

Confederacy Races

The Synth

[Base HP: 4, Target: 8, Hands: 2, Move: 3] **Engineered for a job:** The difficulty to perform a task using their professional skill is at -1 diff. Synth tend to be 1 dimensional and will have to justify how a new special ability relates to their specific career. No synth under the rank of captain may take jack of all trades. The synth are genetically human and appear as an amalgam of all Earth races (Time magazine did an article where they made an amalgam of GæallGg people of earth, they had light brown hair, light brown skin, and light brown eyes, this is what the synth look like). All male Synth look like each other and all the females look the same. The Synth are not aware of their origins and aren't worried about it because the mainframe tells them not to be concerned. The mainframe is the absolute ruler of the synth and they don't complain. The mainframe looks out for its children and makes sure they are taken care ofGQGQ?



- **Starship bonus:** Synth ships are fast. They may perform a free accelerate action per turn.
- **Fighter bonus:** +1 on piloting skill checks

Arachne

[Base HP: 3, Target:8, Hands: 4, Move: 3] **Giant spider:** Arachne can spray webs as an action treat it like a stunner for all purposes, their exoskeleton reduces damage by 1. Arachne females are arachnid like humanoids that stand a little shorter than humans. The males are about the size of a dinner plate (all crew are females). They get around on 4 legs and have 4 manipulative limbs. The males are intelligent as the females but are uneducated and exist only to mate and please the females, this includes as a snack. Contact with the Arachne, usually results in male stow-aways.



- **Starship Bonus:** Venom Cannons - Target ship's shields are considered 1 level lower than their current level.
- **Fighter bonus:** Arachne do not pilot or make fighters. If a fighter module is present it will always have a flare crawler in it.

Xeon

[Base HP: 1, Target #:9, Hands: 2, Move 5] **Semi-incorporeal** - When a Xeon take damage roll a d6, on a roll of 1 they ignore all damage.

Mutation - At the beginning of a round choose one: +2 to target #, +1 hand, double current hp, or incorporeal on a roll of 1 or 2. Due to their strange physiology, Xeon are -1 on all skill checks. Xeon look like a shambling human corpse with a faint bluish glow. Parts of their body seem to Gæphase outGg at random.



- **Starship Bonus:** With all the energies and radiation Xeon ships are difficult to lock on to, Xeon ships are considered +3 to speed when determining a missile hit and they are considered +3 to distance for targeting locks
- **Fighter Bonus:** Eldritch energy - When rolling to damage a target roll 2 dice and keep the higher roll.

Occuli

[Base Hit points: 4, Target #: 6, Hands 1*, Move 2*] **Psychic** - All occuli must have 1 point in psi and may start as a psion professional. The start with an additional special ability (psychic) and they must have telekinesis as their first psi power. Occuli get a bonus when they peek around a corner, the target goes up by 4. They may wear armor. Occuli are the masters of the mind. Occuli appear as giant floating heads with a small humanoid body hanging limply beneath it. Their base carry is ATHx5, and are -1 on all actions. Their base stats are effected by psychic abilities only available to an occulus (see new psychic abilities below). The head has one large central eye located in the center of the face then there are 5 eyestalks arranged around the crown. Occuli are very proud of their hair and will spend a great deal of their free time grooming. The body of an occulus just serves to keep the head alive, the arms and legs can not bear and significant weight use weapons etc.



- **Starship bonus:** May use power from any system to power tractor beam.
- **Fighter bonus:** Shields - Occulus fighters ignore the first hit scored on them in a round of combat.

Flare Crawlers

[These are ship sized creatures] Flare crawlers or Space Dragons are space dwelling creatures whose food source are stars themselves. A flare crawler will soar through the corona of a star and accumulate the energy it requires to survive. A typical flare crawler functions as a ship of varying size. Special rules govern their combat abilities etc. The color of a crawler depends on the color of the star that they feed off of, this differentiate them into flights. Flare Crawlers look like a combination of a mythical dragon and a butterfly. They are 4 legged kinda metallic reptilians with 2 large butterfly like wings. They have a metallic sheen and are the color of the star they were raised near. They have no mouth but have thick tentacle like whiskers on their head. 6 large jewel like eyes round out their face.



=	size	=	color/type	=	Speed	=	Hits	=	shield	=	guns	=	breath	=	ram"	=	cargo	=	Skill
	missile		white hatchling		13		7		1		1		0		1		0		1
	Fighter		hatchling		11		14		1		1		0		1		0		1
	Fighter		white		12		15		2		2		1		2		1		2
	1		white		12		22		3		3		2		2		1		4
	1		green		11		24		2		3		4		2		1		2
	1		yellow		10		22		1		3		3		2		1		2
	1		red		9		26		1		2		2		2		1		2
	2		green		10		30		3		3		5		3		2		3
	2		yellow		8		28		2		4		4		3		2		3
	2		red		8		32		2		3		3		3		2		3
	3		green		9		36		4		4		6		4		3		4
	3		yellow		7		34		3		5		4		4		2		3
	3		red		7		38		3		4		4		4		3		3
	4		yellow		7		40		3		6		5		5		3		4
	4		red		6		44		3		5		5		5		4		3
	5		red		6		50		4		5		6		6		4		4

special rules

Flare Crawlers are ships and characters. They Fly through the void of space and feed off stars. This necessitates some special rules. Flare Crawlers do have technology but mainly have what they need to defend themselves. Flare Crawlers are ship sized creatures. Their Sizes is dependent on their age and color. Their color is determined by the color of the star that they feed off of. Flare crawlers are considered to be equipped with a science bay and a hyperdrive and may perform actions as those modules. Flare crawlers have a generic skill that is a catch all for all functions (attacks, programming the hyperdrive, etc). Is the Flare Crawler is Psychics use the generic skill for PSI also. The following chart shows the average stats of a flare crawler based on its age and spectrum. White Crawler hatchlings are missile sized, White Crawlers are all considered fighter size as are non-white hatchlings. Crawlers do not use power to use their abilities they are all free. All Crawlers move like fighter are have no facing (see chart for their speed). Speed indicated their movement, see the movement chart to see how may spaces a crawler can move in a given phase. They do not have to

use all their movement but once forfeited its lost. Hits are the amount of damage a crawler can take before it dies, a Crawler (regardless of size) is considered one module. So if it were hit with a 3d blast you would take the actual die roll of the highest roll and the others would be excess (i.e. one point of damage). If a crawler has shields they are always considered on. Guns is the number of 1d6 shots a crawler may take in a given round, follow regular firing rules as a blast cannon. A crawler may use its breath once per round. Treat the attack as a standard blast cannon at the listed level, but if any modules are damaged with an odd numbered roll it catches fire. Ram is an indicator of the physical damage s crawler can inflict on a vessel with its claws, it is not an actual ram. If a crawler is in the same space as a ship they can declare a ram (this can be done every other phase). While a crawler is ramming it has los to all the enemies weapons. The ram number is the effective speed and size used to attack (if a crawler actually rammed a ship it would hurt itself badly. The occ of the target vessel effects the attacking crawler. If a white crawler hatchling GæramsGg and hits a module it penetrates (it can partially get in) the hull it gets to automatically ram that module every phase until it's broken. Cargo refers to the number of Flare crawler equipment that the creature can equip/ have. Finally flare crawlers are sometimes psychic, use their generic skill for psi. For each level they get one flare crawler psi ability.

Hizzar

[Base HP: 4, Target #: 7, Hands: 2, Move:3] **Poison spit** - A Hizzar may make a ranged attack of their poison saliva athletics v target# they get 2 stun markers if they fail an athletics roll. These Human sized serpent/frog men are highly technical and a very old civilization. They appear very tribal with woven grass clothing, animal hide masks, all kinds of stuff, but they also are master technicians. They are a strange amalgam of a frog and a snake. Picture a serpent body with the hind legs of a frog, the front arms are short with suckers on the fingers and the face is mostly like a serpent but with a wide froglike mouth.



- **Starship bonus:** Hull Regeneration - Hizzar ships are constructed from a metal with biological components. At the start of every round d6 damage is repaired to the hull automatically.
- **Fighter bonus:** Remote fighters - Hizzar may remotely pilot fighters from a helm or fighter bay battlestation, skill checks are at the standard -3. However any fighter related skills the pilot has may be executed/ applied remotely.

Hortifex

[Base HP: 6, Target #: 5, Hands: inf, Move:3] Hortifex have 2 large arms in addition to many smaller branches that can manipulate items. They may use 1 heavy weapon without bracing. May wear armor.

Living life support - Hortifex are plants, as such they breath co2 and exhale o2, so they count as life support for an o2 breather OR vice versa. This means one life support unit could support 4 Hortifex then the Hortifex in turn support 4 o2 breathers. These giant carnivorous tree-men walk on 4 legs with many manipulative limbs sprouting from their frame.



- **Starship Bonus:** Reflective shields - When a Hortifex vessel's shields are at 3 or higher 1d6 of energy damage is reflected back at the attacker. This is considered an automatic hit against attacking fighters and ships, missiles and mines just have their effective damage reduced by one d6. This is for energy damage, standard mines / missiles are unaffected.
- **Fighter Bonus:** Astro-bot - All Hortifex fighters are equipped with a built in bot to assist in the control of the fighter. Once per round, the pilot is allowed to reroll any one fighter system skill check. In an advance fighter it can fire the turret at a skill of 2.

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