



HUMANOID

MONGO

TEM: 05 ATS: 05 HY: 06

AIX Statistics

AG: 85 IN: 15 XE: 50

TECH LEVEL 10

Government

Totalitarian (Military)

Physical Traits

Aggressive (+1)
Attractive (+1)

Social Traits

Controlled Society (+1)
Expansionist (+2)
Erratic (-1)
Poor Tacticians: Organization (-2)

Starting Resources

No additional resources

Total Benefits & Penalties

Ground units receive a +1 Attack Bonus
 Every turn a special roll is made (10+) to determine if the empire will attempt to break its highest level treaty
 All foreign attempts to break treaties with this power are made at an additional -15% penalty
 All foreign attempts to declare hostilities/war against this power are made at an additional -10% penalty
 +20% bonus to all attempts at breaking treaties
 +1 bonus to all Morale checks
 Ignores all non-Counter-insurgency Morale increases
 Negative morale effects are doubled
 Civilian fleets cost 10% less to build (Colony = 54 vs. 60; Transport = 18 vs. 20; Trade = 14 vs. 15)
 Flag squadrons do not receive their standard level one formation bonus, but their AS and AF values remain halved
 Maintenance reduced by 10% (round down) (ex: 64 * 90% = 57 EP)
 Tech advancement requirements increased to 60% of total domestic product
 Trade income reduced by 10% (ex: 7 * 90% = 6 EP)

NPE Modifiers

+10% penalty to foreign treaty acceptance
 +1% chance to offer treaties

The Mongonians are human in all respects though they tend to dress in outlandish costumes. They are often polygamous, men having multiple wives with beauty being the most important attribute. The stronger and more clever women tend to rise into positions of power and may also have multiple husbands.

Mongonians are intelligent but in general have no common sense. They can be easily outwitted by football players, their soldiers will attack with swords before using their guns, and often don't anticipate an enemy's actions. However, their brutality remains effective and those who do not submit to their superiority complex are quickly eliminated.

Mongonians are ruled by a single emperor, Ming "The Merciless", who is as insane as he is intelligent. Through his leadership, the wandering planet of Mongo has become feared throughout the galaxy as he has conquered and enslaved many planets and cultures. Ming has multiple lieutenants which command his forces, as well as fiercely loyal guards - at least so long as his power is secure. Disloyalty rarely lasts long as such defiance to Ming usually results in a summary execution.

Ming does allow governments to operate under his rule, so long as they pay tribute to him. Unfortunately, his rule is one of fear and various groups of conquered people rise up and revolt against him almost constantly. If an offense is great enough, Ming will simply destroy their planet.

Designer's Notes

The Kingdom of Mongo is based completely on the racial write up submitted to the VBAM Training group by Todd Boyce. I corrected a minor error with the abilities and created a military listing for the kingdom.

Kingdom of Mongo

Battleships & Dreadnoughts

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Doom Rocket	3086	JG	40	6/2	20	25	7	18	10	6	-	Avail	Y	Y	PlanetKiller
Dread Rocket	3074	MT	30	4/2	15	18	6	15	8	4	-		Y	Y	Slow Ship, Planetkiller
Death Rocket	3069	BB	14	3/2	12	14	4	12	6	3	-		Y	Y	Gunship

Cruisers

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
War Rocket III	3085	CA	8	2/3	7	8	4	8	3	2	-		Y	Y	Assault
Battle Rocket IV	3083	CL	5	2/4	5	6	3	5	2	1	-		N	Y	Assault
Battle Rocket III	3078	CL	5	2/4	5	5	3	5	2	1	-		N	Y	
War Rocket II	3073	CA	7	2/3	7	7	4	7	3	2	-		N	Y	Assault
Battle Rocket II	3071	CL	4	2/4	4	4	3	5	2	1	-		N	Y	
Bomb Rocket	3069	CL	6	2/4	4	10	2	4	2	-	-		N	Y	Suicide Unit
War Rocket I	3067	CA	6	2/3	6	6	3	6	3	2	-		N	Y	Assault
Battle Rocket I	3065	CL	4	2/4	4	4	2	4	2	-	-		N	Y	

Destroyers & Frigates

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Destroyer Rocket IV	3081	DD	6	2/6	4	5	3	4	2	-	-		N	Y	
Fast Rocket III	3080	FF	4	1/6	3	2	3	3	1	-	-		N	Y	Fast Ship
Destroyer Rocket III	3077	DD	5	2/6	4	4	2	4	2	-	-		N	Y	
Fast Rocket II	3076	FF	4	1/6	3	2	2	3	1	-	-		N	Y	Fast Ship
Destroyer Rocket II	3073	DD	4	2/6	4	3	2	4	2	-	-		N	Y	
Fire Rocket III	3070	CT	2	1/8	2	2	2	2	1	-	-		N	Y	
Fire Rocket II	3068	CT	2	1/8	2	1	2	2	1	-	-		N	Y	
Fast Rocket I	3066	FF	3	1/6	2	2	2	3	1	-	-		N	Y	
Destroyer Rocket I	3065	DD	4	2/6	3	3	1	4	2	-	-		N	Y	
Fire Rocket I	3065	CT	1	1/8	1	1	1	2	1	-	-		N	Y	

Scouts & Auxiliaries

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Scout Rocket II	3082	ECL	9	2/3	5	4	3	5	2	1	-		Y	Y	Scout (2)
Spy Rocket	3072	ECL	9	2/3	5	4	3	5	2	-	-		N	Y	Scout (1), Stealth (1)
Scout Rocket I	3067	ECL	8	2/3	5	4	3	5	2	1	-		Y	Y	Scout (1)
Logistics Rocket	3066	FT	5	2/4	5	1	2	4	2	-	-		N	Y	Supply (1), Towing (1)

Bases & Defenses

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Heavy DEFSAT	3082	OSAT	4	2/12	3	4	2	-	-	-	-		-	-	Shields (1)
Star Fortress	3080	Base	38	4/1	40	36	10	-	-	12	-		-	-	Shields (4), Supply (3)
Standard DEFSAT II	3079	OSAT	2	1/12	2	2	2	-	-	-	-		-	-	
Starbase	3072	Base	17	2/1	18	16	6	-	-	6	-		-	-	Shields (2), Supply (2)
Outpost	3066	Base	10	2/2	10	8	4	-	-	2	-		-	-	Shields (2), Supply (1)
Standard DEFSAT I	3065	OSAT	2	1/12	2	2	1	-	-	-	-		-	-	

Fighters & Shuttles

Class	ISD	Type	Cost	Maint	DV	AS	AF	CR	CC	BS-S	BS-H	Avail	Jump?	Atmo?	Abilities
Attack Flyer III	3077	MF	1/2	1/12	2	2	3	-	-	-	-		N	Y	
Attack Flyer II	3070	MF	1/3	1/12	2	1	2	-	-	-	-		N	Y	
Attack Flyer	3065	MF	1/3	1/12	2	1*	2*	-	-	-	-		N	Y	

Ground Units

Class	ISD	Cost	Maint	Attack	Defense	D Factor	Attrition	Abilities
Militia	-	-	-	1	1	0	1	
Beastmen	-	1/2	1/6	2	1	0	2	
Imperial Guard	-	1	1/3	2	2	d2	2	
Elite Guard	-	2	1/3	3	2	d3	3	
Rocket Troops	-	2	1/2	3	2	d3	3	Marine

Suggested Initial Campaign Date: 3067