

Star Fleet

Strategic Campaign in the High Arena

WARLORD

**Need a challenge worthy of
your strategy and command?**



Is the Galaxy just not enough to conquer? Come play against the best Starfleet Warlords in the Lesser Magellanic Cloud.

The game is set in the far future. After the General War, the ISC Pacification, and the Andromedan Invasion, the races of the galaxy took a break from open warfare. Galactic Corporations began to appear, devoting themselves to any of many credit-making pursuits, and soon the races were backing their operations (secretly, in most cases). When Warp Gate technology was developed, the Corporations rushed to exploit new frontiers, including the largely unexplored Greater Magellanic Cloud. A Galactic Council was soon formed to regulate this and prevent unfair practices. Soon the Corporations were in conflict, buying ships from their sponsor races to fight for territory and resources. To control this, the Council divided the GMC into quadrants, and then awarded each quadrant to the Corporation which could best control its resources.

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