

Name	Class	Tech	T.C.	CP	Cost	Maint	DV	AS	AF	CV	CR	SC	CC	Special	EP Us
TIE Fighters	FTL	1	8	6	1	1 per 16	2	1	3	0	0	0	1.00		6
TIE Bombers	FTL	1	8	6	1	1 per 16	2	3	1	0	0	0	1.00		6
Gozanti	CT	1	11	9	4	2 per 8	2	2	2	1	2	0	1.00	Atmospheric, Patrol	9
Arquitens	CL	1	25	22	9	3 per 4	6	5	3	2	4	2	2.00	Scout	22
Acclamator	CA	1	29	26	11	2 per 2	7	6	2	5	4	2	2.00	Transport, Assault	26
Venator-Class SD	BC	1	35	31	13	3 per 3	8	7	4	4	5	3	3.00	Shields, Transport	31
Imperial-Class SD	SDN	1	49	44	19	3 per 1	12	12	4	6	6	4	4.00	Shields, Transport	44
Golan II Station	BCL	1	25	33	15	2 per 2	10	8	4	3	5	3	3.00	Shields	33
Stormtroopers	TRH	1	15	18	6	2 per 4	7	6	2	0	3	0	1.00	Police	18

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TL Level 0 Abilities

Ability	Type	Fluff
Assault	Ship	Some Imperial ships are well equipped to deliver troops to the battlefield even against resistance.
Shields	Ship	The Empire's large capital ships have energy shielding which makes them hard to damage.
Patrol	Ship	Imperial vessels are often specialized to keep piracy and insurgency activity down in systems.
Shields	Base	The Empire's large capital ships have energy shielding which makes them hard to damage.
Police	Ground	The trooper legions of the Empire are adept at holding down civilian resistance and discontentment.