

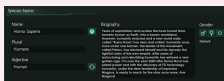
Imperium Stellarum Hominum



Empire

Name:	Imperium Hominum Stellarum, Imperialist
Origin:	Post-Apocalyptic
Ethics:	Authoritarian, Materialist, Xenophobe
Authority:	Imperial
Civics:	Relentless Industrialists, Pompous Purists
Flag:	Human8, C13, C67, P16
Ship:	Mammalian
Advisor:	Authoritarian

SpeciesIcon



Species

Name:	Homo Sapiens
Plural:	Humans
Adjective:	Human
Gender:	Default

Species (cont)

Biography: Years of exploitation and nuclear fire have turned Terra, formerly known as Earth, into a barren wasteland. However, humanity endured and a new world order called "Roma Nova" has risen and united humanity once more under one banner. The leader of this movement, called Primus, has declared himself and his dynasty the tightfist rulers of this new empire. After years of restructuring and rebuilding humanity has entered a new golden age. It is now the year 2200 after Roma Nova has seized power and with the discovery of FTL technology humanity, under the stern leadership of Emperor Magnus, is ready to reach for the stars once more. Ave Magnus!

Appearance: Human

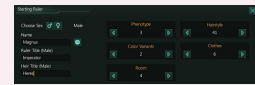
Name List: Humans (SPQR)

Traits: Survivor, Adaptive, Incubators, Traditional, Wasteful, Unruly

Homeworld

Homeworld	Terra
Name:	
Star Name:	Sol
Starting Solar System:	Sol System
Type:	Continental (Tombworld because of origin)

Ruler



Normal Ship Names

Corvette:	Hirundo
Frigate:	Buteo
Destroyer:	Covus
Cruiser:	Falcon
Battleship:	Aquila
Titan:	Phoenix
Defense Platform:	Defensio
Ion Cannon:	Ignis
Juggernaut:	Nidum
Colossus:	Sol Invicta

Galactic Defense Force / Imperial Armada

Corvette:	Legion
Frigate:	Gladiator
Destroyer:	Centurion
Cruiser:	Praefectus
Battleship:	Imperator
Titan:	Deus

Genetic Templates



Name	Appearance	Traits
Homo Sapiens Agrarus	Humanoid#2	Survivor, Fertile, Very Strong, Agrarian, Charismatic, Conservationist, Unruly
Homo Sapiens Industrius	Humano-id#11	Survivor, Fertile, Very Strong, Industrious, Charismatic, Conservationist, Unruly
Homo Sapiens Innovatius	Human	Survivor, Fertile, Very Strong, Ingenious, Charismatic, Conservationist, Unruly



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Genetic Templates (cont)

Homo Sapiens	Human	Survivor, Robust, Very Strong, Talented, Quick Learners, Resilient
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Homo Sapiens Sapiens	Humanoid#5	Survivor, Fertile, Erudite, Natural Engineers, Talented, Quick Learners, Wasteful
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Homo Sapiens Ultimus	Human	Survivor, Fertile, Thrifty, Charismatic, Natural Machinist, Traditional, Wasteful
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Traditions and Ascension Perks

Traditions: Discovery, Expansion, Diplomacy, Genetics, Supremacy, Politics, Unyielding

Perks: Technological Ascendancy, Shared Destiny (or Feudal Society Civic), Engineered Evolution, Arcology Project, Master Builders, Galactic Wonders, Defender of the Galaxy, Colossus Project

General Strategy

-Early Exploration and Expansion

-Improve Relations with Neighbors

-Vassalize Neighbors early for resources

-Focus on Technology and Army Size

-Create Hegemony for Allies, passive effects and federation fleet

-Genetic Ascension (Specialized Templates and Clone Vats)

-Turn Capital and important planets into Econopolis

-Secure secret fealty from foreign vassals

-Wage wars for more vassals (best case: whole Galaxy)

General Strategy (cont)

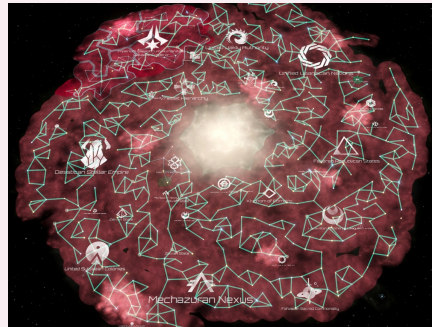
-Wait for opportunity to become Custodian without time limit

-Build Megastructures

-Become Galactic Emperor

-Crush the Crises

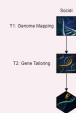
Goal



Arcology Project



Engineered Evolution



Mega-Engineering

