

Fullmada: A FTB1 to SNE Conversion

Based upon existing conversion material by doresh (compiled Jan 2023)

A few months ago, I wanted to convert FT ships for VBAM SX campaigns but unfortunately I kept getting sidelined in making exact conversions of FT weapons. Eventually, I decided to see if I had existing conversions to use as a baseline. I did...from doresh in 2016.

I tackled this by back-converting the weapons, entering BAS figures until I got as close as possible matches, then used those figures to convert additional FT ships I had the SSDs for—namely, those from the Star Ranger website. I didn't convert any of the additional FB2 ships because I could only back-convert the Kra'Vak.

Included are all the ships I generated with the Shipyard, from the back-converted ships to the two additional groups of the FB1 ships (named Original Ships, Star Ranger Expansions and Star Ranger Original Conversions), and the new conversions, including notes into my thinking. For example, I started around the 15th of November and on 24th I decided to provide an option by modelling ADFC-equipped ships in two ways, one with the Nova Escort trait, the other without. I didn't convert some of the very small ships, mainly because I felt they would turn out too similar to existing light vessels.

I've decided just to provide the vessels as-is, with none of my usual editing, except for the removal of double blank spaces.

A note regarding SMRs: if there is no note about SMLs, any Salvo Missile Launcher battery listed is a FT salvo missile rack. For ships with SMLs, the note will note how many SMLs the ship has, with the actual number of banks depicting the number of salvoes in the magazine.

ESU

Original Ships

(19) Lenov -class ESU Scoutship

Nova TL: 0

Armor:

Hull: 1 * 1 * 1

Thrust: 8 6 4 3 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Fragile Systems, Hyperdrive

(40) Nanuchka-II -class ESU Corvette

Nova TL: 0

Armor:

Hull: 2 1 * 1 * 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(62) Novgorod -class ESU Frigate

Nova TL: 0

Armor:

Hull: 3 2 1 * 2 1 * 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(82) Warsaw -class ESU Destroyer

Nova TL: 0

Armor: 1 * 1 * 1

Hull: 3 2 1 * 3 2 1 * 2 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive

(104) Volga -class ESU Super Destroyer
Nova TL: 0

Armor: 1 * 1 *
Hull: 4 3 2 1 * 3 2 1 * 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
Specials: Hyperdrive

(145) Tibet -class ESU Light Cruiser
Nova TL: 0

Armor: 1 * 1 * 1
Hull: 5 4 3 2 1 * 5 4 3 2 1 * 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
Specials: Hyperdrive

(186) Beijing/B -class ESU Escort Cruiser
Nova TL: 0

Armor: 2 1 * 2 1 * 1
Hull: 6 5 4 3 2 1 * 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
[Y]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
Specials: Hyperdrive

(226) Gorshkov -class ESU Heavy Cruiser
Nova TL: 0

Armor:

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[Y]: 4x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH2][FH2] / 5 - 10 - 15 / AD: 21 15 11 7 5 4 3 2 1 1 1 0

[Z]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Hyperdrive

[in FT, has two SMRs]

[Original CR was 182. Not sure where discrepancy lies]

[After some thought, I've decided to make each Salvo Missile salvo have a BAS of 8. This means there's some re-design ahead, but reduces the number of salvoes depicted on the Drake notation]

(215) Gorshkov -class ESU Heavy Cruiser

Nova TL: 0

Armor:

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[Y]: 2x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH2][FH2] / 5 - 10 - 15 / AD: 16 11 8 6 4 3 2 1 1 1 1 0

[Z]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Hyperdrive

[in FT, has two SMRs]

(242) Voroshilev -class ESU Heavy Cruiser

Nova TL: 0

Armor: 2 1 * 2 1 * 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 2x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[Y]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Hyperdrive

[Original CR was 243]

(288) Manchuria -class ESU Battlecruiser
Nova TL: 0

Armor:

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[X]: 2x Class-3 Beam (Gid/Sct) / [FH2][FH2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[Y]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Hyperdrive

[Original CR was 289]

(360) Petrograd -class ESU Battleship
Nova TL: 0

Armor:

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[W]: 4x Class-2 Beam (Gid/Sct) / [FH2][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[X]: 2x Class-3 Beam (Gid/Sct) / [FH2][FH2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[Y]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

Specials: Hyperdrive

[Original CR was 361]

(481) Rostov -class ESU Battledreadnought
Nova TL: 0

Armor:

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[X]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[Y]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(774) Tsiolkovsky -class ESU Light Carrier

Nova TL: 0

Armor:

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 4x Class-2 Beam (Gid/Sct) / [FH2][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (12 11 10 9 8 7 6 5 4 3 2 1)

(839) Komarov -class ESU Superdreadnought

Nova TL: 0

Armor:

Hull: 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 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 * 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

Thrust: 2 1 1 1 1

Shields: 4 5 5 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 4x Class-3 Beam (Gid/Sct) / [FH2][LP4][RP4] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0

[Y]: 2x Class-4 Beam (Gid/Sct) / [PF2][SF2] / 8 - 16 - 24 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

[Z]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

[PF is GH arc, SF is GI arc, both 1.42]

(1326) Konstantin -class ESU Attack Carrier

Nova TL: 0

Armor:

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

Thrust: 2 1 1 1 1

Shields: 4 5 5 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 4x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[X]: 4x Class-3 Beam (Gid/Sct) / [FH2][LP4][RP4] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0

[Y]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1)

Star Ranger Expansions

(34) Nanuchka I -class ESU Corvette (Nova TL: 0)

Armor:

Hull: 2 1 * 1 * 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive

(46) Riga -class ESU Frigate (Nova TL: 0)

Armor:

Hull: 2 1 * 2 1 * 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

Specials: Hyperdrive

(63) Grisha -class ESU Frigate (Nova TL: 0)

Armor: 1 * 1 * 1

Hull: 3 2 1 * 2 1 * 2 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(70) Kunitsa -class ESU Frigate (Nova TL: 0)

Armor: 1 * 1 *

Hull: 3 2 1 * 2 1 * 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(68) Krivak -class ESU Destroyer (Nova TL: 0)

Armor:

Hull: 4 3 2 1 * 3 2 1 * 3 2 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(168) Kiang -class ESU Light Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 4x Class-2 Beam (Gid/Sct) / [FH4][LP4][RP4][TR4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Hyperdrive

(171) Beijing/A -class ESU Escort Cruiser (Nova TL: 0)

Armor:

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[Y]: 1x Class-3 Beam (Gid/Sct) / [FR] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(163) Beijing/E -class ESU Escort Cruiser (Nova TL: 0)

Armor: 2 1 * 2 1 * 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(256) Beijing/E -class ESU Escort Cruiser (Nova TL: 0)

Armor: 2 1 * 2 1 * 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
Specials: Escort, Hyperdrive

(255) Slava -class ESU Battlecruiser (Nova TL: 0)

Armor:
Hull: 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
[Y]: 2x Class-3 Beam (Gid/Sct) / [PF2][SF2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
Specials: Hyperdrive

(320) Sverdlov -class ESU Battleship (Nova TL: 0)

Armor:
Hull: 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[W]: 3x Class-2 Beam (Gid/Sct) / [LP3][RP3][FH3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[Y]: 2x Class-3 Beam (Gid/Sct) / [PF2][SF2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
Specials: Hyperdrive

(501) Vostok -class ESU Battledreadnought (Nova TL: 0)

Armor:
Hull: 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 2 1 1 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 3x Class-2 Beam (Gid/Sct) / [LP3][RP3][FH3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[Z]: 1x Class-4 Beam (Gid/Sct) / [FR] / 8 - 16 - 24 / AD: 3 2 2 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

Original Conversions from Star Ranger

(48) Poryshkin -class ESU Corvette
Nova TL: 0

Armor: 1 *
Hull: 2 1 * 1 * 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[W]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive

(65) Kunitsa -class ESU Frigate
Nova TL: 0

Armor: 1 *
Hull: 3 2 1 * 2 1 * 2 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-2 Beam (Gid/Sct) / [FH2][TR2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[W]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive

(97) Ural -class ESU Destroyer
Nova TL: 0

Armor: 1 *
Hull: 3 2 1 * 3 2 1 * 3 2 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 4x Class-2 Beam (Gid/Sct) / [FH1][TR4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0
[W]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive

(103) Ural/F -class ESU Destroyer (Fleet Variant)
Nova TL: 0

Armor: 1 *
Hull: 4 3 2 1 * 3 2 1 * 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [FH1][TR3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0
[W]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0
Specials: Hyperdrive

(120) Kunlun -class ESU Heavy Destroyer

Nova TL: 0

Armor: 1 * 1 *

Hull: 4 3 2 1 * 4 3 2 1 * 3 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 4x Class-2 Beam (Gid/Sct) / [FH1][TR4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[W]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(200) Kunlun -class ESU Heavy Destroyer (Nova TL: 0)

Armor: 1 * 1 *

Hull: 4 3 2 1 * 4 3 2 1 * 3 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 4x Class-2 Beam (Gid/Sct) / [FH1][TR4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[W]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Escort, Hyperdrive

(169) Kiang -class ESU Light Cruiser

Nova TL: 0

Armor: 1 * 1 * 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 5x Class-2 Beam (Gid/Sct) / [FH3][TR5][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0

[W]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 1 0 0 0 0

Specials: Hyperdrive

(196) Oriskansky -class ESU Escort Cruiser

Nova TL: 0

Armor: 2 1 * 1 * 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 5x Class-2 Beam (Gid/Sct) / [FH3][TR5][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0

[W]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(286) Oriskansky -class ESU Escort Cruiser (Nova TL: 0)

Armor: 2 1 * 1 * 1
Hull: 7 6 5 4 3 2 1 * 7 6 5 4 3 2 1 * 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 5x Class-2 Beam (Gid/Sct) / [FH3][TR5][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0
[W]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Escort, Hyperdrive

(277) Xinglong -class ESU Heavy Cruiser
Nova TL: 0

Armor: 2 1 * 2 1 * 1
Hull: 9 8 7 6 5 4 3 2 1 * 9 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 4x Class-2 Beam (Gid/Sct) / [TR2][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0
[W]: 2x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0
[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
Specials: Hyperdrive

(328) Pobyeda -class ESU Battlecruiser
Nova TL: 0

Armor: 2 1 * 2 1 * 1
Hull: 11 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 6x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 11 7 5 4 3 2 1 1 1 0 0 0
[W]: 2x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(414) Pobyeda -class ESU Battlecruiser (Nova TL: 0)

Armor: 2 1 * 2 1 * 1
Hull: 11 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 6x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 11 7 5 4 3 2 1 1 1 0 0 0
[W]: 2x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Escort, Hyperdrive

[2022-11-24: All ESU vessels below this point: Nova Escort as ADFC. There will be two versions of each vessel--one with Escort, one without]

(416) Khalinov -class ESU Battleship
Nova TL: 0

Armor: 2 1 * 2 1 * 2 1
Hull: 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 4x Class-2 Beam (Gid/Sct) / [TR2][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0
[W]: 4x Class-3 Beam (Gid/Sct) / [FH2][LP4][RP4] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive

(504) Khalinov -class ESU Battleship (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1
Hull: 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 4x Class-2 Beam (Gid/Sct) / [TR2][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0
[W]: 4x Class-3 Beam (Gid/Sct) / [FH2][LP4][RP4] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Escort, Hyperdrive

(408) Khalinov/G -class ESU Battleship
Nova TL: 0

Armor: 2 1 * 2 1 * 2 1
Hull: 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 6x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 11 7 5 4 3 2 1 1 1 0 0 0
[W]: 2x Class-4 Beam (Gid/Sct) / [PF2][SF2] / 8 - 16 - 24 / AD: 6 4 3 2 2 1 1 1 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive

(496) Khalinov/G -class ESU Battleship (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1
Hull: 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4

[V]: 6x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 11 7 5 4 3 2 1 1 1 0 0 0
[W]: 2x Class-4 Beam (Gid/Sct) / [PF2][SF2] / 8 - 16 - 24 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Escort, Hyperdrive

(554) Morov -class ESU Battledreadnought
Nova TL: 0

Armor: 3 2 1 * 2 1 * 2 1
Hull: 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 18 17 16 15 14 13
12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 4 5 5 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 5x Class-2 Beam (Gid/Sct) / [TR1][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0
[W]: 4x Class-3 Beam (Gid/Sct) / [FH2][LP4][RP4] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive

(650) Morov -class ESU Battledreadnought (Nova TL: 0)

Armor: 3 2 1 * 2 1 * 2 1
Hull: 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 18 17 16 15 14 13
12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 4 5 5 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 5x Class-2 Beam (Gid/Sct) / [TR1][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0
[W]: 4x Class-3 Beam (Gid/Sct) / [FH2][LP4][RP4] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Escort, Hyperdrive

(544) Morov/G -class ESU Battledreadnought
Nova TL: 0

Armor: 3 2 1 * 2 1 * 2 1
Hull: 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 18 17 16 15 14 13
12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 4 5 5 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 7x Class-2 Beam (Gid/Sct) / [TR2][LP4][RP4] / 4 - 8 - 12 / AD: 12 9 6 4 3 2 2 1 1 1 0 0
[W]: 2x Class-4 Beam (Gid/Sct) / [PF2][SF2] / 8 - 16 - 24 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive

(641) Morov/G -class ESU Battledreadnought (Nova TL: 0)

Armor: 3 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 4 5 5 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 7x Class-2 Beam (Gid/Sct) / [TR2][LP4][RP4] / 4 - 8 - 12 / AD: 12 9 6 4 3 2 2 1 1 1 0 0

[W]: 2x Class-4 Beam (Gid/Sct) / [PF2][SF2] / 8 - 16 - 24 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Escort, Hyperdrive

(821) Zhukov -class ESU Superdreadnought

Nova TL: 0

Armor: 3 2 1 * 2 1 * 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 * 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 * 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

Thrust: 4 3 2 1 1

Shields: 4 5 5 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 5x Class-2 Beam (Gid/Sct) / [TR1][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0

[W]: 5x Class-3 Beam (Gid/Sct) / [FH5][LP3][RP3] / 6 - 12 - 18 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(918) Zhukov -class ESU Superdreadnought (Nova TL: 0)

Armor: 3 2 1 * 2 1 * 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 * 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 * 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

Thrust: 4 3 2 1 1

Shields: 4 5 5 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 5x Class-2 Beam (Gid/Sct) / [TR1][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0

[W]: 5x Class-3 Beam (Gid/Sct) / [FH5][LP3][RP3] / 6 - 12 - 18 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Escort, Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(809) Zhukov/G -class ESU Superdreadnought

Nova TL: 0

Armor: 3 2 1 * 2 1 * 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 * 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 * 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

Thrust: 4 3 2 1 1

Shields: 4 5 5 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 5x Class-2 Beam (Gid/Sct) / [TR1][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0

[W]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[X]: 2x Class-4 Beam (Gid/Sct) / [LP2][RP2] / 8 - 16 - 24 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[Y]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(906) Zhukov/G -class ESU Superdreadnought (Nova TL: 0)

Armor: 3 2 1 * 2 1 * 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 * 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 * 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
Thrust: 4 3 2 1 1
Shields: 4 5 5 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 5x Class-2 Beam (Gid/Sct) / [TR1][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0
[W]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0
[X]: 2x Class-4 Beam (Gid/Sct) / [LP2][RP2] / 8 - 16 - 24 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[Y]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Escort, Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(467) Nanjing -class ESU Escort Carrier
Nova TL: 0

Armor: 2 1 * 1 * 1
Hull: 9 8 7 6 5 4 3 2 1 * 9 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 5x Class-2 Beam (Gid/Sct) / [TR3][FH5][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0
[W]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1)

(550) Nanjing -class ESU Escort Carrier (Nova TL: 0)

Armor: 2 1 * 1 * 1
Hull: 9 8 7 6 5 4 3 2 1 * 9 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 5x Class-2 Beam (Gid/Sct) / [TR3][FH5][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0
[W]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Escort, Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1)

(866) Changchun -class ESU Light Carrier
Nova TL: 0

Armor: 2 1 * 2 1 * 1
Hull: 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 18 17 16 15 14 13
12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 6x Class-2 Beam (Gid/Sct) / [TR2][FH5][LP5][RP5] / 4 - 8 - 12 / AD: 11 7 5 4 3 2 1 1 1 0 0 0
[W]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (12 11 10 9 8 7 6 5 4 3 2 1)

(952) Changchun -class ESU Light Carrier (Nova TL: 0)

Armor: 2 1 * 2 1 * 1
Hull: 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 6x Class-2 Beam (Gid/Sct) / [TR2][FH5][LP5][RP5] / 4 - 8 - 12 / AD: 11 7 5 4 3 2 1 1 1 0 0 0
[W]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Escort, Hyperdrive, Carrier T1 [Fst][Tgh][Str] (12 11 10 9 8 7 6 5 4 3 2 1)

(1416) Shengfeng -class ESU Heavy Carrier
Nova TL: 0

Armor: 2 1 * 2 1 * 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 * 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 * 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
Thrust: 3 2 2 1 1
Shields: 4 5 5 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 5x Class-3 Beam (Gid/Sct) / [FH5][LP3][RP3] / 6 - 12 - 18 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1)

(1502) Shengfeng -class ESU Heavy Carrier (Nova TL: 0)

Armor: 2 1 * 2 1 * 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 * 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 * 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
Thrust: 3 2 2 1 1
Shields: 4 5 5 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 5x Class-3 Beam (Gid/Sct) / [FH5][LP3][RP3] / 6 - 12 - 18 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
Specials: Escort, Hyperdrive, Carrier T1 [Fst][Tgh][Str] (18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1)

(1326) Shengfeng/F -class ESU Heavy Carrier
Nova TL: 0

Armor: 2 1 * 2 1 * 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 * 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 * 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
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 5x Class-3 Beam (Gid/Sct) / [FH5][LP3][RP3] / 6 - 12 - 18 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1)

(1411) Shengfeng/F -class ESU Heavy Carrier (Nova TL: 0)

Armor: 2 1 * 2 1 * 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 * 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 * 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
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 5x Class-3 Beam (Gid/Sct) / [FH5][LP3][RP3] / 6 - 12 - 18 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
Specials: Escort, Hyperdrive, Carrier T1 [Fst][Tgh][Str] (18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1)

(1408) Shengfeng/G -class ESU Heavy Carrier
Nova TL: 0

Armor: 2 1 * 2 1 * 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 * 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 * 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
Thrust: 3 2 2 1 1
Shields: 4 5 5 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
[X]: 2x Class-4 Beam (Gid/Sct) / [LP2][RP2] / 8 - 16 - 24 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[Y]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1)

(1495) Shengfeng/G -class ESU Heavy Carrier (Nova TL: 0)

Armor: 2 1 * 2 1 * 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 * 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 * 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
Thrust: 3 2 2 1 1
Shields: 4 5 5 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
[X]: 2x Class-4 Beam (Gid/Sct) / [LP2][RP2] / 8 - 16 - 24 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[Y]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

Specials: Escort, Hyperdrive, Carrier T1 [Fst][Tgh][Str] (18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1)

FSE

Original Ships

(29) Mistral -class FSE Scoutship

Nova TL: 0

Armor:

Hull: 1 * 1 * 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 1 1 1 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Fragile Systems, Hyperdrive

(42) Athena -class FSE Corvette

Nova TL: 0

Armor:

Hull: 2 1 * 1 * 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 1x Submunition Pack (Gid/Sct/Prc){Exp} / [FR] / 3 - 6 - 9 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(52) Ibiza -class FSE Frigate

Nova TL: 0

Armor:

Hull: 2 1 * 2 1 * 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Submunition Pack (Gid/Sct/Prc){Exp} / [FR2][FR2] / 3 - 6 - 9 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(96) San Miguel -class FSE Destroyer

Nova TL: 0

Armor: 1 * 1 *

Hull: 4 3 2 1 * 3 2 1 * 3 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
Specials: Hyperdrive

[Original CR was 93]

(112) Trieste -class FSE Super Destroyer
Nova TL: 0

Armor:
Hull: 5 4 3 2 1 * 4 3 2 1 * 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
[W]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0
[X]: 9x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH2][FH2] / 5 - 10 - 15 / AD: 16 11 8 6 4 3 2 1 1 1 0 0
[Y]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive

[Original CR was 124]

[this class had one SML with two salvos]

[2022-11-18: Redesigned with SML/SMR now a BAS 8 weapon, each representing a single salvo, rather than four representing a salvo]

(112) Trieste -class FSE Super Destroyer
Nova TL: 0

Armor:
Hull: 5 4 3 2 1 * 4 3 2 1 * 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
[W]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0
[X]: 2x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH2][FH2] / 5 - 10 - 15 / AD: 16 11 8 6 4 3 2 1 1 1 1 0
[Y]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive

[this class had one SML with two salvos]

(146) Suffren -class FSE Light Cruiser
Nova TL: 0

Armor:
Hull: 6 5 4 3 2 1 * 5 4 3 2 1 * 5 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[W]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1
[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Hyperdrive

[this class had one SML with three salvoes]

(168) Milan -class FSE Escort Cruiser

Nova TL: 0

Armor:

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

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[W]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[Y]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

[this class had one SML with three salvoes]

(225) Jerez -class FSE Heavy Cruiser

Nova TL: 0

Armor:

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

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 3x Class-2 Beam (Gid/Sct) / [LP3][RP3][TR3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[W]: 4x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH4][FH4][FH4][FH4] / 5 - 10 - 15 / AD: 32 23 16 11 8 6 4 3 2 1 1 1

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[Y]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive

[this class had two SMLs with four salvoes]

(267) Ypres -class FSE Battlecruiser

Nova TL: 0

Armor:

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

Thrust: 6 4 3 2 2

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 3x Class-2 Beam (Gid/Sct) / [LP3][RP3][TR3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[W]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1

[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

[Y]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive

[this class had one SML with three salvoes]

(333) Roma -class FSE Battleship

Nova TL: 0

Armor:

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 5x Class-2 Beam (Gid/Sct) / [LP3][RP3][TR5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0

[W]: 6x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [LP5][LP5][LP5][RP5][RP5][RP5] / 5 - 10 - 15 / AD: 48 34 24 17 12 8 6 4 3 2 2 1

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive

[this class had two SMLs with six salvos]

(504) Bonaparte -class FSE Battledreadnought

Nova TL: 0

Armor:

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

Thrust: 6 4 3 2 2

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 3x Class-2 Beam (Gid/Sct) / [LP3][RP3][TR3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[W]: 4x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH4][FH4][FH4][FH4] / 5 - 10 - 15 / AD: 32 23 16 11 8 6 4 3 2 1 1 1

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[Z]: 1x Class-3 Beam (Gid/Sct) / [FR] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

[this class had one SML with four salvos]

(961) Foch -class FSE Superdreadnought

Nova TL: 0

Armor:

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 * 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 * 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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 4x Class-2 Beam (Gid/Sct) / [LP4][RP4][TR2] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[W]: 9x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH6][FH6][FH6][LP6][LP6][LP6][RP6][RP6][RP6] / 5 - 10 - 15 / AD: 72 51 36 25 18 13 9 6 5 3 2 2

[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[Y]: 2x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (9 8 7 6 5 4 3 2 1)

[this class had three SMLs with nine salvoes]

(823) Bologna -class FSE Light Carrier
Nova TL: 0

Armor:

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[W]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (12 11 10 9 8 7 6 5 4 3 2 1)

[this class had one SML with three salvoes]

(1387) Jeanne d'Arc -class FSE Fleet Carrier
Nova TL: 0

Armor:

Hull: 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 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 * 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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[W]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1

[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[Y]: 2x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1)

[this class had one SML with three salvoes]

Star Ranger Expansions

(50) Ianesco -class FSE Frigate (Nova TL: 0)

Armor:

Hull: 2 1 * 2 1 * 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[X]: 1x Submunition Pack (Gid/Sct/Prc){Exp} / [FR] / 3 - 6 - 9 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[Y]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(61) Flaubert -class FSE Frigate (Nova TL: 0)

Armor:

Hull: 2 1 * 2 1 * 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[X]: 1x Submunition Pack (Gid/Sct/Prc){Exp} / [FR] / 3 - 6 - 9 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[Y]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(97) San Miguel/M -class FSE Missile Destroyer (Nova TL: 0)

Armor: 1 * 1 *

Hull: 4 3 2 1 * 3 2 1 * 3 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 1x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH] / 5 - 10 - 15 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Hyperdrive

(146) Suffren/A -class FSE Light Cruiser (Nova TL: 0)

Armor:

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

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[W]: 2x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH2][FH2] / 5 - 10 - 15 / AD: 16 11 8 6 4 3 2 1 1 1 1 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[Y]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive

[this class had one SML with two salvos]

(153) Suffren/B -class FSE Light Cruiser (Nova TL: 0)

Armor:

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

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[W]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[Y]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive

[this class had one SML with three salvoes]

(138) Suffren/C -class FSE Light Cruiser (Missile Racks) (Nova TL: 0)

Armor:

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

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[W]: 2x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH2][FH2] / 5 - 10 - 15 / AD: 16 11 8 6 4 3 2 1 1 1 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[Y]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

[this class had one SML with two salvoes]

(241) Ypres -class FSE Battlecruiser (pre-refit) (Nova TL: 0)

Armor:

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

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 3x Class-2 Beam (Gid/Sct) / [LP3][RP3][TR3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[W]: 4x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH4][FH4][FH4][FH4] / 5 - 10 - 15 / AD: 32 23 16 11 8 6 4 3 2 1 1 1

[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

[Y]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive

[this class had two SMLs with four salvoes]

(329) Zara (prototype) -class FSE Battleship (Nova TL: 0)

Armor:

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

Thrust: 6 4 3 2 2

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 4x Class-2 Beam (Gid/Sct) / [LP4][RP4][FH4][TR4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[W]: 4x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH4][FH4][FH4][FH4] / 5 - 10 - 15 / AD: 32 23 16 11 8 6 4 3 2 1 1 1

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive

[this class had two SMLs with four salvoes]

(371) Santiago (prototype) -class FSE Battleship (Nova TL: 0)

Armor:

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 5x Class-2 Beam (Gid/Sct) / [LP3][RP3][TR5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0

[W]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1

[X]: 2x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH2][FH2] / 5 - 10 - 15 / AD: 16 11 8 6 4 3 2 1 1 1 1 0

[Y]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Z]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[A]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

[this class had two SMLs with five salvoes. I decided to give the W battery the extra salvo]

(470) Garibaldi -class FSE Battledreadnought (Nova TL: 0)

Armor:

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 4x Class-2 Beam (Gid/Sct) / [LP4][RP4][TR2] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[W]: 4x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH4][FH4][FH4][FH4] / 5 - 10 - 15 / AD: 32 23 16 11 8 6 4 3 2 1 1 1

[X]: 1x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH] / 5 - 10 - 15 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Z]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

[Note: the Garibaldi has five salvoes serving a single SML. Doing a by-the-books conversion would lose 1 attack dice per salvo, so I decided to split the battery, and have a special rule that, for the Garibaldi BDN, only one of the W or X batteries may fire a turn]

(489) Aragon -class FSE Battledreadnought (Nova TL: 0)

Armor:

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 3x Class-2 Beam (Gid/Sct) / [LP3][RP3][TR3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[W]: 6x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [LP5][LP5][LP5][RP5][RP5][RP5] / 5 - 10 - 15 / AD: 48 34 24 17 12 8 6 4 3 2 2 1

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[Z]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

[this class had two SMLs with six salvoes]

(447) Veneto -class FSE Battledreadnought (Nova TL: 0)

Armor:

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

Thrust: 6 4 3 2 2

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 3x Class-2 Beam (Gid/Sct) / [LP3][RP3][TR3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[W]: 4x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH4][FH4][FH4][FH4] / 5 - 10 - 15 / AD: 32 23 16 11 8 6 4 3 2 1 1 1

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

[this class had one SML with four salvos]

(749) Chirac -class FSE Superdreadnought (Nova TL: 0)

Armor:

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 5x Class-2 Beam (Gid/Sct) / [LP5][RP5][FH5][TR3] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0

[W]: 6x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [LP5][LP5][LP5][RP5][RP5][RP5] / 5 - 10 - 15 / AD: 48 34 24 17 12 8 6 4 3 2 2 1

[X]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0

[Y]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[Z]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[A]: 1x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [TR] / 5 - 10 - 15 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1)

[Note: The Chirac has two SMLs, in two different arcs, served by a single magazine with an odd number of salvos. I decided to follow the same principle as the Garibaldi. The TR arc is to show that one salvo can be fired into either SML's arcs]

Star Ranger Original Conversions

(19) Cygne -class FSE Scoutship (Nova TL: 0)

Armor:

Hull: 1 * 1 * 1

Thrust: 8 6 4 3 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Fragile Systems, Hyperdrive

(40) Daphne -class FSE Corvette (Nova TL: 0)

Armor:

Hull: 2 1 * 1 * 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 2x Submunition Pack (Gid/Sct/Prc){Exp} / [FR2][FR2] / 3 - 6 - 9 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(53) Lemnos -class FSE Frigate (Nova TL: 0)

Armor:

Hull: 2 1 * 2 1 * 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 1x Submunition Pack (Gid/Sct/Prc){Exp} / [FR] / 3 - 6 - 9 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

[Y]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

Specials: Hyperdrive

(66) Esperance -class FSE Heavy Frigate (Nova TL: 0)

Armor:

Hull: 3 2 1 * 3 2 1 * 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 2x Submunition Pack (Gid/Sct/Prc){Exp} / [FR2][FR2] / 3 - 6 - 9 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

[Y]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

Specials: Hyperdrive

(85) Hydra -class FSE Destroyer (Nova TL: 0)

Armor:

Hull: 3 2 1 * 3 2 1 * 3 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 3x Submunition Pack (Gid/Sct/Prc){Exp} / [FR3][FR3][FR3] / 3 - 6 - 9 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[Y]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

Specials: Hyperdrive

(89) Hydra/C ("Epee") -class FSE Destroyer (Nova TL: 0)

Armor:

Hull: 3 2 1 * 3 2 1 * 3 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 1x Submunition Pack (Gid/Sct/Prc){Exp} / [FR] / 3 - 6 - 9 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[Y]: 2x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

Specials: Hyperdrive

(99) Thetis -class FSE Destroyer (Nova TL: 0)

Armor:

Hull: 4 3 2 1 * 3 2 1 * 3 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 1x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH] / 5 - 10 - 15 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[Y]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

Specials: Hyperdrive

(110) Galiano -class FSE Heavy Destroyer (Nova TL: 0)

Armor:

Hull: 4 3 2 1 * 4 3 2 1 * 4 3 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[Y]: 1x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH] / 5 - 10 - 15 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Hyperdrive

(142) Ardennes -class FSE Light Cruiser (Nova TL: 0)

Armor:

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

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [LP3][RP3][TR3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[Y]: 1x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH] / 5 - 10 - 15 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Hyperdrive

(191) Colbert -class FSE Escort Cruiser (Nova TL: 0)

Armor:

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

Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 3x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
[Y]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1
Specials: Hyperdrive

[this class had one SML with three salvos]

(171) Colbert/E -class FSE Escort Cruiser (Nova TL: 0)

Armor:
Hull: 7 6 5 4 3 2 1 * 7 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
[Y]: 2x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH2][FH2] / 5 - 10 - 15 / AD: 16 11 8 6 4 3 2 1 1 1 1 0
Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(251) Colbert/E -class FSE Escort Cruiser (Nova TL: 0)

Armor:
Hull: 7 6 5 4 3 2 1 * 7 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
[Y]: 2x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH2][FH2] / 5 - 10 - 15 / AD: 16 11 8 6 4 3 2 1 1 1 1 0
Specials: Escort, Hyperdrive

[this class had one SML with two salvos]

(229) Tourville -class FSE Heavy Cruiser (Nova TL: 0)

Armor:
Hull: 9 8 7 6 5 4 3 2 1 * 9 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 4x Class-2 Beam (Gid/Sct) / [FH2][TR2] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0
[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
[Y]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1
Specials: Hyperdrive

[this class had one SML with three salvoes]

(251) Duquesne -class FSE Battlecruiser (Nova TL: 0)

Armor:

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

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

[Y]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1

[Z]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

[this class had one SML with three salvoes]

(332) Da Silva -class FSE Battleship (Nova TL: 0)

Armor:

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 6x Class-2 Beam (Gid/Sct) / [LP3][RP3][FH5][TR5] / 4 - 8 - 12 / AD: 11 7 5 4 3 2 1 1 1 0 0 0

[W]: 4x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [LP4][LP4][RP4][RP4] / 5 - 10 - 15 / AD: 32 23 16 11 8 6 4 3 2 1 1 1

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[Z]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[A]: 1x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [TR] / 5 - 10 - 15 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Hyperdrive

[This is the first unit I've converted where a choice had to be made. The Da Silva had two SMLs with different arcs served by a single magazine with an odd number of salvoes. As doing a by-the-books conversion would result in an attack dice string weakening the effectiveness of the Da Silva's SMs, I've decided to put the odd salvo in a separate battery with a TR arc, with the proviso that only one Salvo Missile Battery (W or A) can be fired in a turn]

(578) Littorio -class FSE Battledreadnought (Nova TL: 0)

Armor:

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 4x Class-2 Beam (Gid/Sct) / [TR2][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[Y]: 4x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [LP4][LP4][RP4][RP4] / 5 - 10 - 15 / AD: 32 23 16 11 8 6 4 3 2 1 1 1

[Z]: 2x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

[2022-11-24: Nova Escort as ADFC]

(664) Littorio -class FSE Battledreadnought (Nova TL: 0)

Armor:

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 4x Class-2 Beam (Gid/Sct) / [TR2][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[Y]: 4x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [LP4][LP4][RP4][RP4] / 5 - 10 - 15 / AD: 32 23 16 11 8 6 4 3 2 1 1 1

[Z]: 2x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Escort, Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

[this class had two SMLs with four salvoes]

(917) Charlemagne -class FSE Superdreadnought (Nova TL: 0)

Armor:

Hull: 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 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 * 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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 5x Class-2 Beam (Gid/Sct) / [TR1][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0

[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[Y]: 8x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [LP6][LP6][LP6][LP6][RP6][RP6][RP6][RP6] / 5 - 10 - 15 / AD: 64 45 32 23 16 11 8 6 4 3 2 1

[Z]: 4x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH4][FH4][FH4][FH4] / 5 - 10 - 15 / AD: 32 23 16 11 8 6 4 3 2 1 1 1

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1)

[2022-11-24: Nova Escort as ADFC]

(1003) Charlemagne -class FSE Superdreadnought (Nova TL: 0)

Armor:

Hull: 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 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 * 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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 5x Class-2 Beam (Gid/Sct) / [TR1][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0

[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[Y]: 8x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [LP6][LP6][LP6][LP6][RP6][RP6][RP6][RP6] / 5 - 10 - 15 / AD: 64 45 32 23 16 11 8 6 4 3 2 1

[Z]: 4x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH4][FH4][FH4][FH4] / 5 - 10 - 15 / AD: 32 23 16 11 8 6 4 3 2 1 1 1

Specials: Escort, Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1)

[this class had three SML with twelve(!) salvoes]

(384) Centauro -class FSE Escort Carrier (Nova TL: 0)

Armor:

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

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1)

(705) Stromboli -class FSE Light Carrier (Nova TL: 0)

Armor:

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 0 0 0 0

[Y]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (12 11 10 9 8 7 6 5 4 3 2 1)

[this class had one SML with three salvoes]

(844) Affondatore -class FSE Strike Carrier (Nova TL: 0)

Armor:

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 0 0 0 0

[Y]: 6x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [LP5][LP5][LP5][RP5][RP5][RP5] / 5 - 10 - 15 / AD: 48 34 24 17 12 8 6 4 3 2 2 1

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (12 11 10 9 8 7 6 5 4 3 2 1)

[this class had two SMLs with six salvoes]

(1015) Affondatore/A -class FSE Strike Carrier (Nova TL: 0)

Armor:

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1)

(1494) Richelieu -class FSE Heavy Carrier (Nova TL: 0)

Aarmor:

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 * 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 * 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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0

[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 0 0

[Y]: 4x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH4][FH4][FH4][FH4] / 5 - 10 - 15 / AD: 32 23 16 11 8 6 4 3 2 1 1 1

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1)

[this class had one SML with four salvoes]

(1329) Richelieu/S -class FSE Heavy Carrier (Nova TL: 0)

Aarmor:

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 * 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 * 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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0

[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 0 0

[Y]: 6x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH5][FH5][FH5][FH5][FH5][FH5] / 5 - 10 - 15 / AD: 48 34 24 17 12 8 6 4 3 2 2 1

[Z]: 4x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH4][FH4][FH4][FH4] / 5 - 10 - 15 / AD: 32 23 16 11 8 6 4 3 2 1 1 1

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1)

[this class had three SMLs with ten salvoes. I decided to give the single SML the extra salvo]

NAC

Original Ships

(19) Harrison -class NAC Scoutship
Nova TL: 0

Armor:
Hull: 1 * 1 * 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 1 1 1 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
Specials: Fragile Systems, Hyperdrive

(32) Arapaho -class NAC Corvette
Nova TL: 0

Armor: 1 *
Hull: 1 * 1 * 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0
Specials: Fragile Systems, Hyperdrive

(52) Minerva -class NAC Frigate
Nova TL: 0

Armor:
Hull: 2 1 * 2 1 * 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0
[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive

(71) Tacoma -class NAC Heavy Frigate
Nova TL: 0

Armor:
Hull: 3 2 1 * 2 1 * 2 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0

Specials: Hyperdrive

(83) Ticonderoga -class NAC Destroyer

Nova TL: 0

Armor:

Hull: 3 2 1 * 3 2 1 * 3 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Hyperdrive

(142) Huron -class NAC Light Cruiser

Nova TL: 0

Armor:

Hull: 5 4 3 2 1 * 5 4 3 2 1 * 5 4 3 2 1

Thrust: 6 4 3 2 2

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Hyperdrive

(187) Furious -class NAC Escort Cruiser

Nova TL: 0

Armor: 1 * 1 * 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 1x Class-3 Beam (Gid/Sct) / [FR] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[Y]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0

[Z]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

Specials: Hyperdrive

[2022-11-24: Considering the use of Nova Escort to model ADFC]

(274) Furious -class NAC Escort Cruiser

Nova TL: 0

Armor: 1 * 1 * 1
Hull: 7 6 5 4 3 2 1 * 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[X]: 1x Class-3 Beam (Gid/Sct) / [FR] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0
[Y]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0
[Z]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
Specials: Escort, Hyperdrive

(210) Vandenburg -class NAC Heavy Cruiser
Nova TL: 0

Armor: 2 1 * 2 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[X]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0
[Y]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0
Specials: Hyperdrive

(313) Majestic -class NAC Battlecruiser
Nova TL: 0

Armor: 2 1 * 2 1 * 1
Hull: 11 10 9 8 7 6 5 4 3 2 1 * 11 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0
[W]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0
[X]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0
[Y]: 12x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 21 15 11 7 5 4 3 2 1 1 1 0
[Z]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
Specials: Hyperdrive

[2022-11-18: Decided to redo SMLs/SMRs as BAS 8 weapon representing a salvo]

(319) Majestic -class NAC Battlecruiser
Nova TL: 0

Armor: 2 1 * 2 1 * 1
Hull: 11 10 9 8 7 6 5 4 3 2 1 * 11 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[X]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[Y]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1

[Z]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

Specials: Hyperdrive

[this class had one SML with three salvoes]

(376) Victoria -class NAC Battleship

Nova TL: 0

Armor: 2 1 * 2 1 * 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[X]: 3x Class-3 Beam (Gid/Sct) / [FH3][LP3][RP3] / 6 - 12 - 18 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[Y]: 2x Pulse Torpedo (Acr/Cts/Prc) / [FR2][FR2] / 5 - 10 - 15 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

[Z]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

Specials: Hyperdrive

(507) Excalibur -class NAC Battledreadnought

Nova TL: 0

Armor: 3 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[X]: 3x Class-3 Beam (Gid/Sct) / [FH3][LP3][RP3] / 6 - 12 - 18 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[Y]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0

[Z]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(745) Valley Forge -class NAC Superdreadnought

Nova TL: 0

Armor: 3 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 3x Class-3 Beam (Gid/Sct) / [FH3][LP3][RP3] / 6 - 12 - 18 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[Y]: 2x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 2 1 1 1 1 0 0 0 0 0 0 0
[Z]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1)

(747) Inflexible -class NAC Light Fleet Carrier
Nova TL: 0

Armor: 3 2 1 * 3 2 1 * 3 2 1
Hull: 10 9 8 7 6 5 4 3 2 1 * 9 8 7 6 5 4 3 2 1 * 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 4 5 5 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (12 11 10 9 8 7 6 5 4 3 2 1)

(1094) Ark Royal -class NAC Fleet Carrier
Nova TL: 0

Armor: 4 3 2 1 * 4 3 2 1 * 4 3 2 1
Hull: 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 13 12 11 10 9 8 7 6 5 4 3 2 1 * 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 4 5 5 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1)

Star Ranger Expansions

(56) Miyazaki -class NAC Frigate (Nova TL: 0)

Armor:
Hull: 2 1 * 2 1 * 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 4x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 10 7 5 3 2 2 1 1 1 0 0 0
[W]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive

(36) Minerva/A -class NAC Frigate (Nova TL: 0)

Armor:
Hull: 2 1 * 2 1 * 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Hyperdrive

(57) Tacoma/A -class NAC Heavy Frigate (Nova TL: 0)

Armor:

Hull: 3 2 1 * 2 1 * 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[X]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

Specials: Hyperdrive

[2022-11-24: Considering using Nova Escort to model ADFC]

(117) Minerva/A -class NAC Frigate (Nova TL: 0)

Armor:

Hull: 2 1 * 2 1 * 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Escort, Hyperdrive

(137) Tacoma/A -class NAC Heavy Frigate (Nova TL: 0)

Armor:

Hull: 3 2 1 * 2 1 * 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[X]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

Specials: Escort, Hyperdrive

(71) Tacoma/T -class NAC Heavy Frigate (Nova TL: 0)

Armor:

Hull: 3 2 1 * 2 1 * 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

[X]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0

Specials: Hyperdrive

(85) Ticonderoga -class NAC Destroyer (Nova TL: 0)

Armor:

Hull: 3 2 1 * 3 2 1 * 3 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[W]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[X]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

Specials: Hyperdrive

(99) Tallahachie -class NAC Destroyer (Nova TL: 0)

Armor:

Hull: 4 3 2 1 * 3 2 1 * 3 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[X]: 3x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive

(134) Hoshino -class NAC Light Cruiser (Nova TL: 0)

Armor:

Hull: 5 4 3 2 1 * 5 4 3 2 1 * 5 4 3 2 1

Thrust: 6 4 3 2 2

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[X]: 2x Class-2 Beam (Gid/Sct) / [FH2][TR2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

Specials: Hyperdrive

(212) Furious/M -class NAC Escort Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0
[W]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0
[X]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[Y]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1
Specials: Hyperdrive

[this class had one SML with three salvoes]

(258) Vandenburg/T -class NAC Heavy Cruiser (Nova TL: 0)

Armor: 2 1 * 2 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
[W]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0
[X]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[Y]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0
[Z]: 2x Pulse Torpedo (Acr/Cts/Prc) / [FR2][FR2] / 5 - 10 - 15 / AD: 2 1 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive

(307) Lion -class NAC Battlecruiser (Nova TL: 0)

Armor: 2 1 * 2 1 * 1
Hull: 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
[W]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0
[X]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0
[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0
[Z]: 2x Pulse Torpedo (Acr/Cts/Prc) / [FR2][FR2] / 5 - 10 - 15 / AD: 2 1 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive

(292) Repulse -class NAC Battlecruiser (Nova TL: 0)

Armor: 2 1 * 2 1 * 1
Hull: 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1 * 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0
[W]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0
[X]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0
[Z]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive

(299) Sioux -class NAC Battlecruiser (Nova TL: 0)

Armor: 2 1 * 1 * 1
Hull: 11 10 9 8 7 6 5 4 3 2 1 * 11 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
[W]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0
[X]: 3x Class-2 Beam (Gid/Sct) / [LP3][RP3][TR3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0
[Y]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0
[Z]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0
Specials: Hyperdrive

(361) Howe -class NAC Battleship [Area-Defence/Long-Range Fire-Support] (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1
Hull: 13 12 11 10 9 8 7 6 5 4 3 2 1 * 13 12 11 10 9 8 7 6 5 4 3 2 1 * 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
[W]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0
[X]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0
[Z]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1
Specials: Hyperdrive

[2022-11-24: Nova Escort modelling ADFC]

(453) Howe -class NAC Battleship [Area-Defence/Long-Range Fire Support] (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1
Hull: 13 12 11 10 9 8 7 6 5 4 3 2 1 * 13 12 11 10 9 8 7 6 5 4 3 2 1 * 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
[W]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0
[X]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0
[Z]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1
Specials: Escort, Hyperdrive

[this class had one SML with three salvoes]

(376) Vanguard -class NAC Battleship [heavy ship-killer] (Nova TL: 0)

Armor: 4 3 2 1 * 3 2 1 * 3 2 1
Hull: 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1 * 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

[X]: 3x Class-2 Beam (Gid/Sct) / [LP3][RP3][FH3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[Y]: 4x Pulse Torpedo (Acr/Cts/Prc) / [FR4][FR4][FR4][FR4] / 5 - 10 - 15 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Hyperdrive

(479) Avalon -class NAC Battledreadnought (Nova TL: 0)

Armor: 3 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

[X]: 2x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[Y]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0

[Z]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(652) Eastwood -class NAC Superdreadnought (Nova TL: 0)

Armor: 2 1 * 2 1 * 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

[X]: 4x Class-2 Beam (Gid/Sct) / [TR2][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[Y]: 2x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1)

(662) Valley Forge/S -class NAC Superdreadnought (Nova TL: 0)

Armor: 3 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[X]: 2x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[Y]: 3x Class-3 Beam (Gid/Sct) / [FH3][LP3][RP3] / 6 - 12 - 18 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[Z]: 2x Pulse Torpedo (Acr/Cts/Prc) / [FR2][FR2] / 5 - 10 - 15 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

[A]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

[this class had one SML with three salvoes]

(580) Valley Forge/M -class NAC Superdreadnought (Nova TL: 0)

Armor: 3 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[X]: 2x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[Y]: 3x Class-3 Beam (Gid/Sct) / [FH3][LP3][RP3] / 6 - 12 - 18 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[Z]: 2x Pulse Torpedo (Acr/Cts/Prc) / [FR2][FR2] / 5 - 10 - 15 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

[A]: 6x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH5][FH5][FH5][FH5][FH5][FH5] / 5 - 10 - 15 / AD: 48 34 24 17 12 8 6 4 3 2 2 1

Specials: Hyperdrive

[this class had two SMLs with six salvoes]

(1038) Saratoga -class NAC Fleet Carrier (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 4 5 5 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

[X]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1)

Star Ranger Original Conversions

(40) Comanche -class NAC Corvette (Nova TL: 0)

Armor: 1 *

Hull: 1 * 1 * 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(57) Troutbridge -class NAC Frigate (Nova TL: 0)

Armor: 1 *

Hull: 2 1 * 2 1 * 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0
[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive

(64) Cambridge -class NAC Torpedo Frigate (Nova TL: 0)

Armor: 1 *
Hull: 2 1 * 2 1 * 2 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
[W]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0
[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive

(69) Achilles -class NAC Heavy Frigate (Nova TL: 0)

Armor:
Hull: 3 2 1 * 2 1 * 2 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [FH2][TR2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive

(51) Achilles/E -class NAC Heavy Frigate (Nova TL: 0)

Armor:
Hull: 3 2 1 * 2 1 * 2 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
[W]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(132) Achilles/A -class NAC Heavy Frigate (Nova TL: 0)

Armor:
Hull: 3 2 1 * 2 1 * 2 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
[W]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Escort, Hyperdrive

(98) Tallahachie -class NAC Destroyer (Nova TL: 0)

Armor: 1 * 1 *
Hull: 3 2 1 * 3 2 1 * 3 2 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [FH2][TR2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
Specials: Hyperdrive

(116) Tulsa -class NAC Heavy Destroyer (Nova TL: 0)

Armor: 1 * 1 *
Hull: 4 3 2 1 * 4 3 2 1 * 3 2 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0
[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
[Y]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0
Specials: Hyperdrive

(156) Lancaster -class NAC Light Cruiser (Nova TL: 0)

Armor: 1 * 1 *
Hull: 5 4 3 2 1 * 5 4 3 2 1 * 5 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
Specials: Hyperdrive

(145) Lancaster/B -class NAC Light Cruiser (Nova TL: 0)

Armor: 1 * 1 *
Hull: 5 4 3 2 1 * 5 4 3 2 1 * 5 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
[Y]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive

(185) Suffolk -class NAC Escort Cruiser (Nova TL: 0)

Armor: 1 * 1 *
Hull: 6 5 4 3 2 1 * 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
[Y]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive

(166) Suffolk/E -class NAC Escort Cruiser (Nova TL: 0)

Armor: 1 * 1 *
Hull: 6 5 4 3 2 1 * 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(253) Suffolk/E -class NAC Escort Cruiser (Nova TL: 0)

Armor: 1 * 1 *
Hull: 6 5 4 3 2 1 * 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
Specials: Escort, Hyperdrive

(238) Tiger -class NAC Strike Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 7 6 5 4 3 2 1 * 7 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
[W]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0
[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0
[Y]: 2x Pulse Torpedo (Acr/Cts/Prc) / [PF2][SF2] / 5 - 10 - 15 / AD: 2 1 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive

(233) Battleaxe -class NAC Heavy Cruiser (Nova TL: 0)

Armor: 2 1 * 2 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [FH2][TR2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0
[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0
Specials: Hyperdrive

(319) Renown -class NAC Battlecruiser (Nova TL: 0)

Armor: 2 1 * 2 1 * 1
Hull: 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [FH2][TR2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0
[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0
[Z]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FH] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0
Specials: Hyperdrive

(413) Thunderer -class NAC Battleship (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1
Hull: 13 12 11 10 9 8 7 6 5 4 3 2 1 * 13 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0
[W]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0
[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0
[Y]: 3x Class-3 Beam (Gid/Sct) / [FH3][LP3][RP3] / 6 - 12 - 18 / AD: 7 5 4 3 2 1 1 1 0 0 0
[Z]: 2x Pulse Torpedo (Acr/Cts/Prc) / [PF2][SF2] / 5 - 10 - 15 / AD: 2 1 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive

(556) Farragut -class NAC Battledreadnought (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[Z]: 1x Class-4 Beam (Gid/Sct) / [FH] / 8 - 16 - 24 / AD: 3 2 2 1 1 1 0 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(598) Farragut/T -class NAC Battledreadnought (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[Z]: 2x Pulse Torpedo (Acr/Cts/Prc) / [FH] / 5 - 10 - 15 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(552) Farragut/G -class NAC Battledreadnought (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[Z]: 1x Class-2 Graser (Gid/Sct/Cts) / [PF] / 6 - 12 - 18 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(713) Trafalgar -class NAC Superdreadnought (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
[Y]: 3x Class-3 Beam (Gid/Sct) / [LP3][RP3][FH3] / 6 - 12 - 18 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[Z]: 2x Class-4 Beam (Gid/Sct) / [FH] / 8 - 16 - 24 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(791) Trafalgar/T -class NAC Superdreadnought (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1
Hull: 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 20
19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
[Y]: 3x Class-3 Beam (Gid/Sct) / [LP3][RP3][FH3] / 6 - 12 - 18 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[Z]: 4x Pulse Torpedo (Acr/Cts/Prc) / [FH] / 5 - 10 - 15 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(705) Trafalgar/G -class NAC Superdreadnought (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1
Hull: 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 20
19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
[Y]: 3x Class-3 Beam (Gid/Sct) / [LP3][RP3][FH3] / 6 - 12 - 18 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[Z]: 2x Class-2 Graser (Gid/Sct/Cts) / [PF2][SF2] / 6 - 12 - 18 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(405) Fearless -class NAC Escort Carrier (Nova TL: 0)

Armor: 2 1 * 1 * 1
Hull: 7 6 5 4 3 2 1 * 7 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1)

(768) Midway -class NAC Light Carrier (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (12 11 10 9 8 7 6 5 4 3 2 1)

(1358) Nimitz -class NAC Heavy Carrier (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [TR1][FH3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1)

(971) Albion -class NAC Battle Carrier (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[Z]: 1x Class-4 Beam (Gid/Sct) / [FH] / 8 - 16 - 24 / AD: 3 2 2 1 1 1 0 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (12 11 10 9 8 7 6 5 4 3 2 1)

(1009) Albion/T -class NAC Battle Carrier (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0
[Z]: 2x Pulse Torpedo (Acr/Cts/Prc) / [FH] / 5 - 10 - 15 / AD: 2 1 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (12 11 10 9 8 7 6 5 4 3 2 1)

(967) Albion/G -class NAC Battle Carrier (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1
Hull: 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 20 19 18
17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0
[Z]: 1x Class-2 Graser (Gid/Sct/Cts) / [SF] / 6 - 12 - 18 / AD: 2 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (12 11 10 9 8 7 6 5 4 3 2 1)

NSL

Original Ships

(23) Falke -class NSL Scoutship

Nova TL: 0

Armor: 1 *

Hull: 1 * 1 * 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 1 1 1 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0

Specials: Fragile Systems, Hyperdrive

(37) Stroschen -class NSL Corvette

Nova TL: 0

Armor: 1 * 1 *

Hull: 2 1 * 1 * 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0

[W]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0

Specials: Hyperdrive

(55) Ehrenhold -class NSL Frigate

Nova TL: 0

Armor: 1 * 1 *

Hull: 2 1 * 2 1 * 2 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0

[W]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0

Specials: Hyperdrive

(89) Waldburg -class NSL Destroyer

Nova TL: 0

Armor: 1 * 1 * 1

Hull: 3 2 1 * 3 2 1 * 3 2 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Hyperdrive

(96) Waldburg/M -class NSL Missile Destroyer

Nova TL: 0

Armor: 1 * 1 *

Hull: 3 2 1 * 3 2 1 * 3 2 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 9x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH2][FH2] / 5 - 10 - 15 / AD: 16 11 8 6 4 3 2 1 1 1 0 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

[2022-11-18: Decided to redo SML/SMR as BAS 8 weapon]

(97) Waldburg/M -class NSL Missile Destroyer

Nova TL: 0

Armor: 1 * 1 *

Hull: 3 2 1 * 3 2 1 * 3 2 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 2x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH2][FH2] / 5 - 10 - 15 / AD: 16 11 8 6 4 3 2 1 1 1 1 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

[this class had one SML with two salvoes]

(130) Kronprinz Wilhelm -class NSL Light Cruiser

Nova TL: 0

Armor: 2 1 * 2 1 * 1

Hull: 5 4 3 2 1 * 5 4 3 2 1 * 4 3 2 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(213) Kronprinz Wilhelm -class NSL Light Cruiser

Nova TL: 0

Armor: 2 1 * 2 1 * 1

Hull: 5 4 3 2 1 * 5 4 3 2 1 * 4 3 2 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

Specials: Escort, Hyperdrive

(157) Radetzky -class NSL Escort Cruiser

Nova TL: 0

Armor: 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 4x Class-2 Beam (Gid/Sct) / [FH2][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(240) Radetsky -class NSL Escort Cruiser (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 4x Class-2 Beam (Gid/Sct) / [FH2][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

Specials: Escort, Hyperdrive

(233) Markgraf -class NSL Heavy Cruiser

Nova TL: 0

Armor: 4 3 2 1 * 3 2 1 * 3 2 1

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 2x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[Y]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

Specials: Hyperdrive

(275) Maximilian -class NSL Battlecruiser

Nova TL: 0

Armor: 4 3 2 1 * 3 2 1 * 3 2 1

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 3x Class-3 Beam (Gid/Sct) / [FH3][LP3][RP3] / 6 - 12 - 18 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[Y]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

Specials: Hyperdrive

(293) Richthofen -class NSL Battlecruiser

Nova TL: 0

Armor: 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 4x Class-3 Beam (Gid/Sct) / [FH2][LP4][RP4] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0

[Y]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

Specials: Hyperdrive

(370) Maria Von Burgund -class NSL Battleship

Nova TL: 0

Armor: 4 3 2 1 * 3 2 1 * 3 2 1

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

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 5x Class-3 Beam (Gid/Sct) / [FH5][LP3][RP3] / 6 - 12 - 18 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[Y]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FH] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0

[Z]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Hyperdrive

(514) Szent Istvan -class NSL Battledreadnought

Nova TL: 0

Armor: 5 4 3 2 1 * 5 4 3 2 1 * 4 3 2 1

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

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

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[X]: 4x Class-3 Beam (Gid/Sct) / [FH2][LP4][RP4] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0
[Y]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(667) Von Tegetthoff -class NSL Superdreadnought
Nova TL: 0

Armor: 5 4 3 2 1 * 5 4 3 2 1 * 4 3 2 1
Hull: 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 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 * 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
Thrust: 2 1 1 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 4x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0
[X]: 4x Class-3 Beam (Gid/Sct) / [FH2][LP4][RP4] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0
[Y]: 15x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH4][FH4][FH4][FH4] / 5 - 10 - 15 / AD: 26 19 13 9 7 5 3 2 2 1 1 1
[Z]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

[original CR was 626]

[2022-11-18: Redesigned with BAS 8 SML]

(676) Von Tegetthoff -class NSL Superdreadnought
Nova TL: 0

Armor: 5 4 3 2 1 * 5 4 3 2 1 * 4 3 2 1
Hull: 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 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 * 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
Thrust: 2 1 1 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 4x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0
[X]: 4x Class-3 Beam (Gid/Sct) / [FH2][LP4][RP4] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0
[Y]: 4x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH4][FH4][FH4][FH4] / 5 - 10 - 15 / AD: 32 23 16 11 8 6 4 3 2 1 1 1
[Z]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

[this class had one SML with four salvoes]

(981) Der Theuerdank -class NSL Fighter Carrier
Nova TL: 0

Armor: 5 4 3 2 1 * 5 4 3 2 1 * 4 3 2 1

Hull: 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 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 * 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
Thrust: 2 1 1 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 3x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[X]: 3x Class-3 Beam (Gid/Sct) / [FH3][LP3][RP3] / 6 - 12 - 18 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[Y]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (12 11 10 9 8 7 6 5 4 3 2 1)

Star Ranger Expansions

(123) Kronprinz Wilhelm/E -class NSL Light Cruiser (Nova TL: 0)

Armor: 2 1 * 2 1 * 1
Hull: 5 4 3 2 1 * 5 4 3 2 1 * 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0
[X]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(207) Kronprinz Wilhelm/E -class NSL Light Cruiser (Nova TL: 0)

Armor: 2 1 * 2 1 * 1
Hull: 5 4 3 2 1 * 5 4 3 2 1 * 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0
[X]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
Specials: Escort, Hyperdrive

(241) Lutjens -class NSL Heavy Cruiser (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 3 2 1
Hull: 9 8 7 6 5 4 3 2 1 * 9 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[X]: 3x Class-2 Beam (Gid/Sct) / [LP3][RP3][FH3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
Specials: Hyperdrive

(213) Prinz Eugen -class NSL Heavy Cruiser (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 3 2 1

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[X]: 4x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[Y]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(276) Bayern -class NSL Battlecruiser (Nova TL: 0)

Armor: 4 3 2 1 * 3 2 1 * 3 2 1

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[W]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

[X]: 4x Class-2 Beam (Gid/Sct) / [FH2][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive

(391) Brocken -class NSL Battleship (Nova TL: 0)

Armor: 4 3 2 1 * 3 2 1 * 3 2 1

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

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[X]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[Y]: 5x Class-3 Beam (Gid/Sct) / [FH5][LP3][RP3] / 6 - 12 - 18 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

Specials: Hyperdrive

(575) Hapsburg -class NSL Superdreadnought (Nova TL: 0)

Armor: 6 5 4 3 2 1 * 5 4 3 2 1 * 5 4 3 2 1

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

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 4x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 10 7 5 3 2 2 1 1 1 0 0 0
[W]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[X]: 4x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0
[Y]: 3x Class-3 Beam (Gid/Sct) / [FH3][LP3][RP3] / 6 - 12 - 18 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

Star Ranger Original Conversions

(28) Gepard -class NSL Strikeboat (Nova TL: 0)

Armor: 1 *
Hull: 1 * 1 * 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Submunition Pack (Gid/Sct/Prc){Exp} / [FR2][FR2] / 3 - 6 - 9 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
Specials: Hyperdrive

(24) Nymphé -class NSL Scoutship (Nova TL: 0)

Armor: 1 *
Hull: 1 * 1 * 1
Thrust: 6 4 3 2 2
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive

(46) Nibelung -class NSL Corvette (Nova TL: 0)

Armor: 1 *
Hull: 2 1 * 2 1 * 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
[W]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0
[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive

(67) Pola -class NSL Frigate (Nova TL: 0)

Armor: 1 * 1 *
Hull: 3 2 1 * 2 1 * 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(76) Huszar -class NSL Heavy Frigate (Nova TL: 0)

Armor: 1 * 1 *

Hull: 3 2 1 * 3 2 1 * 2 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [FH2][TR2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(97) Lutzow -class NSL Destroyer (Nova TL: 0)

Armor: 1 * 1 * 1

Hull: 4 3 2 1 * 3 2 1 * 3 2 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Hyperdrive

(105) Rottweil -class NSL Missile Destroyer (Nova TL: 0)

Armor: 1 * 1 *

Hull: 4 3 2 1 * 3 2 1 * 3 2 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH2][FH2] / 5 - 10 - 15 / AD: 16 11 8 6 4 3 2 1 1 1 1 0

[W]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(123) Sachsen -class NSL Heavy Destroyer (Nova TL: 0)

Armor: 1 * 1 * 1

Hull: 5 4 3 2 1 * 5 4 3 2 1 * 4 3 2 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Hyperdrive

(143) Kiel -class NSL Light Cruiser (Nova TL: 0)

Armor: 2 1 * 1 * 1
Hull: 6 5 4 3 2 1 * 5 4 3 2 1 * 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 3x Class-2 Beam (Gid/Sct) / [TR1][FH3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
Specials: Hyperdrive

(129) Emdem -class NSL Light Cruiser (Nova TL: 0)

Armor: 2 1 * 1 * 1
Hull: 6 5 4 3 2 1 * 5 4 3 2 1 * 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(214) Emdem -class NSL Light Cruiser (Nova TL: 0)

Armor: 2 1 * 1 * 1
Hull: 6 5 4 3 2 1 * 5 4 3 2 1 * 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Escort, Hyperdrive

(184) Frankfurt -class NSL Escort Cruiser (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1
Hull: 7 6 5 4 3 2 1 * 7 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 5x Class-2 Beam (Gid/Sct) / [FH5][LP3][RP3] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0
[X]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0
Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(268) Frankfurt -class NSL Escort Cruiser (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 5x Class-2 Beam (Gid/Sct) / [FH5][LP3][RP3] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0

[X]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0

Specials: Escort, Hyperdrive

(191) Danzig -class NSL Escort Cruiser (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(275) Danzig -class NSL Escort Cruiser (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Escort, Hyperdrive

(246) Rommel -class NSL Attack Cruiser (Nova TL: 0)

Armor: 3 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 3x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[Y]: 2x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
Specials: Hyperdrive

(280) Helgoland -class NSL Heavy Cruiser (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 3 2 1
Hull: 10 9 8 7 6 5 4 3 2 1 * 9 8 7 6 5 4 3 2 1 * 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[Z]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FH] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0
Specials: Hyperdrive

(315) Von Der Tann -class NSL Battlecruiser (Nova TL: 0)

Armor: 3 2 1 * 2 1 * 2 1
Hull: 11 10 9 8 7 6 5 4 3 2 1 * 11 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[Y]: 3x Class-3 Beam (Gid/Sct) / [LP3][RP3][FH3] / 6 - 12 - 18 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[Z]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FH] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0
Specials: Hyperdrive

(407) Graf Spee -class NSL Battleship (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1
Hull: 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 2 1 1 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
[Y]: 4x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0
[Z]: 2x Pulse Torpedo (Acr/Cts/Prc) / [FH2][FH2] / 5 - 10 - 15 / AD: 2 1 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(488) Graf Spee -class NSL Battleship (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1

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

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 4x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0

[Z]: 2x Pulse Torpedo (Acr/Cts/Prc) / [FH2][FH2] / 5 - 10 - 15 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Escort, Hyperdrive

(455) Habsburg -class NSL Heavy Battleship (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1

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

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 5x Class-3 Beam (Gid/Sct) / [LP3][RP3][FH5] / 6 - 12 - 18 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[Z]: 2x Pulse Torpedo (Acr/Cts/Prc) / [FH] / 5 - 10 - 15 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(552) Maria Theresia -class NSL Battledreadnought (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 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 * 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 4x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0

[Z]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FH] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(610) Erzherzog Ferdinand Max -class NSL Superdreadnought (Nova TL: 0)

Armor: 5 4 3 2 1 * 5 4 3 2 1 * 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 * 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

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 3x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[X]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0
[Y]: 4x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0
[Z]: 3x Pulse Torpedo (Acr/Cts/Prc) / [FH] / 5 - 10 - 15 / AD: 3 2 2 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive

(575) Erzherzog Ferdinand Max/B -class NSL Superdreadnought (Nova TL: 0)

Armor: 5 4 3 2 1 * 5 4 3 2 1 * 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 * 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 * 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
Thrust: 2 1 1 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 3x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[X]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0
[Y]: 4x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0
[Z]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FH] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0
[A]: 1x Class-4 Beam (Gid/Sct) / [FH] / 8 - 16 - 24 / AD: 3 2 2 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive

(718) Erzherzog Ferdinand Max/C -class NSL Superdreadnought (Nova TL: 0)

Armor: 5 4 3 2 1 * 5 4 3 2 1 * 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 * 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 * 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
Thrust: 2 1 1 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 3x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[X]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0
[Y]: 4x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1)

(420) Prinzessin Hannah -class NSL Escort Carrier (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1
Hull: 10 9 8 7 6 5 4 3 2 1 * 9 8 7 6 5 4 3 2 1 * 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 3x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1)

(701) Kaiser Friedrich -class NSL Light Carrier (Nova TL: 0)

Armor: 4 3 2 1 * 3 2 1 * 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 * 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (9 8 7 6 5 4 3 2 1)

(746) Wien -class NSL Light Carrier (Nova TL: 0)

Armor: 3 2 1 * 2 1 * 2 1

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

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (12 11 10 9 8 7 6 5 4 3 2 1)

(805) Donau -class NSL Strike Carrier (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1

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

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [LP3][RP3][FH3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (12 11 10 9 8 7 6 5 4 3 2 1)

(1296) Neu Salzburg -class NSL Heavy Carrier (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 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 * 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 4x Class-2 Beam (Gid/Sct) / [LP4][RP4][TR2] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[Y]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1)

Generic Ships

(22) Free Trader (Nova TL: 0)

Armor:

Hull: 2 1 * 1 * 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0

Specials: Hyperdrive, Cargo (100)

(11) Light Freighter (Nova TL: 0)

Armor:

Hull: 2 1 * 1 * 1

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0

Specials: Hyperdrive, Cargo (250)

(16) Medium Freighter (Nova TL: 0)

Armor:

Hull: 3 2 1 * 3 2 1 * 2 1

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0

Specials: Hyperdrive, Cargo (550)

(20) Heavy Freighter (Nova TL: 0)

Armor:

Hull: 4 3 2 1 * 4 3 2 1 * 4 3 2 1

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0

Specials: Hyperdrive, Cargo (850)

(23) Bulk Carrier (Nova TL: 0)

Armor:

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

Thrust: 1 1 1 0 0

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive, Cargo (1500)

(44) Star Liner (Nova TL: 0)

A armor:
Hull: 4 3 2 1 * 4 3 2 1 * 4 3 2 1
Thrust: 2 1 1 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
[W]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive, Transport (800)

[Note: the original CR was correct, but the Star Liner had Fragile Systems and no Hyperdrive. I'm making the assumption that there might have been an error in generating the Drake notation somehow]

(56) Fleet Auxiliary (Nova TL: 0)

A armor:
Hull: 7 6 5 4 3 2 1 * 7 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 2 1 1 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
[W]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive, Cargo (600)

(336) Assault Transport (Nova TL: 0)

A armor:
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 2 1 1 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
[W]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive, Shuttlecraft (20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1), Transport (350)

[Note: I forgot to do these vessels when double-checking the BAS figures, and then I did the OUDF vessels before I did these, where I decided to do a 1:50 ratio for FT cargo to SNE cargo, based on the SUE/SUE-RA figure, and a 1:1 ratio for FT boat bay mass to # of shuttlecraft. I then realised that the original conversion had a 1:10 ratio, rounded either up or down to the nearest 50, and a 1:5 ratio for boat bays to shuttlecraft. While the first was easy to 'correct' (just divide the figures for the various OUDF civilian modules by 4), I decided to keep to my figures for the boat bays, purely because otherwise the OUDF modules with the MASS-2 boat bay wouldn't have it represented. I thus double-checked against the original conversion, then changed the Assault Transport's number of shuttlecraft to the MASS of the boat bays. This does have the effect of massively increasing the CRat, which makes it a much more valuable target in a scenario...]

Additional Human Factions

There are three factions I felt I could convert—admittedly, one has only one ship. I wasn't sure where to begin with some factions on the Star Ranger site—namely, the New Israelis, the Islamic Federation etc. I also lost steam before I tackled some factions—namely, the UNSC.

(73) Austin -class Free Cal-Tex Destroyer (Nova TL: 0)

Armor:

Hull: 3 2 1 * 3 2 1 * 3 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Fragile Systems, Hyperdrive

[Note: the Austin has a five row hull track rather than a four row track, which means it can suffer from criticals quicker. To reflect this, I decided to give the Austin (and, by extension, any other 5-row ships) fragile systems]

OUDF

(Note: *why* did I decide to tackle the OUDF?! Trying to convert all the possible options for BORON ships is just about possible for some, but I don't have nearly enough time in the day to provide every possible configuration for the 10 module Jervis Bays...)

(the Missile module had an ExR SMR but, luckily, there was an option for a standard SMR with additional C-1 Beam. I chose this option...)

(69) Snake -class OUDF Heavy Frigate (Nova TL: 0)

Armor: 1 *

Hull: 3 2 1 * 2 1 * 2 1

Thrust: 7 5 4 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

[X]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

Specials: Hyperdrive

(61) Spider -class OUDF Torpedo Frigate (Nova TL: 0)

Armor: 1 *

Hull: 3 2 1 * 2 1 * 2 1

Thrust: 7 5 4 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

[W]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0

Specials: Hyperdrive

(48) River (Fremantle) -class OUDF Patrol Vessel (Nova TL: 0)

Armor: 1 * 1 *

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

Thrust: 5 4 3 2 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(118) River (Standard Module) -class OUDF Destroyer (Nova TL: 0)

Armor: 1 * 1 *

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[W]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Hyperdrive

(120) River (Gunpack Module) -class OUDF Destroyer (Nova TL: 0)

Armor: 1 * 1 *

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 3x Class-2 Beam (Gid/Sct) / [LP3][RP3][FH3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(114) River (Missile Module) -class OUDF Destroyer (Nova TL: 0)

Armor: 1 * 1 *

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[X]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

[Y]: 1x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH] / 5 - 10 - 15 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Hyperdrive

(98) River (Defence Module) -class OUDF Destroyer (Nova TL: 0)

Armor: 1 * 1 *

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[W]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(186) River (Defence Module) -class OUDF Destroyer (Nova TL: 0)

Armor: 1 * 1 *

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[W]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Escort, Hyperdrive

(112) River (Torpedo Module) -class OUDF Destroyer (Nova TL: 0)

Armor: 1 * 1 *

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

[X]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[Y]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0

Specials: Hyperdrive

(85) River (Raider or Survey Module) -class OUDF Destroyer (Nova TL: 0)

Armor: 1 * 1 *

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive, Shuttlecraft (2 1), Transport (50)

(85) River (Diplomatic or Secure Module) -class OUDF Destroyer (Nova TL: 0)

Armor: 1 * 1 *
Hull: 6 5 4 3 2 1 * 5 4 3 2 1 * 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
[W]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0
[X]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive, Transport (50)

(46) River (Cargo or Research Module) -class OUDF Destroyer (Nova TL: 0)

Armor: 1 * 1 *
Hull: 6 5 4 3 2 1 * 5 4 3 2 1 * 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
Specials: Hyperdrive, Transport (100)

(185) Numbat (Standard Module) -class OUDF Light Cruiser (Nova TL: 0)

Armor: 1 * 1 *
Hull: 7 6 5 4 3 2 1 * 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[W]: 3x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
Specials: Hyperdrive

(186) Numbat (Gunpack Module) -class OUDF Light Cruiser (Nova TL: 0)

Armor: 1 * 1 *
Hull: 7 6 5 4 3 2 1 * 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 4x Class-2 Beam (Gid/Sct) / [FH4][FH4][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0
[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
Specials: Hyperdrive

(178) Numbat (Missile Module) -class OUDF Light Cruiser (Nova TL: 0)

Armor: 1 * 1 *
Hull: 7 6 5 4 3 2 1 * 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 6 4 3 2 2

Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [FH2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
[Y]: 1x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH] / 5 - 10 - 15 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive

(163) Numbat (Defence Module) -class OUDF Light Cruiser (Nova TL: 0)

Armor: 1 * 1 *
Hull: 7 6 5 4 3 2 1 * 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[W]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0
[X]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0
Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(253) Numbat (Defence Module) -class OUDF Light Cruiser (Nova TL: 0)

Armor: 1 * 1 *
Hull: 7 6 5 4 3 2 1 * 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[W]: 1x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0
[X]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0
Specials: Escort, Hyperdrive

(175) Numbat (Torpedo Module) -class OUDF Light Cruiser (Nova TL: 0)

Armor: 1 * 1 *
Hull: 7 6 5 4 3 2 1 * 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [FH2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
[Y]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0
Specials: Hyperdrive

(146) Numbat (Diplomatic Module) -class OUDF Light Cruiser (Nova TL: 0)

Armor: 1 * 1 *

Hull: 7 6 5 4 3 2 1 * 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 6 4 3 2 2
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
[W]: 2x Class-2 Beam (Gid/Sct) / [FH2][TR2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[X]: 2x Point-Defence System (Pnp) / [TT2][TT2] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0
Specials: Hyperdrive, Transport (50)

(245) Tuvalu Block I (Std/[R/S]) -class OUDF Heavy Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 4x Class-2 Beam (Gid/Sct) / [TR4][FH4][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[X]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0
Specials: Hyperdrive, Shuttlecraft (2 1), Transport (50)

(242) Tuvalu Block I (Std/[D/S]) -class OUDF Heavy Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 5x Class-2 Beam (Gid/Sct) / [TR3][FH5][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[X]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0
Specials: Hyperdrive, Transport (50)

(219) Tuvalu Block I (Std/Cargo) -class OUDF Heavy Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 4x Class-2 Beam (Gid/Sct) / [TR4][FH4][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive, Cargo (100)

(247) Tuvalu Block I (Gunpack/[R/S]) -class OUDF Heavy Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 5x Class-2 Beam (Gid/Sct) / [TR5][FH3][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0
[W]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive, Shuttlecraft (2 1), Transport (50)

(243) Tuvalu Block I (Gunpack/[D/S]) -class OUDF Heavy Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 6x Class-2 Beam (Gid/Sct) / [TR3][FH3][LP5][RP5] / 4 - 8 - 12 / AD: 11 7 5 4 3 2 1 1 1 0 0 0
[W]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive, Transport (50)

(221) Tuvalu Block I (Gunpack/Cargo) -class OUDF Heavy Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 5x Class-2 Beam (Gid/Sct) / [TR5][FH3][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0
[W]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0
[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
Specials: Hyperdrive, Cargo (100)

[2022-11-24: All Tuvalu Block Is with Defence Module: Nova Escort as ADFC]

(225) Tuvalu Block I (Defence/[R/S]) -class OUDF Heavy Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[X]: 7x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 14 10 7 5 4 2 2 1 1 1 0 0
Specials: Hyperdrive, Shuttlecraft (2 1), Transport (50)

(314) Tuvalu Block I (Defence/[R/S]) -class OUDF Heavy Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0
[X]: 7x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 14 10 7 5 4 2 2 1 1 1 0 0
Specials: Escort, Hyperdrive, Shuttlecraft (2 1), Transport (50)

(222) Tuvalu Block I (Defence/[D/S]) -class OUDF Heavy Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR1][FH3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[X]: 7x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 14 10 7 5 4 2 2 1 1 1 0 0
Specials: Hyperdrive, Transport (50)

(310) Tuvalu Block I (Defence/[D/S]) -class OUDF Heavy Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR1][FH3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[X]: 7x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 14 10 7 5 4 2 2 1 1 1 0 0
Specials: Escort, Hyperdrive, Transport (50)

(197) Tuvalu Block I (Defence/Cargo) -class OUDF Heavy Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
Specials: Hyperdrive, Cargo (100)

(289) Tuvalu Block I (Defence/Cargo) -class OUDF Heavy Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1

Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0
[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
Specials: Escort, Hyperdrive, Cargo (100)

[Note: the Tuvalu Block I heavy cruisers have two modules, and in the background information it states that, once the Tuvalu Block I came back into favour, they tended to have one military module and one non-military, becoming '...self-escorting troop transports, self-escorting cargo carriers and so on'. I think the Standard, Gunpack, Missile, Defence and Torpedo modules are all military, with the Raider, Survey, Diplomatic, Secure, Cargo and Research being 'non-military'. However, the Missile and Torpedo don't 'feel' useful in a self-escorting context, so I've decided to just produce nine versions--standard, gunpack and defence in one module, with a raider/survey, diplomatic/secure and cargo/research module in the other]

(252) Tuvalu Block II (Gunpack) -class OUDF Heavy Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 11 10 9 8 7 6 5 4 3 2 1 * 11 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 5x Class-2 Beam (Gid/Sct) / [TR5][FH3][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0
[W]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0
[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0
Specials: Hyperdrive

(249) Tuvalu Block II (Standard) -class OUDF Heavy Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 11 10 9 8 7 6 5 4 3 2 1 * 11 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 4x Class-2 Beam (Gid/Sct) / [TR4][FH4][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive

(225) Tuvalu Block II (Defence) -class OUDF Heavy Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 11 10 9 8 7 6 5 4 3 2 1 * 11 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0

[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(323) Tuvalu Block II (Defence) -class OUDF Heavy Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 11 10 9 8 7 6 5 4 3 2 1 * 11 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-2 Beam (Gid/Sct) / [TR2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
Specials: Escort, Hyperdrive

[Note: the Tuvalu Block IIs lost one module in exchange for stronger protection, and were stated to 'nearly always be fitted with Gunpack modules'. I decided to add a Standard module version and a Defence module version too, the latter because it's stated that at least one ship in an OUDF fleet has a Defence module]

(478) Waikato (Standard) -class OUDF Escort Carrier (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 11 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1)

(460) Waikato (Defence) -class OUDF Escort Carrier (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 11 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[X]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1)

[2022-11-24: Nova Escort as ADFC]

(546) Waikato (Defence) -class OUDF Escort Carrier (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 11 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[X]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0
Specials: Escort, Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1)

(403) Wagga (Standard) -class OUDF Escort Carrier (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 11 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[Y]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(385) Wagga (Defence) -class OUDF Escort Carrier (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 11 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[X]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0
[Y]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(471) Wagga (Defence) -class OUDF Escort Carrier (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 11 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[X]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0
[Y]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1
Specials: Escort, Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(328) Weetangera (Standard) -class OUDF Auxiliary Battleship (Nova TL: 0)

Armor: 1 * 1 * 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0

[Y]: 6x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH5][FH5][FH5][FH5][FH5][FH5] / 5 - 10 - 15 / AD: 48 34 24 17 12 8 6 4 3 2 2 1

Specials: Hyperdrive

(330) Weetangera (Gunpack) -class OUDF Auxiliary Battleship (Nova TL: 0)

Armor: 1 * 1 * 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 4x Class-2 Beam (Gid/Sct) / [TR4][LP4][RP4][FH4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[W]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[X]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

[Y]: 6x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH5][FH5][FH5][FH5][FH5][FH5] / 5 - 10 - 15 / AD: 48 34 24 17 12 8 6 4 3 2 2 1

Specials: Hyperdrive

(453) Wanganui (Raider) -class OUDF Escort Carrier (Nova TL: 0)

Armor: 1 * 1 * 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[W]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[X]: 2x Point-Defence System (Pnp) / [TT2][TT2] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1), Shuttlecraft (2 1), Transport (50)

[Note: The Waikato, Wagga, Weetangera and Wanganui are all originally the Waikato-class, but the background info provides instances of one or both hangars replaced by a SML and magazine (with the unstated assumption being the magazine held three salvoes per SML). I used the Wagga to refer to the Waikato-with-one-SML as this ship was said to have 'in the past' used this configuration, and I needed some way to differentiate, and the Weetangera to refer to the Waikato-with-two-SML as this ship is stated as having that configuration semi-permanently. The Wanganui is said to be a special-ops ship and, strictly speaking, shouldn't have fighters, but I decided to just provide a Waikato-with-Raider-module. The Weetangera I decided that, since they operate at battleships, wouldn't have the Defence module and instead provide a Gunpack option more befitting her role as a battleship. Seeing as the OUDF does have a battleship class, I decided to call the Weetangera an 'auxiliary battleship' purely because she's not a 'true' battleship, and none of the other possible word choices felt right--auxiliary felt less 'not-right']

(321) Dunedin (2 Std) -class OUDF Battlecruiser (Nova TL: 0)

Armor: 1 * 1 * 1

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

Thrust: 6 4 3 2 2

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 5x Class-2 Beam (Gid/Sct) / [TR5][LP3][RP3] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0

[W]: 5x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

Specials: Hyperdrive

(321) Dunedin (Std/Gunpack) -class OUDF Battlecruiser (Nova TL: 0)

Armor: 1 * 1 * 1

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

Thrust: 6 4 3 2 2

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 6x Class-2 Beam (Gid/Sct) / [TR5][LP3][RP3][FH5] / 4 - 8 - 12 / AD: 11 7 5 4 3 2 1 1 1 0 0 0

[W]: 4x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 10 7 5 3 2 2 1 1 1 0 0 0

[X]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0

Specials: Hyperdrive

(300) Dunedin (Std/Defence) -class OUDF Battlecruiser (Nova TL: 0)

Armor: 1 * 1 * 1

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

Thrust: 6 4 3 2 2

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[W]: 5x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[X]: 8x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 16 11 8 6 4 3 2 1 1 1 1 0

Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(388) Dunedin (Std/Defence) -class OUDF Battlecruiser (Nova TL: 0)

Armor: 1 * 1 * 1

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

Thrust: 6 4 3 2 2

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[W]: 5x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[X]: 8x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 16 11 8 6 4 3 2 1 1 1 1 0

Specials: Escort, Hyperdrive

(311) Dunedin (Std/Torpedo) -class OUDF Battlecruiser (Nova TL: 0)

Armor: 1 * 1 * 1

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

Thrust: 6 4 3 2 2

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 4x Class-2 Beam (Gid/Sct) / [TR4][LP4][RP4][FH4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[X]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0

[Y]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0

Specials: Hyperdrive

(322) Dunedin (2 Gunpack) -class OUDF Battlecruiser (Nova TL: 0)

Armor: 1 * 1 * 1

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

Thrust: 6 4 3 2 2

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 7x Class-2 Beam (Gid/Sct) / [TR6][FH6][FH6][LP6][LP6][RP6][RP6] / 4 - 8 - 12 / AD: 12 9 6 4 3 2 2 1 1 1 0 0

[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Hyperdrive

(312) Dunedin (Gunpack/Torpedo) -class OUDF Battlecruiser (Nova TL: 0)

Armor: 1 * 1 * 1

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

Thrust: 6 4 3 2 2

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 5x Class-2 Beam (Gid/Sct) / [TR5][FH5][LP5][RP5][FH5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0

[W]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0

Specials: Hyperdrive

[Note: the Dunedin BC didn't have any suggestions for module fit, so I decided to go with either a Standard or Gunpack in one module, and either a Standard, Gunpack, Defence or Torpedo in the other, giving [2 Standard/Std+Gunpack/Std+Defence/Std+Torpedo/2 Gunpack/Gunpack+Torpedo] versions. I decided not to do the Gunpack+Defence option purely because it felt too close, Nova-wise, to a 2 Std module version]

(426) Cooma (3 Gunpack) -class OUDF Battleship (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 4 5 5 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 10x Class-2 Beam (Gid/Sct) / [TR7][FH3][LP3][RP3] / 4 - 8 - 12 / AD: 18 12 9 6 4 3 2 2 1 1 1 0

[W]: 4x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 10 7 5 3 2 2 1 1 1 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

Specials: Hyperdrive

(424) Cooma (2 Gunpack/1 Std) -class OUDF Battleship (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 4 5 5 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 9x Class-2 Beam (Gid/Sct) / [TR6][FH4][LP3][RP3] / 4 - 8 - 12 / AD: 16 11 8 6 4 3 2 1 1 1 0 0

[W]: 5x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[X]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0

Specials: Hyperdrive

(417) Cooma (2 Gunpack/1 Torpedo) -class OUDF Battleship (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 4 5 5 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 8x Class-2 Beam (Gid/Sct) / [TR6][FH4][LP4][RP4][FH6] / 4 - 8 - 12 / AD: 14 10 7 5 4 2 2 1 1 1 0 0

[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0

Specials: Hyperdrive

(403) Cooma (2 Gunpack/1 Defence) -class OUDF Battleship (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 4 5 5 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 7x Class-2 Beam (Gid/Sct) / [TR6][FH6][FH6][LP6][LP6][RP6][RP6] / 4 - 8 - 12 / AD: 12 9 6 4 3 2 2 1 1 1 0 0

[W]: 5x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[X]: 7x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 14 10 7 5 4 2 2 1 1 1 0 0

Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(496) Cooma (2 Gunpack/1 Defence) -class OUDF Battleship (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 4 5 5 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 7x Class-2 Beam (Gid/Sct) / [TR6][FH6][FH6][LP6][LP6][RP6][RP6] / 4 - 8 - 12 / AD: 12 9 6 4 3 2 2 1 1 1 0 0
[W]: 5x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
[X]: 7x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 14 10 7 5 4 2 2 1 1 1 0 0
Specials: Escort, Hyperdrive

(399) Cooma (2 Std/1 Defence) -class OUDF Battleship (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1
Hull: 13 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 4 5 5 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 5x Class-2 Beam (Gid/Sct) / [TR5][LP5][LP5][RP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0
[W]: 7x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 17 12 8 6 4 3 2 1 1 1 1 0
[X]: 9x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 18 13 9 6 5 3 2 2 1 1 1 0
Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(492) Cooma (2 Std/1 Defence) -class OUDF Battleship (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1
Hull: 13 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 4 5 5 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 5x Class-2 Beam (Gid/Sct) / [TR5][LP5][LP5][RP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0
[W]: 7x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 17 12 8 6 4 3 2 1 1 1 1 0
[X]: 9x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 18 13 9 6 5 3 2 2 1 1 1 0
Specials: Escort, Hyperdrive

(408) Cooma (1 Gunpack/2 Torpedo) -class OUDF Battleship (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1
Hull: 13 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 4 5 5 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 6x Class-2 Beam (Gid/Sct) / [TR5][FH5][LP5][RP5][FH5][FH5] / 4 - 8 - 12 / AD: 11 7 5 4 3 2 1 1 1 0 0 0
[W]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
[Y]: 2x Pulse Torpedo (Acr/Cts/Prc) / [FR2][FR2] / 5 - 10 - 15 / AD: 2 1 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive

(421) Cooma (3 Std) -class OUDF Battleship (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1

Hull: 13 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 4 5 5 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 7x Class-2 Beam (Gid/Sct) / [TR6][LP6][LP6][LP6][RP6][RP6][RP6] / 4 - 8 - 12 / AD: 12 9 6 4 3 2 2 1 1 1 0 0
[W]: 7x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 17 12 8 6 4 3 2 1 1 1 1 0
[X]: 7x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 14 10 7 5 4 2 2 1 1 1 0 0
Specials: Hyperdrive

[Note: the Cooma has three modules, and I decided this time to assume a more offensive mindset, with the majority of the modules being Gunpacks...except for the last one, a cap-ship killer with two Torpedo modules. EDIT: Looking further down at the example ships, I see that Coomas typically have three Gunpack or three Standard modules, so added the last variant]

(629) Auckland (Std) -class OUDF Carrier (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 13 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (9 8 7 6 5 4 3 2 1)

(612) Auckland (Defence) -class OUDF Carrier (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 13 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (9 8 7 6 5 4 3 2 1)

[2022-11-24: Nova Escort as ADFC]

(697) Auckland (Defence) -class OUDF Carrier (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 13 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

Specials: Escort, Hyperdrive, Carrier T1 [Fst][Tgh][Str] (9 8 7 6 5 4 3 2 1)

(547) Adelaide (Std) -class OUDF Carrier (Nova TL: 0)

Armor: 1 * 1 * 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[Y]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1)

(529) Adelaide (Defence) -class OUDF Carrier (Nova TL: 0)

Armor: 1 * 1 * 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[Y]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1)

[2022-11-24: Nova Escort as ADFC]

(615) Adelaide (Defence) -class OUDF Carrier (Nova TL: 0)

Armor: 1 * 1 * 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0

[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0

[Y]: 3x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH3][FH3][FH3] / 5 - 10 - 15 / AD: 24 17 12 8 6 4 3 2 2 1 1 1

Specials: Escort, Hyperdrive, Carrier T1 [Fst][Tgh][Str] (6 5 4 3 2 1)

(465) Aeotearoa (Std) -class OUDF Battle Carrier (Nova TL: 0)

Armor: 1 * 1 * 1

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

Thrust: 4 3 2 1 1

Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 3x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 7 5 4 3 2 1 1 1 0 0 0 0
[X]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0
[Y]: 6x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH5][FH5][FH5][FH5][FH5][FH5] / 5 - 10 - 15 / AD: 48 34 24 17 12 8 6 4 3 2 2 1
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(466) Aeotearoa (Gunpack) -class OUDF Battle Carrier (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 13 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 4x Class-2 Beam (Gid/Sct) / [TR4][LP4][RP4][FH4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0
[W]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[X]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[Y]: 6x Salvo Missile Launcher (Gid/Cts/Skr){Exp} / [FH5][FH5][FH5][FH5][FH5][FH5] / 5 - 10 - 15 / AD: 48 34 24 17 12 8 6 4 3 2 2 1
Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

[Note: the Auckland has one module, but no specific information in the background on how they're filled, so I decided to go the same way as the Waikato...and, incidentally, seeing as the Auckland's background says the OUDF has trouble crewing fighter groups, I thought that a similar approach might be taken with regards to stripping out the hangars for SMLs, so provided a single SML (Adelaide) and dual SML (Aeotearoa) variants--the latter being close to a battledreadnought...]

(490) Brisbane (4 Gunpack) -class OUDF Heavy battleship (conjectural) (Nova TL: 0)

Armor: 2 1 * 2 1 * 1
Hull: 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 6x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 14 10 7 5 4 3 2 1 1 1 0 0
[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
[Y]: 12x Class-2 Beam (Gid/Sct) / [FH5][FH5][LP5][LP5][RP5][RP5] / 4 - 8 - 12 / AD: 21 15 11 7 5 4 3 2 1 1 1 0
Specials: Hyperdrive

(488) Brisbane (3 Gunpack/1 Standard) -class OUDF Heavy battleship (conjectural) (Nova TL: 0)

Armor: 2 1 * 2 1 * 1
Hull: 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 5x Class-2 Beam (Gid/Sct) / [TR5][LP5][RP5][LP5][RP5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0

[W]: 7x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 17 12 8 6 4 3 2 1 1 1 1 0
[X]: 7x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 14 10 7 5 4 2 2 1 1 1 0 0
[Y]: 9x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 16 11 8 6 4 3 2 1 1 1 0 0
Specials: Hyperdrive

(483) Brisbane (3 Gunpack/1 Torpedo) -class OUDF Heavy battleship (conjectural) (Nova TL: 0)

Armor: 2 1 * 2 1 * 1
Hull: 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 4x Class-2 Beam (Gid/Sct) / [TR4][LP4][RP4][FH4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0
[W]: 5x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
[Y]: 9x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 16 11 8 6 4 3 2 1 1 1 0 0
[Z]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0
Specials: Hyperdrive

(475) Brisbane (2 Gunpack/2 Torpedo) -class OUDF Heavy battleship (conjectural) (Nova TL: 0)

Armor: 2 1 * 2 1 * 1
Hull: 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 5x Class-2 Beam (Gid/Sct) / [TR5][LP5][RP5][FH5][FH5] / 4 - 8 - 12 / AD: 9 6 4 3 2 2 1 1 1 0 0 0
[W]: 4x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 10 7 5 3 2 2 1 1 1 0 0 0
[X]: 6x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 12 8 6 4 3 2 2 1 1 1 0 0
[Y]: 6x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 11 7 5 4 3 2 1 1 1 0 0 0
[Z]: 2x Pulse Torpedo (Acr/Cts/Prc) / [FR2][FR2] / 5 - 10 - 15 / AD: 2 1 1 1 1 0 0 0 0 0 0 0
Specials: Hyperdrive

(471) Brisbane (3 Gunpack/1 Defence) -class OUDF Heavy battleship (conjectural) (Nova TL: 0)

Armor: 2 1 * 2 1 * 1
Hull: 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 7x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 17 12 8 6 4 3 2 1 1 1 1 0
[X]: 9x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 18 13 9 6 5 3 2 2 1 1 1 0
[Y]: 9x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 16 11 8 6 4 3 2 1 1 1 0 0
Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(555) Brisbane (3 Gunpack/1 Defence) -class OUDF Heavy Battleship (Nova TL: 0)

Armor: 2 1 * 2 1 * 1

Hull: 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 7x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 17 12 8 6 4 3 2 1 1 1 1 0
[X]: 9x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 18 13 9 6 5 3 2 2 1 1 1 0
[Y]: 9x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 16 11 8 6 4 3 2 1 1 1 0 0
Specials: Escort, Hyperdrive

(467) Brisbane (3 Std/1 Defence) -class OUDF Heavy Battleship (conjectural) (Nova TL: 0)

A armor: 2 1 * 2 1 * 1
Hull: 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 10x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 24 17 12 8 6 4 3 2 2 1 1 1
[X]: 12x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 24 17 12 8 6 4 3 2 2 1 1 1
[Y]: 6x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 11 7 5 4 3 2 1 1 1 0 0 0
Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(551) Brisbane (3 Std/1 Defence) -class OUDF Heavy Battleship (Nova TL: 0)

A armor: 2 1 * 2 1 * 1
Hull: 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 10x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 24 17 12 8 6 4 3 2 2 1 1 1
[X]: 12x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 24 17 12 8 6 4 3 2 2 1 1 1
[Y]: 6x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 11 7 5 4 3 2 1 1 1 0 0 0
Specials: Escort, Hyperdrive

(484) Brisbane (4 Std) -class OUDF Heavy Battleship (conjectural) (Nova TL: 0)

A armor: 2 1 * 2 1 * 1
Hull: 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 5 6 6 6 6
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[W]: 10x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 24 17 12 8 6 4 3 2 2 1 1 1
[X]: 10x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 20 14 10 7 5 4 3 2 1 1 1 0
[Y]: 8x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 14 10 7 5 4 2 2 1 1 1 0 0

Specials: Hyperdrive

[Note: the Brisbane has four modules and, like the Cooma, I decided an offensive fit was more fitting, going for mostly Gunpack modules except for a cap-ship killer with two Torpedo modules. EDIT: As with the Cooma, I saw the Brisbane would likely be armed with three Gunpack or Std modules with a single Defence module, so added the last two]

[2022-11-24: It was while converting the Jarvis Bays that I decided to model ADFC with Nova Escort, so initially didn't provide a non-Escort version. However, that's been rectified...]

Jervis Bay

(232) Jervis Bay (10 Modules) -class OUDF Modular Fleet Auxiliary (Nova TL: 0)

Armor:

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

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 4x Class-2 Beam (Gid/Sct) / [FH4][TR4][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[W]: 6x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 14 10 7 5 4 3 2 1 1 0 0

[X]: 10x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 20 14 10 7 5 4 3 2 1 1 0

Specials: Hyperdrive, Shuttlecraft (2 1), Cargo (600), Transport (100)

Jervis Bay

(314) Jervis Bay (10 Modules) -class OUDF Modular Fleet Auxiliary (Nova TL: 0)

Armor:

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

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 4x Class-2 Beam (Gid/Sct) / [FH4][TR4][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[W]: 6x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 14 10 7 5 4 3 2 1 1 0 0

[X]: 10x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 20 14 10 7 5 4 3 2 1 1 0

Specials: Escort, Hyperdrive, Shuttlecraft (2 1), Cargo (600), Transport (100)

Jaika Jaika (as at Battle of Sol)

(412) Jervis Bay (10 Modules) -class OUDF Modular Fleet Auxiliary (Nova TL: 0)

Armor:

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

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-2 Beam (Gid/Sct) / [FH2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[W]: 12x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 29 20 14 10 7 5 4 3 2 1 1 1

[X]: 15x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 30 21 15 11 8 5 4 3 2 1 1 1

[Y]: 12x Class-2 Beam (Gid/Sct) / [FH5][FH5][LP5][LP5][RP5][RP5] / 4 - 8 - 12 / AD: 21 15 11 7 5 4 3 2 1 1 1 0

[Z]: 12x Class-2 Beam (Gid/Sct) / [FH5][FH5][LP5][LP5][RP5][RP5] / 4 - 8 - 12 / AD: 21 15 11 7 5 4 3 2 1 1 1 0

[A]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0

Specials: Hyperdrive

Jaika Jaika (as at Battle of Sol)

(495) Jervis Bay -class OUDF Modular Fleet Auxiliary (Nova TL: 0)

Armor:

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

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-2 Beam (Gid/Sct) / [FH2][FH2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[W]: 12x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 29 20 14 10 7 5 4 3 2 1 1 1

[X]: 15x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 30 21 15 11 8 5 4 3 2 1 1 1

[Y]: 12x Class-2 Beam (Gid/Sct) / [FH5][FH5][LP5][LP5][RP5][RP5] / 4 - 8 - 12 / AD: 21 15 11 7 5 4 3 2 1 1 1 0

[Z]: 12x Class-2 Beam (Gid/Sct) / [FH5][FH5][LP5][LP5][RP5][RP5] / 4 - 8 - 12 / AD: 21 15 11 7 5 4 3 2 1 1 1 0

[A]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0

Specials: Escort, Hyperdrive

Jerilderee (as at Battle of Sol)

(418) Jervis Bay -class OUDF Modular Fleet Auxiliary (Nova TL: 0)

Armor:

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

Thrust: 2 1 1 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 3x Class-2 Beam (Gid/Sct) / [FH3][FH3][FH3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[W]: 10x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 24 17 12 8 6 4 3 2 2 1 1 1

[X]: 12x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 24 17 12 8 6 4 3 2 2 1 1 1

[Y]: 12x Class-2 Beam (Gid/Sct) / [FH5][FH5][LP5][LP5][RP5][RP5] / 4 - 8 - 12 / AD: 21 15 11 7 5 4 3 2 1 1 1 0

[Z]: 12x Class-2 Beam (Gid/Sct) / [FH5][FH5][LP5][LP5][RP5][RP5] / 4 - 8 - 12 / AD: 21 15 11 7 5 4 3 2 1 1 1 0

[A]: 2x Pulse Torpedo (Acr/Cts/Prc) / [FR2][FR2] / 5 - 10 - 15 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

ScanFed

(21) Thorson -class ScanFed Scoutship (Nova TL: 0)

Armor:

Hull: 1 * 1 * 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(39) Ariander -class ScanFed Corvette (Nova TL: 0)

Armor:

Hull: 2 1 * 2 1 * 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

[X]: 1x Submunition Pack (Gid/Sct/Prc){Exp} / [FR] / 3 - 6 - 9 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(53) Hrafn -class ScanFed Frigate (Nova TL: 0)

Armor:

Hull: 3 2 1 * 2 1 * 2 1

Thrust: 6 4 3 2 2

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

[X]: 1x Submunition Pack (Gid/Sct/Prc){Exp} / [FR] / 3 - 6 - 9 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(64) Tjeld -class ScanFed Patrol Frigate (Nova TL: 0)

Armor: 1 *

Hull: 3 2 1 * 3 2 1 * 2 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

[X]: 1x Class-2 Beam (Gid/Sct) / [TR] / 4 - 8 - 12 / AD: 2 1 1 1 0 0 0 0 0 0 0 0

[Y]: 1x Submunition Pack (Gid/Sct/Prc){Exp} / [FR] / 3 - 6 - 9 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(98) Freja -class ScanFed Destroyer (Nova TL: 0)

Armor: 1 *

Hull: 4 3 2 1 * 4 3 2 1 * 4 3 2 1

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

[W]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

[X]: 3x Class-2 Beam (Gid/Sct) / [FH3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0

[Y]: 1x Submunition Pack (Gid/Sct/Prc){Exp} / [FR] / 3 - 6 - 9 / AD: 2 2 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive

(129) Mjolnir -class ScanFed Heavy Destroyer (Nova TL: 0)

Armor: 1 * 1 *
Hull: 6 5 4 3 2 1 * 5 4 3 2 1 * 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
[W]: 1x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 2 1 1 1 1 0 0 0 0 0 0 0
[X]: 2x Class-2 Beam (Gid/Sct) / [FH2][TR2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[Y]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0
Specials: Hyperdrive

(160) Trondheim -class ScanFed Light Cruiser (Nova TL: 0)

Armor: 1 * 1 * 1
Hull: 7 6 5 4 3 2 1 * 7 6 5 4 3 2 1 * 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
[W]: 2x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 4 3 2 1 1 1 1 0 0 0 0 0
[X]: 3x Class-2 Beam (Gid/Sct) / [TR3][LP3][RP3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[Y]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0
Specials: Hyperdrive

(190) Saint Olaf -class ScanFed Escort Cruiser (Nova TL: 0)

Armor: 2 1 * 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
[W]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[X]: 4x Class-2 Beam (Gid/Sct) / [FH2][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0
[Y]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0
Specials: Hyperdrive

(169) Saint Olaf/E -class ScanFed Escort Cruiser (Nova TL: 0)

Armor: 2 1 * 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
[W]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0
[X]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[Y]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0
Specials: Hyperdrive

[2022-11-24: Nova Escort as ADFC]

(256) Saint Olaf/E -class ScanFed Escort Cruiser (Nova TL: 0)

Armor: 2 1 * 1 * 1
Hull: 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1 * 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 1x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 2 2 1 1 1 0 0 0 0 0 0
[W]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0
[X]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[Y]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0
Specials: Escort, Hyperdrive

(251) Hardrada -class ScanFed Heavy Cruiser (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1
Hull: 11 10 9 8 7 6 5 4 3 2 1 * 11 10 9 8 7 6 5 4 3 2 1 * 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[X]: 3x Class-2 Beam (Gid/Sct) / [LP3][RP3][FH3] / 4 - 8 - 12 / AD: 5 4 3 2 1 1 1 0 0 0 0 0
[Y]: 1x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 2 2 1 1 1 0 0 0 0 0 0 0
[Z]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0
Specials: Hyperdrive

(282) Peder Skram -class ScanFed Battlecruiser (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1
Hull: 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1 * 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0
ECM: 0 0 0 0 0
Weapons: 0 1 2 3 4
[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[W]: 3x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 6 4 3 2 2 1 1 1 0 0 0 0
[X]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0
[Y]: 2x Class-3 Beam (Gid/Sct) / [FH] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0
[Z]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0
Specials: Hyperdrive

(399) Ericsson -class ScanFed Heavy Battleship (Nova TL: 0)

Armor: 3 2 1 * 2 1 * 2 1
Hull: 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 * 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1
Thrust: 4 3 2 1 1
Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 4x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 8 6 4 3 2 1 1 1 1 0 0 0

[X]: 2x Class-2 Beam (Gid/Sct) / [LP2][RP2] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[Y]: 4x Class-3 Beam (Gid/Sct) / [FH2][LP4][RP4] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0

[Z]: 1x Pulse Torpedo (Acr/Cts/Prc) / [FR] / 5 - 10 - 15 / AD: 1 1 1 0 0 0 0 0 0 0 0 0

Specials: Hyperdrive

(661) Valhalla -class ScanFed Superdreadnought (Nova TL: 0)

Armor: 3 2 1 * 3 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0

[X]: 2x Class-2 Beam (Gid/Sct) / [FH] / 4 - 8 - 12 / AD: 4 2 2 1 1 1 0 0 0 0 0 0

[Y]: 4x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 10 7 5 3 2 2 1 1 1 0 0 0

[Z]: 2x Pulse Torpedo (Acr/Cts/Prc) / [FH2][FH2] / 5 - 10 - 15 / AD: 2 1 1 1 1 0 0 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (3 2 1)

(827) Sleipnir -class ScanFed Strike Carrier (Nova TL: 0)

Armor: 2 1 * 2 1 * 2 1

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

Thrust: 4 3 2 1 1

Shields: 0 0 0 0 0

ECM: 0 0 0 0 0

Weapons: 0 1 2 3 4

[V]: 2x Class-1 Beam (Gid/Pnp) / [TT] / 2 - 4 - 6 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

[W]: 5x Point-Defence System (Pnp) / [TT] / 1 - 2 - 3 / AD: 10 7 5 4 3 2 1 1 1 0 0 0

[X]: 4x Class-2 Beam (Gid/Sct) / [FH2][LP4][RP4] / 4 - 8 - 12 / AD: 7 5 4 2 2 1 1 1 0 0 0 0

[Y]: 2x Class-3 Beam (Gid/Sct) / [LP2][RP2] / 6 - 12 - 18 / AD: 5 3 2 2 1 1 1 0 0 0 0 0

Specials: Hyperdrive, Carrier T1 [Fst][Tgh][Str] (12 11 10 9 8 7 6 5 4 3 2 1)