

THE LONG AND WINDING ROAD

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 found in this supplement is '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 [one lukkan is 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.

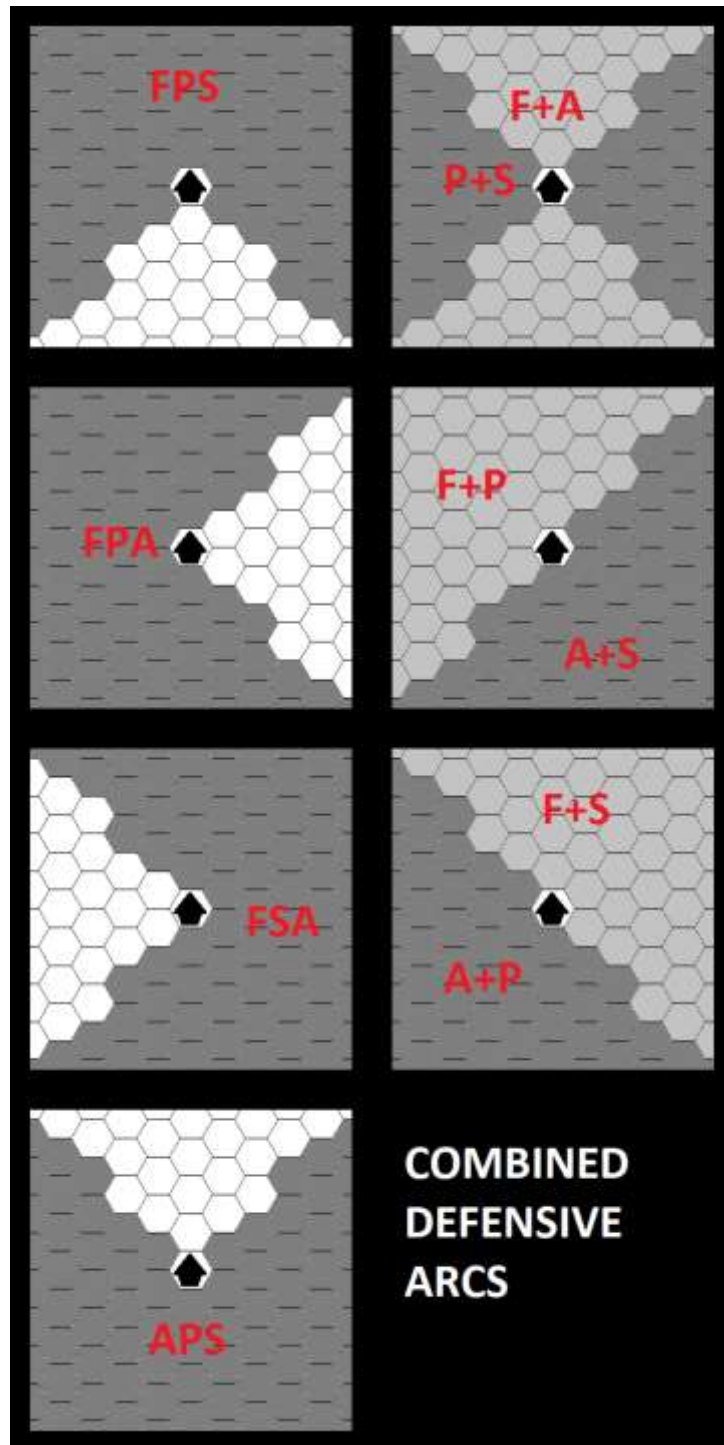
Fractional Speed Chart for Starmada: Unity Edition (Rules Annex)

| 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. 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. All railguns have two modes. Lighter old railguns have a standard mode that lacks penetration and a secondary AP mode, while heavier old railguns have a standard mode that treats shielding as normal with a secondary shrapnel mode, but the sheer size of these larger railguns combined with poor reloading procedures results in a weapon that is slow-firing. Single old railgun mounts have bad accuracy at longer ranges, while 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 can cause significant 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. 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. Note that because of the almost non-existence of single 15-16" weapons on naval vessels (I think only one French battleship would qualify—the *Caiman*), I decided not to have single old class-6 railguns.

| | Equivalent | Single Mount | Dual Mount | | Equivalent | Single Mount | Dual Mount |
|-----------------|------------|--------------|------------|---------------------|------------|--------------|------------|
| Class-1: | 6" | 12 | -- | Old Class-1: | 6" | 8 | 14 |
| Class-2: | 7-8" | 20 | 36 | Old Class-2: | 7-8" | 12 | 21 |
| Class-3: | 9.2-10" | 30 | 54 | Old Class-3: | 9.2-10" | 18 | 32 |
| Class-4: | 11" | 45 | 81 | Old Class-4: | 11" | 24 | 42 |
| Class-5: | 12-13.5" | 60 | 108 | Old Class-5: | 12-13.5" | 32 | 56 |
| Class-6: | 15-16" | -- | -- | Old Class-6: | 15-16" | -- | 84 |

Bases use the same weapon types as ships, but as these weapons are stabilised by the greater mass of bases, they enjoy longer ranges. However, base railguns are only mounted in single mounts.

| | Equivalent | Single Mount | | Equivalent | Single Mount |
|----------------------------|------------|--------------|--------------------------------|------------|--------------|
| Stabilised Class-1: | 6" | 15 | Stabilised Old Class-1: | 6" | 10 |
| Stabilised Class-2: | 7-8" | 24 | Stabilised Old Class-2: | 7-8" | 15 |
| Stabilised Class-3: | 9.2-10" | 36 | Stabilised Old Class-3: | 9.2-10" | 22.5 |
| Stabilised Class-4: | 11" | 54 | Stabilised Old Class-4: | 11" | 30 |
| Stabilised Class-5: | 12-13.5" | 72 | Stabilised Old Class-5: | 12-13.5" | 40 |
| Stabilised Class-6: | 15-16" | -- | Stabilised Old Class-6: | 15-16" | 60 |

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. These civilian vessels are counterparts for both old and standard naval vessels.

Civilian Micro-Freighter (6)

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

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

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

Equipment: Tractor Beams (1) (O) (1)
Traits: Cargo [Civilian] (2) [TL 2], Transport (1) [TL 2]
Munitions:

Civilian Light Freighter (12)

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

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

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

Equipment: Tractor Beams (2) (OO) (1)
Traits: Cargo [Civilian] (4) [TL 2], Hospital (1) [TL 2],
Transport (2) [TL 2]
Munitions:

Civilian Medium Freighter (18)

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

Hull: 3-2-1
Fractional Engines: 4-2
Weapons: 7-4
Shields: 0-0

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

Equipment: Tractor Beams (3) (OOO) (2)
Traits: Cargo [Civilian] (8) [TL 2], Hospital (1) [TL 2],
Transport (2) [TL 2]
Munitions:

Civilian Heavy Freighter (24)

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

Hull: 4-3-2-1
Fractional Engines: 4-2
Weapons: 12-6
Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[F+P] [F+P] |[F+S] [F+S] |[A+P] [A+P] |[A+S] [A+S] // (4)

Equipment: Tractor Beams (4) (OOOO) (2)
Traits: Cargo [Civilian] (12) [TL 2], Hospital (1) [TL 2],
Transport (2) [TL 2]
Munitions:

Civilian Superfreighter (30)

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

Hull: 5-4-3-2-1
Fractional Engines: 4-3-2
Weapons: 21-14-7
Shields: 0-0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] // (8)

Equipment: Tractor Beams (5) (OOOOO) (3)
Traits: Cargo [Civilian] (16) [TL 2], Hospital (1) [TL 2],
Transport (2) [TL 2]
Munitions:

Civilian Micro-Troop Transport (12)

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

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

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

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

Equipment: Point-Defence Systems (3) (OOO), Tractor
Beams (1) (O) (2)
Traits: Hospital (1) [TL 2], Transport (1) [TL 2]
Munitions:

Civilian Light Troop Transport (24)

-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: 0-0

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

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

Equipment: Point-Defence Systems (6) (OOO OOO),
Tractor Beams (2) (OO) (4)
Traits: Hospital (2) [TL 2], Transport (3) [TL 2]
Munitions:

Civilian Medium Troop Transport (36)

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

Hull: 3-2-1
Fractional Engines: 4-2
Weapons: 19-10
Shields: 0-0

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

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

Equipment: Point-Defence Systems (9) (OOO OOO
OOO), Tractor Beams (3) (OOO) (6)
Traits: Hospital (3) [TL 2], Transport (5) [TL 2]
Munitions:

Civilian Heavy Troop Transport (48)

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

Hull: 4-3-2-1
 Fractional Engines: 4-2
 Weapons: 28-14
 Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
 (1) 1x3+/1/1
 [F+P] [F+P] |[F+S] [F+S] |[A+P] [A+P] |[A+S] [A+S] //
 (4)

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

Equipment: Point-Defence Systems (12) (OOO OOO
 OOO OOO), Tractor Beams (4) (OOOO) (8)
 Traits: Hospital (4) [TL 2], Transport (7) [TL 2]
 Munitions:

Civilian Super Troop Transport (59)

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

Hull: 5-4-3-2-1
 Fractional Engines: 4-3-2
 Weapons: 41-28-14
 Shields: 0-0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
 (1) 1x3+/1/1
 [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port]
 |[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] //(8)

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

Equipment: Point-Defence Systems (15) (OOO OOO
 OOO OOO OOO), Tractor Beams (5) (OOOOO) (10)
 Traits: Hospital (4) [TL 2], Transport (10) [TL 2]
 Munitions:

Civilian Fast Armed Micro-Freighter (10)

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

Hull: 1
 Fractional Engines: 6-3
 Weapons: 5-3
 Shields: 0-0

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

Old Patrol Rocket Launcher ©©© [TL -1]
 (NPr/Inc/Lnc/Slw-3) //-Neutron Mode ©©© [TL -1]
 (NPr/Inc/Lnc/Dly/Slw-3)
 (4) 1x3+/2/1 //(1) 0x3+/0/0
 (6) 1x3+/1/1 //(4) 1x3+/1/1
 [Aft] //(1)

Equipment: Tractor Beams (1) (O) (1)
 Traits: Cargo [Civilian] (1) [TL 2], Transport (1) [TL 2]
 Munitions:

Civilian Light Armed Freighter (15)

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

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

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

Old Patrol Rocket Launcher ©©© [TL -1]
 (NPr/Inc/Lnc/Slw-3) //-Neutron Mode ©©© [TL -1]
 (NPr/Inc/Lnc/Dly/Slw-3)
 (4) 1x3+/2/1 //(1) 0x3+/0/0
 (6) 1x3+/1/1 //(4) 1x3+/1/1
 [Fwd] |[Aft] //(1)

Equipment: Tractor Beams (2) (OO) (1)
 Traits: Cargo [Civilian] (3) [TL 2], Hospital (1) [TL 2],
 Transport (2) [TL 2]
 Munitions:

Civilian Medium Armed Freighter (24)

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

Hull: 3-2-1
Fractional Engines: 4-2
Weapons: 14-7
Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[FPS] [FPS] [FPS] [FPS] |[APS] [APS] [APS] [APS] |[TT]
// (5)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)
(4) 1x3+/2/1 // (1) 0x3+/0/0
(6) 1x3+/1/1 // (4) 1x3+/1/1
[Fwd] |[Aft] // (1)

Equipment: Tractor Beams (3) (OOO) (2)
Traits: Cargo [Civilian] (6) [TL 2], Hospital (1) [TL 2],
Transport (2) [TL 2]
Munitions:

Civilian Heavy Armed Freighter (33)

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

Hull: 4-3-2-1
Fractional Engines: 4-2
Weapons: 19-10
Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[F+P] [F+P] |[F+S] [F+S] |[A+P] [A+P] |[A+S] [A+S]
|[TR] |[RT] | // (5)

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 3x3+/1/1
(4) 1x4+/1/1
[PH] |[SH] // (1)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)
(4) 1x3+/2/1 // (1) 0x3+/0/0
(6) 1x3+/1/1 // (4) 1x3+/1/1
[Fwd] |[Aft] [Aft] // (2)

Equipment: Tractor Beams (4) (OOOO) (2)
Traits: Cargo [Civilian] (9) [TL 2], Hospital (1) [TL 2],
Transport (2) [TL 2]
Munitions:

Civilian Armed Superfreighter (42)

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

Hull: 5-4-3-2-1
Fractional Engines: 4-3-2
Weapons: 32-22-11
Shields: 0-0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] |[FX]
[FX] |[AX] [AX] | // (10)

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 3x3+/1/1
(4) 1x4+/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)
(4) 1x3+/2/1 // (1) 0x3+/0/0
(6) 1x3+/1/1 // (4) 1x3+/1/1
[Fwd] |[Aft] [Aft] // (2)

Equipment: Tractor Beams (5) (OOOOO) (3)
Traits: Cargo [Civilian] (12) [TL 2], Hospital (1) [TL 2],
Transport (2) [TL 2]
Munitions:

Civilian Ammunition/Fuel Ship (38)

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

Hull: 4-3-2-1
Fractional Engines: 4-2
Weapons: 22-11
Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[F+P] [F+P] |[F+S] [F+S] |[A+P] [A+P] |[A+S] [A+S] //
(4)

Old EMP Rocket Pack [TL -1]
(Crn/Gid/NPr/Inc/Lnc/Exp)
(2/4/--) 1x3+/1/1
[Fwd] @ [Fwd] @ |[Fwd] @ [Fwd] @ |[Aft] @ [Aft] @
|[Aft] @ [Aft] @ // (4)

Equipment: Tractor Beams (6) (OOO OOO) (3)
Traits: Ionized Hull, Cargo [Military] (6) [TL 2]
Munitions:

Civilian Hospital Ship (23)

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

Hull: 4-3-2-1
Fractional Engines: 4-2
Weapons: 7-4
Shields: 0-0

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

Civilian Repair Ship (25)

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

Hull: 4-3-2-1
Fractional Engines: 4-2
Weapons: 12-6
Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[LP] |[RP] |[PP] |[SS] |[LA] |[RA] | // (3)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)
(4) 1x3+/2/1 // (1) 0x3+/0/0
(6) 1x3+/1/1 // (4) 1x3+/1/1
[Fwd] |[Aft] // (1)

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

Civilian Blockade Runner (11)

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

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

Equipment: Stealth (2) (OO), Tractor Beams (2) (OO) (2)
Traits: Cargo [Civilian] (1) [TL 2]
Munitions:

Civilian Passenger Liner (40)

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

Hull: 4-3-2-1
Fractional Engines: 8-4
Weapons: 24-12
Shields: 0-0

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[LP] [LP] |[RP] [RP] |[PP] [PP] |[SS] [SS] |[LA] [LA]
|[RA] [RA] | // (6)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)
(4) 1x3+/2/1 // (1) 0x3+/0/0
(6) 1x3+/1/1 // (4) 1x3+/1/1
[Fwd] [Fwd] |[Aft] [Aft] // (2)

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 3x3+/1/1
(4) 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 Bases

Civilian Orbital Warehouse (12)

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

Hull: 2-1

Engines: N/A

Weapons: 4-2

Shields: 0-0

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

Traits: Immobile, Cargo [Civilian] (12) [TL 2]

Munitions:

Civilian Light Orbital Shipyard (25)

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

Hull: 2-1

Engines: N/A

Weapons: 10-5

Shields: 4-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

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

(3) 1x4+/2/1 // (1) 4x3+/1/1

(6) 1x4+/1/1

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

Light Base Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/1/1

[TT] // (1)

Equipment: Damage Control Parties (2) (OO), Tractor
Beams (3) (OOO) (3)

Traits: Immobile, Repair (4) [TL 2]

Munitions:

Civilian Orbital Shipyard (50)

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

Hull: 4-3-2-1

Engines: N/A

Weapons: 15-8

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/Acr)

(1) 1x4+/5/1 // (1) 3x3+/1/2

(2) 1x4+/4/1

(3) 1x4+/3/1

(6) 1x4+/2/1

(9) 1x4+/1/1

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

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

(3) 1x4+/2/1 // (1) 4x3+/1/1

(6) 1x4+/1/1

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

Light Base Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/1/1

[TT] [TT] // (1)

Equipment: Damage Control Parties (2) (OO), Tractor
Beams (3) (OOO) (3)

Traits: Immobile, Repair (10) [TL 2]

Munitions:

Civilian Ammunition/Fuel Depot (47)

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

Hull: 4-3-2-1
Engines: N/A
Weapons: 8-4
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/Acr)

(1) 1x4+/5/1 // (1) 3x3+/1/2

(2) 1x4+/4/1

(3) 1x4+/3/1

(6) 1x4+/2/1

(9) 1x4+/1/1

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

Light Base Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/1/1

[TT] // (1)

Equipment: Tractor Beams (3) (OOO) (2)

Traits: Immobile, Ionized Hull, Cargo [Military] (8) [TL 2]

Munitions:

Civilian Orbital Barracks (48)

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

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

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

(3) 1x4+/2/1 // (1) 4x3+/1/1

(6) 1x4+/1/1

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

Light Base Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/1/1

[TT] // (1)

Equipment: Point-Defence Systems (12) (OOO OOO
OOO OOO), Tractor Beams (3) (OOO) (8)

Traits: Immobile, Cargo [Military] (4) [TL 2], Hospital
(2) [TL 2], Transport (3) [TL 2]

Munitions:

Civilian Class-1 Orbital Habitat (100)

-Tech: Engine: -1 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: 18-12-6

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/Acr)

(1) 1x4+/5/1 // (1) 3x3+/1/2

(2) 1x4+/4/1

(3) 1x4+/3/1

(6) 1x4+/2/1

(9) 1x4+/1/1

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

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

(3) 1x4+/2/1 // (1) 4x3+/1/1

(6) 1x4+/1/1

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

Light Base Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/1/1

[TT] [TT] // (1)

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

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

Munitions:

Civilian Class-2 Orbital Habitat (196)

-Tech: Engine: -1 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: 44-37-30-22-15-8

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/Acr)

(1) 1x4+/5/1 // (1) 3x3+/1/2

(2) 1x4+/4/1

(3) 1x4+/3/1

(6) 1x4+/2/1

(9) 1x4+/1/1

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

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

(3) 1x4+/2/1 // (1) 4x3+/1/1

(6) 1x4+/1/1

[Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] // (6)

Light Base Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/1/1

[FPS] |[FPA] |[FSA] |[APS] // (2)

Equipment: Damage Control Parties (12) (OOO OOO OOO OOO), Tractor Beams (8) (OOOO OOOO) (10)

Traits: Bulkheads (2), Immobile, Cargo [Civilian] (18) [TL 2], Hospital (9) [TL 2], Repair (9) [TL 2], Science (3) [TL 2]

Munitions:

Civilian Class-3 Orbital Habitat (299)

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

-Nova-Style TL: 1

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

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

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

-Aft: 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: 70-63-55-47-39-32-24-16-8

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

-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/Acr)

(1) 1x4+/5/1 // (1) 3x3+/1/2

(2) 1x4+/4/1

(3) 1x4+/3/1

(6) 1x4+/2/1

(9) 1x4+/1/1

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

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

(3) 1x4+/2/1 // (1) 4x3+/1/1

(6) 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 Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/1/1

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

Equipment: Damage Control Parties (18) (OOO OOO OOO OOO OOO OOO), Tractor Beams (12) (OOO OOO OOO OOO) (15)

Traits: Bulkheads (4), Immobile, Cargo [Civilian] (36) [TL 2], Hospital (12) [TL 2], Repair (12) [TL 2], Science (6) [TL 2]

Munitions:

Civilian Class-4 Orbital Habitat (477)

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

-Nova-Style TL: 1

-Fwd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 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: 99-92-85-78-71-64-57-50-43-36-29-22-15-8

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

-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/Acr)

(1) 1x4+/5/1 // (1) 3x3+/1/2

(2) 1x4+/4/1

(3) 1x4+/3/1

(6) 1x4+/2/1

(9) 1x4+/1/1

[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] |[TT] |[TT] | // (5)

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

(3) 1x4+/2/1 // (1) 4x3+/1/1

(6) 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 Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/1/1

[FPS] [FPS] [FPS] |[FPA] [FPA] [FPA] |[FSA] [FSA] [FSA] |[APS] [APS] [APS] // (6)

Equipment: Damage Control Parties (27) (OOO OOO OOO OOO OOO OOO OOO OOO OOO), Tractor Beams (18)

(OOO OOO OOO OOO OOO OOO) (23)

Traits: Bulkheads (7), Immobile, Cargo [Civilian] (60) [TL 2], Hospital (20) [TL 2], Repair (20) [TL 2], Science (10) [TL 2]

Munitions:

Civilian Class-5 Orbital Habitat (742)

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

-Nova-Style TL: 1

-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: [*]-[*]-[*]-[*]-[*]-[*]-[*]-[*]-[*]-[*]-[*]-[*]-[*]-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: 146-140-133-126-119-112-105-98-91-84-77-70-63-56-49-42-35-28-21-14-7

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

-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/Acr)

(1) 1x4+/5/1 // (1) 3x3+/1/2

(2) 1x4+/4/1

(3) 1x4+/3/1

(6) 1x4+/2/1

(9) 1x4+/1/1

[Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] |[TT] |[TT] | // (7)

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

(3) 1x4+/2/1 // (1) 4x3+/1/1

(6) 1x4+/1/1

[F+P] [F+P] [F+P] [F+P] [F+P] [F+P] [F+P] [F+P] |[F+S] [F+S] [F+S] [F+S] [F+S] [F+S] [F+S] [F+S] |[A+P] [A+P] [A+P] [A+P]

[A+P] [A+P] [A+P] [A+P] |[A+S] [A+S] [A+S] [A+S] [A+S] [A+S] [A+S] [A+S] // (16)

Light Base Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/1/1

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

Equipment: Damage Control Parties (42) (OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO),

Tractor Beams (42) (OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO OOOOOO) (42)

Traits: Bulkheads (15), Immobile, Cargo [Civilian] (96) [TL 2], Hospital (24) [TL 2], Repair (24) [TL 2], Science (24) [TL 2]

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.

Note: As a rule, any vessel that has a fractional engine rating four times greater than the hull rating, or any vessel with one level of Overthrusters, is atmospheric-capable. This doesn't have any real game effect, but explains some designs such as the 'atmospheric' vessels which are analogous to riverine craft.

Old Light Plasma Rocket Boat Flotilla (3 LPRB) (26)

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

Hull: 1
Fractional Engines: 11-6
Weapons: 6-3
Shields: 0-0

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

(1) 2x3+/3/1
(2) 2x3+/2/1
(3) 2x3+/1/1
[FF] @ // (1)

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

// -Salvo-Fire ©©© [TL -1] (Pr2/SLn/Slw-3)
(1) 1x5+/3/1 // (1) 1x3+/1/1
(2) 1x5+/2/1 // (2) 1x4+/1/1
[FF] |[FF] |[FF] // (2)

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

Traits:

Munitions:

Old Plasma Rocket Boat Flotilla (3 PRB) (48)

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

Hull: 2-1
Fractional Engines: 11-6
Weapons: 13-7
Shields: 0-0

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

(1) 2x3+/3/1
(2) 2x3+/2/1
(3) 2x3+/1/1
[Fwd] @ [Fwd] @ // (1)

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

// -Salvo-Fire ©©© [TL -1] (Pr2/SLn/Slw-3)
(1) 1x5+/3/1 // (1) 1x3+/1/1
(2) 1x5+/2/1 // (2) 1x4+/1/1
[Fwd] [Fwd] |[Fwd] [Fwd] |[Fwd] [Fwd] // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FF] |[FF] |[FF] // (2)

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

Traits:

Munitions:

Old Heavy Plasma Rocket Boat Flotilla (3 HPRB) (78)

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

Hull: 3-2-1

Fractional Engines: 11-6

Weapons: 18-9

Shields: 0-0

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

(1) 2x3+/3/1

(2) 2x3+/2/1

(3) 2x3+/1/1

[Fwd] @ [Fwd] @ [Fwd] @ [Fwd] @ // (2)

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

// -Salvo-Fire ©©© [TL -1] (Pr2/SLn/Slw-3)

(1) 1x5+/3/1 // (1) 1x3+/1/1

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

[Fwd] [Fwd] | [Fwd] [Fwd] | [Fwd] [Fwd] // (3)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

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

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

Traits:

Munitions:

Old Plasma Rocket Gunboat (51)

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

Screens: 1

Hull: 2-1

Fractional Engines: 10-5

Weapons: 9-5

Shields: 1-1

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[FX] | [AX] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[FX] | [AX] // (1)

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

(1) 2x3+/3/1

(2) 2x3+/2/1

(3) 2x3+/1/1

[Fwd] @ [Fwd] @ // (1)

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

// -Salvo-Fire ©©© [TL -1] (Pr2/SLn/Slw-3)

(1) 1x5+/3/1 // (1) 1x3+/1/1

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

[Fwd] [Fwd] // (1)

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

Traits:

Munitions:

Old Heavy Plasma Rocket Ram (86)

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

Screens: 1

Hull: 3-2-1

Fractional Engines: 12-6

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] [FR] // (2)

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

(1) 2x3+/3/1

(2) 2x3+/2/1

(3) 2x3+/1/1

[PS] @ [PS] @ // (1)

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

// -Salvo-Fire ©©© [TL -1] (Pr2/SLn/Slw-3)

(1) 1x5+/3/1 // (1) 1x3+/1/1

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

[PS] [PS] // (1)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[FX] |[AX] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[FX] |[AX] // (1)

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

Traits:

Munitions:

Old Light Ramboat Flotilla (3 LRB) (25)

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

-Nova-Style TL: 1

-Fwd: 1

Hull: 1

Fractional Engines: 11-6

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 Ramboat Flotilla (3 RB) (53)

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

-Fwd: 1

Hull: 2-1

Fractional Engines: 11-6

Weapons: 11-6

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/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

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

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

Traits:

Munitions:

Old Heavy Ramboat Flotilla (3 HRB) (93)

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

-Fwd: 1

Hull: 3-2-1

Fractional Engines: 11-6

Weapons: 23-12

Shields: 2-1

-Fwd: 2-1

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

// -Salvo-Fire ©©© [TL -1] (Pr2/SLn/Slw-3)

(1) 1x5+/3/1 // (1) 1x3+/1/1

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

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

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) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

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

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

Traits:

Munitions:

Old Ram Gunboat (47)

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

Screens: 1

Hull: 2-1

Fractional Engines: 10-5

Weapons: 10-5

Shields: 5-3

-Fwd: 2-1

-Port: 1

-Stbd: 1

-Aft: 1

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[FX] |[AX] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[FX] |[AX] // (1)

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

(1) 1x6+/1/1

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

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

// -Salvo-Fire ©©© [TL -1] (Pr2/SLn/Slw-3)

(1) 1x5+/3/1 // (1) 1x3+/1/1

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

[Fwd] [Fwd] // (1)

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

Traits:

Munitions:

Old Heavy Monitor-Ram (73)

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

Screens: 1

Hull: 3-2-1

Fractional Engines: 12-6

Weapons: 16-8

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] [FR] // (2)

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

(4) 1x3+/2/2 // (2) 1x3+/2/1

(6) 1x4+/2/2 // (4) 1x3+/2/1

(10) 1x4+/1/2 // (8) 1x4+/2/1

(12) 1x5+/1/2 // (10) 1x4+/1/1

[GCD] // (1)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[Fwd] |[FP] |[FS] |[AP] |[AS] // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[Fwd] |[FP] |[FS] |[AP] |[AS] // (3)

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

Traits:

Munitions:

Old Sloop-Frigate (77)

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

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: 3-2-1

Fractional Engines: 8-4

Weapons: 17-9

Shields: 2-1

-Port: 1

-Stbd: 1

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

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

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

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

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

(4) 1x4+/1/2 // (4) 1x5+/1/1

(8) 1x5+/1/2 // (6) 1x5+/1/1

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

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

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

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

Traits: Solar Sails

Munitions:

Old 4th-Rate SotL (103)

-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: 4-3-2-1
Fractional Engines: 7-4
Weapons: 24-12
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Acr)
(1) 1x4+/4/1 // (1) 2x3+/1/2
(2) 1x4+/3/1
(4) 1x4+/2/1
(6) 1x4+/1/1
[PP] |[PP] |[PP] |[SS] |[SS] |[SS] | // (3)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/2 // (2) 1x4+/1/1
(4) 1x4+/1/2 // (4) 1x5+/1/1
(8) 1x5+/1/2 // (6) 1x5+/1/1
[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 3rd-Rate SotL (130)

-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: 5-4-3-2-1
Fractional Engines: 7-5-3
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/Acr)
(1) 1x4+/4/1 // (1) 2x3+/1/2
(2) 1x4+/3/1
(4) 1x4+/2/1
(6) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[SS] [SS] |[SS] [SS] // (4)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/2 // (2) 1x4+/1/1
(4) 1x4+/1/2 // (4) 1x5+/1/1
(8) 1x5+/1/2 // (6) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(4) 1x3+/1/2 // (2) 1x3+/1/1
(6) 1x4+/1/2 // (7) 1x4+/1/1
(10) 1x5+/1/2 // (8) 1x5+/1/1
(12) 1x6+/1/2 // (10) 1x5+/1/1
[CD] |[CD] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 3x4+/1/1
(2) 2x4+/1/1
(3) 1x4+/1/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 2nd-Rate SotL (155)

-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: 6-5-4-3-2-1
Fractional Engines: 7-5-3
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/Acr)
(1) 1x4+/4/1 // (1) 2x3+/1/2
(2) 1x4+/3/1
(4) 1x4+/2/1
(6) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[PS] |[PS] |[SS] [SS] |[SS] [SS] | //
(5)

Old Class-1 Railgun Turret [TL -1] (NPr) // -AP Mode
[TL -1] (-)
(2) 1x3+/2/2 // (2) 1x3+/2/1
(4) 1x4+/2/2 // (4) 1x4+/2/1
(8) 1x4+/1/2 // (7) 1x4+/1/1
[CD] |[CD] // (1)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(4) 1x3+/1/2 // (2) 1x3+/1/1
(6) 1x4+/1/2 // (7) 1x4+/1/1
(10) 1x5+/1/2 // (8) 1x5+/1/1
(12) 1x6+/1/2 // (10) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 3x4+/1/1
(2) 2x4+/1/1
(3) 1x4+/1/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //
(4)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //
(4)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 1st-Rate SotL (180)

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

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

Hull: 7-6-5-4-3-2-1
Fractional Engines: 7-6-4-2
Weapons: 40-30-20-10
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/Acr)
(1) 1x4+/4/1 // (1) 2x3+/1/2
(2) 1x4+/3/1
(4) 1x4+/2/1
(6) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[PS] |[PS] |[SS] [SS] |[SS] [SS] | //
(5)

Old Class-1 Railgun Turret [TL -1] (NPr) // -AP Mode
[TL -1] (-)
(2) 1x3+/2/2 // (2) 1x3+/2/1
(4) 1x4+/2/2 // (4) 1x4+/2/1
(8) 1x4+/1/2 // (7) 1x4+/1/1
[PR] |[PR] |[SR] |[SR] // (2)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(4) 1x3+/1/2 // (2) 1x3+/1/1
(6) 1x4+/1/2 // (7) 1x4+/1/1
(10) 1x5+/1/2 // (8) 1x5+/1/1
(12) 1x6+/1/2 // (10) 1x5+/1/1
[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 3x4+/1/1
(2) 2x4+/1/1
(3) 1x4+/1/1
[LP] |[RP] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd]
|[LA] |[RA] | // (5)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[LP] |[RP] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd]
|[LA] |[RA] | // (5)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old Brig-Frigate (75)

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

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

Hull: 3-2-1
Fractional Engines: 8-4
Weapons: 15-8
Shields: 2-1
-Port: 1
-Stbd: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Acr)
(1) 1x4+/4/1 // (1) 2x3+/1/2
(2) 1x4+/3/1
(4) 1x4+/2/1
(6) 1x4+/1/1
[Port] |[Port] |[Stbd] |[Stbd] // (2)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(4) 1x3+/1/2 // (2) 1x3+/1/1
(6) 1x4+/1/2 // (7) 1x4+/1/1
(10) 1x5+/1/2 // (8) 1x5+/1/1
(12) 1x6+/1/2 // (10) 1x5+/1/1
[GCD] |[CDL] // (1)

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

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

Old 4th-Rate Gun SotL (102)

-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: 4-3-2-1
Fractional Engines: 7-4
Weapons: 22-11
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Acr)
(1) 1x4+/4/1 // (1) 2x3+/1/2
(2) 1x4+/3/1
(4) 1x4+/2/1
(6) 1x4+/1/1
[PP] |[PP] |[PP] |[SS] |[SS] |[SS] | // (3)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(4) 1x3+/1/2 // (2) 1x3+/1/1
(6) 1x4+/1/2 // (7) 1x4+/1/1
(10) 1x5+/1/2 // (8) 1x5+/1/1
(12) 1x6+/1/2 // (10) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 3rd-Rate Gun SotL (129)

-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: 5-4-3-2-1
Fractional Engines: 7-5-3
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/Acr)
(1) 1x4+/4/1 // (1) 2x3+/1/2
(2) 1x4+/3/1
(4) 1x4+/2/1
(6) 1x4+/1/1
[PP] |[PP] |[PP] |[SS] |[SS] |[SS] | // (3)

Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(4) 1x3+/1/2 // (2) 1x3+/1/1
(6) 1x4+/1/2 // (7) 1x4+/1/1
(10) 1x5+/1/2 // (8) 1x5+/1/1
(12) 1x6+/1/2 // (10) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(5) 1x3+/1/3 // (2) 1x3+/1/1
(9) 1x4+/1/3 // (4) 1x3+/1/1
(12) 1x5+/1/3 // (8) 1x4+/1/1
(14) 1x6+/1/2 // (10) 1x5+/1/1
[PR] |[SR] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 3x4+/1/1
(2) 2x4+/1/1
(3) 1x4+/1/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //
(4)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //
(4)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 2nd-Rate Gun SotL (152)

-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: 6-5-4-3-2-1
Fractional Engines: 7-5-3
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/Acr)
(1) 1x4+/4/1 // (1) 2x3+/1/2
(2) 1x4+/3/1
(4) 1x4+/2/1
(6) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[SS] [SS] |[SS] [SS] // (4)

Old Class-2 Railgun Turret [TL -1] (NPr) // -AP Mode
[TL -1] (-)
(4) 1x3+/2/2 // (2) 1x3+/2/1
(6) 1x4+/2/2 // (4) 1x3+/2/1
(10) 1x4+/1/2 // (8) 1x4+/2/1
(12) 1x5+/1/2 // (10) 1x4+/1/1
[PR] |[SR] // (1)

Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(5) 1x3+/1/3 // (2) 1x3+/1/1
(9) 1x4+/1/3 // (4) 1x3+/1/1
(12) 1x5+/1/3 // (8) 1x4+/1/1
(14) 1x6+/1/2 // (10) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 3x4+/1/1
(2) 2x4+/1/1
(3) 1x4+/1/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //
(4)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //
(4)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 1st-Rate Gun SotL (178)

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

-Fwd: 2-1

-Port: 7-6-5-4-3-2-1

-Stbd: 7-6-5-4-3-2-1

-Aft: 2-1

Hull: 7-6-5-4-3-2-1

Fractional Engines: 7-6-4-2

Weapons: 36-27-18-9

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/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

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

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

(4) 1x3+/2/2 // (2) 1x3+/2/1

(6) 1x4+/2/2 // (4) 1x3+/2/1

(10) 1x4+/1/2 // (8) 1x4+/2/1

(12) 1x5+/1/2 // (10) 1x4+/1/1

[PR] |[SR] // (1)

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

(5) 1x3+/1/3 // (2) 1x3+/1/1

(9) 1x4+/1/3 // (4) 1x3+/1/1

(12) 1x5+/1/3 // (8) 1x4+/1/1

(14) 1x6+/1/2 // (10) 1x5+/1/1

[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[LP] |[RP] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd]

|[LA] |[RA] | // (5)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[LP] |[RP] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd]

|[LA] |[RA] | // (5)

Equipment: (0)

Traits: Solar Sails

Munitions:

Old 5th-Rate Battleship (80)

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

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: 3-2-1

Fractional Engines: 8-4

Weapons: 13-7

Shields: 8-4

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

[FR] @@@@ [FR] @@@@ // (1)

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

(4) 1x3+/1/2 // (2) 1x3+/1/1

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

(10) 1x5+/1/2 // (8) 1x5+/1/1

(12) 1x6+/1/2 // (10) 1x5+/1/1

[GCD] |[CDL] // (1)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

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

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

Traits: Solar Sails

Munitions:

Old 4th-Rate Battleship (130)

-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: 5-4-3-2-1
Fractional Engines: 7-5-3
Weapons: 21-14-7
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] // (2)

Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(5) 1x3+/1/3 // (2) 1x3+/1/1
(9) 1x4+/1/3 // (4) 1x3+/1/1
(12) 1x5+/1/3 // (8) 1x4+/1/1
(14) 1x6+/1/2 // (10) 1x5+/1/1
[GCD] |[CDL] |[GC] |[GD] |[CL] |[DL] | // (3)

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 3rd-Rate Battleship (165)

-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: 6-5-4-3-2-1
Fractional Engines: 7-5-3
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] // (2)

Old Class-4 Railgun © [TL -1] (Slw) // -Shrapnel Mode
© [TL -1] (NPr/Inc/Dly/Slw)
(2) 1x3+/1/4 // (1) 2x3+/1/4
(5) 1x3+/1/4 // (2) 1x3+/2/4
(11) 1x4+/1/4 // (4) 1x3+/2/2
(14) 1x5+/1/4 // (6) 1x3+/2/1
(16) 1x6+/1/4
[GCD] |[CDL] // (1)

Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(5) 1x3+/1/3 // (2) 1x3+/1/1
(9) 1x4+/1/3 // (4) 1x3+/1/1
(12) 1x5+/1/3 // (8) 1x4+/1/1
(14) 1x6+/1/2 // (10) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 3x4+/1/1
(2) 2x4+/1/1
(3) 1x4+/1/1
[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 2nd-Rate Battleship (219)

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

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

Hull: 8-7-6-5-4-3-2-1
Fractional Engines: 7-6-4-2
Weapons: 23-18-12-6
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] // (3)

Old Class-5 Railgun © [TL -1] (Slw) // -Shrapnel Mode
© [TL -1] (NPr/Inc/Dly/Slw)
(5) 1x3+/1/5 // (1) 1x2+/3/4
(11) 1x4+/1/5 // (2) 1x2+/2/4
(14) 1x5+/1/5 // (4) 1x3+/2/3
(16) 1x5+/1/4 // (6) 1x3+/2/2
[GCD] |[CDL] // (1)

Old Class-4 Railgun © [TL -1] (Slw) // -Shrapnel Mode
© [TL -1] (NPr/Inc/Dly/Slw)
(2) 1x3+/1/4 // (1) 2x3+/1/4
(5) 1x3+/1/4 // (2) 1x3+/2/4
(11) 1x4+/1/4 // (4) 1x3+/2/2
(14) 1x5+/1/4 // (6) 1x3+/2/1
(16) 1x6+/1/4
[GC] |[GD] |[CL] |[DL] // (2)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 3x4+/1/1
(2) 2x4+/1/1
(3) 1x4+/1/1
[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

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

Old 1st-Rate Battleship (258)

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

-Fwd: 3-2-1
-Port: 9-8-7-6-5-4-3-2-1
-Stbd: 9-8-7-6-5-4-3-2-1
-Aft: 3-2-1

Hull: 9-8-7-6-5-4-3-2-1
Fractional Engines: 7-6-5-3-2
Weapons: 30-24-18-12-6
Shields: 8-7-5-4-2
-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] // (3)

Old Class-5 Railgun © [TL -1] (Slw) // -Shrapnel Mode
© [TL -1] (NPr/Inc/Dly/Slw)
(5) 1x3+/1/5 // (1) 1x2+/3/4
(11) 1x4+/1/5 // (2) 1x2+/2/4
(14) 1x5+/1/5 // (4) 1x3+/2/3
(16) 1x5+/1/4 // (6) 1x3+/2/2
[GCD] |[CDL] // (1)

Old Class-4 Railgun © [TL -1] (Slw) // -Shrapnel Mode
© [TL -1] (NPr/Inc/Dly/Slw)
(2) 1x3+/1/4 // (1) 2x3+/1/4
(5) 1x3+/1/4 // (2) 1x3+/2/4
(11) 1x4+/1/4 // (4) 1x3+/2/2
(14) 1x5+/1/4 // (6) 1x3+/2/1
(16) 1x6+/1/4
[GC] |[GD] |[PR] |[SR] |[CL] |[DL] | // (3)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 3x4+/1/1
(2) 2x4+/1/1
(3) 1x4+/1/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

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

Old Monitor (75)

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

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

Hull: 3-2-1
Fractional Engines: 8-4
Weapons: 8-4
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] // (1)

Old Class-2 Railgun Turret [TL -1] (NPr) // -AP Mode
[TL -1] (-)
(4) 1x3+/2/2 // (2) 1x3+/2/1
(6) 1x4+/2/2 // (4) 1x3+/2/1
(10) 1x4+/1/2 // (8) 1x4+/2/1
(12) 1x5+/1/2 // (10) 1x4+/1/1
[PS] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 3x4+/1/1
(2) 2x4+/1/1
(3) 1x4+/1/1
[PH] |[SH] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[PH] |[SH] // (1)

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

Old 4th-Rate Turret Battleship (131)

-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: 5-4-3-2-1
Fractional Engines: 7-5-3
Weapons: 17-12-6
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] // (2)

Old Class-3 Railgun Turret [TL -1] (NPr) // -AP Mode
[TL -1] (-)
(4) 1x3+/2/3 // (2) 1x3+/2/1
(9) 1x4+/2/3 // (4) 1x3+/2/1
(12) 1x4+/1/3 // (8) 1x4+/2/1
(14) 1x4+/1/2 // (10) 1x4+/1/1
[FX] |[AX] // (1)

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 3rd-Rate Turret Battleship (165)

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

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

Hull: 6-5-4-3-2-1
Fractional Engines: 7-5-3
Weapons: 18-12-6
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] // (2)

Old Class-4 Railgun Turret © [TL -1] (Slw) // -Shrapnel
Mode © [TL -1] (NPr/Inc/Dly/Slw)
(1) 1x2+/2/4 // (2) 1x2+/3/4
(5) 1x3+/2/4 // (4) 1x2+/3/2
(11) 1x4+/2/4 // (5) 1x2+/3/1
(14) 1x4+/1/4 // (6) 1x3+/3/1
(16) 1x5+/1/4
[FX] |[AX] // (1)

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 2nd-Rate Turret Battleship (226)

-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: 8-7-6-5-4-3-2-1
Fractional Engines: 7-6-4-2
Weapons: 23-18-12-6
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] // (3)

Old Class-5 Railgun Turret © [TL -1] (Slw) // -Shrapnel
Mode © [TL -1] (NPr/Inc/Dly/Slw)
(5) 1x3+/2/5 // (1) 2x2+/3/4
(11) 1x4+/2/5 // (2) 2x2+/2/4
(14) 1x4+/1/5 // (4) 1x3+/4/3
(16) 1x4+/1/4 // (6) 1x3+/4/2
[FX] |[AX] // (1)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 3x4+/1/1
(2) 2x4+/1/1
(3) 1x4+/1/1
[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | // (4)

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

Old 1st-Rate Turret Battleship (255)

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

-Fwd: 3-2-1

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

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

-Aft: 3-2-1

Hull: 9-8-7-6-5-4-3-2-1

Fractional Engines: 7-6-5-3-2

Weapons: 24-20-15-10-5

Shields: 8-7-5-4-2

-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] // (3)

Old Class-6 Railgun Turret © [TL -1] (Slw) // -Shrapnel Mode © [TL -1] (Inc/Dly/Slw)

(6) 1x3+/2/8 // (1) 3x2+/2/4

(11) 1x4+/2/8 // (2) 2x2+/2/4

(12) 1x4+/1/8 // (4) 1x3+/4/3

(14) 1x4+/1/7 // (6) 1x3+/4/2

(16) 1x4+/1/6

[FH] |[AH] // (1)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | // (4)

Equipment: (0)

Traits: Ionized Hull, Solar Sails

Munitions:

Old TT Monitor (77)

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

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: 3-2-1

Fractional Engines: 8-4

Weapons: 9-5

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] // (1)

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

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

(4) 1x4+/2/2 // (4) 1x4+/2/1

(8) 1x4+/1/2 // (7) 1x4+/1/1

[FH] |[AH] // (1)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[PH] |[SH] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[PH] |[SH] // (1)

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

Traits: Solar Sails

Munitions:

Old 4th-Rate FrS Turret Battleship (132)

-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: 5-4-3-2-1
Fractional Engines: 7-5-3
Weapons: 19-13-7
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] // (2)

Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(5) 1x3+/1/3 // (2) 1x3+/1/1
(9) 1x4+/1/3 // (4) 1x3+/1/1
(12) 1x5+/1/3 // (8) 1x4+/1/1
(14) 1x6+/1/2 // (10) 1x5+/1/1
[FX] |[PH] |[SH] |[AX] // (2)

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 3rd-Rate FrS Turret Battleship (166)

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

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

Hull: 6-5-4-3-2-1
Fractional Engines: 7-5-3
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] // (2)

Old Class-4 Railgun © [TL -1] (Slw) // -Shrapnel Mode
© [TL -1] (NPr/Inc/Dly/Slw)
(2) 1x3+/1/4 // (1) 2x3+/1/4
(5) 1x3+/1/4 // (2) 1x3+/2/4
(11) 1x4+/1/4 // (4) 1x3+/2/2
(14) 1x5+/1/4 // (6) 1x3+/2/1
(16) 1x6+/1/4
[FX] |[AX] // (1)

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(5) 1x3+/1/3 // (2) 1x3+/1/1
(9) 1x4+/1/3 // (4) 1x3+/1/1
(12) 1x5+/1/3 // (8) 1x4+/1/1
(14) 1x6+/1/2 // (10) 1x5+/1/1
[LX] |[RX] // (1)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 2nd-Rate FrS Turret Battleship (226)

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

Fractional Engines: 7-6-4-2

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] // (3)

Old Class-5 Railgun © [TL -1] (Slw) // -Shrapnel Mode

© [TL -1] (NPr/Inc/Dly/Slw)

(5) 1x3+/1/5 // (1) 1x2+/3/4

(11) 1x4+/1/5 // (2) 1x2+/2/4

(14) 1x5+/1/5 // (4) 1x3+/2/3

(16) 1x5+/1/4 // (6) 1x3+/2/2

[FX] |[AX] // (1)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | //

(4)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | //

(4)

Old Class-4 Railgun © [TL -1] (Slw) // -Shrapnel Mode

© [TL -1] (NPr/Inc/Dly/Slw)

(2) 1x3+/1/4 // (1) 2x3+/1/4

(5) 1x3+/1/4 // (2) 1x3+/2/4

(11) 1x4+/1/4 // (4) 1x3+/2/2

(14) 1x5+/1/4 // (6) 1x3+/2/1

(16) 1x6+/1/4

[LX] |[RX] // (1)

Equipment: (0)

Traits: Ionized Hull, Solar Sails

Munitions:

Old 1st-Rate CC Turret Battleship (262)

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

-Fwd: 4-3-2-1

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

-Stbd: 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: 7-6-5-3-2

Weapons: 23-19-14-10-5

Shields: 8-7-5-4-2

-Fwd: 1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 1

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

(1) 1x6+/1/1

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

Old Class-6 Railgun Turret © [TL -1] (Slw) // -Shrapnel

Mode © [TL -1] (Inc/Dly/Slw)

(6) 1x3+/2/8 // (1) 3x2+/2/4

(11) 1x4+/2/8 // (2) 2x2+/2/4

(12) 1x4+/1/8 // (4) 1x3+/4/3

(14) 1x4+/1/7 // (6) 1x3+/4/2

(16) 1x4+/1/6

[CIK] |[DHJ] // (1)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | //

(4)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | //

(4)

Equipment: (0)

Traits: Ionized Hull, Solar Sails

Munitions:

Old Patrol Frigate (77)

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

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

Hull: 3-2-1
Fractional Engines: 8-4
Weapons: 21-11
Shields: 2-1
-Port: 1
-Stbd: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 3x3+/1/1
(4) 1x4+/1/1
[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] // (3)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/2 // (2) 1x4+/1/1
(4) 1x4+/1/2 // (4) 1x5+/1/1
(8) 1x5+/1/2 // (6) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 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)
(4) 1x3+/2/1 // (1) 0x3+/0/0
(6) 1x3+/1/1 // (4) 1x3+/1/1
[Port] |[Stbd] // (1)

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

Old 4th-Rate Patrol SotL (106)

-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: 4-3-2-1
Fractional Engines: 8-4
Weapons: 30-15
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 3x3+/1/1
(4) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[SS] [SS] |[SS] [SS] // (4)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/2 // (2) 1x4+/1/1
(4) 1x4+/1/2 // (4) 1x5+/1/1
(8) 1x5+/1/2 // (6) 1x5+/1/1
[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)
(4) 1x3+/2/1 // (1) 0x3+/0/0
(6) 1x3+/1/1 // (4) 1x3+/1/1
[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 3rd-Rate Patrol SotL (133)

-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: 5-4-3-2-1

Fractional Engines: 8-6-3

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/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

[PP] |[PP] |[PP] |[SS] |[SS] |[SS] | // (3)

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

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

(4) 1x4+/1/2 // (4) 1x5+/1/1

(8) 1x5+/1/2 // (6) 1x5+/1/1

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

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

(4) 1x3+/1/2 // (2) 1x3+/1/1

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

(10) 1x5+/1/2 // (8) 1x5+/1/1

(12) 1x6+/1/2 // (10) 1x5+/1/1

[CD] |[CD] // (1)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

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

(4) 1x3+/2/1 // (1) 0x3+/0/0

(6) 1x3+/1/1 // (4) 1x3+/1/1

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Solar Sails

Munitions:

Old 2nd-Rate Patrol SotL (156)

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

Fractional Engines: 8-6-3

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/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

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

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

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

(4) 1x4+/2/2 // (4) 1x4+/2/1

(8) 1x4+/1/2 // (7) 1x4+/1/1

[CD] |[CD] // (1)

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

(4) 1x3+/1/2 // (2) 1x3+/1/1

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

(10) 1x5+/1/2 // (8) 1x5+/1/1

(12) 1x6+/1/2 // (10) 1x5+/1/1

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

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

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

(4) 1x3+/2/1 // (1) 0x3+/0/0

(6) 1x3+/1/1 // (4) 1x3+/1/1

[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Equipment: (0)

Traits: Solar Sails

Munitions:

Old 1st-Rate Patrol SotL (184)

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

-Fwd: 2-1

-Port: 7-6-5-4-3-2-1

-Stbd: 7-6-5-4-3-2-1

-Aft: 2-1

Hull: 7-6-5-4-3-2-1

Fractional Engines: 8-6-4-2

Weapons: 46-35-23-12

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/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

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

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

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

(4) 1x4+/2/2 // (4) 1x4+/2/1

(8) 1x4+/1/2 // (7) 1x4+/1/1

[PR] |[PR] |[SR] |[SR] // (2)

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

(4) 1x3+/1/2 // (2) 1x3+/1/1

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

(10) 1x5+/1/2 // (8) 1x5+/1/1

(12) 1x6+/1/2 // (10) 1x5+/1/1

[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[LP] |[RP] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] |[LA] |[RA] | // (5)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[LP] |[RP] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] |[LA] |[RA] | // (5)

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

(4) 1x3+/2/1 // (1) 0x3+/0/0

(6) 1x3+/1/1 // (4) 1x3+/1/1

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

Equipment: (0)

Traits: Solar Sails

Munitions:

Old AS Frigate (81)

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

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

Hull: 3-2-1
Fractional Engines: 8-4
Weapons: 21-11
Shields: 2-1
-Port: 1
-Stbd: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 3x3+/1/1
(4) 1x4+/1/1
[Port] [Port] | [Port] [Port] | [Stbd] [Stbd] | [Stbd] [Stbd]
// (4)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/2 // (2) 1x4+/1/1
(4) 1x4+/1/2 // (4) 1x5+/1/1
(8) 1x5+/1/2 // (6) 1x5+/1/1
[GCD] | [CDL] // (1)

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] | [FS] | [AP] | [AS] // (2)

Old FS 'Defender' Mortar [TL -1] (NPr/Inc/Prx/Acr/Ex3)
(1) 0x3+/0/0
(2) 1x3+/3/1
(3) 1x3+/2/1
[PP2] @@@ | [SS2] @@@ // (1)

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

Old 4th-Rate AS SotL (113)

-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: 4-3-2-1
Fractional Engines: 8-4
Weapons: 32-16
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 3x3+/1/1
(4) 1x4+/1/1
[PP] [PP] | [PP] [PP] | [SS] [SS] | [SS] [SS] // (4)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/2 // (2) 1x4+/1/1
(4) 1x4+/1/2 // (4) 1x5+/1/1
(8) 1x5+/1/2 // (6) 1x5+/1/1
[GC] | [GD] | [CD] | [CD] | [CL] | [DL] | // (3)

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] | [FS] | [Port] | [Stbd] | [AP] | [AS] | // (3)

Old FS 'Defender' Mortar [TL -1] (NPr/Inc/Prx/Acr/Ex3)
(1) 0x3+/0/0
(2) 1x3+/3/1
(3) 1x3+/2/1
[PP2] @@@ | [SS2] @@@ // (1)

FS 'Defender' Torpedo [TL -1] (NPr/Prx/Acr/Exp)
(1) 0x2+/0/0
(2) 2x4+/1/1
(4) 1x4+/2/1
[PP] @ [PP] @ | [SS] @ [SS] @ // (2)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 3rd-Rate AS SotL (137)

-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: 5-4-3-2-1

Fractional Engines: 8-6-3

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/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

[PP] |[PP] |[PP] |[SS] |[SS] |[SS] | // (3)

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

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

(4) 1x4+/1/2 // (4) 1x5+/1/1

(8) 1x5+/1/2 // (6) 1x5+/1/1

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

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

(4) 1x3+/1/2 // (2) 1x3+/1/1

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

(10) 1x5+/1/2 // (8) 1x5+/1/1

(12) 1x6+/1/2 // (10) 1x5+/1/1

[PR] |[SR] // (1)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //

(4)

Equipment: (0)

Traits: Solar Sails

Munitions:

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //

(4)

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

(1) 0x3+/0/0

(2) 1x3+/3/1

(3) 1x3+/2/1

[PP2] @@@ |[SS2] @@@ // (1)

FS 'Defender' Torpedo [TL -1] (NPr/Prx/Acr/Exp)

(1) 0x2+/0/0

(2) 2x4+/1/1

(4) 1x4+/2/1

[PP] @ [PP] @ |[SS] @ [SS] @ // (2)

Old 2nd-Rate AS SotL (162)

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

Fractional Engines: 8-6-3

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/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

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

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

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

(4) 1x4+/2/2 // (4) 1x4+/2/1

(8) 1x4+/1/2 // (7) 1x4+/1/1

[CD] |[CD] // (1)

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

(4) 1x3+/1/2 // (2) 1x3+/1/1

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

(10) 1x5+/1/2 // (8) 1x5+/1/1

(12) 1x6+/1/2 // (10) 1x5+/1/1

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

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //

(4)

Equipment: (0)

Traits: Solar Sails

Munitions:

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //

(4)

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

(1) 0x3+/0/0

(2) 1x3+/3/1

(3) 1x3+/2/1

[PS2] @@@ |[PS2] @@@ // (1)

FS 'Defender' Torpedo [TL -1] (NPr/Prx/Acr/Exp)

(1) 0x2+/0/0

(2) 2x4+/1/1

(4) 1x4+/2/1

[PP] @ [PP] @ |[SS] @ [SS] @ // (2)

Old 1st-Rate AS SotL (188)

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

-Fwd: 2-1

-Port: 7-6-5-4-3-2-1

-Stbd: 7-6-5-4-3-2-1

-Aft: 2-1

Hull: 7-6-5-4-3-2-1

Fractional Engines: 8-6-4-2

Weapons: 44-33-22-11

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/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

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

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

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

(4) 1x4+/2/2 // (4) 1x4+/2/1

(8) 1x4+/1/2 // (7) 1x4+/1/1

[PR] |[PR] |[SR] |[SR] // (2)

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

(4) 1x3+/1/2 // (2) 1x3+/1/1

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

(10) 1x5+/1/2 // (8) 1x5+/1/1

(12) 1x6+/1/2 // (10) 1x5+/1/1

[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[LP] |[RP] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd]

|[LA] |[RA] | // (5)

Equipment: (0)

Traits: Solar Sails

Munitions:

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[LP] |[RP] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd]

|[LA] |[RA] | // (5)

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

(1) 0x3+/0/0

(2) 1x3+/3/1

(3) 1x3+/2/1

[PS2] @@@ |[PS2] @@@ // (1)

FS 'Defender' Torpedo [TL -1] (NPr/Prx/Acr/Exp)

(1) 0x2+/0/0

(2) 2x4+/1/1

(4) 1x4+/2/1

[PP] @ [PP] @ |[SS] @ [SS] @ // (2)

Old Rocket Frigate (78)

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

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

Hull: 3-2-1
Fractional Engines: 8-4
Weapons: 21-11
Shields: 2-1
-Port: 1
-Stbd: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 3x3+/1/1
(4) 1x4+/1/1
[Port] [Port] |[Stbd] [Stbd] // (2)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/2 // (2) 1x4+/1/1
(4) 1x4+/1/2 // (4) 1x5+/1/1
(8) 1x5+/1/2 // (6) 1x5+/1/1
[GC] |[GD] |[CL] |[DL] // (2)

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Rocket Launcher © [TL -1] (NPr/Rp6/Acr/Slw) // -
Concussion Mode © [TL -1] (NPr/SLn/Slw)
(4) 1x3+/1/1 // (4) 1x4+/1/1
[Port] [Port] |[Stbd] [Stbd] // (2)

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

Old 4th-Rate Rocket SotL (107)

-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: 4-3-2-1
Fractional Engines: 8-4
Weapons: 30-15
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 3x3+/1/1
(4) 1x4+/1/1
[PP] |[PP] |[PP] |[SS] |[SS] |[SS] | // (3)

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)
(2) 1x3+/1/2 // (2) 1x4+/1/1
(4) 1x4+/1/2 // (4) 1x5+/1/1
(8) 1x5+/1/2 // (6) 1x5+/1/1
[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Old Rocket Launcher © [TL -1] (NPr/Rp6/Acr/Slw) // -
Concussion Mode © [TL -1] (NPr/SLn/Slw)
(4) 1x3+/1/1 // (4) 1x4+/1/1
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 3rd-Rate Rocket SotL (134)

-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: 5-4-3-2-1

Fractional Engines: 8-6-3

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/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

[PP] |[PP] |[SS] |[SS] // (2)

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

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

(4) 1x4+/1/2 // (4) 1x5+/1/1

(8) 1x5+/1/2 // (6) 1x5+/1/1

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

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

(4) 1x3+/1/2 // (2) 1x3+/1/1

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

(10) 1x5+/1/2 // (8) 1x5+/1/1

(12) 1x6+/1/2 // (10) 1x5+/1/1

[CD] |[CD] // (1)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Old Rocket Launcher © [TL -1] (NPr/Rp6/Acr/Slw) // -Concussion Mode © [TL -1] (NPr/SLn/Slw)

(4) 1x3+/1/1 // (4) 1x4+/1/1

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

Equipment: (0)

Traits: Solar Sails

Munitions:

Old 2nd-Rate Rocket SotL (158)

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

Fractional Engines: 8-6-3

Weapons: 38-26-13

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/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

[PP] |[PP] |[PP] |[SS] |[SS] |[SS] | // (3)

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

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

(4) 1x4+/2/2 // (4) 1x4+/2/1

(8) 1x4+/1/2 // (7) 1x4+/1/1

[CD] |[CD] // (1)

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

(4) 1x3+/1/2 // (2) 1x3+/1/1

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

(10) 1x5+/1/2 // (8) 1x5+/1/1

(12) 1x6+/1/2 // (10) 1x5+/1/1

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

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Old Rocket Launcher © [TL -1] (NPr/Rp6/Acr/Slw) // -Concussion Mode © [TL -1] (NPr/SLn/Slw)

(4) 1x3+/1/1 // (4) 1x4+/1/1

[PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] // (5)

Equipment: (0)

Traits: Solar Sails

Munitions:

Old 1st-Rate Rocket SotL (187)

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

-Fwd: 2-1

-Port: 7-6-5-4-3-2-1

-Stbd: 7-6-5-4-3-2-1

-Aft: 2-1

Hull: 7-6-5-4-3-2-1

Fractional Engines: 8-6-4-2

Weapons: 48-36-24-12

Shields: 4-3-2-1

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

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

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

[PP] |[PP] |[PP] |[SS] |[SS] |[SS] | // (3)

Old Class-1 Railgun Turret [TL -1] (NPr) // -Dual Mode OC1RT AP Mode [TL -1] (-)

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

(4) 1x4+/2/2 // (4) 1x4+/2/1

(8) 1x4+/1/2 // (7) 1x4+/1/1

[PR] |[PR] |[SR] |[SR] // (2)

Old Class-2 Railgun [TL -1] (NPr) // -Dual Mode OC2R AP Mode [TL -1] (-)

(4) 1x3+/1/2 // (2) 1x3+/1/1

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

(10) 1x5+/1/2 // (8) 1x5+/1/1

(12) 1x6+/1/2 // (10) 1x5+/1/1

[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[LP] |[RP] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] |[LA] |[RA] | // (5)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[LP] |[RP] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] |[LA] |[RA] | // (5)

Old Rocket Launcher © [TL -1] (NPr/Rp6/Acr/Slw) // -Concussion Mode © [TL -1] (NPr/SLn/Slw)

(4) 1x3+/1/1 // (4) 1x4+/1/1

[PP] [PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] [SS] // (6)

Equipment: (0)

Traits: Solar Sails

Munitions:

Old Raiding Frigate (76)

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

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

Hull: 3-2-1
Fractional Engines: 8-4
Weapons: 21-11
Shields: 2-1
-Port: 1
-Stbd: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Acr)
(1) 1x4+/4/1 // (1) 2x3+/1/2
(2) 1x4+/3/1
(4) 1x4+/2/1
(6) 1x4+/1/1
[Port] [Port] | [Stbd] [Stbd] // (2)

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Pnp/Slw-3)
// -Overload Mode ©©© [TL -1] (Mdl/Lnc/Inc/Slw-3)
(2) 1x3+/1/1 // (1) 1x3+/1/1
(6) 1x4+/1/1 // (4) 1x4+/1/1
(8) 1x5+/1/1 // (6) 1x5+/1/1
[FR] [FR] // (1)

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 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)
(4) 1x3+/2/1 // (1) 0x3+/0/0
(6) 1x3+/1/1 // (4) 1x3+/1/1
[Port] [Port] [Port] | [Stbd] [Stbd] [Stbd] // (3)

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

Old 4th-Rate Raiding SotL (103)

-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: 4-3-2-1
Fractional Engines: 8-4
Weapons: 29-15
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Acr)
(1) 1x4+/4/1 // (1) 2x3+/1/2
(2) 1x4+/3/1
(4) 1x4+/2/1
(6) 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)
(2) 1x3+/1/1 // (1) 1x3+/1/1
(6) 1x4+/1/1 // (4) 1x4+/1/1
(8) 1x5+/1/1 // (6) 1x5+/1/1
[FR] [FR] [FR] // (2)

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)
(4) 1x3+/2/1 // (1) 0x3+/0/0
(6) 1x3+/1/1 // (4) 1x3+/1/1
[Port] [Port] [Port] [Port] | [Stbd] [Stbd] [Stbd] [Stbd]
// (4)

Equipment: (0)
Traits: Solar Sails
Munitions:

Old 3rd-Rate Raiding SotL (131)

-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: 5-4-3-2-1

Fractional Engines: 8-6-3

Weapons: 35-24-12

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/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

[PP] |[PP] |[PP] |[SS] |[SS] |[SS] | // (3)

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

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

(4) 1x4+/1/2 // (4) 1x5+/1/1

(8) 1x5+/1/2 // (6) 1x5+/1/1

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

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Pnp/Slw-3) // -Overload Mode ©©© [TL -1] (Mdl/Lnc/Inc/Slw-3)

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

(6) 1x4+/1/1 // (4) 1x4+/1/1

(8) 1x5+/1/1 // (6) 1x5+/1/1

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

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

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

(4) 1x3+/2/1 // (1) 0x3+/0/0

(6) 1x3+/1/1 // (4) 1x3+/1/1

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

Equipment: (0)

Traits: Solar Sails

Munitions:

Old 2nd-Rate Raiding SotL (157)

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

Fractional Engines: 8-6-3

Weapons: 42-28-14

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/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

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

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Pnp/Slw-3) // -Overload Mode ©©© [TL -1] (Mdl/Lnc/Inc/Slw-3)

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

(6) 1x4+/1/1 // (4) 1x4+/1/1

(8) 1x5+/1/1 // (6) 1x5+/1/1

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

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

(4) 1x3+/1/2 // (2) 1x3+/1/1

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

(10) 1x5+/1/2 // (8) 1x5+/1/1

(12) 1x6+/1/2 // (10) 1x5+/1/1

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

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

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

(4) 1x3+/2/1 // (1) 0x3+/0/0

(6) 1x3+/1/1 // (4) 1x3+/1/1

[Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] // (5)

Equipment: (0)

Traits: Solar Sails

Munitions:

Old 1st-Rate Raiding SotL (185)

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

-Fwd: 2-1

-Port: 7-6-5-4-3-2-1

-Stbd: 7-6-5-4-3-2-1

-Aft: 2-1

Hull: 7-6-5-4-3-2-1

Fractional Engines: 8-6-4-2

Weapons: 50-38-25-13

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/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

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

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Pnp/Slw-3) // -Overload Mode ©©© [TL -1] (Mdl/Lnc/Inc/Slw-3)

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

(6) 1x4+/1/1 // (4) 1x4+/1/1

(8) 1x5+/1/1 // (6) 1x5+/1/1

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

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

(4) 1x3+/1/2 // (2) 1x3+/1/1

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

(10) 1x5+/1/2 // (8) 1x5+/1/1

(12) 1x6+/1/2 // (10) 1x5+/1/1

[GC] |[GD] |[CD] |[CD] |[CL] |[DL] | // (3)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[LP] |[RP] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] |[LA] |[RA] | // (5)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[LP] |[RP] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] |[LA] |[RA] | // (5)

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

(4) 1x3+/2/1 // (1) 0x3+/0/0

(6) 1x3+/1/1 // (4) 1x3+/1/1

[PP] [PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] [SS] // (6)

Equipment: (0)

Traits: Solar Sails

Munitions:

Old Subspace Rocket Vessel Flotilla (2 SRV/1 SEV) (52)

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

Hull: 3-2-1
Fractional Engines: 4-2
Weapons: 11-6
Shields: 0-0

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] |[FS] //(1)

Old Rocket Launcher © [TL -1] (NPr/Rp6/Acr/Slw) //-
Concussion Mode © [TL -1] (NPr/SLn/Slw)
(4) 1x3+/1/1 //(4) 1x4+/1/1
[FF] [FF] |[FF] [FF] //(2)

Equipment: Cloaking Device (O), Countermeasures (2)
(OO), Stealth (2) (OO) (3)
Traits:
Munitions:

Old Subspace Raider Vessel Flotilla (2 SRdV/1 SEV) (50)

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

Hull: 3-2-1
Fractional Engines: 4-2
Weapons: 11-6
Shields: 0-0

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] |[FS] //(1)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) //-Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)
(4) 1x3+/2/1 //(1) 0x3+/0/0
(6) 1x3+/1/1 //(4) 1x3+/1/1
[FF] [FF] |[FF] [FF] //(2)

Equipment: Cloaking Device (O), Countermeasures (2)
(OO), Stealth (2) (OO) (3)
Traits:
Munitions:

Old Subspace Plasma Vessel Flotilla (2 SPV/1 SEV) (55)

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

Hull: 3-2-1
Fractional Engines: 4-2
Weapons: 15-8
Shields: 0-0

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FP] |[FS] //(1)

Plasma Rocket Launcher ©©© [TL -1] (Pr2/SLn/Slw-3)
//-Salvo-Fire ©©© [TL -1] (Pr2/SLn/Slw-3)
(1) 1x5+/3/1 //(1) 1x3+/1/1
(2) 1x5+/2/1 //(2) 1x4+/1/1
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] //(4)

Equipment: Cloaking Device (O), Countermeasures (2)
(OO), Stealth (2) (OO) (3)
Traits:
Munitions:

Old Subspace Attack Vessel Flotilla (3 SAV) (53)

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

Hull: 3-2-1
Fractional Engines: 4-2
Weapons: 11-6
Shields: 0-0

Chaingun Battery [TL -1] (NPr/Acr)
(1) 3x4+/1/1
(2) 2x4+/1/1
(3) 1x4+/1/1
[FF] [FF] |[FF] [FF] |[FF] [FF] //(3)

Equipment: Cloaking Device (O), Countermeasures (2)
(OO), Stealth (2) (OO) (3)
Traits:
Munitions:

Old Subspace Escort Vessel (3 SEV) (53)

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

Hull: 3-2-1

Fractional Engines: 4-2

Weapons: 11-6

Shields: 0-0

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[FP] |[FP] |[FP] |[FS] |[FS] |[FS] | // (3)

Equipment: Cloaking Device (O), Countermeasures (2) (OO), Stealth (2) (OO) (3)

Traits:

Munitions:

Old Heavy Subspace Rocket Vessel (27)

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

Hull: 2-1

Fractional Engines: 4-2

Weapons: 7-4

Shields: 0-0

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[FH] // (1)

Old Rocket Launcher © [TL -1] (NPr/Rp6/Acr/Slw) // - Concussion Mode © [TL -1] (NPr/SLn/Slw)

(4) 1x3+/1/1 // (4) 1x4+/1/1

[FF] [FF] // (1)

Equipment: Cloaking Device (O), Countermeasures (1) (O), Stealth (2) (OO) (2)

Traits:

Munitions:

Old Heavy Subspace Raider Vessel (26)

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

Hull: 2-1

Fractional Engines: 4-2

Weapons: 7-4

Shields: 0-0

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[FH] // (1)

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

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

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

(4) 1x3+/2/1 // (1) 0x3+/0/0

(6) 1x3+/1/1 // (4) 1x3+/1/1

[FF] [FF] // (1)

Equipment: Cloaking Device (O), Countermeasures (1) (O), Stealth (2) (OO) (2)

Traits:

Munitions:

Old Heavy Subspace Plasma Vessel (28)

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

Hull: 2-1

Fractional Engines: 4-2

Weapons: 9-5

Shields: 0-0

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[FH] // (1)

Plasma Rocket Launcher ©©© [TL -1] (Pr2/SLn/Slw-3) // -Salvo-Fire ©©© [TL -1] (Pr2/SLn/Slw-3)

(1) 1x5+/3/1 // (1) 1x3+/1/1

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

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

Equipment: Cloaking Device (O), Countermeasures (1) (O), Stealth (2) (OO) (2)

Traits:

Munitions:

Old Heavy Subspace Attack Vessel (27)

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

Hull: 2-1

Fractional Engines: 4-2

Weapons: 7-4

Shields: 0-0

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[FF] [FF] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[FH] // (1)

Equipment: Cloaking Device (O), Countermeasures (1) (O), Stealth (2) (OO) (2)

Traits:

Munitions:

Old Heavy Subspace Escort Vessel (27)

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

Hull: 2-1

Fractional Engines: 4-2

Weapons: 7-4

Shields: 0-0

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[FP] |[FS] // (1)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[FH] // (1)

Equipment: Cloaking Device (O), Countermeasures (1) (O), Stealth (2) (OO) (2)

Traits:

Munitions:

Old Assault Lander Flotilla (2 AL) (26)

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

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 10-5

Weapons: 12-6

Shields: 0-0

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

(1) 0x6+/0/0

(2) 3x6+/1/1

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

Equipment: Countermeasures (2) (OO), Point-Defence Systems (8) (OOOO OOOO) (5)

Traits:

Munitions:

Old Bombardment Boat Flotilla (2 BB) (18)

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

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 10-5

Weapons: 8-4

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] // (2)

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

(1) 1x3+/1/1

[TT] |[TT] // (1)

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

Traits:

Munitions:

Old Assault Pinnacle Flotilla (2 AP) (30)

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

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 10-5

Weapons: 6-3

Shields: 0-0

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[FR] |[FR] //(1)

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

(1) 1x3+/1/1

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

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

Traits:

Munitions:

Marines: 4-3-2-1

Old Heavy Pinnacle Flotilla (2 HP) (30)

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

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 10-5

Weapons: 6-3

Shields: 0-0

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[FR] |[FR] //(1)

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

(1) 1x3+/1/1

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

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

Traits:

Munitions:

Marines: 4-3-2-1

The assault lander, bombardment boat, assault pinnacle, heavy pinnacle and armed shuttle flotillas are 'light boats'. They cannot be the only units present on one side—some 'carrying' unit must be present. This means any old military base, any old naval vessel with solar sails or upgraded old naval vessel.

Old Armed Shuttle Flotilla (4 ASH) (12)

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

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 6-3

Weapons: 8-4

Shields: 0-0

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

(1) 1x3+/1/1

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

Equipment: Countermeasures (2) (OO), Stealth (2)

(OO) (2)

Traits:

Munitions:

Old Upgraded Monitor (87)

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

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: 3-2-1

Fractional Engines: 10-5

Weapons: 8-4

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] //(1)

Class-1 Railgun (-) //-Shock Mode (NPr/Cts)

(6) 1x3+/1/2 //(1) 1x3+/1/2

(8) 1x4+/1/2 //(3) 1x3+/1/1

(9) 1x5+/1/2 //(4) 1x3+/1/1

[PS2] //(1)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

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

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

Traits:

Munitions:

Old Upgraded 4th-Rate Turret Battleship (151)

-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: 5-4-3-2-1
Fractional Engines: 8-6-3
Weapons: 11-8-4
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] // (2)

Class-2 Railgun Turret (-) // -Shock Mode (Cts)
(2) 1x2+/2/2 // (2) 1x2+/2/2
(10) 1x3+/2/2 // (5) 1x3+/2/1
(12) 1x4+/2/2 // (6) 1x4+/2/1
[FX] |[AX] // (1)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Equipment: (0)
Traits:
Munitions:

Old Upgraded 3rd-Rate Turret Battleship (189)

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

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

Hull: 6-5-4-3-2-1
Fractional Engines: 8-6-3
Weapons: 12-8-4
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] // (2)

Class-3 Railgun Turret (-) // -Shock Mode (Cts)
(2) 1x2+/2/3 // (1) 1x3+/2/3
(10) 1x3+/2/3 // (5) 1x3+/2/2
(14) 1x4+/2/3 // (6) 1x4+/2/2
[FX] // (1)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-2 Railgun Turret (-) // -Shock Mode (Cts)
(2) 1x2+/2/2 // (2) 1x2+/2/2
(10) 1x3+/2/2 // (5) 1x3+/2/1
(12) 1x4+/2/2 // (6) 1x4+/2/1
[AX] // (1)

Equipment: (0)
Traits:
Munitions:

Old Upgraded 2nd-Rate Turret Battleship (256)

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

Fractional Engines: 8-6-4-2

Weapons: 15-12-8-4

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] // (3)

Class-3 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/3 // (5) 1x3+/2/2

(14) 1x4+/2/3 // (6) 1x4+/2/2

[FX] |[AX] // (1)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[PP] |[SS] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

Old Upgraded 1st-Rate Turret Battleship (293)

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

-Fwd: 3-2-1

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

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

-Aft: 3-2-1

Hull: 9-8-7-6-5-4-3-2-1

Fractional Engines: 8-7-5-4-2

Weapons: 16-13-10-7-4

Shields: 8-7-5-4-2

-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] // (3)

Class-4 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/4 // (2) 1x3+/2/3

(14) 1x3+/2/4 // (6) 1x3+/2/2

(16) 1x4+/2/4 // (8) 1x4+/2/2

[FH] |[AH] // (1)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[PP] |[SS] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

Old Upgraded TT Monitor (86)

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

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

Hull: 3-2-1
Fractional Engines: 9-5
Weapons: 9-5
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] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[FH] |[AH] // (1)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

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

Old Upgraded 4th-Rate FrS Turret Battleship (151)

-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: 5-4-3-2-1
Fractional Engines: 8-6-3
Weapons: 13-9-5
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] // (2)

Class-2 Railgun (-) // -Shock Mode (Cts)
(2) 1x2+/1/2 // (2) 1x2+/1/2
(10) 1x3+/1/2 // (5) 1x3+/1/1
(12) 1x4+/1/2 // (6) 1x4+/1/1
[FX] |[PH] |[SH] |[AX] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Equipment: (0)
Traits:
Munitions:

Old Upgraded 3rd-Rate FrS Turret Battleship (188)

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

-Fwd: 3-2-1

-Port: 7-6-5-4-3-2-1

-Stbd: 7-6-5-4-3-2-1

-Aft: 3-2-1

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

Fractional Engines: 8-6-3

Weapons: 14-10-5

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] // (2)

Class-3 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/3 // (5) 1x3+/1/2

(14) 1x4+/1/3 // (6) 1x4+/1/2

[FH] |[AH] // (1)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

[LX] |[RX] // (1)

Equipment: (0)

Traits:

Munitions:

Old Upgraded 2nd-Rate FrS Turret Battleship (251)

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

Fractional Engines: 8-6-4-2

Weapons: 17-13-9-5

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] // (3)

Class-3 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/3 // (5) 1x3+/1/2

(14) 1x4+/1/3 // (6) 1x4+/1/2

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | // (4)

Equipment: (0)

Traits: Ionized Hull

Munitions:

Old Upgraded 1st-Rate CC Turret Battleship (299)

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

-Fwd: 4-3-2-1

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

-Stbd: 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: 8-7-5-4-2

Weapons: 16-13-10-7-4

Shields: 8-7-5-4-2

-Fwd: 1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 1

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

(1) 1x6+/1/1

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

Class-4 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/4 // (2) 1x3+/2/3

(14) 1x3+/2/4 // (6) 1x3+/2/2

(16) 1x4+/2/4 // (8) 1x4+/2/2

[CIK] |[DHJ] // (1)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | //

(4)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FH] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

Old TT GS Atmospheric Monitor (39)

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

Hull: 2-1

Fractional Engines: 6-3

Weapons: 10-5

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

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

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

(4) 1x4+/1/2 // (4) 1x5+/1/1

(8) 1x5+/1/2 // (6) 1x5+/1/1

[FX] |[AX] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

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

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

(1) 0x6+/0/0

(2) 3x6+/1/1

[P+S] [P+S] // (1)

Equipment: Countermeasures (1) (O), Overthrusters

(1) (O) (1)

Traits:

Munitions:

Atmospheric monitors and mini-battleships are capable of near-space flight but not long-range operations. Most of the time these units are defensive in nature, but larger factions employ carrying craft to deploy these units in planetary invasions to provide heavy fire support. This dual-use means that at least one, and possibly two, of their batteries are capable of engaging ground targets.

Old Atmospheric Monitor (39)

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

Hull: 2-1

Fractional Engines: 6-3

Weapons: 10-5

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

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

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

(4) 1x4+/2/2 // (4) 1x4+/2/1

(8) 1x4+/1/2 // (7) 1x4+/1/1

[FX] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

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

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

(1) 0x6+/0/0

(2) 3x6+/1/1

[AH] [AH] [AH] // (2)

Equipment: Countermeasures (1) (O), Overthrusters

(1) (O) (1)

Traits:

Munitions:

Old TT EMP Atmospheric Monitor (42)

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

Hull: 2-1

Fractional Engines: 6-3

Weapons: 12-6

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

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

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

(4) 1x4+/1/2 // (4) 1x5+/1/1

(8) 1x5+/1/2 // (6) 1x5+/1/1

[FX] |[AX] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

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

Old EMP Rocket Pack [TL -1]

(Crn/Gid/NPr/Inc/Lnc/Exp)

(2/4/--) 1x3+/1/1

[P+S] @ [P+S] @ |[P+S] @ [P+S] @ // (2)

Equipment: Countermeasures (1) (O), Overthrusters

(1) (O) (1)

Traits:

Munitions:

Old Type 1 Atmospheric Mini-Battleship (41)

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

Hull: 2-1

Fractional Engines: 6-3

Weapons: 10-5

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

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

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

(4) 1x4+/1/2 // (4) 1x5+/1/1

(8) 1x5+/1/2 // (6) 1x5+/1/1

[FX] |[AX] // (1)

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[Port] |[Stbd] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

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

Equipment: Countermeasures (1) (O), Overthrusters

(1) (O) (1)

Traits:

Munitions:

Mini-battleships are so-called because they resemble a battleship. There are four old mini-battleships. One has two different chaingun batteries, one has a BiLPro battery, one a pair of plasma rocket launchers and one a pair of old rocket launchers.

Old Type 2 Atmospheric Mini-Battleship (40)

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

Hull: 2-1

Fractional Engines: 6-3

Weapons: 10-5

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

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

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

(4) 1x4+/1/2 // (4) 1x5+/1/1

(8) 1x5+/1/2 // (6) 1x5+/1/1

[FX] |[AX] // (1)

Light BiLPro Cannon Battery [TL -1] (NPr) // -

Grapeshot Mode [TL -1] (NPr/Inc/Acr)

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

(4) 1x4+/1/1

[Port] |[Stbd] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

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

Equipment: Countermeasures (1) (O), Overthrusters

(1) (O) (1)

Traits:

Munitions:

Old Rocket GS Atmospheric Monitor (41)

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

Hull: 2-1

Fractional Engines: 6-3

Weapons: 12-6

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Old Rocket Launcher © [TL -1] (NPr/Rp6/Acr/Slw) // -
Concussion Mode © [TL -1] (NPr/SLn/Slw)

(4) 1x3+/1/1 // (4) 1x4+/1/1

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

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

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

(1) 0x6+/0/0

(2) 3x6+/1/1

[P+S] [P+S] // (1)

Equipment: Countermeasures (1) (O), Overthrusters

(1) (O) (1)

Traits:

Munitions:

Old Atmospheric Support Monitor (42)

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

Hull: 2-1

Fractional Engines: 6-3

Weapons: 12-6

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

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

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

(1) 0x6+/0/0

(2) 3x6+/1/1

[P+S] [P+S] // (1)

Equipment: Countermeasures (1) (O), Overthrusters

(1) (O) (1)

Traits:

Munitions:

Old Rocket EMP Atmospheric Monitor (43)

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

Hull: 2-1

Fractional Engines: 6-3

Weapons: 14-7

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Old Rocket Launcher © [TL -1] (NPr/Rp6/Acr/Slw) // -
Concussion Mode © [TL -1] (NPr/SLn/Slw)

(4) 1x3+/1/1 // (4) 1x4+/1/1

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

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

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

Old EMP Rocket Pack [TL -1]

(Crn/Gid/NPr/Inc/Lnc/Exp)

(2/4/--) 1x3+/1/1

[P+S] @ [P+S] @ |[P+S] @ [P+S] @ // (2)

Equipment: Countermeasures (1) (O), Overthrusters

(1) (O) (1)

Traits:

Munitions:

Old Type 3 Atmospheric Mini-Battleship (40)

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

Hull: 2-1

Fractional Engines: 6-3

Weapons: 10-5

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

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

(4) 1x4+/1/2 // (4) 1x5+/1/1

(8) 1x5+/1/2 // (6) 1x5+/1/1

[FX] |[AX] // (1)

Old Rocket Launcher © [TL -1] (NPr/Rp6/Acr/Slw) // -
Concussion Mode © [TL -1] (NPr/SLn/Slw)

(4) 1x3+/1/1 // (4) 1x4+/1/1

[Port] |[Stbd] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

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

Equipment: Countermeasures (1) (O), Overthrusters

(1) (O) (1)

Traits:

Munitions:

Old Type 4 Atmospheric Mini-Battleship (41)

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

Hull: 2-1

Fractional Engines: 6-3

Weapons: 10-5

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

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

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

(4) 1x4+/1/2 // (4) 1x5+/1/1

(8) 1x5+/1/2 // (6) 1x5+/1/1

[FX] |[AX] // (1)

Plasma Rocket Launcher ©©© [TL -1] (Pr2/SLn/Slw-3) // -Salvo-Fire ©©© [TL -1] (Pr2/SLn/Slw-3)

(1) 1x5+/3/1 // (1) 1x3+/1/1

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

[PP] |[SS] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

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

Equipment: Countermeasures (1) (O), Overthrusters (1) (O) (1)

Traits:

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 the old subspace proximity minefields they employed were not sufficiently sensitive enough to reliably engage subspace vessels at times.

Old Minefield (43)

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

-Nova-Style TL: 1

Hull: 2-1

Engines: N/A

Weapons: 14-7

Shields: 0-0

Old Minefield [TL -1] (-)

(1) 2x4+/2/1

(2) 1x4+/2/1

(4) 1x4+/1/1

[XX] [XX] |[YY] [YY] |[ZZ] [ZZ] //(3)

Old Anti-Flotilla Minefield [TL -1] (NPr/Inc/Acr)

(1) 2x2+/2/1

(2) 1x2+/2/1

(4) 1x3+/1/1

[TT] |[TT] |[TT] //(2)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

No reliable anti-capital mine was available during this era, so minefields were fairly uniform with a combination of standard and anti-flotilla mines.

Old OC6R Fort (117)

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

-Nova-Style TL: 1

Screens: 2-1

Hull: 4-3-2-1

Engines: N/A

Weapons: 13-7

Shields: 8-4

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Stabilised Old Class-6 Railgun © [TL -1] (Slw) // -
Shrapnel Mode © [TL -1] (NPr/Inc/Dly/Slw)

(2) 1x3+/1/8 // (1) 2x2+/3/4

(7) 1x3+/1/8 // (3) 1x2+/3/4

(12) 1x4+/1/8 // (4) 1x2+/3/3

(14) 1x4+/1/7 // (5) 1x2+/3/3

(16) 1x4+/1/6 // (8) 1x3+/3/2

[FP] |[FS] // (1)

Light Base Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/1/1

[TP] |[TS] // (1)

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

(1) 3x3+/1/1

(2) 2x3+/1/1

(4) 1x3+/1/1

[TP] |[TS] // (1)

Old Base Rocket Launcher © [TL -1]

(NPr/Rp6/Acr/Slw) // -Concussion Mode © [TL -1]

(NPr/SLn/Slw)

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

[TT] |[TT] // (1)

Base Plasma Rocket Launcher ©©© [TL -1]

(Pr2/SLn/Slw-3) // -Saturation-Fire ©©© [TL -1]

(NPr/Inc/Prx/Slw-3)

(1) 1x4+/4/1 // (1) 0x3+/0/0

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

(4) 1x4+/1/1

[TT] |[TT] // (1)

Equipment: Stealth (3) (OOO) (2)

Traits: Immobile

Munitions:

Old OC5R Fort (117)

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

-Nova-Style TL: 1

Screens: 2-1

Hull: 4-3-2-1

Engines: N/A

Weapons: 14-7

Shields: 8-4

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Stabilised Old Class-5 Railgun © [TL -1] (Slw) // -
Shrapnel Mode © [TL -1] (NPr/Inc/Dly/Slw)

(1) 1x2+/1/5 // (1) 1x2+/3/4

(2) 1x3+/1/5 // (3) 1x2+/2/4

(7) 1x3+/1/5 // (4) 1x2+/2/3

(14) 1x4+/1/5 // (5) 1x2+/2/2

(16) 1x4+/1/4 // (8) 1x3+/2/2

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

Light Base Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/1/1

[TP] |[TS] // (1)

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

(1) 3x3+/1/1

(2) 2x3+/1/1

(4) 1x3+/1/1

[TP] |[TS] // (1)

Old Base Rocket Launcher © [TL -1]

(NPr/Rp6/Acr/Slw) // -Concussion Mode © [TL -1]

(NPr/SLn/Slw)

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

[TT] |[TT] // (1)

Base Plasma Rocket Launcher ©©© [TL -1]

(Pr2/SLn/Slw-3) // -Saturation-Fire ©©© [TL -1]

(NPr/Inc/Prx/Slw-3)

(1) 1x4+/4/1 // (1) 0x3+/0/0

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

(4) 1x4+/1/1

[TT] |[TT] // (1)

Equipment: Stealth (3) (OOO) (2)

Traits: Immobile

Munitions:

Old OC4R Fort (117)

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

-Nova-Style TL: 1

Screens: 2-1

Hull: 4-3-2-1

Engines: N/A

Weapons: 14-7

Shields: 8-4

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Stabilised Old Class-4 Railgun © [TL -1] (Slw) // -
Shrapnel Mode © [TL -1] (NPr/Inc/Dly/Slw)

(1) 1x2+/1/4 // (3) 1x3+/2/4

(7) 1x3+/1/4 // (5) 1x3+/2/2

(14) 1x4+/1/4 // (6) 1x3+/2/1

(16) 1x5+/1/4 // (8) 1x4+/2/1

[LP] |[FH] |[RP] // (2)

Light Base Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/1/1

[TP] |[TS] // (1)

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

(1) 3x3+/1/1

(2) 2x3+/1/1

(4) 1x3+/1/1

[TP] |[TS] // (1)

Old Base Rocket Launcher © [TL -1]

(NPr/Rp6/Acr/Slw) // -Concussion Mode © [TL -1]

(NPr/SLn/Slw)

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

[TT] |[TT] // (1)

Base Plasma Rocket Launcher ©©© [TL -1]

(Pr2/SLn/Slw-3) // -Saturation-Fire ©©© [TL -1]

(NPr/Inc/Prx/Slw-3)

(1) 1x4+/4/1 // (1) 0x3+/0/0

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

(4) 1x4+/1/1

[TT] |[TT] // (1)

Equipment: Stealth (3) (OOO) (2)

Traits: Immobile

Munitions:

Old OC3R Fort (117)

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

-Nova-Style TL: 1

Screens: 2-1

Hull: 4-3-2-1

Engines: N/A

Weapons: 15-8

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] (-)

(5) 1x3+/1/3 // (4) 1x3+/1/1

(12) 1x4+/1/3 // (10) 1x4+/1/1

(14) 1x5+/1/3 // (11) 1x5+/1/1

[LP] |[LP] |[RP] |[RP] // (2)

Light Base Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/1/1

[TP] |[TS] // (1)

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

(1) 3x3+/1/1

(2) 2x3+/1/1

(4) 1x3+/1/1

[TP] |[TS] // (1)

Old Base Rocket Launcher © [TL -1]

(NPr/Rp6/Acr/Slw) // -Concussion Mode © [TL -1]

(NPr/SLn/Slw)

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

[TT] |[TT] // (1)

Base Plasma Rocket Launcher ©©© [TL -1]

(Pr2/SLn/Slw-3) // -Saturation-Fire ©©© [TL -1]

(NPr/Inc/Prx/Slw-3)

(1) 1x4+/4/1 // (1) 0x3+/0/0

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

(4) 1x4+/1/1

[TT] |[TT] // (1)

Equipment: Stealth (3) (OOO) (2)

Traits: Immobile

Munitions:

Old C5 Defence Base (974)

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

-Nova-Style TL: 2

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

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

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

-Aft: 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: 124-112-100-87-75-62-50-38-25-13

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

Stabilised Old Class-5 Railgun © [TL -1] (Slw) // -
Shrapnel Mode © [TL -1] (NPr/Inc/Dly/Slw)

(1) 1x2+/1/5 // (1) 1x2+/3/4

(2) 1x3+/1/5 // (3) 1x2+/2/4

(7) 1x3+/1/5 // (4) 1x2+/2/3

(14) 1x4+/1/5 // (5) 1x2+/2/2

(16) 1x4+/1/4 // (8) 1x3+/2/2

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

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

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

(8) 1x4+/1/2 // (7) 1x5+/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)

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

(1) 3x3+/1/1

(2) 2x3+/1/1

(4) 1x3+/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

(3) 1x3+/1/1

[Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ |[Port3] @ [Port3] @ [Port3] @

[Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @ |[Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @

[Stbd3] @ [Stbd3] @ |[Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ // (16)

Equipment: Damage Control Parties (10) (OOOOO OOOOO) (5)

Traits: Bulkheads (3), Immobile, Ionized Hull, Cargo [Military] (12), Hospital (12), Repair (12), Transport (12)

Munitions:

Marines: 10-9-8-7-6-5-4-3-2-1

Light Base Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/1/1

[XX] [XX] [XX] |[XX] [XX] [XX] |[YY] [YY] [YY] |[YY] [YY]

[YY] |[ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] | // (9)

Base Plasma Rocket Launcher ©©© [TL -1]

(Pr2/SLn/Slw-3) // -Saturation-Fire ©©© [TL -1]

(NPr/Inc/Prx/Slw-3)

(1) 1x4+/4/1 // (1) 0x3+/0/0

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

(4) 1x4+/1/1

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

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

Mode [TL -1] (-)

(4) 1x3+/1/2 // (2) 1x3+/1/1

(10) 1x4+/1/2 // (9) 1x4+/1/1

(12) 1x5+/1/2 // (10) 1x5+/1/1

[FF] [FF] |[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS]

|[AA] [AA] | // (6)

Old C4 Defence Base (976)

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

-Nova-Style TL: 2

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

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

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

-Aft: 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: 126-114-101-89-76-63-51-38-26-13

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

Stabilised Old Class-4 Railgun © [TL -1] (Slw) // -

Shrapnel Mode © [TL -1] (NPr/Inc/Dly/Slw)

(1) 1x2+/1/4 // (3) 1x3+/2/4

(7) 1x3+/1/4 // (5) 1x3+/2/2

(14) 1x4+/1/4 // (6) 1x3+/2/1

(16) 1x5+/1/4 // (8) 1x4+/2/1

[XX] | [XX] | [YY] | [YY] | [ZZ] | [ZZ] | // (3)

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

Mode [TL -1] (-)

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

(8) 1x4+/1/2 // (7) 1x5+/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)

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

(1) 3x3+/1/1

(2) 2x3+/1/1

(4) 1x3+/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

(3) 1x3+/1/1

[Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Port3] @ [Port3] @ [Port3] @

[Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @

[Stbd3] @ [Stbd3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ // (16)

Equipment: Damage Control Parties (10) (OOOOO OOOOO) (5)

Traits: Bulkheads (3), Immobile, Ionized Hull, Cargo [Military] (12), Hospital (12), Repair (12), Transport (12)

Munitions:

Marines: 10-9-8-7-6-5-4-3-2-1

Light Base Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/1/1

[XX] [XX] [XX] | [XX] [XX] [XX] | [YY] [YY] [YY] | [YY] [YY]

[YY] | [ZZ] [ZZ] [ZZ] | [ZZ] [ZZ] [ZZ] | // (9)

Base Plasma Rocket Launcher ©©© [TL -1]

(Pr2/SLn/Slw-3) // -Saturation-Fire ©©© [TL -1]

(NPr/Inc/Prx/Slw-3)

(1) 1x4+/4/1 // (1) 0x3+/0/0

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

(4) 1x4+/1/1

[XX] | [XX] | [YY] | [YY] | [ZZ] | [ZZ] | // (3)

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

Mode [TL -1] (-)

(4) 1x3+/1/2 // (2) 1x3+/1/1

(10) 1x4+/1/2 // (9) 1x4+/1/1

(12) 1x5+/1/2 // (10) 1x5+/1/1

[FF] [FF] | [FP] [FP] | [FS] [FS] | [AP] [AP] | [AS] [AS]

| [AA] [AA] | // (6)

Old C6 Defence Base (976)

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

-Nova-Style TL: 2

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

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

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

-Aft: 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: 123-111-99-87-74-62-50-37-25-13

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

Stabilised Old Class-6 Railgun © [TL -1] (Slw) // -

Shrapnel Mode © [TL -1] (NPr/Inc/Dly/Slw)

(2) 1x3+/1/8 // (1) 2x2+/3/4

(7) 1x3+/1/8 // (3) 1x2+/3/4

(12) 1x4+/1/8 // (4) 1x2+/3/3

(14) 1x4+/1/7 // (5) 1x2+/3/3

(16) 1x4+/1/6 // (8) 1x3+/3/2

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

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

Mode [TL -1] (-)

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

(8) 1x4+/1/2 // (7) 1x5+/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)

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

(1) 3x3+/1/1

(2) 2x3+/1/1

(4) 1x3+/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

(3) 1x3+/1/1

[Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ |[Port3] @ [Port3] @ [Port3] @

[Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @ |[Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @

[Stbd3] @ [Stbd3] @ |[Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ // (16)

Equipment: Damage Control Parties (10) (OOOOO OOOOO) (5)

Traits: Bulkheads (3), Immobile, Ionized Hull, Cargo [Military] (12), Hospital (12), Repair (12), Transport (12)

Munitions:

Marines: 10-9-8-7-6-5-4-3-2-1

Light Base Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/1/1

[XX] [XX] [XX] |[XX] [XX] [XX] |[YY] [YY] [YY] |[YY] [YY]

[YY] |[ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] | // (9)

Base Plasma Rocket Launcher ©©© [TL -1]

(Pr2/SLn/Slw-3) // -Saturation-Fire ©©© [TL -1]

(NPr/Inc/Prx/Slw-3)

(1) 1x4+/4/1 // (1) 0x3+/0/0

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

(4) 1x4+/1/1

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

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

Mode [TL -1] (-)

(4) 1x3+/1/2 // (2) 1x3+/1/1

(10) 1x4+/1/2 // (9) 1x4+/1/1

(12) 1x5+/1/2 // (10) 1x5+/1/1

[FF] [FF] |[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS]

|[AA] [AA] | // (6)

Old C5 War Base (1975)

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

-Nova-Style TL: 2

-Fwd: 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: 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: 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: 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: [*]-[*]-[*]-[*]-[*]-[*]-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: 206-194-181-168-155-142-129-116-103-91-78-65-52-39-26-13

Shields: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Stabilised Old Class-5 Railgun © [TL -1] (Slw) // -

Shrapnel Mode © [TL -1] (NPr/Inc/Dly/Slw)

(1) 1x2+/1/5 // (1) 1x2+/3/4

(2) 1x3+/1/5 // (3) 1x2+/2/4

(7) 1x3+/1/5 // (4) 1x2+/2/3

(14) 1x4+/1/5 // (5) 1x2+/2/2

(16) 1x4+/1/4 // (8) 1x3+/2/2

[FF] [FF] [FF] | [FP] [FP] [FP] | [FS] [FS] [FS] | [AP] [AP]

[AP] | [AS] [AS] [AS] | [AA] [AA] [AA] | // (9)

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

Mode [TL -1] (-)

(5) 1x3+/1/3 // (4) 1x3+/1/1

(12) 1x4+/1/3 // (10) 1x4+/1/1

(14) 1x5+/1/3 // (11) 1x5+/1/1

[FH] [FH] | [LP] [LP] | [RP] [RP] | [LA] [LA] | [RA] [RA]

| [AH] [AH] | // (6)

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

Mode [TL -1] (-)

(4) 1x3+/1/2 // (2) 1x3+/1/1

(10) 1x4+/1/2 // (9) 1x4+/1/1

(12) 1x5+/1/2 // (10) 1x5+/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)

Old Subspace Proximity Minefield [TL -1] (NPr/Prx/Acr/Exp)

(1) 0x3+/0/0

(3) 1x3+/1/1

[Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @

[Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @

[Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @

[Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @

[Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @

[Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @

[Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ // (32)

Equipment: Damage Control Parties (16) (OOOO OOOO OOOO OOOO) (8)

Traits: Bulkheads (6), Immobile, Ionized Hull, Cargo [Military] (32), Hospital (16), Repair (16), Transport (16)

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

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

(1) 3x3+/1/1

(2) 2x3+/1/1

(4) 1x3+/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)

Light Base Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/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)

Base Plasma Rocket Launcher ©©© [TL -1]

(Pr2/SLn/Slw-3) // -Saturation-Fire ©©© [TL -1]

(NPr/Inc/Prx/Slw-3)

(1) 1x4+/4/1 // (1) 0x3+/0/0

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

(4) 1x4+/1/1

[XX] [XX] | [XX] [XX] | [YY] [YY] | [YY] [YY] | [ZZ] [ZZ] | [ZZ]

[ZZ] | // (6)

Old C6 War Base (1975)

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

-Nova-Style TL: 2

-Fwd: 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: 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: 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: 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: [*]-[*]-[*]-[*]-[*]-[*]-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: 200-188-175-163-150-138-125-113-100-88-75-63-50-38-25-13

Shields: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Stabilised Old Class-6 Railgun © [TL -1] (Slw) // -

Shrapnel Mode © [TL -1] (NPr/Inc/Dly/Slw)

(2) 1x3+/1/8 // (1) 2x2+/3/4

(7) 1x3+/1/8 // (3) 1x2+/3/4

(12) 1x4+/1/8 // (4) 1x2+/3/3

(14) 1x4+/1/7 // (5) 1x2+/3/3

(16) 1x4+/1/6 // (8) 1x3+/3/2

[FF] [FF] | [FP] [FP] | [FS] [FS] | [AP] [AP] | [AS] [AS]

| [AA] [AA] | // (6)

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

Mode [TL -1] (-)

(5) 1x3+/1/3 // (4) 1x3+/1/1

(12) 1x4+/1/3 // (10) 1x4+/1/1

(14) 1x5+/1/3 // (11) 1x5+/1/1

[FH] [FH] | [LP] [LP] | [RP] [RP] | [LA] [LA] | [RA] [RA]

| [AH] [AH] | // (6)

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

Mode [TL -1] (-)

(4) 1x3+/1/2 // (2) 1x3+/1/1

(10) 1x4+/1/2 // (9) 1x4+/1/1

(12) 1x5+/1/2 // (10) 1x5+/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)

Old Subspace Proximity Minefield [TL -1] (NPr/Prx/Acr/Exp)

(1) 0x3+/0/0

(3) 1x3+/1/1

[Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @

[Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @ [Fwd3] @

[Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @ [Port3] @

[Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @

[Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @ [Stbd3] @

[Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @

[Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ [Aft3] @ // (32)

Equipment: Damage Control Parties (16) (OOOO OOOO OOOO OOOO) (8)

Traits: Bulkheads (6), Immobile, Ionized Hull, Cargo [Military] (32), Hospital (16), Repair (16), Science (16)

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

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

(1) 3x3+/1/1

(2) 2x3+/1/1

(4) 1x3+/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)

Light Base Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 2x2+/2/1

(2) 2x2+/1/1

(4) 1x3+/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)

Base Plasma Rocket Launcher ©©© [TL -1]

(Pr2/SLn/Slw-3) // -Saturation-Fire ©©© [TL -1]

(NPr/Inc/Prx/Slw-3)

(1) 1x4+/4/1 // (1) 0x3+/0/0

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

(4) 1x4+/1/1

[XX] [XX] | [XX] [XX] | [YY] [YY] | [YY] [YY] | [ZZ] [ZZ] | [ZZ]

[ZZ] | // (6)

Modern Ships

Note: As a rule, any vessel that has a fractional engine rating four times greater than the hull rating, or any vessel with one level of Overthrusters, is atmospheric-capable. This doesn't have any real game effect, but explains some designs such as the 'atmospheric' vessels which are analogous to riverine craft.

Torpedo Boat Flotilla (2 TB) (57)

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

Hull: 2-1

Fractional Engines: 14-7

Weapons: 6-3

Shields: 0-0

Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Slw-3) // -

Flash Mode ©©© (NPr/Rp6/Prx/Acr/Slw-3)

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

(3) 1x4+/2/2 // (2) 2x3+/4/1

[Fwd2] // (1)

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

[FX] |[FX] // (1)

Equipment: Countermeasures (3) (OOO) (2)

Traits:

Munitions:

Destroyer (95)

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

Screens: 1

Hull: 3-2-1

Fractional Engines: 16-8

Weapons: 6-3

Shields: 1-1

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

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

Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Slw-3) // -

Flash Mode ©©© (NPr/Rp6/Prx/Acr/Slw-3)

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

(3) 1x4+/2/2 // (2) 2x3+/4/1

[Fwd2] |[P+S2] // (1)

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

Traits:

Munitions:

Flares: 1

Light Torpedo Boat Flotilla (2 LTB) (28)

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

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 14-7

Weapons: 7-4

Shields: 0-0

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x5+/1/2

(3) 1x6+/1/2

[Fwd] [Fwd] |[Fwd] [Fwd] // (2)

Equipment: Countermeasures (3) (OOO) (2)

Traits:

Munitions:

Heavy Torpedo Boat Flotilla (2 HTB) (93)

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

Hull: 3-2-1

Fractional Engines: 14-7

Weapons: 10-5

Shields: 0-0

Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Slw-3) // -

Flash Mode ©©© (NPr/Rp6/Prx/Acr/Slw-3)

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

(3) 1x4+/2/2 // (2) 2x3+/4/1

[Fwd2] |[P+S2] // (1)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

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

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

[PH] |[PH] |[SH] |[SH] // (2)

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

Traits:

Munitions:

Flares: 2-1

Heavy Destroyer (134)

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

Screens: 1

Hull: 4-3-2-1

Fractional Engines: 16-8

Weapons: 8-4

Shields: 1-1

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

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

Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Slw-3) // -

Flash Mode ©©© (NPr/Rp6/Prx/Acr/Slw-3)

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

(3) 1x4+/2/2 // (2) 2x3+/4/1

[Fwd2] |[P+S2] |[P+S2] // (2)

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

Traits:

Munitions:

Flares: 2-1

Sloop (97)

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

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: 3-2-1

Fractional Engines: 12-6

Weapons: 9-5

Shields: 4-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] |[RP] |[LA] |[RA] // (2)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] |[RP] |[LA] |[RA] // (2)

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

Traits:

Munitions:

Patrol Sloop (98)

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

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: 3-2-1

Fractional Engines: 12-6

Weapons: 11-6

Shields: 4-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] |[RP] |[LA] |[RA] // (2)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(4) 1x3+/3/1 // (1) 0x3+/0/0

(6) 1x3+/2/1 // (4) 1x3+/1/2

[FH] |[AH] // (1)

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

Traits:

Munitions:

Gun Sloop (96)

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

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

Hull: 3-2-1
Fractional Engines: 12-6
Weapons: 7-4
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-2 Railgun (-) // -Shock Mode (Cts)
(2) 1x2+/1/2 // (2) 1x2+/1/2
(10) 1x3+/1/2 // (5) 1x3+/1/1
(12) 1x4+/1/2 // (6) 1x4+/1/1
[FX] |[AX] // (1)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] |[RP] |[LA] |[RA] // (2)

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

Rocket Sloop (99)

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

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

Hull: 3-2-1
Fractional Engines: 12-6
Weapons: 11-6
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] |[RP] |[LA] |[RA] // (2)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)
(4) 1x2+/2/1 // (4) 1x4+/1/2
[FH] |[AH] // (1)

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

AS Sloop (110)

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

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

Hull: 3-2-1
 Fractional Engines: 12-6
 Weapons: 11-6
 Shields: 4-2
 -Fwd: 1
 -Port: 1
 -Stbd: 1
 -Aft: 1

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
 (6) 1x3+/1/2 // (1) 1x3+/1/2
 (8) 1x4+/1/2 // (3) 1x3+/1/1
 (9) 1x5+/1/2 // (4) 1x3+/1/1
 [FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)
 (2) 1x3+/3/1
 (4) 1x3+/2/1
 [LP] |[RP] |[LA] |[RA] // (2)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)
 (1) 0x2+/0/0
 (2) 2x2+/2/1
 (3) 1x2+/2/1
 (4) 1x2+/1/1
 [Port3] @@@@ |[Stbd3] @@@@ // (1)

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

3rd-Class Cruiser (162)

-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: 12-8-4
 Weapons: 14-10-5
 Shields: 4-3-2
 -Fwd: 1
 -Port: 1
 -Stbd: 1
 -Aft: 1

Class-2 Railgun (-) // -Shock Mode (Cts)
 (2) 1x2+/1/2 // (2) 1x2+/1/2
 (10) 1x3+/1/2 // (5) 1x3+/1/1
 (12) 1x4+/1/2 // (6) 1x4+/1/1
 [FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
 (6) 1x3+/1/2 // (1) 1x3+/1/2
 (8) 1x4+/1/2 // (3) 1x3+/1/1
 (9) 1x5+/1/2 // (4) 1x3+/1/1
 [LP] |[RP] |[LA] |[RA] // (2)

Particle Battery (NPr/Acr)
 (2) 1x3+/3/1
 (4) 1x3+/2/1
 [LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
 Concussion Mode © (NPr/SLn/Slw)
 (4) 1x2+/2/1 // (4) 1x4+/1/2
 [PP] |[SS] // (1)

Equipment: (0)
 Traits: Ionized Hull
 Munitions:

Light Protected Cruiser (197)

-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: 6-5-4-3-2-1
Fractional Engines: 12-8-4
Weapons: 16-11-6
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (Cts)
(2) 1x2+/2/2 // (2) 1x2+/2/2
(10) 1x3+/2/2 // (5) 1x3+/2/1
(12) 1x4+/2/2 // (6) 1x4+/2/1
[FX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)
(2) 1x2+/1/2 // (2) 1x2+/1/2
(10) 1x3+/1/2 // (5) 1x3+/1/1
(12) 1x4+/1/2 // (6) 1x4+/1/1
[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[LP] |[RP] |[LA] |[RA] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)
(4) 1x2+/2/1 // (4) 1x4+/1/2
[PP] |[SS] // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Protected Cruiser (237)

-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: 7-6-5-4-3-2-1
Fractional Engines: 12-9-6-3
Weapons: 20-15-10-5
Shields: 6-5-3-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (Cts)
(2) 1x2+/2/2 // (2) 1x2+/2/2
(10) 1x3+/2/2 // (5) 1x3+/2/1
(12) 1x4+/2/2 // (6) 1x4+/2/1
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)
(4) 1x2+/2/1 // (4) 1x4+/1/2
[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Light Armoured Cruiser (327)

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

-Fwd: 2-1

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

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

-Aft: 2-1

Hull: 9-8-7-6-5-4-3-2-1

Fractional Engines: 12-10-8-5-3

Weapons: 30-24-18-12-6

Shields: 8-7-5-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/3 // (5) 1x3+/1/2

(14) 1x4+/1/3 // (6) 1x4+/1/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

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

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | //

(4)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]

|[AS] [AS] | // (6)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(4) 1x2+/2/1 // (4) 1x4+/1/2

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

Equipment: (0)

Traits: Ionized Hull

Munitions:

Armoured Cruiser (450)

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

-Fwd: 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: 3-2-1

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

Fractional Engines: 12-10-8-6-4-2

Weapons: 38-32-26-19-13-7

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/3 // (5) 1x3+/2/2

(14) 1x4+/2/3 // (6) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FP] [FP] |[FS] [FS] |[Port] [Port] |[Stbd] [Stbd] |[AP]

[AP] |[AS] [AS] | // (6)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]

[AP] |[AS] [AS] | // (7)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(4) 1x2+/2/1 // (4) 1x4+/1/2

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

Equipment: (0)

Traits: Ionized Hull

Munitions:

Light Cruiser (163)

-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: 12-8-4
Weapons: 12-8-4
Shields: 4-3-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[FPS2] |[FPS2] |[APS2] |[APS2] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //
(4)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Light Protected Gun Cruiser (195)

-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: 6-5-4-3-2-1
Fractional Engines: 12-8-4
Weapons: 16-11-6
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-3 Railgun (-) // -Shock Mode (Cts)
(2) 1x2+/1/3 // (1) 1x3+/1/3
(10) 1x3+/1/3 // (5) 1x3+/1/2
(14) 1x4+/1/3 // (6) 1x4+/1/2
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //
(4)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Protected Gun Cruiser (232)

-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: 7-6-5-4-3-2-1
Fractional Engines: 12-9-6-3
Weapons: 16-12-8-4
Shields: 6-5-3-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-3 Railgun Turret (-) // -Shock Mode (Cts)
(2) 1x2+/2/3 // (1) 1x3+/2/3
(10) 1x3+/2/3 // (5) 1x3+/2/2
(14) 1x4+/2/3 // (6) 1x4+/2/2
[FX] // (1)

Class-3 Railgun (-) // -Shock Mode (Cts)
(2) 1x2+/1/3 // (1) 1x3+/1/3
(10) 1x3+/1/3 // (5) 1x3+/1/2
(14) 1x4+/1/3 // (6) 1x4+/1/2
[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Light Armoured Gun Cruiser (326)

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

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

Hull: 9-8-7-6-5-4-3-2-1
Fractional Engines: 12-10-8-5-3
Weapons: 26-21-16-11-6
Shields: 8-7-5-4-2
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Cts)
(2) 1x2+/2/3 // (1) 1x3+/2/3
(10) 1x3+/2/3 // (5) 1x3+/2/2
(14) 1x4+/2/3 // (6) 1x4+/2/2
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | // (4)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]
|[AS] [AS] | // (6)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)
(4) 1x2+/2/1 // (4) 1x4+/1/2
[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Armoured Gun Cruiser (444)

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

-Fwd: 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: 3-2-1

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

Fractional Engines: 12-10-8-6-4-2

Weapons: 34-29-23-17-12-6

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-4 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/4 // (2) 1x3+/2/3

(14) 1x3+/2/4 // (6) 1x3+/2/2

(16) 1x4+/2/4 // (8) 1x4+/2/2

[FX] // (1)

Class-4 Railgun (-) // -Shock Mode (Cts)

(3) 1x2+/1/4 // (2) 1x3+/1/3

(14) 1x3+/1/4 // (6) 1x3+/1/2

(16) 1x4+/1/4 // (8) 1x4+/1/2

[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

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

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FP] [FP] |[FS] [FS] |[Port] [Port] [Port] |[Stbd] [Stbd]

[Stbd] |[AP] [AP] |[AS] [AS] | // (7)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]

[AP] |[AS] [AS] | // (7)

Equipment: (0)

Traits: Ionized Hull

Munitions:

3rd-Class Patrol Cruiser (161)

-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: 12-8-4

Weapons: 14-10-5

Shields: 4-3-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] |[RP] |[LA] |[RA] // (2)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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)

(4) 1x3+/3/1 // (1) 0x3+/0/0

(6) 1x3+/2/1 // (4) 1x3+/1/2

[PP] |[SS] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

Light Protected Patrol Cruiser (196)

-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: 6-5-4-3-2-1
Fractional Engines: 12-8-4
Weapons: 16-11-6
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (Cts)
(2) 1x2+/2/2 // (2) 1x2+/2/2
(10) 1x3+/2/2 // (5) 1x3+/2/1
(12) 1x4+/2/2 // (6) 1x4+/2/1
[FX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)
(2) 1x2+/1/2 // (2) 1x2+/1/2
(10) 1x3+/1/2 // (5) 1x3+/1/1
(12) 1x4+/1/2 // (6) 1x4+/1/1
[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[LP] |[RP] |[LA] |[RA] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 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)
(4) 1x3+/3/1 // (1) 0x3+/0/0
(6) 1x3+/2/1 // (4) 1x3+/1/2
[PP] |[SS] // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Protected Patrol Cruiser (235)

-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: 7-6-5-4-3-2-1
Fractional Engines: 12-9-6-3
Weapons: 20-15-10-5
Shields: 6-5-3-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (Cts)
(2) 1x2+/2/2 // (2) 1x2+/2/2
(10) 1x3+/2/2 // (5) 1x3+/2/1
(12) 1x4+/2/2 // (6) 1x4+/2/1
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 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)
(4) 1x3+/3/1 // (1) 0x3+/0/0
(6) 1x3+/2/1 // (4) 1x3+/1/2
[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Light Armoured Patrol Cruiser (325)

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

-Fwd: 2-1

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

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

-Aft: 2-1

Hull: 9-8-7-6-5-4-3-2-1

Fractional Engines: 12-10-8-5-3

Weapons: 30-24-18-12-6

Shields: 8-7-5-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/3 // (5) 1x3+/1/2

(14) 1x4+/1/3 // (6) 1x4+/1/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

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

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | //

(4)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]

|[AS] [AS] | // (6)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(4) 1x3+/3/1 // (1) 0x3+/0/0

(6) 1x3+/2/1 // (4) 1x3+/1/2

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

Equipment: (0)

Traits: Ionized Hull

Munitions:

Armoured Patrol Cruiser (448)

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

-Fwd: 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: 3-2-1

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

Fractional Engines: 12-10-8-6-4-2

Weapons: 38-32-26-19-13-7

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/3 // (5) 1x3+/2/2

(14) 1x4+/2/3 // (6) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FP] [FP] |[FS] [FS] |[Port] [Port] |[Stbd] [Stbd] |[AP]

[AP] |[AS] [AS] | // (6)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]

[AP] |[AS] [AS] | // (7)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(4) 1x3+/3/1 // (1) 0x3+/0/0

(6) 1x3+/2/1 // (4) 1x3+/1/2

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

Equipment: (0)

Traits: Ionized Hull

Munitions:

3rd-Class AS Cruiser (169)

-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: 12-8-4
Weapons: 12-8-4
Shields: 4-3-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-2 Railgun (-) // -Shock Mode (Cts)
(2) 1x2+/1/2 // (2) 1x2+/1/2
(10) 1x3+/1/2 // (5) 1x3+/1/1
(12) 1x4+/1/2 // (6) 1x4+/1/1
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[LP] |[RP] |[LA] |[RA] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] |[RP] |[LA] |[RA] // (2)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)
(1) 0x2+/0/0
(2) 2x2+/2/1
(3) 1x2+/2/1
(4) 1x2+/1/1
[Port3] @@@@ |[Stbd3] @@@@ // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Light Protected AS Cruiser (201)

-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: 6-5-4-3-2-1
Fractional Engines: 12-8-4
Weapons: 14-10-5
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (Cts)
(2) 1x2+/2/2 // (2) 1x2+/2/2
(10) 1x3+/2/2 // (5) 1x3+/2/1
(12) 1x4+/2/2 // (6) 1x4+/2/1
[FX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)
(2) 1x2+/1/2 // (2) 1x2+/1/2
(10) 1x3+/1/2 // (5) 1x3+/1/1
(12) 1x4+/1/2 // (6) 1x4+/1/1
[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[LP] |[RP] |[LA] |[RA] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)
(1) 0x2+/0/0
(2) 2x2+/2/1
(3) 1x2+/2/1
(4) 1x2+/1/1
[Port3] @@@@ |[Stbd3] @@@@ // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Protected AS Cruiser (242)

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

Fractional Engines: 12-9-6-3

Weapons: 18-14-9-5

Shields: 6-5-3-2

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/2 // (5) 1x3+/2/1

(12) 1x4+/2/2 // (6) 1x4+/2/1

[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //

(4)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 2x2+/2/1

(3) 1x2+/2/1

(4) 1x2+/1/1

[Port3] @@@@ |[Stbd3] @@@@ // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

Light Armoured AS Cruiser (333)

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

-Fwd: 2-1

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

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

-Aft: 2-1

Hull: 9-8-7-6-5-4-3-2-1

Fractional Engines: 12-10-8-5-3

Weapons: 28-23-17-12-6

Shields: 8-7-5-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/3 // (5) 1x3+/1/2

(14) 1x4+/1/3 // (6) 1x4+/1/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

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

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | //

(4)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]

|[AS] [AS] | // (6)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 2x2+/2/1

(3) 1x2+/2/1

(4) 1x2+/1/1

[Port3] @@@@ |[Stbd3] @@@@ // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

Armoured AS Cruiser (453)

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

-Fwd: 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: 3-2-1

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

Fractional Engines: 12-10-8-6-4-2

Weapons: 36-30-24-18-12-6

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/3 // (5) 1x3+/2/2

(14) 1x4+/2/3 // (6) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FP] [FP] |[FS] [FS] |[Port] [Port] |[Stbd] [Stbd] |[AP]

[AP] |[AS] [AS] | // (6)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]

[AP] |[AS] [AS] | // (7)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 2x2+/2/1

(3) 1x2+/2/1

(4) 1x2+/1/1

[Port3] @@@@ |[Stbd3] @@@@ // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

3rd-Class Raiding 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: 12-8-4

Weapons: 18-12-6

Shields: 4-3-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

[FX] |[AX] // (1)

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(3) 1x2+/1/1

(8) 1x3+/1/1

(10) 1x4+/1/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[Port] |[Stbd] |[LA] [LA] |[RA]

[RA] | // (5)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(4) 1x3+/3/1 // (1) 0x3+/0/0

(6) 1x3+/2/1 // (4) 1x3+/1/2

[PP] |[SS] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

Light Protected Raiding Cruiser (200)

-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: 6-5-4-3-2-1
Fractional Engines: 12-8-4
Weapons: 20-14-7
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (Cts)
(2) 1x2+/2/2 // (2) 1x2+/2/2
(10) 1x3+/2/2 // (5) 1x3+/2/1
(12) 1x4+/2/2 // (6) 1x4+/2/1
[FX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)
(2) 1x2+/1/2 // (2) 1x2+/1/2
(10) 1x3+/1/2 // (5) 1x3+/1/1
(12) 1x4+/1/2 // (6) 1x4+/1/1
[AX] // (1)

Ion Cannon ©©© (Mdl/Lnc/Inc/Pnp/Slw-3)
(3) 1x2+/1/1
(8) 1x3+/1/1
(10) 1x4+/1/1
[FR] [FR] [FR] [FR] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[Port] [Port] |[Stbd] [Stbd] |[LA]
[LA] |[RA] [RA] | // (6)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -
Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)
(4) 1x3+/3/1 // (1) 0x3+/0/0
(6) 1x3+/2/1 // (4) 1x3+/1/2
[PP] |[SS] // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Protected Raiding Cruiser (240)

-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: 7-6-5-4-3-2-1
Fractional Engines: 12-9-6-3
Weapons: 26-20-13-7
Shields: 6-5-3-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (Cts)
(2) 1x2+/2/2 // (2) 1x2+/2/2
(10) 1x3+/2/2 // (5) 1x3+/2/1
(12) 1x4+/2/2 // (6) 1x4+/2/1
[FX] |[AX] // (1)

Ion Cannon ©©© (Mdl/Lnc/Inc/Pnp/Slw-3)
(3) 1x2+/1/1
(8) 1x3+/1/1
(10) 1x4+/1/1
[FR] [FR] [FR] [FR] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[Port] [Port] |[Stbd] [Stbd] |[LA]
[LA] |[RA] [RA] | // (6)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -
Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)
(4) 1x3+/3/1 // (1) 0x3+/0/0
(6) 1x3+/2/1 // (4) 1x3+/1/2
[Port] [Port] |[Port] [Port] |[Stbd] [Stbd] |[Stbd] [Stbd]
// (4)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Light Armoured Raiding Cruiser (335)

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

-Fwd: 2-1

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

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

-Aft: 2-1

Hull: 9-8-7-6-5-4-3-2-1

Fractional Engines: 12-10-8-5-3

Weapons: 36-29-22-15-8

Shields: 8-7-5-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/3 // (5) 1x3+/1/2

(14) 1x4+/1/3 // (6) 1x4+/1/2

[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

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

Ion Cannon ©©© (Mdl/Lnc/Inc/Pnp/Slw-3)

(3) 1x2+/1/1

(8) 1x3+/1/1

(10) 1x4+/1/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]

[LA] |[RA] [RA] | // (7)

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Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(4) 1x3+/3/1 // (1) 0x3+/0/0

(6) 1x3+/2/1 // (4) 1x3+/1/2

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

// (4)

Equipment: (0)

Traits: Ionized Hull

Munitions:

Armoured Raiding Cruiser (448)

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

-Fwd: 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: 3-2-1

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

Fractional Engines: 12-10-8-6-4-2

Weapons: 44-37-30-22-15-8

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/3 // (5) 1x3+/2/2

(14) 1x4+/2/3 // (6) 1x4+/2/2

[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FP] [FP] |[FS] [FS] |[Port] [Port] |[Stbd] [Stbd] |[AP]

[AP] |[AS] [AS] | // (6)

Ion Cannon ©©© (Mdl/Lnc/Inc/Pnp/Slw-3)

(3) 1x2+/1/1

(8) 1x3+/1/1

(10) 1x4+/1/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS]

[SS] |[LA] [LA] |[RA] [RA] | // (8)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(4) 1x3+/3/1 // (1) 0x3+/0/0

(6) 1x3+/2/1 // (4) 1x3+/1/2

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

// (4)

Equipment: (0)

Traits: Ionized Hull

Munitions:

3rd-Class PTT Cruiser (162)

-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: 12-8-4
Weapons: 14-10-5
Shields: 4-3-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-2 Railgun (-) // -Shock Mode (Cts)
(2) 1x2+/1/2 // (2) 1x2+/1/2
(10) 1x3+/1/2 // (5) 1x3+/1/1
(12) 1x4+/1/2 // (6) 1x4+/1/1
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[LP] |[RP] |[LA] |[RA] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)
(2) 1x5+/1/2
(3) 1x6+/1/2
[PP] |[SS] // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Light Protected PTT Cruiser (197)

-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: 6-5-4-3-2-1
Fractional Engines: 12-8-4
Weapons: 16-11-6
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (Cts)
(2) 1x2+/2/2 // (2) 1x2+/2/2
(10) 1x3+/2/2 // (5) 1x3+/2/1
(12) 1x4+/2/2 // (6) 1x4+/2/1
[FX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)
(2) 1x2+/1/2 // (2) 1x2+/1/2
(10) 1x3+/1/2 // (5) 1x3+/1/1
(12) 1x4+/1/2 // (6) 1x4+/1/1
[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[LP] |[RP] |[LA] |[RA] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)
(2) 1x5+/1/2
(3) 1x6+/1/2
[PP] |[SS] // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Protected PTT Cruiser (236)

-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: 7-6-5-4-3-2-1
Fractional Engines: 12-9-6-3
Weapons: 20-15-10-5
Shields: 6-5-3-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (Cts)
(2) 1x2+/2/2 // (2) 1x2+/2/2
(10) 1x3+/2/2 // (5) 1x3+/2/1
(12) 1x4+/2/2 // (6) 1x4+/2/1
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)
(2) 1x5+/1/2
(3) 1x6+/1/2
[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Light Armoured PTT Cruiser (326)

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

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

Hull: 9-8-7-6-5-4-3-2-1
Fractional Engines: 12-10-8-5-3
Weapons: 30-24-18-12-6
Shields: 8-7-5-4-2
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Cts)
(2) 1x2+/1/3 // (1) 1x3+/1/3
(10) 1x3+/1/3 // (5) 1x3+/1/2
(14) 1x4+/1/3 // (6) 1x4+/1/2
[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)
(2) 1x2+/1/2 // (2) 1x2+/1/2
(10) 1x3+/1/2 // (5) 1x3+/1/1
(12) 1x4+/1/2 // (6) 1x4+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | // (4)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP] |[AS] [AS] | // (6)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)
(2) 1x5+/1/2
(3) 1x6+/1/2
[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Armoured PTT Cruiser (449)

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

-Fwd: 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: 3-2-1

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

Fractional Engines: 12-10-8-6-4-2

Weapons: 38-32-26-19-13-7

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/3 // (5) 1x3+/2/2

(14) 1x4+/2/3 // (6) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FP] [FP] |[FS] [FS] |[Port] [Port] |[Stbd] [Stbd] |[AP]

[AP] |[AS] [AS] | // (6)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]

[AP] |[AS] [AS] | // (7)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x5+/1/2

(3) 1x6+/1/2

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

Equipment: (0)

Traits: Ionized Hull

Munitions:

Light Defence Monitor (220)

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

Fractional Engines: 8-6-3

Weapons: 16-11-6

Shields: 10-7-4

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/3 // (5) 1x3+/1/2

(14) 1x4+/1/3 // (6) 1x4+/1/2

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //

(4)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(4) 1x2+/2/1 // (4) 1x4+/1/2

[PP] |[SS] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

Defence Monitor (304)

-Tech: Engine: 1 Fighter: 0 Shield: 2 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: 8-7-6-5-4-3-2-1
Fractional Engines: 8-6-4-2
Weapons: 22-17-11-6
Shields: 10-8-5-3
-Fwd: 2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Class-4 Railgun (-) // -Shock Mode (Cts)
(3) 1x2+/1/4 // (2) 1x3+/1/3
(14) 1x3+/1/4 // (6) 1x3+/1/2
(16) 1x4+/1/4 // (8) 1x4+/1/2
[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[FP2] |[FS2] |[AP2] |[AS2] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[Port] [Port] [Port] |[Stbd] [Stbd]
[Stbd] |[AP] [AP] |[AS] [AS] | // (7)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)
(4) 1x2+/2/1 // (4) 1x4+/1/2
[PP] |[SS] // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Light Defence Battleship (439)

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

-Fwd: 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: 4-3-2-1

Hull: [*]-[*]-10-9-8-7-6-5-4-3-2-1
Fractional Engines: 7-6-5-4-3-2
Weapons: 26-22-18-13-9-5
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 (-) // -Shock Mode (Cts)
(3) 1x2+/1/5 // (1) 1x3+/1/4
(16) 1x3+/1/5 // (8) 1x3+/1/3
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[FP2] |[FS2] |[AP2] |[AS2] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] [Port] |[Stbd]
[Stbd] [Stbd] [Stbd] |[LA] [LA] |[RA] [RA] | // (8)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)
(4) 1x2+/2/1 // (4) 1x4+/1/2
[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: (0)
Traits: Bulkheads (2), Ionized Hull
Munitions:

Defence Battleship (594)

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

Fractional Engines: 7-7-6-5-4-3-2-1

Weapons: 34-30-26-22-17-13-9-5

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FX] // (1)

Class-5 Railgun (-) // -Shock Mode (Cts)

(3) 1x2+/1/5 // (1) 1x3+/1/4

(16) 1x3+/1/5 // (8) 1x3+/1/3

[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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)

(4) 1x2+/2/1 // (4) 1x4+/1/2

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

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

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

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

Heavy Defence Battleship (704)

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

Fractional Engines: 6-6-5-5-4-3-2-2-1

Weapons: 34-31-28-24-21-17-14-11-7-4

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FX] |[AX] // (1)

Class-2 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/2 // (5) 1x3+/2/1

(12) 1x4+/2/2 // (6) 1x4+/2/1

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

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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)

(4) 1x2+/2/1 // (4) 1x4+/1/2

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

Equipment: (0)

Traits: Bulkheads (5), Ionized Hull

Munitions:

Light THG Defence Monitor (219)

-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: 6-5-4-3-2-1
Fractional Engines: 8-6-3
Weapons: 16-11-6
Shields: 10-7-4
-Fwd: 2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Cts)
(2) 1x2+/2/3 // (1) 1x3+/2/3
(10) 1x3+/2/3 // (5) 1x3+/2/2
(14) 1x4+/2/3 // (6) 1x4+/2/2
[FPS] // (1)

Class-3 Railgun (-) // -Shock Mode (Cts)
(2) 1x2+/1/3 // (1) 1x3+/1/3
(10) 1x3+/1/3 // (5) 1x3+/1/2
(14) 1x4+/1/3 // (6) 1x4+/1/2
[APS] // (1)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 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
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Equipment: (0)
Traits: Ionized Hull
Munitions:

THG Defence Monitor (301)

-Tech: Engine: 1 Fighter: 0 Shield: 2 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: 8-7-6-5-4-3-2-1
Fractional Engines: 8-6-4-2
Weapons: 22-17-11-6
Shields: 10-8-5-3
-Fwd: 2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Class-4 Railgun Turret (-) // -Shock Mode (Cts)
(3) 1x2+/2/4 // (2) 1x3+/2/3
(14) 1x3+/2/4 // (6) 1x3+/2/2
(16) 1x4+/2/4 // (8) 1x4+/2/2
[FPS] // (1)

Class-4 Railgun (-) // -Shock Mode (Cts)
(3) 1x2+/1/4 // (2) 1x3+/1/3
(14) 1x3+/1/4 // (6) 1x3+/1/2
(16) 1x4+/1/4 // (8) 1x4+/1/2
[APS] // (1)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[Port] [Port] [Port] |[Stbd] [Stbd]
[Stbd] |[AP] [AP] |[AS] [AS] | // (7)

Light Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)
(1) 1x5+/1/1
(2) 1x6+/1/1
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Light C2ST Defence Battleship (442)

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

-Fwd: 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: 4-3-2-1

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

Fractional Engines: 7-6-5-4-3-2

Weapons: 24-20-16-12-8-4

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 (-) // -Shock Mode (Cts)

(3) 1x2+/1/5 // (1) 1x3+/1/4

(16) 1x3+/1/5 // (8) 1x3+/1/3

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] [PP] |[SS] [SS]

[SS] [SS] [SS] |[LA] [LA] |[RA] [RA] | // (9)

Equipment: (0)

Traits: Bulkheads (2), Ionized Hull

Munitions:

C3ST Defence Battleship (588)

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

Fractional Engines: 7-7-6-5-4-3-2-1

Weapons: 26-23-20-17-13-10-7-4

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FX] // (1)

Class-5 Railgun (-) // -Shock Mode (Cts)

(3) 1x2+/1/5 // (1) 1x3+/1/4

(16) 1x3+/1/5 // (8) 1x3+/1/3

[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FP2] |[FS2] |[AP2] |[AS2] // (2)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS]

[SS] |[LA] [LA] |[RA] [RA] | // (8)

Class-3 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/3 // (5) 1x3+/1/2

(14) 1x4+/1/3 // (6) 1x4+/1/2

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

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

Heavy C3ST Defence Battleship (703)

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

Fractional Engines: 6-6-5-5-4-3-3-2-2-1

Weapons: 32-29-26-23-20-16-13-10-7-4

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FX] |[AX] // (1)

Class-3 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/3 // (5) 1x3+/1/2

(14) 1x4+/1/3 // (6) 1x4+/1/2

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS]

[SS] |[LA] [LA] |[RA] [RA] | // (8)

Equipment: (0)

Traits: Bulkheads (5), Ionized Hull

Munitions:

Light AS Defence Monitor (225)

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

Fractional Engines: 8-6-3

Weapons: 16-11-6

Shields: 10-7-4

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/3 // (5) 1x3+/1/2

(14) 1x4+/1/3 // (6) 1x4+/1/2

[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //

(4)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 2x2+/2/1

(3) 1x2+/2/1

(4) 1x2+/1/1

[Port3] @@@@ |[Stbd3] @@@@ // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

AS Defence Monitor (308)

-Tech: Engine: 1 Fighter: 0 Shield: 2 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: 8-7-6-5-4-3-2-1
Fractional Engines: 8-6-4-2
Weapons: 22-17-11-6
Shields: 10-8-5-3
-Fwd: 2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Class-4 Railgun (-) // -Shock Mode (Cts)
(3) 1x2+/1/4 // (2) 1x3+/1/3
(14) 1x3+/1/4 // (6) 1x3+/1/2
(16) 1x4+/1/4 // (8) 1x4+/1/2
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[FP2] |[FS2] |[AP2] |[AS2] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[Port] [Port] [Port] |[Stbd] [Stbd]
[Stbd] |[AP] [AP] |[AS] [AS] | // (7)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)
(1) 0x2+/0/0
(2) 2x2+/2/1
(3) 1x2+/2/1
(4) 1x2+/1/1
[Port3] @@@@ |[Stbd3] @@@@ // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Light AS Defence Battleship (443)

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

-Fwd: 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: 4-3-2-1

Hull: [*]-[*]-10-9-8-7-6-5-4-3-2-1
Fractional Engines: 7-6-5-4-3-2
Weapons: 24-20-16-12-8-4
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 (-) // -Shock Mode (Cts)
(3) 1x2+/1/5 // (1) 1x3+/1/4
(16) 1x3+/1/5 // (8) 1x3+/1/3
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[FP2] |[FS2] |[AP2] |[AS2] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] [Port] |[Stbd]
[Stbd] [Stbd] [Stbd] |[LA] [LA] |[RA] [RA] | // (8)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)
(1) 0x2+/0/0
(2) 2x2+/2/1
(3) 1x2+/2/1
(4) 1x2+/1/1
[Port3] @@@@ |[Stbd3] @@@@ // (1)

Equipment: (0)
Traits: Bulkheads (2), Ionized Hull
Munitions:

AS Defence Battleship (597)

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

Fractional Engines: 7-7-6-5-4-3-2-1

Weapons: 32-28-24-20-16-12-8-4

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FX] // (1)

Class-5 Railgun (-) // -Shock Mode (Cts)

(3) 1x2+/1/5 // (1) 1x3+/1/4

(16) 1x3+/1/5 // (8) 1x3+/1/3

[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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) 2x2+/2/1

(3) 1x2+/2/1

(4) 1x2+/1/1

[Port3] @@@@ |[Stbd3] @@@@ // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

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

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

Heavy AS Defence Battleship (704)

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

3-2-1

Fractional Engines: 6-6-5-5-4-3-2-2-1

Weapons: 32-29-26-23-20-16-13-10-7-4

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FX] |[AX] // (1)

Class-2 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/2 // (5) 1x3+/2/1

(12) 1x4+/2/2 // (6) 1x4+/2/1

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

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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) 2x2+/2/1

(3) 1x2+/2/1

(4) 1x2+/1/1

[Port3] @@@@ |[Stbd3] @@@@ // (1)

Equipment: (0)

Traits: Bulkheads (5), Ionized Hull

Munitions:

Light C2PT Defence Monitor (218)

-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: 6-5-4-3-2-1
Fractional Engines: 8-6-3
Weapons: 14-10-5
Shields: 10-7-4
-Fwd: 2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Class-2 Railgun Turret (-) // -Shock Mode (Cts)
(2) 1x2+/2/2 // (2) 1x2+/2/2
(10) 1x3+/2/2 // (5) 1x3+/2/1
(12) 1x4+/2/2 // (6) 1x4+/2/1
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //
(4)

Equipment: (0)
Traits: Ionized Hull
Munitions:

C3PT Defence Monitor (301)

-Tech: Engine: 1 Fighter: 0 Shield: 2 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: 8-7-6-5-4-3-2-1
Fractional Engines: 8-6-4-2
Weapons: 20-15-10-5
Shields: 10-8-5-3
-Fwd: 2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Cts)
(2) 1x2+/2/3 // (1) 1x3+/2/3
(10) 1x3+/2/3 // (5) 1x3+/2/2
(14) 1x4+/2/3 // (6) 1x4+/2/2
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]
|[AS] [AS] | // (6)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Light C3PT Defence Battleship (442)

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

-Fwd: 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: 4-3-2-1

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

Fractional Engines: 7-6-5-4-3-2

Weapons: 24-20-16-12-8-4

Shields: 12-10-8-6-4-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-3 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/3 // (5) 1x3+/2/2

(14) 1x4+/2/3 // (6) 1x4+/2/2

[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] [Port] |[Stbd]

[Stbd] [Stbd] [Stbd] |[LA] [LA] |[RA] [RA] | // (8)

Class-2 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/2 // (5) 1x3+/2/1

(12) 1x4+/2/2 // (6) 1x4+/2/1

[PP] |[SS] // (1)

Equipment: (0)

Traits: Bulkheads (2), Ionized Hull

Munitions:

C4PT Defence Battleship (593)

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

Fractional Engines: 7-7-6-5-4-3-2-1

Weapons: 30-27-23-19-15-12-8-4

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

Class-4 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/4 // (2) 1x3+/2/3

(14) 1x3+/2/4 // (6) 1x3+/2/2

(16) 1x4+/2/4 // (8) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

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

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[LA] [LA] |[RA] [RA] // (4)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS]

[SS] |[LA] [LA] |[RA] [RA] | // (8)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

Heavy C4PT Defence Battleship (706)

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

Fractional Engines: 6-6-5-5-4-3-3-2-2-1

Weapons: 32-29-26-23-20-16-13-10-7-4

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

Class-4 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/4 // (2) 1x3+/2/3

(14) 1x3+/2/4 // (6) 1x3+/2/2

(16) 1x4+/2/4 // (8) 1x4+/2/2

[FX] |[AX] // (1)

Class-3 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/3 // (5) 1x3+/2/2

(14) 1x4+/2/3 // (6) 1x4+/2/2

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

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[LA] [LA] |[RA] [RA] // (4)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] [PP] |[SS] [SS]

[SS] [SS] [SS] |[LA] [LA] |[RA] [RA] | // (9)

Equipment: (0)

Traits: Bulkheads (5), Ionized Hull

Munitions:

Light PTT Defence Monitor (219)

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

Fractional Engines: 8-6-3

Weapons: 16-11-6

Shields: 10-7-4

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/3 // (5) 1x3+/1/2

(14) 1x4+/1/3 // (6) 1x4+/1/2

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //

(4)

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(2) 1x5+/1/2

(3) 1x6+/1/2

[PP] |[SS] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

PTT Defence Monitor (303)

-Tech: Engine: 1 Fighter: 0 Shield: 2 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: 8-7-6-5-4-3-2-1
Fractional Engines: 8-6-4-2
Weapons: 22-17-11-6
Shields: 10-8-5-3
-Fwd: 2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Class-4 Railgun (-) // -Shock Mode (Cts)
(3) 1x2+/1/4 // (2) 1x3+/1/3
(14) 1x3+/1/4 // (6) 1x3+/1/2
(16) 1x4+/1/4 // (8) 1x4+/1/2
[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[FP2] |[FS2] |[AP2] |[AS2] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[Port] [Port] [Port] |[Stbd] [Stbd]
[Stbd] |[AP] [AP] |[AS] [AS] | // (7)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)
(2) 1x5+/1/2
(3) 1x6+/1/2
[PP] |[SS] // (1)

Equipment: (0)
Traits: Ionized Hull
Munitions:

Light PTT Defence Battleship (441)

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

-Fwd: 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: 4-3-2-1

Hull: [*]-[*]-10-9-8-7-6-5-4-3-2-1
Fractional Engines: 7-6-5-4-3-2
Weapons: 26-22-18-13-9-5
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 (-) // -Shock Mode (Cts)
(3) 1x2+/1/5 // (1) 1x3+/1/4
(16) 1x3+/1/5 // (8) 1x3+/1/3
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(6) 1x3+/1/2 // (1) 1x3+/1/2
(8) 1x4+/1/2 // (3) 1x3+/1/1
(9) 1x5+/1/2 // (4) 1x3+/1/1
[FP2] |[FS2] |[AP2] |[AS2] // (2)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] [Port] |[Stbd]
[Stbd] [Stbd] [Stbd] |[LA] [LA] |[RA] [RA] | // (8)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)
(2) 1x5+/1/2
(3) 1x6+/1/2
[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)
Traits: Bulkheads (2), Ionized Hull
Munitions:

PTT Defence Battleship (595)

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

Fractional Engines: 7-7-6-5-4-3-2-1

Weapons: 34-30-26-22-17-13-9-5

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FX] // (1)

Class-5 Railgun (-) // -Shock Mode (Cts)

(3) 1x2+/1/5 // (1) 1x3+/1/4

(16) 1x3+/1/5 // (8) 1x3+/1/3

[AX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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)

(2) 1x5+/1/2

(3) 1x6+/1/2

[PP] [PP] |[SS] [SS] // (2)

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

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

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

Heavy PTT Defence Battleship (705)

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

Fractional Engines: 6-6-5-5-4-3-2-2-1

Weapons: 34-31-28-24-21-17-14-11-7-4

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FX] |[AX] // (1)

Class-2 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/2 // (5) 1x3+/2/1

(12) 1x4+/2/2 // (6) 1x4+/2/1

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

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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)

(2) 1x5+/1/2

(3) 1x6+/1/2

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Bulkheads (5), Ionized Hull

Munitions:

Battleship (824)

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

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

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 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

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 46-42-37-33-28-23-19-14-10-5

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] [PP] |[SS] [SS]

[SS] [SS] [SS] |[LA] [LA] |[RA] [RA] | // (9)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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)

(4) 1x2+/2/1 // (4) 1x4+/1/2

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

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

Fast Battleship (732)

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

-Fwd: 7-6-5-4-3-2-1

-Port: 17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 7-6-5-4-3-2-1

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

Fractional Engines: 11-10-9-8-7-6-5-4-3-2

Weapons: 46-42-37-33-28-23-19-14-10-5

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

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-4 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/4 // (2) 1x3+/2/3

(14) 1x3+/2/4 // (6) 1x3+/2/2

(16) 1x4+/2/4 // (8) 1x4+/2/2

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] [PP] |[SS] [SS]

[SS] [SS] [SS] |[LA] [LA] |[RA] [RA] | // (9)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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)

(4) 1x2+/2/1 // (4) 1x4+/1/2

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

Equipment: (0)

Traits: Bulkheads (4), Ionized Hull

Munitions:

XC2ST Battleship (824)

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

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

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 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

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 42-38-34-30-26-21-17-13-9-5

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FX] |[AX] // (1)

Class-2 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/2 // (5) 1x3+/2/1

(12) 1x4+/2/2 // (6) 1x4+/2/1

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

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

[Port] |[Stbd] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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)

(4) 1x2+/2/1 // (4) 1x4+/1/2

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

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

VIC3ST Battleship (821)

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

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

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 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

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 42-38-34-30-26-21-17-13-9-5

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FX] |[AX] // (1)

Class-3 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/3 // (5) 1x3+/1/2

(14) 1x4+/1/3 // (6) 1x4+/1/2

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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)

(4) 1x2+/2/1 // (4) 1x4+/1/2

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

FrS Battleship (825)

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

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

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 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

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 52-47-42-37-32-26-21-16-11-6

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

Class-5 Railgun (-) // -Shock Mode (Cts)

(3) 1x2+/1/5 // (1) 1x3+/1/4

(16) 1x3+/1/5 // (8) 1x3+/1/3

[FX] |[AX] // (1)

Class-4 Railgun (-) // -Shock Mode (Cts)

(3) 1x2+/1/4 // (2) 1x3+/1/3

(14) 1x3+/1/4 // (6) 1x3+/1/2

(16) 1x4+/1/4 // (8) 1x4+/1/2

[LX] |[RX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/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)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]
[PP] |[SS] [SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA]
[RA] [RA] | // (12)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)

(4) 1x2+/2/1 // (4) 1x4+/1/2

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

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

PTT Battleship (826)

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

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

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 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

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 46-42-37-33-28-23-19-14-10-5

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] [PP] |[SS] [SS]
[SS] [SS] [SS] |[LA] [LA] |[RA] [RA] | // (9)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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)

(2) 1x5+/1/2

(3) 1x6+/1/2

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

Fast PTT Battleship (734)

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

-Fwd: 7-6-5-4-3-2-1

-Port: 17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 7-6-5-4-3-2-1

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

Fractional Engines: 11-10-9-8-7-6-5-4-3-2

Weapons: 46-42-37-33-28-23-19-14-10-5

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

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-4 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/4 // (2) 1x3+/2/3

(14) 1x3+/2/4 // (6) 1x3+/2/2

(16) 1x4+/2/4 // (8) 1x4+/2/2

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] [PP] |[SS] [SS]

[SS] [SS] [SS] |[LA] [LA] |[RA] [RA] | // (9)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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)

(2) 1x5+/1/2

(3) 1x6+/1/2

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Bulkheads (4), Ionized Hull

Munitions:

XC2ST PTT Battleship (825)

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

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

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 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

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 42-38-34-30-26-21-17-13-9-5

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FX] |[AX] // (1)

Class-2 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/2 // (5) 1x3+/2/1

(12) 1x4+/2/2 // (6) 1x4+/2/1

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

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

[Port] |[Stbd] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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)

(2) 1x5+/1/2

(3) 1x6+/1/2

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

VIC3ST PTT Battleship (825)

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

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

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 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

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 44-40-36-31-27-22-18-14-9-5

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FX] |[AX] // (1)

Class-3 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/3 // (5) 1x3+/1/2

(14) 1x4+/1/3 // (6) 1x4+/1/2

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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)

(2) 1x5+/1/2

(3) 1x6+/1/2

[Port] [Port] |[CD] [CD] |[Stbd] [Stbd] // (3)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

FrS PTT Battleship (829)

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

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

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 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

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 54-49-44-38-33-27-22-17-11-6

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

Class-5 Railgun (-) // -Shock Mode (Cts)

(3) 1x2+/1/5 // (1) 1x3+/1/4

(16) 1x3+/1/5 // (8) 1x3+/1/3

[FX] |[AX] // (1)

Class-4 Railgun (-) // -Shock Mode (Cts)

(3) 1x2+/1/4 // (2) 1x3+/1/3

(14) 1x3+/1/4 // (6) 1x3+/1/2

(16) 1x4+/1/4 // (8) 1x4+/1/2

[LX] |[RX] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/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)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]
[PP] |[SS] [SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA]
[RA] [RA] | // (12)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x5+/1/2

(3) 1x6+/1/2

[Port] [Port] |[CD] [CD] |[Stbd] [Stbd] // (3)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

IVC2ST Battleship (822)

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

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

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 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

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 40-36-32-28-24-20-16-12-8-4

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP2] |[RP2] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS]

|[LA2] |[RA2] | // (6)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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 (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

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

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

Fast IVC2ST Battleship (729)

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

-Fwd: 7-6-5-4-3-2-1

-Port: 17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 7-6-5-4-3-2-1

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

Fractional Engines: 11-10-9-8-7-6-5-4-3-2

Weapons: 40-36-32-28-24-20-16-12-8-4

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

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-4 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/4 // (2) 1x3+/2/3

(14) 1x3+/2/4 // (6) 1x3+/2/2

(16) 1x4+/2/4 // (8) 1x4+/2/2

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP2] |[RP2] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS]

|[LA2] |[RA2] | // (6)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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 (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

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

Equipment: (0)

Traits: Bulkheads (4), Ionized Hull

Munitions:

XIIC2ST Battleship (820)

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

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

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 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

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 38-35-31-27-23-19-16-12-8-4

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FX] |[AX] // (1)

Class-2 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/2 // (5) 1x3+/2/1

(12) 1x4+/2/2 // (6) 1x4+/2/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] |[RP] |[Port] |[Port] |[Stbd] |[Stbd] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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 (3), Ionized Hull

Munitions:

IIXC3ST Battleship (819)

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

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

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 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

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 34-31-28-24-21-17-14-11-7-4

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FX] |[AX] // (1)

Class-3 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/3 // (5) 1x3+/2/2

(14) 1x4+/2/3 // (6) 1x4+/2/2

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

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] |[RP] |[Port2] |[Stbd2] |[LA] |[RA] | // (3)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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 (3), Ionized Hull

Munitions:

ItS Battleship (818)

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

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

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 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

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 38-35-31-27-23-19-16-12-8-4

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

Class-5 Railgun (-) // -Shock Mode (Cts)

(3) 1x2+/1/5 // (1) 1x3+/1/4

(16) 1x3+/1/5 // (8) 1x3+/1/3

[FX] |[AX] // (1)

Class-3 Railgun Turret (-) // -Shock Mode (Cts)

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

(10) 1x3+/2/3 // (5) 1x3+/2/2

(14) 1x4+/2/3 // (6) 1x4+/2/2

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP2] |[RP2] |[Port2] [Port2] |[Stbd2] [Stbd2] |[LA2]

|[RA2] | // (4)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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 (3), Ionized Hull

Munitions:

Light Subspace Vessel Flotilla (2 LSV) (34)

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

-Nova-Style TL: 2

Hull: 1

Fractional Engines: 6-3

Weapons: 10-5

Shields: 0-0

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

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

Light Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(1) 1x5+/1/1

(2) 1x6+/1/1

[FH] |[FH] // (1)

Equipment: Cloaking Device (O), Countermeasures (3) (OOO), Stealth (2) (OO) (3)

Traits:

Munitions:

Subspace Vessel Flotilla (2 SV) (93)

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

-Nova-Style TL: 1

Hull: [*]-2-1

Fractional Engines: 6-3

Weapons: 13-7

Shields: 0-0

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FX] |[FX] // (1)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x5+/1/2

(3) 1x6+/1/2

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

Equipment: Cloaking Device (O), Countermeasures (2) (OO), Stealth (2) (OO) (3)

Traits: Bulkheads (1)

Munitions:

Heavy Subspace Vessel (99)

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

Hull: 3-2-1

Fractional Engines: 5-3

Weapons: 13-7

Shields: 1-1

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FX] |[AX] // (1)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x5+/1/2

(3) 1x6+/1/2

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

Equipment: Cloaking Device (O), Countermeasures (2) (OO), Stealth (2) (OO) (3)

Traits:

Munitions:

Light Subspace Cruiser (146)

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

Screens: 2-1

Hull: 4-3-2-1

Fractional Engines: 5-3

Weapons: 18-9

Shields: 1-1

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

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

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x5+/1/2

(3) 1x6+/1/2

[FF] [FF] [FF] [FF] [FF] [FF] |[AA] [AA] // (4)

PS 'Assassin' Cannon ©© (Mdl/Lnc/Cts/Slw-2)

(1) 0x2+/0/0

(3) 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 (2) (OO) (2)

Traits: Cargo [Military] (1)

Munitions:

Subspace Cruiser (196)

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

Screens: 2-1

Hull: 5-4-3-2-1

Fractional Engines: 5-4-2

Weapons: 26-18-9

Shields: 1-1-1

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

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

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x5+/1/2

(3) 1x6+/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

(3) 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 (2) (OO) (2)

Traits: Cargo [Military] (1)

Munitions:

Light Subspace Raider Flotilla (2 LSR) (34)

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

-Nova-Style TL: 2

Hull: 1

Fractional Engines: 6-3

Weapons: 10-5

Shields: 0-0

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

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

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(4) 1x3+/3/1 // (1) 0x3+/0/0

(6) 1x3+/2/1 // (4) 1x3+/1/2

[FR] |[FR] // (1)

Equipment: Cloaking Device (O), Countermeasures (3)

(OOO), Stealth (2) (OO) (3)

Traits:

Munitions:

Subspace Raider Flotilla (2 SR) (88)

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

-Nova-Style TL: 1

Hull: [*]-2-1

Fractional Engines: 6-3

Weapons: 13-7

Shields: 0-0

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FX] |[FX] // (1)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(4) 1x3+/3/1 // (1) 0x3+/0/0

(6) 1x3+/2/1 // (4) 1x3+/1/2

[Fwd] [Fwd] |[Fwd] [Fwd] |[Aft] |[Aft] // (3)

Equipment: Cloaking Device (O), Countermeasures (2)

(OO), Stealth (2) (OO) (3)

Traits: Bulkheads (1)

Munitions:

Heavy Subspace Raider (97)

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

Hull: 3-2-1

Fractional Engines: 5-3

Weapons: 13-7

Shields: 1-1

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FX] |[AX] // (1)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x5+/1/2

(3) 1x6+/1/2

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

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(4) 1x3+/3/1 // (1) 0x3+/0/0

(6) 1x3+/2/1 // (4) 1x3+/1/2

[Fwd] [Fwd] |[Aft] // (2)

Equipment: Cloaking Device (O), Countermeasures (2)

(OO), Stealth (2) (OO) (3)

Traits:

Munitions:

Light Subspace Raider-Cruiser (140)

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

Screens: 2-1

Hull: 4-3-2-1

Fractional Engines: 5-3

Weapons: 19-10

Shields: 1-1

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

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

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x5+/1/2

(3) 1x6+/1/2

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

Ion Cannon ©©© (Mdl/Lnc/Inc/Pnp/Slw-3)

(3) 1x2+/1/1

(8) 1x3+/1/1

(10) 1x4+/1/1

[FR] [FR] // (1)

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

(1) 0x6+/0/0

(2) 3x6+/1/1

[FR] [FR] // (1)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(4) 1x3+/3/1 // (1) 0x3+/0/0

(6) 1x3+/2/1 // (4) 1x3+/1/2

[Fwd] [Fwd] |[Fwd] [Fwd] |[Aft] // (3)

Equipment: Cloaking Device (O), Countermeasures (1)

(O), Stealth (2) (OO) (2)

Traits: Cargo [Military] (1)

Munitions:

Subspace Raider-Cruiser (188)

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

Screens: 2-1

Hull: 5-4-3-2-1

Fractional Engines: 5-4-2

Weapons: 28-19-10

Shields: 1-1-1

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

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

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x5+/1/2

(3) 1x6+/1/2

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

Ion Cannon ©©© (Mdl/Lnc/Inc/Pnp/Slw-3)

(3) 1x2+/1/1

(8) 1x3+/1/1

(10) 1x4+/1/1

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

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

(1) 0x6+/0/0

(2) 3x6+/1/1

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

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(4) 1x3+/3/1 // (1) 0x3+/0/0

(6) 1x3+/2/1 // (4) 1x3+/1/2

[Fwd] [Fwd] |[Fwd] [Fwd] |[Aft] |[Aft] // (3)

Equipment: Cloaking Device (O), Countermeasures (1)

(O), Stealth (2) (OO) (2)

Traits: Cargo [Military] (1)

Munitions:

Light Subspace Rocket Vessel Flotilla (2 LSRV) (35)

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

-Nova-Style TL: 2

Hull: 1

Fractional Engines: 6-3

Weapons: 10-5

Shields: 0-0

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

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

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(4) 1x2+/2/1 // (4) 1x4+/1/2

[FR] |[FR] // (1)

Equipment: Cloaking Device (O), Countermeasures (3) (OO), Stealth (2) (OO) (3)

Traits:

Munitions:

Subspace Rocket Vessel Flotilla (2 SRV) (90)

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

-Nova-Style TL: 1

Hull: [*]-2-1

Fractional Engines: 6-3

Weapons: 13-7

Shields: 0-0

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FX] |[FX] // (1)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(4) 1x2+/2/1 // (4) 1x4+/1/2

[Fwd] [Fwd] |[Fwd] [Fwd] |[Aft] |[Aft] // (3)

Equipment: Cloaking Device (O), Countermeasures (2) (OO), Stealth (2) (OO) (3)

Traits: Bulkheads (1)

Munitions:

Heavy Subspace Rocket Vessel (97)

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

Hull: 3-2-1

Fractional Engines: 5-3

Weapons: 13-7

Shields: 1-1

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FX] |[AX] // (1)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(4) 1x2+/2/1 // (4) 1x4+/1/2

[Fwd] [Fwd] [Fwd] [Fwd] |[Aft] [Aft] // (3)

Equipment: Cloaking Device (O), Countermeasures (2) (OO), Stealth (2) (OO) (3)

Traits:

Munitions:

Light Subspace Rocket Cruiser (143)

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

Screens: 2-1

Hull: 4-3-2-1

Fractional Engines: 5-3

Weapons: 18-9

Shields: 1-1

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

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

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(4) 1x2+/2/1 // (4) 1x4+/1/2

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

PS 'Assassin' Cannon ©© (Mdl/Lnc/Cts/Slw-2)

(1) 0x2+/0/0

(3) 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 (2) (OO) (2)

Traits: Cargo [Military] (1)

Munitions:

Subspace Rocket Cruiser (193)

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

Screens: 2-1

Hull: 5-4-3-2-1

Fractional Engines: 5-4-2

Weapons: 26-18-9

Shields: 1-1-1

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

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

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)

(4) 1x2+/2/1 // (4) 1x4+/1/2

[Fwd] [Fwd] [Fwd] [Fwd] |[Fwd] [Fwd] [Fwd] [Fwd]

|[Aft] [Aft] |[Aft] [Aft] // (6)

PS 'Assassin' Cannon ©© (Mdl/Lnc/Cts/Slw-2)

(1) 0x2+/0/0

(3) 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 (2) (OO) (2)

Traits: Cargo [Military] (1)

Munitions:

Assault Lander Flotilla (2 AL) (31)

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

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 12-6

Weapons: 13-7

Shields: 0-0

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

(1) 0x6+/0/0

(2) 3x6+/1/1

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

Equipment: Countermeasures (3) (OOO), Point-
Defence Systems (8) (OOOO OOOO) (6)

Traits:

Munitions:

Bombardment Boat Flotilla (2 BB) (23)

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

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 12-6

Weapons: 9-5

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] // (2)

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

(1) 1x3+/1/1

[TT] |[TT] // (1)

Equipment: Countermeasures (3) (OOO) (2)

Traits:

Munitions:

Assault Pinnacle Flotilla (2 AP) (34)

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

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 12-6

Weapons: 7-4

Shields: 0-0

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[FR] |[FR] // (1)

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

(1) 1x3+/1/1

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

Equipment: Countermeasures (3) (OOO) (2)

Traits:

Munitions:

Marines: 4-3-2-1

Heavy Pinnacle Flotilla (2 HP) (34)

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

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 12-6

Weapons: 7-4

Shields: 0-0

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

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[FR] |[FR] //(1)

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

(1) 1x3+/1/1

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

Equipment: Countermeasures (3) (OOO) (2)

Traits:

Munitions:

Marines: 4-3-2-1

Armed Shuttle Flotilla (4 ASH) (19)

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

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 8-4

Weapons: 9-5

Shields: 0-0

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

(1) 1x3+/1/1

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

Equipment: Countermeasures (3) (OOO), Stealth (2)

(OO) (3)

Traits:

Munitions:

The assault lander, bombardment boat, assault pinnacle, heavy pinnacle, armed shuttle and patrol shuttle flotillas, and the heavy assault lander, pinnacle leader and heavy assault pinnacle are 'light boats'. They cannot be the only units present on one side—some 'carrying' unit must be present. This means any military base or any naval vessel that does not meet the criteria for being atmospheric-capable (as then they'd need light boats for space-to-surface operations)

Heavy Assault Lander (29)

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

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 12-6

Weapons: 13-7

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 (3) (OOO), Point-

Defence Systems (6) (OOO OOO) (5)

Traits:

Munitions:

Light Atmospheric Monitor (30)

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

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 12-6

Weapons: 11-6

Shields: 3-2

-Fwd: 1

-Port: 1

-Stbd: 1

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

(1) 0x6+/0/0

(2) 3x6+/1/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FX] //(1)

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

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

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

Traits:

Munitions:

Pinnacle Leader (33)

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

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 12-6

Weapons: 6-3

Shields: 0-0

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(4) 1x2+/2/1 // (4) 1x4+/1/2

[FR] // (1)

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

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

Equipment: Countermeasures (3) (OOO) (2)

Traits:

Munitions:

Marines: 3-2-1

Heavy Assault Pinnacle (33)

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

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 12-6

Weapons: 6-3

Shields: 0-0

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FR] // (1)

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

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

Equipment: Countermeasures (3) (OOO) (2)

Traits:

Munitions:

Marines: 3-2-1

Atmospheric monitors and mini-battleships are capable of near-space flight but not long-range operations. Most of the time these units are defensive in nature, but larger factions employ carrying craft to deploy these units in planetary invasions to provide heavy fire support. This dual-use means that at least one, and possibly two, of their batteries are capable of engaging ground targets.

Patrol Shuttle Flotilla (4 PSh) (22)

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

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 8-4

Weapons: 13-7

Shields: 0-0

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

(1) 1x3+/1/1

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

Old EMP Rocket Pack [TL -1]

(Crn/Gid/NPr/Inc/Lnc/Exp)

(2/4/--) 1x3+/1/1

[FR] @ | [FR] @ | [FR] @ | [FR] @ // (2)

Equipment: Countermeasures (3) (OOO), Stealth (2)

(OO) (3)

Traits:

Munitions:

Heavy Atmospheric Monitor (50)

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

Hull: 2-1

Fractional Engines: 10-5

Weapons: 13-7

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FX2] // (1)

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

[FP] | [FS] | [Port] [Port] | [Stbd] [Stbd] | [AP] | [AS] | // (4)

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

(1) 0x6+/0/0

(2) 3x6+/1/1

[AX] [AX] [AX] // (2)

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

Traits:

Munitions:

Heavy Atmospheric Patrol Monitor (51)

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

Hull: 2-1

Fractional Engines: 10-5

Weapons: 11-6

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FX2] // (1)

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | // (4)

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -

Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(4) 1x3+/3/1 // (1) 0x3+/0/0

(6) 1x3+/2/1 // (4) 1x3+/1/2

[AX] // (1)

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

Traits:

Munitions:

Type 1 Heavy Atmospheric GS Monitor (50)

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

Hull: 2-1

Fractional Engines: 10-5

Weapons: 13-7

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FX] |[AX] // (1)

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

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

(1) 0x6+/0/0

(2) 3x6+/1/1

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

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

Traits:

Munitions:

Heavy Atmospheric AS Monitor (52)

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

Hull: 2-1

Fractional Engines: 10-5

Weapons: 11-6

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FX2] // (1)

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | //

(4)

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

(1) 0x3+/0/0

(2) 1x3+/3/1

(3) 1x3+/2/1

[AX2] @@@ // (1)

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

Traits:

Munitions:

Type 2 Heavy Atmospheric GS Monitor (52)

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

Hull: 2-1

Fractional Engines: 10-5

Weapons: 17-9

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FX] |[AX] // (1)

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Old EMP Rocket Pack [TL -1]

(Crn/Gid/NPr/Inc/Lnc/Exp)

(2/4/--) 1x3+/1/1

[Port] @ [Port] @ [Port] @ [Port] @ |[Stbd] @ [Stbd]

@ [Stbd] @ [Stbd] @ // (4)

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

Traits:

Munitions:

Heavy Atmospheric Rocket Monitor (54)

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

Hull: 2-1

Fractional Engines: 10-5

Weapons: 13-7

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Slw)

(4) 1x2+/2/1 // (4) 1x4+/1/2

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

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | //
(4)

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

Traits:

Munitions:

Heavy Atmospheric Ion Monitor (50)

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

Hull: 2-1

Fractional Engines: 10-5

Weapons: 11-6

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Ion Cannon ©©© (Mdl/Lnc/Inc/Pnp/Slw-3)

(3) 1x2+/1/1

(8) 1x3+/1/1

(10) 1x4+/1/1

[FX] |[AX] // (1)

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | //
(4)

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

Traits:

Munitions:

Atmospheric Mini-Battleship (50)

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

Hull: 2-1

Fractional Engines: 10-5

Weapons: 9-5

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FX] |[AX] // (1)

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

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

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[Port] |[Stbd] // (1)

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

Traits:

Munitions:

Heavy Atmospheric PR Monitor (52)

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

Hull: 2-1

Fractional Engines: 10-5

Weapons: 13-7

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Patrol Rocket Launcher ©© (NPr/Inc/Lnc/Slw-2) // -
Neutron Mode ©© (NPr/Inc/Lnc/Dly/Slw-2)

(4) 1x3+/3/1 // (1) 0x3+/0/0

(6) 1x3+/2/1 // (4) 1x3+/1/2

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

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | //
(4)

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

Traits:

Munitions:

Atmospheric PTT Mini-Battleship (51)

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

Hull: 2-1

Fractional Engines: 10-5

Weapons: 11-6

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FX] |[AX] // (1)

Light Particle Battery (NPr/Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Light Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-
3)

(1) 1x5+/1/1

(2) 1x6+/1/1

[P+S] |[P+S] // (1)

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

Traits:

Munitions:

GrS Battleship (828)

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

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

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 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

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 50-45-40-35-30-25-20-15-10-5

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

Class-4 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/4 // (2) 1x3+/2/3

(14) 1x3+/2/4 // (6) 1x3+/2/2

(16) 1x4+/2/4 // (8) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

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

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS]
[SS] |[LA] [LA] |[RA] [RA] | // (8)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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)

(4) 1x2+/2/1 // (4) 1x4+/1/2

[P+S] |[P+S] // (1)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

PTT GrS Battleship (830)

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

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

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 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

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 50-45-40-35-30-25-20-15-10-5

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

Class-4 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/4 // (2) 1x3+/2/3

(14) 1x3+/2/4 // (6) 1x3+/2/2

(16) 1x4+/2/4 // (8) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

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

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS]
[SS] |[LA] [LA] |[RA] [RA] | // (8)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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)

(2) 1x5+/1/2

(3) 1x6+/1/2

[PS] |[PS] // (1)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

HLS Battleship (817)

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

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

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 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

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 45-41-36-32-27-23-18-14-9-5

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[FPS] // (1)

Class-4 Railgun (-) // -Shock Mode (Cts)

(3) 1x2+/1/4 // (2) 1x3+/1/3

(14) 1x3+/1/4 // (6) 1x3+/1/2

(16) 1x4+/1/4 // (8) 1x4+/1/2

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

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] |[LA]

[LA] |[RA] [RA] | // (7)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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 (Cts)

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

(10) 1x3+/1/2 // (5) 1x3+/1/1

(12) 1x4+/1/2 // (6) 1x4+/1/1

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

HPS Defence Monitor (304)

-Tech: Engine: 1 Fighter: 0 Shield: 2 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: 8-7-6-5-4-3-2-1

Fractional Engines: 8-6-4-2

Weapons: 23-18-12-6

Shields: 10-8-5-3

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-4 Railgun (-) // -Shock Mode (Cts)

(3) 1x2+/1/4 // (2) 1x3+/1/3

(14) 1x3+/1/4 // (6) 1x3+/1/2

(16) 1x4+/1/4 // (8) 1x4+/1/2

[FP] |[FS] |[AX] // (2)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FP2] |[FS2] |[AP2] |[AS2] // (2)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FP] [FP] |[FS] [FS] |[Port] [Port] [Port] |[Stbd] [Stbd]

[Stbd] |[AP] [AP] |[AS] [AS] | // (7)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(4) 1x2+/2/1 // (4) 1x4+/1/2

[PP] |[SS] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

TSC Battleship (818)

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

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

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 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

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 39-36-32-28-24-20-16-12-8-4

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

Class-5 Railgun Turret (-) // -Shock Mode (Cts)

(3) 1x2+/2/5 // (1) 1x3+/2/4

(16) 1x3+/2/5 // (8) 1x3+/2/3

[LP] |[RP] |[AX] // (2)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[FP2] |[FS2] |[AP2] |[AS2] // (2)

Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(6) 1x3+/1/2 // (1) 1x3+/1/2

(8) 1x4+/1/2 // (3) 1x3+/1/1

(9) 1x5+/1/2 // (4) 1x3+/1/1

[LP] |[RP] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd]

|[LA] |[RA] | // (5)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 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 (3), Ionized Hull

Munitions:

Note: The last five vessels in this section were also designed last. The two GrS battleships were designed when I realised I hadn't designed German-style battleships (those with a lighter main battery and heavy secondaries) and the last three were designed because I hadn't designed my favourite thing in these supplements—vessels based on the more unusual naval vessels. The following indicates what the name 'means':

HLS: HelgoLand-Style Battleship

HPS: Hydra, Psara and Spetsai

TSC: Tchesme, Sinope, Catherine II

Modern Bases

The old forts developed into emplacements which are even more unlikely to be targeted successfully by opposing ships. 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.

Anti-Capital Minefield (69)

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

Screens: 1

Hull: 2-1
Engines: N/A
Weapons: 14-7
Shields: 2-1

Anti-Capital Minefield (Pr1/Rp6)

(1) 2x4+/1/1
(4) 1x4+/1/1
[XX] |[YY] |[ZZ] // (2)

Anti-Capital Minefield (Pr1/Rp6)

(1) 2x4+/1/1
(4) 1x4+/1/1
[XX] |[YY] |[ZZ] // (2)

General-Purpose Minefield (-)

(1) 2x3+/2/1
(2) 2x3+/1/1
(4) 1x3+/1/1
[XX] |[YY] |[ZZ] // (2)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

Type 1 Combined Minefield (69)

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

Screens: 1

Hull: 2-1
Engines: N/A
Weapons: 14-7
Shields: 2-1

Anti-Capital Minefield (Pr1/Rp6)

(1) 2x4+/1/1
(4) 1x4+/1/1
[XX] |[YY] |[ZZ] // (2)

General-Purpose Minefield (-)

(1) 2x3+/2/1
(2) 2x3+/1/1
(4) 1x3+/1/1
[XX] |[YY] |[ZZ] // (2)

General-Purpose Minefield (-)

(1) 2x3+/2/1
(2) 2x3+/1/1
(4) 1x3+/1/1
[XX] |[YY] |[ZZ] // (2)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

Standard Minefield (69)

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

-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Engines: N/A

Weapons: 14-7

Shields: 2-1

General-Purpose Minefield (-)

(1) 2x3+/2/1

(2) 2x3+/1/1

(4) 1x3+/1/1

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

General-Purpose Minefield (-)

(1) 2x3+/2/1

(2) 2x3+/1/1

(4) 1x3+/1/1

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

General-Purpose Minefield (-)

(1) 2x3+/2/1

(2) 2x3+/1/1

(4) 1x3+/1/1

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

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

Type 2 Combined Minefield (69)

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

-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Engines: N/A

Weapons: 14-7

Shields: 2-1

Anti-Flotilla Minefield (NPr/Acr)

(1) 2x2+/2/1

(2) 1x2+/2/1

(4) 1x3+/1/1

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

General-Purpose Minefield (-)

(1) 2x3+/2/1

(2) 2x3+/1/1

(4) 1x3+/1/1

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

General-Purpose Minefield (-)

(1) 2x3+/2/1

(2) 2x3+/1/1

(4) 1x3+/1/1

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

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

Anti-Flotilla Minefield (69)

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

-Nova-Style TL: 1

Screens: 1

Hull: 2-1

Engines: N/A

Weapons: 14-7

Shields: 2-1

Anti-Flotilla Minefield (NPr/Acr)

(1) 2x2+/2/1

(2) 1x2+/2/1

(4) 1x3+/1/1

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

Anti-Flotilla Minefield (NPr/Acr)

(1) 2x2+/2/1

(2) 1x2+/2/1

(4) 1x3+/1/1

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

General-Purpose Minefield (-)

(1) 2x3+/2/1

(2) 2x3+/1/1

(4) 1x3+/1/1

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

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

Concealed Anti-Capital 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] @ // (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 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 AC Mine (Pr1/Rp6/Exp)

(1) 2x4+/1/1

(4) 1x4+/1/1

[TT] @ |[TT] @ // (1)

SS GP Mine (Exp)

(1) 2x3+/2/1

(2) 2x3+/1/1

(4) 1x3+/1/1

[TT] @ |[TT] @ // (1)

Equipment: Cloaking Device (O), Stealth (5) (OOOOO)

(3)

Traits: Immobile

Munitions:

Concealed General-Purpose 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 GP Mine (Exp)

(1) 2x3+/2/1

(2) 2x3+/1/1

(4) 1x3+/1/1

[TT] @ |[TT] @ // (1)

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) 2x2+/2/1

(2) 1x2+/2/1

(4) 1x3+/1/1

[TT] @ |[TT] @ // (1)

Equipment: Cloaking Device (O), Stealth (5) (OOOOO)
(3)

Traits: Immobile

Munitions:

Concealed Anti-Flotilla 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) 2x2+/2/1

(2) 1x2+/2/1

(4) 1x3+/1/1

[TT] @ |[TT] @ // (1)

SS AF Mine (NPr/Acr/Exp)

(1) 2x2+/2/1

(2) 1x2+/2/1

(4) 1x3+/1/1

[TT] @ |[TT] @ // (1)

Equipment: Cloaking Device (O), Stealth (5) (OOOOO)
(3)

Traits: Immobile

Munitions:

Rocket Emplacement (115)

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

-Nova-Style TL: 1

Screens: 2-1

Hull: 3-2-1

Engines: N/A

Weapons: 14-7

Shields: 2-1

Base Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Slw)

(6) 1x2+/2/1 // (6) 1x4+/1/2

[TP] |[TP] |[FX] |[FX] |[TS] |[TS] | // (3)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[TP] |[FX] |[TS] // (2)

Stabilised Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(8) 1x3+/1/2 // (1) 1x2+/1/2

(10) 1x4+/1/2 // (5) 1x3+/1/1

[TT] // (1)

Equipment: Stealth (4) (OOOO) (2)

Traits: Immobile

Munitions:

Torpedo Tube Emplacement (115)

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

-Nova-Style TL: 1

Screens: 2-1

Hull: 3-2-1

Engines: N/A

Weapons: 17-9

Shields: 2-1

Base Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x4+/1/2

(3) 1x4+/1/2

[FP] [FP] [FP] |[FF] [FF] [FF] |[FS] [FS] [FS] //(5)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[TP] |[FX] |[TS] //(2)

Stabilised Class-1 Railgun (-) //-Shock Mode (NPr/Cts)

(8) 1x3+/1/2 //(1) 1x2+/1/2

(10) 1x4+/1/2 //(5) 1x3+/1/1

[TT] //(1)

Equipment: Stealth (4) (OOOO) (2)

Traits: Immobile

Munitions:

Support Emplacement (115)

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

-Nova-Style TL: 1

Screens: 2-1

Hull: 3-2-1

Engines: N/A

Weapons: 10-5

Shields: 2-1

Stabilised Class-2 Railgun (-) //-Shock Mode (Cts)

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

(12) 1x3+/1/2 //(3) 1x2+/1/1

(15) 1x4+/1/2 //(6) 1x3+/1/1

[TP] |[FX] |[TS] //(2)

Particle Battery (NPr/Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[TP] |[TS] //(1)

Heavy Particle Battery (NPr/Acr)

(1) 1x2+/4/1

(5) 1x3+/3/1

[FX] //(1)

Equipment: Stealth (4) (OOOO) (2)

Traits: Immobile

Munitions:

Ion Emplacement (115)

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

Screens: 2-1

Hull: 3-2-1
Engines: N/A
Weapons: 9-5
Shields: 2-1

Heavy Ion Cannon ©©© (Mdl/Lnc/Inc/Pnp/Slw-3)
(7) 1x2+/1/3
(11) 1x3+/1/3
(12) 1x4+/1/3
[FX] |[FX] // (1)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[TP] |[TS] // (1)

Heavy Particle Battery (NPr/Acr)
(1) 1x2+/4/1
(5) 1x3+/3/1
[FX] // (1)

Equipment: Stealth (4) (OOOO) (2)
Traits: Immobile
Munitions:

Torpedo Bank Emplacement (115)

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

Screens: 2-1

Hull: 3-2-1
Engines: N/A
Weapons: 9-5
Shields: 2-1

Base Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Slw-3) // -Flash Mode ©©© (NPr/Rp6/Prx/Acr/Slw-3)
(2) 1x4+/2/2 // (1) 0x2+/0/0
(4) 1x4+/2/2 // (2) 2x2+/4/1
(5) 1x5+/2/2 // (3) 1x3+/4/1
[TR2] // (1)

Particle Battery (NPr/Acr)
(2) 1x3+/3/1
(4) 1x3+/2/1
[TP] |[FX] |[TS] // (2)

Stabilised Class-1 Railgun (-) // -Shock Mode (NPr/Cts)
(8) 1x3+/1/2 // (1) 1x2+/1/2
(10) 1x4+/1/2 // (5) 1x3+/1/1
[TT] // (1)

Equipment: Stealth (4) (OOOO) (2)
Traits: Immobile
Munitions:

Light Outpost (497)

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

-Nova-Style TL: 2

-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: [*]-[*]-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 45-38-30-23-15-8

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-3 Railgun (-) // -Shock Mode (Cts)

(3) 1x2+/1/3 // (1) 1x2+/1/3

(13) 1x3+/1/3 // (4) 1x2+/1/2

(16) 1x4+/1/3 // (6) 1x3+/1/2

[TT] |[TT] // (1)

Stabilised Class-1 Railgun (-) // -Shock Mode (NPr/Cts)

(8) 1x3+/1/2 // (1) 1x2+/1/2

(10) 1x4+/1/2 // (5) 1x3+/1/1

[FF] [FF] |[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] |[AA] [AA] | // (6)

Heavy Particle Battery (NPr/Acr)

(1) 1x2+/4/1

(5) 1x3+/3/1

[FH] [FH] |[LP] [LP] |[RP] [RP] |[LA] [LA] |[RA] [RA] |[AH] [AH] | // (6)

Base Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3)

(2) 1x4+/1/2

(3) 1x4+/1/2

[TT] // (1)

Subspace Proximity Minefield (NPr/Prx/Acr/Exp)

(1) 0x2+/0/0

(2) 2x2+/1/1

(4) 1x2+/1/1

[Fwd4] @ [Fwd4] @ [Fwd4] @ |[Port4] @ [Port4] @ [Port4] @ |[Stbd4] @ [Stbd4] @ [Stbd4] @ |[Aft4] @ [Aft4] @ [Aft4] @ // (6)

Equipment: Damage Control Parties (6) (OOO OOO) (3)

Traits: Bulkheads (2), Immobile, Ionized Hull, Cargo [Military] (8), Hospital (8), Repair (8), Transport (8)

Munitions:

Marines: 2-1

Outpost (742)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 2

-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: [*]-[*]-[*]-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 63-56-48-40-32-24-16-8

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 Class-4 Railgun (-) // -Shock Mode (Cts)

(4) 1x2+/1/4 // (2) 1x2+/1/3

(16) 1x3+/1/4 // (7) 1x2+/1/2

(18) 1x4+/1/4 // (9) 1x3+/1/2

[TT] |[TT] // (1)

Stabilised Class-2 Railgun (-) // -Shock Mode (Cts)

(3) 1x2+/1/2 // (2) 1x2+/1/2

(12) 1x3+/1/2 // (3) 1x2+/1/1

(15) 1x4+/1/2 // (6) 1x3+/1/1

[FF] [FF] |[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] |[AA] [AA] | // (6)

Heavy Particle Battery (NPr/Acr)

(1) 1x2+/4/1

(5) 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) 1x4+/1/2

(3) 1x4+/1/2

[XX] |[YY] |[ZZ] // (2)

Subspace Proximity Minefield (NPr/Prx/Acr/Exp)

(1) 0x2+/0/0

(2) 2x2+/1/1

(4) 1x2+/1/1

[Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ |[Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ |[Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ |[Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ // (10)

Equipment: Damage Control Parties (8) (OOOO OOOO) (4)

Traits: Bulkheads (3), Immobile, Ionized Hull, Cargo [Military] (10), Hospital (10), Repair (10), Transport (10)

Munitions:

Marines: 4-3-2-1

Heavy Outpost (1481)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 2

-Fwd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: [*]-[*]-[*]-[*]-[*]-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 89-82-75-67-60-52-45-38-30-23-15-8

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-4 Railgun (-) // -Shock Mode (Cts)

(4) 1x2+/1/4 // (2) 1x2+/1/3

(16) 1x3+/1/4 // (7) 1x2+/1/2

(18) 1x4+/1/4 // (9) 1x3+/1/2

[XX] | [XX] | [YY] | [YY] | [ZZ] | [ZZ] | // (3)

Stabilised Class-3 Railgun (-) // -Shock Mode (Cts)

(3) 1x2+/1/3 // (1) 1x2+/1/3

(13) 1x3+/1/3 // (4) 1x2+/1/2

(16) 1x4+/1/3 // (6) 1x3+/1/2

[FF] [FF] | [FP] [FP] | [FS] [FS] | [AP] [AP] | [AS] [AS] | [AA] [AA] | // (6)

Heavy Particle Battery (NPr/Acr)

(1) 1x2+/4/1

(5) 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 Bank ©©© (Mdl/SLn/Knt/Slw-3) // -Flash Mode ©©© (NPr/Rp6/Prx/Acr/Slw-3)

(2) 1x4+/2/2 // (1) 0x2+/0/0

(4) 1x4+/2/2 // (2) 2x2+/4/1

(5) 1x5+/2/2 // (3) 1x3+/4/1

[XX2] | [YY2] | [ZZ2] // (2)

Subspace Proximity Minefield (NPr/Prx/Acr/Exp)

(1) 0x2+/0/0

(2) 2x2+/1/1

(4) 1x2+/1/1

[Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ | [Port4] @ [Port4] @ [Port4] @

[Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ | [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @

[Stbd4] @ [Stbd4] @ | [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ // (16)

Equipment: Damage Control Parties (12) (OOO OOO OOO OOO) (6)

Traits: Bulkheads (5), Immobile, Ionized Hull, Cargo [Military] (24), Hospital (12), Repair (12), Transport (12)

Munitions:

Marines: 8-7-6-5-4-3-2-1

Light Base (2246)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 2

-Fwd: 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: 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: 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: 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: [*]-[*]-[*]-[*]-[*]-[*]-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: 124-117-109-101-93-86-78-70-62-55-47-39-31-24-16-8

Shields: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-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 (Cts)

(4) 1x2+/1/5 // (2) 1x2+/1/4

(18) 1x3+/1/5 // (7) 1x2+/1/3

(19) 1x4+/1/5 // (9) 1x3+/1/3

[XX] | [XX] | [YY] | [YY] | [ZZ] | [ZZ] | // (3)

Stabilised Class-3 Railgun (-) // -Shock Mode (Cts)

(3) 1x2+/1/3 // (1) 1x2+/1/3

(13) 1x3+/1/3 // (4) 1x2+/1/2

(16) 1x4+/1/3 // (6) 1x3+/1/2

[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+/4/1

(5) 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) // -Flash Mode ©©© (NPr/Rp6/Prx/Acr/Slw-3)

(2) 1x4+/2/2 // (1) 0x2+/0/0

(4) 1x4+/2/2 // (2) 2x2+/4/1

(5) 1x5+/2/2 // (3) 1x3+/4/1

[XX2] | [XX2] | [YY2] | [YY2] | [ZZ2] | [ZZ2] | // (3)

Subspace Proximity Minefield (NPr/Prx/Acr/Exp)

(1) 0x2+/0/0

(2) 2x2+/1/1

(4) 1x2+/1/1

[Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @ [Fwd4] @
[Fwd4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @ [Port4] @
[Port4] @ [Port4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @ [Stbd4] @
[Stbd4] @ [Stbd4] @ [Stbd4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @ [Aft4] @
[Aft4] @ [Aft4] @ [Aft4] @ [TT4] @ [TT4] @ [TT4] @ [TT4] @ [TT4] @ [TT4] @ [TT4] @ // (27)

Equipment: Damage Control Parties (16) (OOOO OOOO OOOO OOOO) (8)

Traits: Bulkheads (7), Immobile, Ionized Hull, Cargo [Military] (32), Hospital (16), Repair (16), Science (6), Transport (16)

Munitions:

Marines: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Marines: 20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

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 (4 IB) (70)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

-Nova-Style TL: 1

Hull: [*]-[*]-2-1

Fractional Engines: 12-6

Weapons: 15-8

Shields: 1-1

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)

// -Lance Mode © [TL -2] (Pr2/Inc/Slw)

(1) 3x3+/2/1 // (1) 1x4+/1/2

(3) 1x3+/2/1 // (2) 1x5+/1/2

[FF] [FF] |[FF] [FF] |[FF] [FF] |[FF] [FF] // (4)

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd3] |[Port3] |[Stbd3] |[Aft3] // (2)

Equipment: Countermeasures (1) (O), Stealth (2) (OO)
(2)

Traits: Bulkheads (2)

Munitions:

Bioships of Wilaxi Bio-Krill Shoal (20)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

-Nova-Style TL: 1

Hull: [*]-1

Fractional Engines: 4-2

Weapons: 9-5

Shields: 1-1

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd] |[Port] |[Stbd] |[Aft] // (2)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Bulkheads (1)

Munitions:

Bioships of Wilaxi Juvenile Bioship Pod (2 JB) (72)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

-Nova-Style TL: 1

Screens: 1

Hull: [*]-2-1

Fractional Engines: 12-6

Weapons: 13-7

Shields: 1-1

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)

// -Lance Mode © [TL -2] (Pr2/Inc/Slw)

(1) 3x3+/2/1 // (1) 1x4+/1/2

(3) 1x3+/2/1 // (2) 1x5+/1/2

[TP] |[TP] |[TS] |[TS] // (2)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] |[FR] [FR] // (2)

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd3] |[Port3] |[Stbd3] |[Aft3] // (2)

Equipment: Stealth (1) (O) (1)

Traits: Bulkheads (1), Regenerating

Munitions:

Bioships of Wilaxi Small Bio-Prey Animal (18)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Hull: 1

Fractional Engines: 8-4

Weapons: 8-4

Shields: 1-1

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd] |[Port] |[Stbd] |[Aft] // (2)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] // (1)

Equipment: Stealth (2) (OO) (1)

Traits:

Munitions:

Bioships of Wilaxi Large Bio-Prey Animal (47)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 2-1

Hull: 2-1

Fractional Engines: 8-4

Weapons: 9-5

Shields: 3-2

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd2] |[Port2] |[Stbd2] |[Aft2] // (2)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] // (2)

Equipment: Stealth (1) (O) (1)

Traits: Cargo [Civilian] (1)

Munitions:

Bioships of Wilaxi Female Adolescent Bioship (76)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 3-2-1

Hull: 3-2-1

Fractional Engines: 12-6

Weapons: 11-6

Shields: 1-1

Light Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(8) 1x2+/1/1

[FR4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] // (1)

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)

// -Lance Mode © [TL -2] (Pr2/Inc/Slw)

(1) 3x3+/2/1 // (1) 1x4+/1/2

(3) 1x3+/2/1 // (2) 1x5+/1/2

[TP] |[TP] |[TS] |[TS] // (2)

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd2] |[Port2] |[Stbd2] |[Aft2] // (2)

Equipment: (0)

Traits: Regenerating

Munitions:

Bioships of Wilaxi Young Adult Bioship (135)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 5-4-3-2-1

Hull: 5-4-3-2-1

Fractional Engines: 12-8-4

Weapons: 12-8-4

Shields: 2-2-1

Light Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(8) 1x2+/1/1

[Fwd4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] // (2)

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd3] |[Port3] |[Stbd3] |[Aft3] // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Rp6/Acr/Slw) //

-Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 2x3+/4/1 // (1) 1x4+/1/4

(2) 2x3+/2/1 // (2) 1x4+/1/2

(4) 2x3+/1/1 // (4) 1x4+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Equipment: (0)

Traits: Regenerating, Cargo [Civilian] (1)

Munitions:

Bioships of Wilaxi Adult 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: 11-8-4

Weapons: 15-10-5

Shields: 3-2-1

Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(12) 1x2+/1/1

[Fwd4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] // (2)

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd3] |[Port3] |[Stbd3] |[Aft3] // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Rp6/Acr/Slw) //

-Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 2x3+/4/1 // (1) 1x4+/1/4

(2) 2x3+/2/1 // (2) 1x4+/1/2

(4) 2x3+/1/1 // (4) 1x4+/1/1

[TP] |[TP] |[Fwd] |[Fwd] |[TS] |[TS] | // (3)

Equipment: (0)

Traits: Regenerating, Cargo [Civilian] (1)

Munitions:

Bioships of Wilaxi Mature Bioship (291)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 9-8-7-6-5-4-3-2-1

Hull: 9-8-7-6-5-4-3-2-1

Fractional Engines: 10-8-6-4-2

Weapons: 21-17-13-9-5

Shields: 3-3-2-2-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(12) 1x2+/1/1

[Fwd4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] [FR] [FR] // (3)

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd3] [Fwd3] |[Port3] [Port3] |[Stbd3] [Stbd3]

|[Aft3] [Aft3] // (4)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Rp6/Acr) //

-Lance Mode [TL -2] (Mdl/Inc)

(1) 2x3+/4/1 // (1) 1x4+/1/4

(2) 2x3+/2/1 // (2) 1x4+/1/2

(4) 2x3+/1/1 // (4) 1x4+/1/1

[TP] |[TP] |[FF] |[FF] |[TS] |[TS] | // (3)

Equipment: (0)

Traits: Regenerating, Cargo [Civilian] (2)

Munitions:

Bioships of Wilaxi Elder Bioship (453)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

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

Fractional Engines: 10-9-7-5-4-2

Weapons: 28-24-19-14-10-5

Shields: 3-3-2-2-1-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(12) 1x2+/1/1

[FH4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] [FR] [FR] [FR] [FR] // (4)

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd3] [Fwd3] [Fwd3] [Fwd3] |[Port3] [Port3] [Port3]

|[Stbd3] [Stbd3] [Stbd3] |[Aft3] [Aft3] [Aft3] // (7)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Rp6/Acr) //

-Lance Mode [TL -2] (Mdl/Inc)

(1) 2x3+/4/1 // (1) 1x4+/1/4

(2) 2x3+/2/1 // (2) 1x4+/1/2

(4) 2x3+/1/1 // (4) 1x4+/1/1

[TP] |[TP] |[FX] |[FX] |[TS] |[TS] | // (3)

Equipment: (0)

Traits: Ionized Hull, Regenerating, Cargo [Civilian] (3)

Munitions:

Bioships of Wilaxi Male Adolescent Bioship (76)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 3-2-1

Hull: 3-2-1

Fractional Engines: 12-6

Weapons: 11-6

Shields: 1-1

Light Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(8) 1x2+/1/1

[FR4] // (1)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex3)

(2) 1x3+/1/1

[FF] @@@ [FF] @@@ // (1)

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)

// -Lance Mode © [TL -2] (Pr2/Inc/Slw)

(1) 3x3+/2/1 // (1) 1x4+/1/2

(3) 1x3+/2/1 // (2) 1x5+/1/2

[TP] |[TP] |[TS] |[TS] // (2)

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd2] |[Port2] |[Stbd2] |[Aft2] // (2)

Equipment: (0)

Traits: Regenerating

Munitions:

Bioships of Wilaxi Young Adult Bio-Hunter (136)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 5-4-3-2-1

Hull: 5-4-3-2-1

Fractional Engines: 12-8-4

Weapons: 12-8-4

Shields: 2-2-1

Light Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(8) 1x2+/1/1

[Fwd4] // (1)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex3)

(2) 1x3+/1/1

[FF] @@@ [FF] @@@ [FF] @@@ // (2)

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd3] |[Port3] |[Stbd3] |[Aft3] // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Rp6/Acr/Slw) //

-Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 2x3+/4/1 // (1) 1x4+/1/4

(2) 2x3+/2/1 // (2) 1x4+/1/2

(4) 2x3+/1/1 // (4) 1x4+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Equipment: (0)

Traits: Regenerating, Cargo [Civilian] (1)

Munitions:

Bioships of Wilaxi Adult Bio-Hunter (184)

-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: 11-8-4

Weapons: 15-10-5

Shields: 3-2-1

Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(12) 1x2+/1/1

[Fwd4] // (1)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex3)

(2) 1x3+/1/1

[FF] @@@ [FF] @@@ [FF] @@@ [FF] @@@ // (2)

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd3] |[Port3] |[Stbd3] |[Aft3] // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Rp6/Acr/Slw) //

-Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 2x3+/4/1 // (1) 1x4+/1/4

(2) 2x3+/2/1 // (2) 1x4+/1/2

(4) 2x3+/1/1 // (4) 1x4+/1/1

[TP] |[TP] |[Fwd] |[Fwd] |[TS] |[TS] | // (3)

Equipment: (0)

Traits: Regenerating, Cargo [Civilian] (1)

Munitions:

Bioships of Wilaxi Mature Bio-Hunter (290)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 9-8-7-6-5-4-3-2-1

Hull: 9-8-7-6-5-4-3-2-1

Fractional Engines: 10-8-6-4-2

Weapons: 21-17-13-9-5

Shields: 3-3-2-2-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(12) 1x2+/1/1

[Fwd4] // (1)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex3)

(2) 1x3+/1/1

[FF] @@@ [FF] @@@ [FF] @@@ [FF] @@@ [FF] @@@ [FF]

@@@ [FF] @@@ // (3)

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd3] [Fwd3] |[Port3] [Port3] |[Stbd3] [Stbd3]

|[Aft3] [Aft3] // (4)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Rp6/Acr) //

-Lance Mode [TL -2] (Mdl/Inc)

(1) 2x3+/4/1 // (1) 1x4+/1/4

(2) 2x3+/2/1 // (2) 1x4+/1/2

(4) 2x3+/1/1 // (4) 1x4+/1/1

[TP] |[TP] |[FF] |[FF] |[TS] |[TS] | // (3)

Equipment: (0)

Traits: Regenerating, Cargo [Civilian] (2)

Munitions:

Bioships of Wilaxi Elder Bio-Hunter (446)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

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

Fractional Engines: 10-9-7-5-4-2

Weapons: 28-24-19-14-10-5

Shields: 3-3-2-2-1-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(12) 1x2+/1/1

[FH4] // (1)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex3)

(2) 1x3+/1/1

[FF] @@@ [FF] @@@ [FF] @@@ [FF] @@@ [FF]

@@@ [FF] @@@ [FF] @@@ [FF] @@@ // (4)

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd3] [Fwd3] [Fwd3] [Fwd3] |[Port3] [Port3] [Port3]

|[Stbd3] [Stbd3] [Stbd3] |[Aft3] [Aft3] [Aft3] // (7)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Rp6/Acr) //

-Lance Mode [TL -2] (Mdl/Inc)

(1) 2x3+/4/1 // (1) 1x4+/1/4

(2) 2x3+/2/1 // (2) 1x4+/1/2

(4) 2x3+/1/1 // (4) 1x4+/1/1

[TP] |[TP] |[FX] |[FX] |[TS] |[TS] | // (3)

Equipment: (0)

Traits: Ionized Hull, Regenerating, Cargo [Civilian] (3)

Munitions:

Bioships of Wilaxi Adolescent Guardian Bioship (113)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 4-3-2-1

Hull: 4-3-2-1

Fractional Engines: 14-7

Weapons: 12-6

Shields: 6-3

-Fwd: 3-2-1

-Port: 1

-Stbd: 1

-Aft: 1

Light Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(8) 1x2+/1/1

[FF4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] // (2)

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)

// -Lance Mode © [TL -2] (Pr2/Inc/Slw)

(1) 3x3+/2/1 // (1) 1x4+/1/2

(3) 1x3+/2/1 // (2) 1x5+/1/2

[TP] |[TP] |[TS] |[TS] // (2)

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd3] |[Port3] |[Stbd3] |[Aft3] // (2)

Equipment: (0)

Traits: Regenerating

Munitions:

Bioships of Wilaxi Young Adult Guardian Bioship (182)

-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: 14-10-5

Weapons: 15-10-5

Shields: 9-6-3

-Fwd: 3-2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Light Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(8) 1x2+/1/1

[FF4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] // (2)

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd3] |[Port3] |[Stbd3] |[Aft3] // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Rp6/Acr/Slw) //

-Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 2x3+/4/1 // (1) 1x4+/1/4

(2) 2x3+/2/1 // (2) 1x4+/1/2

(4) 2x3+/1/1 // (4) 1x4+/1/1

[TP] |[TP] |[FH] |[FH] |[TS] |[TS] | // (3)

Equipment: (0)

Traits: Regenerating, Cargo [Civilian] (1)

Munitions:

Bioships of Wilaxi Adult Guardian Bioship (227)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 7-6-5-4-3-2-1

Hull: 7-6-5-4-3-2-1

Fractional Engines: 13-10-7-4

Weapons: 15-12-8-4

Shields: 3-3-2-1

Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(12) 1x2+/1/1

[FF4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] // (2)

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd3] |[Port3] |[Stbd3] |[Aft3] // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Rp6/Acr/Slw) //

-Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 2x3+/4/1 // (1) 1x4+/1/4

(2) 2x3+/2/1 // (2) 1x4+/1/2

(4) 2x3+/1/1 // (4) 1x4+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Rp6/Acr) //

-Lance Mode [TL -2] (Mdl/Inc)

(1) 2x3+/4/1 // (1) 1x4+/1/4

(2) 2x3+/2/1 // (2) 1x4+/1/2

(4) 2x3+/1/1 // (4) 1x4+/1/1

[FH] |[FH] // (1)

Equipment: (0)

Traits: Regenerating, Cargo [Civilian] (1)

Munitions:

Bioships of Wilaxi Mature Guardian Bioship (339)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 10-9-8-7-6-5-4-3-2-1

Hull: 10-9-8-7-6-5-4-3-2-1

Fractional Engines: 12-10-8-5-3

Weapons: 22-18-14-9-5

Shields: 3-3-2-2-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(12) 1x2+/1/1

[FF4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] [FR] [FR] // (3)

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd3] [Fwd3] [Fwd3] |[Port3] [Port3] |[Stbd3]

[Stbd3] |[Aft3] [Aft3] // (5)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Rp6/Acr) //

-Lance Mode [TL -2] (Mdl/Inc)

(1) 2x3+/4/1 // (1) 1x4+/1/4

(2) 2x3+/2/1 // (2) 1x4+/1/2

(4) 2x3+/1/1 // (4) 1x4+/1/1

[TP] |[TP] |[FX] |[FX] |[TS] |[TS] | // (3)

Equipment: (0)

Traits: Regenerating, Cargo [Civilian] (2)

Munitions:

Bioships of Wilaxi Alpha Bioship (562)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 12-11-9-7-6-4-2

Weapons: 35-30-25-20-15-10-5

Shields: 3-3-3-2-2-1-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(12) 1x2+/1/1

[FP4] |[FS4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] [FR] [FR] [FR] [FR] [FR] // (5)

Bio-Electric Field [TL -2] (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 1x2+/1/1

(3) 1x3+/1/1

[Fwd3] [Fwd3] [Fwd3] [Fwd3] |[Port3] [Port3] [Port3]

[Port3] |[Stbd3] [Stbd3] [Stbd3] [Stbd3] |[Aft3] [Aft3]

[Aft3] [Aft3] // (8)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Rp6/Acr) //

-Lance Mode [TL -2] (Mdl/Inc)

(1) 2x3+/4/1 // (1) 1x4+/1/4

(2) 2x3+/2/1 // (2) 1x4+/1/2

(4) 2x3+/1/1 // (4) 1x4+/1/1

[TP] |[FX] |[FR] |[TS] // (2)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Rp6/Acr) //

-Lance Mode [TL -2] (Mdl/Inc)

(1) 2x3+/4/1 // (1) 1x4+/1/4

(2) 2x3+/2/1 // (2) 1x4+/1/2

(4) 2x3+/1/1 // (4) 1x4+/1/1

[TP] |[FX] |[FR] |[TS] // (2)

Equipment: (0)

Traits: Ionized Hull, Regenerating, Cargo [Civilian] (3)

Munitions:

Bioships of Wilaxi Light Mine-Sentinel (62)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

-Nova-Style TL: 1

Hull: 2-1

Engines: N/A

Weapons: 9-5

Shields: 1-1

Mine-Sentinel Bio-Laser ©© (Pr1/Slw-2)

(1) 4x3+/2/2

(2) 4x3+/2/1

(4) 2x3+/2/1

(8) 2x3+/1/1

(16) 1x3+/1/1

[TT] // (1)

Nest Bio-Electric Field (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 2x2+/1/1

(3) 1x2+/1/1

(4) 1x3+/1/1

[TT3] // (1)

Equipment: Damage Control Parties (2) (OO), Stealth

(5) (OOOOO) (4)

Traits: Immobile, Regenerating

Munitions:

Bioships of Wilaxi Mine-Sentinel (124)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

-Nova-Style TL: 1

Screens: 2-1

Hull: 3-2-1

Engines: N/A

Weapons: 12-6

Shields: 2-1

Mine-Sentinel Bio-Laser ©© (Pr1/Slw-2)

(1) 4x3+/2/2

(2) 4x3+/2/1

(4) 2x3+/2/1

(8) 2x3+/1/1

(16) 1x3+/1/1

[TT] |[TT] // (1)

Nest Bio-Electric Field (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 2x2+/1/1

(3) 1x2+/1/1

(4) 1x3+/1/1

[TT4] // (1)

Equipment: Damage Control Parties (4) (OOOO),

Stealth (5) (OOOOO) (5)

Traits: Immobile, Regenerating

Munitions:

Bioships of Wilaxi Light Nest (1238)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

-Nova-Style TL: 1

-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: [*]-[*]-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 36-32-27-23-18-14-9-5

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/Pr2)

(16) 1x2+/1/1

[TT4] |[TT4] //(1)

Nest Bio-Pellet Launcher (NPr/Inc/Rp6/Acr) //-Lance Mode (Mdl/Inc)

(1) 4x3+/2/1 //(1) 1x3+/2/3

(2) 2x3+/4/1 //(2) 1x3+/2/2

(4) 2x3+/2/1 //(4) 1x4+/1/2

(8) 2x3+/1/1 //(8) 1x4+/1/1

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | //(3)

Bio-Hunter Drone Swarm (Pr1/SLn/Inc/Dsr)

(1) 2x3+/4/1

(2) 2x3+/2/1

(4) 2x3+/1/1

(8) 1x3+/1/1

[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] //(4)

Nest Bio-Electric Field (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 2x2+/1/1

(3) 1x2+/1/1

(4) 1x3+/1/1

[Fwd4] [Fwd4] [Fwd4] |[Port4] [Port4] [Port4] |[Stbd4] [Stbd4] [Stbd4] |[Aft4] [Aft4] [Aft4] //(6)

Equipment: Damage Control Parties (8) (OOOO OOOO) (4)

Traits: Bulkheads (2), Immobile, Regenerating, Regenerating Screens

Munitions:

Bioships of Wilaxi Medium Nest (2438)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

-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: 86-79-72-65-58-51-43-36-29-22-15-8

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

Heavy Nest Bio-Laser Emitter (FrL/Pr2)

(20) 1x2+/1/1

[XX4] |[YY4] |[ZZ4] //(2)

Nest Bio-Pellet Launcher (NPr/Inc/Rp6/Acr) //-Lance Mode (Mdl/Inc)

(1) 4x3+/2/1 //(1) 1x3+/2/3

(2) 2x3+/4/1 //(2) 1x3+/2/2

(4) 2x3+/2/1 //(4) 1x4+/1/2

(8) 2x3+/1/1 //(8) 1x4+/1/1

[XX][XX] |[XX][XX] |[YY][YY] |[YY][YY] |[ZZ][ZZ] |[ZZ][ZZ] | //(6)

Bio-Hunter Drone Swarm (Pr1/SLn/Inc/Dsr)

(1) 2x3+/4/1

(2) 2x3+/2/1

(4) 2x3+/1/1

(8) 1x3+/1/1

[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] |[TT] //(9)

Nest Bio-Electric Field (NPr/Inc/Prx)

(1) 0x2+/0/0

(2) 2x2+/1/1

(3) 1x2+/1/1

(4) 1x3+/1/1

[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)

Light Nest Bio-Laser Emitter (FrL/Pr2)

(12) 1x2+/1/1

[XX4] [XX4] |[YY4] [YY4] |[ZZ4] [ZZ4] //(3)

Equipment: Damage Control Parties (24) (OOOOOOOOOOOOOOOOOOOOOOOO) (12)

Traits: Immobile, Regenerating, Regenerating Screens

Munitions:

Munitions:

Raiders

Raider Strikeship (14)

-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Nova-Style TL: -1

Hull: 1

Fractional Engines: 8-4

Weapons: 6-3

Shields: 1-1

-Fwd: 1

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[TT] // (1)

Old Patrol Rocket Launcher ©©© [TL -1]

(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]

(NPr/Inc/Lnc/Dly/Slw-3)

(4) 1x3+/2/1 // (1) 0x3+/0/0

(6) 1x3+/1/1 // (4) 1x3+/1/1

[FR] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[FH] // (1)

Old EMP Rocket Pack [TL -1]

(Crn/Gid/NPr/Inc/Lnc/Exp)

(2/4/--) 1x3+/1/1

[FF] @ [FF] @ // (1)

Equipment: Tractor Beams (1) (O) (1)

Traits: Cargo [Civilian] (1) [TL 2]

Munitions:

Raider Light Cruiser (25)

-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Nova-Style TL: -1

Hull: 2-1

Fractional Engines: 8-4

Weapons: 11-6

Shields: 4-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[TT] |[TT] // (1)

Old Patrol Rocket Launcher ©©© [TL -1]

(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]

(NPr/Inc/Lnc/Dly/Slw-3)

(4) 1x3+/2/1 // (1) 0x3+/0/0

(6) 1x3+/1/1 // (4) 1x3+/1/1

[FR] |[FR] // (1)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)

(1) 1x3+/3/1

(2) 1x3+/2/1

(3) 1x3+/1/1

[LP] |[RP] // (1)

Old EMP Rocket Pack [TL -1]

(Crn/Gid/NPr/Inc/Lnc/Exp)

(2/4/--) 1x3+/1/1

[FF] @ [FF] @ |[FF] @ [FF] @ // (2)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[FF] // (1)

Equipment: (0)

Traits: Cargo [Civilian] (2) [TL 2]

Munitions:

Raider Medium Cruiser (38)

-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -1

Hull: 3-2-1
Fractional Engines: 8-4
Weapons: 17-9
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[FPS] [FPS] |[APS] [APS] // (2)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FH] |[PH] |[SH] // (2)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)
(4) 1x3+/2/1 // (1) 0x3+/0/0
(6) 1x3+/1/1 // (4) 1x3+/1/1
[FR] |[FR] // (1)

Old EMP Rocket Pack [TL -1]
(Crn/Gid/NPr/Inc/Lnc/Exp)
(2/4/--) 1x3+/1/1
[FF] @ [FF] @ [FF] @ |[FF] @ [FF] @ [FF] @ // (3)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 3x4+/1/1
(2) 2x4+/1/1
(3) 1x4+/1/1
[FP] |[FS] // (1)

Equipment: (0)
Traits: Cargo [Civilian] (4) [TL 2]
Munitions:

Raider Heavy Cruiser (47)

-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -1

Hull: 4-3-2-1
Fractional Engines: 8-4
Weapons: 27-14
Shields: 4-2
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[F+P] [F+P] |[F+S] [F+S] |[A+P] [A+P] |[A+S] [A+S] // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Rp6/Acr)
(1) 1x3+/3/1
(2) 1x3+/2/1
(3) 1x3+/1/1
[FH] |[PH] |[SH] // (2)

Old Patrol Rocket Launcher ©©© [TL -1]
(NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1]
(NPr/Inc/Lnc/Dly/Slw-3)
(4) 1x3+/2/1 // (1) 0x3+/0/0
(6) 1x3+/1/1 // (4) 1x3+/1/1
[FR] |[FR] // (1)

Old EMP Rocket Pack [TL -1]
(Crn/Gid/NPr/Inc/Lnc/Exp)
(2/4/--) 1x3+/1/1
[FF] @ [FF] @ [FF] @ |[FF] @ [FF] @ [FF] @ |[FF] @ [FF] @ [FF] @ |[FF] @ [FF] @ [FF] @ // (6)

Chaingun Battery [TL -1] (NPr/Acr)
(1) 3x4+/1/1
(2) 2x4+/1/1
(3) 1x4+/1/1
[FP] |[FS] // (1)

Equipment: (0)
Traits: Cargo [Civilian] (6) [TL 2], Transport (1) [TL 2]
Munitions:

Raider Support Vessel (46)

-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Nova-Style TL: -1

Hull: 5-4-3-2-1

Fractional Engines: 4-3-2

Weapons: 26-18-9

Shields: 4-3-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] // (8)

Chaingun Battery [TL -1] (NPr/Acr)

(1) 3x4+/1/1

(2) 2x4+/1/1

(3) 1x4+/1/1

[FX] |[PH] |[PH] |[SH] |[SH] |[AX] | // (3)

Old Patrol Rocket Launcher ©©© [TL -1] (NPr/Inc/Lnc/Slw-3) // -Neutron Mode ©©© [TL -1] (NPr/Inc/Lnc/Dly/Slw-3)

(4) 1x3+/2/1 // (1) 0x3+/0/0

(6) 1x3+/1/1 // (4) 1x3+/1/1

[FR] |[FR] |[FR] |[FR] // (2)

Equipment: (0)

Traits: Cargo [Civilian] (8) [TL 2], Hospital (2) [TL 2], Transport (2) [TL 2]

Munitions:

Obsolete Ships

Before the scope of this supplement naval vessels looked similar to the old naval vessels, but there wasn't as clear a differentiation between 'naval' and 'civilian' ships as now. Civilian ships were sturdier by comparison to naval vessels than newer civilian vessels because they could be expected to be called up to act as naval warships. There are three types of vessel in this era—naval, civilian and transport—which is civilian vessels outfitted for troop transport. Heavier BiLPro cannons were in use (represented by MWM cannons) and typically mounted as chase batteries, but fell out of favour as the old railgun was developed.

These vessels are loosely analogous to medieval naval warfare, except there isn't a satisfactory (to me, anyway) method of modelling boarding without resorting to marines, and I only wanted to use marines on bases because I didn't want to create a setting-specific rule for reducing marines' 'attack ranges', and if obsolete vessels can 'attack' with marines beyond the range of the light batteries of even modern warships, it'd be hard to explain why all ships don't have marines as a matter of course.

Obsolete 5th-Rate SotL (38)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Port: 1

-Stbd: 1

Hull: 2-1

Fractional Engines: 7-4

Weapons: 13-7

Shields: 0-0

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot

Mode [TL -1] (NPr/Inc/Dly/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

[Port] |[Stbd] |[FR2] |[AR2] // (2)

Light BiLPro Cannon Battery [TL -1] (NPr) // -

Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 3x3+/1/1

(4) 1x4+/1/1

[Port] |[Port] |[Stbd] |[Stbd] // (2)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[LP] |[RP] |[LA] |[RA] // (2)

Equipment: Countermeasures (1) (O) (1)

Traits: Solar Sails

Munitions:

Obsolete 4th-Rate SotL (67)

-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: 6-3

Weapons: 25-13

Shields: 2-1

-Port: 1

-Stbd: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot

Mode [TL -1] (NPr/Inc/Dly/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

[PP] |[PP] |[SS] |[SS] |[FR2] [FR2] |[AR2] | // (4)

Light BiLPro Cannon Battery [TL -1] (NPr) // -

Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 3x3+/1/1

(4) 1x4+/1/1

[PP] |[PP] |[PP] |[SS] |[SS] |[SS] | // (3)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[FP] [FP] |[FS] [FS] |[Port] [Port] |[Stbd] [Stbd] |[AP]

[AP] |[AS] [AS] | // (6)

Equipment: (0)

Traits: Bulkheads (1), Solar Sails

Munitions:

Obsolete 3rd-Rate SotL (87)

-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: 6-4-2
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/Acr)
(1) 1x4+/4/1 // (1) 2x3+/1/2
(2) 1x4+/3/1
(4) 1x4+/2/1
(6) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[FR2] [FR2] |[AR2] [AR2] // (4)

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 3x3+/1/1
(4) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[SS] [SS] |[SS] [SS] // (4)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] [Port] |[Stbd]
[Stbd] [Stbd] [Stbd] |[LA] [LA] |[RA] [RA] | // (8)

Equipment: (0)
Traits: Bulkheads (1), Solar Sails
Munitions:

Obsolete 2nd-Rate SotL (108)

-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: 6-4-2
Weapons: 39-26-13
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/Acr)
(1) 1x4+/4/1 // (1) 2x3+/1/2
(2) 1x4+/3/1
(4) 1x4+/2/1
(6) 1x4+/1/1
[PP] [PP] [PP] |[SS] [SS] [SS] |[FR2] [FR2] [FR2] |[AR2]
[AR2] // (6)

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 3x3+/1/1
(4) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[PS] [PS] |[PS] [PS] |[SS] [SS] |[SS]
[SS] | // (6)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] [Port] |[Stbd]
[Stbd] [Stbd] [Stbd] |[LA] [LA] |[RA] [RA] | // (8)

Equipment: (0)
Traits: Bulkheads (1), Solar Sails
Munitions:

Obsolete 1st-Rate SotL (134)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Fwd: 1
-Port: 4-3-2-1
-Stbd: 4-3-2-1
-Aft: 1

Hull: [*]-6-5-4-3-2-1
Fractional Engines: 6-5-3-2
Weapons: 50-38-25-13
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/Acr)
(1) 1x4+/4/1 // (1) 2x3+/1/2
(2) 1x4+/3/1
(4) 1x4+/2/1
(6) 1x4+/1/1
[PP] [PP] |[PP] [PP] |[SS] [SS] |[SS] [SS] |[FR2] [FR2]
[FR2] |[AR2] [AR2] [AR2] | // (7)

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 3x3+/1/1
(4) 1x4+/1/1
[PP] [PP] [PP] |[PP] [PP] [PP] |[PS] [PS] |[PS] [PS] |[SS]
[SS] [SS] |[SS] [SS] [SS] | // (8)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] [Port] [Port]
[Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[LA]
[LA] |[RA] [RA] | // (10)

Equipment: (0)
Traits: Bulkheads (1), Solar Sails
Munitions:

Obsolete 5th-Rate Merchant SotL (21)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

Hull: 2-1
Fractional Engines: 6-3
Weapons: 10-5
Shields: 0-0

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Acr)
(1) 1x4+/4/1 // (1) 2x3+/1/2
(2) 1x4+/3/1
(4) 1x4+/2/1
(6) 1x4+/1/1
[FR2] |[AR2] // (1)

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)
(2) 1x4+/2/1 // (1) 3x3+/1/1
(4) 1x4+/1/1
[Port] [Port] |[Stbd] [Stbd] // (2)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)
(1) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)
Traits: Solar Sails, Cargo [Civilian] (3)
Munitions:

Obsolete 4th-Rate Merchant SotL (37)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Port: 1

-Stbd: 1

Hull: 3-2-1

Fractional Engines: 5-3

Weapons: 16-8

Shields: 0-0

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

[FR2] [FR2] |[AR2] [AR2] // (2)

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 3x3+/1/1

(4) 1x4+/1/1

[PP] |[PP] |[SS] |[SS] // (2)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //

(4)

Equipment: (0)

Traits: Solar Sails, Cargo [Civilian] (5)

Munitions:

Obsolete 3rd-Rate Merchant SotL (54)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Port: 2-1

-Stbd: 2-1

Hull: 4-3-2-1

Fractional Engines: 5-3

Weapons: 22-11

Shields: 2-1

-Port: 1

-Stbd: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

[FR2] [FR2] |[AR2] [AR2] // (2)

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 3x3+/1/1

(4) 1x4+/1/1

[PP] |[PP] |[PP] |[SS] |[SS] |[SS] | // (3)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[Port] [Port] |[Stbd] [Stbd] |[LA]

[LA] |[RA] [RA] | // (6)

Equipment: (0)

Traits: Solar Sails, Cargo [Civilian] (6)

Munitions:

Obsolete 2nd-Rate Merchant SotL (69)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Port: 2-1

-Stbd: 2-1

Hull: 5-4-3-2-1

Fractional Engines: 5-4-2

Weapons: 27-18-9

Shields: 2-2-1

-Port: 1

-Stbd: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

[PP] |[SS] |[FR2] [FR2] [FR2] |[AR2] [AR2] // (4)

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 3x3+/1/1

(4) 1x4+/1/1

[PP] [PP] |[PP] [PP] |[SS] [SS] |[SS] [SS] // (4)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[Port] [Port] |[Stbd] [Stbd] |[LA]

[LA] |[RA] [RA] | // (6)

Equipment: (0)

Traits: Solar Sails, Cargo [Civilian] (7)

Munitions:

Obsolete 1st-Rate Merchant SotL (87)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Port: 2-1

-Stbd: 2-1

Hull: 6-5-4-3-2-1

Fractional Engines: 5-4-2

Weapons: 38-26-13

Shields: 2-2-1

-Port: 1

-Stbd: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

[PP] |[PP] |[SS] |[SS] |[FR2] [FR2] [FR2] |[AR2] [AR2]
[AR2] | // (5)

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 3x3+/1/1

(4) 1x4+/1/1

[PP] [PP] [PP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[SS] [SS]
[SS] // (6)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] [Port] |[Stbd]

[Stbd] [Stbd] [Stbd] |[LA] [LA] |[RA] [RA] | // (8)

Equipment: (0)

Traits: Solar Sails, Cargo [Civilian] (8)

Munitions:

Obsolete 5th-Rate Transport SotL (30)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

Hull: 2-1

Fractional Engines: 6-3

Weapons: 18-9

Shields: 0-0

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot

Mode [TL -1] (NPr/Inc/Dly/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

[FR2] |[AR2] // (1)

Light BiLPro Cannon Battery [TL -1] (NPr) // -

Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 3x3+/1/1

(4) 1x4+/1/1

[Port] [Port] |[Stbd] [Stbd] // (2)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)

(1) 0x6+/0/0

(2) 3x6+/1/1

[PS] |[PS] // (1)

Equipment: Point-Defence Systems (6) (OOO OOO) (3)

Traits: Solar Sails, Hospital (2)

Munitions:

Obsolete 4th-Rate Transport SotL (55)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Port: 1

-Stbd: 1

Hull: 3-2-1

Fractional Engines: 5-3

Weapons: 32-16

Shields: 0-0

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot

Mode [TL -1] (NPr/Inc/Dly/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

[FR2] [FR2] |[AR2] [AR2] // (2)

Light BiLPro Cannon Battery [TL -1] (NPr) // -

Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 3x3+/1/1

(4) 1x4+/1/1

[PP] |[PP] |[SS] |[SS] // (2)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | //

(4)

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)

(1) 0x6+/0/0

(2) 3x6+/1/1

[PS] [PS] |[PS] [PS] // (2)

Equipment: Point-Defence Systems (12) (OOO OOO
OOO OOO) (6)

Traits: Solar Sails, Hospital (3)

Munitions:

Obsolete 3rd-Rate Transport SotL (86)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Port: 2-1

-Stbd: 2-1

Hull: 4-3-2-1

Fractional Engines: 5-3

Weapons: 46-23

Shields: 2-1

-Port: 1

-Stbd: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

[FR2] [FR2] |[AR2] [AR2] // (2)

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 3x3+/1/1

(4) 1x4+/1/1

[PP] |[PP] |[PP] |[SS] |[SS] |[SS] | // (3)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[Port] [Port] |[Stbd] [Stbd] |[LA]

[LA] |[RA] [RA] | // (6)

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)

(1) 0x6+/0/0

(2) 3x6+/1/1

[PS] [PS] [PS] |[PS] [PS] [PS] // (3)

Equipment: Point-Defence Systems (18) (OOO OOO
OOO OOO OOO OOO) (9)

Traits: Solar Sails, Hospital (3)

Munitions:

Obsolete 2nd-Rate Transport SotL (100)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Port: 2-1

-Stbd: 2-1

Hull: 5-4-3-2-1

Fractional Engines: 5-4-2

Weapons: 51-34-17

Shields: 2-2-1

-Port: 1

-Stbd: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot
Mode [TL -1] (NPr/Inc/Dly/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

[PP] |[SS] |[FR2] [FR2] [FR2] |[AR2] [AR2] // (4)

Light BiLPro Cannon Battery [TL -1] (NPr) // -
Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 3x3+/1/1

(4) 1x4+/1/1

[PP] [PP] |[PP] [PP] |[SS] [SS] |[SS] [SS] // (4)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[Port] [Port] |[Stbd] [Stbd] |[LA]

[LA] |[RA] [RA] | // (6)

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)

(1) 0x6+/0/0

(2) 3x6+/1/1

[PS] [PS] [PS] |[PS] [PS] [PS] // (3)

Equipment: Point-Defence Systems (18) (OOO OOO
OOO OOO OOO OOO) (9)

Traits: Solar Sails, Hospital (4)

Munitions:

Obsolete 1st-Rate Transport SotL (123)

-Tech: Engine: -1 Fighter: 0 Shield: 0 Weapon: Ind. TL

-Port: 2-1

-Stbd: 2-1

Hull: 6-5-4-3-2-1

Fractional Engines: 5-4-2

Weapons: 70-47-24

Shields: 2-2-1

-Port: 1

-Stbd: 1

BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot Mode [TL -1] (NPr/Inc/Dly/Acr)

(1) 1x4+/4/1 // (1) 2x3+/1/2

(2) 1x4+/3/1

(4) 1x4+/2/1

(6) 1x4+/1/1

[PP] |[PP] |[SS] |[SS] |[FR2] [FR2] [FR2] |[AR2] [AR2] [AR2] | // (5)

Light BiLPro Cannon Battery [TL -1] (NPr) // -Grapeshot Mode [TL -1] (NPr/Inc/Acr)

(2) 1x4+/2/1 // (1) 3x3+/1/1

(4) 1x4+/1/1

[PP] [PP] [PP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[SS] [SS] [SS] // (6)

BiLPro Gun Battery [TL -2] (NPr/Inc/Acr)

(1) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] |[LA] [LA] |[RA] [RA] | // (8)

Ortillery Battery ©©© [TL -2] (Pr1/SLn/Prx/Slw-3)

(1) 0x6+/0/0

(2) 3x6+/1/1

[PS] [PS] [PS] [PS] |[PS] [PS] [PS] [PS] // (4)

Equipment: Point-Defence Systems (24) (OOO OOO OOO OOO OOO OOO OOO OOO) (12)

Traits: Solar Sails, Hospital (4)

Munitions:

A Glimpse Into The Future

One of the features of earlier versions of this supplement (both fleet-scale and this scale) was the introduction of new warships that were analogous to the dreadnought era. Initially I'd decided against it but, of course, once a particular idea takes hold, it doesn't go away, so there's a small selection of new warships. First, though, is a list of the new weapons because, obviously, not all the new weapons found a home on a new vessel. All new weapons have a TL of +1.

| Name | Range | ROF | ACC | IMP | DMG | Traits |
|---|-------|-----|-----|-----|-----|---------|
| Light Phased Particle Battery | 1 | 2 | 2+ | 1 | 1 | Inc/Acr |
| | 3 | 1 | 3+ | 2 | 1 | |
| Phased Particle Battery | 2 | 1 | 3+ | 3 | 1 | Acr |
| | 4 | 1 | 3+ | 2 | 1 | |
| New Class-1 Railgun <i>NC1R Shock Mode</i> | 2 | 1 | 2+ | 1 | 2 | Cts |
| | 8 | 1 | 3+ | 1 | 2 | |
| | 10 | 1 | 4+ | 1 | 2 | |
| | 1 | 1 | 2+ | 1 | 2 | |
| | 3 | 1 | 3+ | 1 | 2 | |
| | 4 | 1 | 4+ | 1 | 2 | |
| New Class-2 Railgun <i>NC2R Shock Mode</i> | 2 | 1 | 2+ | 1 | 2 | Cts |
| | 10 | 1 | 3+ | 1 | 2 | |
| | 15 | 1 | 3+ | 1 | 2 | |
| | 2 | 1 | 2+ | 1 | 2 | |
| | 6 | 1 | 3+ | 1 | 2 | |
| | 7 | 1 | 4+ | 1 | 2 | |
| New Class-2 Railgun Turret <i>NC2RT Shock Mode</i> | 2 | 1 | 2+ | 2 | 2 | Cts |
| | 10 | 1 | 3+ | 2 | 2 | |
| | 15 | 1 | 3+ | 2 | 2 | |
| | 2 | 1 | 2+ | 2 | 2 | |
| | 6 | 1 | 3+ | 2 | 2 | |
| | 7 | 1 | 4+ | 2 | 2 | |
| New Class-3 Railgun <i>NC3R Shock Mode</i> | 3 | 1 | 2+ | 1 | 3 | Cts |
| | 10 | 1 | 3+ | 1 | 3 | |
| | 17 | 1 | 3+ | 1 | 3 | |
| | 1 | 1 | 3+ | 1 | 3 | |
| | 6 | 1 | 3+ | 1 | 3 | |
| | 7 | 1 | 4+ | 1 | 3 | |
| New Class-3 Railgun Turret <i>NC3RT Shock Mode</i> | 3 | 1 | 2+ | 2 | 3 | Cts |
| | 10 | 1 | 3+ | 2 | 3 | |
| | 17 | 1 | 3+ | 2 | 3 | |
| | 1 | 1 | 3+ | 2 | 3 | |
| | 6 | 1 | 3+ | 2 | 3 | |
| | 7 | 1 | 4+ | 2 | 3 | |
| New Class-4 Railgun <i>NC4R Shock Mode</i> | 3 | 1 | 2+ | 1 | 4 | Cts/Rp6 |
| | 14 | 1 | 3+ | 1 | 4 | |
| | 20 | 1 | 3+ | 1 | 4 | |
| | 2 | 1 | 2+ | 1 | 3 | |
| | 6 | 1 | 3+ | 1 | 3 | |
| | 8 | 1 | 3+ | 1 | 3 | |
| New Class-4 Railgun Turret <i>NC4RT Shock Mode</i> | 3 | 1 | 2+ | 2 | 4 | Cts/Rp6 |
| | 14 | 1 | 3+ | 2 | 4 | |
| | 20 | 1 | 3+ | 2 | 4 | |
| | 2 | 1 | 2+ | 2 | 3 | |
| | 6 | 1 | 3+ | 2 | 3 | |
| | 8 | 1 | 3+ | 2 | 3 | |

| Name | Range | ROF | ACC | IMP | DMG | Traits |
|-------------------------------|-------|-----|-----|-----|-----|--|
| New Class-5 Railgun | 6 | 1 | 2+ | 1 | 5 | Cts/Rp6 |
| | 22 | 1 | 3+ | 1 | 5 | |
| NC5R Shock Mode | 2 | 1 | 2+ | 1 | 4 | |
| | 8 | 1 | 3+ | 1 | 4 | |
| New Class-5 Railgun Turret | 6 | 1 | 2+ | 2 | 5 | Cts/Rp6 |
| | 22 | 1 | 3+ | 2 | 5 | |
| NC5RT Shock Mode | 2 | 1 | 2+ | 2 | 4 | |
| | 8 | 1 | 3+ | 2 | 4 | |
| New Rocket Launcher | 5 | 1 | 2+ | 2 | 1 | NPr/Rpt/Acr/Slw |
| NRL Concussion Mode | 4 | 1 | 4+ | 1 | 3 | NPr/SLn/Slw |
| New Patrol Rocket Launcher | 3 | 1 | 2+ | 3 | 1 | NPr/Inc/Lnc/Slw-2 |
| | 6 | 1 | 2+ | 3 | 1 | NPr/Inc/Lnc/Dly/Slw-2 |
| NPRL Neutron Mode | 1 | 0 | 3+ | 0 | 0 | |
| | 4 | 1 | 3+ | 1 | 3 | |
| New Plasma Torpedo Tube | 3 | 1 | 5+ | 1 | 2 | Mdl/SLn/Knt/Slw-3 |
| | 4 | 1 | 6+ | 1 | 2 | Mdl/SLn/Knt/Slw-3 NPr/Rp6/Prx/Acr/Slw-3 |
| New Plasma Torpedo Bank | 1 | 1 | 3+ | 2 | 2 | |
| | 2 | 1 | 4+ | 2 | 2 | |
| | 4 | 1 | 4+ | 2 | 2 | |
| NPTB Flash Mode | 1 | 0 | 3+ | 0 | 0 | |
| | 2 | 2 | 3+ | 4 | 1 | |
| | 3 | 2 | 3+ | 3 | 1 | |
| New Light Plasma Torpedo Tube | 1 | 1 | 5+ | 1 | 1 | Mdl/SLn/Knt/Slw-3 |
| | 2 | 1 | 5+ | 1 | 1 | Mdl/Lnc/Inc/Pnp/Slw-3 |
| New Ion Cannon | 3 | 1 | 2+ | 1 | 2 | |
| | 10 | 1 | 2+ | 1 | 1 | Mdl/Lnc/Cts/Slw-2 |
| New PS 'Assassin' Cannon | 3 | 1 | 2+ | 1 | 1 | |
| | 4 | 1 | 4+ | 1 | 1 | NPr/Prx/Rpt/Acr/Ex4 |
| New FS 'Defender' Mortar | 1 | 0 | 2+ | 0 | 0 | |
| | 2 | 2 | 2+ | 2 | 1 | |
| | 3 | 1 | 2+ | 2 | 1 | |
| | 4 | 1 | 2+ | 1 | 1 | |

New Light Torpedo Boat Flotilla (2 LTB) (32)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Fractional Engines: 16-8

Weapons: 7-4

Shields: 0-0

New Plasma Torpedo Tube ©©© [TL 1]

(Mdl/SLn/Knt/Slw-3)

(3) 1x5+/1/2

(4) 1x6+/1/2

[Fwd] [Fwd] |[Fwd] [Fwd] // (2)

Equipment: Countermeasures (3) (OOO) (2)

Traits:

Munitions:

New Heavy Torpedo Boat Flotilla (2 HTB) (124)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

Hull: [*]-3-2-1

Fractional Engines: 16-8

Weapons: 10-5

Shields: 0-0

New Plasma Torpedo Bank ©©© [TL 1]

(Mdl/SLn/Knt/Slw-3) // -Flash Mode ©©© [TL 1]

(NPr/Rp6/Prx/Acr/Slw-3)

(1) 1x3+/2/2 // (1) 0x3+/0/0

(2) 1x4+/2/2 // (2) 2x3+/4/1

(4) 1x4+/2/2 // (3) 2x3+/3/1

[Fwd2] |[P+S2] // (1)

Phased Particle Battery [TL 1] (Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FF] |[FF] // (1)

Light Phased Particle Battery [TL 1] (Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

[PH] |[PH] |[SH] |[SH] // (2)

Equipment: Countermeasures (2) (OO) (1)

Traits: Bulkheads (1)

Munitions:

Flares: 2-1

New Torpedo Boat Flotilla (2 TB) (82)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

Hull: [*]-2-1

Fractional Engines: 16-8

Weapons: 6-3

Shields: 0-0

New Plasma Torpedo Bank ©©© [TL 1]

(Mdl/SLn/Knt/Slw-3) // -Flash Mode ©©© [TL 1]

(NPr/Rp6/Prx/Acr/Slw-3)

(1) 1x3+/2/2 // (1) 0x3+/0/0

(2) 1x4+/2/2 // (2) 2x3+/4/1

(4) 1x4+/2/2 // (3) 2x3+/3/1

[Fwd2] // (1)

Light Phased Particle Battery [TL 1] (Inc/Acr)

(1) 2x2+/1/1

(3) 1x3+/2/1

[FX] |[FX] // (1)

Equipment: Countermeasures (3) (OOO) (2)

Traits: Bulkheads (1)

Munitions:

New Destroyer (125)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

Screens: 1

Hull: [*]-3-2-1

Fractional Engines: 18-9

Weapons: 6-3

Shields: 1-1

Phased Particle Battery [TL 1] (Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FX] [FX] |[AX] // (2)

New Plasma Torpedo Bank ©©© [TL 1]

(Mdl/SLn/Knt/Slw-3) // -Flash Mode ©©© [TL 1]

(NPr/Rp6/Prx/Acr/Slw-3)

(1) 1x3+/2/2 // (1) 0x3+/0/0

(2) 1x4+/2/2 // (2) 2x3+/4/1

(4) 1x4+/2/2 // (3) 2x3+/3/1

[Fwd2] |[P+S2] // (1)

Equipment: Countermeasures (1) (O) (1)

Traits: Bulkheads (1)

Munitions:

New Heavy Destroyer (179)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

Screens: 2-1

Hull: [*]-4-3-2-1

Fractional Engines: 18-12-6

Weapons: 8-6-3

Shields: 1-1-1

Phased Particle Battery [TL 1] (Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[FX] [FX] |[AX] [AX] // (2)

New Plasma Torpedo Bank ©©© [TL 1]

(Mdl/SLn/Knt/Slw-3) // -Flash Mode ©©© [TL 1]

(NPr/Rp6/Prx/Acr/Slw-3)

(1) 1x3+/2/2 // (1) 0x3+/0/0

(2) 1x4+/2/2 // (2) 2x3+/4/1

(4) 1x4+/2/2 // (3) 2x3+/3/1

[Fwd2] |[P+S2] |[P+S2] // (2)

Equipment: Countermeasures (1) (O) (1)

Traits: Bulkheads (1)

Munitions:

New Sloop (129)

-Tech: Engine: 2 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: 14-7

Weapons: 9-5

Shields: 4-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

New Class-1 Railgun [TL 1] (-) // -Shock Mode [TL 1]
(Cts)

(2) 1x2+/1/2 // (1) 1x2+/1/2

(8) 1x3+/1/2 // (3) 1x3+/1/2

(10) 1x4+/1/2 // (4) 1x4+/1/2

[LP] |[RP] |[LA] |[RA] // (2)

Phased Particle Battery [TL 1] (Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] |[RP] |[LA] |[RA] // (2)

Equipment: Countermeasures (1) (O) (1)

Traits:

Munitions:

New Light Cruiser (208)

-Tech: Engine: 2 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: 14-10-5
Weapons: 11-8-4
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

New Class-1 Railgun [TL 1] (-) // -Shock Mode [TL 1] (Cts)

(2) 1x2+/1/2 // (1) 1x2+/1/2
(8) 1x3+/1/2 // (3) 1x3+/1/2
(10) 1x4+/1/2 // (4) 1x4+/1/2
[FPS2] |[FPS2] |[APS2] |[APS2] // (2)

Phased Particle Battery [TL 1] (Acr)

(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

New Rocket Launcher © [TL 1] (NPr/Rpt/Acr/Slw) // -
Concussion Mode © [TL 1] (NPr/SLn/Slw)

(5) 1x2+/2/1 // (4) 1x4+/1/3
[P+S] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

New Heavy Cruiser (342)

-Tech: Engine: 2 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: 8-7-6-5-4-3-2-1
Fractional Engines: 14-11-7-4
Weapons: 14-11-7-4
Shields: 8-6-4-2
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

New Class-2 Railgun Turret [TL 1] (-) // -Shock Mode [TL 1] (Cts)

(2) 1x2+/2/2 // (2) 1x2+/2/2
(10) 1x3+/2/2 // (6) 1x3+/2/2
(15) 1x3+/2/2 // (7) 1x4+/2/2
[FPS] |[FPS] |[APS] |[APS] // (2)

Phased Particle Battery [TL 1] (Acr)

(2) 1x3+/3/1
(4) 1x3+/2/1
[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

New Rocket Launcher © [TL 1] (NPr/Rpt/Acr/Slw) // -
Concussion Mode © [TL 1] (NPr/SLn/Slw)

(5) 1x2+/2/1 // (4) 1x4+/1/3
[P+S] |[P+S] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

New Battlecruiser (1160)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 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: 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

Fractional Engines: 13-12-11-10-9-8-7-6-5-4-3-2

Weapons: 49-45-41-37-33-29-25-21-17-13-9-5

Shields: 10-10-9-8-7-6-5-5-4-3-2-1

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

New Class-4 Railgun Turret [TL 1] (-) // -Shock Mode
[TL 1] (Cts/Rp6)

(3) 1x2+/2/4 // (2) 1x2+/2/3

(14) 1x3+/2/4 // (6) 1x3+/2/3

(20) 1x3+/2/4 // (8) 1x3+/2/3

[FX] |[FX] |[FX] |[AX] |[AX] // (3)

New Class-1 Railgun [TL 1] (-) // -Shock Mode [TL 1]
(Cts)

(2) 1x2+/1/2 // (1) 1x2+/1/2

(8) 1x3+/1/2 // (3) 1x3+/1/2

(10) 1x4+/1/2 // (4) 1x4+/1/2

[LP2] [LP2] |[RP2] [RP2] |[PP2] [PP2] [PP2] |[SS2]

[SS2] [SS2] |[LA2] [LA2] |[RA2] [RA2] | // (7)

Phased Particle Battery [TL 1] (Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]

[PP] [PP] |[SS] [SS] [SS] [SS] [SS] [SS] [SS] |[LA] [LA]

[LA] |[RA] [RA] [RA] | // (13)

New Rocket Launcher © [TL 1] (NPr/Rpt/Acr/Slw) // -
Concussion Mode © [TL 1] (NPr/SLn/Slw)

(5) 1x2+/2/1 // (4) 1x4+/1/3

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

New Battleship (1457)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 10-9-8-7-6-5-4-3-2-1

-Port: 22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-
6-5-4-3-2-1

-Stbd: 22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-
7-6-5-4-3-2-1

-Aft: 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

Fractional Engines: 11-11-10-9-8-7-6-5-4-3-2-1

Weapons: 55-51-46-42-37-33-28-23-19-14-10-5

Shields: 12-11-10-9-8-7-6-5-4-3-2-1

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

New Class-5 Railgun Turret [TL 1] (-) // -Shock Mode
[TL 1] (Cts/Rp6)

(6) 1x2+/2/5 // (2) 1x2+/2/4

(22) 1x3+/2/5 // (8) 1x3+/2/4

[FX] |[FX] |[FX] |[AX] |[AX] // (3)

New Class-1 Railgun [TL 1] (-) // -Shock Mode [TL 1]
(Cts)

(2) 1x2+/1/2 // (1) 1x2+/1/2

(8) 1x3+/1/2 // (3) 1x3+/1/2

(10) 1x4+/1/2 // (4) 1x4+/1/2

[LP2] [LP2] |[RP2] [RP2] |[PP2] [PP2] [PP2] [PP2]

|[SS2] [SS2] [SS2] [SS2] |[LA2] [LA2] |[RA2] [RA2] | //

(8)

Phased Particle Battery [TL 1] (Acr)

(2) 1x3+/3/1

(4) 1x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP]

[PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] [SS] [SS] [SS]

|[LA] [LA] [LA] |[RA] [RA] [RA] | // (14)

New Rocket Launcher © [TL 1] (NPr/Rpt/Acr/Slw) // -
Concussion Mode © [TL 1] (NPr/SLn/Slw)

(5) 1x2+/2/1 // (4) 1x4+/1/3

[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Equipment: (0)

Traits: Ionized Hull

Munitions: