# ARE WE THERE YET?

## A SUE:RA Supplement

### By murtalianconfederacy (May 2023)

This supplement was designed in the aftermath of 'Back on the Road' (and the *name* of the supplement is meant both as a continuation of the naming theme and, with the multiple iterations of the ships to be found in this supplement, also a heartfelt enquiry), when the usage of the unofficial Fighter-Optimised weapon trait for a PD turret brought me back to a style of supplement I'd been working on in the early days of the Rules Annex. However, one thing I struggled with was the desire to have directional anti-missile defence that couldn't also engage ships. The introduction of this trait meant I could design a supplement with ships that had PD that was more effective in certain arcs.

This supplement uses two new trait of the three labelled here: Cumbersome (Cmb), Fighter-Exclusive (FEx) and Fighter-Optimised (FOp). The traits used are the Fighter-Exclusive and Fighter-Optimised traits, but all three are explained here for completeness.

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

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

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

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

**Example of how the traits operate**

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

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

In terms of weapon design, I wanted heavier weapons to not just have higher IMP or DMG values, but have some trait that shows just how powerful an impact the weapon has. Using screens to represent bulk rather than true defences, lighter weapons have to hit a lot of times before being able to damage internal systems, but heavier weapons, utilising the Semi-Lancing trait, can cause some internal damage as soon as they start hitting. Some weapons could have the Semi-Lancing trait but don't, preferring instead to cause as much surface damage as possible (such as the bomb-pumped laser external ordnance rack…).

# Background of the Ourwetharyit Sector

The Ourwetharyit Sector is so named after the only species in the sector to have achieved interstellar space flight. While life evolved on several other planets (estimated at one thousand) throughout the sector, life either didn't progress beyond the single-cell stage (30%), never achieved sentience (50%) or encountered some form of civilisation-ending event (10%).

The remaining 10% either retained a pre-industrial level of technology (50% of the remainder), industrial (25%) or had managed some form of space travel before being encountered by one of the many factions the Ourwetharyit remain in.

For the luckier species their first encounter was with a faction that at least tried to do the right thing, either by restricting contact until some future date or uplifting them, but for some species they encountered factions with less-than-honourable goals. The only bright spot when this happens is that the Ourwetharyit international community frowns upon genocide, indentured servitude or slavery, but not much else.

The Ourwetharyit Sector is split between a number of factions, of which eleven are Great Powers (defined as powers whose direct and indirect control extends over two or more subsectors), thirty-four Powers (direct or indirect control over at least one subsector), one hundred Minor Powers (primary control over up to ten star systems) and Entities (primary control over one to three systems). Factions below this threshold are known as Colonies. Systems that are the home system of non-Ourwetharyit species that encountered the more benevolent factions are known as Protectorates and, depending upon the specific circumstances, will either possess fixed defences or a defence fleet which could be more potent than some smaller Entity's naval forces.

A League of Nations-style body (named the Sector Advisory Council) exists, and has slightly more teeth than the Earth version of the same name, containing representatives from all Protectorates, Entities, Minor Powers, Powers and Great Powers, although the Protectorate representatives only have voting powers over issues relating to their own Protectorate. The Sector Advisory Council regulates inter-factional trade and diplomatic disputes and, for the most part, is an effective body. However, the Great Powers and Powers tend to be able to ignore some of the Council's directives, should the value of doing so outweigh the potential issues of following the directive.

# Movement Rules in Effect

**Fractional Speed**

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

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

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

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

**Free Turns**

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

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

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

# Naval Vessels

There are a total of one hundred and twenty naval vessels in this section—twenty torpedo boats, twenty destroyers, ten scout cruisers, four light cruisers, four medium cruisers, four heavy cruisers, four battlecruisers, four battleships, three light carriers, three carriers, three light fleet carriers, three fleet carriers, three assault carriers, two dreadnoughts, two superdreadnoughts, one heavy assault carrier, ten 'ram destroyers', ten 'ram cruisers' ranging from scout cruiser to heavy cruiser, and ten missile pods.

Torpedo boats are the smallest warship, equal in size to the missile pods used in fleet actions, and are armed with either a pair of missile launchers or a salvo rocket pack, gun batteries, PD turrets and scatterguns, plus a range of 'fleet' weapons (fusion torpedo, multi-rocket launcher, sliver cannon or rad cannon), minesweeper array, EMP or neutron batteries or simply more or heavier gun batteries.

Destroyers follow the same pattern, but are the smallest unit to mount an axial plasma lance.

Scout cruisers come in five different types—standard, screen, gun, lance and escort—and follow the example of their smaller sisters in being armed with either missile bays or salvo rocket banks.

Light cruisers, medium cruisers, heavy cruisers, battlecruisers and battleships are collectively known as 'capitals', and are armed with a missile bay battery, two gun batteries, a PD battery and an axial plasma lance battery. Battlecruisers and battleships also mount a few scatterguns to improve survival during an alpha strike. Capitals come in four different types—standard, patrol (which switches some or all of their secondary batteries for EMP batteries, with patrol BCs and BBs losing their scatterguns, too), gun (which carry heavier primary or secondary batteries) and assault (which are similar to standard vessels but sacrifice some firepower and protection for ground assault capabilities, including switching their secondary battery for neutron batteries and mounting ortillery batteries).

Four of the five carrier classes (light carrier, carrier, light fleet carrier and fleet carrier) differ in mounting the flak missile battery, the interceptor missile launcher and the heavy PD turret, which isn't an improvement on the standard PD turret in anti-fighter/missile firepower, but has some anti-ship potential. The assault carrier is a carrier class but designed more for direct combat, with weapon batteries similar to heavier capital ships. There are three different types—standard, drone (which swaps some fighter basing for drone racks) and gunship (which swap some fighter basing for 'gunships' [shuttlecraft]).

Dreadnoughts and superdreadnoughts are 'heavy capitals' and are armed similarly to capitals. Heavy capitals come in two types—standard and gun. The heavy assault carrier is a heavier version of the assault carrier.

Ram vessels are equipped with an antimatter containment field that can discharge antimatter against a target, either in a dispersed cloud or in a more focused 'ram' mode. Ram vessels are faster and protected more in the forward direction than the flanks. Ram destroyers are armed in a similar way to their standard cousins, while ram cruisers come in two types—standard and interceptor. As their survival chances are ranked lower than standard vessels, they are armed with older weapons. Ram vessels are operated by a significant number of factions, but with different ways to operate. Some use sophisticated remote controls and automated systems, other factions crew theirs with volunteers, and other factions crew theirs with non-volunteers…

Missile pods come in two types—standard and escort, which loses some of the eXternal Ordnance Racks for scatterguns to augment a pod group's survivability against an alpha strike. Missile pods require a 'mothership' for operation—anything larger than a destroyer. There are five XOR racks—standard, submunition, capital, flak and BPL (bomb-pumped laser).

**Type 1 Torpedo Boat (50)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 15-8
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] // (1)

Fusion Torpedo ©©© (Mdl/SLn/Knt/Cmb/Slw-3)
(1) 1x5+/1/3
(2) 1x6+/1/3
[PR] |[SR] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

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

*The fusion torpedo is the most potent of the 'fleet'
weapons, capable of ignoring shielding and some
screens, and carving chunks out of the enemy
vessel…should the torpedo actually hit.*

**Type 1 Rocket Boat (50)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 15-8
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] // (1)

Multi-Rocket Launcher ©©© (Pr1/SLn/Cmb/Slw-3)
(1) 2x3+/1/1
(2) 2x3+/1/1
[PR3] |[SR3] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

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

*The multi-rocket launcher is much more likely to hit,
and can with a well-placed salvo cause just as much
damage as a torpedo.*

**Type 1 SC Boat (50)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 15-8
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] // (1)

Sliver Cannon ©©© (Mdl/Lnc/Inc/Pnp/Cmb/Slw-3)
(1) 1x3+/1/2
(2) 1x3+/1/2
[PR] |[SR] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

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

*The sliver cannon was initially intended as a patrol weapon, able to target engines or weapons, but this ability makes it useful in fleet actions, too.*

**Type 1 RC Boat (50)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 15-8
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] // (1)

Rad Cannon ©©© (Pr1/Lnc/Inc/Dly/Cmb/Slw-3)
(1) 1x2+/1/2
(2) 1x2+/1/2
[PR] |[SR] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

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

*The rad cannon was intended to knock out crews in patrol actions, but again the ability to quickly knock-out warship crews made it a viable weapon in fleet actions.*

**Type 1 Minesweeper Boat (50)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 15-8
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Flak Missile Launcher © [TL 2] (Skr/NPr/Prx/Slw) // -
Dual Mode FML Burst Mode © [TL 2]
(Bls/Gid/NPr/Prx/Slw)
(MA 6) 1x3+/1/1 // (--/2/3) 1x3+/1/1
[FR] [FR] // (1)

Minesweeper Array © (FOp/Slw)
(1) 0x2+/0/0
(3) 1x2+/1/1
[PR4] |[SR4] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

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

*Some warships use flak missile launchers instead of
standard missile launchers—either for some form of
anti-fighter firepower, dealing with lightly-shielded
ships operating in convoy, or even engaging minefields
at a distance.*

**Type 1-A Patrol Boat (47)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 16-8
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] // (1)

Class-1 EMP Battery © (Inc/SLn/Cmb/Slw)
(2) 2x4+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

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

*EMP batteries are used either to disable enemy ships
in patrol situations or to soften up an enemy for more
potent batteries.*

**Type 1-B Patrol Boat (46)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 14-7
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] // (1)

Class-2 EMP Battery © (Inc/SLn/Pr1/Cmb/Slw)
(3) 2x4+/1/2
[PP] |[SS] // (1)

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

*Lighter warships are divided in two groups—'escort-oriented' and 'independent operations'. Escort-oriented warships have scatterguns to augment their command ship's alpha-strike defensive potential, whereas independent operations warships don't.*

**Type 1 Marine Boat (49)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 14-7
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] // (1)

Class-1 Neutron Battery © (Inc/SLn/Dly/Cmb/Slw)
(2) 1x4+/2/1
[PP] |[SS] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 1

**Type 1 Gunboat (45)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 12-6
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] // (1)

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

*Gunboats and screen boats are classified as*
*'independent operations' warships because, although*
*their primary role is fleet operations, they are almost*
*never in close proximity to a capital ship.*

**Type 1 Screen Boat (47)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 16-8
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] // (1)

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

**Type 2 Torpedo Boat (50)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 14-7
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ // (1)

Fusion Torpedo ©©© (Mdl/SLn/Knt/Cmb/Slw-3)
(1) 1x5+/1/3
(2) 1x6+/1/3
[PR] |[SR] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

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

*Salvo rocket packs are a useful medium-range weapon
to engage lightly-shielded ships operating in convoy.*

**Type 2 Rocket Boat (50)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 14-7
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ // (1)

Multi-Rocket Launcher ©©© (Pr1/SLn/Cmb/Slw-3)
(1) 2x3+/1/1
(2) 2x3+/1/1
[PR3] |[SR3] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

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

**Type 2 SC Boat (50)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 14-7
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ // (1)

Sliver Cannon ©©© (Mdl/Lnc/Inc/Pnp/Cmb/Slw-3)
(1) 1x3+/1/2
(2) 1x3+/1/2
[PR] |[SR] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

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

**Type 2 RC Boat (50)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 14-7
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ // (1)

Rad Cannon ©©© (Pr1/Lnc/Inc/Dly/Cmb/Slw-3)
(1) 1x2+/1/2
(2) 1x2+/1/2
[PR] |[SR] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

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

**Type 2 Minesweeper Boat (49)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 14-7
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ // (1)

Minesweeper Array © (FOp/Slw)
(1) 0x2+/0/0
(3) 1x2+/1/1
[PR4] |[SR4] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

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

**Type 2-A Patrol Boat (47)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 15-8
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ // (1)

Class-1 EMP Battery © (Inc/SLn/Cmb/Slw)
(2) 2x4+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

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

**Type 2-B Patrol Boat (46)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 13-7
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ // (1)

Class-2 EMP Battery © (Inc/SLn/Pr1/Cmb/Slw)
(3) 2x4+/1/2
[PP] |[SS] // (1)

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

**Type 2 Marine Boat (49)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 13-7
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ // (1)

Class-1 Neutron Battery © (Inc/SLn/Dly/Cmb/Slw)
(2) 1x4+/2/1
[PP] |[SS] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 1

**Type 2 Gunboat (45)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 11-6
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ // (1)

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

**Type 2 Screen Boat (47)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 15-8
**Shields:** 1-1

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ // (1)

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

**Type 1 Torpedo Destroyer (97)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 21-11
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

Fusion Torpedo ©©© (Mdl/SLn/Knt/Cmb/Slw-3)
(1) 1x5+/1/3
(2) 1x6+/1/3
[PR] [PR] |[SR] [SR] // (2)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

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

*The plasma lance and fusion torpedo share some features, the torpedo focusing on raw damage potential while the lance focuses on range and accuracy.*

**Type 1 Rocket Destroyer (97)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 21-11
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

Multi-Rocket Launcher ©©© (Pr1/SLn/Cmb/Slw-3)
(1) 2x3+/1/1
(2) 2x3+/1/1
[PR3] [PR3] |[SR3] [SR3] // (2)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

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

**Type 1 SC Destroyer (97)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 21-11
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

Sliver Cannon ©©© (Mdl/Lnc/Inc/Pnp/Cmb/Slw-3)
(1) 1x3+/1/2
(2) 1x3+/1/2
[PR] [PR] |[SR] [SR] // (2)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

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

**Type 1 RC Destroyer (97)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 21-11
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

Rad Cannon ©©© (Pr1/Lnc/Inc/Dly/Cmb/Slw-3)
(1) 1x2+/1/2
(2) 1x2+/1/2
[PR] [PR] |[SR] [SR] // (2)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

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

**Type 1 Minesweeper Destroyer (96)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 21-11
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Flak Missile Launcher © [TL 2] (Skr/NPr/Prx/Slw) // -
Dual Mode FML Burst Mode © [TL 2]
(Bls/Gid/NPr/Prx/Slw)
(MA 6) 1x3+/1/1 // (--/2/3) 1x3+/1/1
[FR] [FR] |[FR] [FR] // (2)

Minesweeper Array © (FOp/Slw)
(1) 0x2+/0/0
(3) 1x2+/1/1
[PR4] [PR4] |[SR4] [SR4] // (2)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

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

**Type 1-A Patrol Destroyer (93)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 21-11
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Neutron Battery © (Inc/SLn/Dly/Cmb/Slw)
(2) 1x4+/2/1
[PS] |[PS] // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

Class-1 EMP Battery © (Inc/SLn/Cmb/Slw)
(2) 2x4+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Light Axial Plasma Wave Generator ©© (Pr1/Acr/Slw-2) // -Dual Mode LAPWG Splash Mode ©© (Prx/Acr/Slw-2)
(3) 1x2+/2/1 // (1) 0x2+/0/0
(6) 1x2+/2/1 // (2) 3x2+/2/1
[FR3] // (1)

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

**Type 1-B Patrol Destroyer (91)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 18-9
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-2 Neutron Battery © (Inc/SLn/Dly/Pr1/Cmb/Slw)
(3) 1x4+/1/2
[PS] // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

Class-2 EMP Battery © (Inc/SLn/Pr1/Cmb/Slw)
(3) 2x4+/1/2
[PP] |[SS] // (1)

Light Axial Plasma Wave Generator ©© (Pr1/Acr/Slw-2) // -Dual Mode LAPWG Splash Mode ©© (Prx/Acr/Slw-2)
(3) 1x2+/2/1 // (1) 0x2+/0/0
(6) 1x2+/2/1 // (2) 3x2+/2/1
[FR3] // (1)

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

## Type 1 Marine Destroyer (94)
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 18-9
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 EMP Battery © (Inc/SLn/Cmb/Slw)
(2) 2x4+/2/1
[PS] |[PS] // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

Class-1 Neutron Battery © (Inc/SLn/Dly/Cmb/Slw)
(2) 1x4+/2/1
[PS] // (1)

Light Axial Plasma Wave Generator ©© (Pr1/Acr/Slw-2) // -Dual Mode LAPWG Splash Mode ©© (Prx/Acr/Slw-2)
(3) 1x2+/2/1 // (1) 0x2+/0/0
(6) 1x2+/2/1 // (2) 3x2+/2/1
[FR3] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 1

## Type 1 Gun Destroyer (100)
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 16-8
**Shields:** 1-1

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FH] |[FH] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

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

*Paradoxically, gun destroyers have double the number of scatterguns, mainly because they act as their own escort in fleet situations*

**Type 1 Lance Destroyer (100)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 18-9
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash
Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/3 // (1) 2x2+/3/1
(6) 1x2+/1/3 // (3) 2x2+/3/1
[FR3] // (1)

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

**Type 2 Torpedo Destroyer (97)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 19-10
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ [FR2] @ // (1)

Fusion Torpedo ©©© (Mdl/SLn/Knt/Cmb/Slw-3)
(1) 1x5+/1/3
(2) 1x6+/1/3
[PR] [PR] |[SR] [SR] // (2)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

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

**Type 2 Rocket Destroyer (97)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 19-10
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ [FR2] @ // (1)

Multi-Rocket Launcher ©©© (Pr1/SLn/Cmb/Slw-3)
(1) 2x3+/1/1
(2) 2x3+/1/1
[PR3] [PR3] |[SR3] [SR3] // (2)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

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

**Type 2 SC Destroyer (97)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 19-10
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ [FR2] @ // (1)

Sliver Cannon ©©© (Mdl/Lnc/Inc/Pnp/Cmb/Slw-3)
(1) 1x3+/1/2
(2) 1x3+/1/2
[PR] [PR] |[SR] [SR] // (2)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

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

**Type 2 RC Destroyer (97)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 19-10
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ [FR2] @ // (1)

Rad Cannon ©©© (Pr1/Lnc/Inc/Dly/Cmb/Slw-3)
(1) 1x2+/1/2
(2) 1x2+/1/2
[PR] [PR] |[SR] [SR] // (2)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

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

**Type 2 Minesweeper Destroyer (96)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 19-10
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ [FR2] @ // (1)

Minesweeper Array © (FOp/Slw)
(1) 0x2+/0/0
(3) 1x2+/1/1
[PR4] [PR4] |[SR4] [SR4] // (2)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

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

**Type 2-A Patrol Destroyer (92)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 19-10
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 Neutron Battery © (Inc/SLn/Dly/Cmb/Slw)
(2) 1x4+/2/1
[PS] |[PS] // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ [FR2] @ // (1)

Class-1 EMP Battery © (Inc/SLn/Cmb/Slw)
(2) 2x4+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Light Axial Plasma Wave Generator ©© (Pr1/Acr/Slw-2) // -Dual Mode LAPWG Splash Mode ©© (Prx/Acr/Slw-2)
(3) 1x2+/2/1 // (1) 0x2+/0/0
(6) 1x2+/2/1 // (2) 3x2+/2/1
[FR3] // (1)

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

**Type 2-B Patrol Destroyer (90)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 16-8
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-2 Neutron Battery © (Inc/SLn/Dly/Pr1/Cmb/Slw)
(3) 1x4+/1/2
[PS] // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ [FR2] @ // (1)

Class-2 EMP Battery © (Inc/SLn/Pr1/Cmb/Slw)
(3) 2x4+/1/2
[PP] |[SS] // (1)

Light Axial Plasma Wave Generator ©© (Pr1/Acr/Slw-2) // -Dual Mode LAPWG Splash Mode ©© (Prx/Acr/Slw-2)
(3) 1x2+/2/1 // (1) 0x2+/0/0
(6) 1x2+/2/1 // (2) 3x2+/2/1
[FR3] // (1)

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

**Type 2 Marine Destroyer (93)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 16-8
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Class-1 EMP Battery © (Inc/SLn/Cmb/Slw)
(2) 2x4+/2/1
[PS] |[PS] // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ [FR2] @ // (1)

Class-1 Neutron Battery © (Inc/SLn/Dly/Cmb/Slw)
(2) 1x4+/2/1
[PS] // (1)

Light Axial Plasma Wave Generator ©© (Pr1/Acr/Slw-2) // -Dual Mode LAPWG Splash Mode ©© (Prx/Acr/Slw-2)
(3) 1x2+/2/1 // (1) 0x2+/0/0
(6) 1x2+/2/1 // (2) 3x2+/2/1
[FR3] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 1


**Type 2 Gun Destroyer (99)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 14-7
**Shields:** 1-1

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FH] |[FH] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ [FR2] @ // (1)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

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

**Type 2 Lance Destroyer (100)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 12-6
**Weapons:** 16-8
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ [FR2] @ // (1)

Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash
Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/3 // (1) 2x2+/3/1
(6) 1x2+/1/3 // (3) 2x2+/3/1
[FR3] // (1)

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

**Type 1 Scout Cruiser (148)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 3-2-1
**Fractional Engines:** 12-6
**Weapons:** 28-14
**Shields:** 1-1

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FX] |[FX] // (1)

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] |[Port] [Port]
|[Stbd] [Stbd] |[Stbd] [Stbd] |[Aft] [Aft] | // (7)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] |[FR] // (1)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 1

*Scout cruisers are the lightest unit that mounts
standard missile bays and class-3 batteries as
standard.*

**Type 1 Screen Scout Cruiser (150)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 3-2-1
**Fractional Engines:** 12-6
**Weapons:** 30-15
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FX] |[FX] |[AX] |[AX] // (2)

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] |[Port] [Port]
|[Stbd] [Stbd] |[Stbd] [Stbd] |[Aft] [Aft] | // (7)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] |[FR] // (1)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 1

**Type 1 Lance Scout Cruiser (150)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 3-2-1
**Fractional Engines:** 12-6
**Weapons:** 32-16
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FX] |[FX] // (1)

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]
|[AS] [AS] | // (6)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] |[Port] [Port]
|[Stbd] [Stbd] |[Stbd] [Stbd] |[Aft] [Aft] | // (7)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] |[FR] // (1)

Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash
Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/3 // (1) 2x2+/3/1
(6) 1x2+/1/3 // (3) 2x2+/3/1
[FR3] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 1

**Type 1 Escort Scout Cruiser (161)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 3-2-1
**Fractional Engines:** 12-6
**Weapons:** 23-12
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FX] |[FX] // (1)

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] // (4)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] |[FR] // (1)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 1

**Type 1 Gun Scout Cruiser (146)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 3-2-1
**Fractional Engines:** 12-6
**Weapons:** 24-12
**Shields:** 1-1

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FX] |[FX] // (1)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] |[Port] [Port]
|[Stbd] [Stbd] |[Stbd] [Stbd] |[Aft] [Aft] | // (7)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] |[FR] // (1)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 1

**Type 2 Scout Cruiser (146)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 3-2-1
**Fractional Engines:** 12-6
**Weapons:** 29-15
**Shields:** 1-1

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FX] |[FX] // (1)

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] |[Port] [Port]
|[Stbd] [Stbd] |[Stbd] [Stbd] |[Aft] [Aft] | // (7)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ [FR2] @ [FR2] @ // (2)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 1

**Type 2 Screen Scout Cruiser (148)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 3-2-1
**Fractional Engines:** 12-6
**Weapons:** 31-16
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FX] |[FX] |[AX] |[AX] // (2)

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] |[Port] [Port]
|[Stbd] [Stbd] |[Stbd] [Stbd] |[Aft] [Aft] | // (7)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ [FR2] @ [FR2] @ // (2)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 1

**Type 2 Lance Scout Cruiser (148)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 3-2-1
**Fractional Engines:** 12-6
**Weapons:** 33-17
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FX] |[FX] // (1)

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]
|[AS] [AS] | // (6)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] |[Port] [Port]
|[Stbd] [Stbd] |[Stbd] [Stbd] |[Aft] [Aft] | // (7)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ [FR2] @ [FR2] @ // (2)

Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash
Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/3 // (1) 2x2+/3/1
(6) 1x2+/1/3 // (3) 2x2+/3/1
[FR3] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 1

**Type 2 Escort Scout Cruiser (159)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 3-2-1
**Fractional Engines:** 12-6
**Weapons:** 24-12
**Shields:** 1-1

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FX] |[FX] // (1)

Class-1 Battery (Rp6) // -Flak Mode (NPr/Rp6)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] // (4)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ [FR2] @ [FR2] @ // (2)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 1

**Type 2 Gun Scout Cruiser (144)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 3-2-1
**Fractional Engines:** 12-6
**Weapons:** 25-13
**Shields:** 1-1

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FX] |[FX] // (1)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] |[Port] [Port]
|[Stbd] [Stbd] |[Stbd] [Stbd] |[Aft] [Aft] | // (7)

Salvo Rocket Pack (Prx/Exp)
(10) 1x2+/1/1
[FR2] @ [FR2] @ [FR2] @ // (2)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 1

**Light Cruiser (197)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 4-3-2-1
**Fractional Engines:** 10-5
**Weapons:** 26-13
**Shields:** 8-4
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 2-1

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FX] |[FX] |[AX] |[AX] // (2)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] |[Port] [Port]
|[Stbd] [Stbd] |[Stbd] [Stbd] |[Aft] [Aft] | // (7)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] |[FR] // (1)

Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash
Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/3 // (1) 2x2+/3/1
(6) 1x2+/1/3 // (3) 2x2+/3/1
[FR3] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 1

*Light cruisers are the smallest vessel type that doesn't
have variants armed with salvo rocket packs, it being
felt that light cruisers and above should utilise as their
primary long-range weapon a weapon that can have
some small advantage in defeating shielding.*

**Medium Cruiser (300)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 6-5-4-3-2-1
**Fractional Engines:** 10-7-4
**Weapons:** 33-22-11
**Shields:** 8-6-3
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 2-1

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FX] [FX] |[FX] [FX] |[AX] |[AX] // (3)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]
|[AS] [AS] | // (6)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd]
|[Aft] // (5)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash
Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/3 // (1) 2x2+/3/1
(6) 1x2+/1/3 // (3) 2x2+/3/1
[FR3] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 2-1

**Heavy Cruiser (470)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 9-8-7-6-5-4-3-2-1
**Fractional Engines:** 10-8-6-4-2
**Weapons:** 52-42-32-21-11
**Shields:** 8-7-5-4-2
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 2-1

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] |[AX]
[AX] // (6)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] [FP] |[FS] [FS] [FS] |[PP] [PP] [PP] [PP] |[SS]
[SS] [SS] [SS] |[AP] [AP] [AP] |[AS] [AS] [AS] | // (10)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd]
|[Aft] // (5)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] |[FR] [FR] |[FR] [FR] |[AR] [AR] // (4)

Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash
Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/3 // (1) 2x2+/3/1
(6) 1x2+/1/3 // (3) 2x2+/3/1
[FR3] [FR3] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 3-2-1

*The heavy cruiser is the smallest unit to mount aft-facing missile launchers, enabling her to launch missile salvoes at a chasing force without using her forward bays (and the attendant loss in delta-v such attacks suffer from).*

**Battlecruiser (728)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 12-11-10-9-8-7-6-5-4-3-2-1
**Fractional Engines:** 9-8-6-5-3-2
**Weapons:** 65-55-44-33-22-11
**Shields:** 12-10-8-6-4-2
**-Fwd:** 3-2-1
**-Port:** 3-2-1
**-Stbd:** 3-2-1
**-Aft:** 3-2-1

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] |[AX] [AX] // (6)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] [FP] |[FS] [FS] [FS] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] |[AP] [AP] [AP] |[AS] [AS] [AS] | // (10)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] // (8)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[AR] [AR] |[AR] [AR] // (6)

Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[FR3] [FR3] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 4-3-2-1

**Battleship (987)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Port:** 22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Stbd:** 22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Aft:** 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
**Fractional Engines:** 8-7-6-5-4-3-2-1
**Weapons:** 78-69-59-49-39-30-20-10
**Shields:** 12-11-9-8-6-5-3-2
**-Fwd:** 3-2-1
**-Port:** 3-2-1
**-Stbd:** 3-2-1
**-Aft:** 3-2-1

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] [FX] [FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] |[AX] [AX] [AX] [AX] // (10)

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] |[AP] [AP] |[AS] [AS] | // (8)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] // (10)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[AR] [AR] |[AR] [AR] // (8)

Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[FR3] [FR3] [FR3] // (2)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 5-4-3-2-1

**Light Patrol Cruiser (197)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 4-3-2-1
**Fractional Engines:** 10-5
**Weapons:** 26-13
**Shields:** 8-4
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 2-1

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FX] |[FX] |[AX] |[AX] // (2)

Class-2 EMP Battery © (Inc/SLn/Pr1/Cmb/Slw)
(3) 2x4+/1/2
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] |[Port] [Port]
|[Stbd] [Stbd] |[Stbd] [Stbd] |[Aft] [Aft] | // (7)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] |[FR] // (1)

Axial Plasma Wave Generator ©© (Pr2/Acr/Slw-2) // -
Dual Mode APWG Splash Mode ©© (Prx/Acr/Slw-2)
(3) 1x2+/2/1 // (1) 0x2+/0/0
(6) 1x2+/2/1 // (2) 4x2+/2/1
[FR3] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 1

*Patrol vessels exchange their plasma lances for plasma wave generators, which sacrifice raw power to cause massive surface damage.*

**Medium Patrol Cruiser (300)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 6-5-4-3-2-1
**Fractional Engines:** 10-7-4
**Weapons:** 33-22-11
**Shields:** 8-6-3
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 2-1

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FX] [FX] |[FX] [FX] |[AX] |[AX] // (3)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd]
|[Aft] // (5)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

Axial Plasma Wave Generator ©© (Pr2/Acr/Slw-2) // -
Dual Mode APWG Splash Mode ©© (Prx/Acr/Slw-2)
(3) 1x2+/2/1 // (1) 0x2+/0/0
(6) 1x2+/2/1 // (2) 4x2+/2/1
[FR3] // (1)

Class-2 EMP Battery © (Inc/SLn/Pr1/Cmb/Slw)
(3) 2x4+/1/2
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 2-1

**Heavy Patrol Cruiser (470)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 9-8-7-6-5-4-3-2-1
**Fractional Engines:** 10-8-6-4-2
**Weapons:** 52-42-32-21-11
**Shields:** 8-7-5-4-2
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 2-1

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] |[AX]
[AX] // (6)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]
|[AS] [AS] | // (6)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd]
|[Aft] // (5)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] |[FR] [FR] |[FR] [FR] |[AR] [AR] // (4)

Axial Plasma Wave Generator ©© (Pr2/Acr/Slw-2) // -
Dual Mode APWG Splash Mode ©© (Prx/Acr/Slw-2)
(3) 1x2+/2/1 // (1) 0x2+/0/0
(6) 1x2+/2/1 // (2) 4x2+/2/1
[FR3] [FR3] // (1)

Class-2 EMP Battery © (Inc/SLn/Pr1/Cmb/Slw)
(3) 2x4+/1/2
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 3-2-1

**Patrol Battlecruiser (724)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 12-11-10-9-8-7-6-5-4-3-2-1
**Fractional Engines:** 9-8-6-5-3-2
**Weapons:** 63-53-42-32-21-11
**Shields:** 12-10-8-6-4-2
**-Fwd:** 3-2-1
**-Port:** 3-2-1
**-Stbd:** 3-2-1
**-Aft:** 3-2-1

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] |[AX]
[AX] // (6)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]
|[AS] [AS] | // (6)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] //
(8)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[AR] [AR] |[AR]
[AR] // (6)

Heavy Axial Plasma Wave Generator ©© (Pr2/Slw-2)
// -Dual Mode HAPWG Splash Mode ©©
(Prx/Pr1/Slw-2)
(3) 2x2+/2/1 // (1) 0x2+/0/0
(8) 1x2+/2/1 // (2) 2x2+/5/1
[FR3] [FR3] // (1)

Class-2 EMP Battery © (Inc/SLn/Pr1/Cmb/Slw)
(3) 2x4+/1/2
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 5-4-3-2-1

**Patrol Battleship (985)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Port:** 22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Stbd:** 22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Aft:** 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
**Fractional Engines:** 8-7-6-5-4-3-2-1
**Weapons:** 76-67-57-48-38-29-19-10
**Shields:** 12-11-9-8-6-5-3-2
**-Fwd:** 3-2-1
**-Port:** 3-2-1
**-Stbd:** 3-2-1
**-Aft:** 3-2-1

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] [FX] [FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] |[AX] [AX] [AX] [AX] // (10)

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[PP] [PP] |[SS] [SS] |[AP] |[AS] | // (4)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] // (10)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[AR] [AR] |[AR] [AR] // (8)

Heavy Axial Plasma Wave Generator ©© (Pr2/Slw-2) // -Dual Mode HAPWG Splash Mode ©© (Prx/Pr1/Slw-2)
(3) 2x2+/2/1 // (1) 0x2+/0/0
(8) 1x2+/2/1 // (2) 2x2+/5/1
[FR3] [FR3] [FR3] // (2)

Class-3 EMP Battery ©© (Inc/SLn/Mdl/Cmb/Slw-2)
(4) 2x4+/1/3
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 6-5-4-3-2-1

**Light Gun Cruiser (193)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 4-3-2-1
**Fractional Engines:** 10-5
**Weapons:** 24-12
**Shields:** 8-4
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 2-1

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] |[FX] // (1)

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] |[Port] [Port] |[Stbd] [Stbd] |[Stbd] [Stbd] |[Aft] [Aft] | // (7)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] |[FR] // (1)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 1

## Medium Gun Cruiser (294)

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

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

**Hull:** 6-5-4-3-2-1
**Fractional Engines:** 10-7-4
**Weapons:** 25-17-9
**Shields:** 8-6-3
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 2-1

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] |[FX] |[AX] |[AX] // (2)

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] |[Aft] // (5)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/3 // (1) 2x2+/3/1
(6) 1x2+/1/3 // (3) 2x2+/3/1
[FR3] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 2-1

## Heavy Gun Cruiser (459)

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

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

**Hull:** 9-8-7-6-5-4-3-2-1
**Fractional Engines:** 10-8-6-4-2
**Weapons:** 38-31-23-16-8
**Shields:** 8-7-5-4-2
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 2-1

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] [FX] |[FX] [FX] |[AX] [AX] |[AX] [AX] // (4)

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP] |[AS] | // (5)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] |[Aft] // (5)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] |[FR] [FR] |[FR] [FR] |[AR] [AR] // (4)

Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/3 // (1) 2x2+/3/1
(6) 1x2+/1/3 // (3) 2x2+/3/1
[FR3] [FR3] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 3-2-1

**Gun Battlecruiser (723)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

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

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] |[AX]
[AX] // (6)

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP] |[AS] | //
(5)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] //
(8)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[AR] [AR] |[AR]
[AR] // (6)

Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) //
-Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[FR3] [FR3] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 4-3-2-1

**Gun Battleship (983)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Port:** 22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-
6-5-4-3-2-1
**-Stbd:** 22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-
7-6-5-4-3-2-1
**-Aft:** 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
**Fractional Engines:** 8-7-6-5-4-3-2-1
**Weapons:** 74-65-56-47-37-28-19-10
**Shields:** 12-11-9-8-6-5-3-2
**-Fwd:** 3-2-1
**-Port:** 3-2-1
**-Stbd:** 3-2-1
**-Aft:** 3-2-1

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] [FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] [FX] |[AX]
[AX] [AX] [AX] |[AX] [AX] [AX] [AX] // (9)

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP]
[AP] |[AS] [AS] | // (7)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port]
[Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd]
|[Aft] [Aft] [Aft] [Aft] // (10)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[FR] [FR] [FR]
[FR] |[AR] [AR] |[AR] [AR] // (8)

Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) //
-Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[FR3] [FR3] [FR3] // (2)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits:
Munitions:
Marines: 5-4-3-2-1

**Light Assault Cruiser (195)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 5-4-3-2-1
**Fractional Engines:** 10-7-4
**Weapons:** 35-24-12
**Shields:** 7-5-3
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 1

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FX] |[FX] |[AX] |[AX] // (2)

Class-1 Neutron Battery © (Inc/SLn/Dly/Cmb/Slw)
(2) 1x4+/2/1
[Port] [Port] |[Port] [Port] |[Stbd] [Stbd] |[Stbd] [Stbd]
// (4)

PD Half-Turret (Dfn/FOp)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] |[Port] [Port]
|[Stbd] [Stbd] |[Stbd] [Stbd] |[Aft] [Aft] | // (7)

Standard Missile Launcher © [TL 2] (Skr/Pr1/Cmb/Slw)
// -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

Light Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -
Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/2 // (1) 5x2+/1/1
(6) 1x2+/1/2 // (3) 4x2+/1/1
[FR3] // (1)

Ortillery Battery © (Skr/Evp/Cmb/Slw)
(MA 4) 1x6+/2/1
[CD] [CD] [CD] // (2)

Equipment: AEGIS Fire Control (O) (1)
Traits: Hospital (1), Transport (3)
Munitions:
Marines: 1

*Assault vessels aren't meant to engage in fleet actions, as their aft arc is much weaker and they're armed more for ground assault operations, but they can be used in fleet actions if need be.*

**Medium Assault Cruiser (294)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 7-6-5-4-3-2-1
**Fractional Engines:** 10-8-5-3
**Weapons:** 35-27-18-9
**Shields:** 7-6-4-2
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 1

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FX] [FX] |[FX] [FX] |[AX] |[AX] // (3)

Class-2 EMP Battery © (Inc/SLn/Pr1/Cmb/Slw)
(3) 2x4+/1/2
[Port] [Port] |[Port] [Port] |[Stbd] [Stbd] |[Stbd] [Stbd]
// (4)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd]
|[Aft] // (5)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash
Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/3 // (1) 2x2+/3/1
(6) 1x2+/1/3 // (3) 2x2+/3/1
[FR3] // (1)

Ortillery Battery © (Skr/Evp/Cmb/Slw)
(MA 4) 1x6+/2/1
[CD] [CD] [CD] |[CD] [CD] [CD] // (3)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Military] (1), Hospital (1), Transport (3)
Munitions:
Marines: 2-1

**Heavy Assault Cruiser (458)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 10-9-8-7-6-5-4-3-2-1
**Fractional Engines:** 10-8-6-4-2
**Weapons:** 52-42-32-21-11
**Shields:** 7-6-5-3-2
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 1

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] |[AX] [AX] // (6)

Class-3 Neutron Battery ©©
(Inc/SLn/Dly/Mdl/Cmb/Slw-2)
(4) 1x4+/1/3
[Port] [Port] |[Port] [Port] |[Stbd] [Stbd] |[Stbd] [Stbd] // (4)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] |[Aft] // (5)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] |[FR] [FR] |[FR] [FR] |[AR] [AR] // (4)

Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Slw-2)
(3) 1x2+/1/3 // (1) 2x2+/3/1
(6) 1x2+/1/3 // (3) 2x2+/3/1
[FR3] [FR3] // (1)

Ortillery Battery © (Skr/Evp/Cmb/Slw)
(MA 4) 1x6+/2/1
[CD] [CD] [CD] [CD] [CD] [CD] |[CD] [CD] [CD] [CD] [CD] [CD] // (6)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Military] (1), Hospital (1), Transport (3)
Munitions:
Marines: 3-2-1

**Assault Battlecruiser (721)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 14-13-12-11-10-9-8-7-6-5-4-3-2-1
**Fractional Engines:** 9-8-7-6-4-3-2
**Weapons:** 69-60-50-40-30-20-10
**Shields:** 11-10-8-7-5-4-2
**-Fwd:** 3-2-1
**-Port:** 3-2-1
**-Stbd:** 3-2-1
**-Aft:** 2-1

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] |[AX] [AX] // (6)

Class-3 Neutron Battery ©©
(Inc/SLn/Dly/Mdl/Cmb/Slw-2)
(4) 1x4+/1/3
[Port] [Port] |[Port] [Port] |[Stbd] [Stbd] |[Stbd] [Stbd] // (4)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] // (8)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[AR] [AR] |[AR] [AR] // (6)

Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[FR3] [FR3] // (1)

Ortillery Battery © (Skr/Evp/Cmb/Slw)
(MA 4) 1x6+/2/1
[CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] |[CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] // (9)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Military] (2), Hospital (2), Transport (6)
Munitions:
Marines: 5-4-3-2-1

**Assault Battleship (983)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL


**-Fwd:** 16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Port:** 22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Stbd:** 22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Aft:** 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
**Fractional Engines:** 8-8-7-6-5-4-3-2-1
**Weapons:** 96-86-75-64-54-43-32-22-11
**Shields:** 11-10-9-8-7-5-4-3-2
**-Fwd:** 3-2-1
**-Port:** 3-2-1
**-Stbd:** 3-2-1
**-Aft:** 2-1


Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] [FX] [FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] |[AX] [AX] [AX] [AX] // (10)


Class-3 Neutron Battery ©© (Inc/SLn/Dly/Mdl/Cmb/Slw-2)
(4) 1x4+/1/3
[Port] [Port] |[Port] [Port] |[Port] [Port] |[Stbd] [Stbd] |[Stbd] [Stbd] |[Stbd] [Stbd] | // (6)


PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] // (10)


Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[AR] [AR] |[AR] [AR] // (8)


Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[FR3] [FR3] [FR3] // (2)


Ortillery Battery © (Skr/Evp/Cmb/Slw)
(MA 4) 1x6+/2/1
[CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] |[CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] // (12)


Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Military] (3), Hospital (3), Transport (6)
Munitions:
Marines: 8-7-6-5-4-3-2-1

**Light Carrier (298)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 4-3-2-1
**Fractional Engines:** 10-5
**Weapons:** 23-12
**Shields:** 4-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Interceptor Missile Launcher © [TL 2]
(Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] // (3)

Heavy PD Half-Turret (Dfn)
(1) 2x3+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] // (7)

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] |[FR] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Carrier (3), Repair (2)
Munitions:
Marines: 1

*Carriers mount both flak missile bays and interceptor missile launchers, both weapons which can engage fighters.They also utilise heavy PD mounts, weapons which can if need be target enemy ships.*

**Carrier (442)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 6-5-4-3-2-1
**Fractional Engines:** 10-7-4
**Weapons:** 32-22-11
**Shields:** 4-3-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Interceptor Missile Launcher © [TL 2]
(Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR]
[FR] // (6)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd]
|[Aft] // (5)

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] [FR] |[FR] [FR] // (2)

Equipment: AEGIS Fire Control (O) (1)
Traits: Carrier (4), Repair (2)
Munitions:
Marines: 2-1

**Light Fleet Carrier (694)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 9-8-7-6-5-4-3-2-1
**Fractional Engines:** 10-8-6-4-2
**Weapons:** 44-36-27-18-9
**Shields:** 4-4-3-2-1
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Interceptor Missile Launcher © [TL 2]
(Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR]
[FR] // (6)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]
|[AS] [AS] | // (6)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] |[Stbd]
[Stbd] [Stbd] [Stbd] |[Aft] [Aft] // (7)

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] [FR] |[FR] [FR] |[FR] [FR] // (3)

Equipment: AEGIS Fire Control (O) (1)
Traits: Carrier (6), Launch Tubes, Cargo [Military] (1),
Repair (3)
Munitions:
Marines: 3-2-1

**Fleet Carrier (994)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 12-11-10-9-8-7-6-5-4-3-2-1
**Fractional Engines:** 9-8-6-5-3-2
**Weapons:** 49-41-33-25-17-9
**Shields:** 4-4-3-2-2-1
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Interceptor Missile Launcher © [TL 2]
(Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR]
[FR] // (6)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]
|[AS] [AS] | // (6)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] //
(8)

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] // (4)

Equipment: AEGIS Fire Control (O) (1)
Traits: Carrier (10), Launch Tubes, Cargo [Military] (4),
Repair (4)
Munitions:
Marines: 4-3-2-1

**Assault Carrier (1250)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 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:** 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
**Fractional Engines:** 8-7-6-5-4-3-2-1
**Weapons:** 69-61-52-44-35-26-18-9
**Shields:** 8-7-6-5-4-3-2-1
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 2-1

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] |[FX] |[FX] |[FX] // (2)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP] [AP] |[AS] [AS] | // (7)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] // (10)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[AR] [AR] |[AR] [AR] // (8)

Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[FR3] [FR3] // (1)

Interceptor Missile Launcher © [TL 2] (Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR] [FR] // (6)

Equipment: AEGIS Fire Control (O) (1)
Traits: Carrier (10), Launch Tubes, Cargo [Military] (4), Hospital (3), Repair (4)
Munitions:
Marines: 6-5-4-3-2-1

**Light Drone Carrier (238)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 4-3-2-1
**Fractional Engines:** 10-5
**Weapons:** 53-27
**Shields:** 4-2
-**Fwd:** 1
-**Port:** 1
-**Stbd:** 1
-**Aft:** 1

Interceptor Missile Launcher © [TL 2]
(Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] // (3)

Heavy PD Half-Turret (Dfn)
(1) 2x3+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] //
(4)

Heavy PD Half-Turret (Dfn)
(1) 2x3+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] |[FR] // (1)

Drone Rack [TL 2] (Skr/Rpt/Exp)
(MA 6) 1x2+/1/1
[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF]
@ [FF] @ [FF] @ [FF] @ [FF] @ |[FF] @ [FF] @ [FF] @
[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF]
@ [FF] @ |[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @
// (15)

Equipment: AEGIS Fire Control (O) (1)
Traits: Carrier (1), Repair (2)
Munitions:
Marines: 1

*Drone racks are traditionally used to engage lightly-
shielded targets, but also find a role in supporting
ground assault operations.Unluckily, initial-stage drive
interference between individual drones means each
drone* must *be mounted singly.*

**Drone Carrier (374)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 6-5-4-3-2-1
**Fractional Engines:** 10-7-4
**Weapons:** 62-42-21
**Shields:** 4-3-2
-**Fwd:** 1
-**Port:** 1
-**Stbd:** 1
-**Aft:** 1

Interceptor Missile Launcher © [TL 2]
(Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR]
[FR] // (6)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd]
|[Aft] // (5)

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] [FR] |[FR] [FR] // (2)

Drone Rack [TL 2] (Skr/Rpt/Exp)
(MA 6) 1x2+/1/1
[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF]
@ [FF] @ [FF] @ [FF] @ [FF] @ |[FF] @ [FF] @ [FF] @
[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF]
@ [FF] @ |[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @
// (15)

Equipment: AEGIS Fire Control (O) (1)
Traits: Carrier (2), Repair (2)
Munitions:
Marines: 2-1

**Light Fleet Drone Carrier (625)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 9-8-7-6-5-4-3-2-1
**Fractional Engines:** 10-8-6-4-2
**Weapons:** 80-64-48-32-16
**Shields:** 4-4-3-2-1
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Interceptor Missile Launcher © [TL 2]
(Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR]
[FR] // (6)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]
|[AS] [AS] | // (6)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] |[Stbd]
[Stbd] [Stbd] [Stbd] |[Aft] [Aft] // (7)

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] [FR] |[FR] [FR] |[FR] [FR] // (3)

Drone Rack [TL 2] (Skr/Rpt/Exp)
(MA 6) 1x2+/1/1
[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF]
@ [FF] @ [FF] @ [FF] @ [FF] @ |[FF] @ [FF] @ [FF] @
[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF]
@ [FF] @ |[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @
[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ // (18)

Equipment: AEGIS Fire Control (O) (1)
Traits: Carrier (4), Launch Tubes, Cargo [Military] (1),
Repair (3)
Munitions:
Marines: 3-2-1

**Fleet Drone Carrier (931)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 12-11-10-9-8-7-6-5-4-3-2-1
**Fractional Engines:** 9-8-6-5-3-2
**Weapons:** 97-81-65-49-33-17
**Shields:** 4-4-3-2-2-1
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Interceptor Missile Launcher © [TL 2]
(Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR]
[FR] // (6)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]
|[AS] [AS] | // (6)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] //
(8)

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] // (4)

Drone Rack [TL 2] (Skr/Rpt/Exp)
(MA 6) 1x2+/1/1
[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF]
@ [FF] @ [FF] @ [FF] @ [FF] @ |[FF] @ [FF] @ [FF] @
[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF]
@ [FF] @ |[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @
[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ |[FF] @ [FF]
@ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @
[FF] @ [FF] @ [FF] @ // (24)

Equipment: AEGIS Fire Control (O) (1)
Traits: Carrier (8), Launch Tubes, Cargo [Military] (4),
Repair (4)
Munitions:
Marines: 4-3-2-1

**Assault Drone Carrier (1197)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL


**-Fwd:** 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:** 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
**Fractional Engines:** 8-7-6-5-4-3-2-1
**Weapons:** 163-143-123-102-82-62-41-21
**Shields:** 8-7-6-5-4-3-2-1
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 2-1


Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] |[FX] |[FX] |[FX] // (2)


Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP] [AP] |[AS] [AS] | // (7)


Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] // (10)


Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[AR] [AR] |[AR] [AR] // (8)


Drone Rack [TL 2] (Skr/Rpt/Exp)
(MA 6) 1x2+/1/1
[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @
[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ |[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @
[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @
|[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @
[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ |[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @
[FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ [FF] @ //
(48)


Interceptor Missile Launcher © [TL 2] (Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR] [FR] // (6)


Equipment: AEGIS Fire Control (O) (1)
Traits: Carrier (8), Launch Tubes, Cargo [Military] (4), Hospital (3), Repair (4)
Munitions:
Marines: 6-5-4-3-2-1

**Light Gunship Carrier (298)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 4-3-2-1
**Fractional Engines:** 10-5
**Weapons:** 23-12
**Shields:** 4-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Interceptor Missile Launcher © [TL 2]
(Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] // (3)

Heavy PD Half-Turret (Dfn)
(1) 2x3+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] // (7)

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] |[FR] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Carrier (1), Repair (2)
Munitions:
Marines: 1
Shuttlecraft: 10-9-8-7-6-5-4-3-2-1

*Gunship carriers are more traditionally used as fighter
support for system patrols.*

**Gunship Carrier (442)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 6-5-4-3-2-1
**Fractional Engines:** 10-7-4
**Weapons:** 32-22-11
**Shields:** 4-3-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Interceptor Missile Launcher © [TL 2]
(Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR]
[FR] // (6)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] |[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd]
|[Aft] // (5)

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] [FR] |[FR] [FR] // (2)

Equipment: AEGIS Fire Control (O) (1)
Traits: Carrier (2), Repair (2)
Munitions:
Marines: 2-1
Shuttlecraft: 10-9-8-7-6-5-4-3-2-1

**Light Fleet Gunship Carrier (685)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 9-8-7-6-5-4-3-2-1
**Fractional Engines:** 10-8-6-4-2
**Weapons:** 44-36-27-18-9
**Shields:** 4-4-3-2-1
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Interceptor Missile Launcher © [TL 2]
(Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR]
[FR] // (6)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]
|[AS] [AS] | // (6)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] |[Stbd]
[Stbd] [Stbd] [Stbd] |[Aft] [Aft] // (7)

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] [FR] |[FR] [FR] |[FR] [FR] // (3)

Equipment: AEGIS Fire Control (O) (1)
Traits: Carrier (4), Launch Tubes, Cargo [Military] (1),
Repair (3)
Munitions:
Marines: 3-2-1
Shuttlecraft: 10-9-8-7-6-5-4-3-2-1

**Fleet Gunship Carrier (993)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

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

Interceptor Missile Launcher © [TL 2]
(Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] [FR]
[FR] |[FR] [FR] [FR] |[FR] [FR] [FR] // (9)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]
|[AS] [AS] | // (6)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] //
(8)

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] // (4)

Equipment: AEGIS Fire Control (O) (1)
Traits: Carrier (8), Launch Tubes, Cargo [Military] (4),
Repair (4)
Munitions:
Marines: 4-3-2-1
Shuttlecraft: 10-9-8-7-6-5-4-3-2-1

**Assault Gunship Carrier (1249)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 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:** 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
**Fractional Engines:** 8-7-6-5-4-3-2-1
**Weapons:** 75-66-57-47-38-29-19-10
**Shields:** 8-7-6-5-4-3-2-1
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 2-1

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] |[FX] |[FX] |[FX] // (2)

Class-2 Battery (-) // -Flak Mode (NPr/Rp6)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[PP] [PP] [PP] |[SS] [SS] [SS] |[AP] [AP] |[AS] [AS] | // (7)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] // (10)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[AR] [AR] |[AR] [AR] // (8)

Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[FR3] [FR3] // (1)

Interceptor Missile Launcher © [TL 2] (Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] [FR] [FR] |[FR] [FR] [FR] |[FR] [FR] [FR] // (9)

Equipment: AEGIS Fire Control (O) (1)
Traits: Carrier (8), Launch Tubes, Cargo [Military] (4), Hospital (3), Repair (4)
Munitions:
Marines: 6-5-4-3-2-1
Shuttlecraft: 10-9-8-7-6-5-4-3-2-1

**Dreadnought (1496)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** [*]-[*]-[*]-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**Fractional Engines:** 8-8-7-6-6-5-4-4-3-2-2-1
**Weapons:** 111-102-93-84-74-65-56-47-37-28-19-10
**Shields:** 12-11-10-9-8-7-6-5-4-3-2-1
**-Fwd:** 3-2-1
**-Port:** 3-2-1
**-Stbd:** 3-2-1
**-Aft:** 3-2-1

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] [FX] [FX] [FX] [FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] [FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] |[AX] [AX] [AX] [AX] // (12)

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] [FP] [FP] |[FS] [FS] [FS] [FS] |[PP] [PP] [PP] [PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] [SS] [SS] [SS] |[AP] [AP] [AP] [AP] |[AS] [AS] [AS] [AS] | // (16)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (14)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[AR] [AR] |[AR] [AR] | // (10)

Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[FR3] [FR3] [FR3] [FR3] // (2)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Bulkheads (3), Carrier (1)
Munitions:
Marines: 8-7-6-5-4-3-2-1

**Gun Dreadnought (1487)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL


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


**Hull:** [*]-[*]-[*]-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**Fractional Engines:** 8-8-7-6-6-5-4-4-3-2-2-1
**Weapons:** 103-95-86-78-69-61-52-43-35-26-18-9
**Shields:** 12-11-10-9-8-7-6-5-4-3-2-1
**-Fwd:** 3-2-1
**-Port:** 3-2-1
**-Stbd:** 3-2-1
**-Aft:** 3-2-1

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] [FX] [FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] |[AX] [AX] [AX] [AX] // (10)

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FP] [FP] [FP] [FP] |[FS] [FS] [FS] [FS] |[PP] [PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] [SS] |[AP] [AP] [AP] [AP]
|[AS] [AS] [AS] [AS] | // (14)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd]
[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (14)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[AR] [AR] |[AR] [AR] | // (10)

Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[FR3] [FR3] [FR3] [FR3] // (2)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Bulkheads (3), Carrier (1)
Munitions:
Marines: 8-7-6-5-4-3-2-1

**Superdreadnought (1998)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-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:** 48-47-46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Stbd:** 48-47-46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Aft:** 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

**Hull:** [*]-[*]-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**Fractional Engines:** 8-8-7-7-6-6-5-4-4-3-3-2-2-1
**Weapons:** 155-144-133-122-111-100-89-78-67-56-45-34-23-12
**Shields:** 12-12-11-10-9-8-7-6-6-5-4-3-2-1
**-Fwd:** 3-2-1
**-Port:** 3-2-1
**-Stbd:** 3-2-1
**-Aft:** 3-2-1

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] [FX] [FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] |[AX] [AX] [AX] [AX] | // (16)

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] [FP] [FP] [FP] [FP] |[FS] [FS] [FS] [FS] [FS] [FS] |[PP] [PP] [PP] [PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] [SS] [SS] [SS] |[AP] [AP] [AP] [AP] [AP] [AP] |[AS] [AS] [AS] [AS] [AS] [AS] | // (20)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (21)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] [FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] [FR] [FR] |[AR] [AR] [AR] [AR] |[AR] [AR] [AR] [AR] | // (16)

Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[FR3] [FR3] [FR3] |[FR3] [FR3] [FR3] // (3)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Bulkheads (2), Carrier (1)
Munitions:
Marines: 12-11-10-9-8-7-6-5-4-3-2-1

**Gun Superdreadnought (1988)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL


**-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:** 48-47-46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Stbd:** 48-47-46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Aft:** 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1


**Hull:** [*]-[*]-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**Fractional Engines:** 8-8-7-7-6-6-5-4-4-3-3-2-2-1
**Weapons:** 139-130-120-110-100-90-80-70-60-50-40-30-20-10
**Shields:** 12-12-11-10-9-8-7-6-6-5-4-3-2-1
**-Fwd:** 3-2-1
**-Port:** 3-2-1
**-Stbd:** 3-2-1
**-Aft:** 3-2-1


Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] [FX] [FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] [FX] [FX] |[AX] [AX] [AX] [AX] |[AX] [AX] [AX] [AX] | // (16)


Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FP] [FP] [FP] [FP] [FP] |[FS] [FS] [FS] [FS] [FS] |[PS] [PS] |[PS] [PS] |[AP] [AP] [AP] [AP] [AP] |[AS] [AS] [AS] [AS] [AS] | // (12)


PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (21)


Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] [FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] [FR] [FR] |[AR] [AR] [AR] [AR] |[AR] [AR] [AR] [AR] | // (16)


Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[FR3] [FR3] [FR3] |[FR3] [FR3] [FR3] // (3)


Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)


Equipment: AEGIS Fire Control (O) (1)
Traits: Bulkheads (2), Carrier (1)
Munitions:
Marines: 12-11-10-9-8-7-6-5-4-3-2-1

**Heavy Assault Carrier (1975)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Port:** 42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Stbd:** 42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Aft:** 21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

**Hull:** [*]-[*]-[*]-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**Fractional Engines:** 8-8-7-7-6-6-5-4-4-3-3-2-2-1
**Weapons:** 124-116-107-98-89-80-71-62-54-45-36-27-18-9
**Shields:** 8-8-7-7-6-6-5-4-4-3-3-2-2-1
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 2-1

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] |[AX] [AX] // (6)

Class-3 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] [FP] [FP] |[FS] [FS] [FS] [FS] |[PP] [PP] [PP] [PP] [PP] [PP] |[SS] [SS] [SS] [SS] [SS] [SS] |[AP] [AP] [AP] [AP] |[AS] [AS] [AS] [AS] | // (14)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (17)

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] |[AR] [AR] |[AR] [AR] | // (10)

Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[FR3] |[FR3] |[FR3] // (2)

Interceptor Missile Launcher © [TL 2] (Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] [FR] [FR] // (12)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Bulkheads (3), Carrier (10), Launch Tubes, Cargo [Military] (8), Hospital (3), Repair (8)
Munitions:
Marines: 8-7-6-5-4-3-2-1

**Type 1 Ram-Torpedo Destroyer (99)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 14-7
**Weapons:** 24-12
**Shields:** 2-1
**-Fwd:** 2-1

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1] (NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Scattergun [TL -1] (Dfn/FEx/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Old Missile Launcher © [TL 1] (Skr/Cmb/Slw) // -Sprint Mode © [TL 1] (Crn/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x5+/1/4
[FR] [FR] |[FR] [FR] // (2)

Old Fusion Torpedo ©©© [TL -1]
(Mdl/SLn/Knt/Cmb/Slw-3)
(1) 1x5+/1/2
(2) 1x6+/1/2
[PR] [PR] |[SR] [SR] // (2)

Antimatter Containment Field (Pr1) // -Ram Mode (Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] // (2)

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

**Type 1 Ram-Rocket Destroyer (99)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 14-7
**Weapons:** 24-12
**Shields:** 2-1
**-Fwd:** 2-1

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1] (NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Scattergun [TL -1] (Dfn/FEx/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Old Missile Launcher © [TL 1] (Skr/Cmb/Slw) // -Sprint Mode © [TL 1] (Crn/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x5+/1/4
[FR] [FR] |[FR] [FR] // (2)

Old Multi-Rocket Launcher ©©© [TL -1]
(Pr1/SLn/Cmb/Slw-3)
(1) 2x4+/1/1
(2) 1x4+/2/1
[PR3] [PR3] |[SR3] [SR3] // (2)

Antimatter Containment Field (Pr1) // -Ram Mode (Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] // (2)

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

**Type 1 Ram-SC Destroyer (99)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 14-7
**Weapons:** 24-12
**Shields:** 2-1
**-Fwd:** 2-1

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Scattergun [TL -1] (Dfn/FEx/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Old Missile Launcher © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x5+/1/4
[FR] [FR] |[FR] [FR] // (2)

Old Sliver Cannon ©©© [TL -1]
(Mdl/Lnc/Inc/Pnp/Cmb/Slw-3)
(1) 1x4+/1/2
(2) 1x4+/1/2
[PR] [PR] |[SR] [SR] // (2)

Antimatter Containment Field (Pr1) // -Ram Mode
(Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] // (2)

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

**Type 1 Ram-RC Destroyer (99)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 14-7
**Weapons:** 24-12
**Shields:** 2-1
**-Fwd:** 2-1

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Scattergun [TL -1] (Dfn/FEx/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Old Missile Launcher © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x5+/1/4
[FR] [FR] |[FR] [FR] // (2)

Old Rad Cannon ©©© [TL -1] (Lnc/Inc/Dly/Cmb/Slw-
3)
(1) 1x2+/2/1
(2) 1x2+/2/1
[PR] [PR] |[SR] [SR] // (2)

Antimatter Containment Field (Pr1) // -Ram Mode
(Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] // (2)

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

**Type 1 Ram-Minesweeper Destroyer (98)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 14-7
**Weapons:** 24-12
**Shields:** 2-1
**-Fwd:** 2-1

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Scattergun [TL -1] (Dfn/FEx/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Old Missile Launcher © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x5+/1/4
[FR] [FR] |[FR] [FR] // (2)

Old Minesweeper Array © [TL -1] (FEx/Slw)
(1) 0x2+/0/0
(3) 1x2+/1/1
[PR4] [PR4] |[SR4] [SR4] // (2)

Antimatter Containment Field (Pr1) // -Ram Mode
(Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] // (2)

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

**Type 2 Ram-Torpedo Destroyer (99)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 14-7
**Weapons:** 22-11
**Shields:** 2-1
**-Fwd:** 2-1

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Scattergun [TL -1] (Dfn/FEx/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Old Salvo Rocket Pack [TL -1] (Prx/Exp)
(7) 1x2+/1/1
[FR2] @ [FR2] @ // (1)

Old Fusion Torpedo ©©© [TL -1]
(Mdl/SLn/Knt/Cmb/Slw-3)
(1) 1x5+/1/2
(2) 1x6+/1/2
[PR] [PR] |[SR] [SR] // (2)

Antimatter Containment Field (Pr1) // -Ram Mode
(Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] // (2)

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

| | |
|---|---|
| **Type 2 Ram-Rocket Destroyer (99)** | **Type 2 Ram-SC Destroyer (99)** |
| -Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL | -Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL |
| **-Fwd:** 4-3-2-1 | **-Fwd:** 4-3-2-1 |
| **-Port:** 2-1 | **-Port:** 2-1 |
| **-Stbd:** 2-1 | **-Stbd:** 2-1 |
| **Hull:** 2-1 | **Hull:** 2-1 |
| **Fractional Engines:** 14-7 | **Fractional Engines:** 14-7 |
| **Weapons:** 22-11 | **Weapons:** 22-11 |
| **Shields:** 2-1 | **Shields:** 2-1 |
| **-Fwd:** 2-1 | **-Fwd:** 2-1 |
| Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1] (NPr/Rp6/Cmb) | Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1] (NPr/Rp6/Cmb) |
| (3) 1x4+/1/2 // (1) 1x2+/3/1 | (3) 1x4+/1/2 // (1) 1x2+/3/1 |
| [FP] \|[FS] \|[AP] \|[AS] // (2) | [FP] \|[FS] \|[AP] \|[AS] // (2) |
| Old Scattergun [TL -1] (Dfn/FEx/Exp) | Old Scattergun [TL -1] (Dfn/FEx/Exp) |
| (1) 4x4+/1/1 | (1) 4x4+/1/1 |
| [TT] @ // (1) | [TT] @ // (1) |
| Old PD Turret [TL -1] (Dfn/FEx) | Old PD Turret [TL -1] (Dfn/FEx) |
| (1) 2x4+/1/1 | (1) 2x4+/1/1 |
| [Fwd] [Fwd] \|[Port] [Port] \|[Stbd] [Stbd] // (3) | [Fwd] [Fwd] \|[Port] [Port] \|[Stbd] [Stbd] // (3) |
| Old Salvo Rocket Pack [TL -1] (Prx/Exp) | Old Salvo Rocket Pack [TL -1] (Prx/Exp) |
| (7) 1x2+/1/1 | (7) 1x2+/1/1 |
| [FR2] @ [FR2] @ // (1) | [FR2] @ [FR2] @ // (1) |
| Old Multi-Rocket Launcher ©©© [TL -1] (Pr1/SLn/Cmb/Slw-3) | Old Sliver Cannon ©©© [TL -1] (Mdl/Lnc/Inc/Pnp/Cmb/Slw-3) |
| (1) 2x4+/1/1 | (1) 1x4+/1/2 |
| (2) 1x4+/2/1 | (2) 1x4+/1/2 |
| [PR3] [PR3] \|[SR3] [SR3] // (2) | [PR] [PR] \|[SR] [SR] // (2) |
| Antimatter Containment Field (Pr1) // -Ram Mode (Mdl/Lnc/Cmb) | Antimatter Containment Field (Pr1) // -Ram Mode (Mdl/Lnc/Cmb) |
| (1) 1x2+/2/1 // (1) 1x5+/2/1 | (1) 1x2+/2/1 // (1) 1x5+/2/1 |
| [FR2] [FR2] [FR2] [FR2] // (2) | [FR2] [FR2] [FR2] [FR2] // (2) |
| Equipment: AEGIS Fire Control (O) (1) | Equipment: AEGIS Fire Control (O) (1) |
| Traits: | Traits: |
| Munitions: | Munitions: |

**Type 2 Ram-RC Destroyer (99)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 14-7
**Weapons:** 22-11
**Shields:** 2-1
**-Fwd:** 2-1

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1] (NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Scattergun [TL -1] (Dfn/FEx/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Old Salvo Rocket Pack [TL -1] (Prx/Exp)
(7) 1x2+/1/1
[FR2] @ [FR2] @ // (1)

Old Rad Cannon ©©© [TL -1] (Lnc/Inc/Dly/Cmb/Slw-3)
(1) 1x2+/2/1
(2) 1x2+/2/1
[PR] [PR] |[SR] [SR] // (2)

Antimatter Containment Field (Pr1) // -Ram Mode (Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] // (2)

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

**Type 2 Ram-Minesweeper Destroyer (98)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 2-1
**Fractional Engines:** 14-7
**Weapons:** 22-11
**Shields:** 2-1
**-Fwd:** 2-1

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1] (NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Scattergun [TL -1] (Dfn/FEx/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] // (3)

Old Salvo Rocket Pack [TL -1] (Prx/Exp)
(7) 1x2+/1/1
[FR2] @ [FR2] @ // (1)

Old Minesweeper Array © [TL -1] (FEx/Slw)
(1) 0x2+/0/0
(3) 1x2+/1/1
[PR4] [PR4] |[SR4] [SR4] // (2)

Antimatter Containment Field (Pr1) // -Ram Mode (Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] // (2)

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

**Scout Ram Cruiser (142)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 3-2-1
**Fractional Engines:** 14-7
**Weapons:** 29-15
**Shields:** 2-1
**-Fwd:** 2-1

Old Class-3 Battery [TL -1] (Pr1/SLn/Cmb) // -Ortillery
Mode [TL -1] (Pr1/SLn/Cmb)
(3) 1x4+/1/2 // (2) 1x6+/1/1
(4) 1x5+/1/2
[FH] |[FH] // (1)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] // (7)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[FR] |[FR] // (1)

Antimatter Containment Field (Pr1) // -Ram Mode
(Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] [FR2] [FR2] // (3)

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

**Light Ram Cruiser (195)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 4-3-2-1
**Fractional Engines:** 12-6
**Weapons:** 33-17
**Shields:** 6-3
**-Fwd:** 3-2-1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old Class-3 Battery [TL -1] (Pr1/SLn/Cmb) // -Ortillery
Mode [TL -1] (Pr1/SLn/Cmb)
(3) 1x4+/1/2 // (2) 1x6+/1/1
(4) 1x5+/1/2
[FX] |[FX] |[PP] |[SS] // (2)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] // (7)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[FR] |[FR] // (1)

Antimatter Containment Field (Pr1) // -Ram Mode
(Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] // (4)

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

**Medium Ram Cruiser (288)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 6-5-4-3-2-1
**Fractional Engines:** 12-8-4
**Weapons:** 53-36-18
**Shields:** 6-4-2
**-Fwd:** 3-2-1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old Class-3 Battery [TL -1] (Pr1/SLn/Cmb) // -Ortillery Mode [TL -1] (Pr1/SLn/Cmb)
(3) 1x4+/1/2 // (2) 1x6+/1/1
(4) 1x5+/1/2
[FX] [FX] |[FX] [FX] |[AX] |[AX] // (3)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1] (NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP] |[AS] [AS] | // (6)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] // (9)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

Antimatter Containment Field (Pr1) // -Ram Mode (Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] // (6)

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

---

**Heavy Ram Cruiser (491)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 12-11-10-9-8-7-6-5-4-3-2-1
**-Port:** 9-8-7-6-5-4-3-2-1
**-Stbd:** 9-8-7-6-5-4-3-2-1
**-Aft:** 6-5-4-3-2-1

**Hull:** 9-8-7-6-5-4-3-2-1
**Fractional Engines:** 12-10-8-5-3
**Weapons:** 69-56-42-28-14
**Shields:** 7-6-5-3-2
**-Fwd:** 4-3-2-1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old Class-3 Battery [TL -1] (Pr1/SLn/Cmb) // -Ortillery Mode [TL -1] (Pr1/SLn/Cmb)
(3) 1x4+/1/2 // (2) 1x6+/1/1
(4) 1x5+/1/2
[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] |[AX] [AX] // (6)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1] (NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP] |[AS] [AS] | // (6)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] // (9)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[FR] [FR] |[FR] [FR] |[FR] [FR] |[FR] [FR] // (4)

Antimatter Containment Field (Pr1) // -Ram Mode (Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] |[FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] // (9)

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

**Fast Heavy Ram Cruiser (486)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 12-11-10-9-8-7-6-5-4-3-2-1
**-Port:** 9-8-7-6-5-4-3-2-1
**-Stbd:** 9-8-7-6-5-4-3-2-1
**-Aft:** 6-5-4-3-2-1

**Hull:** [\*]-8-7-6-5-4-3-2-1
**Fractional Engines:** 14-12-9-6-3
**Weapons:** 60-48-36-24-12
**Shields:** 7-6-5-3-2
**-Fwd:** 4-3-2-1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old Class-3 Battery [TL -1] (Pr1/SLn/Cmb) // -Ortillery
Mode [TL -1] (Pr1/SLn/Cmb)
(3) 1x4+/1/2 // (2) 1x6+/1/1
(4) 1x5+/1/2
[FX] [FX] |[FX] [FX] |[FX] [FX] |[FX] [FX] // (4)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port]
[Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd]
|[Aft] [Aft] // (9)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

Antimatter Containment Field (Pr1) // -Ram Mode
(Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2]
[FR2] [FR2] [FR2] |[FR2] [FR2] [FR2] [FR2] [FR2] [FR2]
[FR2] [FR2] [FR2] // (11)

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

**Scout Interceptor Ram Cruiser (141)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 3-2-1
**Fractional Engines:** 14-7
**Weapons:** 33-17
**Shields:** 2-1
**-Fwd:** 2-1

Old Class-3 Battery [TL -1] (Pr1/SLn/Cmb) // -Ortillery
Mode [TL -1] (Pr1/SLn/Cmb)
(3) 1x4+/1/2 // (2) 1x6+/1/1
(4) 1x5+/1/2
[FH] |[FH] // (1)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] // (7)

Old Interceptor Missile Launcher © [TL 1]
(Skr/Rp6/FOp/Slw)
(MA 7) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] // (3)

Antimatter Containment Field (Pr1) // -Ram Mode
(Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] [FR2] [FR2] // (3)

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

*Interceptor ram cruisers provide some measure of
anti-fighter escort by mounting the old interceptor
missile launcher. Slower and less able than the
standard interceptor missile launcher, they can
nevertheless thin out screening fighter flights, making
it easier to make it through to their targets.*

**Light Interceptor Ram Cruiser (195)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 4-3-2-1
**Fractional Engines:** 12-6
**Weapons:** 37-19
**Shields:** 6-3
**-Fwd:** 3-2-1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old Class-3 Battery [TL -1] (Pr1/SLn/Cmb) // -Ortillery
Mode [TL -1] (Pr1/SLn/Cmb)
(3) 1x4+/1/2 // (2) 1x6+/1/1
(4) 1x5+/1/2
[FX] |[FX] |[PP] |[SS] // (2)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] // (7)

Old Interceptor Missile Launcher © [TL 1]
(Skr/Rp6/FOp/Slw)
(MA 7) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] // (3)

Antimatter Containment Field (Pr1) // -Ram Mode
(Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] // (4)

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

**Medium Interceptor Ram Cruiser (288)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

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

**Hull:** 6-5-4-3-2-1
**Fractional Engines:** 12-8-4
**Weapons:** 57-38-19
**Shields:** 6-4-2
**-Fwd:** 3-2-1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old Class-3 Battery [TL -1] (Pr1/SLn/Cmb) // -Ortillery
Mode [TL -1] (Pr1/SLn/Cmb)
(3) 1x4+/1/2 // (2) 1x6+/1/1
(4) 1x5+/1/2
[FX] [FX] |[FX] [FX] |[AX] |[AX] // (3)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP]
|[AS] [AS] | // (6)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port]
[Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd]
|[Aft] [Aft] // (9)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[FR] |[FR] // (1)

Antimatter Containment Field (Pr1) // -Ram Mode
(Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2]
[FR2] [FR2] [FR2] // (6)

Old Interceptor Missile Launcher © [TL 1]
(Skr/Rp6/FOp/Slw)
(MA 7) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] // (3)

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

**Heavy Interceptor Ram Cruiser (491)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 12-11-10-9-8-7-6-5-4-3-2-1
**-Port:** 9-8-7-6-5-4-3-2-1
**-Stbd:** 9-8-7-6-5-4-3-2-1
**-Aft:** 6-5-4-3-2-1

**Hull:** 9-8-7-6-5-4-3-2-1
**Fractional Engines:** 12-10-8-5-3
**Weapons:** 77-62-47-31-16
**Shields:** 7-6-5-3-2
**-Fwd:** 4-3-2-1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old Class-3 Battery [TL -1] (Pr1/SLn/Cmb) // -Ortillery Mode [TL -1] (Pr1/SLn/Cmb)
(3) 1x4+/1/2 // (2) 1x6+/1/1
(4) 1x5+/1/2
[FX] [FX] [FX] [FX] |[FX] [FX] [FX] [FX] |[AX] [AX] |[AX] [AX] // (6)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1] (NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[PP] [PP] |[SS] [SS] |[AP] [AP] |[AS] [AS] | // (6)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] // (9)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[FR] |[FR] |[FR] |[FR] // (2)

Antimatter Containment Field (Pr1) // -Ram Mode (Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] |[FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] // (9)

Old Interceptor Missile Launcher © [TL 1] (Skr/Rp6/FOp/Slw)
(MA 7) 1x3+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] [FR] [FR] // (6)

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

**Fast Heavy Interceptor Ram Cruiser (485)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**-Fwd:** 12-11-10-9-8-7-6-5-4-3-2-1
**-Port:** 9-8-7-6-5-4-3-2-1
**-Stbd:** 9-8-7-6-5-4-3-2-1
**-Aft:** 6-5-4-3-2-1

**Hull:** [\*]-8-7-6-5-4-3-2-1
**Fractional Engines:** 14-12-9-6-3
**Weapons:** 64-52-39-26-13
**Shields:** 7-6-5-3-2
**-Fwd:** 4-3-2-1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old Class-3 Battery [TL -1] (Pr1/SLn/Cmb) // -Ortillery Mode [TL -1] (Pr1/SLn/Cmb)
(3) 1x4+/1/2 // (2) 1x6+/1/1
(4) 1x5+/1/2
[FX] [FX] |[FX] [FX] |[FX] [FX] |[FX] [FX] // (4)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1] (NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft]
// (9)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[FR] |[FR] // (1)

Antimatter Containment Field (Pr1) // -Ram Mode (Mdl/Lnc/Cmb)
(1) 1x2+/2/1 // (1) 1x5+/2/1
[FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] |[FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2] [FR2]
[FR2] // (11)

Old Interceptor Missile Launcher © [TL 1] (Skr/Rp6/FOp/Slw)
(MA 7) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] // (3)

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

**Standard Missile Pod (41)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 11-6
**Shields:** 0-0

Standard Missile XOR [TL 2] (Skr/Pr1/Rp6/Cmb/Exp)
(MA 7) 2x4+/1/2
[FX] @ [FX] @ [FX] @ |[FX] @ [FX] @ [FX] @ // (3)

Heavy PD Mount (Dfn)
(1) 1x3+/1/1
[FX] // (1)

Equipment: AEGIS Fire Control (O), Stealth (3) (OOO)
(2)
Traits:
Munitions:


**Capital Missile Pod (41)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 11-6
**Shields:** 0-0

Capital Missile XOR [TL 2] (Skr/Pr1/SLn/Rp6/Cmb/Exp)
(MA 7) 2x5+/1/2
[FX] @ [FX] @ [FX] @ |[FX] @ [FX] @ [FX] @ // (3)

Heavy PD Mount (Dfn)
(1) 1x3+/1/1
[FX] // (1)

Equipment: AEGIS Fire Control (O), Stealth (3) (OOO)
(2)
Traits:
Munitions:


**Submunition Missile Pod (41)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 11-6
**Shields:** 0-0

Submunition Missile XOR [TL 2] (Skr/Cmb/Exp)
(MA 7) 2x4+/2/2
[FX] @ [FX] @ [FX] @ |[FX] @ [FX] @ [FX] @ // (3)

Heavy PD Mount (Dfn)
(1) 1x3+/1/1
[FX] // (1)

Equipment: AEGIS Fire Control (O), Stealth (3) (OOO)
(2)
Traits:
Munitions:


**Flak Missile Pod (41)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 11-6
**Shields:** 0-0

Flak Missile XOR [TL 2] (Skr/NPr/Prx/Exp)
(MA 7) 2x3+/1/1
[FX] @ [FX] @ [FX] @ |[FX] @ [FX] @ [FX] @ // (3)

Heavy PD Mount (Dfn)
(1) 1x3+/1/1
[FX] // (1)

Equipment: AEGIS Fire Control (O), Stealth (3) (OOO)
(2)
Traits:
Munitions:


*Each non-escort missile pod can launch two full*
*salvoes of the missile indicated. Non-escort missile*
*pods tend to be the more common pod in use.*

**BPL Missile Pod (41)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 11-6
**Shields:** 0-0

BPL Missile XOR [TL 2] (Skr/Pr1/Cmb/Exp)
(MA 7) 2x5+/2/2
[FX] @ [FX] @ [FX] @ |[FX] @ [FX] @ [FX] @ // (3)

Heavy PD Mount (Dfn)
(1) 1x3+/1/1
[FX] // (1)

Equipment: AEGIS Fire Control (O), Stealth (3) (OOO)
(2)
Traits:
Munitions:


**Standard Escort Missile Pod (43)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 11-6
**Shields:** 0-0

Standard Missile XOR [TL 2] (Skr/Pr1/Rp6/Cmb/Exp)
(MA 7) 2x4+/1/2
[FX] @ [FX] @ [FX] @ // (2)

Heavy PD Mount (Dfn)
(1) 1x3+/1/1
[FX] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ |[TT] @ // (2)

Equipment: AEGIS Fire Control (O), Stealth (3) (OOO)
(2)
Traits:
Munitions:


**Submunition Escort Missile Pod (43)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 11-6
**Shields:** 0-0

Submunition Missile XOR [TL 2] (Skr/Cmb/Exp)
(MA 7) 2x4+/2/2
[FX] @ [FX] @ [FX] @ // (2)

Heavy PD Mount (Dfn)
(1) 1x3+/1/1
[FX] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ |[TT] @ // (2)

Equipment: AEGIS Fire Control (O), Stealth (3) (OOO)
(2)
Traits:
Munitions:


**Capital Escort Missile Pod (43)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 11-6
**Shields:** 0-0

Capital Missile XOR [TL 2] (Skr/Pr1/SLn/Rp6/Cmb/Exp)
(MA 7) 2x5+/1/2
[FX] @ [FX] @ [FX] @ // (2)

Heavy PD Mount (Dfn)
(1) 1x3+/1/1
[FX] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ |[TT] @ // (2)

Equipment: AEGIS Fire Control (O), Stealth (3) (OOO)
(2)
Traits:
Munitions:

**Flak Escort Missile Pod (43)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 11-6
**Shields:** 0-0

Flak Missile XOR [TL 2] (Skr/NPr/Prx/Exp)
(MA 7) 2x3+/1/1
[FX] @ [FX] @ [FX] @ // (2)

Heavy PD Mount (Dfn)
(1) 1x3+/1/1
[FX] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ |[TT] @ // (2)

Equipment: AEGIS Fire Control (O), Stealth (3) (OOO)
(2)
Traits:
Munitions:

*Escort missile pods provide additional anti-alpha-strike
protection, and typically are used in a ration of
between 1:2 and 1:4 with non-escort pods. However,
some powers exclusively use escort missile pods,
utilising the multiple missile pods to thin out (or,
hopefully, stop entirely) an enemy alpha-strike, letting
the ships duel it out with 'standard' weapons.*

**BPL Escort Missile Pod (43)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL

**Hull:** 1
**Fractional Engines:** 12-6
**Weapons:** 11-6
**Shields:** 0-0

BPL Missile XOR [TL 2] (Skr/Pr1/Cmb/Exp)
(MA 7) 2x5+/2/2
[FX] @ [FX] @ [FX] @ // (2)

Heavy PD Mount (Dfn)
(1) 1x3+/1/1
[FX] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ |[TT] @ // (2)

Equipment: AEGIS Fire Control (O), Stealth (3) (OOO)
(2)
Traits:
Munitions:

# Civilians

There are a total of thirty vessels in this section, with ten civilian designs and twenty civilian auxiliaries which are variants on two base designs.

The ten civilian types are a standard freighter which has an armed variant, a Q-Ship variant and a troop transport variant, a fast light freighter, a hospital ship, an ammunition/fuel ship, two passenger liners and an automated cargo pod.

Civilian auxiliaries are based on the light and standard freighter. They represent units that have been extensively modified to provide support for standard fleet units and, as such, can't be easily refitted back to their standard civilian role.

Civilian auxiliaries mounting the **old missile XOR [MA 7, 1x4+/1/2, Skr/Rp6/Cmb/Exp]**, may substitute them on a battery-by-battery basis with the **old capital missile XOR**. *Neither* can be substituted for the old submunition missile XOR.

Old Capital Missile XOR [TL 1] (Skr/Pr1/Rp6/Cmb/Exp)
(MA 7) 1x5+/1/2

**Civilian Standard Freighter (21)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

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

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

Old PD Mount [TL -1] (Dfn/FEx)
(1) 1x4+/1/1
[TT] [TT] // (1)

Equipment: (0)
Traits: Cargo [Civilian] (6) [TL 2], Transport (1) [TL 2]
Munitions:


**Civilian Armed Freighter (46)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

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

**Hull:** 5-4-3-2-1
**Fractional Engines:** 4-3-2
**Weapons:** 10-7-4
**Shields:** 0-0-0

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode
[TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Class-1 EMP Battery © [TL -1]
(NPr/Inc/SLn/Cmb/Slw)
(2) 2x4+/2/1
[PP] |[PP] |[SS] |[SS] // (2)

Equipment: (0)
Traits: Cargo [Civilian] (4) [TL 2], Transport (1) [TL 2]
Munitions:


**Civilian Q-Ship (55)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

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

**Hull:** 5-4-3-2-1
**Fractional Engines:** 4-3-2
**Weapons:** 14-10-5
**Shields:** 0-0-0

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Class-1 Neutron Battery © [TL -1]
(NPr/Inc/SLn/Dly/Cmb/Slw)
(2) 1x4+/2/1
[PP] |[PP] |[SS] |[SS] // (2)

Old Class-1 EMP Battery © [TL -1]
(NPr/Inc/SLn/Cmb/Slw)
(2) 2x4+/2/1
[PP] |[PP] |[SS] |[SS] // (2)

Equipment: (0)
Traits: Cargo [Civilian] (2) [TL 2], Transport (1) [TL 2]
Munitions:


**Civilian Automated Cargo Pod (6)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

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

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

*Automated cargo pods lock on to a mother ship,
enabling a single freighter to 'tow' them. Cargo pods
are also the origin of the missile pods used in fleet
actions.*

**Civilian Standard Troop Transport (21)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

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

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

Old PD Mount [TL -1] (Dfn/FEx)
(1) 1x4+/1/1
[TT] [TT] // (1)

Equipment: (0)
Traits: Hospital (1) [TL 2], Transport (6) [TL 2]
Munitions:


**Civilian Fast Freighter (14)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

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

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

Old PD Mount [TL -1] (Dfn/FEx)
(1) 1x4+/1/1
[TT] // (1)

Equipment: (0)
Traits: Cargo [Civilian] (3) [TL 2]
Munitions:


**Civilian Hospital Ship (20)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

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

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

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


**Civilian Ammunition/Fuel Ship (23)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

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

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

Old PD Mount [TL -1] (Dfn/FEx)
(1) 1x4+/1/1
[TT] [TT] // (1)

Equipment: (0)
Traits: Ionized Hull, Cargo [Military] (3) [TL 2]
Munitions:

**Civilian Passenger Liner (43)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

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

**Hull:** 4-3-2-1
**Fractional Engines:** 8-4
**Weapons:** 7-4
**Shields:** 0-0

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode
[TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Class-2 EMP Battery © [TL -1] (Inc/SLn/Cmb/Slw)
(3) 2x4+/2/1
[Aft] // (1)

Equipment: (0)
Traits: Hospital (1) [TL 2], Transport (3) [TL 2]
Munitions:

**Civilian Heavy Passenger Liner (64)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

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

**Hull:** 7-6-5-4-3-2-1
**Fractional Engines:** 8-6-4-2
**Weapons:** 11-9-6-3
**Shields:** 0-0-0-0

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode
[TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Old Class-2 EMP Battery © [TL -1] (Inc/SLn/Cmb/Slw)
(3) 2x4+/2/1
[Aft] [Aft] [Aft] // (2)

Equipment: (0)
Traits: Hospital (2) [TL 2], Transport (6) [TL 2]
Munitions:

**Civilian Auxiliary Light Cruiser (58)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

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

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode
[TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Missile Launcher © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x5+/1/4
[FR] [FR] [FR] // (2)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (1)
Munitions:

**Civilian Auxiliary Light Patrol Cruiser (57)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

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

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Class-1 EMP Battery © [TL -1]
(NPr/Inc/SLn/Cmb/Slw)
(2) 2x4+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Missile Launcher © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x5+/1/4
[FR] [FR] [FR] // (2)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (1)
Munitions:

**Civilian Auxiliary Light Missile Cruiser (74)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

**Hull:** 3-2-1
**Fractional Engines:** 6-3
**Weapons:** 28-14
**Shields:** 4-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode
[TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Missile Launcher © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x5+/1/4
[FR] [FR] [FR] // (2)

Old Missile XOR [TL 1] (Skr/Rp6/Cmb/Exp)
(MA 7) 1x4+/1/2
[PP] @ [PP] @ [PP] @ [PP] @ [PP] @ [PP] @ |[SS] @
[SS] @ [SS] @ [SS] @ [SS] @ [SS] @ // (6)

Old Submunition Missile XOR [TL 1] (Skr/Cmb/Exp)
(MA 7) 1x4+/2/1
[PP] @ [PP] @ [PP] @ |[SS] @ [SS] @ [SS] @ // (3)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (1)
Munitions:

**Civilian Auxiliary Drone Cruiser (69)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

**Hull:** 3-2-1
**Fractional Engines:** 6-3
**Weapons:** 20-10
**Shields:** 4-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode
[TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode
[TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Missile Launcher © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x5+/1/4
[FR] [FR] [FR] // (2)

Old Drone Rack [TL 1] (Skr/Rp6/Acr/Exp)
(MA 5) 1x4+/1/1
[PS] @ [PS] @ [PS] @ [PS] @ [PS] @ [PS] @ // (3)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (1)
Munitions:

**Civilian Auxiliary Light Escort Cruiser (69)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

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

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode
[TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Class-1 EMP Battery © [TL -1]
(NPr/Inc/SLn/Cmb/Slw)
(2) 2x4+/2/1
[PP] |[SS] // (1)

Old Missile Launcher © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x5+/1/4
[FR] [FR] [FR] // (2)

Old Scattergun [TL -1] (Dfn/FEx/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ |[TT] @ |[TT] @ // (2)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (1)
Munitions:

**Civilian Auxiliary Cruiser (97)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

**Hull:** 5-4-3-2-1
**Fractional Engines:** 4-3-2
**Weapons:** 21-14-7
**Shields:** 4-3-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-3 Battery [TL -1] (Pr1/SLn/Cmb) // -Ortillery
Mode [TL -1] (Pr1/SLn/Cmb)
(3) 1x4+/1/2 // (2) 1x6+/1/1
(4) 1x5+/1/2
[FX] |[FX] // (1)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[FR] |[FR] // (1)

Old Interceptor Missile Launcher © [TL 1]
(Skr/Rp6/FOp/Slw)
(MA 7) 1x3+/1/1
[PR] [PR] [PR] |[SR] [SR] [SR] // (3)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (2)
Munitions:

**Civilian Auxiliary Patrol Cruiser (98)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

**Hull:** 5-4-3-2-1
**Fractional Engines:** 4-3-2
**Weapons:** 23-16-8
**Shields:** 4-3-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-2 EMP Battery © [TL -1] (Inc/SLn/Cmb/Slw)
(3) 2x4+/2/1
[FX] |[FX] |[FX] |[FX] // (2)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[FR] |[FR] // (1)

Old Interceptor Missile Launcher © [TL 1]
(Skr/Rp6/FOp/Slw)
(MA 7) 1x3+/1/1
[PR] [PR] [PR] |[SR] [SR] [SR] // (3)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (2)
Munitions:

**Civilian Auxiliary Missile Cruiser (117)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

**Hull:** 5-4-3-2-1
**Fractional Engines:** 4-3-2
**Weapons:** 37-25-13
**Shields:** 4-3-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[FR] |[FR] // (1)

Old Interceptor Missile Launcher © [TL 1]
(Skr/Rp6/FOp/Slw)
(MA 7) 1x3+/1/1
[PR] [PR] [PR] |[SR] [SR] [SR] // (3)

Old Missile XOR [TL 1] (Skr/Rp6/Cmb/Exp)
(MA 7) 1x4+/1/2
[PS] @ [PS] @ [PS] @ [PS] @ [PS] @ [PS] @ |[PS] @
[PS] @ [PS] @ [PS] @ [PS] @ [PS] @ // (6)

Old Submunition Missile XOR [TL 1] (Skr/Cmb/Exp)
(MA 7) 1x4+/2/1
[PP] @ [PP] @ [PP] @ |[SS] @ [SS] @ [SS] @ // (3)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (2)
Munitions:

**Civilian Auxiliary Carrier (143)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

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

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[FR] |[FR] // (1)

Old Interceptor Missile Launcher © [TL 1]
(Skr/Rp6/FOp/Slw)
(MA 7) 1x3+/1/1
[CD] [CD] [CD] |[CD] [CD] [CD] // (3)

Equipment: AEGIS Fire Control (O) (1)
Traits: Carrier (1), Cargo [Civilian] (2)
Munitions:

**Civilian Auxiliary Escort Cruiser (112)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

**Hull:** 5-4-3-2-1
**Fractional Engines:** 4-3-2
**Weapons:** 29-20-10
**Shields:** 4-3-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] |[Port] [Port] |[Stbd] [Stbd] // (3)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[FR] |[FR] // (1)

Old Interceptor Missile Launcher © [TL 1]
(Skr/Rp6/FOp/Slw)
(MA 7) 1x3+/1/1
[PR] [PR] [PR] |[SR] [SR] [SR] // (3)

Old Scattergun [TL -1] (Dfn/FEx/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ |[TT] @ |[TT] @ |[TT] @ |[TT] @ | //
(3)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (2)
Munitions:

**Civilian Auxiliary Assault Transport (75)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

**-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:** 8-6-3
**Weapons:** 17-12-6
**Shields:** 4-3-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode
[TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Class-1 Neutron Battery © [TL -1]
(NPr/Inc/SLn/Dly/Cmb/Slw)
(2) 1x4+/2/1
[PP] |[PP] |[SS] |[SS] // (2)

Ortillery Battery © (Skr/Evp/Cmb/Slw)
(MA 4) 1x6+/2/1
[CD] [CD] [CD] [CD] [CD] [CD] // (3)

Equipment: AEGIS Fire Control (O) (1)
Traits: Hospital (1), Transport (6)
Munitions:

**Civilian Auxiliary Escort Assault Transport (83)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

**-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:** 8-6-3
**Weapons:** 17-12-6
**Shields:** 4-3-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode
[TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Class-1 Neutron Battery © [TL -1]
(NPr/Inc/SLn/Dly/Cmb/Slw)
(2) 1x4+/2/1
[PP] |[SS] // (1)

Ortillery Battery © (Skr/Evp/Cmb/Slw)
(MA 4) 1x6+/2/1
[CD] [CD] [CD] [CD] [CD] [CD] // (3)

Old Scattergun [TL -1] (Dfn/FEx/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Hospital (1), Transport (6)
Munitions:

**Civilian Auxiliary SpecOps Assault Transport (149)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

**-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:** 8-6-3
**Weapons:** 20-14-7
**Shields:** 4-3-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode
[TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Class-1 Neutron Battery © [TL -1]
(NPr/Inc/SLn/Dly/Cmb/Slw)
(2) 1x4+/2/1
[PP] |[PP] |[SS] |[SS] // (2)

Ortillery Battery © (Skr/Evp/Cmb/Slw)
(MA 4) 1x6+/2/1
[CD] [CD] [CD] [CD] [CD] [CD] // (3)

Equipment: AEGIS Fire Control (O), Stealth (3) (OOO)
(2)
Traits: Hospital (1)
Munitions:
Marines: 12-11-10-9-8-7-6-5-4-3-2-1

**Civilian Auxiliary Light Minelayer (86)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

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

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode
[TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Old Missile Launcher © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x5+/1/4
[FR] [FR] [FR] // (2)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (1)
Munitions:
Mines: 6-5-4-3-2-1

**Civilian Auxiliary Mine-Warfare Cruiser (149)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

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

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[Port] [Port] |[Stbd] [Stbd] |[AP]
[AP] |[AS] [AS] | // (6)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[FR] |[FR] // (1)

Old Minesweeper Array © [TL -1] (FEx/Slw)
(1) 0x2+/0/0
(3) 1x2+/1/1
[PP4] |[SS4] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (2)
Munitions:
Mines: 12-11-10-9-8-7-6-5-4-3-2-1

**Civilian Auxiliary Gunship Tender (38)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

Old PD Mount [TL -1] (Dfn/FEx)
(1) 1x4+/1/1
[TT] [TT] // (1)

Equipment: (0)
Traits: Cargo [Military] (1)
Munitions:
Shuttlecraft: 3-2-1

**Civilian Auxiliary Light Cruiser-Tender (86)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

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

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode
[TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Old Missile Launcher © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x5+/1/4
[FR] [FR] [FR] // (2)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (1)
Munitions:
Shuttlecraft: 3-2-1

**Civilian Auxiliary Light Gun Cruiser (58)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

**Hull:** 3-2-1
**Fractional Engines:** 6-3
**Weapons:** 12-6
**Shields:** 4-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-3 Battery [TL -1] (Pr1/SLn/Cmb) // -Ortillery
Mode [TL -1] (Pr1/SLn/Cmb)
(3) 1x4+/1/2 // (2) 1x6+/1/1
(4) 1x5+/1/2
[PP] |[SS] // (1)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode
[TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Missile Launcher © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Pr2/Cmb/Slw)
(MA 6) 1x4+/1/2 // (1/2/--) 1x5+/1/4
[FR] [FR] [FR] // (2)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (1)
Munitions:


**Civilian Auxiliary Cruiser-Tender (120)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

**Hull:** 5-4-3-2-1
**Fractional Engines:** 4-3-2
**Weapons:** 15-10-5
**Shields:** 4-3-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-3 Battery [TL -1] (Pr1/SLn/Cmb) // -Ortillery
Mode [TL -1] (Pr1/SLn/Cmb)
(3) 1x4+/1/2 // (2) 1x6+/1/1
(4) 1x5+/1/2
[FX] |[FX] // (1)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint
Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[FR] |[FR] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (2)
Munitions:
Shuttlecraft: 3-2-1

**Civilian Auxiliary Gun Cruiser (93)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

**Hull:** 5-4-3-2-1
**Fractional Engines:** 4-3-2
**Weapons:** 17-12-6
**Shields:** 4-3-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-3 Battery [TL -1] (Pr1/SLn/Cmb) // -Ortillery Mode [TL -1] (Pr1/SLn/Cmb)
(3) 1x4+/1/2 // (2) 1x6+/1/1
(4) 1x5+/1/2
[FX] |[FX] |[AX] |[AX] // (2)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode [TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[FR] |[FR] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (2)
Munitions:

## Raiders

There are ten vessels in this section, with five each based on the fast and standard freighter. One variant of each type is a Q-Ship that is sufficiently similar to the standard civilian freighter externally to enable insertion into a convoy. The other eight are too heavily modified to enable that, with more powerful drives, light shielding and various weapons. There are four types—attack ship, gun attack ship (which is armed to improve survivability against a naval escort), carrier (which carries gunships) and clan ship. This last is for 'raider fleet actions' to simulate a large-scale raid, and are armed exclusively for long-range duels, with more raider missile batteries, PD turrets and scatterguns.

**Raider Light Q-Ship (36)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

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

**Hull:** 3-2-1
**Fractional Engines:** 6-3
**Weapons:** 9-5
**Shields:** 0-0

Old PD Mount [TL -1] (Dfn/FEx)
(1) 1x4+/1/1
[TT] // (1)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode
[TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Class-1 Neutron Battery © [TL -1]
(NPr/Inc/SLn/Dly/Cmb/Slw)
(2) 1x4+/2/1
[Port] [Port] |[Stbd] [Stbd] // (2)

Equipment: (0)
Traits: Cargo [Civilian] (1) [TL 2]
Munitions:
Marines: 1

**Raider Light Attack Ship (62)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

**Hull:** 3-2-1
**Fractional Engines:** 8-4
**Weapons:** 19-10
**Shields:** 4-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] // (1)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode
[TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[PP] |[SS] |[AP] |[AS] | // (3)

Old Class-1 Neutron Battery © [TL -1]
(NPr/Inc/SLn/Dly/Cmb/Slw)
(2) 1x4+/2/1
[Port] [Port] |[Stbd] [Stbd] // (2)

Old Class-1 EMP Battery © [TL -1]
(NPr/Inc/SLn/Cmb/Slw)
(2) 2x4+/2/1
[Port] [Port] |[Stbd] [Stbd] // (2)

Raider Missile Launcher © [TL 1] (Skr/Inc/Rp6/Slw) // -
Called Shot © [TL 1] (Crn/Gid/Inc/Rp6/Pnp/Slw)
(MA 6) 1x4+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] // (2)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (1)
Munitions:
Marines: 1

**Raider Light Gun Attack Ship (60)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

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

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] // (1)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Class-1 Neutron Battery © [TL -1]
(NPr/Inc/SLn/Dly/Cmb/Slw)
(2) 1x4+/2/1
[Port] [Port] |[Stbd] [Stbd] // (2)

Old Class-1 EMP Battery © [TL -1]
(NPr/Inc/SLn/Cmb/Slw)
(2) 2x4+/2/1
[Port] |[Stbd] // (1)

Raider Missile Launcher © [TL 1] (Skr/Inc/Rp6/Slw) // -
Called Shot © [TL 1] (Crn/Gid/Inc/Rp6/Pnp/Slw)
(MA 6) 1x4+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] // (2)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (1)
Munitions:
Marines: 1

**Raider Light Carrier (82)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

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

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] // (1)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode
[TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Class-1 Neutron Battery © [TL -1]
(NPr/Inc/SLn/Dly/Cmb/Slw)
(2) 1x4+/2/1
[Port] [Port] |[Stbd] [Stbd] // (2)

Old Class-1 EMP Battery © [TL -1]
(NPr/Inc/SLn/Cmb/Slw)
(2) 2x4+/2/1
[Port] |[Stbd] // (1)

Raider Missile Launcher © [TL 1] (Skr/Inc/Rp6/Slw) // -
Called Shot © [TL 1] (Crn/Gid/Inc/Rp6/Pnp/Slw)
(MA 6) 1x4+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] // (2)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (1)
Munitions:
Marines: 2-1
Shuttlecraft: 2-1

**Raider Light Clan Ship (72)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

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

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] |[Port] [Port] |[Stbd] [Stbd] // (3)

Raider Missile Launcher © [TL 1] (Skr/Inc/Rp6/Slw) // -Called Shot © [TL 1] (Crn/Gid/Inc/Rp6/Pnp/Slw)
(MA 6) 1x4+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] |[FR] [FR] [FR] // (3)

Old Scattergun [TL -1] (Dfn/FEx/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (1)
Munitions:

**Raider Q-Ship (64)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -2

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

**Hull:** 5-4-3-2-1
**Fractional Engines:** 4-3-2
**Weapons:** 24-16-8
**Shields:** 0-0-0

Old PD Mount [TL -1] (Dfn/FEx)
(1) 1x4+/1/1
[TT] [TT] // (1)

Old Class-1 Battery [TL -1] (Rp6/Cmb) // -Flak Mode [TL -1] (NPr/Rp6/Cmb)
(2) 1x4+/1/1 // (1) 1x3+/2/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Old Class-1 Neutron Battery © [TL -1] (NPr/Inc/SLn/Dly/Cmb/Slw)
(2) 1x4+/2/1
[Port] [Port] |[Port] [Port] |[Stbd] [Stbd] |[Stbd] [Stbd] // (4)

Old Class-1 EMP Battery © [TL -1] (NPr/Inc/SLn/Cmb/Slw)
(2) 2x4+/2/1
[Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] // (3)

Equipment: (0)
Traits: Cargo [Civilian] (2) [TL 2]
Munitions:
Marines: 2-1

**Raider Attack Ship (115)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

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

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[Port] |[Stbd] |[AP] |[AS] | // (3)

Old Class-2 Neutron Battery © [TL -1]
(Inc/SLn/Dly/Cmb/Slw)
(3) 1x4+/2/1
[Port] [Port] |[Stbd] [Stbd] // (2)

Old Class-2 EMP Battery © [TL -1] (Inc/SLn/Cmb/Slw)
(3) 2x4+/2/1
[Port] [Port] |[Stbd] [Stbd] // (2)

Raider Missile Bay © [TL 1] (Skr/Inc/Rp6/Slw) // -
Called Shot © [TL 1] (Crn/Gid/Inc/Rp6/Pnp/Slw)
(MA 6) 3x4+/1/1 // (2/4/--) 3x3+/1/1
[FR] |[FR] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (2)
Munitions:
Marines: 2-1
Shuttlecraft: 1

**Raider Gun Attack Ship (105)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

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

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] [FP] |[FS] [FS] |[AP] [AP] |[AS] [AS] // (4)

Old Class-2 Neutron Battery © [TL -1]
(Inc/SLn/Dly/Cmb/Slw)
(3) 1x4+/2/1
[Port] [Port] |[Stbd] [Stbd] // (2)

Old Class-1 EMP Battery © [TL -1]
(NPr/Inc/SLn/Cmb/Slw)
(2) 2x4+/2/1
[Port] [Port] |[Stbd] [Stbd] // (2)

Raider Missile Bay © [TL 1] (Skr/Inc/Rp6/Slw) // -
Called Shot © [TL 1] (Crn/Gid/Inc/Rp6/Pnp/Slw)
(MA 6) 3x4+/1/1 // (2/4/--) 3x3+/1/1
[FR] |[FR] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (2)
Munitions:
Marines: 2-1

**Raider Carrier (144)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

**Hull:** 5-4-3-2-1
**Fractional Engines:** 8-6-3
**Weapons:** 15-10-5
**Shields:** 4-3-2
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] // (1)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[FP] |[FS] |[AP] |[AS] // (2)

Old Class-2 Neutron Battery © [TL -1]
(Inc/SLn/Dly/Cmb/Slw)
(3) 1x4+/2/1
[Port] [Port] |[Stbd] [Stbd] // (2)

Old Class-2 EMP Battery © [TL -1] (Inc/SLn/Cmb/Slw)
(3) 2x4+/2/1
[Port] |[Stbd] // (1)

Raider Missile Bay © [TL 1] (Skr/Inc/Rp6/Slw) // -
Called Shot © [TL 1] (Crn/Gid/Inc/Rp6/Pnp/Slw)
(MA 6) 3x4+/1/1 // (2/4/--) 3x3+/1/1
[FR] |[FR] // (1)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (2)
Munitions:
Marines: 3-2-1
Shuttlecraft: 4-3-2-1

**Raider Clan Ship (145)**
-Tech: Engine: 1 Fighter: 0 Shield: 1 Weapon: Ind. TL
-Nova-Style TL: -1

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

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

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[TT] [TT] |[Fwd] [Fwd] |[Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] // (6)

Raider Missile Bay © [TL 1] (Skr/Inc/Rp6/Slw) // -
Called Shot © [TL 1] (Crn/Gid/Inc/Rp6/Pnp/Slw)
(MA 6) 3x4+/1/1 // (2/4/--) 3x3+/1/1
[FR] [FR] |[FR] [FR] // (2)

Old Scattergun [TL -1] (Dfn/FEx/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ |[TT] @ |[TT] @ // (2)

Equipment: AEGIS Fire Control (O) (1)
Traits: Cargo [Civilian] (2)
Munitions:
Marines: 1
Shuttlecraft: 2-1

# Bases

There are a total of forty bases—ten civilian and thirty military. The civilian bases are an orbital shipyard module, two self-contained shipyards, an orbital ammunition/fuel depot, an orbital warehouse, three civilian bases, a customs inspection station and a research station. The military bases are split into light DEFSATs, standard DEFSATs, heavy DEFSATs and five bases of varying sizes ranging up to the class-1, -2 or -3 war base, these last three being the same size but mounting slightly different weapons.

**Civilian Orbital Warehouse (12)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -1

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

**Hull:** 2-1
**Engines:** N/A
**Weapons:** 2-1
**Shields:** 0-0

Equipment: Tractor Beams (2) (OO) (1)
Traits: Immobile, Cargo [Civilian] (6) [TL 2]
Munitions:

**Civilian Ammunition/Fuel Depot (24)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -1

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

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

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] // (4)

Equipment: (0)
Traits: Immobile, Ionized Hull, Cargo [Military] (6) [TL 2]
Munitions:

**Civilian Orbital Shipyard Module (16)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -1

Screens: 2-1

**Hull:** 2-1
**Engines:** N/A
**Weapons:** 3-2
**Shields:** 1-1

Equipment: Tractor Beams (3) (OOO) (2)
Traits: Immobile, Repair (4) [TL 2]
Munitions:

**Civilian Light Self-Contained Orbital Shipyard (121)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -1

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

**Hull:** [*]-[*]-10-9-8-7-6-5-4-3-2-1
**Engines:** N/A
**Weapons:** 52-44-35-26-18-9
**Shields:** 8-7-6-4-3-2
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 2-1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port]
[Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft]
[Aft] [Aft] [Aft] [Aft] // (10)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[Fwd] [Fwd] |[Port] [Port] |[Stbd] [Stbd] |[Aft] [Aft] //
(4)

Old Missile XOR [TL 1] (Skr/Rp6/Cmb/Exp)
(MA 7) 1x4+/1/2
[Fwd] @ [Fwd] @ [Fwd] @ [Fwd] @ [Fwd] @ [Fwd] @
|[Port] @ [Port] @ [Port] @ [Port] @ [Port] @ [Port]
@ |[Stbd] @ [Stbd] @ [Stbd] @ [Stbd] @ [Stbd] @
[Stbd] @ |[Aft] @ [Aft] @ [Aft] @ [Aft] @ [Aft] @ [Aft]
@ // (12)

Equipment: (0)
Traits: Bulkheads (2), Immobile, Repair (16) [TL 2],
Transport (4) [TL 2]
Munitions:

**Civilian Heavy Self-Contained Orbital Shipyard (197)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 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:** 100-88-75-63-50-38-25-13
**Shields:** 8-7-6-5-4-3-2-1
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 2-1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd]
[Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port]
[Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd]
[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft]
[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (20)

Old Class-2 Battery [TL -1] (Cmb) // -Flak Mode [TL -1]
(NPr/Rp6/Cmb)
(3) 1x4+/1/2 // (1) 1x2+/3/1
[Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] |[Stbd] [Stbd]
[Stbd] |[Aft] [Aft] [Aft] // (6)

Old Missile XOR [TL 1] (Skr/Rp6/Cmb/Exp)
(MA 7) 1x4+/1/2
[Fwd] @ [Fwd] @ [Fwd] @ [Fwd] @ [Fwd] @ [Fwd] @
[Fwd] @ [Fwd] @ [Fwd] @ [Fwd] @ [Fwd] @ [Fwd] @
|[Port] @ [Port] @ [Port] @ [Port] @ [Port] @ [Port]
@ [Port] @ [Port] @ [Port] @ [Port] @ [Port] @ [Port]
@ |[Stbd] @ [Stbd] @ [Stbd] @ [Stbd] @ [Stbd] @
[Stbd] @ [Stbd] @ [Stbd] @ [Stbd] @ [Stbd] @ [Stbd]
@ [Stbd] @ |[Aft] @ [Aft] @ [Aft] @ [Aft] @ [Aft] @
[Aft] @ [Aft] @ [Aft] @ [Aft] @ [Aft] @ [Aft] @ [Aft] @
// (24)

Equipment: (0)
Traits: Bulkheads (1), Immobile, Repair (32) [TL 2],
Transport (8) [TL 2]
Munitions:

**Civilian Class-1 Base (123)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -1

**Hull:** 9-8-7-6-5-4-3-2-1
**Engines:** N/A
**Weapons:** 19-16-12-8-4
**Shields:** 4-4-3-2-1
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[XX] [XX] [XX] [XX] |[YY] [YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] [ZZ] // (6)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[TT] [TT] |[TT] [TT] // (2)

Old Multi-Rocket Launcher ©©© [TL -1] (Pr1/SLn/Cmb/Slw-3)
(1) 2x4+/1/1
(2) 1x4+/2/1
[XX3] |[YY3] |[ZZ3] // (2)

Equipment: (0)
Traits: Immobile, Cargo [Civilian] (12) [TL 2], Hospital (4) [TL 2], Repair (4) [TL 2], Science (2) [TL 2], Transport (4) [TL 2]
Munitions:
Marines: 3-2-1
Shuttlecraft: 1

**Civilian Class-2 Base (243)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -1

**Hull:** [*]-[*]-[*]-[*]-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**Engines:** N/A
**Weapons:** 36-32-28-24-20-16-12-8-4
**Shields:** 4-4-4-3-3-2-2-1-1
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[XX] [XX] [XX] |[XX] [XX] [XX] |[YY] [YY] [YY] |[YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] | // (9)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[XX] [XX] |[XX] [XX] |[YY] [YY] |[YY] [YY] |[ZZ] [ZZ] |[ZZ] [ZZ] | // (6)

Old Multi-Rocket Launcher ©©© [TL -1] (Pr1/SLn/Cmb/Slw-3)
(1) 2x4+/1/1
(2) 1x4+/2/1
[XX3] |[XX3] |[YY3] |[YY3] |[ZZ3] |[ZZ3] | // (3)

Equipment: (0)
Traits: Bulkheads (4), Immobile, Cargo [Civilian] (18) [TL 2], Hospital (6) [TL 2], Repair (6) [TL 2], Science (2) [TL 2], Transport (6) [TL 2]
Munitions:
Marines: 5-4-3-2-1
Shuttlecraft: 2-1

**Civilian Class-3 Base (461)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 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:** [*]-[*]-[*]-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:** 60-55-50-45-40-35-30-25-20-15-10-5
**Shields:** 4-4-4-3-3-3-2-2-2-1-1-1
**-Fwd:** 1
**-Port:** 1
**-Stbd:** 1
**-Aft:** 1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[XX] [XX] [XX] [XX] [XX] |[XX] [XX] [XX] [XX] [XX] |[YY] [YY] [YY] [YY] [YY] |[YY] [YY] [YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] [ZZ] [ZZ] | // (15)

Old Missile Bay © [TL 1] (Skr/Cmb/Slw) // -Sprint Mode © [TL 1] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 2x4+/1/4
[XX] [XX] [XX] |[XX] [XX] [XX] |[YY] [YY] [YY] |[YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] | // (9)

Old Multi-Rocket Launcher ©©© [TL -1] (Pr1/SLn/Cmb/Slw-3)
(1) 2x4+/1/1
(2) 1x4+/2/1
[XX3] [XX3] |[XX3] [XX3] |[YY3] [YY3] |[YY3] [YY3] |[ZZ3] [ZZ3] |[ZZ3] [ZZ3] | // (6)

Equipment: (0)
Traits: Bulkheads (3), Immobile, Cargo [Civilian] (32) [TL 2], Hospital (8) [TL 2], Repair (8) [TL 2], Science (6) [TL 2], Transport (8) [TL 2]
Munitions:
Marines: 12-11-10-9-8-7-6-5-4-3-2-1
Shuttlecraft: 6-5-4-3-2-1

**Civilian Customs Inspection Station (99)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -1

Screens: 1

**Hull:** 3-2-1
**Engines:** N/A
**Weapons:** 10-5
**Shields:** 1-1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[XX] [XX] |[YY] [YY] |[ZZ] [ZZ] // (3)

Old Class-2 Neutron Battery © [TL -1]
(Inc/SLn/Dly/Cmb/Slw)
(3) 1x4+/2/1
[TT] // (1)

Old Class-2 EMP Battery © [TL -1] (Inc/SLn/Cmb/Slw)
(3) 2x4+/2/1
[XX] |[YY] |[ZZ] // (2)

Equipment: (0)
Traits: Immobile
Munitions:
Marines: 5-4-3-2-1
Shuttlecraft: 5-4-3-2-1

**Civilian Research Station (99)**
-Tech: Engine: 0 Fighter: 0 Shield: 0 Weapon: Ind. TL
-Nova-Style TL: -1

**Hull:** [*]-7-6-5-4-3-2-1
**Engines:** N/A
**Weapons:** 14-11-7-4
**Shields:** 8-6-4-2
**-Fwd:** 2-1
**-Port:** 2-1
**-Stbd:** 2-1
**-Aft:** 2-1

Old PD Turret [TL -1] (Dfn/FEx)
(1) 2x4+/1/1
[XX] [XX] |[YY] [YY] |[ZZ] [ZZ] // (3)

Scuttling Charge (Prx/Mdl/Lnc/Knt/Exp)
(1) 1x2+/1/1
[FR4] @ [FR4] @ |[PR4] @ [PR4] @ |[SR4] @ [SR4] @
|[AR4] @ [AR4] @ // (4)

Equipment: (0)
Traits: Bulkheads (1), Immobile, Hospital (4) [TL 2],
Science (8) [TL 2], Transport (2) [TL 2]
Munitions:

**Light Standard DEFSAT (45)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 1

**Hull:** 1
**Engines:** N/A
**Weapons:** 10-5
**Shields:** 2-1

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] // (1)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[FX] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (2)
(OO), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:

**Light Escort DEFSAT (44)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 1

**Hull:** 1
**Engines:** N/A
**Weapons:** 10-5
**Shields:** 2-1

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[FX] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (3)
(OOO), Stealth (3) (OOO) (4)
Traits: Immobile
Munitions:

**Light Flak DEFSAT (46)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 1

**Hull:** 1
**Engines:** N/A
**Weapons:** 10-5
**Shields:** 2-1

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] [FR] // (1)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[FX] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (2)
(OO), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:

**Light Battery DEFSAT (38)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 1

**Hull:** 1
**Engines:** N/A
**Weapons:** 9-5
**Shields:** 2-1

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FF] // (1)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[FX] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (2)
(OO), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:

**Alpha Strike DEFSAT (49)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 1

**Hull:** 1
**Engines:** N/A
**Weapons:** 11-6
**Shields:** 2-1

Standard Missile XOR [TL 2] (Skr/Pr1/Rp6/Cmb/Exp)
(MA 7) 2x4+/1/2
[FX] @ [FX] @ [FX] @ // (2)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[FX] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (1)
(O), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:


**Fighter Base (250)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 3-2-1

**Hull:** 3-2-1
**Engines:** N/A
**Weapons:** 12-6
**Shields:** 2-1

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[XX] |[YY] |[ZZ] // (2)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[XX] |[YY] |[ZZ] // (2)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O), Stealth (3) (OOO)
(2)
Traits: Carrier (3), Immobile
Munitions:

**Standard DEFSAT (90)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 2-1

**Hull:** 2-1
**Engines:** N/A
**Weapons:** 13-7
**Shields:** 2-1

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[TP] |[TS] // (1)

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] |[FX] // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (1)
(O), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:


*[Alpha Strike DEFSAT] Standard missile XORs can be
substituted with submunition, capital, BPL or flak
missile XORs on a battery-by-battery basis (i.e., all
three banks must be of the same type)*

**Flak DEFSAT (91)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 2-1

**Hull:** 2-1
**Engines:** N/A
**Weapons:** 13-7
**Shields:** 2-1

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] [FR] |[FR] [FR] // (2)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[TP] |[TS] // (1)

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] |[FX] // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (1)
(O), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:

**Escort DEFSAT (91)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 2-1

**Hull:** 2-1
**Engines:** N/A
**Weapons:** 13-7
**Shields:** 2-1

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] |[FR] // (1)

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] |[FR] // (1)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[TP] |[TS] // (1)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[TP] |[TS] // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (1)
(O), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:

**Lance DEFSAT (92)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 2-1

**Hull:** 2-1
**Engines:** N/A
**Weapons:** 13-7
**Shields:** 2-1

Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) //
-Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[FR3] // (1)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[TP] [TP] |[TS] [TS] // (2)

Standard Missile XOR [TL 2] (Skr/Pr1/Rp6/Cmb/Exp)
(MA 7) 2x4+/1/2
[FX] @ [FX] @ [FX] @ // (2)

Equipment: AEGIS Fire Control (O), Overthrusters (1)
(O), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:

*Standard missile XORs can be substituted with
submunition, capital, BPL or flak missile XORs on a
battery-by-battery basis (i.e., all three banks must be
of the same type)*

**Mine Controller DEFSAT (99)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 2-1

**Hull:** 2-1
**Engines:** N/A
**Weapons:** 8-4
**Shields:** 2-1

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[TP] [TP] |[TS] [TS] // (2)

Equipment: AEGIS Fire Control (O), Stealth (3) (OOO)
(2)
Traits: Immobile
Munitions:
Mines: 6-5-4-3-2-1

**Heavy Standard DEFSAT (147)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 3-2-1

**Hull:** 3-2-1
**Engines:** N/A
**Weapons:** 19-10
**Shields:** 2-1

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] // (4)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[TP] |[FX] |[TS] // (2)

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] |[FX] // (1)

Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) //
-Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[FR3] // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (1)
(O), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:

**Heavy Flak DEFSAT (147)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 3-2-1

**Hull:** 3-2-1
**Engines:** N/A
**Weapons:** 19-10
**Shields:** 2-1

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] // (4)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[TP] |[FX] |[TS] // (2)

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[FX] |[FX] // (1)

Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) //
-Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[FR3] // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (1)
(O), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:

**Heavy Escort DEFSAT (149)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 3-2-1

**Hull:** 3-2-1
**Engines:** N/A
**Weapons:** 20-10
**Shields:** 2-1

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] [FR] |[FR] [FR] // (2)

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] [FR] |[FR] [FR] // (2)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[TP] [TP] |[TS] [TS] // (2)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[TP] |[FX] |[TS] // (2)

Equipment: AEGIS Fire Control (O), Overthrusters (1)
(O), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:

**Heavy Lance DEFSAT (149)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 3-2-1

**Hull:** 3-2-1
**Engines:** N/A
**Weapons:** 19-10
**Shields:** 2-1

Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) //
-Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[FR3] [FR3] // (1)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[TP] [TP] |[TS] [TS] // (2)

Standard Missile XOR [TL 2] (Skr/Pr1/Rp6/Cmb/Exp)
(MA 7) 2x4+/1/2
[FX] @ [FX] @ [FX] @ [FX] @ [FX] @ [FX] @ // (3)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[FH] [FH] // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (1)
(O), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:

*Standard missile XORs can be substituted with
submunition, capital, BPL or flak missile XORs on a
battery-by-battery basis (i.e., all six banks must be of
the same type*)

**Light Interceptor DEFSAT (45)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 1

**Hull:** 1
**Engines:** N/A
**Weapons:** 14-7
**Shields:** 2-1

Interceptor Missile Launcher © [TL 2]
(Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] // (3)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[FX] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (2)
(OO), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:

**Interceptor DEFSAT (90)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 2-1

**Hull:** 2-1
**Engines:** N/A
**Weapons:** 21-11
**Shields:** 2-1

Interceptor Missile Launcher © [TL 2]
(Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] [FR]
[FR] // (6)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[TP] |[TS] // (1)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[TP] |[TS] // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (1)
(O), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:

**Heavy Interceptor DEFSAT (149)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 3-2-1

**Hull:** 3-2-1
**Engines:** N/A
**Weapons:** 28-14
**Shields:** 2-1

Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -
Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 3x4+/1/2 // (1/2/--) 3x4+/1/4
[FR] |[FR] // (1)

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[FR] |[FR] // (1)

Interceptor Missile Launcher © [TL 2]
(Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[FR] [FR] [FR] [FR] [FR] [FR] |[FR] [FR] [FR] [FR] [FR]
[FR] // (6)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[TP] [TP] |[TS] [TS] // (2)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[TP] |[FX] |[TS] // (2)

Equipment: AEGIS Fire Control (O), Overthrusters (1)
(O), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:

**Light Mine Controller DEFSAT (49)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

**Hull:** 1
**Engines:** N/A
**Weapons:** 5-3
**Shields:** 3-2

Equipment: Stealth (5) (OOOOO) (3)
Traits: Immobile
Munitions:
Mines: 6-5-4-3-2-1

**Light Drone DEFSAT (49)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 1

**Hull:** 1
**Engines:** N/A
**Weapons:** 14-7
**Shields:** 2-1

Drone Rack [TL 2] (Skr/Rpt/Exp)
(MA 6) 1x2+/1/1
[FX] @ [FX] @ [FX] @ [FX] @ [FX] @ [FX] @ // (3)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[FX] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (1)
(O), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:

**Light EMP DEFSAT (44)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 1

**Hull:** 1
**Engines:** N/A
**Weapons:** 11-6
**Shields:** 2-1

Class-3 EMP Battery ©© (Inc/SLn/Mdl/Cmb/Slw-2)
(4) 2x4+/1/3
[FF] // (1)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[FX] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (3)
(OOO), Stealth (3) (OOO) (4)
Traits: Immobile
Munitions:

**Light Neutron DEFSAT (44)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 1

**Hull:** 1
**Engines:** N/A
**Weapons:** 11-6
**Shields:** 2-1

Class-3 Neutron Battery ©©
(Inc/SLn/Dly/Mdl/Cmb/Slw-2)
(4) 1x4+/1/3
[FF] // (1)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[FX] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ |[TT] @ // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (3)
(OOO), Stealth (3) (OOO) (4)
Traits: Immobile
Munitions:

**Light Flare DEFSAT (45)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 1

**Hull:** 1
**Engines:** N/A
**Weapons:** 5-3
**Shields:** 2-1

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

Equipment: AEGIS Fire Control (O), Stealth (3) (OOO)
(2)
Traits: Immobile
Munitions:
Flares: 12-11-10-9-8-7-6-5-4-3-2-1
Mines: 3-2-1

**Light TR DEFSAT (38)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 1

**Hull:** 1
**Engines:** N/A
**Weapons:** 12-6
**Shields:** 2-1

Fusion Torpedo ©©© (Mdl/SLn/Knt/Cmb/Slw-3)
(1) 1x5+/1/3
(2) 1x6+/1/3
[FF] [FF] // (1)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[FX] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

Multi-Rocket Launcher ©©© (Pr1/SLn/Cmb/Slw-3)
(1) 2x3+/1/1
(2) 2x3+/1/1
[FF3] [FF3] // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (2)
(OO), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:

**Light SRC DEFSAT (38)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

Screens: 1

**Hull:** 1
**Engines:** N/A
**Weapons:** 12-6
**Shields:** 2-1

Sliver Cannon ©©© (Mdl/Lnc/Inc/Pnp/Cmb/Slw-3)
(1) 1x3+/1/2
(2) 1x3+/1/2
[FF] [FF] // (1)

PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[FX] // (1)

Scattergun (Dfn/FOp/Exp)
(1) 4x4+/1/1
[TT] @ // (1)

Rad Cannon ©©© (Pr1/Lnc/Inc/Dly/Cmb/Slw-3)
(1) 1x2+/1/2
(2) 1x2+/1/2
[FF] [FF] // (1)

Equipment: AEGIS Fire Control (O), Overthrusters (2)
(OO), Stealth (3) (OOO) (3)
Traits: Immobile
Munitions:

**DEFSAT Support Base (792)**
-Tech: Engine: 2 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:** 12-11-10-9-8-7-6-5-4-3-2-1
**Engines:** N/A
**Weapons:** 97-81-65-49-33-17
**Shields:** 12-10-8-6-4-2
**-Fwd:** 3-2-1
**-Port:** 3-2-1
**-Stbd:** 3-2-1
**-Aft:** 3-2-1


Heavy Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 6x4+/1/2 // (1/2/--) 6x4+/1/4
[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)


Interceptor Missile Launcher © [TL 2] (Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[TT] [TT] [TT] [TT] [TT] [TT] // (3)


Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[XX] |[XX] |[YY] |[YY] |[ZZ] |[ZZ] | // (3)


Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] // (10)


PD Turret (Dfn/FOp)
(1) 5x4+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (20)


Drone Rack [TL 2] (Skr/Rpt/Exp)
(MA 6) 1x2+/1/1
[TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @ // (3)


Equipment: AEGIS Fire Control (O), Damage Control Parties (12) (OOOOOOOOOOOO) (7)
Traits: Immobile, Ionized Hull, Repair (6)
Munitions:
Marines: 6-5-4-3-2-1

**Light War Base (2000)**
-Tech: Engine: 2 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:** [*]-[*]-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:** 105-97-88-79-70-62-53-44-35-27-18-9
**Shields:** 16-15-14-12-11-10-8-7-6-4-3-2
**-Fwd:** 4-3-2-1
**-Port:** 4-3-2-1
**-Stbd:** 4-3-2-1
**-Aft:** 4-3-2-1


Heavy Standard Missile Bay © [TL 2] (Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 6x4+/1/2 // (1/2/--) 6x4+/1/4
[XX] [XX] |[XX] [XX] |[YY] [YY] |[YY] [YY] |[ZZ] [ZZ] |[ZZ] [ZZ] | // (6)


Interceptor Missile Launcher © [TL 2] (Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2] (Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[TT] [TT] [TT] [TT] [TT] [TT] // (3)


Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[XX] [XX] |[YY] [YY] |[ZZ] [ZZ] // (3)


Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] // (8)


Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (20)


Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[Fwd3] [Fwd3] [Fwd3] |[Port3] [Port3] [Port3] |[Stbd3] [Stbd3] [Stbd3] |[Aft3] [Aft3] [Aft3] // (6)


Equipment: AEGIS Fire Control (O), Damage Control Parties (12) (OOOOOOOOOOOO) (7)
Traits: Bulkheads (2), Carrier (2), Immobile, Ionized Hull, Cargo [Military] (12), Hospital (4), Repair (8), Transport (8)
Munitions:
Marines: 12-11-10-9-8-7-6-5-4-3-2-1

**Type 1 War Base (3948)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

**-Fwd:** 60-59-58-57-56-55-54-53-52-51-50-49-48-47-46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

**-Stbd:** 60-59-58-57-56-55-54-53-52-51-50-49-48-47-46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

**-Port:** 60-59-58-57-56-55-54-53-52-51-50-49-48-47-46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

**-Aft:** 60-59-58-57-56-55-54-53-52-51-50-49-48-47-46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

**Hull:** [*]-[*]-[*]-[*]-[*]-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

**Engines:** N/A
**Weapons:** 225-214-203-192-180-169-158-147-135-124-113-102-90-79-68-57-45-34-23-12
**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 |
|---|---|---|---|

Heavy Standard Missile Bay © [TL 2]
(Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 6x4+/1/2 // (1/2/--) 6x4+/1/4
[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)

Interceptor Missile Launcher © [TL 2]
(Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[TT] [TT] [TT] [TT] [TT] [TT] |[TT] [TT] [TT] [TT] [TT] [TT] // (6)

Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[XX] [XX] |[XX] [XX] |[YY] [YY] |[YY] [YY] |[ZZ] [ZZ] |[ZZ] [ZZ] | // (6)

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (24)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (40)

Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[Fwd3] [Fwd3] [Fwd3] [Fwd3] [Fwd3] [Fwd3] |[Port3] [Port3] [Port3] [Port3] [Port3] [Port3] |[Stbd3] [Stbd3] [Stbd3] [Stbd3] [Stbd3] [Stbd3] |[Aft3] [Aft3] [Aft3] [Aft3] [Aft3] [Aft3] // (12)

Equipment: AEGIS Fire Control (O), Damage Control Parties (24) (OOOOOOOOOOOOOOOOOOOOOOOO) (13)
Traits: Bulkheads (5), Carrier (4), Immobile, Ionized Hull, Cargo [Military] (24), Hospital (8), Repair (16), Transport (16)
Munitions:
Marines: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

**Type 2 War Base (3913)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1


**-Fwd:** 60-59-58-57-56-55-54-53-52-51-50-49-48-47-
46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-
30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-
14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Port:** 60-59-58-57-56-55-54-53-52-51-50-49-48-47-
46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-
30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-
14-13-12-11-10-9-8-7-6-5-4-3-2-1

**-Stbd:** 60-59-58-57-56-55-54-53-52-51-50-49-48-47-
46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-
30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-
14-13-12-11-10-9-8-7-6-5-4-3-2-1
**-Aft:** 60-59-58-57-56-55-54-53-52-51-50-49-48-47-46-
45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-30-
29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-
13-12-11-10-9-8-7-6-5-4-3-2-1


**Hull:** [*]-[*]-[*]-[*]-[*]-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-
5-4-3-2-1
**Engines:** N/A
**Weapons:** 249-237-225-212-200-187-175-162-150-137-125-113-100-88-75-63-50-38-25-13
**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 |
|---|---|---|---|

Heavy Standard Missile Bay © [TL 2]
(Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 6x4+/1/2 // (1/2/--) 6x4+/1/4
[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)


Drone Rack [TL 2] (Skr/Rpt/Exp)
(MA 6) 1x2+/1/1
[TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT]
@ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @
[TT] @ [TT] @ [TT] @ |[TT] @ [TT] @ [TT] @ [TT] @
[TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT]
@ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @ // (18)


Flak Missile Bay © [TL 2] (Skr/NPr/Prx/Slw) // -Burst
Mode © [TL 2] (Bls/Gid/NPr/Prx/Slw)
(MA 6) 3x3+/1/1 // (--/2/3) 3x3+/1/1
[XX] [XX] |[XX] [XX] |[YY] [YY] |[YY] [YY] |[ZZ] [ZZ] |[ZZ]
[ZZ] | // (6)


Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd]
[Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port]
[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port]
|[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd]
[Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft]
[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (24)


Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd]
[Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port]
[Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd]
[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft]
[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (40)


Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[Fwd3] [Fwd3] [Fwd3] [Fwd3] [Fwd3] [Fwd3] |[Port3] [Port3] [Port3] [Port3] [Port3] [Port3] |[Stbd3] [Stbd3] [Stbd3]
[Stbd3] [Stbd3] [Stbd3] |[Aft3] [Aft3] [Aft3] [Aft3] [Aft3] [Aft3] // (12)


Equipment: AEGIS Fire Control (O), Damage Control Parties (24) (OOOOOOOOOOOOOOOOOOOOOOOO) (13)
Traits: Bulkheads (5), Carrier (4), Immobile, Ionized Hull, Cargo [Military] (24), Hospital (8), Repair (16), Transport (16)
Munitions:
Marines: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

**Type 3 War Base (3911)**
-Tech: Engine: 2 Fighter: 0 Shield: 2 Weapon: Ind. TL
-Nova-Style TL: 1

**-Fwd:** 60-59-58-57-56-55-54-53-52-51-50-49-48-47-46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

**-Stbd:** 60-59-58-57-56-55-54-53-52-51-50-49-48-47-46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

**-Port:** 60-59-58-57-56-55-54-53-52-51-50-49-48-47-46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

**-Aft:** 60-59-58-57-56-55-54-53-52-51-50-49-48-47-46-45-44-43-42-41-40-39-38-37-36-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1

**Hull:** [*]-[*]-[*]-[*]-[*]-35-34-33-32-31-30-29-28-27-26-25-24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1
**Engines:** N/A
**Weapons:** 255-243-230-217-204-192-179-166-153-141-128-115-102-90-77-64-51-39-26-13
**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

Heavy Standard Missile Bay © [TL 2]
(Skr/Pr1/Cmb/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Pr2/Cmb/Slw)
(MA 6) 6x4+/1/2 // (1/2/--) 6x4+/1/4
[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)

Flak Missile XOR [TL 2] (Skr/NPr/Prx/Exp)
(MA 7) 2x3+/1/1
[TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @ |[TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @ [TT] @ // (9)

Interceptor Missile Launcher © [TL 2]
(Skr/Rp6/FOp/Slw) // -Sprint Mode © [TL 2]
(Crn/Gid/Rp6/FOp/Slw)
(MA 8) 1x3+/1/1 // (2/4/--) 1x3+/1/1
[XX] [XX] [XX] [XX] [XX] [XX] |[XX] [XX] [XX] [XX] [XX] [XX] |[YY] [YY] [YY] [YY] [YY] [YY] |[YY] [YY] [YY] [YY] [YY] [YY] |[ZZ] [ZZ] [ZZ] [ZZ] [ZZ] [ZZ] |[ZZ] [ZZ] [ZZ] [ZZ] [ZZ] [ZZ] | // (18)

Class-4 Battery (Pr1/SLn/Cmb) // -Flak Mode (Rpt)
(4) 1x4+/1/3 // (1) 2x2+/2/1
(5) 1x5+/1/3
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (24)

Heavy PD Turret (Dfn)
(1) 5x3+/1/1
[Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] [Fwd] |[Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] [Port] |[Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] [Stbd] |[Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] [Aft] // (40)

Heavy Axial Plasma Lance ©© (Pr2/SLn/Cmb/Slw-2) // -Flash Mode ©© (Pr1/Cmb/Slw-2)
(4) 1x2+/1/3 // (2) 3x2+/3/1
(8) 1x2+/1/3 // (3) 3x2+/3/1
[Fwd3] [Fwd3] [Fwd3] [Fwd3] [Fwd3] [Fwd3] |[Port3] [Port3] [Port3] [Port3] [Port3] [Port3] |[Stbd3] [Stbd3] [Stbd3] [Stbd3] [Stbd3] [Stbd3] |[Aft3] [Aft3] [Aft3] [Aft3] [Aft3] [Aft3] // (12)

Equipment: AEGIS Fire Control (O), Damage Control Parties (24) (OOOOOOOOOOOOOOOOOOOOOOOO) (13)
Traits: Bulkheads (5), Carrier (4), Immobile, Ionized Hull, Cargo [Military] (24), Hospital (8), Repair (16), Transport (16)
Munitions:
Marines: 24-23-22-21-20-19-18-17-16-15-14-13-12-11-10-9-8-7-6-5-4-3-2-1