

BACK ON THE ROAD

A SUE:RA Supplement

By murtalianconfederacy (April 2023)

This supplement was designed in the aftermath of the supplements designed between January and March 2023, when I decided to try other styles of supplements. As so often happens after a major supplement design process, I often try several different ideas out before settling on one, or maybe two. Three major ideas took hold:

- 1) A WW2-style supplement, similar to the previous supplements but with fighters and, consequently, using the Defensive trait and, in a novel idea, using the Accurate trait as-written.
- 2) An ironclad-style supplement, based on the Old ships in the previous supplement(s).
- 3) A revisit of 'The Stars Fantastic', based upon some of the ideas from 1) and 2)

After working on 'Recursive Fantasy', I worked on idea 1), and made much more progress than I had before. However, it's not a true WW2-style supplement, rather a WW2 where different designs were used—no triple turrets, for one thing, and pre-dreadnought cruiser-type designs remained popular due to their ability to be used for less fleet-oriented roles.

The major breakthrough came when I decided to use some unofficial weapon traits, based upon previous ruleset's traits. This supplement introduces three new traits: Cumbersome (Cmb), Fighter-Exclusive (FEx) and Fighter-Optimised (FOp).

Cumbersome (Cmb): Weapons with this trait may not engage tiny targets at all. Modifier: x0.7

Fighter-Exclusive (FEx): Weapons with this trait may *only* engage tiny targets, but still suffers a -1 penalty to do so. Modifier: x0.6

Fighter-Optimised (FOp): This trait combines the Accurate and the Fighter-Exclusive trait: weapons with this trait may *only* engage tiny targets, but ignores the -1 penalty. Modifier: x0.8

(strictly speaking it should be x0.78, but I decided to round it up to make the maths easier)

Example of how the traits operate

A seeker flight ends the movement phase five hexes away from a ship with a Range-6, 4x3+/1/1, Guided weapon. As it's on course to attack the ship, the ship's owner decides to engage the flight with the weapon.

- If the weapon has the Cmb trait, the weapon may not engage.
- If the weapon has the FEx trait, the weapon may engage, but only TH rolls of 4 or better score hits.
- If the weapon has the FOp trait, the weapon may engage, with TH rolls of 3 or better scoring hits.

This is a 'cluster-style' supplement. There is no background at all, as this supplement is very similar to the supplements designed during January and March 2023.

Movement Rules in Effect

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.

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

Weapons in Use in the setting

The principle weapons in the setting are the railguns and their smaller cousins the chainguns. Chainguns are characterised by either being capable of hitting fighters, or only being used to engage fighters. The lightest railguns and single class-1 railguns can be used to engage fighters, but class-1 turrets and all class-2 and above railguns simply don't have a realistic chance of hitting fighters.

There are several special batteries in use: the heavy-hitting **plasma torpedo** which comes in either rack, tube or bank form; the **rocket** and **concussion rocket**, which are combined in light and standard rocket launchers; the **EMP rocket** and **neutron rocket**, which are combined in the light patrol and patrol rocket launchers; the **guided rocket** which is a heavy rocket used to target specific targets; the **anti-subspace rocket or mortar**; and the decidedly un-WW2-like weapon the **ion cannon**. Escorts and subspace vessels are primarily armed with special batteries with supporting chainguns and, if possible, railguns, and some cruiser variants mount special batteries to augment their primary batteries.

There is one final weapon type: the plasma cascade which is used exclusively by subspace vessels.

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

	Equivalent	Single Mount	Dual Mount
Light Chaingun	Less than 2"	1 (without AEGIS) 1.5 (with AEGIS)	--
Heavy Chaingun	2-3"	3	--
Class-0:	4"	5 (4.9)	9
Class-1:	5-6"	8	12
Class-2:	7-8"	10 (9.9)	18
Class-3:	9.2-10"	15	27 (26.9)
Class-4:	11"	25	45
Class-5:	12-13.5"	35	63
Class-6:	15-16"	50	90

Fighter Flights

In an attempt to have fighter attacks that more closely match how fighters attacked in WW2 naval warfare, I decided to create fighter variants with ammunition limits. First, I inputted the 'bomber', the 'interceptor' and 'shuttlecraft' anti-ship attacks into my Shipbuilder, then created batteries that matched them for SU value and range. There are three 'bomber' variants, and one 'interceptor' and 'shuttlecraft' variant. Below is the table showing the working-out. The top three are the 'standard' bomber, interceptor and shuttlecraft, while the bottom five are the variants used in this supplement.

Name	Range	ROF	ACC	IMP	DMG	Traits			
Bomber Anti-Ship Attack	1	5	4+	1	1				
Interceptor Anti-Ship Attack	1	5	6+	1	1				
Shuttlecraft Anti-Ship Attack	1	1	5+	1	1				
Torpedo Bomber Attack	1	5	5+	1	1	Mdl	SLn	Cts	Exp
Heavy Rocket Bomber Attack	1	5	4+	1	3	Pr1	SLn		Exp
Light Rocket Bomber Attack	1	5	3+	1	2	Pr1	SLn		Exp
Chaingun Attack	1	5	3+	1	1	NPr	Inc		Ex4
Heavy Chaingun Attack	1	1	3+	1	2	NPr	Inc	Rp6	Ex4

Fighters that expend all their attacks can reload by being recovered by a carrier and spending one full turn on-board the carrier. Bombers can change between torpedo, heavy rocket and light rocket attacks when reloading, but changing between modes takes one extra turn.

STANDARD NAVAL VESSELS

Lighter vessels, collectively known as escorts, are armed with a variety of special batteries. The lightest escorts focus on racks while the larger escorts use launchers, tubes or banks.

Torpedo Boat (36)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Hull: 1

Fractional Engines: 16-8

Weapons: 11-6

Shields: 0-0

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[TT] [TT] // (1)

Plasma Torpedo Rack (Mdl/SLn/Knt/Cmb/Exp)

(2) 1x5+/1/2

[FX] @ [FX] @ [FX] @ [FX] @ // (2)

Equipment: AEGIS Fire Control (O), Stealth (2) (OO) (2)

Traits:

Munitions:

Rocket Boat (36)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Hull: 1

Fractional Engines: 16-8

Weapons: 11-6

Shields: 0-0

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[TT] [TT] // (1)

Rocket Rack (NPr/Rp6/Acr/Exp)

(1) 3x2+/2/1

(2) 2x2+/2/1

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

Concussion Rocket Rack (NPr/SLn/Rp6/Cmb/Exp)

(1) 2x2+/2/3

(2) 1x2+/2/3

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

Equipment: AEGIS Fire Control (O), Stealth (2) (OO) (2)

Traits:

Munitions:

Patrol Boat (36)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Hull: 1

Fractional Engines: 16-8

Weapons: 10-5

Shields: 0-0

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[TT] [TT] // (1)

Neutron Rocket Rack (NPr/Inc/Lnc/Dly/Cmb/Exp)

(1) 0x2+/0/0

(2) 2x2+/2/2

[FX] @ [FX] @ // (1)

Guided Rocket Pack (Pnp/Lnc/Cmb/Exp)

(1) 3x2+/2/1

(2) 3x3+/2/1

[FX] @ // (1)

Equipment: AEGIS Fire Control (O), Stealth (2) (OO) (2)

Traits:

Munitions:

AS Escort (36)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Hull: 1

Fractional Engines: 16-8

Weapons: 11-6

Shields: 0-0

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[TT] [TT] // (1)

AS Rocket Pack (NPr/Prx/Rp6/Acr/Exp)

(1) 0x2+/0/0

(2) 2x2+/2/1

[FX] @ [FX] @ [FX] @ [FX] @ // (2)

Equipment: AEGIS Fire Control (O), Stealth (2) (OO) (2)

Traits:

Munitions:

Disruptor Boat (32)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Hull: 1

Fractional Engines: 16-8

Weapons: 10-5

Shields: 0-0

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[TT] [TT] [TT] [TT] // (2)

Light Ion Cannon ©©© (Mdl/SLn/Inc/Dsr/Cmb/Slw-3)

(2) 1x3+/1/3

[FX] // (1)

Equipment: AEGIS Fire Control (O), Stealth (2) (OO) (2)

Traits:

Munitions:

Light Destroyer (68)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Screens: 1

Hull: 2-1

Fractional Engines: 16-8

Weapons: 16-8

Shields: 1-1

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

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

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Cmb/Slw-3) // -Flash Mode ©©© (NPr/Prx/Rp6/Acr/Slw-3)

(1) 1x5+/1/2 // (1) 0x2+/0/0

(2) 1x5+/1/2 // (2) 2x2+/1/1

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

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

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

Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Cmb/Slw-3) // -Flash Mode ©©© (NPr/Prx/Rp6/Acr/Slw-3)

(2) 1x4+/2/2 // (1) 0x2+/0/0

(3) 1x5+/2/2 // (2) 2x2+/2/1

[PP] |[SS] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits:

Munitions:

Light Rocket Destroyer (68)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Screens: 1

Hull: 2-1

Fractional Engines: 16-8

Weapons: 16-8

Shields: 1-1

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

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

Light Rocket Launcher © (NPr/Rp6/Acr/Slw) // - Concussion Mode © (NPr/SLn/Rp6/Cmb/Slw)

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

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

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

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

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

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // - Concussion Mode © (NPr/SLn/Rp6/Cmb/Slw)

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

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

[PP] |[SS] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits:

Munitions:

Light Patrol Destroyer (68)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Screens: 1

Hull: 2-1

Fractional Engines: 16-8

Weapons: 20-10

Shields: 1-1

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

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

Light Patrol Rocket Launcher ©

(NPr/Inc/Lnc/Cmb/Slw) //-Neutron Mode ©

(NPr/Inc/Lnc/Dly/Cmb/Slw)

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

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

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

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

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

Light Guided Rocket Launcher © (Pnp/Lnc/Cmb/Slw)

(1) 1x2+/2/1

(2) 1x3+/2/1

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

Equipment: AEGIS Fire Control (O) (1)

Traits:

Munitions:

Light AS Destroyer (66)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Screens: 1

Hull: 2-1

Fractional Engines: 16-8

Weapons: 12-6

Shields: 1-1

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

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

AS Mortar © (NPr/Prx/Slw)

(1) 0x2+/0/0

(3) 4x2+/1/1

[FX2] |[AX2] //(1)

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

[FX] //(1)

Equipment: AEGIS Fire Control (O) (1)

Traits:

Munitions:

Light Disruptor Destroyer (65)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Screens: 1

Hull: 2-1

Fractional Engines: 16-8

Weapons: 11-6

Shields: 1-1

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

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

Heavy Ion Cannon ©©© (Mdl/Lnc/Inc/Dsr/Cmb/Slw-3)

(3) 1x3+/1/3

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

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

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

Equipment: AEGIS Fire Control (O) (1)

Traits:

Munitions:

Destroyer (99)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Screens: 2-1

Hull: 3-2-1

Fractional Engines: 16-8

Weapons: 17-9

Shields: 1-1

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

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

Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Cmb/Slw-3) // -Flash Mode ©©© (NPr/Prx/Rp6/Acr/Slw-3)

(2) 1x4+/2/2 // (1) 0x2+/0/0

(3) 1x5+/2/2 // (2) 2x2+/2/1

[Fwd] |[PS] |[PS] |[Aft] // (2)

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

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

Equipment: AEGIS Fire Control (O) (1)

Traits:

Munitions:

Rocket Destroyer (99)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Screens: 2-1

Hull: 3-2-1

Fractional Engines: 16-8

Weapons: 17-9

Shields: 1-1

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

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

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Rp6/Cmb/Slw)

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

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

[Fwd] |[PS] |[PS] |[Aft] // (2)

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

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

Equipment: AEGIS Fire Control (O) (1)

Traits:

Munitions:

Patrol Destroyer (97)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Screens: 2-1

Hull: 3-2-1

Fractional Engines: 16-8

Weapons: 17-9

Shields: 1-1

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

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

Patrol Rocket Launcher © (NPr/Inc/Lnc/Cmb/Slw) // -

Neutron Mode © (NPr/Inc/Lnc/Dly/Cmb/Slw)

(2) 2x2+/2/2 // (1) 0x3+/0/0

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

[Fwd] |[PS] // (1)

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

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

Guided Rocket Launcher © (Pnp/Lnc/Rp6/Cmb/Slw)

(2) 1x2+/2/2

(3) 1x3+/2/2

[Fwd] |[PS] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits:

Munitions:

AS Destroyer (99)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Screens: 2-1

Hull: 3-2-1

Fractional Engines: 16-8

Weapons: 16-8

Shields: 1-1

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

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

AS Mortar © (NPr/Prx/Slw)

(1) 0x2+/0/0

(3) 4x2+/1/1

[FX2] |[PS2] |[AX2] // (2)

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

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

Equipment: AEGIS Fire Control (O) (1)

Traits:

Munitions:

Disruptor Destroyer (99)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Screens: 2-1

Hull: 3-2-1

Fractional Engines: 16-8

Weapons: 16-8

Shields: 1-1

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

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

Heavy Ion Cannon ©©© (Mdl/Lnc/Inc/Dsr/Cmb/Slw-3)

(3) 1x3+/1/3

[PS2] |[PS2] |[PS2] // (2)

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

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

Equipment: AEGIS Fire Control (O) (1)

Traits:

Munitions:

Pocket Cruiser (146)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Hull: 4-3-2-1
Fractional Engines: 14-7
Weapons: 22-11
Shields: 6-3
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-1 Railgun Turret (Rp6/Cmb)
(1) 1x2+/2/2
(6) 1x3+/2/2
[FX] [FX] |[AX] // (2)

Class-0 Railgun (Rp6/Acr)
(2) 1x3+/1/1
(4) 1x3+/1/1
[LP] |[RP] |[LA] |[RA] // (2)

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] |[RP] |[PP] |[SS] |[LA] |[RA] | // (3)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

Equipment: AEGIS Fire Control (O) (1)
Traits: Ionized Hull
Munitions:

Cruisers come in two styles: the 'fleet' cruisers which are armed with at least three, and typically four, heavy railgun turrets, lacking any 'special' batteries; and the 'standard' cruisers which have fewer of the heaviest railguns (in some cases heavier than their equivalent 'fleet' cruiser) in exchange for more lighter railguns and, more importantly, space for 'special' batteries—torpedoes, rockets or AS weapons.

Light Cruiser (188)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Hull: 5-4-3-2-1
Fractional Engines: 14-10-5
Weapons: 25-17-9
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-1 Railgun Turret (Rp6/Cmb)
(1) 1x2+/2/2
(6) 1x3+/2/2
[FX] [FX] |[AX] [AX] // (2)

Class-0 Railgun Turret (Rp6/Acr)
(2) 1x3+/2/1
(4) 1x3+/2/1
[LP] |[RP] |[LA] |[RA] // (2)

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

Equipment: AEGIS Fire Control (O) (1)
Traits: Ionized Hull
Munitions:

Medium Cruiser (228)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-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: 14-10-5
Weapons: 25-17-9
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun Turret (Rp6/Cmb) // -Shock Mode
(NPr/Cts/Rp6/Cmb)

(1) 1x3+/2/2 // (1) 1x3+/2/2
(7) 1x3+/2/2 // (3) 1x3+/2/2
[FX] |[FX] |[AX] |[AX] // (2)

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1
(4) 1x3+/2/1
[LP] |[RP] |[LA] |[RA] // (2)

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Heavy Cruiser (327)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-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: 35-27-18-9
Shields: 8-6-4-2
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-3 Railgun Turret (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

(1) 2x3+/1/3 // (1) 1x2+/2/2
(7) 1x3+/2/3 // (2) 1x3+/2/2
(8) 1x4+/2/3 // (3) 1x3+/2/2
[FX] |[FX] |[AX] |[AX] // (2)

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1
(4) 1x3+/2/1
[LP] |[RP] |[LA] |[RA] // (2)

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]
[LA] |[RA] [RA] | // (7)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[PS] [PS] [PS] [PS] |[AX] [AX] [AX]
[AX] // (6)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Supercruiser (452)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Fractional Engines: 14-12-10-7-5-3

Weapons: 41-35-28-21-14-7

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-4 Railgun Turret (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

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

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

(10) 1x3+/2/4 // (4) 1x4+/2/3

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

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]

[LA] |[RA] [RA] | // (7)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] [AX]

[AX] |[AX] [AX] [AX] [AX] // (8)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (1), Ionized Hull

Munitions:

3rd-Class Cruiser (150)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: 4-3-2-1

Fractional Engines: 14-7

Weapons: 25-13

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Class-1 Railgun (Rp6)

(1) 1x2+/1/2

(5) 1x3+/1/2

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

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

[LP] |[RP] |[LA] |[RA] // (2)

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Cmb/Slw-3) // -Flash Mode ©©© (NPr/Prx/Rp6/Acr/Slw-3)

(1) 1x5+/1/2 // (1) 0x2+/0/0

(2) 1x5+/1/2 // (2) 2x2+/1/1

[Port] |[Stbd] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Light Protected Cruiser (193)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Hull: 5-4-3-2-1
Fractional Engines: 14-10-5
Weapons: 33-22-11
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun (Rp6/Cmb) // -Shock Mode
(NPr/Cts/Rp6/Cmb)

(1) 1x3+/1/2 // (1) 1x3+/1/2
(7) 1x3+/1/2 // (3) 1x3+/1/2
[FX] |[AX] // (1)

Class-1 Railgun (Rp6)

(1) 1x2+/1/2
(5) 1x3+/1/2
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Class-0 Railgun Turret (Rp6/Acr)

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Cmb/Slw-3) // -Flash Mode ©©© (NPr/Prx/Rp6/Acr/Slw-3)

(1) 1x5+/1/2 // (1) 0x2+/0/0
(2) 1x5+/1/2 // (2) 2x2+/1/1
[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Protected Cruiser (234)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-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: 14-10-5
Weapons: 32-22-11
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-3 Railgun (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

(1) 1x3+/1/3 // (1) 1x2+/1/2
(7) 1x3+/1/3 // (2) 1x3+/1/2
(8) 1x4+/1/3 // (3) 1x3+/1/2
[FX] |[AX] // (1)

Class-1 Railgun (Rp6)

(1) 1x2+/1/2
(5) 1x3+/1/2
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Class-0 Railgun Turret (Rp6/Acr)

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Cmb/Slw-3) // -Flash Mode ©©© (NPr/Prx/Rp6/Acr/Slw-3)

(2) 1x4+/2/2 // (1) 0x2+/0/0
(3) 1x5+/2/2 // (2) 2x2+/2/1
[PS] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Light Armoured Cruiser (332)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-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: 45-34-23-12
Shields: 8-6-4-2
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-4 Railgun (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

(1) 1x3+/1/4 // (1) 1x2+/1/3
(8) 1x3+/1/4 // (3) 1x3+/1/3
(10) 1x3+/1/4 // (4) 1x4+/1/3
[FX] |[AX] // (1)

Class-1 Railgun (Rp6)

(1) 1x2+/1/2
(5) 1x3+/1/2
[FP] |[FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP] |[AS] | // (5)

Class-0 Railgun Turret (Rp6/Acr)

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]
[LA] |[RA] [RA] | // (7)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[PS] [PS] [PS] [PS] |[AX] [AX] [AX]
[AX] // (6)

Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Cmb/Slw-3) // -Flash Mode ©©© (NPr/Prx/Rp6/Acr/Slw-3)

(2) 1x4+/2/2 // (1) 0x2+/0/0
(3) 1x5+/2/2 // (2) 2x2+/2/1
[PP] |[SS] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Armoured Cruiser (472)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-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: [*]-11-10-9-8-7-6-5-4-3-2-1
Fractional Engines: 14-12-10-7-5-3
Weapons: 55-46-37-28-19-10
Shields: 8-7-6-4-3-2
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-4 Railgun Turret (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

(1) 1x3+/2/4 // (1) 1x2+/2/3
(8) 1x3+/2/4 // (3) 1x3+/2/3
(10) 1x3+/2/4 // (4) 1x4+/2/3
[FX] |[AX] // (1)

Class-1 Railgun (Rp6)

(1) 1x2+/1/2
(5) 1x3+/1/2
[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]
[AP] |[AS] [AS] | // (7)

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1
(4) 1x3+/2/1
[LP] |[RP] |[PP] |[SS] |[LA] |[RA] | // (3)

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]
[LA] |[RA] [RA] | // (7)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] [AX]
[AX] |[AX] [AX] [AX] [AX] // (8)

Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Cmb/Slw-3) // -Flash Mode ©©© (NPr/Prx/Rp6/Acr/Slw-3)

(2) 1x4+/2/2 // (1) 0x2+/0/0
(3) 1x5+/2/2 // (2) 2x2+/2/1
[PS] |[PS] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (1), Ionized Hull

Munitions:

3rd-Class Rocket Cruiser (150)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Hull: 4-3-2-1
Fractional Engines: 14-7
Weapons: 25-13
Shields: 6-3
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-1 Railgun (Rp6)
(1) 1x2+/1/2
(5) 1x3+/1/2
[FX] [FX] |[AX] [AX] // (2)

Class-0 Railgun (Rp6/Acr)
(2) 1x3+/1/1
(4) 1x3+/1/1
[LP] |[RP] |[LA] |[RA] // (2)

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] |[RP] |[PP] |[SS] |[LA] |[RA] | // (3)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

Light Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Rp6/Cmb/Slw)
(1) 1x2+/3/1 // (1) 1x3+/1/3
(2) 1x3+/3/1 // (2) 1x3+/1/3
[Port] |[Stbd] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Ionized Hull
Munitions:

Light Protected Rocket Cruiser (193)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Hull: 5-4-3-2-1
Fractional Engines: 14-10-5
Weapons: 33-22-11
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun (Rp6/Cmb) // -Shock Mode
(NPr/Cts/Rp6/Cmb)
(1) 1x3+/1/2 // (1) 1x3+/1/2
(7) 1x3+/1/2 // (3) 1x3+/1/2
[FX] |[AX] // (1)

Class-1 Railgun (Rp6)
(1) 1x2+/1/2
(5) 1x3+/1/2
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Class-0 Railgun Turret (Rp6/Acr)
(2) 1x3+/2/1
(4) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

Light Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Rp6/Cmb/Slw)
(1) 1x2+/3/1 // (1) 1x3+/1/3
(2) 1x3+/3/1 // (2) 1x3+/1/3
[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: AEGIS Fire Control (O) (1)
Traits: Ionized Hull
Munitions:

Protected Rocket Cruiser (234)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-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: 14-10-5
Weapons: 32-22-11
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-3 Railgun (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

(1) 1x3+/1/3 // (1) 1x2+/1/2
(7) 1x3+/1/3 // (2) 1x3+/1/2
(8) 1x4+/1/3 // (3) 1x3+/1/2
[FX] |[AX] // (1)

Class-1 Railgun (Rp6)

(1) 1x2+/1/2
(5) 1x3+/1/2
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Class-0 Railgun Turret (Rp6/Acr)

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Rp6/Cmb/Slw)

(2) 2x2+/3/1 // (1) 1x2+/2/3
(3) 2x3+/3/1 // (3) 1x3+/2/3
[PS] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Light Armoured Rocket Cruiser (332)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-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: 45-34-23-12
Shields: 8-6-4-2
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-4 Railgun (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

(1) 1x3+/1/4 // (1) 1x2+/1/3
(8) 1x3+/1/4 // (3) 1x3+/1/3
(10) 1x3+/1/4 // (4) 1x4+/1/3
[FX] |[AX] // (1)

Class-1 Railgun (Rp6)

(1) 1x2+/1/2
(5) 1x3+/1/2
[FP] |[FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP] |[AS] | // (5)

Class-0 Railgun Turret (Rp6/Acr)

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]
[LA] |[RA] [RA] | // (7)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[PS] [PS] [PS] [PS] |[AX] [AX] [AX]
[AX] // (6)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Rp6/Cmb/Slw)

(2) 2x2+/3/1 // (1) 1x2+/2/3
(3) 2x3+/3/1 // (3) 1x3+/2/3
[PP] |[SS] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Armoured Rocket Cruiser (472)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Fractional Engines: 14-12-10-7-5-3

Weapons: 55-46-37-28-19-10

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-4 Railgun Turret (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

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

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

(10) 1x3+/2/4 // (4) 1x4+/2/3

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

Class-1 Railgun (Rp6)

(1) 1x2+/1/2

(5) 1x3+/1/2

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]

[AP] |[AS] [AS] | // (7)

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]

[LA] |[RA] [RA] | // (7)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] [AX]

[AX] |[AX] [AX] [AX] [AX] // (8)

Standard Rocket Launcher © (NPr/Rp6/Acr/Slw) // -
Concussion Mode © (NPr/SLn/Rp6/Cmb/Slw)

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

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

[PS] |[PS] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (1), Ionized Hull

Munitions:

3rd-Class Patrol Cruiser (149)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: 4-3-2-1

Fractional Engines: 14-7

Weapons: 25-13

Shields: 6-3

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Class-1 Railgun (Rp6)

(1) 1x2+/1/2

(5) 1x3+/1/2

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

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

[LP] |[RP] |[LA] |[RA] // (2)

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

Light Patrol Rocket Launcher ©

(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©

(NPr/Inc/Lnc/Dly/Cmb/Slw)

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

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

[Port] |[Stbd] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Light Protected Patrol Cruiser (191)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Hull: 5-4-3-2-1
Fractional Engines: 14-10-5
Weapons: 33-22-11
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun (Rp6/Cmb) // -Shock Mode
(NPr/Cts/Rp6/Cmb)

(1) 1x3+/1/2 // (1) 1x3+/1/2
(7) 1x3+/1/2 // (3) 1x3+/1/2
[FX] |[AX] // (1)

Class-1 Railgun (Rp6)

(1) 1x2+/1/2
(5) 1x3+/1/2
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Class-0 Railgun Turret (Rp6/Acr)

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

Light Patrol Rocket Launcher ©

(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©
(NPr/Inc/Lnc/Dly/Cmb/Slw)
(2) 1x3+/2/2 // (1) 0x3+/0/0
(3) 1x3+/2/2 // (2) 1x3+/3/1
[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Protected Patrol Cruiser (232)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-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: 14-10-5
Weapons: 32-22-11
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-3 Railgun (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

(1) 1x3+/1/3 // (1) 1x2+/1/2
(7) 1x3+/1/3 // (2) 1x3+/1/2
(8) 1x4+/1/3 // (3) 1x3+/1/2
[FX] |[AX] // (1)

Class-1 Railgun (Rp6)

(1) 1x2+/1/2
(5) 1x3+/1/2
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Class-0 Railgun Turret (Rp6/Acr)

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

Patrol Rocket Launcher © (NPr/Inc/Lnc/Cmb/Slw) // -
Neutron Mode © (NPr/Inc/Lnc/Dly/Cmb/Slw)

(2) 2x2+/2/2 // (1) 0x3+/0/0
(4) 2x3+/2/2 // (2) 3x3+/2/2
[PS] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Light Armoured Patrol Cruiser (330)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-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: 45-34-23-12
Shields: 8-6-4-2
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-4 Railgun (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

(1) 1x3+/1/4 // (1) 1x2+/1/3
(8) 1x3+/1/4 // (3) 1x3+/1/3
(10) 1x3+/1/4 // (4) 1x4+/1/3
[FX] |[AX] // (1)

Class-1 Railgun (Rp6)

(1) 1x2+/1/2
(5) 1x3+/1/2
[FP] |[FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP] |[AS] | //
(5)

Class-0 Railgun Turret (Rp6/Acr)

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]
[LA] |[RA] [RA] | // (7)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[PS] [PS] [PS] [PS] |[AX] [AX] [AX]
[AX] // (6)

Patrol Rocket Launcher © (NPr/Inc/Lnc/Cmb/Slw) // -
Neutron Mode © (NPr/Inc/Lnc/Dly/Cmb/Slw)

(2) 2x2+/2/2 // (1) 0x3+/0/0
(4) 2x3+/2/2 // (2) 3x3+/2/2
[PP] |[SS] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Ionized Hull
Munitions:

Armoured Patrol Cruiser (469)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-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: [*]-11-10-9-8-7-6-5-4-3-2-1
Fractional Engines: 14-12-10-7-5-3
Weapons: 55-46-37-28-19-10
Shields: 8-7-6-4-3-2
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-4 Railgun Turret (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

(1) 1x3+/2/4 // (1) 1x2+/2/3
(8) 1x3+/2/4 // (3) 1x3+/2/3
(10) 1x3+/2/4 // (4) 1x4+/2/3
[FX] |[AX] // (1)

Class-1 Railgun (Rp6)

(1) 1x2+/1/2
(5) 1x3+/1/2
[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]
[AP] |[AS] [AS] | // (7)

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1
(4) 1x3+/2/1
[LP] |[RP] |[PP] |[SS] |[LA] |[RA] | // (3)

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]
[LA] |[RA] [RA] | // (7)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] [AX]
[AX] |[AX] [AX] [AX] [AX] // (8)

Patrol Rocket Launcher © (NPr/Inc/Lnc/Cmb/Slw) // -
Neutron Mode © (NPr/Inc/Lnc/Dly/Cmb/Slw)

(2) 2x2+/2/2 // (1) 0x3+/0/0
(4) 2x3+/2/2 // (2) 3x3+/2/2
[PS] |[PS] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Bulkheads (1), Ionized Hull
Munitions:

3rd-Class AS Cruiser (153)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Hull: 4-3-2-1
Fractional Engines: 14-7
Weapons: 25-13
Shields: 6-3
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-1 Railgun (Rp6)
(1) 1x2+/1/2
(5) 1x3+/1/2
[FX] [FX] |[AX] [AX] // (2)

Class-0 Railgun (Rp6/Acr)
(2) 1x3+/1/1
(4) 1x3+/1/1
[LP] |[RP] |[LA] |[RA] // (2)

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] |[RP] |[PP] |[SS] |[LA] |[RA] | // (3)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

AS Rocket Pack (NPr/Prx/Rp6/Acr/Exp)
(1) 0x2+/0/0
(2) 2x2+/2/1
[PS] @ [PS] @ // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Ionized Hull
Munitions:

Light Protected AS Cruiser (200)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Hull: 5-4-3-2-1
Fractional Engines: 14-10-5
Weapons: 33-22-11
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-2 Railgun (Rp6/Cmb) // -Shock Mode
(NPr/Cts/Rp6/Cmb)
(1) 1x3+/1/2 // (1) 1x3+/1/2
(7) 1x3+/1/2 // (3) 1x3+/1/2
[FX] |[AX] // (1)

Class-1 Railgun (Rp6)
(1) 1x2+/1/2
(5) 1x3+/1/2
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Class-0 Railgun Turret (Rp6/Acr)
(2) 1x3+/2/1
(4) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

AS Rocket Pack (NPr/Prx/Rp6/Acr/Exp)
(1) 0x2+/0/0
(2) 2x2+/2/1
[PS] @ [PS] @ [PS] @ [PS] @ // (2)

Equipment: AEGIS Fire Control (O) (1)
Traits: Ionized Hull
Munitions:

Protected AS Cruiser (234)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-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: 14-10-5
Weapons: 32-22-11
Shields: 6-4-2
-Fwd: 1
-Port: 2-1
-Stbd: 2-1
-Aft: 1

Class-3 Railgun (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

(1) 1x3+/1/3 // (1) 1x2+/1/2
(7) 1x3+/1/3 // (2) 1x3+/1/2
(8) 1x4+/1/3 // (3) 1x3+/1/2
[FX] |[AX] // (1)

Class-1 Railgun (Rp6)

(1) 1x2+/1/2
(5) 1x3+/1/2
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Class-0 Railgun Turret (Rp6/Acr)

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

AS Mortar © (NPr/Prx/Slw)

(1) 0x2+/0/0
(3) 4x2+/1/1
[PS2] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Light Armoured AS Cruiser (332)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-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: 45-34-23-12
Shields: 8-6-4-2
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-4 Railgun (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

(1) 1x3+/1/4 // (1) 1x2+/1/3
(8) 1x3+/1/4 // (3) 1x3+/1/3
(10) 1x3+/1/4 // (4) 1x4+/1/3
[FX] |[AX] // (1)

Class-1 Railgun (Rp6)

(1) 1x2+/1/2
(5) 1x3+/1/2
[FP] |[FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP] |[AS] | // (5)

Class-0 Railgun Turret (Rp6/Acr)

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]
[LA] |[RA] [RA] | // (7)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[PS] [PS] [PS] [PS] |[AX] [AX] [AX]
[AX] // (6)

AS Mortar © (NPr/Prx/Slw)

(1) 0x2+/0/0
(3) 4x2+/1/1
[PP2] |[SS2] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Armoured AS Cruiser (472)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Fractional Engines: 14-12-10-7-5-3

Weapons: 55-46-37-28-19-10

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-4 Railgun Turret (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

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

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

(10) 1x3+/2/4 // (4) 1x4+/2/3

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

Class-1 Railgun (Rp6)

(1) 1x2+/1/2

(5) 1x3+/1/2

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]

[AP] |[AS] [AS] | // (7)

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]

[LA] |[RA] [RA] | // (7)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] [AX]

[AX] |[AX] [AX] [AX] [AX] // (8)

AS Mortar © (NPr/Prx/Slw)

(1) 0x2+/0/0

(3) 4x2+/1/1

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

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (1), Ionized Hull

Munitions:

Light Monitor (153)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Hull: 4-3-2-1

Fractional Engines: 10-5

Weapons: 21-11

Shields: 8-4

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-2 Railgun Turret (Rp6/Cmb) // -Shock Mode
(NPr/Cts/Rp6/Cmb)

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

(7) 1x3+/2/2 // (3) 1x3+/2/2

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

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

[LP] |[RP] |[LA] |[RA] // (2)

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Monitor (206)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Hull: 5-4-3-2-1
Fractional Engines: 9-6-3
Weapons: 25-17-9
Shields: 10-7-4
-Fwd: 2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Class-2 Railgun Turret (Rp6/Cmb) // -Shock Mode
(NPr/Cts/Rp6/Cmb)

(1) 1x3+/2/2 // (1) 1x3+/2/2
(7) 1x3+/2/2 // (3) 1x3+/2/2
[FX] |[AX] // (1)

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1
(4) 1x3+/2/1
[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Light Defence Battleship (366)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Hull: 8-7-6-5-4-3-2-1
Fractional Engines: 9-7-5-3
Weapons: 35-27-18-9
Shields: 12-9-6-3
-Fwd: 3-2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 3-2-1

Class-4 Railgun Turret (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

(1) 1x3+/2/4 // (1) 1x2+/2/3
(8) 1x3+/2/4 // (3) 1x3+/2/3
(10) 1x3+/2/4 // (4) 1x4+/2/3
[FX] |[AX] // (1)

Class-0 Railgun Turret (Rp6/Acr)

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] [AX]
[AX] |[AX] [AX] [AX] [AX] // (8)

Class-1 Railgun Turret (Rp6/Cmb)

(1) 1x2+/2/2
(6) 1x3+/2/2
[FP] |[FS] |[AP] |[AS] // (2)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Defence Battleship (490)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-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: 8-7-5-4-2

Weapons: 61-49-37-25-13

Shields: 12-10-8-5-3

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-4 Railgun Turret (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

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

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

(10) 1x3+/2/4 // (4) 1x4+/2/3

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

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA]

[LA] |[RA] [RA] | // (7)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port]

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

[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[AX] [AX] [AX]

[AX] [AX] [AX] [AX] [AX] // (16)

Class-2 Railgun Turret (Rp6/Cmb) // -Shock Mode
(NPr/Cts/Rp6/Cmb)

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

(7) 1x3+/2/2 // (3) 1x3+/2/2

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

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Heavy Defence Battleship (631)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

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

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

Weapons: 67-59-51-42-34-26-17-9

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 (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

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

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

(10) 1x3+/2/6 // (4) 1x4+/2/4

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

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] |[SS]

[SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] | // (10)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port]

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

[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[AX] [AX] [AX]

[AX] [AX] [AX] [AX] [AX] // (16)

Class-2 Railgun Turret (Rp6/Cmb) // -Shock Mode
(NPr/Cts/Rp6/Cmb)

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

(7) 1x3+/2/2 // (3) 1x3+/2/2

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

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (4), Ionized Hull

Munitions:

Light THG Monitor (153)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Hull: 4-3-2-1
Fractional Engines: 10-5
Weapons: 21-11
Shields: 8-4
-Fwd: 2-1
-Port: 2-1
-Stbd: 2-1
-Aft: 2-1

Class-3 Railgun Turret (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

(1) 2x3+/1/3 // (1) 1x2+/2/2
(7) 1x3+/2/3 // (2) 1x3+/2/2
(8) 1x4+/2/3 // (3) 1x3+/2/2
[FX] // (1)

Class-0 Railgun (Rp6/Acr)

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] |[RP] |[PP] |[SS] |[LA] |[RA] | // (3)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

Class-3 Railgun (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

(1) 1x3+/1/3 // (1) 1x2+/1/2
(7) 1x3+/1/3 // (2) 1x3+/1/2
(8) 1x4+/1/3 // (3) 1x3+/1/2
[AX] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

THG Monitor (203)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Hull: 5-4-3-2-1
Fractional Engines: 9-6-3
Weapons: 25-17-9
Shields: 10-7-4
-Fwd: 2-1
-Port: 3-2-1
-Stbd: 3-2-1
-Aft: 2-1

Class-3 Railgun Turret (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

(1) 2x3+/1/3 // (1) 1x2+/2/2
(7) 1x3+/2/3 // (2) 1x3+/2/2
(8) 1x4+/2/3 // (3) 1x3+/2/2
[FX] // (1)

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1
(4) 1x3+/2/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

Class-3 Railgun (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

(1) 1x3+/1/3 // (1) 1x2+/1/2
(7) 1x3+/1/3 // (2) 1x3+/1/2
(8) 1x4+/1/3 // (3) 1x3+/1/2
[AX] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

Light FrS Defence Battleship (365)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 3-2-1

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

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

-Aft: 3-2-1

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

Fractional Engines: 9-7-5-3

Weapons: 33-25-17-9

Shields: 12-9-6-3

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun (Rp6/Cmb) // -Shock Mode (Cts/Rp6/Cmb)

(1) 1x3+/1/6 // (1) 1x2+/1/4

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

(10) 1x3+/1/6 // (4) 1x4+/1/4

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

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] |[AX] [AX] [AX] [AX] // (8)

Class-4 Railgun (Rp6/Cmb) // -Shock Mode (Cts/Rp6/Cmb)

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

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

(10) 1x3+/1/4 // (4) 1x4+/1/3

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

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

THG Defence Battleship (490)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-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: 8-7-5-4-2

Weapons: 63-51-38-26-13

Shields: 12-10-8-5-3

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (Rp6/Cmb) // -Shock Mode (Cts/Rp6/Cmb)

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

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

(10) 1x3+/2/6 // (4) 1x4+/2/4

[FX] // (1)

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA] [LA] |[RA] [RA] | // (7)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd]

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

Class-2 Railgun (Rp6/Cmb) // -Shock Mode (NPr/Cts/Rp6/Cmb)

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

(7) 1x3+/1/2 // (3) 1x3+/1/2

[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Class-5 Railgun (Rp6/Cmb) // -Shock Mode (Cts/Rp6/Cmb)

(1) 1x3+/1/6 // (1) 1x2+/1/4

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

(10) 1x3+/1/6 // (4) 1x4+/1/4

[AX] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits: Ionized Hull

Munitions:

THG Heavy Defence Battleship (624)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

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

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

Weapons: 67-59-51-42-34-26-17-9

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-6 Railgun Turret (Rp6/Cmb) // -Shock Mode (Cts/Rp6/Cmb)

(2) 1x2+/2/8 // (1) 1x2+/2/5

(9) 1x3+/2/8 // (3) 1x3+/2/5

(11) 1x3+/2/8 // (4) 1x3+/2/5

[FX] // (1)

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] | // (10)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd]

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

Class-2 Railgun (Rp6/Cmb) // -Shock Mode (NPr/Cts/Rp6/Cmb)

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

(7) 1x3+/1/2 // (3) 1x3+/1/2

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

Class-6 Railgun (Rp6/Cmb) // -Shock Mode (Cts/Rp6/Cmb)

(2) 1x2+/1/8 // (1) 1x2+/1/5

(9) 1x3+/1/8 // (3) 1x3+/1/5

(11) 1x3+/1/8 // (4) 1x3+/1/5

[AX] // (1)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (4), Ionized Hull

Munitions:

Battlecruiser (725)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 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: 4-3-2-1

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

Fractional Engines: 13-12-11-9-8-6-5-3-2

Weapons: 65-58-51-44-37-29-22-15-8

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

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-5 Railgun Turret (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

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

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

(10) 1x3+/2/6 // (4) 1x4+/2/4

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

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] |[SS]

[SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] | // (10)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port]

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

[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[AX] [AX] [AX]

[AX] [AX] [AX] [AX] [AX] // (16)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (3), Ionized Hull

Munitions:

Dreadnought (904)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Weapons: 70-65-59-53-47-41-35-30-24-18-12-6

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

Class-5 Railgun Turret (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

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

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

(10) 1x3+/2/6 // (4) 1x4+/2/4

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

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

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

[LA] |[RA] [RA] | // (6)

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] |[SS]

[SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] | // (10)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port]

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

[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[AX] [AX] [AX]

[AX] [AX] [AX] [AX] [AX] // (16)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (7), Ionized Hull

Munitions:

Superdreadnought (1036)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

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

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

-Aft: 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

Fractional Engines: 10-10-9-8-8-7-6-5-5-4-3-2-1

Weapons: 81-76-70-64-58-53-47-41-35-29-24-18-12-6

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

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-6 Railgun Turret (Rp6/Cmb) // -Shock Mode (Cts/Rp6/Cmb)

(2) 1x2+/2/8 // (1) 1x2+/2/5

(9) 1x3+/2/8 // (3) 1x3+/2/5

(11) 1x3+/2/8 // (4) 1x3+/2/5

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

Class-1 Railgun Turret (Rp6/Cmb)

(1) 1x2+/2/2

(6) 1x3+/2/2

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

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] [LA] |[RA] [RA] | // (6)

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] | // (10)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] |[AX] // (20)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (8), Ionized Hull

Munitions:

Fast Battleship (1104)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

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

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

-Aft: 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

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

Weapons: 83-78-72-67-61-56-50-45-39-34-28-23-17-12-6

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

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-6 Railgun Turret (Rp6/Cmb) // -Shock Mode (Cts/Rp6/Cmb)

(2) 1x2+/2/8 // (1) 1x2+/2/5

(9) 1x3+/2/8 // (3) 1x3+/2/5

(11) 1x3+/2/8 // (4) 1x3+/2/5

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

Class-1 Railgun Turret (Rp6/Cmb)

(1) 1x2+/2/2

(6) 1x3+/2/2

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

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] [LA] |[RA] [RA] | // (6)

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] | // (11)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[AX] [AX] [AX] [AX] [AX] [AX] [AX]
[AX] // (20)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (10), Ionized Hull

Munitions:

Juggernaut (1360)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Weapons: 97-92-87-81-76-71-65-60-54-49-44-38-33-27-22-17-11-6

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

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-6 Railgun Turret (Rp6/Cmb) // -Shock Mode (Cts/Rp6/Cmb)

(2) 1x2+/2/8 // (1) 1x2+/2/5

(9) 1x3+/2/8 // (3) 1x3+/2/5

(11) 1x3+/2/8 // (4) 1x3+/2/5

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

Class-1 Railgun Turret (Rp6/Cmb)

(1) 1x2+/2/2

(6) 1x3+/2/2

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

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] |[SS] [SS] |[LA] [LA] |[RA] [RA] | // (6)

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] | // (11)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] // (24)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (12), Ionized Hull

Munitions:

GrS Battlecruiser (734)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 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: 4-3-2-1

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

Fractional Engines: 13-12-11-9-8-6-5-3-2

Weapons: 79-71-62-53-44-36-27-18-9

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

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-4 Railgun Turret (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

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

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

(10) 1x3+/2/4 // (4) 1x4+/2/3

[FX] |[FP] |[FS] |[AP] |[AS] |[AX] | // (3)

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] |[SS]

[SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] | // (10)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port]

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

[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[AX] [AX] [AX]

[AX] [AX] [AX] [AX] [AX] // (16)

Class-1 Railgun (Rp6)

(1) 1x2+/1/2

(5) 1x3+/1/2

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

[AP] |[AS] [AS] | // (6)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (3), Ionized Hull

Munitions:

GrS Dreadnought (907)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Weapons: 79-73-66-60-53-47-40-33-27-20-14-7

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

Class-5 Railgun Turret (Rp6/Cmb) // -Shock Mode
(Cts/Rp6/Cmb)

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

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

(10) 1x3+/2/6 // (4) 1x4+/2/4

[FX] |[FP] |[FS] |[AP] |[AS] |[AX] | // (3)

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] |[SS]

[SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] | // (10)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port]

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

[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[AX] [AX] [AX]

[AX] [AX] [AX] [AX] [AX] // (16)

Class-1 Railgun (Rp6)

(1) 1x2+/1/2

(5) 1x3+/1/2

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

[AP] |[AS] [AS] | // (6)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (7), Ionized Hull

Munitions:

GrS Superdreadnought (1049)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

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

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

-Aft: 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

Fractional Engines: 10-10-9-8-8-7-6-5-5-4-3-3-2-1

Weapons: 93-87-80-74-67-60-54-47-40-34-27-20-14-7

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

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (Rp6/Cmb) // -Shock Mode (Cts/Rp6/Cmb)

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

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

(10) 1x3+/2/6 // (4) 1x4+/2/4

[FX] |[LP] |[RP] |[LA] |[RA] |[AX] | // (3)

Class-1 Railgun (Rp6)

(1) 1x2+/1/2

(5) 1x3+/1/2

[FP] [FP] |[FS] [FS] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] |[AP] [AP] |[AS] [AS] | // (7)

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] [LA] |[RA] [RA] | // (6)

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] | // (10)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] // (20)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (8), Ionized Hull

Munitions:

Fast GrS Battleship (1119)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

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

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

-Aft: 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

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

Weapons: 95-89-83-76-70-64-57-51-45-38-32-26-19-13-7

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

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (Rp6/Cmb) // -Shock Mode (Cts/Rp6/Cmb)

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

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

(10) 1x3+/2/6 // (4) 1x4+/2/4

[FX] |[LP] |[RP] |[LA] |[RA] |[AX] | // (3)

Class-1 Railgun (Rp6)

(1) 1x2+/1/2

(5) 1x3+/1/2

[FP] [FP] |[FS] [FS] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] |[AP] [AP] |[AS] [AS] | // (7)

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] [LA] |[RA] [RA] | // (6)

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] | // (11)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] |[AX] // (20)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (10), Ionized Hull

Munitions:

GrS Juggernaut (1372)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Weapons: 111-105-99-93-87-81-74-68-62-56-50-44-37-31-25-19-13-7

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

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (Rp6/Cmb) // -Shock Mode (Cts/Rp6/Cmb)

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

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

(10) 1x3+/2/6 // (4) 1x4+/2/4

[FX] |[FX] |[PS] [PS] |[PS] [PS] |[AX] |[AX] | // (4)

Class-1 Railgun (Rp6)

(1) 1x2+/1/2

(5) 1x3+/1/2

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

(10)

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] |[SS] [SS] |[LA] [LA] |[RA] [RA] | // (6)

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] | // (11)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port]

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

[Stbd] [Stbd] [Stbd] |[AX] [AX] [AX] [AX] [AX] [AX] [AX] [AX] // (24)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (12), Ionized Hull

Munitions:

Escort Carrier (246)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-Port: 2-1

-Stbd: 2-1

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

Fractional Engines: 14-10-5

Weapons: 11-8-4

Shields: 4-3-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] //(4)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (2), Carrier (3), Ionized Hull, Cargo

[Military] (2), Repair (1)

Munitions:

Light Carrier (485)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 1

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

Fractional Engines: 14-11-7-4

Weapons: 17-13-9-5

Shields: 4-3-2-1

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] |[PS] [PS] [PS] [PS] |[AX] [AX] [AX]

[AX] //(6)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (1), Carrier (6), Launch Tubes,

Ionized Hull, Cargo [Military] (4), Repair (2)

Munitions:

Light Fleet Carrier (749)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Hull: [*]-[*]-10-9-8-7-6-5-4-3-2-1
Fractional Engines: 14-12-10-7-5-3
Weapons: 45-38-30-23-15-8
Shields: 4-4-3-2-2-1
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-0 Railgun (Rp6/Acr)
(2) 1x3+/1/1
(4) 1x3+/1/1
[FX] |[FX] |[AX] |[AX] //(2)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port]
[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port]
[Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd]
[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[AX] [AX] [AX]
[AX] [AX] [AX] [AX] [AX] //(20)

Equipment: AEGIS Fire Control (O) (1)
Traits: Bulkheads (2), Carrier (9), Launch Tubes,
Ionized Hull, Cargo [Military] (6), Repair (3)
Munitions:

Fleet Carrier (998)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Hull: [*]-[*]-[*]-[*]-[*]-13-12-11-10-9-8-7-6-5-4-3-2-1
Fractional Engines: 13-12-11-9-8-6-5-3-2
Weapons: 53-48-42-36-30-24-18-12-6
Shields: 4-4-4-3-3-2-2-1-1
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-0 Railgun Turret (Rp6/Acr)
(2) 1x3+/2/1
(4) 1x3+/2/1
[FX] |[FX] |[AX] |[AX] //(2)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port]
[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port]
[Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd]
[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd]
[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[AX] [AX] [AX]
[AX] [AX] [AX] [AX] [AX] //(24)

Equipment: AEGIS Fire Control (O) (1)
Traits: Bulkheads (5), Carrier (12), Launch Tubes,
Ionized Hull, Cargo [Military] (8), Hospital (1), Repair
(4)
Munitions:

Heavy Fleet Carrier (1418)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-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: [*]-[*]-[*]-[*]-[*]-[*]-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: 69-64-58-52-46-41-35-29-23-18-12-6

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

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd]

|[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port]

[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port]

|[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd]

[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd]

|[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] |[FX] [FX]

[FX] [FX] [FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] [AX]

[AX] [AX] [AX] | // (32)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (7), Carrier (18), Launch Tubes,

Ionized Hull, Cargo [Military] (12), Hospital (1), Repair (6)

Munitions:

Light Troop Carrier (145)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-Port: 2-1

-Stbd: 2-1

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

Fractional Engines: 14-10-5

Weapons: 11-8-4

Shields: 4-3-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] // (4)

Equipment: AEGIS Fire Control (O) (1)

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

Repair (1), Transport (2)

Munitions:

Shuttlecraft: 5-4-3-2-1

Troop carriers are based on carrier hulls

Troop Carrier (252)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Hull: [*]-7-6-5-4-3-2-1
Fractional Engines: 14-11-7-4
Weapons: 17-13-9-5
Shields: 4-3-2-1
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-0 Railgun (Rp6/Acr)
(2) 1x3+/1/1
(4) 1x3+/1/1
[FX] |[FX] |[AX] |[AX] //(2)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] [FX] [FX] |[PS] [PS] [PS] [PS] |[AX] [AX] [AX]
[AX] //(6)

Equipment: AEGIS Fire Control (O) (1)
Traits: Bulkheads (1), Ionized Hull, Cargo [Military] (4),
Repair (2), Transport (5)
Munitions:
Shuttlecraft: 10-9-8-7-6-5-4-3-2-1

Heavy Troop Carrier (403)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Hull: [*]-[*]-10-9-8-7-6-5-4-3-2-1
Fractional Engines: 14-12-10-7-5-3
Weapons: 45-38-30-23-15-8
Shields: 4-4-3-2-2-1
-Fwd: 1
-Port: 1
-Stbd: 1
-Aft: 1

Class-0 Railgun (Rp6/Acr)
(2) 1x3+/1/1
(4) 1x3+/1/1
[FX] |[FX] |[AX] |[AX] //(2)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port]
[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port]
[Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd]
[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[AX] [AX] [AX]
[AX] [AX] [AX] [AX] [AX] //(20)

Equipment: AEGIS Fire Control (O) (1)
Traits: Bulkheads (2), Ionized Hull, Cargo [Military] (6),
Repair (3), Transport (8)
Munitions:
Shuttlecraft: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Light Assault Transport (483)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 2-1

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

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

-Aft: 2-1

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

Fractional Engines: 13-12-11-9-8-6-5-3-2

Weapons: 53-48-42-36-30-24-18-12-6

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

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] [FX] [FX] [FX] [FX] |[Port] [Port]

[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port]

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

[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd]

[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[AX] [AX] [AX]

[AX] [AX] [AX] [AX] [AX] //(24)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (5), Ionized Hull, Cargo [Military] (8),

Hospital (4), Repair (4), Transport (8)

Munitions:

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

Assault Transport (619)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

-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: [*]-[*]-[*]-[*]-[*]-[*]-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: 69-64-58-52-46-41-35-29-23-18-12-6

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

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-0 Railgun Turret (Rp6/Acr)

(2) 1x3+/2/1

(4) 1x3+/2/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd]

|[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port]

[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port]

|[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd]

[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd]

|[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] |[FX] [FX]

[FX] [FX] [FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] [AX]

[AX] [AX] [AX] | //(32)

Equipment: AEGIS Fire Control (O) (1)

Traits: Bulkheads (7), Ionized Hull, Cargo [Military]

(12), Hospital (6), Repair (6), Transport (12)

Munitions:

Shuttlecraft: 20-19-18-17-16-15-14-13-12-11-10-9-8-

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

Light Torpedo Subspace Vessel (20)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] // (1)

Plasma Torpedo Rack (Mdl/SLn/Knt/Cmb/Exp)

(2) 1x5+/1/2
[Fwd] @ [Fwd] @ // (1)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Cmb/Slw-

3) // -Flash Mode ©©© (NPr/Prx/Rp6/Acr/Slw-3)
(1) 1x5+/1/2 // (1) 0x2+/0/0
(2) 1x5+/1/2 // (2) 2x2+/1/1
[Fwd] // (1)

Equipment: Cloaking Device (O), Stealth (2) (OO) (2)

Traits:

Munitions:

Light Rocket Subspace Vessel (20)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] // (1)

Rocket Rack (NPr/Rp6/Acr/Exp)

(1) 3x2+/2/1
(2) 2x2+/2/1
[Fwd] @ [Fwd] @ // (1)

Light Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Rp6/Cmb/Slw)
(1) 1x2+/3/1 // (1) 1x3+/1/3
(2) 1x3+/3/1 // (2) 1x3+/1/3
[Fwd] // (1)

Equipment: Cloaking Device (O), Stealth (2) (OO) (2)

Traits:

Munitions:

Light CR Subspace Vessel (20)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] // (1)

Concussion Rocket Rack (NPr/SLn/Rp6/Cmb/Exp)

(1) 2x2+/2/3
(2) 1x2+/2/3
[Fwd] @ [Fwd] @ // (1)

Light Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Rp6/Cmb/Slw)
(1) 1x2+/3/1 // (1) 1x3+/1/3
(2) 1x3+/3/1 // (2) 1x3+/1/3
[Fwd] // (1)

Equipment: Cloaking Device (O), Stealth (2) (OO) (2)

Traits:

Munitions:

Light Subspace Raider (20)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] // (1)

Neutron Rocket Rack (NPr/Inc/Lnc/Dly/Cmb/Exp)

(1) 0x2+/0/0
(2) 2x2+/2/2
[Fwd] @ [Fwd] @ // (1)

Light Patrol Rocket Launcher ©

(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©
(NPr/Inc/Lnc/Dly/Cmb/Slw)
(2) 1x3+/2/2 // (1) 0x3+/0/0
(3) 1x3+/2/2 // (2) 1x3+/3/1
[Fwd] // (1)

Equipment: Cloaking Device (O), Stealth (2) (OO) (2)

Traits:

Munitions:

Light GR Subspace Vessel (20)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Hull: 1

Fractional Engines: 4-2

Weapons: 7-4

Shields: 0-0

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] // (1)

Guided Rocket Pack (Pnp/Lnc/Cmb/Exp)

(1) 3x2+/2/1

(2) 3x3+/2/1

[Fwd] @ // (1)

Light Guided Rocket Launcher © (Pnp/Lnc/Cmb/Slw)

(1) 1x2+/2/1

(2) 1x3+/2/1

[Fwd] // (1)

Equipment: Cloaking Device (O), Stealth (2) (OO) (2)

Traits:

Munitions:

Sniper Subspace Vessel (61)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Hull: 2-1

Fractional Engines: 6-3

Weapons: 20-10

Shields: 0-0

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] // (2)

Light Guided Rocket Launcher © (Pnp/Lnc/Cmb/Slw)

(1) 1x2+/2/1

(2) 1x3+/2/1

[Fwd] [Fwd] [Fwd] [Fwd] | [Fwd] [Fwd] [Fwd] [Fwd]

| [Aft] [Aft] [Aft] [Aft] // (6)

Plasma Cascade ©© (Mdl/Lnc/Cmb/Slw-2)

(2) 1x2+/2/1

[FR4] // (1)

Equipment: Cloaking Device (O), Stealth (2) (OO) (2)

Traits:

Munitions:

Strike Subspace Vessel (61)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Hull: 2-1

Fractional Engines: 6-3

Weapons: 20-10

Shields: 0-0

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] // (2)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Cmb/Slw-3) // -Flash Mode ©©© (NPr/Prx/Rp6/Acr/Slw-3)

(1) 1x5+/1/2 // (1) 0x2+/0/0

(2) 1x5+/1/2 // (2) 2x2+/1/1

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

Plasma Cascade ©© (Mdl/Lnc/Cmb/Slw-2)

(2) 1x2+/2/1

[FR4] // (1)

Light Rocket Launcher © (NPr/Rp6/Acr/Slw) // -Concussion Mode © (NPr/SLn/Rp6/Cmb/Slw)

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

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

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

Light Guided Rocket Launcher © (Pnp/Lnc/Cmb/Slw)

(1) 1x2+/2/1

(2) 1x3+/2/1

[Fwd] | [Fwd] // (1)

Equipment: Cloaking Device (O), Stealth (2) (OO) (2)

Traits:

Munitions:

Attack Subspace Vessel (61)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Hull: 2-1

Fractional Engines: 6-3

Weapons: 20-10

Shields: 0-0

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] // (2)

Light Rocket Launcher © (NPr/Rp6/Acr/Slw) // -

Concussion Mode © (NPr/SLn/Rp6/Cmb/Slw)

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

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

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

Plasma Cascade ©© (Mdl/Lnc/Cmb/Slw-2)

(2) 1x2+/2/1

[FR4] // (1)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Cmb/Slw-3) // -Flash Mode ©©© (NPr/Prx/Rp6/Acr/Slw-3)

(1) 1x5+/1/2 // (1) 0x2+/0/0

(2) 1x5+/1/2 // (2) 2x2+/1/1

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

Light Guided Rocket Launcher © (Pnp/Lnc/Cmb/Slw)

(1) 1x2+/2/1

(2) 1x3+/2/1

[Fwd] |[Fwd] // (1)

Equipment: Cloaking Device (O), Stealth (2) (OO) (2)

Traits:

Munitions:

Subspace Raider (59)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Hull: 2-1

Fractional Engines: 6-3

Weapons: 22-11

Shields: 0-0

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] // (2)

Light Patrol Rocket Launcher ©

(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©

(NPr/Inc/Lnc/Dly/Cmb/Slw)

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

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

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

Light Guided Rocket Launcher © (Pnp/Lnc/Cmb/Slw)

(1) 1x2+/2/1

(2) 1x3+/2/1

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

Light Ion Cannon ©©© (Mdl/SLn/Inc/Dsr/Cmb/Slw-3)

(2) 1x3+/1/3

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

Equipment: Cloaking Device (O), Stealth (2) (OO) (2)

Traits:

Munitions:

H-K Subspace Vessel (70)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: 0

Hull: 2-1

Fractional Engines: 6-3

Weapons: 26-13

Shields: 0-0

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[FX] [FX] [FX] [FX] // (2)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Cmb/Slw-3) // -Flash Mode ©©© (NPr/Prx/Rp6/Acr/Slw-3)

(1) 1x5+/1/2 // (1) 0x2+/0/0

(2) 1x5+/1/2 // (2) 2x2+/1/1

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

Light Rocket Launcher © (NPr/Rp6/Acr/Slw) // -Concussion Mode © (NPr/SLn/Rp6/Cmb/Slw)

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

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

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

AS Rocket Pack (NPr/Prx/Rp6/Acr/Exp)

(1) 0x2+/0/0

(2) 2x2+/2/1

[Fwd] @ [Fwd] @ [Fwd] @ [Fwd] @ |[Fwd] @ [Fwd] @ [Fwd] @ [Fwd] @ |[Aft] @ [Aft] @ [Aft] @ [Aft] @ // (6)

AS Mortar © (NPr/Prx/Slw)

(1) 0x2+/0/0

(3) 4x2+/1/1

[FR2] // (1)

Equipment: Cloaking Device (O), Stealth (2) (OO) (2)

Traits:

Munitions:

CIVILIANS

There are four styles of civilian ships: the normal freighter (which can be used to represent passenger liners, hospital ships or fleet auxiliaries); the escort carrier, carrying anti-subspace shuttlecraft; the Q-Ship armed for engaging raiders; and the AS Q-Ship which has some anti-subspace weapons on board.

Civilian Light Freighter (16)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

-Fwd: 1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 1

Hull: 3-2-1

Fractional Engines: 4-2

Weapons: 2-1

Shields: 0-0

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

Traits: Cargo [Civilian] (5) [TL 2]

Munitions:

Civilian Fast Freighter (16)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

-Fwd: 1

-Port: 3-2-1

-Stbd: 3-2-1

Hull: 3-2-1

Fractional Engines: 6-3

Weapons: 2-1

Shields: 0-0

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

Traits: Cargo [Civilian] (5) [TL 2]

Munitions:

Civilian Medium Freighter (25)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

-Fwd: 2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 1

Hull: 5-4-3-2-1

Fractional Engines: 4-3-2

Weapons: 3-2-1

Shields: 0-0-0

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

Traits: Cargo [Civilian] (10) [TL 2]

Munitions:

Civilian Heavy Freighter (37)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

-Fwd: 2-1

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

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

-Aft: 2-1

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

Fractional Engines: 4-3-2-1

Weapons: 5-4-3-2

Shields: 0-0-0-0

Equipment: Tractor Beams (5) (OOOOO) (3)

Traits: Cargo [Civilian] (15) [TL 2]

Munitions:

Civilian Superfreighter (47)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

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

Fractional Engines: 4-4-3-2-1

Weapons: 6-5-4-3-2

Shields: 0-0-0-0-0

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

Traits: Cargo [Civilian] (20) [TL 2]

Munitions:

Civilian Light Escort Carrier (44)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: 3-2-1

Fractional Engines: 4-2

Weapons: 2-1

Shields: 0-0

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

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

Munitions:

Shuttlecraft: 2-1

Civilian Fast Escort Carrier (44)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

Hull: 3-2-1

Fractional Engines: 6-3

Weapons: 2-1

Shields: 0-0

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

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

Munitions:

Shuttlecraft: 2-1

Civilian Medium Escort Carrier (77)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

-Fwd: 1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 1

Hull: 5-4-3-2-1

Fractional Engines: 4-3-2

Weapons: 3-2-1

Shields: 0-0-0

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

Traits: Cargo [Civilian] (8) [TL 2], Repair (1) [TL 2]

Munitions:

Shuttlecraft: 4-3-2-1

Civilian Heavy Escort Carrier (112)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

-Fwd: 1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 1

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

Fractional Engines: 4-3-2-1

Weapons: 5-4-3-2

Shields: 0-0-0-0

Equipment: Tractor Beams (5) (OOOOO) (3)

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

Munitions:

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

Civilian Super Escort Carrier (151)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

-Fwd: 2-1

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

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

-Aft: 2-1

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

Fractional Engines: 4-4-3-2-1

Weapons: 6-5-4-3-2

Shields: 0-0-0-0-0

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

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

Munitions:

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

Civilian Light Q-Ship (36)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

-Fwd: 1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 1

Hull: 3-2-1

Fractional Engines: 4-2

Weapons: 7-4

Shields: 0-0

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[PP] |[SS] //(1)

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

[CD] //(1)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[TT] [TT] //(1)

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

Traits: Cargo [Civilian] (3) [TL 2]

Munitions:

Civilian Fast Q-Ship (38)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

-Fwd: 1

-Port: 3-2-1

-Stbd: 3-2-1

Hull: 3-2-1

Fractional Engines: 6-3

Weapons: 7-4

Shields: 0-0

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[PP] |[SS] //(1)

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

[CD] //(1)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[TT] [TT] //(1)

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

Traits: Cargo [Civilian] (3) [TL 2]

Munitions:

Civilian Medium Q-Ship (62)

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

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

Hull: 5-4-3-2-1
Fractional Engines: 4-3-2
Weapons: 15-10-5
Shields: 0-0-0

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-0 Railgun (Rp6/Acr)
(2) 1x3+/1/1
(4) 1x3+/1/1
[PP] |[SS] // (1)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] |[PS] [PS] |[AX] [AX] // (3)

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

Civilian Heavy Q-Ship (87)

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

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

Hull: 7-6-5-4-3-2-1
Fractional Engines: 4-3-2-1
Weapons: 21-16-11-6
Shields: 0-0-0-0

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Class-0 Railgun (Rp6/Acr)
(2) 1x3+/1/1
(4) 1x3+/1/1
[PP] |[PP] |[SS] |[SS] // (2)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] |[PS] [PS] |[AX] [AX] // (3)

Equipment: Tractor Beams (5) (OOOOO) (3)
Traits: Cargo [Civilian] (9) [TL 2]
Munitions:

Civilian Super Q-Ship (114)

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

-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: 9-8-7-6-5-4-3-2-1
Fractional Engines: 4-4-3-2-1
Weapons: 26-21-16-11-6
Shields: 0-0-0-0-0

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Class-0 Railgun (Rp6/Acr)
(2) 1x3+/1/1
(4) 1x3+/1/1
[PP] |[PP] |[PP] |[SS] |[SS] |[SS] | // (3)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] |[PS] [PS] |[AX] [AX] // (3)

Equipment: Tractor Beams (6) (OOOOOO) (3)
Traits: Cargo [Civilian] (12) [TL 2]
Munitions:

Civilian Light AS Q-Ship (40)

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

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

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

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[PS] // (1)

AS Rocket Pack (NPr/Prx/Rp6/Acr/Exp)
(1) 0x2+/0/0
(2) 2x2+/2/1
[PP] @ |[CD] @ |[SS] @ // (2)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[TT] [TT] // (1)

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

Civilian Fast AS Q-Ship (43)

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

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

Hull: 3-2-1
Fractional Engines: 6-3
Weapons: 8-4
Shields: 0-0

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[PS] // (1)

AS Rocket Pack (NPr/Prx/Rp6/Acr/Exp)
(1) 0x2+/0/0
(2) 2x2+/2/1
[PP] @ |[CD] @ |[SS] @ // (2)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[TT] [TT] // (1)

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

Civilian Medium AS Q-Ship (69)

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

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

Hull: 5-4-3-2-1
Fractional Engines: 4-3-2
Weapons: 16-11-6
Shields: 0-0-0

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[FP] |[FS] |[AP] |[AS] // (2)

AS Rocket Pack (NPr/Prx/Rp6/Acr/Exp)
(1) 0x2+/0/0
(2) 2x2+/2/1
[PS] @ [PS] @ [PS] @ // (2)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] |[PS] [PS] |[AX] [AX] // (3)

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

Civilian Heavy AS Q-Ship (93)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

-Fwd: 2-1

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

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

-Aft: 2-1

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

Fractional Engines: 4-3-2-1

Weapons: 22-17-11-6

Shields: 0-0-0-0

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

[PP] |[SS] // (1)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

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

AS Rocket Pack (NPr/Prx/Rp6/Acr/Exp)

(1) 0x2+/0/0

(2) 2x2+/2/1

[PS] @ [PS] @ [PS] @ // (2)

Equipment: Tractor Beams (5) (OOOOO) (3)

Traits: Cargo [Civilian] (9) [TL 2]

Munitions:

Civilian Super AS Q-Ship (119)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

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

Fractional Engines: 4-4-3-2-1

Weapons: 27-22-17-11-6

Shields: 0-0-0-0-0

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

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

AS Rocket Pack (NPr/Prx/Rp6/Acr/Exp)

(1) 0x2+/0/0

(2) 2x2+/2/1

[PS] @ [PS] @ [PS] @ // (2)

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

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

Munitions:

RAIDERS

Where there are civilian ships, there's a strong possibility of raiders. For the four smallest types, there are four styles of raider: the raider Q-Ship, armed with disabling weapons; the AT Q-Ship, which have some marines on-board for capturing civilians; the Q-Ship carrier which carries some shuttlecraft for harassing a convoy; and the attack raider, which are based on civilian hulls but have been heavily modified, to the point even a half-asleep watch officer can tell the difference between an attack raider and a civilian ship of the same size. The largest Q-Ship type already has marines on-board, so the AT Q-Ship of that size is instead an anti-naval Q-Ship, armed with the heaviest weapons they can get their hands on, and thus increasing the odds of survival if running into anything heavier than a destroyer from 'laughable' to merely 'exceedingly unlikely'

Light Raider Q-Ship (36)

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

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

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

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[PS] // (1)

Light Patrol Rocket Launcher ©
(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©
(NPr/Inc/Lnc/Dly/Cmb/Slw)
(2) 1x3+/2/2 // (1) 0x3+/0/0
(3) 1x3+/2/2 // (2) 1x3+/3/1
[GCD] // (1)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[TT] [TT] // (1)

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

Fast Light Raider Q-Ship (38)

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

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

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

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[PS] // (1)

Light Patrol Rocket Launcher ©
(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©
(NPr/Inc/Lnc/Dly/Cmb/Slw)
(2) 1x3+/2/2 // (1) 0x3+/0/0
(3) 1x3+/2/2 // (2) 1x3+/3/1
[GCD] // (1)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[TT] [TT] // (1)

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

Medium Raider Q-Ship (63)

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

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

Hull: 5-4-3-2-1
Fractional Engines: 4-3-2
Weapons: 14-10-5
Shields: 0-0-0

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[PS] |[PS] // (1)

Light Patrol Rocket Launcher ©
(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©
(NPr/Inc/Lnc/Dly/Cmb/Slw)
(2) 1x3+/2/2 // (1) 0x3+/0/0
(3) 1x3+/2/2 // (2) 1x3+/3/1
[GCD] |[Port] |[Stbd] // (2)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] |[PS] [PS] |[AX] [AX] // (3)

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

Heavy Raider Q-Ship (88)

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

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

Hull: 7-6-5-4-3-2-1
Fractional Engines: 4-3-2-1
Weapons: 19-15-10-5
Shields: 0-0-0-0

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[PS] |[PS] |[PS] |[PS] // (2)

Light Patrol Rocket Launcher ©
(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©
(NPr/Inc/Lnc/Dly/Cmb/Slw)
(2) 1x3+/2/2 // (1) 0x3+/0/0
(3) 1x3+/2/2 // (2) 1x3+/3/1
[GCD] |[GCD] |[Port] |[Stbd] // (2)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] |[PS] [PS] |[AX] [AX] // (3)

Equipment: Tractor Beams (5) (OOOOO) (3)
Traits: Cargo [Civilian] (9) [TL 2]
Munitions:

Super Raider Q-Ship (118)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

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

Fractional Engines: 4-4-3-2-1

Weapons: 22-18-14-9-5

Shields: 0-0-0-0-0

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[PS] |[PS] |[PS] |[PS] |[PS] |[PS] | // (3)

Light Patrol Rocket Launcher ©

(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©

(NPr/Inc/Lnc/Dly/Cmb/Slw)

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

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

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

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

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

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

Munitions:

Marines: 2-1

Light Raider AT Q-Ship (38)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

-Fwd: 1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 1

Hull: 3-2-1

Fractional Engines: 4-2

Weapons: 6-3

Shields: 0-0

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[PS] // (1)

Neutron Rocket Rack (NPr/Inc/Lnc/Dly/Cmb/Exp)

(1) 0x2+/0/0

(2) 2x2+/2/2

[FF] @ // (1)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[TT] [TT] // (1)

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

Traits: Cargo [Civilian] (3) [TL 2]

Munitions:

Marines: 1

Fast Light Raider AT Q-Ship (41)

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

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

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

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[PS] // (1)

Neutron Rocket Rack (NPr/Inc/Lnc/Dly/Cmb/Exp)

(1) 0x2+/0/0
(2) 2x2+/2/2
[FF] @ // (1)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[TT] [TT] // (1)

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

Traits: Cargo [Civilian] (3) [TL 2]

Munitions:

Marines: 1

Medium Raider AT Q-Ship (65)

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

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

Hull: 5-4-3-2-1
Fractional Engines: 4-3-2
Weapons: 12-8-4
Shields: 0-0-0

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1
(3) 1x3+/1/1
[PS] |[PS] // (1)

Light Patrol Rocket Launcher ©

(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©
(NPr/Inc/Lnc/Dly/Cmb/Slw)
(2) 1x3+/2/2 // (1) 0x3+/0/0
(3) 1x3+/2/2 // (2) 1x3+/3/1
[GCD] // (1)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1
[FX] [FX] |[PS] [PS] |[AX] [AX] // (3)

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

Traits: Cargo [Civilian] (6) [TL 2]

Munitions:

Marines: 2-1

Heavy Raider AT Q-Ship (90)

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

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

Hull: 7-6-5-4-3-2-1
Fractional Engines: 4-3-2-1
Weapons: 17-13-9-5
Shields: 0-0-0-0

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[PS] |[PS] |[PS] |[PS] // (2)

Light Patrol Rocket Launcher ©
(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©
(NPr/Inc/Lnc/Dly/Cmb/Slw)
(2) 1x3+/2/2 // (1) 0x3+/0/0
(3) 1x3+/2/2 // (2) 1x3+/3/1
[GCD] |[GCD] // (1)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] |[PS] [PS] |[AX] [AX] // (3)

Equipment: Tractor Beams (5) (OOOOO) (3)
Traits: Cargo [Civilian] (9) [TL 2]
Munitions:
Marines: 2-1

Super Raider Anti-Naval Q-Ship (118)

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

-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: 9-8-7-6-5-4-3-2-1
Fractional Engines: 4-4-3-2-1
Weapons: 22-18-14-9-5
Shields: 0-0-0-0-0

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[PS] |[PS] |[PS] |[PS] // (2)

Light Patrol Rocket Launcher ©
(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©
(NPr/Inc/Lnc/Dly/Cmb/Slw)
(2) 1x3+/2/2 // (1) 0x3+/0/0
(3) 1x3+/2/2 // (2) 1x3+/3/1
[GCD] |[GCD] |[Port] |[Stbd] // (2)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] |[PS] [PS] |[AX] [AX] // (3)

Class-0 Railgun (Rp6/Acr)
(2) 1x3+/1/1
(4) 1x3+/1/1
[PP] |[SS] // (1)

Equipment: Tractor Beams (6) (OOOOOO) (3)
Traits: Cargo [Civilian] (12) [TL 2]
Munitions:
Marines: 2-1

Light Raider Q-Ship Carrier (44)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

-Fwd: 1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 1

Hull: 3-2-1

Fractional Engines: 4-2

Weapons: 5-3

Shields: 0-0

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[PS] // (1)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[TT] [TT] // (1)

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

Traits: Cargo [Civilian] (3) [TL 2]

Munitions:

Shuttlecraft: 1

Fast Light Raider Q-Ship Carrier (45)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

-Fwd: 1

-Port: 3-2-1

-Stbd: 3-2-1

Hull: 3-2-1

Fractional Engines: 6-3

Weapons: 5-3

Shields: 0-0

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[PS] // (1)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

[TT] [TT] // (1)

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

Traits: Cargo [Civilian] (3) [TL 2]

Munitions:

Shuttlecraft: 1

Medium Raider Q-Ship Carrier (79)

-Tech: Engine: 0 Fighter: -1 Shield: 1 Weapon: 0

-Nova-Style TL: -2

-Fwd: 2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 1

Hull: 5-4-3-2-1

Fractional Engines: 4-3-2

Weapons: 12-8-4

Shields: 0-0-0

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

[PS] |[PS] // (1)

Light Patrol Rocket Launcher ©

(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©

(NPr/Inc/Lnc/Dly/Cmb/Slw)

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

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

[FR] // (1)

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

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

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

Traits: Cargo [Civilian] (6) [TL 2]

Munitions:

Shuttlecraft: 2-1

Heavy Raider Q-Ship Carrier (112)

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

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

Hull: 7-6-5-4-3-2-1
Fractional Engines: 4-3-2-1
Weapons: 16-12-8-4
Shields: 0-0-0-0

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[PS] |[PS] |[PS] |[PS] // (2)

Light Patrol Rocket Launcher ©
(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©
(NPr/Inc/Lnc/Dly/Cmb/Slw)
(2) 1x3+/2/2 // (1) 0x3+/0/0
(3) 1x3+/2/2 // (2) 1x3+/3/1
[FR] // (1)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] |[PS] [PS] |[AX] [AX] // (3)

Equipment: Tractor Beams (5) (OOOOO) (3)
Traits: Cargo [Civilian] (9) [TL 2]
Munitions:
Shuttlecraft: 3-2-1

Super Raider Q-Ship Carrier (152)

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

-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: 9-8-7-6-5-4-3-2-1
Fractional Engines: 4-4-3-2-1
Weapons: 18-15-11-8-4
Shields: 0-0-0-0-0

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[PS] |[PS] |[PS] |[PS] // (2)

Light Patrol Rocket Launcher ©
(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©
(NPr/Inc/Lnc/Dly/Cmb/Slw)
(2) 1x3+/2/2 // (1) 0x3+/0/0
(3) 1x3+/2/2 // (2) 1x3+/3/1
[GCD] |[GCD] // (1)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[FX] [FX] |[PS] [PS] |[AX] [AX] // (3)

Equipment: Tractor Beams (6) (OOOOOO) (3)
Traits: Cargo [Civilian] (12) [TL 2]
Munitions:
Marines: 2-1
Shuttlecraft: 4-3-2-1

Light Attack Raider (44)

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

-Port: 1
-Stbd: 1

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

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[FX] |[AX] // (1)

Light Patrol Rocket Launcher ©
(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©
(NPr/Inc/Lnc/Dly/Cmb/Slw)
(2) 1x3+/2/2 // (1) 0x3+/0/0
(3) 1x3+/2/2 // (2) 1x3+/3/1
[FF] // (1)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[TT] [TT] // (1)

Equipment: Tractor Beams (2) (OO) (1)
Traits:
Munitions:
Marines: 2-1

Light Strike Raider (43)

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

-Port: 1
-Stbd: 1

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

Heavy Chaingun (NPr/Rp6/Acr)
(2) 1x2+/1/1
(3) 1x3+/1/1
[FX] |[AX] // (1)

Light Patrol Rocket Launcher ©
(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©
(NPr/Inc/Lnc/Dly/Cmb/Slw)
(2) 1x3+/2/2 // (1) 0x3+/0/0
(3) 1x3+/2/2 // (2) 1x3+/3/1
[FF] |[FF] // (1)

Light Chaingun Battery (Dfn/FOp)
(1) 1x4+/1/1
[TT] [TT] // (1)

Equipment: Tractor Beams (2) (OO) (1)
Traits:
Munitions:
Marines: 1

Medium Attack Raider (78)

-Tech: Engine: -1 Fighter: -1 Shield: 0 Weapon: 0

-Nova-Style TL: -2

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

Hull: 5-4-3-2-1

Fractional Engines: 8-6-3

Weapons: 15-10-5

Shields: 3-2-1

-Fwd: 1

-Port: 1

-Stbd: 1

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Patrol Rocket Launcher ©

(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©

(NPr/Inc/Lnc/Dly/Cmb/Slw)

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

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

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

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

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

Traits:

Munitions:

Marines: 2-1

Heavy Attack Raider (105)

-Tech: Engine: -1 Fighter: -1 Shield: 0 Weapon: 0

-Nova-Style TL: -2

-Fwd: 1

-Port: 3-2-1

-Stbd: 3-2-1

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

Fractional Engines: 8-6-4-2

Weapons: 21-16-11-6

Shields: 3-3-2-1

-Fwd: 1

-Port: 1

-Stbd: 1

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Patrol Rocket Launcher ©

(NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode ©

(NPr/Inc/Lnc/Dly/Cmb/Slw)

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

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

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

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

Equipment: Tractor Beams (5) (OOOOO) (3)

Traits:

Munitions:

Marines: 2-1

Super Attack Raider (132)

-Tech: Engine: -1 Fighter: -1 Shield: 0 Weapon: 0

-Nova-Style TL: -2

-Fwd: 2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 1

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

Fractional Engines: 8-7-5-4-2

Weapons: 25-20-15-10-5

Shields: 3-3-2-2-1

-Fwd: 1

-Port: 1

-Stbd: 1

Heavy Chaingun (NPr/Rp6/Acr)

(2) 1x2+/1/1

(3) 1x3+/1/1

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

Light Patrol Rocket Launcher © (NPr/Inc/Lnc/Cmb/Slw) // -Neutron Mode © (NPr/Inc/Lnc/Dly/Cmb/Slw)

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

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

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

Light Chaingun Battery (Dfn/FOp)

(1) 1x4+/1/1

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

Class-0 Railgun (Rp6/Acr)

(2) 1x3+/1/1

(4) 1x3+/1/1

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

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

Traits:

Munitions:

Marines: 2-1