

Hylian Confederacy Class List (Ten Units, Five Year Advances)

<u>Class Name</u>	<u>ISD/TL</u>	<u>Class</u>	<u>Cost</u>	<u>Maint</u>	<u>DV</u> <u>(ATR)</u>	<u>AS</u> <u>(ATK)</u>	<u>AF</u> <u>(DEF)</u>	<u>CR</u> <u>(DX)</u>	<u>CC</u>	<u>CV</u>	<u>Special Notes</u>	<u>Background</u>
Ygret	3000	MF	1/3	1/12	2	1	2	-	-	-		Confederate heavy interceptors . graceful, deadly.
Roughneck	3000	SHF	2	1/4	3	1	1	-	-	-	Assault (1)	Marine heavy assault dropships . hoor-rah!
PDF Lt. Armor Platoon	3000	MILITIA	3	1/12	3	1	0	d2	-	-	Anti-Aircraft, Artillery	Heavyweights commanded by lightweights. Ugh.
Confederate Marines	3000	MED INF	5	3/6	3	2	2	d2			Marines, Compact, Shock	Battle armor, personal hoverships, and high morale.
CAS Contractors	3000	LT INF	2	1/10	2	2	2	d2			Mercenary	Corporate auxiliaries . more professional, less loyal.
Confederate Comms Base	3000	SMALL	4	3/8	4	0	0	-	-	0	Jammer (1), Scout (1), Armor	Deny the enemy information, and keep coordinated.
PDF Defense Cutter	3000	CT	2	1/8	2	2	1	2	1	0	Atmospheric, Slow	The locals can look out for themselves, sometimes.
CAS Mercenary Trader	3000	GB	1	2/12	2	1	1	1	1/2	0	Atmospheric, Slow, Trade	Corporate auxiliaries good at defending their own traders.
PDF Defense Frigate	3000	FF	3	1/6	3	2	2	2	1	0	Atmospheric, Slow	Planetary government's so-called big guns.
PDF Light Carrier	3000	FF	4	2/6	3	0	1	3	1	2	Atmospheric, Carrier	Planetary government command ships . respect the locals.
CNS -RipleyøMarine CR	3002	CR	6	4/3	6	2	2	6	3	6	Armor, Carrier	The professionals are here, and in the atmosphere.
CNS -FoxøScout DD	3003	DD	6	4/6	4	3	2	3	2	0	Armor, Scout (1), Jammer (1)	Keep the enemy guessing and control the battlespace.
CNS -LynxøCL	3004	CL	7	3/4	6	4	2	4	2	0	Armor, Disruptor (1), Guardian (1)	Fast, heavily armed, tactically flexible . core of the professional Confederation navy.
CNS -TigerøBattlecruiser	3005	CB	9	4/2	8	5	2	8	4	3	Armor, Carrier, Gunship	The most up-to-date vessel a regional commander could hope for, designed for commanding small task forces.

PDF = Planetary Defense Forces, regional autonomous forces of Confederation member worlds. Can be requisitioned into direct service when not needed by their planetary government.

CAS = Corporate Auxiliary Service, the megacorporations and legal entities more powerful than some planets. Can be requisitioned or paid to serve the needs of the Confederation.

CNS / CMS / CGF = Confederate Naval, Marine, and Ground services, the high-tech professionals of the Confederation's central government.

Selections From Universal Class List (Nine Units plus 'Planetary Project Yards')

<u>Class Name</u>	<u>ISD/TL</u>	<u>Class</u>	<u>Cost</u>	<u>Maint</u>	<u>DV</u> <u>(ATR)</u>	<u>AS</u> <u>(ATK)</u>	<u>AF</u> <u>(DEF)</u>	<u>CR</u> <u>(DX)</u>	<u>CC</u>	<u>CV</u>	<u>Special Notes</u>	<u>Background</u>
PDF Hawk Fighter	3000	LF	1/4	1/12	1	1	1	-	-	-		The local's fighter jocks think they're great!
PDF Light Infantry	3000	MILITIA	1	1/12	2	1	1	-	-	-		A few weeks a year does not a professional make.
Planetary Project Yards	3000	MASSIVE	16	6/2	11	0	0	0	-	-	Mobile Shipyard (24)	Each player receives one of these, in mothballs, free of charge. This allows the late game to include a very limited ability for players to build larger ships in the late game.
PDF Orbital Base	3000	MEDIUM	4	2/6	4	3	2	-	-	2		Coordinating local police patrols since, well, forever.
PDF Police Ship	3000	GB	2	2/12	1	1	1	1	1/2	0	Atmospheric, Police	Local governments have to enforce their own laws.
CAS Armored Freighter	3000	CT	2	2/8	2	0	0	2	1	0	Supply (1)	It takes a special kind of space trucker to enter combat zones.
CAS Armored Tug	3000	CT	3	1/8	3	0	0	2	1	0	Tug (1)	Who are you going to call? Berman Bros Stellar Towing!
CNS Science Cutter	3000	CT	4	1/8	3	0	1	2	1	0	Atmospheric, Explorer	The Indiana Jones of the spacelanes, sponsored by universities.
CNS Diplomatic Cutter	3000	CT	4	3/8	2	0	0	2	1	0	Fast, Diplomat	Negotiators and their translators ó expensive but necessary.
CNS Hospital Ship	3000	FF	4	1/6	4	0	0	3	1	0	Hospital (1)	Marines are a precious commodity ó the CNS doesn't waste.

Assets List

Name	CR	Location	Fleet Flagship + Squadron	Additional Squadrons, Convoys, Cargo Notes, or Ground Units	Squadron CC
Commandant's Fleet	8	New Luskana	<i>CNS Proxima (CR8)</i> + <i>CNS Ferocious (CC3)</i> + <i>CNS Marathon (CC3)</i> + <i>CNS Greeting (CC1)</i>		
Luskana PDF Fleet	3	New Luskana	<i>Luskana (CR 2)</i> + <i>Anita (CC 1/2)</i>		
Luskana Corporate Escorts	N/A	New Luskana	<i>Louis (CR 1)</i> + <i>Oregonian (CR 1/2)</i>	Escorting -Luskana Corporate Tradersø	
New Luskana Ground Command	N/A	New Luskana		PDF L1, PDF L2, PDF L3 PDF A1, PDF A2 -Lig's Leathernecksø -Black Horse Companyø Mobile Base Alpha	
Orestes Ground Command	N/A	Orestes		PDF L4, PDF L5, PDF L6 Mobile Base Idris	
Enkidu Ground Command	N/A	Orestes		PDF L7, PDF L8	
Transport Group Alpha	N/A	New Luskana		3x Transport Fleets	
Trade Fleet One	N/A	New Luskana		1x Trade Fleet	
Colony Fleet One	N/A	New Luskana		1x Colony Fleet	

Maintenance Costs

Unit Type	Unit Names	Cost per Group	Number Active, Reserve, Mothball	Maintenance Cost
Planetary Project Yards	Planetary Project Yards	6/2	M: 1	0
Frontier Shipyard	New Luskana Yards Orestes Yards	1/1	A: 2	2
Supply Depot	Mobile Base Alpha Mobile Base Idris	1/10	A: 2	1
CNS Tiger BC	<i>CNS Proxima</i>	4/2	A : 1	4
CNS Ripley CR	<i>CNS Ferocious</i> <i>CNS Marathon</i>	4/3	A: 2	4
CAS Mercenary Trader	<i>Louis, Oregonian</i>	2/12	A: 2	2
PDF Defense Frigate	<i>Luskana</i>	1/6	A: 1	1
PDF Police Ship	<i>Lookout, Anita, Welcome</i>	2/12	A: 3	2
CNS Diplomatic Cutter	<i>CNS Greeting</i>	3/8	A: 1	3
PDF Light Infantry	PDF L1 thru L8	1/12	A: 8	1
PDF Armored Support	PDF A1 thru A2	1/12	A: 2	1
CMS Marines	-Lig's Leathernecksø -Black Horse Companyø	3/6	A: 2	3
			Total Cost:	24

Turn One Units:

Unit Type	Unit Name	Number	Cost Per	Total Cost
CNS Tiger BC	<i>CNS Proxima</i>	1	9	9
CNS Ripley CR	<i>CNS Ferocious</i> <i>CNS Marathon</i>	2	6	12
CAS Mercenary Trader	<i>Lil' Louis, Oregonian</i>	2	1	2
PDF Defense Frigate	<i>Luskana</i>	1	3	3
PDF Police Ship	<i>Lookout, Anita, Welcome</i>	3	2	6
CNS Diplomatic Cutter	<i>CNS Greeting</i>	1	4	4
PDF Light Infantry	PDF L1 thru L8	8	1	8
PDF Armored Support	PDF A1 thru A2	2	3	6
CMS Marines	-Lig's Leathernecksø -Black Horse Companyø	2	5	10
			Total Cost:	60

Income Items

Income Items	Income Amount
Planet (New Luskana)	18
Planet (Orestes)	6
Planet (Enkidu)	1
Trade Fleet øLuskana Tradersø Unionø	11
Expenses	
Total MAINT	-24
Total Income:	31
Start Turn Treasury:	13