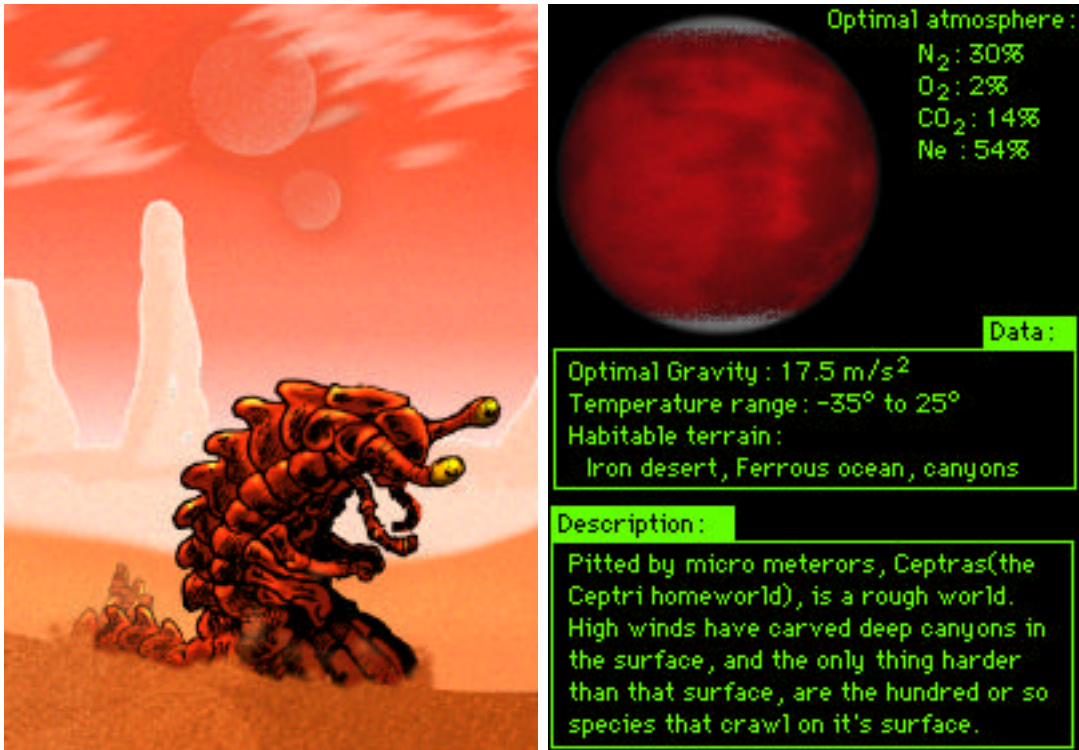

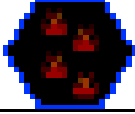



Ceptri



These scaly slugs spent most of their recorded history in caverns under the surface of their heavily bombarded planet. Ceptri have a small population compared to most races, but are fairly large for a land creature, ranging from 5m to 15m in length. The thin atmosphere of Ceptras allows a large number of asteroids to bombard the planet and instigated the Ceptri specialization in shield technology. Ceptri cities, being built underground also mine material and have added protection from planetary bombardment. The Ceptri can only live in iron deserts, canyons and ferrous oceans.

Ceptri icons

		
Ship	Fleet	Planet




Ceptri atmosphere

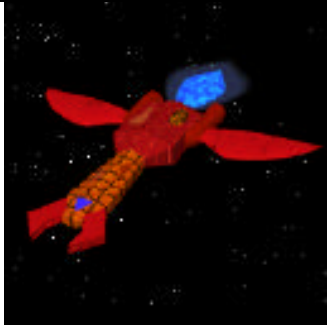

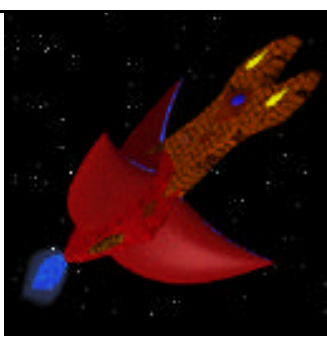
Nitrogen	Oxygen	CO ₂	Neon
29.4%	2.3%	30.4%	54.4%


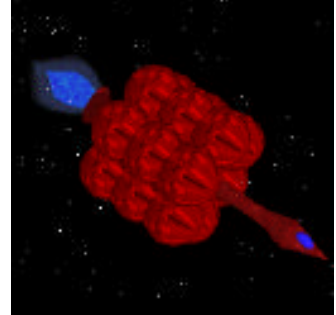
Ceptri terrains

Terrain	Max population	Max output	Can build?
Canyons	5,120	40	Yes
Craters			
Desert	3,840	30	Yes
Ferrous ocean	3,840	30	Yes
Forest			
Hydrocarbons			
Ice plain			
Iron desert	5,120	40	Yes
Lichen fields			
Mountains			
Ocean			
Plain			


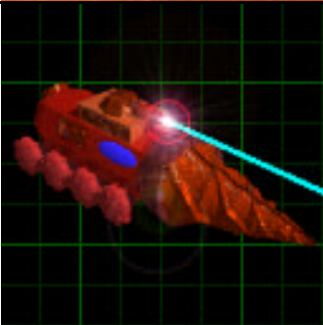
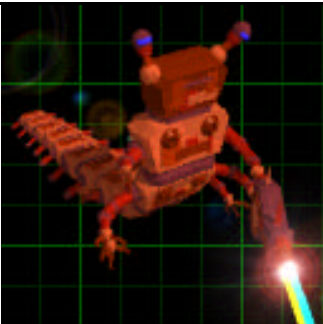

Ceptri ships

	<p>Star dock Dimensions: 634.2m x 634.2m x 108.0m Mass: 275.9 tons Hull: 80</p> <p>Ceptri star docks are points of trade and mineral processing for the Ceptri race. With their insatiable hunger for rare metals, Ceptri star docks process metals extracted from the asteroid belt.</p>																
	<p>Draco class Cruiser Dimensions: 560.3m x 563.4m x 313.0m Mass: 197.8 tons Slots: 20 Cost: 1.0 Hull: 10</p> <p>The Draco class cruiser is a converted design from a non-interstellar freight ship used by the Ceptri combine. When the Ceptri finally discovered the leap drive, these sturdy ships were the first built.</p> <table border="1"> <tr> <td>Weapons</td><td>Detection</td></tr> <tr> <td>Normal Torpedo</td><td>Normal detect</td></tr> <tr> <td>Shields</td><td>Output</td></tr> <tr> <td>Normal Shields</td><td>Power plant</td></tr> <tr> <td>Stasis Field</td><td>2 Cargo bays</td></tr> <tr> <td>Movement</td><td></td></tr> <tr> <td>Normal Engine</td><td></td></tr> <tr> <td>Normal Leap Drive</td><td></td></tr> </table>	Weapons	Detection	Normal Torpedo	Normal detect	Shields	Output	Normal Shields	Power plant	Stasis Field	2 Cargo bays	Movement		Normal Engine		Normal Leap Drive	
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Normal Torpedo	Normal detect																
Shields	Output																
Normal Shields	Power plant																
Stasis Field	2 Cargo bays																
Movement																	
Normal Engine																	
Normal Leap Drive																	
	<p>Stug class Scout Dimensions: 156.6m x 156.6m x 33.4m Mass: 87.8 tons Slots: 16 Cost: 0.50 Hull: 15</p> <p>The Stug class scout holds a crew of only ten Ceptrian, and contain little more then a missiles, shields and a leap drive. Pawns in massive battles, Ceptri only volunteer for duty to raise the rank of their brood.</p> <table border="1"> <tr> <td>Weapons</td><td>Detection</td></tr> <tr> <td>Reduced Torpedo</td><td>Normal Detect</td></tr> <tr> <td>Shields</td><td>Analysis</td></tr> <tr> <td>Reduced shield</td><td>Output</td></tr> <tr> <td>Holographic Projector</td><td>Reduced power plant</td></tr> <tr> <td>Movement</td><td>Self Destruct</td></tr> <tr> <td>Reduced Engine</td><td>2 Cargo bays</td></tr> <tr> <td>Normal Leap Drive</td><td></td></tr> </table>	Weapons	Detection	Reduced Torpedo	Normal Detect	Shields	Analysis	Reduced shield	Output	Holographic Projector	Reduced power plant	Movement	Self Destruct	Reduced Engine	2 Cargo bays	Normal Leap Drive	
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Movement	Self Destruct																
Reduced Engine	2 Cargo bays																
Normal Leap Drive																	

	Haqun class Patrol ship Dimensions: 652.8m x 754.8m x 208.1m Mass: 220.4 tons Slots: 24 Cost: 1.2 Hull: 25																				
	<p>Haqun class patrol ship are controlled entirely by members of one brood, and in many ways are the most smoothly run ships in the combine. Sent on long-term missions, they are designed to survive on their own.</p>																				
	<table> <tr> <td>Weapons</td><td>Detection</td></tr> <tr> <td>Mini Torpedo</td><td>Reduced Detect</td></tr> <tr> <td>Hull Laser</td><td>Targeting Computer</td></tr> <tr> <td>Shields</td><td>Anti-Missile Defense</td></tr> <tr> <td>Tuned Shields</td><td>Output</td></tr> <tr> <td>Shield Regenerator</td><td>Power plant</td></tr> <tr> <td>Movement</td><td>2 Cargo bays</td></tr> <tr> <td>Reduced Engine</td><td></td></tr> <tr> <td>Vibrational Leap Drive</td><td></td></tr> </table>	Weapons	Detection	Mini Torpedo	Reduced Detect	Hull Laser	Targeting Computer	Shields	Anti-Missile Defense	Tuned Shields	Output	Shield Regenerator	Power plant	Movement	2 Cargo bays	Reduced Engine		Vibrational Leap Drive			
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Shield Regenerator	Power plant																				
Movement	2 Cargo bays																				
Reduced Engine																					
Vibrational Leap Drive																					
	Nipok class Destroyer Dimensions: 686.2m x 757.8m x 256.4m Mass: 267.5 tons Slots: 28 Cost: 1.4 Hull: 35																				
	<p>Nipok class destroyers are the largest ships designed by the Ceptri combine before the leap drive was discovered. Because of their offensive power only triads of broods are allowed to run a ship.</p>																				
	<table> <tr> <td>Weapons</td><td>Detection</td></tr> <tr> <td>Normal Torpedo</td><td>Mini Detect</td></tr> <tr> <td>Long Range Missile</td><td>Analysis</td></tr> <tr> <td>Explosive</td><td>Anti-Missile Defense</td></tr> <tr> <td>Shields</td><td>Targeting Computer</td></tr> <tr> <td>Tuned Shield</td><td>Output</td></tr> <tr> <td>Movement</td><td>Multi-stage plant</td></tr> <tr> <td>Normal Engine</td><td>3 Cargo bays</td></tr> <tr> <td>Micro-leap drive</td><td></td></tr> <tr> <td>Vibrational Leap drive</td><td></td></tr> </table>	Weapons	Detection	Normal Torpedo	Mini Detect	Long Range Missile	Analysis	Explosive	Anti-Missile Defense	Shields	Targeting Computer	Tuned Shield	Output	Movement	Multi-stage plant	Normal Engine	3 Cargo bays	Micro-leap drive		Vibrational Leap drive	
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Vibrational Leap drive																					
	Brumak class Heavy Cruiser Dimensions: 1041.3m x 680.0m x 510.4m Mass: 297.0 tons Slots: 32 Cost: 1.6 Hull: 50																				
	<p>Brumak class heavy cruisers were the first ships designed specifically with leap drive technologies in mind. Much of the leap-field generating mesh is embedded into the hull, simplifying the design.</p>																				
	<table> <tr> <td>Weapons</td><td>Detection</td></tr> <tr> <td>Focused Torpedo</td><td>Enhanced Detect</td></tr> <tr> <td>Reloader</td><td>Energy Draining</td></tr> <tr> <td>Shields</td><td>Computer Virus</td></tr> <tr> <td>Normal Shield</td><td>Hardened Systems</td></tr> <tr> <td>Cloaking Device</td><td>Output</td></tr> <tr> <td>Movement</td><td>Multi-stage plant</td></tr> <tr> <td>Enhanced Engines</td><td>6 Cargo bays</td></tr> <tr> <td>Vibrational Drive</td><td></td></tr> </table>	Weapons	Detection	Focused Torpedo	Enhanced Detect	Reloader	Energy Draining	Shields	Computer Virus	Normal Shield	Hardened Systems	Cloaking Device	Output	Movement	Multi-stage plant	Enhanced Engines	6 Cargo bays	Vibrational Drive			
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Enhanced Engines	6 Cargo bays																				
Vibrational Drive																					

	<div> <div>Usula class</div> <div>Dreadnought</div> <div> <div>Dimensions: 1108.8m x 508.2m x 184.8m</div> <div>Mass: 331.6 tons</div> <div> <div>Slots: 36</div> <div>Cost: 1.8</div> <div>Hull: 65</div> </div> </div> </div>
	<div> <div>Usula class dreadnoughts are commanded by the upper echelon of the most powerful broods in the combine. Assignment to an Usula class ship is a lifetime post, and brood lines are forgotten once on board.</div> <div> <div> <div>Weapons</div> <div>Focused Torpedoes</div> <div>Range Extender</div> <div>Turret Mount</div> <div>Reloader</div> <div>Plasma Stream</div> <div>Fighters</div> <div>Shields</div> <div>Tuned Shield</div> <div>Movement</div> <div>Normal Engine</div> <div>Gravimetric Drive</div> </div> <div> <div>Detection</div> <div>Enhanced Detect</div> <div>Output</div> <div>Singularity plant</div> </div> </div> </div>
	<div> <div>Trade ship</div> <div>Dimensions: 785.5m x 187.9m x 187.9m</div> <div>Mass: 128.7 tons</div> <div> <div>Slots: 0</div> <div>Cost: 1000MT</div> <div>Hull: 5</div> </div> </div> <div>Ceptri trade ships have not changed much in the past forty years. By converting two of the cargo pods into a leap drive, trade ships that had been commissioned for dozens of years were able to cross the void.</div>

Ceptri troops

	Colonist Ceptri colonist are actually a brood still in pre-birth hibernation. The egg sack contains 128 Ceptri absorbing nutrition and personality traits from their progenitor brood.																					
	Driller Min W: 1 S: 1 M: 1 D: 1 Cost: 30 Size: 5 Arm: 15 Def: 2 Spd: 15 Dge: 10 Drillers are a modified mining vehicle used by the Ceptri when the rock is too dense to break themselves. Drillers can smoothly travel underneath the ground undetected and have a weak Mag pulse weapon. <table><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><tr><td>Mag pulse</td><td>4</td><td>0</td><td>200</td><td>55</td><td>1</td><td>--</td></tr><tr><td>Dig</td><td colspan="6">-- Unit becomes invisible --</td></tr></table>	<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>	Mag pulse	4	0	200	55	1	--	Dig	-- Unit becomes invisible --					
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	Exo Min W: 2 S: 2 M: 2 D: 1 Cost: 30 Size: 4 Arm: 20 Def: 1 Spd: 20 Dge: 10 Exo suits were designed primarily for mineral extraction in asteroid belts, but have recently been modified for combat. Each suit has an Ion beam and a Grenade launcher. <table><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><tr><td>Ion beam</td><td>4</td><td>0</td><td>250</td><td>70</td><td>1</td><td>--</td></tr><tr><td>Grenades</td><td>9</td><td>0</td><td>200</td><td>--</td><td>2</td><td>15</td></tr></table>	<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>	Ion beam	4	0	250	70	1	--	Grenades	9	0	200	--	2	15
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Ion beam	4	0	250	70	1	--																
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	UGV Min W: 2 S: 3 M: 3 D: 3 Cost: 40 Size: 5 Arm: 25 Def: 3 Spd: 20 Dge: 15 Unmanned Ground Vehicles(UGV's) are controlled from space by specially trained drivers. The UGV has a Laser for long distance combat and is capable of dropping mines. <table><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><tr><td>Laser</td><td>6</td><td>0</td><td>250</td><td>75</td><td>1</td><td>--</td></tr><tr><td>Mines</td><td>12</td><td>--</td><td>--</td><td>--</td><td>2</td><td>80</td></tr></table>	<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>	Laser	6	0	250	75	1	--	Mines	12	--	--	--	2	80
<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>																
Laser	6	0	250	75	1	--																
Mines	12	--	--	--	2	80																



Artillery

Min W: 4 **S:** 2 **M:** 2 **D:** 4

Cost: 60 **Size:** 6

Arm: 30 **Def:** 3 **Spd:** 20 **Dge:** 0

Artillery is a modified linear accelerator system that was originally used to off-load minerals from small moons. Capable of firing at extremely long range, artillery is a powerful weapon.

<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>
Plasma round	10	100	450	60	2	--
Charged slug	15	150	550	--	4	10



Portable shield

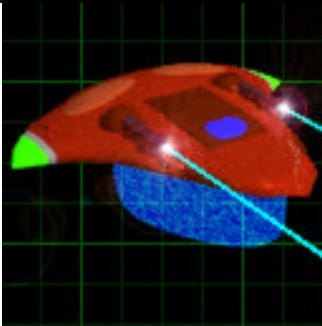
Min W: 1 **S:** 3 **M:** 1 **D:** 1

Cost: 40 **Size:** 6

Arm: 15 **Def:** 2 **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						



Hovertank

Min W: 4 **S:** 3 **M:** 4 **D:** 4

Cost: 80 **Size:** 7

Arm: 30 **Def:** 5 **Spd:** 35 **Dge:** 25

Hovertanks are the first Ceptri vehicle designed solely for combat. Fast and well armed, it's a formidable unit. They're equipped with a Positron beam and a Seismic charge capable of disabling opposing troops.

<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>
Positron beam	12	0	250	75	1	--
Seismic charge	2	0	0	--	4	30



Crawler

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



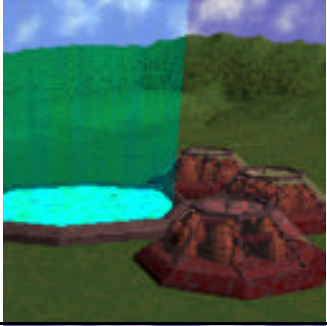

Cost: 100 **Size:** 10





Arm: 40 **Def:** 9 **Spd:** 30 **Dge:** 10

Crawlers were originally designed to carry heavy loads over the rough terrain of Ceptras. The cargo space was converted into a large fusion generator that powers a Positron beam and a missile system.

<u>Weapon</u>	<u>Dam</u>	<u>Min</u>	<u>Max</u>	<u>Hit</u>	<u>Time</u>	<u>Amm</u>
Positron beam	14	0	270	70	1	--
Missile	20	50	270	85	2	40

Ceptri structures

	<p>Asteroid Cannon</p> <p>The asteroid defense system was instrumental in centralizing Ceptri society. Before the Ceptri had the technology to build asteroid defense stations they lived in fear of the numerous asteroid impacts.</p> <p>Abilities: Shield x1 Orbital attack</p> <p>Cost: 800 Upkeep: 100 Defense: 400</p>
	<p>Brood Pool</p> <p>Broods are the basic social units of the Ceptri, composed of 128 siblings. A brood egg is formed by the union of seven Ceptri spawn (5cm long worms expelled by the Ceptri) that meet randomly in a pool.</p> <p>Abilities: +1 Reproduction</p> <p>Cost: 600 Upkeep: 100 Defense: 400</p>
	<p>Chemical pool</p> <p>Chemical pools are the chief manufacturing mechanism of Ceptri society. Although effective at separating and distilling materials for manufacturing, they create large amounts of pollution.</p> <p>Abilities: x2.5 Output Polution</p> <p>Cost: 1200 Upkeep: 100 Defense: 400</p>
	<p>Colony center</p> <p>A colony center is a collection of chambers containing broods that interact closely. Colony centers house double the normal population in a hex and also process the atmosphere.</p> <p>Abilities: x2 Pop +1 Atmos. Process</p> <p>Cost: 1500 Upkeep: 100 Defense: 400</p>

	<table><tr><td colspan="3">Landing field</td></tr><tr><td colspan="3">A landing pad is used in the construction and management of sub-orbital craft for ferrying supplies to star docks. The Ceptri don't care for the ground vibrations caused by the structure.</td></tr><tr><td>Abilities:</td><td>+1 Ship class</td><td>-1 Happiness</td></tr><tr><td>Cost: 1800</td><td>Upkeep: 100</td><td>Defense: 400</td></tr></table>	Landing field			A landing pad is used in the construction and management of sub-orbital craft for ferrying supplies to star docks. The Ceptri don't care for the ground vibrations caused by the structure.			Abilities:	+1 Ship class	-1 Happiness	Cost: 1800	Upkeep: 100	Defense: 400
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	<table><tr><td colspan="3">Transport center</td></tr><tr><td colspan="3">Transport centers facilitate the distribution of minerals through the world and off-world. The increase in trade, efficiency and the ability to trade with other worlds increase happiness.</td></tr><tr><td>Abilities:</td><td>Happiness x1.5 Output</td><td>Off-world trade</td></tr><tr><td>Cost: 1400</td><td>Upkeep: 100</td><td>Defense: 400</td></tr></table>	Transport center			Transport centers facilitate the distribution of minerals through the world and off-world. The increase in trade, efficiency and the ability to trade with other worlds increase happiness.			Abilities:	Happiness x1.5 Output	Off-world trade	Cost: 1400	Upkeep: 100	Defense: 400
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	<table><tr><td colspan="3">Tunnel complex</td></tr><tr><td colspan="3">Tunnel complexes are above ground nodes for vast underground networks of mines and habitation caves. Tunnel complexes greatly increase mineral abundance, happiness and population.</td></tr><tr><td>Abilities:</td><td>+1 Happiness x2 Pop</td><td>Mine</td></tr><tr><td>Cost: 1300</td><td>Upkeep: 100</td><td>Defense: 400</td></tr></table>	Tunnel complex			Tunnel complexes are above ground nodes for vast underground networks of mines and habitation caves. Tunnel complexes greatly increase mineral abundance, happiness and population.			Abilities:	+1 Happiness x2 Pop	Mine	Cost: 1300	Upkeep: 100	Defense: 400
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	<table><tr><td colspan="3">War college</td></tr><tr><td colspan="3">War colleges are where broods of Ceptri join war clans and learn to fight. The war clans are the only bonds a Ceptri will make that are stronger than the brood relationship.</td></tr><tr><td>Abilities:</td><td>Barracks</td><td></td></tr><tr><td>Cost: 1800</td><td>Upkeep: 100</td><td>Defense: 400</td></tr></table>	War college			War colleges are where broods of Ceptri join war clans and learn to fight. The war clans are the only bonds a Ceptri will make that are stronger than the brood relationship.			Abilities:	Barracks		Cost: 1800	Upkeep: 100	Defense: 400
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