

# CHILDREN OF TAMA

2



HUMANOID

SHANTIL III

TEM: 06 ATS: 05 HY: 06

AIX Statistics

AG: 60 IN: 50 XE: 35

TECH LEVEL 10

Government

Religious Meritocracy (Negative Trade)

Physical Traits

Difficult Language (-1)

Social Traits

Master Shipwrights (+2)  
Spiritual (+1)

Starting Resources

No additional resources

## Total Benefits & Penalties

Powers or Tamarians must complete research project (20% tech goal) in order to establish communications or treaties

+20% construction capacity bonus to all systems and shipyards

+1 to all Morale check rolls

All morale effects are doubled

May evoke fanatical fervor for 2d6 turns and grants the following modifiers:

\* +5% bonus to total domestic product (round up)

\* Immune to negative Morale effects.

\* Cannot form new treaties or break treaties unless attacked; all treaties with that power are automatically broken

Trade income reduced by 20% (round up) (ex: 8 \* 80% = 7 EP)

The Children of Tama are a mysterious, rarely encountered race whose language is indecipherable even by the Universal Translator. This is because Tamarians speak in metaphor, which is strange and poetic, but, without a frame of reference, also gibberish.

Tamarians stand at roughly the same size as an average human and their body shape is similar to that of many humanoid species found in the Milky Way Galaxy, apart from some minor differences. Tamarian hands and fingers are human-like but their thumbs are elongated and have a sucker-like tip at the end. Tamarians possess two long slitted nostrils and have no visual auricles but two small holes located on the sides of the head, a little higher than the human ear. A large ridge runs from the top of their nose to the back of the head and several more bony ridges or flaps of skin can be observed on the sides of the skull.

The Children of Tama are a deeply spiritual people, and are governed by a circle of esteemed religious leaders chosen from the most prominent within their colonies. Even with their technological achievements, Religion and ritual continue to play an important part in a Tamarian everyday life. For example, the Tamarians have a ritual for going to bed, for mourning a fallen comrade and for greeting a loved one.

Every Tamarian carries a dagger. The weapon has a green handle with a smaller yellow inset and the silver blade has one smooth and one serrated edge. While it can be used as a weapon, its primary function is as a religious symbol similar to a cross.

The Tamarian written language consists of thin horizontal and vertical lines with small letters written in the spaces between the lines. The lines meet at right angles in the hand written form of the language but in an angle of circa 70 degrees on computer interfaces. Tamarians still use paper, coloured bright green, to write down notes.

NPE Modifiers

None

## Children of Tama

### Cruisers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Tal No-Ral Gunship	2375	CA	8	3/3	8	11	6	5	2	-	1	Uncommon	Y	N	Gunship, Shields (9)
Bak-Tor Torpedo Cruiser	2373	CL	6	2/4	7	8	4	6	2	-	-	Common	Y	N	Ballistic, Shields (7)
Chala Heavy Cruiser (R2)	2372	CA	12	3/3	12	14	8	8	3	-	1	Common	Y	N	Jammer (1), Shields (12)
Galadera Escort Cruiser	2369	CA	8	3/3	8	7	9	5	2	-	1	Common	Y	N	Shields (9)
Chala Heavy Cruiser (R1)	2352	CA	11	3/3	12	13	7	8	3	-	1	Common	Y	N	Jammer (1), Shields (11)
Palaton Light Cruiser	2344	CL	8	2/4	8	10	7	8	3	1	-	Common	Y	N	Shields (8)
Darmok Cruiser	2337	CA	9	3/3	10	11	5	7	3	-	1	Common	Y	N	Jammer (1), Shields (9)
Marpir Gun Cruiser	2320	CA	8	3/3	8	9	7	5	2	-	1	Common	Y	N	Shields (9)
Murrab Light Cruiser	2312	CL	6	2/4	7	6	4	6	2	-	-	Common	Y	N	Fast Ship, Shields (7)

### Destroyers & Frigates

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Rala Heavy Frigate	2371	FF	4	2/8	3	5	3	5	1	-	-	Common	Y	N	Shields (4)
Shanta No-Rol Destroyer	2368	DD	6	2/6	5	5	4	4	2	-	1	Common	Y	N	Shields (6)
Halpur Destroyer	2368	DD	5	2/6	5	4	4	4	2	-	-	Common	Y	N	Jammer (1), Shields (5)
Mana No-Ral Torpedo Destroyer	2366	DD	5	2/6	6	7	2	4	2	-	-	Common	Y	N	Ballistic, Shields (7)
Ralgor Escort Destroyer	2360	DD	5	2/6	4	3	6	4	2	-	-	Common	Y	N	Shields (6)
Shak No-Rel Interdiction Frigate	2358	DD	6	2/6	5	2	2	5	2	-	-	Common	Y	N	Jammer (2), Shields (8)
Fonal Destroyer	2355	DD	5	2/6	5	6	4	4	2	-	-	Common	Y	N	Shields (5)
Tigrana Heavy Frigate	2349	FF	4	2/8	3	3	3	4	1	-	-	Common	Y	N	Shields (4)
Jalad Defense Corvette	2311	CT	2	2/8	2	2	3	3	1	-	-	Common	Y	Y	Shields (2)

### Scouts & Auxiliaries

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Tanahal Scout (R2)	2370	EDD	7	3/4	5	2	4	5	2	-	-	Uncommon	Y	N	Scout (2), Shields (8)
Zhugal Assault Ship	2367	AOE	4	2/8	5	0	2	4	1	-	2	Common	Y	N	Assault, Shields (6)
Tanahal Scout (R1)	2328	EDD	6	3/4	5	2	4	5	2	-	-	Uncommon	Y	N	Scout (1), Shields (8)
Jaroth Explorer	2306	EX	7	3/2	10	7	3	8	3	-	1	Rare	Y	N	Explorer (2), Shields (7), Supply (1), Towin
Mok-To Supply Vessel	2305	AOE	4	2/8	5	0	2	4	1	-	1	Common	Y	N	Shields (6), Supply (2)

### Bases & Defenses

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Defense Outpost	2300	BASE	12	1/1	12	24	20	-	-	-	2	Common	-	-	Jammer (6), Supply (1), Shields (16)

### Fighters & Shuttles

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Rogall Armed Shuttles	2323	SH	1/4	1/16	4	2*	1	-	-	-	-	Common	Y	Y	

### Ground Units

Class	ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Abilities
Census	-	-	-	1	1	0	1	
Regulars	-	1	1/3	2	2	d2	2	
Crusaders	-	2	1/2	3	2	d2	2	Marine

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