

Sulentic Shards

Though the Forge Fathers are far less aggressive in their expansion of the Star Realm than the Council is with the GCPS, they nevertheless occasionally find their interests clashing with the native inhabitants of some planets. Crystallis was one such planet, rich in various precious minerals and ores. Of particular interest to the Forge Fathers however, was the very material from which the natives themselves and much of the local flora was formed – a living growing crystalline substance which had various energy transference properties the likes of which they had never seen before.

These very properties made the Crystallans much more powerful than the Forge Fathers had anticipated, and a long and costly war between the two races ensued. By the time both sides had ceased hostilities, Crystallia was a shattered ruin, and the last remnants of the Crystallans were forced into a life of nomadic wandering across the cosmos, as they avoided both the more tenacious Brokkr fleets and the attentions of various corporations.

The Sulentic Shards were one of the first Crystallan DreadBall teams, putting their natural abilities and talents to good use on the neodurium and enabling them to live a more settled life. Their unique physical characteristics mean that when all of their energies are aligned, few teams can match them. When they are not, then there is always the option of just hitting anyone who gets in their way.

Remember that you can play this team as either the Sulentic Shards themselves or as another Crystallan team of your own. The game values will be the same for all Crystallan teams though your team will be the most shiny.

	Move	Strength	Speed	Skill	Armour	Starting team	Cost	Notes
Guard	4	3+	5+	4+	4+	x5	12mc	<i>Harmonics</i>
Jack	4	3+	5+	4+	4+	x3	10mc	<i>Harmonics</i>

Extras: a Crystallan team starts with 0 Coaching Dice and 1 DreadBall Card.

Harmonics (Crystallan/Any Player)

The player is more powerful if he has other members of his race nearby.

Count the number of other players (from either team) with this ability and within 3 hexes. Look up this number on the following list to find the benefit to the player.

- 1 Harmonic nearby: +1 Move.
- 2 Harmonics nearby: +1 Move, +1 dice to any Speed-based test.
- 3+ Harmonics nearby: +1 Move, +1 dice to any Strength or Speed-based test.

This benefit is calculated afresh at the start of each action and applies for that whole action.