



HOMEWORLD MOBILE

HISTORICAL AND TECHNICAL MANUAL



**STRATOSPHERE
GAMES**



gearbox
publishing



FOREWORD

In the late 2000s I couldn't have imagined the opportunity I would get to helm the story for an official Homeworld project. It's a dream come true, and also quite literally the most important job I've had in my career. From getting recruited by fellow Relicnews Homeworld luminary Talros (Daniel Graffenberger, art director at Stratosphere games), to the waning days post Homeworld 3 and Into Homeworld Mobile's shutdown, I gave it all that I could.

What I crafted for Nimbus was the base on which many stories could have been told. This wasn't a story of a singular journey, players would be among these different civilizations for a while. For them I built a universe fitting for their stay and filled it with plot hooks to lead to more adventures should anyone want them.

More than a year after Homeworld Mobile's closure, I wanted to leave the community with a comprehensive lore document of what Homeworld Mobile was and could have been. I also wanted to honor the creative efforts of myself, Daniel, and the rest of Stratosphere Games' team that made Nimbus come to life. Though Homeworld Mobile is long gone, I hope this record helps preserve the memory and the possibility of our corner of the Homeworld universe.

Enjoy!

Mike Ptak
"Norsehound"



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THE NIMBUS UNIVERSE

LOCAL VIEW

9640 GSY





Members of the Daiamid reading this report, greetings. I am Joanna Naabal, presently commander of the Hiigaran Seventh fleet and last commanding officer of the Ararat expedition to the Nimbus galaxy.

The Daiamid has authorized a portion of my final report on Nimbus to be released, so that the story of what occurred there is not lost in the evolving situation of the present.

What you are about to read is part of our journey there, and the pivotal events which reshaped the Nimbus galaxy and broadened our understanding of what the Progenitors left behind. Now that the growing anomaly has cut access to Nimbus, it was deemed imperative to release this report. Perhaps after the anomaly is overcome and gate travel is restored, we can resume our contact with the Nimbus galaxy and continue to expand our exploration of the former Progenitor civilization.

I hope in time a full version of my report can be released so the journey of the Ararat expedition, and the stories of the men and women who served and died so that we could return home, can be told in full. Until then I hope this account can do justice to all of those who put effort into our endeavor, and gave us a chance for life where there would have otherwise been none.

Thank you for your attention.

Joanna Naabal
Adm, Seventh fleet
9663 GSY

PART 1:

SITUATION BRIEF



HIIGARA POSTWAR

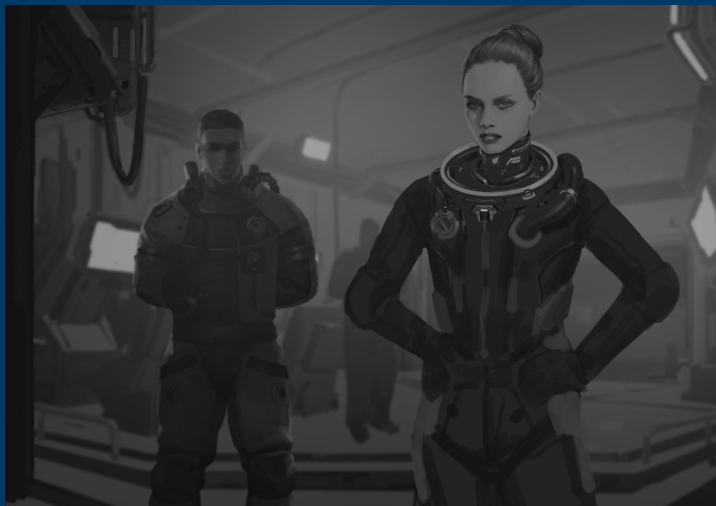
From the innermost sanctum of the Great Ship Sajuuk, as the hyperspace gates were unsealed, Karan S'jet declared the dawn of the Age of S'jet. The mantle of the Progenitors was passed to the Hiigarans, and a new time of science and wisdom had begun. Old conflicts had ended and a new peace descended upon the galaxy at last.

It was a peace, some said, maintained at the end of Hiigaran military supremacy.

Though little is known about the extent and capabilities of the ancient Progenitor Empire, unfettered access to their works granted an unparalleled advantage in military and economic power. The Hiigarans could move massive fleets across the galaxy almost instantaneously, as well as confer this advantage to favored trade nations when moving civilian cargo. To access this power, all of the remaining galactic nations had to submit. Many of the former Galactic powers, exhausted militarily and economically from the war with the Vaygr, could not hope to challenge the Hiigarans. The Age of S'jet was imposed upon the galaxy- willing or not.

In that time, much like the Taiidan had before them, the Hiigarans began establishing military bases across the galaxy to support their star navy. In place of the Galactic Council policing the trade routes, the Hiigarans assumed this burden, and in this way helped stabilize the galaxy once more.

This spread also assisted their efforts to map, study, and recover lost Progenitor technology revealed by access to the Eye of Arraan. For the first time, scholars had direct access to Progenitor data-banks to learn more about the ancient people who colonized the galaxy. Everything had changed.



THE KIITHLESS

Nine billion people resided on the Taiidan crown world of Hiigara when invaders arrived, defeated the Emperor, and demanded rule of the planet be turned over to them. Four thousand years of peace and building was overturned in a matter of hours. The people of Hiigara barely had time to process the death of their ruler when the Galactic Council demanded the citizens of Hiigara and the Taiidan Empire to capitulate to these aliens from the edge of the galaxy. The only legitimacy these aliens had to their claim was an ambiguous prophecy and an ancient rock carved from the garrison moon.

In spite of global protest from every Hiigaran citizen, control would be transferred and space made for the six hundred thousand foreigners. Every citizen on Hiigara had a choice: leave Hiigara or live under rule of these Kiith-clans from another world. There would be no appeal on this decision, and almost every member of the Galactic Council supported the mandate. With the Taiidan military fractured over the recent civil war, the Hiigaran people could not resist the imposition.

Many wealthy citizens and those well-connected with the previous regime, of course, left immediately. But swaths of serfs, servants, commoners, and slaves were left behind with no means or ability to evade rule by the Exiles. In spite of promises from the Galactic Council to provide relocation assistance, what little that was offered was hardly enough. Many Hiigaran citizens were left behind and forced to adopt to the way of the invading Kiith-Clans. This vast population of Hiigara, not bound or connected to any ancestry of Kharak was given a name by the invaders: The Kiithless.

From the beginning the Kharakid refugees cautiously assumed the remaining population was hostile to their presence. Many of them were Taiidan that had lived on the world since its conquest four thousand years prior. And helping



nothing were the violent militias which launched a fierce but futile terrorist campaign against the exiles to oust them from the planet. Out of fear and the need for self-defense, the new Daiamid created laws to handle the interactions between the Kiithless and their new rulers. These rules reinforced the animosity between the Kiith and the Kiithless on Hiigara. Efforts to bridge the gap were always frustrated over the matter of legitimacy- who were the rightful owners of the planet? Was it those who originated on the world, cast out thousands of years prior? Or was it those whose blood and sweat were given to Hiigara in recent memory?

Much of the Kiithless' leadership was born out of minor nobles and officials from the old Taiidan Empire who refused to accept rule by the Kiith. Under their belief they could not submit to the Kiith, and like their Imperial remnant siblings in space the former Imperials on Hiigara would wage a war on all fronts to overcome the exiles.

The the two sides came together under the threat of invasion from the Vaygr almost a hundred years after the change of leadership. Many Hiigarans, regardless of their background, joined the star forces in defense of their home and all the Hiigarans had built. Though many heroes had Kiithid names, many unsung heroes did not, and it was to the frustration of these Kiithless that they continued to be denied acknowledgment as great as their Kiithid neighbors.

Even after a hundred years of emigration and growth, the Kiithless still outnumbered the Kiithid on Hiigara. As the Age of S'jet began some Kiithless protested system of protected residency within the major Kiith and assembled a political base of their own. Creating a new political party, they demanded representation in the Daiamid on the merit that their political capital was just as powerful as any Kiith.

After several political maneuvers and a handful of labor strikes, it was decided to bow to their demands and allow the Kiithless representation on the Daiamid. Endorsement from Karan S'jet herself made the issue impossible to ignore. It was an advantage the Kiithless seized upon and took as far as they could, their numbers and capital were such that they seized power from the Kiithid in 9638 GSY. Swift legislation soon followed to put restrictions on the Kiith-Clans and restrict their access to Hiigaran infrastructure. The unchecked power enjoyed by the Daiamid for over generations was now turned against them. It began what was called "the second Exodus", forcing the Kiithid to send their own fleets into space in search of some political clout to overturn Kiithless rule while political battles were waged in Hiigara's courtrooms.

In that time the Kiithless took control of the military and special forces projects. With the boon of Progenitor technology now in their grasp, the Kiithless have turned their ambitions to more selfish and destructive ends. They design to suppress the Kiithid Hiigarans once and for all, and from there, begin bending the universe to their rule as they enjoyed under the Taiidan Empire as the "true Hiigarans."

Kiithless rule of the Daiamid would come to an end in 9643 GSY, following the return of the Ararat expedition through the Eye of Aarran. They came with exclusive trade and alliance deals with several Nimbus powers, as well as



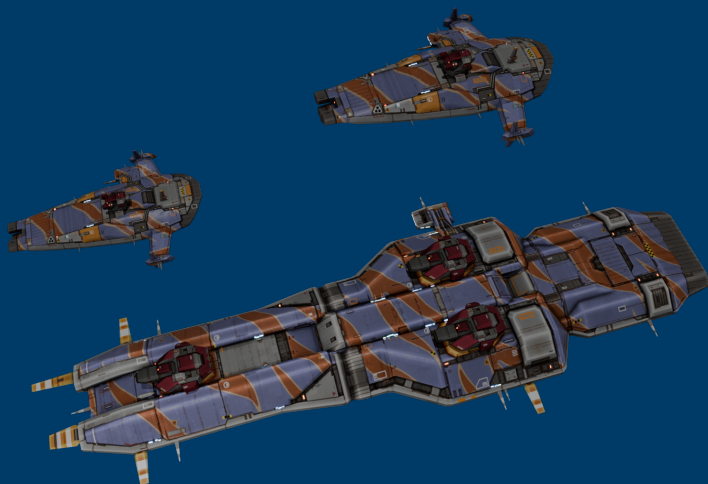
evidence of Kiithless conduct outside the home galaxy. Political sway began to shift as the Kiith brought new capabilities and trade to Hiigara.

Pressure against Kiithless leadership was also joined by the Kiithless citizenry itself. While many had supported the movement for greater self-determination within Hiigara's government, very few joined the leadership's ambitions for galactic conquest. Faced with blow-back from without and within, the Kiithless leadership folded less than two decades after seizing control.

Since then, the Kiithless have gradually assimilated into the Kiithid system, helping to change it from an outdated system of hereditary rule into an elected meritocracy.

Within half a century of the Kiithless' collapse it was hard to distinguish Kharakid or Taiidan Hiigarans from one another. Though Kiithless rule became a footnote in Hiigaran history, the threads of the social movement continued to be felt across Hiigaran society beneath the level of official government, with many Kiith and clans responding to it in different ways. By 9681 GSY, the last official legal distinctions between Kiith and Kiithless were removed from the Hiigaran legal system.





KIITH DAAHAL

The cataclysm on Kharak virtually destroyed the Kushan civilization, all the way down to the individual Kiithid. Though many managed to retain their numbers and cohesion during the exodus, a great many minor Kiith found their numbers fewer than a hundred when they arrived on Hiigara.

Many of these dispossessed members simply joined their numbers to one of the larger Kiithid, particularly Kiith Naabal and Kiith Somtaaw as the latter fought against these merges. However, two other Kiith-clans were formed during this chaotic time from members who wished to avoid joining with the larger clans: Kiith Daahal, and Kiith Taased.

Kiith Daahal was remarkable for being the center of a counter-culture movement known as “bright days”. Pushing to break with old traditions and establish something new, Kiith Daahal was the source of much civil unrest in the early days on Hiigara. Championing such causes as indigenous citizens rights’ and fairness to the Taiidan civilians left behind on Hiigara (both of which would help build the Kiithless political bloc in the years to come). Daahal drew much ire from the larger Kiithid, who did not take kindly to a force exasperating tensions between the Kiith and the Taiidan Hiigarans. Daahal was suppressed, regarded as a troublesome Kiith at best and seditious traitors at worst. The only reason more drastic action was not considered in response to Kiith Daahal was though Karan’s intervention, in an attempt to maintain unity between the Kiithid.

Daahal’s reputation for civil unrest continued over the century following the Hiigaran’s return. Their intensity waxed and waned over the years, and the position of the Kiithid fluctuated with varying social issues.

As with many Kiith during the war with the Vaygr, they gathered and armed themselves to participate in the defense of Hiigara. Daahal aligned ships



were focused on convoy protection, base defense, and patrol around Hiigara. Many of these ships were accused of vigilante actions against other Kiithid during the war as well, though the situation was desperate enough in the Hiigaran defense zone that these accusations were overlooked.

After the war Kiith Daahal maintained their space forces, taking advantage of wartime laws that allowed the Kiithid to retain their standing wartime assets. Daahal used their space fleets on humanitarian missions. They also lent their forces to the Kiithless as couriers, transports, and protection- allowing the Kiithless to rise and establish their own space forces. Once the Kiithless gained power, Kiith Daahal was cast aside and subjected to the same restrictions now being levied against the other old families.

In the "second exodus" from Hiigara in 9640 GSY, a few Kiith would never return, and Kiith Daahal was one of these expats to leave Hiigara entirely. As they didn't have the resources to oppose the Kiithless' new legislation targeting the Kiith they were one of the first to abandon the homeworld completely. This was easy to accomplish as their numbers were very few when they departed.

The Kiith disappeared around 9632 GSY. The last of their ships were observed near the Bolac sea. Hiigaran intelligence believes they disappeared through a gate, though their ultimate destination was unknown.

In reality, the Kiith turned to underworld contacts to locate a functioning hyperspace gate. They passed through Duzumi gate around 9629 GSY, ambushing a S'jet expedition that was exploring the gate at the time, and used their testing equipment to pass through the gate. They arrived at Wiracoda decades before the other Hiigarans did, pushing forward on an expedition into the new galaxy.

The reasons for this exodus are not clear. It was known only to the Kiith-sa and the immediate family. Unfortunately, they perished in an early battle against the Cangacian pirates. Leaderless, Kiith Daahal tried to hang on in the new universe, but without any settlements or supplies to establish more permanent residences, they have devolved into being pirates.

Unlike the Cangacian pirates, the Daahal will prey upon Hiigaran fleets that are lost in Nimbus, desperate to capture supplies of parts to maintain their aging space fleet. The Daahal are only now starting to consolidate their numbers and try to get organized once again.

Unfortunately for them, three individuals are claiming legitimacy to the -sa position, and none are willing to compromise. Kiith Daahal was thought to be extinct by 9644 GSY, as that was the last time settlements in Medea, or any of the surrounding powers, reported spotting vessels in Daahal colors.



GATE EXPLORATION

The Eye of Arran was opened some months after Makaan's defeat in 9626 GSY. Since then the Hiigarans have gained access to one of the largest active Progenitor facilities without being attacked by the keepers that guard them. With Karan providing access to Sajuuk as well, the Hiigarans began making concrete discoveries about the Progenitors and understanding how their ancient devices worked.

The Hiigarans grasped the use of inter-galactic gateways fairly quickly, though even as far as 9637 GSY travel outside the galaxy was heavily restricted to the Hiigaran military. Pushes to open the gate network to civilian traffic happened twice in this period, once in 9629 GSY and then in 9633 GSY. In both times, Civilians weren't allowed to use known galactic exit gates, with the Hiigaran Military claiming Security concerns necessitated their closure. Karan personally vetoed the first effort, but abstained from the second. Anomalous behavior of the gates in 9635 GSY also made the Daiamid cautious about granting gate access.

Gate restriction for safety reasons is not entirely unwarranted. Even with command of the Eye of Arran, Gate travel is still significantly risky. There are many unknowns and dangers associated with using Progenitor technology.

However, since the opening of the gates, whispers and rumors of vast treasures and untold power keep luring explorers and adventurers into the network. Progenitor science has done wonders for the Hiigarans. Many believe that, should they encounter untouched Progenitor devices first, they could seize similar power and hold an advantage free from Hiigaran influence. This reason, more than other, continues to draw the attention of interstellar governments through the gates in the form of unsanctioned exploration efforts. For the many living in the galaxy, delving the gates promises something not known in the galaxy for millennia: totally unknown space, known not even on the Bentusi's ancient maps.

GALACTIC NETWORK (GSY 9626-9630)

Exploration through the hyperspace gates to other destinations happened



almost immediately after the Eye of Aarran was opened. Many of these were at first concerned with mapping the gate connection paths within the galaxy to survey the network. The Hiigarans were able to quickly ascertain how much of it remained intact within the galaxy itself. Though a few expeditions were lost in one-way gate trips, some were able to leave the galaxy on similar one-way ventures. Even fewer were successful, frustrating efforts to understand how vast the network really was.

The Hiigaran carrier *Abiigado* was the first to arrive in *Nimbus*, where it was destroyed by Progenitor Keepers. The only survivors were two assault frigates that were quickly captured by the Cangacian pirates.

The carrier *Tiirshak*, as part of Operation Sillimun was another, which was exploring a derelict known as the *Lost Sea* for two months before it vanished. Its fate wouldn't be known for a century when its transmitted logs were recovered at *Basaalo Gate*.

Unsanctioned exploration efforts by other powers were attempted, but none of them had the authorization codes the Hiigarans possessed thanks to *Sajuuk*. Very, very few of these other expeditions survived. The only one known is a *Taiidan* expedition through *Lalarrada Gate*, its fate and destination remain unknown.

INTER-GALACTIC NETWORK

Once the Hiigarans were able to map the stable parts of the interior galactic network, effort was turned to mapping the exterior network. *Karan* headed several of these missions personally, visiting two galaxies with *Sajuuk* before returning to the home galaxy (*Nimbus* was not one of these). *Hiigara* organized follow-up expeditions with their fleets to follow in her footsteps.

From 9630 GSY onward the Hiigarans have been mounting more expeditions through the gates to extra-galactic destinations. Many of these were at first single ships and few of them returned. Those few ships reported that the gates are also protected by Progenitor Keepers who attack any non-progenitor craft. By then it was decided to restrict *Sajuuk's* movements to a few key systems for *Karan's* safety and the safety of the vessel. The *Daiamid* refused to allow *Sajuuk's* use for extra-galactic exploration after that point.

The Hiigarans began equipping their ships with better resources and more capable combat craft before sending them through the gates, but the success rate was still about the same. Not even the *Lazarus Expedition*, launched with high hopes and expectations, returned to *Hiigara*. Where *Karan* had success and the Hiigaran fleet did not spurred the creation of the Progenitor Communicator.

MODERN

Only two Hiigaran colonies operate in other galaxies other than *Nimbus* which remain in contact with *Hiigara*. These are small due to the risks involved in being there and conducting transit between the galaxies. One is a research outpost in the **Eros galaxy**, the other is a growing settlement, *Vinland*, in the

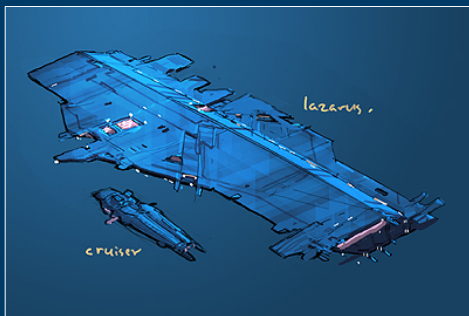


Aurora galaxy. These colonies were being established as the Kiithless were seizing power, so information on these extra-galactic Hiigaran settlements is classified and few are authorized to visit them.

Interest in following the gates to other galaxies is still fairly high in spite of the failure rate. In addition to the obvious opening of avenues, exploring Progenitor ruins, and establishing trade routes, there are persistent myths of a great Progenitor Treasure lying somewhere through the gate network. Visions of riches and secrets lurking just through the passage continue to draw Hiigaran expeditions and adventures through the gates in search of it.

Most significantly, the Kiithless Hiigarans have created and sent their own expeditions with the explicit mandate to locate usable Progenitor technologies in order to upgrade Hiigara's military potential. The Kiithless ultimately have designs on galactic subjugation now that they control the mantle of the Progenitors- feeling they are in a position to seize this power and use it to dominate like the Hiigarans of ancient times.

THE LAZARUS EXPEDITION



Launched 9631 GSY under the order of the Daiamid, this was the largest military expedition since the war with the Vaygr. A new mothership, Lazarus, was constructed for this mission and it was staffed with leading experts in their fields. It was compared it to Karan's two legendary Mothership fleets of the past in size and effort to assemble. In order to maximize security, the expedition was not widely publicized.

Lazarus itself was a prototype for a completely new generation of Motherships not based on the original Kushan design. Two other vessels of this class would be constructed before the Hiigarans turned to other designs of similar scale. Lazarus herself is declared lost after the expedition to Nimbus vanished.

Officially, Lazarus disappeared shortly after passing through Astarte Gate. The last messages Hiigara received signaled that Lazarus had explored the area around their destination gate, Omilas, and were proceeding into the galaxy in search of nearby Progenitor Ruins.

Later records recovered by the Ararat expedition learned Lazarus had moved



on and began exploring the local area. Within a suitable star system, the Lazarus mothership constructed Lazarus Base, which was to be a headquarters and supply base for future expeditions.

After Lazarus Base was established the Lazarus fleet moved on, their intended course was towards the center of the galaxy. They never encountered the borders of the Tanoch Empire, disappearing somewhere around the border of Tanoch space. The last orders from Admiral Sirocco Mana'an, commanding officer of the Lazarus expedition, was that he was going to find if Nimbus had a gate network core similar to the Eye of Arran. The Lazarus mothership was never seen again, and no evidence of the expedition was ever found as far out as 9690 GSY.

THE ARARAT EXPEDITION

Though the failure rate of gate expeditions remained high, political factors and desperation of the Kiith-clans kept the pressure high to continue. The Kiithless, through nominal control of the military and its place by policing trade, was forming a stranglehold on galactic trade. The best and easiest way forward would be to find some benefit through the gate network to regroup and mount pressure against the Kiithless. What this power looked like, many did not know, underscoring the desperation of the Kiithid at this time.

Task Force Ararat was the latest attempt by Kiiths Naabal, Mana'an, Soban, and S'jet to establish safe exploration beyond the gates. Additionally the mission would test The newest technological aid available to the Hiigarans: the **Progenitor Communicator**. With it, the expedition could command Progenitor devices as easily as Sajuuk had during the latter half of the Vaygr War. The mission had several other objectives known only to the top-tier command staff.

First, it was known that Makaan had interacted with the hyperspace gates shortly before the Second Homeworld War. Task Force Ararat was charged with ascertaining if the Vaygr had beaten them in travel beyond the gates.

Second, the expedition was to establish a stable colony outside of reach from the Daiamid's scrutiny. The Kiithless had turned to third party intelligence agencies to destabilize Kiith-led efforts of organization, thus forcing the Kiith to find a location out of reach from the Kiithless to organize.

The expedition was launched in 9641 GSY, through Duzumi gate, but not without difficulty. Of the five flagships assigned to the expedition, one was delayed (**Haarsuk**), and the other was a substitution from the fleet reserve (the **Acropolis**). The expedition launched under the flag of Admiral Enoch aboard the Battlecruiser **Riif-sa**, with Vice admiral Vashti Soban on the **Khar-Kalaad** as executive. The third ship would carry the Progenitor Communicator.

The expedition emerged in Nimbus at Wiracoda gate but met with disaster almost immediately. The only scattered survivors of the fleet were Vashti aboard the crippled Khar-Kalaad, and the expedition ship carrying the communicator. This last flagship, a Venture class Expedition ship, would go on to continue the Expedition's mission and mandate.



After almost three years, the Ararat expedition successfully secured the Nimbus gate network at Ya'axche and successfully returned to Hiigara. The expedition returned new trade deals and exclusive access control to the Nimbus Galaxy. With it, along with evidence of the Kiithless' conduct in Nimbus, beginning the end of unchecked Kiithless rule in the Daiamid. The Ararat expedition is widely held as one of the most successful gate adventures of the period, helping to reinforce the Hiigaran colony in Medea and strengthen the Hiigarans' presence there.

THE PROGENITOR COMMUNICATOR

This is a prototype device recently developed for fleet use, spurred into creation after the loss of several expeditions exploring Progenitor ruins. Its purpose was to interface directly with Progenitor equipment as if it were a Progenitor source, similar to the way Sajuuk communicated with the Eye of Arran.

Gideon S'jet was one of the key developers of the Progenitor Communicator system, himself mentoring under Karan S'jet as a specialist in Progenitor devices. Before it could be finished, Gideon went missing on the Caraal expedition. He had intended to return and refine his creation and it was completed in his absence.

The latest prototype of this device was installed in the Venture-Class flagship attached to the Ararat expedition. It allows the crew to interface directly with Progenitor equipment with a special authorization code. Because Nimbus' computer networks were altered in the centuries after the fall of the Progenitors, it doesn't work as intended, but it does permit access to certain Progenitor systems. The device was essential in assisting the Hiigarans with understanding and working on Progenitor devices they encountered.

The device was ultimately essential in restoring control functions of Ya'Axche, the World Tree and gate hub of Nimbus, to operative function.



PART 2:

CHARACTER PROFILES

JOANNA NAABAL

Fleet Adjutant, Task Force Ararat

Age: 31

Parents: Ahab and Marissa Naabal

Siblings: Jacob (age 41), and Tholan (Age 38).

Joanna Naabal is the only daughter of the formidable Ahab Naabal, Fleet Admiral of Core Sector Hiigaran Fleet Command. She was 16 years old when the Vaygr came to Hiigara and attacked it at the climax of the Second Homeworld War. Joanna then feared that a Vaygr warhead would land on their house and kill them, spurring her to join the Hiigaran military at a young age so that she would never experience that powerlessness again.

She became a dedicated and dutiful officer, shirking any and all attempts at nepotism on behalf of others trying to buy favors with her father. She also dodged attempts by her family to protect her from dangerous assignments. Joanna served on two consecutive frigate commands and needed to change postings to avoid her father's influence. Many that have worked with her comment on her professionalism and problem-solving tendencies when under pressure. She volunteered for the posting to Task Force Ararat, saying that she was seeking adventure and some distance from core command.

She is just as poised personally as she is professionally, choosing to engage in literature and high-brow multimedia on her off-duty hours. She keeps a fit physical training regimen and works hard to retain her firearm and space action certifications. Though collaborative in her leadership style, the weight of command has put a distance between her and her peers, giving her few close friends.



She was posted to the Ararat expedition on the approval of Enoch S'jet, a rival of her father. Joanna would serve with distinction as adjutant aboard the remaining flagship before taking command herself after [REDACTED] was critically injured.

After bringing the Ararat expedition home with two years of navigating the Nimbus Galaxy, she was promoted to the admiralty. She now serves as flag officer in charge of the Seventh Fleet.

ENOCH S'JET

Fleet Admiral, Task Force Ararat

Age: 48

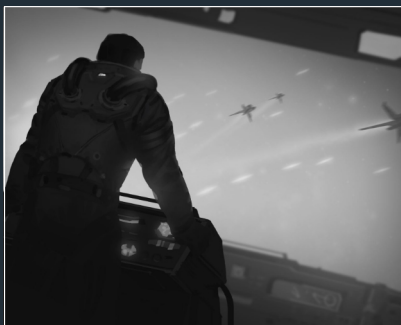
Family: Lasira S'jet (Wife, 43), Tonar S'jet (Son, 20)

A stoney-faced and humorless veteran of the second Homeworld war, Enoch characterizes many of the veterans who had to pivot away from peacetime, forsaking ambitions of science to excel in war. He is a strong believer in the institution of the Navy and a textbook officer.

Enoch began his service career answering the call for experienced officers for the Hiigaran Navy. He left behind a survey captain career to helm an assault frigate in action at the third defense of Tarsus. By the end of the war he had been attached to the Mothership fleet, and commanded a Battlecruiser over the skies of Hiigara during the last defense.

He was elevated to the admiralty in order to help rebuild the fleet, assuming positions on the second line managing logistics and research. Though low profile, his objections to fleet procurement put him at odds with several prominent fleet leaders, particularly Ahab Naabal. Clashes in the admiralty office were characterized by Naabal's bombastic eloquence halted by a dry phrase from S'jet. The deadlock did little to assist the Kiith's efforts at overturning Kiithless rule.

Enoch volunteered for the Ararat expedition and hand-picked his executive officers, several commanders, and his choice of vessels. To the surprise of many he approved the appointment of Joanna Naabal, daughter of Ahab, to the fleet roster after she appealed to him personally at Duzumi gate.



Enoch's finest hour came when the Ararat expedition was trapped by a Keeper at Wiracoda gate. With no other option he ordered his flagship to draw the automation's attention long enough to allow the rest of the fleet to escape. His final command became a rallying cry for the survivors, and other Hiigarans stranded in Nimbus, to find a way back to the Homeworld. He is memorialized with a life-sized statue in the waiting annex of Lazarus Base, and in his home city of Saagrius.

His name is evoked in the Medea settlements after the anomaly closed access to the home galaxy a second time.

VASHTI SOBAN

Fleet Executive, Task Force Ararat

Age: 41

Family: None

Formerly a S'jet, Vashti joined Kiith Soban over objection to her Kiith's attitudes towards intergalactic affairs and Karan's reluctance to take responsibility for her part in it. Vashti quickly found a place in the post-war Hiigaran Navy which needed to rebuild its officer corps. Though she had no military background, Vashti rose to command with a combination of excellent tactical sense and a compassionate command style. She was noted for having concern for allies and civilians in combat zones, often working with these groups to accomplish objectives. This was a rarity among her peers, who were a little too eager to flex the supremacy of the Hiigaran navy and the mandate of the Progenitors as unquestioned protectors following the war, especially among other Soban.

Vashti was selected for these reasons along with her excellent reputation as a commander. These qualities were needed after Task Force Ararat scattered and she needed to rally her broken command and find assistance. She pursued independent objectives, eventually reuniting with Task Force Ararat and proceeding into the Hather Plains.

With task Force Ararat she defeated the Kiithless leadership before embarking on an effort to locate their point of entry. While Task Force Ararat continued on to its objectives, Vashti hinted down the last of the intruders before returning to the Medea settlements. There she assumed governorship duties of the settlement and oversaw the formation of Medea's own Daiaimid council.



She had intended to return to Hiigara to become intermediary between the Homeworld and Medea settlements, but gate closure from the expanding anomaly cause prevented Vashti from returning.

For many years afterward she was regarded as the mother of the Medea nation. One of the habitable planets in the Saamar system was christened Vashti in her honor, and serves as a regional capital. She remained Soban for the rest of her life, and in her will decreed her body be someday returned to Hiigara. The Medeans intend to honor this request someday.

GIDEON S'JET

Progenitor Science Expert

Age: 48

Parents: Moruk and Thalassia

Siblings: Algal (53, Deceased)

Gideon S'jet is publicly recognized as the foremost authority of Progenitor sciences until his disappearance, second only to Karan S'jet herself. Little is remembered of his early history up until he approached Karan directly by requesting an audience with her over Progenitor materials sciences. It is rumored Karan accepted him as her protege right then, beginning a decade-long apprenticeship which would change the course of his life forever.

Though hardly personable and difficult to interact with, Gideon's savant focus on Progenitor knowledge makes him an instant expert in all known theories and sciences of the Progenitors. In his time with Karan he acted as a proxy for her when she could not be abroad, and was recognized to speak with her authority. There seemed to be no disagreement between them on even the most controversial Progenitor Sciences.

Gideon was attached to the Caral Expedition in 9635 GSY, taking with him several advanced pieces of equipment with the objective of trying to control rogue Progenitor devices. The Caral expedition fared better than most, but it was still savaged by the Progenitor defenders and forced to limp through space until it discovered Lazarus Base. There, Gideon was essential in assisting the stranded Hiigaran in stabilizing their holdings in the empty quarter.

Since then, Gideon serves as a roaming specialist among the Hiigaran refugees on a mission to better understand the Progenitors



and their works. His devotion to Progenitor sciences has brought him into direct conflict with the venerable Markhab Somtaaw, one of the fervent critics of Progenitor science.

Gideon vanished shortly after the Hiigaran victory at Ya'axche, his current whereabouts are unknown.

MARKHAB SOMTAAW

Master Technician

Age: 84

Parents: Vol and Hieea

Siblings: Valan (Deceased), Shiria (deceased), Narvan (Deceased)

Believed by many to be the longest serving member of the Hiigaran Navy, Markhab is an engineer who has almost literally seen it all. First entering service in the era of Sontaaw-designed weaponry, his first assignments were to clean up explosive energy cannons failures, which were common among early models. Along with experiencing many other mishaps and disasters, Markhab developed a healthy skepticism for anything labeled as a "Wonder weapon". He became an advocate for home-grown designs and advancing the known Hiigaran technological base. He served during the second Homeworld War, but did not serve with the mothership fleet.

Markhab was attached to the Vantarix expedition which was originally tasked with attempting to repair the gate at Sosoa. He and his expedition were reported missing two months into the mission, though it was later learned the Hiigarans were forced to enter the gate to flee from unknown attackers. After surviving attacks from Progenitor Keepers, Markhab and the remains of the Vantarix expedition arrived at Lazarus Base, where Markhab lent his services to repairing and updating Hiigaran equipment in the field.

His status as leading technical authority on Lazarus puts him at direct odds with Gideon S'jet, resident expert of Progenitor knowledge, and the two clash frequently over determining the technical future of the Hiigaran Navy. In other respects Markhab is cantankerous and difficult to work with, preferring to be left alone by



anyone who takes up more of his time than necessary. He has heard many stories from across Hiigaran space and tells many stories in turn about his engineering exploits.

AMAALA MAGAAN

Age: 31

Parents: Korod and Limia Magaan

Siblings: Esentra Magaan

This young woman eschewed her Kiith's traditions of testing and revision in order to join the navy at a young age. It is said she is as beautiful as she is headstrong, and she never backs down from a challenge. Compared to her older sister Esentra she is more stubborn and confrontational with her opinions. She has a strong sense of justice and personal responsibility.

Her disposition is particularly alluring to many men in the Hiigaran Navy, who think she could be more easily controlled coming from a minor Kiith. She often has to fend off advances from many across her service to the degree of amassing a record of physical misconduct from self defense. In spite of this reputation it only made her more desirable to some- particularly Fleet Admiral Jobias Soban. He has tried to court her attention by offering her a promotion if she would join his fleet, but she has ignored his advances and refused promotion.

Shortly after receiving her first command she received significant scarring from her chest to just under her chin from an incident at dock which nearly destroyed her command. Rumor has it an unnamed flag officer attempted to force himself upon her and paid the price. Amaala, nor Esentra, would speak to the details but the mystery adds to her reputation.

Shortly before her disappearance she was assigned to a gate expedition and departed before the orders could be verified. It's believed that she was railroaded into disappearing in order to draw her sister Esentra away from



Hiigara before she could disrupt the political scene.

Amaala would go on to join Task force Ararat, becoming executive officer once Joanna Naabal assumed command of the task force. There she frequently butted heads with tactical officer Pagraan Mataru. After the victory at Ya'axche, she would go on to become Admiral of the Medea 3rd fleet and nemesis of the Tanoch Temple guards.

ESENTRA MAGAAN

Age: 33

Parents: Korod and Limia Magaan

Siblings: Amaala Magaan

A rising star within an already ascendant Kiith, Esentra Magaan has become a controversial figure within Hiigaran politics and the Hiigaran Navy with her ability for perfect recall and keen attention to Hiigaran regulations. She is a headache on the administrative level since she knows what regulations to pull and which authority to appeal to in order to get results she desires. She has used this skill to protect herself and her sister as they try to navigate the post-war Hiigaran navy from a minor Kiith.

She has drawn further attention by the Hiigaran political scene for her sharp and outspoken criticisms of Karan S'jet and her inaction in preventing many of the problems Hiigara faced in the past and present. She is the loudest voice in blaming the success of the Kiithless coup on Karan's shoulders.

She is particularly close to her younger sister Amaala, and has done much to protect her even over the dignity of the Hiigaran navy. When Amaala's expedition to Nimbus disappeared without a trace, Esentra went AWOL with her command to go find her. Both were reunited at Lazarus Station six months after Amaala's disappearance. While Amaala was recruited into the Ararat Expedition, Esentra became executive officer under Mehemit Matara in his efforts to defend the Medea colonies. She would become key witness in the court martial trial against him.

Esentra became a flagship commander by the time the Tanoch empire invaded through the open hyperspace network, and



commanded a flagship herself in the defense of the galaxy. After gate access was closed to Nimbus in 9648 GSY, she organized another expedition to find a way to get there through the remaining operable inter-galactic gates without authorization. She has not been seen since.

PAGRAAN MATARA

Age: 38

The younger Matara brother is a brave and headstrong hero of the front lines. He served as a corvette captain during the Second Homeworld war, and was decorated three times for daring bravery under fire for resisting boarding actions. He was constantly on the front lines and garnered a reputation for recklessness and bravado. He is well remembered by his squadron mates for leading from the front, and never asking anything of his fellows that he would not do himself. He has a large disdain for flag officers and politicians who put men and women into battle but do not face it themselves. Though he is a direct and abrasive speaker that borderlines on insubordination, he does not have the arrogance of his brother, and is incredibly loyal to those who put life on the line as he does.

He joined the first Mataran expedition to locate the Treasure of Cirrus in order to boost allied Kiith into destabilizing the Kiithless. Though the expedition he was a part of was destroyed, he rallied his troops to capture a Cangaican raiding patrol ship and piloted the vessel to Lazarus Base.

He has a fierce rivalry with his brother Mehemit when both men fell in love with the same woman: Anges Manaana. She was impressed with his focus, ability, and levity. This was someone she could respect and enjoy in person. But his manic ambitions and response to alcohol turned him off to her, and she rejected him. He has taken it personally, and has made it his mission to win her heart back by becoming someone important.



Mehemit later became tactical officer of the Ararat expedition and served with distinction until he was injured in battle Providence Yard. He would go on to become one of the major political figures of Medea, opposing the Tanoch Empire.

MEHEMIT MATARA

Age: 41

Mehemit is a stately, authoritarian commander with little patience for fools and holds a bigoted opinion of Kiithid other than his own. Many find him condescending and arrogant even with his uptight formality, and he has a very patriarchal outlook on life that he inherited from his family. Professional to many but struggles to hide his disdain for those beneath his station. In spite of his abrasive personality he is very controlled under fire and has a tactically brilliant mind. He has keen recall and an almost prescient tactical sense.

His first command action was leading a Destroyer in the mothership task force during the Second Homeworld War, and afterward he taught at the Academy for two years while writing his memoirs. He was recalled by Kiith Matara to command another destroyer for their expedition through Magod gate. He disappeared into Nimbus afterward.

Mehemit is in a fierce rivalry with his brother Pagraan over the affections of the formidable Agnes Mana'an. After she spurred Pagraan she came to Mehemit and they shared company for a short time over their mutual appreciation of perfectionism and intellect. However, a stray remark from him about her Mana'ani heritage exposed his bigotry and she left him behind. Mehemit has been regretting this ever since, but fails to reflect on his own behavior and dismisses his rejection on other factors. He resents his brother and believes he is not worthy of her attentions. They have not spoken in the preceding five years before meeting again at Lazarus Base.

Resentful of his brother's presence, Mehemit eventually left Task Force



Ararat to head up his own command, taking Esentra Magaan as his executive officer. He was later caught conspiring with the Iyatequa traders to sell Progenitor communication technology in exchange for riches. After his court-martial he was interred at the secret Sierra-MAX prison facility in Medea.

AGNES MANAAN

Age: 40

One of the most formidable personalities in modern Kiith Mana'an and the daughter of Trade Emperor Anton Mana'an, Agnes evokes the myth of ancient Mana'ani sand-pirates of Kharak. Comparisons are drawn specifically to Danaara the black: one of the most terrible and ruthless captains of the Great banded desert. She is fearless under pressure, intolerant of failure, and driven for self-determination and efficiency. She is a natural leader but highly respectful of the chain of command... so long as one demonstrates the worth of holding the position.

Her father Anton passed up the position of Mana'an-Sa in order to become the Trade Emperor he is today, where he holds sway over a fifth of the trade lanes in the galaxy. He loves his daughter dearly, especially after losing his wife, but Agnes grew up to be as strong-headed as he is. Rather than continue his ambitions of building trade power as a lieutenant in his trade fleet, Agnes wanted to turn her efforts to more productive ends. She abandoned her father's fleet to venture into Nimbus in search of the lost Mataru brothers. Though she is the woman causing incredible discord between them, and though she rejected both at different times, she is still in love with them and ventured to Nimbus to recover them.

Though she accepted a posting in Task Force Ararat beside the brothers for a time, her presence was not long. She left to take up a Mana'ani flagship command and disappeared in the Hather Plains among the Amassari. Though many believe she was there to cultivate trade and the fledgling expansionist movement there, few know she was sent by Vashti Soban in an attempt to



cultivate allies among the Amassari. Her presence was key in securing Amassari assistance in the battle at Ya'Axche. Last reported she was still in the Hather Plains.

JEREEL PAKTU

Age: 67

After their ascendance, the Kiithless targeted many politicians, economists, and civil leaders who were in a position to challenge their authority. Using political retribution, these figures were legally pressured to exit their positions or submit to the Kiithless. Jereel Paktu was originally Magistrate of the Interior on Hiigara- second only to the planetary governor- and controlled the approval of construction projects and land appropriations on the planet. He was a powerful ally of the Kiith in the Daiamid as his position allowed him to control or investigate land propositions. The Kiithless were denied many victories from his desk, and so he was attacked with a smear campaign set to destroy his reputation. He was driven from office within two years after the Kiithless won the daiamid under a scandal of improper conduct with no supporting evidence.

In accordance with his character and the character of his Kiith, he abandoned Hiigara entirely and retired to the Paktu Enclaves. From there, he volunteered as part of the Sadiisim expedition through Nosaar Gate. Kiithless agents sabotaged the mission, attempting to leave him for dead on the other side of the hyperspace network. He survived and managed to make his way to Lazarus Station.

Jereel was known to be a part of Task Force Ararat for a time as chief ambassador, but after the battle of Vahaal he decided to remain on Lazarus to help coordinate the efforts of other expeditions to protect Medea. He died of heart complications a year after contact was reestablished with the Hiigaran Galaxy, and his remains were returned to Hiigara to be buried with honors.



AAVEN S'JET

Age: 34

The mothership project, described to anyone who could not envision space travel, would be a thing of wonder and fable. A ship of unfathomable scale, driven by the mind of a forsaken woman, would be a compelling tale if described on those sand-days of Kharak to the believers of Sajuuk. Yet these truths are true and known to the Hiigarans, who begin to wonder if any of their other gods and fables have any basis in reality now... or perhaps in the future? This was the feeling that enabled so many Hiigarans to believe Karan S'jet is but steps away from becoming a modern deity, to lead and protect the Hiigarans from now into forever.

Aaven S'jet was just an ensign fresh from the academy when he was thrust into war aboard the mothership as systems maintenance officer for Karan's own interface systems. Over the course of the Mothership's journey he had seen for himself the power and capability of Lady Karan, and became a believer when she overcame the Progenitors at Karos and saved the fleet from destruction. Though not as prominent of an acolyte as many others in her cult of personality, Aaven is remarkable in his devotion and belief. He is certain of Karan's power, and believes one day she will manifest the full potential of her capability and ascend into technological godhood.

Aaven joined one of the extra-galactic expeditions on a mission to discover better how Karan could ascend to her godhood, as the Progenitors must have done before her. Though he is dismissed as a "fringe nutjob" by those who learn about his convictions, Aaven is a compelling, persuasive, reassuring personality who is calm in the face of



overwhelming opposition. While his belief in the divinity of Karan and the Progenitors is suspect, no-one can fault the quiet devotion found in one of the most remarkable Hiigarans in Nimbus.

Once the gates were reopened, Aaven returned to Hiigara. Even after Karan's disappearance, he held the belief that Karan's spirit was working towards the betterment of her people.

KIDARA SASAN

Age: 36

No commander quite embodies the hostility and arrogance of the Kiithless leadership, and their armed forces, than the belligerent woman who led a battle group to the Nimbus Galaxy on a mission of plunder. Even among the other Kiithless leaders, few matched the audacity, duplicity, and naked antagonism Kidara practiced under her command. Her attitude, it is believed, is why Tuubal Assid, 'sa of the Kiithless, selected her especially for the mission to Nimbus.

Like many Kiithless Kidara is descended from Hiigarans living on the planet before the Exiles' return. Her ancestry includes Taiidan and Havilan origins, and she was destined to inherit a minor land grant on Hiigara once her uncle passed on. This land grant was voided when the exiles reclaimed Hiigara and nullified all previous Imperial arrangements. Left with nothing, Kidara became one of the Kiithless movements' most vocal acolytes. She translated her zeal into military service and it was worried once the war was over she would be found in a military coup. Kiith Kaalel had a large intelligence file kept on her for this reason, but once the Kiithless gained control of the Daiamid she was promoted instead to the new special forces unit the Kiithless created.

For her mission to Nimbus, she was given command of the Battlecruiser **Dominator** as a personal gift from Tuubal Assid. The ship had been originally made by Kiith Soban as a special operations cruiser but was seized by the Daiamid. It was configured for extra-galactic operations and assigned to Kidara. She was one of three Kiithless Commanders attached to the Nimbus mission, where she arrived in the Hather Plains and began operations



out of a base established in Nightmare Gulf.

Three months into her mission she crossed paths with Task Force Ararat at Bright Temple while she was attempting a third assault on the ruins. She cooperated with them briefly, but only to gain an advantage in negotiating with the Amassari. She betrayed them and the Kiithid Hiigarans to steal the Progenitor Observer, and had designs to scrap the construct for parts when Task Force Ararat struck to free the Observer. Kidara perished aboard the Dominator laying a curse upon the Kiithid Hiigarans as they defeated her.



EKEKKO

Biographical Data Unknown

Like many of his people Ekekko is a mystery and keeps personal details about himself and his background hidden under steep fines. What little information about him is gained from on-board observation and second hand information from outsiders.

He was first observed as part of the Mararan trade group, but a disagreement of unknown nature saw him break off from them and travel on his own. He has taken three ships over his career, the latest being a small skiff identified as the **Jester's Secret**. In the preceding three years he has had heavy dealings with the Cangacian Pirates, falling into favor and disfavor with The Fleet of Rams. Since joining the Hiigarans as their guide he has rarely left the ship, fueling rumors that assassins are searching for him. His standing with the other Iyatequa is unknown.

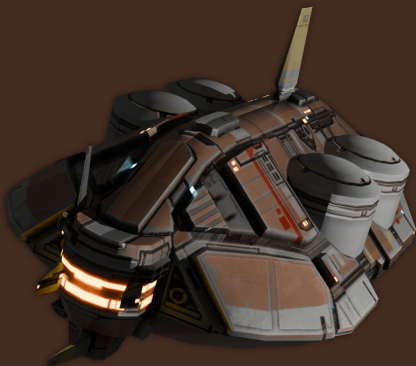
Ekekko sports a pleasant, conversational personality given to irreverent flights and observations. He tells only enough of the truth to accomplish and objective and only reveals more if it suits him. He is forthcoming and helpful in his role as guide to the Hiigarans and assistant to their economic needs, but more than once his own stake in a deal has been revealed only after the deal is concluded. As yet, none of them bring him into direct conflict with the Hiigarans.

Ekekko remained with Task Force Ararat for it's three year journey for personal enrichment as much as personal safety. A Fleet of Rams had a bounty on his head, and Ekekko was frequently dodging his creditors and those whom he owed favors to. Once the gates were opened he fled to Hiigara, becoming the Iyatequa



point of contact to this new species much to the chagrin of his Iyatequa compatriots.

After the anomaly closed contact with Nimbus, Ekekko joined with Esentra Magaan to find a roundabout way to return to Nimbus using other galactic gates. It is rumored he still has some means to communicate with his former Ararat Allies, though how he accomplishes this is unknown.



CATEQUIL, THE DIVISOR

A Fleet of Rams, Lieutenant

Age: 32

Catequil is an earnest, restless character with a stern, intense attitude. His speaking is normal, but his words have an intensity and certainty behind them when he crafts his threats. He has many plans running concurrently in his mind and is always looking for underhanded means to victory at rapid speed. He has little patience, and what he does is only for his own plans unfolding. His only means of rest is taking strange narcotics and sequestering himself away for a time, which is what his master Supay uses to control him. One of his weaknesses is dismissing the Hiigarans as being inconsequential because they have no homeworld of their own in Nimbus.

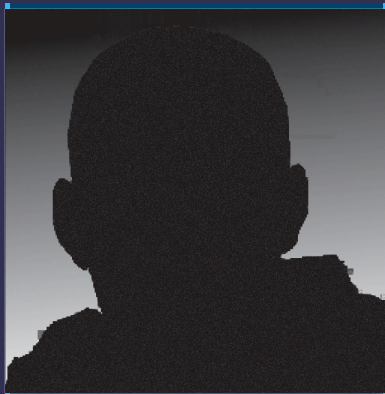


Catequil fled after A Fleet of Rams was defeated and is thought to be the only known survivor of Supay's lieutenants. His whereabouts are unknown.

SUPAY, WARLORD OF THE FRINGE

Little is directly known to the Hiigarans about the supreme leader of A Fleet of Rams. Tanoch intelligence suggests he's like many Cangacian upstarts over the years—a strongman with ambitions for glory and conquest as the emergent warlord of his era. Unlike those before him, Supay continues to defeat assassins sent against him, making him an increasing threat to the region.

Supay is known for being charismatic but imposing. Fair, but demanding. Principled, but underhanded. He has beguiled many Cangacian members to his cause by playing upon their poverty and powerlessness—imploping them to take action. In this way a fleet of Rams has swelled significantly in size.



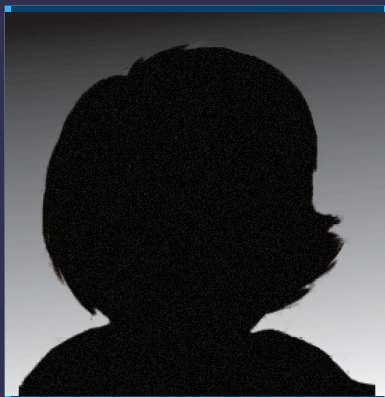
Supay was defeated in a pitched battle against the Hiigaran and Tanoch forces sent against him. In a final blow, his daughter Sakura abandoned him as his flagship was coming apart.

SAQRA

Daughter of Supay

Supay's only known weakness is for family, particularly a single disobedient daughter, Saqra. A young woman no older than her mid twenties, Saqra launches elaborate and outlandish schemes to enact large political movements and sow discord and chaos. Her motive appears to be boredom, but one could draw the conclusion that she wished her father would abandon his drive for conquest.

Saqra became known to the Hiigarans when she enlisted Ekekko's aid in an elaborate ruse. Feigning her identity as Coyota, she led the Hiigarans into a Cangacian ambush. She would continue to be a known figure across the Empty Quarter long after.

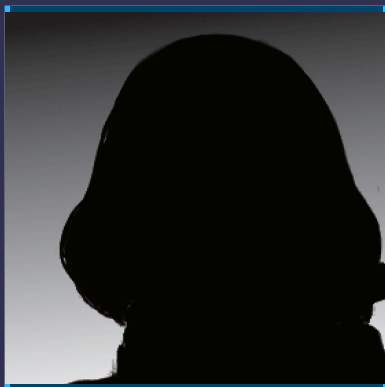


Saqra would become a curious entity after the fall of A Fleet of Rams. An ally of the Hiigarans, Tanoch, and Cangaican bands, it was thought she was trying to find a way to found a new Cangacian nation. Her efforts, whatever they are, are still ongoing.

CHASKA, THE TEMPTRESS

A Fleet of Rams, Lieutenant

Supay leads A Fleet of Rams through as many as Four lieutenants to do his will, each of them a character in themselves. Chaska, the Temptress, is one of these. Described as incomparably beautiful but vain and prone to flights of rage, Chaska leads by charm and fear in equal measure. It is not known what control Supay has over her, as he has with his other lieutenants, but something involving offspring has been suggested.



The ultimate answer is unknown, as Chaska was not present at Supay's last stand and has not been seen since.

CAZOMA, HE WHO SPEAKS

Emperor of the Tanoch

Age: 20

Family: Tanzoat (Father)

The youth who lead the Tanoch Empire is known as Cazoma, he who speaks. He was given this title after he ascended to the throne a little over a decade ago, succeeding his father Tanzoat.

Tanzoat was remembered as one of the few Tanoch leaders to come to a peace agreement with the Yaot Federation. A wise and stable leader, Tanzoat was loved by his people but despised by the elite. The sudden death of Tanzoat and his wife were long considered the result of foul play, but no proof was found and no investigation was conducted. Cazoma assumed leadership of the Tanoch Empire with the help and support of his advisers- including Supreme commander Yacquica Yarem of the military and Itaca Taot of priestly duties. As per tradition, the ceremonial crown of command- passed down from ancient times- was grafted to his skull.

Cazoma was remembered as a distracted ruler, fascinated with outsiders and other cultures but abdicating the needs of his people to others. Itaca Taot in particular grew very close to Cazoma, filling in a fatherly role, and as a result Cazoma turned a blind eye to the empire's deeper slide into theocracy. It was also at this time Cazoma became friends with Jochik Kaan; a galactic outsider, sovereign, and youth like himself. Cazoma was earnest in his friendship with the young leader and dismissed many of the of the Vaygr's transgressions in his space.

When the Hiigarans became known to Cazoma he invited them to the capital planet. Cazoma appeared



ignorant to the feud between the Hiigarans and the Vaygr, and carried on friendly relations with both. His ignorance would cost him at the battle of Chakana. There Jochik betrayed him, kidnapping the ruler before tearing the grafted crown from his head. Jochik had long ago identified it as a cybernetic control device of Progenitor origin, and had been waiting for this moment to launch his plan to betray the sovereign. Cazoma bled to death on the floor of Jochik's flagship, his remains incinerated when the vessel was destroyed at Mictlan.

This was not the final end for him. In a pivotal moment at the battle of Mictlan, Progenitor devices began to disobey Jochik and attack the Vaygr. They again disobeyed the Vaygr during the pivotal battle of Ya'Axche.

These, and several instances following, lead to the conclusion that Cazoma's mind has come to inhabit the Progenitor network and became a guiding intelligence. The implications of this, the reach of this new being, and his interaction with other high-level entities are as of yet unknown.



TEPIN PAPAN

Border commander of the Tanoch Empire

Tepin Papan is a young but seasoned leader on the border of the Tanoch Empire. He has charm in his character that makes him liked by his men and allies, and his willingness to listen and makes him a good commander. His leadership is brave and insightful, but he is hamstrung by his duty and observance of the rules of his Empire, even if it brings harm to him personally. Being ethnically Chicuat means he's a second class citizen in the Empire he serves, a fact which he has accepted regretfully, but he is not afraid to look the other way or bend the rules in service of his people.

With Joanna he sees a peer and and ally, perhaps a friend further on. If the Empire ever falls and the Chicuat people stand alone he would be a great ally to the Hiigarans.

Tepin Papan would be thrust into the role of leadership after Cazoma's fall, becoming one of the leading commanders of the Chicuat navy as they opposed the theological takeover by Itaca Taot. He was the assumed leader after



Yaquica Yarem was killed in an ambush. He would dispatch with the Hiigarans in the pivotal battle of Ya'Axche, which opened the gate network back to the Hiigaran galaxy.

Tepin Papan would lead a strike team from the Nimbus universe to interdict a temple fleet set out from Nimbus to attack Hiigara. After assisting the Hiigarans in their own universe, he was trapped there when the anomaly closed gate travel to Nimbus. He remained there to assist the stranded Tanoch population until whenever gate travel is restored to his home galaxy.





TOCI CITALICUE

Chicuat Envoy

A headstrong and impetuous organizer within the Chicuat, she clashes with the other leaders of her people. She seeks aid from outside the empire, rather than continue the fruitless negotiations with the other Tanoch which bring fewer results each year. She was pivotal in securing help from the Hiigarans as the Chicuat battled with the Vaygr-supported Tecuban Tanoch in the northern reaches of Tanoch Space.

Toci comes from Avo station in the Chiapa system, where her father worked as a laborer and her mother and grandparents raised Toci's six siblings. Life was tight in the cramped confines of the starbase, but no different from many other Chicuat suffering from restricted living on the edge of the empire.

Toci originally wanted to follow her father in the family shipping and freight business until a cargo disaster wiped out two of her siblings and most of her friends. The indifference displayed by the Empire to responding to the incident galvanized her against the injustices to her people, and she sought to join political groups to fight for her people. She emerged as a radical agitator, frequently clashing with the old leadership of the Chicuat who have previously advocated working within the system to slowly effect change. Seeing no progress within the Chicuat or the Empire, Toci turned to finding help from outsiders to the Empire. Her search brought her to the Hiigarans.

The Chicuat conflict with the Tecuban was a turning point in the attitudes of her people, as it was revealed the Tecuban had been benefiting from Vaygr patronage for decades to assist pillaging the



Chicuat. Forming stronger ties with the Hiigarans, the Chicuat were gathering strength to take a firmer stance against the empire when Cazoma was killed in the battle of Chakana. From then Toci took an active field role in organizing Tanoch resistance against Temple forces under the imperial banner.

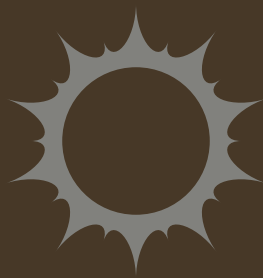
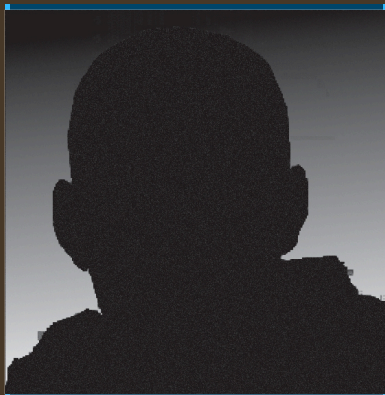
ITACA TAOT, GIVER OF THINGS

Spiritual adviser to the Emperor

Ultimately one of the most pivotal figures in recent Tanoch history, if not that of Nimbus as a whole, is the Chief Priest of the Tanoch Empire for emperor Tanzoat and his son Cazoma. A pious, zealous man, he rose to prominence within the Tanoch church through manipulation, political pressure, and many believe assassination and skulduggery. He is remembered as "the Viper of ambition." He frequently clashed with military advisor Yaquica Yarem over matters of imperial policy, Itaca Taot always took the draconian, extreme view of any matter facing the empire.

It is unknown what feelings if any Itaca had towards Cazoma while serving as his religious advisor. Outwardly, Itaca was supportive and encouraging of the young leader. But as soon as news reached Tanochet of the young leader's death, Itaca Taot was quick to pin the blame on his enemies and act to oust Yaquica Yarem. When Star Totek was annihilated in the battle of Mictlan, preaching from Tanochet, Itaca Taot declared the time of existential crisis was upon the Tanoch, and they faced threats from all sides and within. The Tanoch mobilized for a theocratic war they had been primed to fight for decades through religious indoctrination by his design.

As ruler Itaca Taot commanded with an iron fist, ruthless against his enemies and uncompromising to his allies. Acting as if he had the mandate of the Makers, he sought to bring all that was known under the dominion of the Tanoch religion. To this end he allowed the Tanoch navy access to the great



secrets of the temple, enabling the Tanoch to attack through the gates to far off areas and other galaxies.

His reign would come to an end three years after his ascendance. The Battle of Zaba midst the chaos of the anomaly closing access to the Hiigarans galaxy. At one of the Five Pillars, lured there by Progenitor sightings, an alliance of Chicuat and Hiigaran forces attacked Itaca Taot's flagship. Rather than surrender and unable to escape, Itaca Taot commanded his ship to ram the Pillar.



GUAHAI

Zaque of the Yaot Federation

This man, who leads one of the assault arms of the Yaot Federation, is an example of many older second sons who fail to secure leadership of their house. Guahai's resentment is tempered by years of service in the military, making him disciplined but vengeful against his enemies. Those who encountered him compared him to a bitter old schoolmaster; rarely violent directly but commands by sharp critique and verbal abuse.

Guahai was the first to encounter the Hiigarans directly at Star Totek, but he would encounter them again at the battle of Cipactli, where he surrendered to the Hiigarans with a plea to be intermediary. After the Vaygr's betrayal he was pulled back to Yaot space in time to deal with the rebellion from the Sapa Yaot. He would die in this conflict.



CHAQUEN

Lieutenant of the Yaot Federation

A typical Lieutenant of the Yaot Federation and second in command to Zaque Guahai, Chaquen represents many young men and women in the Yaot military drawn into the conflict against their choosing but serve out of duty to their nation. Chaquen is the fifth son of his house, and unmarried.

After the disaster at Cipactli, Chaquen fell in with the Sapa Yaot movement. During preparations for a second wave assault on the Tanoch he betrays Guahai and fights his former commander, defeating him and destroying the assault fleet in a major turning point in the rebellion. Chaquen, representing the Yaot Federation, assisted the Hiigarans at the battle of Ya'Axche to decide the fate of the



Nimbus galaxy.

Chaquen would go on to become emissary, then tenuous ally, to the Medea Hiigarans in the decades that followed.

JOCHIK KAAAN

Lord of Crusade Opona

Age: 23

Family: Makaan (Father, Deceased), Ayaada Kaan (Mother), Kamar (Older brother), Karna (Older sister) Lamia (Older sister)

Jochik Kaan, and his claim of being Makaan's offspring, caused quite a stir when he was encountered by the Hiigarans on Tanochet in 9641 GSY. Before then nothing was known about Makaan's personal background. Hiigaran Intelligence in Nimbus managed to gain information with spies in the Tanoch Empire to verify Jochik's claims and investigate his identity.



Jochik was born to Makaan's concubine in Crusade Opona, Ayaada Kaan. He is the second son and youngest offspring in this union; before him are his older brother Amar and fraternal sisters Lamia and Karna. Due to Kamar's disappearance, and the Vaygr's refusal to grant women leadership roles in the Crusade, Jochik is seen as the heir to Makaan in the eyes of the Nimbus Vaygr. He leads Crusade Opona after challenging, defeating, then exiling his maternal uncle Domov Kaan. This earned him the enmity of his sisters, who favored Domov.

Jochik has inherited his father's intelligence, levelheadedness, and deviousness. His exact plans are unknown and compartmentalized between his advisors so as to not reveal the entire picture. He has a keen interest in Progenitor technology though he knows to be selective about what he reveals. His friendship with the Emperor of the Tanoch Empire, Cazoma, causes quite a stir in the Tanoch Leadership, though both young men are of the same age and are leaders of their respective empires. Some

fear Jochik may be using Cazoma for some nefarious end, but no proof can back this claim.

Jochik would ultimately launch his ambition during the battle of Chakana. He betrayed Cazoma, taking the ceremonial headset and Progenitor control device from the skull of his friend, and attempted to use it to control Mictlan Gate to launch an invasion upon Hiigara.

Jochik met his end as his ship, surrounded and attacked by Progenitor craft guided by Cazoma, was incinerated by the very same Hyperspace Bomb he attempted to use on Hiigara. Leadership to the Crusade then passed to his older twin sisters, Lamia and Karna, until Amar was found at Ya'Axche.



LAMIA, KARNA

Vaygr tradition varies by Crusade and caste, but many forbid women from roles of power. This is true of Crusade Opona, and though Jochik had two older twin sisters, neither could become leader after Kamar's departure. This was in spite of their own ambitions and capability for rule, and for this they were exiled after Jochik defeated his uncle for rule of the Crusade. The twins left with him and survived Jochik's demise at Mictlan.

Months after Jochik's death they assumed command of the scattered Vaygr in Tanoch space, and rallied them in the Hather plains outside the reach of the Hiigarans. There they regrouped and attacked both Task force Ararat and the Amassari, trying to find the world tree and reach it before they did. Though it and their



older brother Amar were found, Lamia and Karna maintained control of their faction and were last known to still be active in Nimbus after fleeing the battle at Ya'Axche.

KAMAR

The firstborn of Makaan and original leader of the Nimbus Vaygr when he came of age, Kamar was thought to be born before Makaan came to rule his Crusade, but dates are uncertain to Hiigaran intelligence. The Vaygr remember Kamar being possessed by an overwhelming sense of responsibility and vision, often lamenting the state of the Vaygr people compared to the rest of the galaxy they were destined to fight. If Jochik inherited Makaan's bitterness and sense of vengeance, Kamar inherited his father's will to manifest a holy destiny for his people.

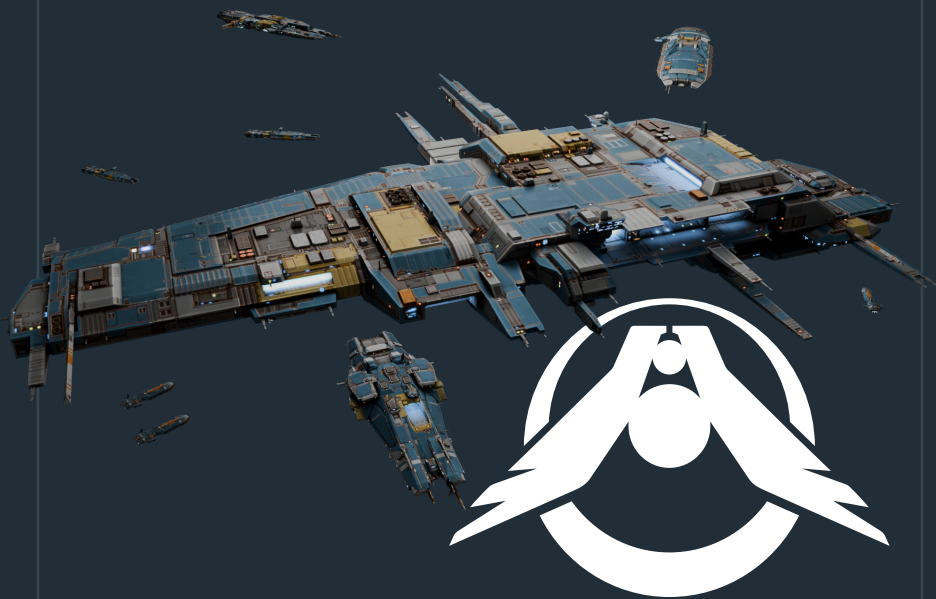
After learning of the World Tree and the secrets it possessed, Kamar left command of the Crusade and it's immobilized shipyard to his uncle, and departed with a token fleet to find Ya'Axche. After years of searching, he found it, and began the labor of repairing it to control the Nimbus network.



When the Hiigarans found him he had already gained possession of the Progenitor defenses and used them to ward off the Hiigaran 's first attempt to seize Ya'Axche. He would not succeed in the second attempt, defeated by combined forces of the Nimbus galaxy. He is believed to have perished at Ya'Axche when his mothership exploded.

PART 3:

NIMBUS GALAXY



THE HIIGARANS

NIMBUS COLONY: MEDEA

Medea Settlement is the name given to the Hiigaran colonies created by castaways in the Nimbus Universe. All that managed to reach Lazarus base and radiate out to the surrounding systems to form this nascent star-nation out of the dust of abandoned and unexplored worlds at the fringe of the Nimbus Galaxy.

Medea resides in the Empty Quarter, which is a low-resource area of space that has been traditionally abandoned by other races native to the Nimbus galaxy. The lyatequa traders maintain a presence in the region though they don't have many customers. There is a widespread belief that the area is too dangerous for anyone to travel through on the account of Progenitor ruins there, but the Hiigaran explorers to the region haven't encountered such traps or dangers. Settlement of Medea is slow on account of few resources and lack of support from Hiigara.

The Capital of Medea is the Lazarus Base installation since no world settled by the Hiigaran has an encampment large enough to create full-scale cities. No settlement has a population large enough for this. Most Hiigaran planets are resource bases or supply creation centers (Food, factory works, provisions) aiming to create a self-sufficient colony.



Medea is in danger of being attacked by the Cangacian Fleet of Rams. Though Supay's forces are more concerned with dominating the Cangacian drift to the north, should he become ruler of that region, it is likely he'll turn his ambitions to conquering the Hiigarans before beginning his war against the Tanoch.

Fate of Medea changed with the arrival of the Ararat expedition. With the Progenitor communicator, the task force was able to intervene in several key conflicts and reverse the attacks by the Cangacian pirates. Once Supay and a fleet of rams were defeated, the fate of the Medeans had changed, and the region saw a decrease in conflict to allow the Hiigarans to further settle.

After Ya'Axche was opened, Medea saw a population explosion from treasure hunters, opportunists, and settlers that came to the new galaxy. It weathered two attacks from the Itaca Taot's Tanoch Empire, demonstrating how well the new nation could defend itself against major empires. The colony was deemed self sustaining when contact was lost with the Hiigarans galaxy due to the growing anomaly.

At last report, Medea was beginning negotiations with Cangacian settlements to establish friendly relations, ideally to bring those colonies under Hiigaran protection. Until the anomaly is cleared and contact restored, the ultimate destiny of this branch of Hiigarans will remain unknown.





THE HIIGARAN FLEET

The Hiigaran navy possesses many of the advantages put in place during the war against the Vaygr. Specifically the navy is one of the best well-rounded forces in the universe with a focus on a diverse range of light capital ships, especially their frigates. The current generation of ships has addressed many of the survival shortcomings of the wartime frigates, now allowing the standard Assault frigates and others to form the mainstay of the powerful Hiigaran navy.

In spite of the uptick of Kiithid specific fleets, the bulk of the Hiigaran navy remains unified and answers to the command of the Daiamid. Recently a few special task forces have been created that answers to partisan offices created by the "Kiithless" in Hiigaran society. These forces are distinguished by their dark or black color variation of the standard Hiigaran fleet.

Compared to the initial forces encountered in Nimbus, the Hiigaran ships are flexible, high-quality, and adaptable. Against the Tanoch ships, Hiigaran vessels are superior in almost every one to one comparison except in areas of cost. Against the Yaot vessels the Hiigarans have more modular flexibility and are easier to manufacture.

Where the Hiigarans are unique against the other powers is the ability for Cloaking. This top-secret technology has remained classified in the century since the development of the Spectre-class cloaking interceptor, and it remains on-file for desperate forces willing to construct them. Though the Nimbus powers have experimented with cloaking technology to different degrees, none have mastered it to the level the Hiigarans have. It comes as a rude shock to the Nimbus powers, who begin to suspect the Hiigarans are capable of sorcery.





INTERCEPTOR

INTERCEPTOR- TO - BLADE MK.33

Pre-production model of the MK.33 Interceptor. Many were sent to far-range expeditions and gate-travel forces in order to provide them cutting edge starfighters for extended deployment. In order to launch them quickly, many advanced systems were replaced with models from the MK.22



INTERCEPTOR T1 - BLADE MK.33A

The latest iteration of the venerable Blade Fighter, improving upon the Mk.31 design used during the second Homeworld war. The Mk. 33 Blade has modest improvements over its predecessor, primarily in the area of pilot accommodations to support higher G turning during maneuvers. Engine output has been increased also, along with improvements to The space frame. Otherwise the Ship Name Sprite ID Lore avionics and weapons systems are the same as the ones used in the recent war with the Vaygr.



INTERCEPTOR T2 - BLADE MK.33B

The block B design of the MK 33 blade is the current fleet-standard of the Hiigaran navy, featuring a new armor composition and improved main weapon system. Fleets stranded in Nimbus had to improvise workaround to match components that could not be supplied from the Hiigaran supply network.





INTERCEPTOR T3 - BLADE MK.33X

The Block X Blade is a product of the Nimbus Galaxy, created by stranded Hiigaran technical crews to improve upon the standard fighter. Implements technologies found in the Tanoch and Yaot civilizations to improve armor and targeting systems.



INTERCEPTOR T4 - SABER MK.1

Prototype starfighter design native to Nimbus Hiigaran. Design utilizes technical advancements copied from Yaot and Tanoch designs. Features much better atmospheric maneuverability and a higher degree of weapons deflection.



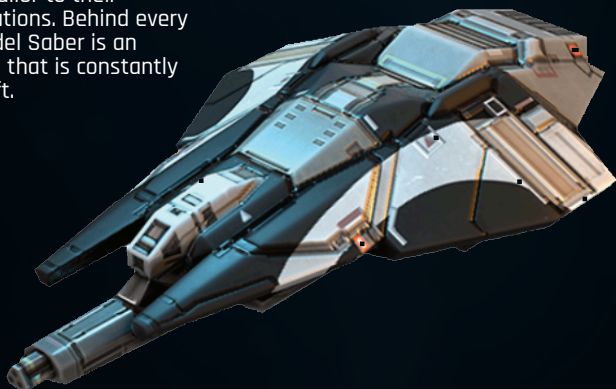
INTERCEPTOR T5 - SABER MK.1A

Iteration of the Saber which uses state of the art targeting and avionics computers derived from Progenitor designs.



INTERCEPTOR T5 - SABER MK.1B TYPE S

Pilots who attain double ace status are encouraged to customize their craft in order to tailor to their handling specifications. Behind every MK.1B Type S model Saber is an engineering team that is constantly adjusting the craft.



ATTACK BOMBER

ATTACK BOMBER T0 - HAVOC III

Following the Homeworld War the aging Anvil-class bombers were retired and replaced by the Havoc III.

The latest in a long line of attack bombers stemming from the original exile-era Thunderbolt, the Havoc III quickly became popular with its crews due to the mono-hull design and accessibility of the main weapons systems for maintenance.



ATTACK BOMBER T1 - HAVOC III B

The Havoc IIIB uses an optional upgrade available to some commanders to re-arm their fighters with a compressed Plasma driver as the primary weapon. With increased risk to ground teams maintaining the weapon, there is a noticeable improvement in attack power in the field.



ATTACK BOMBER T2 - HAVOC III C

Havoc III Cs re-arm the craft with a plasma generator based on Tanoch designs, increasing firepower and rate of fire with a minimal increase in danger to the pilot.





ATTACK BOMBER T3 - HAVOC III-X

The Havoc X uses is a custom modification to the plasma generator with cooling technology copied from Yaot designs. Implemented in the Havoc it allows rapid-fire attacks with greater power. The improvement is liked by crews, as it decreases heat in the cockpit cabin when the weapon is operating.



ATTACK BOMBER T4 - THUNDERBOLT V

The latest of attack bombers derived from the exile-era Thunderbolt, the "T-bolt V" is a Nimbus exclusive design centered around a plasma driver derived from Progenitor energy cannons. It is one of the most powerful strike craft in the Hiigaran exile's inventory.



ATTACK BOMBER T5 - THUNDERBOLT V-S

Improvements of the Thunderbolt V include a redesigned cooling system and revised avionics package. V-S models are involved modifications of Thunderbolt Vs, making them rarer.





ASSAULT FRIGATE

ASSAULT FRIGATE T1 - RANGER CLASS

Designed as a patrol craft for inter-system defense and close-convoy protection, the Ranger class is an economical combatant. Easy to construct and generous with crews, the Ranger class can be found across Hiigaran space in patrol and police capacities.



ASSAULT FRIGATE T2 - TEMPERANCE CLASS

The assault frigate classification returns to the Hiigaran fleet after an absence of thirty years with the Temperance class. Based on the war era Hailstorm Flak Frigate, the Temperance has stepped into the generalist role the fleet desired after Torpedo Frigates failed to become adopted as workhorse units.





ASSAULT FRIGATE T3 - WARRIOR CLASS

Based on the Temperance, the Warrior implements several design features that were withdrawn for cost-cutting reasons. The Warrior mounts an improved targeting array in a redesigned bow section. The communications antenna was also upgraded to reach fleet-level communications channels.



ASSAULT FRIGATE T4 - INTREPID CLASS

Next evolution on Assault Frigate standard designs, greatly improving ship systems by introducing more automated systems and computer control. A greater focus was given to crew comfort, making it a comfortable, advanced vessel to command. Costly compared to the older Temperance and Warrior families, but fielded in fleets that can afford it.





ASSAULT FRIGATE T5 - INTREPID HEAVY

The natural evolution of the Intrepid to maximize firepower and introduce leading edge systems. One of the most expensive ships in its category in the fleet, assignments are sought after by crews who desire the prestige of capital command but do not want the scrutiny found on larger capital ships.



SCOUT FRIGATE - VANGUARD CLASS

The lightest capital ship in the arsenal of the modern Hiigaran fleet, designed for atmospheric patrol, interdiction and inspection of commercial traffic. It also performs light security enforcement and point defense. Most often they are employed in pairs for protection. Many hundreds are manufactured and sold to private owners in Hiigara looking for a spacious capital ship but the independence of being hyperspace capable.





ARTILLERY FRIGATE - BOMBARD CLASS

A configuration unique to Nimbus and born more out of desperation than need. To provide cheap long-range firepower the lightest chassis was given the largest gun and rushed into service. Many of these system defense monitors were automated to serve as fire support for manned combat craft.





ION CANNON FRIGATE

ION CANNON FRIGATE T1 - JUDGMENT CLASS

The Judgment class has more in common with the original Firelance of a century ago over modern designs. The Judgment was created in an attempt to allow escort carriers to manufacture these lighter platforms in bulk. The design persists in planetary defense forces or fleets looking for cheap Ion cannon attack units.



ION CANNON FRIGATE T2 - FIREPIKE II CLASS

Modest upgrades over the wartime Firepike extend the class into another generation. Many of the upgrades involve new computer systems, improved command and control network interfacing, and an improved drive, which condenses the fusion reactors into a centralized unit.





ION CANNON FRIGATE T2 - FIREPIKE S CLASS

Prototype to the Firepike II, representing the final iteration of improvements to the second homeworld war-era Ion cannon frigate. Compared to the standard Firepike II, the S-type original has some minor custom improvements that give it superior performance.



ION CANNON FRIGATE T3 - VISION CLASS

Still in the prototype phase, the Vision class uses an entirely new Ion cannon design based on plans taken from Progenitor models, overhauling power transmission and cooling systems. Ironically, the Vision class was fielded in the Nimbus galaxy before it was certified for action in the Hiigaran galaxy.





ION CANNON FRIGATE T4 - HORIZON CLASS

New design of Ion Cannon platform using an updated version of the old imperial Taiidan weapon after it was found to be a more flexible design. Horizons were adopted into service quickly in order to take advantage of the new capabilities out of the new Ion Cannon weapon. Plagued with occasional problems in rushing an experimental weapon into service, most crews report electrical issues when operating on standard alert.



ION CANNON FRIGATE T5 - ZENITH CLASS

Service improvement on the Horizon class, benefiting from the additional development time. Originally classified as the Horizon-II before being renamed after overhauling the computer complex on board. The Zenith sports an additional focusing spire, which reduces some of the weapon's flexibility in exchange for greater hitting power. While the Zenith suffers the same problems all Ion cannons face- lack of defenses and maneuverability- the crew compartments are specially shielded, which improves the chances of their survival after the ship's destruction.



TORPEDO FRIGATE

TORPEDO FRIGATE T1 - JAVELIN II CLASS

Final iteration of the Javelin frigate which saw service in the second Homeworld War. Drastically redesigns the launch mechanism to facilitate faster launches and direct maintenance. In many respects identical to the older design.



TORPEDO FRIGATE T2 - CHARIOT CLASS

Dramatic redesign of the Torpedo Frigate concept using an improved launch mechanism. The Chariot-class Torpedo Frigate is becoming the adopted standard in the Hiigaran Navy, though the complicated launch mechanism is difficult to maintain.

Multi-use large scale Torpedoes were fully integrated into the Hiigaran navy by the time of the second Homeworld War, but their desired ubiquity was hardly realized. Flexible as Torpedoes were, the limitation on ammunition manufacturing and their inability to engage rapidly moving strike craft left them in a general support role, rather than fleet mainstay. The Chariot class embraces this mentality, allowing the new Temperance assault frigate to move into the role of the fleet's backbone.





TORPEDO FRIGATE T3 - JAVELIN IV CLASS

The enlarged and Improved Javelin IV is an unofficial design exclusive to the stranded Nimbus crews. Modifying the Javelin series was much easier than the Chariot, resulting in the "Super Javelin". Quad launchers create a hail of fire against strike craft.



TORPEDO FRIGATE T4 - SAMBUCA CLASS

New torpedo frigate design built around the Tossalix IX torpedo launch mechanism. The slimmed down design is entirely given over to the weapons system, making the Sambuca a cramped, complicated posting in spite of the increased automation. For all its difficulties, the Sambuca is remarkably forgiving to maintain.





TORPEDO FRIGATE T5 - MANGONEL CLASS

Based on an alternative proposal of what became the Sambuca class, using a more conventional torpedo delivery system and increased focus on crew facilities and targeting sensors. The Mangonel's launchers can accept a wider range of conventional torpedoes, making it more flexible and accepting of modernized torpedoes.





PULSAR FRIGATE

PULSAR FRIGATE T1 - LANCET CLASS

Prototype configuration mounting capital-grade Pulsar weapons to light combat craft. Though an interesting design quirk and proof of the weapon's capabilities, the Vanguard platform on which the Lancet is based is too under-powered and under-armored to be approved for fleet use.



PULSAR FRIGATE T2 - ILLUMINATOR TEMPERANCE CLASS

This sub variant of the Temperance is used more like a support platform than a combat ship. Created originally as a test article, commanders began requesting these ships to take on Progenitor targets on expeditions to known ruin sites.





PULSAR FRIGATE T3 - ILLUMINATOR WARRIOR CLASS

The concept of the Illuminator was also applied to the Warrior hull type, with many of the same problems faced by the original Illuminator. Under-powered when firing all three pulsars, the Warrior base remedies these problems to bring it to combat sufficiency.



PULSAR FRIGATE T4 - AURORA CLASS

Unlike the preceding Illuminators, which were based ultimately on the old Hailstorm class, the Aurora takes advantage of the Intrepid's flexibility to become the first true fleet-approved Pulsar Frigate.





DESTROYER

DESTROYER T1 -CHALLENGER CLASS

The Challenger class is an economical destroyer design that came into prominence after the second Homeworld war for fleet roles and export. It serves across the Hiigaran Empire and is well liked by their crews. Several Kiiithid use them as independent strike cruisers, attached to special operations forces.



FLAK DESTROYER - CHALLENGER HAILSTORM

A semi-common variant of the Challenger destroyer, configured for anti-fighter operations. The increased armor gives it more staying power over the old Hailstorm Flak Frigates, but it isn't as expensive as a standard destroyer.





DESTROYER T2 - VALIANT C CLASS

The Valiant C is the latest in a series of improvements to the original wartime Valiant class destroyer. Latest armament scheme improves C3 ability and protection over the original Valiant.



DESTROYER T3 - STALWART CLASS

The Stalwart class is unique to Nimbus as a redesign of the venerable Valiant but incorporating technologies from the Tanoch Empire. Includes superior targeting software and upgraded computer systems.





DESTROYER T4 - STEADFAST CLASS

New destroyer design native to Nimbus, based on Cangacian and Tanoch designs. Serves as a heavy destroyer, command ship, and line enforcer. One of the most expensive ships for its class in the exile lineage.



DESTROYER T5 - ALLEGIANCE CLASS

Based on an alternate plan of the Steadfast with improved weapons and control systems. At the time of its construction the Allegiance was one of the most advanced ships of its class. Boasts improved protections for the crew and computer interfaces across the ship. The prototype, Allegiance, was attached to the Hassaris Fleet when they attempted to attack Omilas gate and regain access to the Homeworld universe. Allegiance was the only ship to return.





MISSILE DESTROYER - PERDITION II

Perdition class Missile Destroyer, ships of this type have been out of the Hiigaran Naval inventory for over 80 years. Due to the demands of Nimbus, this new design was created and released to the exile fleets. By shifting anti-fighter capability back to capital platforms, it allowed fighters to return to capital attack roles.

As a brand new ship platform the Missile Destroyer benefits from many advances pioneered on modern Frigates, making it a comfortable and effective weapons platform.



FLEET LOG INTERCEPT

Tristan: You hear what the old man is cooking up this time?

Jess: Makhaab? He's still alive? All right, what is it?

Tristan: It's something to directly counter strike craft.

Jess: Finally! I hate fighters. I'm still seeing after-images of Attack Drones in my sleep. What does it look like? Does it have a fancy name?

Tristan: It's, well, it's a wedge. Take a guess what they want to call it.



EXPLORERS

EXPEDITION TYPE - VENTURE CLASS

The Expedition class is the most recent flagship design produced by the Hiigaran. An extremely distilled form of the Kapisi class, the Venture class Expedition ships are designed specifically for interfacing with Progenitor computer systems. Only four of them have been produced so far, two of them outfitted with an experimental Progenitor Communicator.

There's criticism that the design doesn't cut down too far- it's simply a lighter Explorer. However, performance reports from the Ararat expedition revealed merit to the design, and it continued to see production in the Hiigaran navy.





EXPLORER T1 - KANISHKA CLASS

A refinement of the Kapisi-class flagships in an attempt to create a class that was easier to field. While maintaining a lot of structural elements and interior components from their parent class, the Kanishka reduces or omits some indulgences on the Kapisi-class to create a more austere variant.

The class is an outgrowth of Flight III upgrades to the Kapisi class, essentially becoming a new, refined explorer class. The Kanishkas are essentially expansions of the Venture design, offering more at a larger scale. More than a handful of Kapisis were converted into Kanishkas, an process that took less than a year. The Kanishka is set to be adopted as Hiigara's next standard explorer design for large scale exploration efforts.





EXPLORER T2 - KAPISI CLASS

Named for the legendary land carrier responsible for uncovering the Khar-Toba, the Kapisi class is the first modern explorer design in the Hiigaran inventory and first of the flagship type. Operationally, the Kapisi class has replaced the need for front-line motherships in many areas.

New class of operations vessel. More than a carrier but less than a mothership, the Explorer is a return to an old concept with new technology. The class takes its name from the legendary land carrier on Kharak which discovered the buried city of Khar-Toba.

The original Kapisi was designed in 9629, as a vessel designed for long term expedition work to explore Progenitor ruins. The Explorers needed more flexibility than the fleet carriers, but not the expense and weight needed for Motherships. Over time their military applications were evident, and the various Kiith fleets began taking them in hand for their own military uses.





EXPLORER T2 - MOHAAVA CLASS

Converted to repair ship specifications after the Kaiasia class explorers began entering service, the Mohaava was attached to the 8th fleet during Operation Sonasaad to the Withering Gulf. She single-handedly maintained the battered expedition as they returned to civilized space, earning a legendary reputation.





EXPLORER T2 - TIIRSHAK CLASS

Launched 9629 GSY as one of the first ten Kapisi-class Explorers out of the yards (She was hull seven). Tiirshak was selected for Operation Sillimun; first wave exploration beyond the gates. She was outfitted with a greater carry capacity for prolonged expeditions and a larger carrier deck for support craft.

Under S'jet sponsorship she was sent to the Lost Coast- a Progenitor derelict suspected of being a gate. She disappeared two months into exploring the derelict and has been missing ever since.





EXPLORER T3 - TIIR CLASS

Designed entirely in the Nimbus universe. Combines technologies from the Progenitors, Yaot, and Tanoch civilizations to produce an advanced exploration ship. During trials the design exceeds performance specifications of the Pride of Hiigara class motherships.





EXPLORER T4 - ORACLE CLASS

Leaning on Progenitor, Yaot, and Amassari technologies, the Oracle is one of the most advanced starships designed by the stranded Hiigarans. Implements many experimental technologies for the first time on a ship this size.





EXPLORER T5 - DOMINION CLASS

One of the largest vessels constructed in Nimbus, the Dominion spares few expenses to be the largest and most capable starship designed by the stranded Hliigarans. All of them have an onboard consulate and cultural exchange center to support a mission of far-range first contact and cultural exchange.





CARRIERS

CARRIER T1 - MONARCH CLASS

The Monarch class has become the standard carrier design for the Hiigaran fleet, based on the earlier Shepard class used during the war with the Vaygr. Many changes are modernization adjustments in order to bring the twenty-three year old design up to date.





CARRIER T2 - CONSECRATION CLASS

Informally, the Consecration class is regarded as a direct marriage between a carrier and a shipyard. As Motherships are costly to build and operate, the Hiigaran navy considers the Consecration class as operational substitutes for the few motherships operating in the fleet.





CARRIER T3 - GUIDESTONE CLASS

The Guidestone class is one of the Diamant series of flagship designs originating in Nimbus. Leaning heavily on Yaot and Progenitor technologies, the Guidestone features a high degree of service bay automation. The Guidestone's capabilities surpass those of most modern Hiigaran motherships.





CARRIER T4 - EPOCH CLASS

An expansion of the Guidestone Class, the Epoch features a Hiigaran implementation of the Tanoch's signature targeting array antenna for total battlefield command. Additional features make this one of the most formidable carriers encountered in this part of the galaxy.





COMMAND CARRIER T4 - MAAKARA TYPE

Prototype battle carrier focused on assault missions. Utilizes a Hiigaran copy of Tanoch active radar to assist in targeting and fire control. Support systems were redesigned for capital ship fueling and logistics, allowing the Maakara to support a bigger escort group at the expense of a reduced fighter screen.





CARRIER T5 - MILLENIUM CLASS

The most advanced space carrier developed by the Hiigarans anywhere, utilizing technology from every race encountered in Nimbus. Fully automated rapid launch and recovery system is powered by one of three prototype reactors duplicating Hagthar design, space control monitoring is better than most motherships. They were only constructed in Nimbus, and astounded the home fleet when they returned through Ya'Axche.





BATTLECRUISERS

BATTLECRUISER T2 - HIIGARA IV CLASS

A direct improvement from the preceding Veneration class Battlecruiser used in the war against the Vaygr. The Hiigara class builds upon the lessons gained from studying Progenitor technology, leading to improvements in automation and power management. The Hiigara class is also easier to manufacture, and the entirety of the Hiigaran fleet can count half of their Battlecruiser complement being the new Hiigara class.

Technically, this is the Hiigara IV. The first Hiigara-class in the fleet inventory is the first derivative of the old Avatar-class cruiser.





BATTLECRUISER T3 - HIIGARA IV-N CLASS

Variation of the Hiigara IV originating in Nimbus with design modifications based on Yaot and Progenitor technologies. Drastic armor upgrades and re-organized power generation modules amidships gives it greater performance over the base class. Many decommissioned and repaired Hiigara IVs are upgraded to this variant at Lazarus Base.





BATTLECRUISER T4 - ABSOLUTION CLASS

One of the largest ships constructed by the Hiigaran refugees in the Nimbus Galaxy, the Absolution is a complete rebuild and redesign departing from the Veneration base plans. The ship is divided into clear compartments using Progenitor-style hull construction methods, allowing each subsection to function independently of the others in the event of power disruptions. The Absolution pushes the limits of construction capabilities at Lazarus base and many consider it a prototype for future megaship designs, should the Hiigarans have the desire to build them.





BATTLECRUISER T5 - VINDICATOR CLASS

Developed from the earlier Absolution class, the Vindicator refines many of the design ideas of its predecessor to create an integrated warship with a high degree of resilience and automation. Stressing the limits of local shipbuilding capability, Vindicators are the strongest expression of Hiigaran military expression yet seen in the Nimbus galaxy, and strike fear in the hearts of any enemy that encounters them.





JUGGERNAUT - JAAKUL TYPE

Named for an ancient warrior god of the sands on Kharak, the Jakuul is a prototype for what became the Absolution-class. It was further developed as a branch design with reactor systems eventually destined for the Millennium-class Carriers. The Jakuul also sports better computer systems and advanced handling against the Absolution class, though it is more taxing on maintenance costs and crews have a difficult time navigating the interior.





UTILITY

RESOURCE COLLECTOR - BOUNTY CLASS

An outgrowth of the earlier Harvest model used during the Second Homeworld War. Increased engine bay allows greater power and station-keeping ability when conducting operations. Otherwise accommodations and avionics are unchanged from the Harvest.



RESOURCE CONTROLLER - MONITOR CLASS

Flight 3 of the reliable Monitor-type Mobile Refinery used during the Second Homeworld War. Apart from a general systems overhaul and minor cosmetics changes, it is virtually identical to the older wartime design. The ability to hot-swap collector crews for a break during resource operations makes this ship well liked by crews and collector teams.





GAS COLLECTOR - ASPIRATION CLASS

Patterned on Tanoch collector vehicles, the Aspiration is a prototype run of vehicles designed specifically for gas collection. Though the practice was discontinued in the Homeworld universe due to low-yield returns, it was revived by the stranded Kiithid in Nimbus out of desperation for more resources.



MAINTENANCE SHIP - BLISTER CLASS

Based on the Bounty, it replaces the resource collection tanks with a miniature RU bank to facilitate better repairs. The software and tools were also purpose-configured for repair work. The removed equipment allows the unit slightly better maneuverability.





REPAIR FRIGATE - CHALICE CLASS

A variant of the Temperance class which swaps one mass driver for a purpose-built repair turret, granting it passive support abilities. Though hardly a support frigate, this ad-hoc modification is in use in some fleets to provide combat capable support.



UTILITY TUG - MODEST CLASS

Though the Bounty class remained the ubiquitous utility craft of the Hiigarans Navy following the second Homeworld war, the Hiigarans quickly identified specialist roles that required more capable craft for these duties. The modest was one of these craft, quickly becoming a common sight around harbors and cargo yards pushing heavy loads and capital ships. Though they can haul incredible loads with ease, they are far too slow for common use away from base facilities.





CIVILIAN

FREIGHTER TYPE 01 - BISON CLASS

Only a two Caravel-class freighters managed to survive the transition to Nimbus, arriving at Lazarus base in a heavily damaged state. Since no plans of the Caravel existed among the survivors, designers at Lazarus simply copied the most intact of the Caravels that survived, the Bison. This replica has become the mainstay economic transport of the Hiigaran survivors attempting to colonize the region.

The Bison is so complete of a replica it includes all the upgrades to the Caravel that were applied since the Second Homeworld war, but lacks the upgraded engine of the Caravel-III, as the Bison was never fitted with them. It also lacks the advanced FTL communication array that was being fitted to Caravel-IIIs just before the Bison transitioned to Nimbus.

Most incredibly, even superfluous repair patches on the lower hull were also replicated, sealing Bay 4 only to barely tolerable atmospheric conditions.





FREIGHTER TYPE 02 - BAYS CLASS

Based on the Bison, but shorter and refined, the Bays is one of the first craft constructed for economic use in Nimbus. It is thus unique to the Medea settlements in Nimbus. The Bays improve upon the Bisons to become their own design, rather than an ad-hoc copy. Though their capacity is smaller than the Bison they are more nimble and faster.



FREIGHTER TYPE 03 - CELESTRA CLASS

All-new design engineered in the Nimbus Galaxy, based on the developing shipbuilding industry out of Lazarus Base. Celestras are well armored, fast, and easy to maintain, though their cargo ergonomics have much to be desired. Many merchant marines in Nimbus believe the Celestras were made to be quickly converted into pocket carriers should the need arise, and more than a few have served as Q-ships.





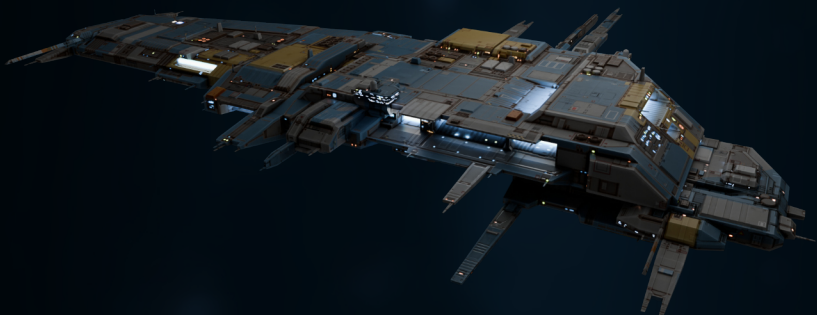
INSTALLATIONS

LAZARUS BASE

Built by the mothership Lazarus to serve as a home base and anchor, Lazarus Base is the de-facto capital of the Hiigaran state of Medea made up of stranded expeditions and vessels in the Nimbus Galaxy.

Now fully operational, Lazarus Base features all the facilities and needs of a proper fleet base facility, up to and including capital ship construction and repair. The service amenities are excellent, and Lazarus has a thriving administration center and central staffing. It's the closest any Hiigaran is going to get to home in the Nimbus Universe.

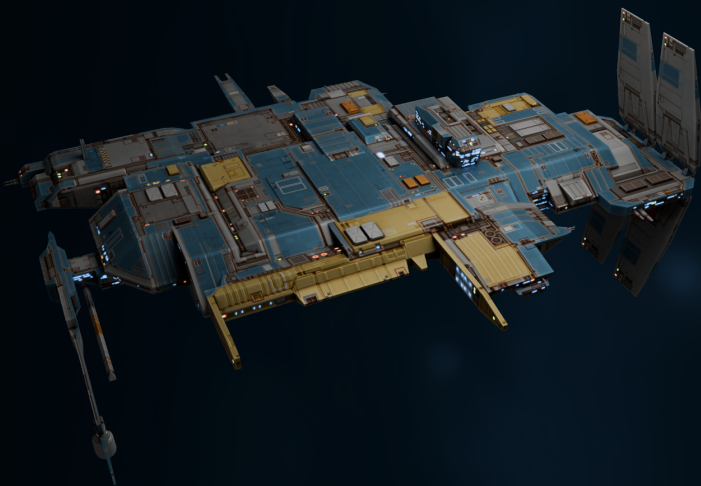
The base is so complete it is often compared to the original Mothership, and newcomers arriving in Nimbus often confuse the base for the parent mothership that built it.





SPACE STATIONS

The Hiigarans were able to construct a number of rudimentary stations and platforms to protect their territory across settlements in Medea.





VAYGR THE OLD ENEMY

The second greatest enemy ever faced by the Hiigaran people were the Vaygr crusades, assembled in the deep east under the banner of the warlord Makaan. In the second Homeworld War, Makaan drove his armies against the Hiigarans and Karan to determine the fate of the Progenitor's legacy.

Before he assumed the mantle of Messiah for his people, to absolve himself of any ties or connections, he ordered his Home crusade banished from the Homeworld galaxy. The Shipyard Krugis departed the Hiigaran galaxy through the gate at Lysa Hora in Vaygr territory, never to return. With it went Makaan's concubine Ayaada Kaan and four children- Kamar, Lamia, Karna, and Jochik.

As the war raged news was brought back to Shipyard Krugis, now housed in Tanoch space, through one way transports and reinforcements. Though victory was nigh, no further word was heard, and as time went on it became evident that Makaan had failed when their Lord did not come for them.

THE VAYGR FLEET

Crusade Opona possesses many of the same advantages as the wartime era Vaygr fleet, only tempered with some technology supplied by the Tanoch Empire. The Vaygr's focus is primarily on diverse corvette classes, and they still operate via swarming targets with large amounts of strike craft and using capital and super capital ships in support and assault roles.

The unique weapons to the Vaygr are the Trinity cannon - thought to be salvaged and reverse-engineered from Progenitor technology- and a variety of laser weapons. Though primitive compared to some other space powers, the Vaygr are not shy in implementing lasers in combat roles against strike craft (in the form of the lance fighter) and as strike ships against capital vessels (as the laser corvette).

Shipyard Krugis, home base of the nomadic Crusade, suffered damage since arriving in Nimbus and is unable to construct large ships for the Crusade. This, in addition to relying increasingly on assistance from the Tecuban Tanoch, has forced the crusade to modify their designs to accommodate their circumstances. Nearly every Vaygr Design was modified to incorporate imported Tanoch engine parts and fuel sources, creating a new hybrid generation of designs only found in the Nimbus galaxy.



SCOUT - WAND-TLA

Almost indistinguishable from the preceding wartime-era Wand, this modest strike craft actually saw improvement with the redesign by increasing maneuverability. Tanoch pilots who use them are more likely to be reckless with their craft, giving them a slight edge in maneuverability.



INTERCEPTOR - GLAIVE-TLA

Of the craft the Vaygr introduced to Nimbus, the Glaive-Tla has been seen in the greatest numbers outside Vaygr hands, likely on an export basis. The Glaives are lighter and easier to handle than the Tanoch Tlotec, and Tecuban pilots are impressed with its handling.



LANCE FIGHTER - HARRADIN-TLA

Retaining the Harradin's mining laser, the Harradin-Tla was an easy switch to a tanoch-derived engine which expanded the power train to the weapon, making it more reliable to use in the field. The one-shot power of the weapon is popular among Tecuban pilots.



PLASMA BOMBER - MACE-TLA

Though the Mace inherits nimble performance from its ancestor, the Glaive Interceptor, the plasma bomb launchers confound Tanoch technicians and pilots, making them somewhat proprietary between the Vaygr and their hosts. Most pilots of the Mace-Tla are Vaygr veterans or Tecuban pilots who never adjust the weapon's configuration settings.



MISSILE CORVETTE - HAMMER-TLA

For many long years in nimbus the Hammer was pressed into various roles including shuttle, expedition craft, science vessel, and utility ship. Plans for those special ships were lost in the transit to nimbus, and the Hammer was called upon to take up the slack. Stress on the class' utility is what motivated the Vaygr to consider a retrofit in the first place, beginning the fleet-wide conversion to using more robust Tanoch-designed space drives.



LASER CORVETTE - OCCULT-TLA

The Vaygr of Opona crusade prized their collection and condition of laser corvettes, which had no equal during the Homeworld war until the Hiigaran Quasar started to counter them. In Nimbus, the Occult had no enemy, and quickly secured the safety of the Vaygr among predatory Tanoch groups. The Occult carries respect among both peoples.



ASSAULT FRIGATE - PHALANX-TLA

Hundreds of these vessels were made during the Second Homeworld War, serving as defensive screens for the Vaygr armada to combat fighters and corvettes. In Nimbus, the design was rearmed to fight as a more generalist combat capital class. In this new role it has become the mainstay capital combat ship for the Vaygr fleet. Few are operating in Tanoch service.



DESTROYER - TOLCAN -TLA

Though the Vaygr still had their wartime Subjugator-class Destroyers, they were reluctant to operate them in the field because they were the last supercapital craft the Vaygr had from the home galaxy. Unlike the Tlatoltec , the Vaygr procured these covertly from stealing the design out of Tanoch shipyards and producing replicas. The bulk of these forces in Vaygr operation were actually provided by their Tecuban allies.



BATTLECRUISER - TLATOLTEC -TLA

Three of these warships were given to the Vaygr by the Tanoch Empire, and Jochik uses one (The Dictator) as his personal command ship in the field. Unlike most of the Vaygr fleet this is a Tanoch design the Vaygr modified for their own use. Little is known about the specific customization other than the cosmetic changes to the outside and the lance-laser defense guns borrowed from the older Champion class Battlecruiser.





CANGACIANS

THE DUST DWELLERS

Those who live outside of Tanoch Rule at the fringe of that civilization are broadly named the Cangacian Pirates. The group can trace their ancestry to various planets and civilizations now conquered by the Tanoch Empire. As the Empire expanded, the Cangacian fled further and further until they settled outside the reach of the Empire's appetite for territory. The Cangacian have been trying to live off the poor region of space they find themselves in since.

By and large the Cangacian settlers are benign, driven to piracy only out of their desperate need for resources. Many accomplish what they can by trade as well as violence, but the utter lack of central authority and any unifying government sees them resort to threats or warfare to negotiate disagreements. Though they are all refugees from ancient Tanoch conquests, old vendettas from the days of their ancient empires still linger.

The rise of A Fleet of Rams and their predation on the smaller Cangacian groups has forced some to seek outside help. The Hiigarans' involvement, and the defeat of Supay, was the first major action of the fledgling Medea nation.



A FLEET OF RAMS

Predominantly the Cangacian pirates are just that- pirates. Loose bands and renegades are most of this faction's composition. However, recent trends show that certain powerful leaders among the Cangacian are pooling their resources and coalescing into something resembling one of the larger factions. This is a proto-empire being assembled under the command of a warrior-king whom, after conquering enough territory, sets out to be a ruler himself. That man in this example is Supay.

This is not the first time a warlord among the Cangacian pirates has arisen; though he is notable by surviving multiple attempts against his life. The Tanoch have an ongoing intelligence operation to monitor the Cangacian pirates for leaders like Supay to emerge, then either use them against their neighbors to hobble the Cangacian efforts at unity, or assassinate that leader and allow their lieutenants to bicker over the remains into oblivion. This time, the leader continues to survive the attempts against his life.

Supay has been gathering forces from among the disparate pirates with promises of riches, planetary land, and power. The army he's amassed is nearly two thousand ships strong by the time the Hiigarans arrive in the Nimbus universe, and there is a fleet-wide mandate to conduct raids for gathering resources (arms, material, and slave labor for their ships). Supay is also attempting to complete a new flagship that he will use to command his forces. The Tanoch are concerned about this development, but their spies in the fringe say nothing, being identified by Supay's lieutenants and either bribed or silenced.

Prestigious members of A Fleet of Rams are always marked by distinct face piercings and jewelry. It has become a status symbol among the fleet.

STRIKE CRAFT

SCOUT - KOLARA TYPE

The craft Hiigarans classify as a scout is functionally a light attack vehicle with a better than usual sensor. The Cangacians use this both as a local reconnaissance craft and swarm attacker because of how easy it is to produce.



INTERCEPTOR - ZOGURA TYPE

No two interceptors are identical, but the broad category they seem to confirm to is named after the Cangacian term for this type of fighter. It is constructed out of common parts found across many heavier warships and debris, mated to an easily manufactured engine and mass driver system. In Hiigaran experience, it is the most ad-hoc Starfighter yet encountered.



ASSAULT CORVETTE - RUKURA CLASS

The final remains of the Cosoar defense fleet make up the Cangacian inventory of corvettes, which are easy to manufacture and represent the most stable class of small craft employed by them. Many craft in service can still trace their operational history to the old empire, as corvettes are not treated as expendable assets among the Cangacian.



MISSILE CORVETTE - GUDARA CLASS

The last permutations of the Rukura class found anywhere that was once employed by the Cosoar defense forces. Cangacian pirate bands usually hold these ships in reserve and launch them when the need is dire, since missiles configured for the Gudara's guidance systems are expensive.

There are unconfirmed reports that A fleet of rams is fielding a variant with dumb-fire rockets, turning them into heavy bombers.





TORPEDO CORVETTE - CODU TYPE

This curious sight was originally the Tuluc class reconnaissance Corvette, which was originally retired by the Cosoar until the exodus. Now their superb sensor suite has been reconfirmed as a targeting array for a single torpedo the Hiigarans classify as the Mast-type anti ship warhead.



CAPITAL SHIPS

ASSAULT FRIGATE T1 - VORDAR CLASS

The basis of all Cangacian Capital ships is found in the Vordar Class, a derivative of a much older design of capital ship from the fallen Cosoar Empire. The modern Vodar omits many of the complicated machinery used in the preceding Asotar class. The Vodar does not have much staying power, but it serves for ships and planets needing capital-grade firepower.



ASSAULT FRIGATE T2 - VARGA CLASS

The most modern version of the Vodar in use across Cangacian space is the Varga, which uses equipment and weaponry salvaged from Hiigaran and Tanoch sources to upgrade and improve the design. A Fleet of Rams operates many of these, but a great many are also being operated by various Cangacian fleets and groups.



ASSAULT FRIGATE T3 - OSKOAR CLASS

This heavy retrofit is produced by A Fleet of Rams as their mid-range combat attack vessel. Many of these are used in enforcement positions to bully lesser ships into compliance. Hiigaran intelligence estimates these ships, while heavily armored, are so significantly retrofitted that they must cause significant problems to maintain.



MISSILE FRIGATE T1 - MASKOR CLASS

One of the first and only lasting upgrades of the Vandor was simply replacing the kinetic cannons with missile mounts, making the Maskor class. Though the missiles give the ship a greater punch, because of the inconsistent supply situation across Cangaican space, they are a heavy logistical investment. Only A Fleet Of Rams has the internal supply capacity to operate these consistently.



MISSILE FRIGATE T2 - VARGA B

The Varga variant, like the Maskor, is a simple improvement of the parent class by swapping out missiles. Unlike the Maskor from the Vador, the Varga B was designed to operate different weapons mounts and so better supports the missile chutes built into the design. The class is so successful some Cangaican bands rely only on these to form their capital force, and buy missiles in bulk from the Iyatequa to supply them.



MISSILE FRIGATE T3 - OSKORA DU

Prized by A Fleet of Rams in their attack forces, Oskora frigates switched out with missile mounts form the fleet's heavy assault arm to make up for any heavy capital ships lacking in their attack force. Though capable and deadly, they are expensive investments in the Empty Quarter, and only A Fleet of Rams can operate them reliably.



COMMAND SHIP - VODUGAR CLASS

Operated almost exclusively by A Fleet of Rams to coordinate their large-scale attack operations. The ships are painstakingly assembled in large shipyards, amassing tremendous amount of salvage and raw materials in order to construct one. Command ships also contain the peak of current Cangacian technological development through their communications array, even if it isn't impressive by the standards of the rest of the galaxy. It is suspected A Fleet of Rams operates anywhere between eighty to a hundred and eleven of these ships.





IYATEQUA TRADERS

ENIGMATIC GIVERS

The Iyatequa are merchants who are foreign to this area of space, having entered the region some eight hundred years ago to extend their trade routes to the local empires. It is believed their Homeworld is somewhere north of Tanoch Space, along an extended trade route. The Iyatequa are not open to discussing the extent of their empire and their holdings, but they have implied they can travel half the galaxy.

Early in their ancient history the Iyatequa could not compete militarily with the empires that surrounded them. Instead they made access to their goods exclusive and traded with all of their neighbors, learning early that controlling commodities is one way to command power with rivals.

The Iyatequa's technological advancement is not due to age, as it was with the Bentusi, but access to technological sophistication. The Iyatequa's breadth of travel and stores of commodities allow them to buy many things and buy the services of others. Dangerous salvage missions were paid for by Iyatequa coinage, and the Iyatequa are quick to put those technologies into their own service. It is suggested they may have had dealings with the Bentusi in the ancient past, though how this was done is unknown considering there was no known contact between the galaxies beyond Crusade Opona arriving.

The Iyatequa have little to no respect for outsiders; all relationships are transactional. The majority of interactions with the Iyatequa involve bulk or

common goods. The lyatequa recognize their markets and have studied which areas desire which commodities, and generally provide. However, honing in on desperate and dependent communities, the lyatequa are keen to raise their prices and squeeze those communities for extra profits. They have no moral opposition to doing so; in the perception of the lyatequa, this is how they maintain superiority over the more militant nations which out-gun them.

The lyatequa's reputation as providers extends to nearly all things. They often can provide such vanishingly rare items and services- or know where they can be found. Individuals coming to the lyatequa seeking such things are almost literally entering a pact with the devil. If one cannot provide in currency the lyatequa do trade in IUOs and future favors- but these are almost always a "monkey's paw" agreement that is much worse than the mercantile exchange. An example of one future favor is asking the client to venture into hostile space to reclaim an artifact... or performing some deed that many races would consider morally reprehensible. The lyatequa use these favors to "Keep their hands clean" and maintain deniability while accomplishing goals of their own.

The lyatequa can trade in almost everything. Some of their more exotic goods include rare and unusual drugs, functional Progenitor technology, currencies from across the galaxy, and artifacts from lost races. They also trade in illegal narcotics, human organs, and slaves of all kinds. They do all of this with particularly charming customer service and a smile. It is said that to befriend an lyatequa merchant, or know one another on a named basis, is to court disaster.

lyatequa individuals, as a culture, wear masks to hide their features from outsiders. These masks are usually ornate, covering almost the entire head in abstract forms and shapes. It is widely believed the lyatequa unmask only in front of others of their family-kind, but the traders do not reveal much of anything about their inner workings. What is known about lyatequa individuals is that individuals maintain highly complex rank ornamentation, one based on the merit of the tradesmen and the accomplishments over their career. Tanoch Military Intelligence has the most exhaustive study of this system outside of the merchants themselves, and even they can only guess what the bars and symbols mean. It is rumored, though of course never confirmed, that an lyatequa's rank has ornamentation for debts others owe to that particular tradesmen.



FREIGHTER A/B - LADEN TYPE

These are the most commonly encountered vessels of the Iyautequa and appear to be little more than large freighters. They carry no obvious armament, and any advanced technology is so well concealed it is imperceptible on the outside. The Laden comes in two forms: standard and extended, classified as A and B respectively. It is virtually certain they also come equipped with the same quick-cycle hyperdrives the Iyautequa are known to carry.



TRADESHIP - CAAVEL TYPE

This craft is named for an impish spirit on Kharak responsible for leaks, unlocked doors, and all manner of devastating but minor inconveniences that dramatically change fortunes. The Caavel is a rare sight and almost certainly the personal property of individual traders who can afford to navigate the space lanes on their own. Also unarmed, the Caavel has observed being as fast as most strike craft when evading pursuit, and also features the same lightning-fast hyperspace cycling inherent to the rest of the lyateuga.



MOBILE MARKET - TUUARA TYPE

Thought to be more of a mobile warehouse than trade vessel, the Tuuara is the slowest of the observed Iyatequa ships but no less capable in drawing customers. Comparisons to the Bentusi trade ships have been drawn with this craft, which suggest both use similar open-market approaches to engaging with customers. As with the rest of the Iyatequa, little else is known directly.

It is so named for a god of bounty and harvest known among the Mana'an.





TANOCH EMPIRE

EARLY HISTORY

The Tanoch Empire has existed even longer than the Taiidan Empire- almost as far back as the era of the Bentusi. They also have a higher degree of Progenitor ruins scattered across their territory.

They are a traditional, religious people made up of three allied cultural groups that share several languages and a common religion centered around the Makers- Progenitors of the Nimbus Galaxy. The Star of Totek, an active construct of the Makers, is one of their dieties. They believe this is a star-god said to return from dormancy every 5000 years, ringing in the End of Days. This arrival is said to be prefaced by a series of ill omens. Totek is due to rise soon, coincidentally happening as Cazoma was murdered by Jochik Kaan.

The veneration of Totek has origins in the primitive pre-spaceflight history of Tanoch itself, worshiping this star from afar. When at last interstellar probe missions explored this star and discovered orbital Progenitor remains in the system, it validated the ancient religions, and set the Tanoch on the path of Religious piety that manifests in their society and the temple fleet.

Dogma, religious adherence, and abidance to authority are familiar to other fundamentalist theological groups the Hiigarans have known: the residents of Kadesh, and Kiith Gaalsien's strict observance of the old ways. For the Tanoch this manifests in blind authority to the priest classes and the Emperor. The average Tanoch citizen is god-fearing and freely believes in omens and myths. Tanoch citizens are, mostly, uneducated compared to the Hiigaran citizens. Most learn what they know through trade. The Chicuat are an exception largely, but their innate intellect and curiosity has drawn disdain from the largely conservative Tanoch.



THE CHICUAT

EARLY HISTORY

Somewhat paradoxically, the Chicuat are the elite of Tanoch during the early days of spaceflight. Originally the Chicuat were in the position of leadership when the Tanoch began exploring their solar system, and still when the first Hyperdrive-equipped starships were establishing colonies on outer worlds. Within two centuries of the nascent Tanoch space empire, a massive uprising from the outer colonies descended on Tanochet and reversed the situation. Sending the Chicuat out into the fringes of the empire, a long history of exile, persecution and despair would follow the Chicuat until the betrayal at Cipactli gave rise to the Chicuat Rebellion.

AN INQUISITIVE PEOPLE

By and large many Tanoch in the empire are a conservative people, choosing to lead simple lives and avoid questioning complex topics. A Tanoch man is content with the world as he sees it and does not seek to change it. The Chicuat are different- questioning many things and seeking to ask the question, 'why can't things be better?' The Chicuat are always seeking to improve or understand the world around them.

Though Tanoch legend claims the Chicuat were driven from Tanochet due to grotesque displays of arrogance and hubris, Chicuat scholars recall that the colonies were driven by a charismatic leader from the fringe who wished to claim power for himself. His name was lost to time, but his effort succeeded, and the victorious Tanoch to this day claim all manner of ills on the Chicuat to reinforce a distorted view of history.

As the Tanoch waged wars of conquests to expand their empire, displacing and subjugating the peoples they encountered, the Chicuat went with them. For a time in Tanoch's early history the Chicuat were employed barely better than slave labor, not quite disenfranchised, but displaced in all but name. The Chicuat in this period hardly had any control over their destiny beyond forming local rebel groups and attempting to succeed. Such efforts were quickly crushed by the Tanoch military.



WAVES OF PERSECUTION

After the borders had settled for a time and Tanoch expansion had reached its limits, it seemed as if the Tanoch military apparatus continued to require an enemy to fight. The Chicuat, over the centuries, always fit as a convenient scapegoat no matter the reason or application. At times the divide between ethnicities seemed so deep there was nearly a racial revolution Tanochi had towards their Chicuat neighbors, and persecution was almost habitual.

Yet for all the abuse heaped on the Chicuat, there was never any attempt at outright extinction or genocide. Tanoch societal thinking was content on rendering the Chicuat permanently subservient in their society. Where the Tecuban were practically invisible to the Tanoch, the Chicuat were always there to blame.

Under persecution the Chicuat continued to question, philosophize, and learn. Knowledge was passed secretly between groups on many subjects, ranging from criticism of the Tanoch government to the true nature of the Makers. Waxing and waning with every ruler was the degree of acceptance and freedom the Chicuat enjoyed- usually in reverse proportion to the King's favor with the Temple. Though over the millennia, the Chicuat were never viewed as equals.

THE TIDE TURNS

The status quo was upended when the Hiigarans arrived in Tanoch space. First appearing on the Empire's borders, by chance they happened across the Chicuat officer Tepin Papan. Tepin, assigned remote border work more as a dismissal than as a legitimate assignment, quickly befriended the Hiigaran visitors. He would encounter them again several times more as the Hiigarans moved to assist Chicuat populations both from savage pirate raids from the Warlord Supay, and from persecution from the Temple fleets. In this way, the Chicuat became aware of the Hiigarans entering their space.

Itaca Taot, finally willing to eliminate the Hiigarans as a threat to his power, arranged for Tepin Papan and his fleet to assist the Hiigarans as they engaged the Yaot at Cipactli. In one fell swoop with gifts from the ancients, Tepin had intended on eliminating three of his enemies- the Chicuat, Hiigarans, and Yaot- at once. He underestimated the Hiigarans, which turned the Progenitors upon one another and managed to flee.

Open betrayal from the Tanoch leadership, along with the knowledge that the Hiigarans and Yaot were potential allies, was the final straw for the Chicuat to begin their uprising. With entire units defecting and crews rising up against their Tanoch shipmates, nearly a third of the Empire began a war against the Temple forces that had been commanding- and abusing- regular citizens. Suddenly the Chicuat were seizing arms of their own and preparing to fight back.

THE SUN SETS

Among the Chicuat, the destruction of Star Totek was laid at the feet of the Vaygr and the Tanoch's trusting of vile outsiders. They heard the Hiigaran's account of the events, and backed Yaquica Yarem's empire as she stepped into the leadership position until a new ruler could be elected. The Chicuat had been hoping at least for the new ruler to be open to negotiation on the Chicuat's societal status.

That changed when Itaca Taot ambushed and destroyed Yaquica Yarem's fleet, clearing the way for Itaca Taot to claim the throne as the remaining council member of Cazoma's court. Quickly seating himself as leader of the Empire and using this theological clout to command the people, Itaca Taot consolidated his empire.

The Chicuat refused to bow further to the temple that abused them, and the insurrection that had begun in Cazoma's last days now developed into outright rebellion. Donning new colors and coalescing under the leadership of Tepin Papan and others, the Chicuat launched the civil war that would destroy the Tanoch Empire as it had stood for thousands of years. Soon after the Tanoch attempted to invade the Hiigaran's Home Galaxy, Itaca's empire would crumble from the weight of so many enemies. The Chicuat would return to plant their flag on their ancient Homeworld of Tanochet, completing a prophecy that had been spoken of when the Chicuat were originally excised from their world. Reforms to the Empire began shortly after.





THE TECUBAN

Thousands of years ago the Tanoch created refugees with the worlds they conquered as they expanded from Tanochet. Many of these refugees continued to flee from the voracious empire, pushing further and further out into space to become what is known as the Cangacian pirates today. Others who chose to submit rather than escape interbred with their Tanoch occupiers and became Tecuban.

Classically the Tecuban were an outcast caste. On Tanoch these were usually people of low status and hardly any wealth, an easily exploitable and overlooked labor caste that rode the underbelly of Tanoch society. Where the Chicuat were the scapegoats of the Empire, the Tecuban were the thankless, invisible servants. As the Tanoch moved into becoming an empire, the Tecuban expanded to include anyone who interbred with the Tanoch but could not pass as the "royal class". The Tecuban, as a people, are classified as working class and poor.

The Tecuban have been downtrodden for so many centuries that a culture of fatalism has sprung up within them. The Tecuban have seen the rise of the Tanoch empire and the fall of so many small ones, and have witnessed uprisings come and get crushed by the weight of the Tanoch Empire. To be a Tecuban is to be born into a life with poverty and no will to enact change.

When Makaan sent his clan to Nimbus in order to be safe, after entering Tanoch space the Vaygr found themselves at home among the Tecuban. Neither the Tanoch nor Chicuat communities wanted to trust the strangers, who felt more at home among the caste of outcasts. The Vaygr lived and functioned among the Tecuban since the end of Makaan's attempt to conquer the galaxy fifteen years prior.

The Vaygr are a strange people to the Tanoch, and not a few Tecuban youth have forsaken their families and joined with the powerful-seeming Vaygr and their cutting-edge starships. By the time Jochik launched his bid to take what he desired out of the Tanoch Empire, many Tecuban people had filled the ranks of his Vaygr fleets, ready to finally strike out at anyone who opposed them.

As the Tanoch Empire collapsed around them, and the Vaygr's leadership perished in the fires of Mictlan, the Tecuban were finally within a hands' reach of becoming conquerors themselves. Seizing the shipyards where many of them worked, and claiming the vessels they were building, overnight the Tecuban fleet grew to a not insignificant fighting force. Additionally many Vaygr decided to join their ranks now that Jochik was gone and his Sisters were plotting their own return from the fringe. Many vaygr felt safer working beside peoples they knew, and switched flags to accept their Tecuban allegiance.



ACLLAYACONAS: THE TEMPLE FLEET

ORIGINS

What exists today as the temple forces (Acylylaconas, or Acllas informally) has origins back to the dawn of Tanoch society on Tanochet itself. Worship of the Makers and the Star Gods has been a constant in the memory and culture of Tanoch life. Originally, though, they were only the priests and the helpers of the temple. They started to gather arms and soldiers once the religion was widely established, in order to protect the temples and enforce the collection of tribute.

After the ancient kings conquered all of Tanoch, the sun religion (Totek) became the dominant authority of all of Tanoch. The Temple warriors became enforcers of religious purity, punishing anyone who would practice other religions. Over the centuries, these other cultures died out or were absorbed by the Totek religion.

Over these early centuries, the Temple has had waxing and waning authority with the Kings of old. The Temple's power was in proportion to how a leader may have felt about their mortality, the afterlife, and approval from the gods. Particularly anxious leaders were often in the throes of the Temple; consulting the Star Gods to better guide their rule, and in turn they were steered by priests who desired power. Authority would then be later yanked away by rulers centralizing their power- more than once the Temple has been enemy of the kings, but supported by the people.

SPACEFLIGHT

With a curious ruler and a lull in church authority, the Tanoch began the journey of starflight over the protestations of the temple (believing space should not be defiled by mortal hands). With it was the curiosity of exploring the distant stars that were central to their religion. When Hyperspace was rediscovered on their world (A gift from the Gods), the Temple seized upon being the force to sanction exploration ventures, mostly aiming explorers at secular stars. Eventually though successive rulers, local space was charted, and the holiest star in Tanoch's sky (Star Totek) was explored. There, evidence of their Gods was present to behold. Finding Progenitor ruins in orbit of Star Totek was validation of their religion's core tenants. In this way, Totek slowly morphed into a denomination of Makerism which was indirectly shared by their mortal enemies, the Yaot.

REIGN IN THE EMPIRE

The religion of Totek expanded with the empire's conquests, challenged only by the Chicuat's repeated critical examination of the religion's core beliefs (which, in turn, kick-start another round of suppression). The priest class presided over the spiritual conquest of millions as the Tanoch seized more space and inhabited systems. As they discovered more progenitor ruins in the deep, it only fueled the Chief Priests' lust for conquest- which they shared with the successive Kings of Tanoch.

Hand-in-hand with their drive for conquest, the Temple forces became the arbiters of moral authority in the Empire. As before, their power waxed and waned depending on the appetites of the ruler. In times of strength though, the Temple forces were absolute and oppressive. At their apex five thousand years ago, the Temple authorities had the power to spy on citizens and encouraged one to report anyone unfaithful to the Makers for "penitence" under the lash within the temple. The means of discipline only became more sophisticated and cruel as time went on, before King Tenzalat II ended the practice and beheaded the chief priest for unwittingly harming Tenzalat's niece through these mandates.

ITACA TAOT, THE VIPER OF AMBITION

Itaca Taot ascended to the priesthood During the reign of Tanzoat. An unlikely candidate, it is suspected Itaca Taot used assassination to eliminate his rivals and bribery to put himself in good standing to be chosen. It was the latest in a long career of ambitious, underhanded moves to ascend to ultimate power. Early on, Itaca Taot had witnessed abuse from the hands of the priest class and determined he would join the oppressors and dominate them with his guile.

It did not take long for Itaca Taot's lofty zealous ideals to clash with the more practical minded Tanzoat. The old king had lead his people with a level hand, and Itaca Taot's visions of religious purity and supremacy would destabilize the fragile peace Tanzoat had maintained for most of his rule. Ambitions frustrated, Itaca Taot devised a plan to eliminate Tanzoat and install his young son to the throne. Using poison, the King and Queen were killed on a night of celebration and the crime pinned on Chicuat extremists. As this was popularized through the temple's preaching, another wave of oppression swept the empire, further dividing the Chicuat from their neighbors. The truth of the matter became conveniently lost in the haze of the King's death.

Once Cazoma was elevated to the throne, Itaca Taot became a mentor and father figure to Cazoma in order to control him for his own ends. In this way, the Tanoch empire has slid closer to theological domination by the Temple than ever before.

THE PLAN UNFOLDS

Itaca Taot was largely content with ruling from behind the scenes and using the puppet King as a target. This turned to his befit when Jochik Kaan, leader of the Vaygr, arrived before the Tanoch King with technology the Tanoch could not understand, and a story too fantastic to believe. Designing to use the



Vaygr, Itaca Taot encouraged the friendship between Cazoma and Jochik in order to make the Vaygr more indebted to the Empire. So convinced of his superiority was Itaca Taot that he never imagined Jochik would be using the Tanoch in turn- Itaca Taot's belief that all outsiders were naïve fools unworthy of the grace of their Star Lords would be his undoing.

The arrival of the Hiigarans barely influenced Itaca Taot's plans until he learned the Yaot were seeking out the Hiigarans to learn more about the Progenitors. Unwilling to leave this force outside of his control, Itaca Taot commanded his forces to betray the Hiigarans at Cipactli. Here, too, Itaca Taot underestimated the Hiigarans, which turned the Progenitor constructs against one another.

Still Itaca Taot would emerge victorious. After Star Totek was destroyed by the Hiigarans, the entire Empire fell into upheaval and disarray. The temple forces, proclaiming the end of days was upon them, rallied their forces and attacked the legitimate successor, Yaquica Yarem, and her forces. After eliminating his rival at Nagaco, Itaca Taot slid into the throne to become ruler of the first Theocratic empire of Tanoch.

THE SUN KING

Though he attained the power he wanted, Itaca Taot inherited a crumbling throne. The people have been shaken by the destruction of their Holy Star of Totek and the sacking of Tanochet by the Yaot, then the Vaygr. Itaca Taot not only has the unpredictable Hiigarans to contend with, but half of the empire beneath him is unified behind Tepin Papan and the Chicuat Rebels. On the southern border the Yaot have maintained their holds in the latest war, and begin to surge inward to claim more space. Still more, the Tecuban, long oppressed by the other classes, begin an uprising of their own.

Itaca Taot ruled the Empire with an iron fist, giving his temple forces the freedom to act in whatever manner or practice was necessary to ensure compliance. Though much of the Empire, already primed for doomsday, fell in line and supported the new Golden fleet, many were opposed to suddenly embarking on a war to subjugate the galaxy. The Chicuat rebellion and Tanoch breakaway nations consumed much energy and effort from the theocratic Tanoch Forces, and the civil war that consumed the empire undercut the reach of the conquering Golden fleet of the present.

Unlocking local Hyperspace gate travel, along with utilizing Progenitor weapons, allowed the Temple fleets to undercut and damage the dissident groups, but outside assistance from the Hiigarans and Vaygr to the Chicuat and Tecuban respectively prevented both groups from being destroyed completely. Ya'Axche opening to the Hiigaran galaxy expanded the battlefield, allowing the Chicuat a place to escape and being a new battlefield for the Tanoch Empire to conquer. Itaca Taot's most powerful conventional fleets were in the Homeworld universe when gate problems began occurring, trapping them there for the Homeworld galaxy to destroy and thus leaving an opening for the forces in Nimbus.

FALL OF THE EMPIRE

Three years after ascending to the throne through betraying Cazoma, Itaca Taot was sitting on a deteriorating situation. Though the Yaot Federation was consumed with their own civil war, his enemies in the Tanoch Empire were gaining ground, and the Iyatequa were raising their prices on the desperate ruler for superweapons necessary to quell his people. A plan hatched by the Medea Hiigarans, Chicuat rebels, and the Sapa Yaot created the illusion that another Progenitor Bomb was located in one of the Five Pillars, at Zaba, and lured Itaca Taot there to recover it. His mothership was ambushed by a combined attack force utilizing Amassari Hyperspace mines to keep him from escaping. Rather than face justice, Itaca Taot commanded his mothership to ram the pillar, destroying himself and defacing the relic in a fitting epitaph to his approach to rule.

The Chicuat forces quickly descended upon Tanochet and claimed authority over the remains of the Empire. New leadership arose and began the process of attempting to reassert governance over the large area of the Tanoch Empire. While contact was lost with the Hiigarans as gate disruption continued, the outlook was hopeful for whatever the Tanoch Empire would become.





THE TANOCH FLEET

Of the three significant factions in the local region (Tanoch, Yaot, and Cangacian) the Tanoch have the largest space fleet. This massive armada is the remnant of the force they used to conquer their local region of space centuries ago, and it has remained standing ever since. Though the Tanoch understand more advanced technology, this technology is reserved for the exclusive temple guard fleet.

In general the Tanoch Space forces rely on large numbers of basic craft to accomplish their objective as their fleet numbers into the thousands. They can afford to produce large numbers of easy ships and throw them at interstellar conflicts. Their ships replicate this philosophy in themselves, as they are typically armed with multiple kinetic batteries, missiles, and other simple weapons systems and technologies. The Tanoch approach to space combat is to bombard enemies with large amounts of kinetic rounds until the target is destroyed- dealing with armor with brute kinetic force methods. They are sophisticated through adding missiles and plasma bombs, but exotic technologies such as Ion cannons and lance beams are too unique for them to utilize.

Like the Hiigarans, Frigates form the backbone of the Tanoch assault forces. Generally a Hiigaran would find Tanoch fleet formations and tactics familiar, only after adding half as many ships to the standing battle forces. A Hiigaran would need one frigate in place of Two Tanoch equivalents.

The temple forces, the Temple fleet, use the same ships but with a vast improvement of the weapons composition. Temple fleet ships are armed with energy cannons, have higher quality hyperspace drives, and are more robust in general. Temple fleet ships are more on-par with their Hiigaran counterparts except in areas of flexibility. Notoriously, Tanoch ships have problems with large numbers of torpedoes.

THE GOLDEN FLEET

There is a legend among the Tanoch from the old days of conquest, about the Golden fleet and the Emperor of the time: Altozac the radiant. It is said that before he bombarded Taldonac VI, the wizard-king of that world put a curse on Altozac and his fleet. After the surface of Taldonac was turned to molten glass, the gold fleet jumped to hyperspace and never returned home.

Sightings of the gold fleet have been reported through the millennia, mostly from a distance. They never respond to hails and they don't always appear on sensors, but they are reported as always moving towards Tanochet broadcasting strange signals. Attempts have been made to discern the fleet's fate, but no concrete evidence has ever been found. The only thing that remains of the Gold Fleet are rumors and sightings across Tanoch space.

After Itaca Taot's ascension, he referred to his conquering Tanoch forces as the Golden Fleet once again. Meant to inspire confidence and evoke the memory of past conquests, many at the time regarded it as an ill omen.



STRIKE CRAFT

INTERCEPTOR - TLOTEC TYPE

The Tanoch's basic interceptor has been in service for an estimated five hundred years, replacing the previous Xatla class only by introducing a new engine. The Tlotec is a satisfactory attack vehicle, performing well in the hands of experienced pilots and relatively easy to maintain. Enough have been manufactured over the centuries that some have fallen into the hands of the Cangacian pirates, or are operated privately by groups within the Empire.

The Empire maintains several weapons package options for the Tlotec to increase its combat performance, though these are granted by special permission. It is rumored the Temple fleet has access to a version of the Tlotec using energy weapons, but none have ever been seen.



PLASMA BOMBER - OCTLA CLASS

Based more directly on the older Xalta class, the Octla has a corvette-grade engine in order to fuel the attached plasma bomb weapon and propel the ship to fighter velocities. Unlike the regard given to classic Attack Bombers in the home universe, assignment to the Octla is regarded as a prestigious honor. The accomplishment of a small craft taking down a larger one is a prized merit that many fighter craft pilots seek to accomplish. Octla pilots have made wagers on who can accomplish the greatest ship kill with the fewest hits.

Various small upgrades over time have improved the Octla's performance, but only in iterative degrees since these upgrades are slow to propagate in the Empire.





MISSILE CORVETTE - AZOCA CLASS

The Imperial Navy uses these in a dedicated anti-fighter and harassment role, a duty they fulfill well. The quick-change magazine system allows for swift reloads when being serviced. The temple guard forces in the Empire use these more than the assault version, pointing to the lack of concern the temple fleet has over logistics.



ASSAULT CORVETTE - COZOTL CLASS

The Cozotl is a common sight in the Empire as the craft is also used by local police authorities and harbor defense. An impressively rugged design, the Cozotl has served for nearly five decades with little change beyond ergonomics and control styling. A. Unarmed civilian version is called the Quezatl.





ASSAULT FRIGATES

ASSAULT FRIGATE T1 - TLALOC CLASS

A cut down version of the Tlaxtolca standard frigate, the Tlaloc was scaled to meet the production capabilities of civilian yards, making the design more prolific. Though deemed too light for fleet duties, they are found throughout the empire in patrol and police roles. It was even offered up to exports to other parties, including the Mekesh.



ASSAULT FRIGATE T2 - TLAXTOLCA CLASS

This class has been the standard capital ship of the Tanoch Empire for over three centuries. A reliable and easy to operate design, the Tlaxtolca has been the image of the Tanoch Empire for as long as anyone can remember. Though modestly armed, it has performed well in every fleet to operate it, even exceeding performance of the Yaot Zuqua.

Each of the Tanoch factions operate these ships in varying numbers and in varying roles within a fleet. They form the strike component in Chicuat police groups, while the poorer Tecuban employ them as corvettes flotilla commanders. It is rumored the Temple fleet has rearmed theirs with energy weapons, though no examples have been observed.





ASSAULT FRIGATE T3 - TZONTEMOC CLASS

The up gunned version of the Tlaxtolca, the Tzontemoc, was created to serve as a frigate squadron leader or stand-in command ship in place of a destroyer. Heavily armed, these tier three warships are formidable adversaries against civilians and pirates. Posting to a Tzontemoc, though not as glamorous as a super capital posting, is nonetheless a prestigious station in the Tanoch imperial Navy.





MISSILE FRIGATES

MISSILE FRIGATE T1 - NALTOLTA CLASS

Created at the same time as the Doacotl, the Naltolta was designed to operate in packs in order to saturate a targets defenses with multiple missile waves. Though these wave saturation attacks were not adopted by most of the Tanoch fleet, the Naltolta has fallen into favor as a fire support ship.



MISSILE FRIGATE T2 - DOACOTL CLASS

Guided missiles serve as the heavy weapon of the Tanoch Empire, and the Doacotl was created to serve this need. Though operating them comes with a significant supply cost, the simpler launchers are easier to repair and missiles have a broader application against more targets.





MISSILE FRIGATE T3- COACOTL

The Coacotl was created for the Temple fleet, which desired a bombardment platform that uses a small amount of manpower. The Coacotl can serve as a fire support ship for an entire fleet almost by itself, though the operational time limit is severely restricted if it is called upon for such a role.





SUPER CAPITAL

DESTROYER T1 - ZUNOC CLASS

One of the oldest designs in the Empire, the Zunoc has been a reliable, sturdy heavy capital ship employed by the Empire for the past thousand years. Today it has been superseded by more modern designs which feature a heavier superstructure to mount more weaponry.

They are still used on the fringes of Imperial space, and by the Chicuat specifically, as poorer regions in the Empire can't afford the newer capital ships.





DESTROYER T2 - TOLCAN CLASS

The standard mass production destroyer of the Tanoch Empire has seen service over nearly eight hundred years with little change. Reliably robust, capably armed, and decently fast it can hold its own against modern Hiigaran ships even without the benefit of more advanced weaponry. It has only met its match recently against the Yaot Federation's newest family of super capital ships.

The Tolcan is often seen in command of small task forces, typically between three to five frigates in a patrol. They are also seen as wingmates to Tanoch Battlecruisers on assault missions against Yaot positions. Enough of them have been produced that a few are found outside the Empire in Cangacian hands. It is suspected the Yaot possess a few as training aggressors.





DESTROYER T3 - MIZOTCOL CLASS

An obvious evolution on the highly successful Tolcan class destroyers, the Mizotcol increases weaponry and features upgraded ship systems and computers suited for the role of command operations. It is believed they were designed initially to stand in for Battlecruisers within fleet formation command roles. The Mizotcol is highly sought after by ambitious officers who want experience on significant postings.

The Elite Temple Fleet of the Empire prefer these destroyers over others, and it is said the Temple Fleet has priority consignment. Further, it is rumored those in Temple service are refitted with a pulsar beam primary armament.



BATTLECRUISER

Though larger super capital ships have been made by the Tanoch, the Tlatoltec is the largest of combat ships practically used across the empire. They are employed as regional capital ships, mobile headquarters, fleet command ships, envoy transports, and enforcers. They are far more mobile than other heavier ships produced by the Empire, making them favored by any practical-minded officer who isn't blinded with ego.

The Tanoch have supplied three of these ships to the Vaygr, which were further customized into the Tlatoc-tla type.



CIVILIANS

FREIGHTER 01 - NICHEQA CLASS

The Nicheqa is one of the oldest continuous space frames operating in Tanoch space, introduced nearly four hundred years ago and still continues to be built and operated in the Tanoch Empire and beyond.

The tractor portion of the vessel was based on the old Matzla type frigates, which were known for their reliability and ease of maintenance.

The Nicheqa is found most commonly in two forms. The longer Atla was first, the shorter Nuzta rose in popularity after trade reform in the empire raised the value of smaller payloads. It's nickname, "Tzuca", refers to a stubborn mule in Tanoch mythology renowned for bringing prosperity through stubborn actions.



FREIGHTER 01B - NUTZA





LINER - AHUAITA CLASS

Large passenger ships like this are a frequent sight in Tanoch space, serving as bulk passenger movers and appearing with various internal configurations specific to the clientele. One Ahuaita could be configured for transporting dignitaries and their families. Another might serve as a prisoner export vessel.



SERVICE SHIP - TUADOC CLASS

A common engineering ship often employed in fleet support duties for installations and orbitals. Frigate sized, it has a crew of 120 and no defenses to speak of. It's never expected to enter combat. Several were supplied to the Vaygr.



STATIONS





YAOT FEDERATION

ELDERS AND STARS

The Yaot Federation is one of the two major empires located in the western rim of the Nimbus Galaxy, the other being the Tanoch Empire. The two star nations have been locked in a battle for generations over the possession a group of deep space objects known as the five pillars.

In comparison with their enemies, the Yaot Federation is more technologically sophisticated and socially advanced. There are greater freedoms and less of an adherence to religious dogma, especially among the younger generations. The Yaot more closely resemble the Hiigarans than any other star-nation in the region.

The Yaot space forces are smaller than those in the Tanoch Empire, but are more formidable and more maneuverable. In their latest war with the Tanoch, the Federation is attempting rapid strikes to destabilize Imperial forces and gain advantages in the field.

LEADERSHIP

The Federation is led by a council of elders, each being the oldest member hailing from one of the great families and houses from across the Federation. Though most of the year they command the Federation in an open forum, two or three times in the Yaot calendar they meet to discuss key issues. Now that war has begun with the Tanoch Empire, they have been meeting more frequently.

Most members of the council are older than sixty years of age, with some reaching beyond a hundred years. This is putting the council increasingly out



of touch with the younger generations, who they are commanding to fight their wars. Attempts are being made by younger power holders and commanders to find some representative in the council, but each effort is met with deaf ears, creating growing resentment which threatens to boil over.

As recently as ten years ago, some of the elders have dropped out of legislative sessions or are hardly seen, though their name remains on the rolls. The families from which they hail are deflecting questions, and legislation was passed recently to protect their privacy. This only adds to the growing resentment in the Federation over the direction of current leadership.

SOCIETY

Compared to their enemies, the Tanoch Empire, society in the Yaot Federation is free and open. Aside from a cultural respect given to elders for their wisdom and experience, there are greater allowances to be found in the Federation in terms of self-expression and cultural mobility. More than half the current Yaot population claims to be less religious than the preceding generation, and the Yaot are quick to adopt or explore different cultures' expressions within their own art and performances. Lately, Hiigaran artwork has been embraced as a fad by the younger generations.

Now that a new war is escalating with the Tanoch, many in the Federation are questioning why this war is even happening and whether diplomatic efforts could prevail instead. The council's absolute decrees on banning travel to the Tanoch Empire, or conducting any negotiations outside of official channels, has agitated young leaders into believing the Elders may not have their best interests. There is a growing dissident movement among the Yaot that, for now, is being checked by the Council's elite protective forces. But this only serves to fuel growing dissent.

ASTRAL CONJUNCTIONS

Within the Yaot Federation's particular denomination of Makerism is a special reverence for astral conjunctions and planetary alignments. Even as far back as the Yaot's pre-spaceflight days, there was a respect and reverence when planets lined up in the sky of their home world, and legends speak of signs and portents to great events. The Yaot have an extensive, cyclical calendar of these occurrences, each corresponding to a change in fate.

The observance of conjunctions continues into the present. Local systems observe and celebrate the alignments of planets with opulent festivals. In the past hundred years a particular sect of Yaot Makerism, The Red Eye, has begun observing particular stellar conjunctions in faraway systems. Chosen for their unique system composition and other factors known only to those who practice, the Yaot have been conducting pilgrimages to these faraway systems in order to observe the alignment with their own eyes.

Though The Red Eye is considered a heretical branch by some conservative sects of Yaot makerism, it is becoming increasingly popular among the Elders for reasons unclear. Criticism of the Red Eye has been downplayed or outright censored by the council, raising further questions about the true nature of this denomination of Yaot worship.



One of the most dire conjunctions of stars in the Yaot sky is the ram, which portends great upheaval on the horizon and a warning to leaders and members of the religiously inclined. Three times in the history of the Yaot, great social change and calamity has coincided with the appearance of this conjunction. The conjunction is due to appear soon, and many are already worried about what tragedy will befall the Yaot people. The council of elders, naturally, has dismissed the superstition.

REBELLION

Resentment and disaffection from the Yaot's younger generations reached a head as the situation began deteriorating in the Tanoch Empire. The war had dragged on for several years with no clear advancement of their goal, and it was beginning to come to light that the Elders were pursuing some kind of unnatural agenda with their fleets. Increasing crackdown from the Council's guard forces fueled resentment, until a Yaot defense unit at Topaque resisted the attempts at arrest. This launched the Sapa Yaot, a rapidly growing resistance movement across the fleet among its youngest members.

Unlike the Chicuat movement in the Empire, the Sapa Yaot was far more insidious in its practices. Almost like a secret society, members of the Sapa Yaot could be found anywhere, coordinating secretly to undermine and destroy efforts to dismantle the movement. Not even the council guard was immune, seeing sabotage among their supplies and vessels. Faced with this rebellion, the Elders had even more incentive to bring the war with the Tanoch to an end to fight the shadows in their own borders.

Full details of the Elders' use of alien technology to prolong their lifespan was the tipping point. More and more fleet units rose in opposition of the Council of Elders or simply defied orders, leading to a military coup. Many of the Elders disappeared, were arrested, or killed in the flight from Yaotl. Those who surrendered agreed to spare their lives by abdicating their positions, leaving the Federation with a crisis of leadership.

The Sapa Yaot provisional government had found a solution by elevating lower-peerage leaders, elected to local positions within the Federation, to form a new council. Though unusual for the Yaot, elected officials replacing the elders was a workable solution for the civilian population, and so the Federation changed gradually from state-sponsored gerontocracy to a Republic within a generation. Though several constituent families threatened to break away from the Federation, threats from the Tanoch Empire, Cangacian pirates, and uncertainty over the growing Medean settlement kept them within the Federation for their own protection.



THE FEDERATION FLEET

Though outnumbered by the vastness of the Tanoch Empire, the Yaot Federation manages to overcome this limitation by having the more advanced battle fleet. Through the use of capacitors and advanced battery technology they have managed to switch to an energy-based attack force, disengaging to recharge and using the stronger hitting power in combat.

Modern Yaot tactical doctrine directs their fleets to make all-out assaults and strikes to the limit of their endurance, then pull back and allow a second wave to continue the momentum. Once the objective is completed, all forces draw back to base or engineering ships move forward to extend supply lines. Yaot commanders are thus keenly aware of the attack endurance of their forces, and limit their strikes for maximum effectiveness in the operational timetable they have. While the Tanoch wear enemies down with a storm of bullets, Yaot attacks are more precisely delivered, with a greater focus on accuracy and target selection.

Frigates also form the backbone of the Yaot Federation but there is a greater reliance on strike craft also. Frigates make up attack waves while advanced fighters handle the more flexible roles of interception, assaults, and counter-attacks.





STRIKE CRAFT

SCOUT - CHISUYOI CLASS

These lightning fast recon platforms are among the most sophisticated small craft encountered by the Hiigarans in Nimbus. The Yaot successfully use these to assist in targeting and attacks with their long range missiles fired from distant targets. The Chisuyoi are occasionally pressed into attack roles where their speed is an advantage.



PULSE FIGHTER - QUYECCHO CLASS

Barring a few examples, the standard attack fighter of the Federation is the most advanced strike craft encountered by the Hiigarans. The high speed engine and ZC-8 Pulse beam cannon make the craft deadly without the drain on speed other energy-using strike craft suffer from.

Though deadly, the Quyecho's single drawback is found in its combat endurance. To supply the ZC-8 with power, the Quyecho embarks with a large battery pack to supply the beam during combat. Once exhausted it must return to base for a recharge, or leave combat for several hours to allow the main engine to recharge the battery.





ASSAULT CORVETTE - TUAMOC CLASS

Among the most lethal craft encountered by the Hiigarans, this single craft also employs high powered ion pulse weapons. It supplies them with twin generators which extend combat endurance far beyond the Quyecho Interceptor while employing similar technology. Dangerous against capital ships and other corvettes, it is best countered by speedy fighters and missiles which can outmaneuver the deadly forward guns.





FRIGATES

ASSAULT FRIGATE T2 - IMZUA CLASS

The lightest entry of the Zumaq family of capital ships, the Imzua often serves as vanguard and reconnaissance fleet roles in the larger scheme of the Federation fleets. Because of their ease of maintenance and relatively light crew needs, they are also often pressed into police and patrol duties. This class is a popular stepping stone for young officers with ambitions for command responsibilities.



ASSAULT FRIGATE T3 - ZUQUA CLASS

The bulk of the Federation's fighting force is made up of these, the Zuqua class. Highly automated and sophisticated even compared to Hligaran craft, the Zuqua is a formidable combatant in spite of its lack of turret coverage. Zuqua frigates are used commonly in house fleets and military units, since the expense of operating and maintaining them is too high for local systems units.





ASSAULT FRIGATE T4 - ZUMAQ CLASS

Designed from the outset to define a new generation of attack frigates, the Zumaq is one of the most advanced starships of its size known to the Hiigarans. They have a larger crew count than their derivatives in order to service the more sophisticated fire control systems and sensors. Computer technology is sophisticated enough onboard that Zumaq frigates can easily take up or extend the command and communications network of a battle group.





DESTROYER

DESTROYER T2 - SUBAMAY CLASS

The lightest of the Sesega family of destroyers were designed for patrol and security duties. Though lighter in armament and protection, the Subamay has support needs similar to most frigates, allowing for high turnaround in drydock and minimal supply needs. During fleet combat, the Subamay has been witnessed attacking in groups, which is unheard of in Hiigaran experience with other races.



DESTROYER T3 - CHAQESTA CLASS

The fastest of the Sesqua series destroyers, the Chaqesta was designed for strike and reconnaissance duties. Able to keep pace easily with its frigate escorts, the Chaqesta was often found leading raiding missions into enemy territory. The long jaw and bright pulse beams became a nightmarish sight in the fringes of the Tanoch Empire.

Because of their detached role and mission profile they weren't often found in fleets, and consequently many were used by the revolt of the Sapa Yaot.





DESTROYER T4 - CHYSCAMA CLASS

The final design of the Sesqua series was the most heavily armed and armored, designed for command duties and heavy assault roles. Almost a mirror of the Subamay, the Chyscama has outsized support needs and can be in drydock for far longer than most other Destroyers. However, the design also has far more staying power than other ship's of similar size, and many stand in as line combat ships in fleet roles.

During the revolt of the Sapa Yaot following the collapse of the Tanoch Empire the Chyscama became an icon of the elder government. Nearly the entire inventory would be destroyed in that conflict.





FLAGSHIPS

COMMAND SHIP - AZEQA CLASS

To prepare for this latest war against the Tanoch, the Yaot Federation designed and launched over a dozen of these command ships for the purpose of coordinating an assault over a large front. The Azeqa accordingly has a sophisticated command and control communications node using technology never before encountered to the Hiigarans.





CARRIER - TUACAMO CLASS

Traditionally the Tanoch used much smaller escort carriers and transports to ferry fighters into battle. The Tuacamo, based on the Chazaca, is a change in doctrine to centralize strike craft operations to a form familiar to the Hiigarans. Lightly armored but with a large capacity, the Tuacamo approaches and exceeds the support performance of standard Hiigaran ships of similar size.





BATTLECRUISER - CHAZACA CLASS

Apart from Progenitor craft and some other exceptions, the Chazaca class Battlecruiser is the most advanced warship in the latest war between the Tanoch and Yaot. Equipped with state of the art engine technology and a formidable energy battery, few capital ships can withstand barrages from these behemoths. The Yaot already had more than twenty in operation at the war's beginning, with slip yards producing more each year.



FREIGHTER

TYPE 1 - CHYUYA CLASS

The Chyuya is a new design in the Federation, replacing a myriad of common transports and commercial spacecraft with an easy to operate, easy to manufacture design. Though serviceable, the Chyuya has a small cargo space compared to other freighters of her size. Common supply of spares and ease of use keeps these freighters commercially active.



TYPE 2 - CHYANA

A new design variant of the Chyuya aimed at maximizing payload space. Though shorter, the Chyana almost triples the payload space of the Chyuya while using many of the same systems. However, as a result of externalizing the payload, a Chyana at high velocity risks losing the out-rigged pods with sudden maneuvers, a frequent occurrence when dealing with raiders.



STATIONS





AMASSARI

SCAVENGERS PARADISE

The Amassari are the technologically regressed descendants of the formidable Hagthar Empire. They live among the ruins of their shattered ancestors and the Progenitor derelicts the Hagthar once used.

Largely, the Amassari of today are content with living this way in the Hather plains. There is almost no wide-scale technological advancement among the Amassari because materials are so scarce, and the knowledge of scientific experimentation is lost. The Amassari continue on maintaining their ships through a mixture of tradition and religious practices- they have lost all understanding of how to make their vessels. Maintenance is an act of faith, and high technology is regarded as magical.

There are hundreds of Amassari clans within the Hather plains. All of them are centered on a space settlement or large debris piece of some kind. All of them use parts of ancient Hagdthar warships and vessels to construct their habitats. The Amassari have almost no contact with peoples outside of the Hather plains. They are blocked to the west by the Nightmare Gulf and other turbulent regions, and there are no large empires beyond them in the Eastern part of the galaxy that have ventured into known contact with the Hiigarans.

Though the Amassari clans number within the hundreds- each with their own



culture- the Amassari can be broadly grouped into five groups: The Sadosar, the Nacarid, the Shashau, the Thant, and the Ohau.

AMASSARI GROUPS

SADOSAR AMASSARI

Of the five groups the Sadosar are the most recognizable to other nations. They are more curious about outsiders that venture into their territory than others, and maintain records of other civilizations outside of their star space. The Sadosar tribes are the most welcoming of the bands of Amassari, and coincidentally are the ones with the greatest cross-connection with other Amassari bands. Though they are accommodating, they do not perceptively lead the Amassari because they are dismissed as being too trusting and therefor gullible.

Oral traditions among the Sadosar suggest they were on the losing side of the civil war which collapsed the Hagthar Empire.

NACARID AMASSARI

The Nacarid are the more hostile of the large Amassari bands, especially to outsiders and other groups. The Nacarid are more combative than cooperative, looking at strangers and other Amassari to cannibalize to maintain their ships and forces. They make harsher deals, and are hospitable only to those they feel they can exploit. At least once in recent memory, the Nacarid embarked on a pogrom against those they felt were un-Amassari, with conflicting criteria.

Oral traditions among the Nacarid suggest they were the winning side of the great disagreement which collapsed the Hagthar Empire.

SHASHAU AMASSARI

The Shasau are more secretive of the Amassari. Though they exist in numbers as large as the Sadosar and Nacarid, they are far less likely to engage in outsiders. They tend to watch and observe rather than engage, and flee unless pressed. Of the Amassari theirs is the most pastoral existence, living simple lives in the remains of their world and reluctant to make waves in the history of their people.

THANT AMASSARI

The Thant Amassari are minstrels, traveling across Amassari space, making an existence of scrapping larger ships and selling the spare parts. The Thant are the most widely traveled of the Amassari bands, and are likely to have access to rare relics and parts found across Amassari space. They have little known contact with the Iyatequa.



OHOU AMASSARI

Very little is known among the Ohou. Study of Amassari records suggest they are whats left of the priest class. They are mostly found around old Derelicts, and are the only Amassari group to have knowledge on how to maintain ancient structures. They see themselves as caretakers of the few precious Hagthar ruins.

THE HAGTHAR EMPIRE

The predecessors of the Amassari once had a large space empire that roughly controlled an entire galactic arm. The exact time they were active is unclear, some sources suggest they may have been in existence as the Bentusi were just attaining spaceflight. Of the Nimbus inhabitants encountered, they have the firmest grasp of Progenitor technology and may have actively used Progenitor technology within their civilization. There are clear signs the Hagthar utilized progenitor ruins as the Hiigarans do today.

Only ruins and oral tradition are left to inform later generations of what the Hagthar were like, which indicates a decadent, opulent people. They were led by an Emperor, who held a court of nobles. These nobles held themselves far above the commoners, using private fleets to engage in petty wars against their ancient neighbors for their enjoyment. So strong was their dominance that galactic affairs were an amusement to them. A form of Makerism seemed to have been embraced by the Hagthar, which almost certainly suggests the Hagthar began seeing themselves as equals to their Gods if they could command their works in the same way.

THE FALL

The Amassari remember this time as "The Great Disagreement." The specifics are unknown, but clues among the collected Amassari point to a dispute over the use of Progenitor power. Being nearly omnipotent with their power and grasp of Progenitor technologies, they were at a crossroads. The nature of the disagreement is unclear, the strongest evidence points to either the Amassari conquering the universe (with the other side opposing this), or whether the Amassari should uplift the other races around them.

Regardless, the war started suddenly and involved all elements of the Hagthar Empire. Even the capital itself wasn't immune to the struggle, as the titanic forces the Amassari had utilized were turned on one another and on the Progenitor ruins they had commandeered. It is estimated the war lasted between six to twenty years.

The fall was a complete one. The lines of communication were the first to break down, next were the planetary omni-computers and other pillars of imperial infrastructure. As with the Progenitor war there are few remains on planets, most of them are bombed out ruins. Some Amassari eke out living on the irradiated surfaces, but there is no such thing as an Amassari world anymore. The people make a living entirely in space and shattered space habitats.



THE HIIGARANS

Peace in the Hather Plains was disturbed by the arrival of the Kiithless Hiigarans through one of the ruined hyperspace gates. Lead by Kidara Sasan, they established a base station within the Nightmare Gulf and began embarking on raids across the plains. The wider Amassari were becoming increasingly aware of these invaders shortly before Task Force Ararat arrived in the area via ropeway across the Nightmare Gulf into Ilyin Lighthouse. The Alut family of the Sadorar Amassari encountered them there and fought them until the Observer appeared. Taking this as an important sign, the Alut spared Task Force Ararat, and directed them to continue pursuit of the Observer further into Amassari space.

After encountering the Kiithless, Task Force Ararat proceeded to the gathering at Hataldan. The ancient capital of the Hagthar empire was at the time receiving the combined Amassari leaders for their ceremonial conclave, and the proceedings were disrupted by the Kiithless. Task Force Ararat was forced to stop the rogue Keepers at Hataldan, then pursue Kidada and her Kiithless to their base. It was destroyed, Kidara was defeated, and the Observer freed. From here, Task Force Ararat was given the coordinates of their ultimate destination: The World Tree, Ya'Axche.

Task Force Ararat departed, but with the Ropeway between Sijin and Ilyin lighthouses open, contact was permitted across the Nightmare Gulf. Soon more ships began arriving in Amassari space, many of them Hiigaran, in pursuit of treasure and opportunity. Many of these Hiigarans had given up on ever returning home, and like their Kiithless counterparts saw the Amassari as easy targets for recruiting or destruction.

The effect on Amassari culture was significant. The Hiigarans brought with them the curiosity and engineering sophistication of their people. Defeating the Keepers and taming the Observer made many start to question old religion and traditions, sparking a cultural movement that started to challenge the old order. Strong divisions between the Amassari groups were strongest felt after Ya'Axche was opened to the Hiigaran galaxy, and open war followed soon after Itaca Taot's Tanoch Empire was facing defeat.

Shortly before gate access to Nimbus was closed by the anomaly, it was reported the Sadorar Amassari were receiving assistance from the Mekesh and Yaot Federation. The Nacarid were opposing them, and had largely driven out the Thant Amassari from their space. The ultimate fate of the Amassari people is unknown.



ASSAULT CORVETTE - WAWOOLA CLASS ATTACK SHIP

The smallest attack unit in the Amassari inventory is this vehicle, the Wawoola, which is mostly a collection of junk. This common pattern has been arrived at after centuries of perfection, and the effectiveness of the craft largely comes from the quality of the components needed to make it up.

The Wawoola also has many civilian configurations for a number of roles, the most surprising of which is a lite hyperspace skiff mounting a frigate module on outboard pod. The most common uses for them outside of combat are as harbor tugs and personnel transports.





SIEGE FRIGATE - JUAJUDAR

Battles between the Amassari would seem strange to veterans of the Homeworld wars, where a diverse range of combatants and strategies create whirling chaotic battlefields. Amassari Combat more resembles battles from the Turanic wars, where groups of spinal-mounted gunships line up and engage volleys while lighter elements skirmish for an advantage.

The Juajudar is built for this style of fighting out of common scrap components found across Hagthar battlefields. Using a common housing as the frame and mounting it to a common mass driver, the Amassari have an effective gunship that can threaten installations and space vehicles. For the purposes of battle, this austere combatant more than suffices when the Amassari cannot design new ships of their own.





COMMAND SHIP - KOMOBODORAR

The biggest and most powerful warship fielded by the Amassari is this, the Komobodorar type. Compared to many other races known to the Hiigarans, the Komobodorar is only an adequate combatant. The ship's resiliency is where it excels, which is surprising given its status as a salvaged and rebuilt vessel.

In practice the Komobodorar is a large statement piece for each Amassari group, serving as fleet leader, flying envoy, and settlement enforcer. It takes much effort to build one, scavenging pieces from far and wide. Often when they are defeated in combat the victors simply salvage them, replace broken parts, and return the ship to service under a new banner.





FREIGHT VESSEL - ZUAZOH

Based on a universal hull plate fabricated for Hagthar megaships and mated to common civilian engines, the Zuazoh is the closest thing to an Amassari civilian ship. They are built and operated by merchant families who subsist on generational trade agreements and the exchange of staples between settlements. Though the Amassari are loathe to destroy ships that they do not have to, the Zuazoh has a low survival rate between raids from the other Amassari and the ship's own shaky construction.



HYPERSPACE INHIBITOR

Hyperspace inhibitor technology is a rare sight in Nimbus, as the first step to creating one involves specific modifications to functioning hyperspace modules. It is suspected the Amassari came to develop this technology by accident, attempting to use reconditioned modules with improvised repairs. The Amassari use these more than the other Nimbus races for this reason. Functionally they resemble the old Koraal class gravwell generators used by the Taiidan Empire.





STATIONS





PROGENITORS

MAKERS OF MANY THINGS

The Progenitors were known as a concept for millennia. During The First Time, many races searched the heavens to understand their universe, and many found deep space objects during their surveys. Also very early on, the first interstellar explorers attempted to examine these objects up close only to meet with failure as each expedition disappeared for unknown reasons. It was learned to never approach the megaliths on pain of death, though they were studied from afar. Even the Bentusi provided few clues to the Progenitors or their works strewn across the univers and discouraging anyone from approaching them for their own safety. Insights into their identity were only gleaned after the End Times and the opening of the Eye of Aarran by Karan S'jet. Since then, the Hiigarans have been keen to study as much as they could of the Progenitors and their civilization, as well as recover their technology for analysis and safekeeping.

In the Nimbus galaxy, the Progenitors and their remains are colloquially known as The Makers. Believing them to be the builders of the universe, it is thought they left behind the constructs needed to do this for reasons unknown. The Progenitors and their technology is regarded in the highest esteem and reverence, particularly in the Tanoch Empire. Several religions attempting to interpret the purpose of the Makers and why they left their constructs behind define many of the conflicts.

The Hiigarans who became stranded in Nimbus have an advantage over the native peoples through understanding who the Progenitors were and possessing some knowledge of their works. Several times since 9628 GSY, the Hiigarans have intervened to stop Progenitor constructs from causing galactic calamities. The Vaygr, also present in Nimbus, used this knowledge also to advance the plans of Jochik Kaan.

FALL OF THE PROGENITORS

The circumstances involving the fall of the Progenitors are unclear, and will likely never be solved because of how long ago it was and how little evidence remains of the event. Leading theories assume that it was some kind of violent collapse; either a civil war between two factions or an uprising propagated by their advanced machines turning on their creators. In either scenario it is rare to find intact Progenitor machinery in the universe, with many functioning star ships and devices behaving in a hostile manner to outsiders. Very few planetary Progenitor settlements have been found across the galaxy- nothing larger than mere outposts. This suggests either the Progenitors were a largely star-faring empire in their later years, or (more likely) their planetary settlements were eliminated in whatever cataclysm that befell the empire.

The only insight known to the fall of the Progenitors is when a Keeper went rouge in 9642 GSY in the Nimbus Galaxy, apparently reactivating dormant programming left behind from the fall. The Keeper assumed command of nearby Progenitor automations and directed them to attack manned spacecraft in seemingly random areas. The Medea Hiiagarans intervened in these attacks, earning great accolades in the process from defending the Nimbus denizens, and ultimately defeating the rogue Keeper at the broken Rashidun gate. No further information could be gleaned from Malik, the identified Keeper, as it self-destructed.





GATE NETWORK

Several termini of the Hyperspace network connect the home galaxy to Nimbus without needing routing. Two of these known connections are between Duzumi Gate near Vaygr space and Wiracoda Gate in the Empty Quarter in Nimbus. Another linked pair are Omilas gate located near Iyassade space, and Astatre Gate north of Cangacian space. Others are coincidental, classified, or just unknown.

Gates on the Homeworld side respond freely to commands issued from Sajuuk and the Hiigarans, but for reasons unknown the gates on the Nimbus side are completely unresponsive. Since few transmissions have returned to the Hiigarans and even fewer expeditions returned, this fact is completely unknown in the home galaxy, and successive expeditions continue to be trapped there.

The most visible and lasting accomplishment of the ancient Progenitor Empire. The network is a series of hyperspace gates that, when activated, create quantum tunnels between points that allow ships and vessels to travel through. It is distantly similar to the technology used by Resource Controllers designed by the Hiigarans. Free-standing artifacts that are gate-like have been identified and known for centuries by the local powers, who have called them "gates", but were not aware they were point-to-point gateways. It was thought impossible to project Quantum tunnels of that magnitude, so they were deemed to be ceremonial constructs or communications nodes.

This network stretches across several galaxies. The fullest extent of which is unknown to the Hiigarans, whom are just beginning to explore the network at this time. They have mapped out the local pathways within the galaxy, but

haven't dared venture too far beyond the known routes.

An operations hub- perhaps the only operations hub- of the entire network is the Eye of Aarran. This large scale gate contains a stupefying array of computers that are thought to control all calculations and corrections necessary to run the entire network. It is damaged, but the Hiigarans cannot ascertain the degree of damage, or even how this damage has affected the network. The Eye of Aarran was activated when Karan S'jet brought the massive Key-ship Sajuuk to the gateway, and used the power of the three Progenitor Hyperspace cores to reboot the central computers. The Hiigarans gained control of it afterward, and guard the Eye of Aarran most heavily. Karan has not divulged how she used the power of the three to manipulate the network, nor has she shared what she has learned about the Progenitor devices since. It is believed she keeps this knowledge to herself to restrict and protect its use.

There are functioning gate paths not on the network managed through Aarran. The Hiigarans assume it controls the entire network, but this is not entirely true. There are abandoned parts of the network that, somehow, still function. Once knowledge of how to activate them was known to races outside of the Hiigaran Empire, these gates began to open. Already races and powers are trying to find means to circumvent Hiigaran control of the gates and use them for themselves. In this way, many smaller forces and opportunists have found their way to Nimbus using these rogue gates.

Some groups from the smaller empires in the Homeworld universe have traveled into the Nimbus this way. The remnants of the Taiidan Empire are one of these groups. Recovering from their failed alliance with the Vaygr, the resurgent Taiidan are on a phase of rebuilding and expansion and are trying to find ways to keep the effort hidden from the Hiigarans. It is rumored they have reactivated one of the off-network gates and maintain a stable terminus, though where they are staging their forces and for what objective is unknown.

As the Hiigarans have been exploring the gate network, ancient names of Progenitor installations have been recovered and deciphered, though their exact meanings continue to evade attempts to understand them. Following Task Force Ararat's return from the Nimbus Galaxy, we finally learned the Progenitor name for the Hiigaran's home galaxy; Archara, when the Amassari observer and the Ya'Axche gate network referred to it as such.



THE FIVE PILLARS

The most significant Progenitor works in the western region of Nimbus are massive obelisks known as The Five Pillars. These huge constructs have been known to the Tanoch Empire and Yaot Federation for millennia, and as the most intact relics encountered they hold great significance to both sides of Makerism religion. Their presence was known for thousands of years, and they were first discovered by the Tanoch.

The last Tanoch King, Tanzoat, and a powerful Yaot statesman Elder Water negotiated a ceasefire to share control of the Pillars (one went to Tanoch, one went to Yaot, the other three are strictly neutral). All of these objects are venerated by the Tanoch and Yaot as tangible evidence of their Star Gods' work.

Neither side truly understands what the Pillars do, only that they are protected by the objects' Guardians (Keepers, etc) and that they are to be respected. Only the Tanoch Temple forces can get close to them, on account of understanding Progenitor approach codes.

Their true purpose and function remained a mystery until the Hiigarans arrived at one to find the Vaygr in the process of interacting with it. Using a Progenitor control crown, the Vaygr had opened the Pillar to reveal a Hyperspace Bomb within the structure. The Five pillars were evidently an array of warhead silos which were expanded in a war in the distant past.

Though the silos are believed empty, the Medean Hiigarans managed to deceive Itaca Taot into traveling to one, resulting in a battle which damaged the pillar.



STAR TOTEK

Observed from Tanochet as one of the brighter stars in their sky, and also a part of a Constellation known to the Tanoch as Xajaak: a creator deity who is said to shapes all that is. Parallels to Sajuuk, of course, may not be coincidental.

Star Totek was not explored for the longest time because it was considered sacrilegious to regard the star as anything but a God. A period of relaxed restrictions allowed a temple mission to visit the star, revealing it's true form as a star and that it was orbited by a mass of Progenitor wreckage. Clearly, this justified the Tancoh's belief that Star Totek was related to their star gods. Outwardly Star Totek is an ordinary yellow-white star, the center of a system that contains 4 uninhabitable planets and one gas giant with a smaller than expected among of satellites. The Star is in many ways unremarkable, except for some of the solar radiation being emitted being lower in temperature than expected. It's allowed ships to approach the star much closer than what is typical on "natural" solar bodies. This is a hint to its unusual nature.

In reality Star Totek is a massive energy furnace, similar to the constructs near Aarran that power the hyperspace gate, only on a much larger scale and consistently active. Outwardly it is indistinguishable from a normal yellow-white star. Only when spectral filters are turned on can someone discover the star is artificial. Structurally Totek is mostly hollow. It is a series of concentric spherical cages at different depths to simulate fusion within a star. Between each layer is hydrogen and helium, though at levels far below what would be expected in normal stars. The exact process of how the star functions is unknown.

The Tanoch have no understanding about the nature of Star Totek. While they can identify the exterior structure, they interpret this to be the "bones of their God" rather than seeing it as a construct.

Star Totek's energy furnace powers a number of Progenitor objects within Totek's system, or within nearby solar systems. To transmit this power it needs massive power transmission arrays that hang in geosynchronous orbit over the star. One side holds collection plates that gather radiation like a microwave transmission beam, and the other is a transmission spire that aims and projects energy in a phased state to distant objects. This energy is imperceptible to civilizations on the Hiigaran's level.

Of nearly six thousand array towers, only about thirty still function. The towers are all protected by Progenitor defenses which also work to maintain the structures. The central core of each power transmission terminal is unstable. If an active array suffers damage, it could destabilize and cause a catastrophic explosion that will fracture the structure. Star Totek was attacked in the distant past, but only to damage some of the towers with the intention to hijack the Star's energy production for other means.

Since the Tanoch's involvement with the star, it has become a Holy Site for many across the empire. Many, many citizens travel to Star Totek to pray to the star; the most devout are required to travel there at least once in their lifetimes. The Priest cast has "cleared" three towers for use by the Tanoch- meaning they have no progenitor defenders who attack outsiders. The Ray of Light is the power transmission tower that pilgrims are expected to dock with and pray to the sun before departing- this area is manned by the priest cast, but security has been lax as of late to allow more pilgrims to arrive.

The second tower (The Ray of Truth) is used by them as a reliquary of sorts, mostly containing useless Progenitor artifacts the Tanoch do not understand. The third (The Ray of Hope) is in fact a religious retreat for the Holy leaders of the Tanoch, used recently as a vain resort location.

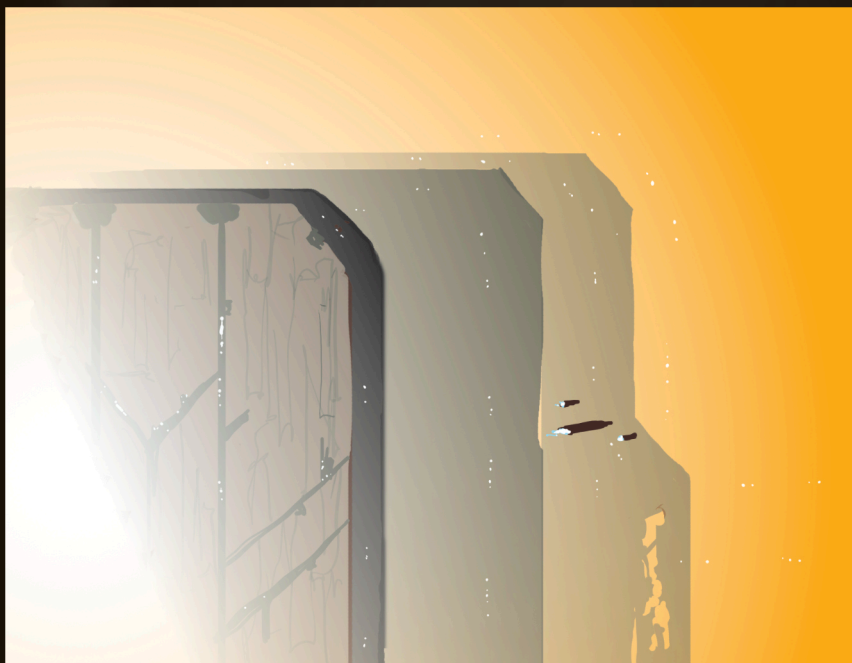
Just before its destruction it was discovered that Star Totek was powering Mictlan Gate, which was positioned at the outer edge of the Star's solar system. Through salvaging parts from the Star's transmission towers Mictlan was restored to use. The hyperspace bomb detonating at the edge of the system destabilized the star, which collapsed within hours. News of the star's collapse spread fast and hastened the collapse of the Tanoch Empire.



MICTLAN

This massive hyperspace aperture is powered by Star Totek, the artificial star. This gate is different by having a much larger aperture than any at the Eye of Aarran. It is thought this isn't on the network, but is instead a massive projection device that shunts objects into hyperspace without needing reception terminal on the other side. It would allow Jochik to not only send the bomb to Hiigara with no obvious end-point, but it would also allow his invasion fleet to go anywhere in the Homeworld universe. The reasons for Mictlan's distinctions are unknown, nor is it known how Jochik found it.

Mictlan was utterly destroyed when the Hyperspace Bomb Jochik intended to put through it was hijacked by the Hiigarans and targeted at the array to destroy Jochik and his invasion fleet. Jochik had not anticipated the Hiigarans using the superweapon upon the best chance at returning home to the Hiigaran system.



YA'AXCHE

Otherwise known as The World Tree in the mythology across Nimbus, it is the local equivalent to the Eye of Aarran. This is a gate control terminus that manages traffic across the galaxy. Long held in mythology by the constituent races of Nimbus, the World Tree is said to be a place where one could see, understand, and manipulate the secrets of the universe. Kamar, first son of Makaan, departed from his Vaygr in Tanoch space in order to find the World Tree. He succeeded and has remained there ever since, attempting to use it to unlock the last of the Progenitor secrets and use them to elevate his people to Godhood.

Ya'Axcche was the site of the final obstacle to Task Force Ararat in returning home. After a failed first assault, the Hiigarans regrouped and attacked again with allies they amassed from the local powers. They defeated Amar, unlocked the gate, and reestablished transit between Nimbus and the Hiigarans galaxies. As the Anomaly has grown and access was cut off to Nimbus, it is not certain what has become of Ya'Axcche and the situation in the Nimbus galaxy.



STONE SHIP

A term given to the massive starships found in sections across Progenitor space, most commonly referring to a large single-cell transport vessel with paired antenna. A Stone Ship located over Hataldan is referred to the Amassari as a Titan, and it is uncertain why the vessel was there or its intended purpose. Similar craft are found around within Amassari space and beyond.

Parts of a similar vessel are found near Tanoch Space, which they refer to as Quinametzin. The Tanoch have legends of a terrible betrayal that occurred there.



MOVERS

For ages, Movers were the only suspected spacecraft to belong to the Progenitors. The few expeditions that managed to return from close examination of megalith ruins reported strange movements and sightings among the debris now believed to be passive Movers. They were first confirmed when the Mothership entered Karos during the Second Homeworld War.

Movers were constructed by the Progenitors as fine-detail utility vehicles. Their powerful magnet arrays and engines can only arrive at this conclusion, where likely they were employed to help finish the construction of megaliths or move larger components into position. The weapon they use is, by Progenitor terms, only a defensive cannon. But when met by the Hiigaran during the war, it was as powerful as those used by capital-grade ships.

Movers today are often employed in the roles they once had in ancient times, moving derelict parts and pieces. However, access to them in Hiigaran hands has been restricted, especially now that the Kiithless control the Daiamid.



ATTACK DRONES

Progenitor Attack Drones were described only in myth until they were encountered by the Hiigaranans during the Second Homeworld War, when the Mothership attempted to secure the second Dreadnought in Karos. Deployed by the Keeper active there, the Attack Drones proved to be a startling adversary against modern Hiigaran pilots, who came to respect and fear the high-impervious Progenitor armor linked with twin energy cannons.

After twenty years Attack Drones are still formidable adversaries, overcome now only by the specific countermeasures employed in Hiigaran weapons against them. Even with these modifications, Attack Drones are still highly dangerous enemies.



TORMENTOR

A rude surprise for the Hiigarans operating in Nimbus was the appearance of this class of vehicle. The first surviving record of their existence comes from the Marlanis Convoy, where Tormentors savaged the 30-strong convoy group for the entirety of their flight. Mercifully, Tormentors don't appear as powerful nor as intelligent as the dreaded Keepers, and the Convoy officers managed to outwit the Tormentors into destroying themselves in an asteroid storm.

It is unclear why Tormentors are present in Nimbus and not in the home galaxy, and the few areas of Progenitor technology that can be accessed provide no answers. Clues within the ruins at least establish their presence as far back as the Progenitor Empire, but their role is unclear when the Keepers perform their responsibilities so much better.

During the Malik crisis in 9641 GSY in Nimbus, a new sub-variant appeared and was classified as the Preserver, which was modified with a repair beam in place of its normal weapons. It is unknown whether this was a new variant designed by the hostile AI, or a variant that always existed in the Progenitor arsenal.





KEEPER

The most feared Progenitor vessel and likely responsible for the greatest disappearance of ships across the history of the known universe. Keepers are the ultimate war machines left behind by the Progenitors at scales familiar to the races of the known galaxy. Long suspected to exist, they were finally confirmed at Karos when the Pride of Hiigara fought to recover the Second Progenitor Dreadnought there. These ageless minions of a long dead people continue to serve forgotten commands given them uncounted millennia in the past.

Nearly everything about the Keepers- from their armor composition, main drive mechanism, weapons configurations, and cognitive control computers- is a complete unknown. No Keeper has been recovered for the purposes of examination, and they seem reticent when compelled by Karan through the power of The Three. Within the home galaxy, the Keepers remain hidden when a Hiigaran expedition using new access permissions approaches a derelict for examination. It is not known where they hide when they are not in use.

During the Malik crisis in 9642 GSY in Nimbus, one Progenitor Keeper was activated and exhibited some unusual, hostile behavior. Following a directive to exterminate any moving life, it seized control of nearby Progenitor constructs and orchestrated a massive attack against any starships used by the local powers. Only through the efforts of the Hiigarans stranded there was the keeper, Malik, silenced.



OBSERVER

By far the most mysterious and alarming vessel encountered by the Hiigarans is the Observer. Though it has no combat capability, its utter absence of recognition in recovered Progenitor databases from the home galaxy suggests it is either native only to Nimbus or was designed after the gate network was closed down. Either possibility points to larger ramifications in the study of Progenitor science, which threatens to upend assumptions made about the circumstances of the progenitor's fall.

The Observer has been in operation at least since the rise and fall of the Hagthar Empire, which regarded the Observer as a manifestation of the Makers in their religion. The Observer's coming and going were a sign of great portent to the Hagthar and their descendants, the Amassari. It's arrival at Hataldan, the former Imperial capital, was a time of celebration and a cessation of hostilities and grievances. It was encountered by the Hiigarans in 9641 GSY, and captured by the Kiithless for study during that year.

While they held it the Kiithless were able to conduct close study of the Observer with the intention of breaking it apart for scrapping and analysis. Though the Observer has on rare occasion transmitted messages to the Hiigarans and others in comprehensible language, the analysis by the Kiithless suggest a startlingly limited cognitive core module- far smaller than anticipated for a unit this size demonstrating independent capability. Instead, most of the mass of the ship is given over to two critical elements: A sophisticated sensor suite and the most powerful communications antenna ever encountered on a Progenitor vessel.

Post-analysis, the prevailing theory behind the Observer's function is that it serves as a remote sensor and communications platform. The unsettling question after this is: what intelligence is directing the Observer to perform the actions that it does?



HYPERSPACE BOMB

The Asteroid field at Gehenna is thought to have been a planet destroyed by a weapon of incredible power; Likely a Hyperspace Bomb. Descriptions of these ancient superweapons have been found, but as of yet no surviving examples have been located in the Homeworld galaxy. They were, in essence, massive hyperspace modules with specific changes to their operating mechanics. When they entered the target area, the module would trigger an oscillation sequence. The result would shift the entire area into and out of hyperspace with overlapping quantum wave effects. With the power of Progenitor-grade hyperspace cores and the effect range of their observed quantum wave forms, it could decimate entire solar systems and destabilize stars. Given the power of these weapons and how little was left behind, there must have been some massive exchange of Hyperspace weapons near the end of the Progenitor's final cataclysm.

An essential piece to Jochik's plan for revenge was utilizing the last one of these weapons located in the Five Pillars. The weapon had failed to launch due to an error in its targeting matrix which refused remote targeting information. Jochik, after salvaging the warhead, planned on manually entering the target data and launching it at Hiigara through the portal at Mictlan. In order to stop Jochik and the bulk of his forces from going through the gate to attack Hiigara directly, the Ararat Expedition launched the weapon at Mictlan gate itself- destroying it and the Star Totek system. Though costly, the alternative was allowing the Hiigaran system to fall to invasion by the Vaygr and the destruction of the Hiigaran Empire.

RELIGION AND CULTURE

MAKERISM

This broad religious presence is nearly as big as the presence of Sajuuk in the Hiigaran universe. **Makerism** is the belief that the known universe was made using tools of the Gods, who were creators of the known universe. Those tools are understood to be the ruins of the Progenitors along with any other ancient cultures' infrastructure destroyed and/or abandoned in deep space. Makerism is practiced primarily in the Tanoch and Yaot Empires, with some scattered denominations among the Cangacian pirates.

THE TANOCH EMPIRE

Central Belief: The Tanoch believe the Makers were distinct super beings different from humanity, who created humankind to be their servants. The Makers then ascended beyond the need for the physical realm, leaving behind their tools. The Tanoch believe only those touched by the Makers could hope to harness their power- which includes the Emperor and his dynasty. Recently this has also included the priesthood.

- The State Theocracy has a stranglehold on many institutions thanks to the maneuvering of the High Priest. The Temple forces have unchecked authority in Tanoch Space, second only to the direct orders of the Emperor.
- The Priesthood does not believe the lies they propagate, freely using advanced technology and wielding the fear of their constituents to monopolize their power. They view the people with disdain, lording over them as masters.
- The Tanoch People (Less so for the Tecuban and even less than that for the Chicuat) are a pious people, more willing to believe in their gods and the words of the priests. A distrust of advanced technology, propagated by the priests, keeps the Tanoch citizenry ignorant about sophisticated technology.
- Progenitor Objects are held in religious awe by the Tanoch People, who are fearful of unleashing the primordial engines and bringing doom upon themselves. They are taught this by the priesthood, and this belief is upheld by the hostile behavior of Progenitor automated weaponry.
- Star Totek and several other places, recognized as obvious Progenitor Relics, are nevertheless venerated by people who pilgrimage there to go and pray to the Makers to improve their lives. Minor miracles are attributed to these visits, though it's hard to say whether the relics do anything for their visitors, or whether it's only in the minds of the worshipers.

THE YAOT FEDERATION

Central Belief(s): Generally the Yaot believe the makers were distant ancestors of humanity, who built the universe to be a paradise until some flaw was introduced and perverted the work. This gradually lessening the grandeur of the universe as knowledge was lost and things fell apart. There is promise of a rebirth if the corruption can be found and overcome. Recent denominations of Yaot practices believe the Tanoch are that evil.

- The Yaot Federation is in some ways more socially progressive than the Tanoch Empire by allowing individuals to worship how they choose rather than enforce a mandated state religion. There are many smaller denominations rather than one large state-mandated church as in the Empire.
- Generally, Yaot denominations of Makerism are less extreme and emphasize the wonder of creation more. Progenitor Objects are also treated as dangerous, but religious teachings frame these as sacred engines that must be left to operate undisturbed, rather than objects to possess. There's no language of the relics conveying miracles, either.
- Conjunctions and Astral alignments are a touchstone in Yaot culture. Accordingly their timekeeping is accurate even across interstellar distance thanks to religious codification of studying the stars.
- The older generations are typically more strict and adherent to the tenets of their religion and are more serious about upholding it. Part of these tenants are making sure the tools of the Makers- Progenitor Ruins- remain in their hands.
- Though the Elders have recently been using alien technology to extend and prolong their lives, their command of the Federation is decades long. Old age and senility has been a problem even as far back as the founding, but the Yaot respect for the elderly has made covering up these problems easier.
- Hierarchy is important in some areas of the Federation, particularly among older members of the Yaot. Their language has affixes when addressing superiors and subordinates. In some areas this has manifested as xenophobia, and drives part of the war against the Tanoch and spurring of outsiders.
- The Federation is a combination of hundreds of wealthy planet-owning families. There were many scattered practices and people before the Great Unification founded the Federation some time before they first made contact with the Tanoch Empire.

CANGACIAN PIRATES

Central Belief(s): Among the splintered cultures and backgrounds of the Cangacian people (as well as the Tecuban), there is a thread of belief suggesting everyone is a descendant of the Makers, who were also human. In



their hubris they destroyed their paradise because they dared to be gods, and humanity was expelled from this paradise as punishment.

- The Cangacian people, like the Tecuban in Tanoch Space, espouse many different beliefs and denominations of Makerism that were crushed or excised during the Tanoch Expansion.
- There are also many stories of being expelled from paradise, especially among those who took their Gods and deities with them into the void.
- The bulk of the Cangacian people are only trying to live their lives to the best of their limited abilities. They scavenge and raid among themselves and others out of necessity for parts and materials to sustain their meager existence. Nearly every Cangacian settlement is a commune, with critical resources shared among the whole in order to survive. Largely they want to be left alone.
- Loss, Vengeance, and grievance are common motifs in the most “devout” parts of Cangacian culture. **The Fleet of Rams** use this messaging as a rallying cry for their movement, maintaining a litany of grievances from across all the abused cultures who were pushed out by the Tanoch.
- **The Fleet of Rams** is a recent movement surrounding the strongman **Supay**. He has defeated the Tanoch's efforts to assassinate him, and he is gathering a fleet using the power of his personality and an enforcer army paid with spoils from raiding. **Catequil** is one of his servants. He is systematically raiding the lesser Cangacian settlements to press them into his space forces- they either join, or die and be looted. Once his army is amassed he intends on challenging the Tanoch Empire.

IYATEQUA TRADERS

Central Belief(s): Unknown. The Iyatequa do not practice religion publicly, and show bemused disdain for the Makerism that surrounds them.

- The Iyatequa are strangers to this region and do not share many of the cultural practices and norms. They are only here to sell stuff.
- The Iyatequa are notoriously tight-lipped about their religion and culture. They post exorbitant prices on information about themselves, and what little was gained is contradictory and not generally believed to be the truth.
- It is known the Iyatequa dress and status gets more elaborate with the more sales one has made. The harder, wider, or larger a negotiated deal, the more prestigious an Iyatequa tradesman is regarded. The most powerful are believed to have concluded large deals, likely spanning empires. The ability to negotiate and come to complex agreements (especially ones which profit the Iyatequa the most) are seen as moral and good in Iyatequa society.
- The Iyatequa behave sort of as members of the universes' most exclusive



club. Those on the receiving end of their ridicule suffer as if they're the subject of an inside joke with no context. Though the Iyatequa can be pleasant, they are condescending and arrogant when not trying to make a sale. Since they provide the universe with so much, they feel their arrogance is deserved.

AMASSARI PEOPLE

Central Belief(s): Unlike the rest of the region, the Hather plains where they live is more about ancestor worship than Makerism. They ascribe power to departed spirits and the ancestors who have gone before, believing the will of the departed preserved the Amassari from the cataclysm that destroyed their ancestors. The relics of the Hagthar Empire, and the Progenitors, are memorials/repositories of the spirits/memories of the departed, and are so maintained.

- Recycling has a culture of paying it forward/renewing/rebirth, and looting/scavenging has a holy note among the more devout Amassari.
- The Amassari lack a central religion, central organizing government, or shared social sphere that encompasses their society. They wander the starscape like nomadic Native Americans, living in their ships or whatever habitats they can find and scavenge. Some Amassari cling to important places, such as Bright Temple, in order to protect them.
- One of the few unifying things about them is returning to their shattered homeworld **Hataldan** annually to partake in a great convention. Here issues pertaining to all of the Amassari are heard, grievances are aired, and decisions about outsiders are made. About every thousand years or so, a Progenitor Observer arrives at these meetings, which is seen as the presence of the ancestors to directly touch their lives and weigh in on mortal events



APPENDIX A:

ARSENAL



KINETIC WEAPONS

SMALL WEAPONS



K-A3 Turret



LT-01 Shredder



A-X1 Turret



X-LC Annihilator

MEDIUM WEAPONS



Javelin



Twin Javelin



K-X3C
Thunderbolt



Fleet K6

LARGE WEAPONS



Karos-8

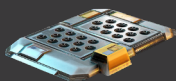


Thunderstorm

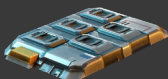


MISSILE WEAPONS

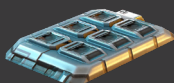
SMALL WEAPONS



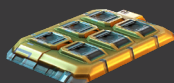
Swarmer



Type 5

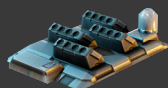


Type TR4

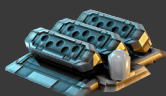


ER-SD13

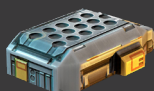
MEDIUM WEAPONS



Colchis



Talos



MX4

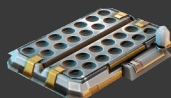


ER-SD13

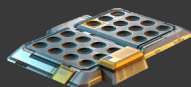
LARGE WEAPONS



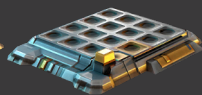
Hiver



Thundercloud



Archer

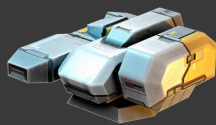


Sandstorm

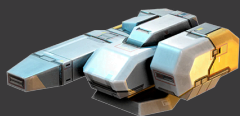


PULSAR WEAPONS

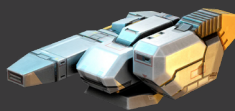
SMALL WEAPONS



LT-4 Mag Pointer



AR-6 Mag Pointer

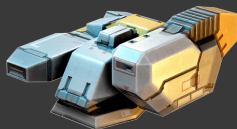


N9-A Mag Pointer

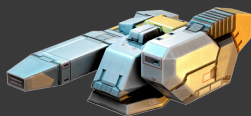
MEDIUM WEAPONS



DR-3 Mag
Repeater



NV-A Mag
Repeater



DR-M Mag
Repeater

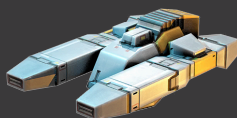
LARGE WEAPONS



Twin DR-M Mag
Lance



Twin NK-Z Mag
Lance



Twin NK-5 Mag
Lance



ION WEAPONS

MEDIUM WEAPONS



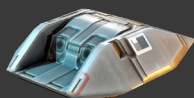
Crimson-4



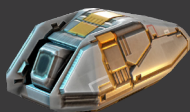
Twin Crimson-4



Azure-1



Twin Azure-1

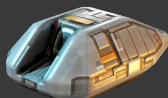


ZA6

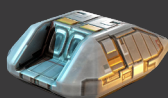


Twin ZA6

LARGE WEAPONS



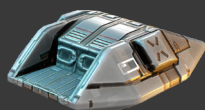
Ruby



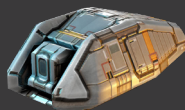
Twin Ruby



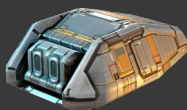
Vision-11



Twin Vision-11



Fleet Model X2



Twin Fleet Model
X2



TORPEDO WEAPONS



Type 6 Bracket
(Medium)



Type 8 Bracket
(Large)



NNX Torpedo
Bracket
(Large)

MISCELLANEOUS



Black Eye Area
Scrambler
(Small)



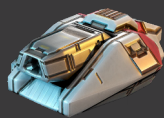
REL-12 Matter
Projector
(Small)



REL-12DX Twin
Matter Projector
(Medium)



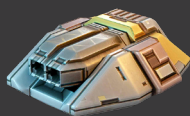
TANOCH WEAPONRY



Edzna
(Small)



Cholula (Medium)



Uxmal (Large)



AX-44
(Small)



AX-48 (Medium)



YAOT WEAPONRY



Zatza (Small)



Tenza
(Medium)



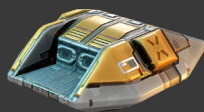
Mez Tenza (Large)



SSL
(Small)



SSV
(Medium)



MAAR (Large)

APPENDIX B:

COLOR SCHEMES



HIIGARAN FLEET

"The proud legacy of the exile fleet continues well into the present."



KIITH NABAAL

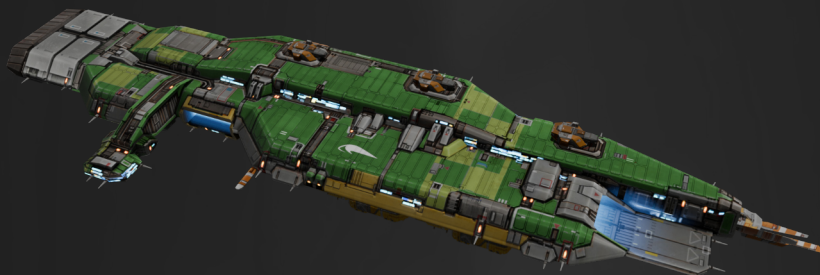
"Hiigaran History is built on diverse materials and reliable construction."





KIITH MANAAN

"Trade and kind words are levers that move nations."



KIITH SJET

"Knowledge is not learned from the comfort of one's home."





KIITH SOBAN

"United by our creed of Spirit; feared from our power of force."



KIITH PAKTU

"With our own gifts, we answer to no master."





KIITH SOMTAAW

"Strength is drawn from the dust and re-forged into might."



KIITH KAALEL

"Truth is a precious commodity, spend it well."



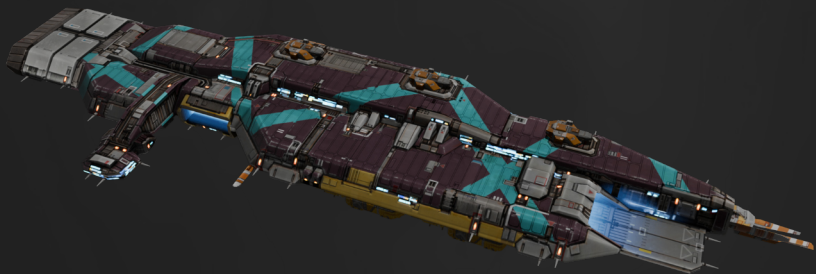
01: HAZARD CRAFT

Utilitarian scheme applied to most Somaaw engineering ships working in hazardous areas. Usually this is to denote the craft has special protections and may be lightly irradiated due to working in those kinds of environments. Today it has spread to fleet commander signaling their willingness to enter highly dangerous environments.



02: CHAOS STRIPE

Scheme applied to Vanaar Madaan-sa's personal vessel and escort fleet in 9531 GSY. The scheme remained in use among his immediate family, but was granted use among the Manaani forces two decades later. Often used by counter-culture Manaani, occasionally to protest the decisions of the current Madaan-'sa.





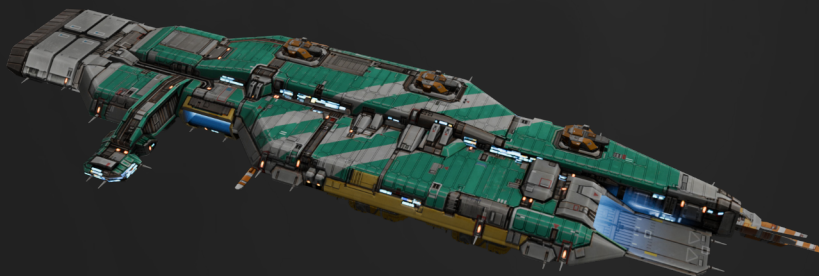
03: FLEET 12-C

Scheme in use by Fleet 12, taskforce C among the Hiigaran Navy during the second homeworld war. Originally used to denote a special organization strike force, it was since released for general use in the fleet. It finds popularity today with Kiithless commanders who desire unity with the Kiithid, not opposition.



04: GUARDIAN GREEN

This scheme originated in Nimbus as a special task force created out of Lazarus Base. The objective of this force was to provide security and disaster relief to the fledgling colony worlds scattered across Medea in Nimbus space. The force is still small, but eager to accept any volunteers who wish to support the effort.





05: DUNE AGGRESSOR

This vintage color scheme was once used for the attack forces of Kiith Gaalsien on Kharak. Though the Gaalsei were extinguished long ago, the memory persists of these sand-dwelling nomads who feared the heavens. There are rumors abound that some force may be trying to resurrect Kiith Gaalsien as part of a greater return-to-roots movement in disaffected Hiigaran Kiithid..



06: DOMINATOR SUN

The standard Imperial livery of the Taiidan Empire for close to four thousand years, adopted soon after the destruction of their Homeworld at the hands of the Hiigarans. This scheme has come to represent many things to many people over the centuries. It is still in use today by the Taiidan remnant on the fringe of the Homeworld Galaxy.



07: INVADER STANDARD

This simple scheme was the standard of Makaan's Vaygr Crusades, which poured out of the eastern part of the galaxy to fight the Second Homeworld War. Though the Vaygr today have diverged into using their own colors, those who still use this scheme claim to continue the fight in Makaan's name.



08: FOSS RUNNER

A scheme used by a group of Turanic Raiders operating around the Galactic Core in 9430 GSY. The Foss pirates were predominantly smugglers and blockade runners, bringing illegal goods to market in spite of efforts from the Galactic Council to stop them. Though the group was dispersed in 9570 GSY, lone ships are still active using this scheme.



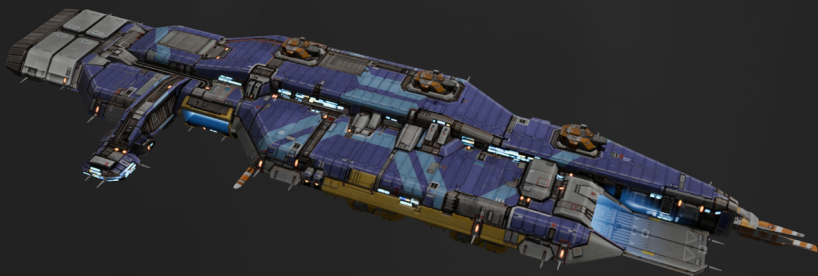
09: DAVOCHI CHEVRON

Scheme used by the Davochi fleet which once operated out of Edowana. They were allies to several local empires before the Tanoch Empire destroyed their world in the distant past. The Davochi diaspora wore this scheme as they wandered the universe.



10: GALACTIC INSPECTOR

For several centuries the Galactic Council operated a joint military force known as the Galactic Inspectors. This force of ships was responsible for armaments inspection, monitoring conflicts, policing amnesty zones, and enforcing galactic rules. After political maneuvering by the Taiidan Empire, the force was officially disbanded in 8133 GSY, with the Taiidan Empire allegedly taking responsibility.





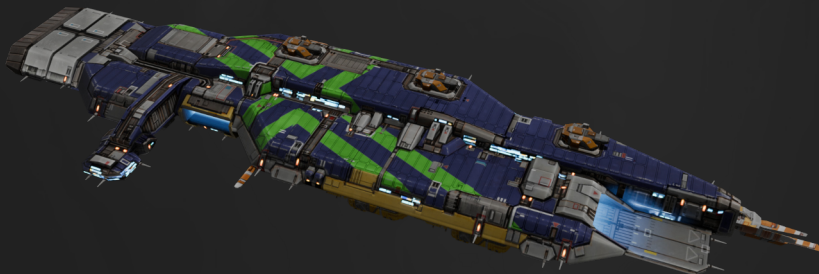
11: FORCE H

Within three years of landing on Hiigara, the Kushan Navy began to divide up the exile-era Kushan forces into specific units and responsibilities. This scheme was applied to "Force H", which was a dedicated defense force to protect Hiigara. Eventually it was phased out as the Kiith grew in strength and commanded their own forces, but this scheme can still be seen on some units tasked with protecting the Homeworld.



12: AIALU CROSS

Many minor empires were conquered during the Tanoch Empire's period of expansion. One of the largest and most resolute were the Aialu people, who once called the Tecoahte system their home. They resisted the Tanoch for approximately 400 years before being finally defeated in the Battle of Radays. One of their Imperial ships was found in the Jonalli system, informing the Hiigarans of this distinct cross scheme.



13: TERMINAL SUNSET

For a time until 7064 GSY in the Tanoch Empire, the Cangacian people managed to operate their own independent space forces to defend themselves when the Empire would not. This frontier force was nearly four thousand vessels strong before the Tanoch Empire issued an ultimatum to dissolve. The last of this Cangacian fleet was defeated in the Battle of Voora.



14: ILLYRIAN SCORE

One of the few Turanic Raider bands to oppose the Taiidan Empire were the Illyrians around 7320 GSY. Lead by Teuta, this potent raider force operated around the Golden Highlands until their destruction by a Taiidan fleet lead by the Great Admiral Tassarus.



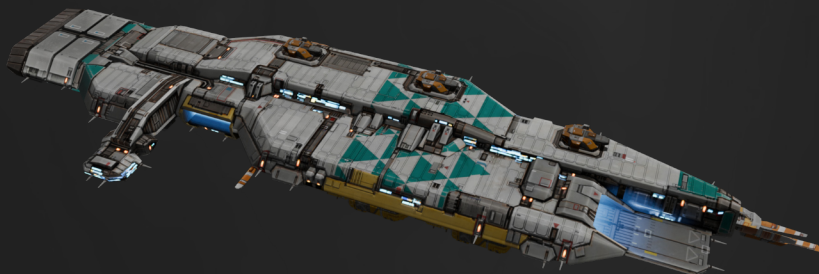
15: HARD VENGEANCE

This bold scheme was used by one of the most notorious bounty hunters to come from Hiigara after the exiles' return: Iifrit Tambuur. Driven by rage at the loss of his people and beloved wife Dava at the hands of the Taiidan, this scheme marked several years of ruthless pursuit of Taiidan war criminals across the Outer Rim trade routes.



16: DELTA NIXE

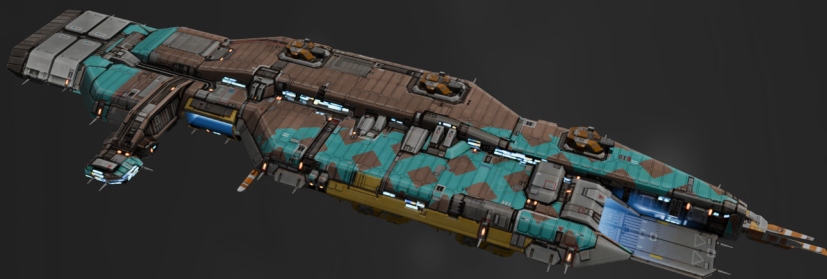
This scheme is used in Valhalla for their elite units. Their expeditionary forces fought in the Second Homeworld war, where the distinct delta pattern became memorable in conflicts bordering the Oysiran Alliance. To this day it is rumored this scheme still strikes fear into the heart of the Vaygr.





17: DAZZLE PRINT

Deep space crystal mining is a delicate task due to the engineering involved and the volatile, fragile nature of the crystals being collected. This livery was once used by Araraye Corporation, initially the most successful crystal harvesting and processing enterprise within the Yaot Federation. Once the process was perfected, Araraye went out of business.



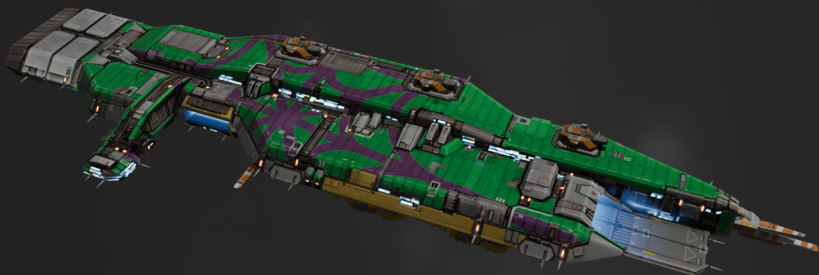
H1: RACKAM'S BONES

One of the last Turanic Raider groups operating in the core, Rackam's Raiders, employed this paint scheme until their destruction in 9531 GSY. Some Hiigarans turned privateer occasionally reuse this scheme to evoke the memory of these notorious pirates.



H2: LAVEU'S WEB

A personal scheme employed by the merchant fleet of Marie Thassan-Sa, a minor Kiithid formed after landfall on Hligara. They quickly gained a notorious reputation on the outer rim trade routes, being accused of witchcraft and sorcery. While it is not certain how they are able to accomplish some of their feats, they are sought out in the far reaches for their particular talents.



H3: JACK'S JAWS

Originally a scheme used in the breakwater nation of Tarsus after repelling repeated attacks by the Vaygr. The Paktu unit under the command of Jerrisiah Paktu decided to goad the Vaygr with this distinctive scheme. For the majority of the war it worked until the unit was destroyed in the final days of the war with the Vaygr.





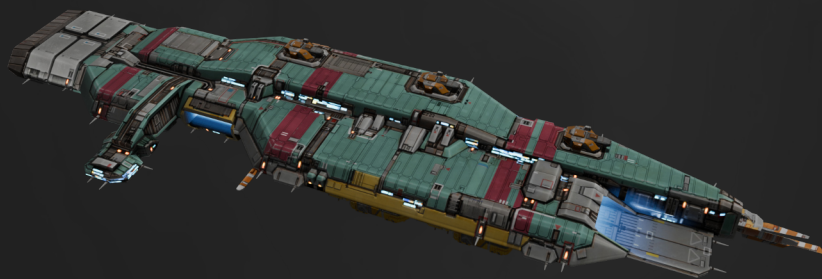
H4: NIGHTMARE RECOLLECTION

The Beast Wars of 9525 GSY remain a contentious, highly-classified event in Hiigaran history. Though specifics of the war remain ambiguous, the memory of what occurred was seared into the minds of many who lived through it. Some choose to evoke this memory with this scheme which recreates the visage of an undead army of starships never seen before or since.



Y1: SENTINEL PACT

This standard scheme of the Yaot Navy calls back to the first interstellar fleets in their history. Star-pilots undertook an oath when embarking into space to protect land and star from privateers and the elements. The adoption of this scheme today evokes that ancient pact all Yaot starfarers swear to.





Y2: HUNTING EYE

The Hunting Eye is a secretive group in Yaot society. Thought by many to be a cult of strange and zealous astrologers, they are in fact one of the deadliest assassins on hire within the Federation. Their services are contracted on the black market, and there are disturbing rumors of the rituals one undertakes to serve in their order.



A1: ANCIENT AGITATOR

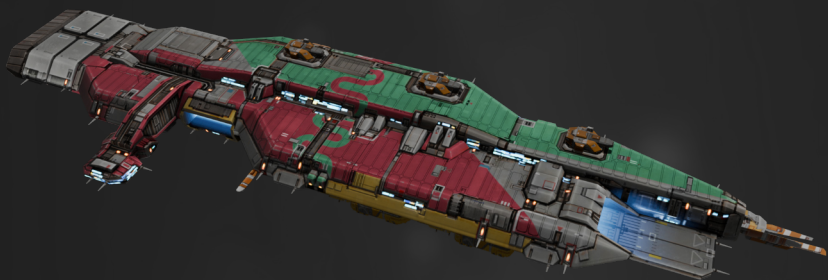
This is a uncommon scheme found on ancient derelicts in Amassari space, though it is not the Hagthar Imperial livery. Hiigaran scholars suspect it may have belonged to the group opposing the Empire's central leadership, which lead to the downfall of the Empire.





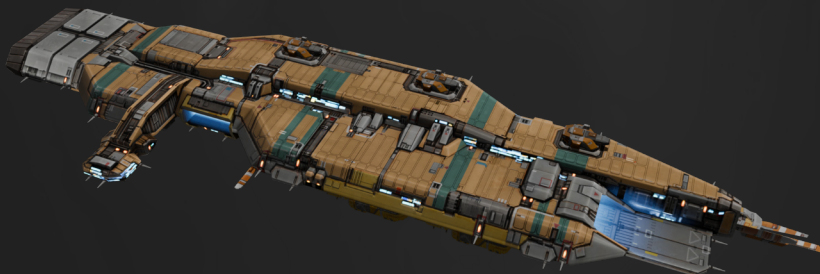
A2: VERENG SASH

This scheme was employed by the Vereng Amassari when they existed nearly thirty years ago. These wandering traders were the closest thing to a unifying force among the Amassari, and were well remembered and liked. They were exterminated by the Nacarei Amassari on accusations of piracy.



T1: PIOUS IMPERIAL

This is the standard Imperial scheme of the Tanoch Empire, implemented after the Third Reconstruction and in use now for over a thousand years. Originally the gold represented prosperity banded with the green of fertility. Today the faded colors come to represent broad indifference and selective enforcement.



T2: REVERENT IMPERIAL

This Tanoch Imperial Guard scheme was retired two centuries ago, when the Guard was disbanded and replaced with the Temple Forces in protecting the Emperor. The Guard was remembered for their impartiality and goodwill to the citizenry, and it is occasionally used by rebels when they wish to make a statement during their attacks.



I1: TRADER BASE

This scheme is an approximate recreation of the Iyatequa trader's main ship livery, which is nominally protected under a considerable copyright. It is available for use by other ships only through careful legal maneuvering by Yaot law scribes, who exploited a gray area in the Iyatequa legal code to allow its existence. The Iyatequa have never forgotten this.



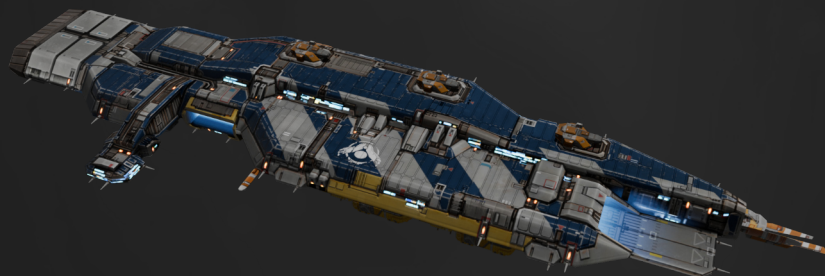


X: THE STRATOSPHERE

This Tanoch Imperial Guard scheme was retired two centuries ago, when the Guard was disbanded and replaced with the Temple Forces in protecting the Emperor. The Guard was remembered for their impartiality and goodwill to the citizenry, and it is occasionally used by rebels when they wish to make a statement during their attacks.



KIITHLESS



COLOR CODES



: 5; CD5
EEEEEE
HH 527

JKCTCP
PCK



G5CG74
; ; 8G4C
HH 527

PCCDCN



85D27E
E8G499
HH 527

CPCCP



GECEGE
FF6247
HH 527

UGV



E9574D
HHHH
HH 527

UadCP



G4DE89
H3H3H3
HH 527

Rcmw



74; 8DG
HHHH
HH 527

Uad VCY



8885; 2
HE36E
HH 527

McNcn



HE8; 5
92; H; 5
D26374

VCPGEJ
K6RTCN



7G7G7G
53HH H
D26374

VCPGEJ
Vad Rng



F66; 6C
GECEGE
D26374

VCPGEJ
EJIEVCV



G2C9; :
HH 353
D26374

VCPGEJ
VGEVDCP



; D; DF6
EE986E
HH 8CG

ECPI CECP



HHHH
: 9; 9; 9
EE7277

XCI T
GRGPC



EEEEC7
9EE8G2
G6G6G6

CoCuCTK



4C698H
EHEHEH
HHF2; F

MWNGU



H8D053
3F3F3F

JC\CTF
ETCHV



8D6F7C
76F6FF

EUCQU
LVTRG



3F3F3F
GGCGCG

H8GV
34/E



5DDC; ;
CGCGCG

I VCTFICP
I TGGP



EE7; 6C
3G3G3G

FVPG
CI I TGUJGT



H8C; 28
G9534G

FQDPCVGT
UWP



GC6CGC
3F3F3F

KXCFGT
UACPFCTF



H2; E74
3F3F3F

H8U
TVPPGT



E3G573
DG4858

FCXGEJK
EJGTGP



988GD;
; ; EDHG

I CACEVE
KURGEVT



DDDDDD
4D99E7

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8G6C; 4
95H 7;

CINW
ETGU



HH 375
83GCH4

VGTGICN
UWPUGV



69EEEE
CF424D

KN TICP
UEGTG



D; 4G3;
3F3F3F

JCTF
XGPI GCPEG



HHHH
2CC6; G

F8VC
PIEG



D3; : 98
69GCGG

FC\NG
RTRV



3F3F3F
HHHH

TCENMU
DapGU



2HE47G
: 44F9G

NXG8U
Y GO



HF9HE2
3F3F3F

LCENMU
LCY U



3F3F3F
E; 4; 4;

PIK JVO CTG
TG8NGEVGP



FE5; 7D
7CEH ;

XGTGPI
UNCU

APPENDIX C:

FLIGHT RECORDER LOGS



MO1 DUZUMI GATE

CHANNEL A:

FLEET BASE: We are T-Minus 5 minutes to gate activation. Task Force Ararat, complete your final loading procedures.

FLEET BASE: Final component is on its way to the Expedition ship now.

JOANNA: We're behind schedule. Engineering, install the Progenitor Communicator immediately.

HIIGARAN: Understood bridge, we're on it.

ENOCH: All commands, this is Admiral Enoch. Task Force Ararat will assemble before Duzumi gate. Departure in five minutes.

JOANNA: Engineering, status of the Progenitor Communicator?

HIIGARAN: The Device is integrated and operational. We are receiving telemetry from the gate, all contacts green.

JOANNA: Good. Command, all moorings are clear and we are ready to activate engines.

JOANNA: All C&C elements are green. Z-Plus thrusters engaged, we have lift-off. Progenitor Communicator has connected to the gate. Transmitting activation code now. Gate is activating.

ENOCH: Our expedition to the Nimbus Galaxy is about to begin. May our fortunes be better than those who have preceded us. Good luck everyone.

JOANNA: Course locked. Destination: Nimbus Galaxy!

CHANNEL B:

JOANNA: Welcome aboard Commander. I hope you're ready for this epic venture. I am Joanna Naabal, your executive officer.

JOANNA: We'll begin a review of all ship systems before we depart, starting with camera controls. Simply swipe to move the camera.

JOANNA: Great! Use the camera to get an overview of your surroundings. Now pinch to zoom the camera.

JOANNA: Good. You can also **enable Auto Camera**, which will focus on important objects automatically.

JOANNA: Commander, the Target List has been activated. Use it to interact with objects, enemies, or allies in the vicinity.

JOANNA: Now give the order to **move to our target position**.

JOANNA: Let's test our combat systems. We'll need them on our voyage through the Nimbus Galaxy with Task Force Ararat.

JOANNA: Practice drones are launched and en-route for their target positions. Good hunting.

JOANNA: We have clearance to begin live-fire exercises. Awaiting your command to attack the drones.

JOANNA: Well done, Commander! Next we'll engage a more challenging target.

JOANNA: The Fleet Tray has been activated. It shows you all ships in our fleet. Currently that only includes our expedition flagship. You can use the Fleet Tray to give a **move command** to ships directly.

JOANNA: Let's go to the next position.

JOANNA: A target frigate is being moved into position for additional weapon testing. Be advised that ships of capital class have greater durability.

JOANNA: Commander, you can also use the Fleet Tray to give an attack order by aiming at targets directly.

JOANNA: The Skills are online and ready for activation.

JOANNA: Great timing, we'll need our special abilities to engage stronger targets like this frigate. Activate our Missile Barrage Skill.

JOANNA: Excellent, all systems are operational! Our vessel is ready for whatever we find in the Nimbus galaxy.

ENOCH: Task Force Ararat, this is Admiral Enoch. All vessels report to the nav point immediately.

JOANNA: Commander, there are the other flagships! It will be an honor to fly next to



Admiral Enoch and Vice Admiral Vasthi.

VASHTI: Greetings Commander. I hope you're excited to be part of the expedition! Let's make history together.

JOANNA: Acknowledged, vice admiral. We have onboard the Progenitor Communicator and are ready for takeoff.

ENOCH: Commander, take this gift before we leave. Open it once we reach the Nimbus Galaxy, you'll need it.

MO2: WIRACODA GATE

JOANNA: We have made it to the other side. Now we need to gather what we came here for and then return home.

ENOCH: All commands, stay alert. Other expeditions have reported being ambushed by Progenitors. Begin perimeter search.

JOANNA: Commander, give the order to **move to our assigned position**.

ENOCH: No sign of the Progenitors yet, but they rarely announce their appearance. Fleet, active attack drones are sighted! We are under attack!

ENOCH: Commander, you must assist the Khar-Kalaad. Eliminate the drone swarm immediately.

JOANNA: Commander, awaiting your command to attack the enemy.

The Drones are hard to hit. Use our Missile Barrage to overwhelm and destroy them.

VASHTI: Thank you for the assist, Commander.

JOANNA: A hostile frigate-type has emerged from hyperspace. It's not a configuration we're familiar with.

JOANNA: Commander, attack the incoming ship and destroy it!

JOANNA: Commander, don't forget to use our missile barrage when it is ready again.

JOANNA: Enemy ship destroyed. We're fortunate this new enemy isn't as formidable as a Keeper.

ENOCH: All commands, more Progenitors are appearing, but our reinforcements have emerged from the gate. Engage combat!

JOANNA: Commander, the Keeper has appeared. Activating the Progenitor Communicator now. We'll order the Keeper to stand down and retake command of the gate.

HIIGARAN: Command, be advised, the Keeper is rejecting the Communicator's command. Full permissions setting has no effect.

KEEPER: (Unintelligible)

JOANNA: Impossible! The communicator should have full authority over all Progenitor devices. Maintain defensive positions.

HIIGARAN: Mayday! Breach in starboard fusion engine-I.....

HIIGARAN: Hull integrity failing, we-

JOANNA: The Akalon has been destroyed!

HIIGARAN: We sustained a critical hit, we cannot hol-I.....

JOANNA: The Haarsuk has been destroyed. We're taking alarming losses.

JOANNA: Alert, more Keepers emerging from hyperspace!

JOANNA: We're being overwhelmed. This is not looking good!

ENOCH: Task Force Ararat, this is Admiral Enoch. Flee the area immediately. The Riif-sa will draw attention to assist your escape.

JOANNA: We need to go before the Keepers activate their gravity well. Initiate emergency hyperspace jump!

LOST

ENOCH: This is my final order to you, commander.

ENOCH: Do not allow our people to die in this place.

ENOCH: Find a way to return through the gates. Fight your way across the universe, if you must.

ENOCH: Do not let the story of our clans end here among these unfamiliar stars.

ENOCH: Bring our people home safely. Return to Hiigara. Farewell.

SIGNAL LOST.



JOANNA: There is no sign of the Riif-Sa. Or the Khar-Kaalad. No Hiigaran signal traffic of any kind is detected.

JOANNA: We are alone.

MO3 GULF TALN

JOANNA: After our narrow escape from the keeper, we need to plan our next steps.

JOANNA: Hyperspace jump successful. We sustained heavy damage. Fires are reported in engineering.

JOANNA: The Progenitor Communicator failed to stop the Keepers. We need to rebuild the fleet before we can find out why.

JOANNA: Commander, Hiigaran ship coming out of hyperspace in proximity. It's one of ours.

HIIGARAN: This is the Acropolis. We almost didn't make it out, requesting repairs and permission to join your fleet.

JOANNA: We must rebuild our fleet with what we have. Our Resource Collector was undamaged and reports ready. **Undock it now.**

JOANNA: Great. Now give the order to **begin repairs on the Scouting Frigate.**

HIIGARAN: Repairs are under way.

JOANNA: Commander, our only squadron of Interceptors has finished rearming and is ready to launch. **Undock strike craft.**

JOANNA: An unidentified ship is emerging from hyperspace nearby. It's contacting us... with a Hiigaran frequency?

IYATEQUA: Well and met, Hiigaran vessel. Your ship is new to us, even if your kind is not. Welcome! We are the Iyatequa.

IYATEQUA: As a gesture of good will and to welcome you to our trade network, we are willing to share information. Please approach.

JOANNA: If these Iyatequa know Hiigarans, other expeditions to Nimbus must have survived.

JOANNA: We can surely use their help. **Let's approach the ship.**

JOANNA: We have docked. Along with exchanging language and cartographic information, one of the Iyatequa has boarded to serve as a guide.

JOANNA: Commander, we're detecting another hyperspace signature.

CANGACIAN: Iyatequa! We are the Fleet of Rams. We come for the criminal Ekekko, who must pay for his fraud! Surrender him or face the consequences!

IYATEQUA: You must barter with a better currency than threats, pirate. We will not surrender one of our own without accord.

CANGACIAN: So be it! We will collect Ekekko by force!

JOANNA: The Iyatequa ship is unarmed! We must protect them. **Attack the pirates!**

JOANNA: Commander, remember to **use our missile barrage.**

CANGACIAN: You can't hide behind the blind empathy of others forever, traders! Ekekko will face justice another day!

IYATEQUA: Your intervention was not necessary, but we are grateful. You consider yourselves isolated in Nimbus, but this is not so.

IYATEQUA: Your kind reside in the Empty Quarter. Coordinates to Lazarus, your capital, have been transmitted. Good fortune to you.

JOANNA: The mothership Lazarus has been missing since the first expeditions to Nimbus. The other survivors must have gathered there!

LAZARUS BASE

JOANNA: A hiigaran settlement? We should **visit this Lazarus Station.** With luck, other missing expeditions to this galaxy made it there.

EKEKKO: Greetings commander, I am Ekekko, a... merchant of the Iyatequa. I would like to seek passage aboard your vessel. In exchange for this transport, I can be your bargain hunter and local guide to this region. I take up little room, and in exchange I can open doors for you that would be closed otherwise.

JOANNA: Commander, the Iyatequa traders have a lot of local contacts in the vicinity. Access to what they know might be useful in the future. I've reviewed his proposal and



it's little effort to allow him and his cargo passage onboard. Security has already vetted his entry.

EKEKKO: Well and met Commander, I am pleased to make your acquaintance and share your voyage. Please come by to visit my on-ship store to **collect your first payment** now. In the future you may return any time to collect your daily fee. You are my first customer.

LAZARUS BASE: Commander, welcome to Lazarus Base. Our apologies for being unable to respond to your distress signal at Wiracoda gate.

LAZARUS BASE: We've had troubles from the local pirates. Your arrival has also agitated the Progenitor defenders in the region for reasons unknown.

LAZARUS BASE: We would like to welcome you aboard to bring you up to speed about the situation here in the Nimbus galaxy, but we could use some help securing the local area.

JOANNA: Acknowledged, Lazarus base. Commander, first we should re-equip our forces and **build an interceptor squadron**. Our forces were thinned in the battle.

JOANNA: Very good. We need to **ready the new fighters inside our hangars**.

JOANNA: Now that our interceptors are ready, we can **scan the system** for hostile signals.

JOANNA: We found something. Hostiles confirmed. **Jump to the signal** to engage the enemies.

JOANNA: All enemies destroyed in the vicinity. We should return to Lazarus base and check in with them.

LAZARUS BASE: Thank you for the assist, Commander. We had a raid pass through here as well and our facilities are damaged. We're asking local commanders to gather resources and supply material for our repairs. Once we're repaired our port facilities can reopen to you.

LAZARUS BASE: Scouts have already identified this system as being rich in the resources we need. It would help us if you could **mine some ores** here and return them to us.

JOANNA: There are several potential mining sites, but the signatures are scattered. We'll we need to **analyze the asteroid clusters** before we can initiate mining operations.

JOANNA: Commander, we have located several mineral-rich asteroids. We can now **jump to the cluster and use our resource collector to mine ores**.

JOANNA: That's it, we now should have enough ore. We should return and **deliver the minerals to Lazarus Station**.

LAZARUS BASE: Resources received Commander, thank you. We have aboard Gideon S'jet, renowned Progenitor Expert and survivor of the original Caral expedition. He wishes to speak with you.

GIDEON: Commander, I am Gideon S'jet. I helped design the Progenitor Communicator you have aboard your vessel. I must assist your mission to explore Progenitor sites.

JOANNA: Gideon was the foremost expert in Progenitor sciences after Karan when he disappeared with the Caral expedition. His knowledge would be invaluable. We should **assign Gideon S'jet to the bridge**.

JOANNA: While assigned to the bridge, Gideon grants your flagship another combat skill, which can be activated during battle.

JOANNA: Skills require energy to activate. While it will regenerate over time, you cannot activate any skills if your energy reserves are depleted. Choose wisely when and which skills to use.

GIDEON: Thank you commander. I shall relocate myself and my team to your vessel. I advise you to build up your fleet, Progenitor ruins are not to be taken lightly.

JOANNA: Dangerous is an understatement. Lazarus Base has offered the use of their shipyards, we should take advantage of this and **build an assault frigate**.

JOANNA: The shipyard construction has finished. We need to **ready our new frigate using the Fleet Configuration**.

GIDEON: Commander, I have studied the after-action report of Wiracoda Gate. Something has changed among the Progenitor ruins in this galaxy, but I require more data before I can begin a useful analysis.

GIDEON: I have colleagues in the local vicinity which may have more information than I have available. We should visit Baaekh S'jet first. I have sent the coordinates of her research lab to your navigation database.

GIDEON: Commander, I have traced a progenitor command signal back to Iniim. We should find a Progenitor Terminal generating this signal there.



JOANNA: Commander, Baaekh S'jet is reported missing. She went on an expedition to the Saaret system and hasn't returned.

JOANNA: There's no sign of Baaekh. We should start scanning the area for her.

BAAEKH: Commander, this is Baaekh S'jet. I am being hunted by hostile craft. Please draw them by attacking them, I cannot help you until then.

BAAEKH: Thank you commander. I had no means of escape without your assistance. I can provide you the data you seek if you return me to the research station in Iniim.

BAAEKH: Thank you for returning me safely. Here is your data.

HYEEA: This is Hyeea Sontaaw. Commander, Gideon has informed me you are seeking information on the Progenitor manufacturing process. What we know is very little. Allow me aboard your vessel, and I may offer some insights which might be useful.

HYEEA: Your efficiency has more to be desired. Nevertheless, data was collected during this period I can use.

HYEEA: I see the rapid construction techniques have scantily improved in my absence, save for materials allocation and allotment. How little we've improved over even the past century.

HYEEA: Thank you Commander. I am surprised to report there are areas of commonality between ourselves and what we know of Progenitor manufacturing. I am giving you the data pertaining to areas where our two sciences diverge, you can use it to improve your own systems in the future.

SUUZAK: I am Suuzak Soban. Welcome Commander. You may have heard stories of my expertise from Gideon. I assure you, they are all true. If you want to use my knowledge, I will need you to undertake a scanning errand for me. Then I can tell you what I know.

SUUZAK: We have scanned possible mining sites and areas with hostile activity. This should keep future excavation teams safe.

SUUZAK: We gathered enough ore samples. We can now return to Fer Lamaan Station.

SUUZAK: Thank you commander. Mapping your scanning data against a Progenitor paradigm I discovered in my stay here, I have a new set of data for you based on the results. Please accept it.

HIIGARAN: Commander, our research outpost was recently attacked by progenitor forces and Thaaanh Naabal died in the battle. If you help us clear out the hostiles in the area and provide us with defenses, we can give you access to his research.

HIIGARAN: Thank you, we are not in immediate danger anymore, but we'll need materials for repairs and some fighters if you could spare a few.

HIIGARAN: You probably saved our lives, commander. We should be able to defend ourselves now. Thank you. As promised, here is the data we recovered from Thaaanh's research.

JOANNA: The progenitor terminal must be somewhere in this system. We should perform some scans to find it.

GIDEON: We're picking up the right signature. We're on the right track. I locked in the coordinates. We should go there and find it.

LAZARUS BASE: Commander, your star is rising among our people, and we wish to know what Kiith you declare allegiance for? Declaring for a Kiith will bring other survivors of that Kiith to your fleet, along with their gifts.

LAZARUS BASE: Excellent. The old structures are still strong, but new systems are beginning to emerge. Maybe you want to join a clan as well.

JOANNA: Commander, while you are listed as the ship's captain, Admiral Enoch is still considered our commanding officer, which...

JOANNA: What I'm trying to say is that you should register your name in the admiralty board computer. Then you will be officially recognized as our leading flag officer.

JOANNA: We have completed upgrades to the hyperspace module. With greater power we can overcome the strange gravity anomalies that litter this galaxy.

JOANNA: First we should consider joining a clan. Having close allies is important, after all. But it's your call, commander.

JOANNA: Now that we have built a gas collector, we can send it into jovian planets to harvest useful gases.

JOANNA: To do so, simply move it into the outer atmospheric layer of a gas planet. It will start collection automatically.

JOANNA: But we need to be careful. Deeper layers will deal more damage to our craft. Don't send it in too deep!



MO4: JOLJA

GIDEON: Based on my scans of this debris field, a functioning Progenitor computer terminal is here.

GIDEON: Hopefully we can learn why the Progenitor Communicator failed at Wiracoda gate.

JOANNA: Commander, we should **open the Sensor Manager** to get a tactical reading of our immediate surroundings.

JOANNA: Multiple Progenitor signatures detected. Our fleet is not equipped to fight them all at once. We should **avoid them** as best as we can.

JOANNA: Commander, remember that you can **close the Sensor Manager** when you don't need it.

JOANNA: Sensors indicate this large debris fragment may contain the terminal. **Close in to investigate.**

JOANNA: Scanning the fragment now.

JOANNA: No Progenitor computer terminal was found, but sensors identified another strong signal further ahead.

JOANNA: The terminal is here. Progenitor defenses are activating to protect it. Do not let them interfere with our work!

JOANNA: Commander, more Progenitor drones are activating to attack us. We're at risk of being overwhelmed.

JOANNA: Hyperspace signatures detected! A keeper? No... these ships are of unknown design. Incoming message.

TEPIN PAPAN: Unidentified ship, stand by, we are here to assist you. We will clear the errant maker drones.

TEPIN PAPAN: I am Tepin Papan of the Tanoch Empire. Starship, what is your purpose in this dangerous area?

JOANNA: We have just arrived in this area of the galaxy. We seek more information about the Progenitors, those who made these ruins.

TEPIN PAPAN: Progenitors? Interesting. We know only one other who calls the Makers by this name.

TEPIN PAPAN: The Tanoch Emperor would be most interested to meet you. You should **pay visit to Tanochet**, our capital. Transmitting coordinates. Farewell!

JOANNA: Commander, the terminal was damaged in combat. We should accept the Tanoch's invitation and see what they can tell us.

MO5: TANOCHET

TANOCH: Welcome to Tanochet. Our Emperor is eager to meet you. Proceed to our orbital station and prepare for docking.

TANOCH: Alert! Yaot raiders detected! All ships prepare for intercept!

JOANNA: Commander, torpedoes emerging from hyperspace! The Yaot appear to be targeting civilian traffic, possibly to disrupt the defenses.

JOANNA: The Tanoch fleet appears to be concentrating their defenses around the stations. We need to intercept those torpedoes or hundreds may die.

JOANNA: Another hyperspace torpedo has emerged on the far side of sensor range. We must intercept it!

JOANNA: Commander, two torpedoes have emerged from hyperspace! They're both aiming for the civilian stations!

TANOCH: Starship, thank you for your assistance. Damage to the stations was minimal, and the People extend their thanks. You are welcome to dock, you have earned it.

JOANNA: Approaching station. Initiating docking procedure. Our emperor is already awaiting you.

*With great fanfare and jubilation, the Hiigarans were welcomed into the Palace of the Elder Sun.
The young Emperor, Cazoma, greeted them with intense interest. Assailing them with questions, he welcomed the Hiigarans as guests within his domain.
But another resided as guests among the Tanoch. Introduced as a friend and fellow galactic traveler, Cazoma revealed what could not be true.
Jochik Kaan: Son of Makaan, and Lord of the Vaygr.*

MO6: TEMPLE TONAATI

JOANNA: We have arrived at what the Tanoch call Star Totek.

JOANNA: Vaygr signal traffic points to this system. They're up to something here, stay alert.

JOANNA: Interesting.. There's a Progenitor structure here. Function is unknown. Tanoch maps identify this as Temple Tonaati.

JOANNA: We should begin our investigation there. However, it seems the temple is heavily patrolled by the Tanoch temple forces. They probably won't admit us.

JOANNA: Their defenses are formidable, and we don't want to commit sacrilege by attacking a Holy Site.

JOANNA: Solar activity is significant beyond the station, It's too risky to travel there.

JOANNA: However, there are two debris field passages we can use to stay safe through the Solar radiation.

JOANNA: One is to the left, the other is to the right.

JOANNA: We cannot scan the debris fields from this distance, but it is a good guess there may be Progenitor devices active in this debris. Its still safer than turning the Temple's defenses against us.

JOANNA: Many ships are headed to the temple, likely carrying pilgrims to worship the star.

JOANNA: We've scanned Temple Tonaati. There are no Vaygr ships or transmissions here.

JOANNA: This is interesting... the Temple has a built-in field generator, creating a magnetic funnel.

JOANNA: Not only can we use it to get close to the star through hyperspace, but it will bring us to a specific destination. We won't know until we use it.

JOANNA: The Vaygr aren't here now, but they may have passed through this area recently.

JOANNA: Commander, a large cluster of craft have just emerged from Hyperspace. It's... a Yaot attack force.

GUAHAI: Attention, Tanoch Defenders. I am Guahai, Zaque of the Yaot Federation. Surrender yourselves, or be destroyed.

JOANNA: This is a civilian installation! The defenses here are too small to fend off an entire attack force!

GUAHAI: Do not doubt that we will do what is necessary in the shadow of your holy place. Surrender! We are the stronger here!

JOANNA: The Yaot fleet is too massive for us to even hope to stop. Even if we were to join forces with the temple defenders.

JOANNA: I... commander, the defenses have been destroyed by unknown means. They must have tremendous firepower at their disposal!

CHAQUEN: I am Chaquen, a Commander in the Yaot Federation.

CHAQUEN: Hiigarans, you are known to us. I say to you now: abandon these people. You are not involved in this war. Save yourselves. Leave before it is too late.

JOANNA: Commander, we can't sit by and leave these people to their fate. We must defend the installation.

JOANNA: The Yaot are sending another probing force towards us. Prepare for contact!

JOANNA: It seems the Yaot are pulling away from the area. Odd... a force-size like that, they should have destroyed us easily.

JOANNA: Commander... the field generator is disabled. The funnel is gone. The Tanoch must have destroyed it rather than let the Yaot gain possession of it.

JOANNA: The Yaot must know this also, they've left the area. However, we still have the travel vector and coordinates targeted by the funnel. That should be our next



destination.

MO7: STAR TOTЕК

JOANNA: Hyperspace jump successful.

We are in orbit over what the Tanoch call Star Totek: Their Holy star.

JOANNA: Totek is highly unusual. Outside temperatures are only a fraction of what we would expect for a star of this size.

JOANNA: Though the star has central religious significance to the Tanoch, very little scientific data is publicly known about it.

JOANNA: Comms are still detecting significant Vaygr signal traffic in the area. They seem to be emanating from here.

JOANNA: We need to discover what the Vaygr are doing here, and get a better estimation of their forces.

JOANNA: The presence of a Progenitor debris ring is unusual, but we can use this to get closer to the signal point. Use the debris to shield our ships from the heat of the star.

JOANNA: Fleet Intelligence suggests this is the safest route through the debris to the target area.

JOANNA: There is an area where we can risk damage to flank the Vaygr, if they're there. They won't expect us coming from this vector.

JOANNA: We must navigate the debris. Although Totek is a colder star, direct exposure to the corona will damage our ships. The debris will shield us.

JOANNA: The heat is intense enough to rapidly destroy our strike craft, which lack the armor to survive the corona's intensity.

JOANNA: Recommend docking our strike craft and harvesters until we are in a safer area.

JOANNA: Warning! We are no longer shielded from the sun. The fleet is taking damage!

JOANNA: Attack drones detected. Be careful maneuvering here, don't let the drones draw you out into the sun.

JOANNA: If we go to the signal point from here, we'll be catching them by complete surprise. Do you wish to cross here?

JOANNA: If we cross here to the signal point, we'll catch anyone out of position. Shall we cross here?

JOANNA: More attack drones. Keep the fleet together Commander, don't let them draw us into the sunlight!

JOANNA: We're closing on the location of the Vaygr signal.

VAYGR: My lord, the Hiiigarans are here.

JOCHIK: Excellent, and very timely. They did not disappoint.

JOCHIK: Hiiigarans, I extend you a formal welcome to the Nimbus Galaxy.

JOCHIK: Of course, I cannot let you interrupt my plans. Since I know it is already useless to ask for your surrender, instead, I'll bid you to die well.

JOCHIK: Destroy them.

JOANNA: The Vaygr are attacking. We need to push past them to see what they are planning!

JOANNA: Vaygr reinforcements coming out of Hyperspace!

VAYGR: The nodule is loaded and secured, my lord.

JOCHIK: Excellent.

JOCHIK: We are finished here, Hiiigarans. I will depart now.

JOCHIK: But I leave you with one bit of advice, and a warning.

JOCHIK: Do not rest to your assumptions. All can change in an instant.

JOCHIK: And you have much to learn about the extent of the Progenitor's Legacy.

JOCHIK: Farewell.

JOANNA: He's taunting us. This raises even more questions about what the Vaygr intend to do in Nimbus.

JOANNA: For now let's focus on surviving the moment!

JOANNA: Based on sensor analysis, this object is a power transmission nodule. It collects energy from the star to beam to distant targets.

JOANNA: There are literally thousands of these arrays in orbit around Totek. It seems Jochik was salvaging a component from them... but we don't know what it is.

JOANNA: We won't find more answers here. We need to continue investigating local systems and inquire among the Tanoch.



MA1: SIJIN LIGHTHOUSE

JOANNA: We've arrived at the location of the Khar-Kalaad's distress signal.

JOANNA: I've marked the Khar-Kalaad's exact position on the Sensor's manager. We should investigate.

JOANNA: We have no response to outgoing signals, so either Vice Admiral Vashti is keeping a low profile, or it's a trap. Proceed with caution.

JOANNA: Sensors confirm, it's the Khar-Kalaad.

VASHTI: Greetings Commander, it has been a long time.

JOANNA: Vice Admiral! It's good to see you alive! We lost all contact after the battle at Wiracoda Gate.

VASHTI: We were forced to conduct major repairs after that battle. We maintained a low profile afterward, in order to avoid attracting attention.

VASHTI: By then you had already gotten the attention of the local powers. While you forged ahead we gathered more information about the Progenitors of this galaxy. This lead us here.

VASHTI: We signaled you now because we need your assistance. This is a Progenitor Lighthouse, one that we believe contains map information of the local Progenitor systems.

VASHTI: Though we have disabled the defenses, we need your communicator to access the main computer.

JOANNA: We've had dubious luck using it in the past. Are you sure it's wise to try it?

VASHTI: It's our best chance to access this data. Consider it an order from a superior officer of Task Force Ararat.

JOANNA: We could use that data, and the Vice Admiral is still technically our commander.

JOANNA: In order to establish a connection we'll need to dock a resource controller with the Lighthouse. Target is designated.

JOANNA: Our salvage team has docked with the Lighthouse. They're connecting with the Khar-Kalaad's team now.

HIIGARAN: Commander, we have incoming hyperspace signatures at distance.

VASHTI: We can't seem to catch a break, can we?

TANOCH: Intruders, this site is holy. Surrender your vessels and prepare to be boarded.

JOANNA: These are Tanoch Temple guardians. We must have offended some Tanoch religious taboo by coming here.

JOANNA: Engineering, what's your status?

HIIGARAN: Connection is being completed now, command. Cryptography is trying to input signal.

JOANNA: We don't have much time. Another wave is incoming.

HIIGARAN: Commander, Cryptography reports there's no cartographic data here.

VASHTI: Are you certain?

HIIGARAN: Yes Vice Admiral. We're continuing to investigate.

JOANNA: We can't take much more of this.

JOANNA: Command, this tower is a navigational aid. It's used to cross the nearby unstable nebula to reach the other side.

VASHTI: A tightrope into the maelstrom?

JOANNA: More ships are approaching through hyperspace. We cannot delay, any longer and we won't be able to escape safely.

VASHTI: We're close to gaining navigational data to guide us to the other end of the bridge network. We need more time!

JOANNA: Commander... something... odd is happening right above us!

VASHTI: What is that?

JOANNA: There's no corresponding craft of this type in our database on the Progenitors.

OBSERVER: (Unable to translate)

JOANNA: The light house is projecting a massive quantum tunnel! Reading coordinates...

JOANNA: Our engines aren't powerful enough to pursue the Progenitor object.

JOANNA: We have its destination vector. When we have a powerful enough engine, we can pursue.

JOANNA: Records recovered from the Tanoch reveal little about the area of the galaxy



we are about to enter.

JOANNA: Their knowledge ends at a zone that they call the Nightmare Gulf.

JOANNA: The zone is defined by a dense, dark nebula of enormous size.

JOANNA: We have also detected unusual quantum phenomena, which blocks normal hyperspace travel.

JOANNA: This kind of anomaly at this scale could only have been created by the Progenitors. Possibly another scar from whatever cataclysm which destroyed their civilization.

JOANNA: There is no information about what lies beyond the zone. Not even myths...

JOANNA: Prepare for anything.

MA2: ILIYIN LIGHTHOUSE

JOANNA: Hyperspace jump completed. Looks like the lighthouse guided us successfully through the maelstrom.

VASHTI: No sign of any recent activity here. This region of space is uncharted to everyone we've met so far in Nimbus.

JOANNA: Commander!

JOANNA: The make and composition of the ruins is unknown.

VASHTI: This is amazing, no other empire we've encountered has been able to build into the Progenitor Ruins as we have.

VASHTI: These people might have information about the Progenitors we haven't collected yet. We must investigate.

HIIGARAN: Salvage team aboard, our science teams are investigating what we found. Results in a moment.

VASHTI: Commander, my sensor officer has detected hyperspace signatures emerging at some distance. Be on alert, we're not alone here.

JOANNA: We have incoming!

AMASSARI: (Amassari language, no translation available).

JOANNA: Linguistics is trying to work on a translation database now.

VASHTI: Until we can communicate we must stand our ground.

JOANNA: More craft incoming. Their armor is stronger than any ship we've encountered in Nimbus. This will be tough.

JOANNA: More of these crafts have emerged from Hyperspace. We may have angered a local power for them to be sending reinforcements.

JOANNA: Commander, translation is up. We have a workable dictionary to communicate with.

VASHTI: This is Vice Admiral Vashti, of the Hiigaran battlegroup Ararat. We mean you no hostility, please cease your attacks!

AMASSARI: Outsiders are forbidden among the trees of our ancestors! Submit, or die!

JOANNA: So much for diplomacy. Let's get out of here!

JOANNA: Commander, I am transmitting our destination coordinates. We can-

JOANNA: Commander! I'm picking up a Hyperspace gravity well forming in the vicinity.

JOANNA: The Hyperspace Inhibitors are located here. They must be disabled if we have any hope of escape.

VASHTI: They don't seem to be impervious to our weapons. Disable them!

JOANNA: First Inhibitor destroyed.

JOANNA: Second Hyperspace Inhibitor Destroyed.

VASHTI: That's the last Inhibitor, we're clear to depart.

JOANNA: Command be advised, Progenitor attack drones are active in the area.

JOANNA: They don't appear to be reacting to anything specific, but they stand in our way.

JOANNA: That's the last Hyperspace Inhibitor, the effect will clear in a minute. Defend the fleet until then!

JOANNA: The effect will clear in a few minutes. Defend the fleet until then!

VASHTI: Prepare for hyperspace!

JOANNA: Commander! Mothership-class signature appearing above us!

PROGENITOR: (Unintelligible Progenitor)

JOANNA: Commander, Look!

PROGENITOR: (Unintelligible Progenitor)

VASHTI: My God... what just happened?



AMASSARI: Traveler, we are the family Alut of the Amassari. The Observer has blessed you, attacking you was our error.

VASHTI: What was that thing? Where was it going?

AMASSARI: The Observer is a herald of change. It comes to us in times of great upheaval, we know nothing more beyond this.

VASHTI: Where can we learn more about the Observer?

AMASSARI: Travel to Bright Temple, some distance inward. The Family Talot there will tell you more.

MA3: BRIGHT TEMPLE

JOANNA: Commander, we have arrived at the Bright Temple.

VASHTI: Hopefully the Talot, the Amassari family living here, can tell us more about the Observer.

JOANNA: This site is holy to the Amassari. We should approach with caution.

VASHTI: Amassari of Bright Temple, we are the Hiigarans. We-

AMASSARI: Aliens! You return to pillage our temples and desecrate our lands! May our gods smite you for your barbarity!

JOANNA: They've cut the communication link! We are under attack!

VASHTI: Pull back and regroup. We cannot negotiate under these circumstances.

JOANNA: We should escape and regroup, but the Amassari have activated Hyperspace Inhibitors to pin us. We must destroy them!

JOANNA: Hyperspace Inhibitors destroyed. We can retreat at will. Wait... The temple is under attack from another force. They're... Hiigarans?

KIDARA: Finally cracked this chestnut! All teams, move in. We'll begin salvage operations as soon as we finish mopping up.

KIDARA: They're broken! A bounty for anyone who can sink a squatter's ship. Leave no survivors!

KIDARA: The Kiith? It would be you to appear and spoil my victory.

VASHTI: I should have known we would encounter the Kiithless eventually. They have nothing but disdain for us Kiith clans. Tread carefully.

THE KIITHLESS

KIDARA: I am vice Admiral Kidara Sasan, commanding Task Force Amalek. Our objective is to locate the gate nexus in this galaxy secure it for the Hiigaran Empire, and unlock travel between our galaxy and this one.

KIDARA: I am convinced the ancient Amassari knew of its location. We have been scouring their structures in search of further evidence to point us in the right direction. Our next destination is their ancient capital of Hataldan.

VASHTI: Vice Admiral, the Progenitor ruins and Amassari structures on them here belong to the Amassari. I can't abide further attacks on their sovereignty with military force.

KIDARA: You Kiith have the nerve to claim you respect the sovereignty of those who live here? The Amassari are in the way of the Hiigaran Empire. They will be swept aside, as all others have been, so we can claim our destiny.

VASHTI: Must the road to Hiigaran ascendancy be paved with the blood of innocents? These are their homes, Vice Admiral!

KIDARA: Where was this bleeding compassion when six hundred thousand kushan invaders seized Hiigara? Your hypocrisy disgusts me. We are advancing on Hataldan, it's up to you if you want to follow.

MA4: HATALDAN

JOANNA: Hyperspace jump complete. This is Hataldan, capital of the ancient Hagthar Empire, the ancestors of the Amassari.

VASHTI: The Observer is here. Tread carefully, the Amassari seem to be arranged in some sort of ritual.

KIDARA: As if these barbarians are any threat to us. We are here for the Observer, what do we care if we offend them?



JOANNA: The Observer itself is sending us coordinates. I think it's an invitation to approach.

JOANNA: This many keepers in one place makes me nervous. Stay alert commander.

OBSERVER: Children of Hiigara, you are welcomed. Your quest is known to us.

OBSERVER: The ancient roads are broken, only few remain standing between your world and ours. They are remembered in a place called-

KIDARA: All units, close in and secure the objective. Target hyperspace coordinates for fallback position Delta, Aurex.

VASHTI: Vice Admiral Kidara, stop this! You're endangering us all!

KIDARA: That's not my problem, Vice Admiral. I'm sure you Kiithid will figure it out. Meanwhile, I have a job to do. Fleet, hyperspace in five!

JOANNA: The Observer was the only thing keeping the Keepers from attacking. We can't let them destroy the Amassari!

VASHTI: Commander, my ship is equipped with an EMP weapon designed to disrupt the Keepers. We completed it after Wiracoda.

VASHTI: We can stun the Keepers for a short time and render them vulnerable. We only have 3 charges, make them count!

VASHTI: The keepers are here. Avoid contact until the EMP is ready. First charge energizing now.

VASHTI: First EMP fired. The Keepers are stunned, it worked! Inflict as much damage as possible!

VASHTI: The Keepers are showing signs of reactivation! Prepare for incoming fire until the second charge is energized.

VASHTI: Second EMP fired. Keepers are shutting down. All ships engage!

VASHTI: The Keepers are reactivating! Expect the attacks to resume any moment.

VASHTI: Third EMP fired. This is our final chance to destroy the keepers, hold back nothing!

VASHTI: The final keeper is destroyed, area cleared! We did it!

AMASSARI: Hiigarans, I am Elder Kotlan of the Lyad. Your bravery does not go amiss, but neither does the behavior of your ally. What are your intentions?

VASHTI: We were betrayed by one of our own. On our honor as exiles, we will free the Observer and punish its captor.

AMASSARI: If you do this on behalf of the Makers, your name will be spoken and remembered by all Amassari. Good fortune to you.

MA5: NIGHTMARE GULF

JOANNA: Hyperspace jump complete. The Nightmare Gulf is still disrupting sensors. We would never have found this place without data from the Hagthar Empire.

VASHTI: The Kiithless have built a stronghold in the nebula. There are heavy defenses. This must be Kidara's main base.

VASHTI: The Observer is here. It is being chained by EMP-beams of custom design. We must destroy these platforms to set the Observer free.

VASHTI: Kidara doesn't seem to be here, but I wouldn't rule out an ambush. Begin the attack!

KIDARA: I knew you arrogant Kiithid couldn't resist one last attempt to stop our plans. It will not matter. I will crush the Amassari and bring glory to Hiigara.

VASHTI: Your recklessness will kill us all! You can't just brute force your way to enlightenment, Kidara! The works of the Progenitors still contain many dangers!

VASHTI: Kidara, please see reason! This path to power is the path to ruin! It destroyed the ancient Hiigarans! It destroyed the Hagthar!

KIDARA: Lies and cowardice. The secrets of the Progenitors are ours. If you will not join me, then die and be forgotten as you should have been on Kharak!

JOANNA: It's either Kidara's way or ours. We must stop her!

KIDARA: Witness the power I command!

JOANNA: Commander, torpedoes incoming. Don't let them hit us!

KIDARA: I curse you with my last breath, Kiithid! You'll die here with me. You will never see our Homeworld again!

OBSERVER: The Observer awakens. Now we shall end this conflict, together.

KIDARA: You may destroy my station, but I will fight to the last!



(Kidara Destroyed)

VASHTI: Even to the end, Kidara couldn't allow others to win. The zeal of these Kiithless is disturbing.

VASHTI: She could have been so much more if she just set aside her pride for the sake of others. Now she's gone, along with all who followed her.

VASHTI: What matters is that the Observer is freed. The Amassari are coming in. They're celebrating.

OBSERVER: Children of Hiigara. Continuity resumes. What was unbalanced is now steadied. The path resumes its shape.

OBSERVER: The road of the ancients is fractured. All paths to Archara are blocked by ancient order. Only one road remains that will lead you home.

OBSERVER: All paths converge at Ya'Axtche. Begin your quest at the Five Watchers. All other paths you find will fail.

AMASSARI: What you have done today is worthy of tales and legends, you have returned the Observer to us. Our thanks to you is without end.

VASHTI: We had to make our transgression right. But we have to ask, what is Ya'Axtche? What did the Observer mean?

AMASSARI: It is an ancient word, one of our oldest, from before the days of our ancestors. Ya'Axtche is the World Tree, the beating heart of the universe.

IYATEQUA FALL

THE SEARCH

JOANNA: We have information the Palantine Light was often traveling with an Iyatequa ship, the Checkered Mule. We're still gathering information.

JOANNA: Some of these containers match the Palantine Light manifest, but they were likely sold. We're trying to back-track sales history with the Iyatequa now.

HIIGARAN: What are we going to do with all of these items? Sell them?

JOANNA: The Iyatequa have been asking us the same question.

HIIGARAN: Commander, we found a log buoy from the Palatine Light. Only one message was found, I've sent it to your inbox so you can look at it privately.

***MAHEL MANAAN:** Captain's Log, Mahel Mana'an, Day 547. When I was a boy, my father would tell me stories of the Trader's Bargain. Long gone now, I can picture that lone standing stone at the edge of the Shilaro Mountains. The Mana'an remember it as a promise of the joy to come. Now, I think of how solitary it was standing above the sands alone.*

JOANNA: Mahel rarely talked about Kharakid history to outsiders or the Iyatequa. Whatever he meant, I'd guess it's a message only other Hiigarans would know.

HIIGARAN: We have to be the most decorated unit in the fleet by now.

HIIGARAN: If we ever get home they'll probably give us even more medals to put somewhere.

JOANNA: We're running out of postings for senior officers. Somehow we'll need either more ships, or bigger ones.

JOANNA: Commander, one of these Progenitor artifacts has a message on it encoded in old Kushan. I've passed it to your inbox.

***MAHAEL MANAAN:** Captain's Log, Mahel Mana'an, Day 562. Today I'm reminded of an old saying among us Mana'an. Fourteen days, fourteen turns, and fourteen hundred lost to that day on the dancing sands. Such a joyous day that changed our people so dramatically and without warning.*

JOANNA: Mahel's logs both make reference to the Ferin Sha, a festival on old Kharak. A massacre occurred there in ancient times... Mahel is trying to tell us something.

JOANNA: One of the containers had an anomalous data disk, also encoded in old Kushan.

JOANNA: We're decoding it now.



JOANNA: We've decoded what looks like navigational data. It's encoded in an odd format, cryptography is looking into it.

JOANNA: Commander, the navigational data needs to be decoded with a Progenitor transponder. There was also a message included, it's in your inbox now.

***MAHAEL MANAAN:** Captains' Log, Mahel Mana'an, Day 577. It is said the Kaalel have no true friends, but every one is a true friend to the Mana'an. I can't think of a better way to describe my time among these Iyatequa: The lone Mana'an against these secret-keepers. But the old Mana'an adage is still true: the slight of hand is more powerful than anything any coin could ever buy. Now is a war between magicians.*

JOANNA: We asked around for the component we need, but for some reason the Iyatequa aren't selling any. The absence is too coincidental to be a coincidence.

JOANNA: One of the relics we recovered is the Progenitor transponder we need. Using it to align the map we've located Mahel's location!

IYATEQUA ESCORT

HIIGARAN: Hiigaran vessel, this is Captain Mahel. Praise Sajuuk you arrived, I couldn't break cover without an escort.

JOANNA: We're here to assist and extract you, Captain.

HIIGARAN: I must transmit crucial data using this base's equipment, but the Iyatequa are on to me. I can't go without escort.

JOANNA: We'll cover you. Begin your run.

HIIGARAN: Cangacians incoming! They are coming for the bounty on my head. The Iyatequa don't want the information I have getting out.

JOANNA: Attention, a new wave has come out of hyperspace behind us.

JOANNA: Commander, we've detected a mine field ahead. We must clear the path to give Captain Mahel a straight shot to the station.

JOANNA: Commander, another wave has appeared. The bounty must be huge to send a fleet this big just for me.

HIIGARAN: I've docked. My crew has hooked up the transmitter... sending now.

JOANNA: More ships have emerged from Hyperspace. The Iyatequa really want this information buried.

JOANNA: Looks like the Cangacians ran out of ships. All hostiles destroyed, proceed on mission.

HIIGARAN: Transmission to Lazarus base completed. It's done, the word is out.

JOANNA: The Cangacians are retreating. What information did you have?

HIIGARAN: The Iyatequa have been selling our Progenitor control codes.

JOANNA: If the powers here can command Progenitor units like we used to, it's going to be disastrous for the balance of power in this area.

JOANNA: Captain Mahel is in our fleet now to protect him and use his skills. Although the traders have given up, we have a bigger problem now. Command will get back to us once we know more.

JOANNA: The resources gathered here could be useful for buying information. We need to confirm if the command codes are out.

JOANNA: If the other powers get the Progenitor codes working, we could be facing these in droves.

JOANNA: We'll need every experienced officer we can get for what's to come. The Progenitors are an enemy on an entirely different level.

JOANNA: Our newer officers didn't serve in the war against the Vaygr. This refresher course showed them what we'll be facing.

JOANNA: We're going to need to mass our firepower for larger operations. Progenitor ships are the hardest adversary we've ever faced... we will need to be prepared for the worst to come.



ANNIVERSARY FALL

GATHERING

REPORT: *We received priority communication from Hiigaran Command of Lazarus Base concerning Gideon Sjet. We need to decrypt it in our laboratory first before we can read it.*

GIDEON: Commander, the transmission from Lazarus contains secret information on Progenitor technology. Details are classified, but I'll need you to investigate a list of certain items.

GIDEON: The transmission has a priority directive attached to it, making these our official new orders. Let us begin immediately.

REPORT: *The list given to us by Gideon includes many components found only in Progenitor ships. The easiest way to collect them is to harvest them from downed Progenitor units.*

GIDEON: Excellent. We have harvested many required items from destroyed wreckage. Now I need you to find an intact Progenitor Cognition Node.

JOANNA: Commander, Gideon's secrecy can only mean he's working on something important. I wonder where his research will lead us.

REPORT: *Progenitor Cognition Nodes are a fragile component often found floating in free space near ancient wrecks.*

GIDEON: Thank you, Commander. I will start my research on the Progenitor Cognition Node. I need you to acquire more components in the meantime. I left a list with your adjutant.

JOANNA: Commander, reading the list Gideon left us, I do not recognize any of these items. Maybe Ekekko, our liaison with the Iyatequa, can help us find them.

REPORT: *Ekekko can bring us in contact with traders specialized in Progenitor technology. But knowing the Iyatequa, everything has a price. We should mine minerals to recuperate the losses we'll have to pay.*

EKEKKO: Splendid, my friend. Splendid! These resources should be sufficient to make the right inquiries about ancient objects. I'll put out feelers, as they say.

JOANNA: I have an uneasy feeling about Ekekko's contacts. I hope we can make the right impression.

REPORT: *In order to raise funds to acquire the needed Progenitor components for Gideon, we must sell some of our stored items on the local market.*

EKEKKO: Excellent news, Commander! We managed to acquire much of Gideon's list in the transaction. Only a few parts remain.

EKEKKO: I was able to haggle additional information. One of the parts you're seeking has cultural significance to the Yaot. A fleet under the command of Zaque Guahai is looking for it now. Good luck!

REPORT: *We are in search of the missing data disk Guahai mentioned in his transmission. We might be able to find it in salvage crates from local outlaws.*

JOANNA: We're in luck, we've recovered the reconnaissance disk Guahai is seeking. Navigation has the location of this Stambha. Hopefully it's the part Gideon is looking for...

REPORT: *The data disk gave us a lead on the Progenitor component the Yaot call the Stambha. It seems to be located inside a sector with strong enemy activity.*

JOANNA: We have found the artifact and transferred it to the laboratory. Commander,



the Yaot must know we have it, incoming transmission from Guahai.

GUAHAI: Your blasphemy against the Makers will not be forgotten, Hiigarans! The Stambha is not supposed to be in your hands! Your transgression will be remembered.

JOANNA: It seems odd that the Yaot attach so much significance to a deep-space antenna. But then, our own people believed Sajuuk was a deity before finding the ship bearing the name.

***REPORT:** Gideon has emerged from his laboratory. He talks of the possibility to build a device that could change the fortunes of Hiigarans in Nimbus. However, we must search for a final component.*

JOANNA: We have scanned the sector successfully, but discovered nothing of significance. Gideon, what are we looking for?

GIDEON: Commander, in order to use the antenna we must find a specific piece of Progenitor equipment to match it as a receiver. An adapter also must be built to connect them.

***REPORT:** Gideon is in need of raw materials to construct his secret device. We have to mine some minerals for him.*

JOANNA: Resources received and processed. We should focus our efforts on finding the receiver component, but I have come up with no leads yet.

EKEKKO: Well and met, friend. I have heard vague rumors that an object of the given description is in possession of a powerful outlaw. I suggest stirring up the local underworld.

***REPORT:** According to Ekekko, the last component on Gideon's list might be in the hands of a powerful enemy. The search for additional information is sending us into the most dangerous areas of this sector.*

EKEKKO: Commander, many criminals have heard stories about the object in question. It is rumored to be stolen in a legendary heist from a Tanoch temple.

GIDEON: The Tanoch? I'm afraid I don't have many contacts with the Empire. But didn't you make friends with one of their commanders?

***REPORT:** Tepin Papan has offered to provide information on Gideon's last component if we help him with a security issue he currently faces.*

GIDEON: Commander, I formulated a new training program for the crew that will man the device once it's constructed. We should begin practice immediately.

GIDEON: Your officer's flexibility and adaptability is to be commended. What remains to be seen is combined integration between officers, crew, and ship.

JOANNA: Commander, the training program teaches the crew to operate a hyperspace gate. Are we... trying to go home?

***REPORT:** It is time to put our newly trained crew to the test. We received a task from Lazarus Base to engage a hostile fleet nearby.*

JOANNA: Commander, we're receiving a coded transmission from a Yaot source. It's Guahai.

GUAHAI: Your theft of the Stambha remains inexcusable, Hiigarans. However, I am willing to pardon this offense if you follow my orders.

...

GUAHAI: You are wise to follow my command, outsider. We will transmit specific alloy recipes for your refinery. Make sure your foundry masters adhere to them precisely!

JOANNA: Commander, Guahai plays all tough, but he seems worried. He must need us to reinforce his fleet out here.

...

GUAHAI: The alloys you provided were crude, but acceptable. I am instructing my fleet's engineers to send you specifications for parts we require. If you do this, I might consider your slight expunged.

...

GUAHAI: Hiigarans, our business has concluded, your sin is hereby absolved. Be wary of



crossing our paths in the future. Repeated offenses will not be forgiven.

JOANNA: Our altercation with the Yaot is resolved for now. We should resume our quest to locate the last component for Gideon's device.

***REPORT:** Lazarus Base has informed us that the Tanoch reports on the stolen Progenitor component point towards an infamous pirate group called The Fleet of Rams. We should hunt down Cangacian vessels for more information.*

JOANNA: Commander, we found the intel we need. The Fleet of Rams indeed have the artifact we seek. It is in the possession of Catequil, one of their Lieutenants.

GIDEON: Outstanding. Commander, please retrieve the component as soon as possible. I can't wait to finalize the construction of the Progenitor Negotiator.

***REPORT:** The last item Gideon needs to build his device is in the possession of Catequil, Lieutenant of the Fleet of Rams. We have to find communications data from hostile ships to locate his position.*

JOANNA: Commander, we have an incoming transmission. It's a Cangacian frequency.

CATEQUIL: I know what you are trying to do, Hiigarans. Obtaining this treasure has gained me great fame among my people. I will not hand it over to you willingly!

***REPORT:** Our engineers were able to triangulate Catequil's transmission. We must chase him down to attain the last Progenitor component for Gideon.*

JOANNA: Commander, we retrieved the stolen Progenitor artifact from Catequil and transferred it to the laboratory.

GIDEON: Finally! This receiver perfectly matches the antenna. I will see to the completion of the Progenitor Negotiator at once. This device will shake the history of Nimbus.

***REPORT:** While Gideon is finalizing the construction of the Progenitor Negotiator, one of our officers must be trained to utilize it in action.*

GIDEON: Your officer has been trained to use the new device I have engineered. For security reasons, I cannot specify what it does until we reach the special operation area.

JOANNA: Commander, chatter among the crew indicates Gideon's device will communicate to a hyperspace gate. I just hope we won't have another gate disaster like when we entered Nimbus.

...

GIDEON: Excellent, the freighter now has the parts needed for the special operation. Next, we must perform one final systems check so all can be ready.

JOANNA: If this special operation is what I think it is, I can't help but think of how we got into all of this in the first place. Admiral Enoch's final command of returning home always felt impossible to complete.

JOANNA: Commander, all forces are ready for the special operation.

GIDEON: Excellent. You have done well, Commander. Very soon we will embark on the most important operation of our careers. All our efforts will pay off, I promise!

WIRACODA RETURN

JOANNA: Wiracoda Gate. I never imagined we'd return so soon. We were so optimistic when we first arrived here...

GIDEON: Time is of the essence. The Freighter containing the Negotiator must be a specific distance to the gate in order to activate. Move quickly, Commander!

JOANNA: Admiral Enoch perished here ordering us to return home. We would honor his wishes by completing his final command.

JOANNA: The Freighter is in position. Standby, we are beginning system interlinks.

GIDEON: Progenitor defenses are reacting to our presence. Hold them off, don't yield this time!

GIDEON: Defend the Negotiator at all cost. We cannot lose it. It's our only chance to return home.

JOANNA: Commander, the Progenitors are relenting... they're becoming passive to our



presence.

GIDEON: The Negotiator is working. A little longer and we will regain control of the gate... and our route home.

CATEQUIL: Hiigarans! You think you can steal the Chintamani from me and not suffer the consequences? Prepare to die!

GIDEON: No... what have you done, fools! The Negotiator... you've ruined everything!

JOANNA: Commander, the Cangacian pirates are out for revenge. All ships, engage!

JOANNA: You should have never come into our galaxy. I'm going to stuff your cold corpses through that hole that brought you here!

KEEPER: The Keeper has awakened.

KEEPER: The Keeper sees the enemy.

KEEPER: The Keeper will destroy!

JOANNA: What in Sajuuk's name is going on?

CATEQUIL: The accursed Hiigarans have angered the Makers. We'll leave them to their fate. All ships retreat!

GIDEON: The cowards are fleeing. We must stand our ground. We might be able to retrieve the Negotiator's parts!

JOANNA: Commander, the Keeper has just self-repaired! This ability is nothing I've seen before.

JOANNA: Commander, we cannot win this fight. As long as this Keeper regenerates itself, we don't stand a chance. I'm afraid we must flee the gate once again.

JOANNA: Commander... we came across this at the gate. It's a log transmission from Admiral Enoch. I've sent it to your private mail to review on your own.

ENOCH: *Personal Log, Enoch S'jet*Date: 10.8.9641

I struggle to find the words to define this moment. This should be a cause for celebration, a triumph of exploration, and a furthering of Hiigaran knowledge as we push back the boundary of the unknown. No great discovery is made without plenty of failure, but those great words sound differently now, as an Admiral in command of thousands about to embark into the unknown.

I look at this roster of vessels under my command and find myself thinking of the men and women I will now be responsible for, our mission, and the failure rate of these expeditions. Under the direction of the Daiamid and the vision from Karan S'jet herself, we press on to uncover more secrets of the Progenitors. But it's hard to imagine how our expedition will truly succeed where so many others vanish without a trace, especially ones bound for this universe.

But go we must. There's too much at stake riding on us not knowing what lay on the other side. We know Makaan sent vessels through this gate and we must learn what became of them. If there's a threat to Hiigara looming out there, it must be stopped, or at least investigated. We've fought for so long and so hard to just ignore this. So, we go.

Though if we fail... none will know of our fate. We'll be another few thousand sacrificed to this endeavor. What memorial will be erected in our memory? How will be honored by the people who sent us? I already know this new Daiamid is only using us as fodder for their ambitions. There will be no ceremony for us on Hiigara.

So if we are to go, I pray we can survive whatever fate stopped so many and find a future for our people. We have been exiles before, if we must be so again, so be it. I can only wish that someday, some of our number survives the command of the Daiamid and makes it home again to tell of our story.



HALLOWEEN

SWARM OF LOCUST

REPORT: *We are receiving disturbing reports from all over the galaxy. The disaster at Wiracoda Gate has sent the Progenitors into a frenzy! We must assist the defensive efforts wherever we can until we understand what is happening.*

JOANNA: This Progenitor behavior is unlike anything we've seen before. They're actively attacking now, they've only been passive before.

GIDEON: Everything started with the corrupted Keeper at the gate. The last time Progenitor devices behaved like this was many thousands of years ago... at the close of the Progenitor Empire. History must not repeat!

...

JOANNA: We have delivered the raw material to the refineries in need, Commander. The defenses are strong for now, but they won't hold off the Progenitor attacks forever.

JOANNA: We triggered this incursion... It is our responsibility to find a way to stop it. We should collect data and begin research immediately.

REPORT: *Gideon wants to collect any evidence which points to the Progenitor's current activity. We should collect data from ships that were in combat with the abnormal Progenitor vessels.*

GIDEON: Commander, what we have gathered indicates the active Progenitors being controlled by a malignant frequency. It must come from the corrupted Keeper.

JOANNA: So we can put an end to the attacks by taking out the errant Keeper? But at the gate we couldn't even harm it...

...

JOANNA: We delivered the rare material to support the defense forces. Most garrisons are still holding strong, but the continual assaults are starting to weaken many sectors.

GIDEON: We must hasten our search for the errant Keeper. I might be able to triangulate its location, but first I need to decrypt the malignant command frequency.

...

GIDEON: I analyzed the command frequency. I don't understand... It's absurdly powerful. I suspect another Progenitor technology must be channeling energy to the Keeper.

JOANNA: Something else is energizing the corrupted Keeper? Perhaps destroying this source will neutralize its strange regenerative powers.

...

JOANNA: We provided the parts to replenish the defense forces. Their resolve is still strong, but at this rate of attrition, many systems won't be able to hold out much longer.

GIDEON: Commander, I fully decrypt the malignant command frequency. If we collect components from receiving Progenitor vessels I can start to triangulate the errant Keeper's location.

GIDEON: Commander, I finally found the source of the errant Keeper's signal. It is coming from a system in Cangacian space.

JOANNA: Excellent. Knowing these pirates, we'll have to arrange safe travel. We can't have anybody messing up our operation again. The fate of the galaxy hinges on this mission.

REPORT: *We are unsure what awaits us when we'll face the corrupted Keeper once again. Gideon has advised us to train our officers in Progenitor communication theory to effectively analyze the situation in the field.*

JOANNA: Officer training completed. We are as prepared as possible for confronting the errant Keeper and whatever technology is charging it with energy.

GIDEON: Commander, as this mission is of the utmost importance, I advise you to perform one last fleet wide ready-check.

...

JOANNA: Commander, all systems are ready for our critical mission. Gideon has provided us with the exact location of the Keeper's signal. We are ready.



EKEKKO: Greetings, friend. It came to my attention that you need to negotiate a non-aggression agreement with the Cangacians. I'll see what my contacts can do.

***REPORT:** The Iyatequa promised to negotiate a deal for safe passage into Cangacian space. However, even though the galaxy is at stake, the traders still insist on receiving a hefty price.*

EKEKKO: My contacts have reached an agreement with the Cangacian warlords. They'll stay out of your way. I trust in your abilities to end this scourge. It has been egregious for everybody's business.

GIDEON: I've loaded the coordinates into the navigation system, Commander. We're ready. Let's end this Progenitor incursion once and for all.

RASHIDUN

JOANNA: Hyperspace jump completed. Is this another gate? It's not on any known charts. We're not reading the errant Keeper on sensors.

GIDEON: These two corrupted derelicts emanate enormous energy. They must be the source of the Keeper's abnormal powers. We have to destroy them!

JOANNA: Commander, as long as the Keeper is energized, it will have the ability to self-repair. Avoid it for now and focus on destroying the derelicts!

KEEPER: The keeper sees the enemy.

KEEPER: The keeper will destroy!

KEEPER: The keeper...

JOANNA: The keeper is regenerating itself. It is pointless to attack it for now. Focus on the derelicts!

JOANNA: Commander, the Keeper is taking more damage than before. It's self-repair ability is weakening! Destroy the last derelict!

JOANNA: Commander, the derelict is spawning a wave of hostile units!

JOANNA: The first derelict is destroyed. The energy field is weakening, but we must destroy the other one as well!

JOANNA: All derelicts neutralized. We did it! The energy field is dissipating. The Keeper is vulnerable now!

JOANNA: We did it! The Keeper is eliminated. The malignant command signal has ceased. The Progenitors will halt their active phase at once.

GIDEON: Excellent work, Commander. You put a stop to the Progenitor incursion. You saved the galaxy.

GIDEON: We ended what we began by accident, but the door back home remains closed. We cannot give up on this quest. There will come another day.

TANOCH WINTER

A CALL FOR HELP

***REPORT:** We received priority communication from Lazarus Base. A subfaction of the Tanoch, the Chicuat, have made contact with Hiigaran representatives and requested aid. Fleet Command wants us to support the Chicuat and establish friendly ties. Our first task is to provide basic resources.*

TOCI: Greetings, Commander. I am Toci Citalicue, and I will act as liaison between you and my people, the Chicuat. I cannot thank you enough for your aid in this troubled time.

JOANNA: It is our pleasure to help wherever we can. Lazarus offers assistance to all friendly factions still recovering from the recent Progenitor assaults.

...

TOCI: We've been able to restore critical machinery which will help us stabilize our industry. Thank you, it wouldn't be possible without your assistance.

JOANNA: Commander, I'm wondering why the Empire isn't helping the Chicuat. It seems the Tanoch have abandoned these people to their fate.



...

JOANNA: Commander, we found cargo belonging to the Chicuat. Foodstuffs, basic machinery, textiles... not the valuable loot you'd expect.

TOCI: My people have suffered many raids on basic infrastructure lately. Whoever is behind these attacks is trying to destabilize us even further. This madness is inhumane!

***REPORT:** Ekekko, our Iyatequa liaison, has suggested to negotiate a trade deal with his contacts to support the Chicuat's need for basic supplies. We should sell some of our own items to get the traders interested.*

EKEKKO: We have a deal! My friends among the Iyatequa have agreed to open up new shipping lanes to the Chicuat and supply basic goods.

TOCI: I'm deeply thankful for your support. This trade will surely alleviate some suffering among my people. I just hope we can put a stop to the raids soon.

BASE DEFENSE

JOANNA: Hyperspace jump completed. There's no sign of the raiders yet, we should take defensive positions.

TOCI: We're fortunate to make it in time. Today my people will be protected and we may learn more about our attackers as well.

TOCI: There they are. Hostile units are on approach vectors. Prepare for contact!

JOANNA: Commander, another wave is approaching!

JOANNA: The raid has failed, we've held the line. Salvage teams are already scanning the debris for anything of interest from the attacking ships.

TOCI: Commander, these vessels belong to the Tecuban. But why would they carry out raids against us? They've never been this desperate.

JOANNA: What are the Tecuban? Are they a people like the Chicuat, subjects of the Empire?

TOCI: Yes. Like us, they are a people who live within the Empire. But they have never been openly hostile to us or any other. Perhaps they are taking advantage of the recent chaos?

JOANNA: Commander, we can't repel these raids forever. Like it or not, we'll need to get more involved in this internal dispute within the Empire.

HUNT FOR ANSWERS

***REPORT:** We must find out whether the Tecuban really are behind the recent attacks on the Chicuat. Our contact in the Tanoch Empire might be able to provide information. We should do some assignments to show good faith.*

TEPIN PAPAN: Greetings Commander. I'm pleased to hear you've been assisting my kinsmen, the Chicuat. I'm surprised you suspect the Tecuban behind these attacks, but I'm sending what information I have.

TOCI: I'm surprised you know Tepin Papan. Though many Tanoch hold my people with disdain, every Chicuat is proud to serve in the Empire. I'm relieved to know we have his assistance.

JOANNA: We met Tepin Papan in the Empty Quarter shortly after we arrived in Nimbus. Lazarus Base will process his information on the Tecuban.

***REPORT:** Lazarus Base has processed Tepin Papan's information. There are reports about the rising influence of an ambitious leader named Heyoka. He is promoting expansionist ideas and has a particular disdain for the Chicuat. We should find out if the name is familiar in the criminal underworld here.*

JOANNA: Commander, we found communications data among the wreckage that contains Heyoka's name. He must be involved with the local criminal network.

TOCI: I'm astounded the Tecuban would fall in with criminals. They may be destitute as we are, but even they would not normally raise a fist against other Tanoch.

...

JOANNA: Commander, we retrieved more communications data between the criminals



and Heyoka. We were able to trace his last location to a system called Acatla.

TOCI: Acatla? How can this be? That is well within Chicuat borders. Commander, I implore you, please investigate immediately!

***REPORT:** The Chicuat Elders have asked us to wait for their intelligence report on possible Tecuban forces within Acatla. In the meanwhile we should strengthen our forces to prepare for battle.*

TOCI: Hiigaran combat power is impressive, Commander. The Chicuat have always suffered persecution within the Empire. It feels very good to have a powerful ally for once.

JOANNA: We understand the desperation. Only a century ago, we were just six hundred thousand exiles fighting an interstellar empire to retake our lost homeworld. We stand by your side in this conflict.

***REPORT:** Intelligence from the Chicuat points to a Tecuban base operating around an uninhabited planet. We must go there and eliminate this base to stop the raids.*

ATTACK BASE

JOANNA: We've found the base. It's active with many hostiles in the area. We're outnumbered, but if we engage carefully we can maximize the element of surprise.

JOANNA: This base is larger than I expected, which is troubling. Wipe it from this system to send a message. These raids will no longer be tolerated!

JOANNA: Commander, we're being illuminated by active targeting. Hostile craft approaching.

JOANNA: More enemy craft emerging from hyperspace.

JOANNA: More enemies... strange... are that Vaygr craft? What are they doing here?

VAYGR: Hiigarans! Eliminate them immediately, there must be no witnesses!

JOANNA: All threats neutralized. There was no sign of Heyoka, but the Vaygr appearing here raises a lot of questions.

TOCI: Who are these Vaygr? I have heard of the name, but nothing more.

JOANNA: The Vaygr are enemies of ours from a war almost two decades ago. Somehow they're here in Nimbus too.

TOCI: So the Tecuban have allied with these Vaygr to pillage my people? This... this is worse than I imagined.

JOANNA: You have powerful allies now as well. If the Vaygr are involved, this is our fight too. Together we'll get to the bottom of this.

THE HUNT RESUMES

***REPORT:** In order to gather information about the Vaygr's activity we must contact Tepin Papan once more. We should do some assignments to compensate him for his assistance.*

JOANNA: Commander, we are not finding any hard evidence of the Vaygr's activity around these systems. We're only picking up whispered rumors among the locals.

TOCI: The people have been through a lot lately. They're scared and uncertain. We'll need to gain their trust if we want to get someone to talk.

JOANNA: Commander, our plan to gain the trust of the local people has worked. Our best lead comes from a nearby outpost.

JOANNA: That is great news. They claim to have information that could match our description of the Vaygr. But they want us to help them with something before they hand it over.

TOCI: Commander, we received the information from the locals. It seems someone overheard a frigate crew boasting about working for powerful outsiders. This could be the Vaygr!

JOANNA: I'm glad we could do something for the local people. Let's hunt down the Vaygr now and find out what they are scheming with the Tecuban!

JOANNA: Commander, onboard one of these vessels we found communications data with a Vaygr frequency. This is the lead we've been waiting for.



TOCI: It's disturbing how many here are drawn to Vaygr promises of power, though I am not surprised. The Tecuban have even less than we do, and have more to gain from such an alliance.

***REPORT:** In our search for the Vaygr involved with the Tecuban, we acquired one of their communication frequencies. If we contact the Vaygr now, we should be able to trace their signal and hyper jump to their exact location.*

RELIC ACQUISITION

JOANNA: Commander, the Vaygr are ahead. They appear to be patrolling a Progenitor artifact.

TOCI: Why are these Vaygr interested in objects from the Makers?

JOANNA: To fulfill an ancient prophecy, originally. Like us the Vaygr understand how to use these ancient devices.

VAYGR: Hiigarans! You are meddling in affairs that are not of your business. May death be your reward!

JOANNA: More Vaygr are emerging from hyperspace, Commander.

VAYGR: You are far from home, Hiigarans! You will die here forgotten!

VAYGR: Curse you, Hiigarans! You will never spoil the plans of Jochik Kaan, heir to the rightful Sajuuk-khar!

JOANNA: All hostiles defeated. So Jochik Kaan is pulling the strings in this conflict. He must have some deeper plan here for the Vaygr to be this involved.

TOCI: Yet another ruthless leader behind the attacks upon my people? It is not enough for the Tecuban to turn against us?

JOANNA: We must discover what Jochik Kaan is trying to achieve here. Once we do, we'll put a stop to it.

***REPORT:** There is still no answer from Tepin Papan since we last spoke with him. We should do some more assignments to gain his attention and see if he was able to gather any information about the Vaygr's intentions.*

TEPIN PAPAN: Commander, I've expended every avenue to gather more information. To probe further would risk my position, and I cannot help my people if I'm dismissed from my post. I'm sorry I can't be of more help.

TOCI: Even our allies in the Empire can no longer help us. What does Jochik have to gain through brutalizing my people? What does he want?

EKEKKO: My friends, if the answer can't be acquired through proper channels we should turn to the local markets. Let the power of coin open the door between you and the answer you seek.

...

EKEKKO: It's a deal, friends! A reputable source claims to have spoken to Jochik himself. He's seeking a very specific relic from the Makers, though I did not catch its specifics.

TOCI: My people have hidden many objects of the Makers we retain for study and safekeeping. Jochik delivers pain, suffering, and ruin to my people all to attain an object of the Makers? Monster!

***REPORT:** We contacted the Chicuat Elders and told them about Jochik Kaan's possible intention to obtain a particular Progenitor object. They have given us Intel about a criminal organization that deals with Progenitor objects within the Tanoch Empire. We should investigate.*

JOANNA: Commander, we found a lot of data logs concerning Progenitor objects on these ships. We'll need to process them quickly. I'm sending them to the lab now.

GIDEON: At your service, Commander. What a fascinating quantity of data. I'll do my best to come up with answers as soon as possible.

***REPORT:** While Gideon S'jet is researching the data set of Progenitor objects, the Chicuat Elders have informed us of a resurgence of Tecuban activity within their territory. We should support the defensive efforts.*



JOANNA: Commander, the Tecuban raiders are well armed and confident. Heyoka and Jochik must be coordinating closely for this operation.

TOCI: All of this carnage for the greed of one and the ambition of the other! We must stop them, my people cannot withstand their assault for much longer!

***REPORT:** Gideon S'jet's research into the data set of Progenitor objects turned out more difficult than expected. He asked us to support him to accelerate the process.*

GIDEON: Thanks for your assistance, Commander. With the provided information, I was able to pinpoint the particular object in question. Jochik is seeking a very rare object the Tanoch call a Baetyl.

TOCI: Curse the Vaygr! They're after the Baetyl? It's placed at the Tlapallan Academy. It's one of our most populated learning centers! We must inform the Elders immediately!

***REPORT:** We finally learned Jochik Kaan's intentions. He sparked the flames of war to weaken the Chicuat defenses and steal the Baetyl from Tlapallan Academy, one of their key centers of learning. We must travel there at once, before it is too late.*

TLAPALLAN ACADEMY

JOANNA: Commander, the Vaygr are already in-system. Are we too late?

JOCHIK: You've obstructed my plans for the last time, Heyoka! I have no use for disobedient fools!

TOCI: The Vaygr are attacking the Tecuban? What is happening?

VAYGR: My lord, the Hiigarans have arrived. They are approaching for battle.

JOCHIK: All my enemies have gathered... no matter. We will crush them all and take what we came for.

JOCHIK: Re-position the flagship. Deploy the reserves. Destroy the Hiigarans!

JOCHIK: Savor your insignificant victory today, Hiigarans! I will crush you the next time we meet. Consider that a promise.

JOANNA: Jochik has returned. All forces, engage his ship immediately!

TEPIN PAPAN: Commander, I've come to assist you! Our people shall not fail today!

TOCI: The Tlapallan Academy is safe. My people are protected and our enemies are on the run... I can't believe we prevailed.

TEPIN PAPAN: The Tecuban have retreated. It seems Heyoka tried to get to the relic before Jochik did, and paid the price.

TOCI: His greed brought him to pillage the future of my people for his own gratification. I don't mourn his death.

TEPIN PAPAN: Our people are safe for now, but the Chicuat need a voice to speak on their behalf among our allies. Toci, you could be that voice among the Hiigarans.

JOANNA: We would be grateful to have you aboard, Toci. Your people are always welcome among us.

TREASURES OF NIMBUS

***REPORT:** New capacitors were installed in our scanner modules during the last maintenance cycle and must be calibrated. Test them above maximum power.*

***REPORT:** New firmware has been installed in our scanner modules. They must complete a routine calibration cycle until they pass inspection.*

***REPORT:** To gain more information about these unusual probes, more sensors must be deployed. Lazarus Base has authorized the distribution of our sensor probes to other parties.*



YAOT SPRING

REPORT: *There are rumors circulating in the Empty Quarter about an increase in Cangacian pirate activity. Fleet Command asks us to gather intel from our contacts with the Iyatequa traders. We should gain some favors to bargain for information.*

EKEKKO: Hello, good friend! After some prying, I've learned Cangacian pirates have been hired by my fellows to raid some Yaot Pilgrims entering the area. What more, I cannot say.

JOANNA: Yaot pilgrims in the Empty Quarter? Commander, this might be of interest to Hiigaran security. We should find out more about what's going on.

REPORT: *The Iyatequa traders are involved with pirates attacking Yaot pilgrims in the Empty Quarter. We might get more information through selling equipment and arms on the open market.*

EKEKKO: Greetings, friend! My fellow tradesmen, of course, say nothing to me about their plans. But plenty of Cangacian marauders were eager to boast of their exploits.

JOANNA: Commander, the pirates believe there is valuable treasure on the Yaot pilgrim ships. But for now they were only able to capture basic civilian goods.

JOANNA: Commander, we can't find any traces of the Yaot pilgrimage. The area is swarming with pirates. They must know something we don't.

REPORT: *To learn more about the pirate raids, we should get in contact with the Yaot pilgrims. They appear to be hiding after recent attacks. We have no other option than to perform reconnaissance in the nearby systems.*

HIIGARAN: Commander, some of the containers we've recovered have casualties. Many were deceased, but we also recovered survivors in critical condition.

JOANNA: This is abhorrent... these can only be Yaot civilians! I am ordering them taken to medical away.

REPORT: *Some Yaot survivors in our medical ward are ready to be questioned. If we manage to prove our good intentions they might help us find the Yaot pilgrimage.*

JOANNA: Commander, we talked to the Yaot survivors. They were indeed part of the pilgrimage. They gave us their normal comm frequency, so we can contact the formation leader directly.

COATL: A warm blessing to you, Hiigarans. I am Chocoan Coatl, Envoy of the Yaot Federation and Shepard of this Conjunction. I thank you for saving the lives of my fellow pilgrims.

JOANNA: Greetings Envoy Coatl. We greet you on behalf of the Hiigaran colonies in this area. Your pilgrimage has caused an uprising of pirate activity here. Our authorities are worried about the security situation.

COATL: We are but simple Pilgrims Commander, bound by our faith to visit conjunctions seen in our sky. Until now we had no need for escort, for none took an interest in our mission. This seems to have changed without reason.

JOANNA: Commander, we can't leave these civilians defenseless against the pirates. It's unethical to stand by and allow it, we must help them.

REPORT: *The Yaot have accepted our offer to support their pilgrimage. Requests have come in from ships needing spares and replacement parts for repairs. If we provide these, we might learn more about why the pirates are after these ships.*

COATL: Blessings, Hiigarans. You have my thanks for these parts for our vessels. I am seeing to their distribution now.

HIIGARAN: Commander, as requested we have tracked the delivery of the provided parts. It seems like some ships are clearly being prioritized over others.

JOANNA: Interesting. Could these be the treasure ships the pirates were talking about? We need to find out more.



REPORT: *Even though pirates are still swarming the area, Chocoan and the Yaot pilgrims are adamant about continuing their travels to see the astral conjunction events. In order to deter any further attacks on the civilian ships, we should patrol and clear the systems of any significant hostile forces.*

JOANNA: Commander, we have a direct communication from the Cangacian pirates.

CATEQUIL: You continue to meddle in affairs that are none of your business! I will have my treasure, and you will stop foiling my plans!

JOANNA: Treasure? What treasure could be aboard these civilian ships? Have you no conscience terrorizing the innocent?

CATEQUIL: Innocent? You Hiigarans are so naive with your trust it's offensive. If you stand in my way again, I will crush you along with these charlatans you defend!

REPORT: *Even the Fleet of Rams are after the Yaot pilgrim's supposed treasure. If we hope to protect them, we must first convince somebody to give us more information. We should try to make friends with the pilgrims and get somebody to talk.*

COATL: You gift us with your compassion, commander. Most would not go out of their way to defend a stranger.

JOANNA: We Hiigarans were once nearly defenseless refugees ourselves. But what is this pilgrimage, what drives you?

COATL: Our people have made these voyages for centuries. Our history tells us great events coincide with the conjunctions, which must be witnessed. Some of them tell us of the presence of the Makers among us still.

JOANNA: This is fascinating... but I don't understand why your group would be targeted. Do you carry something special when observing the conjunction? An artifact of some kind?

COATL: I'm afraid details such as these... must remain unspoken for now. I have much work to do, coordinating with the Elders. We will speak again.

REPORT: *After talking to Chocoan, we suspect there is more to the Yaot pilgrimage than the religious travels to astral conjunction events. We might be able to get more information from the Yaot Federation if we do some favors.*

YAOT: Hiigaran commander, we have received your request for further information. The Yaot Federation cannot comment on the pilgrimages of the conjunctions. This is strictly a civilian affair, and outside the official business of the Federation. Good day.

JOANNA: That seemed unusually terse. We might need to think outside the box and find our other contacts for further information.

REPORT: *We've reached a dead end on collecting intelligence on the Yaot, but our source within the Tanoch Empire has offered to provide more information. We should bring an adequate gift for compensation.*

TEPIN PAPAN: Hello Commander! Thank you for the artifact, this will buy the information you seek. You're looking for more information on these conjunction pilgrimages?

JOANNA: Yes. We're protecting the civilian pilgrims on their travels. Many believe some sort of treasure among their ships. We suspect some kind of involvement from the Yaot Elders.

TEPIN PAPAN: Interesting. Our intelligence concurs with your assessment. We have also suspected the Yaot have some other purpose behind these pilgrimages, something that has direct oversight from their council of Elders.

JOANNA: Could this be some secret agenda by their leadership? Are they searching for something? Searching for treasures?

TEPIN PAPAN: The only other thing I can tell you is that our scouts detected ruins of the Makers there previously. What they do with them, we don't know. Good hunting!

REPORT: *While we still don't know what kind of treasure the pilgrims could have aboard their vessels, Chocoan wants to move on to another astral conjunction event. He has requested our assistance in clearing out the area from any hostile threats.*



JOANNA: Commander, we've picked up a classified investigation report on the Yaot pilgrimage from one of the hostile vessels. Decryption process initiated.

GIDEON: Most interesting. This is a detailed report on the procedure of the pilgrim's convoy at astral conjunction events. I want this evaluated as quickly as possible!

***REPORT:** The report on the pilgrim's procedure has been fully analyzed. Usually the pilgrim's convoy moves in a tight line formation towards the optimal conjunction points where they perform their religious rituals. However, a few ships regularly diverge from the common path and move into nearby asteroid fields. We should investigate the latest conjunction site and see if we can find anything of interest.*

JOANNA: Commander, we've collected ore from the asteroids near the astral conjunction site. The material is transferred into the laboratory to be examined.

GIDEON: Commander, I have been monitoring the situation and I will assist in the examination. If there is anything here involving the Progenitors, I will find it.

***REPORT:** Chocoon has informed us that the next astral conjunction site will be inside the Cangacian territories. We convinced him to take part in the operation ourselves to ensure security in this hostile area of the Empty Quarter. Maybe we will be able to both protect the pilgrims and find out more about the suspected secret agenda. We should make sure the crew is properly prepared and ready for any eventualities.*

***REPORT:** Chocoon has provided the coordinates to the next astral conjunction event. Strong hostile forces are to be expected in this system. Our goal is to both protect the civilian pilgrims and find out more about the suspected secret agenda of the Yaot Elders.*

COATL: Blessings upon you, Commander. My people wish to convey their deepest thanks for your assistance. We are ready to engage the conjunction event in Ze Tavaan. May the Makers be with us.

JOANNA: Envoy Coatl, this is Cangacian territory. It is almost certain the Cangacians will be waiting there in ambush. Is this event really so important to your people's faith that it's worth risking their lives?

COATL: The decision... is not mine to make. We are guided by the wisdom of the Elders. But should you wish to provide escort, the people would be relieved to know we are under your protection.

CONJUNCTION

COATL: Blessings, Hiigarans The People are relieved that you are here. The pilgrimage will begin moving to the conjunction point.

JOANNA: Greetings. We are ready to assist the convoy. All ships on full alert, keep your eye out for incoming pirates.

COATL: Behold the splendor of the Maker's works. We are blessed that they have lasted this long after the cataclysm. Truly a timeless wonder.

COATL: More pilgrim ships have arrived to see the conjunction. Bless the Makers.

JOANNA: Chocoon what's going on? You're deviating from the path! We must protect the perimeter.

COATL: It must be done. Our ways are... not to be questioned by outsiders. Please, maintain defensive positions.

JOANNA: Hostiles incoming. Protect the pilgrims. Intercept the attackers!

JOANNA: More attacks incoming, Chocoon, we need your help here!

COATL: I... please... I can't.

JOANNA: More hostile incoming. Chocoon, what the hell is going on? We need your help or civilians will die!

COATL: I... I cannot... do this any longer. We are coming to your aid, and to the hells with the Elders and their ambition!

CATEQUIL: So we meet again, Hiigarans. You won't stop me this time. I'll have that treasure, even if I have to rip it out of every ship I see! Do not let any of them escape!

CATEQUIL: You won't always be so fortunate Hiigarans! A thousand curses upon you and your works!

JOANNA: Perimeter is clear. The attack is over. The pilgrims are safe.



COATL: Under the grace of the Makers, the pilgrims are safe with minimal casualties. Thank you, Commander.

COATL: The Conjunction is the clearest sign that our Makers were powerful and wise. The messages they left in the alignment of the stars are profound, even if their exact meaning is lost.

COATL: Though there are signs and portents of a great change coming, there is hope also in this change. Yes there is uncertainty, but the signs point to a great relief.

JOANNA: Chocoon, what was going on back there?

COATL: I can only confess. Our Elders pervert these pilgrimages with their own causes and ambitions. We rake the ruins of the Makers, scoop them into our hulls, for some reason.

JOANNA: They're looking for some Progenitor technology in those asteroids, aren't they?

COATL: It would seem to be so. The Elders will surely take retribution for my failure, so I am without a place, for I surely cannot return. I am no longer Envoy, or shepherd, of my people.

JOANNA: You are always welcome among us, Chocoon. The warmth you showed your people could be a great asset to us as an envoy to the Yaot in the future.

AMASSARI SUMMER

***REPORT:** To continue operations in Amassari space, we need to replenish our strategic reserves. Collect resources to build up this stockpile.*

JOANNA: Donating these parts has granted us a lot of goodwill from the local Amassari. At least we've managed to convince them we're not the Kiithless.

***REPORT:** The quartermaster is concerned about our stockpile of spare parts. Begin construction of spares to replenish supplies.*

JOANNA: Most of what we've found isn't Progenitor... but Hagthar. Artifacts we've brought aboard date to the time of the Amassari's ancestors.

JOANNA: This must be what the Kiithless are doing here: Attacking the Amassari to steal relics belonging to the Amassari's forebears. We need to put a stop to it.

***REPORT:** The quartermaster is concerned about our stockpile of spare parts. Begin construction of spares to replenish supplies.*

OMASSI: Hiigarans! I am Jothru Omassi. The Sadosar Amassari have chosen me to be an envoy to you during your stay here. I request permission to board and share my knowledge.

JOANNA: An Amassari guide could be useful if we're spending more time here. I've already assigned lodgings for him and he's being directed to medical for an examination now.

***REPORT:** Combat channels are rife with activity from Kiithless Hiigarans. It's our responsibility to put a stop to these raids and restore the peace.*

OMASSI: Your people have been most helpful to us in ways other Amassari are not. Many fear what the outsiders could bring to us, but there are many who celebrate your presence also.

***REPORT:** Monitoring Kiithless channels reveals a Progenitor Relic is nearby. We need to secure it before they do.*

JOANNA: It's going to be a long and intense operation in order to find these things. I feel better having the ship ready for this expedition.

***REPORT:** The Amassari have very little in the way of developed industry, and would appreciate any refined parts we can provide. Craft some to provide a supply.*

JOANNA: The Hagthar pretty thoroughly blew their technology into dust during their



ancient war. There's not much left to go on. What we found might have more cultural significance than technical...

REPORT: *Sensors have detected possible ruins of interest in the vicinity. Investigate to see if there's anything of interest found here.*

JOANNA: Hiigarans that don't originate from one of the original Kiith are not only iconoclasts, but they employ some radical strategies. It was useful in our war against the Vaygr, but it's coming at a cost now.

REPORT: *Very little is known about the Hagthar Empire, the ancestors of the Amassari. In order to continue operations here, we need to educate our officers about what we know.*

JOANNA: These leads also brought us closer to some Hagthar technological patches. Engineering has pulled up some debris we happened to pass and thinks there might be something important we can deduce from it.

REPORT: *Our guide is willing to connect us with several Amassari officials in the vicinity that need help. We could benefit from this cooperation.*

JOANNA: One of the important lessons taught in the fleet academy is to make sure resources are plentiful. There's no worse place than being caught without any RUs to spend when we need it.

REPORT: *Jothru has revealed there may be more information to find among the Hagthar ruins if we can find the pieces. We must prepare for this venture.*

OMASSI: The Sulasu family are one of the only Nacarid Amassari open to accepting bribes from outsiders. I assure you, they were just as pleased to accept your help as well as your target assignment list.

REPORT: *Jothru can provide the whereabouts, but not the exact location, of key pieces belonging to significant parts of Hagthar history. Perhaps we can learn what the Kiithless are seeking.*

JOANNA: We're just in time. New intelligence points to the Kiithless restructuring their supplies in the region in order to regain their footing. If we hit them now, we might be able to break their resolve in the Hather plains.

REPORT: *Kiithless strikes have been increasing against the Amassari. We need to calibrate our training to match their new battle techniques in order to stop them.*

REPORT: *Our training was timely. Jothru has handed us some leads on potential Kiithless activity in the region. We must investigate.*

REPORT: *During our battles we took some hits to ship's stores. It's advised to rebuild our stockpiles with refined ores.*

REPORT: *More Amassari have reached out to Jothru and us with more jobs. There's an unspoken offer as well to assist with our strikes against the Kiithless.*

REPORT: *Assisting the Amassari has paid off, we're intercepting communications traffic suggesting they're being disrupted. We need to brief all officers on this stage of the operation against them.*

REPORT: *Fleet Intelligence has deduced several available targets belonging to the Kiithless. If we hit them, it will further disrupt their supplies to the point of dissolving their operations here.*

JOANNA: Well done, but the Kiithless aren't done yet. We received word that mobile assets pulled out just before our strikes. They're planning something with their saved assets.



REPORT: *We need to stockpile resources to prepare for a final battle against the Kiithless in the Hather Plains.*

JOANNA: We're stocked and ready for whatever the Kiithless have in store for us.

REPORT: *All officers need to be briefed on the potential dangers posed by the remaining Kiithless fleet.*

JOANNA: Intelligence suggests the Kiithless were attempting to piece together a Hagthar navigational computer, and they've deduced they need a final piece.

OMASSI: They're after Thassin's Needle. Only three have ever been found. To my people, they represent a better future that could be.

JOANNA: We must protect this at all costs.

REPORT: *The Kiithless are targeting Ambadda waystation. Thassin's Needle, an artifact, is housed here. They must be stopped from raiding this station!*

AMBADDA WAYSTATION

REPORT: *We have received intel that enemy forces are planning to attack a local trading station. In order to defend the station, we must immediately move our fleet into defensive position.*

JOANNA: It looks like we beat the enemy fleet here. We should get into position while we have the time!

JOANNA: The enemies have hijacked the nav beacons remotely. We cannot disable them in time, we have no choice but to destroy them!

JOANNA: That was the last, desperate reach of the Kiithless. They'll need to regroup for a while before they can challenge the Amassari again.

OMASSI: It is a thing to raise a hand in defense of another Amassari, but another to respect our heritage. I wish to join your crew commander, I have many talents to offer beyond Amassari space.





COMMAND ENTRY LOG

The following excerpts have been approved for release by the Daiamid and Admiral Joanna Nabaal to be amended to this report. They have been deemed necessary to complete the picture of the Nimbus journey.

COMMAND ENTRY 0000.00.00

Johanna Nabaal, Lieut- no, I suppose it's Commander, now. Not even that, I could make myself an Admiral. I am the last commander of the Ararat expedition, effective practically if not also in name, since Vashti has relinquished the post. It's mine now, what's left of Ararat. We put in to Lazarus base to see to our injured and wounded, including our Commander and most of our bridge staff, following the battle of

Commander [REDACTED] put their full confidence in me after what we are calling the battle of Vahaal, but I would be a liar if I said I was confident of our chances of fulfilling Enoch's final order. There are over two hundred expeditions and groups from Hiigara stranded in Nimbus, some better equipped than ours. What's to say we will do any better than, say, Lazarus itself, and just disappear into an unknown fate?

<Audible sigh>

I've begun to assemble my own command team among the survivors. Our specialists made it through unscathed, by the grace of God, and I hope sheer force of talent can see us through. It's all we have left now.

I have three weeks to rebuild our command and resume the journey... or perish... trying to return to Hiigara.

COMMAND ENTRY 0000.00.3

Work is proceeding as expected. I'm still awaiting responses from some of my appointees... this must be what [REDACTED] and Enoch went through just before we set off from Duzumi gate: Tension. The uncertainty. A plan set in motion is not going to have guarantees it will work. You just have to .. put trust in Sajjuk and the universe. I am particularly anxious appointing Amaala to exec and Pagraan to tactical. They're two of my most strongest officers, but a clash of wills is to be expected, of course.

I've been trying to give thought to our next moves in this time. Jochik ambushed us at Vahaal, I'm pretty sure, using the Obelisk as bait and trying to finish us before we could deduce his plan. We are still no closer to understanding it than we were before, this must change.

COMMAND ENTRY 0000.01.12

Barely two days out of dock and I'm faced with my first major political decision. This morning we received word through tactical command that the Tanoch Emperor wants us, specifically, to assist at an assault upon a Yaot fortification at Chakana. We have word Jochik will be there as well with a Vaygr force.

The Emperor seems to have no idea about our feud with the Vaygr and it's unsettling Jochik isn't making more of his closeness to the Emperor to destroy us. I've learned in my time here not to underestimate him- Jochik is several moves ahead- and he basks in our ignorance to get his plan done. We've only defeated him twice, but neither battle seems to have upset his plans.

Privately I've said nothing to my staff about the strategy to beat him, but I suspect it's going to come down to a chance moment of unpredictability. If he's five moves ahead of us, we may have only one moment of surprise to catch him before he can reconfigure his plans and adapt. It might be the only way.

COMMAND ENTRY 0000.2.8

Jochik has set his plans in motion, and the entire status of the region is disrupted. At the climax of battle, when the Yaot commander Guahai had surrendered to us, Jochik betrayed the Tanoch Emperor by physically ripping out the ceremonial crown grafted to the boy's skull. I can't fathom the betrayal Cazoma must have felt as he lay there dying, and can't understand the cruelty in Jochik that allows him to callously dispose of a friend.

We have no time to solve the problems of Tanoch succession or what this means for the war between the two powers. Seizing the headset has no connection to robbing Progenitor ruins. There must be a connection, and my instinct tell me it's a direct threat to Hiigara.

COMMAND ENTRY 0000.2.10

Until my assignment to Task force Ararat, I was rarely a witness to awesome



Progenitor technology and constructs which we are told define history and power. Aarran, the ship Sajuuk, the Well of Kolotus... now I am witness to one of these objects of awesome power. We are the first Hiigarans to see one of the Five Pillars and understand its purpose.

Jochik's path brought him to this one, I do not know its name. It's massive-larger than the Sijin lighthouse and bigger than the gate complexes at Wiracoda and Duzumi. Both the Tanoch and the Yaot venerate these as tools of the Makers. Wars for centuries have been fought over them.

They are silos for Progenitor super weapons. Jochik discovered this one, and we found him in the process of extracting it from the pillar and preparing it for travel. At great cost we drove him from the weapon but he did not stay and fight to keep it. Why?

Our engineers have deduced the weapon is a hyperspace bomb. Their hypothesis to its function is to phase an area simultaneously in and out of hyperspace, with an effective radius that can cover a planetary system. This one apparently suffered a misfire and lacks targeting data.

This would be devastating if launched against the Hiigaran system. But Jochik abandoned it for... what? That concerns me greatly.

COMMAND ENTRY 0000.2.11

The situation in the Tanoch Empire is deteriorating. Hiigarans intelligence points to a coup by the Temple fleet; a man named Itaca Taot is speaking with authority from Tanochet, issuing orders as if he were the new king. The rhetoric from the capital is inflammatory and dangerous.

Against this, allies of ours in the Empire have spoken. Tepin Papan, border commander, has come to us personally with key intelligence of the Vaygr 's whereabouts. In two hours we will return to the outer reaches of the Star Totek system, to an object called Mictlan. Whatever this is, it's so important to Jochik's plans that he abandoned a weapon capable of annihilating Hiigara in one shot.

We're preparing to jump into whatever he has prepared, and I'm leaving an engineering team behind to repair the bomb. Whether we dispose of it harmlessly... or use it... will depend on what we find.

COMMAND ENTRY 0000.2.14

<Sighs> Command log entry.... Commander Johanna Naabal. It is two days after the battle of Mictlan, and the most intense combat of my career. It is, also, the hardest decision I have ever had to make. The costliest command I have ever issued.

<One minute pause>

Mictlan was a one-way hyperspace portal with a mobile terminus, and galactic



reach. The complex used the power of the Star to drive the device, and Jochik was there with what must have been his entire Crusade. We didn't stand a chance. We had to try, it was our best hope to reach Hiigara, and we had to put a stop to the Vaygr. Kharak knows our people have faced slimmer odds with more desperate hope. We were Hiigarans... we were Kushan. We had to die trying. Jochik gloated at us, imploring us to watch his hordes bypass Hiigaran defenses to destroy Hiigara directly. He had intended on using this with the bomb to destroy Hiigara directly, but now he settled on direct invasion.

In that desperate moment I made a choice I may regret for the rest of my life: I ordered the hyperspace bomb to attack our current location. In a mere eight minutes the bomb would arrive and take us, Mictlan, and the Vaygr with it. We had to fight Jochik to hold his attention and stop him from leaving.

But... then...

<A pause for half a minute>

The Progenitors, very suddenly, turned on Jochik. As one they attacked the Vaygr, and Jochik fumed at their defiance. It was as if Cazoma was striking at the right moment from beyond the grave, denying Jochik his victory.

I will never know if there was enough time to reach the gate, which was then open and projected upon Hiigara. I could have gambled the entire crew of Task Force Ararat to reach home in one move. I... I refused. We used those precious seconds to escape, saving whom we could from certain death.

I could not complete Enoch's final command if we were dead with Jochik. I pray our ancestors... and perhaps our descendants... can forgive me for throwing away this opportunity.

COMMAND ENTRY 0000.2.24

The situation is continuing to deteriorate within the Tanoch Empire. Pockets of the Tanoch are refusing temple authority without a rite of succession, and the Temple forces are attacking them. Tepin Papan has escorted us out of Tanoch space, returning home to Lazarus, but the situation continues to degrade. He has asked the Hiigarans for help to aid his people against the pogrom he is certain will come to his people. I don't know if there's a consensus among the Medea government, such as it is, but I'm determined to help his people even if no one else will.

Someone has to take charge of Hiigaran action in this galaxy. Since we cannot return home, we can no longer afford the belief that the actions of the residents here do not affect us.

COMMAND ENTRY 0000.6.18

We finally have another lead in the location of Ya'Axche, the world tree.

Combing through the data files hoarded by Supay, following his defeat, has revealed mythological clues that point to a possible location of the World Tree. "The heart of the universe is found beyond the graveyard of futures." Gideon hypothesizes this might refer to the Hather plains and Amassari space.

It has been several months since we were last in the Hather plains. Perhaps the time is due for a return.

COMMAND ENTRY 0000.7.22

Our expedition to the Hather plains was delayed as we have become embroiled in the civil war engulfing the Yaot Federation.

The Sapa Yaot's decree three weeks prior has spiraled into open war between the Elder's protectors and units controlled by Sapa Yaot. I was hoping to keep us clear of the conflict, but it seems to find peace, were asked to be mediators. At least this time we have several other Hiigaran fleets to assist us, I hope this can continue.

COMMAND ENTRY 0000.11.15

It may have been wishful thinking to assume the Vaygr were gone for good in Nimbus. Another Vaygr force has appeared and, after several weeks of engagement, has identified itself.

Hiigaran command back home would already be astounded to learn of Jochik's existence. That Makaan sired several children would be dismissed as sensationalist fantasy. Whoever they are, Lamia and Karna seem to carry authority among this Vaygr group. They must be castoffs from Crusade Opona, given their familiarity. After... thanking me... for disposing of their brother they decreed they would reach the world tree first. The race is on, I suppose. What I dread is whether they have more information on Ya'Axche than we do.

COMMAND ENTRY 0001.06.15

The Mekesh have been grateful for our assistance but I worry that lingering here will allow the Vaygr to locate Ya'Axche before we do.

We've been compensated with information, so now we know the whereabouts of what we seek, but I'm tempted by the technological possibilities from the Baliaal. If they can cross between the galactic void this easily, couldn't we? Is there a way to capture one of their portals and use it for ourselves? I have the suspicion this isn't going to be that simple. And we are so strapped for resources and time that we can't afford to pursue uncertain leads.

Our only hope of return is this Ya'Axche. If we abandon this, we abandon hope of ever seeing home again.



COMMAND ENTRY 0001.10.22

We're closing on Ya'Axche. We will arrive tomorrow, and see whether we've beat the Vaygr there.

We've raced incredible distances to get to this point. I'm running my crew ragged but... this is a race. There's no telling what the Vaygr could do if they control Ya'Axche

COMMAND ENTRY 0001.12.18

I've needed a few days to collect my thoughts, organize repair efforts ... and overcome my disappointment. We're located in the Dassalus system now, somewhere discreet. We were not the first to arrive at Ya'Axche. Not by a long shot.

Makaan, it seemed, sired four children. The eldest had beaten us to Ya'Axche by nearly a decade, and had been using that time to try unlocking the mystery of the gates. He had local control over the defenses, and we escaped only due to the jealousy of Makaan's daughters. No doubt the Vaygr are working out their differences now to make a stronger front. I fear to learn what their designs are regarding us. We're so far from Lazarus Base that reinforcements will be hard to come by.

COMMAND ENTRY 0002.02.12

A rude surprise was the last thing we needed now, but I take some optimism in this development. The Tanoch empire has unlocked the secret of using the gates.

Evidently the Temple forces have consolidated their reign and have begun to mobilize the Tanoch into some kind of holy crusade against the galaxy. So far it's only a handful of fleets making proving strikes, but we have no bearing on what is going on in the Empire or in the Federation.

On our next opportunity we'll attempt to figure out how the Tanoch have this capability and seize it for ourselves.

COMMAND ENTRY 0002.03.03

Hiigaran intelligence is going to have a lot of work ahead of them cataloging and categorizing all that we have seen. I think most troubling of all are a specific kind of... I can only describe them as a kind of Vaygr... using Progenitor technology. It's not entirely clear what they were, and when I asked Gideon about them in the debrief, he seemed evasive. That only makes me more concerned about what he isn't telling us.

We encountered them at Icarus gate just beyond the Sorlat system. It was... a large ship, about the size of a Mothership. It seemed to be a Progenitor craft of sorts but... wasn't behaving like an automation. I held the ship at a discreet distance and sent scouts, but we were attacked almost immediately as we



tried to make contact. We've handled Progenitors before, but the craft and tactics seemed almost Vaygr like.

That Mothership vanished through the gate and that was the last we saw of it. We cleaned up, tried to puzzle the identity of the attackers, but came away with more questions than answers.

Tactical reporting after the war once tried to ascertain the disposition of many of the Vaygr crusades after Makaan's death. Roughly... five? are unaccounted for. Perhaps what we saw was one of them; Vaygr who have managed to find some grasp of Progenitor technology and are quietly moving behind the scenes. Whatever they wanted at Icarus, I don't think they got it. The Mothership bizarrely attacked the gate as out of frustration before departing.

Whoever they were, I hope we don't have to cross paths with them for a long while yet. We already have our hands full.

COMMAND ENTRY 0002.06.02

I have rarely doubted my conviction to this mission, in spite of the adversity we face and how high the odds are against us. It would be simple to give up as Medea needs leaders and defenders. Some might say I'm selfish for continuing this quest after so much adversity. Then there's Tepin's rather thinly veiled personal proposals, and how he's not incorrect for reminding me of the cost of what I am trying to do. All while the universe is falling apart; the Tanoch civil war rages, scandal rocks the Yaot Federation, and even the Amassari are turning on one another. We can use stability.

In spite of all of that, I find I can't abandon this mission. It's absurd. It's irrational. It's something I must see through. So many are counting on me... on us... to do this. What does it say about the strength of our conviction if we abandon it before the job is done? I must continue. I only hope I can find it in me to forgive myself from what I'm doing to my crew, and to Tepin.

COMMAND ENTRY 0002.07.12

Fate, when it calls, does not announce it's coming. Misfortune comes this way... and we call it a miracle when it's the reverse. I don't know who to thank- my ancestors- or Sajuuk himself for delivering us allies when we needed them. The Mekesh came through, evidently Gideon was successful in assisting them and their force arrived to aid us in the eleventh hour. We won the battle of Axooctil and with it, the Chicuat have been spared the wrath of Itaca Taot.

There is something else though, I can feel it in the fleet, especially among the assembled commanders and officers from so many places. Tepin Papan, Chaquen, Jomatu Thoois, Kraavid, Lomissa, even Ekekko. So many names and faces... looking to me for leadership. It's inspiring. It's terrifying.

Like a wall of rain advancing before the storm I can see their expectations resting upon the Hiigarans. Upon me. This must have been what Karan felt when she embarked on her quest to stop the Vaygr and save Hiigara. Now... It's my turn. I don't have the benefit of a Mothership, or a Progenitor core, or



the hopes and dreams of Hiigara behind me. I'm only the daughter of Ahab, a single woman, but all the responsibility in this galaxy to change it.

I can only step forward, and pray for the grace of whatever deities linger in the void that we prevail.

COMMAND ENTRY 0002.10.14

We assault Ya'Axche tomorrow. There aren't enough ships, not enough technological advancements. There are too many unknowns, too many questions. Ekekko has estimated our odds at one in three success and he's not promising to stay with the fleet. I can't say I blame him.

There are old stories of heroes surveying the ramparts the night before the battle. I won't recount them, but now I know what it feels like. Forty ships, give it take, and roughly half a dozen peoples and groups from this half of the Nimbus galaxy. Either our quest will succeed, or we'll die trying. There's no out with a hyperspace bomb this time, no compromise. Us versus the Vaygr for one, final, pivotal battle... in a universe Hiigara doesn't even know about, from people they must assuredly consider dead.

I would be a liar if I said I wasn't frightened, but it's a distant fear. Now, and this moment, I'm taking a final breath before the plunge. Everything has lead to this moment, and I keep delaying while I search for the right words... the right feeling... to have before the final commitment.

I guess there is none.

The only thing I can say to my command before launching into the most consequential battle in the Nimbus galaxy is to borrow Karan's, before she set our people on the path of destiny.

Good luck everyone.

YA'AXCHE

AMAALA: Hyperspace jump completed Commander. We're here.

AMAALA: Proximity sensors detected. The Vaygr likely know we're here

JOANNA: We aren't unexpected. Any communication?

AMAALA: Not yet.

JOANNA: It won't be long. Then we'll know what we're dealing with.

JOANNA: Makaan's children seldom resist the chance to be theatrical with their threats.

CHAQUEN: Hiigara, Enemies spotted.

AMAALA: Looks like a probing force. Do we destroy it?

JOANNA: We're expected to.

TEPIN PAPAN: A second force has emerged from hyperspace on the flank!

KRAAVID: Moving to engage!

JOANNA: They're probing us. Kamar is making his first move, we must respond carefully.

AMAALA: Enemies defeated. The Vaygr are pulling back.



AMAALA: A second force is approaching from the gate. There's a Mothership class signature among them.

JOANNA: This is it.

KAMAR: Your tenacity is admirable Joanna, though misguided. Again I implore you to bow to my command and join me for the betterment of the galaxy. It is the only way to spare your followers for what is to come.

JOANNA: The galaxy cannot bow to one person, Kamar. Not you, not your father. The mantle of the progenitors cannot belong to one person.

KAMAR: your Karen S'jet suggests otherwise. The mantle must have its keeper, and it will not be among the Hiigarans.

JOANNA: You'll have to prove it.

KAMAR: I shall.

AMAALA: Vaygr ships incoming!

AMAALA: Between the sister's combat force and Kamar's ships, we are just barely matched. We have no idea about his reserves.

CHAQUEN: We will block their advance.

KRAAVID: En-route to assist.

JOANNA: We need to concentrate our assaults on one flagship at a time. They're pressing on all sides, we must focus our attacks.

AMAALA: Karna's flagship is pulling back.

TEPIN PAPAN: We won't let her. Engaging!

JOANNA: Don't over extend, Tepin!

KRAAVID: We can support. Engaging!

AMAALA: More reinforcements on the Vaygr are joining their battle line.

JOANNA: They may not have a flanking force, or they're saving it for something big.

TEPIN PAPAN: The Vaygr flank is disengaging, pulling center.

JOANNA: Tepin don't over extend! Pull back!

KRAAVID: We-

AMAALA: The Mekesh have taken a direct hit!

JOANNA: Damn it! Move in, we have to rescue Kraavid.

THOOIS: Joanna, Sensors are detecting hyperspace signatures approaching.

AMAALA: Here's that flanking force.

THOOIS: We're engaging.

JOANNA: We're being attacked by three fronts... We have to hold!

TEPIN PAPAN: Kraavid is on-board. We're taking heavy casualties... battle strength is depleted.

CHAQUEN: I have to constrict the front.

THOOIS: Moving in on support. Attacking the second flagship.

JOANNA: Support the assault on Lamia's ship.

AMAALA: The Vaygr line is collapsing.

JOANNA: Prepare for the flagship to get involved-

AMAALA: Collision alarm!

JOANNA: Casualties? What was that?

GIDEON: Commander, that beam came from the gate itself. Somehow the Vaygr have weaponized the aperture. They must be stopped, this cannot continue or they'll damage the terminus!

AMAALA: What can we do against that?



AMAALA: Wait Hyperspace signatures.... lyatequa?!

JOANNA: Ekekko?

EKEKKO: Hi there!

EKEKKO: My fellows have come to agree with me that Vaygr control of this installation is not an ideal situation for the galaxy. Or, as it happens, lyatequa trade policy. So, here we are.

EKEKKO: I have a gift for you. It's only a rental, and we only bring it out in the most dire emergencies. I got them to agree with me that this is exactly why we have something like this, to save the galaxy.

EKEKKO: I'll invoice you later.

AMAALA: Whatever that energy projector is, it's nullifying quantum wave activity with a radius of an astronomical unit.

JOANNA: We're trapped here, all of us. Kamar will want to destroy it.

JOANNA: All forces, concentrate your fire on the enemy mothership.

JOANNA: This is it. To the death.

AMAALA: Mothership integrity is at 50%!

AMAALA: Mothership integrity is at 35%!

KAMAR: I will not go into the dark alone.

AMAALA: Additional mothership class signatures emerging from... but how?

JOANNA: Those are the same things that Makaan used to attack Hiigara.

GIDEON: Commander! You must stop those devices! Their beams are not affected by the Quantum inhibitor!

KAMAR: You will die in fire, Joanna. And your Homeworld will die shortly thereafter.

UNKNOWN: No, it won't.

JOANNA: Where is that transmission coming from?

TEPIN PAPAN: The Emperor? How?

UNKNOWN: This chapter is ending. The sun cannot be made to un-set, what is stolen must now be returned. This scene must conclude, and the time of isolation will end. You children of the Red Tyrant have asked for too much, and now the balance must be paid. There will be no vengeance. No dominion.

AMAALA: The... the things... are powering down?

UNKNOWN: The last words must be written in fairness.

UNKNOWN: Face your destiny, Kamar.

UNKNOWN: This is the bargain you concluded when you came here.

AMAALA: Mothership integrity dropping to 10%!

TEPIN PAPAN: The Vaygr are fleeing!

AMAALA: So much for family loyalty.

KAMAR: I go now to the place of my fathers, extinguishing my duty.

KAMAR: The fate that comes is now your responsibility, Hiigarans.

KAMAR: The universe will suffer for your dominion.

AMAALA: The reactor is going critical!

JOANNA: All ships, draw clear!

AMAALA: There it goes!

JOANNA: We... we did it.

TEPIN PAPAN: Stragglers are either fleeing or fighting to the death. This... appears to be victory, Joanna.

CHAQUEN: Victory!



THOODIS: Victory!

EKEKKO: Good fortune and a -conditional- open tap for all!

AMAALA: You did it. The gate home is right there, and it's ours.

JOANNA: The gate... home...

COMMAND ENTRY 0002.10.15

I struggle to find words for this moment. This is the third time I've tried making an account in this journal, beyond the dry technical things. I... we did it. Ya'axche is ours. Allies have arrived to help us secure the location, and a contingent from Medea is on its way. The Mekesh and Amassari have already come to the area, and there's no sign of the Vaygr. Of course, the Iyatequa are already congregating to establish a trade post nearby. Everyone is quick to capitalize on this massive change we affected... except me. I suppose... I did not imagine what this moment would be, or what it would feel like.

It is a little over three years since we set out from Duzumi gate with a mission to discover what was on the other side. We... I have done that. And now, in a few days time, we're about to reopen the hypersapce gate connection network and remake a path to Hiigara. We're going to go home.

There were times on this journey that I did not think I would ever see home again. Certainly in the difficult times... but also in other times, when I wondered if Nimbus would be a better home to our people than the old galaxy. There is a long fight still ahead of us- the Kiithless, the other Galactic powers, the other unknowns our action will have likely drawn to this area of the gate. Our venture in Nimbus has taught us that there are still unknowns out there, the Hiigarans don't know everything. Can't know everything.

I know I should also be putting on airs and figuring out what to say to the brass when... when we get home. What report to make, what to say, how to justify our time here and all that we have done. How to answer to the families of the dead we left here. How do we answer to the Daiamid of our decisions in this place.

Perhaps I'm overthinking it.

Perhaps I should be thinking instead about that moment of seeing Hiigara, pale and blue, once again. In the beginning it was the goal of our people after we lost everything... and now it is our goal again. Perhaps that's all that we need.

Our home.

COMMAND ENTRY 0002.11.15

The speeches are done, the reports have been written, and I am incredibly sore from holding posture in the presence of so many important people. It has all come to this moment: my final entry as flag officer of Task Force Ararat. As of 1600 today, it will no longer exist. Already my crew and... and family for the past two years... are being pulled apart for other endeavors. Some are returning to Nimbus, a few are staying here, some are even retiring. I don't



blame them. I still don't know what I wish to do.

How do you describe being on the other side of history? There's an expectation, as a hero of Nimbus, that I'll go off to do even greater things. But I can now understand Karan S'jet's perspective of wanting to slip away and rest from so much scrutiny and responsibility. I don't think I can do that any better than she did, people still rely on us in the aftermath. I'm Tepin's only contact, and Ekekko wouldn't last five minutes in the graces of anyone here without my endorsement.

Trade has already increased through the gate network between Arran, Ya'Axche, and the connected gates. The universe is growing, slowly, and I have a part in that. No doubt I'll be asked to be a liaison for the Nimbus galaxy, or an intelligent asset, or the navy might pin me for a greater command. There are many things I'll be needed for.

But ... What do I want to do?

<A pause for a half minute>

I think the best course of action, as irresponsible as it is, is to defer the decision. I can't make it now, there's so much openness and uncertainty in the future. The old ways are undone, convention is broken.

The future is going to be what we choose to make it. Whether I go to the next adventure from here, or retire to chase my own pursuits, there are lots of stories left in the universe. Now more can be told with the open gates and the Nimbus galaxy. My story is just one of them. And if for whatever reason I'm called to serve again, I will. Wherever I go I bring the legacy of my command and the history that I've... that we've made. All we can do is advance into the future.

And I guess that's how I'll leave it. Final entry, Task Force Ararat, Johanna Naabal signing off.





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Kristian Metzger, for taking a chance on me.

Daniel Graffenberger, Talros, Art Director for HWM for getting me involved in the project.

Sebastian Schneider, for walking me through Blender and understanding how Homeworld Mobile starships were modeled.

Rob Cunningham, and **Blackbird Interactive**, for keeping the Homeworld dream alive.

Kayla Larson, **Jonathan Dahan**, **Natthaniel Wattenmaker**, **Noelle Pugh**, and others at **2K** and **Gearbox Software** for helping to make this manual possible.

Kurtis Millette, for his model repository to assist in this project.

Founder, for providing additional models.

Josbyte, for assembling the Titan model.

Helen French, initial writer for HWM's first draft.

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