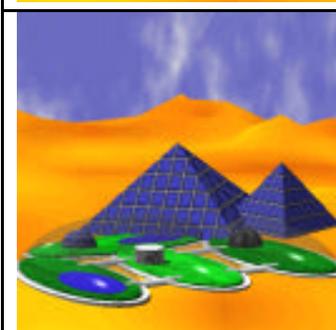
Abilities:	<b>Off-world trade</b>
Cost: 3000	Upkeep: 100      Defense: 400



### Mine

Mines are the only way to permanently increase the mineral abundance of a planet. Although they increase pollution and reduce the maximum population, they can quickly pay for themselves.

Abilities:	<b>Mine</b>	<b>+1 Pollution</b>
Cost: 1500	Upkeep: 100	Defense: 400



### Park

Parks increase the biological and cultural diversity of a planet. Parks help to reduce pollution as well as increase the happiness of the people on the planet.

Abilities:	<b>-1 Pollution</b>	<b>Happiness</b>
	<b>+1 Plague</b>	
Cost: 800	Upkeep: 100	Defense: 400



### Planetary shields

Planetary shields protect all structures within two hexes. Essential in order to survive planetary bombardment, they are costly to maintain and build, and increase pollution.

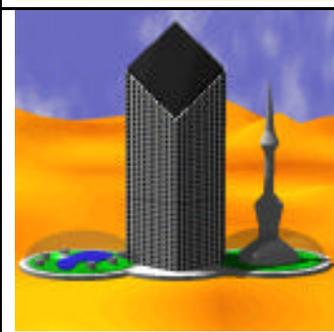
Abilities:	<b>Shield +1 Pollution</b>	<b>Orbital attack</b>
Cost: 2000	Upkeep: 100	Defense: 400



### Space Base

Space bases supply additional materials and personnel to orbiting star docks. Each star base reduces ship construction cost and allows the star dock to build the next class of starship.

Abilities:	<b>+1 Ship class +1 Happiness</b>	<b>+1 Ship spending</b>
Cost: 1200	Upkeep: 100	Defense: 400



### University

Universities increase the rate of research conducted on your planet. Although expensive to build and maintain, universities pay for themselves in a matter of years.

Abilities:	<b>+1 Research</b>	<b>+1 Revolt</b>
Cost: 1200	Upkeep: 100	Defense: 400