

A PLAYER CREATED EXPANSION

CRUSADE 2

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Enjoy and have fun gaming with it!

Editor.....Stefan Lechermann
Layout.....Shalbatana
Cover Design.....Stefan Lechermann

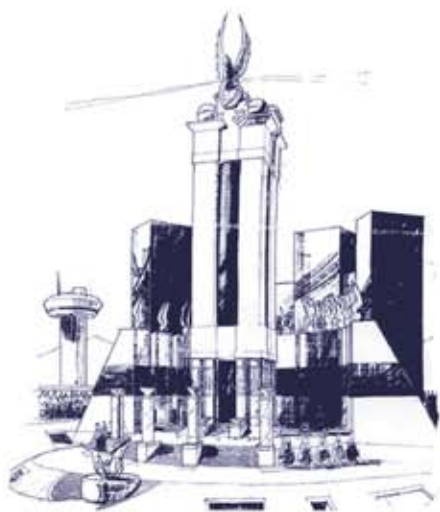
Special thanks to the community of B5Wars.net who keep the game alive and who gave me the idea to this. And also to Shalbatana for providing this perfect layout.

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Chapter 2: The Psi Corps

The motto of the Psi Corps is 'Maternis, Paternis'- the Corps is Mother, the Corps is Father. Telepaths live their whole lives within the Corps. Their every need is taken care of by the Corps, from education to housing to medical care to socialisation. Biologically, telepaths have parents of course, but from an early age, the Corps sees to their well-being with the infinite devotion and care of a natural parent. No telepath need ever be alone.

Officially, the Psi Corps relies on the commercial and military ships of the Earth Alliance to traverse the galaxy, going where its telepaths are required. Unofficially, the Psi Corps has managed to sequester vast sums of money into black ops programmes which include an entire fleet of highly advanced ships. Spending much of their time hidden in hyperspace, these ships allow high-ranking members of the Psi Corps to range across the stars at will, rooting out traitors and furthering the goals of the Corps.



Psi Corps Military

Though in possession of powerful ships, the Psi Corps avoids open confrontation at all costs, preferring to strike from the shadows where the odds turn very much in its favour. However, they do possess military-grade vessels and crew, and

limited strikes may be authorised in situations of extreme need. The Psi Corps was smashed soon after the creation of the Interstellar Alliance, as corruption had riddled its ranks and many members were implicated in both the rise of the Shadows and the tyrannical rein of President Clark which culminated in a civil war. Many high-ranking Psi Corps officials promptly disappeared and it soon became clear that while the Corps had been squeezed out of public life, rogue elements within Earth Government were continuing to support its principles. With its fleet still intact and hidden bases scattered across known space, the remnants of what had been Psi Corps began to gather its strength once more with a series of new and terrifying projects aimed at combining retrieved Shadow technology with humans in order to make the Earth Alliance into a huge empire that no alien race could withstand.

Starships

Black Omega Corvette

Laertes Variant (Unlimited Deployment)

Even before the Laertes Corvette was discontinued from service, many examples found their way into Raider forces, which found it a quick and easy ship to build. They modified them and added the ability to carry fighters on external rails. A few however found their way into the hands of some rather unsavoury organisations, among them Psi-Corp. They were given to Psi-Corp because they were expendable ships, and the government was pleased not to have to undertake the expense of scrapping them. They were meant to be used by Psi-Corp in their police actions, but they were refurbished and refitted to house the Star Furies of the Black Omega squadron, Psi-Corp's new Starfighter wing. These ships were then used ostensibly for hunting down rogue telepaths, but in actuality were used in several, shall we say, shadowy operations.

Most of these vessels were destroyed in a battle outside the jump point leading to Babylon 5 in 2260. Persistent rumours abound that they were replaced however, using shipyards granted by Clark during his reign of terror. The truth has yet to be seen...

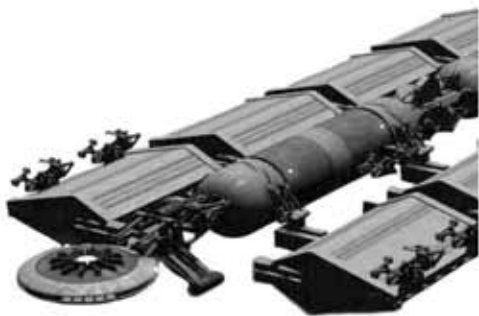
Based on the idea by JJ O'Shaughnessy (Babcom Issue 19).

Light Auxiliary Carrier

Modified Commercial Freighter (Unlimited Deployment)

Modified freighters designed to ferry Psi Corps Starfuries across larger areas of non hyperspace distance without having to use up the fighters' fuel or life support, these carriers are the most deployed ships in the Corps' fleet. Each modified freighter can hold up to 8 fighters.

The SCS can be found in SotF-1. Converting rules are on page 74 (SotF-1).

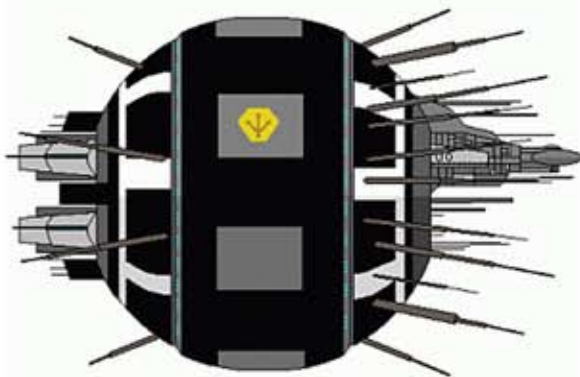


Mothership

Base Hull (Special Deployment Rules - Only 7 exists)

Huge hybrids of the Asimov passenger liners converted to be hyperspace fortresses for hundreds of Psi Corps telepaths, the Motherships are where the real power of the Corps lies. These ships are designed to be mobile hyperspace bases, only ever leaving the alternate dimension for supplies and the very occasional deployment mission. In fact, most of the human governmental populace do not even know they exist. Rigged with some of the most advanced telepathenhancing technologies the Corps has managed to research, each of the seven Motherships are a base in and of them selves.

Based on the idea by Mongoose Publishing.



Shadow Omega

Omega Variant (Special Deployment Rules)

Created in highly secret development programmes initiated by President Clark during his reign, Earth opened its doors to dangerously advanced Shadow technology. Using basic Omega hulls that were to be iconic representations of Clark's power, Shadow agents still upset with their masters' defeat during the Shadow War converted the ships into advanced destroyers. It was to give President Clark a weapon that would be immeasurably superior to anything Captain Sheridan and his alien allies could come up with.

Based on the idea by Mongoose Publishing.

The SCS can be found in SotF-1.

Hunter Experimental Warship

Base Hull (Special Deployment Rules)

Constructed from the same biotechnology as Shadow ships, the Hunter is a triumph of engineering and perseverance on the part of the darker side of Earth Force. Utilising their rapidly growing knowledge of Shadow technology, ships such as the Hunter were constructed in limited numbers in order to test the viability of the next stage of human evolution – combining the technology of the Shadows not only with that of humans, but with human beings themselves.

Based on the idea by Mongoose Publishing.



Nemesis Advanced Destroyer

Base Hull (Special Deployment Rules)

The Shadow Omegas of the Clark regime were not sub-standard by any measure, even though they had been hurried off the production line. The entire fleet had, however, been squandered when set against the White Stars. Learning from this lesson, the Psi Corps and its allies set up many

secret construction programmes across the galaxy. The result, many years later was this – the Nemesis advanced destroyer, a ship the equal or superior to anything else in the galaxy.

Based on the idea by Mongoose Publishing.
The SCS can be found in Crusade-1.

Fighters

Aurora-Class Starfury Heavy Fighter

Base Hull (Unlimited Deployment)

Psi Corps' pilots are known as the Black Omega Squadrons. Many of the pilots are elite, a flight of Black Omega flight contains at least one Expert Pilot and two or more other specialist. Basically the Black Omega Starfuries are normal Starfuries, no special SCS is needed. These Starfury fighters are just standard Furies with black paint.

The SCS for Aurora-Class Starfuries can be found in SOTF-1.



Thunderbolt Assault Fighter

Base Hull (Unlimited Deployment)

The newest fighter operated by the Earth Alliance is somewhat larger than an Aurora Starfury. Only a few EA ships can carry these fighters. There are only a few flights piloted by Psi Corps telepaths. The Psi Corps can use the Thunderbolt only aboard Shadow Omegas and Nemesis Destroyers. The Black Omega Thunderbolts are standard T-Bolts with an Expert Pilot and two or more other specialists.

The SCS can be found in SOTF-1.

Shadow Fury Hybrid Fighter Base Hull (Special Deployment Rules)

Using Earth-based technology for the basic structure, but overlaid with Shadowtech, the Shadow Fury is an advanced but unstable fighter capable of gaining space superiority against any enemy. Instead of using a pilot the Shadow Fury has an automatic remote control device based on Shadowtech which allows to control the movement and targeting systems. Only Hunter Warships are able to control and carry Shadow Furies. If the Hunter is destroyed, the fighters automatically drop out.

Chapter 3: New Ships

The Earth Alliance

Marathon Patrol Cruiser

Marathon Variant (Uncommon/Common after 2268)

After the Drak attack in 2266 additional ships were needed to patrol Earth Alliance borders. Replacing mostly the role of the Hyperion this Marathon variant is fitted with several heavy pulse cannons and two LHmissile racks instead of the laser/pulse arrays. By keeping its main guns, the medium neutron cannons, the Marathon patrol cruiser is still a ship to fear. This ship is capable of carrying Thunderbolt assault fighters.

Firebolt Fighter

Thunderbolt Variant (Rare)

The latest in Earth Force fighter technology, the Firebolt is a development of the Thunderbolt fitted with long-ranged torpedoes. It is a lethal weapon platform capable of dog fighting or launching attacks on enemy shipping with equal ease.

Based on the idea by Mongoose Publishing.

The Narn Regime

G'Vrahn Fast Cruiser

Base Hull (Limited Deployment - 33%)

Though this ship was originally designed more than thirty years before it was launched, by the legendary Narn ship designer it was named after, the Regime's technology at the time could simply not support the radical new ideas that combined speed and thick armour with a large hull and advanced weaponry. With the influx of technology from the ISA, these ideas became possible.

Based on the idea by Mongoose Publishing.

The Brakiri Syndicracy

Riva Super-Heavy Fighter Base Hull (Unlimited Deployment) Available to Ly-Nakir Industries

Latest fighter development by Ly-Nakir Industries. Using a fighter mounted Grav Cannon and two Gravitc Bolts, the Riva can cause significant damage to a lightly armoured vessel and be agile enough to avoid suffering at the hands of nearby enemies. Ly-Nakir Industries has still no carrier for these Super-Heavy Fighter but this is only a matter of time...



The Dilgar Imperium

Thorun Torpedofighter

Thorun Variant (Rare)

This Thorun variant was fitted with wingmounted anti-shiping torpedoes resulted in an effective counter to the League's big ships. It was developed in the last month of the Dilgar War and so it was rarely seen but these fighters were still very effective in taking down command ships.

Chapter 4: New Systems

Fighter Torpedo

Cost: 14. Warhead: 15. Range: 15.

Available: 2268.

Latest fighter weapon development by the Earth Alliance, it is basically an improved Heavy Fighter Missile. It has a better targeting computer and a higher range than the standard Heavy Fighter Missile but these torpedoes are so big that a special holding system is needed to carry them. Only the new Firebolt Fighters features such a holding system to carry these Fighter Torpedoes.

Anti-Ship Torpedo

Cost: 12. Warhead: 12. Range: 8.

Available: 2232.

A late development by the Dilgar Military to hunt down enemy capital ships. It is the predecessor to the Heavy Fighter Missile. Rarely seen in the war due to its high producing costs.

Chapter 5: Scenarios

To the Ends of the Earth

An alien vessel of an unknown configuration was destroyed by a Shadow Hybrid Cruiser. The Excalibur under the command of Captain Matthew Gideon followed the attacker which could be the same who destroyed the Cerberus. After doing some risky micro-jumps in hyperspace the Excalibur caught up with the mysterious Hybrid Cruiser.

Set-Up

Map: Place an asteroid field on one end of the map. This field contains 3d10 asteroids scattered randomly. No asteroid will be immediately adjacent to any other (re-roll any such result).

Psi Corps: Hunter Experimental Warship near the center of the map facing the asteroid field, speed 6. The Hunter Warship has 24 Shadow Fury Hybrid Fighters. Jump Engine is offline.

Interstellar Alliance: Victory-Class Destroyer at the other end of the map facing towards the Hunter Warship, speed 6. The Victory has 24 Thunderbolts with navigators and two missiles each fighter.

Victory Conditions

The Psi Corps forces win a major victory if the Hunter can escape safely to hyperspace or if they destroy the Excalibur. If they lose the Hunter they suffer automatically a major defeat.

Historical Result

From the Lost Tales of Crusade. The Hunter Warship launched its fighter against the Excalibur and turned away. The Excalibur destroyed the fighters without launching their fighters and followed the enemy ship but lost contact when it reached an asteroid belt. Captain Gideon decided to go into the asteroid field. When the Hunter started to power up its jump engines, Gideon ordered the main guns to fire on a large asteroid ahead where the enemy ship was. The Hunter took severe damage and sent a coded message into space. After realizing that the enemy ship was going to destroy itself the Excalibur was forced to flee at maximum speed.

Patrol Duties

After the Centauri Republic has left the Interstellar Alliance, the Narn Republic began to send bigger ships to patrol duties, such as the newly launched G'Vrahn cruisers.

Set-Up

Narn: 1x G'Vrahn Fast Cruiser at the middle of the map.

Drakh: 2x Demos Heavy Warships jumping into normal space elsewhere on the map.

Victory Conditions

The Narn win a major victory if they can destroy all Drakh controlled Centauri ships. The Drakh win a major victory if they can destroy the G'Vrahn cruiser without losing a ship and a minor victory if they lose one Demos.

Laertes Variant (Psi Corps Only)

Version 1: 2E/Crusade 2

Name: _____ Counter: _____



EA Psi Corps Black Omega Corvette

SPECS

Class: Medium Ship
In Service: 2220
Point Value: 330
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 12 (9)
Stb/Port Defense: 12 (9)
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

0 Fighters (6 External)
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

WEAPON DATA

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Mk-I

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: --/+6
Range Penalty: -2 per hex

FORWARD HITS

1-5: Retro Thrust
6-7: Interceptor
8-10: Std Particle Beam
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Std Particle Beam
9: Interceptor
10: Engine
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-11: Port/Stb Thrust
12-14: Sensors
15-16: Hangar
17-19: Reactor
20: C & C

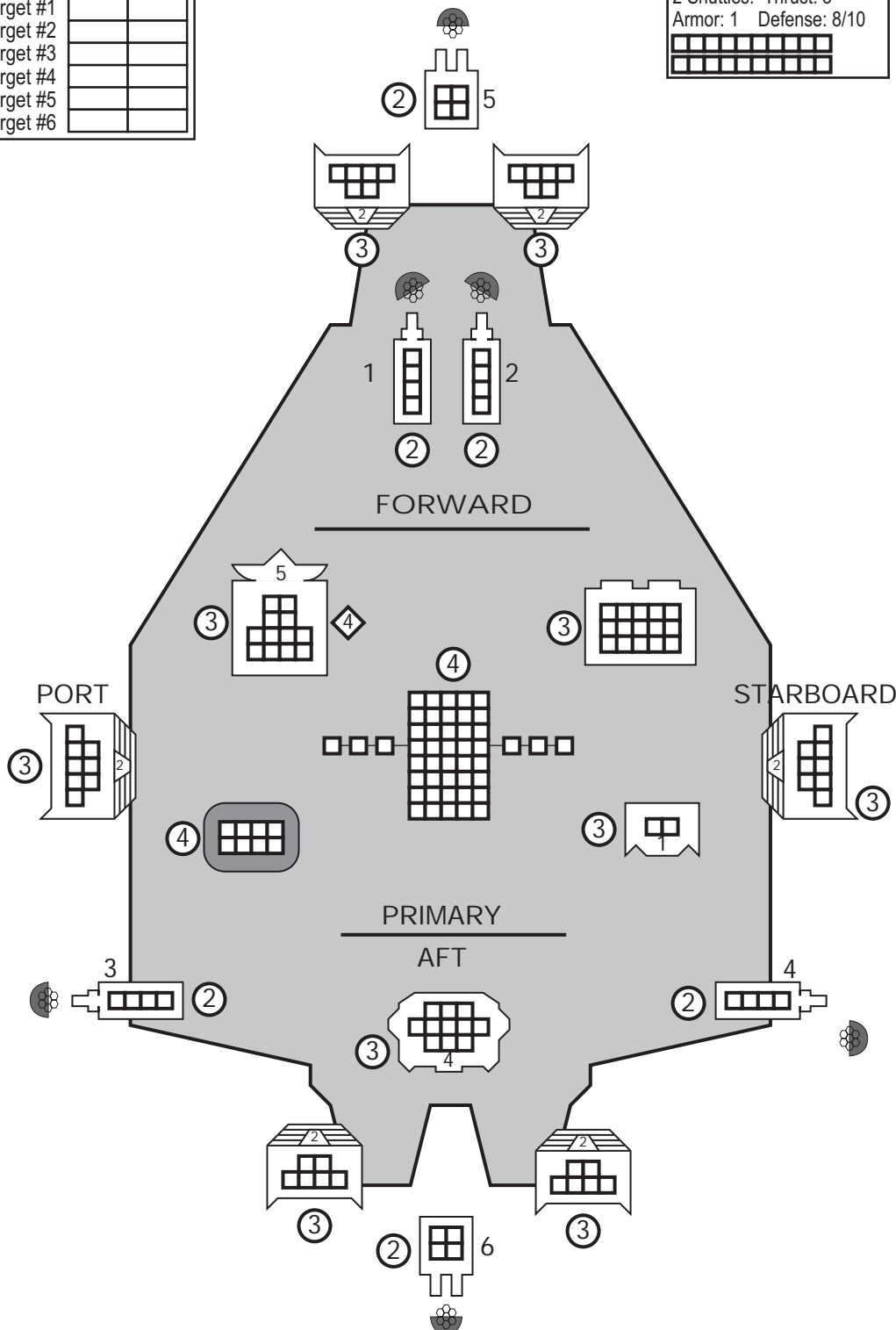
SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Ext. Fighter Rail
- Std Particle Beam
- Interceptor

Original SCS by Babcom

SCS modified by Bondp99

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EA Psi Corps Mothership (Alpha Model)

SPECS

Class: Capital Ship
In Service: 2255
Point Value: 650
Ramming Factor: 180
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 19 (15)
Stb/Port Defense: 19 (15)
Engine Efficiency: 4/1
Extra Power: 0
Initiative Penalty: -2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Medium Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Standard Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor Mk-II

Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: -/-/+8
Range Penalty: -2 per hex

FORWARD HITS

1-4: Retro Thrust
5-6: Particle Beam
7-9: Medium Pulse Cannon
10-11: Interceptor
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Particle Beam
8-11: Medium Pulse Cannon
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Particle Beam
11-12: Interceptor
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-11: Passengers A or B
12-13: Engine
14-15: Sensors
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Special Deployment Rules
Only 7 Exist

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

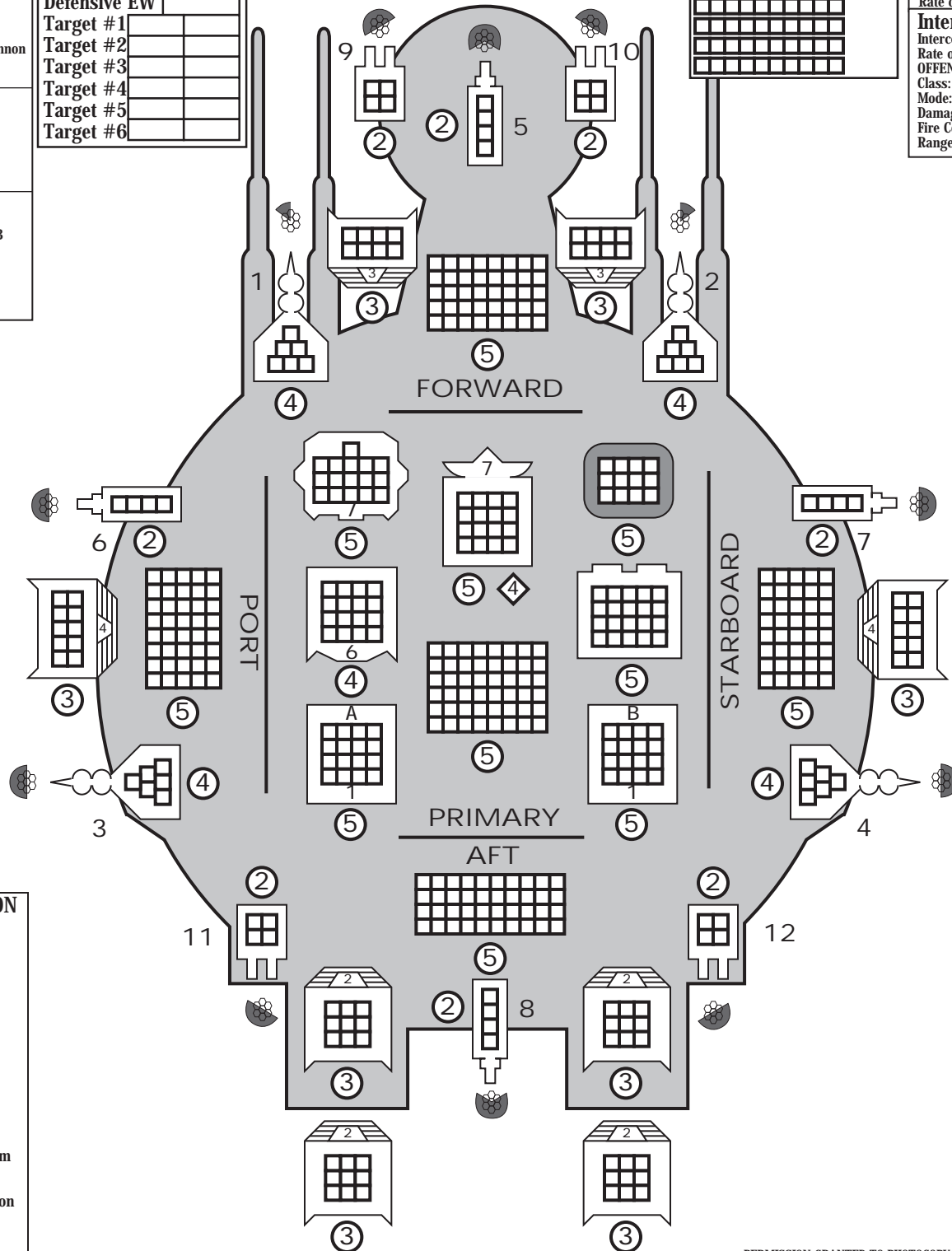
Target #6

HANGAR

12 Fighters

4 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Passengers
	Std Particle Beam
	Med Pulse Cannon
	Interceptor

EA Psi Corps Hunter Experimental Warship

SPECS

Class: Capital Ship
In Service: 2259
Point Value: 2250
Ramming Factor: 325
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Molecular Slicer Beam
Class: Molecular
Mode: Raking (15)
Damage: 1 Turn: 8d10+12
2 Turns: 12d10+24
3 Turns: 16d10+36
Range Penalty: -1 per 3 hexes
Fire Control: +8/+6/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets.
Non-interceptable.

Lt Multiphased Cutter
Class: Molecular
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thruster
6-7: Molecular Slicer Beam
8-10: Lt. Multiphased Cutter
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thruster
6-10: Energy Diffuser
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thruster
7-10: Lt. Multiphased Cutter
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Advanced Armor
Atmospheric Capable
Gravitic Drive System
Special Deployment:
only one ship per fleet

SENSOR DATA 11

Defensive EW

Target #1

Target #2

Target #3

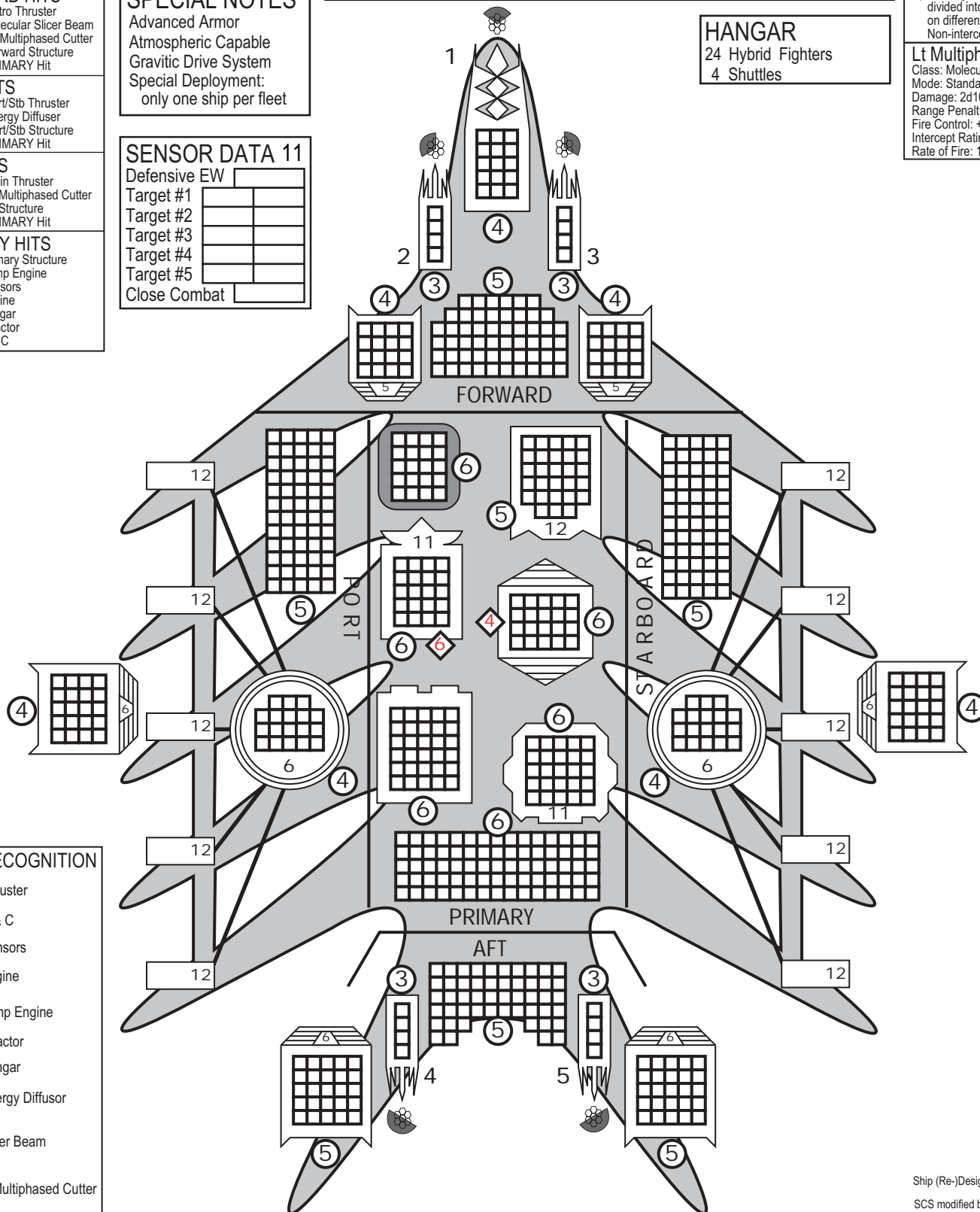
Target #4

Target #5

Close Combat

HANGAR

24 Hybrid Fighters
4 Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Energy Diffuser
- Slicer Beam
- Lt Multiphased Cutter

EA Psi Corps Shadow Fury Hybrid Fighters

SPECS

Class: Med. Fighters
In Service: 2259
Point Value: 90 each
Ramming Factor: 25
Jinking Limit: 8 Levels

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

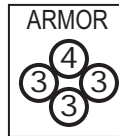
Fwd/Aft Defense: 8
Stb/Port Defense: 8
Free Thrust: 14
Offensive Bonus: +6
Initiative Bonus: +18

WEAPON DATA

Multiphased Gun
Number of Guns: 2
Class: Molecular
Damage: 2d6+1
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

SPECIAL NOTES

Advanced Armor
Remote Control
Gravitic Drive System



	number of fighters					
hit roll	6	5	4	3	2	1
5+ above =	0	0	0	0	0	0
3-4 above =	1	1	1	0	0	0
1-2 above =	2	2	1	1	1	0
0-2 below =	3	3	2	2	1	1
3-4 below =	4	3	3	2	1	1
5-6 below =	5	4	3	3	2	1
7+ below =	6	5	4	3	2	1

Flight #1

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #2

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #3

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #4

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #5

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #6

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #7

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #8

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dropped Out	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ftr Destroyed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Initiative	Speed	Thrust Used	Jinking	Notes		



EA Marathon Patrol Cruiser (Beta Model)

SPECS				MANEUVERING								COMBAT STATS			
Class: Capital Ship				Turn Cost: 1 x Speed								Fwd/Aft Defense: 15 (11)			
In Service: 2266				Turn Delay: 1 x Speed								Stb/Port Defense: 17 (13)			
Point Value: 1150				Accel/Decel Cost: 3 Thrust								Engine Efficiency: 3/1			
Ramming Factor: 320				Pivot Cost: 3+3 Thrust								Extra Power: +0			
Jump Delay: 18 Turns				Roll Cost: 2+2 Thrust								Initiative Bonus: +0			
Speed	1	2	3	4	5	6	7	8	9	10	11	12			
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12			
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12			

WEAPON DATA	
Med. Neutron Cannon	
Class: Laser	
Modes: Raking	6
Damage: 4d10+20	
Range Penalty: -1 per 3 hexes	
Fire Control: +4/+3/+0	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Heavy Pulse Cannon	
Class: Particle	
Mode: Pulse	4
Damage: 15 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 4	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+3/-1	
Intercept Rating: -1	
Rate of Fire: 1 per 3 turns	
Class-LH Missile Rack	
Class: Ballistic	
Missiles: 20	0
Range Penalty: None (+10)	
Fire Control: +4/+4/+4	
Rate of Fire: 1 per turn	
Interceptor Mk-II	
Intercept Rating: -4	
Rate of Fire: 1 per turn	
OFFENSIVE MODE:	2
Class: Particle	
Mode: Standard	
Damage: 1d10+8	
Fire Control: -/-/+8	
Range Penalty: -2 per hex	
Standard Particle Beam	
Class: Particle	
Mode: Standard	
Damage: 1d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

FORWARD HITS

- 1-3: Retro Thrust
- 4-6: Med. Neutron Cannon
- 7-9: LH-Missile Rack
- 10-11: Interceptor
- 12-18: Forward Struct
- 19-20: PRIMARY Hit

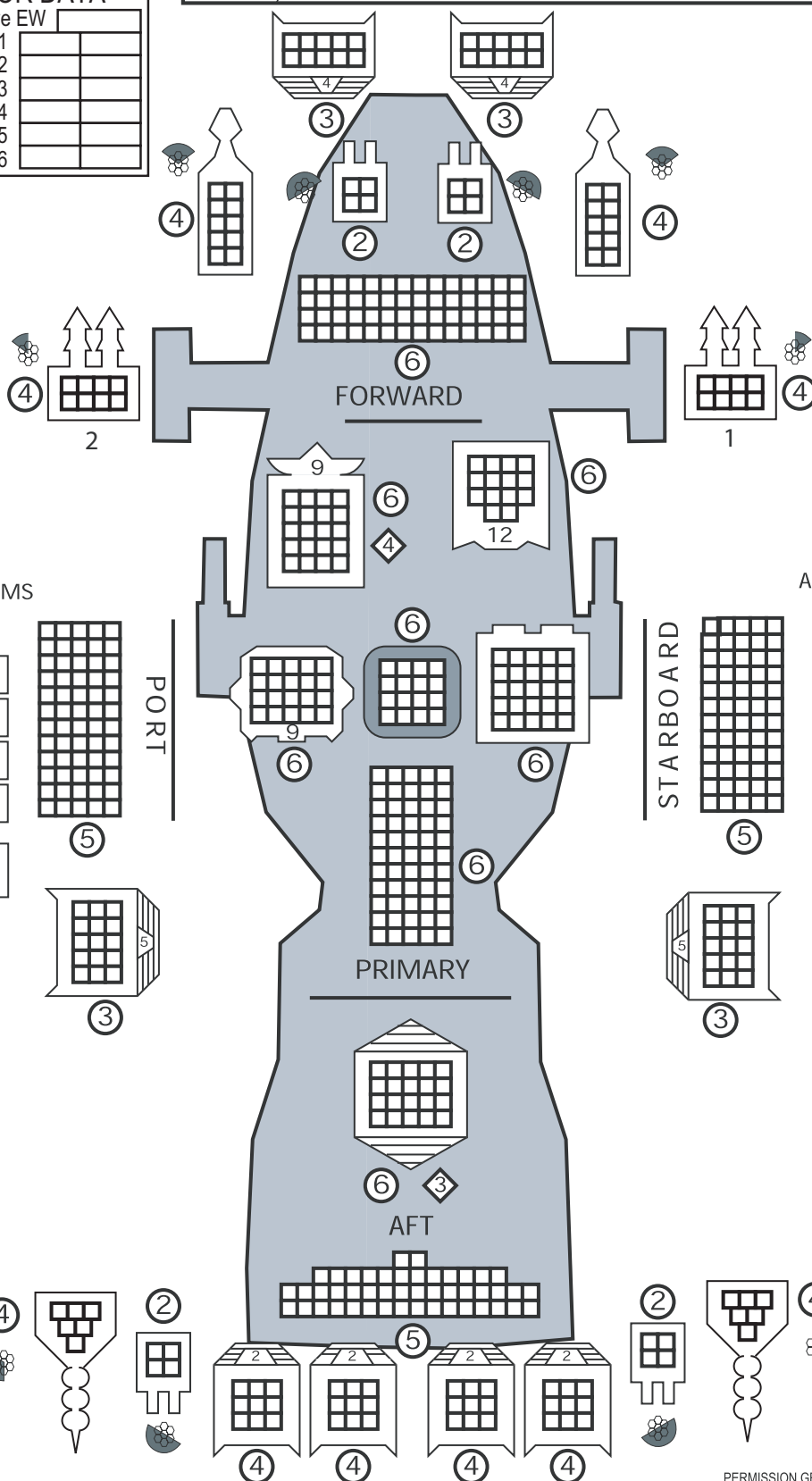
SIDE HITS

- 1-4: Port/Stb Thrust
- 5-7: Particle Beam
- 8-10: Heavy Pulse Cannon
- 11-12: Interceptor
- 13-18: Port/Stb Struct
- 19-20: PRIMARY Hit













AFT HITS
 1-6: Main Thrust
 7-9: Heavy Pulse Cannon
 10-12: Interceptor
 13: Reactor
 14-18: Aft Struct
 19-20: PRIMARY Hit

PRIMARY HITS
 1-10: Primary Structure
 11-14: Sensors
 15-16: Engine
 17-18: Hangar
 19: Reactor
 20: C & C

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION

- | | |
|---|------------------------|
|  | Thruster |
|  | C & C |
|  | Sensors |
|  | Engine |
|  | Jump Engine |
|  | Reactor |
|  | Hangar |
|  | Standard Particle Beam |
|  | Class-LH Missile Rack |
|  | Heavy Pulse Cannon |
|  | Medium Neutron Cannon |
|  | Interceptor |

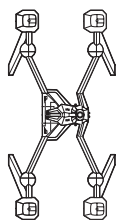
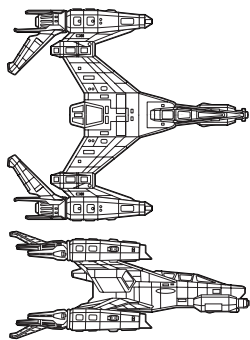
MISSILES

Rack #1

Rack #2

HANGAR

12 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



Thunderbolt Variant (Rare)

Version 1: 2E/Crusade 2



EA Firebolt Fighters

SPECS

Class: Heavy Fighters
In Service: 2268
Point Value: 80 each
Ramming Factor: 24
Jinking Limit: 6 Levels

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 8
Stb/Port Defense: 7
Free Thrust: 13
Offensive Bonus: +5
Initiative Bonus: +16

WEAPON DATA

Gatling Pulse Cannon
Number of Guns: 1
Class: Particle
Damage: 2d6+6
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn
Intercept Rating: -2
Fighter Torpedo
Cost: 14 Combat Points
Class: Ballistic
Damage: 15
Max Range: 15 hexes
Fire Control: +1/+1/-2
Intercept Rating: n/a

SPECIAL NOTES

Can carry 2 torpedoes
Launch rate 2 per turn
Navigator available

OPTIONAL NAVIGATOR
Cost: 10 Combat Points
Initiative Bonus: +1
Missile guidance ability

Flight Level Combat

5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

ARMOR



Flight #1



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Narn G'Vrahn Fast Cruiser

SPECS

Class: Capital Ship
In Service: 2266
Point Value: 1150
Ramming Factor: 380
Jump Delay: 16 Turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +1

WEAPON DATA

Mag Gun
Class: Plasma
Modes: Flash
Damage: 8d10+10
Range Penalty: -1 per hex
Fire Control: +6/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Heavy Laser Cannon

Class: Laser
Modes: R, S
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Improved Energy Mine

Class: Ballistic
Mode: Flash
Damage: 40/20/10
Range Penalty: None
Max Range: 45 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Targeted on a hex, not a unit. Damage before the slash is scored on targets in impact hex, subsequent damage after the slash is scored on targets one hex away. See rules.

Ion Torpedo

Class: Ballistic
Mode: Standard
Damage: 15
Range Penalty: None
Max Range: 50 hexes
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Twin Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS

1-3: Retro Thrust
4-5: Heavy Laser
6: Mag Gun
7-8: Impr. Energy Mine
9-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-5: Med. Pulse Cannon
6: Ion Torpedo
7-8: Twin Array
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Med. Pulse Cannon
10: Twin Array
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

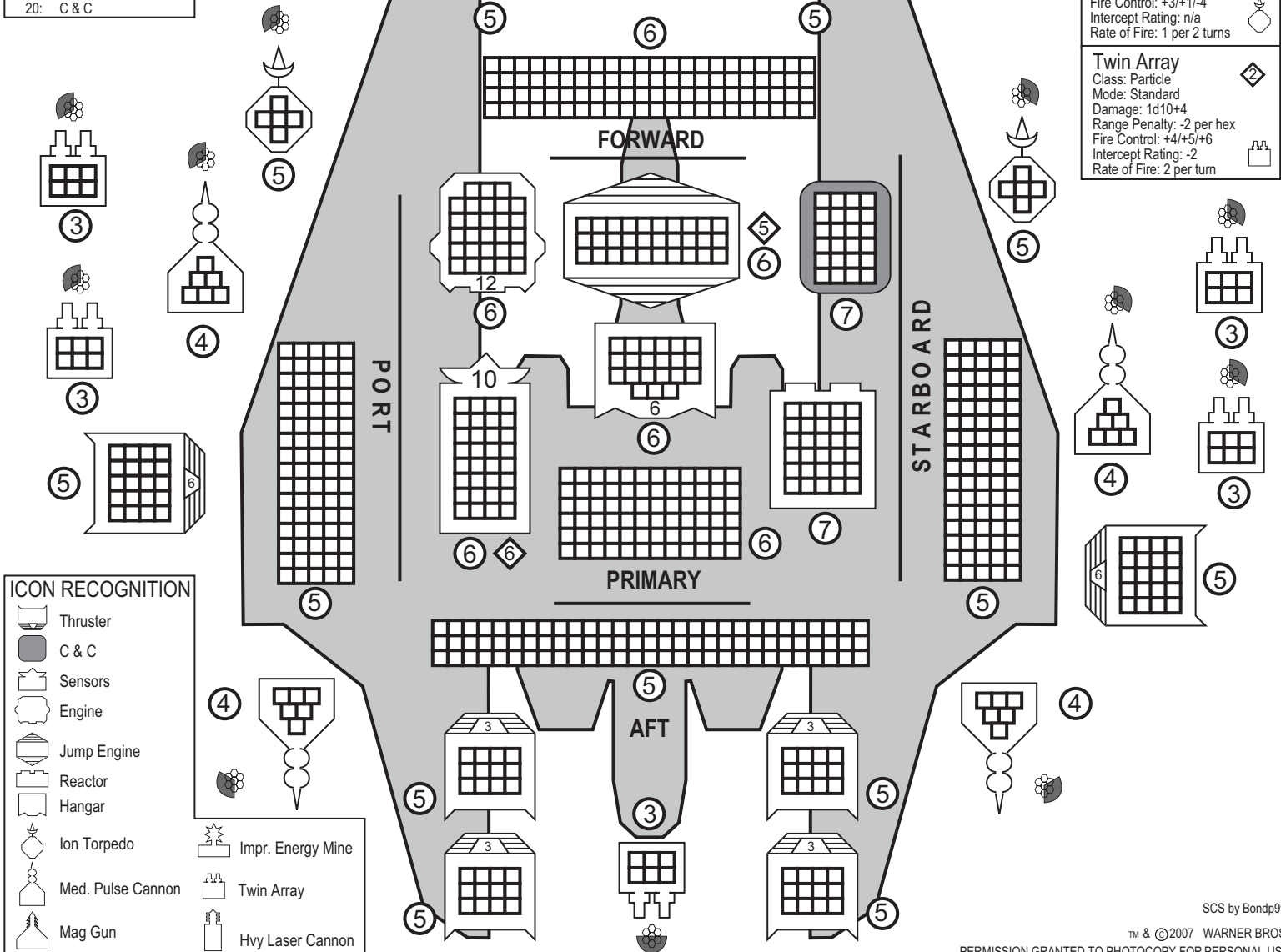
1-8: Primary Struct
9-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES














Limited Deployment (33%)

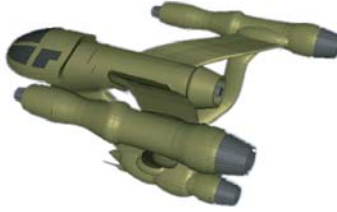
SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION

	Thrust		Impr. Energy Mine
	C & C		Twin Array
	Sensors		Hvy Laser Cannon
	Engine		
	Jump Engine		
	Reactor		
	Hangar		
	Ion Torpedo		
	Med. Pulse Cannon		
	Mag Gun		



Brakiri Riva Super-Heavy Fighters

SPECS

Class: Super-Heavy Ftrs
In Service: 2262
Point Value: 150 each
Ramming Factor: 42
Jinking Limit: 4 Lvs

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 9
Free Thrust: 10
Offensive Bonus: +7
Initiative Bonus: +15

WEAPON DATA

Gravitic Bolt
Number of Guns: 2 (Linked)
Class: Gravitic
Damage: 9
Range Penalty: -1 per hex
Fire Control: n/a
Rate of Fire: Once per turn

Grav Cannon
Number of Guns: 1
Class: Gravitic
Damage: 1d10+6
Range Penalty: -1 per 2 hexes
Fire Control: +1/+1/-2
Rate of Fire: 1 per 2 turns



ARMOR



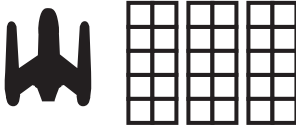
SPECIAL NOTES

Non-atmospheric.
Locked-onto as individual units.

Flight Level Combat

Do not use flight level combat for this unit.

Fighter # 1

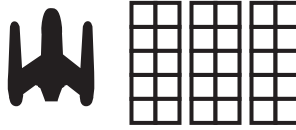


Dropped Out
Ftr Destroyed



Initiative	Speed
Thrust Used	Jinking

Fighter # 2



Dropped Out
Ftr Destroyed



Initiative	Speed
Thrust Used	Jinking

Fighter # 3

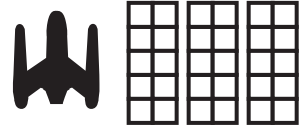


Dropped Out
Ftr Destroyed



Initiative	Speed
Thrust Used	Jinking

Fighter # 4

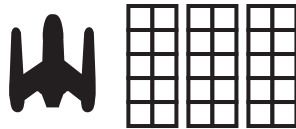


Dropped Out
Ftr Destroyed



Initiative	Speed
Thrust Used	Jinking

Fighter # 5

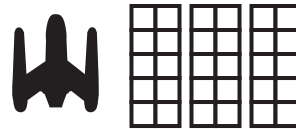


Dropped Out
Ftr Destroyed



Initiative	Speed
Thrust Used	Jinking

Fighter # 6



Dropped Out
Ftr Destroyed



Initiative	Speed
Thrust Used	Jinking

Fighter # 7

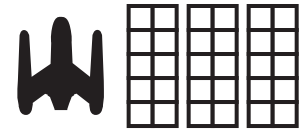


Dropped Out
Ftr Destroyed



Initiative	Speed
Thrust Used	Jinking

Fighter # 8



Dropped Out
Ftr Destroyed



Initiative	Speed
Thrust Used	Jinking

Fighter # 9



Dropped Out
Ftr Destroyed



Initiative	Speed
Thrust Used	Jinking

Fighter # 10



Dropped Out
Ftr Destroyed



Initiative	Speed
Thrust Used	Jinking

Fighter # 11



Dropped Out
Ftr Destroyed



Initiative	Speed
Thrust Used	Jinking

Fighter # 12



Dropped Out
Ftr Destroyed



Initiative	Speed
Thrust Used	Jinking

Thorun Variant (Rare)

Version 1: 2E/Crusade 2



Dilgar Thorun Torpedofighter (Mk-IV)

SPECS

Class: Heavy Fighters
In Service: 2232
Point Value: 52 each
Ramming Factor: 18
Jinking Limit: 6 Levels

SPECIAL NOTES

Non-atmospheric
-2 dropout bonus
+1 initiative while
flight commander is
alive and uninjured
Can carry 2 torpedoes
Launch rate 1 per turn
Navigator available

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 8
Stb/Port Defense: 7
Free Thrust: 10
Offensive Bonus: +4
Initiative Bonus: +16

WEAPON DATA

Light Bolt Cannon
Number of Guns: 2 (Linked)
Class: Pulse
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

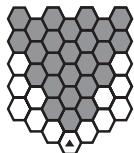
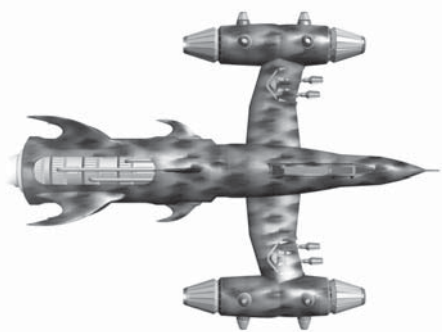
Anti-Ship Torpedo

Cost: 12 Combat Points
Class: Ballistic
Damage: 12
Max. Range: 8 hexes
Fire Control: +0/+0/-2
Intercept Rating: n/a

OPTIONAL NAVIGATOR

Cost: 10 Combat Points
Initiative Bonus: +1
Missile guidance ability

ARMOR



Flight #1

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes