

# BYNAR COLLECTIVE

2



HUMANOID

BYNAUS

TEM: 07 ATs: 04 HY: 07

AIX Statistics

AG: 35 IN: 50 XE: 50

TECH LEVEL 9

Government

Technocratic (Scientific)

Physical Traits

Cybernetic (+2)

Social Traits

Espionage Experts (+1)  
Tech Reliant (-1)

Starting Resources

No additional resources

## Total Benefits & Penalties

+15% construction capacity bonus to all systems and shipyards  
All Espionage: Tech Intel missions launched by power have a difficulty of 2  
+1 effective Intel to all launched Espionage missions  
Loss of productivity, results in automatic -1 Morale penalty at the system where the productivity is lost  
Power may make up to 3 tech advances each year  
Tech advancement requirements decreased to 35% of total domestic product  
All morale penalties are doubled  
Maintains 8 Intel points per 1 EP of maintenance  
Maintenance increased by 5% (round up) (ex: 52 \* 105% = 55 EP)

## NPE Modifiers

None

Originating on the planet Bynaus, the Bynars are one of the few cybernetic species known. They are a benign species, and many have served on Federation Starbases as computer experts. The Bynars are heavily dependant on computers, to the extent that their thought processes are as close to binary as is possible for an organic being. Indeed, they are unable to live without the central computer system on their world which interlinks them all.

Bynars are asexual beings. They are shorter in height than most humanoids and have lilac skin and enlarged skulls. Their most unique characteristic is that they are interconnected with a master computer on Bynaus. When a Bynar is born, a surgeon removes the child's parietal lobe and replaces it with a synaptic processor.

Bynars always work and live in pairs. Because they are so interconnected with the master computer, the Bynars' language and thought patterns have become as close to binary code as is possible. They can speak English, usually finishing each other's sentences. When they speak to each other, they use a high-frequency sound that is unintelligible to humans. Every Bynar is equipped with a buffer to manage this rate of information transfer.

### Military

Bynars have always relied on automatic static defenses and small vessels to defend their home world and colonies from aggressors. That changed once the Bynars understood the danger that races like the Dominion and Borg possessed and a program of starship advancement began. This culminated in the design of the Lynax Heavy Cruiser.

### Designer's Notes

Not much is known about the Bynars and everything I have created is purely conjecture. Star Trek: The Next Generation indicated that the Bynars can not live without being connected to their planetary computer but somehow they can venture far from home and still survive. Hence, why I chose to ignore that bit of dramatic license.

## Bynar Collective

### Cruisers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Lynax Heavy Cruiser (R3)	2378	CA	10	3/3	8	8	6	8	3	-	1	Uncommon	Y	N	Command, Shields (6)
Aer-Don Escort Cruiser	2376	CL	5	2/4	5	4	5	5	2	-	1	Common	Y	N	Shields (4)
Lynax Heavy Cruiser (R2)	2372	CA	9	3/3	8	6	4	8	3	-	1	Uncommon	Y	N	Command, Shields (5)
Lynax Heavy Cruiser (R1)	2369	CA	8	3/3	8	6	4	6	3	-	1	Common	Y	N	Shields (5)
Vidna Light Cruiser	2367	CL	5	2/4	5	5	3	6	2	-	1	Common	Y	N	Shields (4)
Yek-Orab Interference Cruiser	2352	CL	6	2/4	5	3	3	5	2	-	1	Uncommon	Y	N	Intrictor (1), Shields (3)
Rezal Light Cruiser	2346	CL	5	2/4	5	5	3	6	2	-	1	Common	Y	N	Shields (4)
Suome Light Cruiser	2279	CL	5	2/4	5	3	4	5	2	-	1	Common	Y	N	Shields (3)

### Destroyers & Frigates

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Pasher Escort Frigate	2375	FF	4	2/8	3	2	3	3	1	-	-	Common	Y	N	Jammer (2), Shields (2)
Lain Destroyer Leader	2371	DD	4	2/6	4	5	2	4	2	-	-	Uncommon	Y	N	Ballistic, Shields (3)
Civerta Destroyer (R2)	2370	DD	4	2/6	4	4	3	3	1	-	-	Common	Y	N	Shields (3)
Lexark Escort	2367	FF	3	2/8	3	2	3	3	1	-	-	Common	Y	N	Guardian (1), Shields (2)
Bynarus System Defender (R2)	2366	CT	2	2/8	2	2	2	3	1	-	-	Common	Y	Y	Shields (1)
Civerta Destroyer (R1)	2305	DD	4	2/6	4	3	3	3	1	-	-	Common	Y	N	Shields (3)
Lappre Frigate	2297	FF	2	2/8	3	2	2	3	1	-	-	Common	Y	N	Shields (2)
Bynarus System Defender (R1)	2260	CT	2	2/8	2	1	2	3	1	-	-	Common	Y	Y	Shields (1)
Tixato Frigate	2235	FF	2	1/6	3	1	1	2	1	-	-	Common	Y	N	Shields (2)

### Scouts & Auxillaries

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Priority Repair Vessel	2371	AOE	2	1/6	2	0	1	3	1	-	1	Common	Y	N	Field Repair (3), Shields (2)
Wal-Irn Combat Scout	2370	EDD	4	3/4	4	3	3	3	1	-	-	Uncommon	Y	N	Scout (1), Shields (3)
Smar Explorer	2337	EX	5	2/3	4	2	3	5	2	-	-	Uncommon	Y	N	Explorer (2), Shields (4)
Civilian Liner	2307	AOE	3	1/6	4	0	1	2	1	-	1	Common	Y	N	Passengers (3), Shields (1)
Bynarus Bulk Freighter	2305	AOE	2	1/6	2	0	1	3	1	-	1	Common	Y	N	Supply (2), Shields (2)
Repair Vessel	2286	AOE	4	1/6	2	0	1	3	1	-	1	Common	Y	N	Fast Ship, Field Repair (2), Shields (2)

### Bases & Defenses

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Ceth OSAT (R4)	2374	OSAT	2	1/12	2	2	2	-	-	-	-	Common	-	-	
Ceth OSAT (R3)	2369	OSAT	1	1/12	2	1	2	-	-	-	-	Common	-	-	
Ceth OSAT (R2)	2368	OSAT	1	1/12	2	2	1	-	-	-	-	Common	-	-	
Datan Defense Station	2330	Base	9	2/2	9	12	8	-	-	-	3	Common	-	-	Supply (1)
Ceth OSAT (R1)	2320	OSAT	1	1/12	2	1	1	-	-	-	-	Common	-	-	

### Fighters & Shuttles

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Personel Shuttle		ST	1/4	1/20	2	0	1	-	-	-	-	Common	N	Y	Passengers (1/32), Shields (1)
Cargo Shuttle		ST	1/4	1/20	3	0*	1*	-	-	-	-	Common	Y	Y	Supply (1/10), Shields (1)

### Ground Units

Class	ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Abilities
Census	-	-	1/6	-	-	-	-	
Militia	-	-	-	1	1	d2	1	
Regulars	-	1	1/3	1	2	d2	2	
Marines	-	2	1/2	2	2	d2	2	Marine

*Notes: All non-flight units are considered to having Towing (1), unless otherwise indicated  
Suggested Initial Campaign Date: 2365*