



SHOWDOWNS-11

Empire, Allies, and Servants

by

**Steve Cross
Renaud Gagne**

Chapter 1:

Introduction

Knight Galyath looked around the cramped confines of the boarding cutters main bay. The Baroon Class Assault Cutter was little more than a flying grappling claw with a troop compartment and the necessary control and power systems added on. Under armed, vulnerable and fragile the Baroon was not a place to be caught in a full-scale fleet engagement. Galyath turned his attention to the warriors under his command. The sight of fifty Rogolon Knights armed with swords, axes, and kinetic pistols and clad in full sliver armour filled Garoons heart with pride.

His helmet mic chimed, the commander of the Baroon reported that the assault group was closing on its target. Boarding was imminent. Galyath bent forward to peer out of the only porthole in the troop bay. Dead ahead and closing rapidly was his target. A League Cruiser identified as an Irokai Kam. Defensive fire sleeted past the speeding cutter, one cutter was caught full on by a laser blast and was instantly vaporised but the surviving four ships sped on.

Galyath turned to address his troops, "Knights of Rolga, we are about to engage the enemy in close combat, we are the Knights of Rolga, none can stand in our way FOR HONOUR AND GLORY!"

"FOR HONOUR AND GLORY!"

Replied the massed warriors.

Seconds later the Garoon slammed into the port side of the Hyach Cruiser, the grappling claws punched deep into the hull of the Hyach cruiser before the thermal charges cleared the claws door. The hatch slammed down and the Rogolon knights charged through the smoke of the thermal

charges blast, their armour gleaming in the well lit Hyach ships interior each Knight yelling his challenge to the Hyach crew to face them in combat. Galyath smiled as the last of his troops left the Cutter before following them and disappearing into the billowing smoke.

Genesis

As the Orieni Empire recovered from the Centauri War the Orieni once again made contact with their former subject races. The Phanop, Dishari, Huan and Namarons were contacted by the Orieni and were generally greeted with open arms. The Phanop had been the most loyal of the Orieni subjects and were eager to serve the Orieni once again but the others were more wary of the Orieni. Having ruled themselves without Orieni control instilled many races with a sense of independence that they did not want to relinquish.

In 2181 an Orieni ship entered Usuuth space in an attempt to make contact with the survivors on the devastated world. The Usuuth civilisation had all but broken down. There were only six million Usuuth living in total squalor on their world. There was no centralised government, no civil structure or law. The Orieni landing parties were barely out of their shuttles when they were set upon and butchered by Usuuth survivors. The Usuuth had never forgotten what the Orieni had done to their world, and they hated the Orieni with every fibre of their being. Seeing the failure to contact the Usuuth peacefully, the Orieni withdrew from Usuuthir.

In 2220 the growing Empire made contact with Rogolon Dynasty. The Dynasty had suffered during the war, but not as heavily as many of the other races caught in the crossfire. Contact with the Rogolons quickly led to diplomatic exchanges and the quick signing of a non-aggression treaty. The

Rogolon fleet had been rebuilt quickly after the Centauri occupation force left Rolga but like the others the Rogolons were very weary of the Orieni and the possible threat they represented.

In 2224 the Orieni delivered a proposition to the neighbouring races that would come to known as the Treaty of Phanop. A masterstroke of diplomacy, the Treaty of Phanop was meant as a way to bind the races of the shattered pre-War Orieni Empire into a single, cohesive whole once more. The races bordering Orieni space would rejoin the Empire, but retain full control of their local governments, economies and territories. All that was required was that the races support the Orieni Empire with trade and military support. This turned the alien races into Orieni protectorates. The Orieni offered to fully support their allies with technology, financial aid and any thing else they might require. All four races (Dishari, Huan, Namarons and Rogolons) quickly agreed to the treaty. The Orieni would help these race's worlds recover from the Centauri War and they in turn would provide aid to the Orieni, be what it may.

The Orieni once again entered the Usuuth system in 2229, bringing with them a large number of Phanop civilians and diplomats. This time the Orieni were set on making peaceful contact. The Phanop delegations were met with hatred but their repeated effort, which lasted into 2236, slowly mellowed the Usuuths hearts. The Phanop, using Orieni equipment, began to restore the devastated world. In 2238 the first hospital was opened on Usuuthir. The use of hydroponics solved the food problems the population faced and flowing water was restored to the surviving communities. In 2240 the Usuuth joined the Orieni Empire as a protectorate, but the Orieni didn't place on the Usuuth the same stipulations as the other alien races.

One of the first items on the Orieni's agenda after the formation of the new protectorate states was the incorporation of aliens into the Hand of the Blessed. The Orieni had previously incorporated alien races into their fleet, but these alien crews were most often forced into high risk and/or dangerous jobs. Now the Orieni used the aliens as supply forces, maintenance crews, logisticians, office workers and other support-based roles. These jobs were rather menial but were vital for the continued survival of the Orieni fleet. An exceptional few aliens rose to command positions within the Orieni military, and the crews of Storm Front missile frigates were often comprised entirely of aliens. Alien races within the Orieni military quickly took to their new roles. The Phanop excelled as maintenance crews and during the Crusade the efforts of Phanop workers kept damaged Orieni ships fighting whilst IA ships had to withdraw to be repaired.

During the rebuilding of the Empire the Orieni fleet was stretched to its limits, forced to protect the Empire against external hostile threats while maintaining diligent patrols of the space lanes to reign in pirate activity. Realising this weakness in their fleet's ability to do both job, the Blessed decreed that the alien members of the Empire would also be responsible for providing protection for the Empire as a whole. In 2255 the Orieni Internal Security Force (OISF) was launched. Initially the OISF used older Orieni hulls as the mainstay of their forces, with a few Zealots rotated into the force to provide jump support. Crewed mainly by the Phanop and often led by Phanop officers, the fledgling force took to its role quickly and vigorously.

By 2250 the Usuuth were starting to show their first real signs of recovery from the horrors of the war. The surviving tribes of Usuuth had formed loose planetary

association to help support reconstruction. The Orieni aided the Usuuth in their efforts, though many still resented the Orieni for bringing doom to their world in the first place. The Orieni funded the rebuilding process on Usuuthir using a portion of the income generated by the mining of the system's outer worlds and asteroid belt.

Although the Usuuth civilisation remained in shambles, the memories of their spacefaring heritage did not go forgotten. Far from it, the Orieni notes on the young Usuuth navy, including reverse engineered models of particle projector weaponry, were delivered to the newly formed OISF command. Using these notes, the Phanop designed a new police force. These new ships drew inspiration from a mixture of Usuuth, Orieni, and Phanop aesthetics.

These new ships were reviewed and accepted by the Orieni and quickly supplemented the Orieni ships the OISF had been using. The vast majority of OISF ships were produced over Phanos and it was the Phanop who developed the improved Particle Projector weapons as well as the Burst Torpedo.

The Rogolon Problem

The Rogolons became full members of the Orieni Empire in 2224 after signing the Treaty of Phanop. Their military joined the Hand of the Blessed as a separate but equal component of the Orieni military forces. The Rogolon ships, although outdated and designed for the traditional form of Rogolon ship-to-ship combat, boosted the number of combat ready hulls available to the Blessed. The ships could be replaced but the Orieni encountered a massive problem with the Rogolons form of combat. One on one duels which are not conducive towards space combat. Training of new Rogolon personnel began to offset this mindset but it was not enough.

The Rogolons are brave and aggressive fighters, but their system of honour meant that each warrior should fight on his own, brazenly seeking out a single foe, challenging them to a fight and telling them their name so that they would know who killed them. However, in regards to space combat, this racial mindset was a massive drawback. A ship charging towards a hostile fleet to seek a foe in honourable combat would usually be ganged up on and shot to pieces, as had happened several times during Centauri attacks. It took years of indoctrination to break the honour system for space combat. New training and repeated 'lessons' in simulated battles finally showed the Rogolons the weakness of their fleet. The Rogolons accepted that any enemy would not fight honourably and challenges would go ignored.

The Rogolon fleet accepted the Orieni training doctrines and methods somewhat reluctantly but set about learning this 'new' method of war in the way that they eagerly engaged in any combat.

The Rogolon forces and military were incorporated into the OISF, the Rogolons providing a large number of ship crews for the OISF. The boost in OISF fleet and personnel strength led to a dramatic decrease in pirates and raiders operating in Orieni space.

As the Orieni Empire continued to grow so did the OISF. The OISF was brutal in its suppression of pirates and raiders. Any brigands captured by the OISF patrol forces were usually given the death sentence, and there were many 'accidents' where raider vessels that had been boarded had their crews killed by Rogolon boarding parties. This stance towards any form of piracy was effective in deterring raider activity, most raiders in the area steering clear of Orieni space lest they be captured – or worse. The biggest zone of raider activity thus remained on the borders of the empire,

both in the zone of devastation caused by the war and in the area abandoned by the Centauri after their political implosion.

Raiders and Executioners

One pirate band that called themselves the Executioners were led by a Centauri who called himself 'Prince' Camonale. He hated the Orieni with a passion and was responsible for many raids on Orieini convoys and outposts. Any Orieni captured were spaced, and whole populations of remote Orieni mining colonies were butchered by the Prince. The Executioners operated out of the burnt out partially destroyed hulk of a Worthus Starbase that they had made habitable again. The Executioners fleet also possessed many vessels similar in role to the Human 'Wolf' Raider. The Orieni entrusted the destruction of the Executioners and any other raider bands in the devastated zone to the OISF. Eager to prove themselves, the OISF threw everything it had into hunting down and destroying the Executioners. Starting in 2257 the OISF began to systematically scour the devastated region bordering Orieni space in their bid to hunt down and destroy the Executioners

The operation to crush the Executioners lasted just short of a year. The OISF scoured the space lanes, clearing them of minor raiders and pirates, but the Executioners remained an elusive target. When an Executioner ship was disabled and captured its crew were not killed but instead sent to Rogola for interrogation. The Rogolons quickly got the information they wanted, which included the locations of many of the Executioners hideouts. The OISF attacked these small bases with overwhelming force, killing any who opposed them, and prisoners were brutally

interrogated by Rogolon troops, often resulting in the prisoner's death.

As the year grew to a close the net was finally closing in on the Executioners. Camonale had lost many of his ships as well as caches of supplies and stolen goods. The other raider bands that had pledged their support to Camonale abandoned him and left his men to their fate as the OISF closed in. When the OISF found the Executioner's hidden base they attacked it with a full military force. Despite its condition, the old base was partially operative, due in large part to the continued efforts of Camonale's many master technicians. Many of the base's weapons still worked, allowing the base to fight back against the overwhelming OISF force.

Executioner vessels fought toe to toe with the ships of the OISF, but it was not enough. Even Camonale's salvaged Celerian Warcruiser was not enough to force off the OISF and the cruiser was captured. Camonale was in the process of trying to take his own life when Rogolon and Orieni marines apprehended him onboard the Celerian. Bound in chains, he was taken to Orien to be paraded before the Blessed with a chain around his neck and his head shaven.

Camonale was paraded round the Empire as a sign that Order would win out over Chaos, and his execution was shown throughout the Empire. With the Executioners and other raiders crushed the OISF set to patrolling the new Orieni borders. They continued this routine of patrolling and 'showing the flag' right up to the beginning of the Crusade.

The Crusade

During the build up to the Crusade the OISF was heavily involved with guarding the convoys heading towards the Minbari border. Massive convoys of both civilian

and military freighters were departing daily, each one escorted by the OISF. The Orieni and Rogolon fleets were busy preparing for the offensive and had no ships to spare for the guarding of convoys, so the OISF was once again expanded and at full strength boasted over twelve hundred ships of every size, from light combat vessels to capital ships.

The OISF was not initially involved in the Crusade. Instead they guarded the Minbari border alongside the ships of Garrison Command, but they were not called upon to do escort duty in Minbari space due to the low-tech nature of the OISF ships. Once the initial invasion was underway and fortification efforts begun in captured systems, the OISF was charged with protecting supply convoys moving through Minbari space to the construction sites. Once again they saw little combat, as the Minbari were too busy fighting off the main Orieni fleet to raid convoys.

Only with the arrival of the White Star fleet did the OISF see action. The OISF ships were totally outclassed by the White Stars and raids on convoys resulted in many lost merchant ships. The OISF fought hard and well but could not match the very advanced White Stars in any way. Rogolon vessels were quickly assigned to convoys to provide more firepower but even then it was usually not enough to dissuade the White Stars from attacking.

When the war turned against the Orieni, the OISF's duties became more desperate. They were charged with defending friendly convoys and fleets as they withdrew back into the safety of the Orieni borders. Convoy battles were hard fought affairs with the biggest lasting four days as the Orieni withdrew a massive troop convoy from Minbari space. In every action the OISF fought with dare and élan, much more than was expected of what was viewed by the Orieni military as a third rate force. In

the battles to breach the defences of Orien and the surrounding systems the OISF fought against the Interstellar Alliance in some of the most massive battles of that period. Once again the small obsolete ships of the OISF performed consistently well against larger and more technically advanced foes. Boarding raids by swarms of Assault Cutters, although resulting in high casualties among the cutters, were highly successful and caused heavy damage to IA ships. The Sharlin *Valen's Tear* was nearly captured by rampaging Rogolon troops during the Battle of Sorpigal and it was only secured when a counter boarding operation by Gaim troops was launched. The Rogolons still fought on and mauled much of the ship's interior and systems before they were finally killed. The *Valen's Tear* was scuttled a day later due to the damage inflicted by the boarding parties.

After the war the OISF was the largest surviving arm of the Orieni Military and the Artokus class were some of the largest ships in the Orieni fleet. The OISF had still taken a beating and their numbers were greatly reduced compared to their pre-Crusade fleet strength. After the war the OISF returned to guarding convoys and suppressing raiders, and continues to do so to this day.

Chapter 2: The Orieni Empire

Starships

Devout Escort Frigate

Almost identical to the original Devout, the refitted version was equipped with IGRGs and like its predecessor a single Light Laser Cannon. This deadly little ship was the bane of many IA fighter strikes, and was a threat to warships at short range.

Resolute Military Freighter

The most common freighter in Orieni space, the modern Resolute differs little from the original one apart from the addition of IGRGs for self-defence and improved cargo handling facilities inside the ship. An artificial gravity generator was also installed on the ship, providing improved comfort for the crews. The Resolute design was taken in hand by both the OISF and later the Rogolons and turned into the Novice class LCV/SHF carrier. Although not as common as the basic Resolute the Novice was built in massive numbers.

Steadfast Corvette

The Vengeance Frigate replaced the Steadfast, once the staple ship of the Hand of the Blessed. Although Steadfast construction continued at a trickle all Steadfast corvettes were deployed with garrison command. Not seen in the initial invasion, the Steadfast was a common sight during the IA counter attacks.

Chapter 3: The OISF

OISF Weapons

The OISF uses simple particle weapons, and all OISF weapons are based on the old Centauri Particle Projector range of weapons originally developed by the Usuuth. The Phanop improved these weapons' targeting systems and damage at little cost in size or power.

The most advanced weapon deployed by the OISF was unique to them. The Burst Torpedo was a Phanop weapons project that attempted to develop a ballistic weapon that could disable pirate ships, allowing them to be easily captured. The project was a total success. The Burst Torpedo went beyond all expectations and was immediately deployed on OISF ships after its inception.

Starships

Artokus Police Cruiser

The Artokus was the largest ship in the OISF and a popular vessel in OISF service. A threat to any raider vessel and armed enough to take on IA light cruisers, the Artokus was a capable cruiser. The flexibility of this design was enhanced by the addition of a jump drive and basing capacity for 24 fighters. Both of these abilities confer a massive advantage compared to the capabilities of most raiders.

A popular variant of this hull replaced the three Particle Rams with three Burst Torpedoes. Although this drastically reduces the ship's raw firepower it made it more flexible in anti-pirate operations.

Baroon Cutter

The most common small ship in OISF service, the Baroon was physically identical to the original Usuuth design but incorporated many advanced Orieni technologies, such as artificial gravity.

The Baroon was a popular craft and highly modular, lending itself to customisation. The most common Cutter was armed with a quartet of Particle Projector weapons. Another version replaced the ship's main guns with a pair of Burst Torpedoes, while yet another was used as an anti-fighter escort and was capable in its role, though it lacked the ability to take on heavily armoured assault fighters like the Yolu Utan.

During the Crusade the final version of this class came into its own. Equipped with Grappling Claws and capable of carrying a large number of troops (often Rogolons), attacks by packs of Assault Cutters caused heavy damage to many IA ships.

Novice LCV Carrier

Based on the Orieni Resolute freighter, the Novice trades all of its cargo carrying capacity for the ability to dock four Baroon class cutters. Built in massive numbers, the Novice was a common sight throughout Orieni space and Minbari space during the Crusade.

Serra Attack Ship

The most common large ship in OISF service, the Serra is undergunned for its size but is still more than a match for pirates, especially when operated in groups. It was typical for the OISF to field the Serra in groups of threes in order to maximize their firepower. The Interstellar Alliance encountered large numbers of Serra Attack Ships as their fleets advanced on Orieni space. Its IA opponents typically outclassed the Serra, but it usually gave a good account of itself during convoy escort runs.

Swequall Assault Ship

A variant of the Serra Attack Ship, the Swequall Class Assault Ship were originally constructed as troop delivery agents, though they also sometimes doubled as a light carrier, trading its assault shuttles and breaching pods for fighters. These ships were hated by raiders and were very effective in their role of base/ship assault. During the Crusade this class was most often seen as a carrier, stripping out their assault shuttles and breaching pods to squeeze 12 fighters into the hangar bay. This was an unsatisfactory arrangement as it led to overcrowding of the ship's hangar, but it was seen as a necessary evil in order to bring additional fighters to the field.

Sarlon Sniper Mk 2

The heavy hitter of the Serra series, the Sarlon mounts a single Particle Hammer in its prow, giving it a powerful punch. The Sarlon had little use in policing actions as a single Hammer hit tended to destroy rather than disable any raider ship it hit. The Sarlon came into its own during the Crusade where its heavy firepower meant that OISF patrols were not totally outgunned. Sarlons were a prime target for any convoy attacker.

Fighters & Shuttles

Rowlon Light Fighter

Based on the older Usuuth fighter the Rowlon was a massive refit of the old Usuuth fighter. It featured larger engines, eliminating the biggest flaw of the original Usuuth fighter. The Rowlon totally outclassed the raider fighters it encountered, and was even able to give a good account of itself when engaged by IA fighters.

Bases & Defenses

Davorum Microsat

The Davorum was deployed by the OISF mainly to protect smaller facilities or communities that did not warrant a full OSAT grid. Although a threat to raiders the Davorum was little of a threat to the advancing IA fleet.

Chapter 4: The Rogolon Dynasty

The Rogolons Rebuild

After the Centauri War, the Rogolon Dynasty had expanded to control a former Orieni mining system and quickly rebuilt its fleet. The damage caused by the Centauri attack was minimal, although all orbital and shipyard facilities had been destroyed. A quick occupation until the end of the War did little damage and the Centauri withdrew as quickly as they came after the Treaty of Seliffe. The Monarch of the time, Kon Varsh, realised how close his race was to being obliterated by the Centauri and instituted a rapid re-armament programme. The Rogolons had recovered fully within four years and once again turned their eyes to the stars.

When the Orieni made contact in 2220 the Orieni contacted the Rogolons with an eye towards trade and friendship instead of conflict and war. Kon Varsh realised that to survive the Rogolons needed friends in the Galaxy and the Orieni were to be these friends. By late 2224 the Rogolons were full partners of the Empire and the Rogolon military was 're-educated' by the Orieni. The Rogolon fleet was modified with new weapons and technology made available by the Orieni and was subsequently incorporated into the OISF. The Orieni Military High Command viewed the Rogolon fleet as a reserve unit at best, cannon fodder at worst, of little use amongst the highly trained Orieni fleet. This attitude held firm until the Crusade started on the 28th of May 2268.

Like the OISF, the Rogolon fleets were not initially involved in the fighting,

instead being kept as part of the Orieni strategic reserve. Totally outclassed by front line Minbari ships, the Rogolons still gave a good account of themselves in battle, especially in the Protectorate where Rogolon ships were extensively used to combat the weaker races that made up the Protectorate. When the Interstellar Alliance arrived the Rogolons fought along side their Orieni masters in every battle from the disaster at Ralafa to the final stand at Orien where the largest ship available was a Rogolon dreadnought.

Against low tech races or races with shorter ranged weapons like the Gaim, Pak'Ma'Ra, Vree, Grome and Hurr the Rogolons were more than capable of standing their ground. The tough and hard hitting Rogolon ships as well as the bravery of their crews and captains earned the grudging respect of the Orieni and Interstellar Alliance.

The IA most feared the Rogolon ground forces. Many of the Rogolon Knights were used on Baroon Assault Cutters, and there were few species that could match a Rogolon Knight in close quarters. Their full body armour, as well as being decorative, was fully functional and gave its wearer a great deal of protection. The Minbari and Rangers found to their cost that the Rogolon Knights were nigh immune to Minbari Fighting Pikes, and simply clubbing a Knight with a rifle or blunt peice of metal had little to no effect. Only the Gaim were more effective in close quarters. The biggest problem with Gaim troops was their need for specialised equipment due to their atmosphere requirements and their natural aggression towards any non-Gaim life form.

Once the peace was secured after the Battle of Orien, the Rogolon fleet joined the OISF in patrolling and protecting Orieni space. Their fleet was limited in size by the IA, and no new dreadnoughts were to be built, but the Rogolons accepted this without

complaint. Beaten in combat, the honourable and loyal Rogolons saw that they were defeated by a superior foe, and the Rogolon honour system meant that the Rogolons were duty bound to follow the peace treaty's stipulations.

Rogolon Military

After the Orieni/Centauri war ended and the short lived Centauri occupation came to an end, the Rogolons set about re-building their fleet. The Rogolons rebuilt their defences quickly, recycling old warship designs from the previous war rather than designing a new generation of warships. The Rogolons had already determined that these older designs were inadequate, but the need for military units was simply too high to invest in long-term research and development project. These ships soldiered on until the Rogolons became firm allies of the Orieni. Thanks to improved manufacturing techniques the Rogolons were able to quickly re-design their fleet. The new classes quickly replaced the old designs, which were scrapped or sold to friendly races. Thanks to Orieni manufacturing techniques and advanced metals the Rogolon fleet also received a 'face lift' with the new ships looking totally different than their older brethren.

Rogolon Weapons

When the Rogolons rebuilt their fleet they armed their ships with the traditional mix of plasma and missile weapons, but the alliance with the Orieni opened the Rogolon fleet to more advanced weapons. The Orieni supplied the Rogolons with the improved Particle Projector series of weapons, but for defence the Rogolons preferred the IGRG which still left the ships lacking much in the way of intercept capabilities. The biggest weapon developed by the Rogolons was the Dual Plasma Cannon,

which performed exactly the same as the Descari weapon of the same name, although the DPC was purely a Rogolon weapon.

Starships

Garantha Dreadnought

Limited Availability 33%

The Garantha was the largest class of ships built by the Rogolons. Armed with a fearsome array of four dual plasma cannons, the Garantha has a massive short ranged punch. For long ranged firepower, the Garantha relies on two Particle Hammers and four Class-L Missile Racks. Six GRGs form the defensive armament of this powerful ship. Given the amount of raw firepower available on this spaceframe, the Garantha was a threat to many IA ships. The heavily reinforced hull of the Garantha meant that it could take an impressive amount of damage whilst it closed to bring its armament to bare. The Garantha also featured berths for 18 fighters as well as a pair of catapults for two super-heavy fighters.

Although a rare sight in battle, three of this class were the largest ships in the defence of Orien. All were destroyed in that battle and the construction of this class was banned by the IA in the Second Treaty of Seleffe.

Gralac Light Cruiser

This heavy combat vessel was one of the most common ships in the RDSF. Designed as a ship killer, the Gralac fills a role similar to the Narn Ka'Toc class. The main weapon of the Gralac is its Dual Plasma Cannon, which is teamed with a quartet of Heavy Particle Rams, giving this small ship a lethal punch. Much like the Ka'Toc the Gralac is vulnerable to fighters with only four IGRGs defending the ship from fighters.

Novice SHF Carrier

Another version of the Resolute, like the OISF version this ship trades its cargo capacity for the ability to carry 8 SHFs. These ships rarely came under fire, but when massed together to launch massed fighter strikes they were deadly. Upon seeing the effect of these massed strikes these ships became priority targets for White Stars and other raiding ships. The Novice was initially an unpopular ship for the Rogolons, and eventually the Phanop made up most of the crews for these ships.

Taragar Missile Cruiser

Uncommon Gralac Variant

Limited Availability 33%

The Taragar provides long ranged firepower for the typically short ranged Rogolon ships. Trading the Gralacs armament for a pair of Class-L and Class-S Racks and a reload system, the Taragar could provide missile support for many engagements. The strain this class placed on supply convoys meant that it was rare to see these ships grouped together

Tolar Cruiser

The Tolar is the main cruiser of the Rogolon Dynasty Space Force (RDSF), roughly comparable in size to a Narn G'Quan class. The Tolar packs a powerful if short ranged punch with its particle and plasma weapons. The Tolars main long ranged weapons come in the form of two Class-L Missile Racks and 12 fighters. A low tech ship compared to the more powerful and advanced ships of the Orieni and IA, the Tolar was still more than a match for quite a few IA ships.

Toron Attack Frigate

The Toron Attack Frigate is a common Rogolon police ship, however it is totally unlike any other police ship ever

designed. Armed with six Light Plasma Cannons and two IGRGs, the Toron packs a massive punch for its size. The Toron was often deployed with OISF patrol groups and quickly became the bane of pirate ships.

Tronga Carrier

Uncommon Tolar Variant

The Tronga is the main carrier of the RDSF. The Tronga trades missile racks and some plasma weapons for additional space necessary to house 24 fighters whilst retaining a majority of its firepower.

Fighters & Shuttles**Terak Fighter**

The Terak is a rebuild of the original Rogolon Chelek fighter. Only used by the Rogolons, the Terak built an impressive reputation amongst IA pilots after they encountered it. Fast, agile and packing quite a punch for its size, the Terak was well respected opponent.

Vastur Super-Heavy Fighter

The Vastur is yet another re-build of a Rogolon design. Thanks to the efforts of Orieni developers, the Vastur was equipped with a Light Plasma Cannon, giving the fighter its main anti-shipping punch. The Vastur was also armed with eight missiles and a trio of plasma guns, making it quite well armed. This large fighter also boasted impressive armour levels, but the extra mass led to low thrust levels.

Chapter 5: Errata and Amendments

Some small errors have been noted in the Great Crusade book, below is a list that will hopefully fix these errors.

- Benevolent Scout: Increase points to 900 for the fully refitted version
- Templar II Fighter: Increase cost to 45 points per fighter
- Obedient Patrol Frigate: Increase points to 345 for the fully refitted version and 325 for the first refit.
- Faithful Search Explorer: Increase points to 800 for the fully refitted version, 700 for the first refit, 750 for the second.
- Enlightenment Invader: Increase points to 685 for the fully refitted version, 665 for the the first refit.