

The Confederacy

Created by Sean Buelow

About

The confederacy is partly the outcome or years of diplomacy and part a reaction of its members to control the expansion of the UREF. Unlike the UREF, the COS does not force membership and are able to basically do as they please. The COS has a great deal of infighting and often can't come to a consensus, but they do agree that the UREF is getting a little to expansion happy. Before leading to a COS galactic war the players should get a taste (i.e. a few random missions in other campaigns that let them meet the COS races), the occuli for example have a great deal of interest with the verdant nebula. I recommend 3-4 teaser missions to give people a Gæwhat theGQGg moment, then let the real danger begin. The outcome of the galactic war can vary a great deal and will depend on the missions the players take and how they resolve those missions.

Members

- **Synth** - They are humans. To be more precise, they are a race of human clones. They are ruled by a super computer who they obey unquestioningly.
- **Arachne** - n a race of arachnids. They are a female dominated society. The females are humanoid sized and the males are about the size of a dinner plate. Overall the males are treated fairly poorly. They have no apparent rights they exist to serve the females, including as a snack. Any ship that docks with an Arachne vessel will pick up a load of males escaping.
- **Xeon** - Mutant humanoid radioactive toxic zombies, nuff said.
- **Occuli** - A species of very intelligent psi masters. Their minds are mighty but their bodies are failing them.
- **Flare Crawlers** - a race of large space warping dragon-like creatures. Mighty beasts that travel the void of space and feed off stars.
- **Hizzar** - The techno savages. They are probably one of the most advanced races in the galaxy, not that anyone could tell.
- **Hortifex** - A race of large carnivorous trees. They look down on non-plant races, and see themselves as the leaders of the COS.

Technology

By and large the COS members share their technology with one another. This means there are some module configurations as well as equipment available to the COS that are not available to the players. A few things are useful only to a given species and don't appear with the other races. Several species withhold certain technological advantages they developed from other members, other devices simply can't be used by other races.

Rules

- [Modules](#) and modifications unique to members of the Confederacy
- [Races](#) unique to members of the Confederacy
- [Psi Powers](#)

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