

| Class - Hermes |      |       |                            |                                 | Patrol |  |  |  |  |
|----------------|------|-------|----------------------------|---------------------------------|--------|--|--|--|--|
| Speed:         | 12   | Crew  | 12/3                       |                                 |        |  |  |  |  |
| Turns:         | 2/45 | IS:   | 2168+                      |                                 |        |  |  |  |  |
| Hull:          | 4    | Craft | 1 Starfury Flight          |                                 |        |  |  |  |  |
| Damage:        | 10/3 | SR:   | Interceptors 1, Jump Point |                                 |        |  |  |  |  |
| Weapon         | R    | A     | AD                         | Special                         |        |  |  |  |  |
| Missile Rack   | 30   | F     | 2                          | Precise, Slow Loading, Super AP |        |  |  |  |  |
| Particle Beams | 5    | F     | 6                          | Anti-Fighter, Weak              |        |  |  |  |  |
| Particle Beams | 5    | P     | 4                          | Anti-Fighter, Weak              |        |  |  |  |  |
| Particle Beams | 5    | S     | 4                          | Anti-Fighter, Weak              |        |  |  |  |  |

| Class - Tethys  |      |       |                |         | Patrol |  |  |  |  |
|-----------------|------|-------|----------------|---------|--------|--|--|--|--|
| Speed:          | 10   | Crew  | 16/5           |         |        |  |  |  |  |
| Turns:          | 2/90 | IS:   | 2246+          |         |        |  |  |  |  |
| Hull:           | 4    | Craft | None           |         |        |  |  |  |  |
| Damage:         | 12/4 | SR:   | Interceptors 1 |         |        |  |  |  |  |
| Weapon          | R    | A     | AD             | Special |        |  |  |  |  |
| Med Pulse Can   | 10   | F     | 4              |         |        |  |  |  |  |
| Light Pulse Can | 8    | F     | 2              |         |        |  |  |  |  |
| Light Pulse Can | 8    | P     | 2              |         |        |  |  |  |  |
| Light Pulse Can | 8    | S     | 2              |         |        |  |  |  |  |

| Class - Starfury Flight |    |       |                                |         | Patrol 4 Flights |  |  |  |  |
|-------------------------|----|-------|--------------------------------|---------|------------------|--|--|--|--|
| Speed:                  | 12 | Crew  | —                              |         |                  |  |  |  |  |
| Turns:                  | SM | IS:   | 2244+                          |         |                  |  |  |  |  |
| Hull:                   | 5  | Craft | —                              |         |                  |  |  |  |  |
| Damage:                 | —  | SR:   | AfterBurner, Dodge 2+, Fighter |         |                  |  |  |  |  |
| Weapon                  | R  | A     | AD                             | Special |                  |  |  |  |  |
| Uni-Pulse Cannon        | 2  | T     | 4                              | Precise |                  |  |  |  |  |

| Class - ThunderBolt |    |       |   |             | Patrol 4 Flights |  |  |  |  |
|---------------------|----|-------|---|-------------|------------------|--|--|--|--|
| Speed:              | 10 | Crew  | -   |             |                  |  |  |  |  |
| Turns:              | SM | IS:   | 2259+                                       |             |                  |  |  |  |  |
| Hull:               | 6  | Craft | None  |             |                  |  |  |  |  |
| Damage:             | -  | SR:   | Fighter, Afterburner, Dodge 3+, Dogfight +0 |             |                  |  |  |  |  |
| Weapon              | R  | A     | AD  | Special     |                  |  |  |  |  |
| Missile Rack        | 4  | T     | 2   | AP, Precise |                  |  |  |  |  |
| Gat Puls Can        | 2  | T     | 3   | Precise     |                  |  |  |  |  |

| Class—Artemis  |      |       |                |                                 | Skirmish |  |  |  |  |
|----------------|------|-------|----------------|---------------------------------|----------|--|--|--|--|
| Speed:         | 10   | Crew  | 22/6           |                                 |          |  |  |  |  |
| Turns:         | 1/90 | IS:   | 2190-2248      |                                 |          |  |  |  |  |
| Hull:          | 5    | Craft | None           |                                 |          |  |  |  |  |
| Damage:        | 18/5 | SR:   | Interceptors 2 |                                 |          |  |  |  |  |
| Weapon         | R    | A     | AD             | Special                         |          |  |  |  |  |
| RailGuns       | 12   | F     | 6              | Ap, Double Damage               |          |  |  |  |  |
| RailGuns       | 12   | A     | 4              | Ap, Double Damage               |          |  |  |  |  |
| Particle Beams | 5    | P     | 6              | Anti-Fighter, Twin-Linked, Weak |          |  |  |  |  |
| Particle Beams | 5    | S     | 6              | Anti-Fighter, Twin-Linked, Weak |          |  |  |  |  |

| Class - Olympus |      |       |                |                                 | Skirmish |  |  |  |  |
|-----------------|------|-------|----------------|---------------------------------|----------|--|--|--|--|
| Speed:          | 11   | Crew  | 20/5           |                                 |          |  |  |  |  |
| Turns:          | 2/45 | IS:   | 2202+          |                                 |          |  |  |  |  |
| Hull:           | 5    | Craft | None           |                                 |          |  |  |  |  |
| Damage:         | 16/5 | SR:   | Interceptors 1 |                                 |          |  |  |  |  |
| Weapon          | R    | A     | AD             | Special                         |          |  |  |  |  |
| Railguns        | 12   | T     | 4              | Ap, Double Damage               |          |  |  |  |  |
| Med Puls Can    | 10   | F     | 6              | Twin-Linked                     |          |  |  |  |  |
| Med Puls Can    | 10   | P     | 6              | Twin-Linked                     |          |  |  |  |  |
| Med Puls Can    | 10   | S     | 6              | Twin-Linked                     |          |  |  |  |  |
| Missile Rack    | 30   | F     | 2              | Precise, Slow Loading, Super AP |          |  |  |  |  |

| Class - Sagittarius |      |       |                |                                 | Skirmish |  |  |  |  |
|---------------------|------|-------|----------------|---------------------------------|----------|--|--|--|--|
| Speed:              | 8    | Crew  | 20/7           |                                 |          |  |  |  |  |
| Turns:              | 1/45 | IS:   | 2230+          |                                 |          |  |  |  |  |
| Hull:               | 4    | Craft | None           |                                 |          |  |  |  |  |
| Damage:             | 18/6 | SR:   | Interceptors 2 |                                 |          |  |  |  |  |
| Weapon              | R    | A     | AD             | Special                         |          |  |  |  |  |
| Missile Rack        | 30   | F     | 4              | Precise, Slow Loading, Super AP |          |  |  |  |  |
| Missile Rack        | 30   | A     | 2              | Precise, Slow Loading, Super AP |          |  |  |  |  |
| Missile Rack        | 30   | P     | 1              | Precise, Slow Loading, Super AP |          |  |  |  |  |
| Missile Rack        | 30   | S     | 1              | Precise, Slow Loading, Super AP |          |  |  |  |  |
| Particle Beams      | 5    | T     | 6              | Anti-Fighter, Weak              |          |  |  |  |  |

| Class - Hyperion-AC |      |       |                            |         | Skirmish |  |  |  |  |
|---------------------|------|-------|----------------------------|---------|----------|--|--|--|--|
| Speed:              | 8    | Crew  | 25/6                       |         |          |  |  |  |  |
| Turns:              | 2/45 | IS:   | 2230+                      |         |          |  |  |  |  |
| Hull:               | 5    | Craft | None                       |         |          |  |  |  |  |
| Damage:             | 20/5 | SR:   | Interceptors 2, Jump point |         |          |  |  |  |  |
| Weapon              | R    | A     | AD                         | Special |          |  |  |  |  |
| Med Pul Can         | 10   | F     | 6                          |         |          |  |  |  |  |
| Med Plas Can        | 8    | F     | 6                          | AP      |          |  |  |  |  |

| Class - Hyperion MC |      |       |                            |                                 | Skirmish |  |  |  |  |
|---------------------|------|-------|----------------------------|---------------------------------|----------|--|--|--|--|
| Speed:              | 8    | Crew  | 25/6                       |                                 |          |  |  |  |  |
| Turns:              | 2/45 | IS:   | 2217-2230                  |                                 |          |  |  |  |  |
| Hull:               | 5    | Craft | Starfury Flight 1          |                                 |          |  |  |  |  |
| Damage:             | 20/5 | SR:   | Interceptors 2, Jump Point |                                 |          |  |  |  |  |
| Weapon              | R    | A     | AD                         | Special                         |          |  |  |  |  |
| Missile Rack        | 20   | F     | 3                          | Precise, Slow-Loading, Super AP |          |  |  |  |  |
| Med Puls Can        | 10   | F     | 6                          |                                 |          |  |  |  |  |
| Missile Rack        | 20   | P     | 1                          | Precise, Slow-Loading, Super AP |          |  |  |  |  |
| Med Puls Can        | 10   | P     | 6                          |                                 |          |  |  |  |  |
| Missile Rack        | 20   | S     | 1                          | Precise, Slow-Loading, Super AP |          |  |  |  |  |
| Med Puls Can        | 10   | S     | 6                          |                                 |          |  |  |  |  |
| Missile Rack        | 20   | A     | 2                          | Precise, Slow-Loading, Super AP |          |  |  |  |  |
| Particle Beams      | 5    | T     | 2                          | Anti-Fighter, Weak              |          |  |  |  |  |

| Class - Hyperion RC |      |       |                            |                    | Skirmish |  |  |  |  |
|---------------------|------|-------|----------------------------|--------------------|----------|--|--|--|--|
| Speed:              | 8    | Crew  | 25/6                       |                    |          |  |  |  |  |
| Turns:              | 2/45 | IS:   | 2246+                      |                    |          |  |  |  |  |
| Hull:               | 5    | Craft | Starfury Flight 1          |                    |          |  |  |  |  |
| Damage:             | 20/5 | SR:   | Interceptors 2, Jump Point |                    |          |  |  |  |  |
| Weapon              | R    | A     | AD                         | Special            |          |  |  |  |  |
| Railguns            | 12   | F     | 4                          | Ap, Double Damage  |          |  |  |  |  |
| Med Puls Can        | 10   | P     | 6                          |                    |          |  |  |  |  |
| Med Puls Can        | 10   | S     | 6                          |                    |          |  |  |  |  |
| Railguns            | 12   | A     | 2                          | Ap, Double Damage  |          |  |  |  |  |
| Particle Beams      | 5    | T     | 4                          | Anti-Fighter, Weak |          |  |  |  |  |

| Class - Explorer |        |       |                            | Raid                            |  |  |  |
|------------------|--------|-------|----------------------------|---------------------------------|--|--|--|
| Speed:           | 4      | Crew  | 50/12                      |                                 |  |  |  |
| Turns:           | 1/45   | IS:   | 2225+                      |                                 |  |  |  |
| Hull:            | 3      | Craft | 6 Starfury Flights         |                                 |  |  |  |
| Damage:          | 120/35 | SR:   | Interceptors 3, Jump Point |                                 |  |  |  |
| Weapon           | R      | A     | AD                         | Special                         |  |  |  |
| Hvy Puls Can     | 12     | F     | 6                          | Double Damage, Twin-linked      |  |  |  |
| Particle beams   | 5      | F     | 8                          | Anti-fighter, Twin-linked, Weak |  |  |  |
| Particle beams   | 5      | A     | 8                          | Anti-fighter, Twin-linked, Weak |  |  |  |
| Particle beams   | 5      | P     | 8                          | Anti-fighter, Twin-linked, Weak |  |  |  |
| Particle beams   | 5      | S     | 8                          | Anti-fighter, Twin-linked, Weak |  |  |  |

| Class - Hyperion |      |       |                            | Raid                          |  |  |  |
|------------------|------|-------|----------------------------|-------------------------------|--|--|--|
| Speed:           | 8    | Crew  | 25/6                       |                               |  |  |  |
| Turns:           | 2/45 | IS:   | 2246+                      |                               |  |  |  |
| Hull:            | 5    | Craft | 1 Starfury Flight          |                               |  |  |  |
| Damage:          | 20/6 | SR:   | Interceptors 2, Jump Point |                               |  |  |  |
| Weapon           | R    | A     | AD                         | Special                       |  |  |  |
| Hvy Las Cann     | 18   | B     | 2                          | Beam, Double Damage, Super AP |  |  |  |
| Hvy Las Cann     | 18   | Ba    | 2                          | Beam, Double Damage, Super AP |  |  |  |
| Med Puls Can     | 10   | F     | 6                          |                               |  |  |  |
| Med Puls Can     | 10   | P     | 6                          |                               |  |  |  |
| Med Puls Can     | 10   | S     | 6                          |                               |  |  |  |
| Med Plas Can     | 8    | F     | 4                          | AP, Twin-Linked               |  |  |  |
| Particle beam    | 5    | T     | 4                          | Anti-Fighter, Weak            |  |  |  |

| Class - Hyperion PC |      |       |                            | Raid               |  |  |  |
|---------------------|------|-------|----------------------------|--------------------|--|--|--|
| Speed:              | 8    | Crew  | 25/6                       |                    |  |  |  |
| Turns:              | 2/45 | IS:   | 2240+                      |                    |  |  |  |
| Hull:               | 5    | Craft | 1 Starfury Flight          |                    |  |  |  |
| Damage:             | 20/5 | SR:   | Interceptors 2, Jump Point |                    |  |  |  |
| Weapon              | R    | A     | AD                         | Special            |  |  |  |
| Hvy Puls Can        | 12   | F     | 8                          | Twin-Linked        |  |  |  |
| Med Puls Can        | 10   | F     | 6                          |                    |  |  |  |
| Med Plas Can        | 8    | F     | 4                          | AP, Twin-Linked    |  |  |  |
| Med Puls Can        | 10   | P     | 6                          |                    |  |  |  |
| Med Puls Can        | 10   | S     | 6                          |                    |  |  |  |
| Hvy Puls Can        | 12   | A     | 8                          | Twin-Linked        |  |  |  |
| Particle Beams      | 5    | T     | 2                          | Anti-Fighter, Weak |  |  |  |

| Class - Nova |      |       |                            | Raid        |  |  |  |
|--------------|------|-------|----------------------------|-------------|--|--|--|
| Speed:       | 6    | Crew  | 45/12                      |             |  |  |  |
| Turns:       | 1/45 | IS:   | 2220+                      |             |  |  |  |
| Hull:        | 5    | Craft | 4 Starfury FLights         |             |  |  |  |
| Damage:      | 36/9 | SR:   | Interceptors 2, Jump Point |             |  |  |  |
| Weapon       | R    | A     | AD                         | Special     |  |  |  |
| L/P Arrays   | 15   | F     | 8                          | Twin-Linked |  |  |  |
| L/P Arrays   | 15   | A     | 8                          | Twin-Linked |  |  |  |
| L/P Arrays   | 15   | P     | 12                         | Twin-Linked |  |  |  |
| L/P Arrays   | 15   | S     | 12                         | Twin-Linked |  |  |  |

| Class - Oracle |      |       |  | Raid                            |  |  |  |
|----------------|------|-------|--|---------------------------------|--|--|--|
| Speed:         | 12   | Crew  | 22/6                                   |                                 |  |  |  |
| Turns:         | 2/45 | IS:   | 2216+                                  |                                 |  |  |  |
| Hull:          | 4    | Craft | None                                   |                                 |  |  |  |
| Damage:        | 16/5 | SR:   | Interceptors 2, Jump Point, Stealth 3+ |                                 |  |  |  |
| Weapon         | R    | A     | AD                                     | Special                         |  |  |  |
| Med Las Cann   | 15   | B     | 2                                      | Beam, Super AP                  |  |  |  |
| Missile Rack   | 30   | T     | 2                                      | Precise, Slow Loading, Super AP |  |  |  |
| Particle Beams | 5    | F     | 4                                      | Anti-Fighter, Weak              |  |  |  |
| Particle Beams | 5    | A     | 4                                      | Anti-Fighter, Weak              |  |  |  |
| Particle Beams | 5    | P     | 4                                      | Anti-Fighter, Weak              |  |  |  |
| Particle Beams | 5    | S     | 4                                      | Anti-Fighter, Weak              |  |  |  |

| Class - Avenger |       |       |                                       | Battle  |  |  |  |
|-----------------|-------|-------|---------------------------------------|---------|--|--|--|
| Speed:          | 7     | Crew  | 50/12                                 |         |  |  |  |
| Turns:          | 1/45  | IS:   | 2240-2261                             |         |  |  |  |
| Hull:           | 5     | Craft | 8 Starfury Flights                    |         |  |  |  |
| Damage:         | 40/12 | SR:   | Carrier 4, Interceptors 2, Jump Point |         |  |  |  |
| Weapon          | R     | A     | AD                                    | Special |  |  |  |
| Med Plas Can    | 8     | F     | 8                                     | AP      |  |  |  |
| Light Puls Can  | 8     | F     | 6                                     |         |  |  |  |
| Light Puls Can  | 8     | A     | 6                                     |         |  |  |  |
| Light Puls Can  | 8     | P     | 4                                     |         |  |  |  |
| Light Puls Can  | 8     | S     | 4                                     |         |  |  |  |

| Class - Hyperion CC |      |       |                                       | Battle                        |  |  |  |
|---------------------|------|-------|---------------------------------------|-------------------------------|--|--|--|
| Speed:              | 8    | Crew  | 25/6                                  |                               |  |  |  |
| Turns:              | 2/45 | IS:   | 2246+                                 |                               |  |  |  |
| Hull:               | 5    | Craft | 1 Starfury FLight                     |                               |  |  |  |
| Damage:             | 20/5 | SR:   | Command 1, Interceptors 2, Jump Point |                               |  |  |  |
| Weapon              | R    | A     | AD                                    | Special                       |  |  |  |
| Hvy Las Can         | 25   | B     | 2                                     | Beam, Double Damage, Super AP |  |  |  |
| Hvy Puls Can        | 12   | B     | 8                                     | Twin-Linked                   |  |  |  |
| Med Puls Can        | 10   | F     | 6                                     |                               |  |  |  |
| Med Puls Can        | 10   | P     | 6                                     |                               |  |  |  |
| Med Puls Can        | 10   | S     | 6                                     |                               |  |  |  |
| Med Puls Can        | 10   | A     | 6                                     |                               |  |  |  |
| Particle Beams      | 5    | T     | 4                                     | Anti-Fighter, Weak            |  |  |  |

| Class - Omega  |       |       |                            | Battle                        |  |  |  |
|----------------|-------|-------|----------------------------|-------------------------------|--|--|--|
| Speed:         | 7     | Crew  | 60/16                      |                               |  |  |  |
| Turns:         | 1/45  | IS:   | 2250+                      |                               |  |  |  |
| Hull:          | 6     | Craft | 4 Starfury Flights         |                               |  |  |  |
| Damage:        | 40/12 | SR:   | Interceptors 3, Jump Point |                               |  |  |  |
| Weapon         | R     | A     | AD                         | Special                       |  |  |  |
| Hvy Las Cann   | 30    | B     | 2                          | Beam, Double Damage, Super AP |  |  |  |
| Hvy Las Cann   | 30    | Ba    | 2                          | Beam, Double Damage, Super AP |  |  |  |
| Hvy Puls Can   | 12    | F     | 10                         | Twin-Linked                   |  |  |  |
| Med Puls Can   | 10    | A     | 4                          | Twin-Linked                   |  |  |  |
| Particle Beams | 8     | P     | 8                          | Anti-Fighter                  |  |  |  |
| Particle Beams | 8     | S     | 8                          | Anti-Fighter                  |  |  |  |

| Class - Omega PD |       |       |                            | Battle       |  |  |  |
|------------------|-------|-------|----------------------------|--------------|--|--|--|
| Speed:           | 7     | Crew  | 60/14                      |              |  |  |  |
| Turns:           | 1/45  | IS:   | 2259+                      |              |  |  |  |
| Hull:            | 6     | Craft | 4 Starfury Flights         |              |  |  |  |
| Damage:          | 40/10 | SR:   | Interceptors 3, Jump Point |              |  |  |  |
| Weapon           | R     | A     | AD                         | Special      |  |  |  |
| Hvy Puls Can     | 12    | F     | 16                         | Twin-Linked  |  |  |  |
| Particle Beams   | 8     | P     | 8                          | Anti-Fighter |  |  |  |
| Particle Beams   | 8     | S     | 8                          | Anti-Fighter |  |  |  |
| Med Puls Can     | 10    | A     | 12                         | Twin-Linked  |  |  |  |

| Class - Orestes |      |       |                    | Battle                        |  |  |  |
|-----------------|------|-------|--------------------|-------------------------------|--|--|--|
| Speed:          | 4    | Crew  | 40/11              |                               |  |  |  |
| Turns:          | 1/45 | IS:   | 2249+              |                               |  |  |  |
| Hull:           | 6    | Craft | 2 Starfury Flights |                               |  |  |  |
| Damage:         | 35/8 | SR:   | Interceptors 1     |                               |  |  |  |
| Weapon          | R    | A     | AD                 | Special                       |  |  |  |
| Hvy Las Can     | 25   | B     | 2                  | Beam, Double Damage, Super AP |  |  |  |
| Med Las Can     | 15   | B     | 2                  | Beam, Super AP                |  |  |  |
| Med Las Can     | 15   | Ba    | 2                  | Beam, Super AP                |  |  |  |
| RailGuns        | 12   | F     | 2                  | AP, Double Damage             |  |  |  |
| Med Puls Can    | 10   | P     | 10                 | Twin-Linked                   |  |  |  |
| Med Puls Can    | 10   | S     | 10                 | Twin-Linked                   |  |  |  |
| Particle Beams  | 5    | T     | 6                  | Anti-Fighter, Weak            |  |  |  |

| Class - Babylon 5 (Pre 2260) |              |       |  | War          |  |
|------------------------------|--------------|-------|--|--------------|--|
| Speed:                       | -            | Crew  | -  |              |  |
| Turns:                       | -            | IS:   | 2257-2259  |              |  |
| Hull:                        | 4            | Craft | 12 Starfury Flights  |              |  |
| Damage:                      | 1000/500/250 | SR:   | Immobile, Carrier 4, Command 2, Interceptors 10, Targets 4 |              |  |
| Weapon                       | R            | A     | AD   | Special      |  |
| Qu Part Beams                | 24           | T     | 8  | Twin-Linked  |  |
| Particle Beams               | 18           | T     | 6  |              |  |
| Lgh Part Beam                | 6            | T     | 2  | Anti-fighter |  |

| Class - Omega CD |       |       |                                       | War                           |  |
|------------------|-------|-------|---------------------------------------|-------------------------------|--|
| Speed:           | 7     | Crew  | 60/14                                 |                               |  |
| Turns:           | 1/45  | IS:   | 2259+                                 |                               |  |
| Hull:            | 6     | Craft | 4 Starfury Flights                    |                               |  |
| Damage:          | 40/10 | SR:   | Command 2, Interceptors 3, Jump Point |                               |  |
| Weapon           | R     | A     | AD                                    | Special                       |  |
| Hvy Las Cann     | 30    | B     | 4                                     | Beam, Double Damage, Super AP |  |
| Hvy Las Cann     | 30    | Ba    | 2                                     | Beam, Double Damage, Super AP |  |
| Hvy Puls Can     | 12    | F     | 12                                    | Twin-Linked                   |  |
| Particle Beams   | 8     | P     | 8                                     | Anti-Fighter                  |  |
| Particle Beams   | 8     | S     | 8                                     | Anti-Fighter                  |  |
| Med Puls Can     | 12    | A     | 6                                     | Twin-Linked                   |  |

| Class - Orion Starbase |             |       |  | War                             |  |
|------------------------|-------------|-------|--|---------------------------------|--|
| Speed:                 | -           | Crew  | -  |                                 |  |
| Turns:                 | -           | IS:   | 2240+  |                                 |  |
| Hull:                  | 5           | Craft | None   |                                 |  |
| Damage:                | 750/375/150 | SR:   | Immobile, Command 2, Interceptors 8, Targets 5 |                                 |  |
| Weapon                 | R           | A     | AD   | Special                         |  |
| Missile Rack           | 40          | T     | 2  | Precise, Slow-Loading, Super AP |  |
| Hvy Puls Can           | 24          | T     | 8  | Twin-Linked                     |  |
| Railguns               | 20          | T     | 4  | AP, Double Damage               |  |
| Lht Part Beam          | 6           | T     | 2  | Anti-Fighter                    |  |

| Class - Poseidon |       |       |                                       | War                |  |
|------------------|-------|-------|---------------------------------------|--------------------|--|
| Speed:           | 5     | Crew  | 100/28                                |                    |  |
| Turns:           | 1/45  | IS:   | 2255+                                 |                    |  |
| Hull:            | 4     | Craft | 16 Starfury Flights                   |                    |  |
| Damage:          | 80/25 | SR:   | Carrier 8, Interceptors 6, Jump Point |                    |  |
| Weapon           | R     | A     | AD                                    | Special            |  |
| Med Puls Can     | 10    | F     | 6                                     |                    |  |
| Med Puls Can     | 10    | P     | 6                                     |                    |  |
| Med Puls Can     | 10    | S     | 6                                     |                    |  |
| Med Puls Can     | 10    | A     | 6                                     |                    |  |
| Particle Beams   | 5     | T     | 8                                     | Anti-Fighter, Weak |  |

| Class - Warlock |       |       |                                     | War                             |  |
|-----------------|-------|-------|-------------------------------------|---------------------------------|--|
| Speed:          | 9     | Crew  | 75/20                               |                                 |  |
| Turns:          | 1/45  | IS:   | 2261+                               |                                 |  |
| Hull:           | 6     | Craft | 4 Starfury Flights                  |                                 |  |
| Damage:         | 60/16 | SR:   | Advanced Jump Point, Interceptors 4 |                                 |  |
| Weapon          | R     | A     | AD                                  | Special                         |  |
| Missile Racks   | 30    | F     | 6                                   | Precise, Slow Loading, Super AP |  |
| Hvy Part Cann   | 25    | B     | 2                                   | Beam, Super AP, Triple Damage   |  |
| Railguns        | 20    | F     | 4                                   | AP, Double Damage               |  |
| L/P Arrays      | 15    | F     | 10                                  | Twin-Linked                     |  |
| Railguns        | 20    | A     | 4                                   | AP, Double Damage               |  |
| L/P Arrays      | 15    | A     | 6                                   | Twin-Linked                     |  |
| Particle Beams  | 5     | T     | 12                                  | Anti-Fighter                    |  |

| Earth Alliance  |  |
|---|--|
| Priority Level: Patrol  |  |
| Hermes Class Transport  |  |
| Starfury Wing (4 Flights)   |  |
| Tethys Class Cutter   |  |
| Thunderbolt Wing (4 Flights)  |  |
| Priority Level: Skirmish  |  |
| Artemis Class Heavy Frigate   |  |
| Hyperion-class Assault Cruiser  |  |
| Hyperion-class Missile Cruiser  |  |
| Hyperion-class Rail Cruiser   |  |
| Olympus Class Corvette  |  |
| Sagittarius Class Missile Cruiser   |  |
| Priority Level: Raid  |  |
| Explorer Class Survey Ship  |  |
| Hyperion Class Heavy Cruiser  |  |
| Hyperion-class Pulse Cruiser  |  |
| Nova Class Dreadnought  |  |
| Oracle Class Scout Cruiser  |  |
| Priority Level: Battle  |  |
| Avenger Class Heavy Carrier   |  |
| Hyperion-class Command Cruiser  |  |
| Omega Class Destroyer   |  |
| Omega-class Pulse Destroyer   |  |
| Orestes Class System Monitor  |  |
| Priority Level: War   |  |
| Babylon 5 Diplomatic Station Pre 2260   |  |
| Orion Star base   |  |
| Omega-class Command Destroyer   |  |
| Poseidon Class Super Carrier  |  |
| Warlock Class Advanced Destroyer  |  |
| <b>Flights:</b> Any Ship Carrying one or more Starfury Flights may replace any Number of them for Thunderbolts, or Vice Versa, as long as the scenario is set in 2259 or Latter |  |
| Earth Alliance Initiative: +1   |  |

| Earth Alliance Missile Variants |       |                                  |            |
|---------------------------------|-------|----------------------------------|------------|
| Type                            | Range | Special                          | In Service |
| Standard Anti-Ship Missile      | 30    | Precise, Super AP                | 2165+      |
| Flash Missile                   | 30    | AP, Double Damage, Precise       | 2229+      |
| Heavy Missile                   | 15    | Precise, Triple Damage, Super AP | 2225+      |
| Anti-Fighter Missile            | 15    | Anti-Fighter, AP                 | 2231+      |
| Long-range Missile              | 40    | AP, Precise                      | 2225+      |
| Multi-Warhead Missile           | 30    | AP, Precise                      | 2256+      |
| HARM                            | 15    | Super AP                         | 2248+      |

Any Earth Alliance ship equipped with missile racks can swap the standard missiles usually carried with one of the variants below. Each missile rack on a ship may have just one missile type though a single ship with multiple missile racks may have a different missile variant in each rack system. Thunderbolt flights may not use these variant missiles as they carry far smaller warheads than those used by larger capital ships.

When a missile variant is used, it will replace certain characteristics of the normal missile rack, as detailed below in its description, as well as possibly grant some special rules which are used when a ship is equipped with it. Each missile variant will retain the fire arc and Attack Dice of the original missile rack, as well as the Slow-Loading trait, if applicable.

| Class - Corvan |      |       |  | Patrol      |  |  |  |
|----------------|------|-------|--|-------------|--|--|--|
| Speed:         | 12   | Crew  | 12/4                                   |             |  |  |  |
| Turns:         | 2/45 | IS:   | 2191+                                  |             |  |  |  |
| Hull:          | 4    | Craft | 1 Senti Flight                         |             |  |  |  |
| Damage:        | 12/4 | SR:   | Interceptors 1, Jump Point, Stealth 3+ |             |  |  |  |
| Weapon         | R    | A     | AD                                     | Special     |  |  |  |
| Twin Part Ary  | 8    | F     | 3                                      | Twin-Linked |  |  |  |
| Twin Part Ary  | 8    | P     | 3                                      | Twin-Linked |  |  |  |
| Twin Part Ary  | 8    | S     | 3                                      | Twin-Linked |  |  |  |
| Twin Part Ary  | 8    | A     | 3                                      | Twin-Linked |  |  |  |

| Class - Haven |      |       |          | Patrol            |  |  |  |
|---------------|------|-------|----------|-------------------|--|--|--|
| Speed:        | 12   | Crew  | 6/2      |                   |  |  |  |
| Turns:        | 2/90 | IS:   | 2150+    |                   |  |  |  |
| Hull:         | 4    | Craft | None     |                   |  |  |  |
| Damage:       | 8/3  | SR:   | Dodge 5+ |                   |  |  |  |
| Weapon        | R    | A     | AD       | Special           |  |  |  |
| Matter Cannon | 8    | F     | 1        | AP, Double Damage |  |  |  |
| Twin Part Ary | 4    | F     | 3        | Twin-Linked, Weak |  |  |  |
| Twin Part Ary | 4    | P     | 2        | Twin-Linked, Weak |  |  |  |
| Twin Part Ary | 4    | S     | 2        | Twin-Linked, Weak |  |  |  |
| Twin Part Ary | 4    | A     | 3        | Twin-Linked, Weak |  |  |  |

| Class - Rutarian |    |       |  | Patrol 3 Flights       |  |  |  |
|------------------|----|-------|--|------------------------|--|--|--|
| Speed:           | 12 | Crew  | -  |                        |  |  |  |
| Turns:           | SM | IS:   | 2258+                                      |                        |  |  |  |
| Hull:            | 5  | Craft | None                                       |                        |  |  |  |
| Damage:          | -  | SR:   | Fighter, Dodge 3+, Stealth 3+, Dogfight +2 |                        |  |  |  |
| Weapon           | R  | A     | AD   | Special                |  |  |  |
| Battle Lasers    | 4  | T     | 1  | Double Damage, Precise |  |  |  |
| Lht Part guns    | 2  | T     | 3  | Precise, Weak          |  |  |  |

| Class - Senti Flight |    |       |                                | Patrol 5 Flights |  |  |  |
|----------------------|----|-------|--------------------------------|------------------|--|--|--|
| Speed:               | 12 | Crew  | -                              |                  |  |  |  |
| Turns:               | SM | IS:   | 2202+                          |                  |  |  |  |
| Hull:                | 4  | Craft | None                           |                  |  |  |  |
| Damage:              | -  | SR:   | Fighter, Dodge 2+, dogfight +2 |                  |  |  |  |
| Weapon               | R  | A     | AD                             | Special          |  |  |  |
| Lht                  | 2  | T     | 3                              | Precise, Weak    |  |  |  |

| Class - Sulust |      |       |                | Patrol            |  |  |  |
|----------------|------|-------|----------------|-------------------|--|--|--|
| Speed:         | 10   | Crew  | 16/5           |                   |  |  |  |
| Turns:         | 2/45 | IS:   | 2218+          |                   |  |  |  |
| Hull:          | 4    | Craft | Interceptors 1 |                   |  |  |  |
| Damage:        | 14/4 | SR:   | Interceptors 1 |                   |  |  |  |
| Weapon         | R    | A     | AD             | Special           |  |  |  |
| Battle Lasers  | 12   | F     | 1              | AP, Beam          |  |  |  |
| Twin Part Arr  | 6    | F     | 6              | Twin-Linked, Weak |  |  |  |
| Twin Part Arr  | 6    | P     | 4              | Twin-Linked, Weak |  |  |  |
| Twin Part Arr  | 6    | S     | 4              | Twin-Linked, Weak |  |  |  |

| Class - Altarian |      |       |                | Skirmish          |  |  |  |
|------------------|------|-------|----------------|-------------------|--|--|--|
| Speed:           | 8    | Crew  | 25/5           |                   |  |  |  |
| Turns:           | 1/45 | IS:   | 2150+          |                   |  |  |  |
| Hull:            | 5    | Craft | 1 Senti Flight |                   |  |  |  |
| Damage:          | 20/5 | SR:   | Jump Point     |                   |  |  |  |
| Weapon           | R    | A     | AD             | Special           |  |  |  |
| Matter Can       | 12   | F     | 4              | AP, Double Damage |  |  |  |
| Twin Part Arr    | 8    | F     | 6              | Twin Linked       |  |  |  |
| Twin Part Arr    | 8    | P     | 6              | Twin Linked       |  |  |  |
| Twin Part Arr    | 8    | S     | 6              | Twin Linked       |  |  |  |
| Matter Can       | 12   | A     | 4              | AP, Double Damage |  |  |  |
| Twin Part Arr    | 8    | A     | 6              | Twin Linked       |  |  |  |

| Class - Centurion |      |       |            | Skirmish                |  |  |  |
|-------------------|------|-------|------------|-------------------------|--|--|--|
| Speed:            | 10   | Crew  | 20/5       |                         |  |  |  |
| Turns:            | 2/45 | IS:   | 2202+      |                         |  |  |  |
| Hull:             | 4    | Craft | None       |                         |  |  |  |
| Damage:           | 16/5 | SR:   | Jump Poiny |                         |  |  |  |
| Weapon            | R    | A     | AD         | Special                 |  |  |  |
| Matter Cann       | 12   | F     | 4          | AP, Double Damage       |  |  |  |
| Battle Lasers     | 12   | F     | 2          | AP, Beam, Double Damage |  |  |  |
| Twin Part arr     | 8    | F     | 8          | Twin-Linked             |  |  |  |
| Twin Part arr     | 8    | P     | 4          | Twin-Linked             |  |  |  |
| Twin Part arr     | 8    | S     | 4          | Twin-Linked             |  |  |  |

| Class - Dargan |      |       |                 | Skirmish            |  |  |  |
|----------------|------|-------|-----------------|---------------------|--|--|--|
| Speed:         | 9    | Crew  | 22/6            |                     |  |  |  |
| Turns:         | 1/45 | IS:   | 2258+           |                     |  |  |  |
| Hull:          | 4    | Craft | 2 Senti Flights |                     |  |  |  |
| Damage:        | 18/6 | SR:   | Jump Point      |                     |  |  |  |
| Weapon         | R    | A     | AD              | Special             |  |  |  |
| Matter Cann    | 12   | F     | 4               | AP, Double Damage   |  |  |  |
| Battle Lasers  | 10   | F     | 2               | Beam, Double Damage |  |  |  |
| Twin Part Arr  | 6    | F     | 4               | Twin-Linked         |  |  |  |
| Twin Part Arr  | 6    | P     | 4               | Twin-Linked         |  |  |  |
| Twin Part Arr  | 6    | S     | 4               | Twin-Linked         |  |  |  |
| Twin Part Arr  | 6    | A     | 4               | Twin-Linked         |  |  |  |

| Class - Kutai |      |       |            | Skirmish          |  |  |  |
|---------------|------|-------|------------|-------------------|--|--|--|
| Speed:        | 12   | Crew  | 20/5       |                   |  |  |  |
| Turns:        | 1/45 | IS:   | 2164+      |                   |  |  |  |
| Hull:         | 4    | Craft | None       |                   |  |  |  |
| Damage:       | 18/5 | SR:   | Jump Point |                   |  |  |  |
| Weapon        | R    | A     | AD         | Special           |  |  |  |
| Matter Cann   | 12   | F     | 6          | AP, Double Damage |  |  |  |
| Twin Part Arr | 6    | F     | 8          | Twin-Linked, Weak |  |  |  |
| Twin Part Arr | 6    | P     | 8          | Twin-Linked, Weak |  |  |  |
| Twin Part Arr | 6    | S     | 8          | Twin-Linked, Weak |  |  |  |
| Matter Cann   | 12   | A     | 4          | AP, Double Damage |  |  |  |
| Twin Part Arr | 6    | A     | 8          | Twin-Linked, Weak |  |  |  |

| Class - Maximus |      |       |                | Skirmish     |  |  |  |
|-----------------|------|-------|----------------|--------------|--|--|--|
| Speed:          | 10   | Crew  | 18/6           |              |  |  |  |
| Turns:          | 2/45 | IS:   | 2191+          |              |  |  |  |
| Hull:           | 6    | Craft | None           |              |  |  |  |
| Damage:         | 16/5 | SR:   | Interceptors 1 |              |  |  |  |
| Weapon          | R    | A     | AD             | Special      |  |  |  |
| Twin Part arr   | 8    | F     | 4              | Twin-Linked  |  |  |  |
| Twin Part arr   | 8    | P     | 8              | Twin-Linked  |  |  |  |
| Twin Part arr   | 8    | S     | 8              | Twin-Linked  |  |  |  |
| Twin Part arr   | 8    | A     | 4              | Twin-Linked  |  |  |  |
| Particle Guns   | 5    | T     | 4              | Anti-Fighter |  |  |  |

| Class - Morgath |      |       |                | Skirmish          |  |  |  |
|-----------------|------|-------|----------------|-------------------|--|--|--|
| Speed:          | 10   | Crew  | 18/7           |                   |  |  |  |
| Turns:          | 2/45 | IS:   | 2195+          |                   |  |  |  |
| Hull:           | 5    | Craft | None           |                   |  |  |  |
| Damage:         | 16/4 | SR:   | Interceptors 1 |                   |  |  |  |
| Weapon          | R    | A     | AD             | Special           |  |  |  |
| Plas Stream     | 10   | F     | 2              | AP, Beam          |  |  |  |
| Matter Cann     | 12   | F     | 4              | AP, Double Damage |  |  |  |
| Twin Part Arr   | 8    | F     | 6              | Twin-linked       |  |  |  |
| Twin Part Arr   | 8    | P     | 6              | Twin-linked       |  |  |  |
| Twin Part Arr   | 8    | S     | 6              | Twin-linked       |  |  |  |

| Class - Vorchan |      |       |            | Skirmish                |  |  |  |
|-----------------|------|-------|------------|-------------------------|--|--|--|
| Speed:          | 14   | Crew  | 20/6       |                         |  |  |  |
| Turns:          | 2/45 | IS:   | 2160+      |                         |  |  |  |
| Hull:           | 5    | Craft | None       |                         |  |  |  |
| Damage:         | 18/5 | SR:   | Jump Point |                         |  |  |  |
| Weapon          | R    | A     | AD         | Special                 |  |  |  |
| Plas Accel      | 12   | F     | 4          | Double damage, Super Ap |  |  |  |
| Twin Part Arr   | 8    | F     | 10         | Twin-Linked             |  |  |  |

| Class - Vorchan Raider |      |       |                | Skirmish                |  |  |  |
|------------------------|------|-------|----------------|-------------------------|--|--|--|
| Speed:                 | 12   | Crew  | 24/7           |                         |  |  |  |
| Turns:                 | 2/45 | IS:   | 2189+          |                         |  |  |  |
| Hull:                  | 5    | Craft | 1 Senti Flight |                         |  |  |  |
| Damage:                | 18/5 | SR:   | Jump Point     |                         |  |  |  |
| Weapon                 | R    | A     | AD             | Special                 |  |  |  |
| Plas Accel             | 10   | F     | 4              | Double Damage, Super AP |  |  |  |
| Twin Part Arr          | 8    | F     | 6              | Twin-Linked             |  |  |  |
| Twin Part Arr          | 8    | P     | 4              |                         |  |  |  |
| Twin Part Arr          | 8    | S     | 4              |                         |  |  |  |
| Twin Part Arr          | 8    | A     | 4              |                         |  |  |  |

| Class - Vorchan Scout |      |       |                        | Skirmish          |  |  |  |
|-----------------------|------|-------|------------------------|-------------------|--|--|--|
| Speed:                | 14   | Crew  | 20/6                   |                   |  |  |  |
| Turns:                | 2/45 | IS:   | 2177+                  |                   |  |  |  |
| Hull:                 | 5    | Craft | None                   |                   |  |  |  |
| Damage:               | 18/5 | SR:   | Jump Point, Stealth 3+ |                   |  |  |  |
| Weapon                | R    | A     | AD                     | Special           |  |  |  |
| Twin Part Arr         | 8    | F     | 12                     | Twin-Linked, Weak |  |  |  |

| Class - Balvarin |       |       |                                       | Raid        |
|------------------|-------|-------|---------------------------------------|-------------|
| Speed:           | 6     | Crew  | 60/15                                 |             |
| Turns:           | 1/45  | IS:   | 2192+                                 |             |
| Hull:            | 5     | Craft | 6 Senti Flights                       |             |
| Damage:          | 55/14 | SR:   | Carrier 2, Interceptors 2, Jump Point |             |
| Weapon           | R     | A     | AD                                    | Special     |
| Twin Part Arr    | 8     | F     | 8                                     | Twin-Linked |
| Twin Part Arr    | 8     | P     | 8                                     | Twin-Linked |
| Twin Part Arr    | 8     | S     | 8                                     | Twin-Linked |
| Twin Part Arr    | 8     | A     | 8                                     | Twin-Linked |

| Class - Centurion Prefect |      |       |            | Raid                    |
|---------------------------|------|-------|------------|-------------------------|
| Speed:                    | 8    | Crew  | 26/6       |                         |
| Turns:                    | 1/45 | IS:   | 2243+      |                         |
| Hull:                     | 5    | Craft | None       |                         |
| Damage:                   | 18/5 | SR:   | Jump Point |                         |
| Weapon                    | R    | A     | AD         | Special                 |
| Matter Cann               | 12   | F     | 4          | AP, Double Damage       |
| Battle Lasers             | 15   | F     | 4          | AP, Beam, Double Damage |
| Twin Part Arr             | 8    | F     | 12         | Twin-Linked             |
| Twin Part Arr             | 8    | P     | 8          | Twin-Linked             |
| Twin Part Arr             | 8    | S     | 8          | Twin-Linked             |

| Class - Darkner |      |       |            | Raid                       |
|-----------------|------|-------|------------|----------------------------|
| Speed:          | 12   | Crew  | 30/7       |                            |
| Turns:          | 2/90 | IS:   | 2249+      |                            |
| Hull:           | 5    | Craft | None       |                            |
| Damage:         | 25/6 | SR:   | Jump Point |                            |
| Weapon          | R    | A     | AD         | Special                    |
| Battle Lasers   | 30   | F     | 2          | Beam, Double Dam, Super AP |
| Mat Cannon      | 10   | F     | 8          | AP, Double Damage          |

| Class - Primus |       |       |                            | Battle                        |
|----------------|-------|-------|----------------------------|-------------------------------|
| Speed:         | 8     | Crew  | 60/18                      |                               |
| Turns:         | 1/45  | IS:   | 2195+                      |                               |
| Hull:          | 6     | Craft | 2 Senti Flight             |                               |
| Damage:        | 45/14 | SR:   | Interceptors 2, Jump Point |                               |
| Weapon         | R     | A     | AD                         | Special                       |
| Battle Lasers  | 25    | F     | 4                          | Beam, Double Damage, Super AP |
| Twin Part Arr  | 8     | F     | 10                         | Twin-Linked                   |
| Twin Part Arr  | 8     | P     | 8                          | Twin-Linked                   |
| Twin Part Arr  | 8     | S     | 8                          | Twin-Linked                   |
| Twin Part Arr  | 8     | A     | 8                          | Twin-Linked                   |

| Class - Primus Secundus |       |       |                            | Battle                     |
|-------------------------|-------|-------|----------------------------|----------------------------|
| Speed:                  | 8     | Crew  | 65/19                      |                            |
| Turns:                  | 1/45  | IS:   | 2248+                      |                            |
| Hull:                   | 6     | Craft | None                       |                            |
| Damage:                 | 45/14 | SR:   | Interceptors 2, Jump Point |                            |
| Weapon                  | R     | A     | AD                         | Special                    |
| Heavy array             | 15    | F     | 12                         | Double Damage, Twin-Linked |
| Twin Part Arr           | 8     | F     | 10                         | Twin-Linked                |
| Twin Part Arr           | 8     | P     | 10                         | Twin-Linked                |
| Twin Part Arr           | 8     | S     | 10                         | Twin-Linked                |
| Twin Part Arr           | 8     | A     | 10                         | Twin-Linked                |

| Class - Primus Tertius |       |       |                            | Battle                        |
|------------------------|-------|-------|----------------------------|-------------------------------|
| Speed:                 | 8     | Crew  | 75/24                      |                               |
| Turns:                 | 1/45  | IS:   | 2263+                      |                               |
| Hull:                  | 6     | Craft | None                       |                               |
| Damage:                | 45/14 | SR:   | Interceptors 1, Jump Point |                               |
| Weapon                 | R     | A     | AD                         | Special                       |
| Battle Lasers          | 25    | F     | 2                          | Beam, Double Damage, Super AP |
| Plas Accel             | 10    | F     | 8                          | Double Damage, Super AP       |
| Twin Part Arr          | 8     | F     | 6                          | Twin-Linked                   |
| Twin Part Arr          | 8     | P     | 6                          | Twin-Linked                   |
| Twin Part Arr          | 8     | S     | 6                          | Twin-Linked                   |
| Plas Accel             | 10    | A     | 4                          | Double Damage, Super AP       |
| Twin Part Arr          | 8     | A     | 6                          | Twin-Linked                   |

| Class - Centauri Colony |             |       |   | War                           |
|-------------------------|-------------|-------|---|-------------------------------|
| Speed:                  | -           | Crew  | -   |                               |
| Turns:                  | -           | IS:   | 2200+                                     |                               |
| Hull:                   | 3           | Craft | 10 Senti Flight                           |                               |
| Damage:                 | 900/450/225 | SR:   | Immobile, Command 2, Carrier 4, Targets 3 |                               |
| Weapon                  | R           | A     | AD  | Special                       |
| Battle Laser            | 40          | T     | 1   | Beam, Double Damage, Super AP |
| Matter Cann             | 18          | T     | 6   | AP, Double Damage             |
| Twin Part Arr           | 15          | T     | 8   | Twin-Linked                   |
| Lit Part Beam           | 6           | T     | 3   | Anti-Fighter                  |

| Class - Ocutrion |       |       |                            | War                           |
|------------------|-------|-------|----------------------------|-------------------------------|
| Speed:           | 6     | Crew  | 80/22                      |                               |
| Turns:           | 1/45  | IS:   | 2202+                      |                               |
| Hull:            | 6     | Craft | 4 Senti Flight             |                               |
| Damage:          | 60/18 | SR:   | Interceptors 2, Jump Point |                               |
| Weapon           | R     | A     | AD                         | Special                       |
| Battle Lasers    | 35    | F     | 4                          | Beam, Double Damage, Super AP |
| Matter Cannon    | 12    | F     | 10                         | AP, Double Damage             |
| Twin Part Arr    | 10    | F     | 16                         | Twin-Linked                   |
| Matter Cannon    | 12    | P     | 8                          | AP, Double Damage             |
| Twin Part Arr    | 10    | P     | 10                         | Twin-Linked                   |
| Matter Cannon    | 12    | S     | 8                          | AP, Double Damage             |
| Twin Part Arr    | 10    | S     | 10                         | Twin-Linked                   |
| Battle Lasers    | 35    | A     | 2                          | Beam, Double Damage, Super AP |
| Matter Cannon    | 12    | A     | 4                          | AP, Double Damage             |
| Twin Part Arr    | 10    | A     | 8                          | Twin-Linked                   |

| Centauri Republic   |
|---|
| <b>Priority Level: Patrol</b>   |
| Corvan Class Scout  |
| Haven Class Patrol Boat   |
| Rutarian (3 Flights)  |
| Senti Wing (5 Flights)  |
| Sulust Class Escort Destroyer   |
| <b>Priority Level: Skirmish</b>   |
| Altarian Class Destroyer  |
| Centurion Class attack Cruiser  |
| Dargan Class Strike Cruiser   |
| Kutai Class Frigate   |
| Maximus Class Frigate   |
| Morghath Class Frigate  |
| Vorchan Class Warship   |
| Vorchat-class War Raider  |
| Vorchar-class War Scout   |
| <b>Priority Level: Raid</b>   |
| Balvarin Class Carrier  |
| Prefect-class Armoured Cruiser  |
| Darkner Class fast attack Frigate   |
| <b>Priority Level: Battle</b>   |
| Primus Class Battlecruiser  |
| Secundus-class Battlecruiser  |
| Tertius-class Battlecruiser   |
| <b>Priority Level: War</b>  |
| Ocutrion Class Battleship   |
| Centauri Colony   |
| <b>Flights: No Special</b>  |
| <b>Centauri and Narn:</b> Centauri Vessels will never surrender to the Narn and are immune to any effect that would require them to surrender to Narn Vessels |
| <b>Centauri Republic Initiative:</b><br>+3  |

| Class - Frazi |    |       |                                |         | Patrol 4 Flights |  |  |  |  |
|---------------|----|-------|--------------------------------|---------|------------------|--|--|--|--|
| Speed:        | 9  | Crew  | -                              |         |                  |  |  |  |  |
| Turns:        | SM | IS:   | 2249+                          |         |                  |  |  |  |  |
| Hull:         | 5  | Craft | None                           |         |                  |  |  |  |  |
| Damage:       | -  | SR:   | Fighter, Dodge 3+, Dogfight -1 |         |                  |  |  |  |  |
| Weapon        | R  | A     | AD                             | Special |                  |  |  |  |  |
| Particle Guns | 2  | T     | 4                              | Precise |                  |  |  |  |  |

| Class - Gorith |    |       |                                |         | Patrol 4 Flights |  |  |  |  |
|----------------|----|-------|--------------------------------|---------|------------------|--|--|--|--|
| Speed:         | 10 | Crew  | -                              |         |                  |  |  |  |  |
| Turns:         | SM | IS:   | 2223+                          |         |                  |  |  |  |  |
| Hull:          | 4  | Craft | None                           |         |                  |  |  |  |  |
| Damage:        | -  | SR:   | Fighter, Dodge 2+, Dogfight +2 |         |                  |  |  |  |  |
| Weapon         | R  | A     | AD                             | Special |                  |  |  |  |  |
| Particle Guns  | 2  | T     | 2                              | Precise |                  |  |  |  |  |

| Class - Sho'Kos |      |       |          |               | Patrol |  |  |  |  |
|-----------------|------|-------|----------|---------------|--------|--|--|--|--|
| Speed:          | 12   | Crew  | 6/2      |               |        |  |  |  |  |
| Turns:          | 1/90 | IS:   | 2240+    |               |        |  |  |  |  |
| Hull:           | 4    | Craft | None     |               |        |  |  |  |  |
| Damage:         | 8/3  | SR:   | Dodge 5+ |               |        |  |  |  |  |
| Weapon          | R    | A     | AD       | Special       |        |  |  |  |  |
| Med Puls Can    | 6    | F     | 2        |               |        |  |  |  |  |
| Burst Bams      | 4    | F     | 2        | Beam, Precise |        |  |  |  |  |
| Lht Puls Cann   | 4    | T     | 4        | Weak          |        |  |  |  |  |

| Class - Sho'Kov |      |       |          |                   | Patrol |  |  |  |  |
|-----------------|------|-------|----------|-------------------|--------|--|--|--|--|
| Speed:          | 12   | Crew  | 5/2      |                   |        |  |  |  |  |
| Turns:          | 1/90 | IS:   | 2243+    |                   |        |  |  |  |  |
| Hull:           | 4    | Craft | None     |                   |        |  |  |  |  |
| Damage:         | 8/3  | SR:   | Dodge 5+ |                   |        |  |  |  |  |
| Weapon          | R    | A     | AD       | Special           |        |  |  |  |  |
| Ion Torpedo     | 20   | F     | 1        | Precise, Super AP |        |  |  |  |  |
| Light Puls Can  | 4    | T     | 4        | Weak              |        |  |  |  |  |

| Class - G'Karith |      |       |                |             | Skirmish |  |  |  |  |
|------------------|------|-------|----------------|-------------|----------|--|--|--|--|
| Speed:           | 8    | Crew  | 18/6           |             |          |  |  |  |  |
| Turns:           | 2/45 | IS:   | 2253+          |             |          |  |  |  |  |
| Hull:            | 4    | Craft | 1 Frazi Flight |             |          |  |  |  |  |
| Damage:          | 15/5 | SR:   | Jump Point     |             |          |  |  |  |  |
| Weapon           | R    | A     | AD             | Special     |          |  |  |  |  |
| Pulsar Mines     | 20   | F     | 4              | Energy Mine |          |  |  |  |  |
| Med Puls Can     | 10   | F     | 12             |             |          |  |  |  |  |
| Lht Pulse Can    | 8    | P     | 4              |             |          |  |  |  |  |
| Lht Pulse Can    | 8    | S     | 4              |             |          |  |  |  |  |
| Pulsar Mines     | 20   | A     | 4              | Energy Mine |          |  |  |  |  |
| Lht Pulse Can    | 8    | A     | 4              |             |          |  |  |  |  |

| Class - Sho'Kar |      |       |                        |                   | Skirmish |  |  |  |  |
|-----------------|------|-------|------------------------|-------------------|----------|--|--|--|--|
| Speed:          | 8    | Crew  | 18/5                   |                   |          |  |  |  |  |
| Turns:          | 2/45 | IS:   | 2240+                  |                   |          |  |  |  |  |
| Hull:           | 4    | Craft | 1 Frazi Flight         |                   |          |  |  |  |  |
| Damage:         | 16/5 | SR:   | Jump Point, Stealth 3+ |                   |          |  |  |  |  |
| Weapon          | R    | A     | AD                     | Special           |          |  |  |  |  |
| Burst Beams     | 12   | F     | 2                      | AP, Beam          |          |  |  |  |  |
| Twin Part Arr   | 8    | F     | 6                      | Twin-Linked, Weak |          |  |  |  |  |
| Lht Pulse can   | 8    | F     | 4                      |                   |          |  |  |  |  |
| Lht Pulse can   | 8    | P     | 2                      |                   |          |  |  |  |  |
| Lht Pulse can   | 8    | S     | 2                      |                   |          |  |  |  |  |
| Lht Pulse can   | 8    | A     | 4                      |                   |          |  |  |  |  |

| Class - Thentus |      |       |       |                               | Skirmish |  |  |  |  |
|-----------------|------|-------|-------|-------------------------------|----------|--|--|--|--|
| Speed:          | 8    | Crew  | 20/6  |                               |          |  |  |  |  |
| Turns:          | 2/45 | IS:   | 2240+ |                               |          |  |  |  |  |
| Hull:           | 5    | Craft | None  |                               |          |  |  |  |  |
| Damage:         | 18/5 | SR:   | None  |                               |          |  |  |  |  |
| Weapon          | R    | A     | AD    | Special                       |          |  |  |  |  |
| Med Las Can     | 15   | B     | 2     | Beam, Double Damage, Super AP |          |  |  |  |  |
| Burst Beams     | 12   | F     | 2     | AP, Beam                      |          |  |  |  |  |
| Twin Part Arr   | 8    | F     | 4     | Twin-Linked, Weak             |          |  |  |  |  |
| Twin Part Arr   | 8    | P     | 6     | Twin-Linked, Weak             |          |  |  |  |  |
| Twin Part Arr   | 8    | S     | 6     | Twin-Linked, Weak             |          |  |  |  |  |
| Twin Part Arr   | 8    | A     | 4     | Twin-Linked, Weak             |          |  |  |  |  |

| Class - Dag'Kar |      |       |      |                          | Raid |  |  |  |  |
|-----------------|------|-------|------|--------------------------|------|--|--|--|--|
| Speed:          | 5    | Crew  | 30/8 |                          |      |  |  |  |  |
| Turns:          | 1/45 | IS:   | None |                          |      |  |  |  |  |
| Hull:           | 5    | Craft | None |                          |      |  |  |  |  |
| Damage:         | 20/5 | SR:   | 30/8 |                          |      |  |  |  |  |
| Weapon          | R    | A     | AD   | Special                  |      |  |  |  |  |
| Energy Mine     | 30   | F     | 4    | Energy Min, Slow-Loading |      |  |  |  |  |
| Energy Mine     | 30   | F     | 4    | Energy Min, Slow-Loading |      |  |  |  |  |
| Energy Mine     | 30   | F     | 4    | Energy Min, Slow-Loading |      |  |  |  |  |
| Energy Mine     | 30   | F     | 4    | Energy Min, Slow-Loading |      |  |  |  |  |
| Energy Mine     | 30   | F     | 4    | Energy Min, Slow-Loading |      |  |  |  |  |
| Energy Mine     | 30   | F     | 4    | Energy Min, Slow-Loading |      |  |  |  |  |
| Energy Mine     | 30   | F     | 4    | Energy Min, Slow-Loading |      |  |  |  |  |
| Ion Torpedoes   | 30   | F     | 2    | Precise, Super AP        |      |  |  |  |  |

| Class - Ka'Toc |      |       |                |                               | Raid |  |  |  |  |
|----------------|------|-------|----------------|-------------------------------|------|--|--|--|--|
| Speed:         | 10   | Crew  | 28/7           |                               |      |  |  |  |  |
| Turns:         | 1/45 | IS:   | 2240+          |                               |      |  |  |  |  |
| Hull:          | 5    | Craft | 1 Frazi Flight |                               |      |  |  |  |  |
| Damage:        | 25/6 | SR:   | None           |                               |      |  |  |  |  |
| Weapon         | R    | A     | AD             | Special                       |      |  |  |  |  |
| Mag Gun        | 20   | F     | 1              | Beam, Double Damage, Super AP |      |  |  |  |  |
| Hvy Las Can    | 20   | B     | 2              | Beam, Double Damage, Super AP |      |  |  |  |  |
| Lht Puls Can   | 8    | F     | 8              |                               |      |  |  |  |  |
| Lht Puls Can   | 8    | P     | 8              |                               |      |  |  |  |  |
| Lht Puls Can   | 8    | S     | 8              |                               |      |  |  |  |  |
| Lht Puls Can   | 8    | A     | 8              |                               |      |  |  |  |  |

| Class - Ka'Tan |      |       |                |                               | Raid |  |  |  |  |
|----------------|------|-------|----------------|-------------------------------|------|--|--|--|--|
| Speed:         | 10   | Crew  | 28/7           |                               |      |  |  |  |  |
| Turns:         | 1/45 | IS:   | 2243+          |                               |      |  |  |  |  |
| Hull:          | 5    | Craft | 1 Frazi Flight |                               |      |  |  |  |  |
| Damage:        | 25/7 | SR:   | None           |                               |      |  |  |  |  |
| Weapon         | R    | A     | AD             | Special                       |      |  |  |  |  |
| Hvy Las Can    | 20   | B     | 2              | Beam, Double Damage, Super AP |      |  |  |  |  |
| Med Las Can    | 15   | B     | 1              | Beam, Double Damage, Super AP |      |  |  |  |  |
| Lht Puls Can   | 8    | F     | 10             |                               |      |  |  |  |  |
| Lht Puls Can   | 8    | P     | 10             |                               |      |  |  |  |  |
| Lht Puls Can   | 8    | S     | 10             |                               |      |  |  |  |  |
| Lht Puls Can   | 8    | A     | 10             |                               |      |  |  |  |  |

| Class - Rongoth |      |       |       |                   | Raid |  |  |  |  |
|-----------------|------|-------|-------|-------------------|------|--|--|--|--|
| Speed:          | 6    | Crew  | 30/8  |                   |      |  |  |  |  |
| Turns:          | 1/45 | IS:   | 2241+ |                   |      |  |  |  |  |
| Hull:           | 6    | Craft | None  |                   |      |  |  |  |  |
| Damage:         | 30/8 | SR:   | None  |                   |      |  |  |  |  |
| Weapon          | R    | A     | AD    | Special           |      |  |  |  |  |
| Hvy Puls Can    | 12   | F     | 12    |                   |      |  |  |  |  |
| Twin Par Arr    | 8    | F     | 8     | Twin-Linked, Weak |      |  |  |  |  |
| Lht Puls Can    | 8    | P     | 6     |                   |      |  |  |  |  |
| Lht Puls Can    | 8    | S     | 6     |                   |      |  |  |  |  |
| Twin Par Arr    | 8    | A     | 8     | Twin-Linked, Weak |      |  |  |  |  |
| Lht Puls Can    | 8    | A     | 6     |                   |      |  |  |  |  |

| Class - T'Loth |       |       |                |                   | Raid |  |  |  |  |
|----------------|-------|-------|----------------|-------------------|------|--|--|--|--|
| Speed:         | 8     | Crew  | 44/12          |                   |      |  |  |  |  |
| Turns:         | 1/45  | IS:   | 2241+          |                   |      |  |  |  |  |
| Hull:          | 5     | Craft | 1 Frazi Flight |                   |      |  |  |  |  |
| Damage:        | 40/12 | SR:   | Jump Point     |                   |      |  |  |  |  |
| Weapon         | R     | A     | AD             | Special           |      |  |  |  |  |
| Hvy Plas Can   | 18    | B     | 6              | AP, Double Damage |      |  |  |  |  |
| Lht Puls Can   | 8     | F     | 10             | Twin-Linked       |      |  |  |  |  |
| Lht Puls Can   | 8     | P     | 10             | Twin-Linked       |      |  |  |  |  |
| Lht Puls Can   | 8     | S     | 10             | Twin-Linked       |      |  |  |  |  |
| Lht Puls Can   | 8     | A     | 10             | Twin-Linked       |      |  |  |  |  |

| Class - T'Rann |       |       |                |             | Raid |  |  |  |  |
|----------------|-------|-------|----------------|-------------|------|--|--|--|--|
| Speed:         | 8     | Crew  | 44/12          |             |      |  |  |  |  |
| Turns:         | 1/45  | IS:   | 2247+          |             |      |  |  |  |  |
| Hull:          | 5     | Craft | 4 Frazi Flight |             |      |  |  |  |  |
| Damage:        | 40/12 | SR:   | Jump Point     |             |      |  |  |  |  |
| Weapon         | R     | A     | AD             | Special     |      |  |  |  |  |
| Med Puls Can   | 12    | F     | 8              | Twin-Linked |      |  |  |  |  |
| Lht Puls Can   | 8     | F     | 10             | Twin-Linked |      |  |  |  |  |
| Lht Puls Can   | 8     | P     | 10             | Twin-Linked |      |  |  |  |  |
| Lht Puls Can   | 8     | S     | 10             | Twin-Linked |      |  |  |  |  |
| Lht Puls Can   | 8     | A     | 10             | Twin-Linked |      |  |  |  |  |

| Class - G'Quan |       |       |                 |                               | Battle |
|----------------|-------|-------|-----------------|-------------------------------|--------|
| Speed:         | 6     | Crew  | 45/11           |                               |        |
| Turns:         | 1/45  | IS:   | 2242+           |                               |        |
| Hull:          | 6     | Craft | 2 Frazi Flights |                               |        |
| Damage:        | 38/12 | SR:   | Jump Point      |                               |        |
| Weapon         | R     | A     | AD              | Special                       |        |
| Hvy Las Can    | 30    | B     | 2               | Beam, Double Damage, Super AP |        |
| Energy Mine    | 30    | F     | 6               | Energy Mine, Slow-Loading     |        |
| Energy Mine    | 30    | F     | 6               | Energy Mine, Slow-Loading     |        |
| Twin Part Arr  | 8     | F     | 10              | Twin-Linked, Weak             |        |
| Lht Puls Arr   | 8     | F     | 6               |                               |        |
| Twin Part Arr  | 8     | P     | 10              | Twin-Linked, Weak             |        |
| Lht Puls Arr   | 8     | P     | 6               |                               |        |
| Twin Part Arr  | 8     | S     | 10              | Twin-Linked, Weak             |        |
| Lht Puls Arr   | 8     | S     | 6               |                               |        |
| Twin Part Arr  | 8     | A     | 10              | Twin-Linked, Weak             |        |
| Lht Puls Arr   | 8     | A     | 6               |                               |        |

| Class - G'Jan |       |       |                 |                               | Battle |
|---------------|-------|-------|-----------------|-------------------------------|--------|
| Speed:        | 6     | Crew  | 45/11           |                               |        |
| Turns:        | 1/45  | IS:   | 2259+           |                               |        |
| Hull:         | 6     | Craft | 2 Frazi Flights |                               |        |
| Damage:       | 38/12 | SR:   | Jump Point      |                               |        |
| Weapon        | R     | A     | AD              | Special                       |        |
| Med Las Can   | 18    | B     | 2               | AP, Beam, Double Damage       |        |
| Mag Guns      | 18    | F     | 2               | Beam, Super AP, Triple Damage |        |
| Twin Part Arr | 8     | F     | 10              | Twin-Linked, Weak             |        |
| Lht Part Arr  | 8     | F     | 6               |                               |        |
| Twin Part Arr | 8     | P     | 10              | Twin-Linked, Weak             |        |
| Lht Part Arr  | 8     | P     | 6               |                               |        |
| Twin Part Arr | 8     | S     | 10              | Twin-Linked, Weak             |        |
| Lht Part Arr  | 8     | S     | 6               |                               |        |
| Twin Part Arr | 8     | A     | 10              | Twin-Linked, Weak             |        |
| Lht Part Arr  | 8     | A     | 6               |                               |        |

| Class - Var'Nic |      |       |                |                               | Battle |
|-----------------|------|-------|----------------|-------------------------------|--------|
| Speed:          | 9    | Crew  | 40/12          |                               |        |
| Turns:          | 2/45 | IS:   | 2241+          |                               |        |
| Hull:           | 6    | Craft | 1 Frazi Flight |                               |        |
| Damage:         | 30/8 | SR:   | Jump Point     |                               |        |
| Weapon          | R    | A     | AD             | Special                       |        |
| Ion Torpedo     | 30   | F     | 2              | Precise, Super AP             |        |
| Med Las Can     | 20   | B     | 2              | Beam, Double Damage, Super AP |        |
| hvy puls Can    | 12   | F     | 6              |                               |        |
| Twin Par Arr    | 8    | F     | 8              | Twin-Linked, Weak             |        |
| Lht Puls Can    | 8    | A     | 6              | Twin-Linked                   |        |

| Class - Bin'Tak |       |       |                 |                               | War |
|-----------------|-------|-------|-----------------|-------------------------------|-----|
| Speed:          | 5     | Crew  | 90/24           |                               |     |
| Turns:          | 1/45  | IS:   | 2245+           |                               |     |
| Hull:           | 6     | Craft | 3 Frazi Flights |                               |     |
| Damage:         | 70/16 | SR:   | Jump Point      |                               |     |
| Weapon          | R     | A     | AD              | Special                       |     |
| Hvy las Can     | 25    | B     | 4               | Beam, Double Damage, Super AP |     |
| Mag Guns        | 20    | F     | 2               | Beam, Super AP, Triple Damage |     |
| Energy Mines    | 30    | F     | 8               | Energy Mine, Slow-Loading     |     |
| Energy Mines    | 30    | F     | 8               | Energy Mine, Slow-Loading     |     |
| Ion Torpedoe    | 30    | F     | 2               | Precise, Super AP             |     |
| Twin Part Arr   | 8     | F     | 16              | Twin-Linked, Weak             |     |
| Lht puls can    | 8     | F     | 4               |                               |     |
| Twin Part Arr   | 8     | P     | 8               | Twin-Linked, Weak             |     |
| Lht puls can    | 8     | P     | 6               |                               |     |
| Twin Part Arr   | 8     | S     | 8               | Twin-Linked, Weak             |     |
| Lht puls can    | 8     | S     | 6               |                               |     |
| Hvy las Can     | 25    | Ba    | 2               | Beam, Double Damage, Super AP |     |
| Twin Part Arr   | 8     | A     | 4               | Twin-Linked, Weak             |     |
| Lht puls can    | 8     | A     | 2               |                               |     |

| Class - G'Quonth |       |       |            |                               | War |
|------------------|-------|-------|------------|-------------------------------|-----|
| Speed:           | 5     | Crew  | 50/12      |                               |     |
| Turns:           | 1/45  | IS:   | 2252+      |                               |     |
| Hull:            | 6     | Craft | None       |                               |     |
| Damage:          | 38/12 | SR:   | Jump Point |                               |     |
| Weapon           | R     | A     | AD         | Special                       |     |
| Hvy las Can      | 30    | B     | 2          | Beam, Double Damage, Super AP |     |
| Energy Mine      | 30    | F     | 10         | Energy Mine, Slow-Loading     |     |
| Energy Mine      | 30    | F     | 10         | Energy Mine, Slow-Loading     |     |
| Ion Torpedo      | 30    | F     | 2          | Precise, Super AP             |     |
| Twin Part Arr    | 8     | F     | 10         | Twin-Linked, Weak             |     |
| Lht puls can     | 8     | F     | 6          |                               |     |
| Twin Part Arr    | 8     | P     | 10         | Twin-Linked, Weak             |     |
| Lht puls can     | 8     | P     | 6          |                               |     |
| Twin Part Arr    | 8     | S     | 10         | Twin-Linked, Weak             |     |
| Lht puls can     | 8     | S     | 6          |                               |     |
| Twin Part Arr    | 8     | A     | 10         | Twin-Linked, Weak             |     |
| Lht puls can     | 8     | A     | 6          |                               |     |

| Class - Listening Post |              |       |                                |                               | War |
|------------------------|--------------|-------|--------------------------------|-------------------------------|-----|
| Speed:                 | -            | Crew  | -                              |                               |     |
| Turns:                 | -            | IS:   | 2230+                          |                               |     |
| Hull:                  | 5            | Craft | 4 Frazi Flights                |                               |     |
| Damage:                | 1200/600/300 | SR:   | Immobile, Command 2, Targets 4 |                               |     |
| Weapon                 | R            | A     | AD                             | Special                       |     |
| Hvy las Can            | 36           | T     | 1                              | Beam, Double Damage, Super AP |     |
| Lht puls can           | 20           | T     | 12                             |                               |     |
| lht part Beam          | 6            | T     | 3                              | Anti-Fighter                  |     |

| Class - G'Tal |       |       |                       |                               | War |
|---------------|-------|-------|-----------------------|-------------------------------|-----|
| Speed:        | 5     | Crew  | 55/11                 |                               |     |
| Turns:        | 1/45  | IS:   | 2263+                 |                               |     |
| Hull:         | 6     | Craft | 1 Frazi Flight        |                               |     |
| Damage:       | 45/21 | SR:   | Command 2, Jump Point |                               |     |
| Weapon        | R     | A     | AD                    | Special                       |     |
| Hvy Las Can   | 30    | B     | 3                     | Beam, Double Damage, Super AP |     |
| Energy Mine   | 30    | F     | 8                     | Energy Mine                   |     |
| Energy Mine   | 30    | F     | 8                     | Energy Mine                   |     |
| Twin Part Arr | 10    | F     | 10                    | Twin-Linked                   |     |
| Lht Part Arr  | 8     | F     | 8                     |                               |     |
| Twin Part Arr | 10    | P     | 10                    | Twin-Linked                   |     |
| Lht Part Arr  | 8     | P     | 8                     |                               |     |
| Twin Part Arr | 10    | S     | 10                    | Twin-Linked                   |     |
| Lht Part Arr  | 8     | S     | 8                     |                               |     |
| Twin Part Arr | 10    | A     | 6                     | Twin-Linked                   |     |
| Lht Part Arr  | 8     | A     | 4                     |                               |     |

| Narn Regime  |  |
|--|--|
| Priority Level: Patrol   |  |
| Frazi Wing (4 Flights)   |  |
| Gorith Flight  |  |
| Sho'Kos Class Cutter   |  |
| Sho'Kov-class Torpedo Cutter   |  |
| Priority Level: Skirmish   |  |
| G'Karith Class Patrol Cruiser  |  |
| Sho'Kar Class Light Scout  |  |
| Thentus Class frigate  |  |
| Priority Level: Raid   |  |
| Dag'Kar Class Missile Frigate  |  |
| Ka'Toc Class Battle Destroyer  |  |
| Ka'Tan-class Escort Destroyer  |  |
| Rongoth Class Destroyer  |  |
| T'Loth Class Assault Cruiser   |  |
| T'Rann-class Heavy Carrier   |  |
| Priority Level: Battle   |  |
| G'Quan Class Heavy Cruiser   |  |
| G'Jan-class Mag Cruiser  |  |
| Var'Nic Class Long Range Destroyer   |  |
| Priority Level: War  |  |
| Bin'Tak Class Dreadnought  |  |
| G'Tal-class Command Cruiser  |  |
| G'Quonth-class Attack Cruiser  |  |
| Narn Listening Post  |  |
| Flights: No Special  |  |
| Narn and Centauri: Narn Vessels will never surrender to the Centauri and are immune to any effect that would require them to surrender to Centauri Vessels |  |
| Narn Regime Initiative: +2   |  |

| Narn Energy Mine Configurations  |  |
|--|--|
| Any Narn ship capable of firing energy mines may freely select from the configurations listed below. Each energy mine weapon system on a ship may only fire one type of configuration and may only use that for the entire battle. Different energy mine weapon systems on the same ship may choose different configurations and ships in a campaign may freely change their configurations before the start of each battle. The exception to this rule is the Short Charge configuration. Any energy mine equipped ship may use Short Charge at any time during a battle, regardless of what it is normally configured to fire. |  |
| <b>Ionic Burst:</b> The ionic burst gains the Weak trait but any enemy ship under its area while being unable to perform any Special Actions in its next turn and have the effects of any existing Special Actions negated.  |  |
| <b>Ship-Breaker:</b> The energy mine's Special Traits change to Double Damage, Slow-Loading, Super AP (yes, it loses Energy Mine!). Its range is also halved   |  |
| <b>Short Charge:</b> The energy mine loses its Slow-Loading trait. However, it will also lose Attack Dice. Halve the number of Attack Dice used, rounding down. Range will also be reduced to 20".   |  |
| <b>Wide Burst:</b> Wide bursts roll their Attack Dice against every object within 5" of the target point instead of the normal 3" but gain the Weak trait.   |  |

| Class - Flyer Flight |    |       |   | Patrol 3 Flights |  |  |  |
|----------------------|----|-------|---|------------------|--|--|--|
| Speed:               | 12 | Crew  | -                                       |                  |  |  |  |
| Turns:               | SM | IS:   | 2004+                                   |                  |  |  |  |
| Hull:                | 4  | Craft | None                                    |                  |  |  |  |
| Damage:              | -  | SR:   | Fighter, Dodge 4+ Stealth 5+ Dogfight 0 |                  |  |  |  |
| Weapon               | R  | A     | AD                                      | Special          |  |  |  |
| Lht Fus cann         | 2  | T     | 3                                       | AP, Precise      |  |  |  |

| Class - Nial Flight |    |       |                                       | Patrol 2 Flights |  |  |  |
|---------------------|----|-------|---------------------------------------|------------------|--|--|--|
| Speed:              | 15 | Crew  | -                                     |                  |  |  |  |
| Turns:              | SM | IS:   | 2050+                                 |                  |  |  |  |
| Hull:               | 4  | Craft | None                                  |                  |  |  |  |
| Damage:             | -  | SR:   | Fighter Dodge 2+ Stealth 4 Dogfight+3 |                  |  |  |  |
| Weapon              | R  | A     | AD                                    | Special          |  |  |  |
| Lht Fus cann        | 2  | T     | 3                                     | AP, Precise      |  |  |  |

| Class - Torotha |      |       |  | Skirmish                   |  |  |  |
|-----------------|------|-------|--|----------------------------|--|--|--|
| Speed:          | 12   | Crew  | 20/6                                   |                            |  |  |  |
| Turns:          | 2/45 | IS:   | 2006+                                  |                            |  |  |  |
| Hull:           | 4    | Craft | None                                   |                            |  |  |  |
| Damage:         | 18/6 | SR:   | Adv Jump Point, Flight Comp, Stealth 4 |                            |  |  |  |
| Weapon          | R    | A     | AD                                     | Special                    |  |  |  |
| Fusion Cann     | 12   | F     | 4                                      | AP, Mini-Beam              |  |  |  |
| Mole Disrupt    | 6    | F     | 4                                      | AP, Double Damage, Precise |  |  |  |
| Fusion Cann     | 12   | A     | 2                                      | AP, Mini-Beam              |  |  |  |

| Class - Leshath |      |       |   | Raid     |  |  |  |
|-----------------|------|-------|---|----------|--|--|--|
| Speed:          | 10   | Crew  | 24/7                                    |          |  |  |  |
| Turns:          | 2/45 | IS:   | 1995+                                   |          |  |  |  |
| Hull:           | 4    | Craft | None                                    |          |  |  |  |
| Damage:         | 16/5 | SR:   | Adv Jump Point, Flight Comp, Stealth 5+ |          |  |  |  |
| Weapon          | R    | A     | AD                                      | Special  |  |  |  |
| Fusion Cann     | 12   | F     | 8                                       | AP, Beam |  |  |  |
| Fusion Cann     | 12   | P     | 6                                       | AP, Beam |  |  |  |
| Fusion Cann     | 12   | S     | 6                                       | AP, Beam |  |  |  |
| Fusion Cann     | 12   | A     | 6                                       | AP, Beam |  |  |  |

| Class - Tigara |      |       |   | Raid                       |  |  |  |
|----------------|------|-------|---|----------------------------|--|--|--|
| Speed:         | 12   | Crew  | 24/7                                    |                            |  |  |  |
| Turns:         | 2/45 | IS:   | 1990+                                   |                            |  |  |  |
| Hull:          | 5    | Craft | 1 Nial Flight                           |                            |  |  |  |
| Damage:        | 16/5 | SR:   | Adv Jump Point, Flight Comp, Stealth 4+ |                            |  |  |  |
| Weapon         | R    | A     | AD                                      | Special                    |  |  |  |
| Mole Disrupt   | 8    | F     | 6                                       | AP, Double Damage, Precise |  |  |  |
| Fusion Cann    | 18   | F     | 4                                       | AP, Mini-Beam              |  |  |  |
| Anti Convert   | 4    | F     | 6                                       | Super AP, Double Damage    |  |  |  |
| Fusion Cann    | 18   | P     | 2                                       | AP, Mini-Beam              |  |  |  |
| Mole Disrupt   | 8    | P     | 4                                       | AP, Double Damage, Precise |  |  |  |
| Fusion Cann    | 18   | S     | 2                                       | AP, Mini-Beam              |  |  |  |
| Mole Disrupt   | 8    | S     | 4                                       | AP, Double Damage, Precise |  |  |  |
| Fusion Cann    | 18   | A     | 2                                       | AP, Mini-Beam              |  |  |  |
| Mole Disrupt   | 8    | A     | 2                                       | AP, Double Damage, Precise |  |  |  |

| Class - Teshlan |      |       |   | Raid                           |  |  |  |
|-----------------|------|-------|---|--------------------------------|--|--|--|
| Speed:          | 14   | Crew  | 24/7                                    |                                |  |  |  |
| Turns:          | 2/45 | IS:   | 2177+                                   |                                |  |  |  |
| Hull:           | 5    | Craft | 1 Nial Flight                           |                                |  |  |  |
| Damage:         | 16/5 | SR:   | Adv Jump Point, Flight Comp, Stealth 4+ |                                |  |  |  |
| Weapon          | R    | A     | AD                                      | Special                        |  |  |  |
| Neutron Las     | 20   | F     | 1                                       | Beam Double D, Precise, Sup AP |  |  |  |
| Fusion Cann     | 18   | F     | 6                                       | AP, Mini-Beam                  |  |  |  |
| Fusion Cann     | 18   | P     | 4                                       | AP, Mini-Beam                  |  |  |  |
| Fusion Cann     | 18   | S     | 4                                       | AP, Mini-Beam                  |  |  |  |
| Fusion Cann     | 18   | A     | 4                                       | AP, Mini-Beam                  |  |  |  |

| Class - Ashinata |      |       |   | Raid                       |  |  |  |
|------------------|------|-------|---|----------------------------|--|--|--|
| Speed:           | 12   | Crew  | 28/9                                    |                            |  |  |  |
| Turns:           | 2/45 | IS:   | 2066+                                   |                            |  |  |  |
| Hull:            | 4    | Craft | None                                    |                            |  |  |  |
| Damage:          | 25/7 | SR:   | Adv Jump Point, Flight Comp, Stealth 4+ |                            |  |  |  |
| Weapon           | R    | A     | AD                                      | Special                    |  |  |  |
| Fusion Cann      | 18   | F     | 6                                       | AP, Mini-Beam, Twin-Linked |  |  |  |
| Fusion Cann      | 18   | P     | 4                                       | AP, Mini-Beam, Twin-Linked |  |  |  |
| Fusion Cann      | 18   | S     | 4                                       | AP, Mini-Beam, Twin-Linked |  |  |  |
| Fusion Cann      | 18   | A     | 2                                       | AP, Mini-Beam, Twin-Linked |  |  |  |

| Class - Esharan |      |       |   | Raid             |  |  |  |
|-----------------|------|-------|---|------------------|--|--|--|
| Speed:          | 12   | Crew  | 32/9                                    |                  |  |  |  |
| Turns:          | 2/45 | IS:   | 2066+                                   |                  |  |  |  |
| Hull:           | 4    | Craft | None                                    |                  |  |  |  |
| Damage:         | 25/7 | SR:   | Adv Jump Point, Flight Comp, Stealth 4+ |                  |  |  |  |
| Weapon          | R    | A     | AD                                      | Special          |  |  |  |
| Fusion Cann     | 18   | F     | 6                                       | AP, Mini-Beam    |  |  |  |
| Shock Cann      | 5    | F     | 4                                       | AP, Anti-Fighter |  |  |  |
| Fusion Cann     | 18   | P     | 4                                       | AP, Mini-Beam    |  |  |  |
| Shock Cann      | 5    | P     | 4                                       | AP, Anti-Fighter |  |  |  |
| Fusion Cann     | 18   | S     | 4                                       | AP, Mini-Beam    |  |  |  |
| Shock Cann      | 5    | S     | 4                                       | AP, Anti-Fighter |  |  |  |
| Fusion Cann     | 18   | A     | 2                                       | AP, Mini-Beam    |  |  |  |
| Shock Cann      | 5    | A     | 4                                       | AP, Anti-Fighter |  |  |  |

| Class - Morshin |      |       |  | Battle        |  |  |  |
|-----------------|------|-------|--|---------------|--|--|--|
| Speed:          | 10   | Crew  | 24/6                                     |               |  |  |  |
| Turns:          | 2/45 | IS:   | 1995+                                    |               |  |  |  |
| Hull:           | 4    | Craft | 1 Flyer Flight, 8 Nial Flights           |               |  |  |  |
| Damage:         | 25/7 | SR:   | Adv Jump, Carr 4, Flight Comp, Stealth 5 |               |  |  |  |
| Weapon          | R    | A     | AD                                       | Special       |  |  |  |
| Fusion Cann     | 18   | F     | 6  | AP, Mini-Beam |  |  |  |
| Fusion Cann     | 18   | P     | 2  | AP, Mini-Beam |  |  |  |
| Fusion Cann     | 18   | S     | 2  | AP, Mini-Beam |  |  |  |
| Fusion Cann     | 18   | A     | 4  | AP, Mini-Beam |  |  |  |

| Class - Veshatan |       |       |   | Battle                         |  |  |  |
|------------------|-------|-------|---|--------------------------------|--|--|--|
| Speed:           | 12    | Crew  | 45/15                                   |                                |  |  |  |
| Turns:           | 1/45  | IS:   | 1999-2200                               |                                |  |  |  |
| Hull:            | 6     | Craft | None                                    |                                |  |  |  |
| Damage:          | 48/15 | SR:   | Adv Jump Point, Flight Comp, Stealth 4+ |                                |  |  |  |
| Weapon           | R     | A     | AD                                      | Special                        |  |  |  |
| Neutron Las      | 25    | F     | 2                                       | Beam Double D, Precise, Sup AP |  |  |  |
| Fusion Cann      | 18    | F     | 4                                       | AP, Mini-Beam                  |  |  |  |
| Fusion Cann      | 18    | P     | 2                                       | AP, Mini-Beam                  |  |  |  |
| Fusion Cann      | 18    | S     | 2                                       | AP, Mini-Beam                  |  |  |  |
| Fusion Cann      | 18    | A     | 4                                       | AP, Mini-Beam                  |  |  |  |

| Class - Tinashi |      |       |   | Battle                         |  |  |  |
|-----------------|------|-------|---|--------------------------------|--|--|--|
| Speed:          | 10   | Crew  | 28/9                                    |                                |  |  |  |
| Turns:          | 2/45 | IS:   | 2220+                                   |                                |  |  |  |
| Hull:           | 4    | Craft | None                                    |                                |  |  |  |
| Damage:         | 25/7 | SR:   | Adv Jump Point, Flight Comp, Stealth 4+ |                                |  |  |  |
| Weapon          | R    | A     | AD                                      | Special                        |  |  |  |
| Neutron Las     | 20   | F     | 3                                       | Beam Double D, Precise, Sup AP |  |  |  |
| Fusion Cann     | 18   | F     | 6                                       | AP, Mini-Beam                  |  |  |  |
| Fusion Cann     | 18   | P     | 4                                       | AP, Mini-Beam                  |  |  |  |
| Fusion Cann     | 18   | S     | 4                                       | AP, Mini-Beam                  |  |  |  |
| Fusion Cann     | 18   | A     | 2                                       | AP, Mini-Beam                  |  |  |  |

| Class - Troligan |       |       |   | Battle                         |  |  |  |
|------------------|-------|-------|---|--------------------------------|--|--|--|
| Speed:           | 8     | Crew  | 44/12                                   |                                |  |  |  |
| Turns:           | 1/45  | IS:   | 2166+                                   |                                |  |  |  |
| Hull:            | 5     | Craft | 1 Flyer FLight                          |                                |  |  |  |
| Damage:          | 40/12 | SR:   | Adv Jump Point, Flight Comp, Stealth 4+ |                                |  |  |  |
| Weapon           | R     | A     | AD                                      | Special                        |  |  |  |
| Neutron Las      | 30    | F     | 2                                       | Beam Double D, Precise, Sup AP |  |  |  |
| Fusion Cann      | 18    | F     | 8                                       | AP, Mini-Beam                  |  |  |  |
| Fusion Cann      | 18    | P     | 6                                       | AP, Mini-Beam                  |  |  |  |
| Fusion Cann      | 18    | S     | 6                                       | AP, Mini-Beam                  |  |  |  |
| Fusion Cann      | 18    | A     | 4                                       | AP, Mini-Beam                  |  |  |  |

| Class - Neshatan |       |       |   |                                | War |
|------------------|-------|-------|---|--------------------------------|-----|
| Speed:           | 8     | Crew  | 55/16                                   |                                |     |
| Turns:           | 1/45  | IS:   | 1977+                                   |                                |     |
| Hull:            | 6     | Craft | None                                    |                                |     |
| Damage:          | 48/15 | SR:   | Adv Jump Point, Flight Comp, Stealth 4+ |                                |     |
| Weapon           | R     | A     | AD                                      | Special                        |     |
| Neutron Las      | 30    | F     | 4                                       | Beam Double D, Precise, Sup AP |     |
| Fusion Cann      | 18    | F     | 8                                       | AP, Mini-Beam                  |     |
| Fusion Cann      | 18    | P     | 4                                       | AP, Mini-Beam                  |     |
| Fusion Cann      | 18    | S     | 4                                       | AP, Mini-Beam                  |     |
| Neutron Las      | 30    | A     | 2                                       | Beam Double D, Precise, Sup AP |     |
| Fusion Cann      | 18    | A     | 6                                       | AP, Mini-Beam                  |     |

| Class - Sharlin |       |       |   |                                | War |
|-----------------|-------|-------|---|--------------------------------|-----|
| Speed:          | 10    | Crew  | 50/15                                   |                                |     |
| Turns:          | 2/45  | IS:   | 1958+                                   |                                |     |
| Hull:           | 5     | Craft | 1 Flyer Flight, 4 Nial Flights          |                                |     |
| Damage:         | 45/14 | SR:   | Adv Jump Point, Flight Comp, Stealth 5+ |                                |     |
| Weapon          | R     | A     | AD                                      | Special                        |     |
| Neutron Las     | 30    | F     | 2                                       | Beam Double D, Precise, Sup AP |     |
| Fusion Cann     | 18    | F     | 8                                       | AP, Mini-Beam                  |     |
| Fusion Cann     | 18    | P     | 8                                       | AP, Mini-Beam                  |     |
| Fusion Cann     | 18    | S     | 8                                       | AP, Mini-Beam                  |     |
| Neutron Las     | 30    | A     | 2                                       | Beam Double D, Precise, Sup AP |     |
| Fusion Cann     | 18    | A     | 8                                       | AP, Mini-Beam                  |     |

| Class - Sharoos |       |       |   |                                | War |
|-----------------|-------|-------|---|--------------------------------|-----|
| Speed:          | 9     | Crew  | 50/15                                   |                                |     |
| Turns:          | 2/45  | IS:   | 2008+                                   |                                |     |
| Hull:           | 5     | Craft | 4 Nial Flights                          |                                |     |
| Damage:         | 45/14 | SR:   | Adv Jump Point, Flight Comp, Stealth 5+ |                                |     |
| Weapon          | R     | A     | AD                                      | Special                        |     |
| Neutron Las     | 30    | F     | 2                                       | Beam Double D, Precise, Sup AP |     |
| Fusion Cann     | 18    | F     | 6                                       | AP, Mini-Beam                  |     |
| Neutron Las     | 30    | P     | 1                                       | Beam Double D, Precise, Sup AP |     |
| Fusion Cann     | 18    | P     | 4                                       | AP, Mini-Beam                  |     |
| Neutron Las     | 30    | S     | 1                                       | Beam Double D, Precise, Sup AP |     |
| Fusion Cann     | 18    | S     | 4                                       | AP, Mini-Beam                  |     |
| Neutron Las     | 30    | A     | 2                                       | Beam Double D, Precise, Sup AP |     |
| Fusion Cann     | 18    | A     | 4                                       | AP, Mini-Beam                  |     |

| Class - Sharkaan |       |       |   |                                | War |
|------------------|-------|-------|---|--------------------------------|-----|
| Speed:           | 8     | Crew  | 48/14                                   |                                |     |
| Turns:           | 2/45  | IS:   | 2261+                                   |                                |     |
| Hull:            | 5     | Craft | 2 Nial Flights                          |                                |     |
| Damage:          | 45/14 | SR:   | Adv Jump Point, Flight Comp, Stealth 5+ |                                |     |
| Weapon           | R     | A     | AD                                      | Special                        |     |
| Imp Neut Las     | 36    | F     | 2                                       | Beam Triple D, Precise, Sup AP |     |
| Fusion Cann      | 18    | F     | 8                                       | AP, Mini-Beam                  |     |
| Fusion Cann      | 18    | P     | 4                                       | AP, Mini-Beam                  |     |
| Fusion Cann      | 18    | S     | 4                                       | AP, Mini-Beam                  |     |
| Neutron Las      | 30    | A     | 2                                       | Beam Double D, Precise, Sup AP |     |
| Fusion Cann      | 18    | A     | 6                                       | AP, Mini-Beam                  |     |

| Minbari Federation   |  |
|--|--|
| Priority Level: Patrol   |  |
| Flyer Wing (3 Flights)   |  |
| Nial Wing (2 Flights)  |  |
| Priority Level: Skirmish   |  |
| Torotha Class Assault Frigate  |  |
| Priority Level: Raid   |  |
| Leshath Class Heavy Scout  |  |
| Tigara Class Attack Cruiser  |  |
| Teshlan-class Fast Cruiser   |  |
| Ashinata-class Close Escort  |  |
| Esharan-class Anti-Fighter Frigate   |  |
| Priority Level: Battle   |  |
| Morshin Class Carrier  |  |
| Veshatan-class Fast Gunship  |  |
| Tinashi Class war frigate  |  |
| Troligan class armored Cruiser   |  |
| Priority Level: War  |  |
| Neshatan Class Gunship   |  |
| Sharlin Class War cruiser  |  |
| Sharoos-class Heavy Warcruiser   |  |
| Sharkaan-class Advanced Warcruiser   |  |
| <b>Flights:</b> Any Ship Carrying one or more Flyer Flights may replace any Number of them for Nial, or Vice Versa, as long as the scenario is set in 2250 or Latter |  |
| <b>Minbari Federation Initiative: +4</b>   |  |

| Class - Falkosi |    |       |                                | Patrol 5 Flights |  |  |  |
|-----------------|----|-------|--------------------------------|------------------|--|--|--|
| Speed:          | 15 | Crew  | -                              |                  |  |  |  |
| Turns:          | SM | IS:   | 2228+                          |                  |  |  |  |
| Hull:           | 5  | Craft | None                           |                  |  |  |  |
| Damage:         | -  | SR:   | Fighter, Dodge 2+, Dogfight +1 |                  |  |  |  |
| Weapon          | R  | A     | AD                             | Special          |  |  |  |
| Lht Grav Bolt   | 2  | T     | 2                              | AP, Precise      |  |  |  |

| Class - Sunhawk |      |       |       | Patrol                          |  |  |  |
|-----------------|------|-------|-------|---------------------------------|--|--|--|
| Speed:          | 12   | Crew  | 16/5  |                                 |  |  |  |
| Turns:          | 2/45 | IS:   | 2198+ |                                 |  |  |  |
| Hull:           | 4    | Craft | None  |                                 |  |  |  |
| Damage:         | 14/4 | SR:   | None  |                                 |  |  |  |
| Weapon          | R    | A     | AD    | Special                         |  |  |  |
| Part Cutter     | 12   | B     | 1     | AP, Beam                        |  |  |  |
| Part Blasters   | 8    | B     | 4     | Twin-Linked                     |  |  |  |
| Particle Beams  | 5    | F     | 4     | Anti-Fighter, Twin-linked, Weak |  |  |  |

| Class - Xorr |      |       |       | Patrol                    |  |  |  |
|--------------|------|-------|-------|---------------------------|--|--|--|
| Speed:       | 10   | Crew  | 18/6  |                           |  |  |  |
| Turns:       | 2/90 | IS:   | 2210+ |                           |  |  |  |
| Hull:        | 4    | Craft | None  |                           |  |  |  |
| Damage:      | 12/5 | SR:   | None  |                           |  |  |  |
| Weapon       | R    | A     | AD    | Special                   |  |  |  |
| Antipro Guns | 6    | F     | 4     | Anti-Fighter, Twin-Linked |  |  |  |
| Antipro Guns | 6    | P     | 4     | Anti-Fighter, Twin-Linked |  |  |  |
| Antipro Guns | 6    | S     | 4     | Anti-Fighter, Twin-Linked |  |  |  |
| Antipro Guns | 6    | A     | 4     | Anti-Fighter, Twin-Linked |  |  |  |
| Antim Cann   | 8    | T     | 2     | AP, Twin-Linked           |  |  |  |
| Antim Cann   | 8    | T     | 2     | AP, Twin-Linked           |  |  |  |

| Class - Ikorta |      |       |                | Skirmish          |  |  |  |
|----------------|------|-------|----------------|-------------------|--|--|--|
| Speed:         | 8    | Crew  | 24/7           |                   |  |  |  |
| Turns:         | 1/45 | IS:   | 2198+          |                   |  |  |  |
| Hull:          | 5    | Craft | None           |                   |  |  |  |
| Damage:        | 22/6 | SR:   | Interceptors 1 |                   |  |  |  |
| Weapon         | R    | A     | AD             | Special           |  |  |  |
| Grav Cannon    | 18   | F     | 2              | Precise, Super AP |  |  |  |
| Grav Pulsar    | 10   | F     | 8              | Anti-Fighter, AP  |  |  |  |
| Grav Pulsar    | 10   | A     | 8              | Anti-Fighter, AP  |  |  |  |

| Class - Tiraca |      |       |                | Skirmish          |  |  |  |
|----------------|------|-------|----------------|-------------------|--|--|--|
| Speed:         | 7    | Crew  | 30/6           |                   |  |  |  |
| Turns:         | 2/45 | IS:   | 2231+          |                   |  |  |  |
| Hull:          | 5    | Craft | None           |                   |  |  |  |
| Damage:        | 22/4 | SR:   | Interceptors 1 |                   |  |  |  |
| Weapon         | R    | A     | AD             | Special           |  |  |  |
| Combat Las     | 20   | F     | 1              | AP, Beam, Precise |  |  |  |
| Quad part Arr  | 8    | F     | 8              | Twin-Linked       |  |  |  |
| Quad part Arr  | 8    | P     | 6              | Twin-Linked       |  |  |  |
| Quad part Arr  | 8    | S     | 6              | Twin-Linked       |  |  |  |

| Class - Urik-Hal |      |       |                             | Skirmish              |  |  |  |
|------------------|------|-------|-----------------------------|-----------------------|--|--|--|
| Speed:           | 10   | Crew  | 30/8                        |                       |  |  |  |
| Turns:           | 1/45 | IS:   | 2252+                       |                       |  |  |  |
| Hull:            | 4    | Craft | None                        |                       |  |  |  |
| Damage:          | 24/7 | SR:   | Afterburner, Interceptors 1 |                       |  |  |  |
| Weapon           | R    | A     | AD                          | Special               |  |  |  |
| Dual Plas Stre   | 12   | F     | 1                           | AP, Beam, Twin-Linked |  |  |  |
| Hvy Plas Can     | 10   | F     | 4                           | Super AP              |  |  |  |
| Med Plas Can     | 8    | P     | 2                           | AP                    |  |  |  |
| Med Plas Can     | 8    | S     | 2                           | AP                    |  |  |  |

| Class - Warbird |      |       |       | Skirmish                       |  |  |  |
|-----------------|------|-------|-------|--------------------------------|--|--|--|
| Speed:          | 12   | Crew  | 20/5  |                                |  |  |  |
| Turns:          | 2/45 | IS:   | 2234+ |                                |  |  |  |
| Hull:           | 6    | Craft | None  |                                |  |  |  |
| Damage:         | 18/4 | SR:   | None  |                                |  |  |  |
| Weapon          | R    | A     | AD    | Special                        |  |  |  |
| Part Cannon     | 15   | B     | 3     | Beam, Super AP                 |  |  |  |
| Part Repeater   | 10   | B     | 8     | Twin-Linked                    |  |  |  |
| Part Beams      | 5    | F     | 6     | Anti-Fighter, Twin-Linked Weak |  |  |  |

| Class - Xill |      |       |       | Skirmish                  |  |  |  |
|--------------|------|-------|-------|---------------------------|--|--|--|
| Speed:       | 8    | Crew  | 25/8  |                           |  |  |  |
| Turns:       | 2/90 | IS:   | 2250+ |                           |  |  |  |
| Hull:        | 4    | Craft | None  |                           |  |  |  |
| Damage:      | 22/7 | SR:   | None  |                           |  |  |  |
| Weapon       | R    | A     | AD    | Special                   |  |  |  |
| Antipro Guns | 8    | F     | 8     | Anti-Fighter, Twin-Linked |  |  |  |
| Antipro Guns | 8    | P     | 8     | Anti-Fighter, Twin-Linked |  |  |  |
| Antipro Guns | 8    | S     | 8     | Anti-Fighter, Twin-Linked |  |  |  |
| Antipro Guns | 8    | A     | 8     | Anti-Fighter, Twin-Linked |  |  |  |
| Antim Shred  | 20   | T     | 4     | Double Damage, Super AP   |  |  |  |

| Class - Avioki |       |       |            | Raid               |  |  |  |
|----------------|-------|-------|------------|--------------------|--|--|--|
| Speed:         | 10    | Crew  | 50/14      |                    |  |  |  |
| Turns:         | 1/45  | IS:   | 2204+      |                    |  |  |  |
| Hull:          | 6     | Craft | None       |                    |  |  |  |
| Damage:        | 48/12 | SR:   | Jump Point |                    |  |  |  |
| Weapon         | R     | A     | AD         | Special            |  |  |  |
| Grav Beam      | 18    | F     | 8          | Beam, Slow-Loading |  |  |  |
| Grav Pulsar    | 15    | F     | 16         | AP                 |  |  |  |

| Class - Bimith |      |       |                | Raid        |  |  |  |
|----------------|------|-------|----------------|-------------|--|--|--|
| Speed:         | 9    | Crew  | 45/10          |             |  |  |  |
| Turns:         | 1/45 | IS:   | 2246+          |             |  |  |  |
| Hull:          | 5    | Craft | None           |             |  |  |  |
| Damage:        | 40/9 | SR:   | Interceptors 2 |             |  |  |  |
| Weapon         | R    | A     | AD             | Special     |  |  |  |
| Quad Part Arr  | 8    | F     | 12             | Twin-Linked |  |  |  |
| Quad Part Arr  | 8    | P     | 16             | Twin-Linked |  |  |  |
| Quad Part Arr  | 8    | S     | 16             | Twin-Linked |  |  |  |
| Quad Part Arr  | 8    | A     | 12             | Twin-Linked |  |  |  |

| Class - Brokados |       |       |                                       | Battle                  |  |  |  |
|------------------|-------|-------|---------------------------------------|-------------------------|--|--|--|
| Speed:           | 8     | Crew  | 60/12                                 |                         |  |  |  |
| Turns:           | 1/45  | IS:   | 2254+                                 |                         |  |  |  |
| Hull:            | 5     | Craft | 4 Dalkosi Flight                      |                         |  |  |  |
| Damage:          | 54/10 | SR:   | Carrier 2, Interceptors 1, Jump Point |                         |  |  |  |
| Weapon           | R     | A     | AD                                    | Special                 |  |  |  |
| Hvy Las Can      | 20    | B     | 4                                     | AP, Beam, Double Damage |  |  |  |
| Grav Pulsar      | 8     | F     | 8                                     | Anti-Fighter, AP        |  |  |  |
| Grav Pulsar      | 8     | P     | 8                                     | Anti-Fighter, AP        |  |  |  |
| Grav Pulsar      | 8     | S     | 8                                     | Anti-Fighter, AP        |  |  |  |
| Grav Pulsar      | 8     | A     | 8                                     | Anti-Fighter, AP        |  |  |  |

| Class - Lakara |       |       |                            | Battle            |  |  |  |
|----------------|-------|-------|----------------------------|-------------------|--|--|--|
| Speed:         | 5     | Crew  | 50/14                      |                   |  |  |  |
| Turns:         | 1/45  | IS:   | 2230+                      |                   |  |  |  |
| Hull:          | 5     | Craft | None                       |                   |  |  |  |
| Damage:        | 45/14 | SR:   | Interceptors 4, Jump Point |                   |  |  |  |
| Weapon         | R     | A     | AD                         | Special           |  |  |  |
| Combat Las     | 15    | F     | 2                          | AP, Beam, Precise |  |  |  |
| Quad Part Arr  | 8     | F     | 10                         | Twin-Linked       |  |  |  |
| Quad Part Arr  | 8     | P     | 18                         | Twin-Linked       |  |  |  |
| Quad Part Arr  | 8     | S     | 18                         | Twin-Linked       |  |  |  |
| Quad Part Arr  | 8     | A     | 10                         | Twin-Linked       |  |  |  |

| Class - Tashkat |       |       |                            | Battle                 |  |  |  |
|-----------------|-------|-------|----------------------------|------------------------|--|--|--|
| Speed:          | 8     | Crew  | 60/13                      |                        |  |  |  |
| Turns:          | 2/45  | IS:   | 2252+                      |                        |  |  |  |
| Hull:           | 6     | Craft | None                       |                        |  |  |  |
| Damage:         | 50/12 | SR:   | Interceptors 3, Jump Point |                        |  |  |  |
| Weapon          | R     | A     | AD                         | Special                |  |  |  |
| Grav Beam       | 18    | F     | 8                          | AP, Beam, Slow-Loading |  |  |  |
| Grav Shifter    | 6     | F     | -                          | Gravitic Shifter       |  |  |  |
| Grav Shifter    | 6     | F     | -                          | Gravitic Shifter       |  |  |  |
| Grav Pulsar     | 8     | F     | 6                          | Anti-Fighter, AP       |  |  |  |
| Grav Pulsar     | 8     | P     | 8                          | Anti-Fighter, AP       |  |  |  |
| Grav Pulsar     | 8     | S     | 8                          | Anti-Fighter, AP       |  |  |  |
| Grav Pulsar     | 8     | A     | 6                          | Anti-Fighter, AP       |  |  |  |

| League Of Non-Aligned Worlds  |                        |
|---|------------------------|
| Priority Level: Patrol  | Priority Level: Raid   |
| Falkosi Wing (5 Flights)  | Avioki                 |
| Sunhawk Class Battle Cruiser  | Bimith                 |
| Xorr Class war Saucer   | Priority Level: Battle |
| Priority Level: Skirmish  | Brokados               |
| Ikorta  | Lakara Class Cruiser   |
| Tiraca  | Tashkar                |
| Urik-Hal Class Destroyer  |                        |
| Warbird Class Cruiser   |                        |
| Kill Class Battle Saucer  |                        |
| Flights: Flights of smaller craft may be purchased separately and used unites in their own right. |                        |
| League of Non-Aligned Worlds Initiative: +0   |                        |

| Class - Starfury Flight |    |       |                                |         |  | Patrol 6 Flights |  |  |  |  |  |
|-------------------------|----|-------|--------------------------------|---------|--|------------------|--|--|--|--|--|
| Speed:                  | 12 | Crew  | —                              |         |  |                  |  |  |  |  |  |
| Turns:                  | SM | IS:   | 2244+                          |         |  |                  |  |  |  |  |  |
| Hull:                   | 5  | Craft | —                              |         |  |                  |  |  |  |  |  |
| Damage:                 | —  | SR:   | AfterBurner, Dodge 2+, Fighter |         |  |                  |  |  |  |  |  |
| Weapon                  | R  | A     | AD                             | Special |  |                  |  |  |  |  |  |
| Uni-Pulse Cannon        | 2  | T     | 4                              | Precise |  |                  |  |  |  |  |  |

| Class - ThunderBolt |    |       |   |             |  | Patrol 6 Flights |  |  |  |  |  |
|---------------------|----|-------|---|-------------|--|------------------|--|--|--|--|--|
| Speed:              | 10 | Crew  | -   |             |  |                  |  |  |  |  |  |
| Turns:              | SM | IS:   | 2259+                                       |             |  |                  |  |  |  |  |  |
| Hull:               | 6  | Craft | None  |             |  |                  |  |  |  |  |  |
| Damage:             | -  | SR:   | Fighter, Afterburner, Dodge 3+, Dogfight +0 |             |  |                  |  |  |  |  |  |
| Weapon              | R  | A     | AD  | Special     |  |                  |  |  |  |  |  |
| Missile Rack        | 4  | T     | 2   | AP, Precise |  |                  |  |  |  |  |  |
| Gat Puls Can        | 2  | T     | 3   | Precise     |  |                  |  |  |  |  |  |

| White Star Fighter |    |       |                                |                               |  | Patrol 1 Flight |  |  |  |  |  |
|--------------------|----|-------|--------------------------------|-------------------------------|--|-----------------|--|--|--|--|--|
| Speed:             | 14 | Crew  | -                              |                               |  |                 |  |  |  |  |  |
| Turns:             | SM | IS:   | 2265+                          |                               |  |                 |  |  |  |  |  |
| Hull:              | 6  | Craft | None                           |                               |  |                 |  |  |  |  |  |
| Damage:            | -  | SR:   | Fighter, Dodge 4+, Dogfight +0 |                               |  |                 |  |  |  |  |  |
| Weapon             | R  | A     | AD                             | Special                       |  |                 |  |  |  |  |  |
| Lht Neut Las       | 3  | T     | 1                              | Ap, Beam, Double Dam, Precise |  |                 |  |  |  |  |  |
| Lht Mole Puls      | 2  | T     | 3                              | AP, Double Damage             |  |                 |  |  |  |  |  |

| Class - Nial |    |       |                                       |             |  | Skirmish |  |  |  |  |  |
|--------------|----|-------|---------------------------------------|-------------|--|----------|--|--|--|--|--|
| Speed:       | 15 | Crew  | -                                     |             |  |          |  |  |  |  |  |
| Turns:       | SM | IS:   | 2050+                                 |             |  |          |  |  |  |  |  |
| Hull:        | 4  | Craft | None                                  |             |  |          |  |  |  |  |  |
| Damage:      | -  | SR:   | Fighter Dodge 2+ Stealth 4 Dogfight+3 |             |  |          |  |  |  |  |  |
| Weapon       | R  | A     | AD                                    | Special     |  |          |  |  |  |  |  |
| Lht Fus cann | 2  | T     | 3                                     | AP, Precise |  |          |  |  |  |  |  |

| Class - White Star |      |       |   |                                 |  | Raid |  |  |  |  |  |
|--------------------|------|-------|---|---------------------------------|--|------|--|--|--|--|--|
| Speed:             | 15   | Crew  | 12/3  |                                 |  |      |  |  |  |  |  |
| Turns:             | 2/90 | IS:   | 2259+   |                                 |  |      |  |  |  |  |  |
| Hull:              | 5    | Craft | 1 Nial Flight   |                                 |  |      |  |  |  |  |  |
| Damage:            | 12/3 | SR:   | Adaptive Armour, Advanced Jump Point, Dodge 5+, Flight Computer, Self-Repairing 1 |                                 |  |      |  |  |  |  |  |
| Weapon             | R    | A     | AD  | Special                         |  |      |  |  |  |  |  |
| Neutron Las        | 18   | F     | 1   | Beam, Double D, Precise, Sup AP |  |      |  |  |  |  |  |
| Mole Pulsars       | 10   | F     | 4   | AP, Double Damage               |  |      |  |  |  |  |  |

| Class - White Star 2 |      |       |   |                                 |  | Battle |  |  |  |  |  |
|----------------------|------|-------|---|---------------------------------|--|--------|--|--|--|--|--|
| Speed:               | 8    | Crew  | 12/3  |                                 |  |        |  |  |  |  |  |
| Turns:               | 2/90 | IS:   | 2267+   |                                 |  |        |  |  |  |  |  |
| Hull:                | 5    | Craft | 1 Nial Flight   |                                 |  |        |  |  |  |  |  |
| Damage:              | 14/4 | SR:   | Adaptive Armour, Advanced Jump Point, Dodge 5+, Flight Computer, Self-Repairing 1 |                                 |  |        |  |  |  |  |  |
| Weapon               | R    | A     | AD  | Special                         |  |        |  |  |  |  |  |
| Missile Rack         | 30   | F     | 1   | Precise, Slow-Loading, Super AP |  |        |  |  |  |  |  |
| Neutron Las          | 18   | F     | 1   | Beam, Double D, Precise, Sup AP |  |        |  |  |  |  |  |
| Mole Pulsars         | 10   | F     | 4   | AP, Double Damage               |  |        |  |  |  |  |  |

| Class - Babylon 5 |              |       |  |              |  | War |  |  |  |  |  |
|-------------------|--------------|-------|--|--------------|--|-----|--|--|--|--|--|
| Speed:            | -            | Crew  | -  |              |  |     |  |  |  |  |  |
| Turns:            | -            | IS:   | 2259-2281  |              |  |     |  |  |  |  |  |
| Hull:             | 4            | Craft | 12 Starfury Flights  |              |  |     |  |  |  |  |  |
| Damage:           | 1000/500/250 | SR:   | Immobile, Carrier 3, Command 2, Interceptors 14, Targets 6 |              |  |     |  |  |  |  |  |
| Weapon            | R            | A     | AD   | Special      |  |     |  |  |  |  |  |
| Hvy Puls Can      | 28           | T     | 10   |              |  |     |  |  |  |  |  |
| Qua Part beam     | 24           | T     | 8  | Twin Linked  |  |     |  |  |  |  |  |
| Particle Beam     | 18           | T     | 6  |              |  |     |  |  |  |  |  |
| Lit Part Beam     | 6            | T     | 2  | Anti-fighter |  |     |  |  |  |  |  |

| Class - Victory |       |       |   |                                |  | War |  |  |  |  |  |
|-----------------|-------|-------|---|--------------------------------|--|-----|--|--|--|--|--|
| Speed:          | 8     | Crew  | 85/26   |                                |  |     |  |  |  |  |  |
| Turns:          | 1/45  | IS:   | 2262+   |                                |  |     |  |  |  |  |  |
| Hull:           | 6     | Craft | 6 Starfury Flights                                  |                                |  |     |  |  |  |  |  |
| Damage:         | 70/18 | SR:   | Advance Jump Point, Flight Computer, Interceptors 4 |                                |  |     |  |  |  |  |  |
| Weapon          | R     | A     | AD  | Special                        |  |     |  |  |  |  |  |
| Neutron Las     | 30    | F     | 4   | Beam, Double D, Precise Sup AP |  |     |  |  |  |  |  |
| Lighting Can    | 20    | B     | 4   | Beam, Triple D, Precise Sup AP |  |     |  |  |  |  |  |
| Neutron Las     | 30    | A     | 2   | Beam, Double D, Precise Sup AP |  |     |  |  |  |  |  |
| Fusion Cann     | 18    | T     | 6   | AP, Mini-Beam                  |  |     |  |  |  |  |  |
| Hvy Puls Can    | 12    | T     | 12  |                                |  |     |  |  |  |  |  |

| Interstellar Alliance   |  |
|---|--|
| Priority Level: Patrol  |  |
| Starfury Wing (4 flights)   |  |
| Thunderbolt Wing (4 flights)  |  |
| Priority Level: Skirmish  |  |
| Nial Wing (3 Flights)   |  |
| Priority Level: Raid  |  |
| White Star  |  |
| Priority Level: Battle  |  |
| White Star 2  |  |
| Priority Level: War   |  |
| Babylon 5 Diplomatic Station  |  |
| Victory-class destroyer   |  |
| Flights: Any Ship Carrying one or more Starfury Flights may replace any number of them for Thunderbolts |  |
| Interstellar Alliance Initiative: +2  |  |

| Class - Delta-V |    |       |                                |               | Patrol 8 Flights |  |  |  |  |
|-----------------|----|-------|--------------------------------|---------------|------------------|--|--|--|--|
| Speed:          | 8  | Crew  | -                              |               |                  |  |  |  |  |
| Turns:          | SM | IS:   | 2190+                          |               |                  |  |  |  |  |
| Hull:           | 4  | Craft | None                           |               |                  |  |  |  |  |
| Damage:         | -  | SR:   | Fighter, Dodge 2+, Dogfight +0 |               |                  |  |  |  |  |
| Weapon          | R  | A     | AD                             | Special       |                  |  |  |  |  |
| Lht Part Guns   | 2  | T     | 2                              | Precise, Weak |                  |  |  |  |  |

| Class - Battle Wagon |       |       |                            |                              | Raid |  |  |  |  |
|----------------------|-------|-------|----------------------------|------------------------------|------|--|--|--|--|
| Speed:               | 6     | Crew  | 40/15                      |                              |      |  |  |  |  |
| Turns:               | 1/45  | IS:   | 2242+                      |                              |      |  |  |  |  |
| Hull:                | 6     | Craft | 4 Delta-V Flights          |                              |      |  |  |  |  |
| Damage:              | 35/10 | SR:   | Interceptors 2, Jump Point |                              |      |  |  |  |  |
| Weapon               | R     | A     | AD                         | Special                      |      |  |  |  |  |
| Med Las Can          | 20    | B     | 1                          | Beam Double Damage, Super AP |      |  |  |  |  |
| Med Puls Can         | 10    | F     | 10                         |                              |      |  |  |  |  |
| Part Beam            | 5     | F     | 6                          | Anti-Fighter, Weak           |      |  |  |  |  |
| Part Beam            | 5     | S     | 6                          | Anti-Fighter, Weak           |      |  |  |  |  |
| Part Beam            | 5     | P     | 6                          | Anti-Fighter, Weak           |      |  |  |  |  |
| Twin Part Arr        | 8     | A     | 6                          | Twin-Linked, Weak            |      |  |  |  |  |
| Part Beam            | 5     | A     | 6                          | Anti-Fighter, Weak           |      |  |  |  |  |

| Class - Strike Carrier |       |       |                       |                    | Skirmish |  |  |  |  |
|------------------------|-------|-------|-----------------------|--------------------|----------|--|--|--|--|
| Speed:                 | 6     | Crew  | 60/16                 |                    |          |  |  |  |  |
| Turns:                 | 1/45  | IS:   | 2247+                 |                    |          |  |  |  |  |
| Hull:                  | 4     | Craft | 4 Delta-V Flights     |                    |          |  |  |  |  |
| Damage:                | 50/14 | SR:   | Carrier 4, Jump Point |                    |          |  |  |  |  |
| Weapon                 | R     | A     | AD                    | Special            |          |  |  |  |  |
| Med Puls Can           | 10    | F     | 8                     |                    |          |  |  |  |  |
| Part Beams             | 5     | F     | 12                    | Anti-Fighter, Weak |          |  |  |  |  |
| Med Puls Can           | 10    | P     | 4                     |                    |          |  |  |  |  |
| Part Beams             | 5     | P     | 6                     | Anti-Fighter, Weak |          |  |  |  |  |
| Med Puls Can           | 10    | S     | 4                     |                    |          |  |  |  |  |
| Part Beams             | 5     | S     | 6                     | Anti-Fighter, Weak |          |  |  |  |  |
| Part Beams             | 5     | A     | 4                     | Anti-Fighter, Weak |          |  |  |  |  |

| Class - Raider Base |        |       |                                     |                        | Battle |  |  |  |  |
|---------------------|--------|-------|-------------------------------------|------------------------|--------|--|--|--|--|
| Speed:              | -      | Crew  | 160/45                              |                        |        |  |  |  |  |
| Turns:              | -      | IS:   | All                                 |                        |        |  |  |  |  |
| Hull:               | 4      | Craft | 6 Delta-V Flights                   |                        |        |  |  |  |  |
| Damage:             | 160/45 | SR:   | Immobile, Carrier 2, Interceptors 8 |                        |        |  |  |  |  |
| Weapon              | R      | A     | AD                                  | Special                |        |  |  |  |  |
| Missile Rack        | 20     | T     | 4                                   | Slow-Loading, Super AP |        |  |  |  |  |
| Med Puls Can        | 12     | T     | 12                                  | Twin-Linked            |        |  |  |  |  |
| Part Beam           | 6      | T     | 10                                  | Anti-Fighter, Weak     |        |  |  |  |  |

| The Raiders              |  |
|--------------------------|--|
| Priority Level: Patrol   |  |
| Delta-V Wing (8 flights) |  |
| Priority Level: Skirmish |  |
| Strike Carrier           |  |
| Priority Level: Raid     |  |
| Battle Wagon             |  |
| Priority Level: Battle   |  |
| Raider Base              |  |
| Flights: No Special      |  |
| Raider Initiative: +0    |  |

| Class - Vorlon Fighter |    | Patrol 3 Flights |                                   |
|------------------------|----|------------------|-----------------------------------|
| Speed:                 | 9  | Crew             | -                                 |
| Turns:                 | SM | IS:              | Up to 2261                        |
| Hull:                  | 5  | Craft            | None                              |
| Damage:                | -  | SR:              | Fighter, Dodge 3+, Dogfight +0    |
| Weapon                 | R  | A                | AD Special                        |
| Discharge Gun          | 3  | T                | 1 Anti-Fighter, AP, Beam, Precise |

| Class - Destroyer |      | Raid  |  |
|-------------------|------|-------|--|
| Speed:            | 7    | Crew  | -  |
| Turns:            | 1/90 | IS:   | Up to 2261   |
| Hull:             | 5    | Craft | None   |
| Damage:           | 42/0 | SR:   | Adaptive Amour, Advanced Jump Point, Flight Computer, Self-Repairing 1D6 |
| Weapon            | R    | A     | AD Special   |
| Discharge Gun     | 18   | F     | 4 Beam, Double Damage, Super AP  |

| Class - Heavy Cruiser |       | War   |  |
|-----------------------|-------|-------|--|
| Speed:                | 5     | Crew  | -  |
| Turns:                | 1/45  | IS:   | UP to 2261   |
| Hull:                 | 5     | Craft | 4 Vorlon Fighter Flights   |
| Damage:               | 150/0 | SR:   | Adaptive Amour, Advanced Jump Point, Flight Computer, Self-Repairing 2D6 |
| Weapon                | R     | A     | AD Special   |
| Lighting Can          | 24    | F     | 4 Beam, Precise, Super AP, Triple D                                      |
| discharge gun         | 18    | F     | 6 Beam, Precise, Super AP, Double D                                      |

| Class - Vorlon Observation Post |             |       |   |
|---------------------------------|-------------|-------|---|
| Speed:                          | -           | Crew  | -   |
| Turns:                          | -           | IS:   | UP to 2261  |
| Hull:                           | 5           | Craft | None  |
| Damage:                         | 800/400/200 | SR:   | Adaptive Amour, Immobile, Self-Repairing 4D6, Targets 8 |
| Weapon                          | R           | A     | AD Special  |
| Lighting Can                    | 24          | T     | 14 Beam, Precise, Super AP, Triple D                    |
| discharge gun                   | 15          | T     | 4 Beam, AP, Double Damage                               |

| Class - Transport |      | Skirmish |   |
|-------------------|------|----------|---|
| Speed:            | 8    | Crew     | -   |
| Turns:            | 1/45 | IS:      | Up to 2261  |
| Hull:             | 4    | Craft    | None  |
| Damage:           | 30/0 | SR:      | Adaptice Armour, Adv Jump Point, Flight Computer, Self-Repair 1D6 |
| Weapon            | R    | A        | AD Special  |
| Discharge Gun     | 12   | F        | 3 Beam, Double D, Precise, AP                                     |

| Class - Light Cruiser |      | Battle |  |
|-----------------------|------|--------|--|
| Speed:                | 6    | Crew   | -  |
| Turns:                | 1/45 | IS:    | Up to 2261   |
| Hull:                 | 5    | Craft  | None   |
| Damage:               | 85/0 | SR:    | Adaptive Amour, Advanced Jump Point, Flight Computer, Self-Repairing 2D6 |
| Weapon                | R    | A      | AD Special   |
| Lighting Can          | 15   | F      | 4 Beam, Precise, Super AP, Triple D                                      |

| Vorlon Empire                |  |
|------------------------------|--|
| Priority Level: Patrol       |  |
| Vorlon Fighter (3 Flights)   |  |
| Priority Level: Skirmish     |  |
| Transport                    |  |
| Priority Level: Raid         |  |
| Destroyer                    |  |
| Priority Level: Battle       |  |
| Light Cruiser                |  |
| Priority Level: War          |  |
| Heavy Cruiser                |  |
| Vorlon Empire Initiative: +6 |  |

| Vorlon Fleet Rules  |  |
|---|--|
| <p><b>Damage Resistance:</b> Based on highly advanced bio-technology, Vorlon ships are organic creations and so do not have the same structure as other ships. Because of this, they take damage in a very different manner. Every successful attack on a Vorlon ship that beats its Hull score will cause damage, without the need to roll for bulkhead and critical hits. Vorlon ships are immune to critical hits, as no specific vital systems. For every hit a Vorlon ship suffers, roll one dice. This is how much damage it actually suffers from the hit and is double or trebled as normal for weapons that possess the appropriate traits. Precise weapons have no additional effect but Adaptive Amour halves all incoming damage as normal. Vorlon ships have no effective Crew score, as the whole vessel is a single, living entity. In addition, they never perform Damage Control and can never be Crippled or reduced to a Skeleton Crew. A Vorlon ship that has been reduced to 0 Damage has been destroyed and is simply removed from the table.</p> |  |
| <p><b>Special Actions:</b> Vorlon ships may use any Special Actions except All Hands to Deck!, Close Blast Doors and Activate Defense Grid!, Run Silent! and Stand Down and Prepare to be Boarded.</p>  |  |
| <p><b>Superior Technology:</b> The technical advances of the younger races pose few problems for the Vorlons. They gain a +1 bonus to all rolls they make in order to circumvent an enemy ships Stealth.</p>  |  |

| Class - Shadow Fighter |    | Patrol 4 Flights |   |
|------------------------|----|------------------|---|
| Speed:                 | 12 | Crew             | -   |
| Turns:                 | SM | IS:              | Up to 2261  |
| Hull:                  | 6  | Craft            | None  |
| Damage:                | -  | SR:              | Fighter, Advanced Jump Point, Dodge 3+, Dogfight +0 |
| Weapon                 | R  | A                | AD Special  |
| Polarity Cann          | 2  | T                | 2 Precise, Double D, Super AP                       |

| Class - Shadow Scout |      | Raid  |  |
|----------------------|------|-------|--|
| Speed:               | 8    | Crew  | -  |
| Turns:               | SM   | IS:   | Up to 2261   |
| Hull:                | 5    | Craft | None   |
| Damage:              | 48/0 | SR:   | Advanced Jump Point, Flight Computer, Self-Repairing 1D6, Stealth 4+ |
| Weapon               | R    | A     | AD Special   |
| Phas Pulse Can       | 8    | F     | 6 Anti-Fighter, Double Damage, Super AP                              |

| Class - Shadow Ship    |       | Battle |  |
|------------------------|-------|--------|--|
| Speed:                 | 6     | Crew   | -  |
| Turns:                 | SM    | IS:    | Up to 2261   |
| Hull:                  | 6     | Craft  | 4 Shadow Fighters (not Included)                         |
| Damage:                | 150/0 | SR:    | Advanced Jump Point, Flight Computer, Self-Repairing 2D6 |
| Weapon                 | R     | A      | AD Special   |
| Mole Slicer Beam       | 18    | T      | 5 Beam, Precise, Super AP, Triple D                      |
| Jump Point Disruptor   | 18    | T      | -  |
| Fighter Dispersal Tube | 30    | T      | -  |

## The Shadows

### Priority Level: Patrol

Shadow Fighter (4 Flights)

### Priority Level: Skirmish

Shadow Scout

### Priority Level: War

Shadow Ship

**Flights: May initiate Jump Point**

**Shadows and Hyperspace:** A Shadow vessel may enter realspace from hyperspace at any point with no deviation. It will also be able to move, attack and act normally during the turn it leaves Hyperspace. Shadow vessels must use the Initiate Jump Point SA to enter hyperspace but no jump point counter is placed on the board.

**The Shadows Initiative:**  
+6

## The Shadow Fleet Rules

**Hyperspace Mastery:** Shadow Scouts and Shadow Ships may enter realspace from hyperspace at any point, without risk of deviation. They can move, attack and otherwise act normally during the turn it leaves hyperspace. Shadow vessels must use the Initiate Jump Point! Special Action to enter hyperspace but no jump point counter is placed on the table, thus no damage is caused. Instead, the Shadow vessel is simply removed into hyperspace at the beginning of its next turn. Shadow Fighter flights may also enter and leave hyperspace by this method without having to take any Special Action.

**Damage Resistance:** Based on highly advanced bio-technology, Shadow vessels are organic creations and so do not have the same structure as other ships. Because of this, they take damage in a very different manner. Every successful attack on a Shadow vessel that beats its Hull score will cause damage, without the need to roll for bulkhead and critical hits. Shadow vessels are immune to critical hits, as they have no specific vital systems. For every hit a Shadow vessel suffers, roll one dice. This is how much damage it actually suffers from the hit and is double or trebled as normal for weapons that possess the appropriate traits. Precise weapons have no additional effect but Adaptive Amour halves all incoming damage as normal.

Shadow vessels have no effective Crew score, as the whole ship is a single, living entity. In addition, they never perform Damage Control and can never be Crippled or reduced to a Skeleton Crew. A Shadow vessel that has been reduced to 0 Damage has been destroyed and is simply removed from the table.

**Special Actions:** Shadow vessels may only use the Initiate Jump Point Special Action.

**Superior Technology:** The technical advances of the younger races pose few problems for the Shadows. They gain a +1 bonus to all rolls they make in order to circumvent an enemy ships Stealth

**Superb Maneuverability:** Shadow vessels are supremely agile at slow speeds but it is still important to keep track of their heading. Instead of using the normal SM rules, a Shadow vessel may instead turn up to 90° at the start of its movement and then move twice its Speed in a straight line.

**Jump Point Disruptor:** A Shadow Ship may choose to use its Jump Point Disruptor in place of any other weapons during its turn. This may target any jump point leading to hyperspace within 18°. This attack will immediately shut down the jump point. In addition, every ship that went through the jump point this turn or is within 4° of its forward arc must roll a dice. On a 1, it escapes destruction and sustains 3d6 points of damage. On a 2-3, it suffers d6 critical hits, multiplying all damage by three as if it had been hit by a Triple Damage weapon. On a roll of 4-6, the ship is automatically destroyed. Auxiliary craft flights will always be destroyed on a roll of 2 or more.

**Fighter Dispersal Tube:** Holding a swarm of fighters deep within their organic hulls, Shadow Ships are capable of firing them great distances, where they instantly deploy. This allows the Shadows to use their fighters to delay and distract their enemies while their main ships close range. A Shadow Ship that uses its Fighter Dispersal Tube may not use any other weapon in the same turn. Up to four Shadow Fighter flights may be placed anywhere within 30° of the launching ship. They must be placed within 3° of one another and may not take any action in the turn they were launched in this fashion.

| Class - Civilian Trader |      |       |      |         | Patrol 4 Flights |  |  |  |  |
|-------------------------|------|-------|------|---------|------------------|--|--|--|--|
| Speed:                  | 7    | Crew  | 8/2  |         |                  |  |  |  |  |
| Turns:                  | 2/45 | IS:   | All  |         |                  |  |  |  |  |
| Hull:                   | 3    | Craft | None |         |                  |  |  |  |  |
| Damage:                 | 6/2  | SR:   | None |         |                  |  |  |  |  |
| Weapon                  | R    | A     | AD   | Special |                  |  |  |  |  |
| Lht part Guns           | 4    | T     | 2    | Weak    |                  |  |  |  |  |

| Class - Corp Freighter |      |       |      |         | Patrol 2 Flights |  |  |  |  |
|------------------------|------|-------|------|---------|------------------|--|--|--|--|
| Speed:                 | 5    | Crew  | 12/3 |         |                  |  |  |  |  |
| Turns:                 | 1/45 | IS:   | All  |         |                  |  |  |  |  |
| Hull:                  | 3    | Craft | None |         |                  |  |  |  |  |
| Damage:                | 10/3 | SR:   | None |         |                  |  |  |  |  |
| Weapon                 | R    | A     | AD   | Special |                  |  |  |  |  |
| Part Beams             | 8    | T     | 4    | Weak    |                  |  |  |  |  |

| Class - Patrol Boat |      |       |      |         | Patrol 2 Flights |  |  |  |  |
|---------------------|------|-------|------|---------|------------------|--|--|--|--|
| Speed:              | 8    | Crew  | 3/1  |         |                  |  |  |  |  |
| Turns:              | 2/45 | IS:   | All  |         |                  |  |  |  |  |
| Hull:               | 4    | Craft | None |         |                  |  |  |  |  |
| Damage:             | 8/2  | SR:   | None |         |                  |  |  |  |  |
| Weapon              | R    | A     | AD   | Special |                  |  |  |  |  |
| Part Guns           | 6    | T     | 4    | Weak    |                  |  |  |  |  |

| Class - Space Liner |      |       |      |         | Patrol |  |  |  |  |
|---------------------|------|-------|------|---------|--------|--|--|--|--|
| Speed:              | 8    | Crew  | 20/5 |         |        |  |  |  |  |
| Turns:              | 1/45 | IS:   | All  |         |        |  |  |  |  |
| Hull:               | 2    | Craft | None |         |        |  |  |  |  |
| Damage:             | 30/6 | SR:   | None |         |        |  |  |  |  |
| Weapon              | R    | A     | AD   | Special |        |  |  |  |  |
| Part Beams          | 8    | F     | 4    | Weak    |        |  |  |  |  |
| Part Beams          | 8    | P     | 4    | Weak    |        |  |  |  |  |
| Part Beams          | 8    | S     | 4    | Weak    |        |  |  |  |  |
| Part Beams          | 8    | A     | 4    | Weak    |        |  |  |  |  |

| Class - Space Docks |    |       |    |                        | Raid |  |  |  |  |
|---------------------|----|-------|----|------------------------|------|--|--|--|--|
| Speed:              |    | Crew  |    |                        |      |  |  |  |  |
| Turns:              |    | IS:   |    |                        |      |  |  |  |  |
| Hull:               |    | Craft |    |                        |      |  |  |  |  |
| Damage:             |    | SR:   |    |                        |      |  |  |  |  |
| Weapon              | R  | A     | AD | Special                |      |  |  |  |  |
| Missile Rack        | 20 | T     | 1  | Slow-Loading, Super AP |      |  |  |  |  |
| Med Puls Can        | 12 | T     | 10 |                        |      |  |  |  |  |
| Part Beams          | 8  | T     | 6  | Anti-Fighter, Weak     |      |  |  |  |  |

| Class - ODS  |       |       |                          |                                 | Skirmish |  |  |  |  |
|--------------|-------|-------|--------------------------|---------------------------------|----------|--|--|--|--|
| Speed:       | -     | Crew  | -                        |                                 |          |  |  |  |  |
| Turns:       | -     | IS:   | All                      |                                 |          |  |  |  |  |
| Hull:        | 4     | Craft | None                     |                                 |          |  |  |  |  |
| Damage:      | 60/10 | SR:   | Immobile, Interceptors 2 |                                 |          |  |  |  |  |
| Weapon       | R     | A     | AD                       | Special                         |          |  |  |  |  |
| Missile Rack | 18    | T     | 4                        | Precise, Super AP               |          |  |  |  |  |
| Ion Cannon   | 15    | T     | 1                        | Beam, Double D, Precise, Sup AP |          |  |  |  |  |

| Other Craft Fleet        |  |
|--------------------------|--|
| Priority Level: Patrol   |  |
| Civilian Trader (x4)     |  |
| Corporate Freighter (x2) |  |
| Patrol Boat (x2)         |  |
| Space Liner              |  |
| Priority Level: Skirmish |  |
| Orbital Space Satellite  |  |
| Priority Level: Raid     |  |
| Spacedock                |  |
| Civilian Initiative: -4  |  |

| Class - Guardhawk |      |       |       | Patrol                          |  |  |  |
|-------------------|------|-------|-------|---------------------------------|--|--|--|
| Speed:            | 12   | Crew  | 18/5  |                                 |  |  |  |
| Turns:            | 2/45 | IS:   | 2234+ |                                 |  |  |  |
| Hull:             | 4    | Craft | None  |                                 |  |  |  |
| Damage:           | 16/4 | SR:   | None  |                                 |  |  |  |
| Weapon            | R    | A     | AD    | Special                         |  |  |  |
| Particle Rep      | 12   | F     | 4     | Twin-Linked                     |  |  |  |
| Particle Beam     | 5    | F     | 6     | Anti-Fighter, Twin-linked, Weak |  |  |  |

| Class - Sky Serpent |    |       |                                | Patrol 2 Flights                |  |  |  |
|---------------------|----|-------|--------------------------------|---------------------------------|--|--|--|
| Speed:              | 8  | Crew  | -                              |                                 |  |  |  |
| Turns:              | SM | IS:   | 2220+                          |                                 |  |  |  |
| Hull:               | 6  | Craft | None                           |                                 |  |  |  |
| Damage:             | -  | SR:   | Dodge 4+, Fighter, Dogfight -2 |                                 |  |  |  |
| Weapon              | R  | A     | AD                             | Special                         |  |  |  |
| Twin Part Arr       | 2  | T     | 4                              | Precise, Twin-linked            |  |  |  |
| Missile Rack        | 4  | T     | 4                              | Anti-Fighter, AP, Beam, Precise |  |  |  |

| Class - Star Snake |    |       |                                | Patrol 5 Flights           |  |  |  |
|--------------------|----|-------|--------------------------------|----------------------------|--|--|--|
| Speed:             | 10 | Crew  | -                              |                            |  |  |  |
| Turns:             | SM | IS:   | 2210+                          |                            |  |  |  |
| Hull:              | 5  | Craft | None                           |                            |  |  |  |
| Damage:            | -  | SR:   | Dodge 2+, Fighter, Dogfight +1 |                            |  |  |  |
| Weapon             | R  | A     | AD                             | Special                    |  |  |  |
| Twin-Link Lt       | 2  | T     | 2                              | Precise, Twin-Linked, Weak |  |  |  |

| Class - Sunhawk |      |       |       | Patrol                         |  |  |  |
|-----------------|------|-------|-------|--------------------------------|--|--|--|
| Speed:          | 12   | Crew  | 16/5  |                                |  |  |  |
| Turns:          | 2/45 | IS:   | 2198+ |                                |  |  |  |
| Hull:           | 4    | Craft | None  |                                |  |  |  |
| Damage:         | 14/4 | SR:   | None  |                                |  |  |  |
| Weapon          | R    | A     | AD    | Special                        |  |  |  |
| Part Cutt       | 12   | B     | 1     | AP, Beam                       |  |  |  |
| Part Blasters   | 8    | B     | 4     | Twin-Linked                    |  |  |  |
| Part Beams      | 5    | F     | 4     | Anti-Fighter, Twin-linked Weak |  |  |  |

| Class - Darkhawk |      |       |       | Skirmish                        |  |  |  |
|------------------|------|-------|-------|---------------------------------|--|--|--|
| Speed:           | 12   | Crew  | 18/5  |                                 |  |  |  |
| Turns:           | 2/45 | IS:   | 2214+ |                                 |  |  |  |
| Hull:            | 5    | Craft | None  |                                 |  |  |  |
| Damage:          | 16/4 | SR:   | None  |                                 |  |  |  |
| Weapon           | R    | A     | AD    | Special                         |  |  |  |
| Particle Cut     | 12   | B     | 1     | AP, Beam                        |  |  |  |
| Particle Beam    | 5    | F     | 4     | Anti-fighter, Twin linked Weak  |  |  |  |
| Missile Rack     | 30   | F     | 6     | Precise, Slow-Loading, Super AP |  |  |  |

| Class - Strikehawk |      |       |               | Skirmish       |  |  |  |
|--------------------|------|-------|---------------|----------------|--|--|--|
| Speed:             | 12   | Crew  | 24/6          |                |  |  |  |
| Turns:             | 2/45 | IS:   | 2220+         |                |  |  |  |
| Hull:              | 6    | Craft | 1 Sky Serpent |                |  |  |  |
| Damage:            | 20/5 | SR:   | None          |                |  |  |  |
| Weapon             | R    | A     | AD            | Special        |  |  |  |
| Part Cannon        | 15   | B     | 3             | Beam, Super AP |  |  |  |
| Part Repater       | 10   | B     | 6             | Twin-Linked    |  |  |  |

| Class - Warbird |      |       |       | Skirmish                        |  |  |  |
|-----------------|------|-------|-------|---------------------------------|--|--|--|
| Speed:          | 12   | Crew  | 20/5  |                                 |  |  |  |
| Turns:          | 2/45 | IS:   | 2234+ |                                 |  |  |  |
| Hull:           | 6    | Craft | None  |                                 |  |  |  |
| Damage:         | 18/4 | SR:   | None  |                                 |  |  |  |
| Weapon          | R    | A     | AD    | Special                         |  |  |  |
| Part Cannon     | 15   | B     | 3     | Beam, Super AP                  |  |  |  |
| Part Reapt      | 10   | B     | 8     | Twin-linked                     |  |  |  |
| Part Beams      | 5    | F     | 6     | Anti-Fighter, Twin-linked, Weak |  |  |  |

| Class - Solarhawk |      |       |            | Raid                                   |  |  |  |
|-------------------|------|-------|------------|--|--|--|--|
| Speed:            | 10   | Crew  | 20/6       |  |  |  |  |
| Turns:            | 2/45 | IS:   | 2258+      |  |  |  |  |
| Hull:             | 5    | Craft | None       |  |  |  |  |
| Damage:           | 18/5 | SR:   | Jump Point |  |  |  |  |
| Weapon            | R    | A     | AD         | Special                                |  |  |  |
| Solar Cannon      | 18   | B     | 6          | Beam, T Damage, Slow-loading, Super AP |  |  |  |
| Part Beam         | 5    | F     | 4          | Anti-fighter, Twin-linked, Weak        |  |  |  |

| Class - Stormfalcon |       |       |                                     | Battle                             |  |  |  |
|---------------------|-------|-------|-------------------------------------|------------------------------------|--|--|--|
| Speed:              | 10    | Crew  | 60/18                               |                                    |  |  |  |
| Turns:              | 2/45  | IS:   | 2238+                               |                                    |  |  |  |
| Hull:               | 6     | Craft | ! Sky Serpent, 2 Star Snake Flights |                                    |  |  |  |
| Damage:             | 48/12 | SR:   | Jump Point                          |                                    |  |  |  |
| Weapon              | R     | A     | AD                                  | Special                            |  |  |  |
| Solar Cannon        | 18    | B     | 4                                   | Beam, T Damage, S-loading Super AP |  |  |  |
| Part Cannon         | 15    | B     | 4                                   | Beam, Super AP                     |  |  |  |
| Hv Part Beam        | 8     | F     | 4                                   | Double D, Twin-Linked              |  |  |  |
| Part Repeat         | 12    | F     | 8                                   | Twin-Linked                        |  |  |  |

| Drazi Freehold   |  |
|--|--|
| <b>Priority Level: Patrol</b>  |  |
| Guardhawk Battle Escort (SHv)  |  |
| Sky Serpent 2 Flights  |  |
| Star Snake 5 Flights   |  |
| Sunhawk Battlecruiser (SH)   |  |
| <b>Priority Level: Skirmish</b>  |  |
| Darkhawk Missile Cruiser (SHv)   |  |
| Strikehawk Battle Carrier (WBv)  |  |
| Warbird Class Cruiser (WB)   |  |
| <b>Priority Level: Raid</b>  |  |
| Solarhawk Battlecruiser (SHv)  |  |
| <b>Priority Level: Battle</b>  |  |
| Stormfalcon Heavy Cruiser  |  |
| <b>Flights:</b> Flights of smaller craft may be purchased separately and used unites in their own right. |  |
| <b>Drazi Initiative: +1/+2</b>   |  |

| Drazi Fleet Rules  |  |
|--|--|
| <p><b>Aggression:</b> Drazi are an aggressive and belligerent race with a love of brawling and violence. More than any other race, they actively enjoy combat for combat's sake and are slow to surrender or flee even when a battle goes against them. The Drazi thus gain a +1 bonus to all Crew Quality checks made for Give Me Ramming Speed! or Stand Down And Prepare To Be Boarded! Special Orders, whether the Drazi are the instigators or subjects of such an order.</p> |  |
| <p><b>Sky Hook Catapult:</b> The Drazi make use of a catapult system to launch their Sky Serpent fighters from carriers, literally hurling the craft into space at high velocity. When deploying Sky Serpents, a ship will place them up to 8" away in its front arc, rather than within 3" in any direction. Star Snakes are deployed normally.</p>   |  |
| <p><b>Tactics – Quick &amp; Decisive:</b> The Drazi mind-set, tactics and ships all favour quick, decisive strikes, hitting first and hitting hard. In any scenario where the Drazi are designated as the attacker, their Initiative bonus increases to +2. However, in any scenario where the Drazi are designated as the defender (or where this is not specified), their Initiative bonus decreases to +1.</p>  |  |

| Class - Tzymm |    | Patrol 3 Flights |                                |                            |  |
|---------------|----|------------------|--------------------------------|----------------------------|--|
| Speed:        | 12 | Crew             | -                              |                            |  |
| Turns:        | SM | IS:              | 2200+                          |                            |  |
| Hull:         | 5  | Craft            | None                           |                            |  |
| Damage:       | -  | SR:              | Fighter, Dodge 3+, Dogfight +1 |                            |  |
| Weapon        | R  | A                | AD                             | Special                    |  |
| Lt Antmat Can | 4  | T                | 2                              | AP, Precise                |  |
| Twin Lht Anti | 2  | T                | 3                              | Precise, Twin-Linked, Weak |  |

| Class - Vaarl |      | Patrol |                       |              |  |
|---------------|------|--------|-----------------------|--------------|--|
| Speed:        | 10   | Crew   | 12/4                  |              |  |
| Turns:        | 2/90 | IS:    | 2200+                 |              |  |
| Hull:         | 3    | Craft  | None                  |              |  |
| Damage:       | 10/3 | SR:    | Jump Point Stealth 5+ |              |  |
| Weapon        | R    | A      | AD                    | Special      |  |
| Antimat Cann  | 10   | T      | 2                     | Super AP     |  |
| Antipro Guns  | 4    | T      | 4                     | Anti-fighter |  |

| Class - Ximm |      | Patrol |       |                           |  |
|--------------|------|--------|-------|---------------------------|--|
| Speed:       | 10   | Crew   | 18/6  |                           |  |
| Turns:       | 2/90 | IS:    | 2255+ |                           |  |
| Hull:        | 4    | Craft  | None  |                           |  |
| Damage:      | 16/5 | SR:    | None  |                           |  |
| Weapon       | R    | A      | AD    | Special                   |  |
| Antimat Cann | 10   | T      | 2     | Super AP                  |  |
| TwinL Antip  | 4    | T      | 5     | Anti-Fighter, Twin-Linked |  |

| Class - Vaarka |      | Skirmish |                        |                         |  |
|----------------|------|----------|------------------------|-------------------------|--|
| Speed:         | 10   | Crew     | 16/5                   |                         |  |
| Turns:         | 2/90 | IS:      | 2230+                  |                         |  |
| Hull:          | 4    | Craft    | None                   |                         |  |
| Damage:        | 14/4 | SR:      | Jump Point, Stealth 5+ |                         |  |
| Weapon         | R    | A        | AD                     | Special                 |  |
| Anti Mat Shre  | 12   | T        | 2                      | Double Damage, Super AP |  |
| Antipro Guns   | 4    | T        | 8                      | Anti-Fighter            |  |

| Class - Xorr |      | Skirmish |       |                           |  |
|--------------|------|----------|-------|---------------------------|--|
| Speed:       | 10   | Crew     | 20/6  |                           |  |
| Turns:       | 2/90 | IS:      | 2210+ |                           |  |
| Hull:        | 4    | Craft    | None  |                           |  |
| Damage:      | 18/6 | SR:      | None  |                           |  |
| Weapon       | R    | A        | AD    | Special                   |  |
| TwinL Antipr | 4    | F        | 2     | Anti-Fighter, Twin-Linked |  |
| TwinL Antipr | 4    | P        | 2     | Anti-Fighter, Twin-Linked |  |
| TwinL Antipr | 4    | S        | 2     | Anti-Fighter, Twin-Linked |  |
| TwinL Antipr | 4    | A        | 2     | Anti-Fighter, Twin-Linked |  |
| Twin Ant Can | 10   | T        | 4     | Super AP, Twin-Linked     |  |
| Antimat Cann | 10   | T        | 2     | Super AP                  |  |

| Class - Xixx |      | Skirmish |       |                                   |  |
|--------------|------|----------|-------|-----------------------------------|--|
| Speed:       | 8    | Crew     | 20/6  |                                   |  |
| Turns:       | 2/90 | IS:      | 2150+ |                                   |  |
| Hull:        | 4    | Craft    | None  |                                   |  |
| Damage:      | 18/6 | SR:      | None  |                                   |  |
| Weapon       | R    | A        | AD    | Special                           |  |
| Antipro Guns | 4    | F        | 2     | Anti-Fighter                      |  |
| Antipro Guns | 4    | P        | 2     | Anti-Fighter                      |  |
| Antipro Guns | 4    | S        | 2     | Anti-Fighter                      |  |
| Antipro Guns | 4    | A        | 2     | Anti-Fighter                      |  |
| Antimat Torp | 30   | T        | 2     | Double D, Precise, Slow-L, Sup AP |  |
| Antimat Torp | 30   | T        | 2     | Double D, Precise, Slow-L, Sup AP |  |

| Class - Xill |      | Raid  |            |                           |  |
|--------------|------|-------|------------|---------------------------|--|
| Speed:       | 8    | Crew  | 35/8       |                           |  |
| Turns:       | 1/90 | IS:   | 2250+      |                           |  |
| Hull:        | 5    | Craft | None       |                           |  |
| Damage:      | 30/7 | SR:   | Jump Point |                           |  |
| Weapon       | R    | A     | AD         | Special                   |  |
| Antipro Guns | 5    | F     | 6          | Anti-Fighter, Twin-Linked |  |
| Antipro Guns | 5    | P     | 6          | Anti-Fighter, Twin-Linked |  |
| Antipro Guns | 5    | S     | 6          | Anti-Fighter, Twin-Linked |  |
| Antipro Guns | 5    | A     | 6          | Anti-Fighter, Twin-Linked |  |
| Antimat Shre | 20   | T     | 4          | Double Damage, Super AP   |  |
| Antimat Can  | 10   | T     | 4          | Super AP                  |  |

| Class - Xaak |      | Battle |            |                                |  |
|--------------|------|--------|------------|--------------------------------|--|
| Speed:       | 8    | Crew   | 40/8       |                                |  |
| Turns:       | 1/90 | IS:    | 2256+      |                                |  |
| Hull:        | 6    | Craft  | None       |                                |  |
| Damage:      | 38/7 | SR:    | Jump Point |                                |  |
| Weapon       | R    | A      | AD         | Special                        |  |
| AntiPro Guns | 6    | F      | 6          | Anti-Fighter, Twin-Linked      |  |
| AntiPro Guns | 6    | P      | 6          | Anti-Fighter, Twin-Linked      |  |
| AntiPro Guns | 6    | S      | 6          | Anti-Fighter, Twin-Linked      |  |
| AntiPro Guns | 6    | A      | 6          | Anti-Fighter, Twin-Linked      |  |
| Antimat Torp | 30   | T      | 6          | Double D Precise Slow-L Sup AP |  |
| Antimat Shre | 20   | T      | 6          | Double Damage, Super AP        |  |
| Antimat Can  | 10   | T      | 8          | Super AP                       |  |

| Vree Conglomerate  |  |
|--|--|
| <b>Priority Level: Patrol</b>  |  |
| Tzymm Heavy Fighter (3 Flights)  |  |
| Vaarl Class Scout Saucer (VA)  |  |
| Ximm Close Escort (XOV)  |  |
| <b>Priority Level: Skirmish</b>  |  |
| Vaarka Escort Scout (VAv)  |  |
| Xixx - Torpedo Saucer (XOV)  |  |
| Xorr - War Saucer (XO)   |  |
| <b>Priority Level: Raid</b>  |  |
| Xill - Battle Saucer (XI)  |  |
| <b>Priority Level: Battle</b>  |  |
| Xaak Command Saucer (Xiv)  |  |
| <b>Flights:</b> Flights of smaller craft may be purchased separately and used unites in their own right. |  |
| <b>Vree Initiative: +2</b>   |  |

| Vree Conglomerate Rules  |  |
|--|--|
| Telepathy: Due to their intra-species mental communications, all Vree gain a +1 bonus on all Crew Quality and Damage Control checks.   |  |
| Super Maneuverability: Vree ships are extremely agile. All Vree ships may move as if they had the Super Maneuverable trait so long as they move no more than half their Speed in a turn.   |  |
| Conglomerate Backing: When the Vree undertake a major military action, they do so with the support of their entire race and all their resources. The Vree player has 10 bonus RR points each campaign turn, but these bonus points can only be used to repair and re-crew damaged ships. Any bonus points the Vree player does not use during the Repair and Reinforcements step are lost at the end of the current campaign turn. |  |