

## SHADOWSTAR CORSAIRS

# LORE

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# SHADOWSTAR CORSAIRS



LORE

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## INTRODUCTION

This document describes some elements of the Shadowstar setting. It is meant for players who may be curious about the fiction behind the game but it is not required in order to play.

### The Shadowstar Expanse

The Shadowstar Expanse is an anomalous area of space created by a rare confluence of nonbaryonic dark matter and an exotic combination of more mundane materials. The result is a gravitational badlands that, over the eons, has drawn in, destroyed, or stranded numerous stars, planetoids, and entire stellar systems. This chaotic area is thick with black holes, gravitic rifts, and other deadly phenomena. Only a thin slice along the galactic plane, swept relatively clear over the eons, is even traversable by starships - and that only with extreme caution.

Near the center of the Expanse is a massive “dark matter star.” The physics behind its creation are unknown but it appears to be a gravitic hyperrift shining with the light of annihilated matter and twisting the surrounding space into multidimensional contortions lethal to both life and stardrives. It is this shadow cloaked star which gives the Expanse its name. This entire area was a wild frontier and buffer zone until recently, when alien forces attempted to invade and establish a beachhead for further incursions into the core worlds. Now it is in disarray. Colonists, fearing further attacks, flee while scavengers and mercenaries flock to the carnage. The military is barely present and it will take a strong hand to restore order before the enemy returns.

### Darkmetal

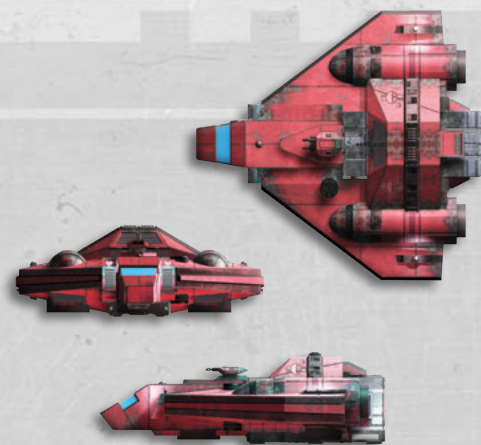
Darkmetal is a degenerate mix of baryonic and dark matter on the verge of collapsing in on itself. This rare neutronium precursor is created when certain elements (mainly fusion by-products) are exposed to intense gravitic fluctuations for several million years. Neutronium is of immense value to the ConFederation military as it is forged into armored hull plating and also serves as ammunition for ship mounted mass cannons.

This metal is plentiful in the planetary debris fields of the Expanse and is the primary reason this area of space is inhabited at all. Others have come to harvest the materials and technology to be found on the many ships lost here (both human and alien). The recent conflict between the human ConFederation and the alien Umbral Empire has enriched the area with new wreckage and drawn even more scavengers and prospectors hoping to strike it rich on fringes of civilized space.

### Why ConFed?

When the Terran stellar navy seized control and reformed the corrupt Federation of Earth, the new arrangement was called the ConFederation (as in “contra-federation”) and the capitalization was used to distinguish it from a confederation in the usual sense (where state membership is voluntary). These days the new “ConFederation of Terra Mortis” is commonly referred to as “ConFed”. The military and government are still a single unit, which has so far worked well given the constant threats faced by the people of Earth.

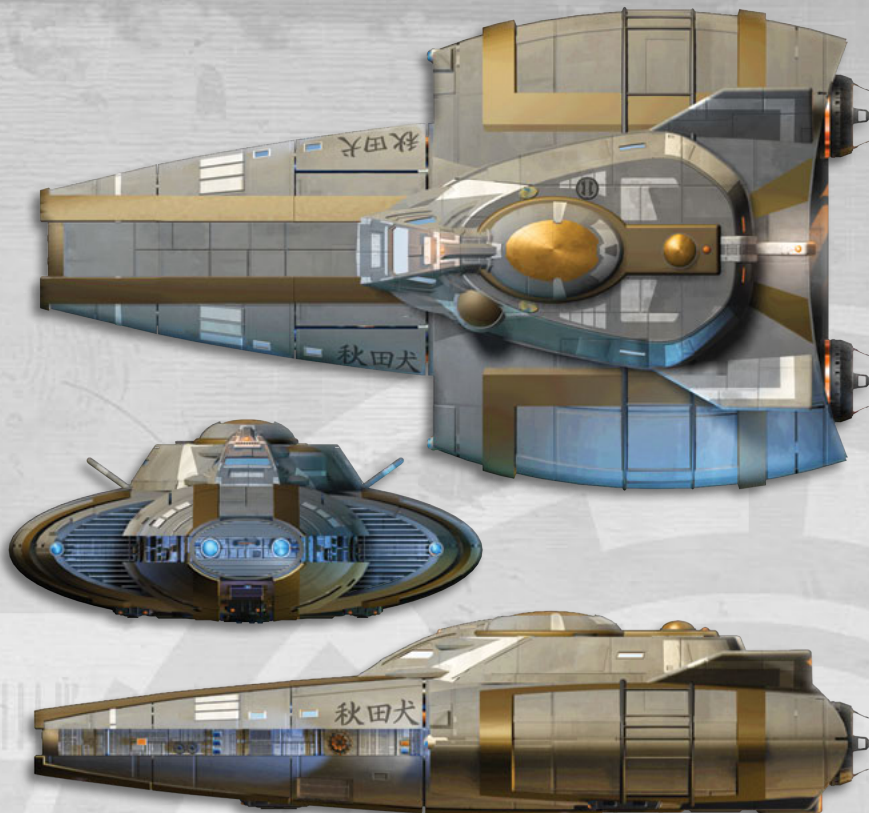
The rest of this document provides background information about the ships and sectors of the Shadowstar Expanse.



## SHUTTLE

The “Solo 337” cargo shuttle is designed for a single pilot and one standard HMT 337 cargo container. This is Bishop Aerotech’s response to the ubiquitous Sherpa-class freight hauler built by Hyperion Manufacturing and Transport. It fulfills the same role but does not take the minimalist approach of the Sherpa. Instead, the Solo is a complete shuttle comfortable both in space and atmosphere that can also carry a customizable cargo container.

The shuttle uses vertical take-off and landing thrusters and a built-in winch system to load and unload the truck-sized containers. It is also equipped with a comfortable cabin for the pilot and turreted pulse cannon to dissuade pirates. All in all, this little ship is a favorite of independent contractors who want to be able to take on any job at short notice.



## AKITA INU

The Akita Inu-class is a general transport designed for light cargo and passenger duty needing a minimal crew. Good speed, ample cargo room, and respectable weapons make this a well rounded ship. It is easy to maintain and can fulfil a variety of roles.

This design is an update of the popular Grendel and Breca-class transports that have been common throughout civilized space for years. Modernized in the shipyards of the Tōhoku Colonies, the new line employs the latest materials and fabrication techniques to produce an affordable transport that is even more dependable and efficient than its predecessors. Variants provide upgraded weapon and propulsion system for those with the credits to spend.

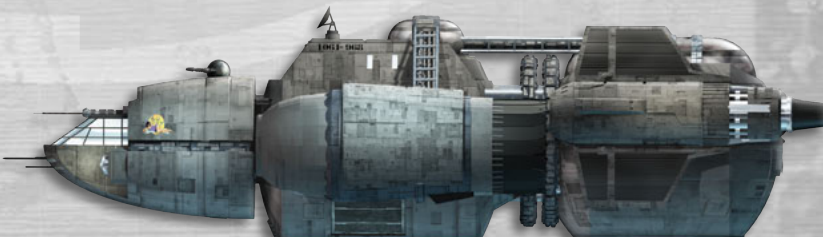
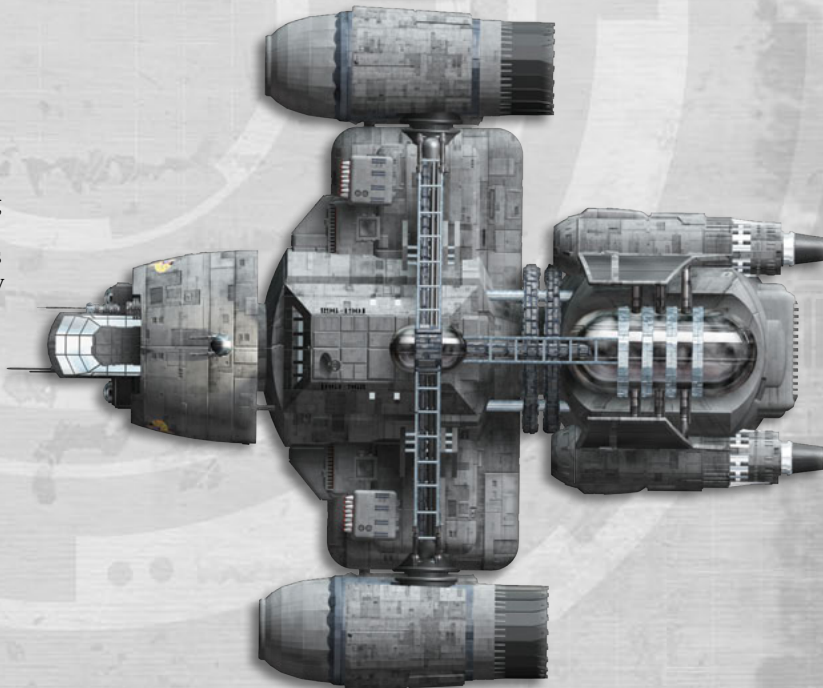
The golden-hued prototype is shown here but, as with most ships, it comes in a wide variety of color schemes. Named after a breed of canine renowned for its loyalty, the Akita-Inu can be relied upon to serve its captain well.



## CLYDESDALE

Uncommon outside of the military, this ship is a Clydesdale-class gunboat that has been refit for civilian service. During the border wars of the last decade these sturdy vessels were a common sight above the battlefield, moving troops, supplies, and firepower to where they were most needed. Ungainly in space, this dependable workhorse was designed for atmospheric agility. The heavy thrusters allow for powerful acceleration while the rotating engine pods greatly increase maneuverability and allow for enhanced VTOL operation.

This class of ship is limited in cargo capacity and speed, even when upgraded. The original configuration included additional missile pods for increased fire power and ordnance storage. Even without these, however, a Clydesdale is still very respectable on offense. Coupled with its armored hull, this ship is for captains who are OK with arriving late so long as they arrive in one piece. This workhorse is an excellent choice as a deterrent and for liberating planetside targets.



## CRUCIBLE

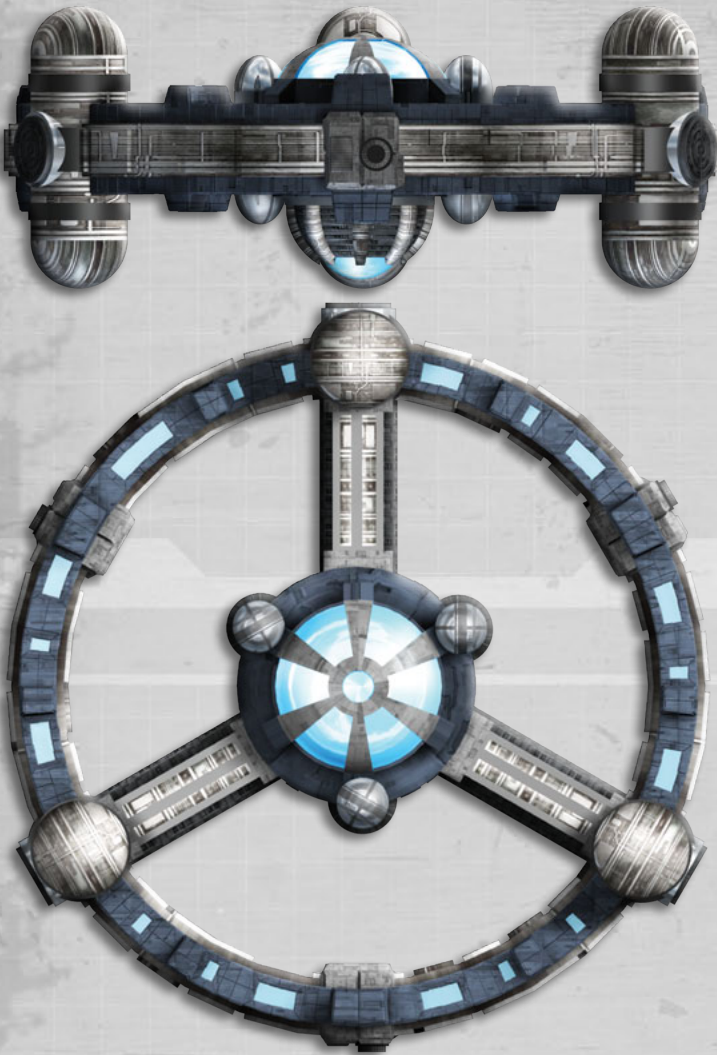
This class of vessel is more like a small space station than a starship. It is equipped with minimal drive systems and can only land safely on low gravity worlds. On the plus side, it is easily reconfigured, extremely durable, and suitable for extended operations in the void. Though it may not be the best choice as a primary ship for a corsair, it can be an outstanding support vessel.

There are two types of Crucible-class stations found in the Expanse. The first is an industrial refinery equipped to process Darkmetal ore into ingots. The station relies on a suite of drones and defensive guns to protect this valuable cargo.

The second type of Crucible is an academy that forges raw recruits into trained crew members ready for service. The industrial machinery is replaced by classrooms and training facilities, and the storage tanks hold the extra supplies needed to support a high population of students and instructors.

While Crucible rotates like a standard wheel-shaped station and has its "floor" pressed against the outer wall, it doesn't actually rely on centrifugal force alone to simulate gravity. Because of its small diameter, the station would have to spin sickeningly fast in order for the rotation alone to simulate 1G. Instead that force is used to prime the grav plating in the deck which results in a significant savings in energy (it's easier to magnify an existing field than create one from scratch).

Though the images (and miniature) depict Crucible as the same size as other corsair ships, it is in actuality significantly larger.



## KESTREL

The Kestrel-class transport was designed and built by Vuldan Yards. While the design is solid, the company's financial problems prevented many Kestrels from being built. The handful that are still plying the void are notable mainly as collectors' items desired for their style and craftsmanship. This ship does well as a Jack-of-all-Trades and is known for its superior speed and maneuverability.

The well worn ship show here has been refit with military surplus equipment that is not part of the original design. As with many corsair-owned vessels, customizations and improvements are commonplace.

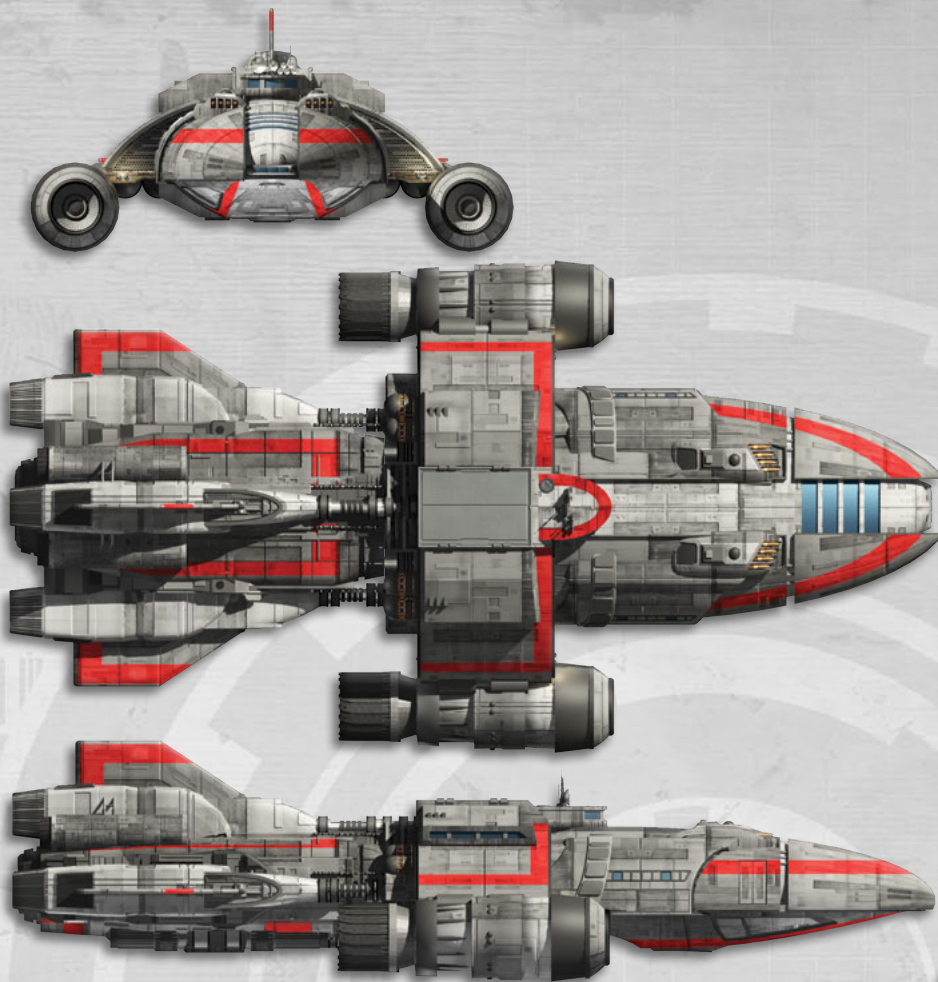
The Kestrel's performance profile is similar to the Vega except that this ship sacrifices some cargo room in order to include better weapon systems. In the upgraded version this includes a mine layer which, when combined with the Kestrel's agility, makes this ship very strong on defense.



## RENEGADE

The Renegade class was designed as a multipurpose vessel capable of hauling cargo, moving passengers, exploration, reconnaissance, and light combat duty. As with many such designs the ship is adequate for a variety of roles but particularly excels at none. Aimed at independent pilots who want to take on many different types of jobs (on either side of the law), the Renegade is Aves Engineering's answer to the Kestrel produced by Vuldan Yards and the civilian refit of the Clydesdale produced by the ConFed navy.

The dual engine systems were designed to provide good performance both in space and in atmosphere, but savvy pilots quickly learned to employ both system simultaneously for greater speed. Because the design includes respectable - and easily enhanced - weapon systems, this class of ship has become a favorite of pirate hunters and civilian merchants bearing letters of marque. These corsairs have given the Renegade a reputation as a vessel not to be trifled with.

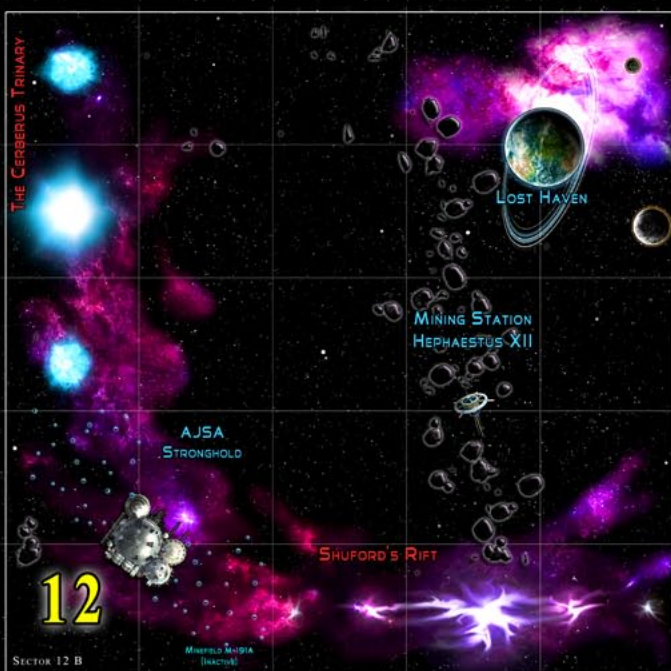
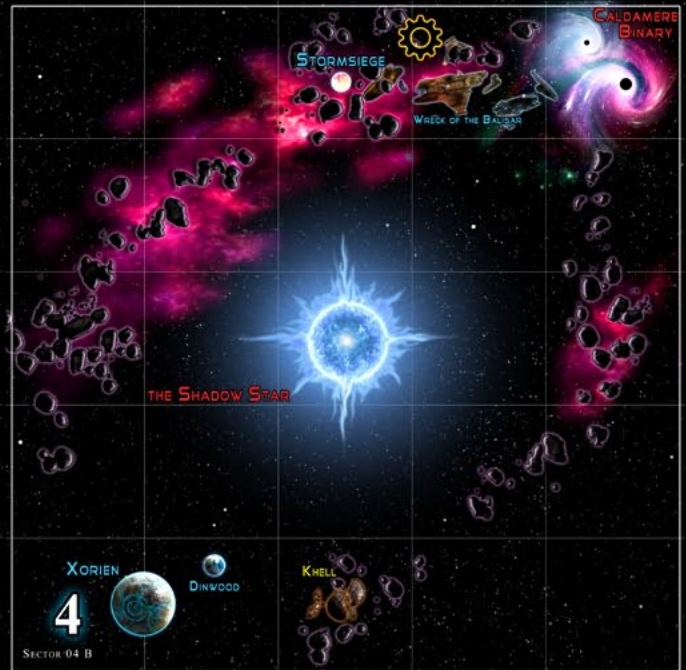
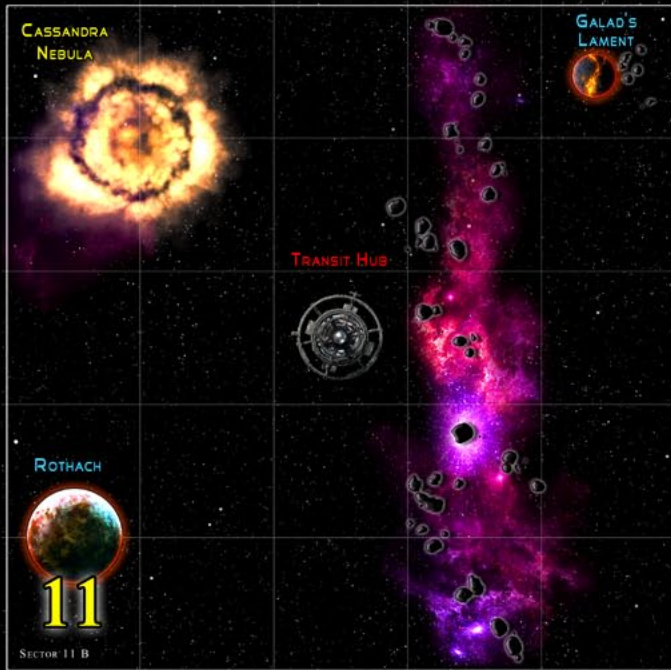
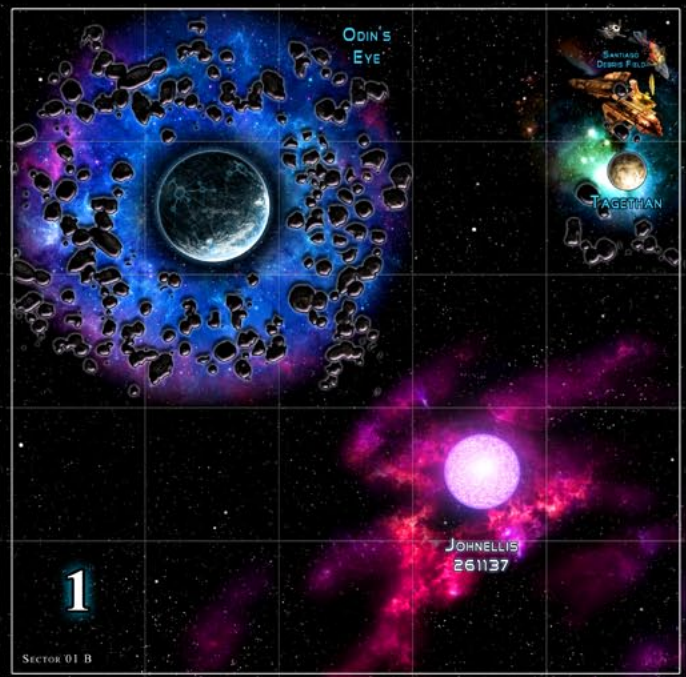
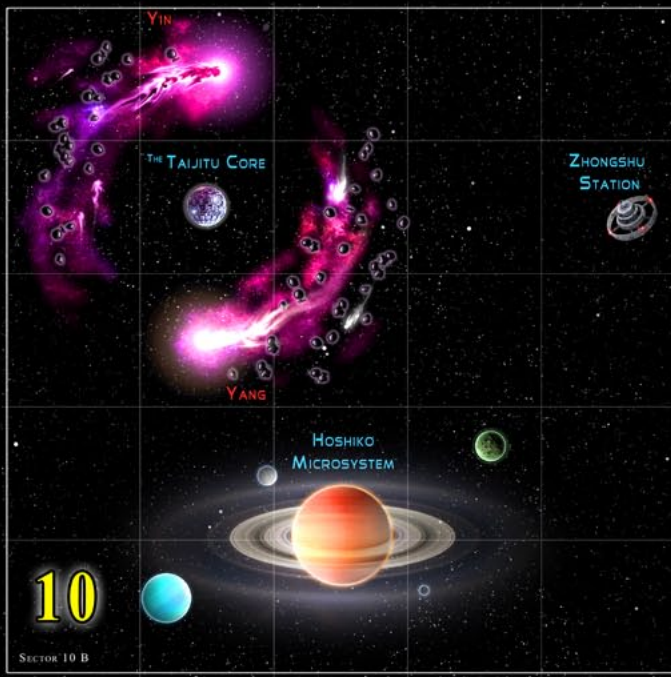


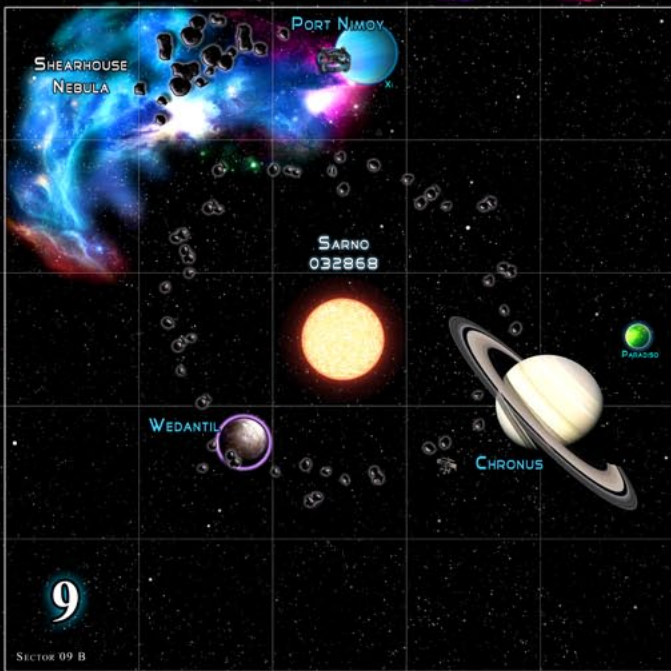
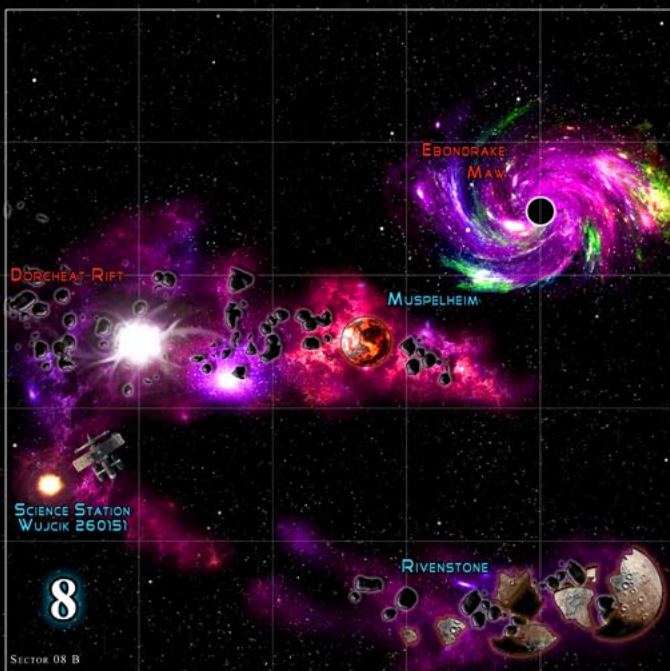
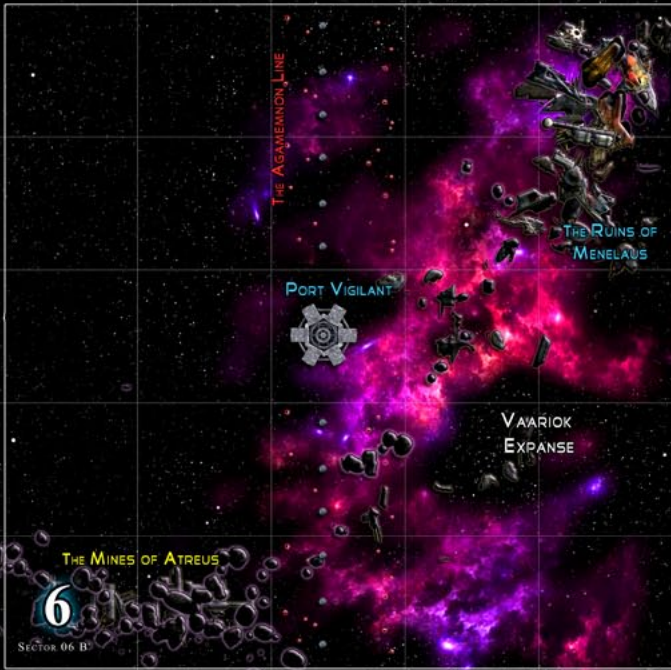
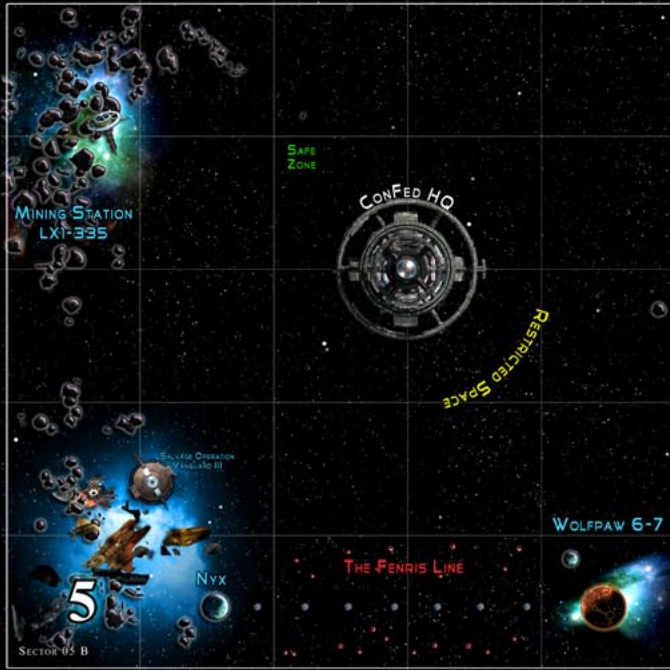
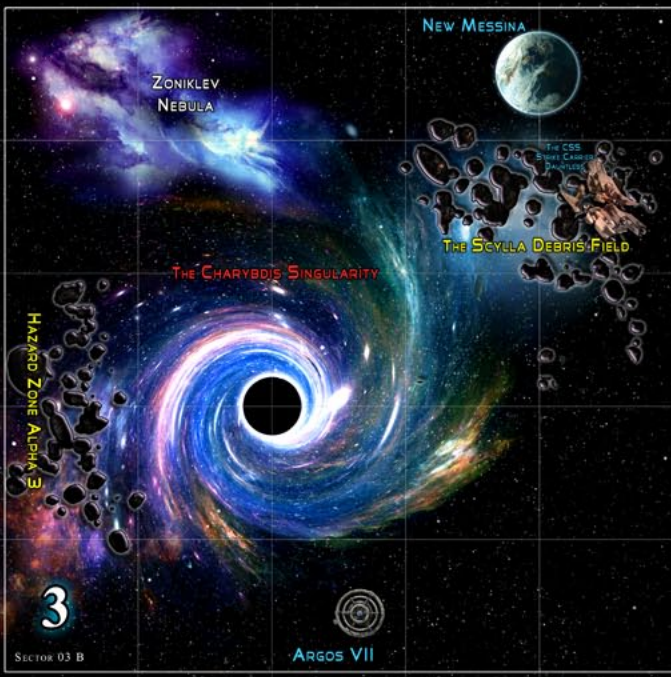
## SCARAB

The Scarab-class freighter is named for the squat, sturdy shape of its hull and its rugged endurance. It is just a coincidence that the original scarab is a species of “dung beetle” and this class of ship is often employed moving garbage and other unseemly cargos. The central portion of the hull is a single giant hold accessible through gigantic doors in the roof and at the aft end of the craft.

Rugged and dependable, though lacking in amenities, this ship is designed to haul large quantities of cargo, whether it be crated or loose (like trash and ore). The main holds are also equipped to haul liquids and pressurized gases – though this makes accessing some parts of the ship inconvenient or impossible. As a nod towards self-defense, a single gun is mounted on the dorsal side of the ship as standard equipment. Though it can rotate through 360 degrees, it is not a turret. Instead, it is controlled from the bridge and typically doesn't pack enough fire power to be a real deterrent. In the end, the Scarab's reputation for hauling only the cheapest and most inconvenient of loads provides better protection from piracy.

Scarabs are common in the more populated systems of human space. They are not much respected by ambitious independent pilots or status-conscious smugglers, but are very popular with companies and agencies that need a large number of cheap haulers. As such, more often than not these ships will be seen painted in the livery of some company or other – and often in a small convoy of similar vessels travelling the space lanes.







These descriptions are arranged in the same layout as the sectors on the previous page. Though the expansion Sectors 10, 11, and 12 are depicted adjacent to Sectors 1, 4, and 7 this is not necessarily their real location. The layout of Sectors 1-9 is in the standard configuration, which does not include Sectors 10-12. They are shown here for convenience.

## 10: HOSHIKO

Sector 10 is named for the ringed gas giant that is home to the vast majority of population in this area of space. The rogue planet orbits no star but is massive enough to emit low levels of heat and light on its own. This has allowed some of its moons to be colonized. The recent conflicts have caused a surge in patriotism and the microsystem is preparing to officially join the ConFederation and the war effort.

Zhongshu Station is a ConFederation science outpost tasked with unraveling the mysteries of the Taijitu Core: an alien artifact the size of a small moon. A pair of aberrant comets are trapped in a circular orbit around the Core. One burns white while the other is cloaked in darkness, leading to them being named Yang and Yin respectively.

The uninhabited alien machine may have created the comets and certainly keeps them in their present orbits, but its purpose is not known. Brave scavengers have set foot upon the Core to harvest the technology and Darkmetal of which it is built, even though the orbiting comets make the approach tricky at best.

## 11: CASSANDRA

Sector 11 B is a scene of devastation. The recent passage of a titanic proto-matter comet triggered the detonation of the star Cassandra 141100, devastating the nearby colony worlds. The ConFederation brought in an emergency transit station to evacuate survivors but many are still stranded on the surface of Rothach.

*Mechanically, this sector can be used to build a map with lower resource levels. As a variant, the Transit Hub could also be used as a substitute for ConFed HQ; though one with no Safe Zone.*

Note that side A shows Sector 11 before the nova. Malley's Comet is still passing through (from above the plane of the Expanse to space below) and the mass left in its wake is just starting to fall towards the doomed star.

## 12: CERBERUS

The primary star of this sector is medium-sized and white with a pair of small, blue-hot stars orbiting it. This trio, and the sector, is named after the three headed canine of Greek legend. Orbiting far out is a beautiful, temperate planet. Originally named "Haven," it was rechristened "Lost Haven" after it was blockaded and claimed by a nomadic clan of mercenaries and pirates.

These privateers are known as the A.J.S.A., an acronym whose origin has been lost. They set up their stronghold to control access to the planet and settled in. In the years since, colonists and conquerors have merged into a single people, both industrious and fierce.

AJSA forces alone protected Lost Haven during the recent alien invasion. They now stand willing to join forces with a worthy corsair in exchange for additional firepower and continued prosperity.

## 01: JOHNELLIS

Sector one is home to Odin's Eye; one of the first human settlements in the Shadowstar Expanse. The large planet is temperate with a rugged, cratered surface covered by deep seas and towering forests. Several large cities house a growing population and burgeoning tech industry. This is an independent world that has remained steadfastly neutral in political matters. Though the ruling council may pledge fealty to a powerful house or corporation, the people of Odin's Eye are unlikely to join the fight.

The only other planet of note in this sector is Tagethan, a lifeless world with a toxic atmosphere. It lies in an eccentric orbit that burns and then freezes the world over the course of its short year. Despite the inhospitable environment, mining operations have been set up on the surface and trailing asteroids. The mercenary battleship Santiago was destroyed near Tagethan and many survivors are stranded at the planetside mining stations.

## 04: SHADOW STAR

The Shadowstar Expanse is named after the dramatic stellar phenomenon at the heart of this sector. Here a mixture of hydrogen, dark matter, and exotic particles are compressed into a massive, star-like rift cloaked in writhing darkness. Radiation levels are intense along the equator and poles, as are lethal gravitic fluctuations.

Orbiting at a safe distance from the Shadow Star are a few inhabited worlds and a large ring of stellar debris. Further out, a pair of black holes orbit each other as they circle the star. Should they eventually collide, the results would be catastrophic.

Xorien and Dinwood are a synthetic world and its artificial moon. Both were fabricated by an unknown alien civilization millennia ago. They were lifeless and cold when first discovered but controls within allowed the atmosphere and temperature to be tuned to human standards within a few years. Colonization has been ongoing ever since.

Other planets of note in this sector are Khell, a shattered world once home to a reptilian warrior race; and Stormsiege, a small exotic planet of molten seas and endless storms. It is of note mainly due to the nearby wreckage of the carrier group Balisar where there is salvage to be had once rescue operations begin.

## 07: WEI CH'ENG

The only star in this sector is hot but small. It is orbited by a handful of planets, two of which are of note. The first is Cai Shen, a desert world with heavy gravity and a thick, breathable atmosphere which traps enough heat to keep the planet habitable.

Further out is Xiao. This world is small, barren, and cold with a thin carbon monoxide atmosphere. Nonetheless it is home to several domed and sub-surface colonies. Most of these are new mining installations with operations on the planet and extending out into the rich asteroid fields nearby. The older settlements belong to the Sisters of Xiao - an order of warrior monks who originally settled here to live and practice in isolation.

Sector 07 saw a lot of fighting during the recent alien incursion. The Tangdao Debris Field is a remnant of this, as are the drifting mine fields that failed to halt the enemy advance. Cai Shen was brutally attacked, causing the local government to collapse and leaving many citizens desperate to evacuate.

## 02: ATALA

First named for the breathtaking but deadly gravitic rift on its spinward edge, Sector 02 has a robust and growing population.

Dyeus is an independent world in orbit close to a red star known as Maya's Pyre. The planet is hot and lush, covered largely by jungles and swamps. Problems with local microbes delayed colonization but also resulted in its continued independence.

Chandra is a temperate world similar to Earth before the pollution, climate change, and war. Only plant life was present when the planet was first colonized but many species of animal have been imported in the decades since. Dhara is the moon of Chandra. It is barren and dense with a thin, toxic atmosphere but is still home to a scattering of domed settlements. Both worlds are already administrated by the ConFederation so there are no fealty opportunities here for Corsairs. The large population does, however, provide a sizable recruitment pool.

At the coreward boundary of Sector 02 is a dense nebula known as Angel's Dream. A sizable mining outpost was established there years ago but everyone aboard disappeared without a trace.

## 05: WOLFPAW

This calm spot in the eye of the storm has become the base of operations for ConFederation forces in the Shadowstar Expanse. At great expense in resources and manpower, a Talos-class deep space port was brought in to serve as a bureaucratic and military headquarters. Officially designated "Talos Alpha 5," the station is known locally as ConFed HQ.

Upon arrival ConFed set up intensive mining operations in the nearby asteroid field and established recruitment and training facilities on the binary worlds of Wolfpaw 6 and 7. These planets adrift without a star are frozen and inhospitable so the academies and facilities are within domes or lie beneath the surface.

Also present in the sector is the shadowy world of Nyx. Much of the surface is covered by kilometer-thick ice over a vast ocean kept liquid by heat from the core. The planet was first colonized by dissidents and entrepreneurs. It has thus far maintained its independence and is currently host to a major salvage operation intent on scavenging the remains of recent battles.

A series of defensive platforms and mine fields have been laid out between Nyx and Wolfpaw 7. Designated the "Fenris Line," it is meant to prevent incursions on that front.

## 08: WUJCIK

In Sector 08 the gravitic Dorcheat Rift and the black hole known as the Ebondrake Maw circle each other like prize fighters sizing up the competition. Caught in the dance is the small yellow star designated Wujcik 260151 and an independent research station that has become home to artisans and visionaries as well as scientist.

The only inhabited world in the sector is Muspelheim. Originally claimed by an industrial conglomerate, this small planet is dotted with factories and refineries. It lies between the circling anomalies and is largely molten due to the forces exerted upon it. The war coupled with a recent upsurge in tectonic instability has caused widespread devastation to even the most fortified facilities. Corporate leadership has fled and many workers are preparing to follow.

Rivenstone was a large, rocky world but the nearby passage of the Rift and Maw has torn it to pieces. On the bright side, this has exposed the rich concentrations of darkmetal at its core.

## 03: CHARYBDIS

A massive black hole and its spectacular accretion disk give this sector its name, also influencing the nomenclature of nearby points of interest.

New Messina is a dark, icy planet drifting through the sector. It would be uninhabitable if not for subterranean engines of unknown origin that channel geothermal heat to the surface and maintain a synthetic atmosphere to hold heat and block radiation. Imported, though alien, animal life has existed here for thousands of years but humans are a recent arrival in this distant outpost. Many of the colonists are prospectors who work the metal-rich debris fields in the sector. Several have also taken to scavenging the wreckage of the strike carrier Dauntless and its escorts, which were first casualties of the invasion.

Closer to the event horizon is the independent deep space station Argos VII. Founded by a reclusive religious cult, the station has recently become home to a band of mercenaries who heard about the fighting and have come looking for work. Tensions run high between the old and new factions.

## 06: VAARIOK

Sector 06 was the site of a decisive battle against alien forces. After it was discovered that Umbral dreadnoughts were using the nebula of the Vaariok Expanse as a staging ground for the invasion, a desperate attack by ConFederation capital ships culminated in the destruction of both fleets.

Terran forces have used the ensuing lull to establish a border of defensive stations and anti-ship mines christened the "Agamemnon Line." The battle station Vigilant was brought in to anchor the Line and to serve as bastion against future aggression. Because of the station's remote location and high costs, the military is willing to cede administration and defensive duties to a civilian contractor after its initial establishment.

Dubbed the "Ruins of Menelaus," the large debris field beyond the Line (towards Umbral space) is a dense mixture of human and alien wreckage thus far un plundered. Atreus Inc. has a sizable mining operation established among the cluster of darkmetal asteroids and planetary fragments currently tumbling through the sector. Both surplus metal and surplus miners can be acquired here.

## 09: SARNO

Sector 09 is a stellar system with a star much like the Sun. Though trapped within the Expanse, the system has remained intact and humans dwell on or near three of the planets. Wedantil, the innermost world, is hot and barren with a thin, toxic atmosphere. The volcanic surface is subjected to frequent asteroid impacts so the independent tribes of Wedantil live in vast underground caverns maintained by ancient technology.

Chronus is a Saturn-like planet orbiting beyond the asteroid belt. Its largest moon was recently transformed by government scientists using advanced planetary formatting technology. It is now lush and green - earning it the name "Paradiso". Farms here help support a growing local population as well as asteroid miners, the nearby stations, and the people of Wedantil. Version "A" of Sector 09 shows the moon before terraforming. Dense clouds of precursor compounds cloak a surface of organic muck and alien ruins. The moon is uninhabited but the science station and several mining enclaves orbit nearby.

Port Nimoy is an independent gas mining station in orbit above the blue giant "Xi" (the 11<sup>th</sup> and last planet in the system). It also serves as a trade hub for the system.

*NB: Sector 13 and the Tachikaze-class ship are part of the limited Exclusive Edition of Shadowstar Corsairs.*

## 13: AZIGOTH

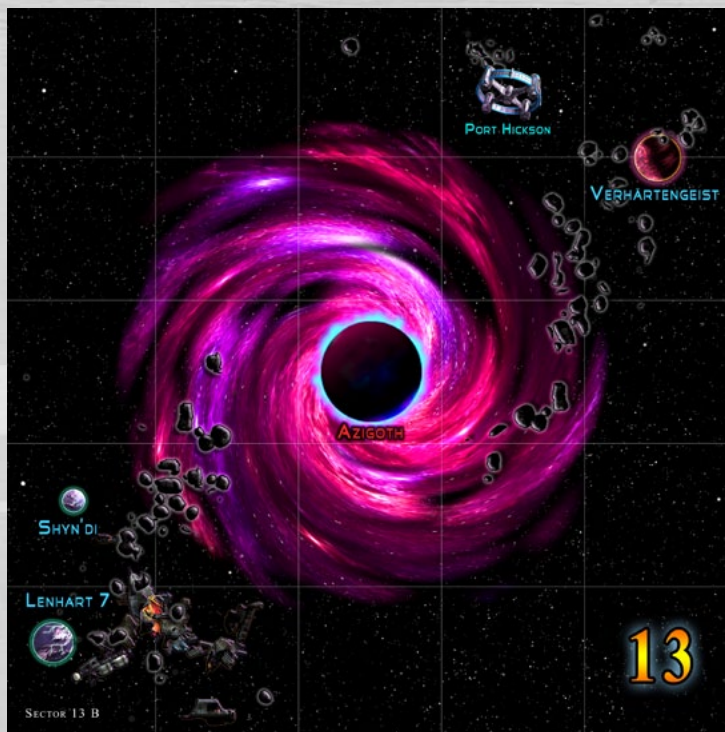
The location of the mythical Sector 13 is known only to a few. This region of space is dominated by a colossal vortex of dark and baryonic matter spiraling towards a central singularity. Called Azigoth, this is the largest black hole in the Expanse and makes more the half of the sector a hazard or forbidden zone.

Asteroids, debris, and a few intact planets orbit precariously near the edge of the system. Two of these, Lenhart 7 and Shyn'Di, are a binary pair caught in a gravitational eddy thick with rocks and wreckage. Both mining and salvage have become profitable industries. The worlds are similar and were inhabited by an unknown civilization millennia ago. Alien engineered plant life keeps the worlds habitable by producing an artificial, oxygen rich atmosphere. This absorbs energy from Azigoth, producing heat, frequent storms, and never-ending auroral displays.

Lenhart 7 is earth sized and tropical. Shyn'Di is smaller. It has lighter gravity and a thinner atmosphere, resulting in a much colder, drier environment. Insects - some quite large - are the primary form of native life on both planets though they have been evolving separately for a very long time. These worlds orbit no star but light from the auroras and the lurid glow of the accretion disk that fills half the sky keep them in a perpetual twilight.

Port Hickson is a large civilian port commandeered by a crime syndicate and brought here to serve as a secret base far from the prying eyes of the ConFederation navy. It is a haven for pirates, smugglers, and other criminals.

The third inhabited planet in Sector 13 is Verhartengeist; a frigid world with heavy gravity and an acidic, radioactive atmosphere. It is home only to a handful of desperate prospectors and exiles marooned here by the Port Hickson syndicate.



## TACHIKAZE

Built by Ashigara Industries, the original Tachikaze (Sword Wind) prototype was designed as a hunter-killer for the military. Unfortunately it proved to be a very expensive “glass cannon”; powerful on offense but fragile. The X2 was an attempt to lower the cost of the original design to produce a more affordable recon ship. One of the engines was removed as was what little armor it had. The spinal mounted mass cannon was left intact. The result is still a glass cannon but at least it’s an affordable one.

On the civilian side the Tachikaze was adopted as a police interceptor and later spun off the Kintarō line of high-end racing yachts. The smooth lines and exotic engines are eye catching within the home systems of the Tōhoku Colonies, and stand out even more in the ConFederation worlds.

The X2 prototype was mothballed, stolen by unknown individuals, and has recently shown up on the black market. The ship has excellent speed and firepower but almost no cargo room. The upgraded X2 has enhanced weapons systems for an even bigger punch. It also employs newer, more compact interior systems - leaving a little room for cargo. Stealth plating coupled with the Tachikaze’s speed allow it to slip past enemy ships before they even realize it is near.



## XUAN WU

This class is named after the Black Tortoise of Chinese mythology - symbol of the northern constellations and winter. The animal reference reflects both the shape and durability of the craft. It is also slow like its namesake, though it can be upgraded at a reasonable price. Designed for military use, the Xuan Wu is an armored transport meant to travel in convoys and either stay behind the lines or rely on an escort for defense.

The minimal weapon systems and the incorporation of existing ship components (like the the Orbis hull and Scarab engine nacelles) allow these ships to be produced quickly and cheaply. They have reasonable cargo room but the heavy armor limits the amount of additional mass that can be hauled. This is never the first choice for an ambitious corsair, but it can be a welcome addition when credits are tight.

The Xaun Wu class comes with a modified FTL engine that, with some tweaks, can perform an emergency “micro-jump”. Once spun up and triggered, this can remove the ship from immediate danger - giving it a head start on pursuers or providing a chance for escorts to intervene. Though this class of stalwart freighters won’t win any awards for performance or combat prowess, when it comes to survivability and price, Xuan Wu comes out ahead.

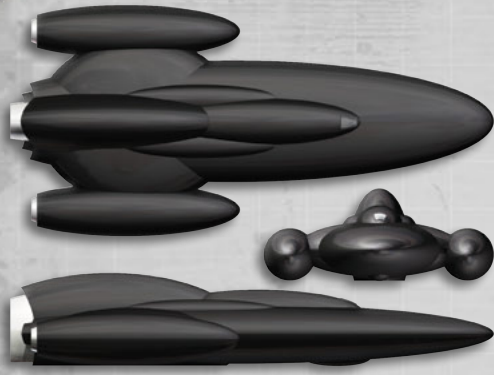
## VEGA

The word Vega has several meanings. It is the brightest star in the constellation Lyra, a term in stock speculation, and derives from the Arabic for “swooping eagle”. The astronomical, financial, and avian references are all well suited to this fast, commercial, starship. It is built using state of the art propulsion systems to maximize performance.

With the engines drawing so much power, the weapon systems are somewhat weak, but skilled pilots can use the Vega’s speed to make up for this in combat. Even though registered as a courier, Vegas have a surprising amount of cargo space. However they lack bay doors large enough for standard shipping containers and so must haul smaller parcels.

These ships are the newest variant of a well established line that began with the Privateer-class freighter. This led to the Venture (built for cargo) and the Volatus (built for speed). Vega combines the best aspects of its predecessors to provide the most reliable combination of speed and cargo capacity to be found.





### ALIEN SCOUT

Dubbed the “Scout” by ConFederation military, it is unknown what the Umbral Empire designation is for their light attack craft. These ships operate independently or in small packs, seeking out and attacking all human craft and settlements encountered.

Like all Umbral ships in this part of space, these are a hybrid of organic and synthetic systems. As it has in other parts of the galaxy, the Empire has assimilated local populations and incorporated their technology. Thus these ships employ many human design elements. They are typically crewed by former humans who are now either wired directly into the vessel or are controlled by the jellyfish-like V’lyr puppeteers.

*While the ship mat for this ship lists its speed as 1, this represents the methodical searching the Scouts are engaged in within the Expanse at this time. The actual speed (outside of Shadowstar Corsairs) would be 3 or 4.*

### CONFEDERATION CRUISER

The Mourning Wolf class of light cruisers are small, versatile, and heavily armed warships. With multiple anti-ship weapons, missile launchers, and a dedicated fighter wing, they are capable of fulfilling several roles on the battlefield. A dozen of these ships and variants were produced at the New Albion shipyards. The two in the Shdaowstar Expanse are the *Avenging Wolf* and *Grim Wolf*; also known informally as Avenger and Grimmr.

Both saw action during the first phase of the invasion but were then assigned to escort civilian ships evacuating the area. They were absent from the final engagements that wiped out the last human warships and sent the remainder of the alien fleet limping home. With arrival of the Confederation HQ station these ships have been tasked with patrolling for remaining Umbral scouts and keeping the peace between the Corsairs as they seek to restore order to the Expanse and determine its next governor.

*The game statistics given for these ships represent their current, limited role in defending the Expanse. Both cruisers are operating with significant damage and depleted ammunition reserves. Because they are the last line of defense in the area they have strict orders to retreat from any serious engagements rather than risk destruction. This is why they have a hull rating of “2”. Even in their current state it would take roughly 20 damage to destroy one of these vessels. Repaired and unfettered, their combat strength would be about 9.*

