

NO LAUGHING MATTER

A Starmada: Admiralty Edition supplement

By murtalianconfederacy (Feb 2020)

I was working on this supplement before the SUE Rules Annex was released. It was a return, of sorts, to some supplements I've released before—namely, what I've come to think of as an 'assault ship' setting—where ships are not pure combat units but have space reserved for troops. Initially, this would have been apparent on the battlefield, with the troop formations operating fighter-like units in single-unit flights that could attack and defend on the battlefield. However, after some consideration I decided against that (partly because the troop units were either too weak or too strong at differing times during the design process). Instead, ships have auxiliary services with varying values representing increasing numbers of troops—ranging from company-level formations up to division-level. The troop units were designed on a different scale, and can be found at the end of the book.

Another source of inspiration was my wanting to design ships that, thematically, had spin habitats. While this is not obvious from the ship designs, that theme is there.

The name on the setting is derived from the fact that, at the time of naming the various factions, the main inspiration was the names of various stand-up comedians. I was going to call the supplement 'Not The Only One Laughing' based on the single-unit fighter flights, but that title was too clunky and, once the fighters were omitted, also not relevant to the setting.

murtalianconfederacy (Feb 2020)

Edit: after the forum went bye-bye and my attempt to re-upload this supplement failed, I decided to see what I could do to make it fall under the 2MB limit. Unfortunately, I had to remove the plan views of the ships, reducing the number of pages to 92, and halve the full map size, but at least the supplement is definitely sub-2MB.

murtalianconfederacy (Dec 2022)

Design Themes of the 'No Laughing Matter' setting

Standard-space drives

Ship drive systems utilise an alternate dimension to 'accelerate' the ship without feeling the acceleration on-board the ship. The drive is partly in this dimension and partly in etherspace--the part in etherspace is an 'ether-propeller' (for lack of a better phrase) which is powered in this dimension.

Because of this, there is no acceleration--but also, crucially, no artificial gravity. Ships require spin habitats if they're to spend any length of time in space.

In addition, because of the drive's properties, no non-gravitational forces affect the drive either.

Because of the type of drive, **Etheric Movement (D.12)** is in effect.

Hyperspace drives

The physics of the hyperdrive system, in the simplest form, requires a field generated by the interaction of static and rotating bilcarium, an artificial element that initially was mined from various asteroid fields altered by one or more precursor races, and is now capable of being manufactured by the various political entities. The various requirements, however, means only the major political entities have the spare resources available to construct bilcarium without negatively affecting other industrial processes.

The rotating bilcarium, in cables, is inert until activated by electrical energy. Once activated, the rotating bilcarium's field interacts with the static bilcarium's field. After a set number of rotations, the field interactions 'squeeze' the field into hyperspace.

Due to the requirements of the hyperdrive and the requirements of spin habitats to provide gravity, ship designers embed the bilcarium in the floors of the spin habitat. Unfortunately, as the rotating bilcarium cannot be closer than 45 metres to the static bilcarium due to instabilities in a field smaller than this (including, but not limited to, explosions/implosions, localised spatial inversions etc.), plus the requirements of the static bilcarium to be in a hollow form at least 15-20 metres in diameter, ships that utilise this shortcut have to be at least 120m in diameter. Ships can be smaller than this, but cannot travel via hyperspace without a tender unit. In Starmada terms, tender units must be at least hull-9 in order to safely dock and transport smaller units via hyperspace.

Another way for ships to travel via hyperspace is the hyperspace catapult, a stationary object that can launch objects within a small region of space directly to a L4/5 point up to 10LY away. Unfortunately, the maximum size of objects is very small--no hyper-capable unit is capable of using a hyperspace catapult. Even more unfortunately, due to the properties of the catapult, manned units must have an etherspace-drive in order to traverse through the catapult, meaning not even the largest ground forces vehicle can utilise a catapult. Courier drones can traverse catapults, as they are immune to the inimical properties of the catapult.

Tech levels of the setting

There are three 'levels' of technological development in the setting—old-tech, mid-tech and modern-tech.

	Engines	Shields	Equipment	Total
Modern-tech Warships				
Aradobrian Republic	+2	+2	0	+4
Hapahlsin Alliance	+1	+2	0	+3
Parsandyon Commonwealth	+2	+1	0	+3
Kunishram Protectorates	+2	+1	0	+3
Mid-Level tech Warships				
Empire of Muralray	+1	0	0	+1
Jomilenton Principalities	-1	0	0	-1
Old-tech Warships				
Independent Powers	-1	-1	0	-2
Minor Entities	-2	-1	0	-3

Tech levels are based on a tech range of 4, rounded to the nearest multiple of 5%—thus, TL +1 is equivalent to 85% and TL -1 is equivalent to 120%. Weapon TL is automatically 0 (mainly to ensure weapons have the same SU requirement rather than being one SU more or less than other weapons of the 'same' size)

Old-tech Warships

Old-tech warships are the basic level of warships in the Sector. At this level, heavy batteries such as railguns and lance batteries were either unavailable (in the case of the latter) or incapable of being mounted in mounts allowing traverse—thus most units mounted axial batteries in the fore and, sometimes, aft of the ship and mounted lighter batteries known as RACGuns and RACCannons (the RAC short for Rocket-Augmented Chain—the weapons fired miniature rockets to increase the range) on the flanks. These weapons were damaging, but short-ranged and, due to the limitations, lacked either effective armour penetration, the ability to cause structural damage, or for the much lighter batteries, both. Axial railguns had some issues with accuracy—thus, larger units typically mounted them, where possible, in batteries of four individual mounts that bracketed ships providing more accurate targeting. Defences also suffered due to the limitations of spin habitat design at the time.

For old-tech and mid-tech spin habitats, the inability to provide airlock-level subdivisions between adjacent sections caused designers to adopt multiple small airlocks between smaller sections to avoid catastrophic atmospheric loss in the event of a habitat breach. This reduced the cubage for actual habitable sections. Each section was linked to their neighbours by travel tubes, each protected by airlocks, and to the hub by larger travel tubes. The hub contained cargo holds and the spinal passageway linking the habitat to the zero-gee sections of the ship. Because of this, the sheer surface area of the ship and habitat meant effective protection took up much larger volumes than their more advanced sister units.

Mid-tech Warships

Slight improvements in drive technologies and improved defensive materials were the less obvious advantages of mid-tech warships over their old-tech sisters. The more obvious advantage was the introduction of light railguns and then advanced axial batteries. While light and very light railguns are not especially strong, for their time they enabled ships equipped with them to engage heavy units away from the axial mounts with a good degree of likelihood of penetrating the armour. The improved axial railguns, based on the superheavy railgun, lost damage potential for improved sensors and limited traverse (only 10 degrees, but enough to allow tracking of enemy units), while the introduction of lance batteries provided larger units with a reliable long-range weapon capable of inflicting structural damage.

Spin habitats were still limited by the inability to provide airlock-level subdivisions between adjacent sections at this time, however.

Modern-tech Warships

The continuing improvements in drive technologies and defensive materials improved modern-tech warships at faster rates. Larger axial railguns, lance batteries and longer-ranged turreted railguns made for units with much more lethality than before.

With old-tech and mid-tech spin habitats, the inability to provide airlock-level subdivisions between adjacent sections caused designers to adopt multiple small airlocks between smaller sections to avoid catastrophic atmospheric loss in the event of a habitat breach. For modern-tech spin habitats, this situation changed. Airlock-level doors were easily manufactured and this enabled smaller and smaller sections to be individually-sealed, meaning that habitat breaches could be contained to smaller volumes. This meant that designers, instead of the 'spoke' habitat designs, could instead utilise 'cylinder' habitats, which in turn reduced the total surface area requiring protection. The cylinder habitat had four passageways at 90 degree separations, these capable of being sealed off from the main habitat sections, replacing the spinal passageway, which was given over to improved strengthening beams. In addition to this, instead of multiple small spin-generators, dual larger spin-generators were utilised, freeing up more hub volume for cargo.

Tech levels effect on ground forces

Due to the various improvements in all aspects of ship design, the required cubage for basing troops on-board ships reduced. In general terms, a unit requiring 1 SU of space at mid-tech required 1.2 SUs at old-tech and 0.8 SUs at modern-tech. The basic unit for ships is the infantry company, comprised of two infantry platoons and one light infantry platoon. Other types of company exist, but they are always found in support of infantry companies at battalion-level or higher.

1st-Level Formations

1 Company = 3 Platoons

Total SUs: 120/100/80

2nd-Level Formations

1 Light Battalion = 2 Companies and supporting elements equal to a half-company

Total SUs: 300/250/200

1 Battalion = 3 Companies and supporting elements equal to a half-company

Total SUs: 420/350/280

3rd-Level Formations

1 Light Brigade = 2 Battalions (including support elements) and brigade-level supporting elements equal to two companies

Total SUs: 1080/900/720

1 Brigade = 3 Battalions (including support elements) and brigade-level supporting elements equal to two companies

Total SUs: 1500/1250/1000

4th-Level Formations

1 Light Division = 2 Brigades (including support elements) and division-level equal to five companies

Total SUs: 3600/3000/2400

1 Division = 3 Brigades (including support elements) and division-level equal to five companies

Total SUs: 5100/4250/3400

How the various formations are depicted in terms of total SUs

	Old-Tech Units:	Mid-Tech Units:	Modern-Tech Units:
1st-Level Formation	Company: Troops (70), Vehicle Bays (50)	Company: Troops (50), Vehicle Bays (50)	Company: Troops (30), Vehicle Bays (50)
2nd-Level Formation	Light Battalion: Troops (200), Vehicle Bays (100)	Light Battalion: Troops (150), Vehicle Bays (100)	Light Battalion: Troops (100), Vehicle Bays (100)
	Battalion: Troops (270), Vehicle Bays (150)	Battalion: Troops (200), Vehicle Bays (150)	Battalion: Troops (130), Vehicle Bays (150)
3rd-Level Formation	Light Brigade: Troops (680), Vehicle Bays (400)	Light Brigade: Troops (500), Vehicle Bays (400)	Light Brigade: Troops (320), Vehicle Bays (400)
	Brigade: Troops (900), Vehicle Bays (600)	Brigade: Troops (650), Vehicle Bays (600)	Brigade: Troops (400), Vehicle Bays (600)
4th-Level Formation	Light Division: Troops (2400), Vehicle Bays (1200)	Light Division: Troops (1800), Vehicle Bays (1200)	Light Division: Troops (1200), Vehicle Bays (1200)
	Division: Troops (3300), Vehicle Bays (1800)	Division: Troops (2450), Vehicle Bays (1800)	Division: Troops (1600), Vehicle Bays (1800)

Example: an old-tech ship has the equipment line:

Troops [250] (x27): Vehicles (150):

Cross-referencing the table, each Troops [250] equals 10SUs, equating to 270 Troop SUs and 150 Vehicle Bay SUs, meaning this unit is capable of carrying a battalion. If, instead, there were only 20 Troops [250] and 100 Vehicles, the unit carries only a light battalion

Ship Classification

Gig/Launch: A non-hyper-capable unit typically used for intra-system defence.

Cutter: The smallest hyper-capable unit, typically used as either scouts or in fleet actions as strike ships

Pinnacle: The largest hyper-capable unit not capable of carrying troops.

Yawl: The smallest hyper-capable unit capable of carrying troops. Generally speaking, a yawl is pretty similar to a pinnacle in terms of firepower, just with additional spin habitat volume for carrying a company.

Sloop: An up-gunned yawl, either heavier batteries or additional batteries for all-round fire. In larger powers' fleets, sloops tend to be used for the roles yawls tend to be allocated for, leaving yawls as patrol craft or escorts for larger ships.

Brig: the largest ship typically expected to carry a company-level detachment. Ships larger than this which only carry a company are 'gun' vessels.

Frigate: the dividing line between vessels commonly thought-of as company-level vessels and battalion-level vessels. The smallest unit considered capable of standing in the line of battle by major powers.

Heavy Frigate: up-gunned/up-armoured version of the frigate—usually almost always a light battalion-level vessel. Heavy frigates are the largest unit available to minor entities.

Light Cruiser: up-gunned/up-armoured version of the heavy frigate—can be a light battalion-level or battalion-level vessel.

Cruiser: the largest unit typically expected to carry at least a light battalion, and often a full battalion. Cruisers are the largest unit available to independent nations

Light Battleship: above this size vessels are slower and tend to make up for this by being armoured to greater degrees. Smallest unit typically expected to carry a light brigade

Battleship: the heaviest possible vessel—above this size the etherspace-drive systems simply cannot work.

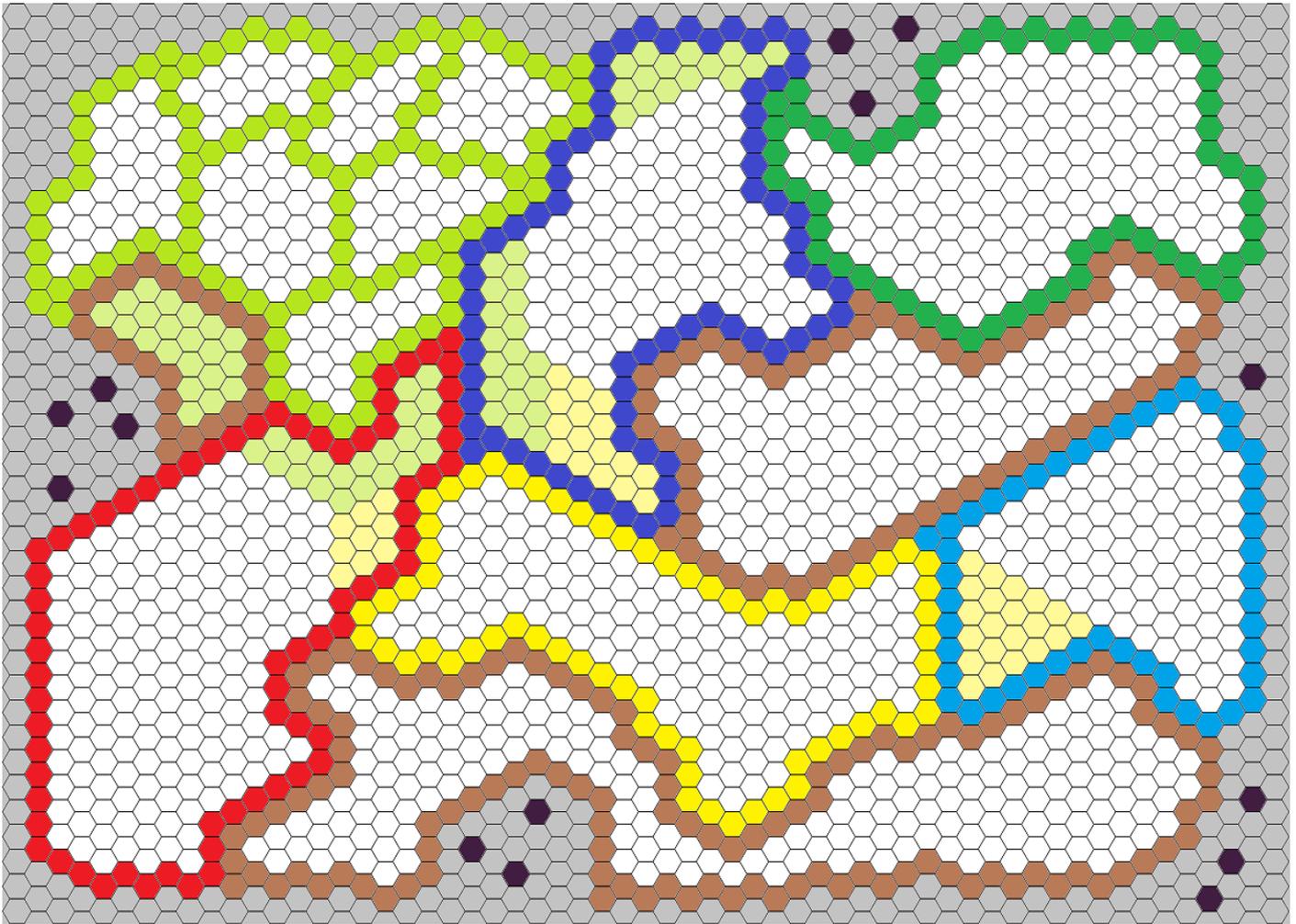
Transports: vessels whose primary mission is troop transport and are armed primarily for defence, with artillery batteries.

[Unit]-Cruisers: [unit]-cruisers are vessels which carry larger-than-normal troop complements and are still expected to fight—usually through to a target for ground assault. The line between transport and [unit]-cruiser, and standard warship and [unit]-cruiser, can sometimes be fuzzy: the Uhnoh-Zukalinao is classed as a heavy brig when it could be considered a battalion-cruiser—and other enlarged brigs are considered battalion-cruisers by other powers. However, the presence of dedicated artillery batteries typically marks a ship as at least a [unit]-cruiser, and if a vessel with enlarged troop complements compared to her sister ships is still armed with at least half the batteries of those sister ships, she is considered a [unit]-cruiser. For the first reason, despite her larger troop complement, as the Uhnoh-Zukalinao does not mount dedicated artillery batteries, she is not considered a battalion-cruiser, whereas the Jomileniu-Ihnohka is considered a battalion-cruiser because she qualifies as one—just—for the second reason.

Note on the Hapahlsin Alliance

The Hapahlsin Alliance, uniquely amongst the Sector powers, focuses mainly on [unit]-cruisers for their heavy ships, with supporting gun vessels, and wolf-pack-style tactics for their lighter units, including a sloop-level warship without any troops which is designed for commanding such squadrons.

Political Situation in the Khame-Dylen Sector



MAP KEY

Aradobrian Republic (red)	Empire of Muralray (yellow)	Quarantined (dark purple)
Hapahlsin Alliance (dark blue)	Jomilenton Principalities (lime green, civil war)	Regions recently (25 years) changed hands are shown in a lighter colour within the borders of another power.
Parsandyon Commonwealth (blue)	Independent Powers (brown)	
Kunishram Protectorates (green)	Uncolonised/minor entities only (light grey)	

Map retrieved from archives of derelict Aradobrian warship *Stago Zhing*. Metadata indicates era of map to be one hundred years prior to ship's abandonment

Each hex in the above map represents a region of space 10LY across.

The Khame-Dylen Sector, at the time of this setting, is an arm of a spiral galaxy around 125.000LY across. Due to the actions of the precursor races, at the time of the setting the primary race in the Sector had been space-faring for some two thousand years—although because of those same actions, the level of technological advancement could be seen by outside observers as being lower over time than races of a similar mindset but without the boon provided by those precursor races.

Because of the long time since the first space flight, the homeworld is simply 'first amongst equals' in terms of population, industry, etc., and there are a lot of equal planets and systems in the Sector. However, the Empire of Muralray, which is still the region of space in which Dylen, the homeworld, is located, enjoyed a prestige due to being the first major power.

That changed around one hundred years before the present date when the Commonwealth, Alliance and Republic entered into a series of conflicts with the Empire and the Principalities. Despite their larger sizes, the Empire and Principalities were ill-served by their respective admiralties and, even worse amongst the Principalities, infighting between the large numbers of Princes that formed the Council of Prime Rulers, the central government of the Principalities.

Over the course of four wars, the Commonwealth, Alliance and Republic seized several regions of the Empire and Principalities, large regions of the Empire rebelled and sought aid from the Republic over their perceived (and real) economic hardships inflicted by the wars, and the Principalities fell into multi-sided civil war with one region becoming so divided their technology backslid slightly as the more modern ships and shipyards were destroyed leaving backwater shipyards as the only source of ship-building.

However, while the three victorious powers had been united in their opposition to the Empire, that was all they were united in. The Republic wished mainly to secure their borders against the Empire and Principalities, including the creation of a thoroughfare in civilised space to the Sector's galactic east, while the Alliance wished to absorb enough of the Principalities and Empire to ensure their security and cement their pre-eminence in the Sector. The Commonwealth, meanwhile, viewed the Empire as a counterbalance to the Alliance and the Protectorates, and didn't want to weaken the Empire any more for fear of finding themselves in a similar position to the Republic before the Freedom Wars, sandwiched between the Empire and Principalities.

The current political climate is complicated. The Republic and Alliance are the two 'primary' powers with the Empire, Commonwealth and Protectorates being the second tier. The Empire is now being courted by the Republic and Alliance as a counterweight against the other, while the Alliance, Commonwealth and Protectorates are courting the Empire, and each other, for support in the Sector's east against the others. The Empire, for its part, would dearly like a return to past glories, but realises that it alone cannot reclaim its former territories, a fact of which the others are aware of, making the political dances at the various seats of power that little bit more circumspect.

The Principalities continues to implode, but has at least stabilised around seven smaller Councils of Prime Rulers, each officially claiming to be the only 'true' Council, but secretly understanding their position as third-tier powers in the Sector. The independent powers and entities in the three regions are involved in their own conflicts, either independent or proxy, with each other.

One thing all powers agree on, however, is the need to stay out of Quarantine Zones. Areas surrounding Quarantine Zones are mostly empty mainly because the vast majority of colonists really don't like the idea of being anywhere within a hyperspace catapult's range of incredibly advanced, incredibly hostile warships that without warning enact another sweep throughout nearby space destroying anything artificial and not on the controlling intelligence's list of approved items...

Drake Notation changes

As usual, I have altered the Drake notation to reduce space. In addition, one change I have made is to remove extraneous information that doesn't affect gameplay but did have an impact on ship design.

In the design process for old and mid-tech units, I wanted the railgun batteries to be exactly three times as large as their single-version mount, to represent a quad-mounting—so the very light railgun mount, which was 3SUs, would have a battery version of 9SUs. For the very light and light railguns this was possible, but for the railgun, heavy railgun and superheavy railgun I had to insert an 'ortillery mode' weapon of a few SUs to make it an exact multiple of 3 for the weapon. The 'railgun battery ortillery mode' weapon is useless as it is fighter-exclusive and there are no fighters or fighter-like units in the setting. This only applies to those weapons with a second mode—the normal 'ortillery battery' is not altered.

Original versions of weapons affected

Superheavy Railgun Battery--Axial Mount, 1-5/6-10/---, 1/2+/2/3 // R-15 Railgun Battery Ortillery Battery 1/6+/1/1
Starship-Exclusive, Piercing +3, Carronade & No Range modifiers // D.Mode: Fighter-Exclusive, Ignores Shields,
Double Damage, Carronade & No Range modifiers

Heavy Railgun Battery--Axial Mount, 1-5/6-10/---, 1/2+/2/2 // R-15 Railgun Battery Ortillery Battery 1/6+/1/1
Starship-Exclusive, Piercing +2, Carronade & No Range modifiers // D.Mode: Fighter-Exclusive, Ignores Shields,
Double Damage, Carronade & No Range modifiers

Railgun Battery--Axial Mount, 1-4/5-8/---, 1/2+/2/2 // Railgun Battery Ortillery Battery 1/6+/1/1
Starship-Exclusive, Piercing +1, Carronade & No Range modifiers // D.Mode: Fighter-Exclusive, Ignores Shields,
Double Damage, Carronade & No Range modifiers

Dual-Mode Weapons' Drake Notation Changed

Original Drake Notation Version	Altered Drake Notation Version
Starship-Exclusive, Piercing +3, Carronade & No Range modifiers // D.Mode: Fighter-Exclusive, Ignores Shields, Double Damage, Carronade & No Range modifiers	S-E, Piercing +3, C & NRM
Starship-Exclusive, Piercing +2, Carronade & No Range modifiers // D.Mode: Fighter-Exclusive, Ignores Shields, Double Damage, Carronade & No Range modifiers	S-E, Piercing +2, C & NRM
Starship-Exclusive, Piercing +1, Carronade & No Range modifiers // D.Mode: Fighter-Exclusive, Ignores Shields, Double Damage, Carronade & No Range modifiers	S-E, Piercing +1, C & NRM
Starship-Exclusive, Ignores Shields, Extra Hull Damage, Carronade & No Range modifiers // D.Mode: Starship-Exclusive, Increased Hits, Piercing +1, Carronade & No Range modifiers	S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM
Starship-Exclusive, Ignores Shields, Extra Hull Damage, Carronade & No Range modifiers // D.Mode: Starship-Exclusive, Increased Hits, Halves Shields, Carronade & No Range modifiers	S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Halves Shields, C & NRM

Single-Mode Weapons' Drake Notation Changed

Original Drake Notation Version	Altered Drake Notation Version
Starship-Exclusive, Area Effect, Ignores Shields, Carronade & No Range modifiers	S-E, Area Effect, Ignores Shields, C & NRM
Starship-Exclusive, Double Damage, Non-Piercing -1, Carronade & No Range modifiers	S-E, D-Dam, Non-Piercing -1, C & NRM
Starship-Exclusive, Halves Shields, Extra Hull Damage, Carronade & No Range modifiers	S-E, Halves Shields, EHD, C & NRM
Starship-Exclusive, Ignores Shields, Double Damage, Carronade & No Range modifiers	S-E, Ignores Shields, D-Dam, C & NRM
Starship-Exclusive, Ignores Shields, Extra Hull Damage, Carronade & No Range modifiers	S-E, Ignores Shields, EHD, C & NRM
Starship-Exclusive, Increased Hits, Carronade & No Range modifiers	S-E, Inc. Hits, C & NRM
Starship-Exclusive, Increased Hits, Halves Shields, Carronade & No Range modifiers	S-E, Inc. Hits, Halves Shields, C & NRM
Starship-Exclusive, No Hull Damage, Area Effect, Carronade & No Range modifiers	S-E, NHD, Area Effect, C & NRM
Starship-Exclusive, No Hull Damage, Carronade & No Range modifiers	S-E, NHD, C & NRM
Starship-Exclusive, No Hull Damage, Increased Hits, Carronade & No Range modifiers	S-E, NHD, Inc. Hits, C & NRM
Starship-Exclusive, No Hull Damage, Non-Piercing -1, Carronade & No Range modifiers	S-E, NHD, Non-Piercing -1, C & NRM
Starship-Exclusive, No Hull Damage, Non-Piercing -2, Carronade & No Range modifiers	S-E, NHD, Non-Piercing -2, C & NRM
Starship-Exclusive, Piercing +1, Carronade & No Range modifiers	S-E, Piercing +1, C & NRM
Starship-Exclusive, Piercing +2, Carronade & No Range modifiers	S-E, Piercing +2, C & NRM
Starship-Exclusive, Piercing +3, Carronade & No Range modifiers	S-E, Piercing +3, C & NRM
Starship-Exclusive, Piercing +3, Double Damage, Carronade & No Range modifiers	S-E, Piercing +3, D-Dam, C & NRM
Fighter-Exclusive, Ignores Shields, Increased Impact, Carronade & No Range modifiers	Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

Civilians

Civilian ships are, in terms of actual size, about three times larger than their hull size would suggest. A civilian yawl is hull-3, a cog hull-6 and so on. Their tech levels aim to reflect this, with much lower engine and shield TLs and higher auxiliary TLs than normal ships

Hyperspace catapults are in this section purely because they are used by all powers. They have a TL of 0 across the board.

(10) Civilian Yawl

Hull: 1

Engines: [TL-4] 3

Faceted Shielding: [F: 0] [FP: 0] [FS: 0] [AP: 0] [AS: 0] [A: 0] [0]

Weapons: 1: [V], 2: [V], 3: [V], 4: [V], 5: [V], 6: [V]

Weapons

Battery V: Quad Ultralight RACGun Battery, 1/2/---, 2/3+/4/1, S-E, NHD, Non-Piercing -2, C & NRM
[ABCDEF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Cargo [TL4] (100):

Damage Control Dice: 1

(24) Civilian Cog

Hull: 2 1

Engines: [TL-4] 3 2

Faceted Shielding: [F: 0] [FP: 0] [FS: 0] [AP: 0] [AS: 0] [A: 0] [0]

Weapons: 1: [2V], 2: [2V], 3: [2V], 4: [2V], 5: [2V], 6: [2V]

Weapons

Battery V: Quad Ultralight RACGun Battery, 1/2/---, 2/3+/4/1, S-E, NHD, Non-Piercing -2, C & NRM
[ABCD] [ABCD] [CDEF] [CDEF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Cargo [TL4] (200):

Damage Control Dice: 1

(32) Civilian Caravel

Hull: 3 2 1

Engines: [TL-4] 3 2 1

Faceted Shielding: [F: 0] [FP: 0] [FS: 0] [AP: 0] [AS: 0] [A: 0] [0]

Weapons: 1: [3V], 2: [3V], 3: [3V], 4: [3V], 5: [2V], 6: [2V]

Weapons

Battery V: Quad Ultralight RACGun Battery, 1/2/---, 2/3+/4/1, S-E, NHD, Non-Piercing -2, C & NRM
[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Cargo [TL4] (400):

Damage Control Dice: 1

(39) Civilian Galleon

Hull: 4 3 2 1

Engines: [TL-4] 2 2 1 1

Faceted Shielding: [F: 0] [FP: 0] [FS: 0] [AP: 0] [AS: 0] [A: 0] [0]

Weapons: 1: [3V], 2: [3V], 3: [3V], 4: [3V], 5: [3V], 6: [3V]

Weapons

Battery V: Quad Ultralight RACGun Battery, 1/2/---, 2/3+/4/1, S-E, NHD, Non-Piercing -2, C & NRM
[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF] [C] [C] [D] [D]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Cargo [TL4] (600): Hospital [TL4] (50): Repair [TL4] (50):

Damage Control Dice: 2

(225) Hyperspace Catapult

Hull: 5 4 3 2 1

Engines N/A

Shields: 5 4 3 2 1

Weapons: 1: [], 2: [], 3: [], 4: [], 5: [], 6: []

Weapons

Special Equipment - Equipment Tech Level: Individual TL

Armor Plating: Hyperdrive (5): Anti-Fighter Batteries (18): Stealth:

Damage Control Dice: 2

Minor Entities

Type: Minor Entity Gig Flotilla (41)

Ships: 3 2 1

Max Speed: 5

Armor: Faceted Shielding: [F: 0] [FP: 0] [FS: 0] [AP: 0] [AS: 0] [A: 0] [0]

Weapons:

Battery V: Rocket Torpedo Launcher, 1/2/3, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [G] [G]

Battery W: Quad Ultralight RACGun Battery, 1/2/3, 2/3+/4/1, S-E, NHD, Non-Piercing -2, C & NRM

[GHI] [GHI] [GHI]

Special Equipment:

Stealth (0)

(17) Minor Entity Cutter

Hull: 1

Engines: [TL-2] 3

Faceted Shielding: [F: 1] [FP: 1] [FS: 1] [AP: 0] [AS: 0] [A: 0] [3]

Weapons: 1: [V2W2XY], 2: [V2W2XY], 3: [V2W2XY], 4: [V2W2XY], 5: [V2W2XY], 6: [V2W2XY]

Weapons

Battery V: Light Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/1, S-E, Piercing +1, C & NRM

[G]

Battery W: Rotary RACGun Battery, 1/2/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[GH] [GI]

Battery X: Dual RACGun Battery, 1/2/---, 4/3+/1/1, S-E, NHD, C & NRM

[GH] [GI]

Battery Y: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Faceted **Armor:** (1, 1, 1, 0, 0, 0)

Damage Control Dice: 1

(18) Minor Entity Escort Cutter

Hull: 1

Engines: [TL-2] 3

Faceted Shielding: [F: 1] [FP: 1] [FS: 1] [AP: 0] [AS: 0] [A: 0] [3]

Weapons: 1: [V2W2XY], 2: [V2W2XY], 3: [V2W2XY], 4: [V2W2XY], 5: [V2W2XY], 6: [V2W2XY]

Weapons

Battery V: Flak RACCannon Battery, 1-2/3-4/---, 2/3+/1/1, S-E, NHD, Area Effect, C & NRM

[G]

Battery W: Rotary RACGun Battery, 1/2/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[GH] [GI]

Battery X: Dual RACGun Battery, 1/2/---, 4/3+/1/1, S-E, NHD, C & NRM

[GH] [GI]

Battery Y: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Faceted **Armor:** (1, 1, 1, 0, 0, 0)

Damage Control Dice: 1

(35) Minor Entity Pinnacle**Hull:** 2 1**Engines:** [TL-2] 4 2**Faceted Shielding:** [F: 1] [FP: 1] [FS: 1] [AP: 1] [AS: 1] [A: 0] [5 3]

Weapons: 1: [VWXY], 2: [VWXY], 3: [VWXY], 4: [WXYZ], 5: [WXYZ], 6: [WXYZ]

Weapons

Battery V: Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/2, S-E, Piercing +1, C & NRM

[G]

Battery W: Very Light Railgun--Axial Mount, 1-3/4-6/---, 1/4+/1/1, S-E, Piercing +1, C & NRM

[G] [G]

Battery X: Rotary RACCannon Battery, 1-2/3-4/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[GHJ] [GIK]

Battery Y: Dual RACCannon Battery, 1-2/3-4/---, 4/3+/1/1, S-E, NHD, C & NRM

[GHJ] [GIK]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Faceted **Armor:** (1, 1, 1, 1, 1, 0)

Damage Control Dice: 1

(35) Minor Entity Escort Pinnacle**Hull:** 2 1**Engines:** [TL-2] 3 2**Faceted Shielding:** [F: 1] [FP: 1] [FS: 1] [AP: 1] [AS: 1] [A: 0] [5 3]

Weapons: 1: [VWXY], 2: [VWXY], 3: [VWXY], 4: [WXYZ], 5: [WXYZ], 6: [WXYZ]

Weapons

Battery V: Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/2, S-E, Piercing +1, C & NRM

[G]

Battery W: Flak RACCannon Battery, 1-2/3-4/---, 2/3+/1/1, S-E, NHD, Area Effect, C & NRM

[AC] [BD]

Battery X: Rotary RACCannon Battery, 1-2/3-4/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[GHJ] [GIK]

Battery Y: Dual RACCannon Battery, 1-2/3-4/---, 4/3+/1/1, S-E, NHD, C & NRM

[GHJ] [GIK]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Faceted **Armor:** (1, 1, 1, 1, 1, 0)

Damage Control Dice: 1

(40) Minor Entity Yawl**Hull:** 3 2 1**Engines:** [TL-2] 3 2 1**Faceted Shielding:** [F: 1] [FP: 1] [FS: 1] [AP: 1] [AS: 1] [A: 0] [5 4 2]

Weapons: 1: [VXY], 2: [VXY], 3: [WXZ], 4: [WXZ], 5: [WY], 6: [WY]

Weapons

Battery V: Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/2, S-E, Piercing +1, C & NRM

[G]

Battery W: Light Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/1, S-E, Piercing +1, C & NRM

[G] [G]

Battery X: Rotary RACCannon Battery, 1-2/3-4/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[GHJ] [GIK]

Battery Y: Dual RACCannon Battery, 1-2/3-4/---, 4/3+/1/1, S-E, NHD, C & NRM

[GHJ] [GIK]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x7): Vehicles (50):

Faceted **Armor:** (1, 1, 1, 1, 1, 0)

Damage Control Dice: 1

(63) Minor Entity Sloop**Hull:** 4 3 2 1**Engines:** [TL-2] 3 3 2 1**Faceted Shielding:** [F: 1] [FP: 1] [FS: 1] [AP: 1] [AS: 1] [A: 1] [6 5 3 2]

Weapons: 1: [VWXY], 2: [VWXY], 3: [VWXY], 4: [WXYZ], 5: [WXYZ], 6: [WXYZ]

Weapons

Battery V: Heavy Railgun--Axial Mount, 1-5/6-10/---, 1/4+/1/2, S-E, Piercing +2, C & NRM

[G] [L]

Battery W: Light Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/1, S-E, Piercing +1, C & NRM

[G] [G] [L] [L]

Battery X: Rotary RACCannon Battery, 1-2/3-4/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Dual RACCannon Battery, 1-2/3-4/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [BD] [CE] [DF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [L]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x7): Vehicles (50):

Faceted **Armor:** (1, 1, 1, 1, 1, 1)

Damage Control Dice: 2

(106) Minor Entity Brig**Hull:** 7 6 5 4 3 2 1**Engines:** [TL-2] 3 3 3 2 2 1 1**Faceted Shielding:** [F: 1] [FP: 1] [FS: 1] [AP: 1] [AS: 1] [A: 1] [6 6 5 4 3 2 1]

Weapons: 1: [VWXY], 2: [VWXY], 3: [WXYZ], 4: [WXYZ], 5: [WXY], 6: [WXY]

Weapons

Battery V: Superheavy Railgun--Axial Mount, 1-5/6-10/---, 1/4+/1/3, S-E, Piercing +3, C & NRM
[G] [L]**Battery W:** Light Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/1, S-E, Piercing +1, C & NRM
[G] [G] [G] [G] [L] [L]**Battery X:** Heavy Rotary RACCannon Battery, 1-3/4-6/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM
[AC] [BD] [CE] [DF] [C] [D]**Battery Y:** Dual Heavy RACCannon Battery, 1-3/4-6/---, 4/3+/1/1, S-E, NHD, C & NRM
[AC] [BD] [CE] [DF] [C] [D]**Battery Z:** Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM
[G] [L]**Special Equipment - Equipment Tech Level: Individual TL**

Hyperdrive: Troops [250] (x20): Vehicles (100):

Faceted **Armor:** (1, 1, 1, 1, 1, 1)

Damage Control Dice: 2

(153) Minor Entity Frigate**Hull:** 9 8 7 6 5 4 3 2 1**Engines:** [TL-2] 3 3 3 2 2 2 1 1 1**Faceted Shielding:** [F: 2 1] [FP: 2 1] [FS: 2 1] [AP: 2 1] [AS: 2 1] [A: 1] [11 10 9 8 7 5 4 3 2]

Weapons: 1: [VXY], 2: [VXY], 3: [WXY], 4: [WXY], 5: [WXZ], 6: [WYZ]

Weapons

Battery V: Superheavy Railgun--Axial Mount, 1-5/6-10/---, 1/4+/1/3, S-E, Piercing +3, C & NRM
[G] [L]**Battery W:** Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/2, S-E, Piercing +1, C & NRM
[G] [G] [G] [G] [L] [L]**Battery X:** Heavy Rotary RACCannon Battery, 1-3/4-6/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM
[AC] [BD] [CE] [DF] [GH] [GI] [EF]**Battery Y:** Dual Heavy RACCannon Battery, 1-3/4-6/---, 4/3+/1/1, S-E, NHD, C & NRM
[AC] [BD] [CE] [DF] [GH] [GI] [EF]**Battery Z:** Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM
[G] [L]**Special Equipment - Equipment Tech Level: Individual TL**

Hyperdrive: Troops [250] (x20): Vehicles (100):

Faceted **Armor:** (2, 2, 2, 2, 2, 1)

Damage Control Dice: 3

(234) Minor Entity Heavy Frigate**Hull:** 12 11 10 9 8 7 6 5 4 3 2 1**Engines:** [TL-2] 3 3 3 3 2 2 2 2 1 1 1 1**Faceted Shielding:** [F: 3 2 1] [FP: 3 2 1] [FS: 3 2 1] [AP: 2 1] [AS: 2 1] [A: 1] [14 13 12 11 10 9 7 6 5 4 3 2]**Weapons:** 1: [VXZ], 2: [VX], 3: [WY], 4: [WY], 5: [XY], 6: [XY]

Weapons

Battery V: Superheavy Railgun--Axial Mount, 1-5/6-10/---, 1/4+/1/3, S-E, Piercing +3, C & NRM

[G] [G] [L]

Battery W: Railgun Battery--Axial Mount, 1-4/5-8/---, 1/2+/2/2, S-E, Piercing +1, C & NRM

[G] [G] [L]

Battery X: Heavy Rotary RACCannon Battery, 1-3/4-6/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF] [ABCD] [ABCD] [CDEF] [CDEF]

Battery Y: Dual Heavy RACCannon Battery, 1-3/4-6/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [BD] [CE] [DF] [ABCD] [ABCD] [CDEF] [CDEF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [L]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x20): Vehicles (100):

Faceted **Armor:** (3, 3, 3, 2, 2, 1)

Damage Control Dice: 3

(16) Minor Entity Company Transport**Hull:** 2 1**Engines:** [TL-2] 3 2**Faceted Shielding:** [F: 1] [FP: 1] [FS: 1] [AP: 1] [AS: 1] [A: 0] [5 3]**Weapons:** 1: [V], 2: [V], 3: [V], 4: [W], 5: [W], 6: [W]

Weapons

Battery V: Triple Light RACGun Battery, 1/2/---, 2/3+/3/1, S-E, NHD, Non-Piercing -1, C & NRM

[AB]

Battery W: Ortilery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x7): Vehicles (50):

Faceted **Armor:** (1, 1, 1, 1, 1, 0)

Damage Control Dice: 1

(39) Minor Entity Battalion Transport**Hull:** 5 4 3 2 1**Engines:** [TL-2] 3 3 2 2 1**Faceted Shielding:** [F: 1] [FP: 1] [FS: 1] [AP: 1] [AS: 1] [A: 0] [5 4 3 2 1]**Weapons:** 1: [VW], 2: [V], 3: [V], 4: [W], 5: [W], 6: [W]

Weapons

Battery V: Triple Light RACGun Battery, 1/2/---, 2/3+/3/1, S-E, NHD, Non-Piercing -1, C & NRM

[AB] [EF]

Battery W: Ortilery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[G] [G] [G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x27): Vehicles (150):

Faceted **Armor:** (1, 1, 1, 1, 1, 0)

Damage Control Dice: 2

Independent Nations

Type: Independent Nation Gig Flotilla (45)

Ships: 3 2 1

Max Speed: 5

Armor: Shields: [TL-1] 0

Weapons:

Battery V: Rocket Torpedo Launcher, 1/2/3, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [G] [G]

Battery W: Quad Ultralight RACGun Battery, 1/2/3, 2/3+/4/1, S-E, NHD, Non-Piercing -2, C & NRM

[GHI] [GHI] [GHI]

Special Equipment:

Overthrusters (0) Stealth (0)

(19) Independent Nation Cutter

Hull: 1

Engines: [TL-1] 4

Faceted Shielding: [F: 1] [FP: 1] [FS: 1] [AP: 0] [AS: 0] [A: 0] [3]

Weapons: 1: [V2W2XY], 2: [V2W2XY], 3: [V2W2XY], 4: [V2W2XY], 5: [V2W2XY], 6: [V2W2XY]

Weapons

Battery V: Light Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/1, S-E, Piercing +1, C & NRM

[G]

Battery W: Rotary RACGun Battery, 1/2/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[GH] [GI]

Battery X: Dual RACGun Battery, 1/2/---, 4/3+/1/1, S-E, NHD, C & NRM

[GH] [GI]

Battery Y: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Faceted **Armor:** (1, 1, 1, 0, 0, 0)

Damage Control Dice: 1

(19) Independent Nation Escort Cutter

Hull: 1

Engines: [TL-1] 4

Faceted Shielding: [F: 1] [FP: 1] [FS: 1] [AP: 0] [AS: 0] [A: 0] [3]

Weapons: 1: [V2W2XY], 2: [V2W2XY], 3: [V2W2XY], 4: [V2W2XY], 5: [V2W2XY], 6: [V2W2XY]

Weapons

Battery V: Flak RACCannon Battery, 1-2/3-4/---, 2/3+/1/1, S-E, NHD, Area Effect, C & NRM

[G]

Battery W: Rotary RACGun Battery, 1/2/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[GH] [GI]

Battery X: Dual RACGun Battery, 1/2/---, 4/3+/1/1, S-E, NHD, C & NRM

[GH] [GI]

Battery Y: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Faceted **Armor:** (1, 1, 1, 0, 0, 0)

Damage Control Dice: 1

(36) Independent Nation Pinnacle**Hull:** 2 1**Engines:** [TL-1] 4 2**Shields:** [TL-1] 1 1

Weapons: 1: [VWX2Y], 2: [VWX2Y], 3: [VWX2Y], 4: [WX2YZ], 5: [WX2YZ], 6: [WX2YZ]

Weapons

Battery V: Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/2, S-E, Piercing +1, C & NRM

[G]

Battery W: Very Light Railgun--Axial Mount, 1-3/4-6/---, 1/4+/1/1, S-E, Piercing +1, C & NRM

[G] [G]

Battery X: Rotary RACCannon Battery, 1-2/3-4/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[AC] [BD]

Battery Y: Dual RACCannon Battery, 1-2/3-4/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [BD] [CE] [DF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(38) Independent Nation Escort Pinnacle**Hull:** 2 1**Engines:** [TL-1] 3 2**Shields:** [TL-1] 1 1

Weapons: 1: [VW2XYZ], 2: [VW2XYZ], 3: [VW2XYZ], 4: [W3XY], 5: [W3XY], 6: [W3XY]

Weapons

Battery V: Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/2, S-E, Piercing +1, C & NRM

[G]

Battery W: Flak RACCannon Battery, 1-2/3-4/---, 2/3+/1/1, S-E, NHD, Area Effect, C & NRM

[AC] [BD]

Battery X: Flak RACGun Battery, 1/2/---, 2/3+/1/1, S-E, NHD, Area Effect, C & NRM

[AC] [AC] [BD] [BD] [AB]

Battery Y: Dual RACCannon Battery, 1-2/3-4/---, 4/3+/1/1, S-E, NHD, C & NRM

[GHJ] [GIK]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(42) Independent Nation Yawl**Hull:** 3 2 1**Engines:** [TL-1] 3 2 1**Shields:** [TL-1] 1 1 1**Weapons:** 1: [VXYZ], 2: [VXYZ], 3: [WXY], 4: [WXY], 5: [W2Y], 6: [W2Y]**Weapons****Battery V:** Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/2, S-E, Piercing +1, C & NRM

[G]

Battery W: Light Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/1, S-E, Piercing +1, C & NRM

[G] [G]

Battery X: Rotary RACCannon Battery, 1-2/3-4/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[AC] [BD]

Battery Y: Dual RACCannon Battery, 1-2/3-4/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [BD] [CE] [DF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x7): Vehicles (50):

Damage Control Dice: 1

(66) Independent Nation Sloop**Hull:** 4 3 2 1**Engines:** [TL-1] 3 3 2 1**Shields:** [TL-1] 1 1 1 1**Weapons:** 1: [VWXYZ], 2: [VWXYZ], 3: [VWXYZ], 4: [WX2Y], 5: [WX2Y], 6: [WX2Y]**Weapons****Battery V:** Heavy Railgun--Axial Mount, 1-5/6-10/---, 1/4+/1/2, S-E, Piercing +2, C & NRM

[G] [L]

Battery W: Light Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/1, S-E, Piercing +1, C & NRM

[G] [G] [GL] [L]

Battery X: Rotary RACCannon Battery, 1-2/3-4/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Dual RACCannon Battery, 1-2/3-4/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [AC] [BD] [BD] [CE] [DF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [L]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x7): Vehicles (50):

Damage Control Dice: 2

(114) Independent Nation Brig**Hull:** 7 6 5 4 3 2 1**Engines:** [TL-1] 3 3 3 2 2 1 1**Shields:** [TL-1] 1 1 1 1 1 1 1**Weapons:** 1: [VW2Y], 2: [VWYZ], 3: [WXYZ], 4: [WXY], 5: [WXY], 6: [WXY]

Weapons

Battery V: Superheavy Railgun--Axial Mount, 1-5/6-10/---, 1/4+/1/3, S-E, Piercing +3, C & NRM

[G] [L]

Battery W: Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/2, S-E, Piercing +1, C & NRM

[G] [G] [GL] [GL] [L] [L]

Battery X: Heavy Rotary RACCannon Battery, 1-3/4-6/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Dual Heavy RACCannon Battery, 1-3/4-6/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [L]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x20): Vehicles (100):

Damage Control Dice: 2

(163) Independent Nation Frigate**Hull:** 9 8 7 6 5 4 3 2 1**Engines:** [TL-1] 3 3 3 2 2 2 1 1 1**Shields:** [TL-1] 2 2 2 2 2 1 1 1 1**Weapons:** 1: [VWXY], 2: [VWXY], 3: [WXYZ], 4: [WXYZ], 5: [WXY], 6: [WXY]

Weapons

Battery V: Superheavy Railgun--Axial Mount, 1-5/6-10/---, 1/4+/1/3, S-E, Piercing +3, C & NRM

[G] [G] [L]

Battery W: Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/2, S-E, Piercing +1, C & NRM

[G] [G] [G] [G] [L] [L] [L] [L]

Battery X: Heavy Rotary RACCannon Battery, 1-3/4-6/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Y: Dual Heavy RACCannon Battery, 1-3/4-6/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [L]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x20): Vehicles (100):

Damage Control Dice: 3

(255) Independent Nation Heavy Frigate

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

Engines: [TL-1] 3 3 3 3 2 2 2 2 1 1 1 1

Shields: [TL-1] 3 3 3 3 2 2 2 2 1 1 1 1

Weapons: 1: [VXZ], 2: [VXZ], 3: [WY], 4: [WY], 5: [XY], 6: [XY]

Weapons

Battery V: Superheavy Railgun--Axial Mount, 1-5/6-10/---, 1/4+/1/3, S-E, Piercing +3, C & NRM

[G] [G] [L] [L]

Battery W: Railgun Battery--Axial Mount, 1-4/5-8/---, 1/2+/2/2, S-E, Piercing +1, C & NRM

[G] [G] [L] [L]

Battery X: Heavy Rotary RACCannon Battery, 1-3/4-6/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF] [ABCD] [ABCD] [CDEF] [CDEF]

Battery Y: Dual Heavy RACCannon Battery, 1-3/4-6/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [BD] [CE] [DF] [ABCD] [ABCD] [CDEF] [CDEF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [G] [L]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x20): Vehicles (100):

Damage Control Dice: 3

(323) Independent Nation Light Cruiser

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

Engines: [TL-1] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1

Shields: [TL-1] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1

Weapons: 1: [VXY], 2: [WXZ], 3: [WYZ], 4: [XY], 5: [XY], 6: [XY]

Weapons

Battery V: Superheavy Railgun Battery--Axial Mount, 1-5/6-10/---, 1/2+/2/3, S-E, Piercing +3, C & NRM

[G] [L]

Battery W: Heavy Railgun Battery--Axial Mount, 1-5/6-10/---, 1/2+/2/2, S-E, Piercing +2, C & NRM

[G] [G] [L] [L]

Battery X: Heavy Rotary RACCannon Battery, 1-3/4-6/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF] [GHI] [GHI] [JKL] [JKL]

Battery Y: Dual Heavy RACCannon Battery, 1-3/4-6/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF] [GHI] [GHI] [JKL] [JKL]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [G] [L]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x27): Vehicles (150):

Damage Control Dice: 3

(409) Independent Nation Cruiser

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

Engines: [TL-1] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1 1

Shields: [TL-1] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1 1

Weapons: 1: [VXY], 2: [VXZ], 3: [WX], 4: [WY], 5: [WY], 6: [XY]

Weapons

Battery V: Superheavy Railgun Battery--Axial Mount, 1-5/6-10/---, 1/2+/2/3, S-E, Piercing +3, C & NRM
[G] [G] [G] [L] [L] [L]

Battery W: Heavy Flak RACCannon Battery, 1-3/4-6/---, 2/3+/1/1, S-E, NHD, Area Effect, C & NRM
[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery X: Heavy Rotary RACCannon Battery, 1-3/4-6/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM
[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF] [ABCD] [ABCD] [CDEF] [CDEF]

Battery Y: Dual Heavy RACCannon Battery, 1-3/4-6/---, 4/3+/1/1, S-E, NHD, C & NRM
[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF] [ABCD] [ABCD] [CDEF] [CDEF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM
[G] [G] [L]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x27): Vehicles (150):

Damage Control Dice: 4

(18) Independent Nation Company Transport

Hull: 2 1

Engines: [TL-1] 3 2

Shields: [TL-1] 1 1

Weapons: 1: [V], 2: [V], 3: [V], 4: [W], 5: [W], 6: [W]

Weapons

Battery V: Triple Light RACGun Battery, 1/2/---, 2/3+/3/1, S-E, NHD, Non-Piercing -1, C & NRM
[ABCD]

Battery W: Ortilery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM
[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x7): Vehicles (50):

Damage Control Dice: 1

(49) Independent Nation Battalion Transport

Hull: 5 4 3 2 1

Engines: [TL-1] 3 3 2 2 1

Shields: [TL-1] 1 1 1 1 1

Weapons: 1: [VW], 2: [VW], 3: [VW], 4: [VW], 5: [V], 6: [V]

Weapons

Battery V: Triple Light RACGun Battery, 1/2/---, 2/3+/3/1, S-E, NHD, Non-Piercing -1, C & NRM
[AC] [BD] [CE] [DF] [GHI]

Battery W: Ortilery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM
[G] [G] [G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x27): Vehicles (150):

Damage Control Dice: 2

(164) Independent Nation Light Brigade Transport

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

Engines: [TL-1] 3 3 3 3 2 2 2 2 1 1 1 1

Shields: [TL-1] 1 1 1 1 1 1 1 1 1 1 1 1

Weapons: 1: [VWZ], 2: [VW], 3: [VW], 4: [VX], 5: [WX], 6: [WY]

Weapons

Battery V: Triple Light RACGun Battery, 1/2/---, 2/3+/3/1, S-E, NHD, Non-Piercing -1, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery W: Ortilery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD]

Battery X: Flak RACGun Battery, 1/2/---, 2/3+/1/1, S-E, NHD, Area Effect, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery Y: Rotary RACCannon Battery, 1-2/3-4/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[ABCD] [CDEF]

Battery Z: Dual RACCannon Battery, 1-2/3-4/---, 4/3+/1/1, S-E, NHD, C & NRM

[ABCD] [CDEF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x68): Vehicles (400):

Damage Control Dice: 3

(186) Independent Nation Brigade Transport

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

Engines: [TL-1] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1

Shields: [TL-1] 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

Weapons: 1: [VWY], 2: [VWZ], 3: [VX], 4: [VX], 5: [WX], 6: [WX]

Weapons

Battery V: Triple Light RACGun Battery, 1/2/---, 2/3+/3/1, S-E, NHD, Non-Piercing -1, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery W: Ortilery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD]

Battery X: Flak RACGun Battery, 1/2/---, 2/3+/1/1, S-E, NHD, Area Effect, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Y: Rotary RACCannon Battery, 1-2/3-4/---, 1/3+/2/1, S-E, NHD, Inc. Hits, C & NRM

[ABCD] [CDEF]

Battery Z: Dual RACCannon Battery, 1-2/3-4/---, 4/3+/1/1, S-E, NHD, C & NRM

[ABCD] [CDEF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x90): Vehicles (600):

Damage Control Dice: 3

Jomilenton Principalities

Type: Noh-Zatnao Class Jomilenton Principalities Gig Flotilla (45)

Ships: 3 2 1

Max Speed: 5

Armor: Faceted Shielding: [F: 0] [FP: 0] [FS: 0] [AP: 0] [AS: 0] [A: 0] [0]

Weapons:

Battery V: Rocket Torpedo Launcher, 1/2/3, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [G] [G]

Battery W: Quad Ultralight RACGun Battery, 1/2/3, 2/3+/4/1, S-E, NHD, Non-Piercing -2, C & NRM

[GHI] [GHI] [GHI]

Special Equipment:

Overthrusters (0) Stealth (0)

(20) Ihnoh-Zatnao Class Jomilenton Principalities Cutter

Hull: 1

Engines: [TL-1] 5

Faceted Shielding: [F: 1] [FP: 1] [FS: 1] [AP: 0] [AS: 0] [A: 0] [3]

Weapons: 1: [V2W2XY], 2: [V2W2XY], 3: [V2W2XY], 4: [V2W2XY], 5: [V2W2XY], 6: [V2W2XY]

Weapons

Battery V: Light Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/1, S-E, Piercing +1, C & NRM

[G]

Battery W: Assault RACGun Battery, 1/2/---, 1/3+/2/1, S-E, D-Dam, Non-Piercing -1, C & NRM

[GH] [GI]

Battery X: Dual RACGun Battery, 1/2/---, 4/3+/1/1, S-E, NHD, C & NRM

[GH] [GI]

Battery Y: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Faceted **Armor:** (1, 1, 1, 0, 0, 0)

Damage Control Dice: 1

(20) Ihnoh-Zatnao-E Class Jomilenton Principalities Escort Cutter

Hull: 1

Engines: [TL-1] 5

Faceted Shielding: [F: 1] [FP: 1] [FS: 1] [AP: 0] [AS: 0] [A: 0] [3]

Weapons: 1: [V2W2XY], 2: [V2W2XY], 3: [V2W2XY], 4: [V2W2XY], 5: [V2W2XY], 6: [V2W2XY]

Weapons

Battery V: Flak RACCannon Battery, 1-2/3-4/---, 2/3+/1/1, S-E, NHD, Area Effect, C & NRM

[G]

Battery W: Assault RACGun Battery, 1/2/---, 1/3+/2/1, S-E, D-Dam, Non-Piercing -1, C & NRM

[GH] [GI]

Battery X: Dual RACGun Battery, 1/2/---, 4/3+/1/1, S-E, NHD, C & NRM

[GH] [GI]

Battery Y: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Faceted **Armor:** (1, 1, 1, 0, 0, 0)

Damage Control Dice: 1

(37) Ihnoh-Lotnao Class Jomilenton Principalities Pinnacle

Hull: 2 1

Engines: [TL-1] 4 2

Shields: 1 1

Weapons: 1: [VWX2Y], 2: [VWX2Y], 3: [VWX2Y], 4: [WX2YZ], 5: [WX2YZ], 6: [WX2YZ]

Weapons

Battery V: Heavy Railgun--Axial Mount, 1-5/6-10/---, 1/4+/1/2, S-E, Piercing +2, C & NRM

[G]

Battery W: Light Railgun--Axial Mount, 1-4/5-8/---, 1/4+/1/1, S-E, Piercing +1, C & NRM

[G] [G]

Battery X: Assault RACCannon Battery, 1-2/3-4/---, 1/3+/2/1, S-E, D-Dam, Non-Piercing -1, C & NRM

[AC] [BD]

Battery Y: Dual RACCannon Battery, 1-2/3-4/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [BD] [CE] [DF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(37) Ihnoh-Lotnao-E Class Jomilenton Principalities Escort Pinnacle

Hull: 2 1

Engines: [TL-1] 3 2

Shields: 1 1

Weapons: 1: [VWX2Y], 2: [VWX2Y], 3: [VWX2Y], 4: [WX2YZ], 5: [WX2YZ], 6: [WX2YZ]

Weapons

Battery V: Heavy Railgun--Axial Mount, 1-5/6-10/---, 1/4+/1/2, S-E, Piercing +2, C & NRM

[G]

Battery W: Flak RACCannon Battery, 1-2/3-4/---, 2/3+/1/1, S-E, NHD, Area Effect, C & NRM

[AC] [BD]

Battery X: Assault RACCannon Battery, 1-2/3-4/---, 1/3+/2/1, S-E, D-Dam, Non-Piercing -1, C & NRM

[AC] [BD]

Battery Y: Dual RACCannon Battery, 1-2/3-4/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [BD] [CE] [DF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(47) Ihnoh-Vutnao Class Jomilenton Principalities Yawl

Hull: 3 2 1

Engines: [TL-1] 3 2 1

Shields: 1 1 1

Weapons: 1: [VXY], 2: [VXY], 3: [W2Y], 4: [W2Y], 5: [XYZ], 6: [XYZ]

Weapons

Battery V: Heavy Railgun--Axial Mount, 1-5/6-10/---, 1/4+/1/2, S-E, Piercing +2, C & NRM

[G]

Battery W: Light Railgun Battery--Axial Mount, 1-4/5-8/---, 1/2+/2/1, S-E, Piercing +1, C & NRM

[G]

Battery X: Assault RACCannon Battery, 1-2/3-4/---, 1/3+/2/1, S-E, D-Dam, Non-Piercing -1, C & NRM

[ABCD] [ABCD]

Battery Y: Dual RACCannon Battery, 1-2/3-4/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [BD] [CE] [DF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x5): Vehicles (50):

Damage Control Dice: 1

(70) Ihnoh-Cotinao Class Jomilenton Principalities Sloop

Hull: 4 3 2 1

Engines: [TL-1] 3 3 2 1

Shields: 1 1 1 1

Weapons: 1: [VX2Y], 2: [VX2Y], 3: [VX2Y], 4: [W2YZ], 5: [W2YZ], 6: [W2YZ]

Weapons

Battery V: Heavy Railgun--Axial Mount, 1-5/6-10/---, 1/4+/1/2, S-E, Piercing +2, C & NRM

[G] [L]

Battery W: Light Railgun Battery--Axial Mount, 1-4/5-8/---, 1/2+/2/1, S-E, Piercing +1, C & NRM

[G] [L]

Battery X: Assault RACCannon Battery, 1-2/3-4/---, 1/3+/2/1, S-E, D-Dam, Non-Piercing -1, C & NRM

[ABCD] [ABCD]

Battery Y: Dual RACCannon Battery, 1-2/3-4/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [L]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x5): Vehicles (50):

Damage Control Dice: 2

(116) Uhnoh-Zukinao Class Jomilenton Principalities Gun Brig**Hull:** 6 5 4 3 2 1**Engines:** [TL-1] 3 3 2 2 1 1**Shields:** 2 2 2 1 1 1

Weapons: 1: [VXY], 2: [VXY], 3: [W2Y], 4: [W2Y], 5: [XYZ], 6: [XYZ]

Weapons

Battery V: Superheavy Railgun--Axial Mount, 1-5/6-10/---, 1/4+/1/3, S-E, Piercing +3, C & NRM

[G] [L]

Battery W: Railgun Battery--Axial Mount, 1-4/5-8/---, 1/2+/2/2, S-E, Piercing +1, C & NRM

[G] [L]

Battery X: Heavy Assault RACCannon Battery, 1-3/4-6/---, 1/3+/2/1, S-E, D-Dam, Non-Piercing -1, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Dual Heavy RACCannon Battery, 1-3/4-6/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [L]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x5): Vehicles (50):

Damage Control Dice: 2

(123) Uhnoh-Zukalinao Class Jomilenton Principalities Heavy Brig**Hull:** 7 6 5 4 3 2 1**Engines:** [TL-1] 3 3 3 2 2 1 1**Shields:** 2 2 2 2 1 1 1

Weapons: 1: [VXY], 2: [VXY], 3: [W2Y], 4: [WYZ], 5: [XYZ], 6: [XY]

Weapons

Battery V: Heavy Railgun--Axial Mount, 1-5/6-10/---, 1/4+/1/2, S-E, Piercing +2, C & NRM

[G] [L]

Battery W: Railgun Battery--Axial Mount, 1-4/5-8/---, 1/2+/2/2, S-E, Piercing +1, C & NRM

[G] [L]

Battery X: Heavy Assault RACCannon Battery, 1-3/4-6/---, 1/3+/2/1, S-E, D-Dam, Non-Piercing -1, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Dual Heavy RACCannon Battery, 1-3/4-6/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [L]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x15): Vehicles (100):

Damage Control Dice: 2

(174) Uhnoh-Vakinao Class Jomilenton Principalities Frigate

Hull: 9 8 7 6 5 4 3 2 1

Engines: [TL-1] 3 3 3 2 2 2 1 1 1

Shields: 2 2 2 2 2 1 1 1 1

Weapons: 1: [VXY], 2: [VXY], 3: [WXY], 4: [WYZ], 5: [WYZ], 6: [XY]

Weapons

Battery V: Superheavy Railgun Battery--Axial Mount, 1-5/6-10/---, 1/2+/2/3, S-E, Piercing +3, C & NRM
[G] [GL]

Battery W: Dual Very Light Railgun, 1-3/4-6/---, 1/3+/2/1, S-E, Piercing +1, C & NRM
[AC] [BD] [CE] [DF]

Battery X: Heavy Assault RACCannon Battery, 1-3/4-6/---, 1/3+/2/1, S-E, D-Dam, Non-Piercing -1, C & NRM
[AC] [BD] [CE] [DF] [ABCD] [ABCD]

Battery Y: Dual Heavy RACCannon Battery, 1-3/4-6/---, 4/3+/1/1, S-E, NHD, C & NRM
[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM
[G] [L]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x15): Vehicles (100):

Damage Control Dice: 3

(258) Uhnoh-Cerakinao Class Jomilenton Principalities Heavy Frigate

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

Engines: [TL-1] 3 3 3 3 2 2 2 2 1 1 1 1

Shields: 3 3 3 3 2 2 2 2 1 1 1 1

Weapons: 1: [VXZ], 2: [VY], 3: [WY], 4: [WY], 5: [XY], 6: [XZ]

Weapons

Battery V: Superheavy Railgun Battery--Axial Mount, 1-5/6-10/---, 1/2+/2/3, S-E, Piercing +3, C & NRM
[G] [G] [L] [L]

Battery W: Dual Very Light Railgun, 1-3/4-6/---, 1/3+/2/1, S-E, Piercing +1, C & NRM
[AC] [BD] [CE] [DF]

Battery X: Heavy Assault RACCannon Battery, 1-3/4-6/---, 1/3+/2/1, S-E, D-Dam, Non-Piercing -1, C & NRM
[GHI] [GHI] [GHI] [GHI] [JKL] [JKL]

Battery Y: Dual Heavy RACCannon Battery, 1-3/4-6/---, 4/3+/1/1, S-E, NHD, C & NRM
[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM
[G] [G] [L]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x20): Vehicles (150):

Damage Control Dice: 3

(347) Wealnoh-Zukinao Class Jomilenton Principalities Light Cruiser

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

Engines: [TL-1] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1

Shields: 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1

Weapons: 1: [VXY], 2: [VXY], 3: [WXY], 4: [WXZ], 5: [WYZ], 6: [WY]

Weapons

Battery V: Superheavy Railgun Battery--Axial Mount, 1-5/6-10/---, 1/2+/2/3, S-E, Piercing +3, C & NRM

[G] [G] [G] [L] [L]

Battery W: Dual Very Light Railgun, 1-3/4-6/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery X: Heavy Assault RACCannon Battery, 1-3/4-6/---, 1/3+/2/1, S-E, D-Dam, Non-Piercing -1, C & NRM

[GHI] [GHI] [GHI] [GHI] [GHI] [GHI] [JKL] [JKL] [JKL] [JKL]

Battery Y: Dual Heavy RACCannon Battery, 1-3/4-6/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [AC] [AC] [BD] [BD] [BD] [CE] [CE] [CE] [DF] [DF] [DF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [G] [L]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x20): Vehicles (150):

Damage Control Dice: 3

(433) Wealnoh-Vakinao Class Jomilenton Principalities Cruiser

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

Engines: [TL-1] 3 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1 1

Shields: 3 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1 1

Weapons: 1: [VXY], 2: [VXY], 3: [WXY], 4: [WXY], 5: [WXY], 6: [XYZ]

Weapons

Battery V: Superheavy Railgun Battery--Axial Mount, 1-5/6-10/---, 1/2+/2/3, S-E, Piercing +3, C & NRM

[G] [G] [G] [L] [L] [L]

Battery W: Triple Very Light Railgun, 1-3/4-6/---, 1/3+/3/1, S-E, Piercing +1, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery X: Heavy Assault RACCannon Battery, 1-3/4-6/---, 1/3+/2/1, S-E, D-Dam, Non-Piercing -1, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF] [GHI] [GHI] [GHI] [GHI] [JKL] [JKL] [JKL] [JKL]

Battery Y: Dual Heavy RACCannon Battery, 1-3/4-6/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [DF] [DF] [DF] [DF]

Battery Z: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [G] [L]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x20): Vehicles (150):

Damage Control Dice: 4

(711) Wealnoh-Cerakinao Class Jomilenton Principalities Light Battleship

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

Engines: [TL-1] 2 2 2 2 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1 1 1

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

Weapons: 1: [VXY], 2: [V2Y], 3: [WYZ], 4: [WY], 5: [XY], 6: [XY]

Weapons

Battery V: Superheavy Railgun Battery--Axial Mount, 1-5/6-10/---, 1/2+/2/3, S-E, Piercing +3, C & NRM

[G] [G] [G] [G] [L] [L] [L] [L]

Battery W: Quad Very Light Railgun, 1-3/4-6/---, 1/3+/4/1, S-E, Piercing +1, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery X: Heavy Assault RACCannon Battery, 1-3/4-6/---, 1/3+/2/1, S-E, D-Dam, Non-Piercing -1, C & NRM

[GHI] [GHI] [GHI] [GHI] [GHI] [GHI] [JKL] [JKL] [JKL] [JKL] [JKL] [JKL]

Battery Y: Dual Heavy RACCannon Battery, 1-3/4-6/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [AC] [AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [CE] [CE] [DF] [DF] [DF] [DF] [DF] [DF]

[ABCD] [ABCD] [ABCD] [ABCD]

Battery Z: Light Lance Battery--Laser Mode, 1-6/7-12/---, 1/3+/1/1 // Light Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[GL] [GL]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x50): Vehicles (400):

Damage Control Dice: 4

(909) Iduhnoh-Jomilenao Class Jomilenton Principalities Battleship

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

Engines: [TL-1] 2 2 2 2 2 2 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

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

Weapons: 1: [VXYZ], 2: [VXY], 3: [WXY], 4: [WXY], 5: [W2Y], 6: [W2Y]

Weapons

Battery V: Superheavy Railgun Battery--Axial Mount, 1-5/6-10/---, 1/2+/2/3, S-E, Piercing +3, C & NRM

[G] [G] [G] [G] [G] [G] [L] [L] [L] [L]

Battery W: Triple Very Light Railgun, 1-3/4-6/---, 1/3+/3/1, S-E, Piercing +1, C & NRM

[AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [DF] [DF] [DF] [DF]

Battery X: Heavy Assault RACCannon Battery, 1-3/4-6/---, 1/3+/2/1, S-E, D-Dam, Non-Piercing -1, C & NRM

[GHI] [GHI] [GHI] [GHI] [GHJ] [GHJ] [GIK] [GIK] [JKL] [JKL] [JKL] [JKL] [HJL] [HJL] [IKL] [IKL]

Battery Y: Dual Heavy RACCannon Battery, 1-3/4-6/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [AC] [AC] [AC] [AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [CE] [CE] [CE] [CE]

[DF] [DF] [DF] [DF] [DF] [DF] [DF] [DF] [ABCD] [ABCD] [ABCD] [ABCD] [CDEF] [CDEF]

Battery Z: Light Lance Battery--Laser Mode, 1-6/7-12/---, 1/3+/1/1 // Light Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[GL] [GL]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x65): Vehicles (600):

Damage Control Dice: 5

(87) Jomileniu-Ihnohka Class Jomilenton Principalities Battalion-Cruiser

Hull: 6 5 4 3 2 1

Engines: [TL-1] 3 3 2 2 1 1

Shields: 1 1 1 1 1 1

Weapons: 1: [V2Y], 2: [W2Y], 3: [XYZ], 4: [XYZ], 5: [XYZ], 6: [XY]

Weapons

Battery V: Superheavy Railgun--Axial Mount, 1-5/6-10/---, 1/4+/1/3, S-E, Piercing +3, C & NRM

[GL]

Battery W: Light Railgun Battery--Axial Mount, 1-4/5-8/---, 1/2+/2/1, S-E, Piercing +1, C & NRM

[GL]

Battery X: Assault RACCannon Battery, 1-2/3-4/---, 1/3+/2/1, S-E, D-Dam, Non-Piercing -1, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Dual RACCannon Battery, 1-2/3-4/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Z: Ortilery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[G] [G] [G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x20): Vehicles (150):

Damage Control Dice: 2

(350) Jomileniu-Uhnohkava Class Jomilenton Principalities Light Brigade-Cruiser

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

Engines: [TL-1] 3 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1 1

Shields: 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1

Weapons: 1: [VXYZ], 2: [VXYZ], 3: [WXYZ], 4: [WXY], 5: [WXY], 6: [XYZ]

Weapons

Battery V: Superheavy Railgun Battery--Axial Mount, 1-5/6-10/---, 1/2+/2/3, S-E, Piercing +3, C & NRM

[G] [G] [L] [L]

Battery W: Triple Very Light Railgun, 1-3/4-6/---, 1/3+/3/1, S-E, Piercing +1, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery X: Assault RACCannon Battery, 1-2/3-4/---, 1/3+/2/1, S-E, D-Dam, Non-Piercing -1, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF] [GHI] [GHI] [GHI] [GHI] [JKL] [JKL] [JKL] [JKL]

Battery Y: Dual RACCannon Battery, 1-2/3-4/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [DF] [DF] [DF] [DF]

Battery Z: Ortilery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x50): Vehicles (400):

Damage Control Dice: 4

(692) Jomileniu-Wealnohkivu Class Jomilenton Principalities Brigade-Cruiser

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

Engines: [TL-1] 2 2 2 2 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1 1

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

Weapons: 1: [VXY], 2: [V2Y], 3: [WYZ], 4: [WYZ], 5: [XYZ], 6: [XY]

Weapons

Battery V: Superheavy Railgun Battery--Axial Mount, 1-5/6-10/---, 1/2+/2/3, S-E, Piercing +3, C & NRM

[G] [G] [G] [GL] [L] [L]

Battery W: Quad Very Light Railgun, 1-3/4-6/---, 1/3+/4/1, S-E, Piercing +1, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery X: Heavy Assault RACCannon Battery, 1-3/4-6/---, 1/3+/2/1, S-E, D-Dam, Non-Piercing -1, C & NRM

[GHI] [GHI] [GHI] [GHI] [GHI] [GHI] [JKL] [JKL] [JKL] [JKL] [JKL] [JKL]

Battery Y: Dual Heavy RACCannon Battery, 1-3/4-6/---, 4/3+/1/1, S-E, NHD, C & NRM

[AC] [AC] [AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [CE] [CE] [DF] [DF] [DF] [DF] [DF] [DF]

[ABCD] [ABCD] [ABCD] [ABCD]

Battery Z: Orillery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[CD] [CD]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x65): Vehicles (500):

Damage Control Dice: 4

(341) Jomileniu-Ihdunvi Class Jomilenton Principalities Light Division Transport

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

Engines: [TL-1] 2 2 2 2 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1 1

Shields: 2 2 2 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1 1 1

Weapons: 1: [V2Z], 2: [W2Z], 3: [XZ], 4: [YZ], 5: [YZ], 6: [YZ]

Weapons

Battery V: Dual Very Light Railgun, 1-3/4-6/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AC] [BD] [CE] [DF]

Battery W: Dual RACCannon Battery, 1-2/3-4/---, 4/3+/1/1, S-E, NHD, C & NRM

[GHI] [GHI] [GHI] [GHI]

Battery X: Triple Light RACGun Battery, 1/2/---, 2/3+/3/1, S-E, NHD, Non-Piercing -1, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Flak RACGun Battery, 1/2/---, 2/3+/1/1, S-E, NHD, Area Effect, C & NRM

[AC] [AC] [AC] [BD] [BD] [BD] [CE] [CE] [CE] [DF] [DF] [DF]

Battery Z: Orillery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[CD] [CD]

[CD] [CD] [CD] [CD] [CD] [CD]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x180): Vehicles (1200):

Damage Control Dice: 4

Empire of Muralray

Type: Askray Class Empire of Muralray Gig Flotilla (45)

Ships: 3 2 1

Max Speed: 5

Armor: Shields: 0

Weapons:

Battery V: Rocket Torpedo Launcher, 1/2/3, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [G] [G]

Battery W: Light Auto-Railgun Turret, 1/2/3, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHI] [GHI] [GHI]

Special Equipment:

Overthrusters (0) Stealth (0)

(19) Askalray Class Empire of Muralray Cutter

Hull: 1

Engines: [TL1] 5

Shields: 1

Weapons: 1: [VWX], 2: [VWX], 3: [VWX], 4: [VWX], 5: [VWX], 6: [VWX]

Weapons

Battery V: Dual Very Light Railgun, 1-3/4-6/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AB]

Battery W: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHIJK]

Battery X: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(18) Askonray Class Empire of Muralray Escort Cutter

Hull: 1

Engines: [TL1] 5

Shields: 1

Weapons: 1: [V2W], 2: [V2W], 3: [V2W], 4: [V2W], 5: [V2W], 6: [V2W]

Weapons

Battery V: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Battery W: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHJ] [GIK]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(21) Askivray Class Empire of Muralray Attack Cutter

Hull: 1

Engines: [TL1] 5

Shields: 1

Weapons: 1: [2V2W], 2: [2V2W], 3: [2V2W], 4: [2V2W], 5: [2V2W], 6: [2V2W]

Weapons

Battery V: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [G]

Battery W: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHJ] [GIK]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(37) Askantalray Class Empire of Muralray Pinnacle

Hull: 2 1

Engines: [TL1] 4 2

Shields: 1 1

Weapons: 1: [VXY], 2: [VXY], 3: [VXY], 4: [WX], 5: [WX], 6: [WX]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM

[G]

Battery W: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[ABCD]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCD] [ABCD]

Battery Y: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(38) Askantonray Class Empire of Muralray Escort Pinnacle

Hull: 2 1

Engines: [TL1] 4 2

Shields: 1 1

Weapons: 1: [V2W], 2: [V2W], 3: [V2W], 4: [2WX], 5: [2WX], 6: [2WX]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM

[G]

Battery W: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCE] [ABCE] [ABDF] [ABDF]

Battery X: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(47) Eskaltray Class Empire of Muralray Yawl**Hull:** 3 2 1**Engines:** [TL1] 3 2 1**Shields:** 1 1 1

Weapons: 1: [VXY], 2: [VXY], 3: [WX], 4: [WX], 5: [2X], 6: [2X]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM

[G]

Battery W: Triple Light Railgun, 1-4/5-8/---, 1/3+/3/1, S-E, Piercing +1, C & NRM

[ABCD]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x5): Vehicles (50):

Damage Control Dice: 1

(71) Eskantalray Class Empire of Muralray Sloop**Hull:** 4 3 2 1**Engines:** [TL1] 3 3 2 1**Shields:** 1 1 1 1

Weapons: 1: [VWX], 2: [VWX], 3: [WXY], 4: [WXY], 5: [WX], 6: [WX]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM

[G]

Battery W: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[GL]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x5): Vehicles (50):

Damage Control Dice: 2

(125) Eskolvray Class Empire of Muralray Brig**Hull:** 6 5 4 3 2 1**Engines:** [TL1] 3 3 2 2 1 1**Shields:** 2 2 2 1 1 1

Weapons: 1: [V2X], 2: [V2X], 3: [WXY], 4: [WXY], 5: [WXY], 6: [WX]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM

[G] [G]

Battery W: Triple Light Railgun, 1-4/5-8/---, 1/3+/3/1, S-E, Piercing +1, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Y: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [G] [L]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x5): Vehicles (50):

Damage Control Dice: 2

(199) Eskonolvray Class Empire of Muralray Frigate

Hull: 9 8 7 6 5 4 3 2 1

Engines: [TL1] 3 3 3 2 2 2 1 1 1

Shields: 3 3 3 2 2 2 1 1 1

Weapons: 1: [VXY], 2: [VX], 3: [VX], 4: [WX], 5: [WX], 6: [WX]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [L] [L]

Battery W: Triple Light Railgun, 1-4/5-8/---, 1/3+/3/1, S-E, Piercing +1, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Y: Light Lance Battery--Laser Mode, 1-6/7-12/---, 1/3+/1/1 // Light Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[GL]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x15): Vehicles (100):

Damage Control Dice: 3

(282) Eskentolray Class Empire of Muralray Heavy Frigate

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

Engines: [TL1] 3 3 3 3 2 2 2 2 1 1 1 1

Shields: 3 3 3 3 2 2 2 2 1 1 1 1

Weapons: 1: [VX], 2: [VX], 3: [WX], 4: [WX], 5: [XY], 6: [X]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [L] [L]

Battery W: Triple Railgun, 1-4/5-8/---, 1/3+/3/2, S-E, Piercing +1, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [AC] [BD] [BD] [BD] [CE] [CE] [CE] [DF] [DF] [DF]

Battery Y: Light Lance Battery--Laser Mode, 1-6/7-12/---, 1/3+/1/1 // Light Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G] [L]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x20): Vehicles (150):

Damage Control Dice: 3

(383) Iskantray Class Empire of Muralray Light Cruiser

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

Engines: [TL1] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1

Shields: 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1

Weapons: 1: [VXZ], 2: [VXZ], 3: [VX], 4: [WX], 5: [WX], 6: [WY]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G] [L] [L]

Battery W: Triple Railgun, 1-4/5-8/---, 1/3+/3/2, S-E, Piercing +1, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [AC] [BD] [BD] [BD] [CE] [CE] [CE] [DF] [DF] [DF]

Battery Y: Light Lance Battery--Laser Mode, 1-6/7-12/---, 1/3+/1/1 // Light Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G] [GL]

Battery Z: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x20): Vehicles (150):

Damage Control Dice: 3

(482) Iskanatalray Class Empire of Muralray Cruiser

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

Engines: [TL1] 3 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1

Shields: 3 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1

Weapons: 1: [VXZ], 2: [VXZ], 3: [WXZ], 4: [WX], 5: [XY], 6: [XY]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G] [GL] [GL]

Battery W: Quad Railgun, 1-4/5-8/---, 1/3+/4/2, S-E, Piercing +1, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [DF] [DF] [DF] [DF]

Battery Y: Light Lance Battery--Laser Mode, 1-6/7-12/---, 1/3+/1/1 // Light Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G] [G] [L] [L]

Battery Z: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [CDEF] [CDEF] [CDEF] [CDEF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x20): Vehicles (150):

Damage Control Dice: 4

(125) Eskolvratavray Class Empire of Muralray Battalion-Cruiser

Hull: 7 6 5 4 3 2 1

Engines: [TL1] 3 3 3 2 2 1 1

Shields: 2 2 2 2 1 1 1

Weapons: 1: [VXY], 2: [VXY], 3: [WXZ], 4: [WXZ], 5: [2XZ], 6: [XY]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM

[G] [G]

Battery W: Triple Light Railgun, 1-4/5-8/---, 1/3+/3/1, S-E, Piercing +1, C & NRM

[ABCD] [ABCD]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Y: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [G] [L]

Battery Z: Orillery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[G] [G] [G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x20): Vehicles (150):

Damage Control Dice: 2

(377) Iskanatovray Class Empire of Muralray Brigade-Cruiser

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

Engines: [TL1] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1 1

Shields: 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1 1

Weapons: 1: [VXZ], 2: [VXZ], 3: [WXZ], 4: [WX], 5: [XY], 6: [XZ]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G]

Battery W: Quad Railgun, 1-4/5-8/---, 1/3+/4/2, S-E, Piercing +1, C & NRM

[GHI] [GHI] [GHI] [GHI]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [DF] [DF] [DF] [DF]

Battery Y: Light Lance Battery--Laser Mode, 1-6/7-12/---, 1/3+/1/1 // Light Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G]

Battery Z: Orillery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[G] [G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x65): Vehicles (600):

Damage Control Dice: 4

Kunishram Protectorates

Type: Kaltisk Class Kunishram Protectorates Gig Flotilla (45)

Ships: 3 2 1

Max Speed: 5

Armor: Shields: [TL1] 0

Weapons:

Battery V: Rocket Torpedo Launcher, 1/2/3, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [G] [G]

Battery W: Light Auto-Railgun Turret, 1/2/3, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHI] [GHI] [GHI]

Special Equipment:

Overthrusters (0) Stealth (0)

(20) Kalantisk Class Kunishram Protectorates Cutter

Hull: 1

Engines: [TL2] 5

Shields: [TL1] 1

Weapons: 1: [VWX], 2: [VWX], 3: [VWX], 4: [VWX], 5: [VWX], 6: [VWX]

Weapons

Battery V: Dual Very Light Railgun, 1-3/4-6/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[GHI]

Battery W: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHIJK]

Battery X: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(20) Kulantesk Class Kunishram Protectorates Escort Cutter

Hull: 1

Engines: [TL2] 5

Shields: [TL1] 1

Weapons: 1: [V2W], 2: [V2W], 3: [V2W], 4: [V2W], 5: [V2W], 6: [V2W]

Weapons

Battery V: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Battery W: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHJ] [GIK]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Overthrusters:

Damage Control Dice: 1

(21) Kolantusk Class Kunishram Protectorates Attack Cutter

Hull: 1

Engines: [TL2] 5

Shields: [TL1] 1

Weapons: 1: [VW], 2: [VW], 3: [VW], 4: [VW], 5: [VW], 6: [VW]

Weapons

Battery V: Rocket Torpedo Salvo Launcher, 1/2/---, 1/3+/3/2, S-E, Halves Shields, EHD, C & NRM

[G]

Battery W: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHIJK]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(38) Kalantiskili Class Kunishram Protectorates Pinnacle

Hull: 2 1

Engines: [TL2] 4 2

Shields: [TL1] 1 1

Weapons: 1: [VXY], 2: [VXY], 3: [VXY], 4: [WX], 5: [WX], 6: [WX]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G]

Battery W: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[ABCD]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCD] [ABCD]

Battery Y: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[AB]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(40) Kulanteskili Class Kunishram Protectorates Escort Pinnacle

Hull: 2 1

Engines: [TL2] 4 2

Shields: [TL1] 1 1

Weapons: 1: [V2W], 2: [V2W], 3: [V2W], 4: [2WX], 5: [2WX], 6: [2WX]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G]

Battery W: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCE] [ABCE] [ABDF] [ABDF]

Battery X: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[AB]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(42) Kolantuskili Class Kunishram Protectorates Attack Pinnacle

Hull: 2 1

Engines: [TL2] 4 2

Shields: [TL1] 1 1

Weapons: 1: [VWX], 2: [VWX], 3: [VWX], 4: [2W], 5: [2W], 6: [2W]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G]

Battery W: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AB] [ABCE] [ABDF]

Battery X: Rocket Torpedo Salvo Launcher, 1/2/---, 1/3+/3/2, S-E, Halves Shields, EHD, C & NRM

[AB]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(31) Kylantuskili Class Kunishram Protectorates Company-Cruiser

Hull: 2 1

Engines: [TL2] 4 2

Shields: [TL1] 1 1

Weapons: 1: [V2W], 2: [V2W], 3: [V2W], 4: [2WX], 5: [2WX], 6: [2WX]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G]

Battery W: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Battery X: Orillery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 1

(52) Kuni-Kantisk Class Kunishram Protectorates Yawl

Hull: 3 2 1

Engines: [TL2] 3 2 1

Shields: [TL1] 1 1 1

Weapons: 1: [V2X], 2: [V2X], 3: [WXY], 4: [WXY], 5: [WX], 6: [WX]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G]

Battery W: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[ABCD] [ABCD]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[AB]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 1

(56) Kuni-Kontusk Class Kunishram Protectorates Torpedo Yawl

Hull: 3 2 1

Engines: [TL2] 3 2 1

Shields: [TL1] 1 1 1

Weapons: 1: [VWX], 2: [VWX], 3: [2WY], 4: [2WY], 5: [WX], 6: [WX]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G]

Battery W: Dual Very Light Railgun, 1-3/4-6/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AC] [BD] [CE] [DF]

Battery X: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCDEF] [ABCDEF]

Battery Y: Rocket Torpedo Salvo Launcher, 1/2/---, 1/3+/3/2, S-E, Halves Shields, EHD, C & NRM

[AB]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 1

(78) Kuni-Kaniltisk Class Kunishram Protectorates Sloop

Hull: 4 3 2 1

Engines: [TL2] 3 3 2 1

Shields: [TL1] 1 1 1 1

Weapons: 1: [VWXZ], 2: [VWX], 3: [WXY], 4: [WXY], 5: [WXY], 6: [WXZ]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G]

Battery W: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[AB] [AB]

Battery Z: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCDEF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 2

(82) Kuni-Koniltusk Class Kunishram Protectorates Torpedo Sloop

Hull: 4 3 2 1

Engines: [TL2] 3 3 2 1

Shields: [TL1] 1 1 1 1

Weapons: 1: [VWXZ], 2: [VWXZ], 3: [WXY], 4: [WXY], 5: [WXY], 6: [WXZ]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G]

Battery W: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AC] [BD] [CE] [DF]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Rocket Torpedo Salvo Launcher, 1/2/---, 1/3+/3/2, S-E, Halves Shields, EHD, C & NRM

[AB] [AB]

Battery Z: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHI] [JKL]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 2

(136) Kuni-Kantilatisk Class Kunishram Protectorates Brig

Hull: 6 5 4 3 2 1

Engines: [TL2] 3 3 2 2 1 1

Shields: [TL1] 2 2 2 1 1 1

Weapons: 1: [V2X], 2: [V2X], 3: [WXY], 4: [WXZ], 5: [WXZ], 6: [WX]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G] [G]

Battery W: Dual Railgun, 1-4/5-8/---, 1/3+/2/2, S-E, Piercing +1, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Y: Rocket Torpedo Salvo Launcher, 1/2/---, 1/3+/3/2, S-E, Halves Shields, EHD, C & NRM

[AB]

Battery Z: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCDEF] [ABCDEF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 2

(143) Kuni-Kyntilatask Class Kunishram Protectorates Battalion-Cruiser

Hull: 7 6 5 4 3 2 1

Engines: [TL2] 3 3 3 2 2 1 1

Shields: [TL1] 2 2 2 2 1 1 1

Weapons: 1: [V2XZ], 2: [V2X], 3: [W2X], 4: [WXY], 5: [2XZ], 6: [2XZ]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G] [G]

Battery W: Dual Railgun, 1-4/5-8/---, 1/3+/2/2, S-E, Piercing +1, C & NRM

[ABCD] [ABCD]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF] [ABCD] [ABCD] [CDEF] [CDEF]

Battery Y: Rocket Torpedo Salvo Launcher, 1/2/---, 1/3+/3/2, S-E, Halves Shields, EHD, C & NRM

[AB]

Battery Z: Ortilery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[G] [G] [G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x13): Vehicles (150):

Damage Control Dice: 2

(227) Kunavi-Kaniltisk Class Kunishram Protectorates Frigate

Hull: 9 8 7 6 5 4 3 2 1

Engines: [TL2] 3 3 3 2 2 2 1 1 1

Shields: [TL1] 3 3 3 2 2 2 1 1 1

Weapons: 1: [VXY], 2: [VXZ], 3: [VXZ], 4: [WX], 5: [WX], 6: [WX]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G] [G] [L] [L]

Battery W: Dual Railgun, 1-4/5-8/---, 1/3+/2/2, S-E, Piercing +1, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Y: Light Lance Battery--Laser Mode, 1-6/7-12/---, 1/3+/1/1 // Light Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G]

Battery Z: Rocket Torpedo Salvo Launcher, 1/2/---, 1/3+/3/2, S-E, Halves Shields, EHD, C & NRM

[AB] [EF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x10): Vehicles (100):

Damage Control Dice: 3

(311) Kunavi-Kantilatisk Class Kunishram Protectorates Heavy Frigate

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

Engines: [TL2] 3 3 3 3 2 2 2 2 1 1 1 1

Shields: [TL1] 3 3 3 3 2 2 2 2 1 1 1 1

Weapons: 1: [VX], 2: [VX], 3: [WY], 4: [WZ], 5: [XZ], 6: [X]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [L] [L]

Battery W: Dual Heavy Railgun, 1-5/6-10/---, 1/3+/2/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Y: Lance Battery--Laser Mode, 1-8/9-16/---, 1/3+/1/1 // Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G] [L]

Battery Z: Triple Very Light Railgun, 1-3/4-6/---, 1/3+/3/1, S-E, Piercing +1, C & NRM

[AC] [BD] [CE] [DF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x13): Vehicles (150):

Damage Control Dice: 3

(411) Kunavani-Kaniltisk Class Kunishram Protectorates Light Cruiser

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

Engines: [TL2] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1

Shields: [TL1] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1

Weapons: 1: [VXZ], 2: [VXZ], 3: [VX], 4: [WX], 5: [WX], 6: [WY]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G] [L] [L]

Battery W: Dual Heavy Railgun, 1-5/6-10/---, 1/3+/2/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF] [C] [C] [D] [D]

Battery Y: Lance Battery--Laser Mode, 1-8/9-16/---, 1/3+/1/1 // Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G] [GL]

Battery Z: Triple Light Railgun, 1-4/5-8/---, 1/3+/3/1, S-E, Piercing +1, C & NRM

[AC] [BD] [CE] [DF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x13): Vehicles (150):

Damage Control Dice: 3

(515) Kunavani-Kantilatisk Class Kunishram Protectorates Cruiser

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

Engines: [TL2] 3 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1 1

Shields: [TL1] 3 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1 1

Weapons: 1: [VX], 2: [VX], 3: [WY], 4: [WY], 5: [XZ], 6: [XZ]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G] [GL] [GL]

Battery W: Triple Heavy Railgun, 1-5/6-10/---, 1/3+/3/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF] [HIJK] [HIJK]

Battery Y: Lance Battery--Laser Mode, 1-8/9-16/---, 1/3+/1/1 // Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G] [G] [L] [L]

Battery Z: Triple Light Railgun, 1-4/5-8/---, 1/3+/3/1, S-E, Piercing +1, C & NRM

[AC] [BD] [CE] [DF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x13): Vehicles (150):

Damage Control Dice: 4

(444) Kunavani-Kyntilatask Class Kunishram Protectorates Brigade-Cruiser

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

Engines: [TL2] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1 1

Shields: [TL1] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1 1

Weapons: 1: [VXZ], 2: [VXZ], 3: [WXZ], 4: [WX], 5: [XY], 6: [XZ]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G]

Battery W: Triple Heavy Railgun, 1-5/6-10/---, 1/3+/3/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [DF] [DF] [DF] [DF]

Battery Y: Lance Battery--Laser Mode, 1-8/9-16/---, 1/3+/1/1 // Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G] [G]

Battery Z: Orillery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[G] [G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x40): Vehicles (600):

Damage Control Dice: 4

(861) Kunish-Ramtilask Class Kunishram Protectorates Light Battleship

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

Engines: [TL2] 2 2 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1

Shields: [TL1] 4 4 4 4 4 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1 1

Weapons: 1: [VXZ], 2: [VX], 3: [VX], 4: [WX], 5: [WY], 6: [XZ]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G] [G] [G] [G] [L] [L] [L] [L]

Battery W: Triple Heavy Railgun, 1-5/6-10/---, 1/3+/3/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [CDEF] [CDEF] [CDEF] [CDEF]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [DF] [DF] [DF] [DF] [HJ] [IK]

Battery Y: Heavy Lance Battery--Laser Mode, 1-10/11-20/---, 1/3+/1/1 // Heavy Lance Battery--Particle Mode

1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G] [G] [L] [L]

Battery Z: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x32): Vehicles (400):

Damage Control Dice: 4

(1116) Kunish-Ramatilasik Class Kunishram Protectorates Battleship

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

Engines: [TL2] 2 2 2 2 2 2 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

Shields: [TL1] 4 4 4 4 4 4 4 4 3 3 3 3 3 3 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1

Weapons: 1: [VXZ], 2: [VXZ], 3: [VXZ], 4: [WX], 5: [WY], 6: [WY]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G] [G] [G] [G] [G] [L] [L] [L] [L]

Battery W: Triple Heavy Railgun, 1-5/6-10/---, 1/3+/3/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [ABCD] [ABCD] [CDEF] [CDEF] [CDEF] [CDEF] [CDEF] [CDEF]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [DF] [DF] [DF] [DF] [HIJK] [HIJK]

Battery Y: Heavy Lance Battery--Laser Mode, 1-10/11-20/---, 1/3+/1/1 // Heavy Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G] [G] [G] [G] [L] [L]

Battery Z: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AC] [AC] [AC] [BD] [BD] [BD] [CE] [CE] [CE] [DF] [DF] [DF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x40): Vehicles (600):

Damage Control Dice: 5

(954) Kunish-Ramatilasik Class Kunishram Protectorates Light Division-Cruiser

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

Engines: [TL2] 2 2 2 2 2 2 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

Shields: [TL1] 4 4 4 4 4 4 4 4 3 3 3 3 3 3 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1

Weapons: 1: [VXZ], 2: [WXZ], 3: [WYZ], 4: [X2Z], 5: [XZ], 6: [XZ]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G]

Battery W: Quad Heavy Railgun, 1-5/6-10/---, 1/3+/4/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [ABCD] [ABCD]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [CE] [CE] [DF] [DF] [DF] [DF] [DF] [DF]

Battery Y: Heavy Lance Battery--Laser Mode, 1-10/11-20/---, 1/3+/1/1 // Heavy Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G] [G] [G] [G]

Battery Z: Ortilery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[G] [G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x120): Vehicles (1200):

Damage Control Dice: 5

(791) Orti-Kunishratisk Class Kunishram Protectorates Division Transport

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

Engines: [TL2] 2 2 2 2 2 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

Shields: [TL1] 4 4 4 4 4 4 4 4 3 3 3 3 3 3 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1 1

Weapons: 1: [VXZ], 2: [WXZ], 3: [WYZ], 4: [X2Z], 5: [X2Z], 6: [XZ]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G]

Battery W: Dual Heavy Railgun, 1-5/6-10/---, 1/3+/2/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [ABCD] [ABCD]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [CE] [CE] [DF] [DF] [DF] [DF] [DF] [DF]

Battery Y: Rocket Torpedo Salvo Launcher, 1/2/---, 1/3+/3/2

S-E, Halves Shields, EHD, C & NRM

[AB] [AB] [AB] [AB]

Battery Z: Orillery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[G] [G]

[G] [G] [G] [G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x160): Vehicles (1800):

Damage Control Dice: 5

Parsandyon Commonwealth

Type: Ihzit-Calo Class Parsandyon Commonwealth Launch Flotilla (44)

Ships: 3 2 1

Max Speed: 4

Armor: Shields: [TL1] 0

Weapons:

Battery V: Rocket Torpedo Launcher, 1/2/3, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G] [G] [G]

Battery W: Light Auto-Railgun Turret, 1/2/3, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCD] [ABCD] [ABCD]

Special Equipment:

Overthrusters (0) Stealth (0)

(20) Ihzit-Caralo Class Parsandyon Commonwealth Cutter

Hull: 1

Engines: [TL2] 5

Shields: [TL1] 1

Weapons: 1: [V2WX], 2: [V2WX], 3: [V2WX], 4: [V2WX], 5: [V2WX], 6: [V2WX]

Weapons

Battery V: Dual Very Light Railgun, 1-3/4-6/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[GHI]

Battery W: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [BD]

Battery X: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(19) Ihzit-Carula Class Parsandyon Commonwealth Escort Cutter

Hull: 1

Engines: [TL2] 5

Shields: [TL1] 1

Weapons: 1: [V2WX], 2: [V2WX], 3: [V2WX], 4: [V2WX], 5: [V2WX], 6: [V2WX]

Weapons

Battery V: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Battery W: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [BD]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(21) Ihzit-Carilu Class Parsandyon Commonwealth Attack Cutter

Hull: 1

Engines: [TL2] 5

Shields: [TL1] 1

Weapons: 1: [V2W], 2: [V2W], 3: [V2W], 4: [V2W], 5: [V2W], 6: [V2W]

Weapons

Battery V: Heavy Rocket Torpedo Launcher, 1/2/---, 1/3+/1/3, S-E, Ignores Shields, EHD, C & NRM

[G]

Battery W: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCD] [ABCD]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(39) Ihzit-Daryalo Class Parsandyon Commonwealth Pinnacle

Hull: 2 1

Engines: [TL2] 4 2

Shields: [TL1] 1 1

Weapons: 1: [VWX], 2: [VWX], 3: [VWX], 4: [WXY], 5: [WXY], 6: [WXY]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM

[G]

Battery W: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[GHI] [GHI]

Battery X: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCD] [ABCD]

Battery Y: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(40) Ihzit-Daryula Class Parsandyon Commonwealth Escort Pinnacle

Hull: 2 1

Engines: [TL2] 4 2

Shields: [TL1] 1 1

Weapons: 1: [VWX], 2: [VWX], 3: [VWX], 4: [WXY], 5: [WXY], 6: [WXY]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM

[G]

Battery W: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCD] [ABCD]

Battery X: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCD] [ABCD]

Battery Y: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(46) Ihzit-Daryilu Class Parsandyon Commonwealth Attack Pinnacle

Hull: 2 1

Engines: [TL2] 5 3

Shields: [TL1] 1 1

Weapons: 1: [V2WX], 2: [V2WX], 3: [V2WX], 4: [2WX], 5: [2WX], 6: [2WX]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM

[G]

Battery W: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCE] [ABCE] [ABDF] [ABDF]

Battery X: Heavy Rocket Torpedo Launcher, 1/2/---, 1/3+/1/3, S-E, Ignores Shields, EHD, C & NRM

[G] [G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(31) Ihzit-Doryanka Class Parsandyon Commonwealth Company-Cruiser

Hull: 2 1

Engines: [TL2] 4 2

Shields: [TL1] 1 1

Weapons: 1: [VW], 2: [VW], 3: [VW], 4: [WX], 5: [WX], 6: [WX]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM

[G]

Battery W: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHIJK] [GHIJK]

Battery X: Orillery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 1

(52) Ihzit-Faryanlo Class Parsandyon Commonwealth Yawl

Hull: 3 2 1

Engines: [TL2] 3 2 1

Shields: [TL1] 1 1 1

Weapons: 1: [VX], 2: [VX], 3: [WY], 4: [WY], 5: [WY], 6: [WY]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM

[G]

Battery W: Triple Light Railgun, 1-4/5-8/---, 1/3+/3/1, S-E, Piercing +1, C & NRM

[ABCD] [ABCD]

Battery X: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Battery Y: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[CDEF] [CDEF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 1

(52) Ihzit-Faryunla Class Parsandyon Commonwealth Escort Yawl

Hull: 3 2 1

Engines: [TL2] 3 2 1

Shields: [TL1] 1 1 1

Weapons: 1: [VW], 2: [VW], 3: [2W], 4: [2W], 5: [WX], 6: [WX]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM
[G]

Battery W: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM
[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM
[GL]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 1

(54) Ihzit-Faryinlu Class Parsandyon Commonwealth Torpedo Yawl

Hull: 3 2 1

Engines: [TL2] 3 2 1

Shields: [TL1] 1 1 1

Weapons: 1: [VXY], 2: [VXY], 3: [WX], 4: [WX], 5: [WY], 6: [WY]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM
[G]

Battery W: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM
[ABCD] [ABCD]

Battery X: Heavy Rocket Torpedo Launcher, 1/2/---, 1/3+/1/3, S-E, Ignores Shields, EHD, C & NRM
[G] [G]

Battery Y: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM
[JKL] [JKL]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 1

(75) Ihzit-Gartanlo Class Parsandyon Commonwealth Sloop

Hull: 4 3 2 1

Engines: [TL2] 3 3 2 1

Shields: [TL1] 1 1 1 1

Weapons: 1: [VWY], 2: [VWY], 3: [WXY], 4: [WXY], 5: [WY], 6: [WY]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM
[G]

Battery W: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM
[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Heavy Rocket Torpedo Launcher, 1/2/---, 1/3+/1/3, S-E, Ignores Shields, EHD, C & NRM
[G]

Battery Y: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM
[AC] [BD] [CE] [DF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 2

(134) Ihzit-Hartanvo Class Parsandyon Commonwealth Brig

Hull: 6 5 4 3 2 1

Engines: [TL2] 3 3 2 2 1 1

Shields: [TL1] 2 2 2 1 1 1

Weapons: 1: [VXZ], 2: [VXZ], 3: [WY], 4: [WY], 5: [WY], 6: [WY]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM

[G] [G]

Battery W: Dual Railgun, 1-4/5-8/---, 1/3+/2/2, S-E, Piercing +1, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Heavy Rocket Torpedo Launcher, 1/2/---, 1/3+/1/3, S-E, Ignores Shields, EHD, C & NRM

[G] [G]

Battery Y: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AC] [BD] [CE] [DF]

Battery Z: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCDEF] [ABCDEF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 2

(140) Ihzit-Hortankya Class Parsandyon Commonwealth Battalion-Cruiser

Hull: 7 6 5 4 3 2 1

Engines: [TL2] 3 3 3 2 2 1 1

Shields: [TL1] 2 2 2 2 1 1 1

Weapons: 1: [VWY], 2: [VWY], 3: [2WY], 4: [WXZ], 5: [WXZ], 6: [WYZ]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM

[G] [G]

Battery W: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery X: Heavy Rocket Torpedo Launcher, 1/2/---, 1/3+/1/3, S-E, Ignores Shields, EHD, C & NRM

[G] [G]

Battery Y: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCD] [ABCD] [JKL] [JKL]

Battery Z: Orillery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[G] [G] [G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x13): Vehicles (150):

Damage Control Dice: 2

(222) Ihzit-Jartanko Class Parsandyon Commonwealth Frigate

Hull: 9 8 7 6 5 4 3 2 1

Engines: [TL2] 3 3 3 2 2 2 1 1 1

Shields: [TL1] 3 3 3 2 2 2 1 1 1

Weapons: 1: [VXY], 2: [VXZ], 3: [VXZ], 4: [WXZ], 5: [WX], 6: [WX]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [L] [L]

Battery W: Dual Railgun, 1-4/5-8/---, 1/3+/2/2, S-E, Piercing +1, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Y: Lance Battery--Laser Mode, 1-8/9-16/---, 1/3+/1/1 // Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G]

Battery Z: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x10): Vehicles (100):

Damage Control Dice: 3

(222) Ihzit-Jartanko-Ya Class Parsandyon Commonwealth Anti-Screen Frigate

Hull: 9 8 7 6 5 4 3 2 1

Engines: [TL2] 3 3 3 2 2 2 1 1 1

Shields: [TL1] 3 3 3 2 2 2 1 1 1

Weapons: 1: [VXZ], 2: [VXZ], 3: [VXZ], 4: [WYZ], 5: [WZ], 6: [WZ]

Weapons

Battery V: Light Axial Railgun, 1-6/7-12/---, 1/3+/1/1, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [L] [L]

Battery W: Dual Railgun, 1-4/5-8/---, 1/3+/2/2, S-E, Piercing +1, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Dual Very Light Railgun, 1-3/4-6/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Lance Battery--Laser Mode, 1-8/9-16/---, 1/3+/1/1 // Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G]

Battery Z: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x10): Vehicles (100):

Damage Control Dice: 3

(327) Ihzit-Marthanko Class Parsandyon Commonwealth Heavy Frigate

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

Engines: [TL2] 3 3 3 3 2 2 2 2 1 1 1 1

Shields: [TL1] 3 3 3 3 2 2 2 2 1 1 1 1

Weapons: 1: [VXZ], 2: [VX], 3: [WY], 4: [WZ], 5: [XZ], 6: [XZ]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [L] [L]

Battery W: Triple Railgun, 1-4/5-8/---, 1/3+/3/2, S-E, Piercing +1, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Y: Heavy Lance Battery--Laser Mode, 1-10/11-20/---, 1/3+/1/1 // Heavy Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[GL]

Battery Z: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x10): Vehicles (100):

Damage Control Dice: 3

(430) Ihzit-Parthanako Class Parsandyon Commonwealth Light Cruiser

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

Engines: [TL2] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1

Shields: [TL1] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1

Weapons: 1: [VXZ], 2: [VXZ], 3: [VX], 4: [WY], 5: [WZ], 6: [XZ]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G] [L] [L]

Battery W: Triple Heavy Railgun, 1-5/6-10/---, 1/3+/3/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Y: Heavy Lance Battery--Laser Mode, 1-10/11-20/---, 1/3+/1/1 // Heavy Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G] [GL]

Battery Z: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHJ] [GHJ] [GIK] [GIK] [CE] [CE] [DF] [DF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x10): Vehicles (100):

Damage Control Dice: 3

(534) Ihzit-Quarthanako Class Parsandyon Commonwealth Cruiser

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

Engines: [TL2] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1 1

Shields: [TL1] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1 1

Weapons: 1: [VXZ], 2: [VX], 3: [VX], 4: [WY], 5: [WZ], 6: [XZ]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G] [G] [G] [L] [L]

Battery W: Quad Heavy Railgun, 1-5/6-10/---, 1/3+/4/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AC] [AC] [AC] [BD] [BD] [BD] [CE] [CE] [CE] [DF] [DF] [DF]

Battery Y: Heavy Lance Battery--Laser Mode, 1-10/11-20/---, 1/3+/1/1 // Heavy Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[GL] [GL]

Battery Z: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHJ] [GHJ] [GIK] [GIK] [HJL] [HJL] [IKL] [IKL]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x10): Vehicles (100):

Damage Control Dice: 4

(858) Ihzit-Tarthanato Class Parsandyon Commonwealth Light Battleship

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

Engines: [TL2] 2 2 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1

Shields: [TL1] 4 4 4 4 4 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1 1

Weapons: 1: [VX], 2: [VX], 3: [VX], 4: [WY], 5: [WZ], 6: [XZ]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G] [G] [G] [G] [G] [L] [L] [L] [L]

Battery W: Quad Heavy Railgun, 1-5/6-10/---, 1/3+/4/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [DF] [DF] [DF] [DF]

Battery Y: Capital Lance Array--Laser Mode, 1-10/11-20/---, 1/3+/3/1 // Capital Lance Array--Particle Mode 1/3+/5/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[GL]

Battery Z: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHJ] [GHJ] [GIK] [GIK] [HJL] [HJL] [IKL] [IKL]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x32): Vehicles (400):

Damage Control Dice: 4

(1158) Ihzit-Zarathanato Class Parsandyon Commonwealth Battleship

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

Engines: [TL2] 2 2 2 2 2 2 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

Shields: [TL1] 4 4 4 4 4 4 4 4 3 3 3 3 3 3 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1

Weapons: 1: [VXZ], 2: [VX], 3: [WX], 4: [WY], 5: [XZ], 6: [XZ]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G] [GL] [GL] [GL] [GL] [GL] [GL]

Battery W: Quad Heavy Railgun, 1-5/6-10/---, 1/3+/4/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [CDEF] [CDEF] [CDEF] [CDEF]

Battery X: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AC] [AC] [AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [CE] [CE] [DF] [DF] [DF] [DF] [DF] [DF]

Battery Y: Capital Lance Array--Laser Mode, 1-10/11-20/---, 1/3+/3/1 // Capital Lance Array--Particle Mode 1/3+/5/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G] [G] [L]

Battery Z: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [AC] [BD] [BD] [BD] [CE] [CE] [CE] [DF] [DF] [DF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x32): Vehicles (400):

Damage Control Dice: 5

(334) Ihzit-Nortanakya Class Parsandyon Commonwealth Brigade Transport

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

Engines: [TL2] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1 1

Shields: [TL1] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1 1

Weapons: 1: [VXZ], 2: [WYZ], 3: [WYZ], 4: [XYZ], 5: [XY], 6: [XZ]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G]

Battery W: Triple Railgun, 1-4/5-8/---, 1/3+/3/2, S-E, Piercing +1, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Y: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Z: Orillery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[G] [G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x40): Vehicles (600):

Damage Control Dice: 3

Hapahlsin Alliance

Type: Leiwhalsh Class Hapahlsin Alliance Gig Flotilla (34)

Ships: 3 2 1

Max Speed: 5

Armor: Faceted Shielding: [F: 1] [FP: 0] [FS: 0] [AP: 0] [AS: 0] [A: 0] [1 1 1]

Weapons:

Battery V: Quad Very Light Railgun, 3/6/9, 1/3+/4/1, S-E, Piercing +1, C & NRM

[G] [G] [G]

Special Equipment:

Overthrusters (0) Stealth (0)

(18) Sihh-Nahman Class Hapahlsin Alliance Escort Cutter

Hull: 1

Engines: [TL1] 5

Shields: [TL2] 1

Weapons: 1: [2V], 2: [2V], 3: [2V], 4: [2V], 5: [2V], 6: [2V]

Weapons

Battery V: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHIJK] [GHIJK]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(18) Beestha-Bhett Class Hapahlsin Alliance Cutter

Hull: 1

Engines: [TL1] 5

Shields: [TL2] 1

Weapons: 1: [VW], 2: [VW], 3: [VW], 4: [VW], 5: [VW], 6: [VW]

Weapons

Battery V: Dual Railgun, 1-4/5-8/---, 1/3+/2/2, S-E, Piercing +1, C & NRM

[AB]

Battery W: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHIJK]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(23) Dahkdes-Troia Class Hapahlsin Alliance Torpedo Cutter

Hull: 1

Engines: [TL1] 5

Shields: [TL2] 1

Weapons: 1: [VW], 2: [VW], 3: [VW], 4: [VW], 5: [VW], 6: [VW]

Weapons

Battery V: Rocket Torpedo Salvo Launcher, 1/2/---, 1/3+/3/2, S-E, Halves Shields, EHD, C & NRM

[G]

Battery W: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHIJK]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Overthrusters:

Damage Control Dice: 1

(18) Gahva-Nhess Class Hapahlsin Alliance Sniper Cutter

Hull: 1

Engines: [TL1] 5

Shields: [TL2] 1

Weapons: 1: [VW], 2: [VW], 3: [VW], 4: [VW], 5: [VW], 6: [VW]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM
[G]

Battery W: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM
[ABCD]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Overthrusters:

Damage Control Dice: 1

(40) Sihh-Nahmanpahl Class Hapahlsin Alliance Escort Pinnacle

Hull: 2 1

Engines: [TL1] 4 2

Shields: [TL2] 1 1

Weapons: 1: [VW2X], 2: [VW2X], 3: [VW2X], 4: [V2X], 5: [V2X], 6: [V2X]

Weapons

Battery V: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM
[ABCD] [ABCD]

Battery W: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM
[G]

Battery X: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM
[GHJ] [GIK] [HJL] [IKL]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(39) Beestlha-Mahbet Class Hapahlsin Alliance Pinnacle

Hull: 2 1

Engines: [TL1] 4 2

Shields: [TL2] 1 1

Weapons: 1: [V2X], 2: [V2X], 3: [V2X], 4: [W2X], 5: [W2X], 6: [W2X]

Weapons

Battery V: Dual Railgun, 1-4/5-8/---, 1/3+/2/2, S-E, Piercing +1, C & NRM
[ABCD]

Battery W: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM
[G]

Battery X: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM
[GHJ] [GIK] [HJL] [IKL]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(45) Dahkdes-Troshania Class Hapahlsin Alliance Torpedo Pinnacle

Hull: 2 1

Engines: [TL1] 4 2

Shields: [TL2] 1 1

Weapons: 1: [VW2X], 2: [VW2X], 3: [VW2X], 4: [V2X], 5: [V2X], 6: [V2X]

Weapons

Battery V: Rocket Torpedo Salvo Launcher, 1/2/---, 1/3+/3/2, S-E, Halves Shields, EHD, C & NRM

[G] [G]

Battery W: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G]

Battery X: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHJ] [GIK] [HJL] [IKL]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(39) Gahva-Nheghan Class Hapahlsin Alliance Sniper Pinnacle

Hull: 2 1

Engines: [TL1] 4 2

Shields: [TL2] 1 1

Weapons: 1: [VW2X], 2: [VW2X], 3: [VW2X], 4: [VW2X], 5: [VW2X], 6: [VW2X]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G] [G]

Battery W: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCD] [ABCD]

Battery X: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(31) Ryavhix-Ehnjen Class Hapahlsin Alliance Company-Cruiser

Hull: 2 1

Engines: [TL1] 4 2

Shields: [TL2] 1 1

Weapons: 1: [V2W], 2: [V2W], 3: [V2W], 4: [2WX], 5: [2WX], 6: [2WX]

Weapons

Battery V: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[GHI]

Battery W: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Battery X: Orillery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 1

(82) Kasbil-Dair Class Hapahlsin Alliance Company-Command Cruiser

Hull: 4 3 2 1

Engines: [TL1] 4 3 2 1

Shields: [TL2] 1 1 1 1

Weapons: 1: [VXY], 2: [VXY], 3: [VXY], 4: [WXY], 5: [WXY], 6: [WXY]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G]

Battery W: Dual Railgun, 1-4/5-8/---, 1/3+/2/2, S-E, Piercing +1, C & NRM

[ABCD] [ABCD]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 2

(215) Hapahlsin-Tonaka Class Hapahlsin Alliance Battalion-Cruiser

Hull: 9 8 7 6 5 4 3 2 1

Engines: [TL1] 3 3 3 2 2 2 1 1 1

Shields: [TL2] 3 3 3 2 2 2 1 1 1

Weapons: 1: [VX], 2: [VX], 3: [WY], 4: [WY], 5: [WZ], 6: [XZ]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G]

Battery W: Dual Heavy Railgun, 1-5/6-10/---, 1/3+/2/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Rocket Torpedo Salvo Launcher, 1/2/---, 1/3+/3/2, S-E, Halves Shields, EHD, C & NRM

[G] [G]

Battery Z: Ortilery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[G] [G] [G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x13): Vehicles (150):

Damage Control Dice: 3

(303) Hapahlsin-Tonyoka Class Hapahlsin Alliance Heavy Battalion-Cruiser

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

Engines: [TL1] 3 3 3 3 2 2 2 2 1 1 1 1

Shields: [TL2] 3 3 3 3 2 2 2 2 1 1 1 1

Weapons: 1: [VX], 2: [VY], 3: [WZ], 4: [WZ], 5: [W], 6: [X]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G]

Battery W: Dual Heavy Railgun, 1-5/6-10/---, 1/3+/2/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHJ] [GIK] [HJL] [IKL]

Battery Y: Light Lance Battery--Laser Mode, 1-6/7-12/---, 1/3+/1/1 // Light Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G] [G]

Battery Z: Ortilery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[CD] [CD] [CD]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x13): Vehicles (150):

Damage Control Dice: 3

(618) Hapahlsin-Conayoka Class Hapahlsin Alliance Brigade-Cruiser

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

Engines: [TL1] 2 2 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1

Shields: [TL2] 4 4 4 4 4 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1 1

Weapons: 1: [VX], 2: [WY], 3: [WZ], 4: [WZ], 5: [XZ], 6: [XZ]

Weapons

Battery V: Heavy Axial Railgun, 1-6/7-12/---, 1/3+/1/3, S-E, Ignores Shields, D-Dam, C & NRM

[G] [G] [G]

Battery W: Dual Heavy Railgun, 1-5/6-10/---, 1/3+/2/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [ABCD] [ABCD] [CDEF] [CDEF] [CDEF] [CDEF]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHJ] [GHJ] [GIK] [GIK] [HJL] [HJL] [IKL] [IKL]

Battery Y: Light Lance Battery--Laser Mode, 1-6/7-12/---, 1/3+/1/1 // Light Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G] [G] [G]

Battery Z: Ortilery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[G] [G] [G] [G] [G] [G] [CD] [CD] [CD] [CD] [CD] [CD]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x40): Vehicles (600):

Damage Control Dice: 4

(156) Vynahl-Shais Class Hapahlsin Alliance Gun Brig

Hull: 6 5 4 3 2 1

Engines: [TL1] 3 3 2 2 1 1

Shields: [TL2] 3 3 2 2 1 1

Weapons: 1: [VXZ], 2: [VX], 3: [WX], 4: [WX], 5: [WY], 6: [WY]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G]

Battery W: Dual Railgun, 1-4/5-8/---, 1/3+/2/2, S-E, Piercing +1, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Rocket Torpedo Salvo Launcher, 1/2/---, 1/3+/3/2, S-E, Halves Shields, EHD, C & NRM

[G] [G]

Battery Z: Ortilery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 2

(390) Hapahlsin-Tonkovala Class Hapahlsin Alliance Heavy Gun Frigate

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

Engines: [TL1] 3 3 3 3 2 2 2 2 1 1 1 1

Shields: [TL2] 4 4 4 3 3 3 2 2 2 1 1 1

Weapons: 1: [VX], 2: [VX], 3: [WY], 4: [W], 5: [W], 6: [W]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G]

Battery W: Dual Heavy Railgun, 1-5/6-10/---, 1/3+/2/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [CDEF] [CDEF] [CDEF] [CDEF]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHJ] [GIK] [HJL] [IKL]

Battery Y: Light Lance Battery--Laser Mode, 1-6/7-12/---, 1/3+/1/1 // Light Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G] [G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 3

(720) Hapahlsin-Conakovala Class Hapahlsin Alliance Monitor

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

Engines: [TL1] 2 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1

Shields: [TL2] 4 4 4 4 4 3 3 3 3 2 2 2 2 1 1 1 1 1 1

Weapons: 1: [VXZ], 2: [VX], 3: [WX], 4: [WX], 5: [WX], 6: [WY]

Weapons

Battery V: Heavy Axial Railgun, 1-6/7-12/---, 1/3+/1/3, S-E, Ignores Shields, D-Dam, C & NRM

[G] [G] [G] [G] [G] [G]

Battery W: Dual Heavy Railgun, 1-5/6-10/---, 1/3+/2/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [ABCD] [ABCD] [ABCD] [ABCD] [CDEF] [CDEF] [CDEF] [CDEF]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [DF] [DF] [DF] [DF]

Battery Y: Capital Lance Array--Laser Mode, 1-10/11-20/---, 1/3+/3/1 // Capital Lance Array--Particle Mode 1/3+/5/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G]

Battery Z: Orillery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[CD] [CD] [CD]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x13): Vehicles (150):

Damage Control Dice: 4

Aradobrian Republic

Type: Jum-Krowtu Class Aradobrian Republic Gig Flotilla (41)

Ships: 3 2 1

Max Speed: 5

Armor: Shields: [TL2] 0

Weapons:

Battery V: Dual Very Light Railgun, 3/6/9, 1/3+/2/1, S-E, Piercing +1, C & NRM

[G] [G] [G]

Battery W: Light Auto-Railgun Turret, 1/2/3, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCD] [ABCD] [ABCD]

Special Equipment:

Overthrusters (0) Stealth (0)

Type: Tu-Krowjum Class Aradobrian Republic Torpedo Gig Flotilla (46)

Ships: 3 2 1

Max Speed: 5

Armor: Shields: [TL2] 0

Weapons:

Battery V: Heavy Rocket Torpedo Launcher, 1/2/3, 1/3+/1/3, S-E, Ignores Shields, EHD, C & NRM

[G] [G] [G]

Special Equipment:

Overthrusters (0) Stealth (0)

Type: Krow-Jumtu Class Aradobrian Republic Escort Gig Flotilla (39)

Ships: 3 2 1

Max Speed: 5

Armor: Shields: [TL2] 0

Weapons:

Battery V: Auto-Railgun Turret, 2/4/6, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AB] [AB] [AB] [AB] [AB] [AB]

Special Equipment:

Overthrusters (0) Stealth (0)

(17) Eh-Lovantari Class Aradobrian Republic Cutter

Hull: 1

Engines: [TL2] 5

Shields: [TL2] 1

Weapons: 1: [VW], 2: [VW], 3: [VW], 4: [VW], 5: [VW], 6: [VW]

Weapons

Battery V: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[GHI]

Battery W: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCD]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(21) Eh-Lonavrati Class Aradobrian Republic Torpedo Cutter

Hull: 1

Engines: [TL2] 5

Shields: [TL2] 1

Weapons: 1: [VW], 2: [VW], 3: [VW], 4: [VW], 5: [VW], 6: [VW]

Weapons

Battery V: Heavy Rocket Torpedo Launcher, 1/2/---, 1/3+/1/3, S-E, Ignores Shields, EHD, C & NRM

[AB]

Battery W: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHI]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(16) Eh-Lanovrita Class Aradobrian Republic Gun Cutter

Hull: 1

Engines: [TL2] 5

Shields: [TL2] 1

Weapons: 1: [VW], 2: [VW], 3: [VW], 4: [VW], 5: [VW], 6: [VW]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G]

Battery W: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHI]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(18) Eh-Lavontira Class Aradobrian Republic Escort Cutter

Hull: 1

Engines: [TL2] 5

Shields: [TL2] 1

Weapons: 1: [V2W], 2: [V2W], 3: [V2W], 4: [V2W], 5: [V2W], 6: [V2W]

Weapons

Battery V: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AB]

Battery W: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[GHI] [GHI]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(37) Eh-Mahontari Class Aradobrian Republic Pinnacle

Hull: 2 1

Engines: [TL2] 4 2

Shields: [TL2] 1 1

Weapons: 1: [VWX], 2: [VWX], 3: [VWX], 4: [WX], 5: [WX], 6: [WX]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G]

Battery W: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[GHI] [GHI]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCD] [ABCD]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(41) Eh-Mahonrati Class Aradobrian Republic Torpedo Pinnacle

Hull: 2 1

Engines: [TL2] 4 2

Shields: [TL2] 1 1

Weapons: 1: [VWX], 2: [VWX], 3: [VWX], 4: [WX], 5: [WX], 6: [WX]

Weapons

Battery V: Heavy Rocket Torpedo Launcher, 1/2/---, 1/3+/1/3, S-E, Ignores Shields, EHD, C & NRM
[AB]

Battery W: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM
[GHI] [GHI]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM
[ABCD] [ABCD]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(38) Eh-Mohanrita Class Aradobrian Republic Escort Pinnacle

Hull: 2 1

Engines: [TL2] 4 2

Shields: [TL2] 1 1

Weapons: 1: [VWX], 2: [VWX], 3: [VWX], 4: [WX], 5: [WX], 6: [WX]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM
[G]

Battery W: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM
[ABCD] [ABCD]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM
[ABCD] [ABCD]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive:

Damage Control Dice: 1

(32) Eh-Mahonpiva Class Aradobrian Republic Company-Cruiser

Hull: 2 1

Engines: [TL2] 4 2

Shields: [TL2] 1 1

Weapons: 1: [VW], 2: [VW], 3: [VW], 4: [WX], 5: [WX], 6: [WX]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM
[G]

Battery W: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM
[ABCDEF] [ABCDEF]

Battery X: Ortilery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM
[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 1

(53) Eh-Gavontari Class Aradobrian Republic Yawl

Hull: 3 2 1

Engines: [TL2] 4 3 2

Shields: [TL2] 1 1 1

Weapons: 1: [V2X], 2: [V2X], 3: [WXY], 4: [WXY], 5: [WX], 6: [WX]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G]

Battery W: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[ABCD] [ABCD]

Battery X: Auto-Railgun Turret, 1-2/3-4/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 1

(55) Eh-Gavonratu Class Aradobrian Republic Gun Yawl

Hull: 3 2 1

Engines: [TL2] 4 3 2

Shields: [TL2] 1 1 1

Weapons: 1: [V2X], 2: [V2X], 3: [WXY], 4: [WXY], 5: [WX], 6: [WX]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G]

Battery W: Triple Light Railgun, 1-4/5-8/---, 1/3+/3/1, S-E, Piercing +1, C & NRM

[GHI] [GHI]

Battery X: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [BD] [CE] [DF]

Battery Y: Heavy Rocket Torpedo Launcher, 1/2/---, 1/3+/1/3, S-E, Ignores Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 1

(53) Eh-Gavonrita Class Aradobrian Republic Escort Yawl

Hull: 3 2 1

Engines: [TL2] 4 3 2

Shields: [TL2] 1 1 1

Weapons: 1: [VW], 2: [VW], 3: [2W], 4: [2W], 5: [WX], 6: [WX]

Weapons

Battery V: Sniper Axial Railgun, 1-6/7-12/---, 1/2+/1/2, S-E, Piercing +3, C & NRM

[G]

Battery W: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM

[G]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 1

(75) Eh-Pavontari Class Aradobrian Republic Sloop**Hull:** 4 3 2 1**Engines:** [TL2] 3 3 2 1**Shields:** [TL2] 1 1 1 1**Weapons:** 1: [VWX], 2: [VWX], 3: [WXY], 4: [WXY], 5: [WX], 6: [WX]**Weapons****Battery V:** Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM
[G]**Battery W:** Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM
[ABCD] [ABCD] [CDEF] [CDEF]**Battery X:** Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM
[AC] [BD] [CE] [DF]**Battery Y:** Rocket Torpedo Launcher, 1/2/---, 1/3+/1/2, S-E, Halves Shields, EHD, C & NRM
[G]**Special Equipment - Equipment Tech Level: Individual TL**

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 2

(133) Eh-Balavontari Class Aradobrian Republic Brig**Hull:** 6 5 4 3 2 1**Engines:** [TL2] 3 3 2 2 1 1**Shields:** [TL2] 2 2 2 1 1 1**Weapons:** 1: [V2X], 2: [V2X], 3: [WXY], 4: [WX], 5: [WX], 6: [WX]**Weapons****Battery V:** Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM
[G] [G]**Battery W:** Triple Light Railgun, 1-4/5-8/---, 1/3+/3/1, S-E, Piercing +1, C & NRM
[ABCD] [ABCD] [CDEF] [CDEF]**Battery X:** Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM
[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]**Battery Y:** Heavy Rocket Torpedo Launcher, 1/2/---, 1/3+/1/3, S-E, Ignores Shields, EHD, C & NRM
[G]**Special Equipment - Equipment Tech Level: Individual TL**

Hyperdrive: Troops [250] (x3): Vehicles (50):

Damage Control Dice: 2

(141) Eh-Balavonpiva Class Aradobrian Republic Battalion-Cruiser**Hull:** 7 6 5 4 3 2 1**Engines:** [TL2] 3 3 3 2 2 1 1**Shields:** [TL2] 2 2 2 2 1 1 1**Weapons:** 1: [V2X], 2: [VXY], 3: [WXZ], 4: [WXZ], 5: [WXZ], 6: [WX]**Weapons****Battery V:** Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM
[G] [G]**Battery W:** Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM
[ABCD] [ABCD] [CDEF] [CDEF]**Battery X:** Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM
[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]**Battery Y:** Heavy Rocket Torpedo Launcher, 1/2/---, 1/3+/1/3, S-E, Ignores Shields, EHD, C & NRM
[G]**Battery Z:** Orillery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM
[G] [G] [G]**Special Equipment - Equipment Tech Level: Individual TL**

Hyperdrive: Troops [250] (x13): Vehicles (150):

Damage Control Dice: 2

(219) Eh-Katavontari Class Aradobrian Republic Frigate

Hull: 9 8 7 6 5 4 3 2 1

Engines: [TL2] 3 3 3 2 2 2 1 1 1

Shields: [TL2] 3 3 3 2 2 2 1 1 1

Weapons: 1: [VXZ], 2: [VX], 3: [WX], 4: [WX], 5: [WX], 6: [XY]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [L]

Battery W: Dual Railgun, 1-4/5-8/---, 1/3+/2/2, S-E, Piercing +1, C & NRM

[ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Y: Lance Battery--Laser Mode, 1-8/9-16/---, 1/3+/1/1 // Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G]

Battery Z: Light Auto-Railgun Turret, 1/2/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[ABCDEF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x13): Vehicles (150):

Damage Control Dice: 3

(325) Eh-Jacavontari Class Aradobrian Republic Heavy Frigate

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

Engines: [TL2] 3 3 3 3 2 2 2 2 1 1 1 1

Shields: [TL2] 3 3 3 3 2 2 2 2 1 1 1 1

Weapons: 1: [VX], 2: [VX], 3: [WX], 4: [WY], 5: [W], 6: [X]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [L] [L]

Battery W: Triple Railgun, 1-4/5-8/---, 1/3+/3/2, S-E, Piercing +1, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery Y: Heavy Lance Battery--Laser Mode, 1-10/11-20/---, 1/3+/1/1 // Heavy Lance Battery--Particle Mode

1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[GL]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x13): Vehicles (150):

Damage Control Dice: 3

(430) Eh-Zukavontari Class Aradobrian Republic Light Cruiser

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

Engines: [TL2] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1

Shields: [TL2] 3 3 3 3 3 2 2 2 2 2 1 1 1 1 1

Weapons: 1: [VXZ], 2: [VXZ], 3: [VX], 4: [WX], 5: [WX], 6: [WY]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G] [L] [L]

Battery W: Dual Heavy Railgun, 1-5/6-10/---, 1/3+/2/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [AC] [BD] [BD] [BD] [CE] [CE] [CE] [DF] [DF] [DF]

Battery Y: Heavy Lance Battery--Laser Mode, 1-10/11-20/---, 1/3+/1/1 // Heavy Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[G] [GL]

Battery Z: Dual Light Railgun, 1-4/5-8/---, 1/3+/2/1, S-E, Piercing +1, C & NRM

[AC] [BD] [CE] [DF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x13): Vehicles (150):

Damage Control Dice: 3

(535) Arad-Eh-Zukatari Class Aradobrian Republic Cruiser

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

Engines: [TL2] 3 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1 1

Shields: [TL2] 3 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1 1

Weapons: 1: [VX], 2: [VX], 3: [VX], 4: [WY], 5: [WZ], 6: [XZ]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G] [G] [G] [L] [L]

Battery W: Triple Heavy Railgun, 1-5/6-10/---, 1/3+/3/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [CDEF] [CDEF]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF] [GHJ] [GIK] [HJL] [IKL]

Battery Y: Heavy Lance Battery--Laser Mode, 1-10/11-20/---, 1/3+/1/1 // Heavy Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[GL] [GL]

Battery Z: Dual Railgun, 1-4/5-8/---, 1/3+/2/2, S-E, Piercing +1, C & NRM

[AC] [BD] [CE] [DF]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x13): Vehicles (150):

Damage Control Dice: 4

(466) Arad-Eh-Zukapiva Class Aradobrian Republic Brigade-Cruiser

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

Engines: [TL2] 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1 1

Shields: [TL2] 3 3 3 3 3 2 2 2 2 2 2 1 1 1 1 1 1

Weapons: 1: [VXZ], 2: [VXZ], 3: [WXZ], 4: [WX], 5: [XY], 6: [XZ]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G]

Battery W: Triple Heavy Railgun, 1-5/6-10/---, 1/3+/3/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [AC] [BD] [BD] [BD] [CE] [CE] [CE] [DF] [DF] [DF] [GHJ] [GIK] [HJL] [IKL]

Battery Y: Heavy Lance Battery--Laser Mode, 1-10/11-20/---, 1/3+/1/1 // Heavy Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[GL]

Battery Z: Ortilery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[CD] [CD]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x40): Vehicles (600):

Damage Control Dice: 4

(832) Arad-Eh-Tarovapiva Class Aradobrian Republic Division Transport

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

Engines: [TL2] 2 2 2 2 2 2 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

Shields: [TL2] 4 4 4 4 4 4 4 4 3 3 3 3 3 3 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1

Weapons: 1: [VXZ], 2: [WYZ], 3: [X2Z], 4: [XZ], 5: [XZ], 6: [XZ]

Weapons

Battery V: Axial Railgun, 1-6/7-12/---, 1/3+/1/2, S-E, Piercing +3, D-Dam, C & NRM

[G] [G] [G] [G]

Battery W: Triple Heavy Railgun, 1-5/6-10/---, 1/3+/3/2, S-E, Piercing +2, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD]

Battery X: Heavy Auto-Railgun Turret, 1-3/4-6/---, 1/2+/1/1, S-E, Inc. Hits, C & NRM

[AC] [AC] [AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [CE] [CE] [DF] [DF] [DF] [DF] [DF] [DF]

Battery Y: Heavy Lance Battery--Laser Mode, 1-10/11-20/---, 1/3+/1/1 // Heavy Lance Battery--Particle Mode 1/3+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Piercing +1, C & NRM

[GL]

Battery Z: Ortilery Battery, 1/2/---, 3/6+/2/1, Ftr-Ex, Ign. Shields, Inc. Impact, C & NRM

[CD] [CD]

[CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD] [CD]

Special Equipment - Equipment Tech Level: Individual TL

Hyperdrive: Troops [250] (x160): Vehicles (1800):

Damage Control Dice: 5

Quarantine Zone Warships

QZ Warships have a TL of 8 in Engines, Shields, Equipment and Weapons (with a TR of 4, that equates to a 25% multiplier). There are four types—Dirk-class scouts, and the three destroyer classes—the light Dreadful, the medium Devastation, and the heavy Damnation.

(400) Dirk Class Quarantine Zone Scout

Hull: 3 2 1

Engines: [TL8] 9 6 3

Shields: [TL8] 3 2 1

Weapons: 1: [VW], 2: [VW], 3: [WX], 4: [WX], 5: [W], 6: [W]

Weapons

Battery V: QZ Lance Battery--Laser TL8, 1-6/7-12/---, 1/3+/1/4 // QZ Lance Battery--Particle TL8 2/2+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Halves Shields, C & NRM

[G]

Battery W: Particle Array TL8, 1-5/6-10/---, 1/2+/2/1, S-E, Inc. Hits, Halves Shields, C & NRM

[ABCD] [ABCE] [ABDF]

Battery X: Plasma Wave TL8, 1-2/3-4/---, 1/2+/4/1, S-E, Area Effect, Ignores Shields, C & NRM

[ABCDEF]

Special Equipment - Equipment Tech Level: 8

Hyperdrive: Armor Plating: Overthrusters: Countermeasures: Regeneration:

Damage Control Dice: 1

(657) Dreadful Class Quarantine Zone Light Destroyer

Hull: 4 3 2 1

Engines: [TL8] 8 6 4 2

Shields: [TL8] 4 3 2 1

Weapons: 1: [VWX], 2: [VW], 3: [VW], 4: [2W], 5: [2W], 6: [WX]

Weapons

Battery V: QZ Lance Battery--Laser TL8, 1-6/7-12/---, 1/3+/1/4 // QZ Lance Battery--Particle TL8 2/2+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Halves Shields, C & NRM

[G] [G]

Battery W: Particle Array TL8, 1-5/6-10/---, 1/2+/2/1, S-E, Inc. Hits, Halves Shields, C & NRM

[ABCD] [ABC] [ABD] [ACE] [BDF]

Battery X: Plasma Wave TL8, 1-2/3-4/---, 1/2+/4/1, S-E, Area Effect, Ignores Shields, C & NRM

[ABCDEF]

Special Equipment - Equipment Tech Level: 8

Hyperdrive: Armor Plating: Overthrusters: Countermeasures: Regeneration:

Damage Control Dice: 2

(1453) Devastation Class Quarantine Zone Medium Destroyer

Hull: 8 7 6 5 4 3 2 1

Engines: [TL8] 8 7 6 5 4 3 2 1

Shields: [TL8] 4 4 3 3 2 2 1 1

Weapons: 1: [VXY], 2: [VXY], 3: [WXY], 4: [WXY], 5: [2XY], 6: [2X]

Weapons

Battery V: QZ Lance Battery--Laser TL8, 1-6/7-12/---, 1/3+/1/4 // QZ Lance Battery--Particle TL8 2/2+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Halves Shields, C & NRM

[AC] [BD]

Battery W: QZ Lance Battery--Laser TL8, 1-6/7-12/---, 1/3+/1/4 // QZ Lance Battery--Particle TL8 2/2+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Halves Shields, C & NRM

[AC] [BD]

Battery X: Particle Array TL8, 1-5/6-10/---, 1/2+/2/1, S-E, Inc. Hits, Halves Shields, C & NRM

[ABCD] [ABCD] [ABC] [ABC] [ABD] [ABD] [ACE] [ACE] [BDF] [BDF]

Battery Y: Plasma Wave TL8, 1-2/3-4/---, 1/2+/4/1, S-E, Area Effect, Ignores Shields, C & NRM

[AB] [AC] [BD] [CE] [DF] [EF]

Special Equipment - Equipment Tech Level: 8

Hyperdrive: Armor Plating: Overthrusters: Countermeasures: Regeneration:

Damage Control Dice: 2

(4254) Damnation Class Quarantine Zone Heavy Destroyer

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

Engines: [TL8] 5 5 5 4 4 4 3 3 3 2 2 2 1 1 1

Shields: [TL8] 5 5 5 4 4 4 3 3 3 2 2 2 1 1 1

Weapons: 1: [VXY], 2: [VXY], 3: [WXY], 4: [WXY], 5: [2XY], 6: [2XY]

Weapons

Battery V: Heavy QZ Lance Battery--Laser Mode TL8, 1-10/11-20/---, 1/3+/1/4 // Particle Mode TL8 2/2+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Halves Shields, C & NRM

[AC] [AC] [BD] [BD]

Battery W: QZ Lance Battery--Laser TL8, 1-6/7-12/---, 1/3+/1/4 // QZ Lance Battery--Particle TL8 2/2+/2/1

S-E, Ignores Shields, EHD, C & NRM // D.Mode: S-E, Inc. Hits, Halves Shields, C & NRM

[AC] [AC] [BD] [BD]

Battery X: Particle Array TL8, 1-5/6-10/---, 1/2+/2/1, S-E, Inc. Hits, Halves Shields, C & NRM

[ABCD] [ABCD] [ABCD] [ABCD] [ACE] [ACE] [ACE] [ACE] [ACE] [ACE] [BDF] [BDF] [BDF] [BDF] [BDF] [BDF] [CDEF]

[CDEF] [CDEF] [CDEF]

Battery Y: Plasma Wave TL8, 1-2/3-4/---, 1/2+/4/1, S-E, Area Effect, Ignores Shields, C & NRM

[AB] [AB] [AB] [AC] [AC] [AC] [BD] [BD] [BD] [CE] [CE] [DF] [DF] [EF] [EF]

Special Equipment - Equipment Tech Level: 8

Hyperdrive: Armor Plating: Overthrusters: Countermeasures: Regeneration:

Damage Control Dice: 3

Ground Forces

Ground forces are based primarily on orbital shuttlecraft. Due to the limitations of etherspace-drives, ships cannot enter planetary atmosphere, and require units equipped with normal-space drives to transport goods from the surface. The first vehicles used for ground combat were based on orbital shuttlecraft, and following units, in general, kept to this to reduce the requirements for additional production lines. This has led to the inability to mount the primary batteries in turrets with maximum degree of traverse, however.

Platoon Units and HQ units

Platoon Units	
Infantry Platoon	1 hull-2 APC
Light Infantry Platoon	1 3-ship flotilla representing infantry sleds
Armour Platoon	1 hull-2 AFV
Heavy Armour Platoon (1.5 Platoons—2 make up a company)	1 hull-3 AFV
Artillery Battery (0.5 Platoon—2 units equals one artillery 'platoon')	1 hull-1 self-propelled gun
HQ Units	
HQ Staff Half-Platoon	1 hull-1 vehicle
HQ Staff Platoon	1 hull-2 vehicle
HQ Staff Company	1 hull-2 vehicle, 4 hull-1 vehicles

Formations

1st-Level Formation: Companies

1 Company = 3 Platoons (2 Infantry, 1 Lt Infantry)

Total SUs: 120/100/80

2nd-Level Formation: Battalions

Standard Battalion, Armoured Battalion and Heavy Armoured Battalion

1 Battalion = 3 Companies and supporting elements equal to a half-company (1 platoon of armour, one half-platoon of HQ staff)

Some powers utilise armoured battalions, where the light infantry company of a standard battalion is replaced by an armoured company.

Heavy Armoured Battalions have a company of Heavy Armour replacing the light infantry company.

Light Battalion

1 Light Battalion = 2 Companies and supporting elements equal to a half-company (1 additional infantry platoon replacing the normal armour platoon, one half-platoon of HQ staff)

Light battalions tend to be operated by ships whose primary mission is long-range patrol and by low-level powers whose resources can't stretch to the large-scale deployment of tanks.

<u>Battalion</u>	<u>Armoured Battalion</u>	<u>Heavy Armoured Battalion</u>	<u>Light Battalion</u>
Platoon Equivalents:	Platoon Equivalents:	Platoon Equivalents:	Platoon Equivalents:
6 Infantry	6 Infantry	6 Infantry	4 or 5 Infantry
3 Lt Infantry	4 Armour	1 Armour	2 or 3 Lt Infantry
1 Armour	0.5 HQ	2 Heavy Armour (3)	0.5 HQ
0.5 HQ	Total: 10.5	0.5 HQ	Total: 7.5
Total: 10.5		Total: 10.5	
Total SUs: 420/350/280			Total SUs: 300/250/200

3rd-Level Formations: Brigades

Standard Brigade, Armoured Brigade and Heavy Armoured Brigade			Light Brigade
<p>1 Brigade = 3 Battalions and supporting elements equal to two companies (one company of armour, one platoon of HQ staff, two platoons of artillery)</p> <p>Some powers utilise armoured brigades, where one battalion is replaced by an armoured battalion consisting of one heavy armoured company (with two heavy armoured platoons) and two armoured companies.</p> <p>Some powers utilise heavy armoured brigades, where one battalion is replaced by a heavy armoured battalion consisting of three heavy armoured companies (with two heavy armoured platoons each).</p>			<p>1 Light Brigade = 2 Battalions and supporting elements equal to two companies (one additional company of infantry, one platoon of HQ staff, two platoons of artillery)</p> <p>Light brigades tend to be operated by ships whose primary mission is combat with a secondary focus on mid-level planetary assault and by powers whose resources can't stretch to the large-scale deployment of tanks.</p>
Brigade	Armoured Brigade	Heavy Armoured Brigade	Light Brigade
Platoon Equivalents:	Platoon Equivalents:	Platoon Equivalents:	Platoon Equivalents:
18 Infantry	12 Infantry	12 Infantry	14 Infantry
9 Lt Infantry	6 Light Infantry	6 Light Infantry	7 Lt Infantry
6 Armour	12 Armour	6 Armour	2 Armour
2 artillery	2 Heavy Armour (3)	6 Heavy Armour (9)	2 artillery
2.5 HQ	2 artillery	2 artillery	2 HQ
Total: 37.5	2.5 HQ	2.5 HQ	Total: 27
	Total: 37.5	Total: 37.5	
Total SUs: 1500/1250/1000			Total SUs: 1080/900/720

4th-Level Formations: Divisions

Standard Division and Armoured Division		Light Division
<p>1 Division = 3 Brigades and supporting elements equal to five companies (two companies of heavy armour equivalent to three standard companies, one company of HQ staff, one company of artillery)</p> <p>Some powers utilise armoured divisions, where one brigade is replaced by an armoured brigade consisting of one heavy armoured battalion (with six heavy armoured platoons) and two armoured battalions.</p>		<p>1 Light Division = 2 Brigades and supporting elements equal to five companies (one company of armour two infantry companies, one company of HQ staff, one company of artillery)</p> <p>Light divisions tend to be operated by capital ships whose primary mission is combat with a secondary focus on mid-level planetary assault and by powers that can't deploy any heavy tanks.</p>
Division	Armoured Division	Light Division
Platoon Equivalents:	Platoon Equivalents:	Platoon Equivalents:
54 Infantry	36 Infantry	40 Infantry
27 Lt Infantry	18 Lt Infantry	20 Lt Infantry
18 Armour	36 Armour	15 Armour
6 Heavy Armour (9)	12 Heavy Armour (18)	7 artillery
9 Artillery	9 Artillery	8 HQ
10.5 HQ	10.5 HQ	Total: 90
Total: 127.5	Total: 127.5	
Total SUs: 5100/4250/3400		Total SUs: 3600/3000/2400

Note on Movement Options: Movement type should be determined by scenario. For ground forces engagements on airless or mostly-airless worlds, use the standard rules. For ground force engagements on worlds with noticeable atmosphere, use **D.12 Etheric Movement**. And if, for some reason, there's an engagement in a gas/ice giant's atmosphere or some planet with an unusually thick atmosphere, use **D.11 Naval Movement**.

Three-Dimensional Movement is recommended as a movement option for ground forces, with the lowest level called, surprisingly enough, **Ground Level**. As ground forces units are derived from shuttlecraft they have the option of air or ground travel.

Type: Light Infantry Sled Platoon Flotilla (35)

Ships: 3 2 1

Max Speed: 6

Armor: Faceted Shielding: [F: 2 1] [FP: 0] [FS: 0] [AP: 0] [AS: 0] [A: 0] [2 2 1]

Weapons:

Battery V: Anti-Tank RACGun, 1/2/3, 1/5+/1/1, Extra Hull Damage, Piercing +1, Carronade & No Range modifiers
[G] [G] [G]

Battery W: Auto-RACGun, 1/2/3, 1/2+/1/1, Increased Hits, Non-Piercing -1, Carronade & No Range modifiers
[G] [G] [G] [G] [G] [G] [G] [G] [G]

Searchlights: (3) 3 2 1

Special Equipment:

Overthrusters (0) Countermeasures (0)

(50) Infantry Platoon APC

Hull: 2 1

Engines: [TL1] 4 2

Faceted Shielding: [F: 3 2 1] [FP: 2 1] [FS: 2 1] [AP: 2 1] [AS: 2 1] [A: 2 1] [13 7]

Weapons: 1: [V2X5Y], 2: [V2X5Y], 3: [V2X5Y], 4: [W2X5Y], 5: [W2X5Y], 6: [W2X5Y]

Weapons

Battery V: Plasma Cannon, 1-2/3-4/---, 1/5+/1/2, Extra Hull Damage, Piercing +1, Carronade & No Range modifiers
[G]

Battery W: Auto-RACGun, 1/2/---, 1/2+/1/1, Increased Hits, Non-Piercing -1, Carronade & No Range modifiers
[GHIJK]

Battery X: Anti-Tank RACGun, 1/2/---, 1/5+/1/1, Extra Hull Damage, Piercing +1, Carronade & No Range modifiers
[H] [I] [J] [K]

Battery Y: Infantry Weapon Emplacement, 1/2/---, 1/3+/1/1, Non-Piercing -1, Carronade & No Range modifiers
[ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF]

Special Equipment - Equipment Tech Level: 0

Overthrusters:

Faceted **Armor:** (3, 2, 2, 2, 2, 2)

Damage Control Dice: 1

Searchlights: 1

(43) Armoured Platoon AFV

Hull: 2 1

Engines: [TL1] 4 2

Shields: [TL1] 3 2

Weapons: 1: [2VW], 2: [2VW], 3: [2VW], 4: [2V], 5: [2V], 6: [2V]

Weapons

Battery V: Plasma Cannon, 1-2/3-4/---, 1/5+/1/2, Extra Hull Damage, Piercing +1, Carronade & No Range modifiers
[AC] [BD] [CE] [DF]

Battery W: Auto-RACGun, 1/2/---, 1/2+/1/1, Increased Hits, Non-Piercing -1, Carronade & No Range modifiers
[ABCDEF]

Special Equipment - Equipment Tech Level: 0

Damage Control Dice: 1

Searchlights: 1

(43) Armoured Platoon Tank-Destroyer**Hull:** 2 1**Engines:** [TL1] 4 2**Shields:** [TL1] 3 2

Weapons: 1: [VWX], 2: [VWX], 3: [VWX], 4: [VW], 5: [VW], 6: [VW]

Weapons

Battery V: Plasma Cannon, 1-2/3-4/---, 1/5+/1/2, Extra Hull Damage, Piercing +1, Carronade & No Range modifiers
[ACE] [BDF]**Battery W:** Auto-RACGun, 1/2/---, 1/2+/1/1, Increased Hits, Non-Piercing -1, Carronade & No Range modifiers
[ACE] [BDF]**Battery X:** Heavy Plasma Cannon, 1-2/3-4/---, 1/5+/1/3

Extra Hull Damage, Piercing +2, Carronade & No Range modifiers

[G]

Special Equipment - Equipment Tech Level: 0

Damage Control Dice: 1

Searchlights: 1

(81) Heavy Armoured Platoon AFV (1.5 Platoon-Equivalent)**Hull:** 3 2 1**Engines:** [TL1] 3 2 1**Shields:** [TL1] 4 3 2

Weapons: 1: [2VWX], 2: [2VWX], 3: [V2W], 4: [V2W], 5: [V2W], 6: [V2W]

Weapons

Battery V: Plasma Cannon, 1-2/3-4/---, 1/5+/1/2, Extra Hull Damage, Piercing +1, Carronade & No Range modifiers
[AC] [BD] [CE] [DF]**Battery W:** Auto-RACGun, 1/2/---, 1/2+/1/1, Increased Hits, Non-Piercing -1, Carronade & No Range modifiers
[ABCDEF] [GHJ] [GIK] [HJL] [IKL]**Battery X:** Heavy Plasma Cannon, 1-2/3-4/---, 1/5+/1/3

Extra Hull Damage, Piercing +2, Carronade & No Range modifiers

[AB]

Special Equipment - Equipment Tech Level: 0

Damage Control Dice: 1

Searchlights: 1

(81) Heavy Armoured Platoon Tank-Destroyer (1.5 Platoon-Equivalent)**Hull:** 3 2 1**Engines:** [TL1] 3 2 1**Shields:** [TL1] 4 3 2

Weapons: 1: [2VWX], 2: [2VWX], 3: [V2W], 4: [V2W], 5: [V2W], 6: [V2W]

Weapons

Battery V: Plasma Cannon, 1-2/3-4/---, 1/5+/1/2, Extra Hull Damage, Piercing +1, Carronade & No Range modifiers
[AC] [BD] [CE] [DF]**Battery W:** Auto-RACGun, 1/2/---, 1/2+/1/1, Increased Hits, Non-Piercing -1, Carronade & No Range modifiers
[ABCDEF] [GHJ] [GIK] [HJL] [IKL]**Battery X:** Superheavy Plasma Cannon, 1-2/3-4/---, 1/5+/1/4

Extra Hull Damage, Piercing +3, Carronade & No Range modifiers

[G]

Special Equipment - Equipment Tech Level: 0

Damage Control Dice: 1

Searchlights: 1

(16) Artillery Battery (0.5 Platoon-Equivalent)

Hull: 1

Engines: [TL1] 2

Faceted Shielding: [F: 1] [FP: 1] [FS: 1] [AP: 0] [AS: 0] [A: 0] [3]

Weapons: 1: [VW], 2: [VW], 3: [VW], 4: [VW], 5: [VW], 6: [VW]

Weapons

Battery V: Shock Cannon, 1-5/6-10/---, 2/3+/1/1 // SC Anti-Tank Mode 1/6+/3/1

Area Effect, Carronade & No Range modifiers // D.Mode: Extra Hull Damage, Piercing +1, Carronade & Double Range Modifiers

[G]

Battery W: Infantry Weapon Emplacement, 1/2/---, 1/3+/1/1, Non-Piercing -1, Carronade & No Range modifiers

[ABCDEF]

Special Equipment - Equipment Tech Level: 0

Overthrusters:

Faceted **Armor:** (1, 1, 1, 0, 0, 0)

Damage Control Dice: 1

Searchlights: 1

(19) Battalion HQ Staff Vehicle

Hull: 1

Engines: [TL1] 6

Faceted Shielding: [F: 4 3 2 1] [FP: 3 2 1] [FS: 3 2 1] [AP: 3 2 1] [AS: 3 2 1] [A: 3 2 1] [19]

Weapons: 1: [2V], 2: [2V], 3: [2V], 4: [2V], 5: [2V], 6: [2V]

Weapons

Battery V: Infantry Weapon Emplacement, 1/2/---, 1/3+/1/1, Non-Piercing -1, Carronade & No Range modifiers

[ABCDEF] [ABCDEF]

Special Equipment - Equipment Tech Level: 0

Countermeasures:

Faceted **Armor:** (4, 3, 3, 3, 3, 3)

Damage Control Dice: 1

Searchlights: 1

(71) Brigade/Division HQ Staff Vehicle

Hull: 2 1

Engines: [TL1] 4 2

Shields: [TL1] 5 3

Weapons: 1: [3VW], 2: [3VW], 3: [3VW], 4: [3VW], 5: [3VW], 6: [3VW]

Weapons

Battery V: Infantry Weapon Emplacement, 1/2/---, 1/3+/1/1, Non-Piercing -1, Carronade & No Range modifiers

[ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF]

Battery W: Anti-Tank RACGun, 1/2/---, 1/5+/1/1, Extra Hull Damage, Piercing +1, Carronade & No Range modifiers

[AC] [BD]

Special Equipment - Equipment Tech Level: 0

Countermeasures:

Damage Control Dice: 1

Searchlights: 1

Land-Vessels

During the last of the Freedom Wars, during one protracted engagement on the planet of Koo'Ve which the Republic and Empire were engaged in, the Republic finally gained the upper hand. According to Imperial survivors of the final assault, the Republican forces were spearheaded by armoured vehicles even larger than the heavy tank, with multiple heavy turrets, and the ability to carry an infantry platoon just like an APC.

It turned out the Republic and, soon after, the Alliance, Protectorates and Commonwealth, had developed and obtained land-vessels. They were thought of as being useful to break siege-type environments and to replace standard ground forces. Unfortunately for the four powers, land-vessels were much too expensive compared to their equivalent units and not nearly as effective as their price tag demanded, especially considering the need for specially-converted transports to carry the heavier land-vessels. One use the land-vessels have found use for, however, is that the land-cruiser and land-battleship are capable of being fitted with an etherspace-drive collar (represented by the Point Defence), which enables the craft to make use of hyperspace-catapults to carry out strikes without the need for carrying ships.

The land-frigate was the first type of land-vessel derived and the first to see action, as part of a Republic heavy armoured brigade assaulting an Imperial brigade.

If a modern-tech power chooses to use land-vessels, land-frigates may replace any heavy armour company (so two heavy armoured platoons). Land-cruisers and land-battleships must be independent units—they're too large to be operated from any normal warship or transport, and modern-tech powers have adopted the operational use of these land-vessels as a combined reserve/heavy assault unit to support standard ship-based planetary assaults

(261) Land-Frigate (Company-Equivalent)

Hull: 6 5 4 3 2 1

Engines: [TL1] 3 3 2 2 1 1

Shields: [TL1] 5 5 4 3 2 1

Weapons: 1: [VWXY], 2: [VWXY], 3: [VW2Y], 4: [VW2Y], 5: [WX2Y], 6: [WX2Y]

Weapons

Battery V: Heavy Plasma Cannon, 1-2/3-4/---, 1/5+/1/3, Extra Hull Damage, Piercing +2, Carronade & No Range modifiers

[AC] [BD] [CE] [DF]

Battery W: Auto-RACGun, 1/2/---, 1/2+/1/1, Increased Hits, Non-Piercing -1, Carronade & No Range modifiers

[ABCDEF] [ABCDEF] [AC] [BD] [CE] [DF]

Battery X: Superheavy Plasma Cannon, 1-2/3-4/---, 1/5+/1/4, Extra Hull Damage, Piercing +3, Carronade & No Range modifiers

[AC] [BD] [CE] [DF]

Battery Y: Infantry Weapon Emplacement, 1/2/---, 1/3+/1/1, Non-Piercing -1, Carronade & No Range modifiers

[ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF]

Special Equipment - Equipment Tech Level: 0

Damage Control Dice: 2

Searchlights: 2

(475) Land-Cruiser (Light Battalion-Equivalent)

Hull: 9 8 7 6 5 4 3 2 1

Engines: [TL1] 3 3 3 2 2 2 1 1 1

Shields: [TL1] 5 5 4 4 3 3 2 2 1

Weapons: 1: [V2W3Y], 2: [VWX3Y], 3: [VWX2Y], 4: [VWX2Y], 5: [VW3Y], 6: [VW3Y]

Weapons

Battery V: Heavy Plasma Cannon, 1-2/3-4/---, 1/5+/1/3, Extra Hull Damage, Piercing +2, Carronade & No Range modifiers

[AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery W: Auto-RACGun, 1/2/---, 1/2+/1/1, Increased Hits, Non-Piercing -1, Carronade & No Range modifiers

[ABCDEF] [ABCDEF] [AC] [AC] [BD] [BD] [CE] [CE] [DF] [DF]

Battery X: Superheavy Plasma Cannon, 1-2/3-4/---, 1/5+/1/4, Extra Hull Damage, Piercing +3, Carronade & No Range modifiers

[GHJ] [GIK] [HJL] [IKL]

Battery Y: Infantry Weapon Emplacement, 1/2/---, 1/3+/1/1, Non-Piercing -1, Carronade & No Range modifiers

[ABCDEF] [ABCDEF]

[ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF]

[ABCDEF] [ABCDEF]

Special Equipment - Equipment Tech Level: 0

Point Defence:

Damage Control Dice: 3

Searchlights: 3

(671) Land-Battleship (Battalion-Equivalent)

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

Engines: [TL1] 3 3 3 3 2 2 2 2 1 1 1 1

Shields: [TL1] 5 5 5 4 4 3 3 3 2 2 1 1

Weapons: 1: [V2WX3Y], 2: [V2W4Y], 3: [V2W4Y], 4: [V2W3YZ], 5: [V2W3Y], 6: [VWX3Y]

Weapons

Battery V: Heavy Plasma Cannon, 1-2/3-4/---, 1/5+/1/3, Extra Hull Damage, Piercing +2, Carronade & No Range modifiers

[AC] [AC] [AC] [BD] [BD] [BD] [CE] [CE] [CE] [DF] [DF] [DF]

Battery W: Auto-RACGun, 1/2/---, 1/2+/1/1, Increased Hits, Non-Piercing -1, Carronade & No Range modifiers

[ABCDEF] [ABCDEF] [AC] [AC] [AC] [AC] [AC] [BD] [BD] [BD] [BD] [BD] [CE] [CE] [CE] [CE] [CE] [DF] [DF] [DF] [DF] [DF]

Battery X: Superheavy Plasma Cannon, 1-2/3-4/---, 1/5+/1/4, Extra Hull Damage, Piercing +3, Carronade & No Range modifiers

[GHJ] [GIK] [HJL] [IKL]

Battery Y: Infantry Weapon Emplacement, 1/2/---, 1/3+/1/1, Non-Piercing -1, Carronade & No Range modifiers

[ABCDEF] [ABCDEF]

[ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF]

[ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF]

[ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF] [ABCDEF]

Battery Z: Shock Cannon, 1-5/6-10/---, 2/3+/1/1 // SC Anti-Tank Mode 1/6+/3/1

Area Effect, Carronade & No Range modifiers // D.Mode: Extra Hull Damage, Piercing +1, Carronade & Double Range Modifiers

[G]

Special Equipment - Equipment Tech Level: 0

Point Defence:

Damage Control Dice: 3

Searchlights: 3

1st-Level Formation

Company

	Units	CR Total
Light Infantry Platoon	1	35
Infantry Platoon	2	100
	3	135

2nd-Level Formations

Light Battalion—Light Infantry

	Units	CR Total
Light Infantry Platoon	3	105
Infantry Platoon	4	200
Battalion HQ Vehicle	1	19
	8	324

Light Battalion—Infantry

	Units	CR Total
Light Infantry Platoon	2	70
Infantry Platoon	5	250
Battalion HQ Vehicle	1	19
	8	339

Battalion

	Units	CR Total
Light Infantry Platoon	3	105
Infantry Platoon	6	300
Armour Platoon	1	43
Battalion HQ Vehicle	1	19
	11	467

Armoured Battalion

	Units	CR Total
Infantry Platoon	6	300
Armour Platoon	4	172
Battalion HQ Vehicle	1	19
	11	491

Heavy Armoured Battalion

	Units	CR Total
Infantry Platoon	6	300
Armour Platoon	1	43
Heavy Armour Platoon	2	162
Battalion HQ Vehicle	1	19
	10	524

3rd-Level Formations

Light Brigade

	Units	CR Total
Light Infantry Platoon	7	245
Infantry Platoon	14	700
Armour Platoon	2	86
Artillery Battery	4	64
Battalion HQ Vehicle	2	38
Brigade/Division HQ Vehicle	1	71
	30	1204

Brigade

	Units	CR Total
Light Infantry Platoon	9	315
Infantry Platoon	18	900
Armour Platoon	6	258
Artillery Battery	4	64
Battalion HQ Vehicle	3	57
Brigade/Division HQ Vehicle	1	71
	41	1665

Armoured Brigade

	Units	CR Total
Light Infantry Platoon	6	210
Infantry Platoon	12	600
Armour Platoon	12	516
Heavy Armour Platoon	2	162
Artillery Battery	4	64
Battalion HQ Vehicle	3	57
Brigade/Division HQ Vehicle	1	71
	40	1680

Heavy Armoured Brigade

	Units	CR Total
Light Infantry Platoon	6	210
Infantry Platoon	12	600
Armour Platoon	6	258
Heavy Armour Platoon	6	486
Artillery Battery	4	64
Battalion HQ Vehicle	3	57
Brigade/Division HQ Vehicle	1	71
	38	1746

4th-Level Formations

Light Division

	Units	CR Total
Light Infantry Platoon	20	700
Infantry Platoon	40	2000
Armour Platoon	15	645
Artillery Battery	14	224
Battalion HQ Vehicle	10	190
Brigade/Division HQ Vehicle	3	213
	102	3972

Division

	Units	CR Total
Light Infantry Platoon	27	945
Infantry Platoon	54	2700
Armour Platoon	18	774
Heavy Armour Platoon	6	486
Artillery Battery	18	288
Battalion HQ Vehicle	13	247
Brigade/Division HQ Vehicle	4	284
	140	5724

Armoured Division

	Units	CR Total
Light Infantry Platoon	18	630
Infantry Platoon	36	1800
Armour Platoon	36	1548
Heavy Armour Platoon	12	972
Artillery Battery	18	288
Battalion HQ Vehicle	13	247
Brigade/Division HQ Vehicle	4	284
	137	5769

Final Action of the Battle of Koo'Ve (Empire of Muralray vs Aradobrian Republic)

Imperial forces

Imperial 504th Lahn-Dlarhd Brigade

Brigade		
	Units	CR Total
Light Infantry Platoon	9	315
Infantry Platoon	18	900
Armour Platoon	6 (2 Tank-Destroyer)	258
Artillery Battery	4	64
Battalion HQ Vehicle	3	57
Brigade/Division HQ Vehicle	1	71
	41	1665

Republican forces

Republican 1227th Dothafez Heavy Armoured Brigade

Heavy Armoured Brigade		
	Units	CR Total
Light Infantry Platoon	6	210
Infantry Platoon	12	600
Armour Platoon	6 (2 Tank-Destroyer)	258
3 Land-Frigates (ARLV <i>Nao-Ahmen</i> , ARLV <i>Goaht-Beht</i> , ARLV <i>Dothafez</i>)	3	783
Artillery Battery	4	64
Battalion HQ Vehicle	3	57
Brigade/Division HQ Vehicle	1	71
	35	2043