

Miscellaneous Information

Names

Normal Saadiumm names have 2 terms. eg: Jinn'grot. (Jinn is the first term and 'grot is the second). The first term is the family name and the second being the born name. As they get older there are suffixes that are added. All females have the 'e suffix, eg: Klrr'makc'e. The second is 've, as in Jinn'grot've. This signifies that the bearer has passed the Ending Period. This is the time in which most infants die. The third suffix is 't. This means the bearer has a high position eg: Imperial Fleet Commander Khrr'orca't. The final suffix is 'r. This signifies that the bearer has the position of Eldar. Eldars almost invisible and have excellent vision, especially at night. They are mainly used as guards in rocky areas, where it is too dangerous to use normal guards.

Ships

All Saadiumm ships are fitted with special self-destruct mechanisms to prevent an enemy from capturing it. The most common self-destruct involves the shutdown of all safeties and plasma field generators. The result: an uncontrolled detonation, engulfing any nearby object in a supernova-like explosion brighter than 10 A-type stars together. In the second sequence, the ship makes an uncontrolled jump into warp space, at more than 3000 times the speed of light. The sheer force of this will tear the ship apart after about 10 seconds. When the plasma field generators fail, the ship will explode in a hell-like detonation. When it does so, the force of the jump and the explosion will create a vortex, pulling all nearby objects into warp space, crushing them. The final sequence is used when near an unstable object, such as a star. The computer will plot the force needed to destroy the ship and detonate the object. When the plasma field generators shutdown, the force of the explosion will be directed at the object. This will be enough to detonate it, for Saadiumm ships carry at least 5 tons of antimatter. This sequence is also useful for when there is a fleet of enemy ships surrounding the ship.