

Ballista Races

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Chapter 1 - Races

2

1 - Races

Ballista
Races
The Ziches

Leader: knoutik truk

Origin planet: Unknown

Description: Beings made of pure shadow and darkness, usually greedy for more power, wealth and resources to built more armies and conquer other planets and systems, known for their successful strategies and offensive tactics and their firepower and great weapons of war, but they are not quite numbered.....yet

Status: In war against the Phanors and the Holomians, allied with the rels

Mother Ship: koli tat ressa Aka God of Darkness

The Rels

Leader: lizth shar III

Origin planet: dithas

Description: Creatures that looks like snakes with dragon scales, always looking for new technologies and they are ready to kill for it, as long as it will give them power and control, they are also known for their incredible intelligence and possession of great technologies better than any other race and they are always busy making something new

Status: Allied with the Ziches against Phanors and Holomians

Mother Ship: golath Aka the Great Serpent

The Widi s:

Leader: Chief Osatam

Origin Planet: neutron system inside Eagle nebula

Description: Shark-skinned mercenaries who doesn't have mouths or noses, they don't talk and they don't breathe, they communicate with mind reading giving them advantage in spy and infiltrating operations, they are often called The rouges

Status: Neutral

Mother Ship: none

The Earthians:

Leader: Commander James

Origin Planet: Earth

Description: After the successful colonization on the Moon in 2022 and Mars in 2036, The Earth Humans start to spread out in planets and systems quickly searching for new materials and scientific researches for their next colonies unknowing what awaits them in the deep dark space, they are often concentrating on defensive strategies

Status: neutral until their defeat by Ziches, they join Holomians and the Phanors against the Ziches

Mother Ship: The Apocalypse (after the defeat)

The Phanors:

Leader: Princess Shill

Origin Planet: Tikoma

Description: Creatures so similar to humans, yet both don't have any relation to each other, the phanors has preferred and mastered the magic power over science, magic made them unique elite fighters in a battlefield and their magic are used to add more power to guns and weapons, making them very useful

Status: allied with Holomians against ziches and rels

Mother Ship: The Mermaid

The Holomians:

Leader: Apistpar hin (Matt Shadowwing after Apistpar s death)

Origin planet: Holom Prime

Description: Peaceful and highly intelligent spiked creatures with long ears, recovering after the great war of albatross that s when they got attacked by rel s fleets, phew managed to escape and the rest we captured and slaved for mining and collecting resources, the Holomians have advanced strategies and war tactics and greatly numbered in fleets but usually take down many losses due thier to weak ships

Status: allied with Phanors against Rels and Ziches

Mother Ship: Armageddon Armageddon II

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