

# BENEVOLENCE OF THE GODS

## A SUE:RA Supplement

By murtalianconfederacy (March 2023)

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

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

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

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

## Background of the Setting

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

## Setting-Specific Rules

### Accurate trait as Fire Control

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

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

### Solar Sails

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

### Fractional Speed

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

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

When writing movement orders for ships, consult the fractional speed rating and use the above table 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.

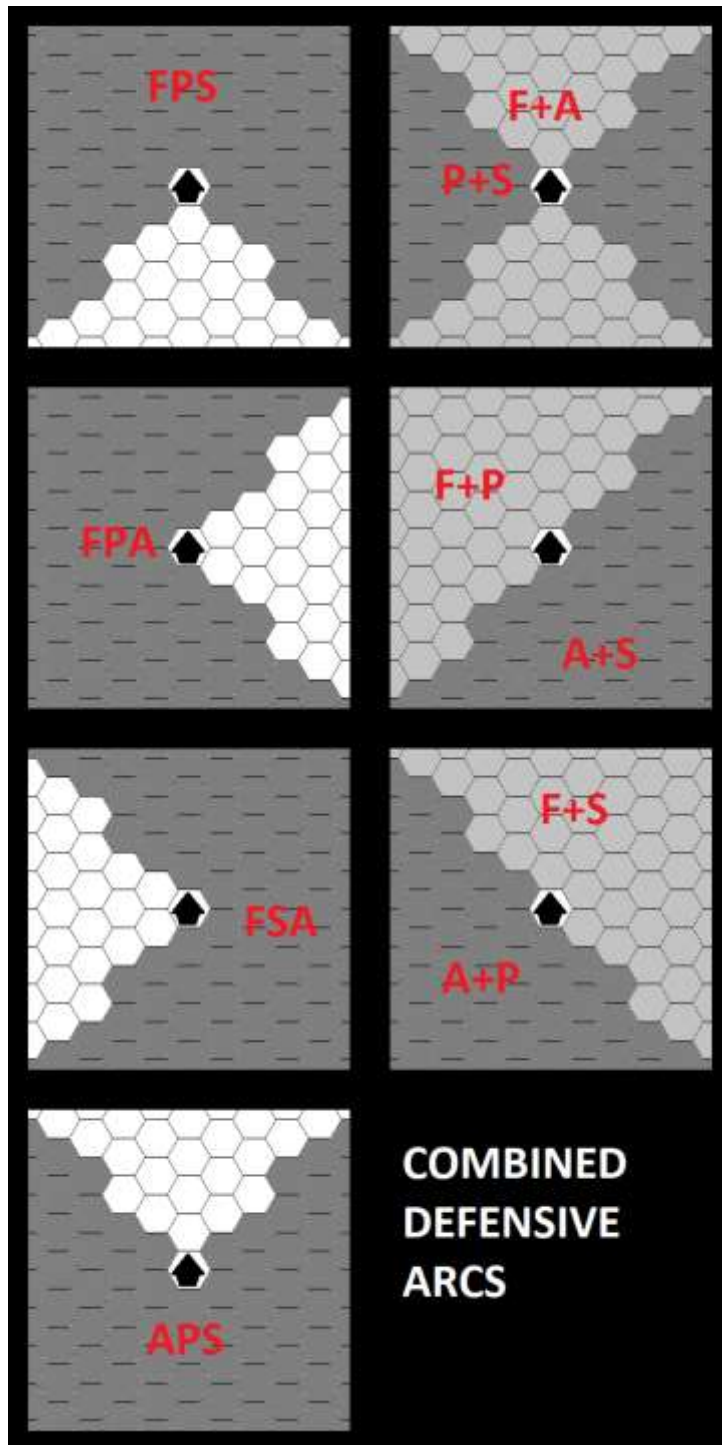
## Fractional Speed Chart for Starmada: Unity Edition (Rules Annex)

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

## New Arcs

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

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



## Weapon Descriptions

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

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

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

All but the lightest modern railguns possess a shock mode, which can cause significant damage at short range. The lightest modern railgun only possesses a single mount version while all other modern railguns have a single mount and a dual turret. Turrets are space-saving, only being 90% the size of two single mounts but being more vulnerable to battle damage.

In addition to the chaingun/particle batteries and railguns, both old and modern ships have plasma torpedoes, which can ignore all shielding and some screens, and cause structural damage. Plasma torpedoes are either launched singly from tubes or from banks which combine three tubes to create a 'spread' of torpedoes that increases the chance of hitting with at least one, but cannot hit with all three.

In addition to the above batteries, there are three traditional weapon types: rockets of four different types—concussion, scatter, EMP and neutron—which are either single-shot (for older ships) or capable of firing multiple times after a lengthy reloading process; plasma torpedoes which are capable of ignoring some or all ships' shielding and causing heavy damage; and ion cannons, which are capable of causing system damage only.

The discovery of, and subsequent use of, subspace for travel purposes also opened up the possibility of using subspace for attack purposes. Many different weapon types were tried, but only two were successful--the plasma-subspace 'assassin' cannon, used by heavier subspace vessels, and the flak-subspace 'defender' mortar for a reliable defence against subspace vessels which, even when 'uncloaked', might still evade being engaged by traditional batteries. Older ships do use a flak-subspace 'defender' torpedo, but they were only-single shot and, with the advent of heavier ammunition for the mortars, were discontinued in modern ships.

Bases use the same weapon types as ships, but these weapons, being stabilised by the greater mass of bases, enjoy longer ranges. However, there are no railgun 'turrets' and base railguns are split into two types—a standard version that employs the same two attack methods as ships, and a 'defender' version that can be used to defend against subspace vessels or flotillas.

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

	Equivalent	Single Mount	Dual Mount
<b>Class-1:</b>	6"	12	--
<b>Class-2:</b>	7-8"	20	36
<b>Class-3:</b>	9.2-10"	30	54
<b>Class-4:</b>	11"	50 (49.9)	90 (89.9)
<b>Class-5:</b>	12-13.5"	70	126

	Equivalent	Single Mount	Dual Mount
<b>Old Class-1:</b>	6"	8	14 (13.9)
<b>Old Class-2:</b>	7-8"	12	21 (20.9)
<b>Old Class-3:</b>	9.2-10"	18	32
<b>Old Class-4:</b>	11"	24	42 (41.9)
<b>Old Class-5:</b>	12-13.5"	32 (31.9)	56
<b>Old Class-6:</b>	15-16"	48 (47.9)	84 (83.9)

## Weapon Lists

### Standard Ship Batteries

Name	Range	ROF	ACC	IMP	DMG	Traits
Light Particle Battery (TL 0)	1	1	3+	2	1	NPr/Acr
	2	1	3+	1	1	
Particle Battery (TL 0)	1	2	3+	2	1	NPr/Acr
	2	2	3+	1	1	
	3	1	3+	1	1	
Light Chaingun Battery (TL -1)	1	1	4+	2	1	NPr/Inc/Acr
Chaingun Battery (TL -1)	1	1	4+	2	1	NPr/Acr
	2	1	4+	1	1	
Heavy Chaingun Battery (TL -1)	2	1	4+	1	1	NPr/Acr
	3	1	5+	1	1	
HCB RF Mode (TL -1)	1	1	4+	3	1	NPr/Acr
Class-1 Railgun (TL 0)	6	1	3+	1	2	NPr/Inc/Acr
	9	1	4+	1	2	
	1	2	3+	2	1	
	2	2	3+	2	1	
Class-2 Railgun (TL 0)	2	1	2+	1	2	NPr/Knt
	10	1	3+	1	2	
	12	1	4+	1	2	
	5	1	3+	1	1	
	6	1	4+	1	1	
	7	1	4+	1	1	
Class-2 Railgun Turret (TL 0)	2	1	2+	2	2	NPr/Knt
	10	1	3+	2	2	
	12	1	4+	2	2	
	1	1	2+	2	1	
	5	1	3+	2	1	
	7	1	4+	2	1	
Class-3 Railgun (TL 0)	2	1	2+	1	3	Knt
	10	1	3+	1	3	
	14	1	4+	1	3	
	5	1	3+	1	1	
	6	1	4+	1	1	
	7	1	4+	1	1	
Class-3 Railgun Turret (TL 0)	2	1	2+	2	3	Knt
	10	1	3+	2	3	
	14	1	4+	2	3	
	5	1	3+	2	1	
	6	1	4+	2	1	
	7	1	4+	2	1	
Class-4 Railgun (TL 0)	2	1	3+	1	5	Knt
	14	1	3+	1	4	
	16	1	4+	1	4	
	1	1	2+	1	2	
	7	1	3+	1	2	
	8	1	4+	1	2	
Class-4 Railgun Turret (TL 0)	2	1	3+	2	5	Knt
	14	1	3+	2	4	
	16	1	4+	2	4	
	1	1	2+	2	2	
	7	1	3+	2	2	
	8	1	4+	2	2	



Name	Range	ROF	ACC	IMP	DMG	Traits
Class-5 Railgun (TL 0)	1	1	2+	1	6	Knt
	14	1	3+	1	6	
	18	1	4+	1	6	
C5R Shock Mode (TL 0)	1	1	2+	1	2	
	7	1	3+	1	2	
	9	1	4+	1	2	
Class-5 Railgun Turret (TL 0)	1	1	2+	2	6	Knt
	14	1	3+	2	6	
	18	1	4+	2	6	
C5RT Shock Mode (TL 0)	1	1	2+	2	2	
	7	1	3+	2	2	
	9	1	4+	2	2	
Old Class-1 Railgun (TL -1)	3	1	3+	1	2	NPr
	4	1	4+	1	2	
	7	1	5+	1	2	
	8	1	6+	1	2	
OC1R AP Mode (TL -1)	2	1	3+	1	1	
	3	1	4+	1	1	
	6	1	5+	1	1	
	7	1	5+	1	1	
Old Class-1 Railgun Turret (TL -1)	3	1	3+	2	2	NPr
	4	1	4+	2	2	
	7	1	4+	1	2	
	8	1	5+	1	2	
OC1RT AP Mode (TL -1)	2	1	3+	2	1	
	4	1	4+	2	1	
	6	1	4+	1	1	
	7	1	4+	1	1	
Old Class-2 Railgun (TL -1)	4	1	3+	1	2	NPr
	6	1	4+	1	2	
	10	1	5+	1	2	
	12	1	6+	1	2	
OC2R AP Mode (TL -1)	4	1	3+	1	1	
	6	1	4+	1	1	
	8	1	5+	1	1	
	10	1	5+	1	1	
Old Class-2 Railgun Turret (TL -1)	4	1	3+	2	2	NPr
	7	1	4+	2	2	
	10	1	4+	1	2	
	12	1	5+	1	2	
OC2RT AP Mode (TL -1)	4	1	3+	2	1	
	6	1	4+	2	1	
	8	1	4+	1	1	
	10	1	4+	1	1	
Old Class-3 Railgun (TL -1)	4	1	3+	1	3	NPr
	8	1	4+	1	3	
	12	1	5+	1	3	
	14	1	6+	1	3	
OC3R AP Mode (TL -1)	1	1	3+	1	2	
	4	1	3+	1	1	
	8	1	4+	1	1	
	11	1	5+	1	1	

Name	Range	ROF	ACC	IMP	DMG	Traits
Old Class-3 Railgun Turret (TL -1)	4	1	3+	2	3	NPr
	8	1	4+	2	3	
	13	1	4+	1	3	
	14	1	5+	1	3	
OC3RT AP Mode (TL -1)	1	1	3+	2	2	
	4	1	3+	2	1	
	9	1	4+	2	1	
	11	1	4+	1	1	
Old Class-4 Railgun (TL -1)	2	1	3+	1	5	Slw
	4	1	3+	1	4	
	9	1	4+	1	4	
	14	1	5+	1	4	
	16	1	6+	1	4	
OC4R Shrapnel Mode (TL -1)	1	1	2+	2	4	
	2	1	2+	2	4	
	3	1	2+	2	3	
	4	1	2+	2	2	
	5	1	2+	2	1	
Old Class-4 Railgun Turret (TL -1)	2	1	3+	2	5	Slw
	4	1	3+	2	4	
	10	1	4+	2	4	
	14	1	4+	1	4	
	16	1	5+	1	4	
OC4RT Shrapnel Mode (TL -1)	1	2	2+	2	4	
	2	2	2+	2	4	
	3	1	2+	3	3	
	4	1	2+	3	2	
	5	1	2+	3	1	
Old Class-5 Railgun (TL -1)	4	1	3+	1	6	Slw
	9	1	4+	1	6	
	12	1	5+	1	6	
	15	1	5+	1	5	
	16	1	5+	1	4	
OC5R Shrapnel Mode (TL -1)	1	1	2+	2	4	
	2	1	2+	2	4	
	3	1	2+	2	3	
	4	1	2+	2	2	
	5	1	2+	2	1	
Old Class-5 Railgun Turret (TL -1)	4	1	3+	2	6	Slw
	10	1	4+	2	6	
	12	1	4+	1	6	
	15	1	4+	1	5	
	16	1	4+	1	4	
OC5RT Shrapnel Mode (TL -1)	1	2	2+	2	4	
	2	2	2+	2	4	
	3	1	2+	4	3	
	4	1	2+	4	2	
	5	1	2+	3	1	

Name	Range	ROF	ACC	IMP	DMG	Traits
Old Class-6 Railgun (TL -1)	5	1	3+	1	8	Slw
	10	1	4+	1	8	
	13	1	5+	1	8	
	16	1	5+	1	7	
	18	1	5+	1	6	
OC6R Shrapnel Mode (TL -1)	1	2	2+	1	4	
	2	2	2+	1	4	
	3	2	2+	1	3	
	4	2	2+	1	2	
	5	2	2+	1	1	
Old Class-6 Railgun Turret (TL -1)	5	1	3+	2	8	Slw
	11	1	4+	2	8	
	13	1	4+	1	8	
	16	1	4+	1	7	
	18	1	4+	1	6	
OC6RT Shrapnel Mode (TL -1)	1	2	2+	3	4	
	2	2	2+	2	4	
	3	2	2+	2	3	
	4	2	2+	2	2	
	5	2	2+	2	1	
Scatter Rocket Launcher (TL 0)	3	2	2+	2	1	NPr/Acr/Slw-3
Concussion Rocket Launcher (TL 0)	3	4	3+	1	1	NPr/SLn/Slw-3
EMP Rocket Launcher (TL 0)	2	1	2+	2	2	NPr/Inc/Lnc/Slw-3
	4	1	3+	2	2	
Neutron Rocket Launcher (TL 0)	1	0	3+	0	0	NPr/Inc/Dly/Lnc/Slw-3
	4	1	3+	2	1	
Old Scatter Rocket Bank (TL -1)	2	2	2+	1	1	NPr/Acr/Exp
Old Concussion Rocket Bank (TL -1)	2	2	3+	1	1	NPr/SLn/Exp
Old EMP Rocket Bank (TL -1)	3	2	3+	1	1	NPr/Inc/SLn/Exp
Old Neutron Rocket Bank (TL -1)	1	0	3+	0	0	NPr/Inc/Dly/SLn/Exp
	3	1	3+	1	1	
	4	1	4+	1	1	
Plasma Torpedo Tube (TL 0)	2	1	5+	1	2	Mdl/SLn/Knt/Slw-3
	3	1	6+	1	2	
PTT Flash Mode (TL 0)	1	2	4+	3	1	
	2	2	4+	3	1	
Plasma Torpedo Bank (TL 0)	3	1	4+	1	2	Mdl/SLn/Knt/Slw-3
PTB Flash Mode (TL 0)	3	2	3+	3	1	
Old Plasma Torpedo Rack (TL -1)	2	1	5+	1	1	Pr2/SLn/Knt/Exp
Old Plasma Torpedo Tube (TL -1)	2	1	5+	1	1	Pr2/SLn/Knt/Slw-3
Old Plasma Torpedo Bank (TL -1)	2	1	4+	1	1	Pr2/SLn/Knt/Slw-3
OPTB Flash Mode (TL -1)	2	4	3+	1	1	
						NPr/Rp6/Acr/Slw-3
Ion Cannon (TL 0)	4	1	3+	1	2	Mdl/Lnc/Inc/Slw-3
	8	1	3+	1	1	
Old Ion Cannon (TL -1)	3	1	4+	2	1	Pr2/SLn/Inc/Slw-3
	6	1	4+	1	1	
Light BiLPro Battery (TL -1)	1	1	4+	3	1	NPr
	2	1	4+	2	1	
	3	1	4+	1	1	
LBB Grapeshot Mode (TL -1)	1	2	3+	1	1	NPr/Inc/Dly

Name	Range	ROF	ACC	IMP	DMG	Traits
Medium BiLPro Battery (TL -1)	1	1	4+	4	1	NPr
	2	1	4+	3	1	
	3	1	4+	2	1	
	4	1	4+	1	1	
<i>MBB Grapeshot Mode (TL -1)</i>	<i>1</i>	<i>3</i>	<i>3+</i>	<i>1</i>	<i>1</i>	<i>NPr/Inc/Dly</i>
Heavy BiLPro Battery (TL -1)	1	1	4+	4	2	Slw
	2	1	4+	3	2	
	3	1	4+	2	2	
	4	1	4+	2	1	
	5	1	4+	1	1	<i>NPr/Inc/Dly/Slw</i>
<i>HBB Grapeshot Mode (TL -1)</i>	<i>1</i>	<i>3</i>	<i>3+</i>	<i>2</i>	<i>1</i>	
PS 'Assassin' Cannon (TL 0)	1	0	2+	0	0	Mdl/Lnc/Cts/Slw-2
	3	1	2+	1	1	
FS 'Defender' Mortar (TL 0)	1	0	3+	0	0	NPr/Prx/Acr/Ex4
	3	2	3+	1	1	
	4	1	3+	1	1	
Plasma Ram (TL -2)	1	1	6+	1	1	Mdl/Lnc/Knt
Light BiLPro Gun Battery (TL -1)	1	1	4+	1	1	NPr/Inc/Acr
Light Plasma Ram (TL -2)	1	1	6+	1	1	Mdl/Lnc/Knt/Ex4
Ortillery Battery (TL -2)	3	1	6+	2	1	Bls/Crn/Pr2/SLn/Prx/Slw-3
Old FS 'Defender' Mortar (TL -1)	3	2	3+	1	1	Bls/Gid/NPr/Inc/Prx/Acr/Ex2
BiLPro Gun Battery (TL -1)	3	1	5+	1	1	Crn/Sct/NPr/Inc/Acr
BGB Grouped-Fire Mode (TL -1)	3	1	4+	1	1	Crn/Gid/NPr/Inc/Acr
FS 'Defender' Torpedo (TL -1)	3	1	4+	2	1	Bls/Gid/NPr/Prx/Exp

## Base weapons

Name	Range	ROF	ACC	IMP	DMG	Traits
Particle Battery (TL 0)	1	2	3+	2	1	NPr/Acr
	2	2	3+	1	1	
	3	1	3+	1	1	
Heavy Particle Battery (TL 0)	2	1	3+	4	1	NPr/Acr
	3	1	3+	2	1	
	4	1	3+	1	1	
Base Chaingun Battery (TL -1)	1	1	3+	3	1	NPr/Acr
	2	1	4+	2	1	
	3	1	4+	1	1	
Chaingun Battery (TL -1)	1	1	4+	2	1	NPr/Acr
	2	1	4+	1	1	
Heavy Chaingun Battery (TL -1)	2	1	4+	1	1	NPr/Acr
	3	1	5+	1	1	
HCB RF Mode (TL -1)	1	1	4+	3	1	NPr/Acr
Stabilised Class-1 Railgun (TL 0)	8	1	3+	1	2	NPr/Inc/Prx/Acr
	11	1	4+	1	2	
SC1R Flak Mode (TL 0)	1	0	3+	0	0	
	2	2	3+	2	1	
Stabilised Class-2 Railgun (TL 0)	4	1	2+	1	2	NPr/Knt
	12	1	3+	1	2	
	14	1	4+	1	2	
	6	1	3+	1	1	
	7	1	3+	1	1	
	8	1	4+	1	1	
Stabilised Class-2 Defender Railgun (TL 0)	4	1	2+	1	2	NPr/Inc/Prx/Acr
	12	1	3+	1	2	
	14	1	4+	1	2	
	1	0	3+	0	0	
	2	2	3+	3	1	
	3	2	3+	3	1	
Stabilised Class-3 Railgun (TL 0)	4	1	2+	1	3	Knt
	12	1	3+	1	3	
	16	1	4+	1	3	
	6	1	3+	1	1	
	7	1	3+	1	1	
	8	1	3+	1	1	
Stabilised Class-3 Defender Railgun (TL 0)	4	1	2+	1	3	NPr/Inc/Prx/Acr
	12	1	3+	1	3	
	16	1	4+	1	3	
	1	0	3+	0	0	
	2	3	3+	3	1	
	3	3	3+	3	1	
Stabilised Class-4 Railgun (TL 0)	6	1	3+	1	5	Knt
	16	1	3+	1	4	
	20	1	4+	1	4	
	4	1	2+	1	2	
	6	1	3+	1	2	
	8	1	3+	1	2	
Stabilised Class-4 Defender Railgun (TL 0)	6	1	3+	1	5	NPr/Prx/Rp6/Acr
	16	1	3+	1	4	
	20	1	4+	1	4	
	1	0	2+	0	0	
	2	2	2+	3	1	
	4	2	3+	3	1	

Name	Range	ROF	ACC	IMP	DMG	Traits
Stabilised Class-5 Railgun (TL 0)	5	1	2+	1	6	Knt
	18	1	3+	1	6	
	20	1	4+	1	6	
SC5R Shock Mode (TL 0)	1	1	2+	1	2	
	6	1	2+	1	2	
	9	1	3+	1	2	
Stabilised Class-5 Defender Railgun (TL 0)	5	1	2+	1	6	NPr/Prx/Rpt/Acr
	18	1	3+	1	6	
	20	1	4+	1	6	
SC5DR Flak Mode (TL 0)	1	0	2+	0	0	
	2	2	2+	3	1	
	4	2	3+	3	1	
Stabilised Old Class-1 Railgun (TL -1)	3	1	3+	1	2	NPr
	6	1	4+	1	2	
	8	1	5+	1	2	
SOC1R AP Mode (TL -1)	2	1	3+	1	1	
	6	1	4+	1	1	
	7	1	5+	1	1	
Stabilised Old Class-1 Defender Railgun (TL -1)	3	1	3+	1	2	NPr
	6	1	4+	1	2	
	8	1	5+	1	2	
SOC1DR Flak Mode (TL -1)	1	0	4+	0	0	
	2	1	4+	3	1	
	3	1	4+	2	1	
Stabilised Old Class-2 Railgun (TL -1)	4	1	3+	1	2	NPr
	10	1	4+	1	2	
	12	1	5+	1	2	
SOC2R AP Mode (TL -1)	4	1	3+	1	1	
	8	1	4+	1	1	
	10	1	5+	1	1	
Stabilised Old Class-2 Defender Railgun (TL -1)	4	1	3+	1	2	NPr
	10	1	4+	1	2	
	12	1	5+	1	2	
SOC2DR Flak Mode (TL -1)	1	0	3+	0	0	
	2	3	3+	1	1	
	3	2	3+	1	1	
Stabilised Old Class-3 Railgun (TL -1)	3	1	3+	1	4	NPr
	5	1	3+	1	3	
	12	1	4+	1	3	
	14	1	5+	1	3	
SOC3R AP Mode (TL -1)	2	1	3+	1	2	
	5	1	3+	1	1	
	8	1	4+	1	1	
	12	1	4+	1	1	
Stabilised Old Class-3 Defender Railgun (TL -1)	3	1	3+	1	4	NPr
	5	1	3+	1	3	
	12	1	4+	1	3	
	14	1	5+	1	3	
SOC3DR Flak Mode (TL -1)	1	0	3+	0	0	
	2	2	3+	2	1	
	3	3	3+	1	1	

Name	Range	ROF	ACC	IMP	DMG	Traits
Stabilised Old Class-4 Railgun (TL -1)	2	1	3+	1	5	Slw
	4	1	3+	1	4	
	14	1	4+	1	4	
	16	1	5+	1	4	
SOC4R Shrapnel Mode (TL -1)	1	1	2+	2	4	NPr/Dly/Inc/Slw
	2	1	2+	2	4	
	3	1	2+	2	3	
	5	1	2+	2	2	
Stabilised Old Class-4 Defender Railgun (TL -1)	2	1	3+	1	5	Slw
	4	1	3+	1	4	
	14	1	4+	1	4	
	16	1	5+	1	4	
SOC4DR Flak Mode (TL -1)	1	0	3+	0	0	NPr/Prx/Rp6/Acr/Slw
	2	2	3+	3	1	
	3	2	3+	2	1	
Stabilised Old Class-5 Railgun (TL -1)	4	1	3+	1	6	Slw
	12	1	4+	1	6	
	15	1	4+	1	6	
	16	1	4+	1	5	
SOC5R Shrapnel Mode (TL -1)	1	1	2+	2	5	NPr/Dly/Inc/Slw
	2	1	2+	2	4	
	4	1	2+	2	3	
	5	1	2+	2	2	
Stabilised Old Class-5 Defender Railgun (TL -1)	4	1	3+	1	6	Slw
	12	1	4+	1	6	
	15	1	4+	1	6	
	16	1	4+	1	5	
SOC5DR Flak Mode (TL -1)	1	0	3+	0	0	NPr/Prx/Rp6/Acr/Slw
	2	2	3+	3	1	
	3	2	3+	2	1	
	4	1	4+	3	1	
Stabilised Old Class-6 Railgun (TL -1)	5	1	3+	1	8	Slw
	13	1	4+	1	8	
	16	1	4+	1	7	
	18	1	4+	1	6	
SOC6R Shrapnel Mode (TL -1)	1	2	2+	1	5	Inc/Dly/Slw
	2	2	2+	1	4	
	4	2	2+	1	3	
	5	2	2+	1	2	
Stabilised Old Class-6 Defender Railgun (TL -1)	5	1	3+	1	8	Slw
	13	1	4+	1	8	
	16	1	4+	1	7	
	18	1	4+	1	6	
SOC6DR Flak Mode (TL -1)	1	0	3+	0	0	NPr/Prx/Rpt/Acr/Slw
	2	2	3+	4	1	
	3	2	3+	3	1	
	4	1	4+	4	1	
Stabilised Scatter Rocket Launcher (TL 0)	4	2	2+	2	1	NPr/Acr/Slw-3
Stabilised Concussion Rocket Launcher (TL 0)	4	4	3+	1	1	NPr/SLn/Slw-3
Stabilised EMP Rocket Launcher (TL 0)	3	2	2+	1	2	NPr/Inc/Lnc/Slw-3
	5	1	3+	2	2	
Stabilised Neutron Rocket Launcher (TL 0)	1	0	3+	0	0	NPr/Inc/Dly/Lnc/Slw-3
	5	1	3+	2	1	
Old Stabilised Scatter Rocket Bank (TL -1)	3	2	2+	1	1	NPr/Acr/Exp

Name	Range	ROF	ACC	IMP	DMG	Traits
Old Stabilised Concussion Rocket Bank (TL -1)	1 3	3 2	3+ 3+	1 1	1 1	NPr/SLn/Exp
Old Stabilised EMP Rocket Bank (TL -1)	3 4	2 2	2+ 3+	1 1	1 1	NPr/Inc/SLn/Exp
Old Stabilised Neutron Rocket Bank (TL -1)	1 5	0 1	3+ 3+	0 1	0 1	NPr/Inc/Dly/SLn/Exp
Base Plasma Torpedo Tube (TL 0)	2 3	1 1	5+ 5+	1 1	2 2	Mdl/SLn/Knt/Slw-3
<i>BPTT Flash Mode (TL 0)</i>	1 2	2 2	3+ 3+	3 3	1 1	NPr/Rp6/Acr/Slw-3
Base Plasma Torpedo Bank (TL 0)	2 3	1 1	3+ 3+	1 1	2 2	Mdl/SLn/Knt/Slw-3
<i>BPTB Flash Mode (TL 0)</i>	2 3	2 2	3+ 3+	4 3	1 1	NPr/Rpt/Acr/Slw-3
Old Base Plasma Torpedo Bank (TL -1)	2	1	4+	1	1	Pr2/SLn/Knt/Slw-3
<i>OBPTB Flash Mode (TL -1)</i>	2	4	3+	1	1	NPr/Rp6/Acr/Slw-3
Old Heavy Base Plasma Torpedo Bank (TL -1)	1 3	1 1	4+ 4+	1 1	2 1	Mdl/SLn/Knt/Slw-3
<i>OHBTB Flash Mode (TL -1)</i>	1 2	3 3	3+ 3+	3 2	1 1	NPr/Rp6/Acr/Slw-3
Heavy Ion Cannon (TL 0)	4 8 12	1 1 1	3+ 3+ 3+	2 1 1	2 2 1	Mdl/Lnc/Inc/Slw-3
Old Heavy Ion Cannon (TL -1)	3 6 9	1 1 1	4+ 4+ 4+	2 2 1	2 1 1	Pr2/SLn/Inc/Slw-3
GP Minefield (TL 0)	1 2 3 6	6 3 2 1	3+ 3+ 3+ 3+	1 1 1 1	1 1 1 1	
Single-Shot GP Minefield (TL 0)	1 2 3 6	6 3 2 1	3+ 3+ 3+ 3+	1 1 1 1	1 1 1 1	Exp
AC Minefield (TL 0)	1 2 3 6	1 1 1 1	4+ 4+ 4+ 4+	3 3 2 1	2 1 1 1	Pr1
Single-Shot AC Minefield (TL 0)	1 2 3 6	1 1 1 1	4+ 4+ 4+ 4+	3 3 2 1	2 1 1 1	Pr1/Exp
AF Minefield (TL 0)	1 3 6	2 1 1	2+ 2+ 2+	3 2 1	1 1 1	NPr/Acr
Single-Shot AF Minefield (TL 0)	1 3 6	2 1 1	2+ 2+ 2+	3 2 1	1 1 1	NPr/Acr/Exp
Light Base FS 'Defender' Mortar (TL 0)	1 2 4	0 2 1	2+ 2+ 2+	0 1 1	0 1 1	NPr/Prx/Acr/Ex4
Base FS 'Defender' Mortar (TL 0)	1 4 6	0 2 1	2+ 2+ 2+	0 1 1	0 1 1	NPr/Prx/Acr/Ex4



Name	Range	ROF	ACC	IMP	DMG	Traits
Light BiLPro Gun Battery (TL -1)	1	1	4+	2	1	NPr/Inc/Acr
Base BiLPro Battery (TL -1)	2	1	3+	4	1	
	3	1	3+	3	1	
	4	1	3+	2	1	
	6	1	3+	1	1	
BBB Grapeshot Mode (TL -1)	1	1	2+	4	1	NPr/Inc/Dly
	2	1	2+	3	1	

## Civilians

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

### Civilian Freighter Convoy (22)

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

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

Fractional Engines: 4-2

Weapons: 8-4

Shields: 0-0

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

(1) 1x4+/1/1

[RT] |[RT] |[RT] |[RT] // (2)

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

Traits: Bulkheads (1), Cargo [Civilian] (12) [TL 2],

Hospital (1) [TL 2], Transport (2) [TL 2]

Munitions:

### Civilian Fast Freighter Convoy (17)

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

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

Fractional Engines: 6-3

Weapons: 4-2

Shields: 0-0

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

Traits: Bulkheads (1), Cargo [Civilian] (12) [TL 2],

Hospital (1) [TL 2], Transport (2) [TL 2]

Munitions:

### Civilian Troop Transport Convoy (58)

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

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

Fractional Engines: 4-2

Weapons: 32-16

Shields: 0-0

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

(1) 1x4+/1/1

[RT] |[RT] |[RT] |[RT] // (2)

Equipment: Point-Defence Systems (24) (OOOO

OOOO OOOO OOOO OOOO OOOO), Tractor Beams (4)

(OOOO) (14)

Traits: Bulkheads (1), Cargo [Military] (6) [TL 2],

Hospital (4) [TL 2]

Munitions:

### Civilian Hospital Ship (14)

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

Hull: 2-1

Fractional Engines: 4-2

Weapons: 4-2

Shields: 4-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

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

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

Science (2) [TL 2]

Munitions:

### Civilian Repair Ship (16)

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

Hull: 2-1

Fractional Engines: 4-2

Weapons: 8-4

Shields: 0-0

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -

Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)

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

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

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

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

Transport (2) [TL 2]

Munitions:

### Civilian Armed Freighter Convoy (39)

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

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

Fractional Engines: 4-2

Weapons: 24-12

Shields: 0-0

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -  
Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)  
(1/2/--) 1x5+/1/1 // (1/2/--) 1x4+/1/1  
[FX] |[FX] |[FX] |[FX] // (2)

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -  
Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)  
(1/2/--) 1x5+/1/1 // (1/2/--) 1x4+/1/1  
[AX] |[AX] |[AX] |[AX] // (2)

Old EMP Rocket Bank [TL -1] (NPr/Inc/SLn/Exp)  
(3) 2x3+/1/1  
[AA] @ [AA] @ |[AA] @ [AA] @ |[AA] @ [AA] @ |[AA]  
@ [AA] @ // (4)

Old Neutron Rocket Bank [TL -1]  
(NPr/Inc/Dly/SLn/Exp)  
(1) 0x3+/0/0  
(3) 1x3+/1/1  
(4) 1x4+/1/1  
[AA] @ |[AA] @ |[AA] @ |[AA] @ // (2)

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

### Civilian Ammunition/Fuel Ship (15)

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

Hull: 2-1

Fractional Engines: 4-2

Weapons: 4-2

Shields: 0-0

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

### Civilian Fast Armed Freighter Convoy (36)

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

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

Fractional Engines: 6-3

Weapons: 20-10

Shields: 0-0

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -  
Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)  
(1/2/--) 1x5+/1/1 // (1/2/--) 1x4+/1/1  
[FH] |[FH] |[FH] |[FH] // (2)

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -  
Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)  
(1/2/--) 1x5+/1/1 // (1/2/--) 1x4+/1/1  
[AH] |[AH] |[AH] |[AH] // (2)

Old EMP Rocket Bank [TL -1] (NPr/Inc/SLn/Exp)  
(3) 2x3+/1/1  
[AA] @ [AA] @ |[AA] @ [AA] @ |[AA] @ [AA] @ |[AA]  
@ [AA] @ // (4)

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

### Civilian Fast Troop Transport Convoy (50)

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

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

Fractional Engines: 6-3

Weapons: 24-12

Shields: 0-0

Light BiLPro Gun Battery [TL -1] (NPr/Inc/Acr)  
(1) 1x4+/1/1  
[RT] |[RT] |[RT] |[RT] // (2)

Equipment: Point-Defence Systems (16) (OOOO  
OOOO OOOO OOOO), Tractor Beams (4) (OOOO) (10)  
Traits: Bulkheads (1), Cargo [Military] (6) [TL 2],  
Hospital (4) [TL 2]  
Munitions:

### Civilian Passenger Liner (17)

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

Hull: 2-1

Fractional Engines: 8-4

Weapons: 8-4

Shields: 0-0

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -  
Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)  
(1/2/--) 1x5+/1/1 // (1/2/--) 1x4+/1/1  
[FP] |[FS] |[AP] |[AS] // (2)

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

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

Transport (4) [TL 2]

Munitions:

### Civilian Auxiliary Fast Q-Ship Convoy (63)

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

Screens: 2-1

Hull: 4-3-2-1

Fractional Engines: 6-3

Weapons: 28-14

Shields: 1-1

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FX] |[FX] |[FX] |[FX] // (2)

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[AX] |[AX] |[AX] |[AX] // (2)

Old EMP Rocket Bank [TL -1] (NPr/Inc/SLn/Exp)  
(3) 2x3+/1/1  
[FF] @ [FF] @ [FF] @ [FF] @ |[FF] @ [FF] @ [FF] @ [FF]  
@ |[AA] @ [AA] @ [AA] @ [AA] @ |[AA] @ [AA] @  
[AA] @ [AA] @ // (8)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)  
(1) 1x4+/2/1  
[TT] |[TT] |[TT] |[TT] // (2)

Equipment: (0)

Traits: Cargo [Civilian] (8) [TL 2], Hospital (1) [TL 2],

Transport (2) [TL 2]

Munitions:

### Civilian Auxiliary Q-Ship Convoy (64)

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

Screens: 2-1

Hull: 4-3-2-1

Fractional Engines: 4-2

Weapons: 36-18

Shields: 1-1

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FX] |[FX] |[FX] |[FX] // (2)

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[AX] |[AX] |[AX] |[AX] // (2)

Old EMP Rocket Bank [TL -1] (NPr/Inc/SLn/Exp)  
(3) 2x3+/1/1  
[FF] @ [FF] @ [FF] @ [FF] @ |[FF] @ [FF] @ [FF] @ [FF]  
@ |[AA] @ [AA] @ [AA] @ [AA] @ |[AA] @ [AA] @  
[AA] @ [AA] @ // (8)

Old Neutron Rocket Bank [TL -1]  
(NPr/Inc/Dly/SLn/Exp)  
(1) 0x3+/0/0  
(3) 1x3+/1/1  
(4) 1x4+/1/1  
[FF] @ [FF] @ |[FF] @ [FF] @ |[AA] @ [AA] @ |[AA] @  
[AA] @ // (4)

Light Chaingun Battery [TL -1] (NPr/Inc/Acr)  
(1) 1x4+/2/1  
[TT] |[TT] |[TT] |[TT] // (2)

Equipment: (0)

Traits: Cargo [Civilian] (8) [TL 2], Hospital (1) [TL 2],

Transport (2) [TL 2]

Munitions:

### Civilian Auxiliary Assault Transport Convoy (82)

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

Screens: 2-1

Hull: 4-3-2-1

Fractional Engines: 6-3

Weapons: 36-18

Shields: 1-1

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

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

(3) 1x5+/1/1

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

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

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

(3) 1x5+/1/1

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

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

(1) 1x4+/2/1

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

Ortillery Battery ©©© [TL -2]

(BlS/Crn/Pr2/SLn/Prx/Slw-3)

(--/2/--) 1x6+/2/1

[FR2] |[FR2] |[FR2] |[FR2] // (2)

Old Concussion Rocket Bank [TL -1] (NPr/SLn/Exp)

(2) 2x3+/1/1

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

Equipment: Point-Defence Systems (16) (OOOO

OOOO OOOO OOOO) (8)

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

Munitions:

*(note: some bases make use of stealth because it's hard to accurately engage such targets. The Ortillery Battery, practically useless vs ships, has the Proximity trait so that, should these ships actually close with a base, they can engage without needing to check whether they can lock-on)*

### Civilian Auxiliary Fleet Auxiliary (20)

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

Hull: 2-1

Fractional Engines: 6-3

Weapons: 5-3

Shields: 1-1

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

(1) 1x4+/2/1

(2) 1x4+/1/1

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

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

Traits: Ionized Hull, Cargo [Military] (4) [TL 2]

Munitions:

### Civilian Auxiliary Armed Passenger Liner (30)

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

Screens: 1

Hull: 2-1

Fractional Engines: 8-4

Weapons: 16-8

Shields: 0-0

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

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

(3) 1x5+/1/1

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

Old EMP Rocket Bank [TL -1] (NPr/Inc/SLn/Exp)

(3) 2x3+/1/1

[FF] @ [FF] @ [FF] @ [FF] @ |[AA] @ [AA] @ [AA] @  
[AA] @ // (4)

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

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

Munitions:

## Civilian Bases

### Civilian Orbital Warehouse Complex (24)

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

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

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

### Civilian Orbital Shipyard (33)

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

Hull: [\*]-3-2-1  
Engines: N/A  
Weapons: 12-6  
Shields: 4-2  
-Fwd: 1  
-Port: 1  
-Stbd: 1  
-Aft: 1

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -  
Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)  
(1/2/--) 1x5+/1/1 // (1/2/--) 1x4+/1/1  
[FPS] |[FPA] |[FSA] |[APS] // (2)

Equipment: Tractor Beams (8) (OOOO OOOO) (4)  
Traits: Bulkheads (1), Immobile, Repair (16) [TL 2],  
Transport (3) [TL 2]  
Munitions:

### Civilian Orbital Repair Yard (39)

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

Hull: [\*]-3-2-1  
Engines: N/A  
Weapons: 18-9  
Shields: 4-2  
-Fwd: 1  
-Port: 1  
-Stbd: 1  
-Aft: 1

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -  
Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)  
(1/2/--) 1x5+/1/1 // (1/2/--) 1x4+/1/1  
[FPS] |[FPA] |[FSA] |[APS] // (2)

Equipment: Damage Control Parties (6) (OOOOOO),  
Tractor Beams (8) (OOOO OOOO) (7)  
Traits: Bulkheads (1), Immobile, Repair (12) [TL 2],  
Transport (3) [TL 2]  
Munitions:

### **Civilian Ammunition/Fuel Depot (50)**

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

-Nova-Style TL: 1

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

Engines: N/A

Weapons: 14-7

Shields: 4-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

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

(1) 1x3+/3/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[FPS] |[FPA] |[FSA] |[APS] |[TT] |[TT] | // (3)

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

Traits: Bulkheads (1), Immobile, Ionized Hull, Cargo [Military] (8) [TL 2]

Munitions:

### **Civilian Orbital Barracks (60)**

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

-Nova-Style TL: 1

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

Engines: N/A

Weapons: 36-18

Shields: 4-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

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

(1) 1x3+/3/1

(2) 1x4+/2/1

(3) 1x4+/1/1

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

Ortillery Battery ©©© [TL -2] (BlS/Crn/Pr2/SLn/Prx/Slw-3)

(--/2/--) 1x6+/2/1

[FR2] [FR2] [FR2] |[PR2] [PR2] [PR2] |[SR2] [SR2] [SR2] |[AR2] [AR2] [AR2] // (6)

Equipment: Point-Defence Systems (12) (OOOO OOOO OOOO), Tractor Beams (8) (OOOO OOOO) (10)

Traits: Bulkheads (1), Immobile, Cargo [Military] (8) [TL 2], Hospital (4) [TL 2]

Munitions:

### Civilian Class-1 Orbital Base (96)

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

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

Hull: 6-5-4-3-2-1  
Engines: N/A  
Weapons: 21-14-7  
Shields: 8-6-3  
-Fwd: 2-1  
-Port: 2-1  
-Stbd: 2-1  
-Aft: 2-1

Base BiLPro Battery [TL -1] (-) // -Grapeshot Mode [TL  
-1] (NPr/Inc/Dly)  
(2) 1x3+/4/1 // (1) 1x2+/4/1  
(3) 1x3+/3/1 // (2) 1x2+/3/1  
(4) 1x3+/2/1  
(6) 1x3+/1/1  
[Fwd] |[Port] |[Stbd] |[Aft] // (2)

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -  
Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)  
(1/2/--) 1x5+/1/1 // (1/2/--) 1x4+/1/1  
[FPS] [FPS] |[FPA] [FPA] |[FSA] [FSA] |[APS] [APS] //  
(4)

Equipment: Damage Control Parties (3) (OOO), Tractor  
Beams (6) (OOOOOO) (5)  
Traits: Immobile, Cargo [Civilian] (12) [TL 2], Hospital  
(3) [TL 2], Repair (3) [TL 2], Science (3) [TL 2],  
Transport (6) [TL 2]  
Munitions:

### Civilian Class-2 Orbital Base (197)

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

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

Hull: [\*]-11-10-9-8-7-6-5-4-3-2-1  
Engines: N/A  
Weapons: 46-39-31-23-16-8  
Shields: 8-7-6-4-3-2  
-Fwd: 2-1  
-Port: 2-1  
-Stbd: 2-1  
-Aft: 2-1

Base BiLPro Battery [TL -1] (-) // -Grapeshot Mode [TL  
-1] (NPr/Inc/Dly)  
(2) 1x3+/4/1 // (1) 1x2+/4/1  
(3) 1x3+/3/1 // (2) 1x2+/3/1  
(4) 1x3+/2/1  
(6) 1x3+/1/1  
[Fwd] |[Port] |[Stbd] |[Aft] // (2)

Base BiLPro Battery [TL -1] (-) // -Grapeshot Mode [TL  
-1] (NPr/Inc/Dly)  
(2) 1x3+/4/1 // (1) 1x2+/4/1  
(3) 1x3+/3/1 // (2) 1x2+/3/1  
(4) 1x3+/2/1  
(6) 1x3+/1/1  
[Fwd] |[Port] |[Stbd] |[Aft] // (2)

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -  
Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)  
(1/2/--) 1x5+/1/1 // (1/2/--) 1x4+/1/1  
[FPS] [FPS] [FPS] [FPS] |[FPA] [FPA] [FPA] [FPA] |[FSA]  
[FSA] [FSA] [FSA] |[APS] [APS] [APS] [APS] |[TT] [TT]  
|[TT] [TT] | // (10)

Equipment: Damage Control Parties (6) (OOOOOO),  
Tractor Beams (12) (OOOO OOOO OOOO) (9)  
Traits: Bulkheads (1), Immobile, Cargo [Civilian] (24)  
[TL 2], Hospital (6) [TL 2], Repair (6) [TL 2], Science (6)  
[TL 2], Transport (12) [TL 2]  
Munitions:



### Civilian Class-3 Orbital Base (297)

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

-Nova-Style TL: 1

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

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

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

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

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

Engines: N/A

Weapons: 56-49-42-35-28-21-14-7

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

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

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

(4) 1x3+/2/1

(6) 1x3+/1/1

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

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

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

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

(4) 1x3+/2/1

(6) 1x3+/1/1

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

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)

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

[FPS] [FPS] [FPS] [FPS] |[FPA] [FPA] [FPA] [FPA] |[FSA] [FSA] [FSA] [FSA] |[APS] [APS] [APS] [APS] |[TT] [TT] [TT] [TT]  
|[TT] [TT] [TT] [TT] | // (12)

Equipment: Damage Control Parties (8) (OOOO OOOO), Tractor Beams (16) (OOOO OOOO OOOO OOOO) (12)

Traits: Bulkheads (1), Immobile, Cargo [Civilian] (36) [TL 2], Hospital (12) [TL 2], Repair (12) [TL 2], Science (6) [TL 2], Transport (24) [TL 2]

Munitions:

### Civilian Class-4 Orbital Base (397)

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

-Nova-Style TL: 1

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

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

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

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

Hull: [\*]-[\*]-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 82-74-66-58-50-41-33-25-17-9

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

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

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

(4) 1x3+/2/1

(6) 1x3+/1/1

[F+P] [F+P] |[F+S] [F+S] |[A+P] [A+P] |[A+S] [A+S] // (4)

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

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

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

(4) 1x3+/2/1

(6) 1x3+/1/1

[F+P] [F+P] |[F+S] [F+S] |[A+P] [A+P] |[A+S] [A+S] // (4)

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)

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

[FPS] [FPS] [FPS] |[FPA] [FPA] [FPA] |[FSA] [FSA] [FSA] |[APS] [APS] [APS] |[TT] [TT] [TT] |[TT] [TT] [TT] | // (9)

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)

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

[FPS] [FPS] [FPS] |[FPA] [FPA] [FPA] |[FSA] [FSA] [FSA] |[APS] [APS] [APS] |[TT] [TT] [TT] |[TT] [TT] [TT] | // (9)

Equipment: Damage Control Parties (10) (OOOOO OOOOO), Tractor Beams (20) (OOOO OOOO OOOO OOOO OOOO) (15)

Traits: Bulkheads (2), Immobile, Cargo [Civilian] (36) [TL 2], Hospital (18) [TL 2], Repair (18) [TL 2], Science (6) [TL 2], Transport (36) [TL 2]

Munitions:

### Civilian Class-5 Orbital Base (495)

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

-Nova-Style TL: 1

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

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

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

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

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

Engines: N/A

Weapons: 96-88-80-72-64-56-48-40-32-24-16-8

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

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

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

(4) 1x3+/2/1

(6) 1x3+/1/1

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

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

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

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

(4) 1x3+/2/1

(6) 1x3+/1/1

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

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)

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

[FPS] [FPS] [FPS] [FPS] |[FPA] [FPA] [FPA] [FPA] |[FSA] [FSA] [FSA] [FSA] |[APS] [APS] [APS] [APS] |[TT] [TT] [TT] |[TT] [TT] [TT] | // (11)

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)

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

[FPS] [FPS] [FPS] [FPS] |[FPA] [FPA] [FPA] [FPA] |[FSA] [FSA] [FSA] [FSA] |[APS] [APS] [APS] [APS] |[TT] [TT] [TT] |[TT] [TT] [TT] | // (11)

Equipment: Damage Control Parties (12) (OOOO OOOO OOOO), Tractor Beams (24) (OOOO OOOO OOOO OOOO OOOO OOOO) (18)

Traits: Bulkheads (2), Immobile, Cargo [Civilian] (48) [TL 2], Hospital (24) [TL 2], Repair (24) [TL 2], Science (12) [TL 2], Transport (48) [TL 2]

Munitions:

### Civilian Armed Class-1 Orbital Base (120)

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

-Nova-Style TL: 1

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

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

Engines: N/A

Weapons: 25-17-9

Shields: 8-6-3

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

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

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

(4) 1x3+/2/1

(6) 1x3+/1/1

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

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)

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

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

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

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

(3) 1x5+/1/1

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

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

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

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

(8) 1x5+/1/2 // (7) 1x5+/1/1

[FH] |[PH] |[SH] |[AH] // (2)

Equipment: Damage Control Parties (3) (OOO), Tractor Beams (6) (OOOOOO) (5)

Traits: Immobile, Cargo [Civilian] (6) [TL 2], Hospital (3) [TL 2], Repair (3) [TL 2], Science (3) [TL 2], Transport (3) [TL 2]

Munitions:

### Civilian Armed Class-2 Orbital Base (236)

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

-Nova-Style TL: 1

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

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

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

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

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

Engines: N/A

Weapons: 50-42-34-25-17-9

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

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

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

(4) 1x3+/2/1

(6) 1x3+/1/1

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

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

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

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

(4) 1x3+/2/1

(6) 1x3+/1/1

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

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)

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

[FPS] [FPS] |[FPA] [FPA] |[FSA] [FSA] |[APS] [APS] |[TT] |[TT] | // (5)

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

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

(3) 1x5+/1/1

[FPS] [FPS] |[FPA] [FPA] |[FSA] [FSA] |[APS] [APS] |[TT] |[TT] | // (5)

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

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

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

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

[FH] |[PH] |[SH] |[AH] // (2)

Equipment: Damage Control Parties (6) (OOOOOO), Tractor Beams (12) (OOOO OOOO OOOO) (9)

Traits: Bulkheads (1), Immobile, Cargo [Civilian] (18) [TL 2], Hospital (6) [TL 2], Repair (6) [TL 2], Science (6) [TL 2],

Transport (6) [TL 2]

Munitions:

### Civilian Armed Class-3 Orbital Base (357)

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

-Nova-Style TL: 1

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

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

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

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

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

Engines: N/A

Weapons: 60-53-45-38-30-23-15-8

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

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

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

(4) 1x3+/2/1

(6) 1x3+/1/1

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

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

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

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

(4) 1x3+/2/1

(6) 1x3+/1/1

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

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)

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

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

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

(1) 1x3+/3/1

(2) 1x4+/2/1

(3) 1x4+/1/1

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

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

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

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

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

(14) 1x5+/1/3 // (12) 1x4+/1/1

[FH] |[PH] |[SH] |[AH] // (2)

Equipment: Damage Control Parties (8) (OOOO OOOO), Tractor Beams (16) (OOOO OOOO OOOO OOOO) (12)

Traits: Bulkheads (1), Immobile, Cargo [Civilian] (24) [TL 2], Hospital (12) [TL 2], Repair (12) [TL 2], Science (6) [TL 2],

Transport (12) [TL 2]

Munitions:

### Civilian Armed Class-4 Orbital Base (462)

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

-Nova-Style TL: 1

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

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

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

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

Hull: [\*]-[\*]-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 86-78-69-61-52-43-35-26-18-9

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

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

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

(4) 1x3+/2/1

(6) 1x3+/1/1

[F+P] [F+P] |[F+S] [F+S] |[A+P] [A+P] |[A+S] [A+S] // (4)

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

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

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

(4) 1x3+/2/1

(6) 1x3+/1/1

[F+P] [F+P] |[F+S] [F+S] |[A+P] [A+P] |[A+S] [A+S] // (4)

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)

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

[FPS] [FPS] [FPS] |[FPA] [FPA] [FPA] |[FSA] [FSA] [FSA] |[APS] [APS] [APS] |[TT] [TT] [TT] |[TT] [TT] [TT] | // (9)

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

(1) 1x3+/3/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[FPS] [FPS] [FPS] |[FPA] [FPA] [FPA] |[FSA] [FSA] [FSA] |[APS] [APS] [APS] |[TT] [TT] [TT] |[TT] [TT] [TT] | // (9)

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

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

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

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

(14) 1x5+/1/3 // (12) 1x4+/1/1

[FH] |[PH] |[SH] |[AH] // (2)

Equipment: Damage Control Parties (10) (OOOOO OOOOO), Tractor Beams (20) (OOOO OOOO OOOO OOOO OOOO) (15)

Traits: Bulkheads (2), Immobile, Cargo [Civilian] (24) [TL 2], Hospital (18) [TL 2], Repair (18) [TL 2], Science (6) [TL 2], Transport (24) [TL 2]

Munitions:

### Civilian Armed Class-5 Orbital Base (572)

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

-Nova-Style TL: 1

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

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

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

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

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

Engines: N/A

Weapons: 100-92-84-75-67-59-50-42-34-25-17-9

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

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

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

(4) 1x3+/2/1

(6) 1x3+/1/1

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

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

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

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

(4) 1x3+/2/1

(6) 1x3+/1/1

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

BiLPro Gun Battery [TL -1] (Crn/Sct/NPr/Inc/Acr) // -Grouped-Fire Mode [TL -1] (Crn/Gid/NPr/Inc/Acr)

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

[FPS] [FPS] [FPS] [FPS] |[FPA] [FPA] [FPA] [FPA] |[FSA] [FSA] [FSA] [FSA] |[APS] [APS] [APS] [APS] |[TT] [TT] [TT] |[TT] [TT] [TT] | // (11)

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

(1) 1x3+/3/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[FPS] [FPS] [FPS] [FPS] |[FPA] [FPA] [FPA] [FPA] |[FSA] [FSA] [FSA] [FSA] |[APS] [APS] [APS] [APS] |[TT] [TT] [TT] |[TT] [TT] [TT] | // (11)

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

(2) 1x3+/1/5 // (1) 1x2+/2/4

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

(14) 1x4+/1/4 // (3) 1x2+/2/3

(16) 1x5+/1/4 // (5) 1x2+/2/2

[FH] |[PH] |[SH] |[AH] // (2)

Equipment: Damage Control Parties (12) (OOOO OOOO OOOO), Tractor Beams (24) (OOOO OOOO OOOO OOOO OOOO OOOO) (18)

Traits: Bulkheads (2), Immobile, Cargo [Civilian] (36) [TL 2], Hospital (24) [TL 2], Repair (24) [TL 2], Science (12) [TL 2], Transport (30) [TL 2]

Munitions:



## Old Ships

### Old Light Torpedo Boat Flotilla (6 LTB) (48)

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

Hull: 2-1

Fractional Engines: 10-5

Weapons: 15-8

Shields: 0-0

Old Plasma Torpedo Rack [TL -1] (Pr2/SLn/Knt/Exp)

(2) 1x5+/1/1

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

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

Equipment: Countermeasures (3) (OOO) (2)

Traits:

Munitions:

### Old Torpedo Boat Flotilla (4 TB) (67)

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

-Nova-Style TL: 1

Hull: [\*]-2-1

Fractional Engines: 10-5

Weapons: 19-10

Shields: 0-0

Old Plasma Torpedo Tube ©©© [TL -1]

(Pr2/SLn/Knt/Slw-3)

(2) 1x5+/1/1

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

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

(1) 1x4+/2/1

(2) 1x4+/1/1

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

Equipment: Countermeasures (3) (OOO) (2)

Traits: Bulkheads (1)

Munitions:

Flares: 4-3-2-1

### Old Torpedo Gunboat Flotilla (2 TGB) (70)

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

-Nova-Style TL: 1

Hull: [\*]-2-1

Fractional Engines: 9-5

Weapons: 20-10

Shields: 1-1

Old Plasma Torpedo Tube ©©© [TL -1]

(Pr2/SLn/Knt/Slw-3)

(2) 1x5+/1/1

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

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

(1) 1x4+/2/1

(2) 1x4+/1/1

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

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

(1) 1x4+/2/1

(2) 1x4+/1/1

[PH] [PH] |[PH] [PH] |[SH] [SH] |[SH] [SH] // (4)

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

Traits: Bulkheads (1)

Munitions:

Flares: 4-3-2-1

*(note: the light torpedo boat flotilla, and the rocket variant, were originally each a twelve-unit flotilla, but I decided to halve the size and weapon capacity to provide a cheaper unit—and one that isn't such a case of 'all the eggs in one basket')*

### Old Light Torpedo Ram (49)

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

Hull: 2-1

Fractional Engines: 12-6

Weapons: 11-6

Shields: 5-3

-Fwd: 2-1

-Port: 1

-Stbd: 1

-Aft: 1

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

(1) 1x6+/1/1

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

@@@@ // (2)

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

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

(3) 1x5+/1/1

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

Old Plasma Torpedo Bank @@@ [TL -1]

(Pr2/SLn/Knt/Slw-3) // -Flash Mode @@@ [TL -1]

(NPr/Rp6/Acr/Slw-3)

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

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

Equipment: (0)

Traits: Ionized Hull

Munitions:

Flares: 3-2-1

*The light torpedo ram has a lighter version of the plasma ram that isn't as strongly-built as the full-bore plasma ram, meaning only a few attempts of ramming are possible before the plasma capacitors that release their energy when in close to an opponent have to be repaired.*

### Old Torpedo Ram (78)

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

Hull: 3-2-1

Fractional Engines: 12-6

Weapons: 14-7

Shields: 6-3

-Fwd: 3-2-1

-Port: 1

-Stbd: 1

-Aft: 1

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

(1) 1x6+/1/1

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

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

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

(3) 1x5+/1/1

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

Old Plasma Torpedo Bank @@@ [TL -1]

(Pr2/SLn/Knt/Slw-3) // -Flash Mode @@@ [TL -1]

(NPr/Rp6/Acr/Slw-3)

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

[FR2] |[PP2] [PP2] |[SS2] [SS2] // (3)

Equipment: (0)

Traits: Ionized Hull

Munitions:

Flares: 4-3-2-1

### Old Light Rocket Boat Flotilla (6 LRB) (48)

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

Hull: 2-1

Fractional Engines: 10-5

Weapons: 15-8

Shields: 0-0

Old Concussion Rocket Bank [TL -1] (NPr/SLn/Exp)

(2) 2x3+/1/1

[FH] @ [FH] @ |[FH] @ [FH] @ |[FH] @ [FH] @ |[FH]

@ [FH] @ |[FH] @ [FH] @ |[FH] @ [FH] @ | // (6)

Equipment: Countermeasures (3) (OOO) (2)

Traits:

Munitions:

### Old Rocket Boat Flotilla (4 RB) (71)

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

-Nova-Style TL: 1

Hull: [\*]-2-1

Fractional Engines: 10-5

Weapons: 19-10

Shields: 0-0

Old Concussion Rocket Bank [TL -1] (NPr/SLn/Exp)

(2) 2x3+/1/1

[FH] @ [FH] @ |[FH] @ [FH] @ |[FH] @ [FH] @ |[FH]

@ [FH] @ // (4)

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

(1) 1x4+/2/1

(2) 1x4+/1/1

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

Equipment: Countermeasures (3) (OOO) (2)

Traits: Bulkheads (1)

Munitions:

Flares: 4-3-2-1

*Concussion rockets are a light-weight anti-ship weapon system that was developed around the same time as plasma torpedoes. Rockets are more accurate but lack the raw power of the torpedo.*

### Old Rocket Gunboat Flotilla (2 RGB) (80)

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

-Nova-Style TL: 1

Hull: [\*]-2-1

Fractional Engines: 9-5

Weapons: 28-14

Shields: 1-1

Old Plasma Torpedo Tube ©©© [TL -1]

(Pr2/SLn/Knt/Slw-3)

(2) 1x5+/1/1

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

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

(1) 1x4+/2/1

(2) 1x4+/1/1

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

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

(1) 1x4+/2/1

(2) 1x4+/1/1

[PH] [PH] |[PH] [PH] |[SH] [SH] |[SH] [SH] // (4)

Old Concussion Rocket Bank [TL -1] (NPr/SLn/Exp)

(2) 2x3+/1/1

[FX] @ [FX] @ [FX] @ [FX] @ [FX] @ [FX] @ |[FX] @

[FX] @ [FX] @ [FX] @ [FX] @ [FX] @ // (6)

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

Traits: Bulkheads (1)

Munitions:

Flares: 4-3-2-1

### Old Light Monitor-Ram (43)

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

Hull: 2-1

Fractional Engines: 12-6

Weapons: 9-5

Shields: 5-3

-Fwd: 2-1

-Port: 1

-Stbd: 1

-Aft: 1

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

(1) 1x6+/1/1

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

@@@@ // (2)

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

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

(3) 1x5+/1/1

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

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

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

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

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

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

[GCD] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

### Old Monitor-Ram (66)

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

Hull: 3-2-1

Fractional Engines: 12-6

Weapons: 11-6

Shields: 6-3

-Fwd: 3-2-1

-Port: 1

-Stbd: 1

-Aft: 1

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

(1) 1x6+/1/1

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

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

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

(3) 1x5+/1/1

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

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

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

(8) 1x4+/2/3 // (4) 1x3+/2/1

(13) 1x4+/1/3 // (9) 1x4+/2/1

(14) 1x5+/1/3 // (11) 1x4+/1/1

[GCD] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

### Old Sloop (47)

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

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

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

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

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

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FP] |[FS] |[AP] |[AS] // (2)

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

*The sloop and the frigate are so close in CRat terms that it's hard to tell the difference. Sloops are harder to hit but can take less damage than frigates, but both have a mix of railguns and BiLPro batteries. Most old naval vessels in this supplement, in 19<sup>th</sup> century naval terms, are a combination of the central battery ironclad type and the first generation of ironclads, despite having names that suggest something closer to the 'age of sail'*

### Old Frigate (51)

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

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

Hull: [\*]-2-1  
Fractional Engines: 6-3  
Weapons: 12-6  
Shields: 2-1  
-Port: 1  
-Stbd: 1

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

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

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode [TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

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

### Old 5th-Rate SotL (76)

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

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

Hull: [\*]-[\*]-3-2-1  
Fractional Engines: 6-4-2  
Weapons: 18-12-6  
Shields: 2-2-1  
-Port: 1  
-Stbd: 1

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

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

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

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

### Old 4th-Rate SotL (104)

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

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

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

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

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

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

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]  
|[AS] [AS] | // (6)

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

### Old 3rd-Rate SotL (128)

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

-Fwd: 2-1

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

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

-Aft: 2-1

Hull: [\*]-[\*]-[\*]-5-4-3-2-1

Fractional Engines: 6-5-3-2

Weapons: 28-21-14-7

Shields: 4-3-2-1

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

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

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

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

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

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

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

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

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

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

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

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

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

(3) 1x5+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP] [AP] |[AS] [AS] | // (7)

Equipment: (0)

Traits: Bulkheads (3), Solar Sails

Munitions:

## Old 2nd-Rate SotL (157)

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

-Fwd: 2-1

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

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

-Aft: 2-1

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

Fractional Engines: 6-5-4-3-2

Weapons: 32-26-20-13-7

Shields: 4-4-3-2-1

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

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

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

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

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

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

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

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

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

(14) 1x6+/1/3 // (11) 1x5+/1/1

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

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

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

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

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

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

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

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

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

(3) 1x5+/1/1

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

Equipment: (0)

Traits: Bulkheads (3), Solar Sails

Munitions:



## Old 1st-Rate SotL (195)

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

-Fwd: 2-1

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

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

-Aft: 2-1

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

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

Weapons: 36-30-24-18-12-6

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

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

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

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

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

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

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

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

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

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

(14) 1x6+/1/3 // (11) 1x5+/1/1

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

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

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

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

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

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

[CD] | [CD] | [CD] | [CD] // (2)

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

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

(3) 1x5+/1/1

[LP] [LP] | [RP] [RP] | [PP] [PP] [PP] [PP] | [SS] [SS] [SS] [SS] | [LA] [LA] | [RA] [RA] | // (8)

Equipment: (0)

Traits: Bulkheads (4), Solar Sails

Munitions:

### Old 3rd-Rate Battleship (159)

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

-Fwd: 2-1

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

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

-Aft: 2-1

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

Fractional Engines: 6-5-3-2

Weapons: 24-18-12-6

Shields: 8-6-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

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

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

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

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

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

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

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

(14) 1x6+/1/3 // (11) 1x5+/1/1

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

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

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

(3) 1x5+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP] |[AS] [AS] | // (6)

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

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

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

(7) 1x5+/1/2 // (6) 1x5+/1/1

(8) 1x6+/1/2 // (7) 1x5+/1/1

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

Equipment: (0)

Traits: Bulkheads (2), Ionized Hull, Solar Sails

Munitions:

*Old battleships are more central battery than broadside ironclads in appearance in contrast to the SotLs.*

## Old 2nd-Rate Battleship (194)

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

-Fwd: 2-1

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

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

-Aft: 2-1

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

Fractional Engines: 6-5-4-3-2

Weapons: 26-21-16-11-6

Shields: 8-7-5-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

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

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

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

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

(2) 1x3+/1/5 // (1) 1x2+/2/4

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

(9) 1x4+/1/4 // (3) 1x2+/2/3

(14) 1x5+/1/4 // (4) 1x2+/2/2

(16) 1x6+/1/4 // (5) 1x2+/2/1

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

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

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

(3) 1x5+/1/1

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

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

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

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

(7) 1x5+/1/2 // (6) 1x5+/1/1

(8) 1x6+/1/2 // (7) 1x5+/1/1

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

Equipment: (0)

Traits: Bulkheads (2), Ionized Hull, Solar Sails

Munitions:

## Old 1st-Rate Battleship (224)

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

-Fwd: 2-1

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

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

-Aft: 2-1

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

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

Weapons: 28-24-19-14-10-5

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

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

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

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

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

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

(9) 1x4+/1/6 // (2) 1x2+/2/4

(12) 1x5+/1/6 // (3) 1x2+/2/3

(15) 1x5+/1/5 // (4) 1x2+/2/2

(16) 1x5+/1/4 // (5) 1x2+/2/1

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

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

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

(3) 1x5+/1/1

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

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

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

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

(7) 1x5+/1/2 // (6) 1x5+/1/1

(8) 1x6+/1/2 // (7) 1x5+/1/1

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

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull, Solar Sails

Munitions:

### Old Brig (46)

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

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Hull: 2-1

Fractional Engines: 6-3

Weapons: 9-5

Shields: 2-1

-Port: 1

-Stbd: 1

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

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

(2) 1x4+/2/1

(3) 1x4+/1/1

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

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

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

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

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

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

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

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

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

(3) 1x5+/1/1

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

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

Traits: Solar Sails

Munitions:

### Old Gun Frigate (50)

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

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: [\*]-2-1

Fractional Engines: 6-3

Weapons: 10-5

Shields: 2-1

-Port: 1

-Stbd: 1

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

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

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

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

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

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

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

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

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

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

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

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

(3) 1x5+/1/1

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

Equipment: (0)

Traits: Bulkheads (1), Solar Sails

Munitions:

### Old 5th-Rate Gun SotL (73)

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

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

Hull: [\*]-[\*]-3-2-1  
Fractional Engines: 6-4-2  
Weapons: 14-10-5  
Shields: 2-2-1  
-Port: 1  
-Stbd: 1

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)  
(3) 1x3+/1/2 // (2) 1x3+/1/1  
(4) 1x4+/1/2 // (3) 1x4+/1/1  
(7) 1x5+/1/2 // (6) 1x5+/1/1  
(8) 1x6+/1/2 // (7) 1x5+/1/1  
[PS] |[PS] // (1)

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

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | //  
(4)

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

*Gun SotLs are purely central battery ironclads in appearance.*

### Old 4th-Rate Gun SotL (102)

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

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

Hull: [\*]-[\*]-4-3-2-1  
Fractional Engines: 6-4-2  
Weapons: 22-15-8  
Shields: 4-3-2  
-Fwd: 1  
-Port: 1  
-Stbd: 1  
-Aft: 1

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)  
(3) 1x3+/1/2 // (2) 1x3+/1/1  
(4) 1x4+/1/2 // (3) 1x4+/1/1  
(7) 1x5+/1/2 // (6) 1x5+/1/1  
(8) 1x6+/1/2 // (7) 1x5+/1/1  
[PP] |[PP] |[PP] |[SS] |[SS] |[SS] | // (3)

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

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FP] [FP] |[FS] [FS] |[Port] [Port] |[Stbd] [Stbd] |[AP]  
[AP] |[AS] [AS] | // (6)

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

### Old 3rd-Rate Gun SotL (126)

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

-Fwd: 2-1

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

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

-Aft: 2-1

Hull: [\*]-[\*]-[\*]-5-4-3-2-1

Fractional Engines: 6-5-3-2

Weapons: 24-18-12-6

Shields: 4-3-2-1

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

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

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

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

(7) 1x5+/1/2 // (6) 1x5+/1/1

(8) 1x6+/1/2 // (7) 1x5+/1/1

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

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

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

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

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

(14) 1x6+/1/3 // (11) 1x5+/1/1

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

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

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

(3) 1x5+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP] [AP] |[AS] [AS] | // (7)

Equipment: (0)

Traits: Bulkheads (3), Solar Sails

Munitions:

## Old 2nd-Rate Gun SotL (154)

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

-Fwd: 2-1

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

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

-Aft: 2-1

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

Fractional Engines: 6-5-4-3-2

Weapons: 28-23-17-12-6

Shields: 4-4-3-2-1

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

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

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

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

(7) 1x5+/1/2 // (6) 1x5+/1/1

(8) 1x6+/1/2 // (7) 1x5+/1/1

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

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

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

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

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

(14) 1x6+/1/3 // (11) 1x5+/1/1

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

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

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

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

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

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

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

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

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

(3) 1x5+/1/1

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

Equipment: (0)

Traits: Bulkheads (3), Solar Sails

Munitions:



### Old 1st-Rate Gun SotL (188)

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

-Fwd: 2-1

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

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

-Aft: 2-1

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

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

Weapons: 28-24-19-14-10-5

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

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

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

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

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

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

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

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

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

(2) 1x3+/1/5 // (1) 1x2+/2/4

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

(9) 1x4+/1/4 // (3) 1x2+/2/3

(14) 1x5+/1/4 // (4) 1x2+/2/2

(16) 1x6+/1/4 // (5) 1x2+/2/1

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

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

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

(3) 1x5+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] |[LA] [LA] |[RA] [RA] | // (8)

Equipment: (0)

Traits: Bulkheads (4), Solar Sails

Munitions:

### Old 3rd-Rate Turret Battleship (182)

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

-Fwd: 3-2-1

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

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

-Aft: 3-2-1

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

Fractional Engines: 6-5-3-2

Weapons: 18-14-9-5

Shields: 8-6-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

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

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

(7) 1x5+/1/2 // (6) 1x5+/1/1

(8) 1x6+/1/2 // (7) 1x5+/1/1

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

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

(2) 1x3+/2/5 // (1) 2x2+/2/4

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

(10) 1x4+/2/4 // (3) 1x2+/3/3

(14) 1x4+/1/4 // (4) 1x2+/3/2

(16) 1x5+/1/4 // (5) 1x2+/3/1

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

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

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

(3) 1x5+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP] |[AS] [AS] | // (6)

Equipment: (0)

Traits: Bulkheads (1), Ionized Hull

Munitions:

*If the above ships are central battery or broadside ironclads in appearance, these are breastwork monitors. There is no analogy of central citadel ironclads in this supplement, however.*

## Old 2nd-Rate Turret Battleship (215)

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

-Fwd: 3-2-1

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

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

-Aft: 3-2-1

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

Fractional Engines: 6-5-4-3-2

Weapons: 18-15-11-8-4

Shields: 8-7-5-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

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

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

(7) 1x5+/1/2 // (6) 1x5+/1/1

(8) 1x6+/1/2 // (7) 1x5+/1/1

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

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

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

(10) 1x4+/2/6 // (2) 2x2+/2/4

(12) 1x4+/1/6 // (3) 1x2+/4/3

(15) 1x4+/1/5 // (4) 1x2+/4/2

(16) 1x4+/1/4 // (5) 1x2+/3/1

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

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

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

(3) 1x5+/1/1

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

Equipment: (0)

Traits: Bulkheads (1), Ionized Hull

Munitions:

### Old 1st-Rate Turret Battleship (278)

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

-Fwd: 3-2-1

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

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

-Aft: 3-2-1

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

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

Weapons: 20-17-14-10-7-4

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

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

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

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

(8) 1x5+/1/2 // (7) 1x4+/1/1

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

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

(5) 1x3+/2/8 // (1) 2x2+/3/4

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

(13) 1x4+/1/8 // (3) 2x2+/2/3

(16) 1x4+/1/7 // (4) 2x2+/2/2

(18) 1x4+/1/6 // (5) 2x2+/2/1

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

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

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

(3) 1x5+/1/1

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

Equipment: (0)

Traits: Bulkheads (1), Ionized Hull

Munitions:

### Old Patrol Sloop (46)

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

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

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

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

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)  
(3) 1x3+/1/2 // (2) 1x3+/1/1  
(4) 1x4+/1/2 // (3) 1x4+/1/1  
(7) 1x5+/1/2 // (6) 1x5+/1/1  
(8) 1x6+/1/2 // (7) 1x5+/1/1  
[GCD] |[CDL] // (1)

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FP] |[FS] |[AP] |[AS] // (2)

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Slw-3)  
(3) 1x4+/2/1  
(6) 1x4+/1/1  
[PR2] |[SR2] // (1)

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

*Patrol variants lose some anti-ship firepower to mount some examples of the ion cannon. No vessel larger than a 3<sup>rd</sup>-rate mounts ion cannons, however.*

### Old Patrol Frigate (51)

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

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

Hull: [\*]-2-1  
Fractional Engines: 6-3  
Weapons: 12-6  
Shields: 2-1  
-Port: 1  
-Stbd: 1

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

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)  
(3) 1x3+/1/2 // (2) 1x3+/1/1  
(4) 1x4+/1/2 // (3) 1x4+/1/1  
(7) 1x5+/1/2 // (6) 1x5+/1/1  
(8) 1x6+/1/2 // (7) 1x5+/1/1  
[GCD] |[CDL] // (1)

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode [TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Slw-3)  
(3) 1x4+/2/1  
(6) 1x4+/1/1  
[PR2] |[SR2] // (1)

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

### Old 5th-Rate Patrol SotL (76)

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

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

Hull: [\*]-[\*]-3-2-1  
Fractional Engines: 6-4-2  
Weapons: 20-14-7  
Shields: 2-2-1  
-Port: 1  
-Stbd: 1

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

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

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Slw-3)  
(3) 1x4+/2/1  
(6) 1x4+/1/1  
[PR2] [PR2] |[SR2] [SR2] // (2)

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

### Old 4th-Rate Patrol SotL (105)

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

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

Hull: [\*]-[\*]-4-3-2-1  
Fractional Engines: 6-4-2  
Weapons: 26-18-9  
Shields: 4-3-2  
-Fwd: 1  
-Port: 1  
-Stbd: 1  
-Aft: 1

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

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

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Slw-3)  
(3) 1x4+/2/1  
(6) 1x4+/1/1  
[CD2] [CD2] |[CD2] [CD2] // (2)

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]  
|[AS] [AS] | // (6)

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

### Old 3rd-Rate Patrol SotL (130)

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

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

Hull: [\*]-[\*]-[\*]-5-4-3-2-1  
Fractional Engines: 6-5-3-2  
Weapons: 30-23-15-8  
Shields: 4-3-2-1  
-Fwd: 1  
-Port: 1  
-Stbd: 1  
-Aft: 1

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

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

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode [TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]  
[AP] |[AS] [AS] | // (7)

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Slw-3)  
(3) 1x4+/2/1  
(6) 1x4+/1/1  
[CD2] [CD2] |[CD2] [CD2] // (2)

Equipment: (0)  
Traits: Bulkheads (3), Solar Sails  
Munitions:

### Old Rocket Sloop (55)

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

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

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

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

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)  
(3) 1x3+/1/2 // (2) 1x3+/1/1  
(4) 1x4+/1/2 // (3) 1x4+/1/1  
(7) 1x5+/1/2 // (6) 1x5+/1/1  
(8) 1x6+/1/2 // (7) 1x5+/1/1  
[GCD] |[CDL] // (1)

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

Old Scatter Rocket Bank [TL -1] (NPr/Acr/Exp)  
(2) 2x2+/1/1  
[FX] @ [FX] @ [FX] @ [FX] @ // (2)

Old FS 'Defender' Mortar [TL -1]  
(BlS/Gid/NPr/Inc/Prx/Acr/Ex2)  
(--/2/3) 2x3+/1/1  
[PP2] @@ |[SS2] @@ // (1)

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

*Rocket variants mount (unsurprisingly) concussion or scatter rockets. Scatter rockets are used by larger ships to provide additional anti-flotilla firepower. Old rocket variants do, surprisingly, mount defender mortars for protection from subspace vessels.*

### Old Rocket Frigate (58)

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

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

Hull: [\*]-2-1  
Fractional Engines: 6-3  
Weapons: 16-8  
Shields: 2-1  
-Port: 1  
-Stbd: 1

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

Old Class-1 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)  
(3) 1x3+/1/2 // (2) 1x3+/1/1  
(4) 1x4+/1/2 // (3) 1x4+/1/1  
(7) 1x5+/1/2 // (6) 1x5+/1/1  
(8) 1x6+/1/2 // (7) 1x5+/1/1  
[GCD] |[CDL] // (1)

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

Old Scatter Rocket Bank [TL -1] (NPr/Acr/Exp)  
(2) 2x2+/1/1  
[FX] @ [FX] @ [FX] @ [FX] @ // (2)

Old FS 'Defender' Mortar [TL -1]  
(BlS/Gid/NPr/Inc/Prx/Acr/Ex2)  
(--/2/3) 2x3+/1/1  
[PP2] @@ |[SS2] @@ // (1)

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

### Old 5th-Rate Rocket SotL (86)

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

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

Hull: [\*]-[\*]-3-2-1  
Fractional Engines: 6-4-2  
Weapons: 26-18-9  
Shields: 2-2-1  
-Port: 1  
-Stbd: 1

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

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

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

Old Scatter Rocket Bank [TL -1] (NPr/Acr/Exp)  
(2) 2x2+/1/1  
[FX] @ [FX] @ [FX] @ [FX] @ [FX] @ [FX] @ // (3)

Old FS 'Defender' Mortar [TL -1]  
(BlS/Gid/NPr/Inc/Prx/Acr/Ex2)  
(--/2/3) 2x3+/1/1  
[PS2] @@ [PS2] @@ // (1)

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

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



### Old 4th-Rate Rocket SotL (120)

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

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

Hull: [\*]-[\*]-4-3-2-1  
Fractional Engines: 6-4-2  
Weapons: 38-26-13  
Shields: 4-3-2  
-Fwd: 1  
-Port: 1  
-Stbd: 1  
-Aft: 1

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

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

Old Scatter Rocket Bank [TL -1] (NPr/Acr/Exp)  
(2) 2x2+/1/1  
[FX] @ [FX] @ [FX] @ [FX] @ [FX] @ [FX] @ |[AX] @  
[AX] @ [AX] @ [AX] @ [AX] @ [AX] @ // (6)

Chaingun Battery [TL -1] (NPr/Acr)  
(1) 1x4+/2/1  
(2) 1x4+/1/1  
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]  
|[AS] [AS] | // (6)

Old FS 'Defender' Mortar [TL -1]  
(BlS/Gid/NPr/Inc/Prx/Acr/Ex2)  
(--/2/3) 2x3+/1/1  
[PS2] @@ [PS2] @@ // (1)

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

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

### Old 3rd-Rate Rocket SotL (148)

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

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

Hull: [\*]-[\*]-[\*]-5-4-3-2-1  
Fractional Engines: 6-5-3-2  
Weapons: 48-36-24-12  
Shields: 4-3-2-1  
-Fwd: 1  
-Port: 1  
-Stbd: 1  
-Aft: 1

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

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

Chaingun Battery [TL -1] (NPr/Acr)  
(1) 1x4+/2/1  
(2) 1x4+/1/1  
[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]  
[AP] |[AS] [AS] | // (7)

Old Scatter Rocket Bank [TL -1] (NPr/Acr/Exp)  
(2) 2x2+/1/1  
[FX] @ [FX] @ [FX] @ [FX] @ [FX] @ [FX] @ |[AX] @  
[AX] @ [AX] @ [AX] @ [AX] @ [AX] @ // (6)

Old FS 'Defender' Mortar [TL -1]  
(BlS/Gid/NPr/Inc/Prx/Acr/Ex2)  
(--/2/3) 2x3+/1/1  
[PP2] @@ [PP2] @@ |[SS2] @@ [SS2] @@ // (2)

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

Equipment: (0)  
Traits: Bulkheads (3), Solar Sails  
Munitions:

### Old Raiding Sloop (52)

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

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

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

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

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Slw-3)  
(3) 1x4+/2/1  
(6) 1x4+/1/1  
[GCD2] |[CDL2] // (1)

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FP] |[FS] |[AP] |[AS] // (2)

Old EMP Rocket Bank [TL -1] (NPr/Inc/SLn/Exp)  
(3) 2x3+/1/1  
[FX] @ [FX] @ [FX] @ // (2)

Old Neutron Rocket Bank [TL -1]  
(NPr/Inc/Dly/SLn/Exp)  
(1) 0x3+/0/0  
(3) 1x3+/1/1  
(4) 1x4+/1/1  
[FX] @ [FX] @ [FX] @ // (2)

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

*Combining the rocket and patrol variants into one type, but swapping the fleet-oriented concussion and scatter rockets for the more raider-oriented neutron and EMP rockets, produces the raiding variant. These are the only unit that still uses the heavy BiLPro battery to compensate for the loss of the old railguns.*

### Old Raiding Frigate (56)

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

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

Hull: [\*]-2-1  
Fractional Engines: 6-3  
Weapons: 16-8  
Shields: 2-1  
-Port: 1  
-Stbd: 1

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

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Slw-3)  
(3) 1x4+/2/1  
(6) 1x4+/1/1  
[GCD2] |[CDL2] // (1)

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FP] |[FS] |[AP] |[AS] // (2)

Old EMP Rocket Bank [TL -1] (NPr/Inc/SLn/Exp)  
(3) 2x3+/1/1  
[FX] @ [FX] @ [FX] @ // (2)

Old Neutron Rocket Bank [TL -1]  
(NPr/Inc/Dly/SLn/Exp)  
(1) 0x3+/0/0  
(3) 1x3+/1/1  
(4) 1x4+/1/1  
[FX] @ [FX] @ [FX] @ // (2)

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

### Old 5th-Rate Raiding SotL (83)

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

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

Hull: [\*]-[\*]-3-2-1  
Fractional Engines: 6-4-2  
Weapons: 26-18-9  
Shields: 2-2-1  
-Port: 1  
-Stbd: 1

Heavy BiLPro Battery © [TL -1] (Slw) // -Grapeshot  
Mode © [TL -1] (NPr/Inc/Dly/Slw)

(1) 1x4+/4/2 // (1) 3x3+/2/1  
(2) 1x4+/3/2  
(3) 1x4+/2/2  
(4) 1x4+/2/1  
(5) 1x4+/1/1  
[PP] |[PP] |[SS] |[SS] // (2)

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Slw-3)  
(3) 1x4+/2/1  
(6) 1x4+/1/1  
[GC2] |[GD2] |[CL2] |[DL2] // (2)

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Old EMP Rocket Bank [TL -1] (NPr/Inc/SLn/Exp)  
(3) 2x3+/1/1  
[FX] @ [FX] @ [FX] @ |[AX] @ [AX] @ [AX] @ // (3)

Old Neutron Rocket Bank [TL -1]  
(NPr/Inc/Dly/SLn/Exp)  
(1) 0x3+/0/0  
(3) 1x3+/1/1  
(4) 1x4+/1/1  
[FX] @ [FX] @ |[AX] @ [AX] @ // (2)

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

### Old 4th-Rate Raiding SotL (113)

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

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

Hull: [\*]-[\*]-4-3-2-1  
Fractional Engines: 6-4-2  
Weapons: 34-23-12  
Shields: 4-3-2  
-Fwd: 1  
-Port: 1  
-Stbd: 1  
-Aft: 1

Heavy BiLPro Battery © [TL -1] (Slw) // -Grapeshot  
Mode © [TL -1] (NPr/Inc/Dly/Slw)

(1) 1x4+/4/2 // (1) 3x3+/2/1  
(2) 1x4+/3/2  
(3) 1x4+/2/2  
(4) 1x4+/2/1  
(5) 1x4+/1/1  
[PP] |[PP] |[PP] |[SS] |[SS] |[SS] | // (3)

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Slw-3)  
(3) 1x4+/2/1  
(6) 1x4+/1/1  
[GC2] |[GD2] |[CL2] |[DL2] // (2)

Old EMP Rocket Bank [TL -1] (NPr/Inc/SLn/Exp)  
(3) 2x3+/1/1  
[FX] @ [FX] @ [FX] @ |[AX] @ [AX] @ [AX] @ // (3)

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]  
|[AS] [AS] | // (6)

Old Neutron Rocket Bank [TL -1]  
(NPr/Inc/Dly/SLn/Exp)  
(1) 0x3+/0/0  
(3) 1x3+/1/1  
(4) 1x4+/1/1  
[FX] @ [FX] @ [FX] @ |[AX] @ [AX] @ [AX] @ // (3)

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

### Old 3rd-Rate Raiding SotL (143)

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

-Fwd: 2-1

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

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

-Aft: 2-1

Hull: [\*]-[\*]-[\*]-5-4-3-2-1

Fractional Engines: 6-5-3-2

Weapons: 46-35-23-12

Shields: 4-3-2-1

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Heavy BilPro Battery © [TL -1] (Slw) // -Grapeshot Mode © [TL -1] (NPr/Inc/Dly/Slw)

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

(2) 1x4+/3/2

(3) 1x4+/2/2

(4) 1x4+/2/1

(5) 1x4+/1/1

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

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Slw-3)

(3) 1x4+/2/1

(6) 1x4+/1/1

[GC2] |[GD2] |[CL2] |[DL2] // (2)

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

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

(3) 1x5+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP] [AP] |[AS] [AS] | // (7)

Old EMP Rocket Bank [TL -1] (NPr/Inc/SLn/Exp)

(3) 2x3+/1/1

[FX] @ [FX] @ [FX] @ [FX] @ [FX] @ [FX] @ |[AX] @ [AX] @ [AX] @ [AX] @ [AX] @ [AX] @ // (6)

Old Neutron Rocket Bank [TL -1] (NPr/Inc/Dly/SLn/Exp)

(1) 0x3+/0/0

(3) 1x3+/1/1

(4) 1x4+/1/1

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

Equipment: (0)

Traits: Bulkheads (3), Solar Sails

Munitions:

## Old 2nd-Rate Uppgunned SotL (158)

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

-Fwd: 2-1

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

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

-Aft: 2-1

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

Fractional Engines: 6-5-4-3-2

Weapons: 32-26-20-13-7

Shields: 4-4-3-2-1

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

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

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

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

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

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

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

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

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

(14) 1x6+/1/3 // (11) 1x5+/1/1

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

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

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

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

(7) 1x5+/1/2 // (6) 1x5+/1/1

(8) 1x6+/1/2 // (7) 1x5+/1/1

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

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

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

(3) 1x5+/1/1

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

Equipment: (0)

Traits: Bulkheads (3), Solar Sails

Munitions:

*Uppgunned variants and hybrid battleships have even heavier railguns than gun variants, and are the analogies of those naval ships that attempted to combine sail and turret. In this supplement, however, they're more successful.*

### Old 1st-Rate Uppgunned SotL (191)

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

-Fwd: 2-1

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

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

-Aft: 2-1

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

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

Weapons: 34-29-23-17-12-6

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

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

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

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

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

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

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

(2) 1x3+/1/5 // (1) 1x2+/2/4

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

(9) 1x4+/1/4 // (3) 1x2+/2/3

(14) 1x5+/1/4 // (4) 1x2+/2/2

(16) 1x6+/1/4 // (5) 1x2+/2/1

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

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

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

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

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

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

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

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

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

(3) 1x5+/1/1

[LP] [LP] | [RP] [RP] | [PP] [PP] [PP] [PP] | [SS] [SS] [SS] [SS] | [LA] [LA] | [RA] [RA] | // (8)

Equipment: (0)

Traits: Bulkheads (4), Solar Sails

Munitions:

### Old 3rd-Rate Hybrid Battleship (160)

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

-Fwd: 2-1

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

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

-Aft: 2-1

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

Fractional Engines: 6-5-3-2

Weapons: 22-17-11-6

Shields: 8-6-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

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

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

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

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

(2) 1x3+/1/5 // (1) 1x2+/2/4

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

(9) 1x4+/1/4 // (3) 1x2+/2/3

(14) 1x5+/1/4 // (4) 1x2+/2/2

(16) 1x6+/1/4 // (5) 1x2+/2/1

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

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

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

(3) 1x5+/1/1

[FP] [FP] | [FS] [FS] | [PP] [PP] | [SS] [SS] | [AP] [AP] | [AS] [AS] | // (6)

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

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

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

(7) 1x5+/1/2 // (6) 1x5+/1/1

(8) 1x6+/1/2 // (7) 1x5+/1/1

[CD] | [CD] | [CD] | [CD] // (2)

Equipment: (0)

Traits: Bulkheads (2), Ionized Hull, Solar Sails

Munitions:

## Old 2nd-Rate Hybrid Battleship (194)

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

-Fwd: 2-1

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

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

-Aft: 2-1

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

Fractional Engines: 6-5-4-3-2

Weapons: 24-20-15-10-5

Shields: 8-7-5-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

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

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

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

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

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

(9) 1x4+/1/6 // (2) 1x2+/2/4

(12) 1x5+/1/6 // (3) 1x2+/2/3

(15) 1x5+/1/5 // (4) 1x2+/2/2

(16) 1x5+/1/4 // (5) 1x2+/2/1

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

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

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

(3) 1x5+/1/1

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

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

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

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

(7) 1x5+/1/2 // (6) 1x5+/1/1

(8) 1x6+/1/2 // (7) 1x5+/1/1

[CD] |[CD] |[CD] |[CD] // (2)

Equipment: (0)

Traits: Bulkheads (2), Ionized Hull, Solar Sails

Munitions:



## Old 1st-Rate Hybrid Battleship (224)

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

-Fwd: 2-1

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

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

-Aft: 2-1

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

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

Weapons: 26-22-18-13-9-5

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

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

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

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

(2) 1x4+/3/1

(3) 1x4+/2/1

(4) 1x4+/1/1

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

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

(5) 1x3+/1/8 // (1) 2x2+/1/4

(10) 1x4+/1/8 // (2) 2x2+/1/4

(13) 1x5+/1/8 // (3) 2x2+/1/3

(16) 1x5+/1/7 // (4) 2x2+/1/2

(18) 1x5+/1/6 // (5) 2x2+/1/1

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

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

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

(3) 1x5+/1/1

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

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

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

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

(7) 1x5+/1/2 // (6) 1x5+/1/1

(8) 1x6+/1/2 // (7) 1x5+/1/1

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

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull, Solar Sails

Munitions:

### Old Light Subspace Vessel Flotilla (4 LSV) (32)

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

Hull: 2-1

Fractional Engines: 4-2

Weapons: 12-6

Shields: 0-0

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

(1) 1x4+/2/1

(2) 1x4+/1/1

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

Old Concussion Rocket Bank [TL -1] (NPr/SLn/Exp)

(2) 2x3+/1/1

[FH] @ |[FH] @ |[FH] @ |[FH] @ // (2)

Equipment: Cloaking Device (O), Countermeasures (1)  
(O), Stealth (2) (OO) (2)

Traits:

Munitions:

### Old Subspace Vessel Flotilla (4 SV) (65)

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

-Nova-Style TL: 1

Hull: [\*]-2-1

Fractional Engines: 4-2

Weapons: 20-10

Shields: 1-1

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

(1) 1x4+/2/1

(2) 1x4+/1/1

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

Old Plasma Torpedo Tube ©©© [TL -1]

(Pr2/SLn/Knt/Slw-3)

(2) 1x5+/1/1

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

Old Concussion Rocket Bank [TL -1] (NPr/SLn/Exp)

(2) 2x3+/1/1

[FF] @ [FF] @ |[FF] @ [FF] @ |[FF] @ [FF] @ |[FF] @

[FF] @ // (4)

Equipment: Cloaking Device (O), Countermeasures (1)  
(O), Stealth (2) (OO) (2)

Traits: Bulkheads (1)

Munitions:

### Old Heavy Subspace Vessel Flotilla (2 HSV) (66)

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

-Nova-Style TL: 1

Hull: [\*]-2-1

Fractional Engines: 4-2

Weapons: 20-10

Shields: 1-1

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

(1) 1x4+/2/1

(2) 1x4+/1/1

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

Old Plasma Torpedo Tube ©©© [TL -1]

(Pr2/SLn/Knt/Slw-3)

(2) 1x5+/1/1

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

Old Concussion Rocket Bank [TL -1] (NPr/SLn/Exp)

(2) 2x3+/1/1

[FF] @ [FF] @ |[FF] @ [FF] @ |[FF] @ [FF] @ |[FF] @

[FF] @ // (4)

Equipment: Cloaking Device (O), Countermeasures (1)  
(O), Stealth (2) (OO) (2)

Traits: Bulkheads (1)

Munitions:

*(note: the light subspace vessel flotilla and the raider variant, like the light torpedo/rocket boat flotillas, were originally double the size. They are not that potent but can be an unwelcome surprise...)*

### Old Light Subspace Cruiser (67)

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

-Nova-Style TL: 1

Screens: 1

Hull: [\*]-2-1

Fractional Engines: 5-3

Weapons: 15-8

Shields: 1-1

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

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

(3) 1x5+/1/1

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

Old Plasma Torpedo Bank ©©© [TL -1]

(Pr2/SLn/Knt/Slw-3) // -Flash Mode ©©© [TL -1]

(NPr/Rp6/Acr/Slw-3)

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

[FR2] |[FR2] // (1)

Old Concussion Rocket Bank [TL -1] (NPr/SLn/Exp)

(2) 2x3+/1/1

[FF] @ [FF] @ [FF] @ [FF] @ |[FF] @ [FF] @ [FF] @ [FF]

@ // (4)

Equipment: Cloaking Device (O), Countermeasures (1)

(O), Stealth (1) (O) (2)

Traits: Bulkheads (1)

Munitions:

### Old Light Subspace Ramship (66)

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

-Nova-Style TL: 1

Screens: 1

Hull: [\*]-2-1

Fractional Engines: 5-3

Weapons: 12-6

Shields: 1-1

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

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

(3) 1x5+/1/1

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

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

(1) 1x6+/1/1

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

Old Plasma Torpedo Rack [TL -1] (Pr2/SLn/Knt/Exp)

(2) 1x5+/1/1

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

Equipment: Cloaking Device (O), Countermeasures (1)

(O), Stealth (1) (O) (2)

Traits: Bulkheads (1)

Munitions:

*Wrap a plasma ram and subspace unit together and you get the subspace ramship, a ship that fell out of favour in the modern era.*

### Old Light Subspace Raider Flotilla (4 LSR) (30)

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

Hull: 2-1

Fractional Engines: 4-2

Weapons: 12-6

Shields: 0-0

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

(1) 1x4+/2/1

(2) 1x4+/1/1

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

Old Neutron Rocket Bank [TL -1]

(NPr/Inc/Dly/SLn/Exp)

(1) 0x3+/0/0

(3) 1x3+/1/1

(4) 1x4+/1/1

[FH] @ |[FH] @ |[FH] @ |[FH] @ // (2)

Equipment: Cloaking Device (O), Countermeasures (1)  
(O), Stealth (2) (OO) (2)

Traits:

Munitions:

### Old Subspace Raider Flotilla (4 SR) (71)

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

-Nova-Style TL: 1

Hull: [\*]-2-1

Fractional Engines: 4-2

Weapons: 28-14

Shields: 1-1

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

(1) 1x4+/2/1

(2) 1x4+/1/1

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

Old EMP Rocket Bank [TL -1] (NPr/Inc/SLn/Exp)

(3) 2x3+/1/1

[FF] @ [FF] @ [FF] @ |[FF] @ [FF] @ [FF] @ |[FF] @

[FF] @ [FF] @ |[FF] @ [FF] @ [FF] @ // (6)

Old Neutron Rocket Bank [TL -1]

(NPr/Inc/Dly/SLn/Exp)

(1) 0x3+/0/0

(3) 1x3+/1/1

(4) 1x4+/1/1

[FF] @ [FF] @ |[FF] @ [FF] @ |[FF] @ [FF] @ |[FF] @

[FF] @ // (4)

Equipment: Cloaking Device (O), Countermeasures (1)  
(O), Stealth (2) (OO) (2)

Traits: Bulkheads (1)

Munitions:

### Old Heavy Subspace Raider Flotilla (2 HSR) (70)

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

-Nova-Style TL: 1

Hull: [\*]-2-1

Fractional Engines: 4-2

Weapons: 28-14

Shields: 1-1

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

(1) 1x4+/2/1

(2) 1x4+/1/1

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

Old EMP Rocket Bank [TL -1] (NPr/Inc/SLn/Exp)

(3) 2x3+/1/1

[Fwd] @ [Fwd] @ [Fwd] @ [Fwd] @ [Fwd] @ [Fwd] @

|[Fwd] @ [Fwd] @ [Fwd] @ [Fwd] @ [Fwd] @ [Fwd]

@ // (6)

Old Neutron Rocket Bank [TL -1]

(NPr/Inc/Dly/SLn/Exp)

(1) 0x3+/0/0

(3) 1x3+/1/1

(4) 1x4+/1/1

[FF] @ [FF] @ |[FF] @ [FF] @ |[FF] @ [FF] @ |[FF] @

[FF] @ // (4)

Equipment: Cloaking Device (O), Countermeasures (1)  
(O), Stealth (2) (OO) (2)

Traits: Bulkheads (1)

Munitions:

### Old Light Subspace Cruiser-Raider (68)

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

Screens: 1

Hull: [\*]-2-1  
Fractional Engines: 5-3  
Weapons: 21-11  
Shields: 1-1

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FX] |[AX] // (1)

Old Plasma Torpedo Tube ©©© [TL -1]  
(Pr2/SLn/Knt/Slw-3)  
(2) 1x5+/1/1  
[FR] [FR] |[FR] [FR] // (2)

Old EMP Rocket Bank [TL -1] (NPr/Inc/SLn/Exp)  
(3) 2x3+/1/1  
[FF] @ [FF] @ [FF] @ [FF] @ |[FF] @ [FF] @ [FF] @ [FF]  
@ // (4)

Old Neutron Rocket Bank [TL -1]  
(NPr/Inc/Dly/SLn/Exp)  
(1) 0x3+/0/0  
(3) 1x3+/1/1  
(4) 1x4+/1/1  
[FF] @ [FF] @ |[FF] @ [FF] @ // (2)

Equipment: Cloaking Device (O), Countermeasures (1)  
(O), Stealth (1) (O) (2)  
Traits: Bulkheads (1)  
Munitions:

### Old Light Subspace Cruiser-Raider Sniper (64)

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

Screens: 1

Hull: [\*]-2-1  
Fractional Engines: 5-3  
Weapons: 12-6  
Shields: 1-1

Heavy Chaingun Battery [TL -1] (NPr/Acr) // -RF Mode  
[TL -1] (NPr/Acr)  
(2) 1x4+/1/1 // (1) 1x4+/3/1  
(3) 1x5+/1/1  
[FX] |[AX] // (1)

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Slw-3)  
(3) 1x4+/2/1  
(6) 1x4+/1/1  
[FR2] [FR2] [FR2] // (2)

Old Plasma Torpedo Rack [TL -1] (Pr2/SLn/Knt/Exp)  
(2) 1x5+/1/1  
[FF] @ [FF] @ |[FF] @ [FF] @ // (2)

Equipment: Cloaking Device (O), Countermeasures (1)  
(O), Stealth (1) (O) (2)  
Traits: Bulkheads (1)  
Munitions:

## Old Bases

Most older fixed defences revolved around the fort, a small base with a range of weapon options, supported occasionally by mines (in actuality, combinations of rocket packs). Heavy bases were used at times, but the lack of dedicated defender cannons left them slightly too vulnerable to subspace vessel attack at times.

### Old EMP Mine (24)

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

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

Old Stabilised EMP Rocket Bank [TL -1]  
(NPr/Inc/SLn/Exp)  
(3) 2x2+/1/1  
(4) 2x3+/1/1  
[TT] @ [TT] @ [TT] @ [TT] @ // (2)

Equipment: Stealth (4) (OOOO) (2)  
Traits: Bulkheads (1), Immobile  
Munitions:

### Old Neutron Mine (24)

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

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

Old Stabilised Neutron Rocket Bank [TL -1]  
(NPr/Inc/Dly/SLn/Exp)  
(1) 0x3+/0/0  
(5) 1x3+/1/1  
[TT] @ [TT] @ [TT] @ [TT] @ // (2)

Equipment: Stealth (4) (OOOO) (2)  
Traits: Bulkheads (1), Immobile  
Munitions:

### Old Scatter Mine (24)

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

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

Old Stabilised Scatter Rocket Bank [TL -1]  
(NPr/Acr/Exp)  
(3) 2x2+/1/1  
[TT] @ [TT] @ [TT] @ [TT] @ // (2)

Equipment: Stealth (4) (OOOO) (2)  
Traits: Bulkheads (1), Immobile  
Munitions:

### Old Concussion Mine (24)

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

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

Old Stabilised Concussion Rocket Bank [TL -1]  
(NPr/SLn/Exp)  
(1) 3x3+/1/1  
(3) 2x3+/1/1  
[TT] @ [TT] @ [TT] @ [TT] @ // (2)

Equipment: Stealth (4) (OOOO) (2)  
Traits: Bulkheads (1), Immobile  
Munitions:

**Old Light Ion Fort (48)**

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

-Nova-Style TL: 1

Hull: 2-1

Engines: N/A

Weapons: 13-7

Shields: 0-0

Old Heavy Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Slw-3)

(3) 1x4+/2/2

(6) 1x4+/2/1

(9) 1x4+/1/1

[LP2] |[FH2] |[RP2] //(2)

Stabilised Old Class-2 Defender Railgun [TL -1] (NPr) //

-Flak Mode [TL -1] (NPr/Inc/Prx/Acr)

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

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

(12) 1x5+/1/2 //(3) 2x3+/1/1

[FX] //(1)

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

(1) 1x3+/3/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[TT] |[TT] //(1)

Equipment: Damage Control Parties (3) (OOO), Stealth

(4) (OOOO) (4)

Traits: Immobile

Munitions:

**Old Light C3R Fort (47)**

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

-Nova-Style TL: 1

Hull: 2-1

Engines: N/A

Weapons: 11-6

Shields: 0-0

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

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

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

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

(14) 1x5+/1/3 //(12) 1x4+/1/1

[FX] //(1)

Stabilised Old Class-2 Defender Railgun [TL -1] (NPr) //

-Flak Mode [TL -1] (NPr/Inc/Prx/Acr)

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

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

(12) 1x5+/1/2 //(3) 2x3+/1/1

[FX] //(1)

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

(1) 1x3+/3/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[TT] |[TT] //(1)

Equipment: Damage Control Parties (3) (OOO), Stealth

(4) (OOOO) (4)

Traits: Immobile

Munitions:

### Old Light C3DR Fort (47)

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

-Nova-Style TL: 1

Hull: 2-1

Engines: N/A

Weapons: 11-6

Shields: 0-0

Stabilised Old Class-3 Defender Railgun [TL -1] (NPr) //  
-Flak Mode [TL -1] (NPr/Inc/Prx/Acr)

(3) 1x3+/1/4 // (1) 0x3+/0/0

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

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

(14) 1x5+/1/3

[FX] // (1)

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

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

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

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

[FX] // (1)

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

(1) 1x3+/3/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[TT] |[TT] // (1)

Equipment: Damage Control Parties (3) (OOO), Stealth

(4) (OOOO) (4)

Traits: Immobile

Munitions:

### Old Blockade Fort (59)

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

-Nova-Style TL: 1

Hull: 2-1

Engines: N/A

Weapons: 27-14

Shields: 0-0

Old Heavy Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Slw-  
3)

(3) 1x4+/2/2

(6) 1x4+/2/1

(9) 1x4+/1/1

[LP2] |[RP2] // (1)

Old Stabilised EMP Rocket Bank [TL -1]  
(NPr/Inc/SLn/Exp)

(3) 2x2+/1/1

(4) 2x3+/1/1

[TP] @ [TP] @ [TP] @ [TP] @ |[TS] @ [TS] @ [TS] @

[TS] @ // (4)

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

(1) 1x3+/3/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[TT] |[TT] // (1)

Old Stabilised Neutron Rocket Bank [TL -1]  
(NPr/Inc/Dly/SLn/Exp)

(1) 0x3+/0/0

(5) 1x3+/1/1

[TP] @ [TP] @ [TP] @ [TP] @ |[TS] @ [TS] @ [TS] @

[TS] @ // (4)

Equipment: Damage Control Parties (3) (OOO), Stealth  
(4) (OOOO) (4)

Traits: Immobile

Munitions:



### Old Light Support Fort (48)

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

-Nova-Style TL: 1

Hull: 2-1

Engines: N/A

Weapons: 13-7

Shields: 0-0

Stabilised Old Class-1 Railgun [TL -1] (NPr) // -AP  
Mode [TL -1] (-)

(3) 1x3+/1/2 // (2) 1x3+/1/1

(6) 1x4+/1/2 // (6) 1x4+/1/1

(8) 1x5+/1/2 // (7) 1x5+/1/1

[FX] |[FX] // (1)

Stabilised Old Class-1 Defender Railgun [TL -1] (NPr) //

-Flak Mode [TL -1] (NPr/Inc/Prx/Acr)

(3) 1x3+/1/2 // (1) 0x4+/0/0

(6) 1x4+/1/2 // (2) 1x4+/3/1

(8) 1x5+/1/2 // (3) 1x4+/2/1

[FX] |[FX] // (1)

Base Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x3+/3/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[TT] |[TT] // (1)

Equipment: Damage Control Parties (3) (OOO), Stealth

(4) (OOOO) (4)

Traits: Immobile

Munitions:

### Old C6R Emplacement (49)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 2-1

Engines: N/A

Weapons: 9-5

Shields: 0-0

Stabilised Old Class-6 Railgun © [TL -1] (Slw) // -  
Shrapnel Mode © [TL -1] (Inc/Dly/Slw)

(5) 1x3+/1/8 // (1) 2x2+/1/5

(13) 1x4+/1/8 // (2) 2x2+/1/4

(16) 1x4+/1/7 // (4) 2x2+/1/3

(18) 1x4+/1/6 // (5) 2x2+/1/2

[FH] // (1)

Base Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x3+/3/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[TT] // (1)

Equipment: Damage Control Parties (3) (OOO), Stealth

(4) (OOOO) (4)

Traits: Immobile

Munitions:

### Old Light Fort (48)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL  
-Nova-Style TL: 1

Hull: 2-1  
Engines: N/A  
Weapons: 11-6  
Shields: 0-0

Stabilised Old Class-4 Railgun © [TL -1] (Slw) // -  
Shrapnel Mode © [TL -1] (NPr/Dly/Inc/Slw)  
(2) 1x3+/1/5 // (1) 1x2+/2/4  
(4) 1x3+/1/4 // (2) 1x2+/2/4  
(14) 1x4+/1/4 // (3) 1x2+/2/3  
(16) 1x5+/1/4 // (5) 1x2+/2/2  
[FX] // (1)

Stabilised Old Class-1 Defender Railgun [TL -1] (NPr) //  
-Flak Mode [TL -1] (NPr/Inc/Prx/Acr)  
(3) 1x3+/1/2 // (1) 0x4+/0/0  
(6) 1x4+/1/2 // (2) 1x4+/3/1  
(8) 1x5+/1/2 // (3) 1x4+/2/1  
[FX] // (1)

Base Chaingun Battery [TL -1] (NPr/Acr)  
(1) 1x3+/3/1  
(2) 1x4+/2/1  
(3) 1x4+/1/1  
[TT] |[TT] // (1)

Equipment: Damage Control Parties (3) (OOO), Stealth  
(4) (OOOO) (4)  
Traits: Immobile  
Munitions:

### Old Light Gun Fort (48)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL  
-Nova-Style TL: 1

Hull: 2-1  
Engines: N/A  
Weapons: 10-5  
Shields: 0-0

Stabilised Old Class-5 Railgun © [TL -1] (Slw) // -  
Shrapnel Mode © [TL -1] (NPr/Dly/Inc/Slw)  
(4) 1x3+/1/6 // (1) 1x2+/2/5  
(12) 1x4+/1/6 // (2) 1x2+/2/4  
(15) 1x4+/1/6 // (4) 1x2+/2/3  
(16) 1x4+/1/5 // (5) 1x2+/2/2  
[FX] // (1)

Base Chaingun Battery [TL -1] (NPr/Acr)  
(1) 1x3+/3/1  
(2) 1x4+/2/1  
(3) 1x4+/1/1  
[TT] |[TT] // (1)

Equipment: Damage Control Parties (3) (OOO), Stealth  
(4) (OOOO) (4)  
Traits: Immobile  
Munitions:

### Old Light Rocket Fort (55)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 2-1

Engines: N/A

Weapons: 23-12

Shields: 0-0

Stabilised Old Class-2 Railgun [TL -1] (NPr) // -AP  
Mode [TL -1] (-)

(4) 1x3+/1/2 // (4) 1x3+/1/1

(10) 1x4+/1/2 // (8) 1x4+/1/1

(12) 1x5+/1/2 // (10) 1x5+/1/1

[FX] // (1)

Old Stabilised Scatter Rocket Bank [TL -1]

(NPr/Acr/Exp)

(3) 2x2+/1/1

[TP] @ [TP] @ |[FX] @ [FX] @ |[TS] @ [TS] @ // (3)

Old Stabilised Concussion Rocket Bank [TL -1]

(NPr/SLn/Exp)

(1) 3x3+/1/1

(3) 2x3+/1/1

[TP] @ [TP] @ |[FX] @ [FX] @ |[TS] @ [TS] @ // (3)

Base Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x3+/3/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[TT] |[TT] |[TT] // (2)

Equipment: Damage Control Parties (3) (OOO), Stealth

(4) (OOOO) (4)

Traits: Immobile

Munitions:

### Old Light Torpedo Fort (47)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 2-1

Engines: N/A

Weapons: 12-6

Shields: 0-0

Stabilised Old Class-2 Railgun [TL -1] (NPr) // -AP  
Mode [TL -1] (-)

(4) 1x3+/1/2 // (4) 1x3+/1/1

(10) 1x4+/1/2 // (8) 1x4+/1/1

(12) 1x5+/1/2 // (10) 1x5+/1/1

[FX] // (1)

Old Heavy Base Plasma Torpedo Bank ©©© [TL -1]

(Mdl/SLn/Knt/Slw-3) // -Flash Mode ©©© [TL -1]

(NPr/Rp6/Acr/Slw-3)

(1) 1x4+/1/2 // (1) 3x3+/3/1

(3) 1x4+/1/1 // (2) 3x3+/2/1

[FX2] // (1)

Base Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x3+/3/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[TT] |[TT] |[TT] // (2)

Equipment: Damage Control Parties (3) (OOO), Stealth

(4) (OOOO) (4)

Traits: Immobile

Munitions:

### Old Light Defender Fort (48)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL  
-Nova-Style TL: 1

Hull: 2-1  
Engines: N/A  
Weapons: 11-6  
Shields: 0-0

Stabilised Old Class-4 Defender Railgun © [TL -1] (Slw)  
// -Flak Mode © [TL -1] (NPr/Prx/Rp6/Acr/Slw)  
(2) 1x3+/1/5 // (1) 0x3+/0/0  
(4) 1x3+/1/4 // (2) 2x3+/3/1  
(14) 1x4+/1/4 // (3) 2x3+/2/1  
(16) 1x5+/1/4  
[FX] // (1)

Stabilised Old Class-1 Railgun [TL -1] (NPr) // -AP  
Mode [TL -1] (-)  
(3) 1x3+/1/2 // (2) 1x3+/1/1  
(6) 1x4+/1/2 // (6) 1x4+/1/1  
(8) 1x5+/1/2 // (7) 1x5+/1/1  
[FX] // (1)

Base Chaingun Battery [TL -1] (NPr/Acr)  
(1) 1x3+/3/1  
(2) 1x4+/2/1  
(3) 1x4+/1/1  
[TT] |[TT] // (1)

Equipment: Damage Control Parties (3) (OOO), Stealth  
(4) (OOOO) (4)  
Traits: Immobile  
Munitions:

### Old Light Defender Gun Fort (48)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL  
-Nova-Style TL: 1

Hull: 2-1  
Engines: N/A  
Weapons: 10-5  
Shields: 0-0

Stabilised Old Class-5 Defender Railgun © [TL -1] (Slw)  
// -Flak Mode © [TL -1] (NPr/Prx/Rp6/Acr/Slw)  
(4) 1x3+/1/6 // (1) 0x3+/0/0  
(12) 1x4+/1/6 // (2) 2x3+/3/1  
(15) 1x4+/1/6 // (3) 2x3+/2/1  
(16) 1x4+/1/5 // (4) 1x4+/3/1  
[FX] // (1)

Base Chaingun Battery [TL -1] (NPr/Acr)  
(1) 1x3+/3/1  
(2) 1x4+/2/1  
(3) 1x4+/1/1  
[TT] |[TT] // (1)

Equipment: Damage Control Parties (3) (OOO), Stealth  
(4) (OOOO) (4)  
Traits: Immobile  
Munitions:

### Old Light Defender Rocket Fort (55)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 2-1

Engines: N/A

Weapons: 23-12

Shields: 0-0

Stabilised Old Class-2 Defender Railgun [TL -1] (NPr) //  
-Flak Mode [TL -1] (NPr/Inc/Prx/Acr)

(4) 1x3+/1/2 // (1) 0x3+/0/0

(10) 1x4+/1/2 // (2) 3x3+/1/1

(12) 1x5+/1/2 // (3) 2x3+/1/1

[FX] // (1)

Old Stabilised Scatter Rocket Bank [TL -1]

(NPr/Acr/Exp)

(3) 2x2+/1/1

[TP] @ [TP] @ |[FX] @ [FX] @ |[TS] @ [TS] @ // (3)

Old Stabilised Concussion Rocket Bank [TL -1]

(NPr/SLn/Exp)

(1) 3x3+/1/1

(3) 2x3+/1/1

[TP] @ [TP] @ |[FX] @ [FX] @ |[TS] @ [TS] @ // (3)

Base Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x3+/3/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[TT] |[TT] |[TT] // (2)

Equipment: Damage Control Parties (3) (OOO), Stealth

(4) (OOOO) (4)

Traits: Immobile

Munitions:

### Old Light Defender Torpedo Fort (47)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 2-1

Engines: N/A

Weapons: 13-7

Shields: 0-0

Stabilised Old Class-2 Defender Railgun [TL -1] (NPr) //  
-Flak Mode [TL -1] (NPr/Inc/Prx/Acr)

(4) 1x3+/1/2 // (1) 0x3+/0/0

(10) 1x4+/1/2 // (2) 3x3+/1/1

(12) 1x5+/1/2 // (3) 2x3+/1/1

[FX] // (1)

Old Base Plasma Torpedo Bank ©©© [TL -1]

(Pr2/SLn/Knt/Slw-3) // -Flash Mode ©©© [TL -1]

(NPr/Rp6/Acr/Slw-3)

(2) 1x4+/1/1 // (2) 4x3+/1/1

[FX2] |[FX2] // (1)

Base Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x3+/3/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[TT] |[TT] |[TT] // (2)

Equipment: Damage Control Parties (3) (OOO), Stealth

(4) (OOOO) (4)

Traits: Immobile

Munitions:

## Old War Base (999)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 12-11-10-9-8-7-6-5-4-3-2-1

-Port: 12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 12-11-10-9-8-7-6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 86-79-72-65-58-51-43-36-29-22-15-8

Shields: 16-15-14-12-11-10-8-7-6-4-3-2

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Stabilised Old Class-6 Railgun © [TL -1] (Slw) // -Shrapnel Mode © [TL -1] (Inc/Dly/Slw)

(5) 1x3+/1/8 // (1) 2x2+/1/5

(13) 1x4+/1/8 // (2) 2x2+/1/4

(16) 1x4+/1/7 // (4) 2x2+/1/3

(18) 1x4+/1/6 // (5) 2x2+/1/2

[XX] |[YY] |[ZZ] // (2)

Stabilised Old Class-6 Defender Railgun © [TL -1] (Slw) // -Flak Mode © [TL -1] (NPr/Prx/Rpt/Acr/Slw)

(5) 1x3+/1/8 // (1) 0x3+/0/0

(13) 1x4+/1/8 // (2) 2x3+/4/1

(16) 1x4+/1/7 // (3) 2x3+/3/1

(18) 1x4+/1/6 // (4) 1x4+/4/1

[XX] |[YY] |[ZZ] // (2)

Stabilised Old Class-2 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(4) 1x3+/1/2 // (4) 1x3+/1/1

(10) 1x4+/1/2 // (8) 1x4+/1/1

(12) 1x5+/1/2 // (10) 1x5+/1/1

[FF] [FF] |[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] |[AA] [AA] | // (6)

Stabilised Old Class-2 Defender Railgun [TL -1] (NPr) // -Flak Mode [TL -1] (NPr/Inc/Prx/Acr)

(4) 1x3+/1/2 // (1) 0x3+/0/0

(10) 1x4+/1/2 // (2) 3x3+/1/1

(12) 1x5+/1/2 // (3) 2x3+/1/1

[FF] [FF] |[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] |[AA] [AA] | // (6)

Base Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x3+/3/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[TT] [TT] [TT] [TT] [TT] [TT] [TT] [TT] |[XX] [XX] [XX] [XX] [XX] [XX] [XX] [XX] |[YY] [YY] [YY] [YY] [YY] [YY] [YY] [YY] |[ZZ]

[ZZ] [ZZ] [ZZ] [ZZ] [ZZ] [ZZ] [ZZ] // (16)

Equipment: Damage Control Parties (24) (OOOO OOOO OOOO OOOO OOOO OOOO) (12)

Traits: Bulkheads (3), Immobile, Ionized Hull, Cargo [Military] (20), Hospital (8), Repair (8), Transport (8)

Munitions:

### Old C5 War Base (993)

-Tech: Engine: -1 Fighter: 0 Shield: 1 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 12-11-10-9-8-7-6-5-4-3-2-1

-Port: 12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 12-11-10-9-8-7-6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 80-74-67-60-54-47-40-34-27-20-14-7

Shields: 16-15-14-12-11-10-8-7-6-4-3-2

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Stabilised Old Class-5 Railgun © [TL -1] (Slw) // -Shrapnel Mode © [TL -1] (NPr/Dly/Inc/Slw)

(4) 1x3+/1/6 // (1) 1x2+/2/5

(12) 1x4+/1/6 // (2) 1x2+/2/4

(15) 1x4+/1/6 // (4) 1x2+/2/3

(16) 1x4+/1/5 // (5) 1x2+/2/2

[XX] |[YY] |[ZZ] // (2)

Stabilised Old Class-5 Defender Railgun © [TL -1] (Slw) // -Flak Mode © [TL -1] (NPr/Prx/Rp6/Acr/Slw)

(4) 1x3+/1/6 // (1) 0x3+/0/0

(12) 1x4+/1/6 // (2) 2x3+/3/1

(15) 1x4+/1/6 // (3) 2x3+/2/1

(16) 1x4+/1/5 // (4) 1x4+/3/1

[XX] |[YY] |[ZZ] // (2)

Stabilised Old Class-3 Railgun [TL -1] (NPr) // -AP Mode [TL -1] (-)

(3) 1x3+/1/4 // (2) 1x3+/1/2

(5) 1x3+/1/3 // (5) 1x3+/1/1

(12) 1x4+/1/3 // (8) 1x4+/1/1

(14) 1x5+/1/3 // (12) 1x4+/1/1

[FF] [FF] |[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] |[AA] [AA] | // (6)

Stabilised Old Class-3 Defender Railgun [TL -1] (NPr) // -Flak Mode [TL -1] (NPr/Inc/Prx/Acr)

(3) 1x3+/1/4 // (1) 0x3+/0/0

(5) 1x3+/1/3 // (2) 2x3+/2/1

(12) 1x4+/1/3 // (3) 3x3+/1/1

(14) 1x5+/1/3

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

Base Chaingun Battery [TL -1] (NPr/Acr)

(1) 1x3+/3/1

(2) 1x4+/2/1

(3) 1x4+/1/1

[TT] [TT] [TT] [TT] [TT] [TT] [TT] [TT] |[XX] [XX] [XX] [XX] [XX] [XX] [XX] [XX] |[YY] [YY] [YY] [YY] [YY] [YY] [YY] [YY] |[ZZ]

[ZZ] [ZZ] [ZZ] [ZZ] [ZZ] [ZZ] [ZZ] // (16)

Equipment: Damage Control Parties (24) (OOOO OOOO OOOO OOOO OOOO OOOO) (12)

Traits: Bulkheads (3), Immobile, Ionized Hull, Cargo [Military] (20), Hospital (8), Repair (8), Transport (8)

Munitions:

## Modern Ships

### Light Torpedo Boat Flotilla (4 LTB) (54)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

Hull: 2-1

Fractional Engines: 14-7

Weapons: 11-6

Shields: 0-0

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3) // -

Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)

(2) 1x5+/1/2 // (1) 2x4+/3/1

(3) 1x6+/1/2 // (2) 2x4+/3/1

[FR] [FR] |[FR] [FR] |[FR] [FR] |[FR] [FR] // (4)

Equipment: Countermeasures (3) (OOO) (2)

Traits:

Munitions:

### Torpedo Boat Flotilla (4 TB) (111)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: [\*]-[\*]-2-1

Fractional Engines: 14-7

Weapons: 19-10

Shields: 0-0

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3) // -

Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)

(2) 1x5+/1/2 // (1) 2x4+/3/1

(3) 1x6+/1/2 // (2) 2x4+/3/1

[FR] [FR] |[FR] [FR] |[FR] [FR] |[FR] [FR] // (4)

Light Particle Battery (NPr/Acr)

(1) 1x3+/2/1

(2) 1x3+/1/1

[FX] [FX] |[FX] [FX] |[AX] [AX] |[AX] [AX] // (4)

Equipment: Countermeasures (3) (OOO) (2)

Traits: Bulkheads (2)

Munitions:

Flares: 4-3-2-1

### Heavy Torpedo Boat Flotilla (2 HTB) (101)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: [\*]-[\*]-2-1

Fractional Engines: 14-7

Weapons: 16-8

Shields: 0-0

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3) // -

Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)

(2) 1x5+/1/2 // (1) 2x4+/3/1

(3) 1x6+/1/2 // (2) 2x4+/3/1

[FR] [FR] |[FR] [FR] |[PS] [PS] |[PS] [PS] // (4)

Light Particle Battery (NPr/Acr)

(1) 1x3+/2/1

(2) 1x3+/1/1

[FX] [FX] |[FX] [FX] |[AX] [AX] // (3)

Equipment: Countermeasures (2) (OO) (1)

Traits: Bulkheads (2)

Munitions:

Flares: 4-3-2-1

*(note: as with the old era's light torpedo boat flotilla, the standard-tech light torpedo boat was originally double the size)*



### Destroyer (86)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL  
-Nova-Style TL: 1

Hull: [\*]-2-1  
Fractional Engines: 16-8  
Weapons: 8-4  
Shields: 1-1

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3) // -  
Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)  
(2) 1x5+/1/2 // (1) 2x4+/3/1  
(3) 1x6+/1/2 // (2) 2x4+/3/1  
[Fwd] [Fwd] // (1)

Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Slw-3) // -  
Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)  
(3) 1x4+/1/2 // (3) 2x3+/3/1  
[PS2] |[PS2] // (1)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[FX] [FX] |[AX] // (2)

Equipment: Countermeasures (1) (O) (1)  
Traits: Bulkheads (1)  
Munitions:  
Flares: 4-3-2-1

*The destroyer and flotilla leader are almost the same ship type, the destroyer focused more on the anti-ship role with eight torpedo tubes arranged in a pair forward and two triples amidships, enabling destroyers to bracket enemy ships more effectively.*

### Flotilla Leader (86)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL  
-Nova-Style TL: 1

Hull: [\*]-2-1  
Fractional Engines: 16-8  
Weapons: 10-5  
Shields: 1-1

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[FX] [FX] |[AX] // (2)

Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Slw-3) // -  
Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)  
(3) 1x4+/1/2 // (3) 2x3+/3/1  
[PS2] |[PS2] // (1)

Light Particle Battery (NPr/Acr)  
(1) 1x3+/2/1  
(2) 1x3+/1/1  
[FP] |[FS] |[AP] |[AS] // (2)

Equipment: Countermeasures (1) (O) (1)  
Traits: Bulkheads (1)  
Munitions:  
Flares: 4-3-2-1

### Light Rocket Boat Flotilla (4 LRB) (54)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

Hull: 2-1  
Fractional Engines: 14-7  
Weapons: 11-6  
Shields: 0-0

Concussion Rocket Launcher ©©© (NPr/SLn/Slw-3)  
(3) 4x3+/1/1  
[FH] [FH] |[FH] [FH] |[FH] [FH] |[FH] [FH] // (4)

Equipment: Countermeasures (3) (OOO) (2)  
Traits:  
Munitions:

**Rocket Boat Flotilla (4 RB) (111)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: [\*]-[\*]-2-1

Fractional Engines: 14-7

Weapons: 19-10

Shields: 0-0

Concussion Rocket Launcher ©©© (NPr/SLn/Slw-3)

(3) 4x3+/1/1

[FH] [FH] |[FH] [FH] |[FH] [FH] |[FH] [FH] // (4)

Light Particle Battery (NPr/Acr)

(1) 1x3+/2/1

(2) 1x3+/1/1

[FX] [FX] |[FX] [FX] |[AX] [AX] |[AX] [AX] // (4)

Equipment: Countermeasures (3) (OOO) (2)

Traits: Bulkheads (2)

Munitions:

Flares: 4-3-2-1

**Heavy Rocket Boat Flotilla (2 HRB) (101)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: [\*]-[\*]-2-1

Fractional Engines: 14-7

Weapons: 18-9

Shields: 0-0

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3) // -

Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)

(2) 1x5+/1/2 // (1) 2x4+/3/1

(3) 1x6+/1/2 // (2) 2x4+/3/1

[FR] [FR] |[FR] [FR] |[PS] |[PS] // (3)

Light Particle Battery (NPr/Acr)

(1) 1x3+/2/1

(2) 1x3+/1/1

[FX] [FX] |[FX] [FX] |[AX] |[AX] // (3)

Concussion Rocket Launcher ©©© (NPr/SLn/Slw-3)

(3) 4x3+/1/1

[FX] [FX] |[FX] [FX] // (2)

Equipment: Countermeasures (2) (OO) (1)

Traits: Bulkheads (2)

Munitions:

Flares: 4-3-2-1

**Rocket Destroyer (86)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: [\*]-2-1

Fractional Engines: 16-8

Weapons: 14-7

Shields: 1-1

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3) // -

Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)

(2) 1x5+/1/2 // (1) 2x4+/3/1

(3) 1x6+/1/2 // (2) 2x4+/3/1

[Fwd] [Fwd] |[PS] [PS] |[PS] [PS] // (3)

Concussion Rocket Launcher ©©© (NPr/SLn/Slw-3)

(3) 4x3+/1/1

[FX] [FX] |[FX] [FX] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FX] [FX] |[AX] // (2)

Equipment: Countermeasures (1) (O) (1)

Traits: Bulkheads (1)

Munitions:

Flares: 4-3-2-1

### Rocket Flotilla Leader (86)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: [\*]-2-1

Fractional Engines: 16-8

Weapons: 16-8

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FX] [FX] |[AX] // (2)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3) // -

Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)

(2) 1x5+/1/2 // (1) 2x4+/3/1

(3) 1x6+/1/2 // (2) 2x4+/3/1

[PS] [PS] |[PS] [PS] // (2)

Light Particle Battery (NPr/Acr)

(1) 1x3+/2/1

(2) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Concussion Rocket Launcher ©©© (NPr/SLn/Slw-3)

(3) 4x3+/1/1

[FX] [FX] |[FX] [FX] // (2)

Equipment: Countermeasures (1) (O) (1)

Traits: Bulkheads (1)

Munitions:

Flares: 4-3-2-1

### Sloop (92)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: [\*]-2-1

Fractional Engines: 11-6

Weapons: 11-6

Shields: 4-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] |[RP] |[LA] |[RA] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Equipment: Countermeasures (1) (O) (1)

Traits: Bulkheads (1)

Munitions:

*The sloop and frigate combined in the modern era to provide a still-hard-to-hit ship but one more survivable and capable of hitting hard too. The sloop was also capable of being used for many different roles, including anti-subspace vessel work.*

### Patrol Sloop (90)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: [\*]-2-1

Fractional Engines: 11-6

Weapons: 10-5

Shields: 4-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Ion Cannon ©©© (Mdl/Lnc/Inc/Slw-3)

(4) 1x3+/1/2

(8) 1x3+/1/1

[PS2] // (1)

Equipment: Countermeasures (1) (O) (1)

Traits: Bulkheads (1)

Munitions:

### Gun Sloop (87)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: [\*]-2-1

Fractional Engines: 11-6

Weapons: 7-4

Shields: 4-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(2) 1x2+/1/2 // (5) 1x3+/1/1

(10) 1x3+/1/2 // (6) 1x4+/1/1

(12) 1x4+/1/2 // (7) 1x4+/1/1

[FX] |[AX] // (1)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: Countermeasures (1) (O) (1)

Traits: Bulkheads (1)

Munitions:

### Rocket Sloop (95)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: [\*]-2-1

Fractional Engines: 11-6

Weapons: 13-7

Shields: 4-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[FX] |[AX] // (1)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Scatter Rocket Launcher ©©© (NPr/Acr/Slw-3)

(3) 2x2+/2/1

[PS] [PS] |[PS] [PS] // (2)

Equipment: Countermeasures (1) (O) (1)

Traits: Bulkheads (1)

Munitions:

### AS Sloop (100)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 1

-Port: 2-1

-Stbd: 2-1

-Aft: 1

Hull: [\*]-2-1

Fractional Engines: 11-6

Weapons: 13-7

Shields: 4-2

-Fwd: 1

-Port: 1

-Stbd: 1

-Aft: 1

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x3+/0/0

(3) 2x3+/1/1

(4) 1x3+/1/1

[Port3] @@@@ |[Stbd3] @@@@ // (1)

Equipment: Countermeasures (1) (O) (1)

Traits: Bulkheads (1)

Munitions:

### 3rd-Class Cruiser (119)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1  
-Port: 3-2-1  
-Stbd: 3-2-1  
-Aft: 1

Hull: 4-3-2-1  
Fractional Engines: 12-6  
Weapons: 16-8  
Shields: 4-2  
-Fwd: 1  
-Port: 1  
-Stbd: 1  
-Aft: 1

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)  
(2) 1x2+/1/2 // (5) 1x3+/1/1  
(10) 1x3+/1/2 // (6) 1x4+/1/1  
(12) 1x4+/1/2 // (7) 1x4+/1/1  
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Scatter Rocket Launcher ©©© (NPr/Acr/Slw-3)  
(3) 2x2+/2/1  
[PP] |[SS] // (1)

Equipment: (0)  
Traits:  
Munitions:

### Light Protected Cruiser (150)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1  
-Port: 3-2-1  
-Stbd: 3-2-1  
-Aft: 1

Hull: 5-4-3-2-1  
Fractional Engines: 12-8-4  
Weapons: 16-11-6  
Shields: 4-3-2  
-Fwd: 1  
-Port: 1  
-Stbd: 1  
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)  
(2) 1x2+/2/2 // (1) 1x2+/2/1  
(10) 1x3+/2/2 // (5) 1x3+/2/1  
(12) 1x4+/2/2 // (7) 1x4+/2/1  
[FX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)  
(2) 1x2+/1/2 // (5) 1x3+/1/1  
(10) 1x3+/1/2 // (6) 1x4+/1/1  
(12) 1x4+/1/2 // (7) 1x4+/1/1  
[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Scatter Rocket Launcher ©©© (NPr/Acr/Slw-3)  
(3) 2x2+/2/1  
[PP] |[SS] // (1)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:

### Protected Cruiser (200)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1  
-Port: 4-3-2-1  
-Stbd: 4-3-2-1  
-Aft: 2-1

Hull: 6-5-4-3-2-1  
Fractional Engines: 12-8-4  
Weapons: 16-11-6  
Shields: 6-4-2  
-Fwd: 1  
-Port: 2-1  
-Stbd: 2-1  
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)  
(2) 1x2+/2/2 // (1) 1x2+/2/1  
(10) 1x3+/2/2 // (5) 1x3+/2/1  
(12) 1x4+/2/2 // (7) 1x4+/2/1  
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[LP] |[RP] |[LA] |[RA] // (2)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Scatter Rocket Launcher ©©© (NPr/Acr/Slw-3)  
(3) 2x2+/2/1  
[PP] |[SS] // (1)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:

### Light Armoured Cruiser (284)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1  
-Port: 6-5-4-3-2-1  
-Stbd: 6-5-4-3-2-1  
-Aft: 2-1

Hull: 8-7-6-5-4-3-2-1  
Fractional Engines: 11-9-6-3  
Weapons: 28-21-14-7  
Shields: 8-6-4-2  
-Fwd: 2-1  
-Port: 2-1  
-Stbd: 2-1  
-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Knt)  
(2) 1x2+/1/3 // (5) 1x3+/1/1  
(10) 1x3+/1/3 // (6) 1x4+/1/1  
(14) 1x4+/1/3 // (7) 1x4+/1/1  
[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)  
(2) 1x2+/1/2 // (5) 1x3+/1/1  
(10) 1x3+/1/2 // (6) 1x4+/1/1  
(12) 1x4+/1/2 // (7) 1x4+/1/1  
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[LP] [LP] |[RP] [RP] |[PP] [PP] |[SS] [SS] |[LA] [LA]  
|[RA] [RA] | // (6)

Scatter Rocket Launcher ©©© (NPr/Acr/Slw-3)  
(3) 2x2+/2/1  
[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:

## Armoured Cruiser (369)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 3-2-1

-Port: 8-7-6-5-4-3-2-1

-Stbd: 8-7-6-5-4-3-2-1

-Aft: 3-2-1

Hull: 10-9-8-7-6-5-4-3-2-1

Fractional Engines: 11-9-7-5-3

Weapons: 30-24-18-12-6

Shields: 8-7-5-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Knt)

(2) 1x2+/2/3 // (5) 1x3+/2/1

(10) 1x3+/2/3 // (6) 1x4+/2/1

(14) 1x4+/2/3 // (7) 1x4+/2/1

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(2) 1x2+/1/2 // (5) 1x3+/1/1

(10) 1x3+/1/2 // (6) 1x4+/1/1

(12) 1x4+/1/2 // (7) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] |[RP] |[PP] |[SS] |[LA] |[RA] | // (3)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA] [LA] |[RA] [RA] | // (7)

Scatter Rocket Launcher ©©© (NPr/Acr/Slw-3)

(3) 2x2+/2/1

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Ionized Hull

Munitions:



### Light Cruiser (119)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1  
-Port: 3-2-1  
-Stbd: 3-2-1  
-Aft: 1

Hull: 4-3-2-1  
Fractional Engines: 12-6  
Weapons: 12-6  
Shields: 4-2  
-Fwd: 1  
-Port: 1  
-Stbd: 1  
-Aft: 1

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FX2] |[FX2] |[AX2] |[AX2] // (2)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Equipment: (0)  
Traits:  
Munitions:

### Light Protected Gun Cruiser (148)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1  
-Port: 3-2-1  
-Stbd: 3-2-1  
-Aft: 1

Hull: 5-4-3-2-1  
Fractional Engines: 12-8-4  
Weapons: 14-10-5  
Shields: 4-3-2  
-Fwd: 1  
-Port: 1  
-Stbd: 1  
-Aft: 1

Class-3 Railgun (-) // -Shock Mode (Knt)  
(2) 1x2+/1/3 // (5) 1x3+/1/1  
(10) 1x3+/1/3 // (6) 1x4+/1/1  
(14) 1x4+/1/3 // (7) 1x4+/1/1  
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:

*Gun cruisers have heavier or more primary railguns at the expense of lighter, or non-existent, secondary railguns.*

### Protected Gun Cruiser (195)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1  
-Port: 4-3-2-1  
-Stbd: 4-3-2-1  
-Aft: 2-1

Hull: 6-5-4-3-2-1  
Fractional Engines: 12-8-4  
Weapons: 14-10-5  
Shields: 6-4-2  
-Fwd: 1  
-Port: 2-1  
-Stbd: 2-1  
-Aft: 1

Class-3 Railgun Turret (-) // -Shock Mode (Knt)  
(2) 1x2+/2/3 // (5) 1x3+/2/1  
(10) 1x3+/2/3 // (6) 1x4+/2/1  
(14) 1x4+/2/3 // (7) 1x4+/2/1  
[FX] // (1)

Class-3 Railgun (-) // -Shock Mode (Knt)  
(2) 1x2+/1/3 // (5) 1x3+/1/1  
(10) 1x3+/1/3 // (6) 1x4+/1/1  
(14) 1x4+/1/3 // (7) 1x4+/1/1  
[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:

### Light Armoured Gun Cruiser (283)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1  
-Port: 6-5-4-3-2-1  
-Stbd: 6-5-4-3-2-1  
-Aft: 2-1

Hull: 8-7-6-5-4-3-2-1  
Fractional Engines: 11-9-6-3  
Weapons: 22-17-11-6  
Shields: 8-6-4-2  
-Fwd: 2-1  
-Port: 2-1  
-Stbd: 2-1  
-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Knt)  
(2) 1x2+/2/3 // (5) 1x3+/2/1  
(10) 1x3+/2/3 // (6) 1x4+/2/1  
(14) 1x4+/2/3 // (7) 1x4+/2/1  
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FP] |[FS] |[Port] [Port] |[Stbd] [Stbd] |[AP] |[AS] | //  
(4)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[LP] [LP] |[RP] [RP] |[PP] [PP] |[SS] [SS] |[LA] [LA]  
|[RA] [RA] | // (6)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:

## Armoured Gun Cruiser (364)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 3-2-1

-Port: 8-7-6-5-4-3-2-1

-Stbd: 8-7-6-5-4-3-2-1

-Aft: 3-2-1

Hull: 10-9-8-7-6-5-4-3-2-1

Fractional Engines: 11-9-7-5-3

Weapons: 28-23-17-12-6

Shields: 8-7-5-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-4 Railgun (-) // -Shock Mode (Knt)

(2) 1x3+/1/5 // (1) 1x2+/1/2

(14) 1x3+/1/4 // (7) 1x3+/1/2

(16) 1x4+/1/4 // (8) 1x4+/1/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(2) 1x2+/1/2 // (5) 1x3+/1/1

(10) 1x3+/1/2 // (6) 1x4+/1/1

(12) 1x4+/1/2 // (7) 1x4+/1/1

[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA] [LA] |[RA] [RA] | // (7)

Equipment: (0)

Traits: Ionized Hull

Munitions:

### 3rd-Class AS Cruiser (124)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1  
-Port: 3-2-1  
-Stbd: 3-2-1  
-Aft: 1

Hull: 4-3-2-1  
Fractional Engines: 12-6  
Weapons: 14-7  
Shields: 4-2  
-Fwd: 1  
-Port: 1  
-Stbd: 1  
-Aft: 1

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)  
(2) 1x2+/1/2 // (5) 1x3+/1/1  
(10) 1x3+/1/2 // (6) 1x4+/1/1  
(12) 1x4+/1/2 // (7) 1x4+/1/1  
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[LP] |[RP] |[PP] |[SS] |[LA] |[RA] | // (3)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)  
(1) 0x3+/0/0  
(3) 2x3+/1/1  
(4) 1x3+/1/1  
[PP3] @@@@ |[SS3] @@@@ // (1)

Equipment: (0)  
Traits:  
Munitions:

*The profligation of subspace vessels resulted in an increase in the number of ships armed for anti-subspace vessel work, with defender mortars replacing scatter rocket launchers.*

### Light Protected AS Cruiser (156)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1  
-Port: 3-2-1  
-Stbd: 3-2-1  
-Aft: 1

Hull: 5-4-3-2-1  
Fractional Engines: 12-8-4  
Weapons: 14-10-5  
Shields: 4-3-2  
-Fwd: 1  
-Port: 1  
-Stbd: 1  
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)  
(2) 1x2+/2/2 // (1) 1x2+/2/1  
(10) 1x3+/2/2 // (5) 1x3+/2/1  
(12) 1x4+/2/2 // (7) 1x4+/2/1  
[FX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)  
(2) 1x2+/1/2 // (5) 1x3+/1/1  
(10) 1x3+/1/2 // (6) 1x4+/1/1  
(12) 1x4+/1/2 // (7) 1x4+/1/1  
[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[LP] |[RP] |[PP] |[SS] |[LA] |[RA] | // (3)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)  
(1) 0x3+/0/0  
(3) 2x3+/1/1  
(4) 1x3+/1/1  
[PP3] @@@@ |[SS3] @@@@ // (1)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:

### Protected AS Cruiser (202)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1  
-Port: 4-3-2-1  
-Stbd: 4-3-2-1  
-Aft: 2-1

Hull: 6-5-4-3-2-1  
Fractional Engines: 12-8-4  
Weapons: 16-11-6  
Shields: 6-4-2  
-Fwd: 1  
-Port: 2-1  
-Stbd: 2-1  
-Aft: 1

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)  
(2) 1x2+/2/2 // (1) 1x2+/2/1  
(10) 1x3+/2/2 // (5) 1x3+/2/1  
(12) 1x4+/2/2 // (7) 1x4+/2/1  
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)  
(1) 0x3+/0/0  
(3) 2x3+/1/1  
(4) 1x3+/1/1  
[PP3] @@@@ |[SS3] @@@@ // (1)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:

### Light Armoured AS Cruiser (288)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1  
-Port: 6-5-4-3-2-1  
-Stbd: 6-5-4-3-2-1  
-Aft: 2-1

Hull: 8-7-6-5-4-3-2-1  
Fractional Engines: 11-9-6-3  
Weapons: 26-20-13-7  
Shields: 8-6-4-2  
-Fwd: 2-1  
-Port: 2-1  
-Stbd: 2-1  
-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Knt)  
(2) 1x2+/1/3 // (5) 1x3+/1/1  
(10) 1x3+/1/3 // (6) 1x4+/1/1  
(14) 1x4+/1/3 // (7) 1x4+/1/1  
[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)  
(2) 1x2+/1/2 // (5) 1x3+/1/1  
(10) 1x3+/1/2 // (6) 1x4+/1/1  
(12) 1x4+/1/2 // (7) 1x4+/1/1  
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[LP] [LP] |[RP] [RP] |[PP] [PP] |[SS] [SS] |[LA] [LA]  
|[RA] [RA] | // (6)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)  
(1) 0x3+/0/0  
(3) 2x3+/1/1  
(4) 1x3+/1/1  
[PP3] @@@@ |[SS3] @@@@ // (1)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:

## Armoured AS Cruiser (371)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 3-2-1

-Port: 8-7-6-5-4-3-2-1

-Stbd: 8-7-6-5-4-3-2-1

-Aft: 3-2-1

Hull: 10-9-8-7-6-5-4-3-2-1

Fractional Engines: 11-9-7-5-3

Weapons: 28-23-17-12-6

Shields: 8-7-5-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-3 Railgun Turret (-) // -Shock Mode (Knt)

(2) 1x2+/2/3 // (5) 1x3+/2/1

(10) 1x3+/2/3 // (6) 1x4+/2/1

(14) 1x4+/2/3 // (7) 1x4+/2/1

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(2) 1x2+/1/2 // (5) 1x3+/1/1

(10) 1x3+/1/2 // (6) 1x4+/1/1

(12) 1x4+/1/2 // (7) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA] [LA] |[RA] [RA] | // (7)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x3+/0/0

(3) 2x3+/1/1

(4) 1x3+/1/1

[PP3] @@@@ |[SS3] @@@@ // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

### 3rd-Class Raiding Cruiser (121)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1  
-Port: 3-2-1  
-Stbd: 3-2-1  
-Aft: 1

Hull: 4-3-2-1  
Fractional Engines: 12-6  
Weapons: 25-13  
Shields: 4-2  
-Fwd: 1  
-Port: 1  
-Stbd: 1  
-Aft: 1

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)  
(2) 1x2+/1/2 // (5) 1x3+/1/1  
(10) 1x3+/1/2 // (6) 1x4+/1/1  
(12) 1x4+/1/2 // (7) 1x4+/1/1  
[FX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

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(2) 1x2+/2/2  
(4) 1x3+/2/2  
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

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(NPr/Inc/Dly/Lnc/Slw-3)  
(1) 0x3+/0/0  
(4) 1x3+/2/1  
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Equipment: (0)  
Traits:  
Munitions:

*Modern raiding cruisers, unlike their older sisters, were able to retain some railguns and thus were more likely to survive coming into contact with escorting naval units.*

### Light Protected Raiding Cruiser (155)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 1  
-Port: 3-2-1  
-Stbd: 3-2-1  
-Aft: 1

Hull: 5-4-3-2-1  
Fractional Engines: 12-8-4  
Weapons: 26-18-9  
Shields: 4-3-2  
-Fwd: 1  
-Port: 1  
-Stbd: 1  
-Aft: 1

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)  
(2) 1x2+/1/2 // (5) 1x3+/1/1  
(10) 1x3+/1/2 // (6) 1x4+/1/1  
(12) 1x4+/1/2 // (7) 1x4+/1/1  
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

EMP Rocket Launcher ©©© (NPr/Inc/Lnc/Slw-3)  
(2) 1x2+/2/2  
(4) 1x3+/2/2  
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

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(NPr/Inc/Dly/Lnc/Slw-3)  
(1) 0x3+/0/0  
(4) 1x3+/2/1  
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:

### Protected Raiding Cruiser (205)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1  
-Port: 4-3-2-1  
-Stbd: 4-3-2-1  
-Aft: 2-1

Hull: 6-5-4-3-2-1  
Fractional Engines: 12-8-4  
Weapons: 28-19-10  
Shields: 6-4-2  
-Fwd: 1  
-Port: 2-1  
-Stbd: 2-1  
-Aft: 1

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)  
(2) 1x2+/1/2 // (5) 1x3+/1/1  
(10) 1x3+/1/2 // (6) 1x4+/1/1  
(12) 1x4+/1/2 // (7) 1x4+/1/1  
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[LP] |[RP] |[PP] |[SS] |[LA] |[RA] | // (3)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[LP] |[RP] |[PP] |[PP] |[SS] [SS] |[LA] |[RA] | // (4)

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(2) 1x2+/2/2  
(4) 1x3+/2/2  
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Neutron Rocket Launcher ©©©  
(NPr/Inc/Dly/Lnc/Slw-3)  
(1) 0x3+/0/0  
(4) 1x3+/2/1  
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:

### Light Armoured Raiding Cruiser (286)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1  
-Port: 6-5-4-3-2-1  
-Stbd: 6-5-4-3-2-1  
-Aft: 2-1

Hull: 8-7-6-5-4-3-2-1  
Fractional Engines: 11-9-6-3  
Weapons: 36-27-18-9  
Shields: 8-6-4-2  
-Fwd: 2-1  
-Port: 2-1  
-Stbd: 2-1  
-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Knt)  
(2) 1x2+/1/3 // (5) 1x3+/1/1  
(10) 1x3+/1/3 // (6) 1x4+/1/1  
(14) 1x4+/1/3 // (7) 1x4+/1/1  
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[LP] [LP] |[RP] [RP] |[PP] [PP] |[SS] [SS] |[LA] [LA]  
|[RA] [RA] | // (6)

EMP Rocket Launcher ©©© (NPr/Inc/Lnc/Slw-3)  
(2) 1x2+/2/2  
(4) 1x3+/2/2  
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Neutron Rocket Launcher ©©©  
(NPr/Inc/Dly/Lnc/Slw-3)  
(1) 0x3+/0/0  
(4) 1x3+/2/1  
[PP] [PP] [PP] |[SS] [SS] [SS] // (3)

Ion Cannon ©©© (Mdl/Lnc/Inc/Slw-3)  
(4) 1x3+/1/2  
(8) 1x3+/1/1  
[FP2] |[FS2] |[AP2] |[AS2] // (2)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:



## Armoured Raiding Cruiser (376)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 3-2-1

-Port: 8-7-6-5-4-3-2-1

-Stbd: 8-7-6-5-4-3-2-1

-Aft: 3-2-1

Hull: 10-9-8-7-6-5-4-3-2-1

Fractional Engines: 11-9-7-5-3

Weapons: 41-33-25-17-9

Shields: 8-7-5-4-2

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Class-3 Railgun (-) // -Shock Mode (Knt)

(2) 1x2+/1/3 // (5) 1x3+/1/1

(10) 1x3+/1/3 // (6) 1x4+/1/1

(14) 1x4+/1/3 // (7) 1x4+/1/1

[FX] |[PS] |[AX] // (2)

Ion Cannon ©©© (Mdl/Lnc/Inc/Slw-3)

(4) 1x3+/1/2

(8) 1x3+/1/1

[LP2] |[RP2] |[LA2] |[RA2] // (2)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] |[SS] [SS] [SS] |[LA] [LA] |[RA] [RA] | // (7)

EMP Rocket Launcher ©©© (NPr/Inc/Lnc/Slw-3)

(2) 1x2+/2/2

(4) 1x3+/2/2

[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] // (4)

Neutron Rocket Launcher ©©© (NPr/Inc/Dly/Lnc/Slw-3)

(1) 0x3+/0/0

(4) 1x3+/2/1

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Ionized Hull

Munitions:

### Light Defence Monitor (177)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1  
-Port: 4-3-2-1  
-Stbd: 4-3-2-1  
-Aft: 2-1

Hull: 5-4-3-2-1  
Fractional Engines: 7-5-3  
Weapons: 14-10-5  
Shields: 9-6-3  
-Fwd: 2-1  
-Port: 3-2-1  
-Stbd: 3-2-1  
-Aft: 1

Class-3 Railgun (-) // -Shock Mode (Knt)  
(2) 1x2+/1/3 // (5) 1x3+/1/1  
(10) 1x3+/1/3 // (6) 1x4+/1/1  
(14) 1x4+/1/3 // (7) 1x4+/1/1  
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:

### Defence Monitor (253)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1  
-Port: 5-4-3-2-1  
-Stbd: 5-4-3-2-1  
-Aft: 2-1

Hull: 7-6-5-4-3-2-1  
Fractional Engines: 7-6-4-2  
Weapons: 20-15-10-5  
Shields: 10-8-5-3  
-Fwd: 2-1  
-Port: 3-2-1  
-Stbd: 3-2-1  
-Aft: 2-1

Class-4 Railgun (-) // -Shock Mode (Knt)  
(2) 1x3+/1/5 // (1) 1x2+/1/2  
(14) 1x3+/1/4 // (7) 1x3+/1/2  
(16) 1x4+/1/4 // (8) 1x4+/1/2  
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]  
|[AS] [AS] | // (6)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:

### Light Defence Battleship (371)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 9-8-7-6-5-4-3-2-1

-Stbd: 9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: 9-8-7-6-5-4-3-2-1

Fractional Engines: 7-6-5-3-2

Weapons: 20-16-12-8-4

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 (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (1) 1x2+/1/2

(14) 1x3+/1/6 // (7) 1x3+/1/2

(18) 1x4+/1/6 // (9) 1x4+/1/2

[FX] |[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[FP2] |[FS2] |[AP2] |[AS2] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]

[AP] |[AS] [AS] | // (7)

Equipment: (0)

Traits: Ionized Hull

Munitions:

### Defence Battleship (456)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 10-9-8-7-6-5-4-3-2-1

-Stbd: 10-9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: 11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 6-5-4-3-2-1

Weapons: 22-19-15-11-8-4

Shields: 12-10-8-6-4-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FX] // (1)

Class-5 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (1) 1x2+/1/2

(14) 1x3+/1/6 // (7) 1x3+/1/2

(18) 1x4+/1/6 // (9) 1x4+/1/2

[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[FP2] |[FS2] |[AP2] |[AS2] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]

[AP] |[AS] [AS] | // (7)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(2) 1x2+/1/2 // (5) 1x3+/1/1

(10) 1x3+/1/2 // (6) 1x4+/1/1

(12) 1x4+/1/2 // (7) 1x4+/1/1

[PP] |[SS] // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

## Heavy Defence Battleship (556)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: 13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 6-6-5-4-3-2-1

Weapons: 26-23-19-15-12-8-4

Shields: 12-11-9-7-6-4-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(2) 1x2+/1/2 // (5) 1x3+/1/1

(10) 1x3+/1/2 // (6) 1x4+/1/1

(12) 1x4+/1/2 // (7) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[FP2] |[FS2] |[AP2] |[AS2] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] |[AP] [AP] |[AS] [AS] | // (8)

Equipment: (0)

Traits: Ionized Hull

Munitions:

### Light THG Defence Monitor (172)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1  
-Port: 4-3-2-1  
-Stbd: 4-3-2-1  
-Aft: 2-1

Hull: 5-4-3-2-1  
Fractional Engines: 7-5-3  
Weapons: 10-7-4  
Shields: 9-6-3  
-Fwd: 2-1  
-Port: 3-2-1  
-Stbd: 3-2-1  
-Aft: 1

Class-3 Railgun Turret (-) // -Shock Mode (Knt)  
(2) 1x2+/2/3 // (5) 1x3+/2/1  
(10) 1x3+/2/3 // (6) 1x4+/2/1  
(14) 1x4+/2/3 // (7) 1x4+/2/1  
[FX] // (1)

Class-3 Railgun (-) // -Shock Mode (Knt)  
(2) 1x2+/1/3 // (5) 1x3+/1/1  
(10) 1x3+/1/3 // (6) 1x4+/1/1  
(14) 1x4+/1/3 // (7) 1x4+/1/1  
[AX] // (1)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:

### THG Defence Monitor (250)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1  
-Port: 5-4-3-2-1  
-Stbd: 5-4-3-2-1  
-Aft: 2-1

Hull: 7-6-5-4-3-2-1  
Fractional Engines: 7-6-4-2  
Weapons: 14-11-7-4  
Shields: 10-8-5-3  
-Fwd: 2-1  
-Port: 3-2-1  
-Stbd: 3-2-1  
-Aft: 2-1

Class-4 Railgun Turret (-) // -Shock Mode (Knt)  
(2) 1x3+/2/5 // (1) 1x2+/2/2  
(14) 1x3+/2/4 // (7) 1x3+/2/2  
(16) 1x4+/2/4 // (8) 1x4+/2/2  
[FX] // (1)

Class-4 Railgun (-) // -Shock Mode (Knt)  
(2) 1x3+/1/5 // (1) 1x2+/1/2  
(14) 1x3+/1/4 // (7) 1x3+/1/2  
(16) 1x4+/1/4 // (8) 1x4+/1/2  
[AX] // (1)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]  
|[AS] [AS] | // (6)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:

### Light C2ST Defence Battleship (373)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 9-8-7-6-5-4-3-2-1

-Stbd: 9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: 9-8-7-6-5-4-3-2-1

Fractional Engines: 7-6-5-3-2

Weapons: 20-16-12-8-4

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 (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (1) 1x2+/1/2

(14) 1x3+/1/6 // (7) 1x3+/1/2

(18) 1x4+/1/6 // (9) 1x4+/1/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(2) 1x2+/1/2 // (5) 1x3+/1/1

(10) 1x3+/1/2 // (6) 1x4+/1/1

(12) 1x4+/1/2 // (7) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]

[AP] |[AS] [AS] | // (7)

Equipment: (0)

Traits: Ionized Hull

Munitions:

### C2ST Defence Battleship (459)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 10-9-8-7-6-5-4-3-2-1

-Stbd: 10-9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: 11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 6-5-4-3-2-1

Weapons: 22-19-15-11-8-4

Shields: 12-10-8-6-4-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FX] // (1)

Class-5 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (1) 1x2+/1/2

(14) 1x3+/1/6 // (7) 1x3+/1/2

(18) 1x4+/1/6 // (9) 1x4+/1/2

[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(2) 1x2+/1/2 // (5) 1x3+/1/1

(10) 1x3+/1/2 // (6) 1x4+/1/1

(12) 1x4+/1/2 // (7) 1x4+/1/1

[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]

[AP] |[AS] [AS] | // (7)

Equipment: (0)

Traits: Ionized Hull

Munitions:

## SPT Heavy Defence Battleship (557)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: 13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 6-6-5-4-3-2-1

Weapons: 25-22-18-15-11-8-4

Shields: 12-11-9-7-6-4-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FX] // (1)

Class-3 Railgun Turret (-) // -Shock Mode (Knt)

(2) 1x2+/2/3 // (5) 1x3+/2/1

(10) 1x3+/2/3 // (6) 1x4+/2/1

(14) 1x4+/2/3 // (7) 1x4+/2/1

[LP] |[RP] |[LA] |[RA] // (2)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[FP2] |[FS2] |[AP2] |[AS2] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] |[AP] [AP] |[AS] [AS] | // (8)

Equipment: (0)

Traits: Ionized Hull

Munitions:

### Light SPT Defence Monitor (180)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1  
-Port: 4-3-2-1  
-Stbd: 4-3-2-1  
-Aft: 2-1

Hull: 5-4-3-2-1  
Fractional Engines: 7-5-3  
Weapons: 14-10-5  
Shields: 9-6-3  
-Fwd: 2-1  
-Port: 3-2-1  
-Stbd: 3-2-1  
-Aft: 1

Class-3 Railgun Turret (-) // -Shock Mode (Knt)  
(2) 1x2+/2/3 // (5) 1x3+/2/1  
(10) 1x3+/2/3 // (6) 1x4+/2/1  
(14) 1x4+/2/3 // (7) 1x4+/2/1  
[FX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)  
(1) 0x3+/0/0  
(3) 2x3+/1/1  
(4) 1x3+/1/1  
[AA3] @@@@ // (1)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:

### AS Defence Monitor (257)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 2-1  
-Port: 5-4-3-2-1  
-Stbd: 5-4-3-2-1  
-Aft: 2-1

Hull: 7-6-5-4-3-2-1  
Fractional Engines: 7-6-4-2  
Weapons: 20-15-10-5  
Shields: 10-8-5-3  
-Fwd: 2-1  
-Port: 3-2-1  
-Stbd: 3-2-1  
-Aft: 2-1

Class-4 Railgun (-) // -Shock Mode (Knt)  
(2) 1x3+/1/5 // (1) 1x2+/1/2  
(14) 1x3+/1/4 // (7) 1x3+/1/2  
(16) 1x4+/1/4 // (8) 1x4+/1/2  
[FX] |[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)  
(6) 1x3+/1/2 // (1) 2x3+/2/1  
(9) 1x4+/1/2 // (2) 2x3+/2/1  
[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)  
(1) 2x3+/2/1  
(2) 2x3+/1/1  
(3) 1x3+/1/1  
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]  
|[AS] [AS] | // (6)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)  
(1) 0x3+/0/0  
(3) 2x3+/1/1  
(4) 1x3+/1/1  
[PP3] @@@@ |[SS3] @@@@ // (1)

Equipment: (0)  
Traits: Ionized Hull  
Munitions:

*Anti-subspace defence vessels were strangely one of the most popular defence vessel variants, mainly because they could be used to escort freighter convoys without sacrificing a lot of speed, freeing up AS cruisers for fleet work.*



### Light AS Defence Battleship (383)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 9-8-7-6-5-4-3-2-1

-Stbd: 9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: 9-8-7-6-5-4-3-2-1

Fractional Engines: 7-6-5-3-2

Weapons: 22-18-14-9-5

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 (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (1) 1x2+/1/2

(14) 1x3+/1/6 // (7) 1x3+/1/2

(18) 1x4+/1/6 // (9) 1x4+/1/2

[FX] |[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[FP] |[FS] |[AP] |[AS] // (2)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]

[AP] |[AS] [AS] | // (7)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x3+/0/0

(3) 2x3+/1/1

(4) 1x3+/1/1

[PS3] @@@@ |[PS3] @@@@ // (1)

Equipment: (0)

Traits: Ionized Hull

Munitions:

### AS Defence Battleship (466)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 10-9-8-7-6-5-4-3-2-1

-Stbd: 10-9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: 11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 6-5-4-3-2-1

Weapons: 26-22-18-13-9-5

Shields: 12-10-8-6-4-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FX] // (1)

Class-5 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (1) 1x2+/1/2

(14) 1x3+/1/6 // (7) 1x3+/1/2

(18) 1x4+/1/6 // (9) 1x4+/1/2

[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[FP] |[FS] |[PP2] |[SS2] |[AP] |[AS] | // (3)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]

[AP] |[AS] [AS] | // (7)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x3+/0/0

(3) 2x3+/1/1

(4) 1x3+/1/1

[PP3] @@@@ [PP3] @@@@ |[SS3] @@@@ [SS3]

@@@@ // (2)

Equipment: (0)

Traits: Ionized Hull

Munitions:

## Heavy AS Defence Battleship (569)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 4-3-2-1

-Port: 12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 4-3-2-1

Hull: 13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 6-6-5-4-3-2-1

Weapons: 30-26-22-18-13-9-5

Shields: 12-11-9-7-6-4-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FX] |[AX] // (1)

FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x3+/0/0

(3) 2x3+/1/1

(4) 1x3+/1/1

[PP3] @@@@ [PP3] @@@@ [PP3] @@@@ |[SS3] @@@@ [SS3] @@@@ [SS3] @@@@ // (3)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[FP2] |[FS2] |[PP2] |[SS2] |[AP2] |[AS2] | // (3)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] |[AP] [AP] |[AS] [AS] | // (8)

Equipment: (0)

Traits: Ionized Hull

Munitions:

## Battleship (797)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 52-47-42-37-32-26-21-16-11-6

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] |[LA] [LA] |[RA] [RA] | // (9)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |  
// (12)

Scatter Rocket Launcher ©©© (NPr/Acr/Slw-3)

(3) 2x2+/2/1

[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] // (4)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

*With most units in this supplement being analogous to 19<sup>th</sup> century naval history, this class is pretty much as close to an idealised version of the pre-dreadnought battleships circa 1890 to 1900 as I could design them.*

*I have to admit, initially there were different versions of battleships but I decided to re-do the battleships to take advantage of the combined defensive arcs. The original battleship was 'only' 750pts rather than almost 800 as it was one hull smaller and had one extra bulkhead.*

## Fast Battleship (669)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 5-4-3-2-1

-Port: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 5-4-3-2-1

Hull: [\*]-[\*]-[\*]-[\*]-[\*]-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 11-10-9-8-7-6-5-4-3-2

Weapons: 44-40-36-31-27-22-18-14-9-5

Shields: 10-9-8-7-6-5-4-3-2-1

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-4 Railgun Turret (-) // -Shock Mode (Knt)

(2) 1x3+/2/5 // (1) 1x2+/2/2

(14) 1x3+/2/4 // (7) 1x3+/2/2

(16) 1x4+/2/4 // (8) 1x4+/2/2

[FPS] | [APS] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] [LP] | [RP] [RP] | [PP] [PP] [PP] [PP] | [SS] [SS] [SS] [SS] | [LA] [LA] | [RA] [RA] | // (8)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/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)

Scatter Rocket Launcher ©©© (NPr/Acr/Slw-3)

(3) 2x2+/2/1

[PP] [PP] | [SS] [SS] // (2)

Equipment: (0)

Traits: Bulkheads (5), Ionized Hull

Munitions:

*The fast battleships are slightly faster than they would 'normally' be, but I decided they needed slightly more of a boost, speed-wise, than a single point of fractional speed.*

*The fast battleship, and their sister variants, are not able to deal out, or receive, the amount of damage their slower sisters can, but they make a useful fast wing for a fleet.*

## DC2ST Battleship (793)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 42-38-34-30-26-21-17-13-9-5

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)

(2) 1x2+/2/2 // (1) 1x2+/2/1

(10) 1x3+/2/2 // (5) 1x3+/2/1

(12) 1x4+/2/2 // (7) 1x4+/2/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/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)

Scatter Rocket Launcher ©©© (NPr/Acr/Slw-3)

(3) 2x2+/2/1

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

## DC3ST Battleship (788)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 40-36-32-28-24-20-16-12-8-4

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FX] |[AX] // (1)

Class-3 Railgun Turret (-) // -Shock Mode (Knt)

(2) 1x2+/2/3 // (5) 1x3+/2/1

(10) 1x3+/2/3 // (6) 1x4+/2/1

(14) 1x4+/2/3 // (7) 1x4+/2/1

[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[LA] [LA] [LA] |[RA]

[RA] [RA] | // (11)

Scatter Rocket Launcher ©©© (NPr/Acr/Slw-3)

(3) 2x2+/2/1

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

*This class is the closest to the Lord Nelson/Agamemnon class I could get, but I felt that losing the amidships single 9.2" made more sense than trying to get that single mount onboard, especially in terms both of 'size' of Drake notation and of the numbers of particle batteries...*

## FrS Battleship (800)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 56-51-45-40-34-28-23-17-12-6

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (1) 1x2+/1/2

(14) 1x3+/1/6 // (7) 1x3+/1/2

(18) 1x4+/1/6 // (9) 1x4+/1/2

[FPS] |[APS] // (1)

Class-4 Railgun (-) // -Shock Mode (Knt)

(2) 1x3+/1/5 // (1) 1x2+/1/2

(14) 1x3+/1/4 // (7) 1x3+/1/2

(16) 1x4+/1/4 // (8) 1x4+/1/2

[LX] |[RX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] | // (10)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |  
// (12)

Scatter Rocket Launcher ©©© (NPr/Acr/Slw-3)

(3) 2x2+/2/1

[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] // (4)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

*It wouldn't be a 'murtalianconfederacy naval vessels as SF warships' supplement without an homage to the French-style four-turret battleships, would it?*

## Ion Battleship (793)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 46-42-37-33-28-23-19-14-10-5

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] |[LA] [LA] |[RA] [RA] | // (9)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |  
// (12)

Ion Cannon ©©© (Mdl/Lnc/Inc/Slw-3)

(4) 1x3+/1/2

(8) 1x3+/1/1

[PP2] |[SS2] // (1)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

*For the standard battleship, losing the scatter rocket launchers frees up enough space for a pair of ion cannons. Other battleship variants have to sacrifice numbers of or arcs of secondary batteries to free up the required space.*



## Fast Ion Battleship (664)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 5-4-3-2-1

-Port: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 5-4-3-2-1

Hull: [\*]-[\*]-[\*]-[\*]-[\*]-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 11-10-9-8-7-6-5-4-3-2

Weapons: 40-36-32-28-24-20-16-12-8-4

Shields: 10-9-8-7-6-5-4-3-2-1

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-4 Railgun Turret (-) // -Shock Mode (Knt)

(2) 1x3+/2/5 // (1) 1x2+/2/2

(14) 1x3+/2/4 // (7) 1x3+/2/2

(16) 1x4+/2/4 // (8) 1x4+/2/2

[FPS] | [APS] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] [LP] | [RP] [RP] | [PP] [PP] [PP] [PP] | [SS] [SS] [SS] [SS] | [LA] [LA] | [RA] [RA] | // (8)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/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)

Ion Cannon ©©© (Mdl/Lnc/Inc/Slw-3)

(4) 1x3+/1/2

(8) 1x3+/1/1

[Port2] | [Stbd2] // (1)

Equipment: (0)

Traits: Bulkheads (5), Ionized Hull

Munitions:

## C2ST Ion Battleship (790)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 44-40-36-31-27-22-18-14-9-5

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(2) 1x2+/1/2 // (5) 1x3+/1/1

(10) 1x3+/1/2 // (6) 1x4+/1/1

(12) 1x4+/1/2 // (7) 1x4+/1/1

[FP] [FP] |[FS] [FS] |[Port] |[Stbd] |[AP] [AP] |[AS] [AS] | // (5)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/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)

Ion Cannon ©©© (Mdl/Lnc/Inc/Slw-3)

(4) 1x3+/1/2

(8) 1x3+/1/1

[Port2] |[Stbd2] // (1)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

### C3ST Ion Battleship (785)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 40-36-32-28-24-20-16-12-8-4

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FX] |[AX] // (1)

Class-3 Railgun (-) // -Shock Mode (Knt)

(2) 1x2+/1/3 // (5) 1x3+/1/1

(10) 1x3+/1/3 // (6) 1x4+/1/1

(14) 1x4+/1/3 // (7) 1x4+/1/1

[FP] |[FS] |[PH] |[SH] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[LA] [LA] [LA] |[RA]

[RA] [RA] | // (11)

Ion Cannon ©©© (Mdl/Lnc/Inc/Slw-3)

(4) 1x3+/1/2

(8) 1x3+/1/1

[PP2] |[SS2] // (1)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

## FrS Ion Battleship (796)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 50-45-40-35-30-25-20-15-10-5

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (1) 1x2+/1/2

(14) 1x3+/1/6 // (7) 1x3+/1/2

(18) 1x4+/1/6 // (9) 1x4+/1/2

[FPS] |[APS] // (1)

Class-4 Railgun (-) // -Shock Mode (Knt)

(2) 1x3+/1/5 // (1) 1x2+/1/2

(14) 1x3+/1/4 // (7) 1x3+/1/2

(16) 1x4+/1/4 // (8) 1x4+/1/2

[LX] |[RX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] | // (10)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |  
// (12)

Ion Cannon ©©© (Mdl/Lnc/Inc/Slw-3)

(4) 1x3+/1/2

(8) 1x3+/1/1

[PP2] |[SS2] // (1)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

## C2ST Battleship (791)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 38-35-31-27-23-19-16-12-8-4

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP2] |[RP2] |[PP2] [PP2] [PP2] |[SS2] [SS2] [SS2] |[LA2] |[RA2] | // (5)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/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)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(2) 1x2+/1/2 // (5) 1x3+/1/1

(10) 1x3+/1/2 // (6) 1x4+/1/1

(12) 1x4+/1/2 // (7) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

*For the standard battleship, squeezing each pair of Class-1 railguns into a single dual-mount, increasing the amidships mounts to three duals from five singles, losing the scatter rocket launchers and a pair of amidships particle batteries enables enough space to be found for a quartet of Class-2 railguns*

## Fast C2ST Battleship (664)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 5-4-3-2-1

-Port: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 5-4-3-2-1

Hull: [\*]-[\*]-[\*]-[\*]-[\*]-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 11-10-9-8-7-6-5-4-3-2

Weapons: 36-33-29-26-22-18-15-11-8-4

Shields: 10-9-8-7-6-5-4-3-2-1

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-4 Railgun Turret (-) // -Shock Mode (Knt)

(2) 1x3+/2/5 // (1) 1x2+/2/2

(14) 1x3+/2/4 // (7) 1x3+/2/2

(16) 1x4+/2/4 // (8) 1x4+/2/2

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP2] |[RP2] |[Port2] [Port2] |[Stbd2] [Stbd2] |[LA2] |[RA2] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/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)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(2) 1x2+/1/2 // (5) 1x3+/1/1

(10) 1x3+/1/2 // (6) 1x4+/1/1

(12) 1x4+/1/2 // (7) 1x4+/1/1

[FP] |[FS] |[AP] |[AS] // (2)

Equipment: (0)

Traits: Bulkheads (5), Ionized Hull

Munitions:

## XC2ST Battleship (791)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 46-42-37-33-28-23-19-14-10-5

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(2) 1x2+/1/2 // (5) 1x3+/1/1

(10) 1x3+/1/2 // (6) 1x4+/1/1

(12) 1x4+/1/2 // (7) 1x4+/1/1

[FP] [FP] |[FS] [FS] |[PP] [SS] |[AP] [AP] |[AS] [AS] | // (5)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/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)

Scatter Rocket Launcher ©©© (NPr/Acr/Slw-3)

(3) 2x2+/2/1

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

## VIC3ST Battleship (786)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 42-38-34-30-26-21-17-13-9-5

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FX] |[AX] // (1)

Class-3 Railgun (-) // -Shock Mode (Knt)

(2) 1x2+/1/3 // (5) 1x3+/1/1

(10) 1x3+/1/3 // (6) 1x4+/1/1

(14) 1x4+/1/3 // (7) 1x4+/1/1

[LP] |[RP] |[Port] |[Stbd] |[LA] |[RA] | // (3)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[LA] [LA] [LA] |[RA]

[RA] [RA] | // (11)

Scatter Rocket Launcher ©©© (NPr/Acr/Slw-3)

(3) 2x2+/2/1

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:



## Its Battleship (796)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 48-44-39-34-29-24-20-15-10-5

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (1) 1x2+/1/2

(14) 1x3+/1/6 // (7) 1x3+/1/2

(18) 1x4+/1/6 // (9) 1x4+/1/2

[FX] |[AX] // (1)

Class-3 Railgun Turret (-) // -Shock Mode (Knt)

(2) 1x2+/2/3 // (5) 1x3+/2/1

(10) 1x3+/2/3 // (6) 1x4+/2/1

(14) 1x4+/2/3 // (7) 1x4+/2/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP2] |[RP2] |[PP2] [PP2] |[SS2] [SS2] |[LA2] |[RA2] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |  
// (12)

Scatter Rocket Launcher ©©© (NPr/Acr/Slw-3)

(3) 2x2+/2/1

[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] // (4)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

*Admittedly, most Italian-style battleships were similar to their British counterparts (IIRC), but one class, the Regina Elena, is a close analogy to this class.*

## PTT Battleship (797)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 48-44-39-34-29-24-20-15-10-5

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] |[LA] [LA] |[RA] [RA] | // (9)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |  
// (12)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3) // -Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)

(2) 1x5+/1/2 // (1) 2x4+/3/1

(3) 1x6+/1/2 // (2) 2x4+/3/1

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

*This is a closer analogy to the 'classic' pre-dreadnought battleships, with torpedo tubes instead of scatter rocket launchers.*

## Fast PTT Battleship (669)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 5-4-3-2-1

-Port: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 5-4-3-2-1

Hull: [\*]-[\*]-[\*]-[\*]-[\*]-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 11-10-9-8-7-6-5-4-3-2

Weapons: 42-38-34-30-26-21-17-13-9-5

Shields: 10-9-8-7-6-5-4-3-2-1

-Fwd: 2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 2-1

Class-4 Railgun Turret (-) // -Shock Mode (Knt)

(2) 1x3+/2/5 // (1) 1x2+/2/2

(14) 1x3+/2/4 // (7) 1x3+/2/2

(16) 1x4+/2/4 // (8) 1x4+/2/2

[FPS] |[APS] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] |[LA] [LA] |[RA] [RA] | // (8)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/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)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3) // -Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)

(2) 1x5+/1/2 // (1) 2x4+/3/1

(3) 1x6+/1/2 // (2) 2x4+/3/1

[PP] |[SS] // (1)

Equipment: (0)

Traits: Bulkheads (5), Ionized Hull

Munitions:

## DC2ST PTT Battleship (793)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 40-36-32-28-24-20-16-12-8-4

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FX] |[AX] // (1)

Class-2 Railgun Turret (-) // -Shock Mode (NPr/Knt)

(2) 1x2+/2/2 // (1) 1x2+/2/1

(10) 1x3+/2/2 // (5) 1x3+/2/1

(12) 1x4+/2/2 // (7) 1x4+/2/1

[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] |[RP] |[PP] [PP] |[SS] [SS] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/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)

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(2) 1x5+/1/2 // (1) 2x4+/3/1

(3) 1x6+/1/2 // (2) 2x4+/3/1

[PP] |[SS] // (1)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

## DC3ST PTT Battleship (788)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 38-35-31-27-23-19-16-12-8-4

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // -Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FX] |[AX] // (1)

Class-3 Railgun Turret (-) // -Shock Mode (Knt)

(2) 1x2+/2/3 // (5) 1x3+/2/1

(10) 1x3+/2/3 // (6) 1x4+/2/1

(14) 1x4+/2/3 // (7) 1x4+/2/1

[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] |[RP] |[Port] [Port] |[Stbd] [Stbd] |[LA] |[RA] | // (4)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[LA] [LA] [LA] |[RA]

[RA] [RA] | // (11)

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(2) 1x5+/1/2 // (1) 2x4+/3/1

(3) 1x6+/1/2 // (2) 2x4+/3/1

[PP] |[SS] // (1)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

## FrS PTT Battleship (800)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 52-47-42-37-32-26-21-16-11-6

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun (-) // -Shock Mode (Knt)

(1) 1x2+/1/6 // (1) 1x2+/1/2

(14) 1x3+/1/6 // (7) 1x3+/1/2

(18) 1x4+/1/6 // (9) 1x4+/1/2

[FPS] |[APS] // (1)

Class-4 Railgun (-) // -Shock Mode (Knt)

(2) 1x3+/1/5 // (1) 1x2+/1/2

(14) 1x3+/1/4 // (7) 1x3+/1/2

(16) 1x4+/1/4 // (8) 1x4+/1/2

[LX] |[RX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] | // (10)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[LP] [LP] [LP] |[RP] [RP] [RP] |[PP] [PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] [SS] |[LA] [LA] [LA] |[RA] [RA] [RA] |  
// (12)

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(2) 1x5+/1/2 // (1) 2x4+/3/1

(3) 1x6+/1/2 // (2) 2x4+/3/1

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Bulkheads (3), Ionized Hull

Munitions:

### Light Subspace Vessel Flotilla (4 LSV) (48)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

Hull: 2-1

Fractional Engines: 4-2

Weapons: 13-7

Shields: 0-0

Light Particle Battery (NPr/Acr)

(1) 1x3+/2/1

(2) 1x3+/1/1

[FR] |[FR] |[FR] |[FR] // (2)

Concussion Rocket Launcher ©©© (NPr/SLn/Slw-3)

(3) 4x3+/1/1

[FH] |[FH] |[FH] |[FH] // (2)

Equipment: Cloaking Device (O), Countermeasures (2) (OO), Stealth (2) (OO) (3)

Traits:

Munitions:

### Subspace Vessel Flotilla (4 SV) (98)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: [\*]-[\*]-2-1

Fractional Engines: 4-2

Weapons: 20-10

Shields: 1-1

Light Particle Battery (NPr/Acr)

(1) 1x3+/2/1

(2) 1x3+/1/1

[FF] |[FF] |[FF] |[FF] // (2)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3) // -

Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)

(2) 1x5+/1/2 // (1) 2x4+/3/1

(3) 1x6+/1/2 // (2) 2x4+/3/1

[FF] |[FF] |[FF] |[FF] // (2)

Concussion Rocket Launcher ©©© (NPr/SLn/Slw-3)

(3) 4x3+/1/1

[FP] [FP] |[FP] |[FP] |[FS] [FS] |[FS] |[FS] | // (4)

Equipment: Cloaking Device (O), Countermeasures (1) (O), Stealth (2) (OO) (2)

Traits: Bulkheads (2)

Munitions:

### Heavy Subspace Vessel Flotilla (2 HSV) (100)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: [\*]-[\*]-2-1

Fractional Engines: 4-2

Weapons: 20-10

Shields: 1-1

Light Particle Battery (NPr/Acr)

(1) 1x3+/2/1

(2) 1x3+/1/1

[FX] |[FX] |[AX] |[AX] // (2)

Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3) // -

Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)

(2) 1x5+/1/2 // (1) 2x4+/3/1

(3) 1x6+/1/2 // (2) 2x4+/3/1

[Fwd] [Fwd] |[Fwd] [Fwd] // (2)

Concussion Rocket Launcher ©©© (NPr/SLn/Slw-3)

(3) 4x3+/1/1

[FP] [FP] |[FP] [FP] |[FS] [FS] |[FS] [FS] // (4)

Equipment: Cloaking Device (O), Countermeasures (1) (O), Stealth (2) (OO) (2)

Traits: Bulkheads (2)

Munitions:

*(note: as mentioned previously, the light subspace vessel and the raider variant was originally double the size, but reduced to the version seen here to provide a cheaper alternative)*

### Light Subspace Cruiser (98)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 1

Hull: [\*]-2-1

Fractional Engines: 5-3

Weapons: 15-8

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FX] |[AX] // (1)

Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Slw-3) //-  
Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)

(3) 1x4+/1/2 // (3) 2x3+/3/1

[Fwd2] // (1)

Concussion Rocket Launcher ©©© (NPr/SLn/Slw-3)

(3) 4x3+/1/1

[FP] [FP] [FP] [FP] |[FS] [FS] [FS] [FS] // (4)

PS 'Assassin' Cannon ©© (Mdl/Lnc/Cts/Slw-2)

(1) 0x2+/0/0

(3) 1x2+/1/1

[FR4] // (1)

Equipment: Cloaking Device (O), Countermeasures (1)  
(O), Stealth (1) (O) (2)

Traits: Bulkheads (1)

Munitions:

*Modern subspace cruisers mount the 'assassin' cannon, which uses subspace to 'launch' a plasma charge, bypassing ships' shielding to hopefully cause catastrophic damage. However, the weapon is extremely short-ranged and cannot be mounted on a non-subspace vessel as it uses the subspace drive to prime the cannon. The name for the weapon was derived from the fact that at least three battleships carrying heads of state were severely crippled by opposing subspace cruisers.*

### Subspace Cruiser (150)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 2-1

Hull: 3-2-1

Fractional Engines: 5-3

Weapons: 22-11

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FX] [FX] |[AX] [AX] // (2)

Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Slw-3) //-  
Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)

(3) 1x4+/1/2 // (3) 2x3+/3/1

[Fwd2] [Fwd2] |[Aft2] // (2)

Concussion Rocket Launcher ©©© (NPr/SLn/Slw-3)

(3) 4x3+/1/1

[FP] [FP] [FP] [FP] |[FF] [FF] |[FS] [FS] [FS] [FS] // (5)

PS 'Assassin' Cannon ©© (Mdl/Lnc/Cts/Slw-2)

(1) 0x2+/0/0

(3) 1x2+/1/1

[FR4] [FR4] // (1)

Equipment: Cloaking Device (O), Countermeasures (1)  
(O), Stealth (1) (O) (2)

Traits:

Munitions:



### Light Subspace Raider Flotilla (4 LSR) (47)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

Hull: 2-1

Fractional Engines: 4-2

Weapons: 13-7

Shields: 0-0

Light Particle Battery (NPr/Acr)

(1) 1x3+/2/1

(2) 1x3+/1/1

[FR] |[FR] |[FR] |[FR] // (2)

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(2) 1x2+/2/2

(4) 1x3+/2/2

[FH] |[FH] |[FH] |[FH] // (2)

Equipment: Cloaking Device (O), Countermeasures (2)  
(OO), Stealth (2) (OO) (3)

Traits:

Munitions:

### Subspace Raider Flotilla (4 SR) (96)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: [\*]-[\*]-2-1

Fractional Engines: 4-2

Weapons: 24-12

Shields: 1-1

Light Particle Battery (NPr/Acr)

(1) 1x3+/2/1

(2) 1x3+/1/1

[FF] |[FF] |[FF] |[FF] // (2)

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(2) 1x2+/2/2

(4) 1x3+/2/2

[FP] [FP] |[FP] |[FP] |[FS] [FS] |[FS] |[FS] | // (4)

Neutron Rocket Launcher ©©©

(NPr/Inc/Dly/Lnc/Slw-3)

(1) 0x3+/0/0

(4) 1x3+/2/1

[FF] [FF] |[FF] [FF] |[FF] [FF] |[FF] [FF] // (4)

Equipment: Cloaking Device (O), Countermeasures (1)  
(O), Stealth (2) (OO) (2)

Traits: Bulkheads (2)

Munitions:

### Heavy Subspace Raider Flotilla (2 HSR) (94)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: [\*]-[\*]-2-1

Fractional Engines: 4-2

Weapons: 22-11

Shields: 1-1

Light Particle Battery (NPr/Acr)

(1) 1x3+/2/1

(2) 1x3+/1/1

[FX] |[FX] |[AX] |[AX] // (2)

Neutron Rocket Launcher ©©©

(NPr/Inc/Dly/Lnc/Slw-3)

(1) 0x3+/0/0

(4) 1x3+/2/1

[Fwd] [Fwd] |[Fwd] [Fwd] // (2)

EMP Rocket Launcher ©©© (NPr/Inc/Lnc/Slw-3)

(2) 1x2+/2/2

(4) 1x3+/2/2

[FP] [FP] |[FP] [FP] |[FS] [FS] |[FS] [FS] // (4)

Old Ion Cannon ©©© [TL -1] (Pr2/SLn/Inc/Slw-3)

(3) 1x4+/2/1

(6) 1x4+/1/1

[FR2] |[FR2] // (1)

Equipment: Cloaking Device (O), Countermeasures (1)  
(O), Stealth (2) (OO) (2)

Traits: Bulkheads (2)

Munitions:

### Light Subspace Raider Cruiser (95)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 1

Hull: [\*]-2-1

Fractional Engines: 5-3

Weapons: 20-10

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FX] |[AX] // (1)

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Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)

(2) 1x5+/1/2 // (1) 2x4+/3/1

(3) 1x6+/1/2 // (2) 2x4+/3/1

[Fwd] [Fwd] // (1)

EMP Rocket Launcher ©©© (NPr/Inc/Lnc/Slw-3)

(2) 1x2+/2/2

(4) 1x3+/2/2

[FP] [FP] [FP] [FP] |[FS] [FS] [FS] [FS] // (4)

Ion Cannon ©©© (Mdl/Lnc/Inc/Slw-3)

(4) 1x3+/1/2

(8) 1x3+/1/1

[FR2] // (1)

Neutron Rocket Launcher ©©©

(NPr/Inc/Dly/Lnc/Slw-3)

(1) 0x3+/0/0

(4) 1x3+/2/1

[FF] [FF] [FF] [FF] // (2)

Equipment: Cloaking Device (O), Countermeasures (1)  
(O), Stealth (1) (O) (2)

Traits: Bulkheads (1)

Munitions:

### Subspace Raider Cruiser (145)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 2-1

Hull: 3-2-1

Fractional Engines: 5-3

Weapons: 31-16

Shields: 1-1

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/1/1

(3) 1x3+/1/1

[FX] [FX] |[AX] [AX] // (2)

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Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)

(3) 1x4+/1/2 // (3) 2x3+/3/1

[Fwd2] [Fwd2] // (1)

EMP Rocket Launcher ©©© (NPr/Inc/Lnc/Slw-3)

(2) 1x2+/2/2

(4) 1x3+/2/2

[FP] [FP] [FP] [FP] [FP] [FP] |[FS] [FS] [FS] [FS] [FS] [FS]  
// (6)

Ion Cannon ©©© (Mdl/Lnc/Inc/Slw-3)

(4) 1x3+/1/2

(8) 1x3+/1/1

[FR2] [FR2] // (1)

Neutron Rocket Launcher ©©©

(NPr/Inc/Dly/Lnc/Slw-3)

(1) 0x3+/0/0

(4) 1x3+/2/1

[FP] [FP] [FP] [FP] |[FS] [FS] [FS] [FS] // (4)

Equipment: Cloaking Device (O), Countermeasures (1)  
(O), Stealth (1) (O) (2)

Traits:

Munitions:

## Modern Bases

The old forts developed into emplacements which are even more unlikely to be targeted successfully by opposing ships, and batteries which are sturdier and can be thought of as the nucleus of a dispersed base system. In addition, several heavy bases exist, ranging from the light outpost to the heavy base.

### GP Minefield (72)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL  
-Nova-Style TL: 1

Screens: 2-1

Hull: 2-1  
Engines: N/A  
Weapons: 12-6  
Shields: 0-0

### GP Minefield (-)

(1) 6x3+/1/1  
(2) 3x3+/1/1  
(3) 2x3+/1/1  
(6) 1x3+/1/1  
[XX] [XX] |[YY] [YY] |[ZZ] [ZZ] // (3)

### Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1  
(3) 1x3+/2/1  
(4) 1x3+/1/1  
[TT] // (1)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

*Minefields represent a cluster of mines ranging throughout the area covered by the weapons, with the 'centre' hex containing the mine control centre. There are three 'types' of mine—the General Purpose mine, the Anti-Capital mine which sacrifices accuracy for some armour-piercing ability, and the Anti-Flotilla mine, which is more accurate and can target lighter ships but lacks armour-piercing ability. There are five minefield types, two of which combine mines of two types.*

### AC Minefield (72)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL  
-Nova-Style TL: 1

Screens: 2-1

Hull: 2-1  
Engines: N/A  
Weapons: 12-6  
Shields: 0-0

### AC Minefield (Pr1)

(1) 1x4+/3/2  
(2) 1x4+/3/1  
(3) 1x4+/2/1  
(6) 1x4+/1/1  
[XX] [XX] |[YY] [YY] |[ZZ] [ZZ] // (3)

### Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1  
(3) 1x3+/2/1  
(4) 1x3+/1/1  
[TT] // (1)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

**AF Minefield (72)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 2-1

Hull: 2-1

Engines: N/A

Weapons: 12-6

Shields: 0-0

AF Minefield (NPr/Acr)

(1) 2x2+/3/1

(3) 1x2+/2/1

(6) 1x2+/1/1

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[TT] // (1)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

**Type 1 Combined Minefield (72)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 2-1

Hull: 2-1

Engines: N/A

Weapons: 12-6

Shields: 0-0

GP Minefield (-)

(1) 6x3+/1/1

(2) 3x3+/1/1

(3) 2x3+/1/1

(6) 1x3+/1/1

[XX] |[YY] |[ZZ] // (2)

AC Minefield (Pr1)

(1) 1x4+/3/2

(2) 1x4+/3/1

(3) 1x4+/2/1

(6) 1x4+/1/1

[XX] |[YY] |[ZZ] // (2)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[TT] // (1)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

**Type 2 Combined Minefield (72)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 2-1

Hull: 2-1

Engines: N/A

Weapons: 12-6

Shields: 0-0

GP Minefield (-)

(1) 6x3+/1/1

(2) 3x3+/1/1

(3) 2x3+/1/1

(6) 1x3+/1/1

[XX] |[YY] |[ZZ] // (2)

AF Minefield (NPr/Acr)

(1) 2x2+/3/1

(3) 1x2+/2/1

(6) 1x2+/1/1

[XX] |[YY] |[ZZ] // (2)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[TT] // (1)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

**Concealed GP Minefield (22)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Engines: N/A

Weapons: 8-4

Shields: 0-0

Single-Shot GP Minefield (Exp)

(1) 6x3+/1/1

(2) 3x3+/1/1

(3) 2x3+/1/1

(6) 1x3+/1/1

[TT] @ |[TT] @ // (1)

Equipment: Cloaking Device (O), Stealth (5) (OOOOO)

(3)

Traits: Immobile

Munitions:

**Concealed AC Minefield (22)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Engines: N/A

Weapons: 8-4

Shields: 0-0

Single-Shot AC Minefield (Pr1/Exp)

(1) 1x4+/3/2

(2) 1x4+/3/1

(3) 1x4+/2/1

(6) 1x4+/1/1

[TT] @ |[TT] @ // (1)

Equipment: Cloaking Device (O), Stealth (5) (OOOOO)

(3)

Traits: Immobile

Munitions:

**Concealed AF Minefield (22)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Engines: N/A

Weapons: 8-4

Shields: 0-0

Single-Shot AF Minefield (NPr/Acr/Exp)

(1) 2x2+/3/1

(3) 1x2+/2/1

(6) 1x2+/1/1

[TT] @ |[TT] @ // (1)

Equipment: Cloaking Device (O), Stealth (5) (OOOOO)

(3)

Traits: Immobile

Munitions:

*Concealed mines are heavy single-use subspace mines.*

**Concealed Type 1 Combined Minefield (22)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Engines: N/A

Weapons: 8-4

Shields: 0-0

Single-Shot GP Minefield (Exp)

(1) 6x3+/1/1

(2) 3x3+/1/1

(3) 2x3+/1/1

(6) 1x3+/1/1

[TT] @ // (1)

Single-Shot AC Minefield (Pr1/Exp)

(1) 1x4+/3/2

(2) 1x4+/3/1

(3) 1x4+/2/1

(6) 1x4+/1/1

[TT] @ // (1)

Equipment: Cloaking Device (O), Stealth (5) (OOOOO)

(3)

Traits: Immobile

Munitions:

**Concealed Type 2 Combined Minefield (22)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Hull: 1

Engines: N/A

Weapons: 8-4

Shields: 0-0

Single-Shot GP Minefield (Exp)

(1) 6x3+/1/1

(2) 3x3+/1/1

(3) 2x3+/1/1

(6) 1x3+/1/1

[TT] @ // (1)

Single-Shot AF Minefield (NPr/Acr/Exp)

(1) 2x2+/3/1

(3) 1x2+/2/1

(6) 1x2+/1/1

[TT] @ // (1)

Equipment: Cloaking Device (O), Stealth (5) (OOOOO)

(3)

Traits: Immobile

Munitions:

**Rocket Emplacement (72)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 2-1

Hull: 2-1

Engines: N/A

Weapons: 18-9

Shields: 0-0

Stabilised Concussion Rocket Launcher ©©©

(NPr/SLn/Slw-3)

(4) 4x3+/1/1

[TP] |[TP] |[FX] |[FX] |[TS] |[TS] | // (3)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[TT] // (1)

Stabilised Scatter Rocket Launcher ©©©

(NPr/Acr/Slw-3)

(4) 2x2+/2/1

[TP] |[TP] |[FX] |[FX] |[TS] |[TS] | // (3)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

### Torpedo Emplacement (72)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 2-1

Hull: 2-1

Engines: N/A

Weapons: 8-4

Shields: 0-0

Base Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Slw-3) // -Flash Mode ©©© (NPr/Rpt/Acr/Slw-3)

(2) 1x3+/1/2 // (2) 2x3+/4/1

(3) 1x3+/1/2 // (3) 2x3+/3/1

[TP2] |[TS2] // (1)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[TT] // (1)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

### Blockade Emplacement (72)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 2-1

Hull: 2-1

Engines: N/A

Weapons: 18-9

Shields: 0-0

Stabilised EMP Rocket Launcher ©©© (NPr/Inc/Lnc/Slw-3)

(3) 2x2+/1/2

(5) 1x3+/2/2

[TP] |[TP] |[FX] |[FX] |[TS] |[TS] | // (3)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[TT] // (1)

Stabilised Neutron Rocket Launcher ©©© (NPr/Inc/Dly/Lnc/Slw-3)

(1) 0x3+/0/0

(5) 1x3+/2/1

[TP] |[TP] |[FX] |[FX] |[TS] |[TS] | // (3)

Equipment: Stealth (5) (OOOOO) (3)

Traits: Immobile

Munitions:

### Support Emplacement (71)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL  
-Nova-Style TL: 1

Screens: 2-1

Hull: 2-1  
Engines: N/A  
Weapons: 11-6  
Shields: 0-0

Stabilised Class-1 Railgun (-) // -Flak Mode  
(NPr/Inc/Prx/Acr)  
(8) 1x3+/1/2 // (1) 0x3+/0/0  
(11) 1x4+/1/2 // (2) 2x3+/2/1  
[TR] |[TR] // (1)

Heavy Particle Battery (NPr/Acr)  
(2) 1x3+/4/1  
(3) 1x3+/2/1  
(4) 1x3+/1/1  
[FH] |[PH] |[SH] |[AH] // (2)

Equipment: Stealth (5) (OOOOO) (3)  
Traits: Immobile  
Munitions:

### Defender Emplacement (95)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL  
-Nova-Style TL: 1

Screens: 2-1

Hull: 2-1  
Engines: N/A  
Weapons: 9-5  
Shields: 0-0

Base FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)  
(1) 0x2+/0/0  
(4) 2x2+/1/1  
(6) 1x2+/1/1  
[TP3] @@@@ |[FX3] @@@@ |[TS3] @@@@ // (2)

Heavy Particle Battery (NPr/Acr)  
(2) 1x3+/4/1  
(3) 1x3+/2/1  
(4) 1x3+/1/1  
[TT] // (1)

Equipment: Stealth (5) (OOOOO) (3)  
Traits: Immobile  
Munitions:



### C2R Battery (297)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 6-5-4-3-2-1

Hull: 6-5-4-3-2-1

Engines: N/A

Weapons: 26-18-9

Shields: 8-6-3

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Stabilised Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(4) 1x2+/1/2 // (6) 1x3+/1/1

(12) 1x3+/1/2 // (7) 1x3+/1/1

(14) 1x4+/1/2 // (8) 1x4+/1/1

[TP] |[FX] |[TS] // (2)

Stabilised Class-2 Defender Railgun (-) // -Flak Mode  
(NPr/Inc/Prx/Acr)

(4) 1x2+/1/2 // (1) 0x3+/0/0

(12) 1x3+/1/2 // (2) 2x3+/3/1

(14) 1x4+/1/2 // (3) 2x3+/3/1

[TP] |[FX] |[TS] // (2)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[TT] [TT] |[XX] [XX] |[YY] [YY] |[ZZ] [ZZ] // (4)

Base FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(4) 2x2+/1/1

(6) 1x2+/1/1

[TT3] @@@@ // (1)

Stabilised Scatter Rocket Launcher ©©©

(NPr/Acr/Slw-3)

(4) 2x2+/2/1

[TT] // (1)

Equipment: Damage Control Parties (6) (OOOOOO),

Stealth (4) (OOOO) (5)

Traits: Immobile

Munitions:

### C3R Battery (295)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 6-5-4-3-2-1

Hull: 6-5-4-3-2-1

Engines: N/A

Weapons: 26-18-9

Shields: 8-6-3

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Stabilised Class-3 Railgun (-) // -Shock Mode (Knt)

(4) 1x2+/1/3 // (6) 1x3+/1/1

(12) 1x3+/1/3 // (7) 1x3+/1/1

(16) 1x4+/1/3 // (8) 1x3+/1/1

[FX] |[FX] |[FX] // (2)

Stabilised Class-1 Railgun (-) // -Flak Mode  
(NPr/Inc/Prx/Acr)

(8) 1x3+/1/2 // (1) 0x3+/0/0

(11) 1x4+/1/2 // (2) 2x3+/2/1

[TP] |[FX] |[TS] // (2)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[TT] [TT] |[XX] [XX] |[YY] [YY] |[ZZ] [ZZ] // (4)

Light Base FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 2x2+/1/1

(4) 1x2+/1/1

[TT2] @@@@ |[TT2] @@@@ // (1)

Equipment: Damage Control Parties (6) (OOOOOO),

Stealth (4) (OOOO) (5)

Traits: Immobile

Munitions:

### C4R Battery (295)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 6-5-4-3-2-1

Hull: 6-5-4-3-2-1

Engines: N/A

Weapons: 26-18-9

Shields: 8-6-3

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Stabilised Class-4 Railgun (-) // -Shock Mode (Knt)

(6) 1x3+/1/5 // (4) 1x2+/1/2

(16) 1x3+/1/4 // (6) 1x3+/1/2

(20) 1x4+/1/4 // (8) 1x3+/1/2

[FF] |[FP] |[FS] // (2)

Stabilised Class-1 Railgun (-) // -Flak Mode

(NPr/Inc/Prx/Acr)

(8) 1x3+/1/2 // (1) 0x3+/0/0

(11) 1x4+/1/2 // (2) 2x3+/2/1

[TP] |[FX] |[TS] // (2)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[TT] [TT] |[XX] [XX] |[YY] [YY] |[ZZ] [ZZ] // (4)

Light Base FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 2x2+/1/1

(4) 1x2+/1/1

[TT2] @@@@ |[TT2] @@@@ // (1)

Equipment: Damage Control Parties (6) (OOOOOO),

Stealth (4) (OOOO) (5)

Traits: Immobile

Munitions:

### C5R Battery (296)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 6-5-4-3-2-1

Hull: 6-5-4-3-2-1

Engines: N/A

Weapons: 25-17-9

Shields: 8-6-3

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Stabilised Class-5 Railgun (-) // -Shock Mode (Knt)

(5) 1x2+/1/6 // (1) 1x2+/1/2

(18) 1x3+/1/6 // (6) 1x2+/1/2

(20) 1x4+/1/6 // (9) 1x3+/1/2

[FP] |[FS] // (1)

Stabilised Class-2 Defender Railgun (-) // -Flak Mode

(NPr/Inc/Prx/Acr)

(4) 1x2+/1/2 // (1) 0x3+/0/0

(12) 1x3+/1/2 // (2) 2x3+/3/1

(14) 1x4+/1/2 // (3) 2x3+/3/1

[TP] |[TS] // (1)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[TT] [TT] |[XX] [XX] |[YY] [YY] |[ZZ] [ZZ] // (4)

Light Base FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 2x2+/1/1

(4) 1x2+/1/1

[TT2] @@@@ |[TT2] @@@@ // (1)

Stabilised Scatter Rocket Launcher ©©©

(NPr/Acr/Slw-3)

(4) 2x2+/2/1

[TT] // (1)

Equipment: Damage Control Parties (6) (OOOOOO),

Stealth (4) (OOOO) (5)

Traits: Immobile

Munitions:

### Ion Battery (295)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 6-5-4-3-2-1

Hull: 6-5-4-3-2-1

Engines: N/A

Weapons: 29-20-10

Shields: 8-6-3

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Heavy Ion Cannon ©©© (Mdl/Lnc/Inc/Slw-3)

(4) 1x3+/2/2

(8) 1x3+/1/2

(12) 1x3+/1/1

[LP2] |[LP2] |[FH2] |[FH2] |[RP2] |[RP2] | // (3)

Stabilised Class-1 Railgun (-) // -Flak Mode

(NPr/Inc/Prx/Acr)

(8) 1x3+/1/2 // (1) 0x3+/0/0

(11) 1x4+/1/2 // (2) 2x3+/2/1

[TP] |[FX] |[TS] // (2)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[TT] [TT] |[XX] [XX] |[YY] [YY] |[ZZ] [ZZ] // (4)

Light Base FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 2x2+/1/1

(4) 1x2+/1/1

[TT2] @@@@ |[TT2] @@@@ // (1)

Equipment: Damage Control Parties (6) (OOOOOO),

Stealth (4) (OOOO) (5)

Traits: Immobile

Munitions:

### C3DR Battery (295)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 6-5-4-3-2-1

Hull: 6-5-4-3-2-1

Engines: N/A

Weapons: 26-18-9

Shields: 8-6-3

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Stabilised Class-3 Defender Railgun (-) // -Flak Mode

(NPr/Inc/Prx/Acr)

(4) 1x2+/1/3 // (1) 0x3+/0/0

(12) 1x3+/1/3 // (2) 3x3+/3/1

(16) 1x4+/1/3 // (3) 3x3+/3/1

[FX] |[FX] |[FX] // (2)

Stabilised Class-1 Railgun (-) // -Flak Mode

(NPr/Inc/Prx/Acr)

(8) 1x3+/1/2 // (1) 0x3+/0/0

(11) 1x4+/1/2 // (2) 2x3+/2/1

[TP] |[FX] |[TS] // (2)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[TT] [TT] |[XX] [XX] |[YY] [YY] |[ZZ] [ZZ] // (4)

Light Base FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 2x2+/1/1

(4) 1x2+/1/1

[TT2] @@@@ |[TT2] @@@@ // (1)

Equipment: Damage Control Parties (6) (OOOOOO),

Stealth (4) (OOOO) (5)

Traits: Immobile

Munitions:

### C4DR Battery (295)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 6-5-4-3-2-1

Hull: 6-5-4-3-2-1

Engines: N/A

Weapons: 26-18-9

Shields: 8-6-3

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Stabilised Class-4 Defender Railgun (-) // -Flak Mode  
(NPr/Prx/Rp6/Acr)

(6) 1x3+/1/5 // (1) 0x2+/0/0

(16) 1x3+/1/4 // (2) 2x2+/3/1

(20) 1x4+/1/4 // (4) 2x3+/3/1

[FF] |[FP] |[FS] // (2)

Stabilised Class-1 Railgun (-) // -Flak Mode  
(NPr/Inc/Prx/Acr)

(8) 1x3+/1/2 // (1) 0x3+/0/0

(11) 1x4+/1/2 // (2) 2x3+/2/1

[TP] |[FX] |[TS] // (2)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[TT] [TT] |[XX] [XX] |[YY] [YY] |[ZZ] [ZZ] // (4)

Light Base FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 2x2+/1/1

(4) 1x2+/1/1

[TT2] @@@@ |[TT2] @@@@ // (1)

Equipment: Damage Control Parties (6) (OOOOOO),

Stealth (4) (OOOO) (5)

Traits: Immobile

Munitions:

### C5DR Battery (296)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 6-5-4-3-2-1

Hull: 6-5-4-3-2-1

Engines: N/A

Weapons: 25-17-9

Shields: 8-6-3

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Stabilised Class-5 Defender Railgun (-) // -Flak Mode  
(NPr/Prx/Rpt/Acr)

(5) 1x2+/1/6 // (1) 0x2+/0/0

(18) 1x3+/1/6 // (2) 2x2+/3/1

(20) 1x4+/1/6 // (4) 2x3+/3/1

[FP] |[FS] // (1)

Stabilised Class-2 Defender Railgun (-) // -Flak Mode  
(NPr/Inc/Prx/Acr)

(4) 1x2+/1/2 // (1) 0x3+/0/0

(12) 1x3+/1/2 // (2) 2x3+/3/1

(14) 1x4+/1/2 // (3) 2x3+/3/1

[TP] |[TS] // (1)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[TT] [TT] |[XX] [XX] |[YY] [YY] |[ZZ] [ZZ] // (4)

Light Base FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 2x2+/1/1

(4) 1x2+/1/1

[TT2] @@@@ |[TT2] @@@@ // (1)

Stabilised Scatter Rocket Launcher ©©©  
(NPr/Acr/Slw-3)

(4) 2x2+/2/1

[TT] // (1)

Equipment: Damage Control Parties (6) (OOOOOO),  
Stealth (4) (OOOO) (5)

Traits: Immobile

Munitions:

### C3R/Ion Battery (294)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 6-5-4-3-2-1

Hull: 6-5-4-3-2-1

Engines: N/A

Weapons: 28-19-10

Shields: 8-6-3

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Heavy Ion Cannon ©©© (Mdl/Lnc/Inc/Slw-3)

(4) 1x3+/2/2

(8) 1x3+/1/2

(12) 1x3+/1/1

[LP2] |[FH2] |[RP2] //(2)

Stabilised Class-3 Railgun (-) //-Shock Mode (Knt)

(4) 1x2+/1/3 //(6) 1x3+/1/1

(12) 1x3+/1/3 //(7) 1x3+/1/1

(16) 1x4+/1/3 //(8) 1x3+/1/1

[LP] |[FH] |[RP] //(2)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[TT] [TT] |[XX] [XX] |[YY] [YY] |[ZZ] [ZZ] //(4)

Light Base FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 2x2+/1/1

(4) 1x2+/1/1

[TT2] @@@@ |[TT2] @@@@ //(1)

Stabilised Scatter Rocket Launcher ©©©

(NPr/Acr/Slw-3)

(4) 2x2+/2/1

[TT] |[TT] //(1)

Equipment: Damage Control Parties (6) (OOOOOO),

Stealth (4) (OOOO) (5)

Traits: Immobile

Munitions:

### 4C3R Battery (297)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

Screens: 6-5-4-3-2-1

Hull: 6-5-4-3-2-1

Engines: N/A

Weapons: 24-16-8

Shields: 8-6-3

-Fwd: 2-1

-Port: 2-1

-Stbd: 2-1

-Aft: 2-1

Stabilised Class-3 Railgun (-) //-Shock Mode (Knt)

(4) 1x2+/1/3 //(6) 1x3+/1/1

(12) 1x3+/1/3 //(7) 1x3+/1/1

(16) 1x4+/1/3 //(8) 1x3+/1/1

[TP] |[TS] //(1)

Stabilised Class-3 Defender Railgun (-) //-Flak Mode

(NPr/Inc/Prx/Acr)

(4) 1x2+/1/3 //(1) 0x3+/0/0

(12) 1x3+/1/3 //(2) 3x3+/3/1

(16) 1x4+/1/3 //(3) 3x3+/3/1

[TP] |[TS] //(1)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[TT] [TT] |[XX] [XX] |[YY] [YY] |[ZZ] [ZZ] //(4)

Base FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(4) 2x2+/1/1

(6) 1x2+/1/1

[TT3] @@@@ //(1)

Stabilised Scatter Rocket Launcher ©©©

(NPr/Acr/Slw-3)

(4) 2x2+/2/1

[TT] //(1)

Equipment: Damage Control Parties (6) (OOOOOO),

Stealth (4) (OOOO) (5)

Traits: Immobile

Munitions:

## Light Outpost (499)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 6-5-4-3-2-1

-Port: 6-5-4-3-2-1

-Stbd: 6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: 12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 42-35-28-21-14-7

Shields: 12-10-8-6-4-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Stabilised Class-4 Railgun (-) // -Shock Mode (Knt)

(6) 1x3+/1/5 // (4) 1x2+/1/2

(16) 1x3+/1/4 // (6) 1x3+/1/2

(20) 1x4+/1/4 // (8) 1x3+/1/2

[TT] |[TT] // (1)

Stabilised Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Prx/Acr)

(8) 1x3+/1/2 // (1) 0x3+/0/0

(11) 1x4+/1/2 // (2) 2x3+/2/1

[FF] |[FP] |[FS] |[AP] |[AS] |[AA] | // (3)

Stabilised Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Prx/Acr)

(8) 1x3+/1/2 // (1) 0x3+/0/0

(11) 1x4+/1/2 // (2) 2x3+/2/1

[FF] |[FP] |[FS] |[AP] |[AS] |[AA] | // (3)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[FH] [FH] |[LP] [LP] |[RP] [RP] |[LA] [LA] |[RA] [RA] |[AH] [AH] | // (6)

Base Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3) // -Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)

(2) 1x5+/1/2 // (1) 2x3+/3/1

(3) 1x5+/1/2 // (2) 2x3+/3/1

[TT] |[TT] // (1)

Light Base FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 2x2+/1/1

(4) 1x2+/1/1

[TT2] @@@@ [TT2] @@@@ // (1)

Equipment: Damage Control Parties (12) (OOOO OOOO OOOO) (6)

Traits: Immobile, Ionized Hull, Cargo [Military] (8), Hospital (4), Repair (4), Transport (4)

Munitions:

*Outposts differ from bases in three primary ways: mounting only two of the heaviest railguns instead of three; lacking the super-thick armour of bases and only mounting the light base defender mortar.*

## Outpost (745)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 12-11-10-9-8-7-6-5-4-3-2-1

-Port: 12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 12-11-10-9-8-7-6-5-4-3-2-1

Hull: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 52-46-39-33-26-20-13-7

Shields: 12-11-9-8-6-5-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Stabilised Class-5 Railgun (-) // -Shock Mode (Knt)

(5) 1x2+/1/6 // (1) 1x2+/1/2

(18) 1x3+/1/6 // (6) 1x2+/1/2

(20) 1x4+/1/6 // (9) 1x3+/1/2

[TT] |[TT] // (1)

Stabilised Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(4) 1x2+/1/2 // (6) 1x3+/1/1

(12) 1x3+/1/2 // (7) 1x3+/1/1

(14) 1x4+/1/2 // (8) 1x4+/1/1

[FF] |[FP] |[FS] |[AP] |[AS] |[AA] | // (3)

Stabilised Class-2 Defender Railgun (-) // -Flak Mode (NPr/Inc/Prx/Acr)

(4) 1x2+/1/2 // (1) 0x3+/0/0

(12) 1x3+/1/2 // (2) 2x3+/3/1

(14) 1x4+/1/2 // (3) 2x3+/3/1

[FF] |[FP] |[FS] |[AP] |[AS] |[AA] | // (3)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[FH] [FH] [FH] |[LP] [LP] [LP] |[RP] [RP] [RP] |[LA] [LA] [LA] |[RA] [RA] [RA] |[AH] [AH] [AH] | // (9)

Base Plasma Torpedo Tube ©©© (Mdl/SLn/Knt/Slw-3) // -Flash Mode ©©© (NPr/Rp6/Acr/Slw-3)

(2) 1x5+/1/2 // (1) 2x3+/3/1

(3) 1x5+/1/2 // (2) 2x3+/3/1

[TT] |[TT] // (1)

Light Base FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(2) 2x2+/1/1

(4) 1x2+/1/1

[TT2] @@@@ [TT2] @@@@ // (1)

Equipment: Damage Control Parties (16) (OOOO OOOO OOOO OOOO) (8)

Traits: Immobile, Ionized Hull, Cargo [Military] (12), Hospital (6), Repair (6), Transport (6)

Munitions:

### Light Base (1610)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 64-59-54-48-43-38-32-27-22-16-11-6

Shields: 16-15-14-12-11-10-8-7-6-4-3-2

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Stabilised Class-5 Railgun (-) // -Shock Mode (Knt)

(5) 1x2+/1/6 // (1) 1x2+/1/2

(18) 1x3+/1/6 // (6) 1x2+/1/2

(20) 1x4+/1/6 // (9) 1x3+/1/2

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

Stabilised Class-3 Railgun (-) // -Shock Mode (Knt)

(4) 1x2+/1/3 // (6) 1x3+/1/1

(12) 1x3+/1/3 // (7) 1x3+/1/1

(16) 1x4+/1/3 // (8) 1x3+/1/1

[FF] |[FP] |[FS] |[AP] |[AS] |[AA] | // (3)

Stabilised Class-3 Defender Railgun (-) // -Flak Mode (NPr/Inc/Prx/Acr)

(4) 1x2+/1/3 // (1) 0x3+/0/0

(12) 1x3+/1/3 // (2) 3x3+/3/1

(16) 1x4+/1/3 // (3) 3x3+/3/1

[FF] |[FP] |[FS] |[AP] |[AS] |[AA] | // (3)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[XX] [XX] [XX] |[XX] [XX] [XX] |[YY] [YY] [YY] |[YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] | // (9)

Base Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Slw-3) // -Flash Mode ©©© (NPr/Rpt/Acr/Slw-3)

(2) 1x3+/1/2 // (2) 2x3+/4/1

(3) 1x3+/1/2 // (3) 2x3+/3/1

[XX2] |[YY2] |[ZZ2] // (2)

Base FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(4) 2x2+/1/1

(6) 1x2+/1/1

[TT3] @@@@ // (1)

Equipment: Damage Control Parties (24) (OOOO OOOO OOOO OOOO OOOO OOOO) (12)

Traits: Immobile, Ionized Hull, Cargo [Military] (20), Hospital (10), Repair (10), Transport (10)

Munitions:

*Light bases are the smallest unit that factions would consider utilising as a 'capital', and typically have some additional protection in the form of either minefields or emplacements.*



## Medium Base (2158)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: 30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 85-80-74-68-63-57-51-46-40-34-29-23-17-12-6

Shields: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Stabilised Class-5 Railgun (-) // -Shock Mode (Knt)

(5) 1x2+/1/6 // (1) 1x2+/1/2

(18) 1x3+/1/6 // (6) 1x2+/1/2

(20) 1x4+/1/6 // (9) 1x3+/1/2

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

Stabilised Class-4 Railgun (-) // -Shock Mode (Knt)

(6) 1x3+/1/5 // (4) 1x2+/1/2

(16) 1x3+/1/4 // (6) 1x3+/1/2

(20) 1x4+/1/4 // (8) 1x3+/1/2

[FF] |[FP] |[FS] |[AP] |[AS] |[AA] | // (3)

Stabilised Class-4 Defender Railgun (-) // -Flak Mode (NPr/Prx/Rp6/Acr)

(6) 1x3+/1/5 // (1) 0x2+/0/0

(16) 1x3+/1/4 // (2) 2x2+/3/1

(20) 1x4+/1/4 // (4) 2x3+/3/1

[FF] |[FP] |[FS] |[AP] |[AS] |[AA] | // (3)

Stabilised Class-2 Railgun (-) // -Shock Mode (NPr/Knt)

(4) 1x2+/1/2 // (6) 1x3+/1/1

(12) 1x3+/1/2 // (7) 1x3+/1/1

(14) 1x4+/1/2 // (8) 1x4+/1/1

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[XX] [XX] [XX] [XX] |[XX] [XX] [XX] [XX] |[YY] [YY] [YY] [YY] |[YY] [YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] [ZZ] | // (12)

Base Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Slw-3) // -Flash Mode ©©© (NPr/Rpt/Acr/Slw-3)

(2) 1x3+/1/2 // (2) 2x3+/4/1

(3) 1x3+/1/2 // (3) 2x3+/3/1

[XX2] [XX2] |[YY2] [YY2] |[ZZ2] [ZZ2] // (3)

Base FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(4) 2x2+/1/1

(6) 1x2+/1/1

[TT3] @@@@ // (1)

Equipment: Damage Control Parties (30) (OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO) (15)

Traits: Immobile, Ionized Hull, Cargo [Military] (36), Hospital (12), Repair (12), Transport (12)

Munitions:

*The medium base is armed with heavier batteries and is almost as unlikely to be found on their own as winning the lottery three times with the same numbers...*

## Heavy Base (2648)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Nova-Style TL: 1

-Fwd: 36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: [\*]-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 100-95-89-84-78-73-67-62-56-50-45-39-34-28-23-17-12-6

Shields: 16-16-15-14-13-12-11-10-9-8-8-7-6-5-4-3-2-1

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Stabilised Class-5 Railgun (-) // -Shock Mode (Knt)

(5) 1x2+/1/6 // (1) 1x2+/1/2

(18) 1x3+/1/6 // (6) 1x2+/1/2

(20) 1x4+/1/6 // (9) 1x3+/1/2

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

Stabilised Class-5 Railgun (-) // -Shock Mode (Knt)

(5) 1x2+/1/6 // (1) 1x2+/1/2

(18) 1x3+/1/6 // (6) 1x2+/1/2

(20) 1x4+/1/6 // (9) 1x3+/1/2

[FF] |[FP] |[FS] |[AP] |[AS] |[AA] | // (3)

Stabilised Class-5 Defender Railgun (-) // -Flak Mode (NPr/Prx/Rpt/Acr)

(5) 1x2+/1/6 // (1) 0x2+/0/0

(18) 1x3+/1/6 // (2) 2x2+/3/1

(20) 1x4+/1/6 // (4) 2x3+/3/1

[FF] |[FP] |[FS] |[AP] |[AS] |[AA] | // (3)

Stabilised Class-3 Railgun (-) // -Shock Mode (Knt)

(4) 1x2+/1/3 // (6) 1x3+/1/1

(12) 1x3+/1/3 // (7) 1x3+/1/1

(16) 1x4+/1/3 // (8) 1x3+/1/1

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

Heavy Particle Battery (NPr/Acr)

(2) 1x3+/4/1

(3) 1x3+/2/1

(4) 1x3+/1/1

[XX] [XX] [XX] [XX] [XX] |[XX] [XX] [XX] [XX] [XX] |[YY] [YY] [YY] [YY] [YY] |[YY] [YY] [YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] [ZZ] [ZZ] | // (15)

Base Plasma Torpedo Bank ©©© (Mdl/SLn/Knt/Slw-3) // -Flash Mode ©©© (NPr/Rpt/Acr/Slw-3)

(2) 1x3+/1/2 // (2) 2x3+/4/1

(3) 1x3+/1/2 // (3) 2x3+/3/1

[XX2] [XX2] |[YY2] [YY2] |[ZZ2] [ZZ2] |[TT2] [TT2] // (4)

Base FS 'Defender' Mortar (NPr/Prx/Acr/Ex4)

(1) 0x2+/0/0

(4) 2x2+/1/1

(6) 1x2+/1/1

[TT3] @@@@ [TT3] @@@@ // (1)

Equipment: Damage Control Parties (36) (OOOO OOOO OOOO OOOO OOOO OOOO OOOO OOOO OOOO) (18)

Traits: Bulkheads (1), Immobile, Ionized Hull, Cargo [Military] (54), Hospital (12), Repair (12), Transport (12)

Munitions:

*Sometimes a faction needs to engage a heavy base. In those circumstances, the heavy base is armed with a range of weapons to deal with any threat from subspace cruisers to a squadron of battleships, and has plenty of defences to match the offensive firepower.*

## Bioships of Wilaxi

### Bioships of Wilaxi Infant Bioship (13)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Hull: 1

Fractional Engines: 12-6

Weapons: 5-3

Shields: 1-1

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)

// -Lance Mode © [TL -2] (Pr2/Inc/Slw)

(1) 2x3+/2/1 // (1) 1x3+/1/1

(2) 2x3+/1/1 // (2) 1x3+/1/1

(4) 1x3+/1/1

[FF] |[FF] // (1)

Equipment: Countermeasures (1) (O), Stealth (2) (OO)  
(2)

Traits:

Munitions:

*The infant bioship is the closest thing the Bioships have to a 'civilian' unit, and one that the bioships will protect at all costs...*

### Bioships of Wilaxi Juvenile Bioship (45)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 1

Hull: 2-1

Fractional Engines: 12-6

Weapons: 7-4

Shields: 1-1

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)

// -Lance Mode © [TL -2] (Pr2/Inc/Slw)

(1) 2x3+/2/1 // (1) 1x3+/1/1

(2) 2x3+/1/1 // (2) 1x3+/1/1

(4) 1x3+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] // (1)

Equipment: Stealth (1) (O) (1)

Traits: Regenerating

Munitions:

*Juvenile bioships are what all future types grow from. In addition, juveniles are the first type to choose fight rather than flight, as evidenced by the presence of the bioship 'ram'*

### Bioships of Wilaxi Female Adolescent Bioship (71)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 3-2-1

Hull: 3-2-1

Fractional Engines: 12-6

Weapons: 8-4

Shields: 1-1

Light Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(8) 1x2+/1/1

[FR4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 // (1) 1x3+/1/1

(2) 4x3+/1/1 // (2) 1x3+/1/1

(4) 2x3+/1/1 // (5) 1x4+/1/1

(8) 1x3+/1/1 // (7) 1x5+/1/1

[TP] |[TS] // (1)

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)

// -Lance Mode © [TL -2] (Pr2/Inc/Slw)

(1) 2x3+/2/1 // (1) 1x3+/1/1

(2) 2x3+/1/1 // (2) 1x3+/1/1

(4) 1x3+/1/1

[TP] |[TS] // (1)

Equipment: (0)

Traits: Regenerating

Munitions:

*The 'female' adolescent bioship isn't 'female' (all bioships are hermaphrodites) but, as there are two different adolescents that are equally common, the other inhabitants of Tilopi-Gel'Andri designated one type 'female' and one 'male'. The female type develops the bio-laser emitter before additional bio-pellet launchers.*

**Bioships of Wilaxi Young Adult Bioship (100)**

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 4-3-2-1

Hull: 4-3-2-1

Fractional Engines: 10-5

Weapons: 9-5

Shields: 2-1

Light Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(8) 1x2+/1/1

[Fwd4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 // (1) 1x3+/1/1

(2) 4x3+/1/1 // (2) 1x3+/1/1

(4) 2x3+/1/1 // (5) 1x4+/1/1

(8) 1x3+/1/1 // (7) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Equipment: (0)

Traits: Regenerating

Munitions:

**Bioships of Wilaxi Adult Bioship (175)**

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 6-5-4-3-2-1

Hull: 6-5-4-3-2-1

Fractional Engines: 10-7-4

Weapons: 13-9-5

Shields: 3-2-1

Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(12) 1x2+/1/1

[Fwd4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] [FR] [FR] // (3)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[FF] |[FF] // (1)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 // (1) 1x3+/1/1

(2) 4x3+/1/1 // (2) 1x3+/1/1

(4) 2x3+/1/1 // (5) 1x4+/1/1

(8) 1x3+/1/1 // (7) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Equipment: (0)

Traits: Regenerating

Munitions:

**Bioships of Wilaxi Mature Bioship (245)**

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 8-7-6-5-4-3-2-1

Hull: 8-7-6-5-4-3-2-1

Fractional Engines: 9-7-5-3

Weapons: 15-12-8-4

Shields: 3-3-2-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(12) 1x2+/1/1

[Fwd4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] [FR] [FR] [FR] [FR] // (4)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[FF] |[FF] // (1)

Equipment: (0)

Traits: Regenerating

Munitions:

**Bioships of Wilaxi Elder Bioship (357)**

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 10-9-8-7-6-5-4-3-2-1

Hull: 10-9-8-7-6-5-4-3-2-1

Fractional Engines: 8-7-5-4-2

Weapons: 17-14-11-7-4

Shields: 3-3-2-2-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(12) 1x2+/1/1

[FH4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd]

[Fwd] [Fwd] // (5)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[FH] |[FH] |[TP] |[TP] |[TS] |[TS] | // (3)

Equipment: (0)

Traits: Ionized Hull, Regenerating

Munitions:

### **Bioships of Wilaxi Male Adolescent Bioship (71)**

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 3-2-1

Hull: 3-2-1

Fractional Engines: 12-6

Weapons: 8-4

Shields: 1-1

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -  
Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[FF] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -  
Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 // (1) 1x3+/1/1

(2) 4x3+/1/1 // (2) 1x3+/1/1

(4) 2x3+/1/1 // (5) 1x4+/1/1

(8) 1x3+/1/1 // (7) 1x5+/1/1

[TP] |[TS] // (1)

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)  
// -Lance Mode © [TL -2] (Pr2/Inc/Slw)

(1) 2x3+/2/1 // (1) 1x3+/1/1

(2) 2x3+/1/1 // (2) 1x3+/1/1

(4) 1x3+/1/1

[TP] |[TS] // (1)

Equipment: (0)

Traits: Regenerating

Munitions:

*Male adolescent bioships grow a single 'twinned' bio-pellet launcher which is to all intents and purposes a heavy bio-pellet launcher. When growing into other types, the emergence of the bio-laser or bio-maser emitter splits this twinned launcher into two single lighter bio-pellet launchers*

### **Bioships of Wilaxi Young Adult Guardian Bioship (130)**

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 5-4-3-2-1

Hull: 5-4-3-2-1

Fractional Engines: 10-7-4

Weapons: 12-8-4

Shields: 2-2-1

Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(12) 1x2+/1/1

[FF4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] [FR] // (3)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -  
Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 // (1) 1x3+/1/1

(2) 4x3+/1/1 // (2) 1x3+/1/1

(4) 2x3+/1/1 // (5) 1x4+/1/1

(8) 1x3+/1/1 // (7) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -  
Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 // (1) 1x3+/1/1

(2) 4x3+/1/1 // (2) 1x3+/1/1

(4) 2x3+/1/1 // (5) 1x4+/1/1

(8) 1x3+/1/1 // (7) 1x5+/1/1

[Fwd] |[Fwd] // (1)

Equipment: (0)

Traits: Regenerating

Munitions:

*Guardian bioships are larger, faster and heavier-armed than standard bioships.*

**Bioships of Wilaxi Adult Guardian Bioship (215)**

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 8-7-6-5-4-3-2-1

Hull: 7-6-5-4-3-2-1

Fractional Engines: 10-8-5-3

Weapons: 15-12-8-4

Shields: 3-3-2-1

Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(12) 1x2+/1/1

[FF4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] [FR] [FR] [FR] [FR] // (4)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[FX] |[FX] // (1)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 // (1) 1x3+/1/1

(2) 4x3+/1/1 // (2) 1x3+/1/1

(4) 2x3+/1/1 // (5) 1x4+/1/1

(8) 1x3+/1/1 // (7) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Equipment: (0)

Traits: Regenerating

Munitions:

**Bioships of Wilaxi Mature Guardian Bioship (287)**

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 10-9-8-7-6-5-4-3-2-1

Hull: 9-8-7-6-5-4-3-2-1

Fractional Engines: 9-8-6-4-2

Weapons: 17-14-11-7-4

Shields: 3-3-2-2-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(12) 1x2+/1/1

[FF4] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] [FR] [FR] [FR] [FR] [FR] [FR] // (5)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[FX] |[FX] // (1)

Equipment: (0)

Traits: Regenerating

Munitions:

### Bioships of Wilaxi Alpha Bioship (446)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 12-11-10-9-8-7-6-5-4-3-2-1

Hull: 12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 8-7-6-4-3-2

Weapons: 24-20-16-12-8-4

Shields: 3-3-2-2-1-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(12) 1x2+/1/1

[FP4] |[FS4] //(1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd]

[Fwd] [Fwd] [Fwd] [Fwd] //(6)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) //-

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 //(1) 1x2+/1/1

(2) 5x3+/1/1 //(3) 1x3+/1/1

(5) 2x3+/1/1 //(6) 1x4+/1/1

(10) 1x3+/1/1 //(8) 1x5+/1/1

[FX] |[FX] |[TP] |[TP] |[TS] |[TS] | //(3)

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)

// -Lance Mode © [TL -2] (Pr2/Inc/Slw)

(1) 2x3+/2/1 //(1) 1x3+/1/1

(2) 2x3+/1/1 //(2) 1x3+/1/1

(4) 1x3+/1/1

[TP] |[TP] |[TS] |[TS] //(2)

Equipment: (0)

Traits: Ionized Hull, Regenerating

Munitions:

*The alpha bioship and 'variants' tend to be the only one of their type in a pod, and are the 'leader' of those pods.*

### Bioships of Wilaxi Adolescent Bio-Hunter (70)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 3-2-1

Hull: 3-2-1

Fractional Engines: 12-6

Weapons: 7-4

Shields: 1-1

Light Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(8) 1x2+/1/1

[FR4] //(1)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex4)

(2) 1x3+/1/1

[FF] @@@@ [FF] @@@@ //(1)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) //-

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 //(1) 1x3+/1/1

(2) 4x3+/1/1 //(2) 1x3+/1/1

(4) 2x3+/1/1 //(5) 1x4+/1/1

(8) 1x3+/1/1 //(7) 1x5+/1/1

[TP] |[TS] //(1)

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)

// -Lance Mode © [TL -2] (Pr2/Inc/Slw)

(1) 2x3+/2/1 //(1) 1x3+/1/1

(2) 2x3+/1/1 //(2) 1x3+/1/1

(4) 1x3+/1/1

[TP] |[TS] //(1)

Equipment: (0)

Traits: Regenerating

Munitions:

*Bio-hunters are more aggressive than standard bioships, and have bio-hunter drones that act like marines, launching from their carrier vessel and attacking enemy ships.*



**Bioships of Wilaxi Young Adult Bio-Hunter (101)**

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 4-3-2-1

Hull: 4-3-2-1

Fractional Engines: 10-5

Weapons: 8-4

Shields: 2-1

Light Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(8) 1x2+/1/1

[Fwd4] // (1)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex4)

(2) 1x3+/1/1

[FF] @@@@ [FF] @@@@ [FF] @@@@ // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 // (1) 1x3+/1/1

(2) 4x3+/1/1 // (2) 1x3+/1/1

(4) 2x3+/1/1 // (5) 1x4+/1/1

(8) 1x3+/1/1 // (7) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Equipment: (0)

Traits: Regenerating

Munitions:

**Bioships of Wilaxi Adult Bio-Hunter (175)**

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 6-5-4-3-2-1

Hull: 6-5-4-3-2-1

Fractional Engines: 10-7-4

Weapons: 12-8-4

Shields: 3-2-1

Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(12) 1x2+/1/1

[Fwd4] // (1)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex4)

(2) 1x3+/1/1

[FF] @@@@ [FF] @@@@ [FF] @@@@ [FF] @@@@

[FF] @@@@ // (3)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[FF] |[FF] // (1)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 // (1) 1x3+/1/1

(2) 4x3+/1/1 // (2) 1x3+/1/1

(4) 2x3+/1/1 // (5) 1x4+/1/1

(8) 1x3+/1/1 // (7) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Equipment: (0)

Traits: Regenerating

Munitions:

### Bioships of Wilaxi Mature Bio-Hunter (243)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 8-7-6-5-4-3-2-1

Hull: 8-7-6-5-4-3-2-1

Fractional Engines: 9-7-5-3

Weapons: 13-10-7-4

Shields: 3-3-2-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(12) 1x2+/1/1

[Fwd4] // (1)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex4)

(2) 1x3+/1/1

[FF] @@@@ [FF] @@@@ [FF] @@@@ [FF] @@@@

[FF] @@@@ [FF] @@@@ // (3)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[FF] |[FF] // (1)

Equipment: (0)

Traits: Regenerating

Munitions:

### Bioships of Wilaxi Elder Bio-Hunter (349)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 10-9-8-7-6-5-4-3-2-1

Hull: 10-9-8-7-6-5-4-3-2-1

Fractional Engines: 8-7-5-4-2

Weapons: 17-14-11-7-4

Shields: 3-3-2-2-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(12) 1x2+/1/1

[FH4] // (1)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex4)

(2) 1x3+/1/1

[FF] @@@@ [FF] @@@@ [FF] @@@@ [FF] @@@@

[FF] @@@@ [FF] @@@@ [FF] @@@@ [FF] @@@@

[FF] @@@@ [FF] @@@@ // (5)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[FH] |[FH] |[TP] |[TP] |[TS] |[TS] | // (3)

Equipment: (0)

Traits: Ionized Hull, Regenerating

Munitions:

### Bioships of Wilaxi Female Adolescent Bio-Sentinel (64)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 3-2-1

Hull: 3-2-1

Fractional Engines: 12-6

Weapons: 6-3

Shields: 1-1

Light Bio-Maser Emitter © [TL -2]

(Prx/NPr/Inc/Acr/Slw)

(2) 2x3+/2/1

(4) 2x3+/1/1

(8) 1x3+/1/1

[FX] |[Fwd] //(1)

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)

// -Lance Mode © [TL -2] (Pr2/Inc/Slw)

(1) 2x3+/2/1 //(1) 1x3+/1/1

(2) 2x3+/1/1 //(2) 1x3+/1/1

(4) 1x3+/1/1

[TP] |[TS] //(1)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 //(1) 1x3+/1/1

(2) 4x3+/1/1 //(2) 1x3+/1/1

(4) 2x3+/1/1 //(5) 1x4+/1/1

(8) 1x3+/1/1 //(7) 1x5+/1/1

[TP] |[TS] //(1)

Equipment: (0)

Traits: Regenerating

Munitions:

*Bio-sentinels are a new subtype of bioship with a different primary weapon—instead of the bio-laser emitter, bio-sentinels grow a bio-maser emitter, which was developed to engage subspace vessels. Bio-sentinels develop from standard and guardian types, but no other.*

### Bioships of Wilaxi Young Adult Bio-Sentinel (92)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 4-3-2-1

Hull: 4-3-2-1

Fractional Engines: 10-5

Weapons: 6-3

Shields: 2-1

Light Bio-Maser Emitter © [TL -2]

(Prx/NPr/Inc/Acr/Slw)

(2) 2x3+/2/1

(4) 2x3+/1/1

(8) 1x3+/1/1

[FX] |[FX] //(1)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 //(1) 1x3+/1/1

(2) 4x3+/1/1 //(2) 1x3+/1/1

(4) 2x3+/1/1 //(5) 1x4+/1/1

(8) 1x3+/1/1 //(7) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] //(2)

Equipment: (0)

Traits: Regenerating

Munitions:

**Bioships of Wilaxi Adult Bio-Sentinel (159)**

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 6-5-4-3-2-1

Hull: 6-5-4-3-2-1

Fractional Engines: 10-7-4

Weapons: 8-6-3

Shields: 3-2-1

Bio-Maser Emitter © [TL -2] (Prx/NPr/Inc/Acr/Slw)

(3) 4x3+/1/1

(6) 2x3+/1/1

(12) 1x3+/1/1

[FX] |[FX] // (1)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 // (1) 1x3+/1/1

(2) 4x3+/1/1 // (2) 1x3+/1/1

(4) 2x3+/1/1 // (5) 1x4+/1/1

(8) 1x3+/1/1 // (7) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[FF] |[FF] // (1)

Equipment: (0)

Traits: Regenerating

Munitions:

**Bioships of Wilaxi Mature Bio-Sentinel (227)**

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 8-7-6-5-4-3-2-1

Hull: 8-7-6-5-4-3-2-1

Fractional Engines: 9-7-5-3

Weapons: 9-7-5-3

Shields: 3-3-2-1

Bio-Maser Emitter © [TL -2] (Prx/NPr/Inc/Acr/Slw)

(3) 4x3+/1/1

(6) 2x3+/1/1

(12) 1x3+/1/1

[FX] |[FX] |[Fwd] // (2)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[FH] |[FH] // (1)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Equipment: (0)

Traits: Regenerating

Munitions:

**Bioships of Wilaxi Elder Bio-Sentinel (323)**

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 10-9-8-7-6-5-4-3-2-1

Hull: 10-9-8-7-6-5-4-3-2-1

Fractional Engines: 8-7-5-4-2

Weapons: 10-8-6-4-2

Shields: 3-3-2-2-1

Bio-Maser Emitter © [TL -2] (Prx/NPr/Inc/Acr/Slw)

(3) 4x3+/1/1

(6) 2x3+/1/1

(12) 1x3+/1/1

[FX] |[FX] |[FX] |[FX] // (2)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[FX] |[FX] |[TP] |[TP] |[TS] |[TS] | // (3)

Equipment: (0)

Traits: Ionized Hull, Regenerating

Munitions:

**Bioships of Wilaxi Male Adolescent Bio-Sentinel (71)**

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 3-2-1

Hull: 3-2-1

Fractional Engines: 12-6

Weapons: 8-4

Shields: 1-1

Light Bio-Maser Emitter © [TL -2]

(Prx/NPr/Inc/Acr/Slw)

(2) 2x3+/2/1

(4) 2x3+/1/1

(8) 1x3+/1/1

[FX] // (1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 // (1) 1x3+/1/1

(2) 4x3+/1/1 // (2) 1x3+/1/1

(4) 2x3+/1/1 // (5) 1x4+/1/1

(8) 1x3+/1/1 // (7) 1x5+/1/1

[TP] |[TS] // (1)

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)

// -Lance Mode © [TL -2] (Pr2/Inc/Slw)

(1) 2x3+/2/1 // (1) 1x3+/1/1

(2) 2x3+/1/1 // (2) 1x3+/1/1

(4) 1x3+/1/1

[TP] |[TS] // (1)

Equipment: (0)

Traits: Regenerating

Munitions:

*Unlike the male adolescent bio-ship, the male adolescent bio-sentinel retains the ram prow but only grows a single bio-maser emitter.*

### Bioships of Wilaxi Young Adult Guardian Bio-Sentinel (130)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 5-4-3-2-1

Hull: 5-4-3-2-1

Fractional Engines: 10-7-4

Weapons: 13-9-5

Shields: 2-2-1

Bio-Maser Emitter © [TL -2] (Prx/NPr/Inc/Acr/Slw)

(3) 4x3+/1/1

(6) 2x3+/1/1

(12) 1x3+/1/1

[FX] |[Fwd] //(1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] [FR] //(3)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) //-

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 //(1) 1x3+/1/1

(2) 4x3+/1/1 //(2) 1x3+/1/1

(4) 2x3+/1/1 //(5) 1x4+/1/1

(8) 1x3+/1/1 //(7) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] //(2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) //-

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 //(1) 1x3+/1/1

(2) 4x3+/1/1 //(2) 1x3+/1/1

(4) 2x3+/1/1 //(5) 1x4+/1/1

(8) 1x3+/1/1 //(7) 1x5+/1/1

[Fwd] |[Fwd] //(1)

Equipment: (0)

Traits: Regenerating

Munitions:

### Bioships of Wilaxi Adult Guardian Bio-Sentinel (215)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 8-7-6-5-4-3-2-1

Hull: 7-6-5-4-3-2-1

Fractional Engines: 10-8-5-3

Weapons: 16-12-8-4

Shields: 3-3-2-1

Bio-Maser Emitter © [TL -2] (Prx/NPr/Inc/Acr/Slw)

(3) 4x3+/1/1

(6) 2x3+/1/1

(12) 1x3+/1/1

[FX] |[Fwd] //(1)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] [FR] [FR] [FR] [FR] //(4)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) //-

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 //(1) 1x2+/1/1

(2) 5x3+/1/1 //(3) 1x3+/1/1

(5) 2x3+/1/1 //(6) 1x4+/1/1

(10) 1x3+/1/1 //(8) 1x5+/1/1

[FX] |[FX] //(1)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) //-

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 //(1) 1x3+/1/1

(2) 4x3+/1/1 //(2) 1x3+/1/1

(4) 2x3+/1/1 //(5) 1x4+/1/1

(8) 1x3+/1/1 //(7) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] //(2)

Equipment: (0)

Traits: Regenerating

Munitions:

### **Bioships of Wilaxi Mature Guardian Bio-Sentinel (287)**

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 10-9-8-7-6-5-4-3-2-1

Hull: 9-8-7-6-5-4-3-2-1

Fractional Engines: 9-8-6-4-2

Weapons: 19-16-12-8-4

Shields: 3-3-2-2-1

Bio-Maser Emitter © [TL -2] (Prx/NPr/Inc/Acr/Slw)

(3) 4x3+/1/1

(6) 2x3+/1/1

(12) 1x3+/1/1

[FX] |[FX] |[Fwd] // (2)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[FR] [FR] [FR] [FR] [FR] [FR] [FR] [FR] [FR] [FR] // (5)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[FX] |[FX] // (1)

Equipment: (0)

Traits: Regenerating

Munitions:

### **Bioships of Wilaxi Alpha Bio-Sentinel (446)**

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 12-11-10-9-8-7-6-5-4-3-2-1

Hull: 12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 8-7-6-4-3-2

Weapons: 25-21-17-13-9-5

Shields: 3-3-2-2-1-1

Heavy Bio-Maser Emitter [TL -2] (Prx/NPr/Inc/Acr)

(3) 4x3+/1/1

(6) 2x3+/1/1

(12) 1x3+/1/1

[FX] |[FX] |[FX] // (2)

Bioship Ram [TL -2] (Mdl/Lnc/Knt)

(1) 1x6+/1/1

[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd]

[Fwd] [Fwd] [Fwd] [Fwd] // (6)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -

Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[FX] |[FX] |[TP] |[TP] |[TS] |[TS] | // (3)

Light Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw)

// -Lance Mode © [TL -2] (Pr2/Inc/Slw)

(1) 2x3+/2/1 // (1) 1x3+/1/1

(2) 2x3+/1/1 // (2) 1x3+/1/1

(4) 1x3+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Equipment: (0)

Traits: Ionized Hull, Regenerating

Munitions:

### Bioships of Wilaxi Young Adult Bio-Predator (133)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 5-4-3-2-1

Hull: 5-4-3-2-1

Fractional Engines: 11-8-4

Weapons: 10-7-4

Shields: 2-2-1

Bio-Laser Emitter © [TL -2] (FrL/Pr1/Slw)

(12) 1x2+/1/1

[FR4] [FR4] // (1)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 // (1) 1x3+/1/1

(2) 4x3+/1/1 // (2) 1x3+/1/1

(4) 2x3+/1/1 // (5) 1x4+/1/1

(8) 1x3+/1/1 // (7) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex4)

(2) 1x3+/1/1

[FF] @@@@ [FF] @@@@ [FF] @@@@ [FF] @@@@  
// (2)

Equipment: (0)

Traits: Regenerating

Munitions:

*Bio-predators are similar to, but different from, bio-hunters. Bio-hunters defend bioship shoals, while bio-predators prey on anything they come across—including other bioships. Bio-predators tend to operate either singly or in small packs, and bio-predators will attack other bio-predators of different packs.*

### Bioships of Wilaxi Adult Bio-Predator (208)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 7-6-5-4-3-2-1

Hull: 7-6-5-4-3-2-1

Fractional Engines: 10-8-5-3

Weapons: 12-9-6-3

Shields: 3-3-2-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(12) 1x2+/1/1

[FR4] [FR4] // (1)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -

Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 // (1) 1x3+/1/1

(2) 4x3+/1/1 // (2) 1x3+/1/1

(4) 2x3+/1/1 // (5) 1x4+/1/1

(8) 1x3+/1/1 // (7) 1x5+/1/1

[TP] |[TP] |[FX] |[FX] |[TS] |[TS] | // (3)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex4)

(2) 1x3+/1/1

[FF] @@@@ [FF] @@@@ [FF] @@@@ [FF] @@@@  
// (2)

Equipment: (0)

Traits: Regenerating

Munitions:



### Bioships of Wilaxi Mature Bio-Predator (283)

-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: -2

Screens: 9-8-7-6-5-4-3-2-1

Hull: 9-8-7-6-5-4-3-2-1

Fractional Engines: 10-8-6-4-2

Weapons: 16-13-10-7-4

Shields: 3-3-2-2-1

Heavy Bio-Laser Emitter [TL -2] (FrL/Pr1)

(12) 1x2+/1/1

[FR4] [FR4] // (1)

Heavy Bio-Pellet Launcher [TL -2] (NPr/Inc/Acr) // -Lance Mode [TL -2] (Mdl/Inc)

(1) 5x3+/2/1 // (1) 1x2+/1/1

(2) 5x3+/1/1 // (3) 1x3+/1/1

(5) 2x3+/1/1 // (6) 1x4+/1/1

(10) 1x3+/1/1 // (8) 1x5+/1/1

[TP] |[TP] |[TS] |[TS] // (2)

Bio-Pellet Launcher © [TL -2] (NPr/Inc/Acr/Slw) // -Lance Mode © [TL -2] (Mdl/Inc/Slw)

(1) 4x3+/2/1 // (1) 1x3+/1/1

(2) 4x3+/1/1 // (2) 1x3+/1/1

(4) 2x3+/1/1 // (5) 1x4+/1/1

(8) 1x3+/1/1 // (7) 1x5+/1/1

[FX] |[FX] // (1)

Bio-Hunter Drones [TL -2] (Pr1/SLn/Inc/Dsr/Ex4)

(2) 1x3+/1/1

[FF] @@@@ [FF] @@@@ [FF] @@@@ [FF] @@@@ [FF] @@@@ [FF] @@@@ [FF] @@@@ [FF] @@@@ // (4)

Equipment: (0)

Traits: Regenerating

Munitions:

**Bioships of Wilaxi Laser Minefield (125)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

Screens: 3-2-1

Hull: 4-3-2-1

Engines: N/A

Weapons: 10-5

Shields: 0-0

Mine-Sentinel Bio-Laser Emitter (Mdl)

(2) 2x2+/4/1

(4) 2x2+/2/1

(8) 2x2+/1/1

(16) 1x2+/1/1

[TT] // (1)

Equipment: Damage Control Parties (4) (OOOO),  
Stealth (5) (OOOOO) (5)

Traits: Immobile

Munitions:

**Bioships of Wilaxi Bio-Hunter Minefield (125)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

Screens: 3-2-1

Hull: 4-3-2-1

Engines: N/A

Weapons: 13-7

Shields: 0-0

Mine-Sentinel Bio-Hunter Drones (Mdl/SLn/Inc/Dsr)

(2) 3x3+/1/1

(4) 2x3+/1/1

(6) 1x3+/1/1

[Fwd] |[Port] |[Stbd] |[Aft] // (2)

Equipment: Damage Control Parties (4) (OOOO),  
Stealth (5) (OOOOO) (5)

Traits: Immobile

Munitions:

**Bioships of Wilaxi Heavy Combined Minefield (494)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

Screens: 12-11-10-9-8-7-6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-[\*]-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 31-28-24-20-16-12-8-4

Shields: 0-0-0-0-0-0-0-0

Mine-Sentinel Bio-Laser Emitter (Mdl)

(2) 2x2+/4/1

(4) 2x2+/2/1

(8) 2x2+/1/1

(16) 1x2+/1/1

[TT] |[TT] // (1)

Mine-Sentinel Bio-Hunter Drones (Mdl/SLn/Inc/Dsr)

(2) 3x3+/1/1

(4) 2x3+/1/1

(6) 1x3+/1/1

[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] // (4)

Equipment: Damage Control Parties (16) (OOOO OOOO OOOO OOOO), Stealth (5) (OOOOO) (11)

Traits: Bulkheads (4), Immobile

Munitions:

**Bioships of Wilaxi Laser Mine (63)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

Hull: 2-1  
Engines: N/A  
Weapons: 7-4  
Shields: 0-0

SS Laser Mine (Mdl/Exp)

(2) 1x2+/4/1  
(4) 1x2+/2/1  
(8) 1x2+/1/1  
[TT4] @ // (1)

Equipment: Cloaking Device (O), Stealth (5) (OOOOO)  
(3)  
Traits: Immobile  
Munitions:

**Bioships of Wilaxi Bio-Hunter Mine (58)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

Hull: 2-1  
Engines: N/A  
Weapons: 8-4  
Shields: 0-0

SS Bio-Hunter Drones (Mdl/SLn/Inc/Dsr/Exp)

(1) 1x3+/3/1  
(2) 1x3+/2/1  
(3) 1x3+/1/1  
[TT2] @ [TT2] @ // (1)

Equipment: Cloaking Device (O), Stealth (5) (OOOOO)  
(3)  
Traits: Immobile  
Munitions:

**Bioships of Wilaxi Very Small Nest (458)**

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 12-11-10-9-8-7-6-5-4-3-2-1  
-Port: 12-11-10-9-8-7-6-5-4-3-2-1  
-Stbd: 12-11-10-9-8-7-6-5-4-3-2-1  
-Aft: 12-11-10-9-8-7-6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-[\*]-[\*]-[\*]-10-9-8-7-6-5-4-3-2-1  
Engines: N/A  
Weapons: 15-14-12-10-8-6-4-2  
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

Nest Bio-Laser Emitter (FrL/Pr1)

(16) 1x2+/1/1  
[TT4] // (1)

Nest Bio-Pellet Launcher (NPr/Inc/Acr) // -Lance Mode (Mdl/Inc)

(1) 6x3+/2/1 // (2) 1x3+/1/1  
(2) 6x3+/1/1 // (4) 1x3+/1/1  
(3) 4x3+/1/1 // (6) 1x4+/1/1  
(6) 2x3+/1/1 // (8) 1x4+/1/1  
(12) 1x3+/1/1 // (10) 1x5+/1/1  
[FF] |[FP] |[FS] |[AP] |[AS] |[AA] | // (3)

Equipment: Damage Control Parties (8) (OOOO OOOO) (4)  
Traits: Bulkheads (6), Immobile, Regenerating, Regenerating Screens  
Munitions:

### Bioships of Wilaxi Small Nest (903)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-[\*]-[\*]-[\*]-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 19-18-16-14-12-10-8-6-4-2

Shields: 16-15-13-12-10-8-7-5-4-2

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Nest Bio-Laser Emitter (FrL/Pr1)

(16) 1x2+/1/1

[XX4] |[YY4] |[ZZ4] // (2)

Nest Bio-Pellet Launcher (NPr/Inc/Acr) // -Lance Mode (Mdl/Inc)

(1) 6x3+/2/1 // (2) 1x3+/1/1

(2) 6x3+/1/1 // (4) 1x3+/1/1

(3) 4x3+/1/1 // (6) 1x4+/1/1

(6) 2x3+/1/1 // (8) 1x4+/1/1

(12) 1x3+/1/1 // (10) 1x5+/1/1

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

Equipment: Damage Control Parties (10) (OOOOO OOOOO) (5)

Traits: Bulkheads (6), Immobile, Regenerating, Regenerating Screens

Munitions:

### Bioships of Wilaxi Medium Nest (1291)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-[\*]-[\*]-[\*]-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 28-26-24-21-19-17-14-12-10-7-5-3

Shields: 16-15-14-12-11-10-8-7-6-4-3-2

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Nest Bio-Laser Emitter (FrL/Pr1)

(16) 1x2+/1/1

[XX4] |[YY4] |[ZZ4] |[TT4] // (2)

Nest Bio-Pellet Launcher (NPr/Inc/Acr) // -Lance Mode (Mdl/Inc)

(1) 6x3+/2/1 // (2) 1x3+/1/1

(2) 6x3+/1/1 // (4) 1x3+/1/1

(3) 4x3+/1/1 // (6) 1x4+/1/1

(6) 2x3+/1/1 // (8) 1x4+/1/1

(12) 1x3+/1/1 // (10) 1x5+/1/1

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

Nest Bio-Pellet Launcher (NPr/Inc/Acr) // -Lance Mode (Mdl/Inc)

(1) 6x3+/2/1 // (2) 1x3+/1/1

(2) 6x3+/1/1 // (4) 1x3+/1/1

(3) 4x3+/1/1 // (6) 1x4+/1/1

(6) 2x3+/1/1 // (8) 1x4+/1/1

(12) 1x3+/1/1 // (10) 1x5+/1/1

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

Equipment: Damage Control Parties (12) (OOOO OOOO OOOO) (6)

Traits: Bulkheads (6), Immobile, Regenerating, Regenerating Screens

Munitions:

## Bioships of Wilaxi Heavy Nest (1853)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-[\*]-[\*]-[\*]-[\*]-[\*]-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 37-35-33-31-28-26-24-21-19-17-14-12-10-7-5-3

Shields: 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Nest Bio-Laser Emitter (FrL/Pr1)

(16) 1x2+/1/1

[XX4] |[YY4] |[ZZ4] |[TT4] |[TT4] // (3)

Nest Bio-Pellet Launcher (NPr/Inc/Acr) // -Lance Mode (Mdl/Inc)

(1) 6x3+/2/1 // (2) 1x3+/1/1

(2) 6x3+/1/1 // (4) 1x3+/1/1

(3) 4x3+/1/1 // (6) 1x4+/1/1

(6) 2x3+/1/1 // (8) 1x4+/1/1

(12) 1x3+/1/1 // (10) 1x5+/1/1

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

Nest Bio-Pellet Launcher (NPr/Inc/Acr) // -Lance Mode (Mdl/Inc)

(1) 6x3+/2/1 // (2) 1x3+/1/1

(2) 6x3+/1/1 // (4) 1x3+/1/1

(3) 4x3+/1/1 // (6) 1x4+/1/1

(6) 2x3+/1/1 // (8) 1x4+/1/1

(12) 1x3+/1/1 // (10) 1x5+/1/1

[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)

Nest Bio-Pellet Launcher (NPr/Inc/Acr) // -Lance Mode (Mdl/Inc)

(1) 6x3+/2/1 // (2) 1x3+/1/1

(2) 6x3+/1/1 // (4) 1x3+/1/1

(3) 4x3+/1/1 // (6) 1x4+/1/1

(6) 2x3+/1/1 // (8) 1x4+/1/1

(12) 1x3+/1/1 // (10) 1x5+/1/1

[TT] |[TT] |[TT] |[TT] // (2)

Equipment: Damage Control Parties (16) (OOOO OOOO OOOO OOOO) (8)

Traits: Bulkheads (9), Immobile, Regenerating, Regenerating Screens

Munitions:

## Bioships of Wilaxi Superheavy Nest (2780)

-Tech: Engine: 0 Fighter: 0 Shield: 2 Weapon: 0

-Fwd: 40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Port: 40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-[\*]-[\*]-[\*]-[\*]-[\*]-[\*]-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Engines: N/A

Weapons: 56-54-51-48-45-42-40-37-34-31-28-26-23-20-17-14-12-9-6-3

Shields: 16-16-15-14-13-12-12-11-10-9-8-8-7-6-5-4-4-3-2-1

-Fwd: 4-3-2-1

-Port: 4-3-2-1

-Stbd: 4-3-2-1

-Aft: 4-3-2-1

Nest Bio-Laser Emitter (FrL/Pr1)

(16) 1x2+/1/1

[XX4] |[XX4] |[YY4] |[YY4] |[ZZ4] |[ZZ4] | // (3)

Nest Bio-Laser Emitter (FrL/Pr1)

(16) 1x2+/1/1

[TT4] |[TT4] // (1)

Nest Bio-Pellet Launcher (NPr/Inc/Acr) // -Lance Mode (Mdl/Inc)

(1) 6x3+/2/1 // (2) 1x3+/1/1

(2) 6x3+/1/1 // (4) 1x3+/1/1

(3) 4x3+/1/1 // (6) 1x4+/1/1

(6) 2x3+/1/1 // (8) 1x4+/1/1

(12) 1x3+/1/1 // (10) 1x5+/1/1

[XX] [XX] |[XX] [XX] |[YY] [YY] |[YY] [YY] |[ZZ] [ZZ] |[ZZ] [ZZ] | // (6)

Nest Bio-Pellet Launcher (NPr/Inc/Acr) // -Lance Mode (Mdl/Inc)

(1) 6x3+/2/1 // (2) 1x3+/1/1

(2) 6x3+/1/1 // (4) 1x3+/1/1

(3) 4x3+/1/1 // (6) 1x4+/1/1

(6) 2x3+/1/1 // (8) 1x4+/1/1

(12) 1x3+/1/1 // (10) 1x5+/1/1

[XX] [XX] |[XX] [XX] |[YY] [YY] |[YY] [YY] |[ZZ] [ZZ] |[ZZ] [ZZ] | // (6)

Nest Bio-Pellet Launcher (NPr/Inc/Acr) // -Lance Mode (Mdl/Inc)

(1) 6x3+/2/1 // (2) 1x3+/1/1

(2) 6x3+/1/1 // (4) 1x3+/1/1

(3) 4x3+/1/1 // (6) 1x4+/1/1

(6) 2x3+/1/1 // (8) 1x4+/1/1

(12) 1x3+/1/1 // (10) 1x5+/1/1

[TT] |[TT] |[TT] |[TT] // (2)

Equipment: Damage Control Parties (20) (OOOO OOOO OOOO OOOO OOOO) (10)

Traits: Bulkheads (10), Immobile, Ionized Hull, Regenerating, Regenerating Screens

Munitions:

## Behind the Scenes: The original battleship design

For most of the time taken during the creation of this supplement, the 'standard' battleship was a full 40 to 50pts cheaper than the version presented above. To give you a taste of those other battleships, here's the original version. The only difference the 'current' battleship class possesses (except for the increase in hull and reduction of bulkheads to make an even 20 hull-equivalent) are the arcs of the C5RTs, an extra pair of class-1s and particle batteries, and a doubling of the number of scatter rockets. Some other battleships had similar changes, but some remained the same.

### Battleship (750)

-Tech: Engine: 1 Fighter: 0 Shield: 2 Weapon: Ind. TL

-Fwd: 6-5-4-3-2-1

-Port: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Stbd: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

-Aft: 6-5-4-3-2-1

Hull: [\*]-[\*]-[\*]-[\*]-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

Fractional Engines: 9-9-8-7-6-5-4-3-2-1

Weapons: 44-40-36-31-27-22-18-14-9-5

Shields: 12-11-10-9-8-6-5-4-3-2

-Fwd: 3-2-1

-Port: 3-2-1

-Stbd: 3-2-1

-Aft: 3-2-1

Class-5 Railgun Turret (-) // Shock Mode (Knt)

(1) 1x2+/2/6 // (1) 1x2+/2/2

(14) 1x3+/2/6 // (7) 1x3+/2/2

(18) 1x4+/2/6 // (9) 1x4+/2/2

[FX] |[AX] // (1)

Class-1 Railgun (-) // -Flak Mode (NPr/Inc/Acr)

(6) 1x3+/1/2 // (1) 2x3+/2/1

(9) 1x4+/1/2 // (2) 2x3+/2/1

[LP] [LP] |[RP] [RP] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] |[LA] [LA] |[RA] [RA] | // (8)

Particle Battery (NPr/Acr)

(1) 2x3+/2/1

(2) 2x3+/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)

Scatter Rocket Launcher ©©© (NPr/Acr/Slw-3)

(3) 2x2+/2/1

[PP] [PP] |[SS] [SS] // (2)

Equipment: (0)

Traits: Bulkheads (4), Ionized Hull

Munitions: