

Book 3: Unit Technical Specifications

In this section, we will take an in-depth look at the various vessels that you can build, whether you are playing the Malus or the Alyssians.

Accompanying the description of each unit are two tables containing a number of terms that need to be defined:

- *Maneuverability*: Indicates the velocity attainable by your unit when not powered down.
- *Firepower*: Indicates the damage caused by the unit's weaponry (if any).
- *Mass*: Indicates the size and weight of the vessel in units of Standard Galactic Mass (SGM).
- *Hull Points*: Indicates the amount of damage the unit can sustain before it is destroyed.
- *Armor*: Indicates extra Hull plating protection.
- *Shields*: Indicates the point value of the unit's shields.
- *Upgrades*: Lists all possible upgrades for the unit when the appropriate Research has been completed.

Malus Vessels

The following is a complete list of all Malus vessels, divided by category. You can obtain additional information about these units from the game's Encyclopedia.

Fighters

Fencer (Light Fighter)

Requirements: None

The Fencer, developed during the period of the *Gathercraft*, remains the workhorse of the Malus fleet. Inexpensive to produce and maintain, the vessel has the added advantage of being able to arm four DH-133 accelerator cannons.



Unit name	Maneuverability	Very High
Fencer	Firepower	DH-133 AC
Weapons	Mass	9
4 x DH-133 AC	Hull Points	60
Variants	Armor	None
	Shields	30

<i>Description</i>	Light Fighter
<i>Offensive abilities</i>	4 x DH-133 Accelerator Cannons
<i>Defensive abilities</i>	Energy Shield
<i>Upgrades</i>	Armor
<i>NOTES</i>	

Fencer II (Light Armored Fighter)

Requirements: E--, M1, C--, EX--, EL--, A--

The Fencer II can carry almost 2 tons of armor, an enhancement that requires a more powerful engine to retain its original speed performance. The effectiveness of this upgrade has yet to be battle tested. .



Unit name	Maneuverability	Very High
Armored Fencer	Firepower	DH-133 AC
Weapons	Mass	9
4 x DH-133 AC	Hull Points	60
Variants	Armor	Light
	Shields	30

Description	Light Fighter Upgraded with Armor
Offensive abilities	4 x DH-133 Accelerator Cannons
Defensive abilities	Armor Energy Shield
Upgrades	None
NOTES	

Duelist (Medium Fighter)

Requirements: E1, M2, C1, EX1, EL--, A--

The Duelist is a medium-sized Fighter equipped with two DH-133 accelerator cannons, two DH-160 accelerator cannons, and a substantial amount of armor. Slower than the Fencer, it compensates for this shortcoming with increased firepower.



Unit name	Maneuverability	High
Duelist	Firepower	DH-133, DH-160
Weapons	Mass	15
2x DH-133, 2x DH-160	Hull Points	120
Variants	Armor	Light
	Shields	60

<i>Description</i>	Medium Fighter
<i>Offensive abilities</i>	2 x DH-133 Accelerator Cannons, 2 x DH-160 Accelerator Cannons
<i>Defensive abilities</i>	Armor Energy Shield
<i>Upgrades</i>	Shockwave Missiles
<i>NOTES</i>	

Duelist: Missile (Medium Fighter with Missiles)

Requirements: E1, M2, C1, EX3, EL--, A--

The Duelist: Missile has been, for some years, a finely engineered vessel looking for an equally fine weapons system. With the successful development and testing of the Shockwave missile, Malus engineers have found their match. This version of the Duelist has eight Shockwave launchers.



Unit name	Maneuverability	High
Duelist: Missile	Firepower	DH-133, DH-160, Shockwave Launchers
Weapons	Mass	15
2x DH-133, 2x DH-160 8 x Shockwave Launchers	Hull Points	120
Variants	Armor	Light
	Shields	60

Description	Medium Fighter with Missiles
Offensive abilities	2 x DH-133 Accelerator Cannons, 2 x DH-160 Accelerator Cannons 8 x Shockwave Missile Launchers
Defensive abilities	Armor Energy Shield
Upgrades	
NOTES	

Interceptor (Advanced Fighter)

Requirements: E2, M4, C1, EX--, EL1, A--

The Interceptor, with outstanding dog-fighting capability and exceptional durability, is the culmination of Malus fighter construction technology. Its four accelerator DH-190 cannons are nearly four times as fast as the DH-160, with the firepower of the DH-133.



Unit name	Maneuverability	High
Interceptor	Firepower	DH-190 *High Fire Rate
Weapons	Mass	20
4 x DH-190 Cannons	Hull Points	170
Variants	Armor	Light
	Shields	85

Description	Advanced Fighter
Offensive abilities	4 x DH-190 Cannons
Defensive abilities	Armor Energy Shield
Upgrades	Missiles, Torpedoes
NOTES	

Interceptor: Missile (Advanced Fighter with Missiles)

Requirements: E2, M4, C1, EX3, EL1, A--

Essentially the same design as the original Interceptor, this new model has four wing pylons, each fitted with an LRD-15 Shockwave missile pack. Each pack contains three missiles, giving this version an impressive payload of 12 missiles. The Interceptor: Missile is meant to be the primary carrier-borne fighter, able to engage vast numbers of enemy fighters with ease.



Unit name	Maneuverability	High
Interceptor: Missile	Firepower	DH-190 *High Fire Rate LRD-15 Launchers
Weapons	Mass	20
4 x DH-190 Cannons 4 x LRD-15 Launchers (12)	Hull Points	170
Variants	Armor	Light
	Shields	85

<i>Description</i>	Advanced Fighter with Missiles
<i>Offensive abilities</i>	4 x DH-190 Cannons, 4 x LRD-15 Missile Launchers (12 missiles)
<i>Defensive abilities</i>	Armor Energy Shield
<i>Upgrades</i>	None
<i>NOTES</i>	

Interceptor: Torpedo (Advanced Fighter T)

Requirements: E2, M4, C1, EX8, EL1, A--

The Shockwave missile packs of the standard Interceptor have been replaced with four LongFury torpedoes, giving this variant the ability to take on capital ships and large installations. The Fighter's speed and the punch of the LongFury system give the Malus fleet a very long offensive reach. However, the cost of this multi-role capability may render it prohibitively expensive.



Unit name	Maneuverability	High
Interceptor: Torpedo	Firepower	DH-190 *High Fire Rate Longfury Torpedoes
Weapons	Mass	20
4 x DH-190 Cannons 4 x Longfury Torpedoes	Hull Points	170
Variants	Armor	Light
	Shields	85

<i>Description</i>	Advanced Fighter with Torpedoes
<i>Offensive abilities</i>	4 x DH-190 Cannons, 4 x Longfury Torpedoes
<i>Defensive abilities</i>	Armor Energy Shield
<i>Upgrades</i>	None
<i>NOTES</i>	

Marksman (Heavy Fighter)

Requirements: E2, M4, C4, EX4, EL--, A--

One of the heavier attack units in the Malus fleet, the Marksman is equipped with the powerful DH-200 accelerator cannon, and has the additional benefits of heavy armor and powerful shields. The Marksman can easily intercept and destroy other fighters, gun platforms, and enemy transports. Although very effective against large targets, the Marksman suffers from low maneuverability and therefore requires substantial protection against Fighters. The Marksman can be retrofitted with a specially upgraded missile system.



Unit name	Maneuverability	Medium
Marksman	Firepower	DH-200 Cannons
Weapons	Mass	50
3 x DH-200 Cannons	Hull Points	250
Variants	Armor	Light
	Shields	125

Description	Heavy Fighter
Offensive abilities	3 x DH-200 Cannons
Defensive abilities	Armor Energy Shield
Upgrades	Shipcracker Missiles, Anti-Matter Torpedoes
NOTES	

Marksman: Torpedo (Heavy Fighter T)
Requirements: E2, M4, C4, EX5, EL--, A--

This variant of the original Marksman is equipped with 16 ShipCracker Torpedo tubes, giving it a substantial upgrade in firepower. Its ability to withstand significant amounts of punishment gives the Marksman: Torpedo the ability to attack heavily armored asteroid facilities as well as other large vessels.



Unit name	Maneuverability	Medium
Marksman: Torpedo	Firepower	DH-200 Cannons Shipcracker Tubes
Weapons	Mass	50
3 x DH-200 Cannons 16 x Shipcracker Tubes (20)	Hull Points	250
Variants	Armor	Light
	Shields	125

<i>Description</i>	Heavy Fighter T
<i>Offensive abilities</i>	3 x DH-200 Cannons, 16 x ShipCracker Torpedo Launchers (20)
<i>Defensive abilities</i>	Armor Energy Shield
<i>Upgrades</i>	Anti-Matter Torpedoes
<i>NOTES</i>	

Marksman: A-Matter (Heavy Fighter with Anti-Matter Torpedoes)

Requirements: E2, M4, C4, EX8, EL--, A--

This variant of the Marksman: Torpedo, equipped with 16 HullMasher Torpedo tubes, is considerably more deadly than its predecessor. Field test results indicate that the Anti-Matter torpedo is particularly effective at quickly eliminating enemy shields.



Unit name	Maneuverability	Medium
Marksman: A-Matter	Firepower	DH-200 Cannons HullMasher Tubes
Weapons	Mass	50
3 x DH-200 Cannons 16 x HullMasher Tubes (20)	Hull Points	250
Variants	Armor	Light
	Shields	125

Description	Heavy Fighter With Anti-Matter Torpedoes
Offensive abilities	3 x DH-200 Cannons, 16 x HullMasher Torpedo Launchers (20)
Defensive abilities	Armor Energy Shield
Upgrades	None
NOTES	

Capital Ships

The Frigate (Frigate)

Requirements: E3, M4, C4, EX4, EL1, A1

The watchdog of Malus mining operations, the Frigate boasts four turreted DH-250 cannons. This beast serves as an intermediate vessel between a fighter and a destroyer, and can become a serious threat to either.



Unit name	Maneuverability	Medium
Frigate	Firepower	DH-250 Cannons
Weapons	Mass	700
4X DH-250 Cannons	Hull Points	1000
Variants	Armor	Medium
	Shields	500

Description	Frigate
Offensive abilities	4 x DH-250 Cannons
Defensive abilities	Armor Energy Shield
Upgrades	Missiles
NOTES	

The Frigate: Missile (Frigate with Missiles)

Requirements: E3, M4, C4, EX5, EL1, A1

The Frigate: Missiles model has had its DH-250 cannons reduced to three to make room for a LRD-15 shockwave missile launcher. With the added punch, the Malus Frigates quickly moved from their simple defensive role to the front lines. The missile-equipped Frigate can quickly reduce enemy fighter fleets to dust and then turn to demolish a destroyer within mere minutes.



Unit name	Maneuverability	Medium
Frigate: Missile	Firepower	DH-250 Cannons LRD-15 Launcher
Weapons	Mass	700
3X DH-250 Cannons 1 X LRD-15 Launcher 20	Hull Points	1000
Variants	Armor	Medium
	Shields	500

<i>Description</i>	Frigate with Missiles
<i>Offensive abilities</i>	4 x DH-250 Cannons, 1 X LRD-15 Launcher
<i>Defensive abilities</i>	Armor Energy Shield
<i>Upgrades</i>	None
<i>NOTES</i>	

Assault Carrier (Battle Cruiser)

Requirements: E6, M7, C8, EX-- , EL5, A5

Weighing 50 thousand tons, packing the firepower of three destroyers, and with a crew of 2,000 men, the Assault Carrier is designed to be invincible. In its role as an assault carrier, the Assault Carrier is a fleet in itself, capable of storing all Fighter vessels in a bay that has twice the capacity of the Unarmed Carrier (see below). When Malus manages to build one or two of these monsters, the end will come soon for the Alyssians.



Unit name	Maneuverability	Very Low
Assault Carrier	Firepower	BHX PBC
Weapons	Mass	50000
8 x BHX PBC	Hull Points	25000
Variants	Armor	Heavy
	Shields	12500

Description	Battle Cruiser
Offensive abilities	8 x BHX Plasma Beam Cannons
Defensive abilities	Armor Energy Shield
Upgrades	Hyperjump
NOTES	

Assault Carrier: Hyperjump (Battle Cruiser with HyperJump)

Requirements: E8, M8, C8, EX--, EL5, A5

The Assault Carrier: Hyperjump is equipped with the TimeShredder Generator, allowing it to effectively fold space, thus reducing the aggregate distance and mass between two points. The Assault Carrier: Hyperjump is able to bring all docked units with it to its point-of-arrival.



Unit name	Maneuverability	Very Low
Assault Carrier: Hyperjump	Firepower	BHX PBC
Weapons	Mass	50000
8 x BHX PBC	Hull Points	25000
Variants	Armor	Heavy
	Shields	12500

Description	Battle Cruiser with Jumping Tech
Offensive abilities	8 x BHX Plasma Beam Cannons
Defensive abilities	Armor Energy Shield
Upgrades	None
NOTES	

The Destroyer (Destroyer)

Requirements: E4, M5, C5, EX--, EL3, A1

Weighing over 2,000 tons and boasting an impressive armament of four turreted BHC-50 plasma beam cannons, the Destroyer (literally, “death cry”) Destroyer is the pride of the Malus fleet. Its primary ordnance can turn most large targets into slag in mere seconds. A squadron of these ships would be unstoppable.



Unit name	Maneuverability	Low
Destroyer	Firepower	BHC-50 PBC
Weapons	Mass	2000
4 x BHC-50 PBC	Hull Points	3500
Variants	Armor	Medium
	Shields	1750

Description	Destroyer
Offensive abilities	4 x BHC-50 Plasma Beam Cannons
Defensive abilities	Armor Energy Shield
Upgrades	Jump
NOTES	

The Destroyer: Hyperjump (Destroyer with Hyperjump)

Requirements: E8, M8, C5, EX--, EL3, A1

The Destroyer: Hyperjump is a replica of the original destroyer, mounted with a modified version of the TimeShredder Generator. Despite its large size, the Destroyer: Hyperjump is an extraordinarily fast unit, and is the perfect bully to dispatch when lesser units run into trouble.



Unit name	Maneuverability	Low
Destroyer: Hyperjump	Firepower	BHC-50 PBC
Weapons	Mass	2000
4 x BHC-50 PBC	Hull Points	3500
Variants	Armor	Medium
	Shields	1750

Description	Destroyer with Hyperjump
Offensive abilities	4 x BHC-50 Plasma Beam Cannons
Defensive abilities	Armor Energy Shield
Upgrades	None
NOTES	

The Unarmed Carrier (Unarmed Carrier)

Requirements: E--, M4, C5, EX--, EL3, A1

The Unarmed Carrier is a support ship that enables fighter squadrons to operate for extended periods deep in enemy territory, without the need for external support. The vessel has a large internal bay capable of storing full squadrons of light combat vessels. In addition, it has repair capabilities and can stock replacement missiles and torpedoes.



Unit name	Maneuverability	Very Low
The Unarmed Carrier	Firepower	None
Weapons	Mass	8000
None	Hull Points	3000
Variants	Armor	Medium
	Shields	None

Description	Unarmed Carrier
Offensive abilities	None
Defensive abilities	Armor
Upgrades	None
NOTES	

The Carrier (Fighter Carrier)

Requirements: E5, M6, C6, EX--, EL3, A3

The Carrier is equipped with six plasma beam turrets, making it more than capable of defending itself. In addition, its restructured defense against beam weapons allows the Carrier to operate with little or no escort, freeing the Fighters to perform other tasks.



Unit name	Maneuverability	Very Low
The Carrier	Firepower	BHC-50 PBC
Weapons	Mass	8000
6x BHC-50 PBC Cannons	Hull Points	6500
Variants	Armor	Heavy
	Shields	3250

Description	Fighter Carrier
Offensive abilities	6x BHC-50 Plasma Beam Cannons
Defensive abilities	Armor Energy Shield
Upgrades	None
NOTES	

The Carrier: Hyperjump (Fighter Carrier with Hyperjump)

Requirements: E5, M6, C6, EX--, EL3, A3

The Carrier: Hyperjump is the result of the Malus' need for the rapid supply of reinforcements during battle. The addition of the TimeShredder Generator to the Carrier allows for near-instantaneous arrival of support units in any known space where Malus units are in need of backup.



Unit name	Maneuverability	Very Low
The Carrier: Hyperjump	Firepower	BHC-50 PBC
Weapons	Mass	8000
6x BHC-50 PBC Cannons	Hull Points	6500
Variants	Armor	Heavy
	Shields	3250

Description	Fighter Carrier
Offensive abilities	6x BHC-50 Plasma Beam Cannons
Defensive abilities	Armor Energy Shield
Upgrades	None
NOTES	

Logistics

Recon Vessel (Science Vessel)

Requirements: None

The small, unarmed Recon Vessel is a reconnaissance vessel that contains the massive A54D sensor array, a system with a 33% greater range than the standard sensor array. The primary mission of the Recon Vessel is to survey the asteroid belt and identify sources of exploitable mineral and metal deposits inside individual asteroids. The Recon Vessel can quickly – in a single pass – perform a complete density and mineral content analysis of an asteroid. It is also useful in combat situations, as it can detect incoming enemy ships long before they have spotted the Recon Vessel.



Unit name	Maneuverability	Medium
Recon Vessel	Firepower	None
Weapons	Mass	45
None	Hull Points	250
Variants	Armor	None
	Shields	None

<i>Description</i>	Seeker Science Vessel
<i>Offensive abilities</i>	None
<i>Defensive abilities</i>	None
<i>Upgrades</i>	Sensor Range
<i>NOTES</i>	

Adv Recon Vessel (Seeker Advanced)

Requirements: E2, M--, C--, EX--, EL5, A1

This adaptation of the original Recon Vessel includes the enhanced A1000AS advanced sensor system and the addition of more resistant shields. The A1000AS system has double the range of the standard Fighter sensor, making it far more effective in a reconnaissance and survey capacity.



Unit name	Maneuverability	Medium
Adv Recon Vessel	Firepower	None
Weapons	Mass	45
None	Hull Points	300
Variants	Armor	None
	Shields	150

Description	Seeker AS
Offensive abilities	None
Defensive abilities	Energy Shield
Upgrades	None
NOTES	

Troop Transport (Troop Transport)

Requirements: E2, M4, C4, EX--, EL--, A3

The Troop Transport provides transport for Harakin commandos, who are trained to disable, board, and capture enemy vessels.



Unit name	Maneuverability	Medium
Troop Transport	Firepower	None
Weapons	Mass	50
None	Hull Points	800
Pods	Armor	None
12	Shields	400

Description	Troop Transport
Offensive abilities	None
Defensive abilities	Energy Shield
Upgrades	None
NOTES	Contains 12 pods with Harakin

Jamming Vessel

Requirements: E2, M--, C--, EX--, EL4, A--

The Jamming Vessel uses Circumnavigational Deflector Technology that renders enemy passive sensors unable to detect the jamming unit. The SJV is also equipped with Daraga shields, which allow the Jamming Vessel to safely infiltrate the enemy.



Unit name	Maneuverability	Medium
Jamming Vessel	Firepower	None
Weapons	Mass	45
None	Hull Points	250
Variants	Armor	None
	Shields	125

Description	Jamming Vessel
Offensive abilities	None
Defensive abilities	Shields
Upgrades	None
NOTES	

Fusion Torpedo Probe (Fusion Torpedo Probe)

Requirements: E--, M--, C--, EX7, EL--, A--

The Fusion Torpedo Probe is a mass destruction weapon that is most effective when used against large fleets of ships. The Anti-Matter reactor that is the core of the weapon remains an enigma even to those scientists who have developed the Fusion Torpedo. The military denies all conjecture that the reactor is an alien technology.



Unit name	Maneuverability	High
Fusion Torpedo Probe	Firepower	Anti-Matter
Weapons	Mass	9
	Hull Points	500
Variants	Armor	None
	Shields	None

Description	Fusion Torpedo Probe
Offensive abilities	
Defensive abilities	
Upgrades	
NOTES	

Repair Ship (Repair Tug)

Requirements: E2, M2, C2, EX--, EL--, A1

The Repair Ship is the primary support vessel of the Malus fleet. It is a dedicated operational repair vessel, designed to provide field repairs external to base facilities. Although it lacks armament, it has a reasonably fast speed, enabling it to closely support fleet combat operations.



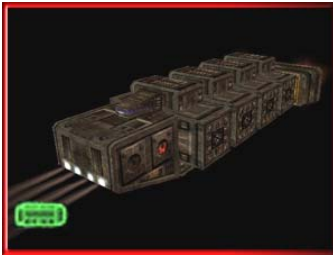
Unit name	Maneuverability	Medium
Repair Ship	Firepower	None
Weapons	Mass	20
None	Hull Points	150
Variants	Armor	None
	Shields	75

Description	Repair Tug
Offensive abilities	None
Defensive abilities	Energy Shield
Upgrades	None
NOTES	

Light Freighter (Cargo Vessel)

Requirements: None

The Light Freighter is used to transport mined resources from Asteroids to Bases. The small size of the Light Freighter somewhat reduces its value as a cargo vessel, but it may be valuable as a unit operating near enemy territory, where Alyssian sensors may have difficulty detecting its presence. Its stripped-down design makes it considerably cheaper to produce than its successor, the Heavy Freighter.



Unit name	Maneuverability	Low
Light Freighter	Firepower	None
Weapons	Mass	700
None	Hull Points	2000
Variants	Armor	None
	Shields	None

Description	Cargo Vessel
Offensive abilities	None
Defensive abilities	None
Upgrades	Size
NOTES	

Heavy Freighter (Heavy Cargo Vessel)

Requirements: E2, M4, C5, EX--, EL--, A--

Rugged, dependable, simple to produce, and capable of carrying 1,000 tons of material, the Heavy Freighter is the standard Malus transport ship. Its only weakness is its total lack of armament.



Unit name	Maneuverability	Low
Heavy Freighter	Firepower	None
Weapons	Mass	1000
None	Hull Points	3000
Variants	Armor	None
	Shields	1500

<i>Description</i>	Heavy Cargo Vessel
<i>Offensive abilities</i>	None
<i>Defensive abilities</i>	Energy Shield
<i>Upgrades</i>	None
<i>NOTES</i>	

Resource Base (Mining Engineer)

Requirements: None

This orbital harvesting factory is a semi-automated, self-contained rapid extraction unit. Designed to be completely stand-alone, the entire unit fits inside a container enclosing all necessary machinery, which is then folded for transport. The unit must simply fly to the asteroid, at which point the automated deployment system performs its extraction tasks. The Collector can strip 1 million tons per standard cycle, which is then stored inside a built-in docking/storage bay large enough to allow a Lifter Freighter to dock inside.



Unit name	Maneuverability	Low
Resource Base	Firepower	None
Weapons	Mass	2000
None	Hull Points	3000
Variants	Armor	None
	Shields	None

Description	Mining Engineer
Offensive abilities	None
Defensive abilities	None
Upgrades	None
NOTES	

Satellites

Sensor Satellite (Sensor Satellite)

Requirements: E--, M--, C--, EX--, EL2, A--

The Sensor Satellite (“Observer”) hovers above allied bases in order to provide a wider sensor range. Equipped with the S500 Sensor array, it relays detailed and wide-ranging sensor information back to the base.



Unit name	Maneuverability	N/A
Sensor Satellite	Firepower	N/A
Weapons	Mass	1
None	Hull Points	100
Variants	Armor	None
	Shields	None

<i>Description</i>	Satellite
<i>Offensive abilities</i>	None
<i>Defensive abilities</i>	None
<i>Upgrades</i>	None
<i>NOTES</i>	

Miscellaneous

Gun Array (Cannon Turret)

Requirements: E--, M--, C--, EX2, EL2, A--

The Gun Array is essentially a fixed orbiting gun platform, equipped with a dedicated power unit that fires the four turreted twin mounted DH-200s. The Gun Array system is effective and cheap to produce.



Unit name	Maneuverability	N/A
Gun Array	Firepower	DH-200 IC
Weapons	Mass	500
8x DH-200 IC	Hull Points	1000
Variants	Armor	None
	Shields	200

Description	Cannon Turret
Offensive abilities	8x DH-200 IC
Defensive abilities	Energy Shield
Upgrades	Beam Cannons
NOTES	

Beam Array (Beam Turret)

Requirements: E4, M--, C--, EX--, EL2, A--

This version of the gun turret system is equipped with BHA-2 plasma beam cannons instead of the accelerator cannon. It is substantially more expensive and lethal than the standard Turret weapon.



Unit name	Maneuverability	N/A
Beam Array	Firepower	BHA-2 PBC
Weapons	Mass	500
4x BHA-2 PBC	Hull Points	1000
Variants	Armor	None
	Shields	200

<i>Description</i>	Beam Turret
<i>Offensive abilities</i>	4x BHA-2 Plasma Beam Cannons
<i>Defensive abilities</i>	Energy Shield
<i>Upgrades</i>	None
<i>NOTES</i>	

Commandos (Commando)

Requirements: None, comes with the Troop Transport.

The Commandos are specially trained commandos who use their skills to breach the hulls of disabled enemy ships. Once on board, they hack its controls and return the ship to the nearest base.



Unit name	Maneuverability	N/A
Commandos	Firepower	N/A
Weapons	Mass	N/A
None	Hull Points	N/A
Variants	Armor	N/A
	Shields	N/A

<i>Description</i>	Commando
<i>Offensive abilities</i>	None
<i>Defensive abilities</i>	None
<i>Upgrades</i>	None
<i>NOTES</i>	

Commando Pod

Requirements: None, comes with the Troop Transport.

The Commando Pod transports Commandos from the Troop Transport to the disabled ship. It is equipped with a sensor array enabling it to accurately target its destination.



Unit name	Maneuverability	N/A
Commando Pod	Firepower	N/A
Weapons	Mass	N/A
None	Hull Points	N/A
Variants	Armor	N/A
	Shields	N/A

<i>Description</i>	Commando Pod
<i>Offensive abilities</i>	None
<i>Defensive abilities</i>	None
<i>Upgrades</i>	None
<i>NOTES</i>	

Starbase (Spaceport)

Requirements: None

The Starbase is the Malus' primary military installation. Construction and research are conducted here, and ships can be repaired, refitted, and retired. The Starbase is the most impressive manifestation of Malus technological achievement.



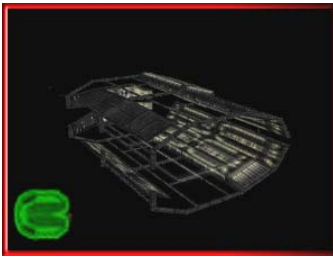
Unit name	Maneuverability	N/A
Starbase	Firepower	None
Weapons	Mass	500000
None	Hull Points	40000
Variants	Armor	Medium
	Shields	None

<i>Description</i>	Spaceport
<i>Offensive abilities</i>	None
<i>Defensive abilities</i>	Armor
<i>Upgrades</i>	None
<i>NOTES</i>	

Orbital Shipyard (Capital Shipyard)

Requirements: E--, M4, C5, EX--, EL3, A1

The Orbital Shipyard is a large structure that will be able to house all Capital Ship production facilities. However, Capital Ship construction requires new technology that the Malus do not currently possess. Although the feasibility of these new ship designs has been established, the technical means to construct such vessels has not yet been perfected.



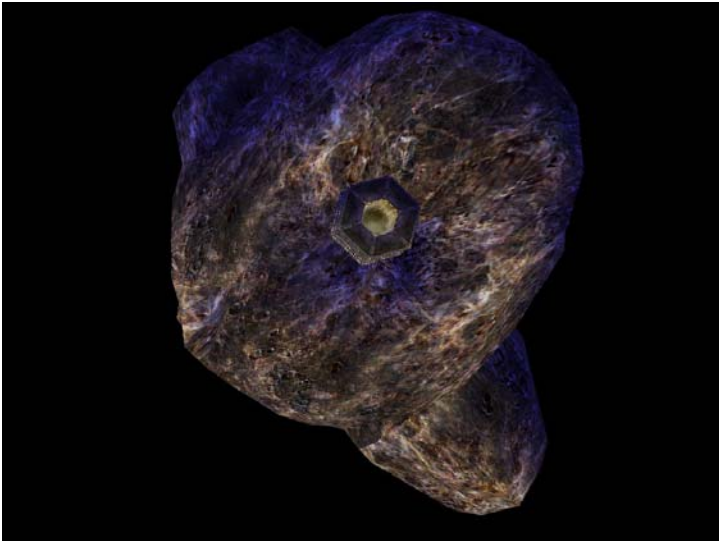
Unit name	Maneuverability	N/A
Orbital Shipyard	Firepower	N/A
Weapons	Mass	500000
None	Hull Points	20000
Variants	Armor	None
	Shields	None

<i>Description</i>	Orbital Shipyard
<i>Offensive abilities</i>	None
<i>Defensive abilities</i>	None
<i>Upgrades</i>	None
<i>NOTES</i>	

Asteroid Installations

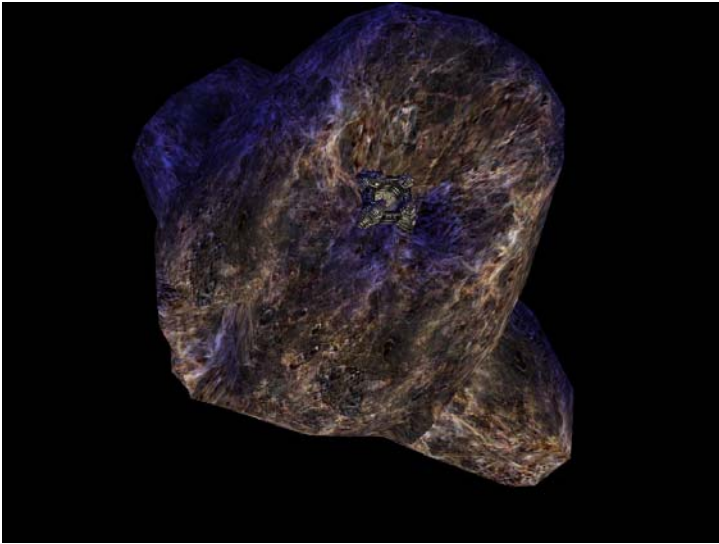
Mining Colony

The Mining Colony is a resource harvesting facility comprised of several resource production regions, as well as settlements for full-time and temporary resident workers.



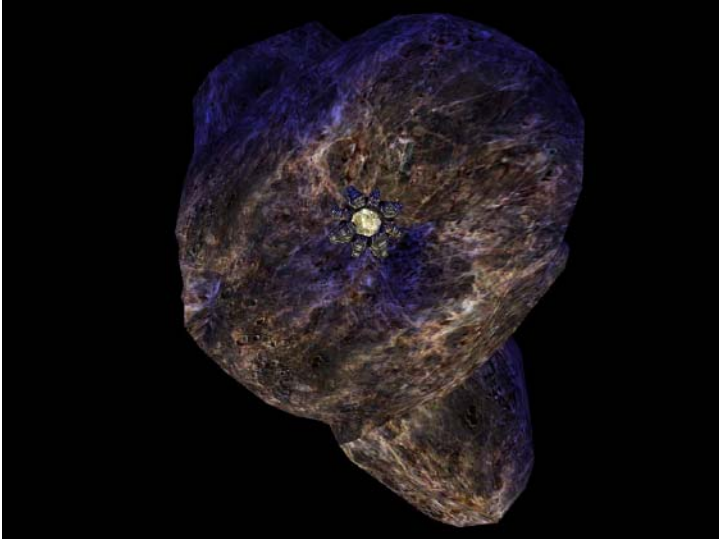
Mining Base

The Mining Base is an upgraded Mining Colony, and contains docking, repairing, and refitting facilities.



Military Base

The Military Base retains all of the docking, repairing, and refitting facilities of the Mining Base, and includes upgraded engineering and construction departments for building any non-Capital Ship Class vessel.



Malus Technology: Time and Cost

Malus Energy

	Name	Cost	Time
1	Energy Fields	200	2000
2	Plasma Fields	300	2250
3	Energy Accumulator	400	2500
4	Ion Fields	500	2750
5	Ion Pulse Cannon	600	3000
6	Plasma Pulse Cannon	700	3250
7	Plasma Accumulator	800	3500
8	Hyperspace Generator	1000	4000
	Total:	4500	23250

Malus Materials

	Name	Cost	Time
1	Hull Alloy I (Reinforced Steel)	200	2000
2	Advanced Fusion Drive	300	2250
3	Hull Alloy II (Titanium)	400	2500
4	Plasma Drive	500	2750
5	Ion Drive	600	3000
6	Hull Alloy III (Carbon-Titanium)	700	3250
7	Hull Alloy IV (Adamantium)	800	3500
8	Deuterium Fuel Cell	1000	4000
	Total:	4500	23250

Malus Construction

	Name	Cost	Time
--	------	------	------

1	Light Chassis	200	2000
2	Nano Regeneration	300	2250
3	Repair Base	400	2500
4	Medium Chassis	500	2750
5	Intermediate Chassis	600	3000
6	Large Chassis	700	3250
7	Military Base	800	3500
8	Colossal Chassis	1000	4000
	Total:	4500	23250

Malus Explosives

	Name	Cost	Time
1	Ion Blasters	200	2000
2	Plasma Blaster	300	2250
3	Proton Missiles	400	2500
4	Ion Cannon	500	2750
5	Fusion Torpedo	600	3000
6	Mass Destruction Probe	700	3250
7	Plasma Torpedoes	800	3500
8	Anti-Matter Torpedo	1000	4000
	Total:	4500	23250

Malus Information

	Name	Cost	Time
	Electronic Warfare		
1	Basic Sensors	200	2000
2	Satellites	400	2500
3	Improved Sensors	600	3000

4	Jamming Technology	800	3500
5	Advanced Sensors	1000	4000
	Total:	3000	15000
	Academics		
1	Astro University	200	2000
2	Information Division (Unlocks Spies 10%)	400	2500
3	Military Institute (Unlocks Commandos)	600	3000
4	Auto labs (-20% Research Time)	800	3500
5	Space Academy	1000	4000
	Total:	3000	15000

Malus General Information

	Standard Field	Tot. Cost	Tot. Time
	Energy	4500	23250
	Materials	4500	23250
	Construction	4500	23250
	Explosives	4500	23250
	Information Field		
	Electronic Warfare	3000	15000
	Academics	3000	15000
	Total:	24000	123000
	Total Research Time in minutes		51

Alyssian Vessels

The following is a complete list of all Alyssian vessels, divided by category. You can obtain additional information about these units from the game's Encyclopedia.

Fighters

Justice (Light Fighter)

Requirements: None

The Alyssians' primary fighter is a fast, highly maneuverable vessel that relies on its speed for defense, and can quickly and safely disengage from combat situations. The Justice's 2 PS9 Cannons provide it with ample firepower. Its only weakness is its light armor – a necessary evil in order to boost its speed.



Unit name	Maneuverability	Very High
Justice	Firepower	PS9 Cannons
Weapons	Mass	9
2x PS9 Cannons	Hull Points	60
Variants	Armor	0
	Shields	30

Description	Light Fighter
Offensive abilities	2x PS9 Cannons
Defensive abilities	Energy Shield
Upgrades	Armor
NOTES	

Justice II (Light Fighter Armored)

Requirements: None

The Justice II Fighter is an upgraded version of the original design. The hull has been remodeled to allow the addition of more durable armor.



Unit name	Maneuverability	Very High
Justice II	Firepower	PS9 Cannons
Weapons	Mass	9
2x PS9 Cannons	Hull Points	60
Variants	Armor	Light
	Shields	30

Description	Light Fighter Armored
Offensive abilities	2x PS9 Cannons
Defensive abilities	Armor Energy Shield
Upgrades	None
NOTES	

Defender (Medium Fighter)

Requirements: E1, M2, C1, EX1, EL--, A--

The Defender is designed to perform escort duties, point guard missions, and combat patrols. It has more armor than the Justice class vessels, and the addition of one PS9 cannon and two PS16 cannons are powerful indications that the Alyssian military is ready to exchange speed for firepower.



Unit name	Maneuverability	High
Defender	Firepower	PS9, PS16
Weapons	Mass	15
1x PS9, 2x PS16	Hull Points	120
Variants	Armor	Light
	Shields	60

Description	Medium Fighter
Offensive abilities	1x PS9, 2x PS16
Defensive abilities	Armor Energy Shield
Upgrades	Missiles
NOTES	

Defender: Missile (Medium Fighter with Missiles)**Requirements: E1, M2, C1, EX3, EL--, A--**

This version of the Defender vessel is equipped with the Firespear missile system, enabling it to carry 8 missiles. Originally intended to operate in close collaboration with a Carrier Class Capital Ship, this vessel truly excels as an escort and garrison fighter.



Unit name	Maneuverability	High
Defender: Missile	Firepower	PS9, PS16, Firespear missiles
Weapons	Mass	15
1x PS9, 2x PS16 cannons 4x Firespear missile tubes	Hull Points	120
Variants	Armor	Light
	Shields	60

<i>Description</i>	Missile Pursuit Fighter
<i>Offensive abilities</i>	1x PS9, 2x PS16 cannons 4x Firespear missile tubes
<i>Defensive abilities</i>	Armor Energy Shield
<i>Upgrades</i>	None
<i>NOTES</i>	

Starchaser (Advanced Fighter)

Requirements: E2, M4, C1, EX--, EL1, A--

The Starchaser is a versatile frontline Fighter capable of handling any mission. Its advanced design incorporates new ion cannons, and the more sophisticated RD-23 sensor system gives it a 30% extended range compared to other Fighter classes. Although the Starchaser is an expensive model, the Alyssian military anticipates that this vessel will lead to victory in the final stages of the war.



Unit name	Maneuverability	High
Starchaser	Firepower	IC12 Cannons
Weapons	Mass	20
4x IC12 Cannons	Hull Points	170
Variants	Armor	Light
	Shields	85

Description	Advanced Fighter
Offensive abilities	4x IC12 Cannons
Defensive abilities	Armor Energy Shield
Upgrades	Missiles, Cloaking
NOTES	

Starchaser: Missile (Advanced Fighter with Missiles)

Requirements: E2, M4, C1, EX3, EL1, A--

With the addition of 9 internally mounted Firespear launchers, this version of the Starchaser: Missile is currently the best anti-Fighter design in the Alyssian military.



Unit name	Maneuverability	High
Starchaser: Missile	Firepower	IC12, Firespear missiles
Weapons	Mass	20
4x IC12 Cannons 9x Firespear missile tubes (12)	Hull Points	170
Variants	Armor	Light
	Shields	85

<i>Description</i>	Advanced Fighter with Missiles
<i>Offensive abilities</i>	4 x IC12 Cannons, 9x Firespear Missile Launchers
<i>Defensive abilities</i>	Armor Energy Shield
<i>Upgrades</i>	None
<i>NOTES</i>	

Starchaser: Cloaking (Advanced Fighter with Cloaking)

Requirements: E3, M4, C1, EX--, EL1, A--

With the addition of the NightStalker Cloaking Generator, the Starchaser: Cloaking Fighter can pass enemy vessels undetected, making it possible to execute surprise attacks on Malus fleets.



Unit name	Maneuverability	High
Starchaser: Cloaking	Firepower	IC12 Cannons
Weapons	Mass	20
4x IC12 Cannons	Hull Points	170
Variants	Armor	Light
	Shields	85

Description	Advanced Fighter with Cloaking
Offensive abilities	4x IC12 Cannons
Defensive abilities	Armor Energy Shield
Upgrades	None
NOTES	

Invader (Heavy Fighter)

Requirements: E2, M4, C4, EX4, EL--, A--

The Invader is substantially heavier than lighter Fighters, enabling it to take a considerable degree of punishment and still reach its target. Its main armaments consist of four PS13s, which provide a powerful blast. However, the Invader's low maneuverability makes it vulnerable to more agile fighters, and it should be accompanied by a robust fighter screen.



Unit name	Maneuverability	Medium
Invader	Firepower	PS13 Cannons
Weapons	Mass	50
4x PS13 Cannons	Hull Points	300
Variants	Armor	Light
	Shields	150

<i>Description</i>	Strike-Bomber
<i>Offensive abilities</i>	4x PS13 Cannons
<i>Defensive abilities</i>	Armor Energy Shield
<i>Upgrades</i>	Missiles
<i>NOTES</i>	

Invader: Torpedo (Heavy Fighter with Torpedoes)

Requirements: E2, M4, C4, EX6, EL--, A--

This upgrade of the basic Invader design incorporates a Firespear mk2 Torpedo launcher system, a modification made possible only by removing some of the vessel's heavy armor. The Invader: Torpedo is equipped with 9 launchers, giving it an impressive armament of 20 torpedoes – a substantial firepower increase over its forerunner.



Unit name	Maneuverability	Medium
Invader: Torpedo	Firepower	PS13 Cannons Firespear mk2
Weapons	Mass	50
4x PS13 Cannons 4x Firespear mk2 (20)	Hull Points	300
Variants	Armor	Light
	Shields	150

Description	Heavy Fighter with Missiles
Offensive abilities	4x PS13 Cannons, 4 x Firespear mk2 Torpedo Launchers
Defensive abilities	Armor Energy Shield
Upgrades	None
NOTES	

Capital Ships

Conquest (Frigate)

Requirements: E3, M4, C4, EX4, EL1, A1

The Alyssian Conquest is sleek, maneuverable, and deadly for its size. The placement of two powerful computerized P2-20 cannons on its wings guarantees efficient targeting. The Conquest swoops down upon enemy fighter squadrons like a great predator.

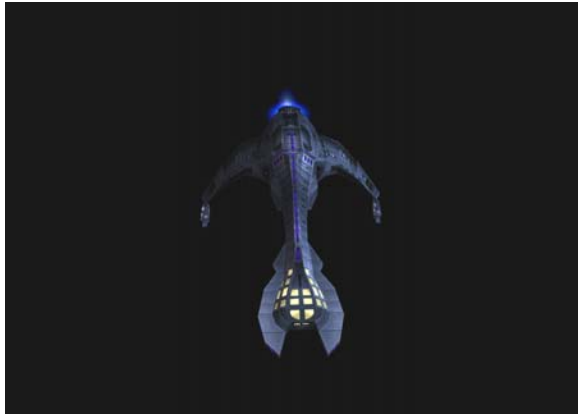


Unit name	Maneuverability	Medium
Conquest	Firepower	PS-20 Cannons
Weapons	Mass	700
2 X PS-20 Cannons	Hull Points	700
Variants	Armor	Medium
	Shields	400

Description	Frigate
Offensive abilities	2 X PS-20 Cannons
Defensive abilities	Armor Energy Shield
Upgrades	Missiles
NOTES	

Conquest: Missile (Frigate with Missiles)
Requirements: E3, M4, C4, EX5, EL1, A1

Adding sacred Firespear missiles to the Conquest seemed a logical upgrade choice for the Alyssians. Housing twenty of the missiles within its wings, the middle-sized vessel is extremely functional in both offensive and defensive operations.



Unit name	Maneuverability	Medium
Conquest: Missile	Firepower	PS-20 Cannons Firespear Missiles
Weapons	Mass	700
2 X PS-20 Cannons 20 X Firespear Missiles	Hull Points	700
Variants	Armor	Medium
	Shields	400

<i>Description</i>	Frigate with Missiles
<i>Offensive abilities</i>	2 X PS-20 Cannons, 20 X Firespear Missiles
<i>Defensive abilities</i>	Armor Energy Shield
<i>Upgrades</i>	None
<i>NOTES</i>	

Victory (Battle Cruiser)

Requirements: E6, M7, C8, EX--, EL5, A5

The Victory combines the firepower of the Righteous with the support functions of the Glory class. It is essentially a mobile fighting base, with massive weapons array that includes 8 PL-22s. In addition, the Victory is able to support a full complement of Fighters. The Victory is enormously expensive, but virtually unstoppable.



Unit name	Maneuverability	Very Low
Victory	Firepower	PL-22 Beam Cannons
Weapons	Mass	50000
8x PL-22 Beam Cannons	Hull Points	25000
Variants	Armor	Heavy
	Shields	12500

Description	Battle Cruiser
Offensive abilities	8x PL-22 Beam Cannons
Defensive abilities	Armor Energy Shield
Upgrades	Cloak, Hyperjump
NOTES	

Victory: Cloaking (Battle Cruiser with Cloaking)

Requirements: E7, M7, C8, EX--, EL5, A5

The Victory: Cloaking is equipped with a NightStalker Generator that allows it to cloak itself and all units within its bays.



Unit name	Maneuverability	Very Low
Victory: Cloaking	Firepower	PL-22 Beam Cannons
Weapons	Mass	50000
8x PL-22 Beam Cannons	Hull Points	25000
Variants	Armor	Heavy
	Shields	12500

Description	Battle Cruiser with Cloaking
Offensive abilities	8x PL-22 Beam Cannons
Defensive abilities	Armor Energy Shield
Upgrades	None
NOTES	

Victory: Hyperjump (Battle Cruiser with Hyperjump)

Requirements: E8, M8, C8, EX--, EL5, A5

The massive and deadly Victory: Hyperjump is equipped with the TimeStopper Generator, allowing it (and all units within its bays) to travel through space portals.



Unit name	Maneuverability	Very Low
Victory: Hyperjump	Firepower	PL-22 Beam Cannons
Weapons	Mass	50000
8x PL-22 Beam Cannons	Hull Points	25000
Variants	Armor	Heavy
	Shields	12500

Description	Battle Cruiser with Hyperjump
Offensive abilities	8x PL-22 Beam Cannons
Defensive abilities	Armor Energy Shield
Upgrades	None
NOTES	

Righteous (Destroyer)

Requirements: E4, M5, C5, EX--, EL3, A1

The Destroyer class has a sole purpose: wreaking destruction. Designed to engage enemy targets of any Class, its main armaments consist of four PL-12 ion beam cannons. Despite its expense, the Righteous is *the* multifaceted fleet weapon, and there is no doubt that it will play a central role in the defeat of the Malus.



Unit name	Maneuverability	Low
Righteous	Firepower	PL-12 Beam Cannons
Weapons	Mass	2000
4x PL-12 Beam Cannons	Hull Points	3500
Variants	Armor	Medium
	Shields	1750

Description	Destroyer
Offensive abilities	4x PL-12 Beam Cannons
Defensive abilities	Armor Energy Shield
Upgrades	Cloak, Hyperjump
NOTES	

Righteous: Cloaking (Destroyer with Cloaking)

Requirements: E7, M5, C5, EX--, EL3, A1

The NightStalker Generator has been resized to fit this weapon of destruction, enabling it to stealthily strike the enemy with deadly force.



Unit name	Maneuverability	Low
Righteous: Cloaking	Firepower	PL-12 Beam Cannons
Weapons	Mass	2000
4x PL-12 Beam Cannons	Hull Points	3500
Variants	Armor	Medium
	Shields	1750

Description	Destroyer with Cloaking
Offensive abilities	4x PL-12 Beam Cannons
Defensive abilities	Armor Energy Shield
Upgrades	None
NOTES	

Righteous: Hyperjump (Destroyer with Hyperjump)

Requirements: E8, M8, C5, EX--, EL3, A1

This version of the Destroyer Class vessel includes a modified version of the Timestopper Generator, allowing for rapid offensive entrances and instantaneous retreats.



Unit name	Maneuverability	Low
Righteous: Hyperjump	Firepower	PL-12 Beam Cannons
Weapons	Mass	2000
4x PL-12 Beam Cannons	Hull Points	3500
Variants	Armor	Medium
	Shields	1750

Description	Destroyer with Hyperjump
Offensive abilities	4x PL-12 Beam Cannons
Defensive abilities	Armor Energy Shield
Upgrades	Cloak, Hyperjump
NOTES	

The Triumph (Unarmed Carrier)

Requirements: E--, M4, C5, EX--, EL3, A1

The Triumph is an unarmed carrier that allows Fighter squadrons to operate for extended periods deep within enemy territory without the need for a secured base.



Unit name	Maneuverability	Very Low
The Triumph	Firepower	None
Weapons	Mass	8000
None	Hull Points	3000
Variants	Armor	Medium
	Shields	None

Description	Unarmed Carrier
Offensive abilities	None
Defensive abilities	Armor
Upgrades	Armed, Cloak, Hyperjump
NOTES	

Glory (Carrier)

Requirements: E5, M6, C6, EX--, EL3, A3

Essentially a large Fighter carrier, the Glory also includes extensive repair facilities and can stockpile missiles and torpedoes in large quantities. Offensively, the Glory boasts an impressive array of ion beam firepower.



Unit name	Maneuverability	Very Low
Glory	Firepower	Ion Beam Cannons
Weapons	Mass	8000
4 Ion Beam Cannons	Hull Points	6500
Variants	Armor	Heavy
	Shields	3250

Description	Carrier
Offensive abilities	4 Ion Beam Cannons
Defensive abilities	Armor Energy Shield
Upgrades	Cloaking, Hyperjump
NOTES	

Glory: Cloaking (Carrier with Cloaking)
Requirements: E7, M6, C6, EX--, EL3, A3

Besides ably fulfilling its primary role as a Fighter carrier, the Glory: Cloaking is also an admirable offensive unit. Its 4 ion beam cannons are a challenge for any enemy squadron, and the addition of the NightStalker Generator enables it to catch enemy vessels unawares.



Unit name	Maneuverability	Very Low
Glory: Cloaking	Firepower	Ion Beam Cannons
Weapons	Mass	8000
4 Ion Beam Cannons	Hull Points	6500
Variants	Armor	Heavy
	Shields	3250

Description	Carrier with Cloaking
Offensive abilities	4 Ion Beam Cannons
Defensive abilities	Armor Energy Shield
Upgrades	None
NOTES	

Glory: Hyperjump (Carrier with Hyperjump)

Requirements: E8, M8, C6, EX--, EL3, A3

The Glory: Hyperjump is a well-armed vessel with the added benefit of being able to hyperjump to any point in known space. It is also equipped with the most advanced repair and refit laboratories.



Unit name	Maneuverability	Very Low
Glory: Hyperjump	Firepower	Ion Beam Cannons
Weapons	Mass	8000
4 Ion Beam Cannons	Hull Points	6500
Variants	Armor	Heavy
	Shields	3250

<i>Description</i>	Carrier with Hyperjump
<i>Offensive abilities</i>	4 Ion Beam Cannons
<i>Defensive abilities</i>	Armor Energy Shield
<i>Upgrades</i>	None
<i>NOTES</i>	

Logistics

Repair Ship (Repair Tugship)

Requirements: E2, M2, C2, EX--, EL--, A1

The Repair Ship is equipped with robotic construction units for deep space assembly and repair missions, and is the Alyssians' primary recovery/repair ship. It can perform in-the-field repairs of all vessels, providing a valuable function for ships that are far from a support facility.



Unit name	Maneuverability	Medium
Repair Ship	Firepower	None
Weapons	Mass	20
None	Hull Points	150
Variants	Armor	None
	Shields	75

<i>Description</i>	Repair Tugship
<i>Offensive abilities</i>	None
<i>Defensive abilities</i>	Energy Shield
<i>Upgrades</i>	None
<i>NOTES</i>	

Jamming Vessel

Requirements: E2, M--, C--, EX--, EL4, A--

The Jamming Vessel is able to render itself invisible to enemy sensors by deflecting and distorting incoming sensor pulses. Although unarmed, the Jammer has an energy shield to protect it in case of attack.



Unit name	Maneuverability	Medium
Sensor Jamming Vessel	Firepower	None
Weapons	Mass	45
None	Hull Points	250
Variants	Armor	None
	Shields	125

Description	Sensor Jamming Vessel
Offensive abilities	None
Defensive abilities	Energy Shield
Upgrades	None
NOTES	

Recon Vessel (Science Vessel)

Requirements: None

The Recon Vessel is designed to carry and operate the RD-23 sensor system, which can detect asteroid mineral content and concentrations.



Unit name	Maneuverability	Medium
Survey Shuttle	Firepower	None
Weapons	Mass	45
None	Hull Points	250
Variants	Armor	None
	Shields	None

Description	Science Vessel
Offensive abilities	None
Defensive abilities	None
Upgrades	Sensor Range
NOTES	

Adv Recon Vessel(Science Vessel Advanced)

Requirements: E2, M--, C2--, EX--, EL5, A1

The Adv Recon Vessel incorporates the new RD-80A sensor system, which pushes the range of active detection to nearly double the older RD-23 range. Otherwise, the basic Recon Vessel design remains essentially unchanged.



Unit name	Maneuverability	Medium
Adv Recon Vessel	Firepower	None
Weapons	Mass	45
None	Hull Points	300
Variants	Armor	None
	Shields	150

Description	Science Vessel
Offensive abilities	None
Defensive abilities	Energy Shield
Upgrades	
NOTES	

Troop Transport (Troop Transport)

Requirements: E2, M4, C4, EX--, EL--, A3

The Troop Transport is a peacetime transport vessel that has been modified to carry a number of Assault Pods, each of which is piloted by an OST Commando. The Troop Transport is used to dispatch the Commandos, who seize disabled enemy vessels and quickly secure control of the ship. This vessel is not armed, and requires an escort at all times.



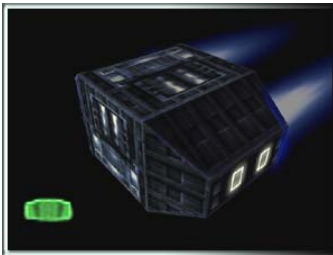
Unit name	Maneuverability	Medium
Troop Transport	Firepower	None
Weapons	Mass	50
None	Hull Points	800
Variants	Armor	None
	Shields	400

Description	Troop Transport
Offensive abilities	None
Defensive abilities	Energy Shield
Upgrades	None
NOTES	

Resource Base

Requirements: E2, M4, C4, EX--, EL--, A3

Durable, automated, self-maintaining, and easily deployable, the Resource Base is the ultimate expression of Alyssian efficiency and functionality. The Collector unit is essentially a mobile mining plant. Once it has been deployed on the surface of an asteroid, it is able to refine ore internally, minimizing waste and load sizes for final shipment to star base processing plants. Military intelligence has revealed that the Malus have almost certainly produced their own version of the Collector.



Unit name	Maneuverability	Low
Resource Base	Firepower	None
Weapons	Mass	2000
None	Hull Points	3000
Variants	Armor	None
	Shields	None

Description	Resource Base
Offensive abilities	None
Defensive abilities	None
Upgrades	None
NOTES	

The Heavy Freighter (Heavy Cargo Vessel)

Requirements: E2, M4, C5, EX--, EL--, A--

The Heavy Freighter is able to swiftly transport large loads of ore, and has the additional – and very significant – asset of being able to survive in a combat zone. The vessel is armored, and is also equipped with an impressive set of massive tandem ion engines, giving the ship a very good speed, despite its size.



Unit name	Maneuverability	Low
Heavy Freighter	Firepower	None
Weapons	Mass	1000
None	Hull Points	3000
Variants	Armor	None
Can hold 1000 RU	Shields	1500

Description	Heavy Cargo Vessel
Offensive abilities	None
Defensive abilities	Armor Energy Shield
Upgrades	None
NOTES	

Light Freighter (Cargo Vessel)

Requirements: None

The Light Freighter is a smaller, faster cargo ship that lowers the weight of the overall hull in order to sustain a higher velocity with the same fuel payload. This improvement is especially vital if enemy action is a concern.



Unit name	Maneuverability	Low
Light Freighter	Firepower	None
Weapons	Mass	700
None	Hull Points	2000
Variants	Armor	None
Can hold 500 RU	Shields	None

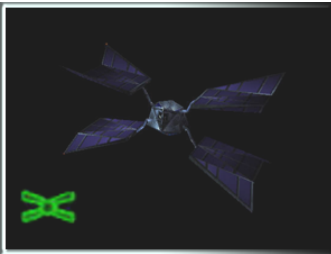
Description	Cargo Vessel
Offensive abilities	None
Defensive abilities	Armor
Upgrades	Armor, Shields, Storage Room
NOTES	

Satellites

Sensor Satellite (Sensor Satellite)

Requirements: E--, M--, C--, EX--, EL2, A--

The Sensor Satellite orbits allied bases, providing a wider sensor range. This information is immediately relayed to the nearest base, where it is disseminated to all allied units.



Unit name	Maneuverability	N/A
Sensor Satellite	Firepower	N/A
Weapons	Mass	1
None	Hull Points	100
Variants	Armor	None
	Shields	None

Description	Satellite
Offensive abilities	None
Defensive abilities	None
Upgrades	None
NOTES	

Miscellaneous

Gun Array (Cannon Turret)

Requirements: E--, M4, C--, EX2, EL2, A--

The Gun Array System is an automatic ion pulse cannon platform whose sole purpose is to defend Asteroid Bases. Due to the relatively small crews working at these installations, the Alyssian military had need of a self-contained weapon that had a long lifespan, and required little maintenance. The Gun Array System, with four turrets armed with a single PS13, is the result of this work.



Unit name	Maneuverability	N/A
Gun Array	Firepower	PS13
Weapons	Mass	500
4x PS13	Hull Points	1000
Variants	Armor	None
	Shields	200

Description	Defense System
Offensive abilities	4x PS13 Cannon
Defensive abilities	Energy Shield
Upgrades	Beams
NOTES	

Beam Array (Beam Turret)

Requirements: E4, M4, C--, EX--, EL2, A--

This Asteroid Base defense upgrade replaces the PS13 IPC with the Beam Array ion beam cannon, a substantial firepower upgrade for a commensurately substantial upgrade in cost due to the sophistication of the tracking system and the power plant upgrade necessary to operate the beam weapons.



Unit name	Maneuverability	N/A
Beam Array	Firepower	PL-6 Beam Cannon
Weapons	Mass	500
4x PL-6 Beam Cannon	Hull Points	1000
Variants	Armor	None
	Shields	200

Description	Beam Defense
Offensive abilities	4x PL-6 Beam Cannons
Defensive abilities	Energy Shield
Upgrades	None
NOTES	

Commandos (Commando)

These elite warriors are specially trained to board disabled vessels and return them to the nearest base, where they can be inspected for the presence of useful technologies.



Unit name	Maneuverability	N/A
Commandos	Firepower	N/A
Weapons	Mass	N/A
	Hull Points	N/A
Variants	Armor	N/A
	Shields	N/A

Description	Commandos
Offensive abilities	None
Defensive abilities	Armor Energy Shield
Upgrades	
NOTES	

Commando Pod

The Commando Pod transports Commandos from the Troop Carrier to a disabled enemy vessel. A small and fast unit, it is quite capable of avoiding enemy detection – an absolute necessity if the Commandos are to complete their task.

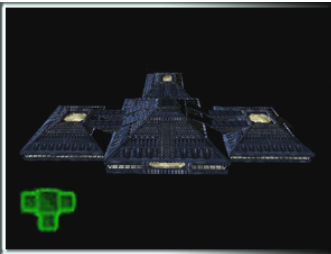


Unit name	Maneuverability	N/A
Commando Pod	Firepower	N/A
Weapons	Mass	N/A
	Hull Points	N/A
Variants	Armor	N/A
	Shields	N/A

Description	Commando Pod
Offensive abilities	None
Defensive abilities	Armor Energy Shield
Upgrades	
NOTES	

Starbase (Starbase)
Requirements: None

The massive Alyssian home base contains the most advanced research, repair, and refitting facilities, and is capable of housing several Fighter squadrons.



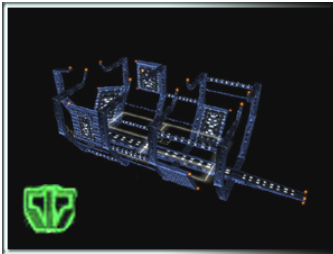
Unit name	Maneuverability	N/A
Starbase	Firepower	None
Weapons	Mass	500000
None	Hull Points	40000
Variants	Armor	Medium
	Shields	None

<i>Description</i>	Spaceport
<i>Offensive abilities</i>	None
<i>Defensive abilities</i>	Armor
<i>Upgrades</i>	None
<i>NOTES</i>	

Orbital Shipyard (Capital Shipyard)

Requirements: E--, M4, C5, EX--, EL3, A1

When completed, the Orbital Shipyard will enable the Alyssian military to construct Capital Ship Class vessels.



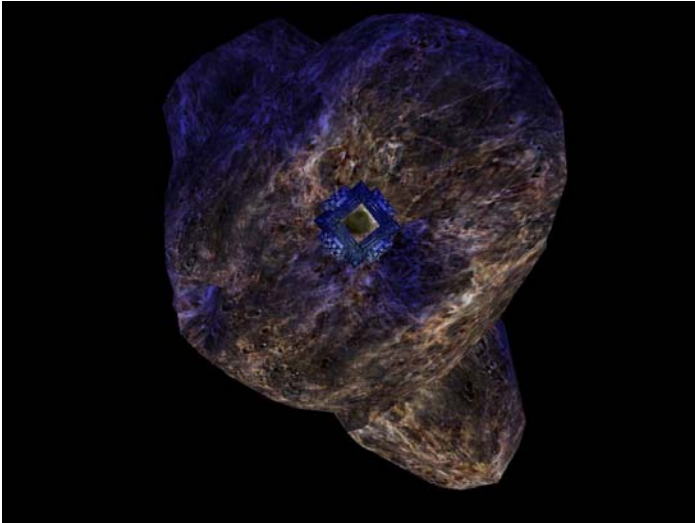
Unit name	Maneuverability	N/A
Orbital Shipyard	Firepower	N/A
Weapons	Mass	500000
None	Hull Points	20000
Variants	Armor	None
	Shields	None

<i>Description</i>	Capital Shipyard
<i>Offensive abilities</i>	None
<i>Defensive abilities</i>	None
<i>Upgrades</i>	None
<i>NOTES</i>	

Asteroid Installations

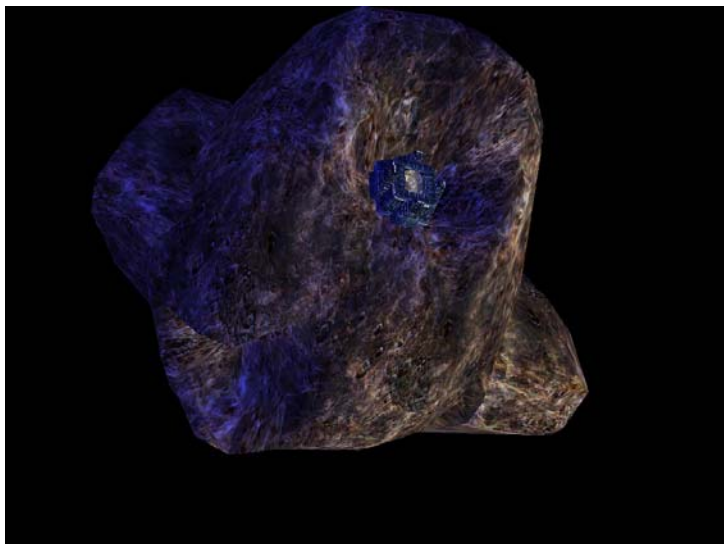
Mining Colony

The Mining Colony is a resource harvesting facility comprised of several resource production regions, as well as settlements for full-time and temporary resident workers.



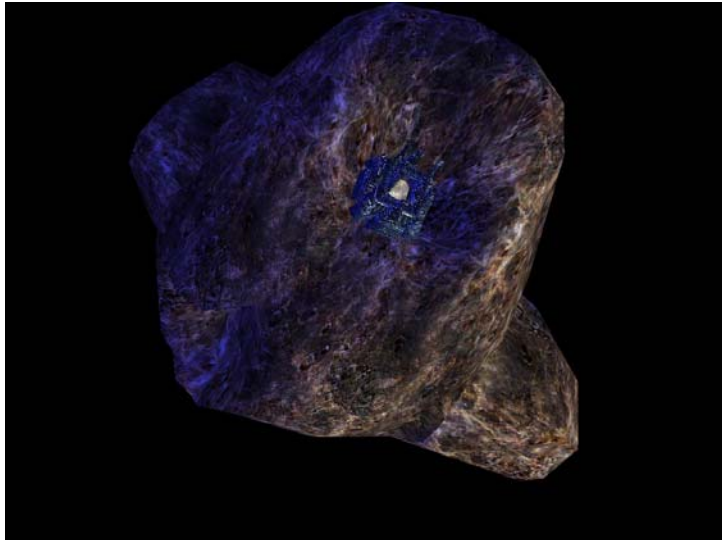
Mining Base

The Mining Base is an upgraded Mining Colony, and includes facilities for docking, repairing, and refitting ships.



Military Base

The Military Base retains all of the docking, repairing, and refitting facilities of the Mining Base, and includes upgraded engineering and construction departments for building any non-Capital Ship Class vessel.



Alyssian Technology: Time and Cost

Do we have a similar “Standard Tech” table for Malus???

Standard Tech

Level	Cost	Time
Level 1	200	2000
Level 2	300	2250
Level 3	400	2500
Level 4	500	2750
Level 5	600	3000
Level 6	700	3250
Level 7	800	3500
Level 8	1000	4000

Information

Level	Cost	Time
Level 1	200	2000
Level 2	400	2500
Level 3	600	3000
Level 4	800	3500
Level 5	1000	4000

Field Modifier

Standard	Cost Mod.	Time Mod.
Energy	1	1
Materials	1	1

Construction	1	1
Explosives	1	1
Information		
Electronic Warfare	1	1
Academics	1	1

Alyssian Energy

Name	Cost	Time
Energy Fields	200	2000
Plasma Fields	300	2250
Phasing Device	400	2500
Ion Fields	500	2750
Ion Pulse Cannon	600	3000
Plasma Pulse Cannon	700	3250
Phasing Field Generator	800	3500

Hyperspace Generator	1000	4000
Total:	4500	23250

Alyssian Materials

Name	Cost	Time
Hull Alloy I (Reinforced Steel)	200	2000
Advanced Fusion Drive	300	2250
Hull Alloy II (Titanium)	400	2500
Plasma Drive	500	2750
Ion Drive	600	3000
Hull Alloy III (Carbon-Titanium)	700	3250
Hull Alloy IV (Adamantium)	800	3500
Deuterium Fuel Cell	1000	4000
Total:	4500	23250

Alyssian Construction

Name	Cost	Time
Light Chassis	200	2000
Nano Regeneration	300	2250
Repair Base	400	2500
Medium Chassis	500	2750
Intermediate Chassis	600	3000
Large Chassis	700	3250
Military Base	800	3500
Colossal Chassis	1000	4000
Total:	4500	23250

Alyssian Explosives

Name	Cost	Time
Ion Blasters	200	2000

Plasma Blaster	300	2250
Proton Missiles	400	2500
Ion Cannon	500	2750
Anti-Matter Detonation	600	3000
Fusion Torpedo	700	3250
Plasma Torpedoes	800	3500
Ion Accelerator	1000	4000
Total:	4500	23250

Alyssian Information

Name	Cost	Time
Electronic Warfare		
Basic Sensors	200	2000
Satellites	400	2500
Improved Sensors	600	3000
Jamming Technology	800	3500
Advanced Sensors	1000	4000
Total:	3000	15000
Academics		
Astro University	200	2000
Information Division (Unlocks Spies 10%)	400	2500
Military Institute (Unlocks Commandos)	600	3000
Auto labs (-20% Research Time)	800	3500
Space Academy	1000	4000
Total:	3000	15000

Alyssian General Information

Standard Field	Tot. Cost	Tot. Time
Energy	4500	23250
Materials	4500	23250
Construction	4500	23250
Explosives	4500	23250
Information Field		
Electronic Warfare	3000	15000
Academics	3000	15000
Total:	24000	123000
Total Research Time in minutes		51