

Class - Hermes					Patrol				
Speed:	12	Crew	12/3		Troops:	1			
Turns:	2/45	IS:	2168+						
Hull:	4	Craft	1 Starfury						
Damage:	10/3	SR:	Interceptors 1, Jump Point						
Weapon	R	A	AD		Special				
Missile Rack	30	F	2		Precise, Slow Loading, Super AP				
Particle Beams	5	F	6		Anti-Fighter, Weak				
Particle Beams	5	P	4		Anti-Fighter, Weak				
Particle Beams	5	S	4		Anti-Fighter, Weak				

Class - Tethys					Patrol				
Speed:	10	Crew	10/2		Troops:	-			
Turns:	2/90	IS:	2246+						
Hull:	4	Craft	-						
Damage:	8/2	SR:	Interceptors 1						
Weapon	R	A	AD		Special				
Med Pulse Can	10	F	6						
Light Pulse Can	8	F	2						
Light Pulse Can	8	P	2						
Light Pulse Can	8	S	2						

Class - Tethys Laser Boat					Patrol				
Speed:	8	Crew	10/2		Troops:	-			
Turns:	2/90	IS:	2246+						
Hull:	4	Craft	-						
Damage:	8/2	SR:	Interceptors 1						
Weapon	R	A	AD		Special				
Med Pulse Can	15	B	2		Beam, DD, Slow, Sup AP				
Light Pulse Can	8	F	2						
Light Pulse Can	8	P	2						
Light Pulse Can	8	S	2						

Class Tethys Missile Boat					Patrol				
Speed:	8	Crew	10/2		Troops:	-			
Turns:	2/90	IS:	2246+						
Hull:	4	Craft	-						
Damage:	8/2	SR:	Interceptors 1						
Weapon	R	A	AD		Special				
Missile Rack	20	F	4		AP, Precise, Slow-Loading				

Class - Breaching Pod					Patrol 4 Flights				
Speed:	6	Crew	-		Troops:	1			
Turns:	SM	IS:	2203+						
Hull:	6	Craft	-						
Damage:	-	SR:	Breaching Pod, Dodge 5+						
Weapon	R	A	AD		Special				
-									

Class - Starfury					Patrol 3 Flighths				
Speed:	12	Crew	-		Troops:	-			
Turns:	SM	IS:	2244+						
Hull:	4	Craft	-						
Damage:	-	SR:	Afterburner, dodge 2+, dogfight +1, fighter						
Weapon	R	A	AD		Special				
Uni-Puls Can	2	T	2		Twin-Linked				

Class - Thunderbolt					Patrol 3 Flights				
Speed:	10	Crew	-		Troops:	-			
Turns:	SM	IS:	2259+						
Hull:	5	Craft	-						
Damage:	-	SR:	Afterburner, Atmospheric, Dodge 2+, Dogfight +0, Fighter						
Weapon	R	A	AD		Special				
Missle Rack	4	T	2		AP				
Gatling Pulse	2	T	2						

Class—Artemis					Skirmish				
Speed:	10	Crew	22/6		Troops:	2			
Turns:	2/45	IS:	2190-2248						
Hull:	5	Craft	-						
Damage:	18/5	SR:	Interceptors 2						
Weapon	R	A	AD		Special				
RailGun	12	F	6		Ap, Double Damage				
Particle Beam	5	P	6		Anti-Fighter, Twin-Link, Weak				
Particle Beam	5	S	6		Anti-Fighter, Twin-Link, Weak				
RailGun	12	A	4		Ap, Double Damage				

Class - Artemis Escort					Skirmish				
Speed:	10	Crew	22/6		Troops:	2			
Turns:	2/45	IS:	2242-2248						
Hull:	5	Craft	-						
Damage:	18/5	SR:	Interceptors 2						
Weapon	R	A	AD		Special				
Med Puls Can	10	F	10						
Part Beam	5	P	6		Anti-Fighter, Twin-link, Weak				
Part Beam	5	S	6		Anti-Fighter, Twin-link, Weak				
Med Puls Can	10	A	4						

Class - Olympus					Skirmish				
Speed:	8	Crew	32/6		Troops:	3			
Turns:	2/45	IS:	2202+						
Hull:	4	Craft	-						
Damage:	28/6	SR:	Interceptors 1						
Weapon	R	A	AD		Special				
Missile Rack	30	F	2		Precise, Slow Load, Super AP				
Med Puls Can	10	F	6		Twin-Linked				
Med Puls Can	10	P	6		Twin-Linked				
Med Puls Can	10	S	6		Twin-Linked				
Railgun	12	T	4		Ap, Double Damage				

Class - Hyperion RC					Skirmish				
Speed:	8	Crew	30/6		Troops:	3			
Turns:	2/45	IS:	2246+						
Hull:	5	Craft	Starfury Flight 1						
Damage:	24/6	SR:	Interceptors 2, Jump Point						
Weapon	R	A	AD		Special				
Railguns	12	F	4		Ap, Double Damage				
Med Puls Can	10	P	6						
Med Puls Can	10	S	6						
Railguns	12	A	2		Ap, Double Damage				
Particle Beam	5	T	4		Anti-Fighter, Weak				

Class - Hyperion MC					Skirmish				
Speed:	8	Crew	30/6		Troops:	1			
Turns:	2/45	IS:	2217-2230						
Hull:	5	Craft	Starfury Flight 1						
Damage:	24/6	SR:	Interceptors 2, Jump Point						
Weapon	R	A	AD		Special				
Missile Rack	20	F	3		Precise, Slow-Loading, Sup AP				
Med Puls Can	10	F	6						
Missile Rack	20	P	2		Precise, Slow-Loading, Sup AP				
Med Puls Can	10	P	6						
Missile Rack	20	S	2		Precise, Slow-Loading, Sup AP				
Med Puls Can	10	S	6						
Missile Rack	20	A	2		Precise, Slow-Loading, Sup AP				
Part Beams	5	T	2		Anti-Fighter, Weak				

Class Belerophon HDS					Skirmish				
Speed:	-	Crew	-		Troops:	-			
Turns:	-	IS:	2252+						
Hull:	4	Craft	-						
Damage:	12/3	SR:	Immobile, Interceptors 2						
Weapon	R	A	AD		Special				
Missile Rack	30	T	1		Sup AP, Precise, Slow-loading				
Hvy Las Can	12	T	1		Beam, Double D, Super AP				
Lht Puls Can	8	T	2						

Earth Alliance 1/4

Priority Level: Patrol

Priority Level: Skirmish

Class - Chronos					Raid
Speed:	8	Crew	18/5	Troops:	4
Turns:	2/45	IS:	2262+		
Hull:	6	Craft	-		
Damage:	20/5	SR:	Interceptors 3		
Weapon	R	A	AD	Special	
Railgun	12	T	6	AP, Double Damage	
Hvy Puls Can	12	F	8	Twin-Linked	
Hvy Puls Can	12	P	6	Twin-Linked	
Particle Beam	5	P	4	Anti-Fighter, Weak	
Hvy Puls Can	12	S	6	Twin-Linked	
Particle Beam	5	S	4	Anti-Fighter, Weak	
Hvy Puls Can	21	A	6	Twin-Linked	

Class - Delphi					Raid
Speed:	12	Crew	37/8	Troops:	-
Turns:	2/45	IS:	2261+		
Hull:	5	Craft	-		
Damage:	25/6	SR:	Interceptors 2, Jump P, Scout, Stealth 5+		
Weapon	R	A	AD	Special	
Med Puls Can	10	F	4		
Med Puls Can	10	A	4		
Particle Beam	5	P	6	Anti-Fighter, Weak	
Particle Beam	5	S	6	Anti-Fighter, Weak	

Class - Explorer					Raid
Speed:	4	Crew	50/12	Troops:	10
Turns:	1/45	IS:	2225+		
Hull:	4	Craft	6 Starfury Flights		
Damage:	140/40	SR:	Command, Interceptors 3, Jump Point		
Weapon	R	A	AD	Special	
Hvy Puls Can	12	F	6	Double Damage, Twin-linked	
Particle beam	5	F	6	Anti-fighter, Twin-link, Weak	
Particle beam	5	P	6	Anti-fighter, Twin-link, Weak	
Particle beam	5	S	6	Anti-fighter, Twin-link, Weak	
Particle beam	5	A	6	Anti-fighter, Twin-link, Weak	

Class - Hyperion					Raid
Speed:	8	Crew	25/6	Troops:	3
Turns:	2/45	IS:	2246+		
Hull:	5	Craft	1 Starfury Flight		
Damage:	20/6	SR:	Interceptors 2, Jump Point		
Weapon	R	A	AD	Special	
Hvy Las ann	18	B	2	Beam, Double Damage, SupAP	
Med Plas Can	8	F	4	AP, Twin-Linked	
Med Puls Can	10	F	6		
Med Puls Can	10	P	6		
Med Puls Can	10	S	6		
Hvy Las ann	18	Ba	2	Beam, Double Damage, SupAP	
Med Plas Can	10	A	6		
Particle beam	5	T	4	Anti-Fighter, Weak	

Class - Hyperion-AC					Raid
Speed:	8	Crew	25/6	Troops:	10
Turns:	2/45	IS:	2230+		
Hull:	5	Craft	-		
Damage:	24/6	SR:	Interceptors 2, Jump point, Shuttles 2		
Weapon	R	A	AD	Special	
Med Puls Can	10	F	6		
Med Plas Can	8	F	6	AP, Twin-Linked	
Med Puls Can	10	P	6		
Med Puls Can	10	S	6		
Med Puls Can	10	A	4		
Particle Beam	5	T	4	Anti-Fighter, Weak	

Class - Hyperion PC					Raid
Speed:	8	Crew	30/6	Troops:	3
Turns:	2/45	IS:	2240+		
Hull:	5	Craft	1 Starfury Flight		
Damage:	24/6	SR:	Interceptors 2, Jump Point		
Weapon	R	A	AD	Special	
Hvy Puls Can	12	F	8	Twin-Linked	
Med Puls Can	10	F	6		
Med Plas Can	8	F	4	AP, Twin-Linked	
Med Puls Can	10	P	6		
Med Puls Can	10	S	6		
Hvy Puls Can	12	A	8	Twin-Linked	
Med Puls Can	10	A	6		
Particle Beam	5	T	2	Anti-Fighter, Weak	

Class - Nova					Raid
Speed:	6	Crew	45/12	Troops:	2
Turns:	1/45	IS:	2220+		
Hull:	5	Craft	4 Starfury Flights		
Damage:	36/9	SR:	Interceptors 2, Jump Point		
Weapon	R	A	AD	Special	
L/P Arrays	12	F	8	Twin-Linked	
L/P Arrays	12	P	12	Twin-Linked	
L/P Arrays	12	S	12	Twin-Linked	
L/P Arrays	12	A	8	Twin-Linked	

Class - Olympus G					Raid
Speed:	6	Crew	32/6	Troops:	2
Turns:	2/45	IS:	2229+		
Hull:	4	Craft	-		
Damage:	28/6	SR:	Interceptors 1		
Weapon	R	A	AD	Special	
Med Las Can	18	B	6	Beam, Double D, Super AP	
Particle Beam	5	F	4	Anti-Fighter	
Particle Beam	5	P	4	Anti-Fighter	
Particle Beam	5	S	4	Anti-Fighter	

Class - Oracle					Raid
Speed:	12	Crew	22/6	Troops:	-
Turns:	2/45	IS:	2216+		
Hull:	4	Craft	-		
Damage:	16/5	SR:	Interceptors 2, Jump P, Scout, Stealth 3+		
Weapon	R	A	AD	Special	
Med Las ann	15	B	2	Beam, Super AP	
Missile Rack	30	T	2	Precise, Slow Loading, Sup AP	
Particle Beam	5	F	4	Anti-Fighter, Weak	
Particle Beam	5	A	4	Anti-Fighter, Weak	
Particle Beam	5	P	4	Anti-Fighter, Weak	
Particle Beam	5	S	4	Anti-Fighter, Weak	

Class - Sagittarius					Raid
Speed:	6	Crew	26/6	Troops:	1
Turns:	1/45	IS:	2230+		
Hull:	5	Craft	-		
Damage:	28/7	SR:	Interceptors 2		
Weapon	R	A	AD	Special	
Missile Rack	30	F	6	Precise, Slow Loading, Sup AP	
Missile Rack	30	A	2	Precise, Slow Loading, Sup AP	
Missile Rack	30	P	2	Precise, Slow Loading, Sup AP	
Missile Rack	30	S	2	Precise, Slow Loading, Sup AP	
Particle Beam	5	T	6	Anti-Fighter, Weak	

Earth Alliance 2/4

Priority Level: Raid

Class - Apollo					Battle	
Speed:	7	Crew	46/9	Troops:	2	
Turns:	1/45	IS:	2262+			
Hull:	6	Craft	-			
Damage:	38/8	SR:	Interceptors 3, Jump Point			
Weapon	R	A	AD	Special		
Adv Missile	30	F	8	Precise, Slow-Load*, Super AP		
Adv Missile	30	A	2	Precise, Slow-Load*, Super AP		
Particle Beam	3	T	6	Anti-fighter, Weak		

Class - Avenger					Battle	
Speed:	7	Crew	50/12	Troops:	6	
Turns:	1/45	IS:	2240-2261			
Hull:	5	Craft	8 Starfury Flights			
Damage:	40/10	SR:	Carrier 4, Command 1, Fleet Carrier, Interceptors 2, Jump Point, Shuttles 2			
Weapon	R	A	AD	Special		
Med Plas Can	8	F	8	AP		
Lht Puls Can	8	F	6			
Lht Puls Can	8	P	4			
Lht Puls Can	8	S	4			
Lht Puls Can	8	A	6			

Babylon 5 Pre2259					Battle	
Speed:	-	Crew	-	Troops:	25	
Turns:	-	IS:	2257-2259			
Hull:	4	Craft	12 Starfury Flights			
Damage:	800/ 400/ 200	SR:	Immobile, Carrier 4, Command 1, Defense Network 6, Interceptors 10, Space Station, Targets 3			
Weapon	R	A	AD	Special		
Quad Part Be	24	T	8	Twin-Linked		
Particle Beam	5	T	6			

Class - Hyperion CC					Battle	
Speed:	8	Crew	32/6	Troops:	4	
Turns:	2/45	IS:	2246+			
Hull:	6	Craft	1 Starfury Flight			
Damage:	30/7	SR:	Command 1, Interceptors 2, Jump Point			
Weapon	R	A	AD	Special		
Hvy Las Can	18	B	4	Beam, Double D, Super AP		
Hvy Puls Can	12	F	6	Twin-Linked		
Med Puls Can	10	F	6			
Med Puls Can	10	P	6			
Med Puls Can	10	S	6			
Hvy Las Can	18	Ba	2	Beam, Double D, Super AP		
Med Puls Can	10	A	6			
Particle Beam	5	T	4	Anti-fighter, Weak		

Class - Omega					Battle	
Speed:	7	Crew	60/14	Troops:	4	
Turns:	1/45	IS:	2250+			
Hull:	6	Craft	4 Starfury Flights			
Damage:	40/10	SR:	Interceptors 3, Jump Point			
Weapon	R	A	AD	Special		
Hvy Las Can	30	B	4	Beam, Double D, Super AP		
Hvy Puls Can	12	F	10	Twin-Linked		
Med Puls Can	10	P	4	Twin-Linked		
Particle Beam	5	P	4	Anti-Fighter		
Med Puls Can	10	S	4	Twin-Linked		
Particle Beam	5	S	4	Anti-Fighter		
Hvy Las Can	30	Ba	2	Beam, Double D, Super AP		
Med Puls Can	10	A	4	Twin-Linked		

Class - Omega PD					Battle	
Speed:	7	Crew	60/16	Troops:	4	
Turns:	1/45	IS:	225+			
Hull:	6	Craft	4 Starfury Flights			
Damage:	40/12	SR:	Interceptors 3, Jump Point			
Weapon	R	A	AD	Special		
Hvy Puls Can	12	F	16	Twin-Linked		
Med Puls Can	10	P	8	Twin-Linked		
Particle Beam	5	P	4	Anti-Fighter		
Med Puls Can	10	S	8	Twin-Linked		
Particle Beam	5	S	4	Anti-Fighter		
Med Puls Can	10	A	12	Twin-Linked		

Class - Orestes					Battle	
Speed:	4	Crew	55/12	Troops:	2	
Turns:	1/45	IS:	2249+			
Hull:	6	Craft	2 Star fury Flights			
Damage:	48/10	SR:	Interceptors 1			
Weapon	R	A	AD	Special		
Hvy Las Can	25	B	3	Beam, Double D, Super AP		
Med Las Can	15	B	3	Beam. Super AP		
Railgun	12	F	4	AP, Double Damage		
Med Puls Can	10	P	10	Twin-Linked		
Med Puls Can	10	S	10	Twin-Linked		
Med Las Can	15	Ba	3	Beam. Super AP		
Particle Beam	5	T	6	Anti-fighter, Weak		

Class - Orion Starbase					Battle	
Speed:	-	Crew	-	Troops:	35	
Turns:	-	IS:	2240+			
Hull:	5	Craft	8 Starfury Flights			
Damage:	600/ 300/ 150	SR:	Carrier 2, Command 1, Defense Network 6 Immobile, Interceptors 8, Space Station, Targets 3			
Weapon	R	A	AD	Special		
Missile Rack	40	T	2	Precise, Slow-load, Super AP		
Hvy Puls Can	24	T	8	Twin-Linked		
Railgun	20	T	4	AP, Double Damage		

Class Babylon Post 2259					War
Speed:	-	Crew	-	Troops:	40
Turns:	-	IS:	2259-2281		
Hull:	4	Craft	12 Starfury Flights		
Damage:	800/400/200	SR:	Carrier 4, Command 2, Defense Network 10, Immobile, Interceptors 14, Space Station, Targets 5		
Weapon	R	A	AD	Special	
Hvy Puls Can	28	T	10		
Quad Part Be	24	T	8	Twin-Linked	
Particle Beam	18	T	8		

Class - Omega CD					War
Speed:	7	Crew	60/16	Troops:	6
Turns:	1/45	IS:	2259+		
Hull:	6	Craft	4 Starfury Flights		
Damage:	40/12	SR:	Command 2, Interceptors 4, Jump Point		
Weapon	R	A	AD	Special	
Hvy Las Can	30	B	6	Beam, Double D, Super AP	
Hvy Puls Can	12	F	12	Twin-Linked	
Med Puls Can	10	P	6	Twin-Linked	
Particle Beam	5	P	6	Anti-Fighter	
Med Puls Can	10	S	6	Twin-Linked	
Particle Beam	5	S	6	Anti-Fighter	
Hvy Las Can	30	Ba	4	Beam, Double D, Super AP	
Hvy Puls Can	12	A	6	Twin-Linked	

Class - Poseidon					War
Speed:	5	Crew	120/30	Troops:	10
Turns:	1/45	IS:	2255+		
Hull:	4	Craft	16 Starfury Flights		
Damage:	95/25	SR:	Carrier 4, Command 3, Fleet Carrier, Interceptors 6, Jump Point, Shuttles 2		
Weapon	R	A	AD	Special	
Med Puls Can	10	F	6		
Med Puls Can	10	P	6		
Med Puls Can	10	S	6		
Med Puls Can	10	A	6		
Particle Beam	5	T	8	Anti-fighter, Weak	

Class - Shadow Omega					War
Speed:	8	Crew	70/14	Troops:	3
Turns:	1/45	IS:	2261 Only		
Hull:	6	Craft	4 Thunderbolt Flights		
Damage:	65/12	SR:	Advance Jump Point, Flight Computer, Interceptors 4, Self Repairing 1D6		
Weapon	R	A	AD	Special	
Mole Slicer B	35	B	6	Beam, Super AP, Triple D	
Hvy Phs Puls	12	F	8	AP, Double Damage	
Lht phas cutt	8	P	8	AP, Mini-Beam, Twin-Linked	
Lht phas cutt	8	S	8	AP, Mini-Beam, Twin-Linked	
Hvy Phs Puls	12	A	4	AP, Double Damage	

Class - Warlock					War
Speed:	8	Crew	80/20	Troops:	6
Turns:	1/45	IS:	2261+		
Hull:	6	Craft	4 Starfury Flight		
Damage:	70/18	SR:	Adv Jump Point, Command, Interceptors 4		
Weapon	R	A	AD	Special	
Missile Racks	30	F	6	Precise, Slow-Load, Super AP	
Hvy Part Can	25	B	4	Beam, Super AP, Triple D	
Railgun	20	F	4	AP, Double Damage	
Las/puls Arry	15	F	10	Twin-Linked	
Las/puls Arry	15	P	6	Twin-Linked	
Las/puls Arry	15	S	6	Twin-Linked	
Railgun	20	A	4	AP, Double Damage	
Las/puls Arry	15	A	6	Twin-Linked	
Particle Beam	5	T	6	Anti-fighter, Weak	

Earth Alliance 4/4

Priority Level: War

Earth Alliance Missile Variants			
Type	Range	Special	In Service
Standard Anti-Ship Missile	30	Precise, Super AP	2165+
Flash Missile	30	AP, Double Damage, Precise	2229+
Heavy Missile	15	Precise, Triple Damage, Super AP	2225+
Anti-Fighter Missile	15	Anti-Fighter, AP	2231+
Long-range Missile	40	AP, Precise	2225+
Multi-Warhead Missile	30	AP, Precise	2256+
HARM	15	Super AP	2248+
Any Earth Alliance ship equipped with missile racks can swap the standard missiles usually carried with one of the variants below. Each missile rack on a ship may have just one missile type though a single ship with multiple missile racks may have a different missile variant in each rack system. Thunderbolt flights may not use these variant missiles as they carry far smaller warheads than those used by larger capital ships. When a missile variant is used, it will replace certain characteristics of the normal missile rack, as detailed below in its description, as well as possibly grant some special rules which are used when a ship is equipped with it. Each missile variant will retain the fire arc and Attack Dice of the original missile rack, as well as the Slow-Loading trait, if applicable.			

Earth Alliance	
Priority Level: Patrol	
Breaching Pod	
Hermes Class Transport	
Starfury Wing (3 Flights)	
Tethys Class Cutter	
Tethys-class Laser Boat	
Tethys-class Missile Boat	
Thunderbolt Wing (3 Flights)	
Priority Level: Skirmish	
Artemis Class Heavy Frigate	
Artemis-class Escort Frigate	
Belerophon Heavy Defense Satellite	
Hyperion-class Missile Cruiser	
Hyperion-class Rail Cruiser	
Olympus Class Corvette	
Priority Level: Raid	
Chronos-class Attack Frigate	
Delphi-class Advanced Scout	
Explorer Class Survey Ship	
Hyperion-class Cruiser	
Hyperion-class Assault Cruiser	
Hyperion-class Pulse Cruiser	
Nova Class Dreadnought	
Olympus-class Gunship	
Oracle Class Scout Cruiser	
Sagittarius Class Missile Cruiser	
Priority Level: Battle	
Apollo-class Bombardment Cruiser	
Avenger Class Heavy Carrier	
Babylon 5 Diplomatic Station (pre 2259)	
Hyperion-class Command Cruiser	
Omega-class Heavy Destroyer	
Omega-class Pulse Destroyer	
Orestes Class System Monitor	
Orion Starbase	
Priority Level: War	
Babylon 5 Diplomatic Station Pre 2260	
Omega-class Command Destroyer	
Poseidon Class Super Carrier	
Shadow Omega-class Adv Destroyer	
Warlock Class Advanced Destroyer	
Flights: Any Ship Carrying one or more Starfury Flights may replace any Number of them for Thunderbolts, or Vice Versa, as long as the scenario is set in 2259 or Latter	
Earth Alliance Initiative: +1	

Class - Breaching Pod				Patrol 4 Flights	
Speed:	6	Crew	-	Troops:	1
Turns:	SM	IS:	2157+		
Hull:	5	Craft	-		
Damage:	-	SR:	Breaching Pod, Dodge 5+		
Weapon	R	A	AD	Special	
-					

Class - Corvan				Patrol	
Speed:	12	Crew	12/4	Troops:	1
Turns:	2/45	IS:	2191+		
Hull:	4	Craft	1 Senti Flight		
Damage:	12/4	SR:	Interceptors 1, Jump P, Scout, Stealth 4+		
Weapon	R	A	AD	Special	
Twin Part Arr	8	F	4	Twin-Linked	
Twin Part Arr	8	P	4	Twin-Linked	
Twin Part Arr	8	S	4	Twin-Linked	
Twin Part Arr	8	A	4	Twin-Linked	

Class - Haven				Patrol	
Speed:	12	Crew	6/2	Troops:	1
Turns:	2/90	IS:	2150+		
Hull:	4	Craft	-		
Damage:	8/3	SR:	Dodge 5+		
Weapon	R	A	AD	Special	
Matter Can	8	F	2	AP, Double Damage	
Twin Part Arr	4	F	3	Twin-Linked	
Twin Part Arr	4	P	2	Twin-Linked	
Twin Part Arr	4	S	2	Twin-Linked	
Twin Part Arr	4	A	3	Twin-Linked	

Class - Razik				Patrol 4 Flights)	
Speed:	12	Crew	-	Troops:	-
Turns:	SM	IS:	2105+		
Hull:	2	Craft	-		
Damage:	-	SR:	Atmospheric,Dodge2+,Dogfight+3,Fighter		
Weapon	R	A	AD	Special	
Lht Part Gun	2	T	2	Weak	

Class - Rutarian				Patrol 2 Flights	
Speed:	12	Crew	-	Troops:	-
Turns:	SM	IS:	2258+		
Hull:	2	Craft	-		
Damage:	-	SR:	Dodge 3+, Dogfight+2, Fighter, Stealth 3+		
Weapon	R	A	AD	Special	
Lht Part Gun	2	T	2	Weak	

Class - Senti				Patrol 4 Lights	
Speed:	12	Crew	-	Troops:	-
Turns:	SM	IS:	2202+		
Hull:	3	Craft	-		
Damage:	-	SR:	Atmospheric,Dodge2+,Dogfight+2,fighter		
Weapon	R	A	AD	Special	
Lht Part Gun	2	T	3	Weak	

Class - Defense Satellite				Skirmish	
Speed:	-	Crew	-	Troops:	-
Turns:	-	IS:	2230+		
Hull:	4	Craft	-		
Damage:	12/3	SR:	Immobile, Interceptors 2		
Weapon	R	A	AD	Special	
Matter Can	15	T	4	AP	
Twin Part Arr	8	T	2	Twin-Linked	

Class - Darkner				Skirmish	
Speed:	12	Crew	30/6	Troops:	2
Turns:	2/45	IS:	2249+		
Hull:	4	Craft	-		
Damage:	25/6	SR:	Jump Point		
Weapon	R	A	AD	Special	
Battle Laser	20	F	2	Bean, Double D, Super AP	
Matter Can	8	F	4	AP, Double Damage	

Class - Amar (Darkner)				Skirmish	
Speed:	12	Crew	30/6	Troops:	2
Turns:	2/45	IS:	2249+		
Hull:	4	Craft	2 Senti Flight		
Damage:	25/6	SR:	Jump Point		
Weapon	R	A	AD	Special	
Twin Part Arr	8	F	8	Twin-linked	

Class - Kutai				Skirmish	
Speed:	10	Crew	12/4	Troops:	1
Turns:	2/45	IS:	2134+		
Hull:	4	Craft	-		
Damage:	10/3	SR:	Dodge 5+		
Weapon	R	A	AD	Special	
Matter Can	12	F	6	AP, Double Damage	
Twin Part Arr	4	F	6	Twin-linked	

Class - Maximus				Skirmish	
Speed:	10	Crew	18/6	Troops:	1
Turns:	2/45	IS:	2191+		
Hull:	6	Craft	-		
Damage:	16/5	SR:	18/6		
Weapon	R	A	AD	Special	
Twin Part Arr	8	F	10	Twin-Linked	
Particle Gun	4	T	4	Anti-Fighter, Weak	

Class - Morgrath				Skirmish	
Speed:	8	Crew	18/7	Troops:	1
Turns:	1/45	IS:	2145+		
Hull:	5	Craft	-		
Damage:	16/5	SR:	Interceptors 1		
Weapon	R	A	AD	Special	
Matter Can	12	F	2	AP, Double Damage	
Plas Stream	10	F	2	AP, Beam	
Twin part Arr	8	T	6	Twin-Linked, Weak	

Class - Vorchan				Skirmish	
Speed:	14	Crew	20/6	Troops:	1
Turns:	2/45	IS:	2160+		
Hull:	5	Craft	-		
Damage:	15/5	SR:	Jump Point		
Weapon	R	A	AD	Special	
Plas Accel	12	F	4	AP, Double Damage	
Twin Part Arr	8	F	8	Twin-Linked	

Class - Vorchar				Skirmish	
Speed:	14	Crew	20/6	Troops:	1
Turns:	2/45	IS:	2267+		
Hull:	5	Craft	-		
Damage:	15/5	SR:	Jump Point, Scout, Stealth 4+		
Weapon	R	A	AD	Special	
Twin Part Arr	8	F	6	Twin-Linked	

Class - Vorchat				Skirmish	
Speed:	12	Crew	24/7	Troops:	2
Turns:	2/45	IS:	2189+		
Hull:	5	Craft	1 Senti Flight		
Damage:	15/5	SR:	-		
Weapon	R	A	AD	Special	
Battle Las	10	F	4	AP, Double Damage	
Twin Part Arr	8	F	6	Twin-Linked	
Twin Part Arr	4	P	4	Twin-Linked	
Twin Part Arr	4	S	4	Twin-Linked	
Twin Part Arr	4	A	4	Twin-Linked	

Centauri Republic 1/3

Priority Level: Patrol

Priority Level: Skirmish

Class - Altarian					Raid
Speed:	8	Crew	38/7	Troops:	3
Turns:	1/45	IS:	2150+		
Hull:	6	Craft	1 Senti Flight		
Damage:	34/6	SR:	Jump Point		
Weapon	R	A	AD	Special	
Matter Can	15	F	6	AP, Double Damage	
Twin Part Arr	8	F	8	Twin-linked	
Twin Part Arr	8	P	4	Twin-linked	
Twin Part Arr	8	S	4	Twin-linked	
Matter Can	15	A	4	AP, Double Damage	
Twin Part Arr	8	A	6	Twin-Linked	

Class - Elutarian					Raid
Speed:	8	Crew	38/7	Troops:	2
Turns:	1/45	IS:	2235+		
Hull:	6	Craft	1 Senti Flight		
Damage:	34/6	SR:	Jump Point		
Weapon	R	A	AD	Special	
Ballistic Torp	30	F	5	DD, Precise, Slow-L, Sup AP	
Twin Part Arr	8	F	6	Twin-Linked	
Twin Part Arr	8	P	4	Twin-Linked	
Twin Part Arr	8	S	4	Twin-Linked	
Twin Part Arr	8	A	4	Twin-Linked	

Class - Magnus					Raid
Speed:	10	Crew	34/6	Troops:	2
Turns:	1/45	IS:	2208+		
Hull:	6	Craft	1 Senti Flight		
Damage:	30/6	SR:	Jump Point		
Weapon	R	A	AD	Special	
Battle Las	20	F	2	Beam, Double D, Super AP	
Matter Can	15	F	4	AP, Double Damage	
Twin Part Arr	8	F	6	Twin-Linked	
Twin Part Arr	8	P	4	Twin-Linked	
Twin Part Arr	8	S	4	Twin-Linked	
Matter Can	15	A	2	AP, Double Damage	
Twin Part Arr	8	A	4	Twin-Linked	

Class - Balvarin					Raid
Speed:	6	Crew	60/15	Troops:	4
Turns:	1/45	IS:	2192+		
Hull:	5	Craft	6 Senti Flights		
Damage:	55/14	SR:	Jump Point		
Weapon	R	A	AD	Special	
Twin Part Arr	8	F	8	Twin-Linked	
Twin Part Arr	8	P	8	Twin-Linked	
Twin Part Arr	8	S	8	Twin-Linked	
Twin Part Arr	8	A	8	Twin-Linked	

Class - Centurion					Raid
Speed:	10	Crew	38/8	Troops:	4
Turns:	2/45	IS:	2202+		
Hull:	5	Craft	-		
Damage:	35/8	SR:	Jump Point		
Weapon	R	A	AD	Special	
Battle Laser	25	F	2	Beam, Double D, Super AP	
Matter Can	12	F	6	AP, Double Damage	
Twin Part Arr	8	F	10	Twin-Linked	
Twin Part Arr	8	P	6	Twin-Linked	
Twin Part Arr	8	S	6	Twin-Linked	

Class - Dargan					Raid
Speed:	10	Crew	30/7	Troops:	3
Turns:	2/45	IS:	2258+		
Hull:	5	Craft	2 Senti Flight		
Damage:	28/7	SR:	Jump Point		
Weapon	R	A	AD	Special	
Battle Las	25	F	2	Beam, Double D, Super AP	
Matter Can	12	F	6	AP, Double Damage	
Twin Part Arr	8	F	8	Twin-Linked	
Twin Part Arr	8	P	8	Twin-Linked	
Twin Part Arr	8	S	8	Twin-Linked	
Twin Part Arr	8	A	8	Twin-Linked	

Class - Demos					Raid
Speed:	10	Crew	22/7	Troops:	1
Turns:	2/45	IS:	2241+		
Hull:	5	Craft	-		
Damage:	18/7	SR:	Jump Point		
Weapon	R	A	AD	Special	
Ballistic Torp	15	F	2	Super AP, Triple Damage	
Plas Accel	12	F	4	AP, Double Damage	
Heavy Array	8	F	6	Double Damage	

Class - Prefect					Raid
Speed:	8	Crew	38/8	Troops:	2
Turns:	1/45	IS:	2243+		
Hull:	6	Craft	-		
Damage:	35/8	SR:	Jump Point		
Weapon	R	A	AD	Special	
Battle Las	25	F	3	Beam, Double D, Super AP	
Matter Can	12	F	6	AP, Double Damage	
Twin Part Arr	8	F	6	Twin-Linked	
Twin Part Arr	8	P	4	Twin-Linked	
Twin Part Arr	8	S	4	Twin-Linked	

Class - Sulust					Raid
Speed:	10	Crew	38/7	Troops:	3
Turns:	1/45	IS:	2218+		
Hull:	5	Craft	-		
Damage:	35/6	SR:	Interceptors 2		
Weapon	R	A	AD	Special	
Battle Las	25	F	4	Beam, Double D, Super AP	
Twin Part Arr	8	F	8	Twin-Linked	
Twin Part Arr	8	P	4	Twin-Linked	
Twin Part Arr	8	S	4	Twin-Linked	

Centauri Republic				
Priority Level: Patrol				
Breaching Pod				
Corvan Class Scout				
Haven Class Patrol Boat				
Razik Light Fighter				
Rutarian (3 Flights)				
Senti Wing (5 Flights)				
Priority Level: Skirmish				
Centauri Defence Satellite				
Darkner-class Attack Frigate				
Amar-class Fast Carrier				
Kutai Class Frigate				
Maximus Class Frigate				
Morgrath Class Frigate				
Vorchan Class Warship				
Vorchat-class War Raider				
Vorchar-class War Scout				
Priority Level: Raid				
Altarian-class Destroyer				
Elutarian-Bombardment Class				
Magnus-class Destroyer				
Balvarin-class Carrier				
Centurion-class Attack Cruiser				
Prefect-class Armoured Cruiser				
Dargan-class Strike Cruiser				
Demos-class Heavy Warship				
Sulust-class Escort Destroyer				
Priority Level: Battle				
Balvarix-class Strike Carrier				
Centauri Colony				
Primus-class Battlecruiser				
Primus-class Bombardment				
Secundus-class Battlecruiser				
Secundus-class Bombardment				
Tertius-class Battlecruiser				
Tertius-class Bombardment				
Priority Level: War				
Ocutrion Class Battleship				
Ocutrion-class Bombardment				
Flights: No Special				
Centauri and Narn: Centauri Vessels will never surrender to the Narn and are immune to any effect that would require them to surrender to Narn Vessels				
Centauri Republic Initiative: +3				

Centauri Republic 2/3

Priority Level: Raid

Class - Balvarix					Battle
Speed:	5	Crew	60/15	Troops:	2
Turns:	1/45	IS:	2262+		
Hull:	5	Craft	8 Senti Flight		
Damage:	55/14	SR:	Carrier 2, Command 2, Fleet Carrier, Interceptors 2, Jump Point		
Weapon	R	A	AD	Special	
Matter Can	15	F	8	AP, Double Damage	
Twin Part Arr	8	F	6	Twin-linked	
Twin Part Arr	8	P	6	Twin-linked	
Twin Part Arr	8	S	6	Twin-linked	
Matter Can	15	A	8	AP, Double Damage	
Twin Part Arr	8	A	6	Twin-Linked	

Class - Colony					Battle
Speed:	-	Crew	-	Troops:	20
Turns:	-	IS:	2200+		
Hull:	4	Craft	8 Senti Flights		
Damage:	700/350/175	SR:	Carrier 4, Defence Network 4, Immobile, Space Station, Targets 3		
Weapon	R	A	AD	Special	
Battle Las	30	T	1	Beam, Double D, Super AP	
Matter Cann	18	T	6	AP, Double Damage	
Twin Part Arr	15	T	8	Twin-Linked	

Class - Primus					Battle
Speed:	8	Crew	60/15	Troops:	5
Turns:	1/45	IS:	2195+		
Hull:	6	Craft	2 Senti Flights		
Damage:	45/12	SR:	Interceptors 2, Jump Point		
Weapon	R	A	AD	Special	
Battle Las	25	F	6	Beam, Double D, Super AP	
Twin Part Arr	8	F	10	Twin-linked	
Twin Part Arr	8	P	6	Twin-linked	
Twin Part Arr	8	S	6	Twin-linked	
Twin Part Arr	8	A	4	Twin-linked	

Class - Primus MD					Battle
Speed:	8	Crew	60/15	Troops:	5
Turns:	1/45	IS:	2195+		
Hull:	6	Craft	2 Senti Flights		
Damage:	45/12	SR:	Interceptors 2, Jump Point		
Weapon	R	A	AD	Special	
Battle Laser	25	F	6	Beam, Double D, Super AP	
Mass Driver	10	F	8	AP, Slow-Load, Triple D	
Twin Part Arr	8	F	5	Twin-Linked	
Twin Part Arr	8	P	6	Twin-Linked	
Twin Part Arr	8	S	6	Twin-Linked	
Twin Part Arr	8	A	4	Twin-Linked	

Class - Secundus					Battle
Speed:	8	Crew	65/19	Troops:	10
Turns:	1/45	IS:	2248+		
Hull:	6	Craft	-		
Damage:	45/12	SR:	Interceptors 3, Jump Point		
Weapon	R	A	AD	Special	
Hvy Array	15	F	12	Double D, Twin-Linked	
Twin Part Arr	8	F	10	Twin-Linked	
Twin Part Arr	8	P	10	Twin-Linked	
Twin Part Arr	8	S	10	Twin-Linked	
Twin Part Arr	8	A	10	Twin-Linked	

Class - Secundus MD					Battle
Speed:	8	Crew	65/19	Troops:	10
Turns:	1/45	IS:	2248+		
Hull:	6	Craft	-		
Damage:	45/12	SR:	Interceptors 3, Jump Point		
Weapon	R	A	AD	Special	
Hvy Array	15	F	12	Double D, Twin-Linked	
Mass Driver	10	F	8	AP, Slow-Load, Triple D	
Twin Part Arr	8	F	10	Twin-Linked	
Twin Part Arr	8	P	10	Twin-Linked	
Twin Part Arr	8	S	10	Twin-Linked	
Twin Part Arr	8	A	10	Twin-Linked	

Class - Tertius					Battle
Speed:	8	Crew	75/20	Troops:	3
Turns:	1/45	IS:	2263+		
Hull:	6	Craft	-		
Damage:	45/12	SR:	Interceptors 1, Jump Point		
Weapon	R	A	AD	Special	
Battle Laser	25	F	6	Beam, Double D, Super AP	
Plas Accel	10	F	8	Double Damage, Super AP	
Twin Part Arr	8	F	6	Twin-Linked	
Twin Part Arr	8	P	6	Twin-Linked	
Twin Part Arr	8	S	6	Twin-Linked	
Plas Accel	10	A	4	Double Damage, Super AP	
Twin Part Arr	8	A	6	Twin-Linked	

Class - Tertius MD					Battle
Speed:	8	Crew	75/20	Troops:	3
Turns:	1/45	IS:	2263+		
Hull:	6	Craft	-		
Damage:	45/12	SR:	Interceptors 1, Jump Point		
Weapon	R	A	AD	Special	
Battle Laser	25	F	6	Beam, Double D, Super AP	
Mass Driver	10	F	8	AP, Slow-Load, Triple D	
Plas Accel	10	F	8	Double Damage, Super AP	
Twin Part Arr	8	F	6	Twin-Linked	
Twin Part Arr	8	P	6	Twin-Linked	
Twin Part Arr	8	S	6	Twin-Linked	
Plas Accel	10	A	4	Double Damage, Super AP	
Twin Part Arr	8	A	6	Twin-Linked	

Class - Octurion					War
Speed:	6	Crew	85/24	Troops:	8
Turns:	1/45	IS:	2202+		
Hull:	6	Craft	4 Senti Flight		
Damage:	70/18	SR:	Command 2, Interceptors 2, Jump Point		
Weapon	R	A	AD	Special	
Battle Laser	35	F	6	Beam, Double D, Super AP	
Matter Can	12	F	10	AP, Double Damage	
Twin Part Arr	10	F	16	Twin-Linked	
Matter Can	12	P	8	AP, Double Damage	
Twin Part Arr	10	P	10	Twin-Linked	
Matter Can	12	S	8	AP, Double Damage	
Twin Part Arr	10	S	10	Twin-Linked	
Battle Laser	35	A	2	Beam, Double D, Super AP	
Matter Can	12	A	6	AP, Double Damage	
Twin Part Arr	10	A	8	Twin-Linked	

Class - Octurion MD					War
Speed:	6	Crew	85/24	Troops:	8
Turns:	1/45	IS:	2202+		
Hull:	6	Craft	4 Senti Flight		
Damage:	70/18	SR:	Command 2, Interceptors 2, Jump Point		
Weapon	R	A	AD	Special	
Battle Laser	35	F	6	Beam, Double D, Super AP	
Matter Can	12	F	10	AP, Double Damage	
Mass Driver	10	F	8	AP, Slow-Load, Triple D	
Mass Driver	10	F	8	AP, Slow-Load, Triple D	
Twin Part Arr	10	F	16	Twin-Linked	
Matter Can	12	P	8	AP, Double Damage	
Twin Part Arr	10	P	10	Twin-Linked	
Matter Can	12	S	8	AP, Double Damage	
Twin Part Arr	10	S	10	Twin-Linked	
Battle Laser	35	A	2	Beam, Double D, Super AP	
Matter Can	12	A	6	AP, Double Damage	
Twin Part Arr	10	A	8	Twin-Linked	

Centauri Republic 3/3

Priority Level: Battle

Priority Level: War

Class - Breaching Pod				Patrol 4 Flights	
Speed:	6	Crew	-	Troops:	1
Turns:	SM	IS:	2172+		
Hull:	6	Craft	-		
Damage:	-	SR:	Breaching Pod, Dodge 5+		
Weapon	R	A	AD	Special	

Class - Frazi				Patrol 3 Flights	
Speed:	10	Crew	-	Troops:	-
Turns:	SM	IS:	2249+		
Hull:	4	Craft	-		
Damage:	-	SR:	Atmospheric,Dodge3+,Dogfight+0,Fighter		
Weapon	R	A	AD	Special	
Particle Gun	2	T	4		

Class - Gorith				Patrol 3 Flights	
Speed:	10	Crew	-	Troops:	-
Turns:	SM	IS:	2223+		
Hull:	3	Craft	-		
Damage:	-	SR:	Atmospheric,Dodge2+,Dogfight+2,Fighter		
Weapon	R	A	AD	Special	
Particle Gun	2	T	2		

Class - Sho'Kos					Patrol	
Speed:	12	Crew	10/3	Troops:	1	
Turns:	2/45	IS:	2240+			
Hull:	4	Craft	-			
Damage:	12/3	SR:	Dodge 5+			
Weapon	R	A	AD	Special		
Med Puls Can	6	F	2			
Burst Beam	4	F	2	Beam, Precise		
Lht Puls Can	4	T	4	Weak		

Class - Sho’Kov					Patrol
Speed:	12	Crew	10/2	Troops:	1
Turns:	2/45	IS:	2243+		
Hull:	4	Craft	-		
Damage:	12/3	SR:	Dodge 5+		
Weapon	R	A	AD	Special	
Ion Torpedo	20	F	1	Precise, Super AP	
Lht Puls Can	40	T	4	Weak	

Class - G'Karith					Skirmish	
Speed:	8	Crew:	28/5	Troops:	4	
Turns:	2/45	IS:	2253+			
Hull:	4	Craft:	1 Frazi Flight			
Damage:	24/4	SR:	Jump Point			
Weapon	R	A	AD	Special		
Pulsar Mine	20	F	4	Energy Mine		
Med Puls Can	10	F	10			
Lht Puls Can	8	P	4			
Lht Puls Can	8	S	4			
Pulsar Mine	20	A	4	Energy Mine		
Lht Puls Can	8	A	4			

Class - G'Sten					Skirmish	
Speed:	8	Crew	28/5	Troops:	4	
Turns:	2/45	IS:	2260-2269			
Hull:	4	Craft	1 Frazi Flight			
Damage:	24/4	SR:	Jump Point			
Weapon	R	A	AD	Special		
Hvy Puls Can	12	F	6	Double Damage, Twin-Linked		
Med Puls Can	10	F	10			
Lht Puls Can	8	P	4			
Lht Puls Can	8	S	4			
Lht Puls Can	8	A	8			

Class - Ka'Toc					Skirmish	
Speed:	10	Crew	27/6	Troops:	2	
Turns:	1/45	IS:	2240+			
Hull:	5	Craft	1 Frazi FLight			
Damage:	20/5	SR:	-			
Weapon	R	A	AD	Special		
Hvy Las Can	20	B	2	Beam, Double D, Super AP		
Mag Gun	12	F	1	Beam, Super AP, Triple D		
Lht Puls Can	8	F	6			
Lht Puls Can	8	P	6			
Lht Puls Can	8	S	6			
Lht Puls Can	8	A	6			

Class - Ka'Tan					Skirmish	
Speed:	10	Crew	27/6	Troops:	1	
Turns:	1/45	IS:	2243+			
Hull:	5	Craft	1 Frazi Flight			
Damage:	20/5	SR:	-			
Weapon	R	A	AD	Special		
Hvy Las Can	20	B	2	Beam, Double D, Super AP		
Med Las Can	15	B	2	Beam, Double D, Super AP		
Lht Puls Can	8	F	8			
Lht Puls Can	8	P	8			
Lht Puls Can	8	S	8			
Lht Puls Can	8	A	8			

Class - Sho'Kar					Skirmish	
Speed:	10	Crew	25/5	Troops:	1	
Turns:	2/45	IS:	2240+			
Hull:	4	Craft	1 Frazi Flight			
Damage:	18/4	SR:	Jump Point, Scout, Stealth 3+			
Weapon	R	A	AD	Special		
Burt Beam	12	F	3	AP, Beam		
Lht Puls Can	8	F	4			
Twin Part Arr	8	F	6	Twin-Linked, Weak		
Lht Puls Can	8	P	2			
Lht Puls Can	8	S	2			
Lht Puls Can	8	A	4			

Class - T'Gan Satellite					Skirmish	
Speed:	-	Crew	-	Troops:	-	
Turns:	-	IS:	2250+			
Hull:	4	Craft	-			
Damage:	15/4	SR:	Immobile			
Weapon	R	A	AD	Special		
Ion Torpedo	30	T	1	Precise, Super AP		
Energy Mine	30	T	1	Energy Mine, Slow-Loading		
Lht Puls Can	8	T	2			

Class - Thentus					Skirmish				
Speed:	8	Crew	28/6	Troops:	4				
Turns:	2/45	IS:	2240+						
Hull:	5	Craft	-						
Damage:	24/5	SR:	-						
Weapon	R	A	AD	Special					
Med Las Can	15	B	2	Beam, Double D, Super AP					
Burst Beam	12	F	2	AP, Beam					
Twin Part Arr	8	F	4	Twin-Linked, Weak					
Twin Part Arr	8	P	6	Twin-Linked, Weak					
Twin Part Arr	8	S	6	Twin-Linked, Weak					
Twin Part Arr	8	A	4	Twin-Linked, Weak					

Narn Regime 1/3

Priority Level: Patrol

Priority Level: Skirmish

Class - Dag’Kar					Raid
Speed:	5	Crew	38/8	Troops:	4
Turns:	1/45	IS:	2240+		
Hull:	4	Craft	-		
Damage:	30/6	SR:	-		
Weapon	R	A	AD	Special	
Ion Torpedoe	30	F	2	Precise, Super AP	
Energy Mine	30	F	4	Energy Mine, Slow-Loading	
Energy Mine	30	F	4	Energy Mine, Slow-Loading	
Energy Mine	30	F	4	Energy Mine, Slow-Loading	
Energy Mine	30	F	4	Energy Mine, Slow-Loading	

Class - Rongoth					Raid
Speed:	6	Crew	50/10	Troops:	5
Turns:	1/45	IS:	2241+		
Hull:	6	Craft	-		
Damage:	40/8	SR:	-		
Weapon	R	A	AD	Special	
Hvy Puls Can	12	F	12		
Twin Part Arr	8	F	8	Twin-Linked, Weak	
Lht Puls Can	8	P	6		
Lht Puls Can	8	S	6		
Lht Puls Can	8	A	6		
Twin Part Arr	8	A	8	Twin-Linked, Weak	

Class - Rothan					Raid
Speed:	6	Crew	48/10	Troops:	5
Turns:	1/45	IS:	2211+		
Hull:	6	Craft	-		
Damage:	37/8	SR:	-		
Weapon	R	A	AD	Special	
Hvy Plas Can	12	F	6	AP, Double Damage	
Twin Part Arr	8	F	8	Twin-linked, Weak	
Lht Plas Can	8	A	6	AP	
Twin Part Arr	8	A	8	Twin-linked, Weak	

Class - T’Loth					Raid
Speed:	8	Crew	90/21	Troops:	12
Turns:	1/45	IS:	2241+		
Hull:	5	Craft	1 Frazi Flight		
Damage:	60/12	SR:	Jump Point, Shuttles 3		
Weapon	R	A	AD	Special	
Hvy Plas Can	18	B	6	AP, Double Damage	
Lht Puls Can	8	F	10		
Lht Puls Can	8	P	10		
Lht Puls Can	8	S	10		
Lht Puls Can	8	A	10		

Class - T’Rann					Raid
Speed:	8	Crew	90/21	Troops:	-
Turns:	1/45	IS:	2247+		
Hull:	5	Craft	4 Frazi Flight		
Damage:	60/12	SR:	Jump Point		
Weapon	R	A	AD	Special	
Med Puls Can	12	F	6	Double Damage	
Lht Puls Can	8	F	10		
Lht Puls Can	8	P	10		
Lht Puls Can	8	S	10		
Lht Puls Can	8	A	10		

Class - G’Quan					Battle
Speed:	6	Crew	70/19	Troops:	8
Turns:	1/45	IS:	2242+		
Hull:	6	Craft	2 Frazi Flight		
Damage:	55/13	SR:	Jump Point		
Weapon	R	A	AD	Special	
Energy Mine	30	F	6	Energy Mine, Slow-Loading	
Energy Mine	30	F	6	Energy Mine, Slow-Loading	
Hvy Las Can	30	B	3	Beam, Double D, Super AP	
Lht Puls Can	8	F	6		
Twin part Arr	8	F	10	Twin-Linked, Weak	
Lht Puls Can	8	P	6		
Twin part Arr	8	P	10	Twin-Linked, Weak	
Lht Puls Can	8	S	6		
Twin part Arr	8	S	10	Twin-Linked, Weak	
Lht Puls Can	8	A	6		
Twin part Arr	8	A	10	Twin-Linked, Weak	

Class - G’Lan					Battle
Speed:	6	Crew	70/19	Troops:	6
Turns:	1/45	IS:	2259+		
Hull:	6	Craft	2 Frazi Flight		
Damage:	55/13	SR:	Jump Point		
Weapon	R	A	AD	Special	
Mag Gun	18	F	2	Beam, Super AP, Triple D	
Med Las Can	18	B	4	AP, Beam, Double D	
Lht Puls Can	8	F	6		
Twin part Arr	8	F	10	Twin-Linked, Weak	
Lht Puls Can	8	P	6		
Twin part Arr	8	P	10	Twin-Linked, Weak	
Lht Puls Can	8	S	6		
Twin part Arr	8	S	10	Twin-Linked, Weak	
Lht Puls Can	8	A	6		
Twin part Arr	8	A	10	Twin-Linked, Weak	

Class - Listening Post					Battle
Speed:	-	Crew	-	Troops:	40
Turns:	-	IS:	2230+		
Hull:	5	Craft	6 Frazi Flights		
Damage:	1000/500/250	SR:	Carrier 2, Command 1, Defense Network 6 Immobile, Space Station, Targets 3		
Weapon	R	A	AD	Special	
Hvy Las Can	30	T	1	Beam, Double D, Super AP	
Lht Puls Can	20	T	8		

Class - Var’Nic					Battle
Speed:	9	Crew	58/14	Troops:	3
Turns:	2/45	IS:	2241+		
Hull:	6	Craft	1 Frazi Flight		
Damage:	44/11	SR:	Jump Point		
Weapon	R	A	AD	Special	
Ion Torpedo	30	F	4	Super AP	
Med Las Can	20	B	4	Beam, Double D, Super AP	
Hvy Puls Can	12	F	6		
Twin Part Arr	8	F	8	Twin-linked, Weak	
Lht Puls Can	8	A	6		

Narn Regime 2/3

Priority Level: Raid

Priority Level: Battle

Class - Bin'Tak					War
Speed:	5	Crew	95/23	Troops:	8
Turns:	1/45	IS:	2245+		
Hull:	6	Craft	3 Frazi Flights		
Damage:	85/17	SR:	Command 1, Jump Point, Shuttles 2		
Weapon	R	A	AD	Special	
Ion Torpedo	30	F	4	Precise, Super AP	
Energy Mine	30	F	8	Energy Mine, Slow-Loading	
Energy Mine	30	F	8	Energy Mine, Slow-Loading	
Hvy Las Can	25	B	6	Beam, Double D, Super AP	
Mag Gun	20	F	2	Beam, Super AP, Triple D	
Lht Puls Can	8	F	8		
Twin Part Arr	8	F	16	Twin-Linked, Weak	
Lht Puls Can	8	P	6		
Twin Part Arr	8	P	8	Twin-Linked, Weak	
Lht Puls Can	8	S	6		
Twin Part Arr	8	S	8	Twin-Linked, Weak	
Hvy Las Can	25	Ba	4	Beam, Double D, Super AP	
Lht Puls Can	8	A	4		
Twin Part Arr	8	A	4	Twin-Linked, Weak	

Class - G'Quonth					War
Speed:	5	Crew	70/19	Troops:	6
Turns:	1/45	IS:	2252+		
Hull:	6	Craft	-		
Damage:	55/13	SR:	Jump Point		
Weapon	R	A	AD	Special	
Ion Torpedo	30	F	4	Precise, Super AP	
Energy Mine	30	F	6	Energy Mine, Slow-loading	
Energy Mine	30	F	6	Energy Mine, Slow-loading	
Hvy Las Can	30	B	6	Beam, Double D, Super AP	
Lht Puls Can	8	F	8		
Twin Part Arr	8	F	10	Twin-Linked, Weak	
Lht Puls Can	8	P	8		
Twin Part Arr	8	P	10	Twin-Linked, Weak	
Lht Puls Can	8	S	8		
Twin Part Arr	8	S	10	Twin-Linked, Weak	
Lht Puls Can	8	A	8		
Twin Part Arr	8	A	10	Twin-Linked, Weak	

Class - G'Tal					War
Speed:	5	Crew	75/20	Troops:	7
Turns:	1/45	IS:	2263+		
Hull:	6	Craft	1 Frazi Flight		
Damage:	60/14	SR:	Command 2, Jump Point		
Weapon	R	A	AD	Special	
Energy Mine	30	F	8	Energy Mine	
Energy Mine	30	F	8	Energy Mine	
Hvy Las Can	30	B	4	Beam, Double D, Super AP	
Twin Part Arr	10	F	10	Twin-Linked	
Light Part arr	8	F	8		
Twin Part Arr	10	P	10	Twin-Linked	
Light Part arr	8	P	8		
Twin Part Arr	10	S	10	Twin-Linked	
Light Part arr	8	S	8		
Twin Part Arr	10	A	6	Twin-Linked, Weak	
Light Part arr	8	A	4		

Narn Energy Mine Configurations
<p>Any Narn ship capable of firing energy mines may freely select from the configurations listed below. Each energy mine weapon system on a ship may only fire one type of configuration and may only use that for the entire battle. Different energy mine weapon systems on the same ship may choose different configurations and ships in a campaign may freely change their configurations before the start of each battle.</p> <p>The exception to this rule is the Short Charge configuration. Any energy mine equipped ship may use Short Charge at any time during a battle, regardless of what it is normally configured to fire.</p>
<p>Ionic Burst: The ionic burst gains the Weak trait but any enemy ship under its area while be unable to perform any Special Actions in its next turn and have the effects of any existing Special Actions negated.</p>
<p>Ship-Breaker: The energy mine’s Special Traits change to Double Damage, Slow-Loading, Super AP (yes, it loses Energy Mine!). Its range is also halved</p>
<p>Short Charge: The energy mine loses its Slow-Loading trait. However, it will also lose Attack Dice. Halve the number of Attack Dice used, rounding down. Range will also be reduced to 20”.</p>
<p>Wide Burst: Wide bursts roll their Attack Dice against every object within 5” of the target point instead of the normal 3” but gain the Weak trait.</p>

Narn Regime
Priority Level: Patrol
Breaching Pod 4 Flights
Frazi Wing (3 Flights)
Gorith Wing (3 Flights)
Sho’Kos Class Cutter
Sho’Kov-class Torpedo Cutter
Priority Level: Skirmish
G’Karith Class Patrol Cruiser
G’Sten Class War Cruiser
Ka’Toc-class Battle Destroyer
Ka’Tan-class Escort Destroyer
Sho’Kar Class Light Scout
T’Gan Orbital Satellite
Thentus Class frigate
Priority Level: Raid
Dag’Kar Class Missile Frigate
Rongoth Class Destroyer
Rothan-class Plasma Destroyer
T’Loth Class Assult Cruiser
T’Rann-class Heavy Carrier
Priority Level: Battle
G’Quan Class Heavy Cruiser
G’Lan-class Mag Cruiser
Narn Listening Post
Var’Nic Long Range Destroyer
Priority Level: War
Bin’Tak Class Dreadnought
G’Tal-class Command Cruiser
G’Quonth-class Attack Cruiser
Flights: No Special
<p>Narn and Centauri: Narn Vessels will never surrender to the Centauri and are immune to any effect that would require them to surrender to Centauri Vessels</p>
Narn Regime Initiative: +2

Narn Regime 3/3
Priority Level: War

Class - Breaching Pod				Patrol 4 Flights	
Speed:	8	Crew	-	Troops:	1
Turns:	SM	IS:	2046+		
Hull:	4	Craft	-		
Damage:	-	SR:	Breaching Pod, Dodge 5+, Stealth 3+		
Weapon	R	A	AD	Special	
-					

Class - Flyer				Patrol 2 Flights	
Speed:	12	Crew	-	Troops:	-
Turns:	SM	IS:	2004+		
Hull:	3	Craft	-		
Damage:	-	SR:	Atmospheric, Dodge 4+, Dogfight +1, Fighter, Stealth 5+		
Weapon	R	A	AD	Special	
Lht Fus Can	2	T	3	AP	

Class - Nial				Patrol 1 Flight	
Speed:	15	Crew	-	Troops:	-
Turns:	SM	IS:	2050+		
Hull:	3	Craft	-		
Damage:	-	SR:	Atmospheric, Dodge 2+, Dogfight +3, Fighter, Stealth 4+		
Weapon	R	A	AD	Special	
Lht Fus Can	2	T	3	AP	

Class - Tishat				Patrol 1 Flight	
Speed:	15	Crew	-	Troops:	-
Turns:	SM	IS:	2031+		
Hull:	3	Craft	-		
Damage:	-	SR:	Atmospheric, Dodge 2+, Dogfight +4, Fighter, Stealth 4+		
Weapon	R	A	AD	Special	
Lht Fus Can	2	T	1	AP	

Class - Defense Satellite					Skirmish	
Speed:	-	Crew	-	Troops:	-	
Turns:	-	IS:	2240+			
Hull:	4	Craft	-			
Damage:	10/3	SR:	Immobile, Stealth 4+			
Weapon	R	A	AD	Special		
Fusion Can	12	T	4	AP, Mini-Beam		

Class - Torotha					Skirmish	
Speed:	12	Crew	18/5	Troops:	2	
Turns:	2/45	IS:	2006+			
Hull:	4	Craft	-			
Damage:	16/5	SR:	Adv Jump Point, Flight Comp, Stealth 4+			
Weapon	R	A	AD	Special		
Fusion Cann	12	F	4	AP, Mini-Beam		
Mole Distup	6	F	4	AP, Double D, Precise		
Fusion Cann	12	A	2	AP, Mini-Beam		

Class - Ashinata					Raid
Speed:	12	Crew	42/7	Troops:	4
Turns:	2/45	IS:	2236+		
Hull:	5	Craft	-		
Damage:	38/6	SR:	Adv Jump Point, Flight Comp, Stealth 4+		
Weapon	R	A	AD	Special	
Fusion Can	18	F	6	AP, Mini-Beam, Twin-linked	
Fusion Can	18	P	6	AP, Mini-Beam, Twin-linked	
Fusion Can	18	S	6	AP, Mini-Beam, Twin-linked	
Fusion Can	18	A	6	AP, Mini-Beam, Twin-linked	

Class - Esharan					Raid
Speed:	12	Crew	42/7	Troops:	4
Turns:	2/45	IS:	2066+		
Hull:	5	Craft	-		
Damage:	38/6	SR:	Adv Jump Point, Flight Comp, Stealth 4+		
Weapon	R	A	AD	Special	
Fusion Can	18	F	6	AP, Mini-Beam	
Shock Can	5	F	4	Anti-Fighter, AP	
Fusion Can	18	P	4	AP, Mini-Beam	
Shock Can	5	P	4	Anti-Fighter, AP	
Fusion Can	18	S	4	AP, Mini-Beam	
Shock Can	5	S	4	Anti-Fighter, AP	
Fusion Can	18	A	4	AP, Mini-Beam	
Shock Can	5	A	4	Anti-Fighter, AP	

Class - Leshath					Raid
Speed:	10	Crew	28/6	Troops:	3
Turns:	2/45	IS:	1995+		
Hull:	4	Craft	1 Nial Flight		
Damage:	24/5	SR:	Adv Jump P,Flight Comp, Scout Stealth 5+		
Weapon	R	A	AD	Special	
Fusion Can	18	F	8	AP, Mini-Beam	
Fusion Can	18	P	8	AP, Mini-Beam	
Fusion Can	18	S	8	AP, Mini-Beam	
Fusion Can	18	A	8	AP, Mini-Beam	

Class - Tigara					Raid	
Speed:	12	Crew	36/6	Troops:	3	
Turns:	2/45	IS:	1990+			
Hull:	5	Craft	1 Nial Flight			
Damage:	24/5	SR:	Adv Jump Point, Flight Comp, Stealth 4+			
Weapon	R	A	AD	Special		
Fusion Can	18	F	4	AP, Mini-Beam		
Mole Disrup	8	F	6	AP, Double Damage, Precise		
Antimat Can	4	F	6	Double Damage, Super AP		
Fusion Can	18	P	4	AP, Mini-Beam		
Mole Disrup	8	P	4	AP, Double Damage, Precise		
Fusion Can	18	S	4	AP, Mini-Beam		
Mole Disrup	8	S	4	AP, Double Damage, Precise		
Fusion Can	18	A	4	AP, Mini-Beam		
Mole Disrup	8	A	4	AP, Double Damage, Precise		

Class - Teshlan					Raid
Speed:	14	Crew	36/6	Troops:	3
Turns:	2/45	IS:	2177+		
Hull:	5	Craft	1 Nial Flight		
Damage:	24/5	SR:	Adv Jump Point, Flight Comp, Stealth 4+		
Weapon	R	A	AD	Special	
Neutron Las	20	F	2	Beam, Double Damage, Precise, Super AP	
Fusion Can	18	F	6	AP, Mini-Beam	
Fusion Can	18	P	6	AP, Mini-Beam	
Fusion Can	18	S	6	AP, Mini-Beam	
Fusion Can	18	A	6	AP, Mini-Beam	

Class - Tigara					Raid								
Speed:	12	Crew	36/6	Troops:	3								
Turns:	2/45	IS:	1990+										
Hull:	5	Craft	1 Nial Flight										
Damage:	24/5	SR:	Adv Jump Point, Flight Comp, Stealth 4+										
Weapon	R	A	AD	Special									
Fusion Can	18	F	4	AP, Mini-Beam									
Mole Disrup	8	F	6	AP, Double Damage, Precise									
Antimat Can	4	F	6	Double Damage, Super AP									
Fusion Can	18	P	4	AP, Mini-Beam									
Mole Disrup	8	P	4	AP, Double Damage, Precise									
Fusion Can	18	S	4	AP, Mini-Beam									
Mole Disrup	8	S	4	AP, Double Damage, Precise									
Fusion Can	18	A	4	AP, Mini-Beam									
Mole Disrup	8	A	4	AP, Double Damage, Precise									

Class - Tigara					Raid								
Speed:	12	Crew	36/6	Troops:	3								
Turns:	2/45	IS:	1990+										
Hull:	5	Craft	1 Nial Flight										
Damage:	24/5	SR:	Adv Jump Point, Flight Comp, Stealth 4+										
Weapon	R	A	AD	Special									
Fusion Can	18	F	4	AP, Mini-Beam									
Mole Disrup	8	F	6	AP, Double Damage, Precise									
Antimat Can	4	F	6	Double Damage, Super AP									
Fusion Can	18	P	4	AP, Mini-Beam									
Mole Disrup	8	P											

Class - Morshin					Battle
Speed:	8	Crew	36/7	Troops:	4
Turns:	2/45	IS:	1995+		
Hull:	4	Craft	1 Flyer & 8 Nial Flights		
Damage:	38/6	SR:	Adv Jump P, Carrier 4, Command 1, Fleet Carrier, Flight Computer, Stealth 5+		
Weapon	R	A	AD	Special	
Fusion Can	18	F	6	AP, Mini-Beam	
Fusion Can	18	P	2	AP, Mini-Beam	
Fusion Can	18	S	2	AP, Mini-Beam	
Fusion Can	18	A	4	AP, Mini-Beam	

Class - Veshatan					Battle
Speed:	12	Crew	62/10	Troops:	5
Turns:	1/45	IS:	1989-2207		
Hull:	5	Craft	-		
Damage:	56/8	SR:	Adv Jump Point, Flight Comp, Stealth 4+		
Weapon	R	A	AD	Special	
Neutron laser	25	F	4	Beam, DD, Precise, Super AP	
Fusion Can	18	F	6	AP, Mini-Beam	
Fusion Can	18	P	4	AP, Mini-Beam	
Fusion Can	18	S	4	AP, Mini-Beam	
Fusion Can	18	A	4	AP, Mini-Beam	

Class - Thinashi					Battle
Speed:	10	Crew	42/7	Troops:	4
Turns:	2/45	IS:	2020+		
Hull:	5	Craft	-		
Damage:	38/6	SR:	Adv Jump Point, Flight Comp, Stealth 4+		
Weapon	R	A	AD	Special	
Neutron laser	25	F	4	Beam, DD, Precise, Super AP	
Fusion Can	18	F	8	AP, Mini-Beam, Twin-Linked	
Fusion Can	18	P	6	AP, Mini-Beam, Twin-Linked	
Fusion Can	18	S	6	AP, Mini-Beam, Twin-Linked	
Fusion Can	18	A	6	AP, Mini-Beam, Twin-Linked	

Class - Shantavi					Battle
Speed:	8	Crew	42/7	Troops:	3
Turns:	1/45	IS:	2259+		
Hull:	5	Craft	-		
Damage:	38/6	SR:	Adv Jump Point, Flight Comp, Stealth 4+		
Weapon	R	A	AD	Special	
Imp Neut Las	25	F	4	Beam, Precise, Super AP, TD	
Fusion Can	18	F	4	AP, Mini-Beam, Twin-Linked	
Mole Disrupt	6	F	8	AP, Double Damage, Precise	

Class - Troligan					Battle
Speed:	7	Crew	64/7	Troops:	4
Turns:	1/45	IS:	2166+		
Hull:	5	Craft	1 Flyer Flight		
Damage:	55/7	SR:	Adv Jump Point, Flight Comp, Stealth 4+		
Weapon	R	A	AD	Special	
Neutron laser	30	F	2	Beam, DD, Precise, Super AP	
Fusion Can	18	F	8	AP, Mini-Beam	
Fusion Can	18	P	6	AP, Mini-Beam	
Fusion Can	18	S	6	AP, Mini-Beam	
Fusion Can	18	A	6	AP, Mini-Beam	

Class - Neshatan					War
Speed:	8	Crew	62/10	Troops:	5
Turns:	1/45	IS:	1977+		
Hull:	6	Craft	-		
Damage:	56/8	SR:	Adv Jump Point, Flight Comp, Stealth 4+		
Weapon	R	A	AD	Special	
Neutron laser	30	F	6	Beam, DD, Precise, Super AP	
Fusion Can	18	F	8	AP, Mini-Beam	
Fusion Can	18	P	6	AP, Mini-Beam	
Fusion Can	18	S	6	AP, Mini-Beam	
Neutron laser	30	A	4	Beam, DD, Precise, Super AP	
Fusion Can	18	A	4	AP, Mini-Beam	

Class Norgath Starbase					War
Speed:	-	Crew	-	Troops:	40
Turns:	-	IS:	2082+		
Hull:	4	Craft	2 Flyer & 4 Nial Flights		
Damage:	800/400/200	SR:	Carrier 2, Command 1, Defense Network 12, Immobile, Interceptors 6, Space Station, Stealth 3+, Targets 4		
Weapon	R	A	AD	Special	
Neutron Las	30	T	2	DD,MiniBeam,Precise,SupAP	
Fusion Can	18	T	6	AP, Mini-Beam	

Class - Sharlin					War
Speed:	8	Crew	66/9	Troops:	5
Turns:	1/45	IS:	1958+		
Hull:	5	Craft	1 Flyer & 4 Nial Flights		
Damage:	60/8	SR:	Adv Jump Point, Flight Comp, Stealth 5+		
Weapon	R	A	AD	Special	
Neutron laser	30	F	6	Beam, DD, Precise, Super AP	
Fusion Can	18	F	8	AP, Mini-Beam	
Fusion Can	18	P	8	AP, Mini-Beam	
Fusion Can	18	S	8	AP, Mini-Beam	
Neutron laser	30	A	4	Beam, DD, Precise, Super AP	
Fusion Can	18	A	8	AP, Mini-Beam	

Class - Sharkaab					War
Speed:	8	Crew	66/9	Troops:	3
Turns:	1/45	IS:	2261+		
Hull:	5	Craft	2 Nial Flights		
Damage:	60/8	SR:	Adv Jump Point, Flight Comp, Stealth 5+		
Weapon	R	A	AD	Special	
Imp Neut las	36	F	4	Beam, Precise, Super AP, TD	
Fusion Can	18	F	8	AP, Mini-Beam	
Fusion Can	18	P	4	AP, Mini-Beam	
Fusion Can	18	S	4	AP, Mini-Beam	
Neutron laser	30	A	4	Beam, DD, Precise, Super AP	
Fusion Can	18	A	6	AP, Mini-Beam	

Minbari Regime 2/2
Priority Level: Battle
Priority Level: War

Class - Sharoos					War
Speed:	8	Crew	66/9	Troops:	5
Turns:	1/45	IS:	2008+		
Hull:	5	Craft	1 Flyer Flight		
Damage:	60/8	SR:	Adv Jump Point, Flight Comp, Stealth 5+		
Weapon	R	A	AD	Special	
Neutron Las	30	F	4	Beam, DD, Precise, Super AP	
Fusion Can	18	F	6	AP, Mini-Beam	
Neutron Las	30	P	2	Beam, DD, Precise, Super AP	
Fusion Can	18	P	4	AP, Mini-Beam	
Neutron Las	30	S	2	Beam, DD, Precise, Super AP	
Fusion Can	18	S	4	AP, Mini-Beam	
Neutron Las	30	A	2	Beam, DD, Precise, Super AP	
Fusion Can	18	A	6	AP, Mini-Beam	

Minbari Federation
Priority Level: Patrol
Breaching Pod
Flyer Wing (2 Flights)
Nial Wing (1 Flights)
Tishat Wing (1 Flight)
Priority Level: Skirmish
Minbari Defence Satellite
Torotha Class Assault Frigate
Priority Level: Raid
Leshath Class Heavy Scout
Tigara Class Attack Cruiser
Teshlan-class Fast Cruiser
Ashinata-class Close Escort
Esharan-class Anti-Fighter Frigate
Priority Level: Battle
Morshin Class Carrier
Shantavi-class Heavy Battle Frigate
Tinashi Class war frigate
Troligan class armored Cruiser
Veshatan - class Fast Gunship
Priority Level: War
Neshatan Class Gunship
Norgath Starbase
Sharkaan -Class Advanced Warcruiser
Sharlin Class War Cruiser
Sharoos-Class Heavy Warcruiser
Flights: Any Ship Carrying one or more Flyer Flights may replace any Number of them for Nial, or Vice Versa, as long as the scenario is set in 2250 or Latter
Minbari Federation Initiative: +4

Class - Starfury				Patrol 3 Flighths	
Speed:	12	Crew	-	Troops:	-
Turns:	SM	IS:	2244+		
Hull:	4	Craft	-		
Damage:	-	SR:	Afterburner, dodge 2+, dogfight +1, fighter		
Weapon	R	A	AD	Special	
Uni-Puls Can	2	T	2	Twin-Linked	

Class - Thunderbolt				Patrol 3 Flights	
Speed:	10	Crew	-	Troops:	-
Turns:	SM	IS:	2259+		
Hull:	5	Craft	-		
Damage:	-	SR:	Afterburner, Atmospheric, Dodge 2+, Dogfight +0, Fighter		
Weapon	R	A	AD	Special	
Missile Rack	4	T	2	AP	
Gatling Pulse	2	T	2		

Class - Nial				Skirmish 1 Flight	
Speed:	15	Crew	-	Troops:	-
Turns:	SM	IS:	2050+		
Hull:	3	Craft	-		
Damage:	-	SR:	Atmospheric, Dodge 2+, Dogfight +3, Fighter, Stealth 4+		
Weapon	R	A	AD	Special	
Lht Fus Can	2	T	3	AP	

Class - White Star					Raid	
Speed:	15	Crew	-	Troops:	1	
Turns:	2/90	IS:	2260+			
Hull:	5	Craft	1 Nial Flight			
Damage:	10/3	SR:	Adaptive Amour, Adv Jump P, Dodge 3+ Flight Computer, Self-Repairing 1			
Weapon	R	A	AD	Special		
Imp Neut Las	18	F	1	Beam, precise, Super AP, TD		
Mole Puls	10	F	5	Anti-fighter, AP, DD, Precise		

Class - White Star 2					Battle	
Speed:	12	Crew	12/3	Troops:	1	
Turns:	2/90	IS:	2267+			
Hull:	5	Craft	1 Nial Flight			
Damage:	15/3	SR:	Adp Armour, Adv Jump Point, Dodge 3+, Flight Computer, Self-Repairing 2			
Weapon	R	A	AD	Special		
Missile Rack	30	F	2	Precise, Slow-Load, Super AP		
Imp Neut Las	18	F	2	Beam, Precise, Super AP, TD		
Mole Puls	10	F	8	Anti-fighter, AP, DD, Precise		

Class - Babylon 5 (Post)					War
Speed:	-	Crew	-	Troops:	
Turns:	-	IS:	2259-2281		
Hull:	4	Craft	12 Starfury Flights		
Damage:	1000/ 500/ 250	SR:	Carrier 3, Command 2, Immobile, Interceptors 14, Targets 6		
Weapon	R	A	AD	Special	
Hvy Puls Can	28	T	10		
Quad Part B	24	T	8	Twin-Linked	
Particle Beam	18	T	6		
Lht Part B	6	T	2	Anti-fighter	

Class - Victory					War	
Speed:	8	Crew	90/20	Troops:	4	
Turns:	1/45	IS:	2266+			
Hull:	6	Craft	3 Starfury & 3 Thunderbolt Flights			
Damage:	75/15	SR:	Adv Jump Point, Afterburner, Carrier 2, Command +1, Flight Comp, Interceptors 4			
Weapon	R	A	AD	Special		
Lighting Can	30	B	8	Beam, Precise, Super AP, TD		
Neutron Las	30	F	6	Beam, DD, Precise, Super AP		
Neutron Las	30	A	2	Beam, DD, Precise, Super AP		
Fusion Can	18	T	6	AP, Mini-Beam		
Hvy Puls Can	12	T	12	Twin-linked		

Interstellar Alliance				
Priority Level: Patrol				
Starfury Wing (3 flights)				
Thunderbolt Wing (3 flights)				
Priority Level: Skirmish				
Nial Wing (1 Flights)				
Priority Level: Raid				
White Star				
Priority Level: Battle				
White Star 2				
Priority Level: War				
Babylon 5 Diplomatic Station (Post)				
Victory-class destroyer				
Flights: Any Ship Carrying one or more Starfury Flights may replace any number of them for Thunderbolts				
Interstellar Alliance Initiative: +2				

Interstellar Alliance				
Priority Level: Patrol				
Priority Level: Skirmish				
Priority Level: Raid				
Priority Level: Battle				
Priority Level: War				

Class - Breaching Pod				Patrol 4 Flights	
Speed:	6	Crew	-	Troops:	1
Turns:	SM	IS:	2203+		
Hull:	6	Craft	-		
Damage:	-	SR:	Breaching Pod, Dodge 5+		
Weapon	R	A	AD	Special	
-					

Class - Delta-V				Patrol 6 Flights	
Speed:	8	Crew	-	Troops:	-
Turns:	SM	IS:	2190+		
Hull:	3	Craft	-		
Damage:	-	SR:	Atmospheric,Dodge2+,Dogfight+0,fighter		
Weapon	R	A	AD	Special	
Lht Part Gun	2	T	2	Weak	

Class - Double V				Patrol 4 Flights	
Speed:	8	Crew	-	Troops:	-
Turns:	SM	IS:	2190+		
Hull:	4	Craft	-		
Damage:	-	SR:	Dodge 3+, Dogfight −1, Fighter		
Weapon	R	A	AD	Special	
Missile Rack	4	T	2	AP	
Twin Lht Part	2	T	4	Twin-Linked, Weak	

Class - Mod Freighter				Patrol	
Speed:	4	Crew	12/3	Troops:	1
Turns:	1/45	IS:	2190+		
Hull:	5	Craft	-		
Damage:	12/3	SR:	-		
Weapon	R	A	AD	Special	
Med Puls Can	8	F	3		
Med Puls Can	8	P	3		
Med Puls Can	8	S	3		
Med Puls Can	8	A	3		
Particle Beam	4	T	2	Anti-Fighter, Weak	

Class - Defense Post				Skirmish	
Speed:	-	Crew	-	Troops:	1
Turns:	-	IS:	2255+		
Hull:	4	Craft	-		
Damage:	10/3	SR:	Immobile, Interceptors 2		
Weapon	R	A	AD	Special	
Med Puls Can	10	T	6		

Class - Strike Carrier				Skirmish	
Speed:	6	Crew	54/12	Troops:	3
Turns:	1/45	IS:	2247+		
Hull:	4	Craft	4 Delta-V Flights		
Damage:	32/7	SR:	Carrier 4, Jump Point		
Weapon	R	A	AD	Special	
Med puls Can	10	F	8		
Particle Beam	4	F	6	Anti-Fighter, Weak	
Med puls Can	10	P	4		
Particle Beam	4	P	6	Anti-Fighter, Weak	
Med puls Can	10	S	4		
Particle Beam	4	S	6	Anti-Fighter, Weak	
Particle Beam	4	A	6	Anti-Fighter, Weak	

Class - Battle Wagon				Raid	
Speed:	6	Crew	40/10	Troops:	4
Turns:	1/45	IS:	2242+		
Hull:	6	Craft	4 Delta-V Flights		
Damage:	35/8	SR:	Interceptors 2, Jump Point		
Weapon	R	A	AD	Special	
Med Las Can	20	B	3	Beam, Double D, Super AP	
Med Las Can	10	F	10		
Particle Beam	4	F	4	Anti-Fighter, Weak	
Particle Beam	4	S	4	Anti-Fighter, Weak	
Particle Beam	4	P	4	Anti-Fighter, Weak	
Twin Part Arr	8	A	6	Twin-Linked, Weak	
Particle Beam	4	A	4	Anti-Fighter, Weak	

Class - Raider Base				Battle	
Speed:	-	Crew	-	Troops:	25
Turns:	-	IS:	2240+		
Hull:	5	Craft	16 Delta-V Flighths		
Damage:	800/400/200	SR:	Carrier 6, Defence Network 8, Immobile, Interceptors 10, Space Station, Targets 3		
Weapon	R	A	AD	Special	
Hvy Puls Can	24	T	6	Twin-Linked	
Railgun	20	T	4	AP, Double Damage	
Particle Blast	15	T	6	Twin-Linked	

The Raiders
Priority Level: Patrol
Breaching Pod 4 Flights
Delta-V Wing (6 flights)
Double-V 4 Flight
Modified Freighter
Priority Level: Skirmish
Raider Defence Post
Strike Carrier
Priority Level: Raid
Battle Wagon
Priority Level: Battle
Raider Base
Flights: No Special
Raider Initiative: +0

The Raiders
Priority Level: Patrol
Priority Level: Skirmish
Priority Level: Raid
Priority Level: Battle
Priority Level: War

Class - Fighter				Patrol 3 Flights	
Speed:	9	Crew	-	Troops:	-
Turns:	SM	IS:	Until 2261		
Hull:	4	Craft	-		
Damage:	-	SR:	Dodge 3+, Dogfight +0, fighter		
Weapon	R	A	AD	Special	
discharge gun	3	T	1	anti-fighter, AP, Beam, Precise	

Class Orbital Installation					Skirmish	
Speed:	-	Crew	-	Troops:	-	
Turns:	-	IS:	Until 2261			
Hull:	5	Craft	-			
Damage:	25/0	SR:	adap amour, Immobile, Self-Repairing 1d6			
Weapon	R	A	AD	Special		
discharge gun	12	T	2	AP, Beam Double D, Precise		

Class - Transport					Skirmish	
Speed:	8	Crew	-	Troops:	-	
Turns:	1/90	IS:	Until 2261			
Hull:	4	Craft	-			
Damage:	35/0	SR:	Adaptive Armour, Advance Jump Point, Flight Computer, Self-Repairing 2			
Weapon	R	A	AD	Special		
discharge gun	12	F	3	AP, Beam, Double D, Precise		

Class - Destroyer					Raid	
Speed:	7	Crew	-	Troops:	-	
Turns:	1/90	IS:	Until 2261			
Hull:	5	Craft	-			
Damage:	50/0	SR:	Adaptive Armour, Advance Jump Point, Flight Computer, Self-Repairing 2			
Weapon	R	A	AD	Special		
discharge gun	18	F	4	AP, Beam, Double D, Precise		

Class - Light Cruiser					Battle
Speed:	6	Crew	-	Troops:	-
Turns:	1/45	IS:	Until 2261		
Hull:	5	Craft	-		
Damage:	70/0	SR:	Adaptive Armour, Advance Jump Point, Flight Computer, Self-Repairing 1D6		
Weapon	R	A	AD	Special	
Lighting Can	15	F	4	Beam, Precise, Super AP, TD	

Class - Heavy Cruiser						War	
Speed:	5	Crew	-	Troops:	-		
Turns:	1/45	IS:	Until 2261				
Hull:	5	Craft	-				
Damage:	100/0	SR:	Adaptive Armour, Advance Jump Point, Flight Computer, Self-Repairing 2D6				
Weapon	R	A	AD	Special			
Lighting Can	24	F	4	Beam, Precise, Super AP, TD			
discharge gun	18	F	6	AP, Beam, Double D, Precise			

Class - Observation Post						War
Speed:	-	Crew	-	Troops:	-	
Turns:	-	IS:	Until 2261			
Hull:	5	Craft	6 Vorlon Fighter Flights			
Damage:	600/ 300/ 150	SR:	Adaptive Armour, Carrier 2, Defense Network 6, Immobile, Self-Repairing 2d6, Targets 4			
Weapon	R	A	AD	Special		
Lighting Can	24	T	1	Beam, Precise, Super AP, TD		
discharge gun	15	T	4	AP, Beam, Double D, Precise		

Vorlon Empire				
Priority Level: Patrol				
Vorlon Fighter (3 Flights)				
Priority Level: Skirmish				
Orbital Installation				
Transport				
Priority Level: Raid				
Destroyer				
Priority Level: Battle				
Light Cruiser				
Priority Level: War				
Heavy Cruiser				
Observation Post				
Vorlon Empire Initiative: +6				

Vorlon Fleet Rules				
<p>Damage Resistance: Based on highly advanced bio-technology, Vorlon ships are organic creations and so do not have the same structure as other ships. Because of this, they take damage in a very different manner. Every successful attack on a Vorlon ship that beats its Hull score will cause damage, without the need to roll for bulkhead and critical hits. Vorlon ships are immune to critical hits, as no specific vital systems. For every hit a Vorlon ship suffers, roll one dice. This is how much damage it actually suffers from the hit and is double or trebled as normal for weapons that possess the appropriate traits. Precise weapons have no additional effect but Adaptive Amour halves all incoming damage as normal. Vorlon ships have no effective Crew score, as the whole vessel is a single, living entity. In addition, they never perform Damage Control and can never be Crippled or reduced to a Skeleton Crew. A Vorlon ship that has been reduced to 0 Damage has been destroyed and is simply removed form the table.</p>				
<p>Special Actions: Vorlon ships may use any Special Actions except All Hands to Deck!, Close Blast Doors and Activate Defense Grid!, Run Silent! and Stand Down and Prepare to be Boarded.</p>				
<p>Superior Technology: The technical advances of the younger races pose few problems for the Vorlons. They gain a +1 bonus to all rolls they make in order to circumvent an enemy ships Stealth.</p>				

Vorlon Empire				
Priority Level: Patrol				
Priority Level: Skirmish				
Priority Level: Raid				
Priority Level: Battle				
Priority Level: War				

Class - Shadow Fighter		Patrol 3 Flights			
Speed:	12	Crew	-	Troops:	-
Turns:	SM	IS:	Until 2261		
Hull:	4	Craft	-		
Damage:	-	SR:	Adv Jump Point, Atmospheric, Dodge 3+, Dogfight +0, Fighter		
Weapon	R	A	AD	Special	
Polarity Can	2	T	2	AP, Double Damage	

Class - Orbital Satellite		Skirmish			
Speed:	-	Crew	-	Troops:	-
Turns:	-	IS:	Until 2261		
Hull:	5	Craft	-		
Damage:	30/0	SR:	Immobile, Self Repairing 1D6		
Weapon	R	A	AD	Special	
Mole Slicer B	12	T	1	Beam, Precise, Super AP, TD	

Class - Shadow Scout		Raid			
Speed:	9	Crew	-	Troops:	-
Turns:	SM	IS:	Until 2261		
Hull:	5	Craft	-		
Damage:	58/0	SR:	Adv Jump P, Flight Computer, Scout, Self-Repairing 1d6, Stealth 4+		
Weapon	R	A	AD	Special	
phas puls can	8	F	6	anti-fighter, Double D, Sup AP	

Class - Shadow Hunter		Battle			
Speed:	7	Crew	-	Troops:	-
Turns:	SM	IS:	Unknow		
Hull:	5	Craft	3 Shadow Fighter Flights		
Damage:	100/0	SR:	Adv Jump Point, Flight Computer, Self-Repairing 1D6		
Weapon	R	A	AD	Special	
Fht disp tube	30	T		Fighter Dispersal Tube	
Mole Slicer B	12	F	4	Beam, Super AP, Triple D	

Class - Shadow Cloud		War			
Speed:	-	Crew	-	Troops:	-
Turns:	-	IS:	Until 2261		
Hull:	5	Craft	16 Shadow Fighter Flight		
Damage:	800/400/200	SR:	Carrier 4, Defense Network 6, Immobile, Interceptors 14, Space Station, Targets 3		
Weapon	R	A	AD	Special	
Thermo Miss	30	T	2	Precise, Super AP, Triple D	
Mole Slicer B	24	T	2	Beam, Precise, Super AP, TD	

Class - Shadow Ship		War			
Speed:	6	Crew	-	Troops:	-
Turns:	SM	IS:	Until 2261		
Hull:	6	Craft	6 Shadow Fighter Flights		
Damage:	150/0	SR:	Advance Jump Point, Flight Computer, Self-Repairing 2d6		
Weapon	R	A	AD	Special	
Fht Disper	30	T		Fighter Dispersal Tube	
JP Disruptor	18	T			
Mole Slicer B	18	T	5	Beam, Precise, Super AP, TD	

The Shadows	
Priority Level: Patrol	
Shadow Fighter (3 Flights)	
Priority Level: Skirmish	
Shadow Orbital Satellite	
Priority Level: Raid	
Shadow Scout	
Priority Level: Battle	
Shadow Hunter	
Priority Level: War	
Shadow Cloud	
Shadow Ship	
Flights: May initiate Jump Point	
Shadows and Hyperspace: A Shadow vessel may enter realspace from hyperspace at any point with no deviation. It will also be able to move, attack and act normally during the turn it leaves Hyperspace. Shadow vessels must user the Initiate Jump Point SA to enter hyperspace but no jump point counter is placed on the board.	
The Shadows Initiative: +6	

The Shadow Fleet Rules	
Hyperspace Mastery: Shadow Scouts and Shadow Ships may enter realspace from hyperspace at any point, without risk of deviation. They can move, attack and otherwise act normally during the turn it leaves hyperspace. Shadow vessels must use the Initiate Jump Point! Special Action to enter hyperspace but no jump point counter is placed on the table, thus no damage is caused. Instead, the Shadow vessel is simply removed into hyperspace at the beginning of its next turn. Shadow Fighter flights may also enter and leave hyperspace by this method without having to take any Special Action.	
Damage Resistance: Based on highly advanced bio-technology, Shadow vessels are organic creations and so do not have the same structure as other ships. Because of this, they take damage in a very different manner. Every successful attack on a Shadow vessel that beats its Hull score will cause damage, without the need to roll for bulkhead and critical hits. Shadow vessels are immune to critical hits, as they have no specific vital systems. For every hit a Shadow vessel suffers, roll one dice. This is how much damage it actually suffers from the hit and is double or trebled as normal for weapons that possess the appropriate traits. Precise weapons have no additional effect but Adaptive Amour halves all incoming damage as normal. Shadow vessels have no effective Crew score, as the whole ship is a single, living entity. In addition, they never perform Damage Control and can never be Crippled or reduced to a Skeleton Crew. A Shadow vessel that has been reduced to 0 Damage has been destroyed and is simply removed form the table.	
Special Actions: Shadow vessels may only use the Initiate Jump Point Special Action.	
Superior Technology: The technical advances of the younger races pose few problems for the Shadows. They gain a +1 bonus to all rolls they make in order to circumvent an enemy ships Stealth	
Superb Maneuverability: Shadow vessels are supremely agile at slow speeds but it is still important to keep track of their heading. Instead of using the normal SM rules, a Shadow vessel may instead turn up to 90o at the start of its movement and then move twice its Speed in a straight line.	
Jump Point Disruptor: A Shadow Ship may choose to use its Jump Point Disruptor in place of any other weapons during its turn. This may target any jump point leading to hyperspace within 18ö. This attack will immediately shut down the jump point. In addition, every ship that went through the jump point this turn or is within 4ö of its forward arc must roll a dice. On a 1, it escapes destruction and sustains 3d6 points of damage. On a 2-3, it suffers d6 critical hits, multiplying all damage by three as if it had been hit by a Triple Damage weapon. On a roll of 4-6, the ship is automatically destroyed. Auxiliary craft flights will always be destroyed on a roll of 2 or more.	
Fighter Dispersal Tube: Holding a swarm of fighters deep within their organic hulls, Shadow Ships are capable of firing them great distances, where they instantly deploy. This allows the Shadows to use their fighters to delay and distract their enemies while their main ships close range. A Shadow Ship that uses its Fighter Dispersal Tube may not use any other weapon in the same turn. Up to four Shadow Fighter flights may be placed anywhere within 30ö of the launching ship. They must be placed within 3ö of one another and may not take any action in the turn they were launched in this fashion.	

The Shadows	
Priority Level: Patrol	
Priority Level: Skirmish	
Priority Level: Raid	
Priority Level: Battle	
Priority Level: War	

Class - Civilian Trader					Patrol
Speed:	7	Crew	10/4	Troops:	1
Turns:	2/45	IS:	ALL		
Hull:	4	Craft	-		
Damage:	8/3	SR:	-		
Weapon	R	A	AD	Special	
Lht Particle B	4	T	2	Weak	

Class - Corporate Freighter					Patrol
Speed:	4	Crew	12/3	Troops:	1
Turns:	1/45	IS:	All		
Hull:	4	Craft	-		
Damage:	12/3	SR:	-		
Weapon	R	A	AD	Special	
Particle Beam	8	T	4	Weak	

Class - Corporate Tanker					Patrol
Speed:	4	Crew	12/3	Troops:	1
Turns:	1/45	IS:	All		
Hull:	4	Craft	-		
Damage:	12/3	SR:	-		
Weapon	R	A	AD	Special	
Particle Beam	8	T	4	Weak	

Class - Patrol Boat					Patrol
Speed:	8	Crew	9/2	Troops:	1
Turns:	2/45	IS:	All		
Hull:	4	Craft	-		
Damage:	8/2	SR:	-		
Weapon	R	A	AD	Special	
Particle Gun	6	T	4	Weak	
Particle Beam	2	T	1	Anti-Fighter, Weak	

Class - Space Liner					Patrol
Speed:	4	Crew	32/12	Troops:	-
Turns:	1/45	IS:	All		
Hull:	3	Craft	-		
Damage:	30/12	SR:	-		
Weapon	R	A	AD	Special	
Particle Beam	6	F	4	Weak	
Particle Beam	6	P	4	Weak	
Particle Beam	6	S	4	Weak	
Particle Beam	6	A	4	Weak	

Class - Spacedocks					Patrol
Speed:	-	Crew	-	Troops:	10
Turns:	-	IS:	All		
Hull:	4	Craft	-		
Damage:	300/ 150/ 75	SR:	Immobile, Interceptors 8, Space Station, Targets 3		
Weapon	R	A	AD	Special	
Missile Rack	30	T	1	Precise, Slow-Load, Super AP	
Med Puls Can	15	T	6		
Particle Beam	8	T	3	Anti-Fighter, Weak	

Other Craft Fleet	
Priority Level: Patrol	
Civilian Trader	
Corporate Freighter	
Corporate Tanker	
Patrol Boat	
Space Liner	
Space dock	
Civilian Initiative: -4	

Other Craft Fleet	
Priority Level: Patrol	

Class - Tzymm					Patrol 3 Flights				
Speed:	12	Crew	-	Troops:	-				
Turns:	SM	IS:	2200+						
Hull:	4	Craft	-						
Damage:	-	SR:	Atmospheric,Dodge3+,Dogfight+1,Fighter						
Weapon	R	A	AD	Special					
Lht Matt Can	4	T	2	AP					
Twin Antipro	2	T	3	Twin-Linked, Weak					

Class - Vaarl					Patrol				
Speed:	10	Crew	12/4	Troops:	1				
Turns:	2/90	IS:	2200+						
Hull:	3	Craft	-						
Damage:	10/3	SR:	Jump Point, Scout, Stealth 5+						
Weapon	R	A	AD	Special					
Antimat Can	10	T	2	Super AP					
AntiPro Gun	5	T	4	Anti-Fighter					

Class - Xaar					Patrol				
Speed:	12	Crew	10/4	Troops:	1				
Turns:	2/90	IS:	2225+						
Hull:	4	Craft	-						
Damage:	8/3	SR:	Dodge 5+						
Weapon	R	A	AD	Special					
Antimat Can	10	T	4	Super AP					
AntiPro Gun	5	T	4	Anti-Fighter					

Class - Ximm					Patrol				
Speed:	10	Crew	20/6	Troops:	1				
Turns:	2/90	IS:	2255+						
Hull:	4	Craft	-						
Damage:	18/6	SR:	-						
Weapon	R	A	AD	Special					
Antimat Can	10	T	2	Super AP					
TL Antipro	5	T	2	Anti-Fighter, Twin-Linked					

Class - Vaarka					Skirmish				
Speed:	10	Crew	12/4	Troops:	1				
Turns:	2-90	IS:	2230+						
Hull:	4	Craft	-						
Damage:	10/3	SR:	Jump Point, Scout, Stealth 5+						
Weapon	R	A	AD	Special					
Antimat Shre	12	T	2	Double Damage, Super AP					
Antipro Gun	5	T	6	Anti-Fighter					

Class - Xorr					Skirmish				
Speed:	10	Crew	20/6	Troops:	1				
Turns:	2/90	IS:	2195+						
Hull:	4	Craft	-						
Damage:	18/6	SR:	20/6						
Weapon	R	A	AD	Special					
Antipro Gun	5	F	2	Anti-Fighter					
Antipro Gun	5	P	2	Anti-Fighter					
Antipro Gun	5	S	2	Anti-Fighter					
Antipro Gun	5	A	2	Anti-Fighter					
Antimat Can	10	T	4	Super AP					
Twin Antimat	10	T	6	Super AP, Twin-Linked					

Class - Xixx					Skirmish				
Speed:	8	Crew	20/6	Troops:	1				
Turns:	2/90	IS:	2150+						
Hull:	4	Craft	-						
Damage:	18/6	SR:	-						
Weapon	R	A	AD	Special					
Antipro Gun	5	F	2	Anti-Fighter					
Antipro Gun	5	P	2	Anti-Fighter					
Antipro Gun	5	S	2	Anti-Fighter					
Antipro Gun	5	A	2	Anti-Fighter					
Antimat Torp	30	T	2	DD, Precise, Slow-L, Super AP					
Antimat Torp	30	T	2	DD, Precise, Slow-L, Super AP					

Class - Xoti Satellite					Skirmish				
Speed:	-	Crew	-	Troops:	-				
Turns:	-	IS:	2250+						
Hull:	4	Craft	-						
Damage:	10/3	SR:	Immobile, Interceptors 1						
Weapon	R	A	AD	Special					
Antimat Can	10	T	3	Super AP					
Antipro Gun	5	T	4	Anti-Fighter					

Class - Xill					Raid				
Speed:	8	Crew	35/8	Troops:	1				
Turns:	1/90	IS:	2250+						
Hull:	5	Craft	-						
Damage:	30/7	SR:	Jump Point						
Weapon	R	A	AD	Special					
Antipro Gun	5	F	3	Anti-Fighter					
Antipro Gun	5	P	3	Anti-Fighter					
Antipro Gun	5	S	3	Anti-Fighter					
Antipro Gun	5	A	3	Anti-Fighter					
Antimat Shr	20	T	4	Double Damage, Super AP					
Antimat Can	10	T	6	Super AP					

Class - Xaak					Battle				
Speed:	8	Crew	40/8	Troops:	2				
Turns:	1/90	IS:	2256+						
Hull:	6	Craft	-						
Damage:	38/7	SR:	Command 1, Jump Point						
Weapon	R	A	AD	Special					
Antipro Gun	5	F	4	Anti-Fighter					
Antipro Gun	5	P	4	Anti-Fighter					
Antipro Gun	5	S	4	Anti-Fighter					
Antipro Gun	5	A	4	Anti-Fighter					
Antimat Torp	30	T	6	DD, Precise, Slow-L, Super AP					
Antimat Shr	20	T	6	Double Damage, Super AP					
Antimat Can	10	T	8	Super AP					

Class - Xeecra Trading Post					Battle				
Speed:	-	Crew	-	Troops:	25				
Turns:	-	IS:	2162+						
Hull:	4	Craft	12 Tzymm Flights						
Damage:	700/350/175	SR:	Carrier 4, Command 1, Defense Network 10, Immobile, Interceptors 8, Space Station, Targets 3						
Weapon	R	A	AD	Special					
Antimat Torp	30	T	2	DD, Precise, Slow-L, Super AP					
Antimat Shr	12	T	2	Double Damage, Super AP					

Vree Conglomerate				
Priority Level: Patrol				
Tzymm Heavy Fighter (3 Flights)				
Vaarl Class Scout Saucer (VA)				
Xaar-class Patrol Boat				
Ximm Close Escort (XOv)				
Priority Level: Skirmish				
Vaarka Escort Scout (VAv)				
Xixx - Torpedo Saucer (XOv)				
Xorr - War Saucer (XO)				
Xoti Satellite				
Priority Level: Raid				
Xill - Battle Saucer (XI)				
Priority Level: Battle				
Xeecra Trading Post				
Xaak Command Saucer (Xiv)				
Flights: Flights of smaller craft may be purchased separately and used unites in their own right.				
Vree Initiative: +2				

Vree Conglomerate Rules				
Telepathy: Due to their intra-species mental communications, all Vree gain a +1 bonus on all Crew Quality and Damage Control checks.				
Super Maneuverability: Vree ships are extremely agile. All Vree ships may move as if they had the Super Maneuverable trait so long as they move no more than half their Speed in a turn.				
Conglomerate Backing: When the Vree undertake a major military action, they do so with the support of their entire race and all their resources. The Vree player has 10 bonus RR points each campaign turn, but these bonus points can only be used to repair and re-crew damaged ships. Any bonus points the Vree player does not use during the Repair and Reinforcements step are lost at the end of the current campaign turn.				

Vree Conglomerate				
Priority Level: Patrol				
Priority Level: Skirmish				
Priority Level: Raid				
Priority Level: Battle				

Class - Breaching Pod				Patrol 4 Flights	
Speed:	6	Crew	-	Troops:	1
Turns:	SM	IS:	2211+		
Hull:	6	Craft	-		
Damage:	-	SR:	Dodge 5+		
Weapon	R	A	AD	Special	
-					

Class - Sky Serpent				Patrol 2 Flights	
Speed:	8	Crew	-	Troops:	-
Turns:	SM	IS:	2220+		
Hull:	5	Craft	-		
Damage:	-	SR:	Dodge 4+, Dogfight -1, Fighter		
Weapon	R	A	AD	Special	
Missile Rack	4	T	4	AP	
Twin part Arr	2	T	4	Twin-Linked	

Class - Star Snake				Patrol 5 Flights	
Speed:	14	Crew	-	Troops:	-
Turns:	SM	IS:	2210+		
Hull:	4	Craft	-		
Damage:	-	SR:	Dodge 2+, Dogfight +0, Fighter		
Weapon	R	A	AD	Special	
Lht Part Gun	2	T	2	Weak	

Class - Sunhawk				Patrol	
Speed:	12	Crew	16/5	Troops:	2
Turns:	2/45	IS:	2198+		
Hull:	4	Craft	-		
Damage:	14/4	SR:	16/5		
Weapon	R	A	AD	Special	
Particle Cutt	12	B	2	AP, Beam	
Particle Blast	8	B	4	Twin-Linked	
Particle Beam	4	F	2	Anti-Fighter, Weak	

Class - Guardhawk					Patrol	
Speed:	12	Crew	16/5	Troops:	2	
Turns:	2/45	IS:	2234+			
Hull:	4	Craft	-			
Damage:	14/4	SR:	-			
Weapon	R	A	AD	Special		
Particle Rep	12	F	2	Twin-Linked		
Particle Beam	4	T	6	Anti-Fighter, Weak		

Class - Shodrama Satellite					Skirmish	
Speed:	-	Crew	-	Troops:	-	
Turns:	-	IS:	2230+			
Hull:	4	Craft	-			
Damage:	10/3	SR:	Immobile, Interceptors 1			
Weapon	R	A	AD	Special		
Hvy Part Can	15	T	2	Beam, Super AP		
Particle Beam	4	T	2	Anti-Fighter, Weak		

Class - Darkhawk					Skirmish	
Speed:	12	Crew	16/5	Troops:	3	
Turns:	2/45	IS:	2214+			
Hull:	4	Craft	-			
Damage:	14/4	SR:	-			
Weapon	R	A	AD	Special		
Missile Rack	30	F	4	Precise, Slow-Load, Super AP		
Particle Cutt	12	B	2	AP, Beam		
Particle Beam	4	F	4	Anti-Fighter, Weak		

Class - Jumphawk					Skirmish	
Speed:	12	Crew	18/5	Troops:	3	
Turns:	2/45	IS:	2206+			
Hull:	5	Craft	-			
Damage:	14/4	SR:	Command 1, Jump Point			
Weapon	R	A	AD	Special		
Particle Cann	15	B	4	Beam, Super AP		
Particle Blast	8	B	6	Twin-Linked		
Particle Beam	4	F	4	Anti-Fighter, Weak		

Class - Warbird					Skirmish	
Speed:	12	Crew	20/5	Troops:	3	
Turns:	2/45	IS:	2234+			
Hull:	6	Craft	-			
Damage:	18/4	SR:	-			
Weapon	R	A	AD	Special		
Particle Cann	15	B	3	Beam, Super AP		
Particle Repe	10	B	8	Twin-Linked		
Particle Beam	4	F	4	Anti-Fighter, Weak		

Class - Strikehawk					Skirmish	
Speed:	12	Crew	24/6	Troops:	3	
Turns:	2/45	IS:	2220+			
Hull:	6	Craft	1 Sky Serpent Flight			
Damage:	20/5	SR:	-			
Weapon	R	A	AD	Special		
Particle Cann	15	B	3	Beam, Super AP		
Particle Repe	10	B	6	Twin-Linked		

Drazi Freehold				
Priority Level: Patrol				
Breaching Pod (4 Flights)				
Sky Serpent (2 Flights)				
Star Snake (5 Flights)				
Sunhawk Battlecruiser (SH)				
Guardhawk Battle Escort (SHv)				
Priority Level: Skirmish				
Shodrama Armed Satellite				
Darkhawk Missle Cruiser (SHv)				
Jumphawk- Command Cruiser				
Strikehawk Battle Carrier				
Warbird Class Cruiser (WB)				
Priority Level: Raid				
Solarhawk Battlecruiser (SHv)				
Priority Level: Battle				
Brostilli Warbase				
Stormfalcon Heavy Cruiser (SF)				
Nightfalcom-class Heavy Carrier (SFv)				
Flights: Flights of smaller craft may be purchased separately and used unites in their own right.				
Drazi Initiative: +1/+2				

Drazi Freehold 1/2				
Priority Level: Patrol				
Priority Level: Skirmish				

Class - Warbird					Raid
Speed:	12	Crew	20/6	Troops:	2
Turns:	2/45	IS:	2258+		
Hull:	5	Craft	-		
Damage:	18/5	SR:	Jump Point		
Weapon	R	A	AD	Special	
Solar Cannon	18	B	6	Beam, Slow-L, Super AP, TD	
Particle Beam	4	F	4	Anti-Fighter, Weak	

Class - Brostilli Warabse					Battle
Speed:	-	Crew	-	Troops:	50
Turns:	-	IS:	2234+		
Hull:	5	Craft	12 Star Snake & 6 Sky Serpent Flights		
Damage:	700/ 350/ 175	SR:	Carrier 6, Defense Network 6, Immobile, Interceptors 6, Space Station, Targets 3		
Weapon	R	A	AD	Special	
Hvy Part Can	24	T	2	Beam, Double D, Super AP	
Particle Cann	20	T	4	Beam, Super AP	
Particle Blast	15	T	6	Twin-Linked	

Class - Stromfalcon					Battle
Speed:	10	Crew	60/18	Troops:	5
Turns:	2/45	IS:	2238+		
Hull:	6	Craft	1 Sky Serpent & 2 Star Snake Flights		
Damage:	48/12	SR:	Jump Point		
Weapon	R	A	AD	Special	
Solar Cannon	18	B	4	Beam, Slow-L, Super AP, TD	
Particle Can	15	B	4	Beam, Super AP	
Particle Repe	12	F	8	Twin-Linked	
Hvy Part Blas	8	F	4	Double Damage	

Class - NightFalcon					Battle
Speed:	8	Crew	64/18	Troops:	4
Turns:	2/45	IS:	2258+		
Hull:	6	Craft	3 Sky Serpents & 3 Star Snake Flights		
Damage:	54/12	SR:	Carrier 3, Command 1, Jump Point		
Weapon	R	A	AD	Special	
Particle Can	15	B	6	Beam, Super AP	
Twin Part Arr	8	F	10	Twin-Linked	
Hvy Part Blas	8	F	4	Double Damage	

Drazi Fleet Rules

Aggression: Drazi are an aggressive and belligerent race with a love of brawling and violence. More than any other race, they actively enjoy combat for combat's sake and are slow to surrender or flee even when a battle goes against them. The Drazi thus gain a +1 bonus to all Crew Quality checks made for Give Me Ramming Speed! or Stand Down And Prepare To Be Boarded! Special Orders, whether the Drazi are the instigators or subjects of such an order.

Sky Hook Catapult: The Drazi make use of a catapult system to launch their Sky Serpent fighters from carriers, literally hurling the craft into space at high velocity. When deploying Sky Serpents, a ship will place them up to 8" away in its front arc, rather than within 3" in any direction. Star Snakes are deployed normally.

Tactics – Quick & Decisive: The Drazi mindset, tactics and ships all favour quick, decisive strikes, hitting first and hitting hard. In any scenario where the Drazi are designated as the attacker, their Initiative bonus increases to +2. However, in any scenario where the Drazi are designated as the defender (or where this is not specified), their Initiative bonus decreases to +1.

Drazi Freehold 2/2

Priority Level: Raid

Priority Level: Battle

Class - Kotha				Patrol 6 Flights	
Speed:	8	Crew	-	Troops:	-
Turns:	SM	IS:	2230+		
Hull:	3	Craft	-		
Damage:	-	SR:	Dodge 3+, Dogfight +0, Fighter		
Weapon	R	A	AD	Special	
Lht part gun	2	T	1	Weak	

Class - Shyarie					Patrol	
Speed:	10	Crew	18/5	Troops:	1	
Turns:	2/45	IS:	2180+			
Hull:	5	Craft	-			
Damage:	15/4	SR:	Interceptors 3, Scout			
Weapon	R	A	AD	Special		
Comm Distup	15	F	5	Super AP		
Comm Distup	15	P	4	Super AP		
Comm Distup	15	S	4	Super AP		
Comm Distup	15	A	3	Super AP		

Class - Tiraca					Patrol	
Speed:	9	Crew	25/5	Troops:	1	
Turns:	2/45	IS:	2231+			
Hull:	4	Craft	-			
Damage:	19/4	SR:	Interceptors 2			
Weapon	R	A	AD	Special		
Combat Laser	12	F	1	AP, Beam, Precise		
Quad Part Arr	8	F	5	Twin-Linked		
Quad Part Arr	8	P	4	Twin-Linked		
Quad Part Arr	8	S	4	Twin-Linked		

Class - Bisaria					Patrol	
Speed:	9	Crew	25/5	Troops:	1	
Turns:	2/45	IS:	2235+			
Hull:	4	Craft	-			
Damage:	19/4	SR:	Interceptors 2			
Weapon	R	A	AD	Special		
Comm Distup	15	F	4	Super AP		
Quad Part Arr	8	F	5	Twin-Linked		
Quad Part Arr	8	P	4	Twin-Linked		
Quad Part Arr	8	S	4	Twin-Linked		

Class - Alanti Def Satellite					Skirmish	
Speed:	-	Crew	-	Troops:	-	
Turns:	-	IS:	2230+			
Hull:	4	Craft	-			
Damage:	10/3	SR:	Immobile, Interceptors 4			
Weapon	R	A	AD	Special		
Combat Laser	12	T	2	AP, Beam, Precise		
Quad Part Arr	8	T	4	Twin-Linked		

Class - Miliani					Skirmish					
Speed:	7	Crew	29/7	Troops:	1					
Turns:	1/45	IS:	2230+							
Hull:	5	Craft	4 Kotha Flights							
Damage:	26/6	SR:	Interceptors 3							
Weapon	R	A	AD	Special						
Combat Laser	12	F	3	AP, Beam, Precise						
Quad Part Arr	8	F	6	Twin-Linked						
Quad Part Arr	8	S	8	Twin-Linked						
Quad Part Arr	8	P	8	Twin-Linked						

Class - Marata					Skirmish	
Speed:	9	Crew	29/7	Troops:	1	
Turns:	1/45	IS:	2233+			
Hull:	6	Craft	2 Kotha Flights			
Damage:	26/6	SR:	Interceptors 5			
Weapon	R	A	AD	Special		
Quad Part Arr	8	F	4	Twin-Linked		
Quad Part Arr	8	S	6	Twin-Linked		
Quad Part Arr	8	P	6	Twin-Linked		

Class - Bimith					Raid	
Speed:	8	Crew	52/9	Troops:	2	
Turns:	2/45	IS:	2246+			
Hull:	5	Craft	-			
Damage:	40/8	SR:	Interceptors 3			
Weapon	R	A	AD	Special		
Quad Part Arr	8	F	12	Twin-Linked		
Quad Part Arr	8	P	16	Twin-Linked		
Quad Part Arr	8	S	16	Twin-Linked		
Quad Part Arr	8	A	12	Twin-Linked		

Class - Lakara					Battle
Speed:	6	Crew	66/14	Troops:	2
Turns:	1/45	IS:	2230+		
Hull:	6	Craft	-		
Damage:	54/12	SR:	Interceptors 8		
Weapon	R	A	AD	Special	
Combat Laser	12	F	6	AP, Beam, Precise	
Quad Part Arr	8	F	14	Twin-Linked	
Quad Part Arr	8	S	14	Twin-Linked	
Quad Part Arr	8	P	14	Twin-Linked	
Quad Part Arr	8	A	14	Twin-Linked	

Class - Pirocia Starbase					Battle
Speed:	-	Crew	-	Troops:	20
Turns:	-	IS:	2230+		
Hull:	5	Craft	6 Kotha Flights		
Damage:	700/ 350/ 175	SR:	Carrier 2, Command 1, Defense Network 8, Immobile, Intercep- tors 25, Space Station, Targets 3		
Weapon	R	A	AD	Special	
Combat Laser	24	T	2	AP, Beam, Precise	
Quad Part Arr	15	T	8	Twin-Linked	

Abbai Matriarchy				
Priority Level: Patrol				
Kotha (6 Flights)				
Shyarie-class Jammer Frigate				
Tiraca-class Attack Frigate				
Bisaria-class Escort Frigate				
Priority Level: Skirmish				
Alanti Defence Satellite				
Miliani-class Carrier				
Marata-class Diplomatic Transport				
Priority Level: Raid				
Bimith-class Defender				
Priority Level: Battle				
Lakara-class Cruiser				
Pirocia Starbase				
Drazi Initiative: 2				

Abbai Matriarchy				
Priority Level: Patrol				
Priority Level: Skirmish				
Priority Level: Raid				
Priority Level: Battle				

Class - Breaching Pod				Patrol 4 Flights	
Speed:	6	Crew	-	Troops:	1
Turns:	SM	IS:	2211+		
Hull:	6	Craft	-		
Damage:	-	SR:	Breaching Pod, Dodge 5+		
Weapon	R	A	AD	Special	
-					

Class - Falkosi				Patrol 4 Flights	
Speed:	16	Crew	-	Troops:	-
Turns:	SM	IS:	2238+		
Hull:	3	Craft	-		
Damage:	-	SR:	Dodge 2+, Dogfight +0, Fighter		
Weapon	R	A	AD	Special	
Lht Grav Bolt	2	T	1	AP	

Class - Ikorta					Skirmish	
Speed:	8	Crew	24/7	Troops:	10	
Turns:	1/45	IS:	2198+			
Hull:	5	Craft	-			
Damage:	22/6	SR:	Interceptors 2, Shuttles 3			
Weapon	R	A	AD	Special		
Grav Cannon	18	F	2	Precise, Super AP		
Graviton Puls	12	F	6	AP		
Graviton Puls	12	P	4	AP		
Graviton Puls	12	S	4	AP		
Graviton Puls	12	A	2	AP		
Gravitic Bolt	3	T	2	Anti-Fighter, Weak		

Class - Brikorta					Skirmish	
Speed:	8	Crew	24/7	Troops:	2	
Turns:	1/45	IS:	2232+			
Hull:	5	Craft	2 Falkosi Flight			
Damage:	22/6	SR:	Carrier 2, Interceptors 2			
Weapon	R	A	AD	Special		
Med Las Can	20	F	2	Precise, Super AP		
Graviton Puls	12	F	4	AP		
Graviton Puls	12	P	3	AP		
Graviton Puls	12	S	3	AP		
Graviton Puls	12	A	2	AP		
Gravitic Bolt	3	T	2	Anti-Fighter, Weak		

Class - Tokrana Satellite					Skirmish	
Speed:	-	Crew	-	Troops:	-	
Turns:	-	IS:	2250+			
Hull:	4	Craft	-			
Damage:	10/3	SR:	Immobile, Interceptors 2			
Weapon	R	A	AD	Special		
Graviton Puls	12	F	4	AP		
Gravitic Bolt	3	T	3	Anti-Fighter, Weak		

Class - Batrado					Raid
Speed:	6	Crew	68/10	Troops:	1
Turns:	1/45	IS:	2238+		
Hull:	5	Craft	-		
Damage:	64/10	SR:	Jump Point		
Weapon	R	A	AD	Special	
Graviton Puls	12	F	6	AP	
Graviton Puls	12	P	4	AP	
Graviton Puls	12	S	4	AP	
Graviton Puls	12	A	2	AP	
Gravitic Bolt	3	T	4	Anti-Fighter, Weak	

Class - Halik					Raid	
Speed:	8	Crew	42/8	Troops:	3	
Turns:	2/45	IS:	2250+			
Hull:	5	Craft	-			
Damage:	36/8	SR:	-			
Weapon	R	A	AD	Special		
Graviton Puls	12	F	10	AP		
Graviton Puls	12	P	8	AP		
Graviton Puls	12	S	8	AP		
Graviton Puls	12	A	10	AP		
Gravitic Bolt	3	T	6	Anti-Fighter, Weak		

Class - Haltona					Raid	
Speed:	8	Crew	42/8	Troops:	3	
Turns:	2/45	IS:	2257+			
Hull:	5	Craft	-			
Damage:	36/8	SR:	-			
Weapon	R	A	AD	Special		
Graviton Bea	18	F	6	Beam, Double D, Slow-Load		
Graviton Puls	12	F	4	AP		
Graviton Puls	12	P	4	AP		
Graviton Puls	12	S	4	AP		
Graviton Puls	12	A	2	AP		
Gravitic Bolt	3	T	2	Anti-Fighter, Weak		

Brakiri Syndicaracy				
Priority Level: Patrol				
Breaching Pod (4 Flights)				
Falkosi Flight (4 Flights)				
Priority Level: Skirmish				
Ikorta light Assault cruiser				
Brikorta- Light Carrier				
Tokrana Orbital Satellite				
Priority Level: Raid				
Batrodo-Armed Transport				
Halik-class Frigate				
Haltona-class Frigate				
Priority Level: Battle				
Alykent Guardpost				
Avioki- Heavy Cruiser				
Kaliva- Lance Cruiser				
Brokados- Battle Carrier				
Priority Level: War				
Tashkat Advanced Cruiser				
Takata-class Mine Cruiser				
Brakiri Syndicaracy Initiative: +0				

Brakiri Syndicaracy 1/2				
Priority Level: Patrol				
Priority Level: Skirmish				
Priority Level: Raid				

Class - Alykent Guardpost					Battle
Speed:	-	Crew	-	Troops:	30
Turns:	-	IS:	2198+		
Hull:	5	Craft	10 Falkosi Flight		
Damage:	600/ 300/ 150	SR:	Carrier 4, Command 1, Defence Network 8 Immobile, Interceptors 12, Space Station, Targets 3		
Weapon	R	A	AD	Special	
Grav Cannon	24	T	4	Precise, Super AP	
Graviton Puls	18	T	6	AP	

Class - Avioki					Battle
Speed:	6	Crew	68/10	Troops:	4
Turns:	1/45	IS:	2250+		
Hull:	6	Craft	-		
Damage:	64/10	SR:	Jump Point		
Weapon	R	A	AD	Special	
Graviton Bea	18	F	8	Beam, Double D, Slow-Load	
Graviton Puls	12	F	10	AP	
Graviton Puls	12	P	4	AP	
Graviton Puls	12	S	4	AP	
Gravitic Bolt	3	T	4	Anti-Fighter, Weak	

Class - Brokados					Battle
Speed:	6	Crew	75/12	Troops:	4
Turns:	1/45	IS:	2254+		
Hull:	5	Craft	4 Falkosi Flight		
Damage:	72/12	SR:	Carrier 2, Command 1, Fleet Carrier, Interceptors 1, Jump Point		
Weapon	R	A	AD	Special	
Hvy Las Can	20	B	2	AP, Beam, Double Damage	
Graviton Puls	12	F	6	AP	
Graviton Puls	12	P	6	AP	
Graviton Puls	12	S	6	AP	
Graviton Puls	12	A	2	AP	
Gravitic Bolt	3	T	4	Anti-Fighter, Weak	

Class - Kaliva					Battle
Speed:	6	Crew	68/10	Troops:	4
Turns:	1/45	IS:	2260+		
Hull:	6	Craft	-		
Damage:	64/10	SR:	Jump Point		
Weapon	R	A	AD	Special	
Grav Lance	35	F	4	Super AP, Triple Damage	
Graviton Bea	18	F	4	Beam, Double D, Slow-Load	
Graviton Puls	12	F	6	AP	
Graviton Puls	12	P	6	AP	
Graviton Puls	12	S	6	AP	
Graviton Puls	12	A	2	AP	
Gravitic Bolt	3	T	4	Anti-Fighter, Weak	

Class - Tashkat					War
Speed:	8	Crew	80/12	Troops:	5
Turns:	2/45	IS:	2252+		
Hull:	6	Craft	-		
Damage:	78/12	SR:	Interceptors 5, Jump Point		
Weapon	R	A	AD	Special	
Graviton Bea	18	F	8	Beam, Double D, Slow-Load	
Graviton Puls	12	F	10	AP	
Graviton Shif	6	F		Gravitic Shifter	
Graviton Shif	6	F		Gravitic Shifter	
Graviton Puls	12	P	10	AP	
Graviton Puls	12	S	10	AP	
Graviton Puls	12	A	6	AP	
Gravitic Bolt	3	T	6	Anti-Fighter, Weak	

Class - Takata					War
Speed:	10	Crew	80/12	Troops:	5
Turns:	2/45	IS:	2264+		
Hull:	6	Craft	-		
Damage:	78/12	SR:	Interceptors 5, Jump Point		
Weapon	R	A	AD	Special	
Gravitic Mine	30	F	4	Energy Mine	
Gravitic Mine	30	F	4	Energy Mine	
Gravitic Mine	30	F	4	Energy Mine	
Gravitic Mine	30	F	4	Energy Mine	
Graviton Puls	12	F	10	AP	
Graviton Puls	12	P	10	AP	
Graviton Puls	12	S	10	AP	
Graviton Puls	12	A	6	AP	
Gravitic Bolt	3	T	6	Anti-Fighter, Weak	

Brakiri Syndicaracy 2/2

Priority Level: Battle

Priority Level: War

Class - Breaching Pod				Patrol 4 Flights	
Speed:	6	Crew	-	Troops:	1
Turns:	SM	IS:	2260+		
Hull:	6	Craft	-		
Damage:	-	SR:	Dodge 5+		
Weapon	R	A	AD	Special	
-					

Class - Drakh Scout					Patrol	
Speed:	12	Crew	12/2	Troops:	1	
Turns:	2/45	IS:	2260+			
Hull:	4	Craft	-			
Damage:	12/3	SR:	Flight Computer, Gravitic Energy Grid 1, Scout, Stealth 4+			
Weapon	R	A	AD	Special		
Pulse Cannon	10	F	6	AP		

Class - Heavy Raider					Skirmish	
Speed:	10	Crew	18/3	Troops:	1	
Turns:	2/45	IS:	2260+			
Hull:	4	Craft	-			
Damage:	18/4	SR:	Dodge 5+, Flight Comp, Gravitic Energy Grid 1			
Weapon	R	A	AD	Special		
Hvy Neut Cann	8	F	2	Beam,Double D,Precise,SuperAP		

Class - Light Raider					Skirmish	
Speed:	14	Crew	17/3	Troops:	1	
Turns:	2/90	IS:	2260+			
Hull:	4	Craft	-			
Damage:	17/4	SR:	Dodge 4+, Flight Comp, Gravitic Energy Grid 1			
Weapon	R	A	AD	Special		
Lht Neut Cann	8	F	2	Beam, Double Damage, Precise		

Class - Fast Destroyer					Raid
Speed:	12	Crew	24/4	Troops:	2
Turns:	2/45	IS:	2260+		
Hull:	4	Craft	-		
Damage:	24/5	SR:	Advance Jump Point, Flight Computer, Gravitic Energy Grid 3		
Weapon	R	A	AD	Special	
Hvy Neut Can	18	F	3	Beam,Double D,Precise,SuperAP	
Pulse Cann	10	F	8	AP	

Class - Light Cruiser					Raid	
Speed:	8	Crew	28/5	Troops:	2	
Turns:	2/45	IS:	2260+			
Hull:	5	Craft	-			
Damage:	28/6	SR:	Advance Jump Point, Flight Computer, Gravitic Energy Grid			
Weapon	R	A	AD	Special		
Hvy Neut Cann	18	F	3	Beam,Double D,Precise,SuperAP		
Pulse Cannon	10	F	6	AP		
Pulse Cannon	10	P	6	AP		
Pulse Cannon	10	S	6	AP		
Pulse Cannon	10	A	6	AP		

Class - Carier					Battle
Speed:	6	Crew	48/8	Troops:	3
Turns:	1/45	IS:	2260+		
Hull:	4	Craft	3 Breaching Pods, 4 Heavy Raider		
Damage:	48/9	SR:	Advance Jump Point, Flight Computer, Gravitic Energy Grid 3, Huge Hangars 4		
Weapon	R	A	AD	Special	
Hvy Neut Cann	20	F	2	Beam,Double D,Precise,SuperAP	
Pulse Cannon	10	F	4	AP, Twin-Linked	
Pulse Cannon	10	P	4	AP, Twin-Linked	
Pulse Cannon	10	S	4	AP, Twin-Linked	
Pulse Cannon	10	A	4	AP, Twin-Linked	

Class - Drakh Cruiser					Battle
Speed:	8	Crew	38/7	Troops:	3
Turns:	1/45	IS:	2260+		
Hull:	5	Craft	-		
Damage:	38/8	SR:	Advance Jump Point, Flight Computer, Gravitic Energy Grid 3		
Weapon	R	A	AD	Special	
Hvy Neut Cann	25	F	4	Beam,Double D,Precise,SuperAP	
Pulse Cannon	10	F	6	AP, Twin-Linked	
Pulse Cannon	10	P	6	AP, Twin-Linked	
Pulse Cannon	10	S	6	AP, Twin-Linked	
Hvy Neut Cann	25	A	4	Anti-f,Beam,DD,precise,SuperAP	
Pulse Cannon	10	A	6	AP, Twin-Linked	

Class - Mothership					War	
Speed:	4	Crew	100/18	Troops:	4	
Turns:	1/45	IS:	2260+			
Hull:	4	Craft	4 Breaching Pods, 8 Heavy Raiders			
Damage:	100/ 20	SR:	Adv Jump, Carrier 4, Command 2, Flight Computer, Gravitic Energy Grid 4 Hug Hangers 8			
Weapon	R	A	AD	Special		
Med Neut Cann	20	F	2	Beam,Double D,Precise,SuperAP		
Pulse Cannon	10	F	8	AP, Twin-Linked		
Pulse Cannon	10	P	8	AP, Twin-Linked		
Pulse Cannon	10	S	8	AP, Twin-Linked		
Pulse Cannon	10	A	8	AP, Twin-Linked		

Drakh
Priority Level: Patrol
Breaching Pod Wing
Scout
Priority Level: Skirmish
Heavy Raider
Light Raider
Priority Level: Raid
Fast Destroyer
Light Cruiser
Priority Level: Battle
Carrier
Cruiser
Priority Level: War
Mothership

Drakh
Priority Level: Patrol
Priority Level: Skirmish
Priority Level: Raid
Priority Level: Battle
Priority Level: War

Class - Breaching Pod			Patrol 4 Flights		
Speed:	6	Crew	-	Troops:	1
Turns:	SM	IS:	2218-2232		
Hull:	6	Craft	-		
Damage:	-	SR:	Dodge 5+		
Weapon	R	A	AD	Special	
None					

Class - Jashakar			Patrol		
Speed:	12	Crew	16/4	Troops:	2
Turns:	2/45	IS:	2218-2232		
Hull:	4	Craft	-		
Damage:	14/2	SR:	Jump Point, Scout		
Weapon	R	A	AD	Special	
Light Bolters	5	F	6	Double Damage	
Light Bolters	5	A	2	Double Damage	

Class - Thorun			Patrol 3 Flights		
Speed:	16	Crew	-	Troops:	-
Turns:	SM	IS:	2218-2232		
Hull:	4	Craft	-		
Damage:	-	SR:	Fighter		
Weapon	R	A	AD	Special	
Twin Bolt Cann	2	T	1	Double Damage, Twin-Linked	

Class - Ochlavita			Skirmish		
Speed:	10	Crew	18/4	Troops:	3
Turns:	2/45	IS:	2228-2232		
Hull:	5	Craft	-		
Damage:	22/4	SR:	-		
Weapon	R	A	AD	Special	
Laser Cannon	20	B	1	Beam, Double Damage, Super AP	
Energy Pulsars	10	F	4	Twin-Linked	
Quad Pulsars	8	F	8	Twin-Linked	
Bolters	10	A	2	AP, Double Damage	
Scatter Pulsars	2	T	4	Anti-Fighter	

Class -			Skirmish		
Speed:	12	Crew	22/5	Troops:	3
Turns:	2/45	IS:	2228-2232		
Hull:	5	Craft	-		
Damage:	20/4	SR:	-		
Weapon	R	A	AD	Special	
Disruptor Torp	20	F	4	AP, Double Damage, Slow-Load	
Pulsars	10	F	8		
Light Pulsars	8	F	6		
Light Pulsars	8	P	6		
Light Pulsars	8	S	6		
Light Pulsars	8	A	6		

Class - Rohric			Raid		
Speed:	5	Crew	32/6	Troops:	6
Turns:	2/45	IS:	2230-2232		
Hull:	6	Craft	1 Thorun Flight		
Damage:	28/5	SR:	-		
Weapon	R	A	AD	Special	
Disruptor Torp	20	F	6	AP, Double Damage, Slow-load	
Heavy Bolters	15	F	8	AP, Double Damage	
Mass Driver	10	F	10	AP, Mass Driver,Slow-L, Triple D	
Light Pulsars	8	F	5		
Light Pulsars	8	P	5		
Light Pulsars	8	S	5		
Light Pulsars	8	A	5		
Virus Bomb	6	T	4	Orbital Bomb	

Class - Targrath			Raid		
Speed:	12	Crew	34/6	Troops:	4
Turns:	2/45	IS:	2230-2232		
Hull:	5	Craft	-		
Damage:	32/6	SR:	Jump Point		
Weapon	R	A	AD	Special	
Disruptor Torp	20	F	4	AP, Double Damage, Slow-Load	
Bolters	10	F	12	AP, Double Damage	
Energy Pulsars	10	A	4	Twin-Linked	
Light Pulsars	8	T	6		

Dilgar Imperium 1/2

Priority Level: Patrol

Priority Level: Skirmish

Priority Level: Raid

Class - Garasoch					Battle
Speed:	4	Crew	60/10	Troops:	8
Turns:	1/45	IS:	2230-2232		
Hull:	5	Craft	10 Thorun Flight		
Damage:	54/8	SR:	Carrier 2, Jump Point		
Weapon	R	A	AD	Special	
Heavy Bolters	15	F	4	AP, Double Damage	
Pulsars	10	F	8		
Light Pulsars	8	F	4		
Light Pulsars	8	P	4		
Light Pulsars	8	A	4		

Class - Kahtrik					Battle
Speed:	4	Crew	50/8	Troops:	8
Turns:	1/45	IS:	226-2232		
Hull:	6	Craft	2 Thorun FLights		
Damage:	48/7	SR:			
Weapon	R	A	AD	Special	
Disruptor Torps	20	F	4	AP, Double Damage, Slow-Load	
Disruptor Torps	20	F	4	AP, Double Damage, Slow-Load	
Heavy Bolters	15	F	10	AP, Double Damage	
Pulsars	10	F	6		
Mass Driver	10	F	10	AP, Mass Driver,Slow-L, TripleD	
Mass Driver	10	F	10	AP, Mass Driver,Slow-L, TripleD	
Light Pulsars	8	F	6		
Light Pulsars	8	P	6		
Light Pulsars	8	S	6		
Light Pulsars	8	A	6		

Class - Tikrit					Battle
Speed:	10	Crew	44/5	Troops:	5
Turns:	1/45	IS:	2231-2232		
Hull:	6	Craft	-		
Damage:	40/4	SR:	Jump Point		
Weapon	R	A	AD	Special	
Heavy Bolters	15	F	12	AP Double Damage	
Heavy Bolters	15	A	4	AP, Double Damage	
Light Pulsars	8	T	4		

Class - Wahant					Battle
Speed:	4	Crew	56/8	Troops:	8
Turns:	1/45	IS:	2211-2232		
Hull:	6	Craft	2 Thorun Flights		
Damage:	50/8	SR:	Jump Point		
Weapon	R	A	AD	Special	
Disruptor Torps	20	F	8	AP, Double Damage, Slow-Load	
Heavy Bolters	15	F	10	AP, Double Damage, Slow-Load	
Mass Driver	10	F	10	AP, Mass Driver,Slow-L, TripleD	
Mass Driver	10	F	10	AP, Mass Driver,Slow-L, TripleD	
Light Pulsars	8	F	10		
Light Pulsars	8	P	10		
Light Pulsars	8	S	10		
Disruptor Torps	20	A	8	AP, Double Damage, Slow-Load	
Light Pulsars	8	A	10		
Virus Bomb	6	T	6	Orbital Bomb	

Class - Mankhat					War
Speed:	7	Crew	56/8	Troops:	8
Turns:	1/45	IS:	2224-2232		
Hull:	6	Craft	-		
Damage:	54/6	SR:	Jump Point, Shuttles 2		
Weapon	R	A	AD	Special	
Disruptor Torps	20	F	8	AP, Double Damage, Slow-Load	
Heavy Bolters	15	F	10	AP, Double Damage	
Mass Driver	10	F	10	AP, Mass Driver,Slow-L, TripleD	
Light Pulsars	8	F	6		
Heavy Bolters	15	P	10	AP, Double Damage	
Light Pulsars	8	P	6		
Heavy Bolters	15	S	10	AP, Double Damage	
Light Pulsars	8	S	6		
Heavy Bolters	15	A	10	AP, Double Damage	
Light Pulsars	8	A	6		
Virus Bomb	6	T	8	Orital Bomb	

Class - Mishakur					War
Speed:	8	Crew	52/8	Troops:	8
Turns:	1/45	IS:	2224-2232		
Hull:	6	Craft	-		
Damage:	45/6	SR:	Command 1, Jump Point, Shuttles 2		
Weapon	R	A	AD	Special	
Disruptor Torps	20	F	6	AP, Double Damage, Slow-Load	
Heavy Bolters	15	F	12	AP, Double Damaage	
Pulsars	10	F	12		
Mass Drivers	10	F	10	AP, Mass Driver,Slow-L, TripleD	
Mass Drivers	10	F	10	AP, Mass Driver,Slow-L, TripleD	
Light Pulsars	8	F	6		
Light Pulsars	8	P	6		
Light Pulsars	8	S	6		
Heavy Bolters	15	A	6	AP, Double Damage	
Light Pulsars	8	A	6		

Dilgar Imperium
Priority Level: Patrol
Breaching Pod Wing(4 Flights)
Jashakar-class Scout Ship
Thorun Dartfighter Wing (3 Flights)
Priority Level: Skirmish
Ochlavita-class Destroyer
Omelos-class Light Cruiser
Priority Level: Raid
Rohric-class Assault Ship
Targrath-class Strike Cruiser
Priority Level: Battle
Garasoch-class Heavy Carrier
Kahtrik-class Assault Ship
Tikrit-class Heavy Cruiser
Wahant-class Heavy Assault Ship
Priority Level: War
Mankhat-class Dreadnought
Mishakur-class Dreadnought

Dilgar Imperium 2/2
Priority Level: Battle
Priority Level: War

Class - Breaching Pod				Patrol 4 Flights	
Speed:	6	Crew	-	Troops:	1
Turns:	SM	IS:	2203+		
Hull:	6	Craft	-		
Damage:	-	SR:	Breaching Pod, Dodge 5+		
Weapon	R	A	AD	Special	
-					

Class - Delta-V				Patrol 6 Flights	
Speed:	8	Crew	-	Troops:	-
Turns:	SM	IS:	2190+		
Hull:	3	Craft	-		
Damage:	-	SR:	Atmospheric,Dodge2+,Dogfight+0,fighter		
Weapon	R	A	AD	Special	
Lht Part Gun	2	T	2	Weak	

Class - Delta-V2				Patrol 4 Flights	
Speed:	8	Crew	-	Troops:	-
Turns:	SM	IS:	2190+		
Hull:	3	Craft	-		
Damage:	-	SR:	Atmospheric,Dodge2+,Dogfight+0,fighter		
Weapon	R	A	AD	Special	
Lht Part Gun	2	T	2	Weak	
Ultra-Lht Puls	2	T	2	Twin-Linked, Weak	

Class - Double V				Patrol 4 Flights	
Speed:	8	Crew	-	Troops:	-
Turns:	SM	IS:	2190+		
Hull:	4	Craft	-		
Damage:	-	SR:	Dodge 3+, Dogfight –1, Fighter		
Weapon	R	A	AD	Special	
Missile Rack	4	T	2	AP	
Twin Lht Part	2	T	4	Twin-Linked, Weak	

Class - Mod Freighter				Patrol	
Speed:	4	Crew	12/3	Troops:	1
Turns:	1/45	IS:	2190+		
Hull:	5	Craft	-		
Damage:	12/3	SR:	-		
Weapon	R	A	AD	Special	
Med Puls Can	8	F	3		
Med Puls Can	8	P	3		
Med Puls Can	8	S	3		
Med Puls Can	8	A	3		
Particle Beam	4	T	2	Anti-Fighter, Weak	

Class - Defense Post				Skirmish	
Speed:	-	Crew	-	Troops:	1
Turns:	-	IS:	2255+		
Hull:	4	Craft	-		
Damage:	10/3	SR:	Immobile, Interceptors 2		
Weapon	R	A	AD	Special	
Med Puls Can	10	T	6		

Class - Strike Carrier				Skirmish	
Speed:	6	Crew	54/12	Troops:	3
Turns:	1/45	IS:	2247+		
Hull:	4	Craft	4 Delta-V Flights		
Damage:	32/7	SR:	Carrier 4, Jump Point		
Weapon	R	A	AD	Special	
Med puls Can	10	F	8		
Particle Beam	4	F	6	Anti-Fighter, Weak	
Med puls Can	10	P	4		
Particle Beam	4	P	6	Anti-Fighter, Weak	
Med puls Can	10	S	4		
Particle Beam	4	S	6	Anti-Fighter, Weak	
Particle Beam	4	A	6	Anti-Fighter, Weak	

Class Assault Freighter				Raid	
Speed:	5	Crew	30/9	Troops:	1
Turns:	1/45	IS:	2250+		
Hull:	5	Craft	8 Breaching Pods		
Damage:	28/8	SR:	Carrier 4, Shuttles 4		
Weapon	R	A	AD	Special	
Med Pulse Can	10	T	4		

Class - Battle Wagon				Raid	
Speed:	6	Crew	40/10	Troops:	4
Turns:	1/45	IS:	2242+		
Hull:	6	Craft	4 Delta-V Flights		
Damage:	35/8	SR:	Interceptors 2, Jump Point		
Weapon	R	A	AD	Special	
Med Las Can	20	B	3	Beam, Double D, Super AP	
Med Las Can	10	F	10		
Particle Beam	4	F	4	Anti-Fighter, Weak	
Particle Beam	4	S	4	Anti-Fighter, Weak	
Particle Beam	4	P	4	Anti-Fighter, Weak	
Twin Part Arr	8	A	6	Twin-Linked, Weak	
Particle Beam	4	A	4	Anti-Fighter, Weak	

Class - Raider Base				Battle	
Speed:	-	Crew	-	Troops:	25
Turns:	-	IS:	2240+		
Hull:	5	Craft	16 Delta-V Flighths		
Damage:	800/400/200	SR:	Carrier 6, Defence Network 8, Immobile, Interceptors 10, Space Station, Targets 3		
Weapon	R	A	AD	Special	
Hvy Puls Can	24	T	6	Twin-Linked	
Railgun	20	T	4	AP, Double Damage	
Particle Blast	15	T	6	Twin-Linked	

Class Emdgame Dreadnought				Battle	
Speed:	5	Crew	40/11	Troops:	6
Turns:	1/45	IS:	2249+		
Hull:	6	Craft	4 Delta-V Flights, 4 Double-V Flights		
Damage:	48/14	SR:	Carrier 4, Fleet Carrier, Interceptors 2, Jump Point		
Weapon	R	A	AD	Special	
Med Laser Can	20	B	6	Beam, Double D, Super AP	
Hvy Pulse Cann	12	B	8	Twin-Linked	
Med Pulse Can	10	F	10		
Missile Racks	30	P	4	Precise, Slow-Load, Super AP	
Particle Beams	5	P	8	Anti-Fighter, Twin-Linked, Weak	
Lht Plasma Can	6	P	4	AP	
Missile Racks	30	S	4	Precise, Slow-Load, Super AP	
Particle Beams	5	S	8	Anti-Fighter, Twin-Linked, Weak	
Lht Plasma Can	6	S	4	AP	
Med Pulse Can	6	A	10		

Raiders - Argent's Crusaders
Priority Level: Patrol
Breaching Pod Wing
Delta-V Wing
Delta-V2 Wing
Double-V Wing
Modified Freighter
Priority Level: Skirmish
Defence Post
Strike_Carrier
Priority Level: Raid
Assault Freighter
BattleWagon
Priority Level: Battle
Endgame Dreadnought
Raider Base
Priority Level: War
None

Raiders - Argent's Crusaders
Priority Level: Patrol
Priority Level: Skirmish
Priority Level: Raid
Priority Level: Battle