

SMALL BLESSINGS

A SUE:RA Supplement

By murtalianconfederacy (March 2023)

Apologies for the extremely long time between supplements but, for the second half of 2022 I just lacked the motivation to work on anything SUE-related. That might imply I'd been working with other rulesets, but I can't say that because I haven't. I've been trying to, but I just haven't had the spark of inspiration that could break whatever the 'supplement-designer's equivalent of writer's block is.

Until late January, when I had some ideas (mainly around the idea of having just three 'penetrating levels'—Non-Piercing, standard and Modulating), but as with before, nothing that really worked...until I had the idea that ultimately led to this supplement. It's a minor idea, but it helped coalesce the other concepts: the Accurate trait to all intents and purposes increases the SU cost of a battery by the same amount as one level of Fire Control. That's it, the idea that ultimately brought about this supplement. A fighter-free supplement (no fighters, seekers or anything else that moves during the Fighter Phase) with no need of the Defensive or Accurate trait, meaning the Accurate trait could be re-worked into a battery-specific Fire Control trait. Fast-tracking batteries could be given the Accurate trait to counteract nimble vessels' Countermeasures, while slow-tracking batteries don't have the Accurate trait and can't. Several revisions thus followed (either attempting a more fleet-level setting or a single ship/squadron-level setting) until this version.

Note: in the background section is a fairly long description of subspace, which is how the primary species managed to achieve early space travel and how some vessels utilise **B.5 Cloaking Devices**.

Note 2: to cut down on unnecessary information (and to help with the attempts to keep a ship's Drake notation to one page), I've removed extraneous text. The information removed referenced the dual mode and the acronyms of the batteries

Note 3: while the inspiration for the designs are naval designs from the late 19th to early 20th century, they're not exact parallels...

Background of the Setting

"No-one can really understand the principle reason that the Gelandri decided to undertake their mission of pan-galactic preservation and uplift, but the results are clear to see. Across the whole galaxy are relics that testify to their awesome power and their undoubted benevolence...and the unspoken assumption that, had they been more in the vein of 'advanced' powers today, they would easily have established a pan-galactic imperium that could not be challenged..."

"To examine in detail all the Gelandri's engineering marvels would take a planet of xeno-archaeologists several decades, and this work is too modest to even attempt such a task. But the Core Shield, protecting the outlying regions from a near (in cosmological terms) future turning of the SMBH into a quasar is a galactic-level version of one system that this tome will examine in more detail, primarily because it is the most ambitious single-system engineering project undertaken by the Gelandri..."

"This system, known by the primary space-faring inhabitants at this time as Tilopi-Gel'Andri, is not a single, binary or even trinary star system, but consists of seventeen main-sequence stars and two to three times that many dwarf stars (thirty red dwarfs and sixteen brown dwarfs). At the centre is a black hole that defies current theories as to its formation, that seems to act as the anchor of the system, surrounded by a small-scale version of the Core Shield.

"The seventeen main sequence stars are organised (organised is the correct term, as the orbits are entirely too regular to explain by natural phenomena) into one trinary system, four non-contact binary systems and six single stars that orbit the central black hole at distances of between one light-day to two light-weeks. The red dwarfs orbit either independently of the main-sequence stars or orbiting the six single main-sequence stars, while the sixteen brown dwarfs orbit the binary and trinary star systems (eight orbiting the trinary and eight orbiting the four binaries).

"Each of the single star systems has between three to seven solid-surface planets with noticeable gravity and, at most, one rubble belt, while the binary and trinary systems have one such planet and a system-englobing rubble field. All objects associated with a particular star system are found within three light-hours. The entire system, beyond a six light-hour radius from the common centre of each main-sequence star system, has a less-dense rubble field with a density twice that typically found in systems' long-term cometary fields (the star-specific rubble fields are one to two orders of magnitude denser).

"The binary system closest to the black hole is unique in being home to the native species that, because of the Gelandri's actions in seeding the system with a material called intikon'gelan'dri, have spread across the entire system..."

"The trinary star system, named Wilaxi, is noteworthy in being home to a species of space-faring animals known locally as Bioships. Analysis indicates these were modified by the Gelandri, which further indicates the Gelandri viewed them at least as a potentially sentient species.

"Unfortunately, it seems that the complete cosmological engineering project was interrupted by the Fall, when the Gelandri was, in a callous act, wiped out by a species-wide genetically-engineered bio-plague that combined extraordinary 'hardness' (capable of withstanding anything less than weapon-level laser emissions), a dormant phase of several centuries, an extremely fast and lethal (95%+) active phase and an exceptional ability to jump species. Released some three centuries before it became active, masked by an extremely capable masking agent, it ensured that all members of the Gelandri, throughout the galaxy, were wiped out in a year. Luckily, they were able to activate quarantine systems, which saved all non-space-faring species, but the length of quarantine effectively ended space travel in the galaxy for ten thousand years..."

"One of the greatest gifts left by the Gelandri was used by the inhabitants of Tilopi-Gel'Andri for several centuries before it was fully understood--the material intikon'gelan'dri, otherwise known as 'chariot of the Gelandri'. An engineering proposal from the Early Thirakan Imperial Era describes the knowledge base at the time:

"Manufacture two hollow torii with intikon'gelan'dri and copper, so that hot water can be pumped continuously through each torus. Install each torus on the lower deck of a tanarkus [an imperial galley with three banks of oars, each oar operated by a single individual], five lukkan [equivalent to one and a half feet] apart. Insert a flattened steel rod lined with intikon'gelan'dri on one face only through the centre of each torus. With this arrangement and the correct technique a single rower can propel the tanarkus at the same speed that it took two hundred rowers without the torii. With this arrangement the manning requirements can be reduced by nine in ten and still mean our tanarkii can stay at sea for [months] on end."

"The text went on to say that, more impressively, it seemed that the torus was anchored to an alternate realm--a torus could be attached to a raft, then elevated and, once elevated, remain in the air. With these simple but revolutionary innovations the Thirakan established one of the major imperial realms for the next three thousand years.

"It was only several centuries later, during the equivalent of the Industrial Revolution, that the material was fully understood. The torus was a portal generator that opened a portal to subspace, a dimension that resisted movement unless there was a propellant that eliminated resistance. The rod's intikon'gelan'dri face eliminated resistance in one direction, allowing the tanarkus to be essentially punted along, the subspace dimension acting like the bottom of a river.

"Intikon'gelan'dri accelerated the progress of the species, enabling not only aerial travel but also space travel. Ships could attain space travel by utilising a portal generator attached to allow the thrust of a rocket to angle through the centre of the torus. With this technique a ship could reach space with a thrust level two to three orders of magnitude lower than would otherwise be the case.

"However, unfortunately, this technique requires close proximity to a gravity well, requiring a body to have a surface gravity of at least 0.01G, whereupon its maximum effect can be felt 25.000km from the centre, weakening linearly to no effect 50.000km from the centre. A body with a surface gravity of at least 1G has a maximum effect radius of 125.000km, and a no-effect radius of 250.000km. This does mean that a celestial object with a radius of 250.000km or greater means that such a drive will only work inside the object.

"No travel beyond this region was possible until the development of the Ion Magneto-Photonic-Augmented Chariot Thruster, or IMPACT, for short. An ion drive with an intikon'gelan'dri-lined thruster coil enabled ships to travel beyond this region. At base power levels the drive is reasonably effective, but the use of magnetic fields to augment the drive provided additional thrust. However, the use of magnetic fields relied upon solar radiation, which meant in some directions only the base power level of the drive was available. Eventually, however, improved solar radiation-capture technologies resulted in the Dimensionless Electro-Photonic Ion Chariot Thruster, or DEPICT, where the drive's maximum thrust potential was available in any direction, although in certain cases IMPACT-powered ships were still quicker.

"One last evolution of the use of subspace came about when an inventor, working with the now-obsolete portal generator technology, devised a triple-torus generator in the mistaken belief this would improve the range that it could operate from a gravity well. Instead, upon activation a region of space (at that time consisting of the inventor's house, the neighbour's personal-vehicle garage and a slim section of the major road in front of the house) surrounding the triple-torus generator disappeared into subspace, subsequently returning once the luckless inventor switched it off again. Subsequent experiments unearthed three startling discoveries. The first was that objects from normal space could travel into subspace completely, travel through subspace, and then re-emerge at a different point in normal-space. The second was that two portal generators, arranged in parallel and connected by intikon'gelan'dri wires, could create a 'one-way portal-tunnel' that enabled a normal-space tunnel to be created through subspace, dependant upon careful positioning of the two torii from each other. The third was that this tunnel could interact with a normal-space object travelling through subspace.

"The discovery of the possibility of using subspace for travel purposes also opened up the possibility of using subspace for attack purposes. Many different weapon types were tried, but only two were successful--the plasma-subspace 'assassin' cannon, and the flak-subspace 'defender' mortar. Both used the 'portal-tunnel' to 'beam' the weapon either in close proximity to, or in, the target."

--excerpts from 'Benevolence of the Gods: an introduction to the galaxy the Gelandri shaped' by Jayare Zleeht (University of Ghad'Landri Press, 003.784. Other scholars' works with a less reverent tone towards the Gelandri dismiss Zleeht's more extreme conclusions but admit the general benevolence of the Gelandri and the horror towards the events leading to the Fall.

Setting-Specific Rules

Accurate trait as Fire Control

As mentioned in the introduction, the Accurate trait does not act as written in the Rules Annex in this setting. In this setting, the Accurate trait acts as a battery-specific version of **B.8 Fire Control**.

Example: a SRB Range-9, 1x4+/1/1 battery with the Accurate trait is engaging a target seven hexes away. This would normally result in a roll of 5 or greater to hit (long-range) but the Accurate trait acts as Fire Control, reducing the roll needed to a 4 or greater.

Movement Rules in Effect

Setting Movement: Etheric Drag, with all previous speeds reduced to zero

Solar Sails

A minor alteration to the Solar Sails trait is in effect. Ships with Solar Sails only get a 50% addition to MPs if facing directly away from the solar wind.

Fractional Speed

Ships have a fractional speed rating, providing a number of engine points over a period of four turns. A ship with a fractional speed rating of 9, for example, will have 9 engine points across a period of four turns, equalling 2.25 per turn.

Unless stated otherwise, the first turn of a scenario is always Turn 1.

When writing movement orders for ships, consult the fractional speed rating and use the table below to find out how many movement points for that turn the ship has.

Example: on turn 3, a ship with a fractional engine rating of 5 would have 2 MPs for that turn.

Free Turns

Due to the Fractional Speed rule, ships may still possess some movement points overall, but have no MPs during that turn. To that end, any ship that does not possess the **Immobile** trait, has a fractional MP total of zero for that turn, but has some MPs remaining, may make a single one-hex turn for free. Ships with the **Solar Sails** trait that fulfil the above criteria may not turn towards the Solar Wind.

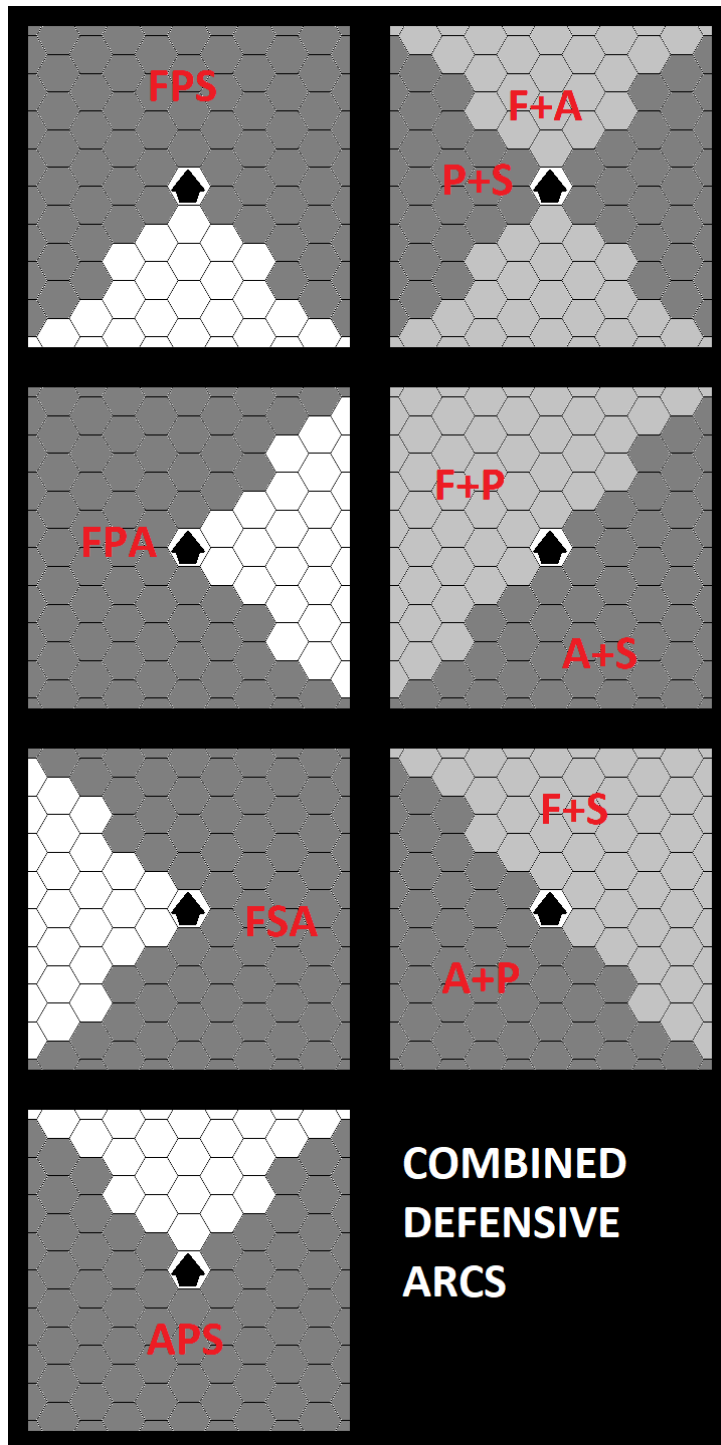
Fractional Speed Chart for Starmada: Unity Edition (Rules Annex)

Speed	Turn 1	Turn 2	Turn 3	Turn 4	Speed	Turn 1	Turn 2	Turn 3	Turn 4
1	0	0	1	0	17	4	4	5	4
2	1	0	1	0	18	5	4	5	4
3	1	1	1	0	19	5	5	5	4
4	1	1	1	1	20	5	5	5	5
5	1	1	2	1	21	5	5	6	5
6	2	1	2	1	22	6	5	6	5
7	2	2	2	1	23	6	6	6	5
8	2	2	2	2	24	6	6	6	6
9	2	2	3	2	25	6	6	7	6
10	3	2	3	2	26	7	6	7	6
11	3	3	3	2	27	7	7	7	6
12	3	3	3	3	28	7	7	7	7
13	3	3	4	3	29	7	7	8	7
14	4	3	4	3	30	8	7	8	7
15	4	4	4	3	31	8	8	8	7
16	4	4	4	4	32	8	8	8	8

New Arcs

Some ships in this supplement make use of new weapon arcs—namely, combinations of two or three Defensive arcs. There are ten potential combinations (well, eleven, but all four Defensive arcs is the same as a TT arc): **F+P** (combining the Fwd and Port arcs); **F+S** (combining the Fwd and Stbd arcs); **A+P** (combining the Aft and Port arcs); **A+S** (combining the Aft and Stbd arcs); **F+A** (combining the Fwd and Aft arcs); **P+S** (combining the Port and Stbd arcs); **FPS** (combining the Fwd, Port and Stbd arcs); **FPA** (combining the Fwd, Port and Stbd arcs); **FSA** (combining the Fwd, Stbd and Aft arcs) and **APS** (combining the Aft, Port and Stbd arcs). The first four and the last four are used in this supplement.

Here is a graphical representation (not that good, I know, but it's something, at least...)



Weapon Descriptions

Weapons can be divided into three 'tech levels'. The first tech level is binary liquid propellant weapons, abbreviated to BiLPro, and, before the scope of this supplement, were the primary weapons (although ships carrying only these weapons are provided at the end of this supplement to give a little insight into the setting at the time). They are still used by older ships as a secondary anti-ship battery, and civilian ships and bases as their primary battery. As the ships of this supplement are (roughly) analogous to naval ships, BiLPro batteries can be thought of as 'age of sail' weapons. The second tech level introduces the old railgun and chaingun batteries as the primary anti-ship and light battery, respectively, which can be thought of as ironclad-era weapons. The third tech level saw the introduction of modern railguns and particle batteries as the primary anti-ship and light battery, respectively, which can be thought of as pre-dreadnought-era weapons. Other weapons are also used, but the above are the primary weapons.

Light batteries (BiLPro, chainguns and particle batteries) are combinations of a single weapon 'calibre'. 'Heavier' batteries are simply larger combinations, which have the ability to hit at longer range.

The primary heavy weapon is the railgun, which come in single mounts and dual turrets. Older railguns have either a standard mode that lacks penetration, with a secondary AP mode, or a standard mode that treats shielding as normal with a secondary shrapnel mode, but the sheer size of the railgun combined with poor reloading procedures results in a weapon that is slow-firing. Single mounts have bad accuracy at longer ranges, but turrets have better accuracy at long range but sacrifice the ability to hit with both chances at longer ranges.

All modern railguns possess a shock mode, which causes structural damage (this is analogous to the high-explosive rounds ships of the era that were intended to finish off a crippled opponent). The lightest modern railgun only possesses a single mount version while all other modern railguns have a single mount and a dual turret. Turrets are space-saving, only being 90% the size of two single mounts but being more vulnerable to battle damage.

Plasma torpedoes, and their precursor weapon, the plasma rocket, are heavy short-range weapons. Plasma rockets ignore most shielding and some screens, and can cause a lot of damage. Plasma torpedoes cause less damage overall, but always inflict structural damage if they hit and ignore all shielding. Both weapon types are either launched singly from launchers or tubes, or from banks which combine multiple launchers/tubes to create a 'spread' that increases the chance of hitting with at least one, but cannot hit with all shots fired. Larger ships and subspace vessels tend to mount single launchers or tubes, while flotillas mount banks which, in all but the lightest type, are capable of reloads with a very long reload time. Smaller flotillas combine weapons from two vessels to model a single bank.

In addition to the above batteries, there are three traditional weapon types: two rocket launchers: the standard rocket launcher, which can launch a scatter rocket which is extremely accurate but causes little overall damage or a concussion rocket which can be thought of as a light plasma rocket; the patrol rocket launcher which can launch an EMP rocket which can short-out electronics or a neutron rocket which causes crew casualties; and ion cannons, which are capable of causing system damage only. The last of these weapons is used primarily by vessels tasked with commerce raiding, while the second is used both by raiders and patrol vessels, and the first is used by standard vessels to both augment anti-flotilla defence and provide an additional 'coup de grace' weapon.

There are three weapon types that use subspace to deliver their attacks. These are the 'assassin' cannon and the 'defender' mortar and torpedo. The first is used by subspace vessels, and can only be used by subspace vessels due to the weapon's requirements. The latter two are used to attack subspace vessels. The 'defender' torpedo was used by older ships but, with the advent of heavier ammunition for defender mortars, was discontinued as it was too inaccurate and could only be mounted in single-shot racks.

Railguns are designated as one of five or six 'classes', each one of which corresponds to a rough 19th/20th Century naval calibre equivalent. Below is a table for the standard and old railgun turrets with their equivalent and the SU equivalent of each weapon.

	Equivalent	Single Mount	Dual Mount		Equivalent	Single Mount	Dual Mount
Class-1:	6"	7	--	Old Class-1:	6"	4	7
Class-2:	7-8"	10	18	Old Class-2:	7-8"	6	10.5
Class-3:	9.2-10"	15	27	Old Class-3:	9.2-10"	9	16
Class-4:	11"	25	45	Old Class-4:	11"	12	21
Class-5:	12-13.5"	35	63	Old Class-5:	12-13.5"	16	28
Class-6:	15-16"	--	--	Old Class-6:	15-16"	24	42

Bases use the same weapon types as ships, but as these weapons are stabilised by the greater mass of bases, they enjoy longer ranges.

	Equivalent	Single Mount		Equivalent	Single Mount
Stabilised Class-1:	6"	10	Stabilised Old Class-1:	6"	6
Stabilised Class-2:	7-8"	12	Stabilised Old Class-2:	7-8"	8
Stabilised Class-3:	9.2-10"	18	Stabilised Old Class-3:	9.2-10"	12
Stabilised Class-4:	11"	30	Stabilised Old Class-4:	11"	16
Stabilised Class-5:	12-13.5"	42	Stabilised Old Class-5:	12-13.5"	22
Stabilised Class-6:	15-16"	--	Stabilised Old Class-6:	15-16"	32

Civilians

Because of the lack of any fighter-like objects in the setting, I've used tractor beams to represent meteor defence systems, which are present merely to give some units a non-zero Offensive Rating. Point Defence Systems represent non-marine infantry and armoured vehicles to give troop transports a much higher CRAT than would otherwise be the case. Convoys consist of eight average-sized freighters or transports.

Civilian Freighter Convoy (33)

-Tech: Engine: -2 Fighter: 0 Shield: -1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 4-3-2-1
Fractional Engines: 4-2
Weapons: 16-8
Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[TT] |[TT] |[TT] |[TT] // (2)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[TT] |[TT] |[TT] |[TT] // (2)

Equipment: Tractor Beams (8) (OOOO OOOO) (4)
Traits: Cargo [Civilian] (24) [TL 2], Hospital (2) [TL 2],
Transport (4) [TL 2]
Munitions:

Civilian Fast Freighter Convoy (32)

-Tech: Engine: -2 Fighter: 0 Shield: -1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 4-3-2-1
Fractional Engines: 5-3
Weapons: 16-8
Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[RT] |[RT] |[RT] |[RT] // (2)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[RT] |[RT] |[RT] |[RT] // (2)

Equipment: Tractor Beams (8) (OOOO OOOO) (4)
Traits: Cargo [Civilian] (24) [TL 2], Hospital (2) [TL 2],
Transport (4) [TL 2]
Munitions:

Civilian Troop Transport Convoy (73)

-Tech: Engine: -2 Fighter: 0 Shield: -1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 4-3-2-1
Fractional Engines: 5-3
Weapons: 49-25
Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[TT] |[TT] |[TT] |[TT] // (2)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[TT] |[TT] |[TT] |[TT] // (2)

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)
(1) 0x6+/0/0
(2) 3x6+/1/1
[FR] [FR] |[FR] [FR] |[FR] [FR] |[FR] [FR] // (4)

Equipment: Point-Defence Systems (24) (OOOO
OOOO OOOO OOOO OOOO OOOO), Stealth (1) (O),
Tractor Beams (8) (OOOO OOOO) (17)
Traits: Hospital (4) [TL 2], Transport (16) [TL 2]
Munitions:

Civilian Hospital Ship (15)

-Tech: Engine: -1 Fighter: 0 Shield: -1 Weapon: Ind. TL

Hull: 2-1
Fractional Engines: 4-2
Weapons: 6-3
Shields: 0-0

Equipment: Stealth (2) (OO), Tractor Beams (4)
(OOOO) (3)
Traits: Hospital (4) [TL 2], Science (1) [TL 2]
Munitions:

The two levels of stealth for the hospital ship is not a physical defence, but rather a psychological one.

Civilian Repair Ship (16)

-Tech: Engine: -1 Fighter: 0 Shield: -1 Weapon: Ind. TL

Hull: 2-1

Fractional Engines: 4-2

Weapons: 10-5

Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[LP] |[RP] |[PP] |[SS] |[LA] |[RA] | // (3)

Equipment: Tractor Beams (4) (OOOO) (2)

Traits: Cargo [Civilian] (4) [TL 2], Repair (4) [TL 2],

Transport (2) [TL 2]

Munitions:

Civilian Armed Freighter Convoy (55)

-Tech: Engine: -2 Fighter: 0 Shield: -1 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 4-3-2-1

Fractional Engines: 4-2

Weapons: 40-20

Shields: 0-0

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[TT] [TT] |[TT] [TT] |[TT] [TT] |[TT] [TT] // (4)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[TT] [TT] |[TT] [TT] |[TT] [TT] |[TT] [TT] // (4)

Old Patrol Rocket Launcher ©©© [TL -1]

(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]

(NPr/Inc/Lnc/Dly/Slw-3)

(2) 1x3+/2/1 // (1) 0x4+/0/0

(3) 1x3+/1/1 // (3) 1x4+/1/1

[FR] [FR] |[FR] [FR] |[FR] [FR] |[FR] [FR] // (4)

Old Patrol Rocket Launcher ©©© [TL -1]

(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]

(NPr/Inc/Lnc/Dly/Slw-3)

(2) 1x3+/2/1 // (1) 0x4+/0/0

(3) 1x3+/1/1 // (3) 1x4+/1/1

[AR] [AR] |[AR] [AR] |[AR] [AR] |[AR] [AR] // (4)

Equipment: Tractor Beams (8) (OOOO OOOO) (4)

Traits: Cargo [Civilian] (16) [TL 2], Hospital (2) [TL 2],

Transport (4) [TL 2]

Munitions:

Civilian Fast Armed Freighter Convoy (56)

-Tech: Engine: -2 Fighter: 0 Shield: -1 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 4-3-2-1

Fractional Engines: 5-3

Weapons: 32-16

Shields: 0-0

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[TT] [TT] |[TT] [TT] |[TT] [TT] |[TT] [TT] // (4)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[TT] [TT] |[TT] [TT] |[TT] [TT] |[TT] [TT] // (4)

Old Patrol Rocket Launcher ©©© [TL -1]

(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]

(NPr/Inc/Lnc/Dly/Slw-3)

(2) 1x3+/2/1 // (1) 0x4+/0/0

(3) 1x3+/1/1 // (3) 1x4+/1/1

[GL] [GL] |[GL] [GL] |[GL] [GL] |[GL] [GL] // (4)

Equipment: Tractor Beams (8) (OOOO OOOO) (4)

Traits: Cargo [Civilian] (16) [TL 2], Hospital (2) [TL 2],

Transport (4) [TL 2]

Munitions:

Civilian Ammunition Ship/Fuel Tanker (15)

-Tech: Engine: -1 Fighter: 0 Shield: -1 Weapon: Ind. TL

Hull: 2-1

Fractional Engines: 4-2

Weapons: 4-2

Shields: 0-0

Equipment: Tractor Beams (4) (OOOO) (2)

Traits: Ionized Hull, Cargo [Military] (5) [TL 2]

Munitions:

Ammunition and fuel ships, by their nature, need safe storage systems which the ionized hull represents.

Civilian Armed Troop Transport Convoy (87)

-Tech: Engine: -2 Fighter: 0 Shield: -1 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 4-3-2-1

Fractional Engines: 5-3

Weapons: 65-33

Shields: 0-0

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[TT] [TT] |[TT] [TT] |[TT] [TT] |[TT] [TT] //(4)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[TT] [TT] |[TT] [TT] |[TT] [TT] |[TT] [TT] //(4)

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)

(1) 0x6+/0/0

(2) 3x6+/1/1

[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[FR] [FR] [FR]

[FR] |[FR] [FR] [FR] [FR] //(8)

Equipment: Point-Defence Systems (24) (OOOO
OOOO OOOO OOOO OOOO OOOO), Stealth (1) (O),

Tractor Beams (8) (OOOO OOOO) (17)

Traits: Hospital (4) [TL 2], Transport (8) [TL 2]

Munitions:

Civilian Passenger Liner (21)

-Tech: Engine: -1 Fighter: 0 Shield: -1 Weapon: Ind. TL

Hull: 2-1

Fractional Engines: 4-2

Weapons: 14-7

Shields: 0-0

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] //(2)

Old Patrol Rocket Launcher ©©© [TL -1]

(NPr/Inc/Lnc/Slw-3) //-Neutron Mode ©©© [TL -1]

(NPr/Inc/Lnc/Dly/Slw-3)

(2) 1x3+/2/1 //(1) 0x4+/0/0

(3) 1x3+/1/1 //(3) 1x4+/1/1

[FF] |[AA] //(1)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] //(2)

Equipment: Tractor Beams (4) (OOOO) (2)

Traits: Cargo [Civilian] (4) [TL 2], Hospital (1) [TL 2],

Transport (4) [TL 2]

Munitions:

Civilian Auxiliary Q-Ship Convoy (62)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 4-3-2-1

Fractional Engines: 4-2

Weapons: 40-20

Shields: 1-1

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[TT] [TT] |[TT] [TT] |[TT] [TT] |[TT] [TT] // (4)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[TT] [TT] |[TT] [TT] |[TT] [TT] |[TT] [TT] // (4)

Old Patrol Rocket Launcher ©©© [TL -1]

(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]

(NPr/Inc/Lnc/Dly/Slw-3)

(2) 1x3+/2/1 // (1) 0x4+/0/0

(3) 1x3+/1/1 // (3) 1x4+/1/1

[FR] [FR] |[FR] [FR] |[FR] [FR] |[FR] [FR] // (4)

Old Patrol Rocket Launcher ©©© [TL -1]

(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]

(NPr/Inc/Lnc/Dly/Slw-3)

(2) 1x3+/2/1 // (1) 0x4+/0/0

(3) 1x3+/1/1 // (3) 1x4+/1/1

[AR] [AR] |[AR] [AR] |[AR] [AR] |[AR] [AR] // (4)

Equipment: Tractor Beams (8) (OOOO OOOO) (4)

Traits: Cargo [Civilian] (16) [TL 2], Hospital (2) [TL 2],

Transport (2) [TL 2]

Munitions:

Civilian Auxiliary Fast Q-Ship Convoy (62)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 4-3-2-1

Fractional Engines: 5-3

Weapons: 32-16

Shields: 1-1

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[TT] [TT] |[TT] [TT] |[TT] [TT] |[TT] [TT] // (4)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[TT] [TT] |[TT] [TT] |[TT] [TT] |[TT] [TT] // (4)

Old Patrol Rocket Launcher ©©© [TL -1]

(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]

(NPr/Inc/Lnc/Dly/Slw-3)

(2) 1x3+/2/1 // (1) 0x4+/0/0

(3) 1x3+/1/1 // (3) 1x4+/1/1

[GL] [GL] |[GL] [GL] |[GL] [GL] |[GL] [GL] // (4)

Equipment: Tractor Beams (8) (OOOO OOOO) (4)

Traits: Cargo [Civilian] (16) [TL 2], Hospital (2) [TL 2],

Transport (2) [TL 2]

Munitions:

Civilian Auxiliary Courier (9)

-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL

Hull: 1

Fractional Engines: 8-4

Weapons: 5-3

Shields: 0-0

Equipment: Stealth (3) (OOO), Tractor Beams (2) (OO)
(3)

Traits:

Munitions:

Civilian Auxiliary Assault Transport Convoy (95)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 4-3-2-1

Fractional Engines: 5-3

Weapons: 65-33

Shields: 1-1

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[TT] [TT] |[TT] [TT] |[TT] [TT] |[TT] [TT] // (4)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[TT] [TT] |[TT] [TT] |[TT] [TT] |[TT] [TT] // (4)

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)

(1) 0x6+/0/0

(2) 3x6+/1/1

[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[FR] [FR] [FR]

[FR] |[FR] [FR] [FR] [FR] // (8)

Equipment: Point-Defence Systems (24) (OOOO
OOOO OOOO OOOO OOOO OOOO), Stealth (1) (O),
Tractor Beams (8) (OOOO OOOO) (17)

Traits: Hospital (4) [TL 2], Transport (8) [TL 2]

Munitions:

Old Civilian Freighter Convoy (24)

-Tech: Engine: -2 Fighter: 0 Shield: -2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 3-2-1

Fractional Engines: 3-2

Weapons: 12-6

Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[TT] |[TT] |[TT] |[TT] |[TT] |[TT] | // (3)

Equipment: Tractor Beams (6) (OOOOOO) (3)

Traits: Solar Sails, Cargo [Civilian] (18) [TL 2], Transport
(3) [TL 2]

Munitions:

*Old civilian convoys differ from normal civilian convoys
in consisting only of six rather than eight vessels,
possessing the Solar Sails trait and having a slower
nominal maximum speed. In addition, there are no
variants of old convoys. These units are
contemporaneous with either Old or Obsolete vessels.*

Civilian Auxiliary Survey Cruiser (24)

-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL

Hull: 2-1

Fractional Engines: 4-2

Weapons: 14-7

Shields: 1-1

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Old Patrol Rocket Launcher ©©© [TL -1]

(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]

(NPr/Inc/Lnc/Dly/Slw-3)

(2) 1x3+/2/1 // (1) 0x4+/0/0

(3) 1x3+/1/1 // (3) 1x4+/1/1

[FF] |[AA] // (1)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: Tractor Beams (4) (OOOO) (2)

Traits: Cargo [Civilian] (3) [TL 2], Hospital (1) [TL 2],
Science (3) [TL 2]

Munitions:

Old Civilian Fast Freighter Convoy (24)

-Tech: Engine: -2 Fighter: 0 Shield: -2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 3-2-1

Fractional Engines: 4-2

Weapons: 12-6

Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[RT] |[RT] |[RT] |[RT] |[RT] |[RT] | // (3)

Equipment: Tractor Beams (6) (OOOOOO) (3)

Traits: Solar Sails, Cargo [Civilian] (18) [TL 2], Transport
(3) [TL 2]

Munitions:

Old Civilian Troop Transport Convoy (49)

-Tech: Engine: -2 Fighter: 0 Shield: -2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 3-2-1

Fractional Engines: 4-2

Weapons: 36-18

Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[TT] |[TT] |[TT] |[TT] |[TT] |[TT] | // (3)

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)

(1) 0x6+/0/0

(2) 3x6+/1/1

[FR] |[FR] |[FR] |[FR] |[FR] |[FR] | // (3)

Equipment: Point-Defence Systems (18) (OOO OOO
OOO OOO OOO OOO), Tractor Beams (6) (OOOOOO)
(12)

Traits: Solar Sails, Hospital (3) [TL 2], Transport (12)
[TL 2]

Munitions:

Old Civilian Hospital Ship (8)

-Tech: Engine: -1 Fighter: 0 Shield: -2 Weapon: Ind. TL

Hull: 1

Fractional Engines: 3-2

Weapons: 3-2

Shields: 0-0

Equipment: Stealth (1) (O), Tractor Beams (2) (OO) (2)

Traits: Solar Sails, Hospital (2) [TL 2]

Munitions:

Old Civilian Fleet Support Ship (8)

-Tech: Engine: -1 Fighter: 0 Shield: -2 Weapon: Ind. TL

Hull: 1

Fractional Engines: 3-2

Weapons: 6-3

Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: Tractor Beams (2) (OO) (1)

Traits: Solar Sails, Cargo [Military] (2) [TL 2], Repair (2)
[TL 2], Transport (1) [TL 2]

Munitions:

Civilian Bases

Civilian Orbital Warehouse Complex (24)

-Tech: Engine: -2 Fighter: 0 Shield: -1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: [*]-3-2-1
Engines: N/A
Weapons: 8-4
Shields: 0-0

Equipment: Tractor Beams (8) (OOOO OOOO) (4)
Traits: Bulkheads (1), Immobile, Cargo [Civilian] (24)
[TL 2]
Munitions:

Civilian Orbital Shipyard (49)

-Tech: Engine: -2 Fighter: 0 Shield: -1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 4-3-2-1
Engines: N/A
Weapons: 28-14
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 1x4+/2/1
(3) 1x4+/1/1
[Fwd] |[Port] |[Stbd] |[Aft] // (2)

Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/4/1 // (1) 1x4+/3/1
(2) 1x4+/3/1
(3) 1x4+/2/1
(4) 1x4+/1/1
[Fwd] |[Port] |[Stbd] |[Aft] // (2)

Equipment: Damage Control Parties (12) (OOOO
OOOO OOOO), Tractor Beams (8) (OOOO OOOO) (10)
Traits: Immobile, Repair (16) [TL 2], Transport (6) [TL
2]
Munitions:

Civilian Ammunition/Fuel Depot (48)

-Tech: Engine: -2 Fighter: 0 Shield: -1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: [*]-3-2-1
Engines: N/A
Weapons: 20-10
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/4/1 // (1) 1x4+/3/1
(2) 1x4+/3/1
(3) 1x4+/2/1
(4) 1x4+/1/1
[Fwd] |[Port] |[Stbd] |[Aft] // (2)

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 1x4+/2/1
(3) 1x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] //
(4)

Equipment: Tractor Beams (8) (OOOO OOOO) (4)
Traits: Bulkheads (1), Immobile, Ionized Hull, Cargo
[Military] (8) [TL 2]
Munitions:

Civilian Orbital Barracks (46)

-Tech: Engine: -2 Fighter: 0 Shield: -1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: [*]-2-1
Engines: N/A
Weapons: 24-12
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 1x4+/2/1
(3) 1x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] //
(4)

Equipment: Point-Defence Systems (12) (OOOO
OOOO OOOO), Tractor Beams (4) (OOOO) (8)
Traits: Bulkheads (1), Immobile, Cargo [Military] (4)
[TL 2], Hospital (2) [TL 2], Transport (1) [TL 2]
Munitions:

Civilian Light Orbital Shipyard (25)

-Tech: Engine: -2 Fighter: 0 Shield: -1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 2-1
Engines: N/A
Weapons: 13-7
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 1x4+/2/1
(3) 1x4+/1/1
[Fwd] |[Port] |[Stbd] |[Aft] |[TT] // (3)

Equipment: Damage Control Parties (4) (OOOO),
Tractor Beams (4) (OOOO) (4)
Traits: Immobile, Repair (8) [TL 2], Transport (2) [TL 2]
Munitions:

Civilian Class-1 Orbital Base (93)

-Tech: Engine: -2 Fighter: 0 Shield: -1 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Hull: 6-5-4-3-2-1

Engines: N/A

Weapons: 36-24-12

Shields: 8-6-3

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/4/1 // (1) 1x4+/3/1

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] //
(4)

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 1x4+/2/1

(3) 1x4+/1/1

[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] //
(4)

Base BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[FPS] [FPS] |[FPA] [FPA] |[FSA] [FSA] |[APS] [APS] //
(4)

Equipment: Damage Control Parties (6) (OOOOOO),
Tractor Beams (6) (OOOOOO) (6)
Traits: Immobile, Cargo [Civilian] (12) [TL 2], Hospital
(6) [TL 2], Repair (6) [TL 2], Science (3) [TL 2]
Munitions:

Civilian Class-2 Orbital Base (190)

-Tech: Engine: -2 Fighter: 0 Shield: -1 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 6-5-4-3-2-1

-Port: 6-5-4-3-2-1

-Stbd: 6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [*]-[*]-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 74-62-50-37-25-13

Shields: 8-7-6-4-3-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/4/1 // (1) 1x4+/3/1

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] // (8)

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 1x4+/2/1

(3) 1x4+/1/1

[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] |[TT]
|[TT] | // (9)

Base BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[FPS] [FPS] [FPS] [FPS] |[FPA] [FPA] [FPA] [FPA] |[FSA]
[FSA] [FSA] [FSA] |[APS] [APS] [APS] [APS] // (8)

Equipment: Damage Control Parties (12) (OOOO
OOOO OOOO), Tractor Beams (12) (OOOO OOOO
OOOO) (12)
Traits: Bulkheads (2), Immobile, Cargo [Civilian] (20)
[TL 2], Hospital (10) [TL 2], Repair (10) [TL 2], Science
(5) [TL 2]
Munitions:

Civilian Class-3 Orbital Base (297)

-Tech: Engine: -2 Fighter: 0 Shield: -1 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 12-11-10-9-8-7-6-5-4-3-2-1

-Port: 12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 12-11-10-9-8-7-6-5-4-3-2-1

Hull: [*]-[*]-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 110-97-83-69-55-42-28-14

Shields: 8-7-6-5-4-3-2-1

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Base BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/4/1 // (1) 1x4+/3/1

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft]

[Aft] [Aft] |[TT] |[TT] | // (11)

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 1x4+/2/1

(3) 1x4+/1/1

[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd]

[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (16)

Base BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[FPS] [FPS] [FPS] [FPS] [FPS] [FPS] |[FPA] [FPA] [FPA] [FPA] [FPA] [FPA] |[FSA] [FSA] [FSA] [FSA] [FSA] [FSA] |[APS]

[APS] [APS] [APS] [APS] [APS] // (12)

Equipment: Damage Control Parties (16) (OOOO OOOO OOOO OOOO), Tractor Beams (16) (OOOO OOOO OOOO OOOO) (16)

Traits: Bulkheads (2), Immobile, Cargo [Civilian] (36) [TL 2], Hospital (12) [TL 2], Repair (12) [TL 2], Science (6) [TL 2]

Munitions:

Civilian Light Capital Base (492)

-Tech: Engine: -2 Fighter: 0 Shield: -1 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: [*]-[*]-[*]-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 140-126-112-98-84-70-56-42-28-14

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Base BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/4/1 // (1) 1x4+/3/1

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd]
|[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (12)

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 1x4+/2/1

(3) 1x4+/1/1

[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port]
[Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft]
[Aft] [Aft] [Aft] // (20)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FPS] [FPS] [FPS] [FPS] |[FPA] [FPA] [FPA] [FPA] |[FSA] [FSA] [FSA] [FSA] |[APS] [APS] [APS] [APS] // (8)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FPS] [FPS] [FPS] [FPS] |[FPA] [FPA] [FPA] [FPA] |[FSA] [FSA] [FSA] [FSA] |[APS] [APS] [APS] [APS] // (8)

Stabilised Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(2) 1x3+/1/3 // (1) 1x2+/1/1

(6) 1x4+/1/3 // (3) 1x3+/1/1

(7) 1x4+/1/2 // (6) 1x4+/1/1

[XX] |[YY] |[ZZ] |[TT] // (2)

Equipment: Damage Control Parties (20) (OOOO OOOO OOOO OOOO OOOO), Tractor Beams (20) (OOOO OOOO
OOOO OOOO OOOO) (20)

Traits: Bulkheads (3), Immobile, Cargo [Civilian] (24) [TL 2], Hospital (16) [TL 2], Repair (16) [TL 2], Science (12) [TL 2]

Munitions:

Civilian Capital Base (747)

-Tech: Engine: -2 Fighter: 0 Shield: -1 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-[*]-[*]-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 212-199-186-173-159-146-133-120-106-93-80-67-53-40-27-14

Shields: 12-12-11-10-9-9-8-7-6-6-5-4-3-3-2-1

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Base BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/4/1 // (1) 1x4+/3/1

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] | [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] | [Stbd] [Stbd]
[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] | [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (16)

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 1x4+/2/1

(3) 1x4+/1/1

[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] | [Port] [Port] [Port] [Port] [Port] [Port]
[Port] [Port] [Port] [Port] [Port] [Port] | [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd]
[Stbd] | [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (24)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FPS] [FPS] [FPS] [FPS] [FPS] [FPS] [FPS] [FPS] | [FPA] [FPA] [FPA] [FPA] [FPA] [FPA] [FPA] [FPA] | [FSA] [FSA] [FSA] [FSA]
[FSA] [FSA] [FSA] [FSA] | [APS] [APS] [APS] [APS] [APS] [APS] [APS] [APS] // (16)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FPS] [FPS] [FPS] [FPS] [FPS] [FPS] [FPS] [FPS] | [FPA] [FPA] [FPA] [FPA] [FPA] [FPA] [FPA] [FPA] | [FSA] [FSA] [FSA] [FSA]
[FSA] [FSA] [FSA] [FSA] | [APS] [APS] [APS] [APS] [APS] [APS] [APS] [APS] // (16)

Stabilised Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(2) 1x3+/1/3 // (1) 1x2+/1/1

(6) 1x4+/1/3 // (3) 1x3+/1/1

(7) 1x4+/1/2 // (6) 1x4+/1/1

[XX] | [YY] | [ZZ] | [TT] // (2)

Equipment: Damage Control Parties (32) (OOOO OOOO OOOO OOOO OOOO OOOO OOOO OOOO), Tractor Beams
(32) (OOOO OOOO OOOO OOOO OOOO OOOO OOOO OOOO) (32)

Traits: Bulkheads (8), Immobile, Cargo [Civilian] (36) [TL 2], Hospital (32) [TL 2], Repair (32) [TL 2], Science (20) [TL 2]

Munitions:

Old Civilian Orbital Warehouse Complex (24)

-Tech: Engine: -2 Fighter: 0 Shield: -2 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: [*]-3-2-1
Engines: N/A
Weapons: 8-4
Shields: 0-0

Equipment: Tractor Beams (8) (OOOO OOOO) (4)
Traits: Bulkheads (1), Immobile, Cargo [Civilian] (16)
[TL 1]
Munitions:

Old Civilian Ammunition/Fuel Depot (36)

-Tech: Engine: -2 Fighter: 0 Shield: -2 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 3-2-1
Engines: N/A
Weapons: 16-8
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 1x4+/2/1
(3) 1x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] //
(4)

Equipment: Tractor Beams (8) (OOOO OOOO) (4)
Traits: Immobile, Ionized Hull, Cargo [Military] (6) [TL
1]
Munitions:

Old Civilian Orbital Barracks (32)

-Tech: Engine: -2 Fighter: 0 Shield: -2 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 2-1
Engines: N/A
Weapons: 20-10
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 1x4+/2/1
(3) 1x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] //
(4)

Equipment: Point-Defence Systems (8) (OOOO
OOOO), Tractor Beams (4) (OOOO) (6)
Traits: Immobile, Cargo [Military] (4) [TL 1], Hospital
(1) [TL 1], Transport (1) [TL 1]
Munitions:

Old Civilian Orbital Base (62)

-Tech: Engine: -2 Fighter: 0 Shield: -2 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Hull: 5-4-3-2-1

Engines: N/A

Weapons: 32-22-11

Shields: 4-3-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/4/1 // (1) 1x4+/3/1

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] //
(4)

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 1x4+/2/1

(3) 1x4+/1/1

[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] //
(4)

Base BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[FPS] [FPS] |[FPA] [FPA] |[FSA] [FSA] |[APS] [APS] //
(4)

Equipment: Damage Control Parties (3) (OOO), Tractor
Beams (5) (OOOOO) (4)

Traits: Immobile, Cargo [Civilian] (8) [TL 1], Hospital
(4) [TL 1], Repair (4) [TL 1], Transport (2) [TL 1]

Munitions:

Old Civilian Capital Base (168)

-Tech: Engine: -2 Fighter: 0 Shield: -2 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Hull: [*]-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 74-62-50-37-25-13

Shields: 4-4-3-2-2-1

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/4/1 // (1) 1x4+/3/1

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft]
|[TT2] [TT2] // (9)

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 1x4+/2/1

(3) 1x4+/1/1

[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] // (8)

Base BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[FPS] [FPS] [FPS] [FPS] |[FPA] [FPA] [FPA] [FPA] |[FSA]
[FSA] [FSA] [FSA] |[APS] [APS] [APS] [APS] // (8)

Equipment: Damage Control Parties (12) (OOOO
OOOO OOOO), Tractor Beams (12) (OOOO OOOO
OOOO) (12)

Traits: Bulkheads (1), Immobile, Cargo [Civilian] (24)
[TL 1], Cargo [Military] (4) [TL 1], Hospital (4) [TL 1],
Repair (4) [TL 1], Science (2) [TL 1], Transport (4) [TL 1]
Munitions:

Old Ships

Lighter vessels were able to utilise the DEPICT drive, but needed a support tender to operate far from their home base (not modelled, but could be any unit type). There were two light unit types—the plasma rocket boat and the ramboat.

Old Light Plasma Rocket Boat Flotilla (6 LPRB) (28)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 8-4

Weapons: 5-3

Shields: 0-0

Plasma Rocket Pack [TL -1] (Pr2/SLn/Exp)

(2) 2x4+/2/2

[FF] @ [FF] @ [FF] @ // (2)

Equipment: Countermeasures (2) (OO) (1)

Traits:

Munitions:

Old Plasma Rocket Boat Flotilla (6 PRB) (41)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

Hull: 2-1

Fractional Engines: 8-4

Weapons: 11-6

Shields: 0-0

Reloadable Plasma Rocket Pack ©©© [TL -1]

(Pr2/SLn/Slw-3)

(2) 2x4+/2/2

[FF] |[FF] |[FF] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FH] [FH] |[FH] [FH] |[FH] [FH] // (3)

Equipment: Countermeasures (2) (OO) (1)

Traits:

Munitions:

Old Heavy Plasma Rocket Boat Flotilla (6 HPRB) (73)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

Hull: 3-2-1

Fractional Engines: 8-4

Weapons: 20-10

Shields: 0-0

Reloadable Plasma Rocket Pack ©©© [TL -1]

(Pr2/SLn/Slw-3)

(2) 2x4+/2/2

[FF] [FF] |[FF] [FF] |[FF] [FF] // (3)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FF] |[FF] |[FF] |[FF] |[FF] |[FF] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[AX] |[AX] |[AX] |[AX] |[AX] |[AX] | // (3)

Equipment: Countermeasures (2) (OO) (1)

Traits:

Munitions:

Old Light Ramboat Flotilla (6 LRmB) (19)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 10-5

Weapons: 8-4

Shields: 2-1

-Fwd: 2-1

Single-Use Plasma Ram [TL -2] (Mdl/Lnc/Knt/Exp)

(1) 1x6+/1/1

[FR] @ [FR] @ [FR] @ [FR] @ [FR] @ [FR] @ // (3)

Equipment: Countermeasures (2) (OO) (1)

Traits:

Munitions:

Old Plasma Rocket Gunboat Flotilla (3 PRGB) (75)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

Screens: 1

Hull: 3-2-1

Fractional Engines: 8-4

Weapons: 19-10

Shields: 1-1

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FX] |[FX] |[FX] |[AX] |[AX] |[AX] | // (3)

Reloadable Plasma Rocket Pack ©©© [TL -1]

(Pr2/SLn/Slw-3)

(2) 2x4+/2/2

[FF] [FF] |[FF] [FF] |[FF] [FF] // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FX] |[FX] |[FX] |[AX] |[AX] |[AX] | // (3)

Equipment: Countermeasures (1) (O) (1)

Traits:

Munitions:

Old Ramboat Flotilla (6 RmB) (48)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

Hull: 2-1

Fractional Engines: 10-5

Weapons: 14-7

Shields: 2-1

-Fwd: 2-1

Plasma Ram [TL -2] (Mdl/Lnc/Knt/Ex4)

(1) 1x6+/1/1

[FR] @@@@ [FR] @@@@ [FR] @@@@ [FR]

@@@@ [FR] @@@@ [FR] @@@@ // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FH] [FH] |[FH] [FH] |[FH] [FH] // (3)

Equipment: Countermeasures (2) (OO) (1)

Traits:

Munitions:

Old Heavy Plasma Rocket Ram (42)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

Hull: 2-1

Fractional Engines: 8-4

Weapons: 13-7

Shields: 5-3

-Fwd: 2-1

-Port: 1

-Stbd: 1

-Aft: 1

Reinforced Plasma Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] // (2)

Reloadable Plasma Rocket Pack ©©© [TL -1]

(Pr2/SLn/Slw-3)

(2) 2x4+/2/2

[P+S] // (1)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FX] [FX] |[AX] [AX] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FX] [FX] |[AX] [AX] // (2)

Equipment: Countermeasures (1) (O) (1)

Traits:

Munitions:

Old Heavy Ramboat Flotilla (6 HRmB) (87)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

Hull: 3-2-1

Fractional Engines: 10-5

Weapons: 32-16

Shields: 2-1

-Fwd: 2-1

Plasma Ram [TL -2] (Mdl/Lnc/Knt/Ex4)

(1) 1x6+/1/1

[FR] @@@@ [FR] @@@@ [FR] @@@@ [FR]

@@@@ [FR] @@@@ [FR] @@@@ [FR] @@@@

[FR] @@@@ [FR] @@@@ [FR] @@@@ [FR]

@@@@ [FR] @@@@ // (6)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FF] |[FF] |[FF] |[FF] |[FF] |[FF] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[AX] |[AX] |[AX] |[AX] |[AX] |[AX] | // (3)

Plasma Rocket Launcher @@@ [TL -1] (Pr2/SLn/Slw-3)

(1) 1x5+/2/2

(2) 1x6+/2/2

[P+S] |[P+S] |[P+S] |[P+S] |[P+S] |[P+S] | // (3)

Equipment: Countermeasures (2) (OO) (1)

Traits:

Munitions:

Old Ram Gunboat Flotilla (3 RmGB) (79)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

Screens: 1

Hull: 3-2-1

Fractional Engines: 10-5

Weapons: 22-11

Shields: 2-1

-Fwd: 2-1

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FX] |[FX] |[FX] |[AX] |[AX] |[AX] | // (3)

Reloadable Plasma Rocket Pack @@@ [TL -1]

(Pr2/SLn/Slw-3)

(2) 2x4+/2/2

[FF] |[FF] |[FF] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FX] |[FX] |[FX] |[AX] |[AX] |[AX] | // (3)

Reinforced Plasma Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] [FR] [FR] // (3)

Equipment: Countermeasures (1) (O) (1)

Traits:

Munitions:

Old Heavy Monitor Ram (41)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

Hull: 2-1

Fractional Engines: 8-4

Weapons: 13-7

Shields: 5-3

-Fwd: 2-1

-Port: 1

-Stbd: 1

-Aft: 1

Reinforced Plasma Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] // (2)

Old Class-2 Railgun Turret [TL -1] (NPr) // -AP Mode

[TL -1] (-)

(2) 1x3+/2/2 // (1) 1x2+/2/1

(3) 1x4+/2/2 // (2) 1x3+/2/1

(5) 1x4+/1/2 // (3) 1x4+/2/1

(6) 1x5+/1/2 // (5) 1x4+/1/1

[GCD] // (1)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FX] [FX] |[AX] [AX] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FX] [FX] |[AX] [AX] // (2)

Equipment: Countermeasures (1) (O) (1)

Traits:

Munitions:

Old Sloop-Frigate (53)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: 2-1

Fractional Engines: 6-3

Weapons: 17-9

Shields: 2-1

-Port: 1

-Stbd: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[Port] [Port] |[Stbd] [Stbd] // (2)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(1) 1x3+/1/2 // (1) 1x4+/1/1

(2) 1x4+/1/2 // (2) 1x5+/1/1

(4) 1x5+/1/2 // (3) 1x5+/1/1

[GC] |[GD] |[CL] |[DL] // (2)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: Countermeasures (1) (O) (1)

Traits: Solar Sails

Munitions:

Frigates and ships of the line are the 'standard' old naval vessel, and are analogous to the first generation of ironclad ship.

Old 4th-Rate SotL (55)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: [*]-2-1
Fractional Engines: 5-3
Weapons: 18-9
Shields: 2-1
-Port: 1
-Stbd: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[PP] [PP] |[SS] [SS] // (2)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(1) 1x3+/1/2 // (1) 1x4+/1/1
(2) 1x4+/1/2 // (2) 1x5+/1/1
(4) 1x5+/1/2 // (3) 1x5+/1/1
[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)
Traits: Bulkheads (1), Solar Sails
Munitions:

Old 3rd-Rate SotL (83)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 2-1

Hull: [*]-[*]-3-2-1
Fractional Engines: 5-4-2
Weapons: 24-16-8
Shields: 4-3-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(1) 1x3+/1/2 // (1) 1x4+/1/1
(2) 1x4+/1/2 // (2) 1x5+/1/1
(4) 1x5+/1/2 // (3) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/2 // (1) 1x3+/1/1
(3) 1x4+/1/2 // (3) 1x4+/1/1
(5) 1x5+/1/2 // (4) 1x5+/1/1
(6) 1x6+/1/2 // (5) 1x5+/1/1
[CD] |[CD] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Equipment: (0)
Traits: Bulkheads (2), Solar Sails
Munitions:

Old 2nd-Rate SotL (103)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 5-4-3-2-1
-Stbd: 5-4-3-2-1
-Aft: 2-1

Hull: [*]-[*]-4-3-2-1
Fractional Engines: 5-4-2
Weapons: 30-20-10
Shields: 4-3-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[SS] [SS] |[SS] [SS] // (4)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(2) 1x3+/1/2 // (1) 1x3+/1/1
(3) 1x4+/1/2 // (3) 1x4+/1/1
(5) 1x5+/1/2 // (4) 1x5+/1/1
(6) 1x6+/1/2 // (5) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Old Class-1 Railgun Turret [TL -1] (NPr) // -AP Mode
[TL -1] (-)

(1) 1x3+/2/2 // (1) 1x4+/2/1
(2) 1x4+/2/2 // (2) 1x4+/2/1
(4) 1x4+/1/2 // (3) 1x4+/1/1
[CD] |[CD] // (1)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)

Traits: Bulkheads (2), Solar Sails, Cargo [Military] (1)

Munitions:

Old 1st-Rate SotL (137)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 6-5-4-3-2-1
-Stbd: 6-5-4-3-2-1
-Aft: 2-1

Hull: [*]-[*]-[*]-5-4-3-2-1
Fractional Engines: 5-4-3-2
Weapons: 38-29-19-10
Shields: 6-5-3-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[Port] [Port] |[Stbd] [Stbd] |[SS]
[SS] |[SS] [SS] | // (6)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(2) 1x3+/1/2 // (1) 1x3+/1/1
(3) 1x4+/1/2 // (3) 1x4+/1/1
(5) 1x5+/1/2 // (4) 1x5+/1/1
(6) 1x6+/1/2 // (5) 1x5+/1/1
[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(2) 1x3+/1/3 // (1) 1x3+/1/1
(4) 1x4+/1/3 // (2) 1x3+/1/1
(6) 1x5+/1/3 // (4) 1x4+/1/1
(7) 1x6+/1/2 // (5) 1x5+/1/1
[PR] |[PR] |[SR] |[SR] // (2)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)

Traits: Bulkheads (3), Solar Sails, Cargo [Military] (1)

Munitions:

Old Brig-Frigate (53)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Hull: 2-1
Fractional Engines: 6-3
Weapons: 15-8
Shields: 2-1
-Port: 1
-Stbd: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[Port] [Port] |[Stbd] [Stbd] // (2)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/2 // (1) 1x3+/1/1
(3) 1x4+/1/2 // (3) 1x4+/1/1
(5) 1x5+/1/2 // (4) 1x5+/1/1
(6) 1x6+/1/2 // (5) 1x5+/1/1
[GCD] |[CDL] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Equipment: Countermeasures (1) (O) (1)
Traits: Solar Sails
Munitions:

Old 4th-Rate Gun SotL (54)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: [*]-2-1
Fractional Engines: 5-3
Weapons: 16-8
Shields: 2-1
-Port: 1
-Stbd: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[PP] [PP] |[SS] [SS] // (2)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/2 // (1) 1x3+/1/1
(3) 1x4+/1/2 // (3) 1x4+/1/1
(5) 1x5+/1/2 // (4) 1x5+/1/1
(6) 1x6+/1/2 // (5) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)
Traits: Bulkheads (1), Solar Sails
Munitions:

The brig-frigate and gun ships of the line possess fewer but heavier railguns.

Old 3rd-Rate Gun SotL (81)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 2-1

Hull: [*]-[*]-3-2-1
Fractional Engines: 5-4-2
Weapons: 22-15-8
Shields: 4-3-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[PP] [PP] |[SS] [SS] // (2)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(2) 1x3+/1/2 // (1) 1x3+/1/1
(3) 1x4+/1/2 // (3) 1x4+/1/1
(5) 1x5+/1/2 // (4) 1x5+/1/1
(6) 1x6+/1/2 // (5) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(2) 1x3+/1/3 // (1) 1x3+/1/1
(4) 1x4+/1/3 // (2) 1x3+/1/1
(6) 1x5+/1/3 // (4) 1x4+/1/1
(7) 1x6+/1/2 // (5) 1x5+/1/1
[PR] |[SR] // (1)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Equipment: (0)

Traits: Bulkheads (2), Solar Sails

Munitions:

Old 2nd-Rate Gun SotL (104)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 5-4-3-2-1
-Stbd: 5-4-3-2-1
-Aft: 2-1

Hull: [*]-[*]-4-3-2-1
Fractional Engines: 5-4-2
Weapons: 28-19-10
Shields: 4-3-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(2) 1x3+/1/3 // (1) 1x3+/1/1
(4) 1x4+/1/3 // (2) 1x3+/1/1
(6) 1x5+/1/3 // (4) 1x4+/1/1
(7) 1x6+/1/2 // (5) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Old Class-2 Railgun Turret [TL -1] (NPr) // -AP Mode
[TL -1] (-)

(2) 1x3+/2/2 // (1) 1x2+/2/1
(3) 1x4+/2/2 // (2) 1x3+/2/1
(5) 1x4+/1/2 // (3) 1x4+/2/1
(6) 1x5+/1/2 // (5) 1x4+/1/1
[PR] |[SR] // (1)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)

Traits: Bulkheads (2), Solar Sails, Cargo [Military] (1)

Munitions:

Old 1st-Rate Gun SotL (136)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 6-5-4-3-2-1
-Stbd: 6-5-4-3-2-1
-Aft: 2-1

Hull: [*]-[*]-[*]-5-4-3-2-1
Fractional Engines: 5-4-3-2
Weapons: 32-24-16-8
Shields: 6-5-3-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[PP] [PP] |[Port] [Port] |[Stbd] [Stbd] |[SS] [SS] // (4)

Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/3 // (1) 1x3+/1/1
(4) 1x4+/1/3 // (2) 1x3+/1/1
(6) 1x5+/1/3 // (4) 1x4+/1/1
(7) 1x6+/1/2 // (5) 1x5+/1/1
[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

Old Class-2 Railgun Turret [TL -1] (NPr) // -AP Mode
[TL -1] (-)
(2) 1x3+/2/2 // (1) 1x2+/2/1
(3) 1x4+/2/2 // (2) 1x3+/2/1
(5) 1x4+/1/2 // (3) 1x4+/2/1
(6) 1x5+/1/2 // (5) 1x4+/1/1
[CD] [CD] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)
Traits: Bulkheads (3), Solar Sails, Cargo [Military] (1)
Munitions:

Old 5th-Rate Battleship (53)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Hull: 2-1
Fractional Engines: 6-3
Weapons: 10-5
Shields: 6-3
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Plasma Ram [TL -2] (Mdl/Lnc/Knt/Ex4)
(1) 1x6+/1/1
[FR] @@@@ [FR] @@@@ [FR] @@@@ // (2)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/2 // (1) 1x3+/1/1
(3) 1x4+/1/2 // (3) 1x4+/1/1
(5) 1x5+/1/2 // (4) 1x5+/1/1
(6) 1x6+/1/2 // (5) 1x5+/1/1
[GCD] |[CDL] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[PH] |[SH] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[PH] |[SH] // (1)

Equipment: Countermeasures (1) (O) (1)
Traits: Solar Sails
Munitions:

Battleships are closer to central battery ironclads and lose the BiLPro batteries entirely in favour of plasma rams.

Old 4th-Rate Battleship (82)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 1

Hull: 3-2-1
Fractional Engines: 5-3
Weapons: 18-9
Shields: 6-3
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Reinforced Plasma Ram [TL -2] (Mdl/Lnc/Knt)
(1) 1x6+/1/1
[FR] [FR] [FR] [FR] // (2)

Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/3 // (1) 1x3+/1/1
(4) 1x4+/1/3 // (2) 1x3+/1/1
(6) 1x5+/1/3 // (4) 1x4+/1/1
(7) 1x6+/1/2 // (5) 1x5+/1/1
[GCD] |[CDL] |[GC] |[GD] |[CL] |[DL] | // (3)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 3rd-Rate Battleship (113)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 3-2-1
-Port: 5-4-3-2-1
-Stbd: 5-4-3-2-1
-Aft: 3-2-1

Hull: [*]-4-3-2-1
Fractional Engines: 5-4-2
Weapons: 24-16-8
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Reinforced Plasma Ram [TL -2] (Mdl/Lnc/Knt)
(1) 1x6+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] // (3)

Old Class-4 Railgun © [TL -1] (Slw) // -Shrapnel Mode
© [TL -1] (NPr/Inc/Dly/Slw)
(1) 1x2+/1/4 // (1) 1x3+/2/4
(2) 1x3+/1/4 // (2) 1x3+/2/2
(5) 1x4+/1/4 // (3) 1x3+/2/1
(7) 1x5+/1/4
(8) 1x6+/1/4
[GCD] |[CDL] // (1)

Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/3 // (1) 1x3+/1/1
(4) 1x4+/1/3 // (2) 1x3+/1/1
(6) 1x5+/1/3 // (4) 1x4+/1/1
(7) 1x6+/1/2 // (5) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Equipment: (0)
Traits: Bulkheads (1), Solar Sails
Munitions:

Old 2nd-Rate Battleship (134)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 3-2-1
-Port: 6-5-4-3-2-1
-Stbd: 6-5-4-3-2-1
-Aft: 3-2-1

Hull: [*]-5-4-3-2-1
Fractional Engines: 5-4-2
Weapons: 28-19-10
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Reinforced Plasma Ram [TL -2] (Mdl/Lnc/Knt)
(1) 1x6+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] // (3)

Old Class-5 Railgun © [TL -1] (Slw) // -Shrapnel Mode
© [TL -1] (NPr/Inc/Dly/Slw)
(2) 1x3+/1/6 // (1) 2x3+/1/4
(5) 1x4+/1/6 // (2) 1x3+/2/2
(6) 1x5+/1/6 // (3) 1x3+/2/1
(7) 1x5+/1/5
(8) 1x5+/1/4
[GCD] |[CDL] // (1)

Old Class-4 Railgun © [TL -1] (Slw) // -Shrapnel Mode
© [TL -1] (NPr/Inc/Dly/Slw)
(1) 1x2+/1/4 // (1) 1x3+/2/4
(2) 1x3+/1/4 // (2) 1x3+/2/2
(5) 1x4+/1/4 // (3) 1x3+/2/1
(7) 1x5+/1/4
(8) 1x6+/1/4
[GC] |[GD] |[CL] |[DL] // (2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)
Traits: Bulkheads (1), Solar Sails, Cargo [Military] (1)
Munitions:

Old 1st-Rate Battleship (169)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 3-2-1
-Port: 8-7-6-5-4-3-2-1
-Stbd: 8-7-6-5-4-3-2-1
-Aft: 3-2-1

Hull: [*]-[*]-6-5-4-3-2-1
Fractional Engines: 5-4-3-2
Weapons: 31-24-16-8
Shields: 7-6-4-2
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Reinforced Plasma Ram [TL -2] (Mdl/Lnc/Knt)
(1) 1x6+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] [FR] // (4)

Old Class-5 Railgun © [TL -1] (Slw) // -Shrapnel Mode
© [TL -1] (NPr/Inc/Dly/Slw)
(2) 1x3+/1/6 // (1) 2x3+/1/4
(5) 1x4+/1/6 // (2) 1x3+/2/2
(6) 1x5+/1/6 // (3) 1x3+/2/1
(7) 1x5+/1/5
(8) 1x5+/1/4
[GCD] |[CDL] // (1)

Old Class-4 Railgun © [TL -1] (Slw) // -Shrapnel Mode
© [TL -1] (NPr/Inc/Dly/Slw)
(1) 1x2+/1/4 // (1) 1x3+/2/4
(2) 1x3+/1/4 // (2) 1x3+/2/2
(5) 1x4+/1/4 // (3) 1x3+/2/1
(7) 1x5+/1/4
(8) 1x6+/1/4
[GC] |[GC] |[GD] |[GD] |[CL] |[DL] | // (3)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)
Traits: Bulkheads (2), Solar Sails, Cargo [Military] (1)
Munitions:

Old Monitor (52)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Hull: 2-1
Fractional Engines: 6-3
Weapons: 9-5
Shields: 6-3
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Plasma Ram [TL -2] (Mdl/Lnc/Knt/Ex4)
(1) 1x6+/1/1
[FR] @@@@ [FR] @@@@ [FR] @@@@ // (2)

Old Class-2 Railgun Turret [TL -1] (NPr) // -AP Mode
[TL -1] (-)
(2) 1x3+/2/2 // (1) 1x2+/2/1
(3) 1x4+/2/2 // (2) 1x3+/2/1
(5) 1x4+/1/2 // (3) 1x4+/2/1
(6) 1x5+/1/2 // (5) 1x4+/1/1
[P+S] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[PH] |[SH] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[PH] |[SH] // (1)

Equipment: Countermeasures (1) (O) (1)
Traits: Solar Sails
Munitions:

Strictly speaking, most turreted vessels post-Captain didn't possess sails, but I decided that, for the purposes of consistency amongst old heavy naval units, to give turreted vessels solar sails.

Old 4th-Rate Turret Battleship (83)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 1

Hull: 3-2-1
Fractional Engines: 5-3
Weapons: 14-7
Shields: 8-4
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Reinforced Plasma Ram [TL -2] (Mdl/Lnc/Knt)
(1) 1x6+/1/1
[FR] [FR] [FR] [FR] // (2)

Old Class-3 Railgun Turret [TL -1] (NPr) // -AP Mode
[TL -1] (-)
(2) 1x3+/2/3 // (1) 1x3+/2/1
(4) 1x4+/2/3 // (3) 1x3+/2/1
(6) 1x4+/1/3 // (4) 1x4+/2/1
(7) 1x4+/1/2 // (5) 1x4+/1/1
[FX] |[AX] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 3rd-Rate Turret Battleship (133)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 3-2-1
-Port: 6-5-4-3-2-1
-Stbd: 6-5-4-3-2-1
-Aft: 3-2-1

Hull: 5-4-3-2-1
Fractional Engines: 5-4-2
Weapons: 20-14-7
Shields: 8-6-3
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Reinforced Plasma Ram [TL -2] (Mdl/Lnc/Knt)
(1) 1x6+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] // (3)

Old Class-4 Railgun Turret © [TL -1] (Slw) // -Shrapnel
Mode © [TL -1] (NPr/Inc/Dly/Slw)
(1) 1x2+/2/4 // (1) 1x2+/3/4
(2) 1x3+/2/4 // (2) 1x2+/3/2
(5) 1x4+/2/4 // (3) 1x2+/3/1
(7) 1x4+/1/4
(8) 1x5+/1/4
[FX] |[AX] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Equipment: (0)
Traits: Ionized Hull, Solar Sails
Munitions:

Old 2nd-Rate Turret Battleship (162)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 3-2-1
-Port: 8-7-6-5-4-3-2-1
-Stbd: 8-7-6-5-4-3-2-1
-Aft: 3-2-1

Hull: 6-5-4-3-2-1
Fractional Engines: 5-4-2
Weapons: 24-16-8
Shields: 8-6-3
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Reinforced Plasma Ram [TL -2] (Mdl/Lnc/Knt)
(1) 1x6+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] // (3)

Old Class-5 Railgun Turret © [TL -1] (Slw) // -Shrapnel
Mode © [TL -1] (NPr/Inc/Dly/Slw)
(2) 1x3+/2/6 // (1) 1x2+/4/4
(5) 1x4+/2/6 // (2) 1x2+/4/2
(6) 1x4+/1/6 // (3) 1x2+/3/1
(7) 1x4+/1/5 // (4) 1x3+/2/1
(8) 1x4+/1/4
[FX] |[AX] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)
Traits: Ionized Hull, Solar Sails, Cargo [Military] (1)
Munitions:

Old 1st-Rate Turret Battleship (197)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 3-2-1
-Port: 8-7-6-5-4-3-2-1
-Stbd: 8-7-6-5-4-3-2-1
-Aft: 3-2-1

Hull: [*]-7-6-5-4-3-2-1
Fractional Engines: 5-4-3-2
Weapons: 25-19-13-7
Shields: 8-6-4-2
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Reinforced Plasma Ram [TL -2] (Mdl/Lnc/Knt)
(1) 1x6+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] [FR] // (4)

Old Class-6 Railgun Turret © [TL -1] (Slw) // -Shrapnel
Mode © [TL -1] (Inc/Dly/Slw)
(3) 1x3+/2/8 // (1) 1x2+/4/4
(5) 1x4+/2/8 // (2) 1x2+/4/3
(6) 1x4+/1/8 // (3) 1x2+/3/2
(7) 1x4+/1/7 // (4) 1x2+/3/1
(8) 1x4+/1/6
[FX] |[AX] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)
Traits: Bulkheads (1), Ionized Hull, Solar Sails, Cargo
[Military] (1)
Munitions:

Old OC1RT Monitor (53)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Hull: 2-1
Fractional Engines: 6-3
Weapons: 9-5
Shields: 6-3
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Plasma Ram [TL -2] (Mdl/Lnc/Knt/Ex4)
(1) 1x6+/1/1
[FR] @@@@ [FR] @@@@ [FR] @@@@ // (2)

Old Class-1 Railgun Turret [TL -1] (NPr) // -AP Mode
[TL -1] (-)
(1) 1x3+/2/2 // (1) 1x4+/2/1
(2) 1x4+/2/2 // (2) 1x4+/2/1
(4) 1x4+/1/2 // (3) 1x4+/1/1
[TR] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[PH] |[SH] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[PH] |[SH] // (1)

Equipment: Countermeasures (1) (O) (1)
Traits: Solar Sails
Munitions:

Old 4th-Rate FrS Turret Battleship (83)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 1

Hull: 3-2-1
Fractional Engines: 5-3
Weapons: 16-8
Shields: 8-4
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Reinforced Plasma Ram [TL -2] (Mdl/Lnc/Knt)
(1) 1x6+/1/1
[FR] [FR] [FR] [FR] // (2)

Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/3 // (1) 1x3+/1/1
(4) 1x4+/1/3 // (2) 1x3+/1/1
(6) 1x5+/1/3 // (4) 1x4+/1/1
(7) 1x6+/1/2 // (5) 1x5+/1/1
[FX] |[AX] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/2 // (1) 1x3+/1/1
(3) 1x4+/1/2 // (3) 1x4+/1/1
(5) 1x5+/1/2 // (4) 1x5+/1/1
(6) 1x6+/1/2 // (5) 1x5+/1/1
[LX] |[RX] // (1)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 3rd-Rate FrS Turret Battleship (134)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 3-2-1
-Port: 6-5-4-3-2-1
-Stbd: 6-5-4-3-2-1
-Aft: 3-2-1

Hull: 5-4-3-2-1
Fractional Engines: 5-4-2
Weapons: 22-15-8
Shields: 8-6-3
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Reinforced Plasma Ram [TL -2] (Mdl/Lnc/Knt)
(1) 1x6+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] // (3)

Old Class-4 Railgun © [TL -1] (Slw) // -Shrapnel Mode
© [TL -1] (NPr/Inc/Dly/Slw)
(1) 1x2+/1/4 // (1) 1x3+/2/4
(2) 1x3+/1/4 // (2) 1x3+/2/2
(5) 1x4+/1/4 // (3) 1x3+/2/1
(7) 1x5+/1/4
(8) 1x6+/1/4
[FX] |[AX] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/3 // (1) 1x3+/1/1
(4) 1x4+/1/3 // (2) 1x3+/1/1
(6) 1x5+/1/3 // (4) 1x4+/1/1
(7) 1x6+/1/2 // (5) 1x5+/1/1
[LX] |[RX] // (1)

Equipment: (0)
Traits: Ionized Hull, Solar Sails
Munitions:

Old 2nd-Rate FrS Turret Battleship (162)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 3-2-1
-Port: 8-7-6-5-4-3-2-1
-Stbd: 8-7-6-5-4-3-2-1
-Aft: 3-2-1

Hull: 6-5-4-3-2-1
Fractional Engines: 5-4-2
Weapons: 26-18-9
Shields: 8-6-3
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Reinforced Plasma Ram [TL -2] (Mdl/Lnc/Knt)
(1) 1x6+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] // (3)

Old Class-5 Railgun © [TL -1] (Slw) // -Shrapnel Mode
© [TL -1] (NPr/Inc/Dly/Slw)
(2) 1x3+/1/6 // (1) 2x3+/1/4
(5) 1x4+/1/6 // (2) 1x3+/2/2
(6) 1x5+/1/6 // (3) 1x3+/2/1
(7) 1x5+/1/5
(8) 1x5+/1/4
[FX] |[AX] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Old Class-4 Railgun © [TL -1] (Slw) // -Shrapnel Mode
© [TL -1] (NPr/Inc/Dly/Slw)
(1) 1x2+/1/4 // (1) 1x3+/2/4
(2) 1x3+/1/4 // (2) 1x3+/2/2
(5) 1x4+/1/4 // (3) 1x3+/2/1
(7) 1x5+/1/4
(8) 1x6+/1/4
[LX] |[RX] // (1)

Equipment: (0)
Traits: Ionized Hull, Solar Sails, Cargo [Military] (1)
Munitions:

Old 1st-Rate FrS Turret Battleship (196)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 3-2-1
-Port: 8-7-6-5-4-3-2-1
-Stbd: 8-7-6-5-4-3-2-1
-Aft: 3-2-1

Hull: [*]-7-6-5-4-3-2-1
Fractional Engines: 5-4-3-2
Weapons: 31-24-16-8
Shields: 8-6-4-2
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Reinforced Plasma Ram [TL -2] (Mdl/Lnc/Knt)
(1) 1x6+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] [FR] // (4)

Old Class-5 Railgun © [TL -1] (Slw) // -Shrapnel Mode
© [TL -1] (NPr/Inc/Dly/Slw)
(2) 1x3+/1/6 // (1) 2x3+/1/4
(5) 1x4+/1/6 // (2) 1x3+/2/2
(6) 1x5+/1/6 // (3) 1x3+/2/1
(7) 1x5+/1/5
(8) 1x5+/1/4
[FX] |[LX] |[RX] |[AX] // (2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Old Class-1 Railgun Turret [TL -1] (NPr) // -AP Mode
[TL -1] (-)
(1) 1x3+/2/2 // (1) 1x4+/2/1
(2) 1x4+/2/2 // (2) 1x4+/2/1
(4) 1x4+/1/2 // (3) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)
Traits: Bulkheads (1), Ionized Hull, Solar Sails, Cargo
[Military] (1)
Munitions:

Old Patrol Frigate (55)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Hull: 2-1
Fractional Engines: 6-3
Weapons: 21-11
Shields: 2-1
-Port: 1
-Stbd: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(1) 1x4+/2/1 // (1) 1x4+/2/1
(2) 1x4+/1/1
[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] // (3)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(1) 1x3+/1/2 // (1) 1x4+/1/1
(2) 1x4+/1/2 // (2) 1x5+/1/1
(4) 1x5+/1/2 // (3) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)
(2) 1x3+/2/1 // (1) 0x4+/0/0
(3) 1x3+/1/1 // (3) 1x4+/1/1
[PP] |[SS] // (1)

Equipment: Countermeasures (1) (O) (1)
Traits: Solar Sails
Munitions:

Patrol units mounted patrol rocket launchers, which required either a sacrifice in the weight or number of BiLPro batteries, or a loss of some railguns. Heavier units sacrificed railguns, lighter units BiLPro batteries.

Old 4th-Rate Patrol SotL (57)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: [*]-2-1
Fractional Engines: 5-3
Weapons: 22-11
Shields: 2-1
-Port: 1
-Stbd: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(1) 1x4+/2/1 // (1) 1x4+/2/1
(2) 1x4+/1/1
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(1) 1x3+/1/2 // (1) 1x4+/1/1
(2) 1x4+/1/2 // (2) 1x5+/1/1
(4) 1x5+/1/2 // (3) 1x5+/1/1
[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)
(2) 1x3+/2/1 // (1) 0x4+/0/0
(3) 1x3+/1/1 // (3) 1x4+/1/1
[PP] |[SS] // (1)

Equipment: (0)
Traits: Bulkheads (1), Solar Sails
Munitions:

Old 3rd-Rate Patrol SotL (85)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 2-1

Hull: [*]-[*]-3-2-1
Fractional Engines: 5-4-2
Weapons: 26-18-9
Shields: 4-3-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(1) 1x3+/1/2 // (1) 1x4+/1/1
(2) 1x4+/1/2 // (2) 1x5+/1/1
(4) 1x5+/1/2 // (3) 1x5+/1/1
[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)

(2) 1x3+/2/1 // (1) 0x4+/0/0
(3) 1x3+/1/1 // (3) 1x4+/1/1
[PS] |[PS] // (1)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Equipment: (0)

Traits: Bulkheads (2), Solar Sails

Munitions:

Old 2nd-Rate Patrol SotL (103)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 5-4-3-2-1
-Stbd: 5-4-3-2-1
-Aft: 2-1

Hull: [*]-[*]-4-3-2-1
Fractional Engines: 5-4-2
Weapons: 32-22-11
Shields: 4-3-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[SS] [SS] |[SS] [SS] // (4)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(2) 1x3+/1/2 // (1) 1x3+/1/1
(3) 1x4+/1/2 // (3) 1x4+/1/1
(5) 1x5+/1/2 // (4) 1x5+/1/1
(6) 1x6+/1/2 // (5) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)

(2) 1x3+/2/1 // (1) 0x4+/0/0
(3) 1x3+/1/1 // (3) 1x4+/1/1
[PS] [PS] |[PS] [PS] // (2)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)

Traits: Bulkheads (2), Solar Sails, Cargo [Military] (1)

Munitions:

Old 1st-Rate Patrol SotL (139)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 6-5-4-3-2-1
-Stbd: 6-5-4-3-2-1
-Aft: 2-1

Hull: [*]-[*]-[*]-5-4-3-2-1
Fractional Engines: 5-4-3-2
Weapons: 40-30-20-10
Shields: 6-5-3-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[Port] [Port] |[Stbd] [Stbd] |[SS] [SS] |[SS] [SS] | // (6)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/2 // (1) 1x3+/1/1
(3) 1x4+/1/2 // (3) 1x4+/1/1
(5) 1x5+/1/2 // (4) 1x5+/1/1
(6) 1x6+/1/2 // (5) 1x5+/1/1
[GC] |[GD] |[CD] [CD] |[CD] [CD] |[CL] |[DL] | // (4)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)
(2) 1x3+/2/1 // (1) 0x4+/0/0
(3) 1x3+/1/1 // (3) 1x4+/1/1
[PS] [PS] |[PS] [PS] // (2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)
Traits: Bulkheads (3), Solar Sails, Cargo [Military] (1)
Munitions:

Old AS Frigate (57)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Hull: 2-1
Fractional Engines: 6-3
Weapons: 19-10
Shields: 2-1
-Port: 1
-Stbd: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(1) 1x4+/2/1 // (1) 1x4+/2/1
(2) 1x4+/1/1
[Port] [Port] |[Stbd] [Stbd] // (2)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(1) 1x3+/1/2 // (1) 1x4+/1/1
(2) 1x4+/1/2 // (2) 1x5+/1/1
(4) 1x5+/1/2 // (3) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Old FS 'Defender' Mortar [TL -1] (NPr/Inc/Prx/Acr/Ex3)
(1) 0x3+/0/0
(2) 2x3+/1/1
(3) 1x3+/1/1
[Port3] @@@ |[Stbd3] @@@ // (1)

Equipment: Countermeasures (1) (O) (1)
Traits: Solar Sails
Munitions:

Anti-subspace units were derived from patrol vessels, with the 'defender' mortars replacing rocket launchers.

Old 4th-Rate AS SotL (58)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: [*]-2-1
Fractional Engines: 5-3
Weapons: 20-10
Shields: 2-1
-Port: 1
-Stbd: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(1) 1x4+/2/1 // (1) 1x4+/2/1
(2) 1x4+/1/1
[PP] [PP] |[SS] [SS] // (2)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(1) 1x3+/1/2 // (1) 1x4+/1/1
(2) 1x4+/1/2 // (2) 1x5+/1/1
(4) 1x5+/1/2 // (3) 1x5+/1/1
[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Old FS 'Defender' Mortar [TL -1] (NPr/Inc/Prx/Acr/Ex3)
(1) 0x3+/0/0
(2) 2x3+/1/1
(3) 1x3+/1/1
[Port3] @@@ |[Stbd3] @@@ // (1)

Equipment: (0)
Traits: Bulkheads (1), Solar Sails
Munitions:

Old 3rd-Rate AS SotL (88)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 2-1

Hull: [*]-[*]-3-2-1
Fractional Engines: 5-4-2
Weapons: 28-19-10
Shields: 4-3-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(1) 1x3+/1/2 // (1) 1x4+/1/1
(2) 1x4+/1/2 // (2) 1x5+/1/1
(4) 1x5+/1/2 // (3) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Old FS 'Defender' Mortar [TL -1] (NPr/Inc/Prx/Acr/Ex3)
(1) 0x3+/0/0
(2) 2x3+/1/1
(3) 1x3+/1/1
[Port3] @@@ |[Stbd3] @@@ // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

FS 'Defender' Torpedo [TL -1] (NPr/Prx/Acr/Exp)
(1) 0x2+/0/0
(2) 1x4+/2/1
(3) 1x4+/1/1
[PP] @ [PP] @ |[SS] @ [SS] @ // (2)

Equipment: (0)
Traits: Bulkheads (2), Solar Sails
Munitions:

Old 2nd-Rate AS SotL (110)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1

-Port: 5-4-3-2-1

-Stbd: 5-4-3-2-1

-Aft: 2-1

Hull: [*]-[*]-4-3-2-1

Fractional Engines: 5-4-2

Weapons: 34-23-12

Shields: 4-3-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[PP] [PP] |[PP] [PP] |[SS] [SS] |[SS] [SS] // (4)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(2) 1x3+/1/2 // (1) 1x3+/1/1

(3) 1x4+/1/2 // (3) 1x4+/1/1

(5) 1x5+/1/2 // (4) 1x5+/1/1

(6) 1x6+/1/2 // (5) 1x5+/1/1

[GC] |[GD] |[CL] |[DL] // (2)

Old FS 'Defender' Mortar [TL -1] (NPr/Inc/Prx/Acr/Ex3)

(1) 0x3+/0/0

(2) 2x3+/1/1

(3) 1x3+/1/1

[P+S3] @@@ |[P+S3] @@@ // (1)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

FS 'Defender' Torpedo [TL -1] (NPr/Prx/Acr/Exp)

(1) 0x2+/0/0

(2) 1x4+/2/1

(3) 1x4+/1/1

[PP] @ [PP] @ |[SS] @ [SS] @ // (2)

Equipment: (0)

Traits: Bulkheads (2), Solar Sails, Cargo [Military] (1)

Munitions:

Old 1st-Rate AS SotL (146)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1

-Port: 6-5-4-3-2-1

-Stbd: 6-5-4-3-2-1

-Aft: 2-1

Hull: [*]-[*]-[*]-5-4-3-2-1

Fractional Engines: 5-4-3-2

Weapons: 46-35-23-12

Shields: 6-5-3-2

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[PP] [PP] |[PP] [PP] |[Port] [Port] |[Stbd] [Stbd] |[SS] [SS] |[SS] [SS] | // (6)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(2) 1x3+/1/2 // (1) 1x3+/1/1

(3) 1x4+/1/2 // (3) 1x4+/1/1

(5) 1x5+/1/2 // (4) 1x5+/1/1

(6) 1x6+/1/2 // (5) 1x5+/1/1

[GC] |[GD] |[PR] [PR] |[SR] [SR] |[CL] |[DL] | // (4)

Old FS 'Defender' Mortar [TL -1] (NPr/Inc/Prx/Acr/Ex3)

(1) 0x3+/0/0

(2) 2x3+/1/1

(3) 1x3+/1/1

[P+S3] @@@ |[P+S3] @@@ // (1)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

FS 'Defender' Torpedo [TL -1] (NPr/Prx/Acr/Exp)

(1) 0x2+/0/0

(2) 1x4+/2/1

(3) 1x4+/1/1

[PP] @ [PP] @ [PP] @ [PP] @ |[SS] @ [SS] @ [SS] @ [SS] @ // (4)

Equipment: (0)

Traits: Bulkheads (3), Solar Sails, Cargo [Military] (1)

Munitions:

Old Rocket Frigate (55)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Hull: 2-1
Fractional Engines: 6-3
Weapons: 19-10
Shields: 2-1
-Port: 1
-Stbd: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(1) 1x4+/2/1 // (1) 1x4+/2/1
(2) 1x4+/1/1
[Port] [Port] |[Stbd] [Stbd] // (2)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(1) 1x3+/1/2 // (1) 1x4+/1/1
(2) 1x4+/1/2 // (2) 1x5+/1/1
(4) 1x5+/1/2 // (3) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Rocket Launcher © [TL -1] (NPr/Rp6/Acr/Slw) // -
Concussion Mode © [TL -1] (NPr/SLn/Slw)
(2) 1x3+/1/1 // (2) 1x4+/1/1
[PS] |[PS] // (1)

Equipment: Countermeasures (1) (O) (1)
Traits: Solar Sails
Munitions:

Old 4th-Rate Rocket SotL (57)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: [*]-2-1
Fractional Engines: 5-3
Weapons: 22-11
Shields: 2-1
-Port: 1
-Stbd: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(1) 1x4+/2/1 // (1) 1x4+/2/1
(2) 1x4+/1/1
[PP] [PP] |[SS] [SS] // (2)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(1) 1x3+/1/2 // (1) 1x4+/1/1
(2) 1x4+/1/2 // (2) 1x5+/1/1
(4) 1x5+/1/2 // (3) 1x5+/1/1
[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Rocket Launcher © [TL -1] (NPr/Rp6/Acr/Slw) // -
Concussion Mode © [TL -1] (NPr/SLn/Slw)
(2) 1x3+/1/1 // (2) 1x4+/1/1
[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)
Traits: Bulkheads (1), Solar Sails
Munitions:

Old 3rd-Rate Rocket SotL (85)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 2-1

Hull: [*]-[*]-3-2-1
Fractional Engines: 5-4-2
Weapons: 30-20-10
Shields: 4-3-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(1) 1x4+/2/1 // (1) 1x4+/2/1
(2) 1x4+/1/1
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(1) 1x3+/1/2 // (1) 1x4+/1/1
(2) 1x4+/1/2 // (2) 1x5+/1/1
(4) 1x5+/1/2 // (3) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/2 // (1) 1x3+/1/1
(3) 1x4+/1/2 // (3) 1x4+/1/1
(5) 1x5+/1/2 // (4) 1x5+/1/1
(6) 1x6+/1/2 // (5) 1x5+/1/1
[CD] |[CD] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Old Rocket Launcher © [TL -1] (NPr/Rp6/Acr/Slw) // -
Concussion Mode © [TL -1] (NPr/SLn/Slw)
(2) 1x3+/1/1 // (2) 1x4+/1/1
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Equipment: (0)
Traits: Bulkheads (2), Solar Sails
Munitions:

Old 2nd-Rate Rocket SotL (105)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 5-4-3-2-1
-Stbd: 5-4-3-2-1
-Aft: 2-1

Hull: [*]-[*]-4-3-2-1
Fractional Engines: 5-4-2
Weapons: 38-26-13
Shields: 4-3-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(1) 1x4+/2/1 // (1) 1x4+/2/1
(2) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[SS] [SS] |[SS] [SS] // (4)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/2 // (1) 1x3+/1/1
(3) 1x4+/1/2 // (3) 1x4+/1/1
(5) 1x5+/1/2 // (4) 1x5+/1/1
(6) 1x6+/1/2 // (5) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Old Class-1 Railgun Turret [TL -1] (NPr) // -AP Mode
[TL -1] (-)
(1) 1x3+/2/2 // (1) 1x4+/2/1
(2) 1x4+/2/2 // (2) 1x4+/2/1
(4) 1x4+/1/2 // (3) 1x4+/1/1
[CD] |[CD] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Old Rocket Launcher © [TL -1] (NPr/Rp6/Acr/Slw) // -
Concussion Mode © [TL -1] (NPr/SLn/Slw)
(2) 1x3+/1/1 // (2) 1x4+/1/1
[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] // (4)

Equipment: (0)
Traits: Bulkheads (2), Solar Sails, Cargo [Military] (1)
Munitions:

Old 1st-Rate Rocket SotL (139)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 6-5-4-3-2-1
-Stbd: 6-5-4-3-2-1
-Aft: 2-1

Hull: [*]-[*]-[*]-5-4-3-2-1
Fractional Engines: 5-4-3-2
Weapons: 48-36-24-12
Shields: 6-5-3-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/2/1 // (1) 1x4+/2/1
(2) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[PP] [PP] |[SS] [SS] |[SS] [SS] |[SS]
[SS] | // (6)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/2 // (1) 1x3+/1/1
(3) 1x4+/1/2 // (3) 1x4+/1/1
(5) 1x5+/1/2 // (4) 1x5+/1/1
(6) 1x6+/1/2 // (5) 1x5+/1/1
[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/3 // (1) 1x3+/1/1
(4) 1x4+/1/3 // (2) 1x3+/1/1
(6) 1x5+/1/3 // (4) 1x4+/1/1
(7) 1x6+/1/2 // (5) 1x5+/1/1
[PR] |[PR] |[SR] |[SR] // (2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Old Rocket Launcher © [TL -1] (NPr/Rp6/Acr/Slw) // -
Concussion Mode © [TL -1] (NPr/SLn/Slw)
(2) 1x3+/1/1 // (2) 1x4+/1/1
[PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] // (5)

Equipment: (0)
Traits: Bulkheads (3), Solar Sails, Cargo [Military] (1)
Munitions:

Old Raiding Frigate (54)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Hull: 2-1
Fractional Engines: 6-3
Weapons: 19-10
Shields: 2-1
-Port: 1
-Stbd: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] // (3)

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Pnp/Slw-3)
// -Overload Mode ©©© [TL -1] (Mdl/Lnc/Inc/Slw-3)
(3) 1x4+/1/1 // (2) 1x4+/1/1
(4) 1x5+/1/1 // (3) 1x5+/1/1
[FR] |[FR] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)
(2) 1x3+/2/1 // (1) 0x4+/0/0
(3) 1x3+/1/1 // (3) 1x4+/1/1
[PP] |[SS] // (1)

Equipment: Countermeasures (1) (O) (1)
Traits: Solar Sails
Munitions:

*Raiding vessels used the ion cannon to disable vessels.
To make room for these weapon vessels sacrificed
some or all of their railgun batteries.*

Old 4th-Rate Raiding SotL (56)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: [*]-2-1
Fractional Engines: 5-3
Weapons: 20-10
Shields: 2-1
-Port: 1
-Stbd: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Pnp/Slw-3)
// -Overload Mode ©©© [TL -1] (Mdl/Lnc/Inc/Slw-3)
(3) 1x4+/1/1 // (2) 1x4+/1/1
(4) 1x5+/1/1 // (3) 1x5+/1/1
[FR] |[FR] |[FR] |[FR] // (2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)
(2) 1x3+/2/1 // (1) 0x4+/0/0
(3) 1x3+/1/1 // (3) 1x4+/1/1
[PP] |[SS] // (1)

Equipment: (0)
Traits: Bulkheads (1), Solar Sails
Munitions:

Old 3rd-Rate Raiding SotL (84)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 2-1

Hull: [*]-[*]-3-2-1
Fractional Engines: 5-4-2
Weapons: 26-18-9
Shields: 4-3-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(1) 1x3+/1/2 // (1) 1x4+/1/1
(2) 1x4+/1/2 // (2) 1x5+/1/1
(4) 1x5+/1/2 // (3) 1x5+/1/1
[GCD] |[CDL] // (1)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)
(2) 1x3+/2/1 // (1) 0x4+/0/0
(3) 1x3+/1/1 // (3) 1x4+/1/1
[PS] |[PS] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Pnp/Slw-3)
// -Overload Mode ©©© [TL -1] (Mdl/Lnc/Inc/Slw-3)
(3) 1x4+/1/1 // (2) 1x4+/1/1
(4) 1x5+/1/1 // (3) 1x5+/1/1
[FR] |[FR] |[FR] |[FR] // (2)

Equipment: (0)
Traits: Bulkheads (2), Solar Sails
Munitions:

Old 2nd-Rate Raiding SotL (106)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1

-Port: 5-4-3-2-1

-Stbd: 5-4-3-2-1

-Aft: 2-1

Hull: [*]-[*]-4-3-2-1

Fractional Engines: 5-4-2

Weapons: 36-24-12

Shields: 4-3-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[PP] [PP] |[PP] [PP] |[SS] [SS] |[SS] [SS] // (4)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(1) 1x3+/1/2 // (1) 1x4+/1/1

(2) 1x4+/1/2 // (2) 1x5+/1/1

(4) 1x5+/1/2 // (3) 1x5+/1/1

[GC] |[GD] |[CL] |[DL] // (2)

Old Patrol Rocket Launcher ©©© [TL -1] (NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1] (NPr/Inc/Lnc/Dly/Slw-3)

(2) 1x3+/2/1 // (1) 0x4+/0/0

(3) 1x3+/1/1 // (3) 1x4+/1/1

[PS] [PS] |[PS] [PS] // (2)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Pnp/Slw-3) // -Overload Mode ©©© [TL -1] (Mdl/Lnc/Inc/Slw-3)

(3) 1x4+/1/1 // (2) 1x4+/1/1

(4) 1x5+/1/1 // (3) 1x5+/1/1

[FR] |[FR] |[FR] |[FR] // (2)

Equipment: (0)

Traits: Bulkheads (2), Solar Sails, Cargo [Military] (1)

Munitions:

Old 1st-Rate Raiding SotL (139)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1

-Port: 6-5-4-3-2-1

-Stbd: 6-5-4-3-2-1

-Aft: 2-1

Hull: [*]-[*]-[*]-5-4-3-2-1

Fractional Engines: 5-4-3-2

Weapons: 42-32-21-11

Shields: 6-5-3-2

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[PP] [PP] |[PP] [PP] |[Port] [Port] |[Stbd] [Stbd] |[SS] [SS] |[SS] [SS] | // (6)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(2) 1x3+/1/2 // (1) 1x3+/1/1

(3) 1x4+/1/2 // (3) 1x4+/1/1

(5) 1x5+/1/2 // (4) 1x5+/1/1

(6) 1x6+/1/2 // (5) 1x5+/1/1

[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

Old Patrol Rocket Launcher ©©© [TL -1] (NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1] (NPr/Inc/Lnc/Dly/Slw-3)

(2) 1x3+/2/1 // (1) 0x4+/0/0

(3) 1x3+/1/1 // (3) 1x4+/1/1

[PS] [PS] |[PS] [PS] // (2)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Pnp/Slw-3) // -Overload Mode ©©© [TL -1] (Mdl/Lnc/Inc/Slw-3)

(3) 1x4+/1/1 // (2) 1x4+/1/1

(4) 1x5+/1/1 // (3) 1x5+/1/1

[FR] |[FR] |[FR] |[FR] // (2)

Equipment: (0)

Traits: Bulkheads (3), Solar Sails, Cargo [Military] (1)

Munitions:

Old Subspace Rocket Vessel Flotilla (2 SRV/1 SAV) (42)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 2-1
Fractional Engines: 4-2
Weapons: 14-7
Shields: 1-1

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FF] |[FF] |[FF] //(2)

Old Rocket Launcher © [TL -1] (NPr/Rp6/Acr/Slw) //-
Concussion Mode © [TL -1] (NPr/SLn/Slw)
(2) 1x3+/1/1 //(2) 1x4+/1/1
[Fwd] [Fwd] |[Fwd] [Fwd] //(2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[Fwd] [Fwd] //(1)

Equipment: Cloaking Device (O), Countermeasures (2)
(OO), Stealth (2) (OO) (3)
Traits:
Munitions:

*Old subspace vessels operated in flotillas of three—
either a single attack vessel supporting a pair of
rocket, plasma rocket, ion or raider vessels, a single
escort vessel supporting a pair of attack rocket, attack
plasma rocket, attack ion or attack raider vessels, or a
trio of attack or escort vessels. The difference between
‘standard’ and ‘attack variants is that ‘standard’
vessels mounted a light chaingun battery and ‘attack’
variants mounted a chaingun battery.*

Old Subspace Ion Vessel Flotilla (2 SIV/1 SAV) (41)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 2-1
Fractional Engines: 4-2
Weapons: 12-6
Shields: 1-1

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FF] |[FF] |[FF] //(2)

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Pnp/Slw-3)
//-Overload Mode ©©© [TL -1] (Mdl/Lnc/Inc/Slw-3)
(3) 1x4+/1/1 //(2) 1x4+/1/1
(4) 1x5+/1/1 //(3) 1x5+/1/1
[Fwd] |[Fwd] //(1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[Fwd] [Fwd] //(1)

Equipment: Cloaking Device (O), Countermeasures (2)
(OO), Stealth (2) (OO) (3)
Traits:
Munitions:

Old Subspace Plasma Vessel Flotilla (2 SPV/1 SAV) (42)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 2-1
Fractional Engines: 4-2
Weapons: 14-7
Shields: 1-1

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FF] |[FF] |[FF] //(2)

Plasma Rocket Launcher ©©© [TL -1] (Pr2/SLn/Slw-3)
(1) 1x5+/2/2
(2) 1x6+/2/2
[Fwd] [Fwd] |[Fwd] [Fwd] //(2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[Fwd] [Fwd] //(1)

Equipment: Cloaking Device (O), Countermeasures (2)
(OO), Stealth (2) (OO) (3)
Traits:
Munitions:

Old Subspace Attack Vessel Flotilla (3 SAV) (42)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 2-1
Fractional Engines: 4-2
Weapons: 14-7
Shields: 1-1

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FF] |[FF] |[FF] //(2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[Fwd] [Fwd] |[Fwd] [Fwd] |[Fwd] [Fwd] //(3)

Equipment: Cloaking Device (O), Countermeasures (2)
(OO), Stealth (2) (OO) (3)
Traits:
Munitions:

Old Subspace Raider Vessel Flotilla (2 SRdV/1 SAV) (42)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 2-1
Fractional Engines: 4-2
Weapons: 14-7
Shields: 1-1

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FF] |[FF] |[FF] //(2)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) //-Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)
(2) 1x3+/2/1 //(1) 0x4+/0/0
(3) 1x3+/1/1 //(3) 1x4+/1/1
[Fwd] [Fwd] |[Fwd] [Fwd] //(2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[Fwd] [Fwd] //(1)

Equipment: Cloaking Device (O), Countermeasures (2)
(OO), Stealth (2) (OO) (3)
Traits:
Munitions:

Old Subspace Attack Rocket Vessel Flotilla (2 SARV/1 SEV) (42)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 2-1
Fractional Engines: 4-2
Weapons: 13-7
Shields: 1-1

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FF] |[FF] |[FF] //(2)

Old Rocket Launcher © [TL -1] (NPr/Rp6/Acr/Slw) //-
Concussion Mode © [TL -1] (NPr/SLn/Slw)
(2) 1x3+/1/1 //(2) 1x4+/1/1
[Fwd] [Fwd] |[Fwd] [Fwd] //(2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FX] //(1)

Equipment: Cloaking Device (O), Countermeasures (2)
(OO), Stealth (2) (OO) (3)
Traits:
Munitions:

Old Subspace Attack Ion Vessel Flotilla (2 SAIV/1 SEV) (41)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 2-1
Fractional Engines: 4-2
Weapons: 11-6
Shields: 1-1

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FF] |[FF] |[FF] //(2)

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Pnp/Slw-3)
//-Overload Mode ©©© [TL -1] (Mdl/Lnc/Inc/Slw-3)
(3) 1x4+/1/1 //(2) 1x4+/1/1
(4) 1x5+/1/1 //(3) 1x5+/1/1
[Fwd] |[Fwd] //(1)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FX] //(1)

Equipment: Cloaking Device (O), Countermeasures (2)
(OO), Stealth (2) (OO) (3)
Traits:
Munitions:

Old Subspace Attack Plasma Vessel Flotilla (2 SAPV/1 SEV) (42)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 2-1
Fractional Engines: 4-2
Weapons: 13-7
Shields: 1-1

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FF] |[FF] |[FF] //(2)

Plasma Rocket Launcher ©©© [TL -1] (Pr2/SLn/Slw-3)
(1) 1x5+/2/2
(2) 1x6+/2/2
[Fwd] [Fwd] |[Fwd] [Fwd] //(2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FX] //(1)

Equipment: Cloaking Device (O), Countermeasures (2)
(OO), Stealth (2) (OO) (3)
Traits:
Munitions:

Old Subspace Attack Raider Vessel Flotilla (2 SARdV/1 SEV) (42)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 2-1
Fractional Engines: 4-2
Weapons: 13-7
Shields: 1-1

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FF] |[FF] |[FF] //(2)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) //-Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)
(2) 1x3+/2/1 //(1) 0x4+/0/0
(3) 1x3+/1/1 //(3) 1x4+/1/1
[Fwd] [Fwd] |[Fwd] [Fwd] //(2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FX] //(1)

Equipment: Cloaking Device (O), Countermeasures (2)
(OO), Stealth (2) (OO) (3)
Traits:
Munitions:

Old Subspace Escort Vessel Flotilla (3 SEV) (42)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 2-1
Fractional Engines: 4-2
Weapons: 11-6
Shields: 1-1

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FF] |[FF] |[FF] //(2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FX] |[FX] |[FX] //(2)

Equipment: Cloaking Device (O), Countermeasures (2)
(OO), Stealth (2) (OO) (3)
Traits:
Munitions:

Old Assault Lander Flotilla (4 AL) (27)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
 -Nova-Style TL: 1

Hull: 1
 Fractional Engines: 6-3
 Weapons: 14-7
 Shields: 0-0

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)
 (1) 0x6+/0/0
 (2) 3x6+/1/1
 [FF] |[FF] |[FF] |[FF] // (2)

Equipment: Countermeasures (2) (OO), Point-Defence
 Systems (8) (OOOO OOOO) (5)
 Traits:
 Munitions:

Old Bombardment Boat Flotilla (4 BB) (17)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
 -Nova-Style TL: 1

Hull: 1
 Fractional Engines: 6-3
 Weapons: 10-5
 Shields: 0-0

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)
 (1) 0x6+/0/0
 (2) 3x6+/1/1
 [P+S] [P+S] |[P+S] [P+S] |[P+S] [P+S] |[P+S] [P+S] // (4)

Equipment: Countermeasures (2) (OO) (1)
 Traits:
 Munitions:

Old Heavy Pinnacle Flotilla (4 HP) (28)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
 -Nova-Style TL: 1

Hull: 1
 Fractional Engines: 6-3
 Weapons: 10-5
 Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
 (1) 1x3+/1/1
 [FF] [FF] |[FF] [FF] |[FF] [FF] |[FF] [FF] // (4)

Equipment: Countermeasures (2) (OO) (1)
 Traits:
 Munitions:
 Marines: 4-3-2-1

Old Assault Pinnacle Flotilla (4 AP) (29)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
 -Nova-Style TL: 1

Hull: 1
 Fractional Engines: 6-3
 Weapons: 10-5
 Shields: 0-0

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
 (1) 2x3+/1/1
 (2) 1x3+/1/1
 [FR] |[FR] |[FR] |[FR] // (2)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
 (1) 1x3+/1/1
 [FF] |[FF] |[FF] |[FF] // (2)

Equipment: Countermeasures (2) (OO) (1)
 Traits:
 Munitions:
 Marines: 4-3-2-1

Old Armed Shuttle Flotilla (8 ASH) (12)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
 -Nova-Style TL: 1

Hull: 1
 Fractional Engines: 5-3
 Weapons: 12-6
 Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
 (1) 1x3+/1/1
 [FR] [FR] |[FR] [FR] |[FR] [FR] |[FR] [FR] // (4)

Equipment: Countermeasures (2) (OO), Stealth (2)
 (OO) (2)
 Traits:
 Munitions:

The vessels on this page represent light boats. These units cannot be the only vessels on one side—at least one eligible unit must be present (meaning either a base or another vessel from anywhere else in this section, except plasma rocket or ramboat flotillas)

Old Upgraded Monitor (54)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Hull: 2-1
Fractional Engines: 8-4
Weapons: 4-2
Shields: 6-3
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[PH] |[SH] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FPS2] // (1)

Equipment: Countermeasures (1) (O) (1)
Traits:
Munitions:

Some naval vessels were upgraded to carry more modern weapons, and were re-engined with DEPICT drives. Unfortunately, only turreted vessels were capable of being upgraded.

Old Upgraded 4th-Rate Turret Battleship (95)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 1

Hull: 3-2-1
Fractional Engines: 6-3
Weapons: 10-5
Shields: 8-4
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/2/2 // (1) 1x2+/2/1
(6) 1x4+/2/2 // (3) 1x3+/2/1
[FX] |[AX] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)
Traits:
Munitions:

Old Upgraded 3rd-Rate Turret Battleship (157)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 3-2-1
-Port: 6-5-4-3-2-1
-Stbd: 6-5-4-3-2-1
-Aft: 3-2-1

Hull: 5-4-3-2-1
Fractional Engines: 6-4-2
Weapons: 14-10-5
Shields: 8-6-3
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Class-3 Railgun Turret (-) // -Shock Mode (Knt)
(5) 1x3+/2/3 // (1) 1x2+/2/1
(7) 1x4+/2/3 // (3) 1x3+/2/1
[FX] |[AX] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Old Upgraded 2nd-Rate Turret Battleship (180)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 3-2-1
-Port: 8-7-6-5-4-3-2-1
-Stbd: 8-7-6-5-4-3-2-1
-Aft: 3-2-1

Hull: 6-5-4-3-2-1
Fractional Engines: 6-4-2
Weapons: 18-12-6
Shields: 8-6-3
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Class-3 Railgun Turret (-) // -Shock Mode (Knt)
(5) 1x3+/2/3 // (1) 1x2+/2/1
(7) 1x4+/2/3 // (3) 1x3+/2/1
[FX] |[AX] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

Old Upgraded 1st-Rate Turret Battleship (222)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 3-2-1

-Port: 8-7-6-5-4-3-2-1

-Stbd: 8-7-6-5-4-3-2-1

-Aft: 3-2-1

Hull: [*]-7-6-5-4-3-2-1

Fractional Engines: 5-4-3-2

Weapons: 18-14-9-5

Shields: 8-6-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Class-4 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/4 // (1) 1x2+/2/2

(7) 1x3+/2/4 // (3) 1x3+/2/2

(8) 1x4+/2/4 // (4) 1x4+/2/2

[FX] |[AX] // (1)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)

Traits: Bulkheads (1), Ionized Hull, Cargo [Military] (1)

Munitions:

Old Upgraded TT Monitor (53)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: 2-1

Fractional Engines: 8-4

Weapons: 5-3

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[PH] |[SH] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FH] |[AH] // (1)

Equipment: Countermeasures (1) (O) (1)

Traits:

Munitions:

Old Upgraded 4th-Rate FrS Turret Battleship (94)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 1

Hull: 3-2-1
Fractional Engines: 6-3
Weapons: 12-6
Shields: 8-4
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[FX] |[AX] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[LX] |[RX] // (1)

Equipment: (0)
Traits:
Munitions:

Old Upgraded 3rd-Rate FrS Turret Battleship (154)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 3-2-1
-Port: 6-5-4-3-2-1
-Stbd: 6-5-4-3-2-1
-Aft: 3-2-1

Hull: 5-4-3-2-1
Fractional Engines: 6-4-2
Weapons: 16-11-6
Shields: 8-6-3
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Class-3 Railgun (-) // -Shock Mode (Knt)
(5) 1x3+/1/3 // (1) 1x2+/1/1
(7) 1x4+/1/3 // (3) 1x3+/1/1
[FX] |[AX] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[LX] |[RX] // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Old Upgraded 2nd-Rate FrS Turret Battleship (186)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 3-2-1

-Port: 8-7-6-5-4-3-2-1

-Stbd: 8-7-6-5-4-3-2-1

-Aft: 3-2-1

Hull: 6-5-4-3-2-1

Fractional Engines: 6-4-2

Weapons: 20-14-7

Shields: 8-6-3

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Class-3 Railgun (-) // -Shock Mode (Knt)

(5) 1x3+/1/3 // (1) 1x2+/1/1

(7) 1x4+/1/3 // (3) 1x3+/1/1

[FX] |[LX] |[RX] |[AX] // (2)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)

Traits: Ionized Hull, Cargo [Military] (1)

Munitions:

Old Upgraded 1st-Rate FrS Turret Battleship (219)

-Tech: Engine: 0 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Fwd: 3-2-1

-Port: 8-7-6-5-4-3-2-1

-Stbd: 8-7-6-5-4-3-2-1

-Aft: 3-2-1

Hull: [*]-7-6-5-4-3-2-1

Fractional Engines: 5-4-3-2

Weapons: 26-20-13-7

Shields: 8-6-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Class-4 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/4 // (1) 1x2+/1/2

(7) 1x3+/1/4 // (3) 1x3+/1/2

(8) 1x4+/1/4 // (4) 1x4+/1/2

[FX] |[AX] // (1)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]

[AP] |[AS] [AS] | // (7)

Class-3 Railgun (-) // -Shock Mode (Knt)

(5) 1x3+/1/3 // (1) 1x2+/1/1

(7) 1x4+/1/3 // (3) 1x3+/1/1

[LX] |[RX] // (1)

Equipment: (0)

Traits: Bulkheads (1), Ionized Hull, Cargo [Military] (1)

Munitions:

Old Bases

Most older fixed defences revolved around the fort, a small base with a range of weapon options, supported occasionally by mines. Heavy bases were used at times, but relying on old subspace proximity minefields alone left them slightly too vulnerable to subspace vessel attack at times.

Old Minefield (49)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: 2-1
Engines: N/A
Weapons: 17-9
Shields: 0-0

Old Minefield [TL -1] (-)

(1) 1x4+/4/1
(2) 1x4+/2/1
(4) 1x4+/1/1
[FH] |[LP] |[RP] |[LA] |[RA] |[AH] | // (3)

Light Old Minefield [TL -1] (Ex4)

(1) 1x4+/4/1
(2) 1x4+/2/1
(4) 1x4+/1/1
[TT] @@@@ [TT] @@@@ [TT] @@@@ [TT]
@@@@ [TT] @@@@ [TT] @@@@ // (3)

Equipment: Stealth (5) (OOOOO) (3)
Traits: Immobile
Munitions:

Old OC6R Fort (86)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 2-1

Hull: 3-2-1
Engines: N/A
Weapons: 16-8
Shields: 8-4

-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Stabilised Old Class-6 Railgun © [TL -1] (Slw) // -Proto-Shock Mode © [TL -1] (Knt/Slw)

(2) 1x2+/1/8 // (2) 1x3+/1/3
(4) 1x3+/1/8 // (3) 1x4+/1/3
(6) 1x4+/1/8 // (4) 1x4+/1/2
(8) 1x4+/1/7
(9) 1x4+/1/6
[FP] |[FF] |[FS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1
(2) 1x3+/1/1
[TR] [TR] // (1)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1
(2) 1x4+/1/1
[TR] [TR] // (1)

Old Base Rocket Launcher © [TL -1]

(NPr/Rp6/Acr/Slw) // -Concussion Mode © [TL -1]
(NPr/SLn/Slw)
(3) 1x3+/1/1 // (3) 1x4+/1/1
[TP] |[FX] |[TS] // (2)

Base Plasma Rocket Launcher ©©© [TL -1]

(Pr2/SLn/Slw-3)
(2) 1x5+/2/2
[TP] |[FX] |[TS] // (2)

Equipment: Stealth (3) (OOO) (2)
Traits: Immobile
Munitions:

Old OC5R Fort (86)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 2-1

Hull: 3-2-1
Engines: N/A
Weapons: 16-8
Shields: 8-4
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Stabilised Old Class-5 Railgun © [TL -1] (Slw) // -Proto-Shock Mode © [TL -1] (Knt/Slw)
(1) 1x2+/1/6 // (2) 1x3+/1/2
(4) 1x3+/1/6 // (3) 1x4+/1/2
(6) 1x4+/1/6
(8) 1x4+/1/5
[LP] |[FX] |[RP] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[TR] [TR] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[TR] [TR] // (1)

Old Base Rocket Launcher © [TL -1]
(NPr/Rp6/Acr/Slw) // -Concussion Mode © [TL -1]
(NPr/SLn/Slw)
(3) 1x3+/1/1 // (3) 1x4+/1/1
[TP] |[FX] |[TS] // (2)

Base Plasma Rocket Launcher ©©© [TL -1]
(Pr2/SLn/Slw-3)
(2) 1x5+/2/2
[TP] |[FX] |[TS] // (2)

Equipment: Stealth (3) (OOO) (2)
Traits: Immobile
Munitions:

Old OC4R Fort (87)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 2-1

Hull: 3-2-1
Engines: N/A
Weapons: 19-10
Shields: 8-4
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Stabilised Old Class-4 Railgun © [TL -1] (Slw) // -Proto-Shock Mode © [TL -1] (NPr/Knt/Slw)
(1) 1x2+/1/4 // (2) 1x3+/1/2
(4) 1x3+/1/4 // (3) 1x4+/1/2
(8) 1x4+/1/4
[PP] |[FP] |[FP] |[FS] |[FS] |[SS] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[TR] [TR] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[TR] [TR] // (1)

Old Base Rocket Launcher © [TL -1]
(NPr/Rp6/Acr/Slw) // -Concussion Mode © [TL -1]
(NPr/SLn/Slw)
(3) 1x3+/1/1 // (3) 1x4+/1/1
[TP] |[FX] |[TS] // (2)

Base Plasma Rocket Launcher ©©© [TL -1]
(Pr2/SLn/Slw-3)
(2) 1x5+/2/2
[TP] |[FX] |[TS] // (2)

Equipment: Stealth (3) (OOO) (2)
Traits: Immobile
Munitions:

Old OC3R Fort (87)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 2-1

Hull: 3-2-1

Engines: N/A

Weapons: 19-10

Shields: 8-4

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Stabilised Old Class-3 Railgun [TL -1] (NPr) // -AP
Mode [TL -1] (-)

(2) 1x3+/1/3 // (1) 1x2+/1/1

(6) 1x4+/1/3 // (3) 1x3+/1/1

(7) 1x4+/1/2 // (6) 1x4+/1/1

[LP] |[LP] |[FH] |[FH] |[RP] |[RP] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[TR] [TR] // (1)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[TR] [TR] // (1)

Old Base Rocket Launcher © [TL -1]

(NPr/Rp6/Acr/Slw) // -Concussion Mode © [TL -1]

(NPr/SLn/Slw)

(3) 1x3+/1/1 // (3) 1x4+/1/1

[TP] |[FX] |[TS] // (2)

Base Plasma Rocket Launcher ©©© [TL -1]

(Pr2/SLn/Slw-3)

(2) 1x5+/2/2

[TP] |[FX] |[TS] // (2)

Equipment: Stealth (3) (OOO) (2)

Traits: Immobile

Munitions:

Old Defender Fort (87)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 2-1

Hull: 3-2-1

Engines: N/A

Weapons: 16-8

Shields: 8-4

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Old Base FS 'Defender' Mortar [TL -1]
(NPr/Inc/Prx/Acr)

(1) 0x2+/0/0

(2) 2x2+/1/1

(3) 1x2+/1/1

[LP3] |[LP3] |[FH3] |[FH3] |[RP3] |[RP3] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[TR] [TR] // (1)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[TR] [TR] // (1)

Stabilised Old Class-1 Railgun [TL -1] (NPr) // -AP

Mode [TL -1] (-)

(2) 1x3+/1/2 // (1) 1x3+/1/1

(4) 1x4+/1/2 // (4) 1x4+/1/1

[TP] |[FX] |[TS] // (2)

Equipment: Stealth (3) (OOO) (2)

Traits: Immobile

Munitions:

Old C5 Defence Base (492)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 8-7-6-5-4-3-2-1

-Port: 8-7-6-5-4-3-2-1

-Stbd: 8-7-6-5-4-3-2-1

-Aft: 8-7-6-5-4-3-2-1

Hull: [*]-[*]-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 118-104-89-74-59-45-30-15

Shields: 12-11-9-8-6-5-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Stabilised Old Class-5 Railgun © [TL -1] (Slw) // -Proto-Shock Mode © [TL -1] (Knt/Slw)

(1) 1x2+/1/6 // (2) 1x3+/1/2

(4) 1x3+/1/6 // (3) 1x4+/1/2

(6) 1x4+/1/6

(8) 1x4+/1/5

[XX] |[YY] |[ZZ] |[TT] // (2)

Stabilised Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(2) 1x3+/1/2 // (1) 1x3+/1/1

(4) 1x4+/1/2 // (4) 1x4+/1/1

(6) 1x4+/1/2 // (5) 1x5+/1/1

[FF] [FF] [FF] [FF] |[FP] [FP] [FP] [FP] |[FS] [FS] [FS] [FS] |[AP] [AP] [AP] [AP] |[AS] [AS] [AS] [AS] |[AA] [AA] [AA] [AA] |
// (12)

Old Heavy Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Pnp/Slw-3) // -Overload Mode ©©© (Mdl/Lnc/Inc/Slw-3)

(4) 1x3+/1/2 // (3) 1x3+/1/2

(6) 1x4+/1/2 // (5) 1x4+/1/2

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[XX] [XX] [XX] |[XX] [XX] [XX] |[YY] [YY] [YY] |[YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] | // (9)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[XX] [XX] [XX] |[XX] [XX] [XX] |[YY] [YY] [YY] |[YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] | // (9)

Old Subspace Proximity Minefield [TL -1] (NPr/Prx/Acr/Exp)

(1) 0x3+/0/0

(2) 2x3+/1/1

[Fwd2] @ [Fwd2] @ [Fwd2] @ [Fwd2] @ [Fwd2] @ [Fwd2] @ [Fwd2] @ [Fwd2] @ |[Port2] @ [Port2] @ [Port2] @
[Port2] @ [Port2] @ [Port2] @ [Port2] @ [Port2] @ |[Stbd2] @ [Stbd2] @ [Stbd2] @ [Stbd2] @ [Stbd2] @
[Stbd2] @ [Stbd2] @ |[Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ // (16)

Equipment: Damage Control Parties (16) (OOOO OOOO OOOO OOOO) (8)

Traits: Bulkheads (2), Immobile, Ionized Hull, Cargo [Military] (12), Hospital (4), Repair (4), Transport (4)

Munitions:

Old C4 Defence Base (491)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 8-7-6-5-4-3-2-1

-Port: 8-7-6-5-4-3-2-1

-Stbd: 8-7-6-5-4-3-2-1

-Aft: 8-7-6-5-4-3-2-1

Hull: [*]-[*]-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 120-105-90-75-60-45-30-15

Shields: 12-11-9-8-6-5-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Stabilised Old Class-4 Railgun © [TL -1] (Slw) // -Proto-Shock Mode © [TL -1] (NPr/Knt/Slw)

(1) 1x2+/1/4 // (2) 1x3+/1/2

(4) 1x3+/1/4 // (3) 1x4+/1/2

(8) 1x4+/1/4

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

Stabilised Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(2) 1x3+/1/2 // (1) 1x3+/1/1

(4) 1x4+/1/2 // (4) 1x4+/1/1

(6) 1x4+/1/2 // (5) 1x5+/1/1

[FF] [FF] [FF] [FF] |[FP] [FP] [FP] [FP] |[FS] [FS] [FS] [FS] |[AP] [AP] [AP] [AP] |[AS] [AS] [AS] [AS] |[AA] [AA] [AA] [AA] |
// (12)

Old Heavy Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Pnp/Slw-3) // -Overload Mode ©©© (Mdl/Lnc/Inc/Slw-3)

(4) 1x3+/1/2 // (3) 1x3+/1/2

(6) 1x4+/1/2 // (5) 1x4+/1/2

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[XX] [XX] [XX] |[XX] [XX] [XX] |[YY] [YY] [YY] |[YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] | // (9)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[XX] [XX] [XX] |[XX] [XX] [XX] |[YY] [YY] [YY] |[YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] | // (9)

Old Subspace Proximity Minefield [TL -1] (NPr/Prx/Acr/Exp)

(1) 0x3+/0/0

(2) 2x3+/1/1

[Fwd2] @ [Fwd2] @ [Fwd2] @ [Fwd2] @ [Fwd2] @ [Fwd2] @ [Fwd2] @ |[Port2] @ [Port2] @ [Port2] @
[Port2] @ [Port2] @ [Port2] @ [Port2] @ [Port2] @ |[Stbd2] @ [Stbd2] @ [Stbd2] @ [Stbd2] @ [Stbd2] @
[Stbd2] @ [Stbd2] @ |[Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ // (16)

Equipment: Damage Control Parties (16) (OOOO OOOO OOOO OOOO) (8)

Traits: Bulkheads (2), Immobile, Ionized Hull, Cargo [Military] (12), Hospital (4), Repair (4), Transport (4)

Munitions:

Munitions:

-Nova-Style TL: 1

-Port: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: [*]-[*]-[*]-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 178-164-149-134-119-104-89-75-60-45-30-15

Shields: 16-15-14-12-11-10-8-7-6-4-3-2

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Stabilised Old Class-5 Railgun © [TL -1] (Slw) // -Proto-Shock Mode © [TL -1] (Knt/Slw)

(1) $1x^2 + 1/6$ // (2) $1x^3 + 1/2$

(4) $1x3+/1/6$ // (3) $1x4+/1/2$

(6) $1x4+/1/6$

(8) $1 \times 4 + 1/5$

$$[XX] \mid [XX] \mid [YY] \mid [YY] \mid [ZZ] \mid [ZZ] \mid // (3)$$

Stabilised Old Class-3 Railgun [TL -1] (NPr) // -AP
Mode [TL -1] (-)

(2) $1x^3 + 1/3$ // (1) $1x^2 + 1/1$

(6) $1x4+/1/3$ // (3) $1x3+/1/1$

(7) $1x4+/1/2$ // (6) $1x4+/1/1$

[XX] [XX] [XX] | [XX] [XX] [XX] | [YY] [YY] [YY] | [YY] [YY]

$$[YY] \mid [ZZ] [ZZ] [ZZ] \mid [ZZ] [ZZ] [ZZ] \mid // (9)$$

Stabilised Old Class-5 Railgun © [TL -1] (Slw) // -Proto-Shock Mode © [TL -1] (Knt/Slw)

(1) $1 \times 2 + 1/6$ // (2) $1 \times 3 + 1/2$

(4) $1x3+ / 1/6$ // (3) $1x4+ / 1/2$

(6) $1 \times 4 + 1/6$

(8) $1 \times 4 + 1/5$

$$[XX] \mid [XX] \mid [YY] \mid [YY] \mid [ZZ] \mid [ZZ] \mid // (3)$$

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) $2 \times 3 + 1/1$

(2) $1 \times 3 + 1/1$

[XX] [XX] [XX] [XX] [XX] | [XX] [XX] [XX] [XX] [XX] | [YY]

[YY] [YY] [YY] [YY] | [YY] [YY] [YY] [YY] [YY] | [ZZ] [ZZ]

$$[ZZ] [ZZ] [ZZ] \mid [ZZ] [ZZ] [ZZ] [ZZ] [ZZ] \mid // (15)$$

Chaingun Battery [TL -1] (NPr/Acr)

(1) $1 \times 4 + 2/1$

(2) $1 \times 4 + 1/1$

[XX] [XX] [XX] [XX] [XX] | [XX] [XX] [XX] [XX] [XX] | [YY]

[YY] [YY] [YY] [YY] | [YY] [YY] [YY] [YY] [YY] | [ZZ] [ZZ]

$$[ZZ] [ZZ] [ZZ] | [ZZ] [ZZ] [ZZ] [ZZ] [ZZ] | // (15)$$

Old Subspace Proximity Minefield [TL -1] (NPr/Prx/Acr/Exp)

(1) 0x3+/0/0

(2) $2 \times 3 + 1/1$

```
[Fwd2] @ [Fwd2] @ [Fwd2] @ [Fwd2] @ [Fwd2] @ [Fwd2] @ [Fwd2] @ [Fwd2] @ [Fwd2] @
[Fwd2] @ [Fwd2] @ [Fwd2] @ [Fwd2] @ [Fwd2] @ | [Port2] @ [Port2] @ [Port2] @ [Port2] @ [Port2] @ [Port2] @
[Port2] @ [Port2] @ [Port2] @ [Port2] @ [Port2] @ [Port2] @ [Port2] @ [Port2] @ [Port2] @ [Port2] @ | [Stbd2] @
[Stbd2] @ [Stbd2] @ [Stbd2] @ [Stbd2] @ [Stbd2] @ [Stbd2] @ [Stbd2] @ [Stbd2] @ [Stbd2] @ [Stbd2] @ [Stbd2] @
[Stbd2] @ [Stbd2] @ [Stbd2] @ [Stbd2] @ | [Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @
[Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ [Aft2] @ // (32)
```

Equipment: Damage Control Parties (24) (0000 0000 0000 0000 0000 0000) (12)

Traits: Bulkheads (3), Immobile, Ionized Hull, Cargo [Military] (20), Hospital (8), Repair (8), Transport (8)

Munitions:

Modern Ships

Light Torpedo Boat Flotilla (4 LTB) (45)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 11-6

Weapons: 5-3

Shields: 0-0

Plasma Torpedo Bank (Mdl/SLn/Knt/Exp)

(2) 1x4+/2/2

[Fwd2] @ [Fwd2] @ // (1)

Equipment: Countermeasures (3) (OOO) (2)

Traits:

Munitions:

Torpedo Boat Flotilla (4 TB) (64)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

Hull: 2-1

Fractional Engines: 11-6

Weapons: 9-5

Shields: 0-0

Reloadable Plasma Torpedo Bank ©©©

(Mdl/SLn/Knt/Slw-3)

(2) 1x4+/2/2

[Fwd2] |[Fwd2] // (1)

Light Particle Battery (NPr/Inc/Acr)

(1) 1x2+/2/1

(2) 1x3+/2/1

[FH] |[FH] |[FH] |[FH] // (2)

Equipment: Countermeasures (3) (OOO) (2)

Traits:

Munitions:

The development of the plasma torpedo resulted in the discontinuation of the ramboat as the plasma torpedo was longer-ranged and more accurate than the plasma ram.

Heavy Torpedo Boat Flotilla (4 HTB) (99)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

Hull: 3-2-1

Fractional Engines: 11-6

Weapons: 17-9

Shields: 0-0

Reloadable Plasma Torpedo Bank ©©©

(Mdl/SLn/Knt/Slw-3)

(2) 1x4+/2/2

[FR2] |[P+S2] |[P+S2] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FF] |[FF] |[FF] |[FF] // (2)

Light Particle Battery (NPr/Inc/Acr)

(1) 1x2+/2/1

(2) 1x3+/2/1

[PH] [PH] |[PH] [PH] |[SH] [SH] |[SH] [SH] // (4)

Equipment: Countermeasures (2) (OO) (1)

Traits:

Munitions:

Flares: 4-3-2-1

Destroyer Flotilla (2 DD) (100)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

Screens: 1

Hull: 3-2-1

Fractional Engines: 12-6

Weapons: 10-5

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FX] [FX] |[FX] [FX] |[AX] |[AX] // (3)

Reloadable Plasma Torpedo Bank ©©©

(Mdl/SLn/Knt/Slw-3)

(2) 1x4+/2/2

[FR2] |[P+S2] |[P+S2] // (2)

Equipment: Countermeasures (1) (O) (1)

Traits:

Munitions:

Flares: 2-1

Heavy Destroyer (67)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

Screens: 1

Hull: 2-1

Fractional Engines: 12-6

Weapons: 7-4

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FX] [FX] |[AX] [AX] // (2)

Reloadable Plasma Torpedo Bank ©©©

(Mdl/SLn/Knt/Slw-3)

(2) 1x4+/2/2

[FR2] |[P+S2] // (1)

Equipment: Countermeasures (1) (O) (1)

Traits:

Munitions:

Flares: 1

Sloop (66)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: 2-1

Fractional Engines: 8-4

Weapons: 9-5

Shields: 4-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP] |[RP] |[LA] |[RA] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: Countermeasures (1) (O) (1)

Traits:

Munitions:

Patrol Sloop (67)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: 2-1

Fractional Engines: 8-4

Weapons: 11-6

Shields: 4-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FP] |[FS] |[AP] |[AS] // (2)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(2) 1x3+/2/1 // (1) 0x3+/0/0

(4) 1x3+/2/1 // (3) 1x3+/1/1

[PS] |[PS] // (1)

Equipment: Countermeasures (1) (O) (1)

Traits:

Munitions:

Gun Sloop (67)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Hull: 2-1
Fractional Engines: 8-4
Weapons: 9-5
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[FX] |[AX] // (1)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Equipment: Countermeasures (1) (O) (1)
Traits:
Munitions:

Rocket Sloop (67)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Hull: 2-1
Fractional Engines: 8-4
Weapons: 11-6
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)
(3) 1x2+/1/1 // (3) 1x4+/1/2
[PS] |[PS] // (1)

Equipment: Countermeasures (1) (O) (1)
Traits:
Munitions:

AS Sloop (74)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1
 -Port: 2-1
 -Stbd: 2-1
 -Aft: 1

Hull: 2-1
 Fractional Engines: 8-4
 Weapons: 11-6
 Shields: 4-2
 -Fwd: 1
 -Port: 1
 -Stbd: 1
 -Aft: 1

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
 (3) 1x3+/1/2 // (1) 1x3+/1/1
 (5) 1x4+/1/2 // (2) 1x4+/1/1
 [FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)
 (1) 2x3+/1/1
 (3) 1x3+/2/1
 [FP] |[FS] |[AP] |[AS] // (2)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)
 (1) 0x2+/0/0
 (2) 1x2+/2/1
 (3) 1x2+/1/1
 [Port3] @@@@ |[Stbd3] @@@@ // (1)

Equipment: Countermeasures (1) (O) (1)
 Traits:
 Munitions:

3rd-Class Cruiser (97)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1
 -Port: 3-2-1
 -Stbd: 3-2-1
 -Aft: 1

Hull: 3-2-1
 Fractional Engines: 9-5
 Weapons: 14-7
 Shields: 4-2
 -Fwd: 1
 -Port: 1
 -Stbd: 1
 -Aft: 1

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
 (5) 1x3+/1/2 // (1) 1x2+/1/1
 (6) 1x4+/1/2 // (3) 1x3+/1/1
 [FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
 (3) 1x3+/1/2 // (1) 1x3+/1/1
 (5) 1x4+/1/2 // (2) 1x4+/1/1
 [FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)
 (1) 2x3+/1/1
 (3) 1x3+/2/1
 [LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
 Concussion Mode © (NPr/SLn/Slw)
 (3) 1x2+/1/1 // (3) 1x4+/1/2
 [PP] |[SS] // (1)

Equipment: (0)
 Traits: Ionized Hull
 Munitions:

Light Protected Cruiser (124)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: 4-3-2-1
Fractional Engines: 10-5
Weapons: 16-8
Shields: 6-3
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/2/2 // (1) 1x2+/2/1
(6) 1x4+/2/2 // (3) 1x3+/2/1
[FX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)
(3) 1x2+/1/1 // (3) 1x4+/1/2
[PP] |[SS] // (1)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

Protected Cruiser (165)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 2-1

Hull: 5-4-3-2-1
Fractional Engines: 10-7-4
Weapons: 20-14-7
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/2/2 // (1) 1x2+/2/1
(6) 1x4+/2/2 // (3) 1x3+/2/1
[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)
(3) 1x2+/1/1 // (3) 1x4+/1/2
[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

Light Armoured Cruiser (219)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1
-Port: 6-5-4-3-2-1
-Stbd: 6-5-4-3-2-1
-Aft: 2-1

Hull: 6-5-4-3-2-1
Fractional Engines: 9-6-3
Weapons: 30-20-10
Shields: 8-6-3
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Knt)
(5) 1x3+/1/3 // (1) 1x2+/1/1
(7) 1x4+/1/3 // (3) 1x3+/1/1
[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] |[Stbd] [Stbd]
[Stbd] |[LA] [LA] |[RA] [RA] | // (7)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)
(3) 1x2+/1/1 // (3) 1x4+/1/2
[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

Armoured Cruiser (294)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 3-2-1
-Port: 8-7-6-5-4-3-2-1
-Stbd: 8-7-6-5-4-3-2-1
-Aft: 3-2-1

Hull: 8-7-6-5-4-3-2-1
Fractional Engines: 9-7-5-3
Weapons: 34-26-17-9
Shields: 8-6-4-2
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Knt)
(5) 1x3+/2/3 // (1) 1x2+/2/1
(7) 1x4+/2/3 // (3) 1x3+/2/1
[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]
[LA] |[RA] [RA] | // (7)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)
(3) 1x2+/1/1 // (3) 1x4+/1/2
[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (2)
Munitions:

3rd-Class Patrol Cruiser (96)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: 3-2-1
Fractional Engines: 9-5
Weapons: 14-7
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -
Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)
(2) 1x3+/2/1 // (1) 0x3+/0/0
(4) 1x3+/2/1 // (3) 1x3+/1/1
[PP] |[SS] // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:

*Modern patrol units, simply because of the use of
standard rocket launchers on standard units, simply
replaced the standard rocket launcher with the patrol
rocket launcher.*

Light Protected Patrol Cruiser (124)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: 4-3-2-1
Fractional Engines: 10-5
Weapons: 16-8
Shields: 6-3
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/2/2 // (1) 1x2+/2/1
(6) 1x4+/2/2 // (3) 1x3+/2/1
[FX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //
(4)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -
Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)
(2) 1x3+/2/1 // (1) 0x3+/0/0
(4) 1x3+/2/1 // (3) 1x3+/1/1
[PP] |[SS] // (1)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

Protected Patrol Cruiser (164)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 2-1

Hull: 5-4-3-2-1
Fractional Engines: 10-7-4
Weapons: 20-14-7
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/2/2 // (1) 1x2+/2/1
(6) 1x4+/2/2 // (3) 1x3+/2/1
[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -
Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)
(2) 1x3+/2/1 // (1) 0x3+/0/0
(4) 1x3+/2/1 // (3) 1x3+/1/1
[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

Light Armoured Patrol Cruiser (219)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1
-Port: 6-5-4-3-2-1
-Stbd: 6-5-4-3-2-1
-Aft: 2-1

Hull: 6-5-4-3-2-1
Fractional Engines: 9-6-3
Weapons: 30-20-10
Shields: 8-6-3
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Knt)
(5) 1x3+/1/3 // (1) 1x2+/1/1
(7) 1x4+/1/3 // (3) 1x3+/1/1
[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] |[Stbd] [Stbd]
[Stbd] |[LA] [LA] |[RA] [RA] | // (7)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -
Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)
(2) 1x3+/2/1 // (1) 0x3+/0/0
(4) 1x3+/2/1 // (3) 1x3+/1/1
[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

Armoured Patrol Cruiser (293)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 3-2-1
-Port: 8-7-6-5-4-3-2-1
-Stbd: 8-7-6-5-4-3-2-1
-Aft: 3-2-1

Hull: 8-7-6-5-4-3-2-1
Fractional Engines: 9-7-5-3
Weapons: 34-26-17-9
Shields: 8-6-4-2
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Knt)
(5) 1x3+/2/3 // (1) 1x2+/2/1
(7) 1x4+/2/3 // (3) 1x3+/2/1
[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]
[LA] |[RA] [RA] | // (7)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -
Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)
(2) 1x3+/2/1 // (1) 0x3+/0/0
(4) 1x3+/2/1 // (3) 1x3+/1/1
[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (2)
Munitions:

Light Cruiser (99)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: 3-2-1
Fractional Engines: 9-5
Weapons: 12-6
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FX2] [FX2] |[AX2] [AX2] // (2)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | //
(4)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Light Protected Gun Cruiser (124)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: 4-3-2-1
Fractional Engines: 10-5
Weapons: 14-7
Shields: 6-3
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-3 Railgun (-) // -Shock Mode (Knt)
(5) 1x3+/1/3 // (1) 1x2+/1/1
(7) 1x4+/1/3 // (3) 1x3+/1/1
[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

Gun cruisers mount heavier railguns at the expense of lighter or non-existent secondary railgun batteries. They also, by the implied nature of such vessels (fleet combat) mount plasma torpedoes instead of rocket launchers.

Protected Gun Cruiser (165)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 2-1

Hull: 5-4-3-2-1
Fractional Engines: 10-7-4
Weapons: 18-12-6
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-3 Railgun Turret (-) // -Shock Mode (Knt)
(5) 1x3+/2/3 // (1) 1x2+/2/1
(7) 1x4+/2/3 // (3) 1x3+/2/1
[FPS] // (1)

Class-3 Railgun (-) // -Shock Mode (Knt)
(5) 1x3+/1/3 // (1) 1x2+/1/1
(7) 1x4+/1/3 // (3) 1x3+/1/1
[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)
(1) 1x5+/1/2
(2) 1x6+/1/2
[Port] |[Stbd] // (1)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

Light Armoured Gun Cruiser (218)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1
-Port: 6-5-4-3-2-1
-Stbd: 6-5-4-3-2-1
-Aft: 2-1

Hull: 6-5-4-3-2-1
Fractional Engines: 9-6-3
Weapons: 24-16-8
Shields: 8-6-3
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Knt)
(5) 1x3+/2/3 // (1) 1x2+/2/1
(7) 1x4+/2/3 // (3) 1x3+/2/1
[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] |[Stbd] [Stbd]
[Stbd] |[LA] [LA] |[RA] [RA] | // (7)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)
(1) 1x5+/1/2
(2) 1x6+/1/2
[Port] |[Stbd] // (1)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

Armoured Gun Cruiser (293)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 3-2-1
-Port: 8-7-6-5-4-3-2-1
-Stbd: 8-7-6-5-4-3-2-1
-Aft: 3-2-1

Hull: 8-7-6-5-4-3-2-1
Fractional Engines: 9-7-5-3
Weapons: 30-23-15-8
Shields: 8-6-4-2
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-4 Railgun Turret (-) // -Shock Mode (Knt)
(1) 1x2+/2/4 // (1) 1x2+/2/2
(7) 1x3+/2/4 // (3) 1x3+/2/2
(8) 1x4+/2/4 // (4) 1x4+/2/2
[FX] // (1)

Class-4 Railgun (-) // -Shock Mode (Knt)
(1) 1x2+/1/4 // (1) 1x2+/1/2
(7) 1x3+/1/4 // (3) 1x3+/1/2
(8) 1x4+/1/4 // (4) 1x4+/1/2
[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]
[LA] |[RA] [RA] | // (7)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)
(1) 1x5+/1/2
(2) 1x6+/1/2
[Port] |[Stbd] // (1)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (2)
Munitions:

3rd-Class AS Cruiser (100)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: 3-2-1
Fractional Engines: 9-5
Weapons: 12-6
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] |[RP] |[AP] |[AS] // (2)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)
(1) 0x2+/0/0
(2) 1x2+/2/1
(3) 1x2+/1/1
[PP3] @@@@ |[SS3] @@@@ // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:

*Anti-subspace vessels sacrifice the rocket launchers
and, if necessary, some particle batteries, for the
defender mortar.*

Light Protected AS Cruiser (130)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: 4-3-2-1
Fractional Engines: 10-5
Weapons: 14-7
Shields: 6-3
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/2/2 // (1) 1x2+/2/1
(6) 1x4+/2/2 // (3) 1x3+/2/1
[FX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)
(1) 0x2+/0/0
(2) 1x2+/2/1
(3) 1x2+/1/1
[PP3] @@@@ |[SS3] @@@@ // (1)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

Protected AS Cruiser (170)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 2-1

Hull: 5-4-3-2-1
Fractional Engines: 10-7-4
Weapons: 18-12-6
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/2/2 // (1) 1x2+/2/1
(6) 1x4+/2/2 // (3) 1x3+/2/1
[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)
(1) 0x2+/0/0
(2) 1x2+/2/1
(3) 1x2+/1/1
[PP3] @@@@ |[SS3] @@@@ // (1)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

Light Armoured AS Cruiser (223)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1
-Port: 6-5-4-3-2-1
-Stbd: 6-5-4-3-2-1
-Aft: 2-1

Hull: 6-5-4-3-2-1
Fractional Engines: 9-6-3
Weapons: 28-19-10
Shields: 8-6-3
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Knt)
(5) 1x3+/1/3 // (1) 1x2+/1/1
(7) 1x4+/1/3 // (3) 1x3+/1/1
[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] |[Stbd] [Stbd]
[Stbd] |[LA] [LA] |[RA] [RA] | // (7)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)
(1) 0x2+/0/0
(2) 1x2+/2/1
(3) 1x2+/1/1
[PP3] @@@@ |[SS3] @@@@ // (1)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

Armoured AS Cruiser (298)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 3-2-1

-Port: 8-7-6-5-4-3-2-1

-Stbd: 8-7-6-5-4-3-2-1

-Aft: 3-2-1

Hull: 8-7-6-5-4-3-2-1

Fractional Engines: 9-7-5-3

Weapons: 32-24-16-8

Shields: 8-6-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Knt)

(5) 1x3+/2/3 // (1) 1x2+/2/1

(7) 1x4+/2/3 // (3) 1x3+/2/1

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x2+/1/1

(6) 1x4+/1/2 // (3) 1x3+/1/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]

[LA] |[RA] [RA] | // (7)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 1x2+/2/1

(3) 1x2+/1/1

[PP3] @@@@ |[SS3] @@@@ // (1)

Equipment: (0)

Traits: Ionized Hull, Cargo [Military] (2)

Munitions:

3rd-Class Raiding Cruiser (96)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 1

Hull: 3-2-1

Fractional Engines: 9-5

Weapons: 16-8

Shields: 4-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x2+/1/1

(6) 1x4+/1/2 // (3) 1x3+/1/1

[FX] |[AX] // (1)

Ion Cannon @@@ (Mdl/Lnc/Inc/Pnp/Slw-3)

(1) 1x2+/1/1

(4) 1x3+/1/1

(5) 1x4+/1/1

[FR] [FR] |[PR] [PR] |[SR] [SR] // (3)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Patrol Rocket Launcher @@ (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode @@ (NPr/Inc/Lnc/Dly/Slw-2)

(2) 1x3+/2/1 // (1) 0x3+/0/0

(4) 1x3+/2/1 // (3) 1x3+/1/1

[PS] |[PS] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

Raiding vessels sacrifice the class-1 railguns of standard vessels for ion cannons.

Light Protected Raiding Cruiser (124)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: 4-3-2-1
Fractional Engines: 10-5
Weapons: 18-9
Shields: 6-3
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/2/2 // (1) 1x2+/2/1
(6) 1x4+/2/2 // (3) 1x3+/2/1
[FX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[AX] // (1)

Ion Cannon ©©© (Mdl/Lnc/Inc/Pnp/Slw-3)
(1) 1x2+/1/1
(4) 1x3+/1/1
(5) 1x4+/1/1
[FR] [FR] |[PR] [PR] |[SR] [SR] // (3)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -
Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)
(2) 1x3+/2/1 // (1) 0x3+/0/0
(4) 1x3+/2/1 // (3) 1x3+/1/1
[PS] |[PS] // (1)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

Protected Raiding Cruiser (164)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 2-1

Hull: 5-4-3-2-1
Fractional Engines: 10-7-4
Weapons: 24-16-8
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/2/2 // (1) 1x2+/2/1
(6) 1x4+/2/2 // (3) 1x3+/2/1
[FPS] |[APS] // (1)

Ion Cannon ©©© (Mdl/Lnc/Inc/Pnp/Slw-3)
(1) 1x2+/1/1
(4) 1x3+/1/1
(5) 1x4+/1/1
[FR] [FR] [FR] [FR] |[Port] [Port] |[Stbd] [Stbd] // (4)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -
Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)
(2) 1x3+/2/1 // (1) 0x3+/0/0
(4) 1x3+/2/1 // (3) 1x3+/1/1
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

Light Armoured Raiding Cruiser (219)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1
-Port: 6-5-4-3-2-1
-Stbd: 6-5-4-3-2-1
-Aft: 2-1

Hull: 6-5-4-3-2-1
Fractional Engines: 9-6-3
Weapons: 34-23-12
Shields: 8-6-3
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Knt)
(5) 1x3+/1/3 // (1) 1x2+/1/1
(7) 1x4+/1/3 // (3) 1x3+/1/1
[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Ion Cannon ©©© (Mdl/Lnc/Inc/Pnp/Slw-3)
(1) 1x2+/1/1
(4) 1x3+/1/1
(5) 1x4+/1/1
[FR] [FR] [FR] [FR] |[Port] [Port] |[Stbd] [Stbd] // (4)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] |[Stbd] [Stbd]
[Stbd] |[LA] [LA] |[RA] [RA] | // (7)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -
Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)
(2) 1x3+/2/1 // (1) 0x3+/0/0
(4) 1x3+/2/1 // (3) 1x3+/1/1
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

Armoured Raiding Cruiser (293)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 3-2-1
-Port: 8-7-6-5-4-3-2-1
-Stbd: 8-7-6-5-4-3-2-1
-Aft: 3-2-1

Hull: 8-7-6-5-4-3-2-1
Fractional Engines: 9-7-5-3
Weapons: 36-27-18-9
Shields: 8-6-4-2
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Knt)
(5) 1x3+/2/3 // (1) 1x2+/2/1
(7) 1x4+/2/3 // (3) 1x3+/2/1
[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Ion Cannon ©©© (Mdl/Lnc/Inc/Pnp/Slw-3)
(1) 1x2+/1/1
(4) 1x3+/1/1
(5) 1x4+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] |[PP] [PP] |[SS] [SS] // (5)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]
[LA] |[RA] [RA] | // (7)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -
Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)
(2) 1x3+/2/1 // (1) 0x3+/0/0
(4) 1x3+/2/1 // (3) 1x3+/1/1
[PS] [PS] |[PS] [PS] // (2)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (2)
Munitions:

3rd-Class PTT Cruiser (97)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: 3-2-1
Fractional Engines: 9-5
Weapons: 14-7
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Light Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)
(1) 1x5+/1/1
(2) 1x6+/1/1
[P+S] [P+S] // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:

PTT cruisers replace standard rocket launchers with plasma torpedoes.

Light PTT Protected Cruiser (125)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: 4-3-2-1
Fractional Engines: 10-5
Weapons: 16-8
Shields: 6-3
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/2/2 // (1) 1x2+/2/1
(6) 1x4+/2/2 // (3) 1x3+/2/1
[FX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Light Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)
(1) 1x5+/1/1
(2) 1x6+/1/1
[P+S] [P+S] // (1)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

PTT Protected Cruiser (166)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 2-1

Hull: 5-4-3-2-1
Fractional Engines: 10-7-4
Weapons: 20-14-7
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/2/2 // (1) 1x2+/2/1
(6) 1x4+/2/2 // (3) 1x3+/2/1
[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)
(1) 1x5+/1/2
(2) 1x6+/1/2
[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

Light PTT Armoured Cruiser (221)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1
-Port: 6-5-4-3-2-1
-Stbd: 6-5-4-3-2-1
-Aft: 2-1

Hull: 6-5-4-3-2-1
Fractional Engines: 9-6-3
Weapons: 30-20-10
Shields: 8-6-3
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Knt)
(5) 1x3+/1/3 // (1) 1x2+/1/1
(7) 1x4+/1/3 // (3) 1x3+/1/1
[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/1/2 // (1) 1x2+/1/1
(6) 1x4+/1/2 // (3) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] |[Stbd] [Stbd]
[Stbd] |[LA] [LA] |[RA] [RA] | // (7)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)
(1) 1x5+/1/2
(2) 1x6+/1/2
[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (1)
Munitions:

PTT Armoured Cruiser (296)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 3-2-1

-Port: 8-7-6-5-4-3-2-1

-Stbd: 8-7-6-5-4-3-2-1

-Aft: 3-2-1

Hull: 8-7-6-5-4-3-2-1

Fractional Engines: 9-7-5-3

Weapons: 34-26-17-9

Shields: 8-6-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Knt)

(5) 1x3+/2/3 // (1) 1x2+/2/1

(7) 1x4+/2/3 // (3) 1x3+/2/1

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x2+/1/1

(6) 1x4+/1/2 // (3) 1x3+/1/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]

[LA] |[RA] [RA] | // (7)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/2

(2) 1x6+/1/2

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Ionized Hull, Cargo [Military] (2)

Munitions:

Light Defence Monitor (144)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 2-1

Hull: 4-3-2-1

Fractional Engines: 6-3

Weapons: 16-8

Shields: 10-5

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Knt)

(5) 1x3+/1/3 // (1) 1x2+/1/1

(7) 1x4+/1/3 // (3) 1x3+/1/1

[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //

(4)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(3) 1x2+/1/1 // (3) 1x4+/1/2

[PP] |[SS] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

Defence vessels are cruiser-sized vessels designed to operate as battleships.

Defence Monitor (189)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1

-Port: 5-4-3-2-1

-Stbd: 5-4-3-2-1

-Aft: 2-1

Hull: 5-4-3-2-1

Fractional Engines: 6-4-2

Weapons: 20-14-7

Shields: 10-7-4

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-4 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/4 // (1) 1x2+/1/2

(7) 1x3+/1/4 // (3) 1x3+/1/2

(8) 1x4+/1/4 // (4) 1x4+/1/2

[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[Port] [Port] |[Stbd] [Stbd] |[LA]

[LA] |[RA] [RA] | // (6)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)

(3) 1x2+/1/1 // (3) 1x4+/1/2

[PP] |[SS] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

Light Defence Battleship (305)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 9-8-7-6-5-4-3-2-1

-Stbd: 9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: [*]-7-6-5-4-3-2-1

Fractional Engines: 6-5-3-2

Weapons: 26-20-13-7

Shields: 12-9-6-3

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (3) 1x3+/1/2

(7) 1x3+/1/6 // (4) 1x4+/1/2

(8) 1x3+/1/6 // (5) 1x4+/1/2

[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] |[Stbd] [Stbd]

[Stbd] |[LA] [LA] |[RA] [RA] | // (7)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)

(3) 1x2+/1/1 // (3) 1x4+/1/2

[PP] |[SS] // (1)

Equipment: (0)

Traits: Bulkheads (1), Ionized Hull

Munitions:

Defence Battleship (400)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 10-9-8-7-6-5-4-3-2-1

-Stbd: 10-9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: [*]-9-8-7-6-5-4-3-2-1

Fractional Engines: 6-5-4-3-2

Weapons: 36-29-22-15-8

Shields: 12-10-8-5-3

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x3+/2/6 // (1) 1x2+/2/2

(7) 1x3+/2/6 // (3) 1x3+/2/2

(8) 1x3+/2/6 // (5) 1x4+/2/2

[FX] // (1)

Class-5 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (3) 1x3+/1/2

(7) 1x3+/1/6 // (4) 1x4+/1/2

(8) 1x3+/1/6 // (5) 1x4+/1/2

[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]

|[AS] [AS] | // (6)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] |[Stbd] [Stbd]

[Stbd] |[LA] [LA] |[RA] [RA] | // (7)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(3) 1x2+/1/1 // (3) 1x4+/1/2

[PP] [PP] |[SS] [SS] // (2)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x2+/1/1

(6) 1x4+/1/2 // (3) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)

Traits: Bulkheads (1), Ionized Hull

Munitions:

Heavy Defence Battleship (447)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 11-10-9-8-7-6-5-4-3-2-1

-Stbd: 11-10-9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: [*]-[*]-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 5-5-4-3-2-1

Weapons: 38-32-26-19-13-7

Shields: 12-10-8-6-4-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x3+/2/6 // (1) 1x2+/2/2

(7) 1x3+/2/6 // (3) 1x3+/2/2

(8) 1x3+/2/6 // (5) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x2+/1/1

(6) 1x4+/1/2 // (3) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]

|[AS] [AS] | // (6)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS]

[SS] |[LA] [LA] |[RA] [RA] | // (8)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(3) 1x2+/1/1 // (3) 1x4+/1/2

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Bulkheads (2), Ionized Hull

Munitions:

Light THG Defence Monitor (142)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 2-1

Hull: 4-3-2-1
Fractional Engines: 6-3
Weapons: 12-6
Shields: 10-5
-Fwd: 2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Knt)
(5) 1x3+/2/3 // (1) 1x2+/2/1
(7) 1x4+/2/3 // (3) 1x3+/2/1
[FPS] // (1)

Class-3 Railgun (-) // -Shock Mode (Knt)
(5) 1x3+/1/3 // (1) 1x2+/1/1
(7) 1x4+/1/3 // (3) 1x3+/1/1
[APS] // (1)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)
(1) 0x6+/0/0
(2) 3x6+/1/1
[PS] |[PS] // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:

THG defence vessels sacrifice the lighter railguns for a third heavy railgun.

THG Defence Monitor (187)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1
-Port: 5-4-3-2-1
-Stbd: 5-4-3-2-1
-Aft: 2-1

Hull: 5-4-3-2-1
Fractional Engines: 6-4-2
Weapons: 14-10-5
Shields: 10-7-4
-Fwd: 2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Class-4 Railgun Turret (-) // -Shock Mode (Knt)
(1) 1x2+/2/4 // (1) 1x2+/2/2
(7) 1x3+/2/4 // (3) 1x3+/2/2
(8) 1x4+/2/4 // (4) 1x4+/2/2
[FX] // (1)

Class-4 Railgun (-) // -Shock Mode (Knt)
(1) 1x2+/1/4 // (1) 1x2+/1/2
(7) 1x3+/1/4 // (3) 1x3+/1/2
(8) 1x4+/1/4 // (4) 1x4+/1/2
[AX] // (1)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[Port] [Port] |[Stbd] [Stbd] |[LA]
[LA] |[RA] [RA] | // (6)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Light C2ST Defence Battleship (299)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 9-8-7-6-5-4-3-2-1

-Stbd: 9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: [*]-7-6-5-4-3-2-1

Fractional Engines: 6-5-3-2

Weapons: 22-17-11-6

Shields: 12-9-6-3

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (3) 1x3+/1/2

(7) 1x3+/1/6 // (4) 1x4+/1/2

(8) 1x3+/1/6 // (5) 1x4+/1/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x2+/1/1

(6) 1x4+/1/2 // (3) 1x3+/1/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] |[Stbd] [Stbd]

[Stbd] |[LA] [LA] |[RA] [RA] | // (7)

Equipment: (0)

Traits: Bulkheads (1), Ionized Hull

Munitions:

These defence battleships mount heavier secondary railguns.

C3ST Defence Battleship (397)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 10-9-8-7-6-5-4-3-2-1

-Stbd: 10-9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: [*]-9-8-7-6-5-4-3-2-1

Fractional Engines: 6-5-4-3-2

Weapons: 28-23-17-12-6

Shields: 12-10-8-5-3

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x3+/2/6 // (1) 1x2+/2/2

(7) 1x3+/2/6 // (3) 1x3+/2/2

(8) 1x3+/2/6 // (5) 1x4+/2/2

[FX] // (1)

Class-5 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (3) 1x3+/1/2

(7) 1x3+/1/6 // (4) 1x4+/1/2

(8) 1x3+/1/6 // (5) 1x4+/1/2

[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP] [LP] |[RP] [RP] |[LA] [LA] |[RA] [RA] // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] |[Stbd] [Stbd]

[Stbd] |[LA] [LA] |[RA] [RA] | // (7)

Class-3 Railgun (-) // -Shock Mode (Knt)

(5) 1x3+/1/3 // (1) 1x2+/1/1

(7) 1x4+/1/3 // (3) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)

Traits: Bulkheads (1), Ionized Hull

Munitions:

Heavy C3ST Defence Battleship (444)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 11-10-9-8-7-6-5-4-3-2-1

-Stbd: 11-10-9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: [*]-[*]-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 5-5-4-3-2-1

Weapons: 30-25-20-15-10-5

Shields: 12-10-8-6-4-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x3+/2/6 // (1) 1x2+/2/2

(7) 1x3+/2/6 // (3) 1x3+/2/2

(8) 1x3+/2/6 // (5) 1x4+/2/2

[FX] |[AX] // (1)

Class-3 Railgun (-) // -Shock Mode (Knt)

(5) 1x3+/1/3 // (1) 1x2+/1/1

(7) 1x4+/1/3 // (3) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP] [LP] |[RP] [RP] |[LA] [LA] |[RA] [RA] // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS]

[SS] |[LA] [LA] |[RA] [RA] | // (8)

Equipment: (0)

Traits: Bulkheads (2), Ionized Hull

Munitions:

Light AS Defence Monitor (149)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 2-1

Hull: 4-3-2-1

Fractional Engines: 6-3

Weapons: 14-7

Shields: 10-5

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Knt)

(5) 1x3+/1/3 // (1) 1x2+/1/1

(7) 1x4+/1/3 // (3) 1x3+/1/1

[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 1x2+/2/1

(3) 1x2+/1/1

[PP3] @@@@ |[SS3] @@@@ // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

AS Defence Monitor (195)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1
-Port: 5-4-3-2-1
-Stbd: 5-4-3-2-1
-Aft: 2-1

Hull: 5-4-3-2-1
Fractional Engines: 6-4-2
Weapons: 18-12-6
Shields: 10-7-4
-Fwd: 2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Class-4 Railgun (-) // -Shock Mode (Knt)
(1) 1x2+/1/4 // (1) 1x2+/1/2
(7) 1x3+/1/4 // (3) 1x3+/1/2
(8) 1x4+/1/4 // (4) 1x4+/1/2
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[Port] |[Stbd] |[LA] [LA] |[RA]
[RA] | // (5)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)
(1) 0x2+/0/0
(2) 1x2+/2/1
(3) 1x2+/1/1
[PP3] @@@@ |[SS3] @@@@ // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Light AS Defence Battleship (308)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1
-Port: 9-8-7-6-5-4-3-2-1
-Stbd: 9-8-7-6-5-4-3-2-1
-Aft: 4-3-2-1

Hull: [*]-7-6-5-4-3-2-1
Fractional Engines: 6-5-3-2
Weapons: 24-18-12-6
Shields: 12-9-6-3
-Fwd: 3-2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 3-2-1

Class-5 Railgun (-) // -Shock Mode (Knt)
(1) 1x2+/1/6 // (3) 1x3+/1/2
(7) 1x3+/1/6 // (4) 1x4+/1/2
(8) 1x3+/1/6 // (5) 1x4+/1/2
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[Port] [Port] |[Stbd] [Stbd] |[LA]
[LA] |[RA] [RA] | // (6)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)
(1) 0x2+/0/0
(2) 1x2+/2/1
(3) 1x2+/1/1
[PP3] @@@@ |[SS3] @@@@ // (1)

Equipment: (0)
Traits: Bulkheads (1), Ionized Hull
Munitions:

AS Defence Battleship (403)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 10-9-8-7-6-5-4-3-2-1

-Stbd: 10-9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: [*]-9-8-7-6-5-4-3-2-1

Fractional Engines: 6-5-4-3-2

Weapons: 34-28-21-14-7

Shields: 12-10-8-5-3

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x3+/2/6 // (1) 1x2+/2/2

(7) 1x3+/2/6 // (3) 1x3+/2/2

(8) 1x3+/2/6 // (5) 1x4+/2/2

[FX] // (1)

Class-5 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (3) 1x3+/1/2

(7) 1x3+/1/6 // (4) 1x4+/1/2

(8) 1x3+/1/6 // (5) 1x4+/1/2

[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]

|[AS] [AS] | // (6)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] |[Stbd] [Stbd]

[Stbd] |[LA] [LA] |[RA] [RA] | // (7)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 1x2+/2/1

(3) 1x2+/1/1

[PP3] @@@@ |[SS3] @@@@ // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x2+/1/1

(6) 1x4+/1/2 // (3) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)

Traits: Bulkheads (1), Ionized Hull

Munitions:

Heavy AS Defence Battleship (449)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 11-10-9-8-7-6-5-4-3-2-1

-Stbd: 11-10-9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: [*]-[*]-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 5-5-4-3-2-1

Weapons: 36-30-24-18-12-6

Shields: 12-10-8-6-4-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x3+/2/6 // (1) 1x2+/2/2

(7) 1x3+/2/6 // (3) 1x3+/2/2

(8) 1x3+/2/6 // (5) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x2+/1/1

(6) 1x4+/1/2 // (3) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]

|[AS] [AS] | // (6)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS]

[SS] |[LA] [LA] |[RA] [RA] | // (8)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 1x2+/2/1

(3) 1x2+/1/1

[PP3] @@@@ |[SS3] @@@@ // (1)

Equipment: (0)

Traits: Bulkheads (2), Ionized Hull

Munitions:

Light C2PT Defence Monitor (146)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 2-1

Hull: 4-3-2-1
Fractional Engines: 6-3
Weapons: 14-7
Shields: 10-5
-Fwd: 2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)
(5) 1x3+/2/2 // (1) 1x2+/2/1
(6) 1x4+/2/2 // (3) 1x3+/2/1
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //
(4)

Equipment: (0)
Traits: Ionized Hull
Munitions:

These defence vessels replace two single railguns for more numerous lighter railguns.

C3PT Defence Monitor (190)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1
-Port: 5-4-3-2-1
-Stbd: 5-4-3-2-1
-Aft: 2-1

Hull: 5-4-3-2-1
Fractional Engines: 6-4-2
Weapons: 18-12-6
Shields: 10-7-4
-Fwd: 2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Knt)
(5) 1x3+/2/3 // (1) 1x2+/2/1
(7) 1x4+/2/3 // (3) 1x3+/2/1
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)
(3) 1x3+/1/2 // (1) 1x3+/1/1
(5) 1x4+/1/2 // (2) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)
(1) 2x3+/1/1
(3) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[Port] [Port] |[Stbd] [Stbd] |[LA]
[LA] |[RA] [RA] | // (6)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Light C3PT Defence Battleship (308)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 9-8-7-6-5-4-3-2-1

-Stbd: 9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: [*]-7-6-5-4-3-2-1

Fractional Engines: 6-5-3-2

Weapons: 26-20-13-7

Shields: 12-9-6-3

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-3 Railgun Turret (-) // -Shock Mode (Knt)

(5) 1x3+/2/3 // (1) 1x2+/2/1

(7) 1x4+/2/3 // (3) 1x3+/2/1

[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] |[Stbd] [Stbd]

[Stbd] |[LA] [LA] |[RA] [RA] | // (7)

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/2/2 // (1) 1x2+/2/1

(6) 1x4+/2/2 // (3) 1x3+/2/1

[PP] |[SS] // (1)

Equipment: (0)

Traits: Bulkheads (1), Ionized Hull

Munitions:

C4PT Defence Battleship (396)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 10-9-8-7-6-5-4-3-2-1

-Stbd: 10-9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: [*]-9-8-7-6-5-4-3-2-1

Fractional Engines: 6-5-4-3-2

Weapons: 34-28-21-14-7

Shields: 12-10-8-5-3

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-4 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/4 // (1) 1x2+/2/2

(7) 1x3+/2/4 // (3) 1x3+/2/2

(8) 1x4+/2/4 // (4) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x2+/1/1

(6) 1x4+/1/2 // (3) 1x3+/1/1

[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]

|[AS] [AS] | // (6)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] |[Stbd] [Stbd]

[Stbd] |[LA] [LA] |[RA] [RA] | // (7)

Equipment: (0)

Traits: Bulkheads (1), Ionized Hull

Munitions:

Heavy C4PT Defence Battleship (444)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 11-10-9-8-7-6-5-4-3-2-1

-Stbd: 11-10-9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: [*]-[*]-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 5-5-4-3-2-1

Weapons: 34-29-23-17-12-6

Shields: 12-10-8-6-4-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-4 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/4 // (1) 1x2+/2/2

(7) 1x3+/2/4 // (3) 1x3+/2/2

(8) 1x4+/2/4 // (4) 1x4+/2/2

[FX] |[AX] // (1)

Class-3 Railgun Turret (-) // -Shock Mode (Knt)

(5) 1x3+/2/3 // (1) 1x2+/2/2

(7) 1x4+/2/3 // (3) 1x3+/2/1

[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]

|[AS] [AS] | // (6)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS]

[SS] |[LA] [LA] |[RA] [RA] | // (8)

Equipment: (0)

Traits: Bulkheads (2), Ionized Hull

Munitions:

Light PTT Defence Monitor (144)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 2-1

Hull: 4-3-2-1

Fractional Engines: 6-3

Weapons: 16-8

Shields: 10-5

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Knt)

(5) 1x3+/1/3 // (1) 1x2+/1/1

(7) 1x4+/1/3 // (3) 1x3+/1/1

[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //

(4)

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(1) 1x5+/1/1

(2) 1x6+/1/1

[P+S] [P+S] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

PTT Defence Monitor (190)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1

-Port: 5-4-3-2-1

-Stbd: 5-4-3-2-1

-Aft: 2-1

Hull: 5-4-3-2-1

Fractional Engines: 6-4-2

Weapons: 20-14-7

Shields: 10-7-4

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-4 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/4 // (1) 1x2+/1/2

(7) 1x3+/1/4 // (3) 1x3+/1/2

(8) 1x4+/1/4 // (4) 1x4+/1/2

[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[Port] [Port] |[Stbd] [Stbd] |[LA]

[LA] |[RA] [RA] | // (6)

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(1) 1x5+/1/1

(2) 1x6+/1/1

[P+S] [P+S] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

Light PTT Defence Battleship (305)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 9-8-7-6-5-4-3-2-1

-Stbd: 9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: [*]-7-6-5-4-3-2-1

Fractional Engines: 6-5-3-2

Weapons: 26-20-13-7

Shields: 12-9-6-3

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (3) 1x3+/1/2

(7) 1x3+/1/6 // (4) 1x4+/1/2

(8) 1x3+/1/6 // (5) 1x4+/1/2

[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] |[Stbd] [Stbd]

[Stbd] |[LA] [LA] |[RA] [RA] | // (7)

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(1) 1x5+/1/1

(2) 1x6+/1/1

[P+S] [P+S] // (1)

Equipment: (0)

Traits: Bulkheads (1), Ionized Hull

Munitions:

PTT Defence Battleship (401)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 10-9-8-7-6-5-4-3-2-1

-Stbd: 10-9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: [*]-9-8-7-6-5-4-3-2-1

Fractional Engines: 6-5-4-3-2

Weapons: 36-29-22-15-8

Shields: 12-10-8-5-3

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x3+/2/6 // (1) 1x2+/2/2

(7) 1x3+/2/6 // (3) 1x3+/2/2

(8) 1x3+/2/6 // (5) 1x4+/2/2

[FX] // (1)

Class-5 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (3) 1x3+/1/2

(7) 1x3+/1/6 // (4) 1x4+/1/2

(8) 1x3+/1/6 // (5) 1x4+/1/2

[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]

|[AS] [AS] | // (6)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] |[Stbd] [Stbd]

[Stbd] |[LA] [LA] |[RA] [RA] | // (7)

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(1) 1x5+/1/2

(2) 1x6+/1/2

[PP] [PP] |[SS] [SS] // (2)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x2+/1/1

(6) 1x4+/1/2 // (3) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)

Traits: Bulkheads (1), Ionized Hull

Munitions:

Heavy PTT Defence Battleship (448)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 11-10-9-8-7-6-5-4-3-2-1

-Stbd: 11-10-9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: [*]-[*]-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 5-5-4-3-2-1

Weapons: 38-32-26-19-13-7

Shields: 12-10-8-6-4-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x3+/2/6 // (1) 1x2+/2/2

(7) 1x3+/2/6 // (3) 1x3+/2/2

(8) 1x3+/2/6 // (5) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x2+/1/1

(6) 1x4+/1/2 // (3) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]

|[AS] [AS] | // (6)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS]

[SS] |[LA] [LA] |[RA] [RA] | // (8)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/2

(2) 1x6+/1/2

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Bulkheads (2), Ionized Hull

Munitions:

Battleship (598)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-[*]-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 8-8-7-6-5-4-3-2-1

Weapons: 44-40-35-30-25-20-15-10-5

Shields: 12-11-10-8-7-6-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x3+/2/6 // (1) 1x2+/2/2

(7) 1x3+/2/6 // (3) 1x3+/2/2

(8) 1x3+/2/6 // (5) 1x4+/2/2

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS]

[SS] |[LA] [LA] |[RA] [RA] | // (8)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]

|[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |

// (11)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)

(3) 1x2+/1/1 // (3) 1x4+/1/2

[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: (0)

Traits: Bulkheads (6), Ionized Hull

Munitions:

This class is the 'classic' battleship type, with two heavy turrets and a large number of lighter batteries.

Fast Battleship (520)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 5-4-3-2-1

-Port: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-[*]-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-8-7-6-5-4-3-2-1

Weapons: 44-40-35-30-25-20-15-10-5

Shields: 10-9-8-7-6-5-4-3-2

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-4 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/4 // (1) 1x2+/2/2

(7) 1x3+/2/4 // (3) 1x3+/2/2

(8) 1x4+/2/4 // (4) 1x4+/2/2

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS]

[SS] |[LA] [LA] |[RA] [RA] | // (8)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]

|[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |

// (11)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)

(3) 1x2+/1/1 // (3) 1x4+/1/2

[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: (0)

Traits: Bulkheads (7), Ionized Hull

Munitions:

XC2ST Battleship (599)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-[*]-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 8-8-7-6-5-4-3-2-1

Weapons: 42-38-33-28-24-19-14-10-5

Shields: 12-11-10-8-7-6-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x3+/2/6 // (1) 1x2+/2/2

(7) 1x3+/2/6 // (3) 1x3+/2/2

(8) 1x3+/2/6 // (5) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/2/2 // (1) 1x2+/2/1

(6) 1x4+/2/2 // (3) 1x3+/2/1

[FP] |[FS] |[AP] |[AS] // (2)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x2+/1/1

(6) 1x4+/1/2 // (3) 1x3+/1/1

[Port] |[Stbd] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]
|[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |
// (11)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(3) 1x2+/1/1 // (3) 1x4+/1/2

[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: (0)

Traits: Bulkheads (6), Ionized Hull

Munitions:

VIC3ST Battleship (595)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-[*]-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 8-8-7-6-5-4-3-2-1

Weapons: 42-38-33-28-24-19-14-10-5

Shields: 12-11-10-8-7-6-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x3+/2/6 // (1) 1x2+/2/2

(7) 1x3+/2/6 // (3) 1x3+/2/2

(8) 1x3+/2/6 // (5) 1x4+/2/2

[FX] |[AX] // (1)

Class-3 Railgun (-) // -Shock Mode (Knt)

(5) 1x3+/1/3 // (1) 1x2+/1/1

(7) 1x4+/1/3 // (3) 1x3+/1/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]
|[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |
// (11)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(3) 1x2+/1/1 // (3) 1x4+/1/2

[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: (0)

Traits: Bulkheads (6), Ionized Hull

Munitions:

These classes carry heavier secondary railguns, but the placement of the secondary turrets limits the arcs of the primary batteries.

FrS Battleship (600)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-[*]-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 8-8-7-6-5-4-3-2-1

Weapons: 50-45-39-34-28-23-17-12-6

Shields: 12-11-10-8-7-6-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (3) 1x3+/1/2

(7) 1x3+/1/6 // (4) 1x4+/1/2

(8) 1x3+/1/6 // (5) 1x4+/1/2

[FX] |[AX] // (1)

Class-4 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/4 // (1) 1x2+/1/2

(7) 1x3+/1/4 // (3) 1x3+/1/2

(8) 1x4+/1/4 // (4) 1x4+/1/2

[LX] |[RX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[Port] [Port] [Port] [Port]

|[Stbd] [Stbd] [Stbd] [Stbd] |[LA] [LA] [LA] |[RA] [RA]

[RA] | // (10)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]

|[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |

// (11)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(3) 1x2+/1/1 // (3) 1x4+/1/2

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)

Traits: Bulkheads (6), Ionized Hull

Munitions:

FrS battleships mount four single heavy railguns in place of the two twin heavy railguns.

PTT Battleship (600)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-[*]-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 8-8-7-6-5-4-3-2-1

Weapons: 44-40-35-30-25-20-15-10-5

Shields: 12-11-10-8-7-6-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x3+/2/6 // (1) 1x2+/2/2

(7) 1x3+/2/6 // (3) 1x3+/2/2

(8) 1x3+/2/6 // (5) 1x4+/2/2

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS]

[SS] |[LA] [LA] |[RA] [RA] | // (8)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]

|[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |

// (11)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/2

(2) 1x6+/1/2

[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: (0)

Traits: Bulkheads (6), Ionized Hull

Munitions:

Fast PTT Battleship (522)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 5-4-3-2-1

-Port: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-[*]-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-8-7-6-5-4-3-2-1

Weapons: 44-40-35-30-25-20-15-10-5

Shields: 10-9-8-7-6-5-4-3-2

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-4 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/4 // (1) 1x2+/2/2

(7) 1x3+/2/4 // (3) 1x3+/2/2

(8) 1x4+/2/4 // (4) 1x4+/2/2

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS]

[SS] |[LA] [LA] |[RA] [RA] | // (8)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]

|[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |

// (11)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/2

(2) 1x6+/1/2

[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: (0)

Traits: Bulkheads (7), Ionized Hull

Munitions:

XC2ST PTT Battleship (600)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-[*]-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 8-8-7-6-5-4-3-2-1

Weapons: 42-38-33-28-24-19-14-10-5

Shields: 12-11-10-8-7-6-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x3+/2/6 // (1) 1x2+/2/2

(7) 1x3+/2/6 // (3) 1x3+/2/2

(8) 1x3+/2/6 // (5) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/2/2 // (1) 1x2+/2/1

(6) 1x4+/2/2 // (3) 1x3+/2/1

[FP] |[FS] |[AP] |[AS] // (2)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x2+/1/1

(6) 1x4+/1/2 // (3) 1x3+/1/1

[Port] |[Stbd] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]

|[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |

// (11)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/2

(2) 1x6+/1/2

[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: (0)

Traits: Bulkheads (6), Ionized Hull

Munitions:

VIC3ST PTT Battleship (596)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-[*]-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 8-8-7-6-5-4-3-2-1

Weapons: 42-38-33-28-24-19-14-10-5

Shields: 12-11-10-8-7-6-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x3+/2/6 // (1) 1x2+/2/2

(7) 1x3+/2/6 // (3) 1x3+/2/2

(8) 1x3+/2/6 // (5) 1x4+/2/2

[FX] |[AX] // (1)

Class-3 Railgun (-) // -Shock Mode (Knt)

(5) 1x3+/1/3 // (1) 1x2+/1/1

(7) 1x4+/1/3 // (3) 1x3+/1/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]
|[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |
// (11)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/2

(2) 1x6+/1/2

[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: (0)

Traits: Bulkheads (6), Ionized Hull

Munitions:

FrS PTT Battleship (600)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-[*]-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 8-8-7-6-5-4-3-2-1

Weapons: 50-45-39-34-28-23-17-12-6

Shields: 12-11-10-8-7-6-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (3) 1x3+/1/2

(7) 1x3+/1/6 // (4) 1x4+/1/2

(8) 1x3+/1/6 // (5) 1x4+/1/2

[FX] |[AX] // (1)

Class-4 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/4 // (1) 1x2+/1/2

(7) 1x3+/1/4 // (3) 1x3+/1/2

(8) 1x4+/1/4 // (4) 1x4+/1/2

[LX] |[RX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] |[LA] [LA] [LA] |[RA] [RA]
[RA] | // (10)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]
|[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |
// (11)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/2

(2) 1x6+/1/2

[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: (0)

Traits: Bulkheads (6), Ionized Hull

Munitions:

IVC2ST Battleship (594)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-[*]-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 8-8-7-6-5-4-3-2-1

Weapons: 36-32-28-24-20-16-12-8-4

Shields: 12-11-10-8-7-6-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x3+/2/6 // (1) 1x2+/2/2

(7) 1x3+/2/6 // (3) 1x3+/2/2

(8) 1x3+/2/6 // (5) 1x4+/2/2

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP2] |[RP2] |[PP2] [PP2] |[SS2] [SS2] |[LA2] |[RA2] |
// (4)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]
|[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |
// (11)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x2+/1/1

(6) 1x4+/1/2 // (3) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)

Traits: Bulkheads (6), Ionized Hull

Munitions:

These classes replace the single mounts of class-1 railguns with dual mounts, and the rocket launchers, for extra secondary railgun turrets.

Fast IVC2ST Battleship (516)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 5-4-3-2-1

-Port: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-[*]-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-8-7-6-5-4-3-2-1

Weapons: 36-32-28-24-20-16-12-8-4

Shields: 10-9-8-7-6-5-4-3-2

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-4 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/4 // (1) 1x2+/2/2

(7) 1x3+/2/4 // (3) 1x3+/2/2

(8) 1x4+/2/4 // (4) 1x4+/2/2

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP2] |[RP2] |[PP2] [PP2] |[SS2] [SS2] |[LA2] |[RA2] |
// (4)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]
|[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |
// (11)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x2+/1/1

(6) 1x4+/1/2 // (3) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)

Traits: Bulkheads (7), Ionized Hull

Munitions:

XIIC2ST Battleship (596)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-[*]-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 8-8-7-6-5-4-3-2-1

Weapons: 38-34-30-26-22-17-13-9-5

Shields: 12-11-10-8-7-6-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x3+/2/6 // (1) 1x2+/2/2

(7) 1x3+/2/6 // (3) 1x3+/2/2

(8) 1x3+/2/6 // (5) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/2/2 // (1) 1x2+/2/2

(6) 1x4+/2/2 // (3) 1x3+/2/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]

|[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |

// (11)

Equipment: (0)

Traits: Bulkheads (6), Ionized Hull

Munitions:

IIXC3ST Battleship (594)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-[*]-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 8-8-7-6-5-4-3-2-1

Weapons: 34-31-27-23-19-16-12-8-4

Shields: 12-11-10-8-7-6-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x3+/2/6 // (1) 1x2+/2/2

(7) 1x3+/2/6 // (3) 1x3+/2/2

(8) 1x3+/2/6 // (5) 1x4+/2/2

[FX] |[AX] // (1)

Class-3 Railgun Turret (-) // -Shock Mode (Knt)

(5) 1x3+/2/3 // (1) 1x2+/2/1

(7) 1x4+/2/3 // (3) 1x3+/2/1

[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP] |[RP] |[Port2] |[Stbd2] |[LA] |[RA] | // (3)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]

|[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |

// (11)

Equipment: (0)

Traits: Bulkheads (6), Ionized Hull

Munitions:

ItS Battleship (596)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 8-8-7-6-5-4-3-2-1

Weapons: 38-34-30-26-22-17-13-9-5

Shields: 12-11-10-8-7-6-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (3) 1x3+/1/2

(7) 1x3+/1/6 // (4) 1x4+/1/2

(8) 1x3+/1/6 // (5) 1x4+/1/2

[FX] |[AX] // (1)

Class-3 Railgun Turret (-) // -Shock Mode (Knt)

(5) 1x3+/2/3 // (1) 1x2+/2/1

(7) 1x4+/2/3 // (3) 1x3+/2/1

[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(3) 1x3+/1/2 // (1) 1x3+/1/1

(5) 1x4+/1/2 // (2) 1x4+/1/1

[LP2] |[RP2] |[Port2] [Port2] |[Stbd2] [Stbd2] |[LA2]

|[RA2] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]

|[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |

// (11)

Equipment: (0)

Traits: Bulkheads (6), Ionized Hull

Munitions:

This class is analogous to the Italian Regina Elena.

Light Subspace Vessel Flotilla (4 LSV) (38)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 2

Hull: 1

Fractional Engines: 4-2

Weapons: 14-7

Shields: 0-0

Light Particle Battery (NPr/Inc/Acr)

(1) 1x2+/2/1

(2) 1x3+/2/1

[FR] |[FR] |[FR] |[FR] // (2)

Light Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/1

(2) 1x6+/1/1

[FH] |[FH] |[FH] |[FH] // (2)

Equipment: Cloaking Device (O), Countermeasures (3) (OOO), Stealth (2) (OO) (3)

Traits:

Munitions:

Subspace Vessel Flotilla (4 SV) (96)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: [*]-2-1

Fractional Engines: 4-2

Weapons: 17-9

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FH] |[FH] |[FH] |[FH] // (2)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/2

(2) 1x6+/1/2

[FF] [FF] |[FF] [FF] |[FF] [FF] |[FF] [FF] // (4)

Equipment: Cloaking Device (O), Countermeasures (2) (OO), Stealth (2) (OO) (3)

Traits: Bulkheads (1)

Munitions:

Heavy Subspace Vessel Flotilla (2 HSV) (95)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: [*]-2-1

Fractional Engines: 4-2

Weapons: 17-9

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FX] |[FX] // (1)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/2

(2) 1x6+/1/2

[FF] [FF] [FF] [FF] |[FF] [FF] [FF] [FF] |[AA] |[AA] // (5)

Equipment: Cloaking Device (O), Countermeasures (2) (OO), Stealth (2) (OO) (3)

Traits: Bulkheads (1)

Munitions:

Light Subspace Raider Flotilla (4 LSRdV) (38)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 2

Hull: 1

Fractional Engines: 4-2

Weapons: 14-7

Shields: 0-0

Light Particle Battery (NPr/Inc/Acr)

(1) 1x2+/2/1

(2) 1x3+/2/1

[FR] |[FR] |[FR] |[FR] // (2)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(2) 1x3+/2/1 // (1) 0x3+/0/0

(4) 1x3+/2/1 // (3) 1x3+/1/1

[FF] |[FF] |[FF] |[FF] // (2)

Equipment: Cloaking Device (O), Countermeasures (3) (OOO), Stealth (2) (OO) (3)

Traits:

Munitions:

Light Subspace Cruiser (75)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Fractional Engines: 4-2

Weapons: 17-9

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FX] [FX] |[AX] // (2)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/2

(2) 1x6+/1/2

[FF] [FF] [FF] [FF] [FF] [FF] |[AA] [AA] // (4)

PS 'Assassin' Cannon ©© (Mdl/Lnc/Cts/Slw-2)

(1) 0x2+/0/0

(2) 1x2+/1/1

[FR4] // (1)

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)

(1) 0x6+/0/0

(2) 3x6+/1/1

[FR] [FR] // (1)

Equipment: Cloaking Device (O), Countermeasures (1) (O), Stealth (1) (O) (2)

Traits: Cargo [Military] (1)

Munitions:

Subspace cruisers operate solo, unlike their smaller sister-vessels, and have some heavy weapon type. The standard classes of subspace cruiser mount 'assassin' cannons.

Subspace Cruiser (131)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 2-1

Hull: 3-2-1

Fractional Engines: 4-2

Weapons: 16-8

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FX] [FX] |[AX] [AX] // (2)

Reloadable Plasma Torpedo Bank ©©©

(Mdl/SLn/Knt/Slw-3)

(2) 1x4+/2/2

[FF2] |[FF2] |[AA2] // (2)

PS 'Assassin' Cannon ©© (Mdl/Lnc/Cts/Slw-2)

(1) 0x2+/0/0

(2) 1x2+/1/1

[FR4] [FR4] // (1)

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)

(1) 0x6+/0/0

(2) 3x6+/1/1

[FR] [FR] [FR] [FR] // (2)

Equipment: Cloaking Device (O), Countermeasures (1)

(O), Stealth (1) (O) (2)

Traits: Cargo [Military] (2)

Munitions:

Subspace Raider Flotilla (4 SRdV) (94)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: [*]-2-1

Fractional Engines: 4-2

Weapons: 17-9

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FH] |[FH] |[FH] |[FH] // (2)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/2

(2) 1x6+/1/2

[FF] |[FF] |[FF] |[FF] // (2)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(2) 1x3+/2/1 // (1) 0x3+/0/0

(4) 1x3+/2/1 // (3) 1x3+/1/1

[FF] |[FF] |[FF] |[FF] // (2)

Equipment: Cloaking Device (O), Countermeasures (2)

(OO), Stealth (2) (OO) (3)

Traits: Bulkheads (1)

Munitions:

Heavy Subspace Raider Flotilla (2 HSRdV) (91)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: [*]-2-1

Fractional Engines: 4-2

Weapons: 17-9

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FX] |[FX] // (1)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/2

(2) 1x6+/1/2

[FF] [FF] |[FF] [FF] // (2)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(2) 1x3+/2/1 // (1) 0x3+/0/0

(4) 1x3+/2/1 // (3) 1x3+/1/1

[FF] [FF] |[FF] [FF] |[AA] |[AA] // (3)

Equipment: Cloaking Device (O), Countermeasures (2)

(OO), Stealth (2) (OO) (3)

Traits: Bulkheads (1)

Munitions:

Light Subspace Rocket Vessel Flotilla (4 LSRV) (38)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 2

Hull: 1

Fractional Engines: 4-2

Weapons: 14-7

Shields: 0-0

Light Particle Battery (NPr/Inc/Acr)

(1) 1x2+/2/1

(2) 1x3+/2/1

[FR] |[FR] |[FR] |[FR] // (2)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(3) 1x2+/1/1 // (3) 1x4+/1/2

[FF] |[FF] |[FF] |[FF] // (2)

Equipment: Cloaking Device (O), Countermeasures (3)

(OOO), Stealth (2) (OO) (3)

Traits:

Munitions:

Light Subspace Raider-Cruiser (73)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Fractional Engines: 4-2

Weapons: 17-9

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FX] [FX] |[AX] // (2)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/2

(2) 1x6+/1/2

[FF] [FF] // (1)

Ion Cannon ©©© (Mdl/Lnc/Inc/Pnp/Slw-3)

(1) 1x2+/1/1

(4) 1x3+/1/1

(5) 1x4+/1/1

[FR] [FR] [FR] // (2)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(2) 1x3+/2/1 // (1) 0x3+/0/0

(4) 1x3+/2/1 // (3) 1x3+/1/1

[FF] [FF] |[FF] [FF] |[AA] |[AA] // (3)

Equipment: Cloaking Device (O), Countermeasures (1)

(O), Stealth (1) (O) (2)

Traits: Cargo [Military] (1)

Munitions:

Subspace raider-cruisers mount ion cannons.

Subspace Raider-Cruiser (127)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 2-1

Hull: 3-2-1

Fractional Engines: 4-2

Weapons: 31-16

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FX] [FX] |[AX] [AX] // (2)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/2

(2) 1x6+/1/2

[FF] [FF] [FF] |[FF] [FF] [FF] |[AA] [AA] // (4)

Ion Cannon ©©© (Mdl/Lnc/Inc/Pnp/Slw-3)

(1) 1x2+/1/1

(4) 1x3+/1/1

(5) 1x4+/1/1

[FR] [FR] [FR] [FR] // (2)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(2) 1x3+/2/1 // (1) 0x3+/0/0

(4) 1x3+/2/1 // (3) 1x3+/1/1

[FF] [FF] [FF] [FF] |[FF] [FF] [FF] [FF] |[AA] [AA] |[AA]

[AA] // (6)

Equipment: Cloaking Device (O), Countermeasures (1)
(O), Stealth (1) (O) (2)

Traits: Cargo [Military] (2)

Munitions:

Subspace Rocket Vessel Flotilla (4 SRV) (93)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: [*]-2-1

Fractional Engines: 4-2

Weapons: 17-9

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FH] |[FH] |[FH] |[FH] // (2)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)

(3) 1x2+/1/1 // (3) 1x4+/1/2

[FF] [FF] |[FF] [FF] |[FF] [FF] |[FF] [FF] // (4)

Equipment: Cloaking Device (O), Countermeasures (2)
(OO), Stealth (2) (OO) (3)

Traits: Bulkheads (1)

Munitions:

Heavy Subspace Rocket Vessel Flotilla (2 HSRV) (92)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Hull: [*]-2-1

Fractional Engines: 4-2

Weapons: 17-9

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FX] |[FX] // (1)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/2

(2) 1x6+/1/2

[FF] [FF] |[FF] [FF] // (2)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)

(3) 1x2+/1/1 // (3) 1x4+/1/2

[FF] [FF] |[FF] [FF] |[AA] |[AA] // (3)

Equipment: Cloaking Device (O), Countermeasures (2)
(OO), Stealth (2) (OO) (3)

Traits: Bulkheads (1)

Munitions:

Light Subspace Rocket Cruiser (74)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Fractional Engines: 4-2

Weapons: 17-9

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FX] [FX] |[AX] // (2)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(3) 1x2+/1/1 // (3) 1x4+/1/2

[FF] [FF] [FF] [FF] |[AA] [AA] // (3)

PS 'Assassin' Cannon ©© (Mdl/Lnc/Cts/Slw-2)

(1) 0x2+/0/0

(2) 1x2+/1/1

[FR4] // (1)

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)

(1) 0x6+/0/0

(2) 3x6+/1/1

[FR] [FR] // (1)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/2

(2) 1x6+/1/2

[FF] [FF] // (1)

Equipment: Cloaking Device (O), Countermeasures (1)

(O), Stealth (1) (O) (2)

Traits: Cargo [Military] (1)

Munitions:

Subspace Rocket Cruiser (128)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 2-1

Hull: 3-2-1

Fractional Engines: 4-2

Weapons: 31-16

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/1/1

(3) 1x3+/2/1

[FX] [FX] |[AX] [AX] // (2)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(3) 1x2+/1/1 // (3) 1x4+/1/2

[FF] [FF] [FF] [FF] |[FF] [FF] [FF] [FF] |[AA] [AA] [AA]

[AA] // (6)

PS 'Assassin' Cannon ©© (Mdl/Lnc/Cts/Slw-2)

(1) 0x2+/0/0

(2) 1x2+/1/1

[FR4] [FR4] // (1)

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)

(1) 0x6+/0/0

(2) 3x6+/1/1

[FR] [FR] [FR] [FR] // (2)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/2

(2) 1x6+/1/2

[FF] [FF] [FF] [FF] |[AA] [AA] // (3)

Equipment: Cloaking Device (O), Countermeasures (1)

(O), Stealth (1) (O) (2)

Traits: Cargo [Military] (2)

Munitions:

Assault Lander Flotilla (4 AL) (32)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 8-4

Weapons: 15-8

Shields: 0-0

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)

(1) 0x6+/0/0

(2) 3x6+/1/1

[FF] |[FF] |[FF] |[FF] //(2)

Equipment: Countermeasures (3) (OOO), Point-

Defence Systems (8) (OOOO OOOO) (6)

Traits:

Munitions:

Bombardment Boat Flotilla (4 BB) (22)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 8-4

Weapons: 11-6

Shields: 0-0

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)

(1) 0x6+/0/0

(2) 3x6+/1/1

[P+S] [P+S] |[P+S] [P+S] |[P+S] [P+S] |[P+S] [P+S] //(4)

Equipment: Countermeasures (3) (OOO) (2)

Traits:

Munitions:

Heavy Pinnacle Flotilla (4 HP) (32)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 8-4

Weapons: 11-6

Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[FF] [FF] |[FF] [FF] |[FF] [FF] |[FF] [FF] //(4)

Equipment: Countermeasures (3) (OOO) (2)

Traits:

Munitions:

Marines: 4-3-2-1

Assault Pinnacle Flotilla (4 AP) (34)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 8-4

Weapons: 11-6

Shields: 0-0

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FR] |[FR] |[FR] |[FR] //(2)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[FF] |[FF] |[FF] |[FF] //(2)

Equipment: Countermeasures (3) (OOO) (2)

Traits:

Munitions:

Marines: 4-3-2-1

Armed Shuttle Flotilla (8 ASH) (18)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 6-3

Weapons: 13-7

Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[FF] [FF] |[FF] [FF] |[FF] [FF] |[FF] [FF] //(4)

Equipment: Countermeasures (3) (OOO), Stealth (2) (OO) (3)

Traits:

Munitions:

The vessels on this page represent light boats. These units cannot be the only vessels on one side—at least one eligible unit must be present (meaning either a base or another vessel from anywhere else in this section, except flotillas)

Modern Bases

The old forts developed into emplacements which are even more unlikely to be targeted successfully by opposing ships, and batteries which are sturdier and can be thought of as the nucleus of a dispersed base system. In addition, several heavy bases exist, ranging from the light outpost to the heavy base. The old minefield developed into multiple types either for general purpose or tailored towards anti-capital or anti-flotilla work. Bases' subspace-proximity minefields grew in both sensitivity and range, making it harder for subspace attackers to engage.

GP Minefield (71)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Engines: N/A

Weapons: 17-9

Shields: 2-1

General-Purpose Minefield (-)

(1) 2x3+/2/1

(2) 2x3+/1/1

(4) 1x3+/1/1

[FH] |[LP] |[RP] |[LA] |[RA] |[AH] | // (3)

General-Purpose Minefield (-)

(1) 2x3+/2/1

(2) 2x3+/1/1

(4) 1x3+/1/1

[FH] |[LP] |[RP] |[LA] |[RA] |[AH] | // (3)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

AC Minefield (71)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Engines: N/A

Weapons: 17-9

Shields: 2-1

Anti-Capital Minefield (Pr1/Rp6)

(1) 2x4+/1/1

(4) 1x4+/1/1

[FH] |[LP] |[RP] |[LA] |[RA] |[AH] | // (3)

Anti-Capital Minefield (Pr1/Rp6)

(1) 2x4+/1/1

(4) 1x4+/1/1

[FH] |[LP] |[RP] |[LA] |[RA] |[AH] | // (3)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

AF Minefield (71)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Engines: N/A

Weapons: 17-9

Shields: 2-1

Anti-Flotilla Minefield (NPr/Acr)

(1) 1x2+/3/1

(2) 1x2+/2/1

(4) 1x2+/1/1

[FH] |[LP] |[RP] |[LA] |[RA] |[AH] | // (3)

Anti-Flotilla Minefield (NPr/Acr)

(1) 1x2+/3/1

(2) 1x2+/2/1

(4) 1x2+/1/1

[FH] |[LP] |[RP] |[LA] |[RA] |[AH] | // (3)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

Type 1 Combined Minefield (71)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Engines: N/A

Weapons: 17-9

Shields: 2-1

General-Purpose Minefield (-)

(1) 2x3+/2/1

(2) 2x3+/1/1

(4) 1x3+/1/1

[FH] |[LP] |[RP] |[LA] |[RA] |[AH] | // (3)

Anti-Capital Minefield (Pr1/Rp6)

(1) 2x4+/1/1

(4) 1x4+/1/1

[FH] |[LP] |[RP] |[LA] |[RA] |[AH] | // (3)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

Type 2 Combined Minefield (71)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Engines: N/A

Weapons: 17-9

Shields: 2-1

General-Purpose Minefield (-)

(1) 2x3+/2/1

(2) 2x3+/1/1

(4) 1x3+/1/1

[FH] |[LP] |[RP] |[LA] |[RA] |[AH] | // (3)

Anti-Flotilla Minefield (NPr/Acr)

(1) 1x2+/3/1

(2) 1x2+/2/1

(4) 1x2+/1/1

[FH] |[LP] |[RP] |[LA] |[RA] |[AH] | // (3)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

Concealed GP Minefield (24)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Engines: N/A

Weapons: 10-5

Shields: 0-0

SS GP Mine (Exp)

(1) 2x3+/2/1

(2) 2x3+/1/1

(4) 1x3+/1/1

[TT] @ |[TT] @ |[TT] @ |[TT] @ // (2)

Equipment: Cloaking Device (O), Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

Concealed AC Minefield (24)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Engines: N/A

Weapons: 10-5

Shields: 0-0

SS AC Mine (Pr1/Rp6/Exp)

(1) 2x4+/1/1

(4) 1x4+/1/1

[TT] @ |[TT] @ |[TT] @ |[TT] @ // (2)

Equipment: Cloaking Device (O), Stealth (5) (OOOOO)
(3)

Traits: Immobile

Munitions:

Concealed Type 1 Combined Minefield (24)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Engines: N/A

Weapons: 10-5

Shields: 0-0

SS GP Mine (Exp)

(1) 2x3+/2/1

(2) 2x3+/1/1

(4) 1x3+/1/1

[TT] @ |[TT] @ // (1)

SS AC Mine (Pr1/Rp6/Exp)

(1) 2x4+/1/1

(4) 1x4+/1/1

[TT] @ |[TT] @ // (1)

Equipment: Cloaking Device (O), Stealth (5) (OOOOO)
(3)

Traits: Immobile

Munitions:

Concealed AF Minefield (24)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Engines: N/A

Weapons: 10-5

Shields: 0-0

SS AF Mine (NPr/Acr/Exp)

(1) 1x2+/3/1

(2) 1x2+/2/1

(4) 1x2+/1/1

[TT] @ |[TT] @ |[TT] @ |[TT] @ // (2)

Equipment: Cloaking Device (O), Stealth (5) (OOOOO)
(3)

Traits: Immobile

Munitions:

Concealed Type 2 Combined Minefield (24)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Engines: N/A

Weapons: 10-5

Shields: 0-0

SS GP Mine (Exp)

(1) 2x3+/2/1

(2) 2x3+/1/1

(4) 1x3+/1/1

[TT] @ |[TT] @ // (1)

SS AF Mine (NPr/Acr/Exp)

(1) 1x2+/3/1

(2) 1x2+/2/1

(4) 1x2+/1/1

[TT] @ |[TT] @ // (1)

Equipment: Cloaking Device (O), Stealth (5) (OOOOO)
(3)

Traits: Immobile

Munitions:

Rocket Emplacement (70)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Engines: N/A

Weapons: 15-8

Shields: 2-1

Base Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(4) 1x2+/1/1 // (4) 1x4+/1/2

[TP] |[TP] |[FX] |[FX] |[TS] |[TS] | // (3)

Heavy Particle Battery (NPr/Acr)

(1) 1x2+/3/1

(3) 1x3+/3/1

[TR] // (1)

Stabilised Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x3+/1/1

(6) 1x4+/1/2 // (2) 1x3+/1/1

[TR] // (1)

Base Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(4) 1x2+/1/1 // (4) 1x4+/1/2

[TP] |[FX] |[TS] // (2)

Equipment: Stealth (4) (OOOO) (2)

Traits: Immobile

Munitions:

Torpedo Emplacement (70)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Engines: N/A

Weapons: 8-4

Shields: 2-1

Base Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x4+/2/2

(3) 1x5+/2/2

[LP2] |[RP2] // (1)

Heavy Particle Battery (NPr/Acr)

(1) 1x2+/3/1

(3) 1x3+/3/1

[TR] // (1)

Stabilised Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x3+/1/1

(6) 1x4+/1/2 // (2) 1x3+/1/1

[TR] // (1)

Equipment: Stealth (4) (OOOO) (2)

Traits: Immobile

Munitions:

Support Emplacement (70)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Engines: N/A

Weapons: 10-5

Shields: 2-1

Stabilised Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(6) 1x3+/1/2 // (1) 1x3+/1/1

(7) 1x4+/1/2 // (4) 1x3+/1/1

[TP] |[FX] |[TS] // (2)

Heavy Particle Battery (NPr/Acr)

(1) 1x2+/3/1

(3) 1x3+/3/1

[TP] |[FX] |[TS] // (2)

Equipment: Stealth (4) (OOOO) (2)

Traits: Immobile

Munitions:

Ion Emplacement (70)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Engines: N/A

Weapons: 8-4

Shields: 2-1

Heavy Ion Cannon ©©© (Mdl/Lnc/Inc/Pnp/Slw-3) // -

Flare Mode ©©© (Mdl/Lnc/Inc/Slw-3)

(1) 1x2+/1/2 // (1) 1x2+/1/4

(4) 1x3+/1/2 // (2) 1x3+/1/4

(7) 1x3+/1/2 // (3) 1x3+/1/3

[TP] |[TS] // (1)

Heavy Particle Battery (NPr/Acr)

(1) 1x2+/3/1

(3) 1x3+/3/1

[TR] // (1)

Stabilised Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x3+/1/1

(6) 1x4+/1/2 // (2) 1x3+/1/1

[TR] // (1)

Equipment: Stealth (4) (OOOO) (2)

Traits: Immobile

Munitions:

Defender Emplacement (70)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Engines: N/A

Weapons: 7-4

Shields: 2-1

Base FS 'Defender' Mortar (NPr/Prx/Acr)

(1) 0x2+/0/0

(2) 2x2+/2/1

(3) 1x2+/2/1

(4) 1x2+/1/1

[TR4] // (1)

Heavy Particle Battery (NPr/Acr)

(1) 1x2+/3/1

(3) 1x3+/3/1

[TR] // (1)

Stabilised Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x3+/1/1

(6) 1x4+/1/2 // (2) 1x3+/1/1

[TR] // (1)

Equipment: Stealth (4) (OOOO) (2)

Traits: Immobile

Munitions:

Light Outpost (500)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 8-7-6-5-4-3-2-1

-Port: 8-7-6-5-4-3-2-1

-Stbd: 8-7-6-5-4-3-2-1

-Aft: 8-7-6-5-4-3-2-1

Hull: 12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 63-53-42-32-21-11

Shields: 12-10-8-6-4-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Stabilised Class-4 Railgun (-) // -Shock Mode (Knt)

(2) 1x2+/1/4 // (1) 1x2+/1/2

(8) 1x3+/1/4 // (2) 1x2+/1/2

(10) 1x4+/1/4 // (4) 1x3+/1/2

[TT] |[TT] // (1)

Stabilised Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(6) 1x3+/1/2 // (1) 1x3+/1/1

(7) 1x4+/1/2 // (4) 1x3+/1/1

[FF] [FF] |[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] |[AA] [AA] | // (6)

Heavy Particle Battery (NPr/Acr)

(1) 1x2+/3/1

(3) 1x3+/3/1

[FH] [FH] [FH] |[LP] [LP] [LP] |[RP] [RP] [RP] |[LA] [LA] [LA] |[RA] [RA] [RA] |[AH] [AH] [AH] | // (9)

Base Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x5+/1/2

(3) 1x6+/1/2

[XX] |[YY] |[ZZ] // (2)

Subspace Proximity Minefield (NPr/Prx/Acr/Exp)

(1) 0x2+/0/0

(3) 1x2+/2/1

[Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ |[Port4] @ [Port4] @ [Port4] @ [Port4] @ |[Stbd4] @ [Stbd4] @ [Stbd4] @
[Stbd4] @ |[Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ // (8)

Equipment: Damage Control Parties (12) (OOOO OOOO OOOO) (6)

Traits: Immobile, Ionized Hull, Cargo [Military] (12), Hospital (4), Repair (4), Transport (4)

Munitions:

Marines: 6-5-4-3-2-1

Outpost (986)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 90-80-70-60-50-40-30-20-10

Shields: 16-15-13-11-9-8-6-4-2

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Stabilised Class-4 Railgun (-) // -Shock Mode (Knt)

(2) 1x2+/1/4 // (1) 1x2+/1/2

(8) 1x3+/1/4 // (2) 1x2+/1/2

(10) 1x4+/1/4 // (4) 1x3+/1/2

[XX] | [XX] | [YY] | [YY] | [ZZ] | [ZZ] | // (3)

Stabilised Class-3 Railgun (-) // -Shock Mode (Knt)

(6) 1x3+/1/3 // (1) 1x2+/1/1

(8) 1x4+/1/3 // (4) 1x3+/1/1

[FF] [FF] | [FP] [FP] | [FS] [FS] | [AP] [AP] | [AS] [AS] | [AA] [AA] | // (6)

Heavy Particle Battery (NPr/Acr)

(1) 1x2+/3/1

(3) 1x3+/3/1

[FH] [FH] [FH] [FH] | [LP] [LP] [LP] [LP] | [RP] [RP] [RP] [RP] | [LA] [LA] [LA] [LA] | [RA] [RA] [RA] [RA] | [AH] [AH] [AH] [AH] | // (12)

Base Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x5+/1/2

(3) 1x6+/1/2

[XX] | [XX] | [YY] | [YY] | [ZZ] | [ZZ] | // (3)

Subspace Proximity Minefield (NPr/Prx/Acr/Exp)

(1) 0x2+/0/0

(3) 1x2+/2/1

[Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ | [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ | [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ | [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ // (12)

Equipment: Damage Control Parties (18) (OOO OOO OOO OOO OOO OOO) (9)

Traits: Immobile, Ionized Hull, Cargo [Military] (20), Hospital (8), Repair (8), Transport (8)

Munitions:

Marines: 12-11-10-9-8-7-6-5-4-3-2-1

Light Base (1491)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: [*]-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 108-99-90-81-72-63-54-45-36-27-18-9

Shields: 16-15-14-12-11-10-8-7-6-4-3-2

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Stabilised Class-5 Railgun (-) // -Shock Mode (Knt)

(2) 1x2+/1/6 // (1) 1x2+/1/2

(9) 1x3+/1/6 // (2) 1x2+/1/2

(10) 1x4+/1/6 // (4) 1x2+/1/2

[XX] | [XX] | [YY] | [YY] | [ZZ] | [ZZ] | // (3)

Stabilised Class-3 Railgun (-) // -Shock Mode (Knt)

(6) 1x3+/1/3 // (1) 1x2+/1/1

(8) 1x4+/1/3 // (4) 1x3+/1/1

[FF] [FF] [FF] | [FP] [FP] [FP] | [FS] [FS] [FS] | [AP] [AP] [AP] | [AS] [AS] [AS] | [AA] [AA] [AA] | // (9)

Heavy Particle Battery (NPr/Acr)

(1) 1x2+/3/1

(3) 1x3+/3/1

[XX] [XX] [XX] [XX] | [XX] [XX] [XX] [XX] | [YY] [YY] [YY] [YY] | [YY] [YY] [YY] [YY] | [ZZ] [ZZ] [ZZ] [ZZ] | [ZZ] [ZZ] [ZZ] [ZZ] | // (12)

Base Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x4+/2/2

(3) 1x5+/2/2

[TT2] [TT2] | [TT2] [TT2] // (2)

Subspace Proximity Minefield (NPr/Prx/Acr/Exp)

(1) 0x2+/0/0

(3) 1x2+/2/1

[Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ // (16)

Equipment: Damage Control Parties (24) (OOOO OOOO OOOO OOOO OOOO OOOO) (12)

Traits: Bulkheads (1), Immobile, Ionized Hull, Cargo [Military] (32), Hospital (8), Repair (8), Transport (8)

Munitions:

Marines: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Medium Base (1999)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: [*]-[*]-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 168-157-146-135-124-112-101-90-79-68-56-45-34-23-12

Shields: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Stabilised Class-5 Railgun (-) // -Shock Mode (Knt)

(2) 1x2+/1/6 // (1) 1x2+/1/2

(9) 1x3+/1/6 // (2) 1x2+/1/2

(10) 1x4+/1/6 // (4) 1x2+/1/2

[XX] | [XX] | [YY] | [YY] | [ZZ] | [ZZ] | // (3)

Stabilised Class-4 Railgun (-) // -Shock Mode (Knt)

(2) 1x2+/1/4 // (1) 1x2+/1/2

(8) 1x3+/1/4 // (2) 1x2+/1/2

(10) 1x4+/1/4 // (4) 1x3+/1/2

[FF] [FF] [FF] | [FP] [FP] [FP] | [FS] [FS] [FS] | [AP] [AP]

[AP] | [AS] [AS] [AS] | [AA] [AA] [AA] | // (9)

Stabilised Class-1 Railgun (-) // -Shock Mode (NPr/Knt)

(5) 1x3+/1/2 // (1) 1x3+/1/1

(6) 1x4+/1/2 // (2) 1x3+/1/1

[FF] [FF] [FF] [FF] | [FP] [FP] [FP] [FP] | [FS] [FS] [FS] [FS]

| [AP] [AP] [AP] [AP] | [AS] [AS] [AS] [AS] | [AA] [AA]

[AA] [AA] | // (12)

Heavy Particle Battery (NPr/Acr)

(1) 1x2+/3/1

(3) 1x3+/3/1

[XX] [XX] [XX] [XX] [XX] [XX] [XX] [XX] | [XX] [XX] [XX]

[XX] | [YY] [YY] [YY] [YY] [YY] [YY] [YY] [YY] | [YY] [YY]

[YY] [YY] | [ZZ] [ZZ] [ZZ] [ZZ] [ZZ] [ZZ] [ZZ] [ZZ] | [ZZ] [ZZ]

[ZZ] [ZZ] | // (18)

Base Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x4+/2/2

(3) 1x5+/2/2

[XX2] [XX2] | [YY2] [YY2] | [ZZ2] [ZZ2] // (3)

Subspace Proximity Minefield (NPr/Prx/Acr/Exp)

(1) 0x2+/0/0

(3) 1x2+/2/1

[Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @

[Fwd4] @ | [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @

[Port4] @ [Port4] @ | [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @

[Stbd4] @ [Stbd4] @ [Stbd4] @ | [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @

[Aft4] @ [Aft4] @ [Aft4] @ // (24)

Equipment: Damage Control Parties (30) (OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO) (15)

Traits: Bulkheads (2), Immobile, Ionized Hull, Cargo [Military] (32), Hospital (12), Repair (12), Transport (12)

Munitions:

Marines: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Heavy Base (2900)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 48-47-46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 48-47-46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 48-47-46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 48-47-46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 206-196-186-176-165-155-145-134-124-114-103-93-83-73-62-52-42-31-21-11

Shields: 16-16-15-14-13-12-12-11-10-9-8-8-7-6-5-4-4-3-2-1

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Stabilised Class-5 Railgun (-) // -Shock Mode (Knt)

(2) 1x2+/1/6 // (1) 1x2+/1/2

(9) 1x3+/1/6 // (2) 1x2+/1/2

(10) 1x4+/1/6 // (4) 1x2+/1/2

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

Stabilised Class-4 Railgun (-) // -Shock Mode (Knt)

(2) 1x2+/1/4 // (1) 1x2+/1/2

(8) 1x3+/1/4 // (2) 1x2+/1/2

(10) 1x4+/1/4 // (4) 1x3+/1/2

[XX] [XX] [XX] |[XX] [XX] [XX] |[YY] [YY] [YY] |[YY] [YY]

[YY] |[ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] | // (9)

Stabilised Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(6) 1x3+/1/2 // (1) 1x3+/1/1

(7) 1x4+/1/2 // (4) 1x3+/1/1

[XX] [XX] [XX] [XX] |[XX] [XX] [XX] [XX] |[YY] [YY] [YY]

[YY] |[YY] [YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] [ZZ] |[ZZ] [ZZ]

[ZZ] [ZZ] | // (12)

Subspace Proximity Minefield (NPr/Prx/Acr/Exp)

(1) 0x2+/0/0

(3) 1x2+/2/1

[Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @
[Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ |[Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @
[Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ |[Stbd4] @
[Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @
[Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ |[Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @
[Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ // (32)

Equipment: Damage Control Parties (40) (OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO) (20)

Traits: Bulkheads (5), Immobile, Ionized Hull, Cargo [Military] (40), Hospital (16), Repair (16), Transport (16)

Munitions:

Marines: 40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Heavy Particle Battery (NPr/Acr)

(1) 1x2+/3/1

(3) 1x3+/3/1

[XX] [XX] [XX] [XX] [XX] [XX] [XX] [XX] |[XX] [XX] [XX]

[XX] [XX] [XX] [XX] [XX] |[YY] [YY] [YY] [YY] [YY] [YY]

[YY] [YY] |[YY] [YY] [YY] [YY] [YY] [YY] [YY] [YY] |[ZZ]

[ZZ] [ZZ] [ZZ] [ZZ] [ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] [ZZ] [ZZ]

[ZZ] [ZZ] [ZZ] | // (24)

Base Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x4+/2/2

(3) 1x5+/2/2

[XX2] [XX2] |[YY2] [YY2] |[ZZ2] [ZZ2] // (3)

Bioships of Wilaxi

The Bioships of Wilaxi inhabit the trinary star system. Bioships hatch in nests and grow into infants, then juveniles. At adolescent stage, Bioships diverge into three types—the standard, the bio-hunter and the guardian. All Bioships (including the ‘prey’ animals) have a bio-electric field that can be used as an impromptu anti-subspace device.

Bioships of Wilaxi Infant Bioship Pod (8 IB) (66)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2
-Nova-Style TL: 1

Hull: [*]-[*]-2-1
Fractional Engines: 8-4
Weapons: 21-11
Shields: 1-1

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)
// -Lance Mode © [TL -2] (Pr2/Inc/Slw)
(1) 2x3+/1/1 // (1) 1x4+/1/1
(3) 1x3+/1/1 // (2) 1x5+/1/1
[FF] [FF] |[FF] [FF] |[FF] [FF] |[FF] [FF] // (4)

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)
// -Lance Mode © [TL -2] (Pr2/Inc/Slw)
(1) 2x3+/1/1 // (1) 1x4+/1/1
(3) 1x3+/1/1 // (2) 1x5+/1/1
[FF] [FF] |[FF] [FF] |[FF] [FF] |[FF] [FF] // (4)

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)
(1) 0x2+/0/0
(2) 1x2+/1/1
[TT4] |[TT4] // (1)

Equipment: Countermeasures (1) (O), Stealth (2) (OO)
(2)
Traits: Bulkheads (2)
Munitions:

Bioships of Wilaxi Mature Fast Bio-Prey Animal (19)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Hull: [*]-1
Fractional Engines: 8-4
Weapons: 8-4
Shields: 1-1

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)
(1) 0x2+/0/0
(2) 1x2+/1/1
[Fwd] |[Port] |[Stbd] |[Aft] // (2)

Bio-Ship Ram [TL -2] (Mdl/Lnc/Cts)
(1) 1x6+/1/1
[FR] [FR] // (1)

Equipment: Stealth (2) (OO) (1)
Traits: Bulkheads (1)
Munitions:

Bioships of Wilaxi Juvenile Bioship Pod (4 JB) (67)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

-Nova-Style TL: 1

Screens: 2-1

Hull: [*]-2-1

Fractional Engines: 8-4

Weapons: 15-8

Shields: 1-1

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)

// -Lance Mode © [TL -2] (Pr2/Inc/Slw)

(1) 2x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/1/1 // (2) 1x5+/1/1

[TP] [TP] |[TP] [TP] |[TS] [TS] |[TS] [TS] // (4)

Bio-Ship Ram [TL -2] (Mdl/Lnc/Cts)

(1) 1x6+/1/1

[FR] |[FR] |[FR] |[FR] // (2)

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)

(1) 0x2+/0/0

(2) 1x2+/1/1

[TT4] |[TT4] // (1)

Equipment: Stealth (1) (O) (1)

Traits: Bulkheads (1), Regenerating

Munitions:

Bioships of Wilaxi Bio-Krill Shoal (21)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

-Nova-Style TL: 1

Hull: [*]-1

Fractional Engines: 4-2

Weapons: 13-7

Shields: 1-1

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)

(1) 0x2+/0/0

(2) 1x2+/1/1

[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] // (4)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Bulkheads (1)

Munitions:

Bioships of Wilaxi Mature Armoured Bio-Prey Animal (18)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Hull: [*]-1

Fractional Engines: 4-2

Weapons: 8-4

Shields: 2-1

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)

(1) 0x2+/0/0

(2) 1x2+/1/1

[Fwd] |[Port] |[Stbd] |[Aft] // (2)

Bio-Ship Ram [TL -2] (Mdl/Lnc/Cts)

(1) 1x6+/1/1

[FR] [FR] // (1)

Equipment: Stealth (2) (OO) (1)

Traits: Bulkheads (1)

Munitions:

Bioships of Wilaxi Female Adolescent Bioship (46)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 2-1

Hull: 2-1

Fractional Engines: 8-4

Weapons: 8-4

Shields: 1-1

Light Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(4) 1x2+/1/1

[FR4] // (1)

Bio-Ship Ram [TL -2] (Mdl/Lnc/Cts)

(1) 1x6+/1/1

[FR] [FR] // (1)

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)

(1) 0x2+/0/0

(2) 1x2+/1/1

[TT4] // (1)

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)

// -Lance Mode © [TL -2] (Pr2/Inc/Slw)

(1) 2x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/1/1 // (2) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Equipment: (0)

Traits: Regenerating

Munitions:

Bioships of Wilaxi Young Adult Bioship (76)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 3-2-1

Hull: 3-2-1

Fractional Engines: 7-4

Weapons: 10-5

Shields: 2-1

Light Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(4) 1x2+/1/1

[Fwd4] // (1)

Bio-Ship Ram [TL -2] (Mdl/Lnc/Cts)

(1) 1x6+/1/1

[FR] [FR] [FR] // (2)

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)

(1) 0x2+/0/0

(2) 1x2+/1/1

[TT4] |[TR4] // (1)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 3x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/2/1 // (2) 1x4+/1/1

(4) 1x3+/1/1 // (3) 1x4+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Equipment: (0)

Traits: Regenerating

Munitions:

Bioships of Wilaxi Adult Bioship (115)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 4-3-2-1

Hull: 4-3-2-1

Fractional Engines: 7-4

Weapons: 14-7

Shields: 3-2

Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(6) 1x2+/1/1

[Fwd4] // (1)

Bio-Ship Ram [TL -2] (Mdl/Lnc/Cts)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] // (2)

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)

(1) 0x2+/0/0

(2) 1x2+/1/1

[TT4] |[TP4] |[TS4] // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 3x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/2/1 // (2) 1x4+/1/1

(4) 1x3+/1/1 // (3) 1x4+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 3x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/2/1 // (2) 1x4+/1/1

(4) 1x3+/1/1 // (3) 1x4+/1/1

[FR] |[FR] // (1)

Equipment: (0)

Traits: Regenerating

Munitions:

Bioships of Wilaxi Mature Bioship (185)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 6-5-4-3-2-1

Hull: 6-5-4-3-2-1

Fractional Engines: 6-4-2

Weapons: 19-13-7

Shields: 3-2-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(6) 1x2+/1/1

[Fwd4] // (1)

Bio-Ship Ram [TL -2] (Mdl/Lnc/Cts)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] [FR] [FR] // (3)

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)

(1) 0x2+/0/0

(2) 1x2+/1/1

[TT4] [TT4] |[TP4] [TP4] |[TS4] [TS4] // (3)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 3x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/2/1 // (2) 1x4+/1/1

(4) 1x3+/1/1 // (3) 1x4+/1/1

[TP] |[TP] |[FX] |[FX] |[TS] |[TS] | // (3)

Equipment: (0)

Traits: Regenerating

Munitions:

Bioships of Wilaxi Elder Bioship (284)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 8-7-6-5-4-3-2-1

Hull: 8-7-6-5-4-3-2-1

Fractional Engines: 6-5-3-2

Weapons: 24-18-12-6

Shields: 3-3-2-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(6) 1x2+/1/1

[FH4] // (1)

Bio-Ship Ram [TL -2] (Mdl/Lnc/Cts)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] [FR] [FR] [FR] [FR] // (4)

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)

(1) 0x2+/0/0

(2) 1x2+/1/1

[TT4] [TT4] [TT4] |[TP4] [TP4] [TP4] |[TS4] [TS4] [TS4]
// (5)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 3x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/2/1 // (2) 1x4+/1/1

(4) 1x3+/1/1 // (3) 1x4+/1/1

[TP] |[TP] |[FX] |[FX] |[TS] |[TS] | // (3)

Equipment: (0)

Traits: Ionized Hull, Regenerating

Munitions:

Bioships of Wilaxi Male Adolescent Bioship (47)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 2-1

Hull: 2-1

Fractional Engines: 8-4

Weapons: 8-4

Shields: 1-1

Light Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(4) 1x2+/1/1

[FR4] // (1)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex3)

(2) 1x3+/1/1

[FR] @@@ [FR] @@@ // (1)

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)

(1) 0x2+/0/0

(2) 1x2+/1/1

[TT4] // (1)

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)

// -Lance Mode © [TL -2] (Pr2/Inc/Slw)

(1) 2x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/1/1 // (2) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Equipment: (0)

Traits: Regenerating

Munitions:

Bioships of Wilaxi Young Adult Bio-Hunter (77)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 3-2-1

Hull: 3-2-1

Fractional Engines: 7-4

Weapons: 10-5

Shields: 2-1

Light Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(4) 1x2+/1/1

[Fwd4] // (1)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex3)

(2) 1x3+/1/1

[FR] @@@ [FR] @@@ [FR] @@@ // (2)

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)

(1) 0x2+/0/0

(2) 1x2+/1/1

[TT4] |[TR4] // (1)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 3x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/2/1 // (2) 1x4+/1/1

(4) 1x3+/1/1 // (3) 1x4+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Equipment: (0)

Traits: Regenerating

Munitions:

Bioships of Wilaxi Adult Bio-Hunter (117)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 4-3-2-1

Hull: 4-3-2-1

Fractional Engines: 7-4

Weapons: 14-7

Shields: 3-2

Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(6) 1x2+/1/1

[Fwd4] // (1)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex3)

(2) 1x3+/1/1

[FR] @@@ [FR] @@@ [FR] @@@ [FR] @@@ // (2)

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)

(1) 0x2+/0/0

(2) 1x2+/1/1

[TT4] |[TP4] |[TS4] // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 3x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/2/1 // (2) 1x4+/1/1

(4) 1x3+/1/1 // (3) 1x4+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 3x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/2/1 // (2) 1x4+/1/1

(4) 1x3+/1/1 // (3) 1x4+/1/1

[FR] |[FR] // (1)

Equipment: (0)

Traits: Regenerating

Munitions:

Bioships of Wilaxi Mature Bio-Hunter (186)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 6-5-4-3-2-1

Hull: 6-5-4-3-2-1

Fractional Engines: 6-4-2

Weapons: 19-13-7

Shields: 3-2-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(6) 1x2+/1/1

[Fwd4] // (1)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex3)

(2) 1x3+/1/1

[FR] @@@ [FR] @@@ [FR] @@@ [FR] @@@ [FR]

@@@ [FR] @@@ // (3)

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)

(1) 0x2+/0/0

(2) 1x2+/1/1

[TT4] [TT4] |[TP4] [TP4] |[TS4] [TS4] // (3)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 3x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/2/1 // (2) 1x4+/1/1

(4) 1x3+/1/1 // (3) 1x4+/1/1

[TP] |[TP] |[FX] |[FX] |[TS] |[TS] | // (3)

Equipment: (0)

Traits: Regenerating

Munitions:

Bioships of Wilaxi Elder Bio-Hunter (284)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 8-7-6-5-4-3-2-1

Hull: 8-7-6-5-4-3-2-1

Fractional Engines: 6-5-3-2

Weapons: 24-18-12-6

Shields: 3-3-2-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(6) 1x2+/1/1

[FH4] // (1)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex3)

(2) 1x3+/1/1

[FR] @@@ [FR] @@@ [FR] @@@ [FR] @@@ [FR]

@@@ [FR] @@@ [FR] @@@ [FR] @@@ // (4)

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)

(1) 0x2+/0/0

(2) 1x2+/1/1

[TT4] [TT4] [TT4] |[TP4] [TP4] [TP4] |[TS4] [TS4] [TS4]

// (5)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 3x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/2/1 // (2) 1x4+/1/1

(4) 1x3+/1/1 // (3) 1x4+/1/1

[TP] |[TP] |[FX] |[FX] |[TS] |[TS] | // (3)

Equipment: (0)

Traits: Ionized Hull, Regenerating

Munitions:

Bioships of Wilaxi Adolescent Guardian Bioship (77)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 3-2-1

Hull: 3-2-1

Fractional Engines: 9-5

Weapons: 10-5

Shields: 5-3

-Fwd: 2-1

-Port: 1

-Stbd: 1

-Aft: 1

Light Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(4) 1x2+/1/1

[FF4] // (1)

Bio-Ship Ram [TL -2] (Mdl/Lnc/Cts)

(1) 1x6+/1/1

[FR] [FR] [FR] // (2)

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)

(1) 0x2+/0/0

(2) 1x2+/1/1

[TT4] [TT4] // (1)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 3x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/2/1 // (2) 1x4+/1/1

(4) 1x3+/1/1 // (3) 1x4+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Equipment: (0)

Traits: Regenerating

Munitions:

Bioships of Wilaxi Young Adult Guardian Bioship (112)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 4-3-2-1

Hull: 4-3-2-1

Fractional Engines: 8-4

Weapons: 14-7

Shields: 9-5

-Fwd: 3-2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(6) 1x2+/1/1

[FF4] // (1)

Bio-Ship Ram [TL -2] (Mdl/Lnc/Cts)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] // (2)

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)

(1) 0x2+/0/0

(2) 1x2+/1/1

[TT4] [TT4] | [TR4] // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 3x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/2/1 // (2) 1x4+/1/1

(4) 1x3+/1/1 // (3) 1x4+/1/1

[TP] | [TP] | [TS] | [TS] // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 3x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/2/1 // (2) 1x4+/1/1

(4) 1x3+/1/1 // (3) 1x4+/1/1

[Fwd] | [Fwd] // (1)

Equipment: (0)

Traits: Regenerating

Munitions:

Bioships of Wilaxi Adult Guardian Bioship (154)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 5-4-3-2-1

Hull: 5-4-3-2-1

Fractional Engines: 8-6-3

Weapons: 16-11-6

Shields: 3-2-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(6) 1x2+/1/1

[FF4] // (1)

Bio-Ship Ram [TL -2] (Mdl/Lnc/Cts)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] [FR] // (3)

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)

(1) 0x2+/0/0

(2) 1x2+/1/1

[TT4] [TT4] | [TP4] | [TS4] // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 3x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/2/1 // (2) 1x4+/1/1

(4) 1x3+/1/1 // (3) 1x4+/1/1

[TP] | [TP] | [TS] | [TS] // (2)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 3x3+/1/1 // (1) 1x4+/1/1

(3) 1x3+/2/1 // (2) 1x4+/1/1

(4) 1x3+/1/1 // (3) 1x4+/1/1

[FF] | [FF] // (1)

Equipment: (0)

Traits: Regenerating

Munitions:

Bioships of Wilaxi Mature Guardian Bioship (233)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 8-7-6-5-4-3-2-1

Hull: 7-6-5-4-3-2-1
Fractional Engines: 8-6-4-2
Weapons: 21-16-11-6
Shields: 3-3-2-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)
(6) 1x2+/1/1
[FH4] // (1)

Bio-Ship Ram [TL -2] (Mdl/Lnc/Cts)
(1) 1x6+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] [FR] // (4)

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)
(1) 0x2+/0/0
(2) 1x2+/1/1
[TT4] [TT4] [TT4] |[TP4] [TP4] |[TS4] [TS4] // (4)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -
Lance Mode [TL -2] (Mdl/Inc)
(1) 3x3+/1/1 // (1) 1x4+/1/1
(3) 1x3+/2/1 // (2) 1x4+/1/1
(4) 1x3+/1/1 // (3) 1x4+/1/1
[TP] |[TP] |[FX] |[FX] |[TS] |[TS] | // (3)

Equipment: (0)
Traits: Regenerating
Munitions:

Bioships of Wilaxi Laser Minefield (125)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

Screens: 3-2-1

Hull: 4-3-2-1
Engines: N/A
Weapons: 11-6
Shields: 0-0

Mine-Sentinel Bio-Laser Emitter (Mdl)
(2) 4x2+/1/1
(4) 2x2+/1/1
(8) 1x2+/1/1
[TT] [TT] // (1)

Equipment: Damage Control Parties (4) (OOOO),
Stealth (5) (OOOOO) (5)
Traits: Immobile
Munitions:

Bioships of Wilaxi Alpha Bioship (389)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 12-11-10-9-8-7-6-5-4-3-2-1

Hull: 10-9-8-7-6-5-4-3-2-1
Fractional Engines: 8-7-5-4-2
Weapons: 29-24-18-12-6
Shields: 3-3-2-2-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)
(6) 1x2+/1/1
[LP4] |[RP4] // (1)

Bio-Ship Ram [TL -2] (Mdl/Lnc/Cts)
(1) 1x6+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] [FR] [FR] [FR] [FR] // (5)

Bio-Electronic Field [TL -2] (Prx/NPr/Inc)
(1) 0x2+/0/0
(2) 1x2+/1/1
[TT4] [TT4] [TT4] |[TP4] [TP4] [TP4] |[TS4] [TS4] [TS4]
// (5)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -
Lance Mode [TL -2] (Mdl/Inc)
(1) 3x3+/1/1 // (1) 1x4+/1/1
(3) 1x3+/2/1 // (2) 1x4+/1/1
(4) 1x3+/1/1 // (3) 1x4+/1/1
[TP] |[TP] |[FX] [FX] |[FX] [FX] |[TS] |[TS] | // (4)

Equipment: (0)
Traits: Ionized Hull, Regenerating
Munitions:

Bioships of Wilaxi Bio-Hunter Minefield (125)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

Screens: 3-2-1

Hull: 4-3-2-1
Engines: N/A
Weapons: 12-6
Shields: 0-0

Mine-Sentinel Bio-Hunter Drones (Mdl/SLn/Inc/Dsr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[TT] [TT] [TT] // (2)

Equipment: Damage Control Parties (4) (OOOO),
Stealth (5) (OOOOO) (5)
Traits: Immobile
Munitions:

Bioships of Wilaxi Laser Mine (24)

-Tech: Engine: -1 Fighter: 0 Shield: 2 Weapon: 0

-Nova-Style TL: 1

Hull: 1

Engines: N/A

Weapons: 7-4

Shields: 0-0

Single-Shot Bio-Laser Mine (Mdl/Exp)

(1) 1x2+/3/1

(3) 1x2+/2/1

(6) 1x2+/1/1

[TT] @ // (1)

Equipment: Cloaking Device (O), Stealth (5) (OOOOO)

(3)

Traits: Immobile

Munitions:

Bioships of Wilaxi Bio-Hunter Mine (24)

-Tech: Engine: -1 Fighter: 0 Shield: 2 Weapon: 0

-Nova-Style TL: 1

Hull: 1

Engines: N/A

Weapons: 7-4

Shields: 0-0

Single-Shot Bio-Hunter Drones (Mdl/SLn/Inc/Dsr/Exp)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[TT] @ // (1)

Equipment: Cloaking Device (O), Stealth (5) (OOOOO)

(3)

Traits: Immobile

Munitions:

Bioships of Wilaxi Heavy Combined Minefield (494)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

Screens: 12-11-10-9-8-7-6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 31-28-24-20-16-12-8-4

Shields: 0-0-0-0-0-0-0-0

Mine-Sentinel Bio-Laser Emitter (Mdl)

(2) 4x2+/1/1

(4) 2x2+/1/1

(8) 1x2+/1/1

[TT] [TT] |[TT] [TT] // (2)

Mine-Sentinel Bio-Hunter Drones (Mdl/SLn/Inc/Dsr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[TT] [TT] [TT] |[TT] [TT] [TT] // (3)

Equipment: Damage Control Parties (16) (OOOO

OOOO OOOO OOOO), Stealth (5) (OOOOO) (11)

Traits: Bulkheads (4), Immobile

Munitions:

Bioships of Wilaxi Very Small Nest (498)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 12-11-10-9-8-7-6-5-4-3-2-1

-Port: 12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 12-11-10-9-8-7-6-5-4-3-2-1

Hull: [*]-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 17-15-12-9-6-3

Shields: 12-10-8-6-4-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Nest Bio-Laser Emitter (FrL/Pr1)

(10) 1x2+/1/1

[TT4] [TT4] // (1)

Nest Bio-Pellet Launcher (NPr/Inc/Acr) // -Lance Mode (Mdl/Inc)

(1) 1x2+/4/1 // (1) 1x4+/1/1

(2) 1x3+/4/1 // (2) 1x4+/1/1

(6) 1x3+/2/1 // (3) 1x4+/1/1

(8) 1x3+/1/1 // (6) 1x4+/1/1

[XX] |[YY] |[ZZ] // (2)

Nest Bio-Electronic Field (Prx/NPr/Inc)

(1) 0x2+/0/0

(3) 1x2+/1/1

[XX4] |[XX4] |[YY4] |[YY4] |[ZZ4] |[ZZ4] | // (3)

Equipment: Damage Control Parties (6) (OOOOOO) (3)

Traits: Bulkheads (1), Immobile, Regenerating, Regenerating Screens

Munitions:

Bioships of Wilaxi Small Nest (997)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: [*]-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 33-29-25-21-17-13-9-5

Shields: 16-14-12-10-8-6-4-2

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Nest Bio-Laser Emitter (FrL/Pr1)

(10) 1x2+/1/1

[XX4] [XX4] |[YY4] [YY4] |[ZZ4] [ZZ4] // (3)

Nest Bio-Pellet Launcher (NPr/Inc/Acr) // -Lance Mode (Mdl/Inc)

(1) 1x2+/4/1 // (1) 1x4+/1/1

(2) 1x3+/4/1 // (2) 1x4+/1/1

(6) 1x3+/2/1 // (3) 1x4+/1/1

(8) 1x3+/1/1 // (6) 1x4+/1/1

[FF] [FF] |[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] |[AA] [AA] | // (6)

Nest Bio-Electronic Field (Prx/NPr/Inc)

(1) 0x2+/0/0

(3) 1x2+/1/1

[XX4] [XX4] |[YY4] [YY4] |[ZZ4] [ZZ4] |[TT4] // (4)

Equipment: Damage Control Parties (8) (OOOO OOOO) (4)

Traits: Bulkheads (1), Immobile, Regenerating, Regenerating Screens

Munitions:

Bioships of Wilaxi Medium Nest (1475)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: 20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 52-47-42-37-32-26-21-16-11-6

Shields: 16-15-13-12-10-8-7-5-4-2

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Nest Bio-Laser Emitter (FrL/Pr1)

(10) 1x2+/1/1

[XX4] [XX4] |[YY4] [YY4] |[ZZ4] [ZZ4] |[TT4] [TT4] //(4)

Nest Bio-Pellet Launcher (NPr/Inc/Acr) //-Lance Mode (Mdl/Inc)

(1) 1x2+/4/1 //(1) 1x4+/1/1

(2) 1x3+/4/1 //(2) 1x4+/1/1

(6) 1x3+/2/1 //(3) 1x4+/1/1

(8) 1x3+/1/1 //(6) 1x4+/1/1

[FH] [FH] [FH] [FH] |[LP] [LP] [LP] [LP] |[RP] [RP] [RP] [RP] |[LA] [LA] [LA] [LA] |[RA] [RA] [RA] [RA] |[AH] [AH] [AH] [AH] | //(12)

Nest Bio-Electronic Field (Prx/NPr/Inc)

(1) 0x2+/0/0

(3) 1x2+/1/1

[XX4] [XX4] |[YY4] [YY4] |[ZZ4] [ZZ4] |[TT4] [TT4] [TT4] [TT4] //(5)

Equipment: Damage Control Parties (10) (OOOOO OOOOO) (5)

Traits: Immobile, Regenerating, Regenerating Screens

Munitions:

Bioships of Wilaxi Heavy Nest (1939)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 64-59-54-48-43-38-32-27-22-16-11-6

Shields: 16-15-14-12-11-10-8-7-6-4-3-2

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Nest Bio-Laser Emitter (FrL/Pr1)

(10) 1x2+/1/1

[XX4] [XX4] |[YY4] [YY4] |[ZZ4] [ZZ4] |[TT4] [TT4] |[TT4] [TT4] //(5)

Nest Bio-Pellet Launcher (NPr/Inc/Acr) //-Lance Mode (Mdl/Inc)

(1) 1x2+/4/1 //(1) 1x4+/1/1

(2) 1x3+/4/1 //(2) 1x4+/1/1

(6) 1x3+/2/1 //(3) 1x4+/1/1

(8) 1x3+/1/1 //(6) 1x4+/1/1

[XX] [XX] [XX] [XX] |[XX] [XX] [XX] [XX] |[YY] [YY] [YY] [YY] |[YY] [YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] [ZZ] | //(12)

Nest Bio-Electronic Field (Prx/NPr/Inc)

(1) 0x2+/0/0

(3) 1x2+/1/1

[XX4] [XX4] [XX4] [XX4] |[YY4] [YY4] [YY4] [YY4] |[ZZ4] [ZZ4] [ZZ4] [ZZ4] |[TT4] [TT4] //(7)

Equipment: Damage Control Parties (16) (OOOO OOOO OOOO OOOO) (8)

Traits: Immobile, Regenerating, Regenerating Screens

Munitions:

Bioships of Wilaxi Superheavy Nest (2747)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: 30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 98-92-85-79-72-66-59-53-46-40-33-27-20-14-7

Shields: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Nest Bio-Laser Emitter (FrL/Pr1)

(10) 1x2+/1/1

[XX4] [XX4] |[XX4] [XX4] |[YY4] [YY4] |[YY4] [YY4] |[ZZ4] [ZZ4] |[ZZ4] [ZZ4] | // (6)

Nest Bio-Pellet Launcher (NPr/Inc/Acr) // -Lance Mode (Mdl/Inc)

(1) 1x2+/4/1 // (1) 1x4+/1/1

(2) 1x3+/4/1 // (2) 1x4+/1/1

(6) 1x3+/2/1 // (3) 1x4+/1/1

(8) 1x3+/1/1 // (6) 1x4+/1/1

[XX] [XX] [XX] [XX] |[XX] [XX] [XX] [XX] |[YY] [YY] [YY] [YY] |[YY] [YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] [ZZ] | // (12)

Nest Bio-Pellet Launcher (NPr/Inc/Acr) // -Lance Mode (Mdl/Inc)

(1) 1x2+/4/1 // (1) 1x4+/1/1

(2) 1x3+/4/1 // (2) 1x4+/1/1

(6) 1x3+/2/1 // (3) 1x4+/1/1

(8) 1x3+/1/1 // (6) 1x4+/1/1

[XX] [XX] [XX] [XX] |[XX] [XX] [XX] [XX] |[YY] [YY] [YY] [YY] |[YY] [YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] [ZZ] | // (12)

Nest Bio-Electronic Field (Prx/NPr/Inc)

(1) 0x2+/0/0

(3) 1x2+/1/1

[XX4] [XX4] [XX4] [XX4] |[YY4] [YY4] [YY4] [YY4] |[ZZ4] [ZZ4] [ZZ4] [ZZ4] |[TT4] [TT4] [TT4] [TT4] [TT4] [TT4] // (9)

Equipment: Damage Control Parties (20) (OOOOO OOOOO OOOOO OOOOO) (10)

Traits: Immobile, Ionized Hull, Regenerating, Regenerating Screens

Munitions:

Obsolete Era

Before the introduction of railguns, warships used BiLPro batteries, and without the need for turrets, ships mounted them along the broadsides, with 'chase' armaments fore-and-aft.

Obsolete Sloop (15)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

Hull: 1

Fractional Engines: 5-3

Weapons: 9-5

Shields: 0-0

Light BiLPro Cannon Battery [TL -1] (NPr) // -

Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(1) 1x4+/2/1 // (1) 1x4+/2/1

(2) 1x4+/1/1

[Port] |[Stbd] |[P+S] // (2)

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot

Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[FR2] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: Countermeasures (1) (O) (1)

Traits: Solar Sails

Munitions:

Obsolete 5th-Rate SotL (37)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Port: 1

-Stbd: 1

Hull: 2-1

Fractional Engines: 5-3

Weapons: 17-9

Shields: 2-1

-Port: 1

-Stbd: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -

Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(1) 1x4+/2/1 // (1) 1x4+/2/1

(2) 1x4+/1/1

[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] // (3)

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot

Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[FR2] |[AR2] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: Countermeasures (1) (O) (1)

Traits: Solar Sails

Munitions:

Obsolete 4th-Rate SotL (39)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Port: 2-1

-Stbd: 2-1

Hull: [*]-2-1

Fractional Engines: 4-2

Weapons: 16-8

Shields: 2-1

-Port: 1

-Stbd: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(1) 1x4+/2/1 // (1) 1x4+/2/1

(2) 1x4+/1/1

[PP] [PP] |[SS] [SS] // (2)

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[FR2] |[AR2] |[PP] |[SS] // (2)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)

Traits: Bulkheads (1), Solar Sails

Munitions:

Obsolete 3rd-Rate SotL (61)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: [*]-3-2-1

Fractional Engines: 4-2

Weapons: 26-13

Shields: 2-1

-Port: 1

-Stbd: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(1) 1x4+/2/1 // (1) 1x4+/2/1

(2) 1x4+/1/1

[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[FR2] [FR2] |[AR2] [AR2] |[PP] [PP] |[SS] [SS] // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Equipment: (0)

Traits: Bulkheads (1), Solar Sails

Munitions:

Obsolete 2nd-Rate SotL (80)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: [*]-4-3-2-1
Fractional Engines: 4-3-2
Weapons: 34-23-12
Shields: 4-3-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(1) 1x4+/2/1 // (1) 1x4+/2/1
(2) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[SS] [SS] |[SS] [SS] // (4)

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[FR2] [FR2] [FR2] |[AR2] [AR2] [AR2] |[PP] [PP] |[SS]
[SS] // (5)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)
Traits: Bulkheads (1), Solar Sails, Cargo [Military] (1)
Munitions:

Obsolete 1st-Rate SotL (102)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: [*]-[*]-5-4-3-2-1
Fractional Engines: 4-3-2-1
Weapons: 42-32-21-11
Shields: 4-3-2-1
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(1) 1x4+/2/1 // (1) 1x4+/2/1
(2) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[SS] [SS] |[SS] [SS] // (4)

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[FR2] [FR2] [FR2] |[AR2] [AR2] [AR2] |[PP] [PP] [PP]
|[PP] [PP] [PP] |[SS] [SS] [SS] |[SS] [SS] [SS] | // (9)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)
Traits: Bulkheads (2), Solar Sails, Cargo [Military] (1)
Munitions:

Obsolete 4th-Rate Upgunned SotL (39)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Port: 2-1

-Stbd: 2-1

Hull: [*]-2-1

Fractional Engines: 4-2

Weapons: 14-7

Shields: 2-1

-Port: 1

-Stbd: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[PP] [PP] |[SS] [SS] // (2)

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[FR2] |[AR2] // (1)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)

Traits: Bulkheads (1), Solar Sails

Munitions:

Obsolete 3rd-Rate Upgunned SotL (60)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: [*]-3-2-1

Fractional Engines: 4-2

Weapons: 24-12

Shields: 2-1

-Port: 1

-Stbd: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(1) 1x4+/2/1 // (1) 1x4+/2/1

(2) 1x4+/1/1

[PP] |[SS] // (1)

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/3/1 // (1) 1x4+/2/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[FR2] [FR2] |[AR2] [AR2] |[PP] [PP] [PP] |[SS] [SS] [SS]
// (5)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)

(1) 2x3+/1/1

(2) 1x3+/1/1

[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x4+/2/1

(2) 1x4+/1/1

[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Equipment: (0)

Traits: Bulkheads (1), Solar Sails

Munitions:

Obsolete 2nd-Rate Uppgunned SotL (80)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: [*]-4-3-2-1
Fractional Engines: 4-3-2
Weapons: 32-22-11
Shields: 4-3-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(1) 1x4+/2/1 // (1) 1x4+/2/1
(2) 1x4+/1/1
[PP] |[PP] |[SS] |[SS] // (2)

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[FR2] [FR2] [FR2] |[AR2] [AR2] [AR2] |[PP] [PP] [PP]
|[SS] [SS] [SS] // (6)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)
Traits: Bulkheads (1), Solar Sails, Cargo [Military] (1)
Munitions:

Obsolete 1st-Rate Uppgunned SotL (102)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Fwd: 1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 1

Hull: [*]-[*]-5-4-3-2-1
Fractional Engines: 4-3-2-1
Weapons: 38-29-19-10
Shields: 4-3-2-1
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[SS] [SS] |[SS] [SS] // (4)

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)
(1) 1x4+/3/1 // (1) 1x4+/2/1
(2) 1x4+/2/1
(3) 1x4+/1/1
[FR2] [FR2] [FR2] |[AR2] [AR2] [AR2] |[PP] [PP] |[PP]
[PP] |[SS] [SS] |[SS] [SS] | // (7)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)
(1) 2x3+/1/1
(2) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 1x4+/2/1
(2) 1x4+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)
Traits: Bulkheads (2), Solar Sails, Cargo [Military] (1)
Munitions:

Obsolete Cannon Fort (39)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Engines: N/A

Weapons: 10-5

Shields: 8-4

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/4/1 // (1) 1x4+/3/1

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

[TP] |[FX] |[TS] // (2)

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 1x4+/2/1

(3) 1x4+/1/1

[TR] |[TR] // (1)

Base BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[TT] [TT] // (1)

Equipment: Stealth (3) (OOO) (2)

Traits: Immobile

Munitions:

Obsolete Bombard Fort (39)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Engines: N/A

Weapons: 11-6

Shields: 8-4

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/4/1 // (1) 1x4+/3/1

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

[FX2] // (1)

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 1x4+/2/1

(3) 1x4+/1/1

[TR] |[TR] |[TP] |[FX] |[TS] // (3)

Base BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[TT] [TT] // (1)

Equipment: Stealth (3) (OOO) (2)

Traits: Immobile

Munitions:

Obsolete Fort Complex (6 CF) (227)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-7-6-5-4-3-2-1

Engines: N/A

Weapons: 45-38-30-23-15-8

Shields: 8-7-6-4-3-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/4/1 // (1) 1x4+/3/1

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

[XX] [XX] [XX] | [XX] [XX] [XX] | [YY] [YY] [YY] | [YY] [YY]
[YY] | [ZZ] [ZZ] [ZZ] | [ZZ] [ZZ] [ZZ] | // (9)

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 1x4+/2/1

(3) 1x4+/1/1

[TR] [TR] | [GHIJL] [GHIJL] | [GHIKL] [GHIKL] | [GHJKL]
[GHJKL] | [GIJKL] [GIJKL] | [RT] [RT] | // (6)

Base BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[TT] [TT] [TT] [TT] [TT] [TT] [TT] [TT] [TT] [TT] [TT] [TT]
// (6)

Equipment: Stealth (3) (OOO) (2)

Traits: Bulkheads (5), Immobile

Munitions:

Obsolete Fort Complex (3 CF/3 BF) (227)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-7-6-5-4-3-2-1

Engines: N/A

Weapons: 48-40-32-24-16-8

Shields: 8-7-6-4-3-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/4/1 // (1) 1x4+/3/1

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

[XX] [XX] [XX] | [YY] [YY] [YY] | [ZZ] [ZZ] [ZZ] | [XX2]
|[YY2] | [ZZ2] | // (6)

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 1x4+/2/1

(3) 1x4+/1/1

[TR] [TR] | [GHIJL] [GHIJL] | [GHIKL] [GHIKL] | [GHJKL]
[GHJKL] | [GIJKL] [GIJKL] | [RT] [RT] | // (6)

Base BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[TT] [TT] [TT] [TT] [TT] [TT] [TT] [TT] [TT] [TT] [TT] [TT]
// (6)

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 1x4+/2/1

(3) 1x4+/1/1

[XX] [XX] [XX] | [YY] [YY] [YY] | [ZZ] [ZZ] [ZZ] // (5)

Equipment: Stealth (3) (OOO) (2)

Traits: Bulkheads (5), Immobile

Munitions:

Obsolete Fort Complex (6 BF) (228)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-7-6-5-4-3-2-1

Engines: N/A

Weapons: 51-43-34-26-17-9

Shields: 8-7-6-4-3-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Base BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot Mode [TL -1] (NPr/Inc/Dly/Rp6/Acr)

(1) 1x4+/4/1 // (1) 1x4+/3/1

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

[XX2] |[YY2] |[ZZ2] |[XX2] |[YY2] |[ZZ2] | // (3)

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 1x4+/2/1

(3) 1x4+/1/1

[TR] [TR] |[GHIJL] [GHIJL] |[GHIKL] [GHIKL] |[GHJKL] [GHJKL] |[GIJKL] [GIJKL] |[RT] [RT] | // (6)

Base BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[TT] [TT] [TT] [TT] [TT] [TT] [TT] [TT] [TT] [TT] [TT] [TT] // (6)

Light Base BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 1x4+/2/1

(3) 1x4+/1/1

[XX] [XX] [XX] |[YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] |[XX] [XX] [XX] |[YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] | // (9)

Equipment: Stealth (3) (OOO) (2)

Traits: Bulkheads (5), Immobile

Munitions: