													-
Class - H	Class - Hermes Patrol					Patrol	Class - St	tarfu	ıry		Pat	trol 3 Fligths	Š
Speed:	12	Crew	v 12/3		Troops:	1	Speed:	12	Crew	-	Troops:	-	_
Turns:	2/45	IS:	2168-	+			Turns:	SM	IS:	2244+			
Hull:	4	Craft	t 1 Sta	rfury			Hull:	4	Craft	-			
Damage:	10/3	SR:	Interd	eptors 1	l, Jump Poi	nt	Damage:	-	SR:	Afterburn	er, dodge 2+	+, dogfight +1, fighter	
Weapon	R	A	AD		Spe	cial	Weapon	R	A	AD		Special	
Missile Rack	30	F	2	Precis	se, Slow Lo	ading, Super AP	Uni-Puls Can	2	T	2	Twin-Linl	ked	
Particle Beams	5	F	6	Anti-l	Fighter, We	ak	Class - T	hund	lerbo	lt	Pat	trol 3 Flights	
Particle Beams	5	P	4	Anti-l	Fighter, We	ak	Speed:	10	T	<u> </u>	_		_
Particle Beams	5	S	4	Anti-l	Fighter, We	ak		SM	Crew IS:	2259+	Troops:	<u> </u>	_
Class - T	ethy	'S				Patrol	Turns:	5	Craft	-			_
Speed:		10	Crew	10/2	Troops:	-	Damage:	-	SR:			eric, Dodge 2+,	_
Turns:		2/90	IS:	2246+						Dogfight	+0, Fighter		_
Hull:		4	Craft	-			Weapon	R	A	AD		Special	
Damage:		8/2	SR:	Interc	eptors 1		Missle Rack	4	T	2	AP		_
Weapon		R	A	AD		Special	Gatling Pulse	2	T	2			_
Med Pulse Can		10	F	6			Class—A	rten	nis			Skirmish	
Light Pulse Can		8	F	2			Speed:	10	Crew	22/6	Troops:	2	_
Light Pulse Can		8	P	2			Turns:	2/45	IS:	2190-2248	-		_
Light Pulse Can		8	S	2			Hull:	5	Craft	-			_
Class T	othr	,	gon D	oot		Dotugl	Damage:	18/5	SR:	Interceptor	rs 2		_
Class - To	emy			Г	oat Patrol		Weapon	R	A	AD		Special	
Speed:		8	Crew		10/2 Troops: -		RailGun	12	F	6	Ap, Double	-	_
Turns:		2/90	IS:	2246-	2246+		Particle Beam	5	P	6	_	er, Twin-Link, Weak	_
Hull:		4	Craft	-	-		Particle Beam	5	S	6	Anti-Fighte	er, Twin-Link, Weak	_
Damage:		8/2	SR:	Interc	eptors 1		RailGun	12	A	4	Ap, Double Damage		_
Weapon		R	A	AD	D DI	Special	Class - Artemis Escort			Skirmish	=		
Med Pulse Can Light Pulse Can		15 8	B F	2	Beam, Di	D, Slow, Sup AP		1		22/6	m		_
Light Pulse Can		8	P	2			Speed:	2/45	Crew IS:	2242-2248	Troops:	2	_
Light Pulse Can	-	8	S	2			Turns:			2242-2240	'		_
							Hull:	5	Craft	- ·			_
Class Tet	thys	Mis	sle Bo	at		Patrol	Damage:	18/5	SR:	Interceptor	rs z	C	
Speed:		8	Crew	10/2	Troops:	=	Weapon  Med Puls Can	<b>R</b>	A F	<b>AD</b>		Special	
Turns:		2/90	IS:	2246+			Part Beam	5	P	6	Anti Eight	or Twin link Wook	_
Hull:		4	Craft	-			Part Beam	5	S	6		er, Twin-link, Weak	_
Damage:		8/2	SR:	Interc	eptors 1		-	10			Anti-Fight	er, Twin-link, Weak	_
Weapon		R	A	AD		Special	Med Puls Can	10	A	4			_
Missile Rack		20	F	4	AP, Preci	se, Slow-Loading	Class	s - O	lymp	us		Skirmish	1
Class - B	reac	hing	g Pod		Patro	l 4 Flights	Speed:	8	Crew	32/6	Troops:	3	
Speed:	6	Crew	-	Tr	oops: 1		Turns:	2/45	IS:	2202+			_
Turns:	SM	IS:	2203+	•			Hull:	4	Craft	-			_
Hull:	6	Craft	-				Damage:	28/6	SR:	Intercepto	rs 1		
Damage:	-	SR:	Breach	ing Pod	l, Dodge 5+		Weapon	R	A	AD		Special	
Weapon	R	A	AD		$S_l$	pecial	Missle Rack	30	F	2	Precise, Sl	low Load, Super AP	_
-							Med Puls Can	10	F	6	Twin-Link	red	_
			•				Med Puls Can	10	P	6	Twin-Link	ced	_
							Med Puls Can	10	S	6	Twin-Link	ced	_
							Railgun	12	T	4	Ap, Doubl	le Damage	_

Class - Hyperion RC Skirmish								
Speed:	8	Crew	30/6 <b>Troops:</b> 3					
Turns:	2/45	IS:	2246+					
Hull:	5	Craft	Starfury F	light 1				
Damage:	24/6	SR:	Interceptors 2, Jump Point					
Weapon	R	A	AD	Special				
Railguns	12	F	4	Ap, Doubl	e 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 - H	[ype		Skirmish				
Speed:	8	Crew	30/6 <b>Troops:</b> 1				
Turns:	2/45	IS:	2217-2230	)			
Hull:	5	Craft	Starfury F	light 1			
Damage:	24/6	SR:	Intercepto	rs 2, Jump F	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, Sl	ow-Loading, Sup AP		
Med Puls Can	10	P	6				
Missile Rack	20	S	2	Precise, Sl	ow-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-Fight	er, 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, P	recise, Slow-loading				
Hvy Las Can	12	T	1	Beam, Doi	uble D, Super AP				
Lht Puls Can	8	T	2						

Earth Alliance 1/4

**Priority Level: Patrol** 

Priority Level: Skirmish

Class - C	Class - Chronos Raid									
Speed:	8	Crew	18/5	18/5 <b>Troops:</b> 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, Doub	le Damage					
Hvy Puls Can	12	F	8	Twin-Link	ced					
Hvy Puls Can	12	P	6	Twin-Link	ced					
Particle Beam	5	P	4 Anti-Fighter, Weak							
Hvy Puls Can	12	S	6 Twin-Linked							
Particle Beam	5	S	4 Anti-Fighter, Weak							
Hyv Puls Can	21	А	6	Twin-Link	red					

Class - D	Raid						
Speed:	12	Crew	37/8 <b>Troops:</b> -				
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 - E	Class - Explorer Raid							
Speed:	4	Crew	50/12 <b>Troops:</b> 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 Da	amage, Twin-linked			
Particle beam	5	F	6	Anti-fighte	er, 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 - H	Class - Hyperion Raid								
Speed:	8	Crew	25/6	25/6 <b>Troops:</b> 3					
Turns:	2/45	IS:	2246+						
Hull:	5	Craft	1 Starfury	Flight					
Damage:	20/6	SR:	Intercepto	rs 2, Jump F	Point				
Weapon	R	A	AD Special						
Hvy Las ann	18	В	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-Fight	er, Weak				

Class - Hyperion-AC Raid								
Speed:	8	Crew	25/6 <b>Troops:</b> 10					
Turns:	2/45	IS:	2230+					
Hull:	5	Craft	-					
Damage:	24/6	SR:	Interceptors 2, Jump point, Shuttles 2					
Weapon	R	A	AD	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-Fight	er, Weak			

Class - H	Class - Hyperion PC Raid								
Speed:	8	Crew	30/6	30/6 <b>Troops:</b> 3					
Turns:	2/45	IS:	2240+						
Hull:	5	Craft	1 Starfury	Flight					
Damage:	24/6	SR:	Intercepto	rs 2, Jump P	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-Fight	er, Weak				

Class - Nova Raid								
Speed:	6	Crew	45/12 <b>Troops:</b> 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-Link	red			
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 <b>Troops:</b> 2				
Turns:	2/45	IS:	2229+				
Hull:	4	Craft	-				
Damage:	28/6	SR:	Interceptors 1				
Weapon	R	A	AD		Special		
Med Las Can	18	В	6	Beam, Do	uble D, Super AP		
Particle Beam	5	F	4 Anti-Fighter				
Particle Beam	5	P	4 Anti-Fighter				
Particle Beam	5	S	4	Anti-Fight	er		

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	В	2	Beam, Sup	oer AP			
Missile Rack	30	T	2	Precise, Sl	ow Loading, Sup AP			
Particle Beam	5	F	4	Anti-Fight	er, Weak			
Particle Beam	5	A	4	Anti-Fight	er, Weak			
Particle Beam	5	P	4	Anti-Fight	er, Weak			
Particle Beam	5	S	4	Anti-Fight	er, Weak			

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

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

Class - A	Battle								
Speed:	7	Crew	50/12	50/12 <b>Troops:</b> 6					
Turns:	1/45	IS:	2240-2261	Ĺ					
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					
Med Plas Can Lht Puls Can	8	F F	6	AP					
				AP					
Lht Puls Can	8	F	6	AP					

Babylon 5 Pre2259 Battle								
Speed:	-	Crew	-	- <b>Troops:</b> 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	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, Intercept	tors 2, Jump Point				
Weapon	R	A	AD		Special				
Hvy Las Can	18	В	4	Beam, Do	uble D, Super AP				
Hvy Puls Can	12	F	6	Twin-Link	ced				
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, Do	uble D, Super AP				
Med Puls Can	10	A	6						
Particle Beam	5	T	4	Anti-fighte	er, Weak				

Class - O	meg	a			Battle	
Speed:	7	Crew	60/14	Troops:	4	
Turns:	1/45	IS:	2250+			
Hull:	6	Craft	4 Starfury	Flights		
Damage:	40/10	SR:	Intercepto	rs 3, Jump F	oint	
Weapon	R	A	AD	Special		
Hvy Las Can	30	В	4	Beam, Double D, Super AP		
Hvy Puls Can	12	F	10	Twin-Link	ed	
Med Puls Can	10	P	4	Twin-Link	red	
Particle Beam	5	P	4	Anti-Fight	er	
Med Puls Can	10	S	4	Twin-Link	ed	
Particle Beam	5	S	4	Anti-Fight	er	
Hvy Las Can	30	Ba	2	Beam, Double D, Super AP		
Med Puls Can	10	A	4 Twin-Linked			
Class - Omega PD Battle						

Crew

Craft

A

P

S

S

1/45 **IS:** 

40/12 **SR:** 

R

12 F

10 P

5

10 A

60/16

AD

16

8

8

4

12

4 Starfury Flights

Interceptors 3, Jump Point

225+

Troops: 4

Twin-Linked

Twin-Linked

Anti-Fighter

Twin-Linked

Anti-Fighter

Twin-Linked

Special

Speed:

Turns:

Hull:

Damage:

Weapon

Hvy Puls Can

Med Puls Can

Particle Beam

Med Puls Can

Particle Beam

Med Puls Can

Class - C	reste		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	В	3	Beam, Do	uble D, Super AP	
Med Las Can	15	В	3	Beam. Sup	oer AP	
Railgun	12	F	4	AP, Doubl	e Damage	
Med Puls Can	10	P	10	Twin-Link	red	
Med Puls Can	10	S	10	Twin-Linked		
Med Las Can	15	Ba	3	Beam. Super AP		
Particle Beam	5	T	6	Anti-fighte	er, Weak	

Class - O	Battle							
Speed:	-	Crew	-	- Troops: 35				
Turns:	-	IS:	2240+	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, Doub	le Damage			

Class Babylon Post 2259 W							
Speed:	-	Crew	-	Troops:	40		
Turns:	-	IS:	2259-228	I			
Hull:	4	Craft	12 Starfur	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-Link	red		
Particle Beam	18	T	8				

Class - Shadow Omega Wa							
Speed:	8	Crew	70/14	Troops:	3		
Turns:	1/45	IS:	2261 Only	′			
Hull:	6	Craft	4 Thunder	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	В	6	Beam, Sup	oer AP, Triple D		
Hvy Phs Puls	12	F	8	AP, Doub	le 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, Doub	le Damage		

Class - O	meg	a CD		War		
Speed:	7	Crew	60/16	Troops:	6	
Turns:	1/45	IS:	2259+			
Hull:	6	Craft	4 Starfury	Flights		
Damage:	40/1 2	SR:	Command 2, Interceptors 4, Jump Point			
Weapon	R	A	AD	Special		
Hvy Las Can	30	В	6	Beam, Double D, Super AP		
Hvy Puls Can	12	F	12	Twin-Link	ed	
Med Puls Can	10	P	6	Twin-Link	ed	
Particle Beam	5	P	6	Anti-Fight	er	
Med Puls Can	10	S	6	Twin-Link	ed	
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 - V	Varlo	ck			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	В	4	Beam, Super AP, Triple D			
Railgun	20	F	4	AP, Doubl	e Damage		
Las/puls Arry	15	F	10	Twin-Link	ed		
Las/puls Arry	15	P	6	Twin-Link	red		
Las/puls Arry	15	S	6	Twin-Link	red		
Railgun	20	A	4	AP, Doubl	e Damage		
Las/puls Arry	15	A	6	Twin-Linked			
Particle Beam	5	T	6	Anti-fighte	er, Weak		

,											
Class - P	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	Т	8	Anti-fighte	er, Weak						

Earth Alliance 4/4
Priority Level: War

Earth Alliance Missile Variants									
Туре	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

Thunderbolt flights may not use these variant missiles as they carry far smaller warheads than those used by larger capita 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

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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 - B	reacl	ning l	Pod	Pat	rol 4 Flights	Class - D	efens	se Sat	tellite		Skirmish
Speed:	6	Crew	-	Troops:	1	Speed:	-	Crew	-	Troops:	-
Turns:	SM	IS:	2157+			Turns:	-	IS:	2230+		
Hull:	5	Craft	-			Hull:	4	Craft	-		
Damage:	-	SR:	Breaching	Pod, Dodge	Pod, Dodge 5+		12/3	SR:	Immobile,	, Interceptor	s 2
Weapon	R	A	AD		Special	Weapon	R	A	AD		Special
-						Matter Can	15	T	4	AP	
Class - C	orva	n			Patrol	Twin Part Arr	8	T	2 Twin-Linked		
Speed:	12	Crew	12/4	Troops:	1	Class - D	arkn	er			Skirmish
Turns:	2/45	IS:	2191+			Speed:	12	Crew	30/6	Troops:	2
Hull:	4	Craft	1 Sentri F	light		Turns:	2/45	IS:	2249+		
Damage:	12/4	SR:	Intercepto	rs 1, Jump F	P, Scout, Stealth 4+	Hull:	4	Craft	-		
Weapon	R	A	AD		Special	Damage:	25/6	SR:	Jump Poir	nt	
Twin Part Arr	8	F	4	Twin-Link	ked	Weapon	R	A	AD		Special
Twin Part Arr	8	P	4	Twin-Link	ked	Battle Laser	20	F	2	Bean, Dou	ble D, Super AP
Twin Part Arr	8	S	4	Twin-Link	ked	Matter Can	8	F	4	AP, Doubl	e Damage
Twin Part Arr	8	A	4	Twin-Link	red	Class - A	mar	(Dar	kner)		Skirmish
Class - H	aven	l			Patrol	Speed:	12	Crew	30/6	Troops:	2
Speed:	12	Crew	6/2	Troops:	1	Turns:	2/45	IS:	2249+		
Turns:	2/90	IS:	2150+			Hull:	4	Craft	2 Sentri Flight		
Hull:	4	Craft	-			Damage:	25/6	SR:	Jump Point		
Damage:	8/3	SR:	Dodge 5+			Weapon	R	A	AD		Special
Weapon	R	A	AD		Special	Twin Part Arr	8	F	8	Twin-link	ed
Matter Can	8	F	2	AP, Double Damage							
Twin Part Arr	4	F	3	Twin-Linked		Class - K	utai				Skirmish
Twin Part Arr	4	P	2	Twin-Linked		Speed:	10	Crew	12/4	Troops:	1
Twin Part Arr	4	S	2	Twin-Link	red	Turns:	2/45	IS:	2134+		
Twin Part Arr	4	A	3	Twin-Link	æd	Hull:	4	Craft	-		
Class - R	ozik			Dotr	ol 4 Flights)	Damage:	10/3	SR:	Dodge 5+		
		l _		1	or 4 Fiights)	Weapon	R	A	AD		Special
Speed:	12	Crew	-	Troops:	-	Matter Can	12	F	6	AP, Doubl	
Turns:	SM	IS:	2105+			Twin Part Arr	4	F	6	Twin-link	ed
Hull: Damage:	2	Craft SR:	- Atmosphe	ric Dodge?	+,Dogfight+3,Fighter	Class - M	Iaxin	nus			Skirmish
Weapon	R	A	Atmosphe	nc,Dougez-	Special Special	Speed:	10	Crew	18/6	Troops:	1
Lht Part Gun	2	T	2	Weak	Special	Turns:	2/45	IS:	2191+		
Lift Fait Guil	2	1		weak		Hull:	6	Craft	-		
Class - R	utari	ian		Pat	rol 2 Flights	Damage:	16/5	SR:	18/6		
Speed:	12	Crew	-	Troops:	-	Weapon	R	A	AD		Special
Turns:	SM	IS:	2258+			Twin Part Arr	8	F	10	Twin-Link	ed
Hull:	2	Craft	-			Particle Gun	4	Т	4	Anti-Fight	er, Weak
Damage:	-	SR:	Dodge 3+	, Dogfight+	2, Fighter, Stealth 3+	Class - N	largi	rath	•		Skirmish
Weapon	R	A	AD		Special			ı	10/7	I	
Lht Part Gun	2	T	2	Weak		Speed:	8	Crew	18/7	Troops:	1
Class - S	entri			Pa	trol 4 Lights	Turns: Hull:	1/45	IS: Craft	2145+		
Speed:	12	Crew	-	Troops:	-	Damage:	16/5	SR:	Intercepto	ors 1	
Turns:	SM	IS:	2202+		<u> </u>	Weapon	R	A	AD		Special
Hull:	3	Craft	-			Matter Can	12	F	2	AP, Doubl	
Damage:	-	SR:	Atmosphe	ric,Dodge2-	+,Dogfight+2,fighter	Plas Stream	10	F	2	AP, Beam	
Weapon	R	A	AD		Special	Twin part Arr	8	Т	6	Twin-Link	
Lht Part Gun	2	Т	3	Weak		F		<u> </u>	<u> </u>	<u> </u>	*
				L							

Class - Vorchan Skirmish									
Speed:	14	Crew	20/6 <b>Troops:</b> 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, Doub	le Damage				
Twin Part Arr	8	F	8 Twin-Linked						
Class - V	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-Link	red			
Class - Vorchat Skirmish								

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

Centauri Republic 1/3

**Priority Level: Patrol** 

**Priority Level: Skirmish** 

Class - A	Altari	an				Raid	Class - C	entu	rion				Raid
Speed:	8	Crew	38/7	Troops:	3		Speed:	10	Crew	38/8	Troops:	4	
Turns:	1/45	IS:	2150+				Turns:	2/45	IS:	2202+			
Hull:	6	Craft	1 Sentri F	light			Hull:	5	Craft	-			
Damage:	34/6	SR:	Jump Poi	nt			Damage:	35/8	SR:	Jump Poi	nt		
Weapon	R	A	AD		Special		Weapon	R	A	AD		Special	
Matter Can	15	F	6	AP, Doub	AP, Double Damage		Battle Laser	25	F	2	Beam, Do	Beam, Double D, Super AP	
Twin Part Arr	8	F	8	Twin-link	ed		Matter Can	12	F	6	AP, Doub	le Damage	
Twin Part Arr	8	P	4	Twin-link	ed		Twin Part Arr	8	F	10	Twin-Link	ked	
Twin Part Arr	8	S	4	Twin-link	ed		Twin Part Arr	8	P	6	Twin-Link	ked	
Matter Can	15	A	4	AP, Doub	le Damage		Twin Part Arr	8	S	6	Twin-Link	ked	
Twin Part Arr	8	A	6	Twin-Linl	ked		Class - D	arga	n				Raid
Class - I	Elutar	ian				Raid	Speed:	10	Crew	30/7	Troops:	3	
Speed:	8	Crew	38/7	Troops:	2		Turns:	2/45	IS:	2258+	<u> </u>		
Turns:	1/45	IS:	2235+				Hull:	5	Craft	2 Sentri F	light		
Hull:	6	Craft	1 Sentri F	light			Damage:	28/7	SR:	Jump Poi	nt		
Damage:	34/6	SR:	Jump Poir	nt			Weapon	R	A	AD		Special	
Weapon	R	A	AD		Special		Battle Las	25	F	2	Beam, Do	uble D, Sup	er AP
Ballistic Torp	30	F	5	DD, Preci	se, Slow-L,	Sup AP	Matter Can	12	F	6	AP, Doub	le Damage	
Twin Part Arr	8	F	6	Twin-Linl	ked		Twin Part Arr	8	F	8	Twin-Link	ked	
Twin Part Arr	8	P	4	Twin-Linl	ked		Twin Part Arr	8	P	8	Twin-Link	ked	
Twin Part Arr	8	S	4	Twin-Linl	ked		Twin Part Arr	8	S	8	Twin-Linked		
Twin Part Arr	8	A	4	Twin-Linked			Twin Part Arr	8	A	8	Twin-Link	ked	
Class - N	Magn	us				Raid	Class - D	emo	s				Raid
Speed:	10	Crew	34/6	Troops:	2		Speed:	10	Crew	22/7	Troops:	1	
Turns:	1/45	IS:	2208+				Turns:	2/45	IS:	2241+			
Hull:	6	Craft	1 Sentri F	light			Hull:	5	Craft	-			
Damage:	30/6	SR:	Jump Poir	ıt			Damage:	18/7	SR:	Jump Point			
Weapon	R	A	AD		Special		Weapon	R	A	AD	Special		
Battle Las	20	F	2	Beam, Do	ouble D, Sup	er AP	Ballistic Torp	15	F	2	Super AP, Triple Damage		
Matter Can	15	F	4	AP, Doub	le Damage		Plas Accel	12	F	4	AP, Doub	le Damage	
Twin Part Arr	8	F	6	Twin-Linl	ked		Heavy Array	8	F	6	Double Da	amage	
Twin Part Arr	8	P	4	Twin-Linl	ked		Class - P	refec	·t				Raid
Twin Part Arr	8	S	4	Twin-Linl	ked			8	Crew	38/8	Troops:	2	Ituiu
Matter Can	15	A	2	AP, Doub	le Damage		Speed: Turns:	1/45	IS:	2243+	1roops:	2	
Twin Part Arr	8	A	4	Twin-Linl	ked		Hull:	6	Craft	-			
Class - I	Balva	rin				Raid	Damage:	35/8	SR:	Jump Poi	nt		
Speed:	6	Crew	60/15	Troops:	4		Weapon	R	A	AD		Special	
Turns:	1/45	IS:	2192+		I		Battle Las	25	F	3	Beam, Do	uble D, Sup	er AP
Hull:	5	Craft	6 Sentri F	lights			Matter Can	12	F	6	AP, Doub	le Damage	
Damage:	55/14	SR:	Jump Poir	nt			Twin Part Arr	8	F	6	Twin-Link	ked	
Weapon	R	A	AD		Special		Twin Part Arr	8	P	4	Twin-Link	ked	
Twin Part Arr	8	F	8	Twin-Linl	•		Twin Part Arr	8	S	4	Twin-Link	ked	
Twin Part Arr	8	P	8	Twin-Linl	ked		Class - S	ulust	,				Raid
Twin Part Arr	8	S	8	Twin-Linl	ked		Speed:	10	Crew	38/7	Troops:	3	
Twin Part Arr	8	A	8	Twin-Linl	ked		Turns:	1/45	IS:	2218+	1100ps:	,	
							Hull:	5		2210+			
							-		Craft SD.	Intercent	are 2		
						Damage:	35/6	SR:		erceptors 2			
					Weapon	25	A F	<b>AD</b> 4	Room D	Special	or AD		
						ı	Battle Las Twin Part Arr		F F			uble D, Sup	ci AP
	Cen	taur	i Ren	ublic	2/3		Twin Part Arr	8	P P	8	Twin-Link		
							I will Fall AIT	0	r	-	I WIII-LIM	u	

Twin Part Arr

S

Twin-Linked

Centauri Republic **Priority Level: Patrol** Breaching Pod Corvan Class Scout Haven Class Patrol Boat Razik Light Fighter Rutarian (3 Flights) Sentri 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 Octurion-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:

**Priority Level: Raid** 

Class - B	aivai	IX		1	Battle				
Speed:	5	Crew	60/15	Troops:	2				
Turns:	1/45	IS:	2262+						
Hull:	5	Craft	8 Sentri F	light					
Damage:	55/14	SR:		Command 2 rs 2, Jump I	2, Fleet Carrier, Point				
Weapon	R	A	AD		Special				
Matter Can	15	F	8	AP, Double Damage					
Twin Part Arr	8	F	6	Twin-link	ed				
Twin Part Arr	8	P	6	Twin-link	ed				
Twin Part Arr	8	S	6	Twin-link	ed				
Matter Can	15	A	8	AP, Doub	le Damage				
Twin Part Arr	8	A	6	Twin-Link	ked				
Class - Colony Battle									
Speed:	-	Crew	-	Troops:	20				
Turns:	-	IS:	2200+						
Hull:	4	Craft	8 Sentri F	lights					
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 - P	rimu	S			Battle				
Speed:	8	Crew	60/15	Troops:	5				
Turns:	1/45	IS:	2195+						
Hull:	6	Craft	2 Sentri F	lights					
Damage:	45/12	SR:	Intercepto	rs 2, Jump I	Point				
Weapon	R	A	AD		Special				
Battle Las	25	F	6	Beam, Do	uble D, Super AP				
Twin Part Arr	8	F	10	Twin-link	ed				
Twin Part Arr	8	P	6	Twin-link	ed				
Twin Part Arr	8	S	6	Twin-link	ed				
Twin Part Arr	8	A	4	Twin-link	ed				
Class - P	rimu	s MI	)		Battle				
Speed:	8	Crew	60/15	Troops:	5				
Turns:	1/45	IS:	2195+						
Hull:	6	Craft	2 Sentri F	lights					
Damage:	45/12	SR:	Intercepto	rs 2, Jump I	Point				
Weapon	R	A	AD		Special				
Battle Laser	25	F	6	Beam, Do	uble D, Super AP				
Mass Driver	10	F	8	AP, Slow-	Load, Triple D				
Twin Part Arr	8	F	5	Twin-Link	red				
Total Dead Asse	8	P	6	Twin-Link	ked				
Twin Part Arr				6 Twin-Linked					
Twin Part Arr	8	S	6	Twin-Link	red				

Class - S	ecun	dus		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			
			10 I win-Linked				
Class - S	ecun	dus N	AD	Battle			
Speed:	8	Crew	65/19	Troops: 10			
Turns:	1/45	IS:	2248+				
Hull:	6	Craft	-				
Damage:	45/12	SR:	Intercepto	rs 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 - T				Battle			
Speed:	8	Crew	75/20	Troops: 3			
Turns:							
	1/45	IS:	2263+				
Hull:	6	IS: Craft	2263+				
			-	rs 1, Jump Point			
Hull:	6	Craft	-	rs 1, Jump Point  Special			
Hull: Damage:	6 45/12	Craft SR:	- Intercepto	Special Beam, Double D, Super AP			
Hull: Damage: Weapon	6 45/12 <b>R</b>	Craft SR:	- Intercepto	Special			
Hull: Damage: Weapon Battle Laser	6 45/12 <b>R</b> 25	Craft SR: A	Intercepto AD 6	Special Beam, Double D, Super AP			
Hull: Damage: Weapon Battle Laser Plas Accel	6 45/12 <b>R</b> 25 10	Craft SR: A F	Intercepto AD 6 8	Special Beam, Double D, Super AP Double Damage, Super AP			
Hull: Damage: Weapon Battle Laser Plas Accel Twin Part Arr	6 45/12 <b>R</b> 25 10 8	Craft SR: A F F	- Intercepto AD 6 8 6	Special  Beam, Double D, Super AP  Double Damage, Super AP  Twin-Linked			
Hull: Damage: Weapon Battle Laser Plas Accel Twin Part Arr Twin Part Arr	6 45/12 <b>R</b> 25 10 8	Craft SR:  A F F P	- Intercepto AD 6 8 6 6	Special  Beam, Double D, Super AP  Double Damage, Super AP  Twin-Linked  Twin-Linked			
Hull: Damage: Weapon Battle Laser Plas Accel Twin Part Arr Twin Part Arr	6 45/12 <b>R</b> 25 10 8 8	Craft SR: A F F F S	- Intercepto AD 6 8 6 6 6	Special  Beam, Double D, Super AP  Double Damage, Super AP  Twin-Linked  Twin-Linked  Twin-Linked			
Hull: Damage: Weapon Battle Laser Plas Accel Twin Part Arr Twin Part Arr Twin Part Arr	6 45/12 <b>R</b> 25 10 8 8 8 10	Craft SR: A F F F A A A A	- Intercepto AD 6 8 6 6 6 6 4	Special  Beam, Double D, Super AP  Double Damage, Super AP  Twin-Linked  Twin-Linked  Twin-Linked  Double Damage, Super AP			
Hull: Damage: Weapon Battle Laser Plas Accel Twin Part Arr Twin Part Arr Twin Part Arr Plas Accel Twin Part Arr	6 45/12 <b>R</b> 25 10 8 8 8 10	Craft SR: A F F F A A A A	- Intercepto AD 6 8 6 6 6 6 4	Special  Beam, Double D, Super AP  Double Damage, Super AP  Twin-Linked  Twin-Linked  Twin-Linked  Double Damage, Super AP  Twin-Linked			
Hull: Damage: Weapon Battle Laser Plas Accel Twin Part Arr Twin Part Arr Twin Part Arr Plas Accel Twin Part Arr	6 45/12 R 25 10 8 8 10 8	Craft SR: A F F F A A A S MI	- Intercepto AD 6 8 6 6 6 4 6	Special  Beam, Double D, Super AP  Double Damage, Super AP  Twin-Linked  Twin-Linked  Twin-Linked  Double Damage, Super AP  Twin-Linked  Battle			
Hull: Damage: Weapon Battle Laser Plas Accel Twin Part Arr Twin Part Arr Twin Part Arr Twin Part Arr Class - T Speed:	6 45/12 <b>R</b> 25 10 8 8 8 10 8	Craft SR: A F F F A A Crew	- Intercepto AD 6 8 6 6 6 6 4 6	Special  Beam, Double D, Super AP  Double Damage, Super AP  Twin-Linked  Twin-Linked  Twin-Linked  Double Damage, Super AP  Twin-Linked  Battle			
Hull: Damage: Weapon Battle Laser Plas Accel Twin Part Arr Twin Part Arr Twin Part Arr Plas Accel Twin Part Arr Plas Accel Twin Part Arr	6 45/12 <b>R</b> 25 10 8 8 10 8	Craft SR: A F F F A A A S MID Crew IS:	- Intercepto AD 6 8 6 6 6 4 6 75/20 2263+	Special  Beam, Double D, Super AP  Double Damage, Super AP  Twin-Linked  Twin-Linked  Twin-Linked  Double Damage, Super AP  Twin-Linked  Battle			
Hull: Damage: Weapon Battle Laser Plas Accel Twin Part Arr Twin Part Arr Twin Part Arr Plas Accel Twin Part Arr Unin Part Arr Plas Accel Twin Part Arr Plas Accel Tunn Part Arr Class - T Speed: Turns: Hull: Damage:	6 45/12 R 25 10 8 8 10 8 ertiu 8 1/45	Craft SR: A F F F A A A S S MI Crew IS: Craft	- Intercepto AD 6 8 6 6 6 4 6 75/20 2263+	Special  Beam, Double D, Super AP  Double Damage, Super AP  Twin-Linked  Twin-Linked  Twin-Linked  Double Damage, Super AP  Twin-Linked  Twin-Linked  3  rs 1, Jump Point			
Hull: Damage: Weapon Battle Laser Plas Accel Twin Part Arr Twin Part Arr Twin Part Arr Plas Accel Twin Part Arr Plas Accel Twin Part Arr Hull:	6 45/12 <b>R</b> 25 10 8 8 8 10 8 1/45 6 45/12	Craft SR: A F F F A A Crew IS: Craft SR:	- Intercepto AD 6 8 6 6 6 6 4 6 75/20 2263+ - Intercepto	Special  Beam, Double D, Super AP  Double Damage, Super AP  Twin-Linked  Twin-Linked  Double Damage, Super AP  Twin-Linked  Trouble Damage, Super AP  Twin-Linked  Trouble Damage, Super AP  Twin-Linked  Special			
Hull: Damage: Weapon Battle Laser Plas Accel Twin Part Arr Twin Part Arr Twin Part Arr Plas Accel Twin Part Arr Plas Accel Twin Part Arr Plas Hull: Damage: Weapon Battle Laser	6 45/12 R 25 10 8 8 10 8 1/45 6 45/12 R	Craft SR: A F F F P S A A Crew IS: Craft SR: A F	- Intercepto AD 6 8 6 6 6 4 6 75/20 2263+ - Intercepto AD 6	Special  Beam, Double D, Super AP  Double Damage, Super AP  Twin-Linked  Twin-Linked  Double Damage, Super AP  Twin-Linked  Double Damage, Super AP  Twin-Linked  3  Troops: 3  Troops: 3			
Hull: Damage: Weapon Battle Laser Plas Accel Twin Part Arr Twin Part Arr Twin Part Arr Plas Accel Twin Part Arr Hull: Damage: Weapon Battle Laser Mass Driver	6 45/12 R 25 10 8 8 10 8 1/45 6 45/12 R 25 10	Craft SR: A F F P S A A Crew IS: Craft SR: A F	- Intercepto AD 6 8 6 6 6 4 6 75/20 2263+ - Intercepto AD 6 8	Beam, Double D, Super AP Double Damage, Super AP Twin-Linked Twin-Linked Twin-Linked Twin-Linked  Twin-Linked  Twin-Linked  Toouble Damage, Super AP  Twin-Linked  Twin-Linked  Troops: 3  rs 1, Jump Point  Special  Beam, Double D, Super AP  AP, Slow-Load, Triple D			
Hull: Damage: Weapon Battle Laser Plas Accel Twin Part Arr Twin Part Arr Twin Part Arr Plas Accel Twin Part Arr Plas Accel Twin Part Arr Plas Accel Turns: Hull: Damage: Weapon Battle Laser Mass Driver Plas Accel	6 45/12 R 25 10 8 8 10 8 1/45 6 45/12 R 25 10 10	Craft SR: A F F F P S A A S S MID Crew IS: Craft SR: A F F F	- Intercepto AD 6 8 6 6 6 4 6 75/20 2263+ - Intercepto AD 6 8 8	Beam, Double D, Super AP  Double Damage, Super AP  Twin-Linked  Twin-Linked  Double Damage, Super AP  Twin-Linked  Touble Damage, Super AP  Twin-Linked  Troops: 3  Troops: 3  Troops: J  Special  Beam, Double D, Super AP  AP, Slow-Load, Triple D  Double Damage, Super AP			
Hull: Damage: Weapon Battle Laser Plas Accel Twin Part Arr Twin Part Arr Plas Accel Twin Part Arr Plas Accel Twin Part Arr Plas Accel Twin Part Arr  Class - T Speed: Turns: Hull: Damage: Weapon Battle Laser Mass Driver Plas Accel Twin Part Arr	6 45/12 R 25 10 8 8 10 8 1/45 6 45/12 R 25 10 10 8	Craft SR: A F F F P S A A S S MI Crew IS: Craft SR: A F F F F F F F	- Intercepto AD 6 8 6 6 6 4 6 75/20 2263+ - Intercepto AD 6 8 8 6	Special  Beam, Double D, Super AP  Double Damage, Super AP  Twin-Linked  Twin-Linked  Double Damage, Super AP  Twin-Linked  Twin-Linked  Double Damage, Super AP  Twin-Linked  Special  Beam, Double D, Super AP  AP, Slow-Load, Triple D  Double Damage, Super AP  Twin-Linked			
Hull: Damage: Weapon Battle Laser Plas Accel Twin Part Arr Twin Part Arr Plas Accel Twin Part Arr Plas Accel Twin Part Arr Plas Accel Twin Part Arr  Class - T Speed: Turns: Hull: Damage: Weapon Battle Laser Mass Driver Plas Accel Twin Part Arr	6 45/12 R 25 10 8 8 10 8 1/45 6 45/12 R 25 10 10 8 8	Craft   SR:	- Intercepto AD 6 8 6 6 6 4 6 75/20 2263+ - Intercepto AD 6 8 8 6 6 6	Special  Beam, Double D, Super AP  Double Damage, Super AP  Twin-Linked  Twin-Linked  Twin-Linked  Twin-Linked  Twin-Linked  Twin-Linked  Toops: 3  Troops: 3  Troops: Special  Beam, Double D, Super AP  AP, Slow-Load, Triple D  Double Damage, Super AP  Twin-Linked  Twin-Linked			
Hull: Damage: Weapon Battle Laser Plas Accel Twin Part Arr Twin Part Arr Plas Accel Twin Part Arr Plas Accel Twin Part Arr Plas Accel Twin Part Arr  Class - T Speed: Turns: Hull: Damage: Weapon Battle Laser Mass Driver Plas Accel Twin Part Arr	6 45/12 R 25 10 8 8 10 8 1/45 6 45/12 R 25 10 10 8	Craft SR: A F F F P S A A S S MI Crew IS: Craft SR: A F F F F F F F	- Intercepto AD 6 8 6 6 6 4 6 75/20 2263+ - Intercepto AD 6 8 8 6	Special  Beam, Double D, Super AP  Double Damage, Super AP  Twin-Linked  Twin-Linked  Double Damage, Super AP  Twin-Linked  Twin-Linked  Double Damage, Super AP  Twin-Linked  Special  Beam, Double D, Super AP  AP, Slow-Load, Triple D  Double Damage, Super AP  Twin-Linked			

Twin-Linked

Twin Part Arr

Class - O	ctur	ion			War			
Speed:	6	Crew	85/24	85/24 <b>Troops:</b> 8				
Turns:	1/45	IS:	2202+					
Hull:	6	Craft	4 Sentri F	light				
Damage:	70/18	SR:	Command	2, Intercept	tors 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, Doub	le Damage			
Twin Part Arr	10	P	10	Twin-Link	red			
Matter Can	12	S	8	AP, Doub	le Damage			
Twin Part Arr	10	S	10	Twin-Link	red			
Battle Laser	35	A	2	Beam, Do	uble D, Super AP			
Matter Can	12	A	6	AP, Doub	le Damage			
Twin Part Arr	10	A	8 Twin-Linked					
Close O	04	on N	m		Wor			

Class - O	Class - Octurion MD War									
Speed:	6	Crew	85/24	Troops: 8						
Turns:	1/45	IS:	2202+							
Hull:	6	Craft	4 Sentri F	light						
Damage:	70/18	SR:	Command	2, Intercept	ors 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-Link	ed					
Matter Can	12	P	8	AP, Doubl	e Damage					
Twin Part Arr	10	P	10	Twin-Link	red					
Matter Can	12	S	8	AP, Doubl	e Damage					
Twin Part Arr	10	S	10	Twin-Link	ed					
Battle Laser	35	A	2	Beam, Do	uble D, Super AP					
Matter Can	12	A	6	AP, Double Damage						
Twin Part Arr	10	A	8	Twin-Link	red					

Centauri Republic 3/3

**Priority Level: Battle** 

**Priority Level: War** 

Class - B	reacl	hing ]	Pod	Pat	rol 4 Flights	Class - C
Speed:	6	Crew	-	Troops:	1	Speed:
Turns:	SM	IS:	2172+			Turns:
Hull:	6	Craft	-			Hull:
Damage:	-	SR:	Breaching	Pod, Dodg	e 5+	Damage:
Weapon	R	A	AD		Special	Weapon
						Hvy Puls Can
Class - F	razi	<u> </u>	ı	Pat	rol 3 Flights	Med Puls Can
Speed:	10	Crew	-	Troops:	-	Lht Puls Can
Turns:	SM	IS:	2249+			Lht Puls Can
Hull:	4	Craft	-			Lht Puls Can
Damage:	-	SR:	Atmosphe	eric,Dodge3	+,Dogfight+0,Fighter	
Weapon	R	A	AD		Special	Class - I
Particle Gun	2	T	4			Speed:
Class - G	orith	1		Pat	rol 3 Flights	Turns:
Speed:	10	Crew	<u> </u>	Troops:	l.	Hull:
Turns:	SM	IS:	2223+	1100ps.		Damage:
	3		2223T			Weapon
Hull:	3	Craft	-	· D 1 0	D 6 1 2 F 1	Hvy Las Can
Damage:	-	SR:		eric,Dodge2-	+,Dogfight+2,Fighter	Mag Gun
Weapon	R	A	AD		Special	Lht Puls Can
Particle Gun	2	T	2			Lht Puls Can
Class - S	ho'K	os			Patrol	Lht Puls Can
Speed:	12	Crew	10/3	Troops:	1	Lht Puls Can
Turns:	2/45	IS:	2240+			Class
Hull:	4	Craft	-			Class - I
Damage:	12/3	SR:	Dodge 5+			Speed:
Weapon	R	A	AD		Special	Turns:
Med Puls Can	6	F	2			Hull:
Burst Beam	4	F	2	Beam, Pre	cise	Damage:
Lht Puls Can	4	Т	4	Weak		Weapon
						Hvy Las Can
Class - S	ho'K	ov			Patrol	Med Las Can
Speed:	12	Crew	10/2	Troops:	1	Lht Puls Can
Turns:	2/45	IS:	2243+			Lht Puls Can
Hull:	4	Craft	-			Lht Puls Can
Damage:	12/3	SR:	Dodge 5+			Lht Puls Can
Weapon	R	A	AD		Special	Class - S
Ion Torpedo	20	F	1	Precise, S	uper AP	Speed:
Lht Puls Can	40	T	4	Weak		Turns:
Class - G	''Kar	·ith			Skirmish	Hull:
	1	1	20/5	I_		Damage:
Speed:	8	Crew	28/5	Troops:	4	
Turns:	2/45	IS:	2253+			Weapon
Hull:	4	Craft	1 Frazi Fli			Burt Beam
Damage:	24/4	SR:	Jump Poir	nt		Lht Puls Can
Weapon	R	A	AD		Special	Twin Part Arr
Pulsar Mine	20	F	4	Energy Mi	ine	Lht Puls Can
Med Puls Can	10	F	10			Lht Puls Can
Lht Puls Can	8	P	4			Lht Puls Can
Lht Puls Can	8	S	4			
Pulsar Mine	20	A	4	Energy M	ine	

Lht Puls Can

Class - G	'Ster	1			Skirmish
Speed:	8	Crew	28/5	Troops:	4
Turns:	2/45	IS:	2260-2269	)	
Hull:	4	Craft	1 Frazi Fli	ght	
Damage:	24/4	SR:	Jump Poir	nt	
Weapon	R	A	AD		Special
Hvy Puls Can	12	F	6	Double Da	mage, 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 - K	a'To	c			Skirmish
Speed:	10	Crew	27/6	Troops:	2
Turns:	1/45	IS:	2240+		
Hull:	5	Craft	1 Frazi FL	ight	
Damage:	20/5	SR:	-		
Weapon	R	A	AD		Special
Hvy Las Can	20	В	2	Beam, Do	uble D, Super AP
Mag Gun	12	F	1	Beam, Sup	er 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 - K	a'Ta	n			Skirmish
Speed:	10	Crew	27/6	Troops:	1
Speed: Turns:	10 1/45	Crew IS:	27/6 2243+	Troops:	1
		-			1
Turns:	1/45	IS:	2243+		1
Turns: Hull:	1/45	IS: Craft	2243+		1 Special
Turns: Hull: Damage:	1/45 5 20/5	IS: Craft SR:	2243+ 1 Frazi Fli	ght	
Turns: Hull: Damage: Weapon	1/45 5 20/5 <b>R</b>	IS: Craft SR:	2243+ 1 Frazi Fli - <b>AD</b>	Beam, Doo	Special
Turns: Hull: Damage: Weapon Hvy Las Can	1/45 5 20/5 <b>R</b> 20	IS: Craft SR: A	2243+ 1 Frazi Fli - AD 2	Beam, Doo	<b>Special</b> uble D, Super AP
Turns: Hull: Damage: Weapon Hvy Las Can Med Las Can	1/45 5 20/5 <b>R</b> 20 15	IS: Craft SR: A B	2243+ 1 Frazi Fli - AD 2	Beam, Doo	<b>Special</b> uble D, Super AP
Turns: Hull: Damage: Weapon Hvy Las Can Med Las Can Lht Puls Can	1/45 5 20/5 <b>R</b> 20 15	IS: Craft SR: A B B	2243+ 1 Frazi Fli - AD 2 2 8	Beam, Doo	<b>Special</b> uble D, Super AP
Turns: Hull: Damage: Weapon Hvy Las Can Med Las Can Lht Puls Can Lht Puls Can	1/45 5 20/5 R 20 15 8	IS: Craft SR: A B F	2243+ 1 Frazi Fli - AD 2 2 8 8	Beam, Doo	<b>Special</b> uble D, Super AP
Turns: Hull: Damage: Weapon Hvy Las Can Med Las Can Lht Puls Can Lht Puls Can Lht Puls Can	1/45 5 20/5 R 20 15 8 8 8	IS: Craft SR: A B B F P S A	2243+ 1 Frazi Fli - AD 2 2 8 8 8	Beam, Doo	<b>Special</b> uble D, Super AP
Turns: Hull: Damage: Weapon Hvy Las Can Med Las Can Lht Puls Can Lht Puls Can Lht Puls Can	1/45 5 20/5 R 20 15 8 8 8	IS: Craft SR: A B B F P S A	2243+ 1 Frazi Fli - AD 2 2 8 8 8	Beam, Doo	Special uble D, Super AP uble D, Super AP
Turns: Hull: Damage: Weapon Hvy Las Can Med Las Can Lht Puls Can Lht Puls Can Lht Puls Can Lht Puls Can	1/45 5 20/5 R 20 15 8 8 8 8	IS: Craft SR: A B B F P S A	2243+ 1 Frazi Fli - AD 2 2 8 8 8 8	Beam, Doo	Special uble D, Super AP uble D, Super AP Skirmish
Turns: Hull: Damage: Weapon Hvy Las Can Med Las Can Lht Puls Can Lht Puls Can Lht Puls Can Class - S Speed:	1/45 5 20/5 R 20 15 8 8 8 8 10	IS: Craft SR: A B B F P S A Crew	2243+ 1 Frazi Fli  -  AD 2 2 8 8 8 8 8	Beam, Doo	Special uble D, Super AP uble D, Super AP Skirmish
Turns: Hull: Damage: Weapon Hvy Las Can Med Las Can Lht Puls Can Lht Puls Can Lht Puls Can Cht Puls Can Turns:	1/45 5 20/5 R 20 15 8 8 8 8 10 2/45	IS: Craft SR: A B B F P S A Crew IS:	2243+ 1 Frazi Fli - AD 2 2 8 8 8 8 8 1 1 Frazi Fli 1 Frazi Fli	Beam, Doo	Special uble D, Super AP uble D, Super AP Skirmish
Turns: Hull: Damage: Weapon Hvy Las Can Med Las Can Lht Puls Can Lht Puls Can Lht Puls Can Lht Puls Can Turns: Hull:	1/45 5 20/5 R 20 15 8 8 8 8 10 2/45 4	IS: Craft SR: A B B F P S A Crew IS: Craft	2243+ 1 Frazi Fli - AD 2 2 8 8 8 8 8 1 1 Frazi Fli 1 Frazi Fli	Beam, Doo	Special uble D, Super AP uble D, Super AP Skirmish
Turns: Hull: Damage: Weapon Hvy Las Can Med Las Can Lht Puls Can Lht Puls Can Lht Puls Can Turns: Hull: Damage:	1/45 5 20/5 R 20 15 8 8 8 8 10 2/45 4 18/4	IS: Craft SR: A B B F P S A Crew IS: Craft SR:	2243+ 1 Frazi Fli  -  AD  2  2  8  8  8  8  25/5  2240+ 1 Frazi Fli  Jump Poin	Beam, Doo	Special uble D, Super AP uble D, Super AP  Skirmish  1
Turns: Hull: Damage: Weapon Hvy Las Can Med Las Can Lht Puls Can Hull: Damage: Weapon	1/45 5 20/5 R 20 15 8 8 8 8 10 2/45 4 18/4 R	IS: Craft SR: A B B F P S A Crew IS: Craft SR: A	2243+ 1 Frazi Fli - AD 2 2 8 8 8 8 8 25/5 2240+ 1 Frazi Fli Jump Poin	Beam, Dool Beam, Dool Troops:	Special uble D, Super AP uble D, Super AP  Skirmish  1
Turns: Hull: Damage: Weapon Hvy Las Can Med Las Can Lht Puls Can Lht Puls Can Lht Puls Can Lht Puls Can Lht Huls Can Lht Puls Can Lht P	1/45 5 20/5 R 20 15 8 8 8 8 10 2/45 4 118/4 R 12	IS: Craft SR: A B B F P S A Crew IS: Craft SR: A F	2243+ 1 Frazi Fli - AD 2 2 8 8 8 8 8 8 1 Frazi Fli Jump Poin AD 3	Beam, Dool Beam, Dool Troops:	Special uble D, Super AP uble D, Super AP  Skirmish  1  calth 3+ Special
Turns: Hull: Damage: Weapon Hvy Las Can Med Las Can Lht Puls Can	1/45 5 20/5 R 20 15 8 8 8 8 10 2/45 4 18/4 R 12 8	IS: Craft SR:  A B B F P S A Crew IS: Craft SR: A F	2243+ 1 Frazi Fli  - AD 2 2 8 8 8 8 8 225/5 2240+ 1 Frazi Fli Jump Poin AD 3 4	Beam, Door Beam, Door Troops:  ght AP, Beam	Special uble D, Super AP uble D, Super AP  Skirmish  1  calth 3+ Special
Turns: Hull: Damage: Weapon Hvy Las Can Med Las Can Lht Puls Can Lht Puls Can Lht Puls Can Lht Puls Can Unt Puls Can Lht Puls Can Turns: Hull: Damage: Weapon Burt Beam Lht Puls Can Twin Part Arr	1/45 5 20/5 R 20 15 8 8 8 8 10 2/45 4 18/4 R 12 8 8	IS: Craft SR: B B F P S A IS: Crew IS: Craft SR: F F F	2243+ 1 Frazi Fli - AD 2 2 8 8 8 8 8 25/5 2240+ 1 Frazi Fli Jump Poin AD 3 4 6	Beam, Door Beam, Door Troops:  ght AP, Beam	Special uble D, Super AP uble D, Super AP  Skirmish  1  calth 3+ Special

_									
1	Class - T	'Gar		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, S	uper AP			
	Energy Mine	30	T	1	Energy M	ine, Slow-Loading			
	Lht Puls Can	8	T	2					
1	Class - Thentus Skirmis								

Class - T	hent	us			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	В	2	Beam, Do	uble D, Super AP		
Burst Beam	12	F	2	AP, Beam			
Twin Part Arr	8	F	4	Twin-Link	ed, Weak		
Twin Part Arr	8	P	6	Twin-Link	ed, Weak		
Twin Part Arr	8	S	6	Twin-Link	ed, Weak		
Twin Part Arr	8	A	4	Twin-Link	ed, Weak		

Narn Regime 1/3

**Priority Level: Patrol** 

Priority Level: Skirmish

Class - D	ag'K	Kar_			Raid	Class - T	''Ran	ın			Raid	Class - L	isten	ing P	ost
Speed:	5	Crew	38/8	Troops:	4	Speed:	8	Crew	90/21	Troops:	-	Speed:	-	Crew	-
Turns:	1/45	IS:	2240+			Turns:	1/45	IS:	2247+			Turns:	-	IS:	2230+
Hull:	4	Craft	-			Hull:	5	Craft	4 Frazi Fl	ight		Hull:	5	Craft	6 Fraz
Damage:	30/6	SR:	-			Damage:	60/12	SR:	Jump Poi	int		Damage:	1000/	SR:	Carrie
Weapon	R	A	AD		Special	Weapon	R	A	AD		Special		500/ 250		Immo
Ion Torpedoe	30	F	2	Precise, Su	iper AP	Med Puls Can	12	F	6	Double Da	amage	Weapon	R	A	AD
Energy Mine	30	F	4	Energy Mi	ne, Slow-Loading	Lht Puls Can	8	F	10			Hvy Las Can	30	T	1
Energy Mine	30	F	4	Energy Mi	ne, Slow-Loading	Lht Puls Can	8	P	10			Lht Puls Can	20	T	8
Energy Mine	30	F	4	Energy Mi	ne, Slow-Loading	Lht Puls Can	8	S	10			Class - V	ar'N	ic	
Energy Mine	30	F	4	Energy Mi	ne, Slow-Loading	Lht Puls Can	8	A	10			Speed:	9	Crew	58/1
Class - R	longo	oth			Raid	Class - G	'Qua	an			Battle	Turns:	2/45	IS:	2241+
Speed:	6	Crew	50/10	Troops:	5	Speed:	6	Crew	70/19	Troops:	8	Hull:	6	Craft	1 Fraz
Turns:	1/45	IS:	2241+			Turns:	1/45	IS:	2242+			Damage:	44/11	SR:	Jump
Hull:	6	Craft	-			Hull:	6	Craft	2 Frazi Fl	ight		Weapon	R	A	AD
Damage:	40/8	SR:	-			Damage:	55/13	SR:	Jump Poi	nt		Ion Torpedo	30	F	4
Weapon	R	A	AD		Special	Weapon	R	A	AD		Special	Med Las Can	20	В	4
Hvy Puls Can	12	F	12			Energy Mine	30	F	6	Energy M	ine, Slow-Loading	Hvy Puls Can	12	F	6
Twin Part Arr	8	F	8	Twin-Link	ed, Weak	Energy Mine	30	F	6	Energy M	ine, Slow-Loading	Twin Part Arr	8	F	8
Lht Puls Can	8	P	6			Hvy Las Can	30	В	3	Beam, Do	uble D, Super AP	Lht Puls Can	8	A	6
Lht Puls Can	8	S	6			Lht Puls Can	8	F	6						
Lht Puls Can	8	A	6			Twin part Arr	8	F	10	Twin-Link	ted, Weak				
Twin Part Arr	8	A	8	Twin-Link	ed, Weak	Lht Puls Can	8	P	6						
Class - R	otha	n			Raid	Twin part Arr	8	P	10	Twin-Link	xed, Weak				
Speed:	6	Crew	48/10	Troops:	5	Lht Puls Can	8	S	6						
Turns:	1/45	IS:	2211+			Twin part Arr	8	S	10	Twin-Link	ted, Weak				
Hull:	6	Craft	-			Lht Puls Can	8	A	6						
Damage:	37/8	SR:	-			Twin part Arr	8	A	10	Twin-Link	ked, Weak				
Weapon	R	A	AD		Special	Class - G	l'Lar	ı			Battle				
Hvy Plas Can	12	F	6	AP, Doubl	e Damage	Speed:	6	Crew	70/19	Troops:	6				
Twin Part Arr	8	F	8	Twin-linke	d, Weak	Turns:	1/45	IS:	2259+						
Lht Plas Can	8	A	6	AP		Hull:	6	Craft	2 Frazi Fl	ight					
Twin Part Arr	8	A	8	Twin-linke	d, Weak	Damage:	55/13	SR:	Jump Poi						
Class - T	'Lot	h			Raid	Weapon	R	A	AD		Special				
Speed:	8	Crew	90/21	Troops:	12	Mag Gun	18	F	2	Beam, Sup	oer AP, Triple D				
Turns:	1/45	IS:	2241+			Med Las Can	18	В	4	AP, Beam	, Double D				
Hull:	5	Craft	1 Frazi Fl	ight		Lht Puls Can	8	F	6						
Damage:	60/12	SR:	Jump Poi	nt, Shuttles 3		Twin part Arr	8	F	10	Twin-Link	xed, Weak				
Weapon	R	A	AD		Special	Lht Puls Can	8	P	6						
Hvy Plas Can	18	В	6	AP, Doubl	e Damage	Twin part Arr	8	P	10	Twin-Link	ted, Weak				
Lht Puls Can	8	F	10			Lht Puls Can	8	S	6						
Lht Puls Can	8	P	10			Twin part Arr	8	S	10	Twin-Link	ted, Weak				
Lht Puls Can	8	S	10			Lht Puls Can	8	A	6						
			<b>-</b>	1		-				1					

Twin part Arr

Twin-Linked, Weak

Lht Puls Can

Speed:	-	Crew	-	Troops:	40		
Turns:	ı	IS:	2230+				
Hull:	5	Craft	6 Frazi Fli	ghts			
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, Do	uble 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 Fli	ght			
Damage:	44/11	SR:	Jump Poir	nt			
Weapon	R	A	AD		Special		
Ion Torpedo	30	F	4	Super AP			
Med Las Can	20	В	4	Beam, Do	uble D, Super AP		
Hvy Puls Can	12	F	6				
Twin Part Arr	8	F	8	Twin-link	ed, Weak		
Lht Puls Can	8	A	6				

Battle

Narn Regime 2/3

**Priority Level: Raid** 

**Priority Level: Battle** 

Class - B	in'Ta	ak			War	
Speed:	5	Crew	95/23	Troops:	8	
Turns:	1/45	IS:	2245+			
Hull:	6	Craft	3 Frazi Fli	3 Frazi Flights		
Damage:	85/17	SR:	Command	1, Jump Po	int, Shuttles 2	
Weapon	R	A	AD		Special	
Ion Torpedo	30	F	4	Precise, Su	iper AP	
Energy Mine	30	F	8	Energy Mi	ine, Slow-Loading	
Energy Mine	30	F	8	Energy Mine, Slow-Loading		
Hvy Las Can	25	В	6	Beam, Do	uble D, Super AP	
Mag Gun	20	F	2	Beam, Sup	oer AP, Triple D	
Lht Puls Can	8	F	8			
Twin Part Arr	8	F	16	Twin-Link	xed, Weak	
Lht Puls Can	8	P	6			
Twin Part Arr	8	P	8	Twin-Link	red, Weak	
Lht Puls Can	8	S	6			
Twin Part Arr	8	S	8	Twin-Link	xed, Weak	
Hvy Las Can	25	Ba	4	Beam, Do	uble D, Super AP	
Lht Puls Can	8	A	4			
Twin Part Arr	8	A	4	Twin-Link	red, Weak	

Class - G	'Quo	onth			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, Su	iper AP	
Energy Mine	30	F	6	Energy Mi	ne, Slow-loading	
Energy Mine	30	F	6	Energy Mi	ne, Slow-loading	
Hvy Las Can	30	В	6	Beam, Do	uble D, Super AP	
Lht Puls Can	8	F	8			
Twin Part Arr	8	F	10	Twin-Link	ed, Weak	
Lht Puls Can	8	P	8			
Twin Part Arr	8	P	10	Twin-Link	ed, Weak	
Lht Puls Can	8	S	8			
Twin Part Arr	8	S	10	Twin-Link	ed, Weak	
Lht Puls Can	8	A	8			
Twin Part Arr	8	A	10	Twin-Link	ed, Weak	

Class - G	'Tal				War		
Speed:	5	Crew	75/20	Troops:	7		
Turns:	1/45	IS:	2263+				
Hull:	6	Craft	1 Frazi Fli	ght			
Damage:	60/14	SR:	Command	2, Jump Po	int		
Weapon	R	A	AD		Special		
Energy Mine	30	F	8	Energy Mi	ine		
Energy Mine	30	F	8	Energy Mine			
Hvy Las Can	30	В	4	Beam, Do	uble D, Super AP		
Twin Part Arr	10	F	10	Twin-Link	red		
Light Part arr	8	F	8				
Twin Part Arr	10	P	10	Twin-Link	red		
Light Part arr	8	P	8				
Twin Part Arr	10	S	10	Twin-Link	red		
Light Part arr	8	S	8		_		
Twin Part Arr	10	A	6	Twin-Link	red, Weak		
Light Part arr	8	A	4				

### Narn Energy

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.

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.

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.

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

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".

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.

			•
		War	Narn Regin
75/20	Troops:	7	8
2263+		•	Priority Level: Pa
1 Frazi Fl	ight		Breaching Pod 4 Flights
Command	d 2, Jump Po	int	Frazi Wing (3 Flights)
AD		Special	Gorith Wing (3 Flights)
8	Energy M	ine	Sho'Kos Class Cutter
8	Energy M	ine	Sho'Kov-class Torpedo C
4	Beam, Do	uble D, Super AP	Priority Level: Ski
10	Twin-Link	ked	·
8			G'Karith Class Patrol
10	Twin-Link	ked	G'Sten Class War Cru
8			Ka'Toc-class Battle De
10	Twin-Link	red	Ka'Tan-class Escort De
8		_	Sho'Kar Class Light S
6	Twin-Link	xed, Weak	T'Gan Orbital Satellite
4			Thentus Class frigate
Mine C	onfigurati	ons	

### 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'Ouonth-class Attack Cruiser

### Flights: No Special

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

Narn Regime Initiative: +2

Class - H	Breac	hing I	Pod	Patrol	4 Flights
Speed:	8	Crew	-	Troops: 1	
Turns:	SM	IS:	2046+	I	
Hull:	4	Craft	-		
Damage:	-	SR:	Breaching	Pod, Dodge 5+,	Stealth 3+
Weapon	R	A	AD	Spe	cial
-					
Class - F	lyer			Patrol	2 Flights
Speed:	12	Crew	-	Troops: -	
Turns:	SM	IS:	2004+		
Hull:	3	Craft	-		
Damage:	-	SR:	Atmosphe Fighter, S	ric, Dodge 4+, Detealth 5+	ogfight +1,
Weapon	R	A	AD	Spe	cial
Lht Fus Can	2	T	3	AP	
Class - N	lial			Patro	l 1 Flight
Speed:	15	Crew	-	Troops: -	
Turns:	SM	IS:	2050+		
Hull:	3	Craft	-		
Damage:	-	SR:	Atmosphe Fighter, S	ric, Dodge 2+, Do ealth 4+	ogfight +3,
Weapon	R	A	AD	Spe	cial
Lht Fus Can	2	T	3	AP	
Class - T	'ishat	;		Patro	l 1 Flight
Speed:	15	Crew	-	Troops: -	
Turns:	SM	IS:	2031+		
Hull:	3	Craft	-		
Damage:	-	SR:	Atmosphe Fighter, S	ric, Dodge 2+, Do ealth 4+	ogfight +4,
Damage: Weapon	- R	A	Fighter, S	ealth 4+	
Damage:	- <b>R</b> 2		Fighter, S	ealth 4+	
Damage:  Weapon  Lht Fus Can  Class - Γ	2	T Se Sat	AD  1	Spe AP	cial
Damage: Weapon Lht Fus Can	2 Defens	A T Se Sat Crew	AD  1 tellite	Spe AP	cial
Weapon Lht Fus Can Class - I Speed: Turns:	2 Defens -	T  See Sat  Crew IS:	AD  1	Spe AP	cial
Weapon Lht Fus Can  Class - L  Speed: Turns: Hull:	2 <b>Defens</b> - - - 4	T Crew IS: Craft	AD  1  tellite  - 2240+	AP Troops: -	cial
Weapon Lht Fus Can Class - I Speed: Turns: Hull: Damage:	2 Pefens 4 10/3	A T Crew IS: Craft SR:	Fighter, S  AD  1  tellite  - 2240+ - Immobile,	Spe AP  Troops: -	Skirmish
Weapon Lht Fus Can Class - I Speed: Turns: Hull: Damage: Weapon	2 Pefens - 4 10/3 R	T  Crew IS: Craft SR:	Fighter, S  AD  1  tellite  - 2240+ - Immobile, AD	AP  Troops: -  Stealth 4+	Skirmish
Weapon Lht Fus Can Class - I Speed: Turns: Hull: Damage:	2 Pefens 4 10/3	A T Crew IS: Craft SR:	Fighter, S  AD  1  tellite  - 2240+ - Immobile,	Spe AP  Troops: -  Stealth 4+	Skirmish
Weapon Lht Fus Can Class - I Speed: Turns: Hull: Damage: Weapon Fusion Can Class - I	2 Defens 4 10/3 R 12	T Crew IS: Craft SR: A T	Fighter, S  AD  1  tellite  - 2240+ - Immobile, AD  4	AP  Troops: -  Stealth 4+  Spee AP, Mini-Beam	Skirmish
Weapon Lht Fus Can Class - I Speed: Turns: Hull: Damage: Weapon Fusion Can Class - I Speed:	2  Defens  - 4 10/3 R 12  Corotl 12	T Crew IS: Craft SR: A T Crew	Fighter, S	AP  Stealth 4+  Spe  AP  Stealth 4+  Spe  AP, Mini-Beam	Skirmish
Weapon Lht Fus Can Class - I Speed: Turns: Hull: Damage: Weapon Fusion Can Class - I	2 Defens 4 10/3 R 12	T Crew IS: Craft SR: A T	Fighter, S  AD  1  tellite  - 2240+ - Immobile, AD  4	AP  Troops: -  Stealth 4+  Spee AP, Mini-Beam	Skirmish
Weapon Lht Fus Can Class - I Speed: Turns: Hull: Damage: Weapon Fusion Can Class - I Speed:	2 Defens 4 10/3 R 12 Corotl 12 2/45 4	A T Crew IS: Craft SR: A T Crew IS: Craft Craft	Fighter, S	AP  Troops: -  Stealth 4+  Spectrum AP, Mini-Beam  Troops: 2	Skirmish Skirmish
Damage:  Weapon  Lht Fus Can  Class - I  Speed: Turns: Hull: Damage: Weapon Fusion Can  Class - I  Speed: Turns:	2	A T Crew IS: Craft SR: A T Crew IS:	Fighter, S  AD  1  tellite  - 2240+  - Immobile,  AD  4  18/5  2006+  - Adv Jump	AP  Troops: -  Stealth 4+  Spee AP, Mini-Beam	Skirmish Skirmish
Damage:  Weapon  Lht Fus Can  Class - I  Speed: Turns: Hull: Damage: Weapon  Class - I  Speed: Turns: Hull: Damage: Hull: Damage: Weapon	2 Defens  - 4 10/3 R 12 Corotl 12 2/45 4 16/5 R	T Crew IS: Craft SR: A T Crew IS: Craft SR: A T Crew IS: Craft SR: A	Fighter, S	AP  Troops: -  Stealth 4+  Special AP, Mini-Beam  Troops: 2  Point, Flight Con	Skirmish Skirmish
Damage:  Weapon  Lht Fus Can  Class - I  Speed: Turns: Hull: Damage: Weapon Fusion Can  Class - I  Speed: Turns: Hull: Damage:	2 Defens 4 10/3 R 12 Corotl 12 2/45 4 16/5	T Crew IS: Craft SR: A T Crew IS: SR: A T Crew IS: Craft	Fighter, S  AD  1  tellite  - 2240+  - Immobile,  AD  4  18/5  2006+  - Adv Jump	AP  Troops: -  Stealth 4+  Spec AP, Mini-Beam  Troops: 2  Point, Flight Con	Skirmish Skirmish p, Stealth 4+
Damage:  Weapon  Lht Fus Can  Class - I  Speed: Turns: Hull: Damage: Weapon  Class - I  Speed: Turns: Hull: Damage: Hull: Damage: Weapon	2 Defens  - 4 10/3 R 12 Corotl 12 2/45 4 16/5 R	T Crew IS: Craft SR: A T Crew IS: Craft SR: A T Crew IS: Craft SR: A	Fighter, S	AP  Troops: -  Stealth 4+  Special AP, Mini-Beam  Troops: 2  Point, Flight Con	Skirmish  Skirmish  p, Stealth 4+

12

A

AP, Mini-Beam

Fusion Cann

Class - A	Ashina	ata		Raid		
Speed:	12	Crew	42/7	Troops: 4		
Turns:	2/45	IS:	2236+			
Hull:	5	Craft	-			
Damage:	38/6	SR:	Adv Jump	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 - H	Eshara	an		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 - I	_esha	th	ı	Raid		
Speed:	10	Crew	28/6	Troops: 3		
Turns:	2/45	IS:	1995+			
Hull:	4	Craft	1 Nial Flig	ght		
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	Α	8	AP, Mini-Beam		

Class - T	igara	ı			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 Da	mage, Super AP			
Fusion Can	18	P	4	AP, Mini-	Beam			
Mole Disrup	8	P	4	AP, Doubl	e Damage, Precise			
Fusion Can	18	S	4	AP, Mini-	Beam			
Mole Disrup	8	S	4	AP, Doubl	e Damage, Precise			
Fusion Can	18	A	4	AP, Mini-	Beam			
Mole Disrup	8	A	4	AP, Doubl	e Damage, Precise			
Class - T	`eshla	ın			Raid			
g 1	.,		2616					

Class - T	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, Dor Precise, Su	uble Damage, uper 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			

Minbari Regime 1/2

**Priority Level: Patrol** 

**Priority Level: Skirmish** 

**Priority Level: Raid** 

Class - N	101 51	1111	T	•	Battle
Speed:	8	Crew	36/7	Troops:	4
Turns:	2/45	IS:	1995+		
Hull:	4	Craft	1 Flyer &	8 Nial Fligh	nts
Damage:	38/6	SR:			4, Command 1, Fleet ster, 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 - V	esha	tan			Battle
Speed:	12	Crew	62/10	Troops:	5
Turns:	1/45	IS:	1989-220	7	
Hull:	5	Craft	-		
Damage:	56/8	SR:	Adv Jumi	Point, Flig	ht Comp, Stealth 4+
Weapon	R	A	AD		Special
Neutron laser	25	F	4	Beam. DF	), Precise, Super AP
Fusion Can	18	F	6	AP, Mini-	
Fusion Can	18	P	4	AP, Mini-	
Fusion Can	18	S	4	AP, Mini-	
Fusion Can					
ı usioli Can	18	A	4	AP, Mini-	Deam
Class - T		Ī		1	Battle
Speed:	10	Crew	42/7	Troops:	4
Turns:	2/45	IS:	2020+		
Hull:	5	Craft	-		
Damage:	38/6	SR:	Adv Jumj	Point, Flig	ht Comp, Stealth 4+
Weapon	R	A	AD		Special
Neutron laser	25	F	4	Beam, DI	O, 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 - S	hant	avi			Battle
Speed:	8	Crew	42/7	Troops:	3
Turns:	1/45	IS:	2259+		
Hull:	5	Craft	-		
Damage:	38/6	SR:	Adv Jump	Point, Flig	nt Comp, Stealth 4+
Weapon	R	A	AD		Special
Imp Neut Las	25	F	4	Beam, Pre	cise, Super AP, TD
Fusion Can	18	F	4	AP, Mini-	Beam, Twin-Linked
Mole Disrupt	6	F	8	AP, Doub	le Damage, Precise
Class - T	rolig	an		<u> </u>	Battle
Speed:	7	Crew	64/7	Troops:	4
Turns:	1/45	IS:	2166+		
Hull:	5	Craft	1 Flyer Fl	ight	
Damage:	55/7	SR:	Adv Jump	Point, Fligh	nt Comp, Stealth 4+
Weapon	R	A	AD		Special
Neutron laser	30	F	2	Beam, DD	, Precise, Super AP
	18	F	8	AP, Mini-	_
Fusion Can	10	1.			
Fusion Can Fusion Can Fusion Can	18	P S	6	AP, Mini-	Beam

Class - N	lesha	tan			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 No	rgatl	ı Staı	rbase		War			
	I							

Class No	Class Norgath Starbase War								
Speed:	-	Crew	- <b>Troops:</b> 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 - S	Class - Sharlin								
Speed:	8	Crew	66/9 <b>Troops:</b> 5						
Turns:	1/45	IS:	1958+						
Hull:	5	Craft	1 Flyer & 4 Nial Flghts						
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 - S	hark	aab			War				
Speed:	8	Crew	66/9	66/9 <b>Troops:</b> 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, Pre	cise, 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 - S	haro	0S			War			
Speed:	8	Crew	66/9	Troops: 5				
Turns:	1/45	IS:	2008+					
Hull:	5	Craft	1 Flyer Fl	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			

on !	Las	30	A	2	Beam, DD, Precise,							
n C	an	18	A	6	AP, Mini-Beam							
	Minbari Federation											
			Prio	rity Lev	el: Patrol							
	Bre	aching	Pod									
	Flye	er Win	g (2 Fl	ights)								
	Nia	l Wing	(1 Fli	ghts)								
	Tisl	nat Win	ng (1 F	light)								
		]	Priori	ty Leve	l: Skirmish							
	Min	ıbari D	efence	Satellite	;							
	Tor	otha C	lass As	ssault Fri	gate							
			Prio	ority Le	vel: Raid							
	Les	hath C	lass He	eavy Sco	ut							
	Tig	ara Cla	ss Atta	ack Cruis	er							
	Tes	hlan-cl	ass Fa	st Cruise	r							
	Ash	inata-c	lass C	lose Esco	ort							
	Esh	aran-cl	ass Ar	nti-Fighte	er Frigate							
			Prio	rity Lev	vel: Battle							
	Mo	rshin C	lass C	arrier								
	Sha	ntavi-c	lass H	eavy Bat	tle Frigate							
	Tina	ashi Cl	ass wa	r frigate								
	Tro	ligan c	lass ar	mored C	ruiser							
	Ves	hatan -	class	Fast Gur	ship							

Anti-Fighter Frigate riority Level: Battle Carrier Heavy Battle Frigate war frigate armored Cruiser ss 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 - S	tarfu	ry		Pat	rol 3 Fligths
Speed:	12	Crew	-	Troops:	-
Turns:	SM	IS:	2244+	-	-
Hull:	4	Craft	-		
Damage:	-	SR:	Afterburn	er, dodge 2-	+, dogfight +1, fighter
Weapon	R	A	AD		Special
Uni-Puls Can	2	Т	2	Twin-Link	red
Class - T	hund	lerbo	lt	Pat	rol 3 Flights
Speed:	10	Crew	-	Troops:	-
Turns:	SM	IS:	2259+		<u>.</u>
Hull:	5	Craft	-		
Damage:	-	SR:		er, Atmosph +0, Fighter	eric, Dodge 2+,
Weapon	R	A	AD		Special
Missle Rack	4	T	2	AP	
Gatling Pulse	2	T	2		
Class - N	ial			Skirn	nish 1 Flight
Speed:	15	Crew	-	Troops:	-
Turns:	SM	IS:	2050+		
Hull:	3	Craft	-		
Damage:	-	SR:	Atmosphe Fighter, S		2+, Dogfight +3,
Weapon	R	A	AD		Special
Lht Fus Can	2	T	3	AP	
Class - V	Vhite	Star			Raid
Speed:	15	Crew	-	Troops:	1
Turns:	2/90	IS:	2260+		
Hull:	5	Craft	1 Nial Flig	ght	
Domogou					
Damage:	10/3	SR:			Jump P, Dodge 3+ -Repairing 1
Weapon	10/3 R	SR:			
			Flight Cor	nputer, Self	-Repairing 1
Weapon	R	A	Flight Cor	nputer, Self Beam, pre	-Repairing 1  Special
Weapon Imp Neut Las	<b>R</b>	A F	AD 1	nputer, Self Beam, pre	Repairing 1  Special  cise, Super AP, TD
Weapon Imp Neut Las	<b>R</b>	A F	AD 1	nputer, Self Beam, pre	Repairing 1  Special  cise, Super AP, TD
Weapon Imp Neut Las	<b>R</b>	A F	AD 1	nputer, Self Beam, pre	Repairing 1  Special cise, Super AP, TD
Weapon Imp Neut Las	R 18 10	A F F	AD  1  5	nputer, Self Beam, pre	Repairing 1  Special  cise, Super AP, TD  er, AP, DD, Precise
Weapon Imp Neut Las Mole Puls	R 18 10	A F F	AD  1  5	nputer, Self Beam, pre	Repairing 1  Special  cise, Super AP, TD  er, AP, DD, Precise
Weapon Imp Neut Las Mole Puls  Class - W	R 18 10	A F F	Flight Cor AD  1 5	Beam, pre	Repairing 1  Special  cise, Super AP, TD  er, AP, DD, Precise  Battle
Weapon Imp Neut Las Mole Puls  Class - V Speed:	R 18 10 White	A F F Crew	1 5 2 12/3	Beam, pre Anti-fighte	Repairing 1  Special  cise, Super AP, TD  er, AP, DD, Precise  Battle
Weapon Imp Neut Las Mole Puls  Class - V Speed: Turns:	R 18 10 White 12 2/90	A F F Crew IS:	AD  1 5  2 12/3 2267+ 1 Nial Flig Adp Armor	Beam, pre Anti-fighte  Troops:	Repairing 1  Special  cise, Super AP, TD  er, AP, DD, Precise  Battle
Weapon Imp Neut Las Mole Puls  Class - W Speed: Turns: Hull:	R 18 10  White 12 2/90 5	A F F Crew IS: Craft	AD  1 5  2 12/3 2267+ 1 Nial Flig Adp Armor	Beam, pre Anti-fighte  Troops:	Repairing 1  Special  cise, Super AP, TD  er, AP, DD, Precise  Battle  1
Weapon Imp Neut Las Mole Puls  Class - W Speed: Turns: Hull: Damage:	R 18 10 White 12 2/90 5 15/3	A F F Crew IS: Craft SR:	AD  1 5  1 2  12/3  2267+  1 Nial Flight Cor	Beam, pre Anti-fighte  Troops:	Repairing 1  Special  cise, Super AP, TD  er, AP, DD, Precise  Battle  1  np Point, Dodge 3+, Repairing 2
Weapon Imp Neut Las Mole Puls  Class - V Speed: Turns: Hull: Damage: Weapon	R 18 10  Vhite 12 2/90 5 15/3	A F F F Crew IS: Craft SR:	AD  1 5  1 2  12/3 2267+ 1 Nial Flight Correlight Correlight Correlation AD	Beam, pre Anti-fighte  Troops:  tht  pur, Adv Jur  mputer, Self  Precise, Sl	Repairing 1  Special  cise, Super AP, TD  er, AP, DD, Precise  Battle  1  mp Point, Dodge 3+, Repairing 2  Special

Anti-fighter, AP, DD, Precise

Mole Puls

	Class - B	abyl	on 5 (	(Post)		War		
	Speed:	-	Crew	-	Troops:			
1	Turns:	-	IS:	2259-228	i			
1	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		
ĺ	Hvy Puls Can	28	T	10				
	Quad Part B	24	T	8	Twin-Link	red		
	Particle Beam	18	T	6				
	Lht Part B	6	T	2	Anti-fighte	er		
	Class - V	ictor	y			War		
	Speed:	8	Crew	90/20	Troops:	4		
	Turns:	1/45	IS:	2266+				
	Hull:	6	Craft	3 Starfury	& 3 Thunde	erbolt Flights		
I	Damage:	75/15	SR:			rburner, Carrier 2, Comp, Interceptors 4		
	Weapon	R	A	AD		Special		
l	Lighting Can	30	В	8	Beam, Pre	cise, Super AP, TD		
l	Neutron Las	30	F	6	Beam, DD	, Precise, Super AP		

A

T

T

6

12

18

12

Neutron Las

Fusion Can

Hvy Puls Can

Beam, DD, Precise, Super AP

AP, Mini-Beam

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

reacl	ning l	Pod	Pat	rol 4 Flights	Class - S	trike	Carı	rier	Skirmis
6	Crew	-	Troops:	1	Speed:	6	Crew	54/12	Troops: 3
SM	IS:	2203+			Turns:	1/45	IS:	2247+	
6	Craft	-			Hull:	4	Craft	4 Delta-V	Flights
-	SR:	Breaching	g Pod, Dodg	e 5+	Damage:	32/7	SR:	Carrier 4,	Jump Point
R	A	AD		Special	Weapon	R	A	AD	Special
					Med puls Can	10	F	8	
elta-	V		Pat	rol 6 Flights	Particle Beam	4	F	6	Anti-Fighter, Weak
		l	T T	lor or rights	Med puls Can	10	P	4	
	-		Troops:	-	Particle Beam	4	P	6	Anti-Fighter, Weak
		2190+			Med puls Can	10	S	4	
	-	-			Particle Beam	4	S	6	Anti-Fighter, Weak
-	SR:	Atmosphe	eric,Dodge2	+,Dogfight+0,fighter	Particle Beam	4	A	6	Anti-Fighter, Weak
R	A	AD		Special	Clara D	- 441 -	<b>XX</b> 7		n -
2	Т	2	Weak			1	<del>.                                      </del>	<u> </u>	Ra
oubl	e V		Pat	rol 4 Flights	_				Troops: 4
8	Crew	-	Troops:	-					
SM	IS:	2190+							
4	Craft	-			Damage:	35/8	SR:	Intercepto	ors 2, Jump Point
-	SR:	Dodge 3+	, Dogfight -	1, Fighter	Weapon	R	A	AD	Special
R	A	AD		Special	Med Las Can	20	В	3	Beam, Double D, Super AP
4	Т	2	AP		Med Las Can	10	F	10	
2	Т	4	Twin-Link	ked, Weak	Particle Beam	4	F	4	Anti-Fighter, Weak
			<u> </u>	D 4 1	Particle Beam	4	S	4	Anti-Fighter, Weak
lod F	reigh	iter		Patrol	Particle Beam	4	P	4	Anti-Fighter, Weak
4	Crew	12/3	Troops:	1	Twin Part Arr	8	A	6	Twin-Linked, Weak
1/45	IS:	2190+			Particle Beam	4	A	4	Anti-Fighter, Weak
5	Craft	-			Class - R	aide	r Bas	e	Batı
					Speed:	-	Crew	_	Troops: 25
				Special	Turns:	-	IS:	2240+	•
	-				Hull:	5	Craft		V Fligths
						800/			Defence Network 8, Immobil
						400/			ors 10, Space Station, Targets
8	A	3			Weanor		Δ	AD	Special
4	Т	2	Anti-Figh	ter, Weak	_				Twin-Linked
efens	se Pos	st		Skirmish	Railgun	20	T	4	AP, Double Damage
					Aungun	20		7	, Dodole Damage
-	Crew	-	Troops:	1	Particle Blast	15	T	6	Twin-Linked
	6 SM 6 SM 6 SM 6 SM 8 SM 3 SM 4 SM 4 SM 4 SM 4 SM 5 SM 4 SM 5 SM 6	6   Crew SM   IS: 6   Craft -   SR: R   A	SM         IS:         2203+           6         Craft         -           -         SR:         Breaching           R         A         AD           elta-V           8         Crew         -           SM         IS:         2190+           3         Craft         -           -         SR:         Atmosphe           R         A         AD           2         T         2           Ouble V         S         Crew           SM         IS:         2190+           4         Crew         -           SM         IS:         Dodge 3+           R         A         AD           4         T         2           2         T         4           Iod Freighter         4         Crew           4         Crew         12/3           1/45         IS:         2190+           5         Craft         -           R         A         AD           4         Crew         12/3           1/45         IS:         2190+           5 <td< td=""><td>6       Crew       -       Troops:         SM       IS:       2203+         6       Craft       -         -       SR:       Breaching Pod, Dodg         R       A       AD       AD         Pat         8       Crew       -       Troops:         SM       IS:       2190+       3       Crew       -       Pat         3       Craft       -       Troops:       SM       Weak         Ouble V       Pat         8       Crew       -       Troops:         SM       IS:       2190+       4       Craft       -         -       SR:       Dodge 3+, Dogfight -       AP       AP</td><td>6       Crew       -       Troops:       1         SM       IS:       2203+         6       Craft       -       -         -       SR:       Breaching Pod, Dodge 5+         Patrol         Patrol         Patrol         Patrol         Fights         8       Crew       -       Troops:       -       -         Patrol 4 Flights         8       Crew       AD       Special         Patrol         SR:       Dodge 3+, Dogfight -1, Fighter         AP         Special         4       Crew       AD       Special         4       AD       AP       AP         Patrol         Index Fights - Figh</td><td>  Speed:   Speed:   Speed:   Speed:   Speed:   Sm.   Si:   2203+</td><td>  Speed:   Norm   Norm</td><td>  Seed   Crew   Seed   From   Seed   Seed  </td><td>  Speed:   G   Crew   G   Crew   G   G   Crew   G   G   Crew   G   G   G   G   G   G   G   G   G  </td></td<>	6       Crew       -       Troops:         SM       IS:       2203+         6       Craft       -         -       SR:       Breaching Pod, Dodg         R       A       AD       AD         Pat         8       Crew       -       Troops:         SM       IS:       2190+       3       Crew       -       Pat         3       Craft       -       Troops:       SM       Weak         Ouble V       Pat         8       Crew       -       Troops:         SM       IS:       2190+       4       Craft       -         -       SR:       Dodge 3+, Dogfight -       AP       AP	6       Crew       -       Troops:       1         SM       IS:       2203+         6       Craft       -       -         -       SR:       Breaching Pod, Dodge 5+         Patrol         Patrol         Patrol         Patrol         Fights         8       Crew       -       Troops:       -       -         Patrol 4 Flights         8       Crew       AD       Special         Patrol         SR:       Dodge 3+, Dogfight -1, Fighter         AP         Special         4       Crew       AD       Special         4       AD       AP       AP         Patrol         Index Fights - Figh	Speed:   Speed:   Speed:   Speed:   Speed:   Sm.   Si:   2203+	Speed:   Norm   Norm	Seed   Crew   Seed   From   Seed   Seed	Speed:   G   Crew   G   Crew   G   G   Crew   G   G   Crew   G   G   G   G   G   G   G   G   G

Damage:

Med Puls Can

10/3 **SR:** 

10

Immobile, Interceptors 2

Special

AD

6

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	Ī					

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, Precis				

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		Special	
discharge gun	12	T	2	AP, Beam	Double D, Precise	

Class - T	Skirmish						
Speed:	8	Crew	-	Troops:	=		
Turns:	1/90	IS:	Until 2261				
Hull:	4	Craft	-				
Damage:	35/0	SR:	Adaptive Amour, 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 Amour, 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:	ē	
Turns:	1/45	IS:	Until 2261			
Hull:	5	Craft	=			
Damage:	70/0	SR:	Adaptive Amour, Advance Jump Point, Flight Computer, Self-Repairing 1D6			
Weapon	R	A	AD Special			
Lighting Can	15	F	4 Beam, Precise, Super AP, TD			

Class - H	leavy	Cru	iser		War		
Speed:	5	Crew	-	Troops:	-		
Turns:	1/45	IS:	Until 226	1			
Hull:	5	Craft	-				
Damage:	100/0	SR:	Adaptive Amour, 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 - O	bserv	ation	Post		War		
Speed:	ī	Crew	-	Troops:	-		
Turns:	-	IS:	Until 226	Į			
Hull:	5	Craft	6 Vorlon l	6 Vorlon Fighter Flights			
Damage:	600/ 300/ 150	SR:	Adaptive Amour, Carrier 2, Defense Network 6, Immobile, Self-Repairing 2d6, Targets 4				
			AD Special				
Weapon	R	A	AD	.12 Special			
Weapon Lighting Can	<b>R</b> 24	A T	AD 1	Beam, Pre	•		

discharge gun

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

### **Vorlon Fleet Rules**

AP, Beam, Double D, Precise

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.

**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.

**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.

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

Class - Shadow Fighter			Patrol 3 Fights			
Speed:	12	Crew	=	Troops:	ē	
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 Paid							

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 Di	spersal 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, Pre	cise, 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 Di	spersal Tube			
JP Disruptor	18	T						
Mole Slicer B	18	T	5	Beam, Pre	cise, 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:

### 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 900 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 Patro								
Speed:	7	Crew	10/4	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 - C	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 <b>Troops:</b> 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 - P	atrol	Boat	;	Patrol					
1	Speed:	8	Crew	9/2	Troops:	1				
1	Turns:	2/45	IS:	All						
1	Hull:	4	Craft	-						
1	Damage:	8/2	SR:	-						
1	Weapon	R	A	AD		Special				
1	Particle Gun	6	T	4	Weak					
	Particle Beam	2	T	1	Anti-Fight	er, Weak				

Class - S	Patrol								
Speed:	4	Crew	32/12 <b>Troops:</b> -						
Turns:	1/45	IS:	All						
Hull:	3	Craft	-						
Damage:	30/12	SR:	-						
Weapon	R	A	AD		Special				
Particle Beam	6	F							
I article Beam	0	F	4	Weak					
Particle Beam	6	P	4	Weak					
		-							
Particle Beam	6	P	4	Weak					

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

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

Class - T	zymı	n		Pat	crol 3 Flights	Class - X	ixx				Skirmish
Speed:	12	Crew	-	Troops:	-	Speed:	8	Crew	20/6	Troops:	1
Turns:	SM	IS:	2200+		•	Turns:	2/90	IS:	2150+		
Hull:	4	Craft	-			Hull:	4	Craft	-		
Damage:		SR:	Atmosphe	eric,Dodge3	+,Dogfight+1,Fighter	Damage:	18/6	SR:	-		
Weapon	R	A	AD		Special	Weapon	R	A	AD		Special
Lht Matt Can	4	Т	2	AP		Antipro Gun	5	F	2	Anti-Fight	er
Twin Antipro	2	T	3	Twin-Linked, Weak		Antipro Gun	5	P	2	Anti-Fight	er
Class - V	aarl			Patrol		Antipro Gun	5	S	2	Anti-Fight	er
Speed:	10	Crew	12/4	Troops: 1		Antipro Gun	5	A	2	Anti-Fight	er
Turns:	2/90	IS:	2200+		1-	Antimat Torp	30	T	2	DD, Precis	e, Slow-L, Super AP
Hull:	3	Craft	-			Antimat Torp	30	T	2	DD, Precis	e, Slow-L, Super AP
Damage:	10/3	SR:	Jump Poi	nt, Scout, St	ealth 5+	Class - X	oti S	atelli	te		Skirmish
Weapon	R	A	AD		Special	Speed:		Crew	<u> </u>	Troops:	_
Antimat Can	10	Т	2	Super AP		Turns:	_	IS:	2250+	1100ps.	
AntiPro Gun	5	Т	4	Anti-Figh	ter	Hull:	4	Craft	-		
Class V	<u>.                                    </u>	<u> </u>			D-41	Damage:	10/3	SR:	Immobile	, Interceptors	:1
Class - X	aar		ı	ı	Patrol	Weapon	R	A	AD		Special
Speed:	12	Crew	10/4	Troops:	1	Antimat Can	10	Т	3	Super AP	Брест
Turns:	2/90	IS:	2225+			Antipro Gun	5	Т	4	Anti-Fight	er
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-Figh	ter	Class - X	ill				Raid
Class - X	imm				Patrol	Speed:	8	Crew	35/8	Troops:	1
Speed:	10	Crew	20/6	Troops:	1	Turns:	1/90	IS:	2250+		
Turns:	2/90	IS:	2255+			Hull:	5	Craft	-		
Hull:	4	Craft	-			Damage:	30/7	SR:	Jump Point		
Damage:	18/6	SR:	-			Weapon	R	A	AD		Special
Weapon	R	A	AD		Special	Antipro Gun	5	F	3	Anti-Fighte	
Antimat Can	10	T	2	Super AP		Antipro Gun	5	P	3	Anti-Fight	
TL Antipro	5	T	2	Anti-Figh	ter, Twin-Linked	Antipro Gun	5	S	3	Anti-Fight	
Class - V	aark	ล			Skirmish	Antipro Gun	5	A	3	Anti-Fighte	
	10	Crew	12/4	Troops:	1	Antimat Shr	20	Т	4		mage, Super AP
Speed: Turns:	2-90	IS:	12/4 2230+	1roops:	1	Antimat Can	10	T	6	Super AP	
Hull:	4	Craft	-			Class - X	aak				Battle
Damage:	10/3	SR:	Jump Poir	nt, Scout, St	ealth 5+	Speed:	8	Crew	40/8	Troops:	2
Weapon	R	A	AD		Special	Turns:	1/90	IS:	2256+		
Antimat Shre	12	Т	2	Double Da	amage, Super AP	Hull:	6	Craft	-		
Antipro Gun	5	T	6	Anti-Fight	ter	Damage:	38/7	SR:	Command	l 1, Jump Po	int
Class V						Weapon	R	A	AD		Special
Class - X	orr			ı	Skirmish	Antipro Gun	5	F	4	Anti-Fight	er
Speed:	10	Crew	20/6	Troops:	1	Antipro Gun	5	P	4	Anti-Fight	er
Turns:	2/90	IS:	2195+			Antipro Gun	5	S	4	Anti-Fight	er
Hull:	4	Craft	-			Antipro Gun	5	A	4	Anti-Fight	er
Damage:	18/6	SR:	20/6		a	Antimat Torp	30	T	6	DD, Precis	e, Slow-L, Super AP
Weapon	R	A	AD		Special	Antimat Shr	20	T	6	Double Da	mage, Super AP
Antipro Gun	5	F	2	Anti-Fight		Antimat Can	10	T	8	Super AP	
Antipro Gun	5	P	2	Anti-Fight							
Antipro Gun	5	S	2	Anti-Fight							
Antipro Gun	5	A	2	Anti-Fight	er						
Antimat Can	10	T	4	Super AP	m · · · ·						
Twin Antimat	10	T	6	Super AP,	Twin-Linked						

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, Intercep- tors 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 recrew 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 - B	reac	hing	Pod	Pat	trol 4 Flights	Class - I
Speed:	6	Crew	-	Troops:	1	Speed:
Turns:	SM	IS:	2211+		<u> </u>	Turns:
Hull:	6	Craft	-			Hull:
Damage:	-	SR:	Dodge 5+			Damage:
Weapon	R	A	AD		Special	Weapon
-						Missile Rack
Class S	lere Ca		4	Dot	nal 2 Eliabe	Particle Cutt
Class - S	Г	Г	1	T T	rol 2 Flights	Particle
Speed:	8	Crew	-	Troops:	-	Beam
Turns:	SM	IS:	2220+			Class - J
Hull:	5	Craft				Speed:
Damage:	-	SR:		, Dogfight -		Turns:
Weapon	R	A	AD		Special	Hull:
Missle Rack	4	T	4	AP		Damage:
Twin part Arr	2	T	4	Twin-Lin	ked	Weapon
Class - S	tar S	nake		Pat	rol 5 Flights	Particle Cann
Speed:	14	Crew	-	Troops:	-	Particle Blast
Turns:	SM	IS:	2210+		I	Particle Beam
Hull:	4	Craft	-			Class V
Damage:	-	SR:	Dodge 2+	, Dogfight +	-0, Fighter	Class - V
Weapon	R	A	AD		Special	Speed:
Lht Part Gun	2	Т	2	Weak		Turns:
Class C	l. a	1-			Do 4mo	Hull:
Class - S	· ·	1			Patro	
Speed:	12	Crew	16/5	Troops:	2	Weapon
Turns:	2/45	IS:	2198+			Particle Cann
Hull:	4	Craft	-			Particle Repe
Damage:	14/4	SR:	16/5			Particle Beam
Weapon	R	A	AD		Special	Class - S
Particle Cutt	12	В	2	AP, Beam		Speed:
Particle Blast	8	В	4	Twin-Linl		Turns:
Particle Beam	4	F	2	Anti-Figh	ter, Weak	Hull:
Class - G	uard	lhawl	k		Patro	Damage:
Speed:	12	Crew	16/5	Troops:	2	Weapon
Turns:	2/45	IS:	2234+			Particle Cann
Hull:	4	Craft	-			Particle Repe
Damage:	14/4	SR:	-			<b>-</b>
Weapon	R	A	AD		Special	
Particle Rep	12	F	2	Twin-Linl	ked	
Particle Beam	4	Т	6	Anti-Figh	ter, Weak	1
		~			GI · · I	า
			atellite		Skirmish	
Class - S	hodra	ma S	atemite		ı	-
	hodra -	crew	-	Troops:	-	]
Class - S	<mark>hodra</mark> - -	ı	2230+	Troops:	-	
Class - S	-	Crew	-	Troops:	-	
Class - S Speed: Turns:	-	Crew IS:	2230+	Troops:	s 1	
Class - S	- 4	Crew IS: Craft	2230+		s 1  Special	
Class - S Speed: Turns: Hull: Damage:	- - 4 10/3	Crew IS: Craft SR:	- 2230+ - Immobile,		Special	

Particle Beam 4 T 2 Anti-Fighter, Weak

Class - D	arkł	nawk			Skirmish					
Speed:	12	Crew	16/5	Troops:	3					
Turns:	2/45	IS:	2214+							
Hull:	4	Craft	-							
Damage:	14/4	SR:	-							
Weapon	R	A	AD	AD Special						
Missile Rack	30	F	4	Precise, Slow-Load, Super AP						
Particle Cutt	12	В	2	AP, Beam						
Particle Beam	4	F	4	Anti-Fight	er, Weak					
Class - J	umpl	hawk			Skirmish					
Speed:	12	Crew	18/5	Troops:	3					
Turns:	2/45	IS:	2206+							
Hull:	5	Craft	-							
Damage:	14/4	SR:	Command	l 1, Jump Po	int					
Weapon	R	A	AD		Special					

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	В	3	Beam, Sup	oer AP
Particle Repe	10	В	8	Twin-Link	ced
Particle Beam	4	F	4	Anti-Fight	er, Weak

4

Beam, Super AP

Twin-Linked

Anti-Fighter, Weak

15

В

В

Class - S	Skirmish					
Speed:	12	Crew	24/6 <b>Troops:</b> 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	В	3	Beam, Sup	per AP	
Particle Repe	10	В	6	Twin-Link	red	

### **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 Rai							
Speed:	12	Crew	20/6	Troops:	2		
Turns:	2/45	IS:	2258+				
Hull:	5	Craft	-				
Damage:	18/5	SR:	Jump Poir	nt			
Weapon	R	A	AD Special				
Solar Cannon	18	В	6	Beam, Slo	w-L, Super AP, TD		
Particle Beam	4	F	4	4 Anti-Fighter, Weak			

Class - Br	Battle					
Speed:	-	Crew	- <b>Troops:</b> 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-Link	red	

Class - S	trom		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	В	4	Beam, Slo	w-L, Super AP, TD
Particle Can	15	В	4 Bean, Super AP		
Particle Repe	12	F	8	Twin-Link	ced
Hvy Part Blas	8	F	4	Double Da	amage

Class - NightFalcon					Battle		
Speed:	8	Crew	64/18 <b>Troops:</b> 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	В	6	Bean, Super AP			
Twin Part Arr	8	F	10 Twin-Linked		ed		
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 - K	Cotha			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 - S	hyari	ie		Patrol
Speed:	10	Crew	18/5	Troops: 1
Turns:	2/45	IS:	2180+	l l
Hull:	5	Craft	-	
Damage:	15/4	SR:	Intercepto	rs 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 - T	iraca	1		Patrol
Speed:	9	Crew	25/5	Troops: 1
Turns:	2/45	IS:	2231+	
Hull:	4	Craft	-	
Damage:	19/4	SR:	Intercepto	rs 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 - B	isaria	a		Patrol
Speed:	9	Crew	25/5	Troops: 1
Turns:	2/45	IS:	2235+	l l
Hull:	4	Craft	-	
Damage:	19/4	SR:	Intercepto	rs 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 - Al	anti I	Def Sa	tellite	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
		I .		

Class - M	Iiliar	ni			Skirmish		
Speed:	7	Crew	29/7	Troops:	1		
Turns:	1/45	IS:	2230+				
Hull:	5	Craft	4 Kotha F	lights			
Damage:	26/6	SR:	Intercepto	Interceptors 3			
Weapon	R	A	AD Special				
Combat Laser	12	F	3	3 AP, Beam, Precise			
Quad Part Arr	8	F	6	Twin-Link	red		
Quad Part Arr	8	S	8	Twin-Link	red		
Quad Part Arr	8	P	8	Twin-Link	red		
Class - N	Iarat	a			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				

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-Link	ed		
Quad Part Arr	8	P	16	Twin-Link	ed		
Quad Part Arr	8	S	16	Twin-Link	ed		
Quad Part Arr	8	A	12	Twin-Link	red		
Class I alrama Dattle							

6

6

Twin-Linked

Twin-Linked

Twin-Linked

F

S

P

Quad Part Arr

Quad Part Arr

Quad Part Arr

Class - Lakara Bat						
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		ted	
Quad Part Arr	8	S	14 Twin-Linked		red	
Quad Part Arr	8	P	14 Twin-Linked		red	
Quad Part Arr	8	A	14	Twin-Link	red	

Class - Pirocia Starbase Battle							
Speed:	-	Crew	- <b>Troops:</b> 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		Special		
Combat Laser	24	T	2 AP, Beam, Precise				
Quad Part Arr	15	T	8	Twin-Link	ked		

# 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 - B	reac	hing	Pod	Pat	trol 4 Flights
Speed:	6	Crew	-	Troops:	1
Turns:	SM	IS:	2211+		l .
Hull:	6	Craft	-		
Damage:	-	SR:	Breaching	Pod, Dodg	e 5+
Weapon	R	A	AD		Special
-					
Class - F	alka	<b>.</b> :		Dot	trol 4 Flights
	1	T	ı	1	trol 4 Flights
Speed:	16	Crew	2220.	Troops:	-
Turns:	SM	IS:	2238+		
Hull:	3	Craft	- D 1 0	D 61.	0 F. L.
Damage:	- D	SR:		, Dogfight -	-
Weapon	R	A	AD	4.0	Special
Lht Grav Bolt	2	T	1	AP	
Class - Il	corta				Skirmish
Speed:	8	Crew	24/7	Troops:	10
Turns:	1/45	IS:	2198+		
Hull:	5	Craft	-		
Damage:	22/6	SR:	Intercepto	otors 2, Shuttles 3	
Weapon	R	A	AD		Special
Grav Cannon	18	F	2	Precise, S	uper 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	2 Anti-Fighter, Weak	
Class - B	rikoı	ta			Skirmish
Speed:	8	Crew	24/7	Troops:	2
Turns:	1/45	IS:	2232+		
Hull:	5	Craft	2 Falkosi l	Flight	
Damage:	22/6	SR:	Carrier 2,	Interceptors	2
Weapon	R	A	AD		Special
Med Las Can	20	F	2	Precise, St	
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 - T	nkrar	a Sat	ellite		Skirmish
	vni al		Cinte	Tuos	SKII IIIISII
Speed:	-	Crew	2250	Troops:	-
Turns:	- 4	IS:	2250+		
Hull:	10/2	Craft	Tanana 1.11	Into	. 2
Damage:	10/3	SR:		Interceptor	
Weapon Graviton Puls	R	A F	AD	A.D.	Special
	12	H	4 AP		

Class - Batrado Raid							
Speed:	6	Crew	68/10 <b>Troops:</b> 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	2 AP			
Gravitic Bolt	3	T	4 Anti-Fighter, Weak				
CI IIII							

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-Fight	er, 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, Do	uble 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-Fight	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
Batrado-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 - A	viok	i		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, Do	uble 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 - B	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	В	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 - K	aliva	1			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, Do	uble D, Slow-Load		
Graviton Puls	12	F	6	AP			
Graviton Puls	12	P	6	AP			
Graviton Puls	12	S	6	6 AP			
Graviton Puls	12	A	2	2 AP			
Gravitic Bolt	3	T	4	4 Anti-Fighter, Weak			

Class - T	ashk	at			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-Fight	er, Weak	

Class - T	akat	a			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-Fight	er, Weak	

Brakiri Syndicaracy 2/2

**Priority Level: Battle** 

**Priority Level: War** 

Class - Breaching Pod			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

Class - Drakh Scout						
12	Crew	12/2 <b>Troops:</b> 1				
2/45	IS:	2260+				
4	Craft	-				
12/3	SR:	Flight Computer, Gravitic Energy Grid 1, Scout, Stealth 4+				
R	A	AD Special				
10	F	6	AP			
	12 2/45 4 12/3	12 Crew 2/45 IS: 4 Craft 12/3 SR: R A	12 Crew 12/2 2/45 IS: 2260+ 4 Craft - 12/3 SR: Flight Cor Scout, Ste	12         Crew         12/2         Troops:           2/45         IS:         2260+           4         Craft         -           12/3         SR:         Flight Computer, Grav Scout, Stealth 4+           R         A         AD		

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,Doub	le D,Precise,SuperAP		
Class - Light Raider Skirmish							

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

Class - F	Raid						
Speed:	12	Crew	24/4 <b>Troops:</b> 2				
Turns:	2/45	IS:	2260+				
Hull:	4	Craft	-				
Damage:	24/5	SR:		ımp Point, F ergy Grid 3	light Computer,		
Weapon	R	A	AD		Special		
Hvy Neut Can	18	F	3 Beam, Double D, Precise, SuperAl				
Pulse Cann	10	F	8	AP			

Class - Light Cruiser Ra						
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	
Weapon Hvy Neut Cann	<b>R</b>	A F	<b>AD</b> 3	Beam,Doub	Special le D,Precise,SuperAP	
•				Beam,Doub	•	
Hvy Neut Cann	18	F	3		•	
Hvy Neut Cann Pulse Cannon	18	F F	3	AP	•	

Class - Carier					Battle			
Speed:	6	Crew	48/8	Troops:	3			
Turns:	1/45	IS:	2260+	2260+				
Hull:	4	Craft	3 Breaching	g Pods, 4 He	eavy 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,Doub	ole D,Precise,SuperAP			
Pulse Cannon	10	F	4	AP, Twin-L	inked			
Pulse Cannon	10	P	4 AP, Twin-Linked					
Pulse Cannon	10	S	4 AP, Twin-Linked					
Pulse Cannon	10	A	4	AP, Twin-L	inked			

Class - D	Battle						
Speed:	8	Crew	38/7	38/7 <b>Troops:</b> 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		Special		
Hvy Neut Cann	25	F	4	Beam,Doub	ole D,Precise,SuperAP		
Pulse Cannon	10	F	6	AP, Twin-I	inked		
Pulse Cannon	10	P	6	AP, Twin-I	inked		
Pulse Cannon	10	S	6	AP, Twin-I	inked		
Hvy Neut Cann	25	A	4 Anti-f,Beam,DD,precise,SuperA				
Pulse Cannon	10	A	6	AP, Twin-I	inked		

Class - Mothership					War		
Speed:	4	Crew	100/18	100/18 <b>Troops:</b> 4			
Turns:	1/45	IS:	2260+				
Hull:	4	Craft	4 Breaching	g Pods, 8 He	eavy Raiders		
Damage:	100/ 20	SR:	Adv Jump, Carrier 4, Command 2, Flight Computer, Gravitic Energy Grid 4 Hug Hangers 8				
			AD Special				
Weapon	R	A	AD		Special		
Weapon Med Neut Cann	<b>R</b> 20	A F		Beam,Doub	Special  ole D,Precise,SuperAP		
_			2	Beam,Doub	ole D,Precise,SuperAP		
Med Neut Cann	20	F	2 8		ole D,Precise,SuperAP		
Med Neut Cann Pulse Cannon	20	F F	2 8	AP, Twin-I	ole D,Precise,SuperAP .inked		

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

Class - Jashakar Patr							
Speed:	12	Crew	16/4 <b>Troops:</b> 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	2 Double Damage			

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

Class - O	chla	vita		Skirmish			
Speed:	10	Crew	18/4 <b>Troops:</b> 3				
Turns:	2/45	IS:	2228-2232				
Hull:	5	Craft	-	-			
Damage:	22/4	SR:	-				
Weapon	R	A	AD		Special		
Laser Cannon	20	В	1	Beam, Dou	ble Damage, Super AP		
Energy Pulsars	10	F	4	Twin-Linke	ed		
Quad Pulsars	8	F	8	8 Twin-Linked			
Bolters	10	A	2 AP, Double Damage				
Scatter Pulsars	2	T	4	Anti-Fighte	r		

Class -					Skirmish
Speed:	12	Crew	22/5	Troops:	3
Turns:	2/45	IS:	2228-2232	2	
Hull:	5	Craft			
Damage:	20/4	SR:			
Weapon	R	A	AD	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 - R	ohri	c			Raid	
Speed:	5	Crew	32/6	Troops:	6	
Turns:	2/45	IS:	2230-223	2		
Hull:	6	Craft	1 Thorun I	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 D	Priver,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	Т	4	Orbital Bon	nb	

Class - T	argr	ath			Raid
Speed:	12	Crew	34/6	Troops:	4
Turns:	2/45	IS:	2230-223	2	
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-Linke	d
Light Pulsars	8	T	6		

Dilgar Imperium 1/2

**Priority Level: Patrol** 

**Priority Level: Skirmish** 

**Priority Level: Raid** 

Class - Garasoch Ba							
Speed:	4	Crew	60/10 <b>Troops:</b> 8				
Turns:	1/45	IS:	2230-2232	2			
Hull:	5	Craft	10 Thorun	Flight			
Damage:	54/8	SR:	Carrier 2, Jump Point				
Weapon	R	A	AD	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 - K	ahtr	ik			Battle
Speed:	4	Crew	50/8	Troops:	8
Turns:	1/45	IS:	226-2232		
Hull:	6	Craft	2 Thorun F	Lights	
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 D	Priver,Slow-L, TripleD
Mass Driver	10	F	10	AP, Mass D	Priver,Slow-L, TripleD
Light Pulsars	8	F	6		
Light Pulsars	8	P	6		
Light Pulsars	8	S	6		
Light Pulsars	8	A	6		

Class - T	ikrit				Battle	
Speed:	10	Crew	44/5	Troops:	5	
Turns:	1/45	IS:	2231-2232	2		
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 Battl								
Speed:	4	Crew	56/8	56/8 <b>Troops:</b> 8				
Turns:	1/45	IS:	2211-2232	2				
Hull:	6	Craft	2 Thorun F	lights				
Damage:	50/8	SR:	Jump Point					
Weapon	R	A	AD	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 D	Priver,Slow-L, TripleD			
Mass Driver	10	F	10	AP, Mass I	Priver,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 Bor	nb			

Class - M	[ank]	hat			War		
Speed:	7	Crew	56/8 <b>Troops:</b> 8				
Turns:	1/45	IS:	2224-2232	2			
Hull:	6	Craft	-				
Damage:	54/6	SR:	Jump Point	, Shuttles 2			
Weapon	R	A	AD		Special		
Disruptor Torps	20	F	8	8 AP, Double Damage, Slow-Loa			
Heavy Bolters	15	F	10	AP, Double Damage			
Mass Driver	10	F	10	AP, Mass Driver,Slow-L, TripleI			
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 Boml	b		

Class - Mishakur War						
Speed:	8	Crew	52/8	Troops:	8	
Turns:	1/45	IS:	2224-223	2		
Hull:	6	Craft	-			
Damage:	45/6	SR:	Command	1, Jump Poi	nt, Shuttles 2	
Weapon	R	A	AD		Special	
Disruptor Torps	20	F	6	AP, Double Damage, Slow-Loa		
Heavy Bolters	15	F	12	AP, Double	Damaage	
Pulsars	10	F	12			
Mass Drivers	10	F	10	AP, Mass D	river,Slow-L, TripleD	
Mass Drivers	10	F	10	AP, Mass D	river,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 - B	reacl	hing l	Pod	Pat	rol 4 Flights
Speed:	6	Crew	-	Troops:	1
Turns:	SM	IS:	2203+		
Hull:	6	Craft	-		
Damage:	-	SR:	Breaching	Pod, Dodge	2 5+
Weapon	R	A	AD		Special
-					
Class - D	elta-	V		Pat	rol 6 Flights
Speed:	8	Crew	-	Troops:	=
Turns:	SM	IS:	2190+		
Hull:	3	Craft	-		
Damage:	-	SR:	Atmosphe	ric,Dodge2-	+,Dogfight+0,fighter
Weapon	R	A	AD		Special
Lht Part Gun	2	Т	2	Weak	
Class - D	elta-	V2		Pat	rol 4 Flights
Speed:	8	Crew	-	Troops:	-
Turns:	SM	IS:	2190+		
Hull:	3	Craft	-		
Damage:	-	SR:	Atmosphe	ric,Dodge2-	+,Dogfight+0,fighter
Weapon	R	A	AD		Special
Lht Part Gun	2	Т	2	Weak	
Ultra-Lht Puls	2	T	2	Twin-Linke	d, Weak
				l	
Class - D		<del></del>	ı	1	rol 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-Link	red, Weak
Class - M	Iod F	reigh	ıter		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-Fight	er, Weak
Class - D	efens	se Pos	st		Skirmish
Speed:	-	Crew	-	Troops:	1
Turns:	-	IS:	2255+	_	
Hull:	4	Craft	-		
Damage:	10/3	SR:	Immobile.	Interceptor	s 2
Weapon	R	A	AD		Special
Med Puls Can	10	Т	6		<u> </u>
		_			

Class - Strike Carrier Skirmish					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-Fight	er, Weak
Med puls Can	10	P	4		
Particle Beam	4	P	6	Anti-Fight	er, Weak
Med puls Can	10	S	4		
Particle Beam	4	S	6	Anti-Fight	er, Weak
Particle Beam	4	A	6	Anti-Fight	er, Weak
Class Ass	sault	Freig	ghter		Raid
Speed:	5	Crew	30/9	Troops:	1
Turns:	1/45	IS:	2250+		
Hull:	5	Craft	8 Breaching	g Pods	
Damage:	28/8	SR:	Carrier 4, S	huttles 4	
Weapon	R	A	AD		Special
Med Pulse Can	10	T	4		
Class - B	attle	Wag	on		Raid
Speed:	6	Crew	40/10	Troops:	4
Turns:	1/45	IS:	2242+		
Hull:	6	Craft	4 Delta-V	Flights	
Damage:	35/8	SR:	Intercepto	rs 2, Jump P	oint
Weapon	R	A	AD		Special
Med Las Can	20	В	3	Beam, Do	uble D, Super AP
Med Las Can	10	F	10		
Particle Beam	4	F	4	Anti-Fight	er, Weak
Particle Beam	4	S	4	Anti-Fight	er, Weak
Particle Beam	4	P	4	Anti-Fight	er, Weak
Twin Part Arr	8	A	6	Twin-Link	ed, Weak
Particle Beam	4	A	4	Anti-Fight	er, Weak
Class - R	aide	r Bas	e		Battle
Speed:	-	Crew	-	Troops:	25
Turns:	-	IS:	2240+		
Hull:	5	Craft	16 Delta-V	V Fligths	
Damage:	800/ 400/ 200	SR:			twork 8, Immobile, Station, Targets 3

Weapon

Hvy Puls Can

Particle Blast

Railgun

A

T

T

24

AD

6

6

Special

Twin-Linked

Twin-Linked

AP, Double Damage

Class Emd	game l	Dread	nought		Dottlo			
Class Elliu	game	Dicau	nought	nought Battle				
Speed:	5	Crew	40/11	Troops:	6			
Turns:	1/45	IS:	2249+					
Hull:	6	Craft	4 Delta-V I	Flights, 4 Do	ouble-V Flights			
Damage:	48/14	SR:	Carrier 4, F Point	Carrier 4, Fleet Carrier, Interceptors 2, Jump Point				
Weapon	R	A	AD Special					
Med Laser Can	20	В	6	Beam, Double D, Super AP				
Hvy Pulse Cann	12	В	8	Twin-Linked				
Med Pulse Can	10	F	10					
Missile Racks	30	P	4	Precise, Slo	w-Load, Super AP			
Particle Beams	5	P	8	Anti-Fighte	r, Twin-Linked, Weak			
Lht Plasma Can	6	P	4	AP				
Missile Racks	30	S	4	Precise, Slo	w-Load, Super AP			
Particle Beams	5	S	8	Anti-Fighter, Twin-Linked, Wes				
Lht Plasma Can	6	S	4	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