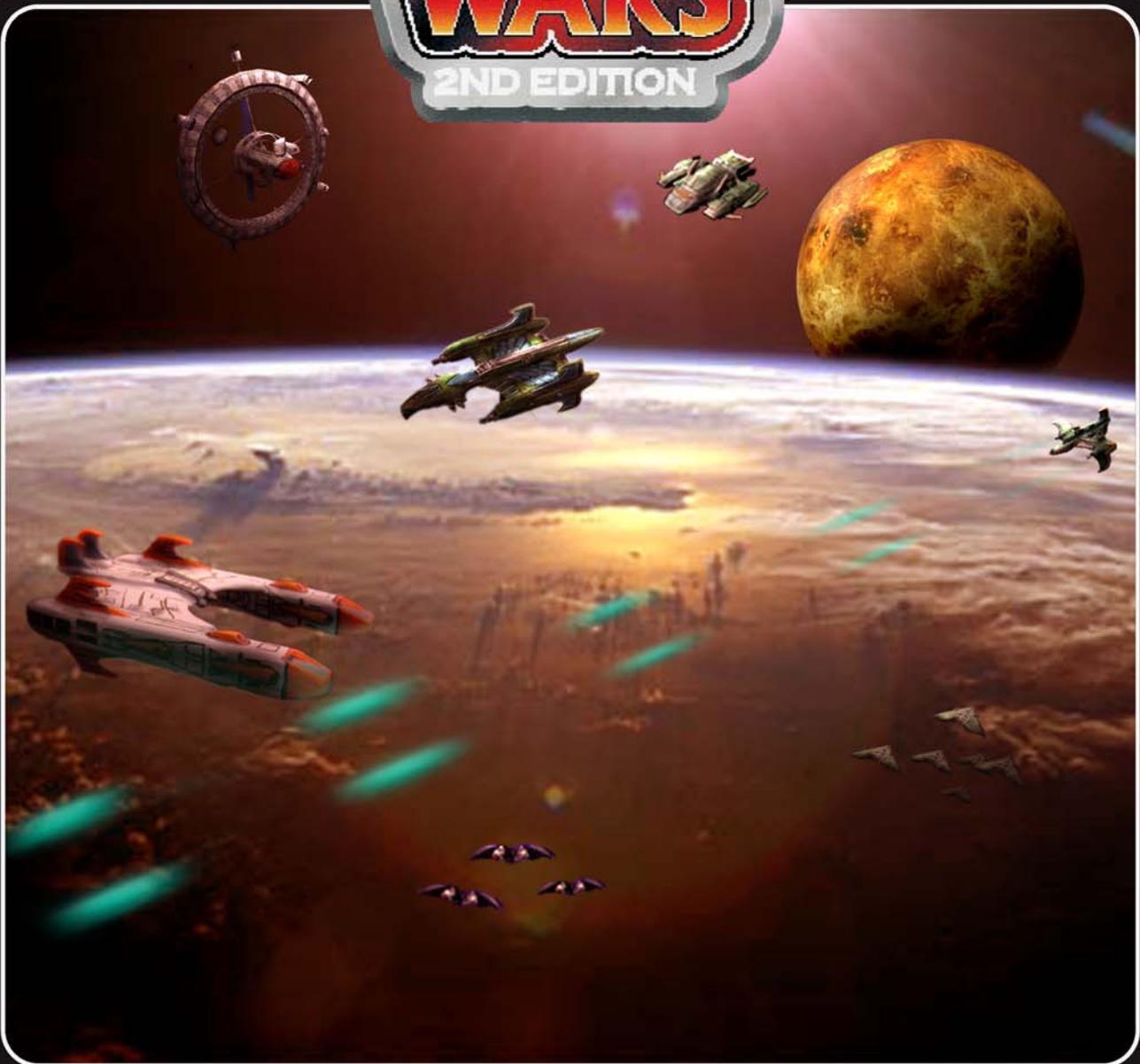


5 BABYLON WARS

2ND EDITION

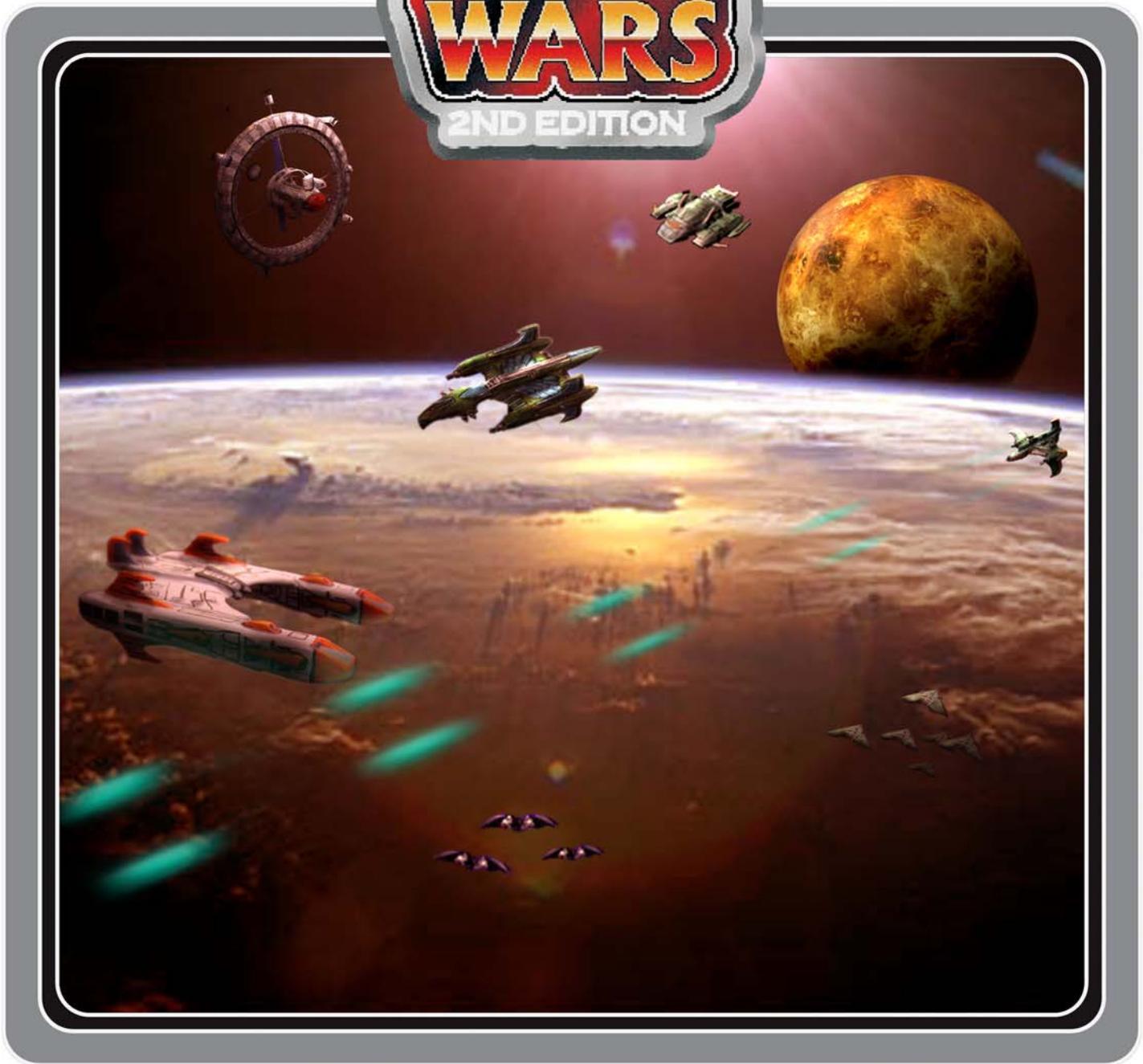


Showdowns 6

Bonus Material

5 BABYLON WARS

2ND EDITION



Showdowns 6

Bonus Material

Introduction

Agents of Gaming

In Showdowns-6, we mentioned that we had far more material submitted for that project than was possible to publish. This [book] includes all the extra stuff we couldn't cram into a 64-page book [Showdowns 6]. Enjoy!

NOTE: These ships are still subject to modification as a result of player reports. They will become official on January 1, 2002 and any changes will be made by that date. They cannot be used in tournaments until then.

The Universe, Through Us

This is a simple project that has been kicking around in my head for quite a while now. When AoG first published this material on their site, I thought, "Man! Free stuff! I can't believe they had extra content for a book, and instead of saving it for a future release, they chose to simply give it to the players".

Then a thought occurred to me. It was probably left out of the book because it wasn't as good as the stuff that was put in. They're giving us free leftovers...scraps.

Well of course I was wrong. The material released is every bit as good as the material in the book, and every bit as complimentary to the game as a whole. Which brings me to the reason for formatting the material and releasing it as a proper supplement.

Simply put, I felt the Showdowns 6 Bonus material should get the proper treatment it deserved. This stuff shouldn't just be relegated to a text document on a back page of an all-but-forgotten website.

Once again, I'd like to thank Agents of Gaming for being the company they were, someone who cared about their customers. As a small token of appreciation, I present the Showdowns 6 Bonus Material Supplement.

Credits

Content. Agent's of Gaming
Additional Content. B5W player contributors
Layout/ Artwork/Addtl. Content. Peter Zunitch

Additional Graphics:

The Babylon 5 cast, crew, and production teams Agents of Gaming, VorlonEagle, Brigman, Ben2, Space Dream Factory (Babylon 5: IFH flight sim.), MdMnMdlr, SuperGFX123, pinktentacle.com, Amras Arfeiniel, the First Magelord, Stormy 56, UC Berkeley, Fabio, Nasa, Balogt, Elowan, Sandwichclub.wordpress.com, 301st Fighter Wing, Francesco Francavilla, Cat in the Hat Productions, Sierra Entertainment (Yosemite Ent.), L2k, Beamshot.com, alexismorin.com, Zvezdochet, Rescue.com, Yuri Alexseyevich Gagarin, Troy Rutter

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B5 Wars Lives Online

B5Wars.net is THE Player Resource for the Babylon 5 Wars Universe! From a worldwide player registry, to discussion forums, & information including the greatest online resources, & where to buy the hard to find official Babylon 5 Wars products. This is your one-stop shop for everything related to the game systems in the Babylon 5 Wars Universe. The B5 Wars game continues to [unofficially] grow and evolve through its members who still regularly put out new material. Check it out at www.b5wars.net.

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The Descari Committees

Notes of Fighter Deployment

The Noscha fighter can only be supported by hangars on the following ships – the Scorrán, and the external hangar on the Scorova. The external hangar on the Scorova may carry Noschas, Noscors, assault shuttles, breaching pods, cargo shuttles or remain empty. This is at the option of the player, using the standard rules to convert fighter boxes to different shuttle types. The Descari have no dedicated assault ship, and in situations where assault troops are required, simply use Scorovas to carry the necessary shuttles.

Technology

Light Particle Bolt (Particle, Standard)

This primitive particle weapon is less accurate and damaging than a light particle beam, but faster firing than a particle projector. It scores damage in standard mode.

Ultralight Particle Gun (Particle, Standard)

This is an early particle weapon seen on some light fighters. It is one of the least damaging weapons used on fighters in known space, but is easy to build and maintain, making it a viable option for some of the less advanced younger races or Raiders.

Descari Mines

The Descari did not use mines before the Dilgar War, but afterwards they experienced a short lived love affair with such fixed defenses, mainly brought on by intercepting a shipment of mines being carried by Raiders in a shady arms deal. This provided both the basic technology and a large number of civilian mines to start laying minefields with. The Descari can use the following mines:

All civilian mines: A mine essentially the same as the EA Class D3 mine (firing medium plasma cannon).

Sirna Class Captor Mine: Cost 20, Range 3, Accuracy +8, Damage 16, signature 3.

Sircho Class DEW Mine: Cost 10, Range 5, Accuracy +6, Signature 4 (1), armour 1, Structure 5, fires a light particle beam.

The Descari often use mines to defend larger defensive platforms, like bases and OSATs, knowing the vulnerability of OSATs to fighter assault several Sircho DEW mines usually accompany every OSAT.

Ships, Fighters & Bases

Early Croscotu (Unlimited Availability)

This is the original version of the first Descari warship that fought the Narn in their attempted invasion of Bestine. It is armed with primitive plasma and particle weapons, and must close to very close range for any of them to be effective. The design was quickly improved when Narn technology became available.

Refitted Croscotu (Unlimited Availability)

This is the post-Dilgar War refit of the Croscotu, as several of these destroyers were built just after the close of the Dilgar war simply because the Descari were desperate for ships and there were yards that could accommodate destroyers lying empty. The Refit adds plasma bolters to the design, dramatically increasing the stand off firepower of the hull, and increases the reactor to power these weapons and provide extra thrust to the engine. However, the hull is still both very small and not very maneuverable, and so is often found on low priority convoy patrols, or working as a training ship.



The Balosian Underdwellers

Technology

Balosian Mines

The Balosians can purchase Raji proximity mines (which are found in the Centauri section of SOTF), Corant -A mines (also Centauri), and class P and C EA mines. They can also purchase class D2 EA DEW mines and civilian mines. They also produce one home grown mine, the Hafka-A. Cost 40, range 12, Accuracy +3, Signature 3 (1), Armour 2, Structure 10. Fires an ion cannon.

Ships, Fighters & Bases

Estnassa Destroyer (Common Esthassa Variant)

A simplified version of the Ethassa, the Estnassa became the standard version of the rebuilt Centauri hull. Giving the Balosians a ship whose weapons suite was not dependent on foreign support. The substitution of the assault lasers for ion cannons made for easier and more cost effective servicing. They also took the opportunity to update the sensor system.

- Background by Fred Moehrle

Verlessa Liner Base Hull (Unlimited Deployment)

This ship is often seen transporting Balosian troops on mercenary assignments, as well as on more mundane assignments transporting personnel or commercial charters. The Balosians have managed to make a small profit selling liners to a variety of buyers, and they are slowly becoming a common sight in northern League space.

Yessa Tanker (Unlimited Deployment)

This small tanker is basically a drive pod with four attached tank pods, and is easy prey for raiders.

This ship is rarely seen away from convoys or stations.

Trotra Assault Shuttle (Unlimited Deployment)

The Balosians haven't changed their Pre-Dilgar War assault shuttle design, and it continues to serve. However they now lack a dedicated assault ship, and often transport troops on Verlessa liners. Liners may purchase up to two assault shuttles (replacing normal shuttles). If the Balosians ever needed to launch a planetary assault, they would transport the troops to the system on liners, then transfer them to a Kraasus or Brahassa. It is permitted for one Balosian ship per 10,000 points to exchange its fighters for assault shuttles (6 for a Kraasus, 24 for a Brahassa) using the standard conversion rules.

Shappa Breaching Pod (Unlimited Deployment)

A good breaching pod by modern standards, particularly as it is both well armed and armored. This unit is available from 2223 onwards. The Balosians didn't change it after the Dilgar War, having enough things to change already.



The Gaim Intelligence

Ships, Fighters & Bases

Bassari Heavy Cruiser (Restricted Deployment 10%)

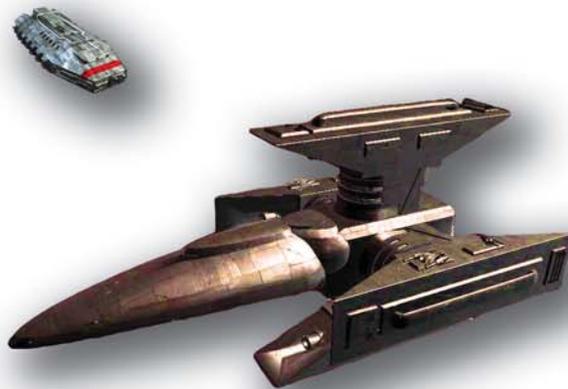
When the Abbai sold a number of Tiraca frigates to the Gaim as war surplus, the Gaim managed to negotiate for the purchase of three old Aldrith Cruisers that were lying in mothballs awaiting conversion to Bimith Defenders (the Abbai were in no hurry to convert more Aldriths to Bimiths once they had met their minimum needs, preferring to leave warships in mothballs, to keep their deployment of warships to a minimum). The Gaim converted them to this design. As the Abbai had stripped the ships of their gravitic shields and shield generators, the Gaim found enough internal space to enlarge the hangar in order to accommodate a squadron of fighters.

While the design lacked a jump engine, the Gaim found it to be an excellent hull. The sheer number of mounts meant that a large light and medium weapons suite could be mounted on the hull, and the ship is easily able to fill the role of a Bimith defender (which the Abbai converted their Aldrith cruisers to), and still have some long range firepower.

This also marked the start of a series of deals between the Gaim and Abbai for spare parts, as the Abbai could not only maintain assault lasers, but had available spares that, with a little adjustment, could be used to service battle lasers. The combat laser is largely the same as the battle laser, with those differences being due to differences in Abbai doctrine rather than technology. This became quite important when the Centauri removed their technical support and stopped the supply of spares to the Gaim in 2260, as a prelude to an attempted invasion of N'Chak'Fah. The Gaim then approached the Abbai, who at that time were happy to set the

Gaim up as a bastion of resistance to the Centauri, and as a distraction for the xenophobic Descari. Both powers looked to have a potential conflict with the Gaim, and the Centauri seemed to be launching wars against all their neighbours, and if left unchecked, could prove as great a danger to the league as the Dilgar had been before them. Only the Centauri fought the Gaim, and that was as the result of a pre-emptive strike by the Gaim against the Centauri base in the Sin'Talith system. It was only the supply of Abbai spares that allowed the Gaim battle and assault laser equipped ships to take part in the Shadow War.

Bassari cruisers are usually fielded as part of fleets, and usually carry a fighter load out of Koists, only carrying Reskas when Koists are unavailable.



Kruppas Gunship (Unlimited Deployment)

This conversion of the Kutai is frequently used to provide long range support for the Gaim fleet. While it places twin arrays in the rear matter cannon slots, it is still not regarded as adequately defended against fighter attack. However, four packet torpedoes provide the design with significant long-range punch and it is regarded as a valuable fleet unit.

The Gaim Kruppas does not operate in wolfpacks like the original Centauri design, as the change of armament and their restricted numbers prevent this being a practical proposition.

Shamor Battle Scout

(Limited Deployment 33%)

The purchase of several Sim'sall'e transport cruisers left the Gaim puzzled as to what use to put the hulls to. They were large, slow and poorly armored. The Gaim, after considering several designs, settled on a fleet scout, and gave it the same sensor array as a Tiac. As the Gaim continued their exploration of the galaxy, the Tiac class ships were becoming scarcer for fleet assignments. The Gaim reasoned that an ELINT without jump capability would never be sent on exploration duty and set about creating another class of ELINT to supplement the Tiac.

The Shamor is designed to operate as part of a fleet, with a pair of battle lasers to provide long-range support, and three flights of fighters to provide "air" cover for a fleet or squadron. The Gaim armored the rear of the ship, which was especially vulnerable. The impressive forward bulkhead system is the largest seen on any Gaim ship.

Suma Laser Cutter

(Restricted Deployment 10%)

The Gaim bought a handful of captured Sho'Kos patrol cutters from Raiders and the Centauri over the years, and they were converted to this design. Their atmospheric capability was appreciated as all the hulls were badly damaged during their capture and needed extensive repairs.

The presence of three medium mounts on the hull gave the Gaim several options, one of which was placing packet torpedoes in the mounts. However, it was felt that the Gaim fleet needed more laser equipped units and they were fitted with three assault lasers. However, their fighter defenses are poor, and these ships are always escorted.

Tackra Escort Cutter

(Unlimited Deployment)

This conversion of the Tethys police ship was designed for hunting fighters. With two scatterguns and five twin arrays, it does very well in this role, but its lack of maneuverability compared to other Gaim units in this role is a handicap. Thus it is

usually assigned to guard slow moving ships, or auxiliaries, like Grast support frigates and Moor torpedo destroyers, or Sulos or Tocrats, and is often found in carrier groups.

Krast Recon Fighter

(Unlimited Deployment)

The Gaim are one of the few races to create a specific recon fighter with extended endurance. While the EA Badger can last for 8 hours without fueling and taking on atmosphere, the Krast can go for weeks on deep patrol. The pilot enters a state of hibernation and the fighters proximity detector wakes it if an object approaches.

The Krast is a heavily stripped down version of the Koist, sacrificing armor, weaponry and engine power for endurance. The addition of two Y-missiles on rails goes some way to making up for the lighter guns, but this fighter is essentially a light fighter on a medium frame, and while this is adequate for facing off Raider groups its limits are shown when facing intruding fighters of another race.



Bonus: AoG Online Material

Ships of the Month

AoG online published additional units and rules for players to download free of charge. Some of these were for playtesting, before the final products were released. Others just never made it into one product or another for whatever reason.

For the past several years, AOG has provided a Ship of the Month to our loyal fans here on our web site. We regret to announce that this month features the final SOTM due to the closing of our license. As a result, we've decided to go out with a bang and provide one of the most requested ships of all time [sic. EA Medusa Battleship]. Regrettably, we never did secure the rights for the Excalibur or Drakh, so please don't email requesting such units.

Thanks for supporting our Babylon 5 Wars project for these last few years. We really do appreciate it.

- Agent One

Units are presented in alphabetical order rather than the original order they were posted. Also know that if there are discrepancies between the rules printed here, and any posted in any other supplement, the other supplement should always take precedence over this one. Most of the units here are not legal for tournament participation unless specifically stated in the text, or by tournament house rules.

The Tal'Kona-Sha

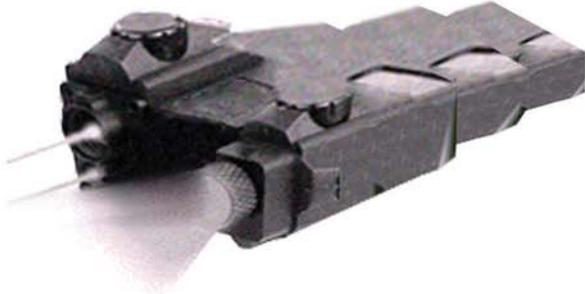
The Tal'Kona-Sha are a midborn race that occupies a significant chunk of territory coreward of the Drazi. Very little is known about them, as they permit no intruders in their space. The ships and fortifications that defend their territory are organic in nature and may be self-aware, though whether this is true is unknown. These vessels are not true

Tal'Kona-Sha, but appear to be creatures genetically engineered (possibly from an animal native to space) for the purpose of defending their territory. Certainly no Tal'Kona-Sha actually "crew" these ships, and probably do not even participate in battle, except perhaps in a supervisory capacity from worlds deep within their space. The Tal'Kona-Sha may even have already evolved beyond a point where they care about galactic affairs (and some speculate that they may have already passed beyond the Rim), but probably only the Ancients (and possibly the Technomages) know this for sure. Even so, a few Tal'Kona-sha may yet remain behind, engaged in whatever activities attract the attention of such beings.

Be that as it may, the term "Tal'Kona-Sha" (occasionally called the "Tal" or "TKS") has come to refer to the living ships and fighters that aggressively defend their territory. They seldom emerge from the borders they have claimed, though occasionally this has been known to happen. TKS vessels were observed in Dilgar space in the late stages of the Dilgar War, though they did not hinder Alliance advances (they were presumably just observing and making sure the Dilgar were being removed as a threat). It is theorized that the Dilgar unsuccessfully attempted to penetrate TKS territory during the War, thus attracting their attention, but if this occurred it was a failure so devastating as to be covered up and stripped from all war records.

The Tal'Kona-Sha resist any and all attempts at communication, diplomacy, and trade. They aggressively pursue and destroy any Raiders with the temerity to risk attacking them (sometimes carrying the chase well into someone else's territory). Forces that approach their borders are quickly located and shadowed, and attacked if they so much as open a jump point near a TKS system. Vessels which stray into TKS space by accident, such as exploration ships that fly off course or vessels flung the wrong way by a hyperspace whirlpool, receive no mercy. Whoever the Tal'Kona Sha are, it is obvious they just want to be left alone.

Technology



Cone Focus Beam

This unusual gravitic weapon is initially fired as a cone of energy wider than the target, then quickly snaps down to a focused beam, whereupon it delivers a powerful final blast of force. When rolling for damage, first score 3d10 in the normal raking method (10-point rakes). Then, after the final point is allocated, apply a final "bonus" 20-point rake. This is treated as the same volley for all purposes. For example, if the 3d10 roll totaled 21, the target would receive two 10-point sub-volleys, one 1-pointer, and a final 20-pointer.



Point Defense Beam

This defensive weapon has the same role on TKS ships as the standard particle beam does on an Earth Alliance vessel. In addition to being an excellent interceptor, it can deliver a decent amount of damage at a good range.

Variable Damage Boxes

The Tal'Kona-Sha do not have advanced or adaptive armor, but their living vessels do have an

ability to "thicken" their skin in places in order to avoid damage. To simulate this in the game, each ship has a certain amount of Variable Damage Boxes (VDBs). At the start of each turn (at the same time adaptive armor points are allocated), any undestroyed VDB can be secretly assigned to protect any system on the ship (including structure). However, no more than 5 VDBs can be applied to any single icon. If a system protected by a VDB is damaged, any VDBs assigned to it are destroyed before any "real" box can be marked off (this is required, it is not optional). Naturally, armor continues to protect the system in the usual way.

If damage to the system is entirely absorbed by VDBs and none penetrates to the actual icon itself, then no critical hits are generated, except by weapons that specifically cause them even if no damage is scored beyond the armor. VDB boxes do not count for purposes of critical hit die roll adjustments.

Once a VDB is destroyed, it remains attached to the system it was assigned to and cannot be changed. It is repaired along with that system, and must be fixed before that system will operate (if applicable). It also counts against the limit of 5 VDBs assignable to that system, even while destroyed. A player is not required to reveal his VDB allocations unless they come into play during the scenario (once a defended system is hit and the VDB comes into play, its presence will be obvious, but not until then).

Example: A TKS player wants to protect a point defense beam from being destroyed in a single 10-point raking volley. The point defense beam has 4 boxes and 3 armor, so he assigns 4 of his variable damage boxes to it. Later in the turn, a 10-point rake does indeed hit that weapon. Three of these are absorbed by armor, and the next four are taken by the assigned VDBs, which are marked off on the appropriate track on the SCS. The remaining hits destroy three boxes on the weapon icon, leaving one undestroyed. Because boxes on the icon were damaged, a critical hit (at +3, not +7) is generated as usual. The next turn, the player can assign at most one VDB box to this weapon, as it already has four destroyed VDBs that count against the limit of 5 allowed.

Other Tal'Kona-Sha Rules

TKS ships do not have reactors and do not use power. Their weapons always recharge automatically and do not have special power-requiring modes. It is not possible to deactivate weapons for extra thrust or sensor power.

TKS vessels use self-repair like those found on Vorlon ships. Self-repair can fix anything on the ship, including structure, with the exception of self-repair boxes (which only come back after a long period of rest and regeneration).

TKS ships always have as much thrust as they need for any maneuver. The only restriction that exists for their movements lies in their organic thrusters, which have ratings just like any other vessel. However, they do not receive criticals for overthrusting, but instead mark off "stress" boxes. These additional boxes are shown to the side of each thruster, outside the icon. As these are not part of the system, they cannot be destroyed by damage, repaired, or be targeted by called shots. Mark a stress box used each time any of the following occurs:

- If the thruster overthrusts by 1-50%, mark one box off. If no stress boxes remain, no further overthrusting is permitted.
- If the thruster overthrusts by 51-100%, mark two boxes off. Note that this much overthrusting is not permitted if only one box is available at the time the maneuver is attempted.
- If the thruster receives a critical (even if it is normally ignored due to the gravitic rules), mark one box off. If there are no boxes available at the time this occurs, the entire thruster is automatically destroyed by the critical (this is the danger of using all your stress boxes early in the battle).

It is not possible to use more stress boxes than you have available. Stress on thrusters automatically regenerates shortly after any scenario (assuming the creature has any time at all to rest),

so in a multi-part scenario, assume all thrust stress is erased between battles.

Because TKS ships are alive, certain weapon effects work differently on them:

- **Burst Beams:** These have no effect on structure, and do not get the +4 critical bonus against non-power-using systems. If they hit a thruster, automatically mark one stress box and score no other effect. If a weapon is hit, it is "stunned" and must be deactivated on the following turn, after which it can recharge normally.
- **Shock Cannon:** These do not ignore armor but score damage like any other weapon.

TKS fighters are an integral part of the ship and do not have pilots. They cannot operate beyond a few thousand hexes from their carrier without perishing. If the mothership is destroyed, they will die soon after, so they are automatically permitted to ram. If they are in the same hex as their mothership, have at least 2 free thrust unused, and are not jinking, they can use their point defense beams to intercept fire directed at the ship. This is treated exactly as if the mothership is using the point defense beam itself for all rules (including intercept degradation).

Tal'Kona-Sha Ships

Til'Sha Patrol Frigate (February 2002)

This is a small vessel designed to operate as a hunter-killer on TKS borders. If Raiders dare to encroach on TKS space, they are usually spotted and chased by ships of this type first. Despite its small size, it operates dual jump drives (which appear to be organic in nature, suggesting the original creature might have been native to both normal space and hyperspace), so a fleeing enemy cannot escape simply by dodging through a vortex.



The Technomages

An age old, and secret society, technomages use advanced technology to create the illusion of "magic". They are a recluse and powerful society with members from many of the known races. Like the ancients, they traverse the known galaxy (and possibly further) on errands outsiders do not know, or indeed would truly understand. They are rarely seen unless it is by their choosing.

Their origins are shrouded in mystery. Even they don't know the how the order started, or indeed exactly how much power they truly possess.

Seen as prophets by many races, their wisdom is sought after, and to receive the blessing of a technomage carries a lot of weight. To see one is considered either a great sign of things to come or a bad omen. To see many in one place is a very bad sign indeed.

Technomages are for the most part benevolent, but they are quick to anger, and will not hesitate to punish those who would cross them.

In the years leading up to the Shadow War the order sensed the coming darkness, and chose to go into hiding, rather than let their abilities be captured and used for evil. Many passed through Babylon 5 on their way to a place of hiding only known to them.

When the war ended they chose to stay in hiding, knowing that great powers of darkness still remained. There were one or two notable exceptions that refused to remain recluse, but for the most part the Technomages have all but vanished.

- Introduction by Peter Zunitch

Technology

Illusion Field

The Technomage pilot is capable of creating an illusion around his ship that can make it look like any ship-sized thing he has ever encountered in the Galaxy (and some things he hasn't). He could make his ship appear to be an asteroid, another kind of ship (of virtually any race), a terrifying monster, or anything else he likes. He cannot make the ship look smaller than it already is, nor may it appear

larger than a Capital Ship. The illusion, of course, has no actual physical power and cannot attack (other than with its standard weapons), use ELINT functions, or do anything else the basic ship can't do. The illusion persists until the ship does something to reveal itself, the Technomage vessel fires its weapons, is hit with enemy fire, or is missed by weapons that should have hit a larger target. A Technomage may not use his illusions and the stealth feature at the same time.

The illusion is ignored by any First One. If the illusion is of a living creature (such as a Vorlon or Shadow ship), it can be identified as a fake by any telepath within 30 hexes and with line-of-sight to the Technomage, but this counts as that telepath's action on the current turn.

The illusion field is an ability of the ship's pilot, not of the ship itself. The field cannot be destroyed unless the ship is destroyed. If the control system suffers a critical hit of any type, the illusion is disabled for one turn (thus dispelling it).

Technomage Stealth

The ships operated by Technomages possess a built-in stealth capability that makes them all but invisible if they don't want to be seen. So long as it does not do anything to violate its stealth (see below), a Technomage ship cannot be targeted by any weapon system, and moves invisibly on the map as though it were using a Torvalus shading field. The only way it can be attacked is by ramming (and then only if you are fortunate enough to enter its hex, an unlikely prospect). With their stealth intact, Technomage ships can go just about anywhere they like. Of course, First Ones ignore this level of stealth (which, while impressive, isn't anything near the level of a Torvalus shading field), so they have to be careful around the Ancients.

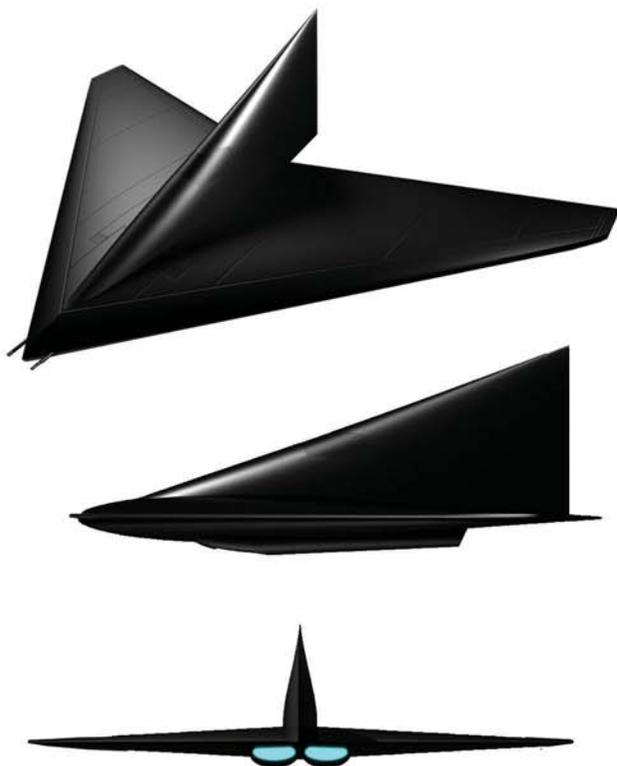
If a Technomage ship fires a weapon, uses EW, opens a jump point, or takes damage from terrain, it can be locked-onto on the ensuing turn (but not the current turn). To do so, roll "to-hit" as though your sensors had no fire control and a range penalty of -1 per 4 hexes. Include any EW in the

calculation, including that provided by ELINT ships, but no other modifiers. If lock-on is lost, you cannot fire on the Technomage ship at all. For example, if a Pinnacle is facing you at range 15 with 6 DEW, and you have 8 OEW against it, you must roll an 8 or less to lock on (defense 10 - 4 range penalty - 6 DEW + 8 OEW = 8). Even if you do achieve a lock, any weapon range penalties are doubled due to the ship's stealthy nature.

If it is not locked-onto by at least one unit, the Technomage ship will disappear from the map (a la the Torvalus shading field) unless an opponent has at least one unit within 10 hexes to maintain a visual fix. If this occurs, you may try to lock-on again on the next turn and on any turn in which the ship is still visually spotted. Roll as above, except treat the range penalty as -1 per 2 hexes. Until you can achieve a lock, you may not fire on the Technomage ship, though you may try to ram it.

Fighters that can see a stealthy ship can fire on it, but treat it as though it were protected by a jammer for all purposes. Obviously, fighters are the best way to deal with Technomage pinnaces.

The stealth ability is unaffected by critical hits.



Technomage Ships

Technomage Pinnacle (July 2001)

This is the basic ship used by individual Technomages when they need to move about in the Galaxy. While small, it is difficult to locate if it doesn't make its presence known. While it does not pack a tremendous amount of firepower, it is highly maneuverable and possesses armor strong enough to shrug off hits from anything other than heavy weapons.

Formation: This function improves the speed and efficiency at which the flight changes its assigned mission (if using that optional rule). On the turn any mission is altered, the flight is considered to still be using its original mission, if desired, and it suffers only a -6 initiative penalty instead of -12. This ability costs one EFS point and may be used only once per flight.

Intercept: This function increases a flight's combined defensive intercept rating by 25%, rounding fractions of 0.5 or more up. This costs one EFS point for each 25% improvement, adding the percentages together before any calculations are made (i.e., one point yields 25%, two gives 50%, three 75%, etc.). For example, a flight of six Tiqinccs using its tail guns for defense would have an aggregate -8 intercept rating (instead of -6) for one EFS point, or -9 for two EFS points (+50%). Note that a Tiqincc could not receive a third point because medium fighters can only benefit from two EFS points per turn. This ability is particularly effective when being used with the optional "Defensive Intercept" assigned fighter mission.

Defense: The flight's defense rating is lowered by 1 (this will affect enemy fighters). This requires two points of EFS sensors, not one, and otherwise operates just like standard defensive ELINT. It does not combine with ELINT provided by friendly scouts.

Offense: The flight receives an extra point of fire control. This requires two points of EFS sensors, not one, and does not act in combination with offensive ELINT provided by friendly scouts.

Mine Detection: The flight's mine detection range is increased by 1 hex. The flight must actually be attempting to detect mines (i.e., it must be spending at least two points of its own offensive bonus towards this purpose) to benefit. This ability costs one EFS point.

Shipwide Armor

Ch'Lona ships employ a specially designed "sheath" of armor over their entire surface, including their gun ports. The effect is that every system on their ship possesses the same armor

value, as shown in the Special Notes box. Individual systems can still have their specific armor values lowered by weapons (such as the plasma stream) that cause such effects, but because the sheath is so well integrated into the ship, the repair costs of such damage (in a campaign) are only half that paid by other races. Unfortunately, upgrades to this armor type are simply impossible, as the entire ship would have to be virtually torn apart to make any such alterations. Even expert crewmen who would normally afford such improvements are unable to use their special abilities in this regard.

Medium Particle-Plasma Beam

This unusual device is a barely successful attempt to produce a plasma effect from a directed beam rather than a plasma weapon. It operates by focusing a weak particle beam on the target, then exciting it with a follow-up electrical burst, converting what remains of the beam into a plasma discharge. This produces a "one-two" particle-plasma effect, almost as though two entirely different weapons had impacted near-simultaneously.

To use the PPB weapon, first calculate the chance to hit normally and make the roll. If it hits, score the listed particle-weapon damage in standard mode. Now roll to-hit a second time, at a bonus of +5 since the target is already "lit up" by the particle beam. If this is successful, score the listed plasma damage in flash mode against the same system that was hit the first time. This is treated as a separate volley for all purposes, so the system's armor will be effective again (but at only half strength since this is a plasma attack). If the target system was destroyed by the initial particle beam, the follow-up strike will hit structure automatically (and if the original target was in the primary area, the primary structure will take this hit). If the follow-up plasma shot misses, there is no collateral flash damage.

Note that though the rules of Babylon 5 Wars permit players to resolve attacks in any order they choose, the two volleys scored by the PPB must be handled one after the other (as they are effectively a single attack).

Plasma Bolt

This fast-firing plasma weapon is designed as a defensive device, not a long-range attack weapon. It is a sphere of plasma held in a magnetic bottle that detonates upon contact with the target. The resulting blast is not particularly effective, but can fire rapidly enough to be respectable. Because it is a plasma weapon, it loses damage at range (though not as much as one might expect) and is not as effective against fighters as the Koulani might prefer. While it scores damage in flash mode, the collateral effect is usually so low as to be unnoticeable by all but the lightest armor.

Hybrid Drive System

The overwhelming majority of Raider bands lack the skill or spare parts to maintain a gravitic drive system. Engineers capable of maintaining these systems are almost universally well paid and highly respected. It is, therefore, virtually unheard of for such people to abandon their societies for a pirate's life. Even if they did, the specialized parts required to maintain such systems are almost impossible to come by. Therefore, most Raiders do not even both to attempt to steal ships using gravitic drives (except to ransom them back to their original owners or to a competing nation for study), and those who do usually wear the systems down rapidly and then abandon the ship.

However, some Raiders are not willing to give up their prize, but prefer to convert them into a useful form. Since a gravitic drive is an integral part of a ship, it cannot simply be removed and replaced with a more conventional drive system. Instead, conventional drives are installed in addition to the existing gravitic system. The gravitic systems are then powered down to minimal power, in order to conserve them. Even on low power mode, these systems grant artificial gravity, giving the Raider greater endurance, and compensate somewhat for the effects of the additional mass of the conventional drive system. When needed, the gravitic drive's power can be increased, giving the ship a boost to maneuverability, but this is risky and can overload the ship's systems.

Hybrid drives are represented by regular drive icon(s), always placed on the ship's outer structure. In most circumstances they function exactly like conventional drives. However, a player may choose to use the drive's gravitic abilities, allowing the ship to maneuver as if it had a gravitic drive. This decision is made at the start of the turn, during the system power activation/deactivation phase, and cannot be changed later.

Whenever the ship's gravitic abilities are used, a critical must be rolled for all the ship's engine and reactor systems, as the poorly maintained gravitic drive may overload. Roll the criticals at the usual step of the Combat Sequence, in addition to any other criticals required from other rules, and include penalties in the usual manner for any damage the system has previously sustained. If the ship has an expert engineer or expert technician in the appropriate system, they provide that system a -2 bonus on the critical roll.

Heavy Fusion Cannon

The first Yolu tech development in centuries, this heavy weapon is a development from existing fusion cannon technology. Designed to damage light craft and destroy fighters at long range, it was developed specifically to fill a niche in which the Yolu were weak, rapid firing weaponry. While it is power-hungry and takes up the same space on a Yolu craft as a fusion agitator or disruptor, the Yolu felt the choice was worthwhile on a dedicated escort craft. The Minbari were aware of this development, but felt that the Sharlin design would not benefit from replacing its neutron lasers with a shorter ranged and less accurate weapon, given the Minbari doctrinal emphasis on long ranged duelling. They had just initiated a similar program that produced the molecular pulsar, which was useless to them until the development of the White Star, and had no desire to waste more time and resources. The Yolu felt that on a dedicated escort whose role would be to destroy fighters and light craft, the choice was perfect, and this development program replaced the Yolu efforts to create pulsar and bolter weapons based on their existing weapons technology. The heavy fusion cannon scores damage in standard mode.

Ships, Fighters & Bases

Cascor Nashaq Fleet Carrier Norsca Variant (Rare) (Date Unknown)

This ship is the testbed for the newly developed EFS-ELINT sensor suite recently developed by Cascor scientists. The Norsca hull proved a perfect choice for this system, which takes up an unusual amount of space within the hull. To make room for it, the internally mounted ion torpedoes were removed, and their mounting struts proved to be the perfect location for the external segments of the EFS sensor array. During testing, elements of the EFS system proved vulnerable to feedback caused by the radiation cannon, so it was removed and replaced with an additional hangar deck. Lessons learned from the original Nashaq test platform suggest that it will be impossible to mount rad cannons on future ships that use the EFS system.

Note: This ship was originally intended to appear in Variants-5, but was removed for lack of space and because the EFS-ELINT system did not have time to receive adequate playtesting. Try it out and let us know if it works.

- Based on a concept by Paul Brown.

Ch'Lona Es'Kahsi Destroyer (May 2001)

One of the more frequently encountered Ch'ona vessels, this destroyer is actually a powerful gunship in a destroyer's clothing. It is maneuverable and quick, but so poorly armored and light on structure that it rarely survives a determined strike from an opponent. Es'Kahsis have seen numerous variants throughout their term of service, and their wolfpacks contain different types with such regularity that an opponent is never quite certain which variants he's about to fight until they are upon him.

Civilian Medium Shipyard (January 2002)

This is a medium-sized base used to construct and repair ships. It is suitable for use in a campaign for any race (except, of course, the Ancients).

The control sheet shows generic "defense turret" weapons for use against Raiders. In more threatened areas, these would be replaced by more powerful guns appropriate to the race. Your campaign's local rules will specify which weapons appear in these slots. A "standard defense turret" would be equivalent to a heavy weapon (heavy laser, battle laser, heavy plasma cannon, etc.) or class-B missile rack, while the "light defense turret" would be replaced by a medium weapon (medium laser, particle cannon, etc.) OR two light defensive guns (interceptors, standard particle beams, twin arrays, etc.). Note that the category of "heavy weapons" specifically excludes mega power guns like heavy particle cannons, mega plasmas, and spinal lasers!

These units have no listed point cost, as they are generally economic only and appear in scenarios only as targets. You cannot bring one to a free-form battle or tournament, as it would only appear in specific scenarios and campaign circumstances. In the event a point cost is required, use 200 for the version shown on the control sheet, and 400 for the "war" version described in the above paragraph.

- By Tyrel Lohr

Deneth Heavy Cruiser (May 2002)

The latest version of the Deneth Heavy Cruiser is one of the better units produced by a race with such a small territory. The flood of weapons for sale by unscrupulous arms dealers and galactic powers (most notably the Narn and Centauri) has allowed the Deneth to create a cruiser with a long ranged laser based punch and a smaller pulse and twin array secondary armament.

With the Hyperion taken as the ship it was most likely to come into combat with, the Deneth built a design with an additional flight of fighters and superior handling. The addition of Narn heavy lasers made the unit truly formidable, and while it remains very much inferior to the Omega, the aging patrol vessels the EA deploys around Vega colony,

the closest EA holding, would be easily outclassed. This cruiser was built with the single ship and supporting fighters duel in mind, correctly assuming a situation that involved skirmishes over jurisdiction as raiders sought refuge in Deneth space. This unit is often sold in a stripped down export version as the dragonship, and it is the sales of export hulls like this that has allowed the Deneth to build their military up to the level it occupies today. (Based on the Raider Dragonship hull).

- By Ben Rubery

Earth Alliance Medusa Battleship (Conjecture, not a real ship) (October 2002)

Early on in the Earth-Minbari War, the EA found itself awed with the sheer size and power of the Minbari Sharlin War Cruiser. Lacking anything that could stand up to one in a toe-to-toe fight, planners began the process of coming up with designs for a "supership" that could face off against a Sharlin and come out the victor. The project, code-named "Medusa," produced a variety of radical designs, none of which ever saw development. After the war, however, rumors persisted that the Minbari destroyed a partially built ship of immense size at the Proxima shipyards. No trace of this hypothetical "Medusa" survived the conflict, and not one shred of evidence exists to show the ship ever made it past the drawing board. Even so, many still insist that, given another year or two, the EA might have fielded one of these tremendous vessels. The Medusa never existed, so a true control sheet cannot be produced. Shown here is a "best guess" estimate of the ship's capabilities, using cutting edge EA technologies of the period (the late 2240s). It is unlikely that the EA could have actually fielded something this powerful. True to Earth Alliance doctrine, the ship would be slow and difficult to maneuver, but packed tremendous firepower. Presumably, should such a ship be built in more modern times, heavy particle cannons would appear somewhere on the hull, but as a member of the Interstellar Alliance, the post-Civil War EA has no need for such a ship.

Designer's Note: Players have wanted to see the Medusa ever since we put one in the original Earth

Wars playtest pack. The original ship (in First Edition) was basically "two of everything EA uses on a single hull." This version is much more reasonable. It is, however, totally conjectural, and should be treated like the Poseidonova or White Sharlin - a joke ship not intended for use anywhere except "just for fun" scenarios. If you really insist on allowing one in a campaign or something, it would be at best a rare ship, more likely a unique one, with a year of availability of 2250. Note that this ship has the Poseidon's command bonus, which would not be cumulative with any other bonuses should a Poseidon actually be in the same scenario.

Gaim Outpost (August 2002)

The Gaim are still new to space and are only now learning the usefulness and versatility of bases. On the ground, the Gaim need no such outposts, for they have only one true command center and that is the Queen's burrow. The unusual requirements of space travel, such as logistics and maintenance (rarely a problem for the Gaim in the past), are now a vital concern.

The Gaim found several empty Markab bases after the fall of that race, and in one instance literally tore the facility to pieces and carted the remains back to their homeworld, where it was painstakingly reassembled. Further outposts are now under construction elsewhere in the Gaim sphere of influence. The modified base uses packet torpedoes and particle concentrators for long-range firepower, as well as scatterguns for local defense and the usual bulkhead arrangements for stability.

- Designed by Stephen Meyer

Koulani Sunclipper Heavy Cruiser (April 2001)

One of the largest Koulani ships, this cruiser was named after a type of ship used to cross the vast Koula oceans in the early days of exploration. The name has been taken by Earth Alliance observers to mean "Sunclipper," which is a rather loose translation. (The names of other Koulani ships, such as the Skymarshall and Starguarder, have been similarly translated for simplicity.)

The Sunclipper is a standardized ship class built in concert by three of the largest Koulani companies, each of which also produce components for the many variants of the class. When these companies are not on good terms, this can cause significant problems. In times of emergency, the Directorate has been known to step in if the well-being of the Koulani people is at stake. Nonetheless, Sunclippers needing maintenance have been known to orbit the homeworld for months waiting for their turn in the repair yard. This is a disadvantage not seen in most other Koulani ship classes.

The SCS shown here is for an early version of the Sunclipper. More modern improvements included upgrades to heavier particle-plasma beams as well as the addition of flash bombs and similar devices.

Narn Dag'Kur Early Missile Frigate Dag'Kar Variant (Common) Limited Deployment (33%) (September 2002)

The only significant new warship produced in the last 2210s was the Missile Dag'Kar. The Narn had been developing missile technology before the arrival of the Centauri. They felt that a dedicated fire support vessel would be an asset to their fleet. The Dag'Kur fielded 8 missile tubes but had no active defenses. All survivors of this class were later converted to carry Ion torpedoes and E-Mines, but in 2256 an Earth Alliance "coffee table" ship recognition guide still managed to mistakenly include an illustration of one of these veterans instead of its modern replacement. [Editor's Note: Why, whatever could you mean...?]

*- By Mike Jaspersen for Showdowns-10.
Description text provided by the HRT.*

Narn L'Karus Raider Cruiser (November 2001)

Narn privateers operated unofficially along the border of Narn space during the height of the Narn Regime, attacking what the Kha'ri deemed "hostile shipping." Most often this meant striking at Centauri civilian and military freighters, but during the Narn's more expansionist periods they were known to attack at League transports.

The largest Narn Privateer hull, this ship is based on a heavily modified T'Loth side pod, heavily rebuilt, and with the addition of cargo bays, fighter bay and jump engine, the pod was increased to almost twice its original size, mostly by deepening the hull.

Raider Hybrid Saucer (September 2001)

Despite the fact that the Vree are among the most common merchant shipping force in the League, their vessels are not as commonly converted into raiders as are the Pak'ma'ra. The reason is simply technology. The advanced and complex gravitic engines and dangerous anti-matter weaponry make Vree ships extremely difficult for raiders to convert and use. More often than not, Vree ships are looted and destroyed rather than re-used. However, some raider bands have the resources and willingness to retrofit these vessels with more conventional technology and hybrid drive systems.

The Hybrid Saucer is typical of such conversions, and is based on the most commonly captured Vree vessel, the Vymish Armed Trader. The dangerous antimatter systems have been stripped off and replaced with easily maintained particle beams and a turret-mounted laser. In addition, the engine system has been hybridized, and much of the added machinery is attached directly to the back of the hull, making the engine more vulnerable. It can be damaged on a "thruster" hit by any weapon in its arc, as shown on the control sheet.

- This ship is a preview of Raiders & Privateers-2 and was provided by Ned Farnsworth.

Yolu Hastan Escort Frigate (July 2002)

After the Dilgar war the Yolu found themselves reconsidering their fleet doctrine. The conflict had deeply shaken the Yolu command and they were re-examining their tactical dogma after it had proven almost fatally flawed against the Dilgar. Several reverses following the conflict against emboldened raiders and the Kor-Lyans had done nothing to reassure the Ingvo of their fleet's abilities. Put simply, their fleets focused on heavy

ships wearing down an opponent at range and then closing for the kill (if the enemy did not simply retreat).

Against the Dilgar this had not worked. The Dilgar deployed fighters in numbers the Yolu had not previously encountered, and operated a fleet command structure that gave them better coordination and an advantage in fleet battles. The Yolu had seen this doctrine crush their neighbors and threaten the Yolu with extinction. The Yolu had trouble fighting pentacan formations, and fighting Ochlavita and Jashakar pentacans had proven even more problematic, as these ships and their fast firing weapons were able to move in and destroy Yolu ships as their weapons cycled.

The Yolu dealt with their fleet co-ordination shortcomings with a dedicated command cruiser, but the debate over how to deal with enemy fighters and wolfpacks was heated and fractious. There were two choices of countermeasures to

enemy fighters, either a new interceptor design (and accept the casualties through attrition) or dedicated escort craft to protect vulnerable ships. Because of the debate, the decision was referred to the Ingyo, who chose a dedicated escort craft over easily destroyed fighters to preserve Yolu life. The design bore fruit in 2243, when the first prototype left dock to join fleets patrolling around the dead colony of Beta 9, protecting from Kor-Lyan probes and raiders.

The ship itself had 10 turret mounted fusions and two forward heavy fusion cannons. It was a solidly built HCV slightly larger than the Minbari Tinashi, but without the comparable long ranged firepower. Since the mid 2240s it has become a common sight in Yolu fleets, preventing assault fighters making attack runs on capital ships and disrupting enemy wolfpack formations. During the Shadow war it was often seen protecting Yolu capital ships from shadow fighters and destroyers, and has become a valued fleet unit.

SHIPS OF THE MONTH

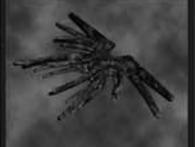
SEPTEMBER 10, 2259 **EARTHFORCE EDITION** Keywords Applied

THE GROME AND THE GALAXY

CAN THEY DO IT?

UNIVERSE TODAY

NO. 1 IN THE GALAXY... SIX BILLION READERS A PARSEC



HAVE YOU SEEN ME?

Gain On The March! Conquest Their Goal

EARN HOMEWORLD

After three years of searching for the family and battling out at sea, the South-Charterers have finally found the home they've been looking for. The search for the South-Charterers has been a long and arduous one, but the reward is worth the effort. The South-Charterers have finally found the home they've been looking for. The search for the South-Charterers has been a long and arduous one, but the reward is worth the effort.

Technomages on the Move

5th Sighting in Two Weeks

GENEVA, EARTH

South-Charterers have finally found the home they've been looking for. The search for the South-Charterers has been a long and arduous one, but the reward is worth the effort.

OTHER VIEWS...

Spoo: Who's Having Whom for Breakfast?

After three years of searching for the family and battling out at sea, the South-Charterers have finally found the home they've been looking for. The search for the South-Charterers has been a long and arduous one, but the reward is worth the effort.

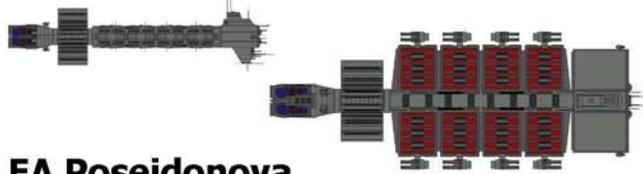
SPECIAL SECTION

Special Delivery from the North Pole...Doom!

April Fools Material

The following material was published periodically as humorous treats. They are by no means meant for regulation play and cannot be used in any battle unless agreed to by all players.

Many of these ships came from AoG but designs from other sources have been included as well.



EA Poseidonova (April 2000)

This is not and never will be an official ship. It cannot be used in tournaments and does not, in fact, truly exist. You aren't even really looking at it, despite what you might think. It's not real. Trust me.

Giant Killer Space Duck (May 2003)

Huey the Vorlon claimed that he was here to save the human race by helping them build an ancient weapon that would stop the Minbari advance. An Enormous planet destroying starship (that happened to resemble a duck, of all things) was created. Its first and only captain, Jeff Sinclair, flew the duck out of space dock and flew to the dark side of the moon. There it awaited the final order to attack the Minbari homeworld.

The battle of the line began, and the restless Sinclair abandoned the duck, leaving it on autopilot in order to command a flight of fighters in defense of Earth. Shortly before the duck would have been ordered to depart however, the Minbari mysteriously surrendered.

The "sane" Vorlons who rode hidden within the Minbari flagship later had the ship destroyed, and all memory of it erased.

- By Steven Austin

Note: This ship originally appeared in Babcom 21. The above is a summary of that article. It's based on postings by JMS about Sinclair and the ending of the Earth Minbari war.

Hamtarrians (April 2009)

Another galactic plague: Launching from their home world, these fuzzy terrors have been devouring their way across the cosmos for ages. Their voracious appetite knows no bounds.

The Vorlons thought they could install order, not knowing they'd be viewed as an entrée. The Shadows thought they could use them as agents of chaos, but they couldn't offer them anything but food. (Yummy, cracked crab!) The Torvalus got tired of them showing up and eating the objects of their wagers! The Triad finally got tired of the endless stream of gnawing little pestys, and pitched their home world into the black hole at the center of the galaxy, but it was too late.

The Hamtarrians had set forth in their quest to eat whatever they could, huge, mother ships giving birth to litters of small attack ships, that'd grapple with anything they could, and devour the crews within.

The Ancients kept them in check, taking out a swarm of attack craft, or even hunting down a mother ship and destroying it. But after Corianna 6, the younger races had no warning that a cute, fanged furry carnivore race was about to descend upon them.

Like swarms of furry, land piranhas, they cover their victims, and gorge upon them; leaving ships crewed by licked clean skeletons. A new and horrific problem faced the ISA.

Special rules:

Improved sensors: My term for mid-born race technology. Unaffected by younger races stealth & jamming tech just like advanced sensors, except Elint systems work at half strength.

Improved molecular armor: Molecular weapons that ignore armor treat it as half strength. Ancient and midborn round down, younger races round up. Younger races molecular weapons that reduce armor lose this part of their ability. (Disruptor, Yolu flayer, etc...) A disruptor will still do

damage, it just wont reduce the armor. Other younger race weapons that treat armor as half treat it as full.

Fuzzy Fur/Ablative armor: Treat just like Gaim bulkheads.

Directional thrusters: May apply thrust in directions shown. May also be hit by called shots from directions shown.

Barracks: A hit here kills two marine contingents, unless their lurching on someone's crew somewhere else.

Mine rack: Deposits one mine for every three hexes moved during a turn. Maximum 4 per turn. Treat as class S missile racks if hit for magazine explosion. On a natural 19-20, the rack can't drop mines anymore. (The ship is constipated!)

The point values for mines aren't quite right. The "Squiter" has points in it for IFF, the "Big blockage" and "Li'l pellets" do not. They should be 40 & 30 points respectively with IFF, and should have it. The mine rack is empty unless mines are bought. May ignore hull restrictions for tournament play. (i.e., for 3500 points, you can buy seven.)

Also spotted:

The Mouse class gunboat.

The Gerbil class destroyer.

The Rat class cruiser.

And the huge Capybara class mother ship!

- By Fred Moehrle

Minbari White Shar(lin)

Super War Cruiser

(April 2002)

This is only a test. The designers of this ship, in voluntary cooperation with the FCC and other Authorities, have developed this system to see if you are really paying attention. This ship cannot be used in tournaments or any scenario that is reasonably sane. Attempting to use it in anything official will result in severe emotional scarring, because people will laugh at you. This concludes this test of the emergency control sheet system.

**Narn Dag'Gah'Gah'Gah'Ga
Missile Cruiser**

(April 2001)

This is only a test. The designers of this ship, in voluntary cooperation with the FCC and other authorities, have developed this system to see if you are really paying attention. This ship cannot be used in tournaments or any scenario that is reasonably sane. Attempting to use it in anything official will result in severe sociological penalties. This concludes this test of the emergency control sheet system.

Sheep

(August 2003)

You have found an Easter Egg! Goody, goody, gumdrops!

- Tyrel Lohr (on the Planetside website)

"Baa!" said the sheep as it hurtled through space. It was very fitting that the next sound was a very large splat.

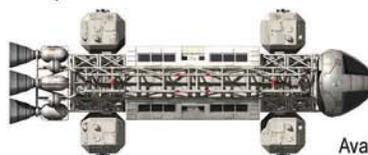
- By Tyrel Lohr

Spoo

For eons the Spoo have suffered under nearly every race in the universe. Being slaughtered by the millions, little did the spoo ranchers know they were killing highly intelligent beings.

What is most suprising is that the Spoo race is powerfully telepathic though they are only able to communicate with members of their own race. Originally created by the Vorlons as the perfect food, even they did not realize the error in their genetic tampering.

Over a thousand years the Spoo have watched and learned the technologies employed by every race and have been telepathically communicating this information to the only world where they still live free. Though it has taken them a long time, they have constructed a massive fleet and are now ready to strike back!



Available free at b5warsvault.wikidot.com

Holiday Material

It has become something of a tradition here at AOG to provide something special to our fans at Christmas. Two years ago it was Santa's sleigh, while the previous year we provided a Grinch scenario. This time, we present Frosty's Christmas Cruiser. Keep in mind this is not a serious ship, so don't try to play it in a tournament or anything ludicrous like that. Just have a fun and happy holiday season!

-Agent One

Frosty's Christmas Cruiser

It is a well known fact that whenever it gets snowy outside on Christmas, Frosty loves to get out and play. Now that humans have pushed into space, he has kept up with the times, and since it's always snowing somewhere you can count on seeing his personal cruiser out and about on Christmas Day (at least somewhere in the galaxy). Of course, sometimes he encounters a race or faction that just doesn't get the Christmas spirit, and are foolish enough to try attacking his special ship. When this happens, use the stats shown here.

Enchanted C&C: The ship requires no C&C (Frosty can't be hurt or killed, and has no difficulty commanding his ship regardless of the situation). Similarly, it has no hangar as there is no reason for anyone to board it and he can leave any time on the winds of winter.

Enchanted Presence: It is impossible to ram this vessel or be rammed by it, as anything hitting it just slips through its branches without effect. It has no jump drive, but can phase into or out of hyperspace at any time using the Shadow phasing rules (but it cannot half-phase).

Fire Hazard: Frosty's Cruiser takes double damage from the "melting" effect of a solar cannon, the one weapon our favorite snowman truly fears. He will usually go out of his way to target and destroy such unwinterly vessels as soon as he spots one.

Star Cannon

The star atop Frosty's Cruiser can fire a beam of devastating intensity at anyone who does not possess the proper Christmas spirit. In addition to the ridiculous amount of damage this causes, all systems it hits during its raking attack have their armor reduced to zero for the remainder of the scenario (this effect occurs after the entire raking volley is done and before any other weapon damage is resolved). In addition, the owner of the ship that was struck must immediately sing at least two verses of his favorite Christmas carol (in full) or the star cannon will remain locked on and hit him again every turn (like a sustained weapon, but without the special arming requirements) until he complies. This must be a different carol than has already been sung earlier in the same scenario, by the same person or anyone else at the table.

Ornament Torpedo

The ornaments on the Cruiser can be lobbed through space to detonate against anyone not properly experiencing the joy of the season. They score damage in flash mode.

Anyone whose ship is hit by one of these weapons must immediately consume one Christmas cookie per torpedo (no matter how full they are) and complement whoever made it. If no cookies are available, either make some or go buy some. What are you waiting for, Ebenezer? Snap to it!

String of Lights

The bulbs strung across the Cruiser can emit brilliant beams of energy against any who do not perceive Christmas in the appropriate light (snicker). These devices are particularly good at disabling enemy weapons, forcing any they hit to roll two criticals that turn, not just one.

Anyone whose ship suffers damage from a string of lights must drink a glass of eggnog (or other appropriate Christmas beverage) and belch loudly immediately afterwards. If the burp is pathetically weak or inaudible, repeat the procedure until you get it right (ladies are exempt).

Tinsel Gun

These defensive devices are effective at blocking the incoming fire of those who do not appreciate the holiday spirit. Their intercept ratings are effective against any weapons (even lasers) and do not degrade. If used offensively, they score significant damage.

Anyone whose weapon is intercepted by a tinsel gun, or who takes damage from one, must take a piece of tinsel off the nearest Christmas tree and drape it over their head or shoulders, where it must remain for the rest of the scenario. If there is no tinsel on the tree, use any similar item, such as a string of popcorn, candy cane, or whatever, just as long as whoever puts it on looks as goofy as possible.

Gift Bomb

Normally used to assist Santa in delivering presents, these can also be employed as a weapon if attacked by anti-Christmas weasels. They operate like energy mines, except they do not scatter, and score damage out to two hexes range. Any unit that takes a hit from one of these (even if it does not actually mark any hits due to high armor) must deactivate all its weapons immediately as the crews temporarily lose their urge to fight and exchange gifts with each other. Treat all weapons on the ship as having just fired on that turn.

If one of your ships suffers damage from a gift bomb in any turn, you must wear a colorful bow on your head until your ship next fires weapons or the scenario is over, whichever comes first.

Snow Globe Shield

Frosty's Cruiser is surrounded by a snow globe for protection from all those Grinches and Scrooges out there. This shield provides a -2 to all defense ratings as shown on the control sheet. In addition, every 9 points of additional energy applied to the system creates a further -2 bonus. There is no limit to this other than available power.

Santa's Cruiser (Holiday 2000)

Santa has been known to travel through deep space in his quest to deliver gifts to all the good girls and boys on Christmas morn. To do this he takes to the skies in his trusty cruiser, a one-man ship which uses the medium ship rules (except that it only has one hit location chart). If encountered by other spacecraft, Santa often attempts to aid or hinder them depending on how good they've been in the previous year. Occasionally, the naughty ones have tried to stop him from carrying out his goals. Though Santa cannot be killed or wounded, the magic of his cruiser can be weakened through damage, forcing him to retire and leave some gifts undelivered. He often calls on good beings in the vicinity to help him get the presents through to those deserving of them.

Suggested Scenario: Each player purchases a given point value of ships (the same value for each player) and randomly determines whether he is "naughty" or "nice" for the scenario. There should always be one more "naughty" player than there are "nice" ones (if there are an even number of players, give one of the naughty ones an extra allocation of units). The "nice" team then tries to help Santa reach a destination or defeat the Grinches on the other team.

Alternate Scenario: One player plays Santa. Each remaining player brings a predetermined amount of points to the battle. Prepare one slip of paper (or other chit or counter) for each of these players, writing "naughty" on half or them and "nice" on the other half (if there is an odd number of players, round up to the nearest even number). At the start of each turn (or, alternately, at the start of every other turn), before EW is determined, all chits are placed in a hat, re-drawn, and displayed for all to see. This is known as "making a list and checking it twice." Santa will then help the "nice" players and hinder the "naughty" ones depending on their disposition each turn. The victor is the player whose ship remains on the board last (what happens to Santa is immaterial).

Rudolph's Nose

The nose of the most famous reindeer of all has grown in power over the years, and is now capable



of firing as a laser each turn. It can use raking, piercing, or sustained modes, using the normal rules. If fired in sustained mode, must cool off for a turn before it can fire again.

Gift Cannon

Santa can lob gifts into the fray. These use the ballistic rules for all purposes. If the gift hits a naughty unit, it scores the listed damage. If it hits a nice unit, roll 1d6 and consult the chart on the weapon datacard. In the case of the repair or intercept results, the owning player always chooses how the ability is used. The critical hit repair can be stored up for later use if no repairs are required when the gift hits, while the auto-intercept must be used next turn or it is lost.

Ho-Ho-Ho

If Santa chooses, he can utter his famous laugh during the Weapons Fire Step of the turn, after



players have written down their fire but before it has been declared. Any naughty units within 10 hexes of his position suffer the listed damage. Nice units are filled with a sense of warmth and good cheer, but otherwise receive no benefit.

Note: This ability is inherent to Santa himself and has no icon or system marker on the control sheet. It cannot be used if Santa has taken over half his hits in damage, but otherwise is not affected by critical hits.



Holiday Scenario

(Holiday 2001)

The Grinch That Stole Christmas Weapons

A Christmas Scenario for Babylon 5 Wars

On Christmas morning the captain and crew awoke to find their ship's heavy weapons missing! Some evil force has stolen the guns and spirited them away to a remote sector of space. Following the greenish glow left by this unknown power, they arrive to find an arena littered with different kinds of weaponry...and a host of other ships seeking this wealth of new technology!

Set-Up

Use as large a map as you like. Any number of players can participate. Each player chooses a capital ship from one of the younger races (no Ancients, etc.) and reveals it to the other players. Duplications are not allowed (someone must re-select). Then, transform each offensive weapon on each ship into a generic "hardpoint." Defensive weapons are not changed. If there is any doubt as to which weapons are "defensive," the players should decide now and do so consistently (i.e., if a standard particle beam is a defensive weapon on one ship, it will be defensive on any other ship as well). A ship's power curve remains as shown on its sheet despite these replacements.

Next, place 6 counters per player randomly across the map. These represent weapons the Grinch has stolen from other races in an attempt to ruin their Christmas season.

The modified vessels are then mixed up in a pile, and each player selects one at random. Each player begins along the edge of the map, no closer than 10 hexes from any other ship.

Special Rules

Each time a ship enters the hex of a weapon counter, it automatically "picks up" a random weapon (see chart below) and places it in one of its generic hardpoints (player's choice). Assume it is normally powered by the ship's reactor. It may be fired on that same turn, or held for later. Deactivating provides its regular amount of power (not the hardpoint's original power). It can be sustained, if you wait enough to arm it as such. If it requires ammunition, assume it to be full, but without special munitions (except as noted). The weapon uses the arc of the hardpoint it's fitted into.

Once fired, a generic weapon can be dropped (the slot reverts to a generic hardpoint) or retained. If retained, the player may not choose to drop it until after the next firing step. (Thus a ship loaded with weapons can't run over a new one solely to replace a weak gun with a better one). New weapons may only be added if an open slot exists.

If a weapon is destroyed, the hardpoint is destroyed along with it. Use the to-hit chart for the original weapon to determine if the hardpoint is damaged. A hardpoint with no weapon cannot be hit; any such damage goes to structure.

If you roll a weapon for which you have no stats (i.e., it's in a product you don't have), then go out & immediately buy that book so you can continue the scenario! If your game store's closed & there's no other way to get the product, then roll again.

Victory Conditions

Whoever is last on the map is the winner. Note that alliances, teams, etc. are not defined by the scenario, so you will have to figure these out as you go along. Be sure to bring plenty of Christmas cookies to give to your "friends," and watch out who you lock-on to...

Variations

For a larger battle, each player also selects one heavy combat vessel, using the same rules as above. The HCV cannot pick up weapons from the same counters used by the capital ship on the same turn (and vice versa).

Quick Test Material

Occasionally on this page AOG will provide a rule or two from an upcoming product for "quick-testing." What this means is that you don't need to sign a complicated non-disclosure agreement in order to participate in the playtesting project! Simply copy the text below, print it out, and show it to your B5 group. If you give it a try, simply [drop us an email](#) and let us know how things went. There's no need to worry about complex report formats or anything like that! Just tell us whether or not you liked the rule, whether or not its point cost is appropriate, and what you would do to adjust it (if you feel adjusting is necessary). Be sure to include your B5 group's name in your report. Thanks!

Note: The rule(s) below are not official rules. They are playtest rules. The final version will not appear on this site, but will be in the product it is written for. The official rule might vary greatly from what you see here. ANY PLAYTEST RULE ON THIS PAGE IS NOT ELIGIBLE FOR USE IN TOURNAMENTS UNLESS OTHERWISE NOTED IN THE TOURNAMENT RULES.

This page will be updated as needed. If no playtest rule is provided, check back often for updates!

Preliminary Grome Ship Adjustments for League-2

One of the biggest "problem races" in League-2 was the Grome. They were supposed to be low-tech (and were), but to the point of near unplayability. One playtester noted that a single White Star (or even a Thentus) could defeat the entire Grome fleet (given enough time) simply because it was impossible for them to hit beyond a limited range, and they had no other defenses to fall back on. Playtesters basically hated the "targeting laser" system as printed, although they

appreciated other features the Grome had to offer, such as their huge structure blocks. Following a detailed review of the playtest reports, we've come up with changes that will hopefully make the Grome fun to play while leaving them as low-tech as they should be. The entire set of SCSs will not be reprinted here, but we will list the alterations needed to adjust your control sheets and undergo a new round of testing.

Railgun System

Basically, delete all ammunition requirements on ships. Tracking it was an "unnecessary complication," according to most playtesters. The ability to "down-fire" a larger railgun as a smaller one has been deleted, as its primary purpose (conserving ammo) is no longer required. If there is enough demand, we will consider putting it back in as a special Grome ability, but other races that use railguns will not be allowed to do this.

The slug cannon on the fighter retains its ammunition limit as described. (We like the fact that you might actually have a reason to land a flight on a carrier and reload its supplies occasionally.) Ammunition replacements are free and need not be tracked.

Navigation Array

This is being removed by popular demand; at least two-thirds of playtesters insisted upon this change. The Grome are still weak on sensor tech, however, with a "6" being their best rating and no ELINT ships in their fleet. In addition, their sensors are "Antiquated," as will be noted on the SCS. Antiquated sensors may not be improved above their listed maximum, either by enhancements or by shutting off systems for power; however, an expert officer will still increase them. An antiquated sensor that has been damaged to an amount lower than its listed max can be increased back to that max with extra power.

Targeting Laser

This remains, as a special Grome technology item. It's a dead end tech, but the Grome have taken it to its effective limits and still use it to enhance their weaker sensor systems. Targeting

lasers will not function in concert with non-antiquated sensors. The laser is "fired" along with all other ship's weapons during the Weapons Fire Step, but scores no damage and automatically hits any visible target in arc within 15 hexes. Lock-ons are not required (and jammers don't affect them), but LOS is. A unit of fighter size or smaller cannot be targeted. The targeting laser provides a bonus to the fire control of all weapons fired at the target on that turn; this bonus is shown in the laser's icon on the sheet (it's a "2" on all the ships at present). If more than one targeting laser is used on the same target by the same ship, they degrade just like interceptors do. Targeting lasers now appear in the primary area, have a 360-degree arc, and (at least at present) no more than 2 of them appear on any ship.

Armor

Basically, the Grome no longer have any armor above 4 on any capital ship and nothing above 3 on any medium ship. They are hugely structured, poorly armored flying tin cans.

Trokan Flagship

Put 2 TLs in the center (rating 2 each) and delete all others. Remove 1 FC from each side and put each on the front, with LP/RP arcs (like those on the Torata Atlac's particle accelerators). Add 2 FCs to the back with the same arcs in reverse. Lower all "5" armor to "4". Defense rating 18/19. Sensor array should have 6 points, requiring 6 power. Add 10 boxes to C&C. Special Notes should say Restricted Deployment (10%). In front & back hit charts, change TL to FC. Primary chart should read 1-7 primary, 8-9 TL, 10-11 JD, 12-13 Engine, 14-15 Sensors, 16-17 Hangar, 18-19 Reactor, 20 C&C. Cost 900?

Groth Gunship

Change forward TLs to FCs with the same arcs as those on the front of the Trokan. Delete side and rear TLs entirely. Add 2 TLs to the center (rating 2 each). Lower all "5" armor to "4". Defense rating 18/19. Sensor array should have 6 points, requiring 6 power. Add 4 boxes to C&C. Special Notes should say Limited Deployment (33%). Front hits, change TL to FC. Side hits should say 10-11 FC, 12-15

Port/Stb Struct. Aft hits: 7-8 Med Railgun, 9-15 Aft Struct. Primary hits: 1-7 Primary struct, 8-9 TL, 10-11 Jump, 12-13 Engine, 14-16 Sensors, 17 Hangar, 18-19 Reactor, 20 C&C. Primary hits: 1-6 Primary Struct, 7-8 TL, 9-10 JD, 11-13 Engine, 14-16 Sensors, 17 Hangar, 18-19 Reactor, 20 C&C. Cost 1000?

Mogorta Warship

Yank all TLs and replace with with 2 in center (rating 2). Lower all "5" armor to "4". Defense rating 16/17. Sensor array should have 6 points, requiring 5 power. Front hits: 9-15 Forward Struct. Aft hits: 7-10 Medium Railgun, 11-15 Aft Struct. Primary hits: 1-7 Primary struct, 8-9 TL, 10-11 Jump, 12-13 Engine, 14-16 Sensors, 17 Hangar, 18-19 Reactor, 20 C&C. Cost: 650?

Morgat Attack Frigate

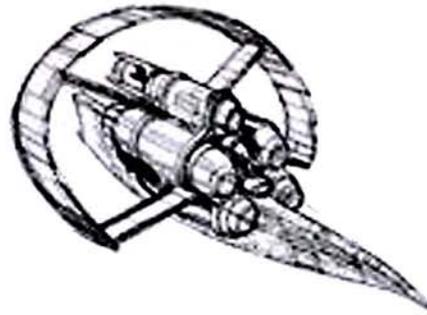
Remove TLs and replace with 1 in center (rating 2). Lower all "4" armor to "3", all weapon armor to 2, and all thruster armor to 2. Defense rating 14/15. Sensor array should have 5 points, power 4. Front hits: 10-17 Structure. Aft hits: 10-17 Structure. Primary hits: 1-6 Connecting, 7 TL, 8-9 FC, 10-12 Engine, 13-15 Sensors, 16-17 Hangar, 18-19 Reactor, 20 C&C. Cost 450?

Telgar Escort Frigate

Same TL & armor changes as Morgat. Defense rating 13/14. Sensor array 4 points, power 4. Front hits: 7-10 FC, 11-17 Structure. Primary hits: 1-7 Connecting, 8-9 TL, 10-12 Engine, 13-15 Sensors, 16-17 Hangar, 18-19 Reactor, 20 C&C. Cost 400?

Regla Light Fighter

No changes.

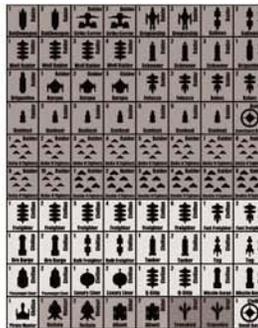


Countersheets Online

Some of AOG's Babylon 5 Wars products did not include countersheets, primarily due to packaging restrictions but also because of a lack of available art. Both problems have been solved by making the countersheets a free download from our web site.

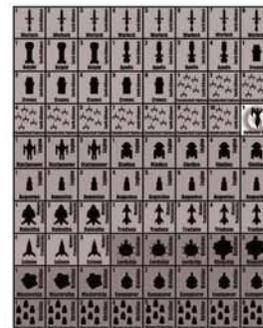
Raiders & Privateers

These sheets cover all the units found in the Raiders & Privateers supplement (BW-109), such as Raider and Civilian units, Belt Alliance, and Llort, plus independent Raider bands, police ships, and freighters from various races.



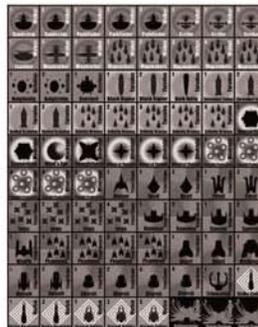
Showdowns-3

This sheet includes all the units from Showdowns-3 plus bonus Thunderbolts for all those Warlocks.



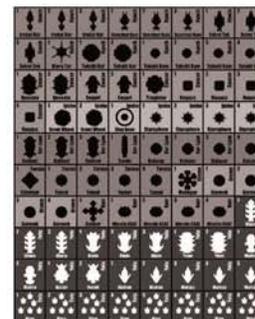
Wars of the Ancients

This sheet includes all units from Wars of the Ancients. I [sic.] wanted the Ancients to be distinctive, so try not to hypnotize yourself looking at it. Note that most of the Kirishiac units are on the Showdowns-3 sheet (above).



Showdowns-7 and Variants-5

These two sheets provide the remaining League-2 units from Showdowns-7 and Variants-5 plus all Yolu ships to date (on the S7 sheet). Sorry, we [sic.] cannot post the L2 countersheet itself because it has been published in an actual product.



Descari Cruscotu DD (early)

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 11
In Service: 2193	Turn Delay: 1/2 Speed	Sth/Port Defense: 12
Point Value: 180	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 60	Pivot Cost: 1+1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+0 Thrust	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		

WEAPON DATA	
Plasma Torch	
Class: Plasma	◆
Modes: Standard	
Damage: 2d10+10 -1 per hex	
Range Penalty: -2 per hex	
Fire Control: +2/+0/-	□
Intercept Rating: n/a	
Rate of Fire: 1 per turn	
Light Particle Bolt	◆
Class: Particle	
Modes: Standard	
Damage: 1d10+2	
Range Penalty: -2 per hex	
Fire Control: +1/+2/+2	□
Intercept Rating: -1	
Rate of Fire: 1 per turn	

FORWARD HITS
1-5: Retro Thrust
6-10: Plasma Torch
11-17: Structure
18-20: PRIMARY Hit

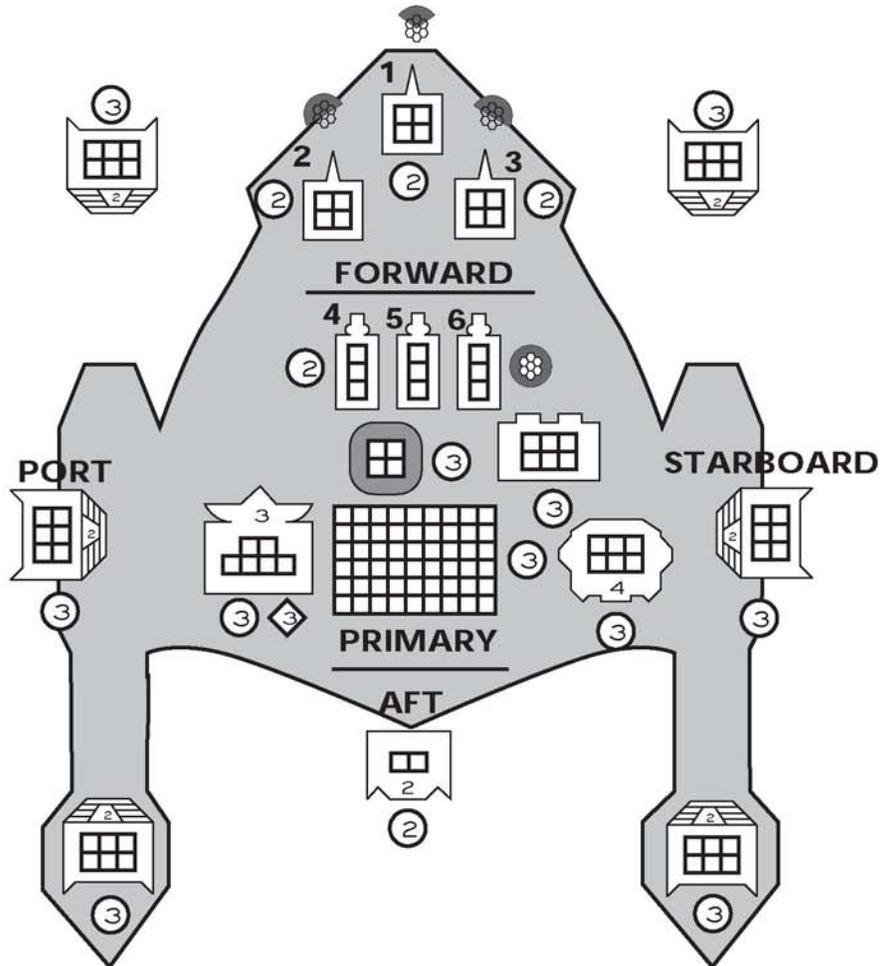
AFT HITS
1-6: Main Thrust
7-8: Hangar
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-9: Port/Sth Thrust
10-12: Light Particle Bolt
13-15: Sensors
16-17: Engine
18-19: Reactor
20: C & C

SPECIAL NOTES	
Atmospheric Capable	

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

HANGAR
2 Shuttles: Thrust: 4
Armor: 1 Defense: 10/12
□ □ □ □ □ □
□ □ □ □ □ □



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Plasma Torch
	Light Particle Ray

Descari Cruscotu DD (refit)

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 11
In Service: 2242	Turn Delay: 1/2 Speed	Sth/Port Defense: 12
Point Value: 275	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 60	Pivot Cost: 1+1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+0 Thrust	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	

WEAPON DATA	
Medium Plasma Bolter	
Class: Plasma	
Modes: Standard	
Dmg: 16 -1 / 2 hexes after 10	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/-3	
Interception Rating: n/a	
Rate of Fire: 1 per 2 turns	
Light Plasma Bolter	
Class: Plasma	
Modes: Standard	
Dmg: 10 -1 per hex after 5	
Range Penalty: -1 per hex	
Fire Control: +3/+2/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	
Lt Particle Beam	
Class: Particle	
Modes: Standard	
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

FORWARD HITS
1-5: Retro Thrust
6-8: Medium Plasma Bolter
9-10: Light Plasma Bolter
11-17: Structure
18-20: PRIMARY Hit

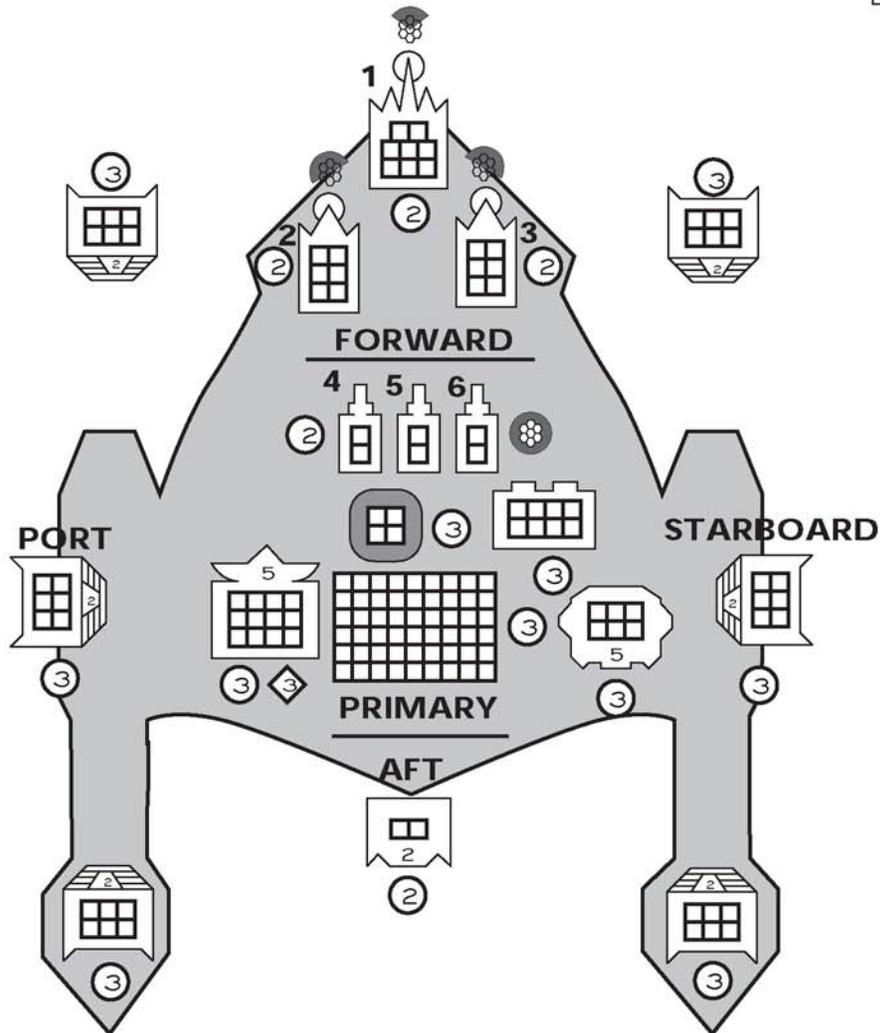
AFT HITS
1-6: Main Thrust
7-8: Hangar
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-9: Port/Sth Thrust
10-12: Lt Part Beam
13-15: Sensors
16-17: Engine
18-19: Reactor
20: C & C

SPECIAL NOTES	
Atmospheric Capable	

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

HANGAR	
2 Shuttles: Thrust: 4	
Armor: 1 Defense: 10/12	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Med Plasma Bolter
	Lt Plasma Bolter
	Light Particle Beam

Rulthar Variant (Common)

Version 1: 2E/56

Name: _____

Counter: _____



Descari Rulpassa Destroyer

SPECS

Class: Hvy Combat Vsl
 In Service: 2242
 Point Value: 415
 Ramming Factor: 130
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
 Stb/Port Defense: 14
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: +6

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

Medium Plasma Bolter
 Class: Plasma
 Modes: Standard
 Dmg: 16 -1 / 2 hexes after 10
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Interception Rating: n/a
 Rate of Fire: 1 per 2 turns

Lt Particle Beam

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

FORWARD HITS

- 1-5: Retro Thrust
- 6-8: Med Plasma Bolter
- 9-12: Light Particle Beam
- 13-18: Forward Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-7: Main Thrust
- 8-11: Light Particle Beam
- 12-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-7: Primary Struct
- 8-11: Port/Stb Thrust
- 12-13: Sensors
- 14-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C&C

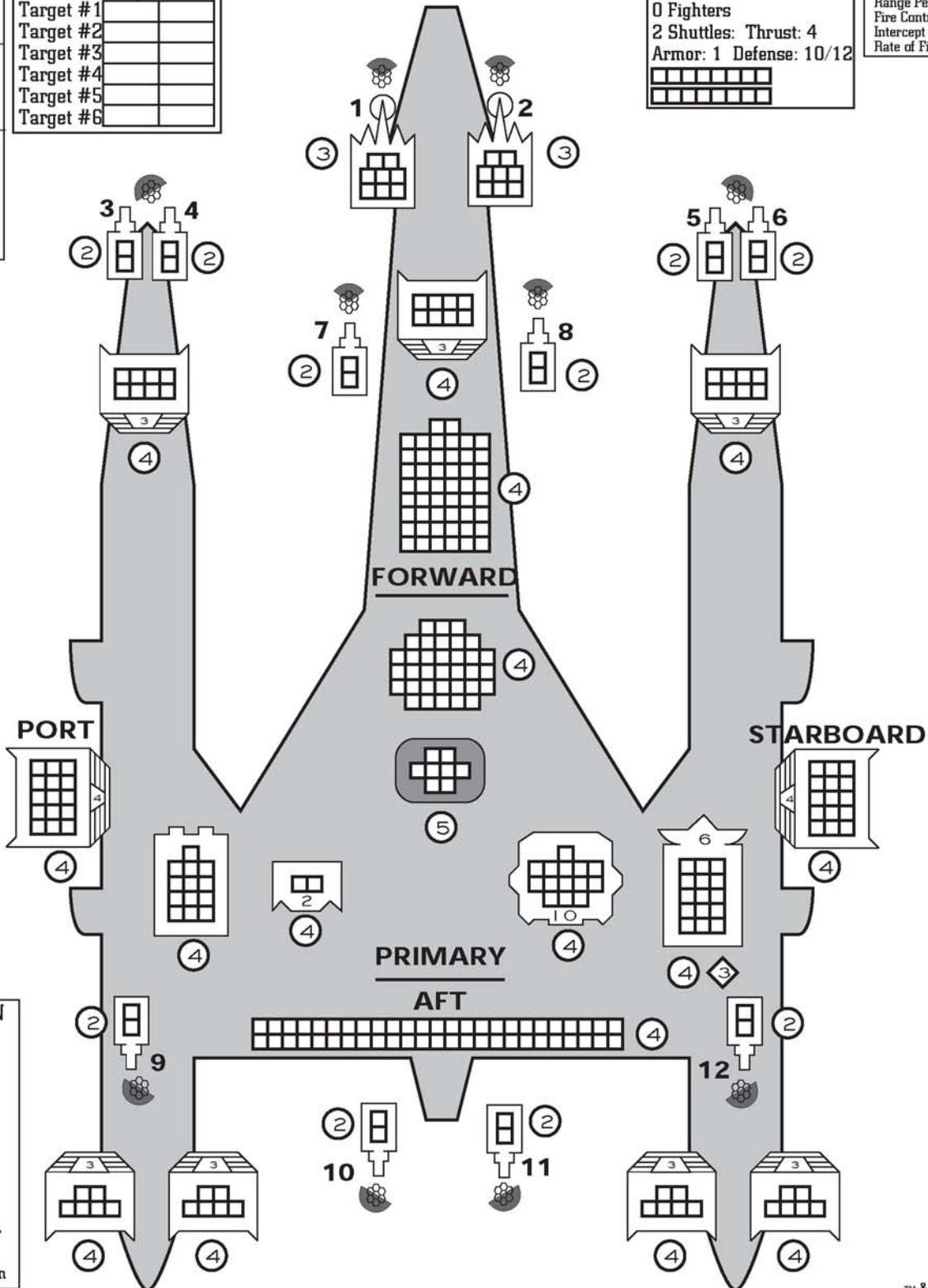
SENSOR DATA

Defensive EW

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

HANGAR

0 Fighters
 2 Shuttles: Thrust: 4
 Armor: 1 Defense: 10/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Plasma Bolter
- Light Particle Beam



Descari Crussan Liner

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 2227	Turn Delay: 1 x Speed	Stb/Port Defense: 15
Point Value: 130	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 50	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Penalty: -3
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	
Lt Particle Beam	
Class: Particle	
Modes: Standard	
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

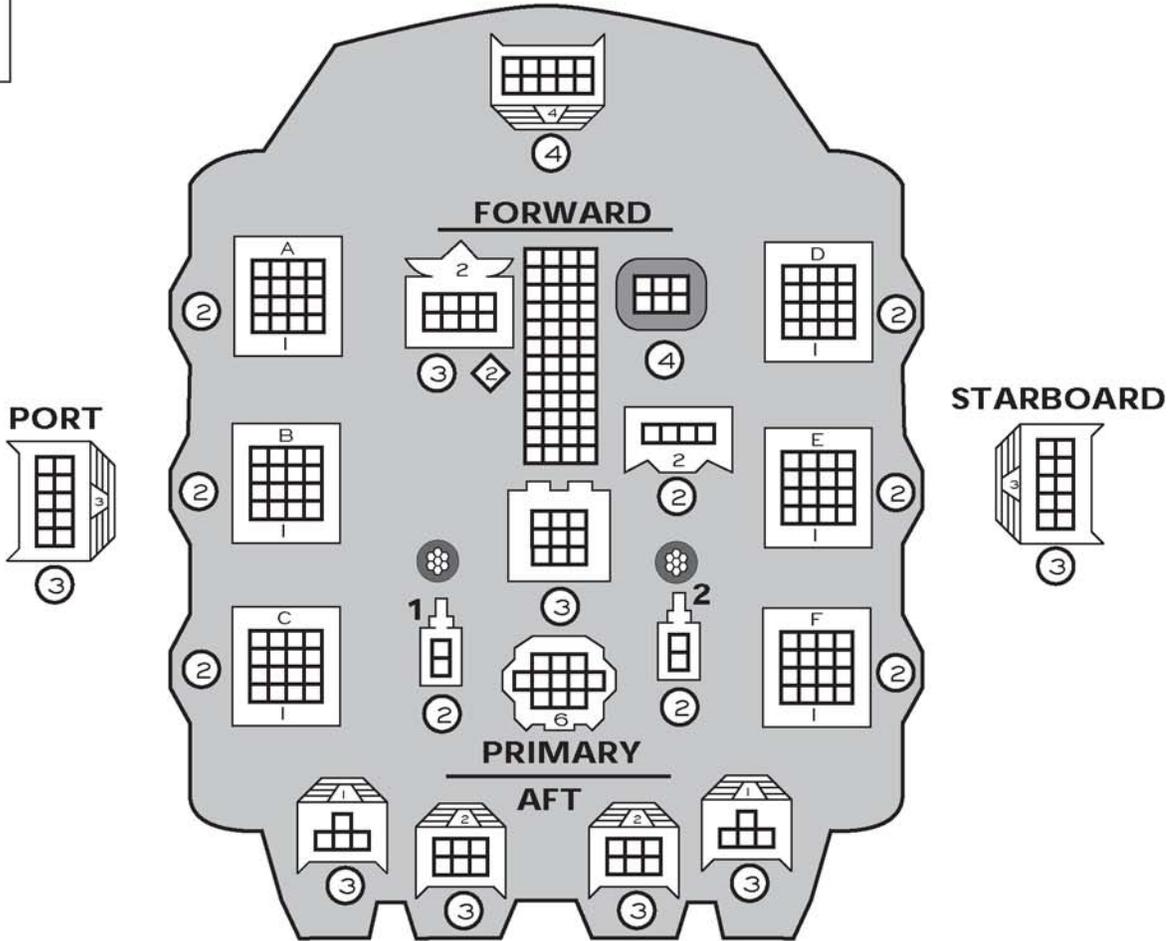
FORWARD HITS	
1-4: Retro Thrust	
5-6: Passenger A	
7-8: Passenger D	
9-10: Passenger B	
11-12: Passenger E	
13-17: Structure	
18-20: PRIMARY Hit	

AFT HITS	
1-6: Main Thrust	
9-10: Passenger C	
11-12: Passenger F	
13-17: Structure	
18-20: PRIMARY Hit	

PRIMARY HITS	
1-8: Port/Stb Thrust	
9-11: Sensors	
12-14: Engine	
15: Hangar	
16-17: LPB	
18-19: Reactor	
20: C & C	

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

HANGAR	
0 Fighters	
4 Lifeboats: Thrust: 1	
Armor: 0 Defense: 12/12	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Passengers
	Light Particle Beam



Descari Crussaca Tanker

SPECS

Class: Medium Ship
 In Service: 2223
 Point Value: 160
 Ramming Factor: 60
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 6 Thrust
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 16
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Penalty: -10

WEAPON DATA

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

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

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Cargo A
- 7-8: Cargo B
- 9-10: Cargo C
- 11-12: Lt Particle Beam
- 13-17: Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-4: Main Thrust
- 5-6: Cargo A
- 7-8: Cargo B
- 9-10: Cargo C
- 11-12: Lt Particle Beam
- 13-17: Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

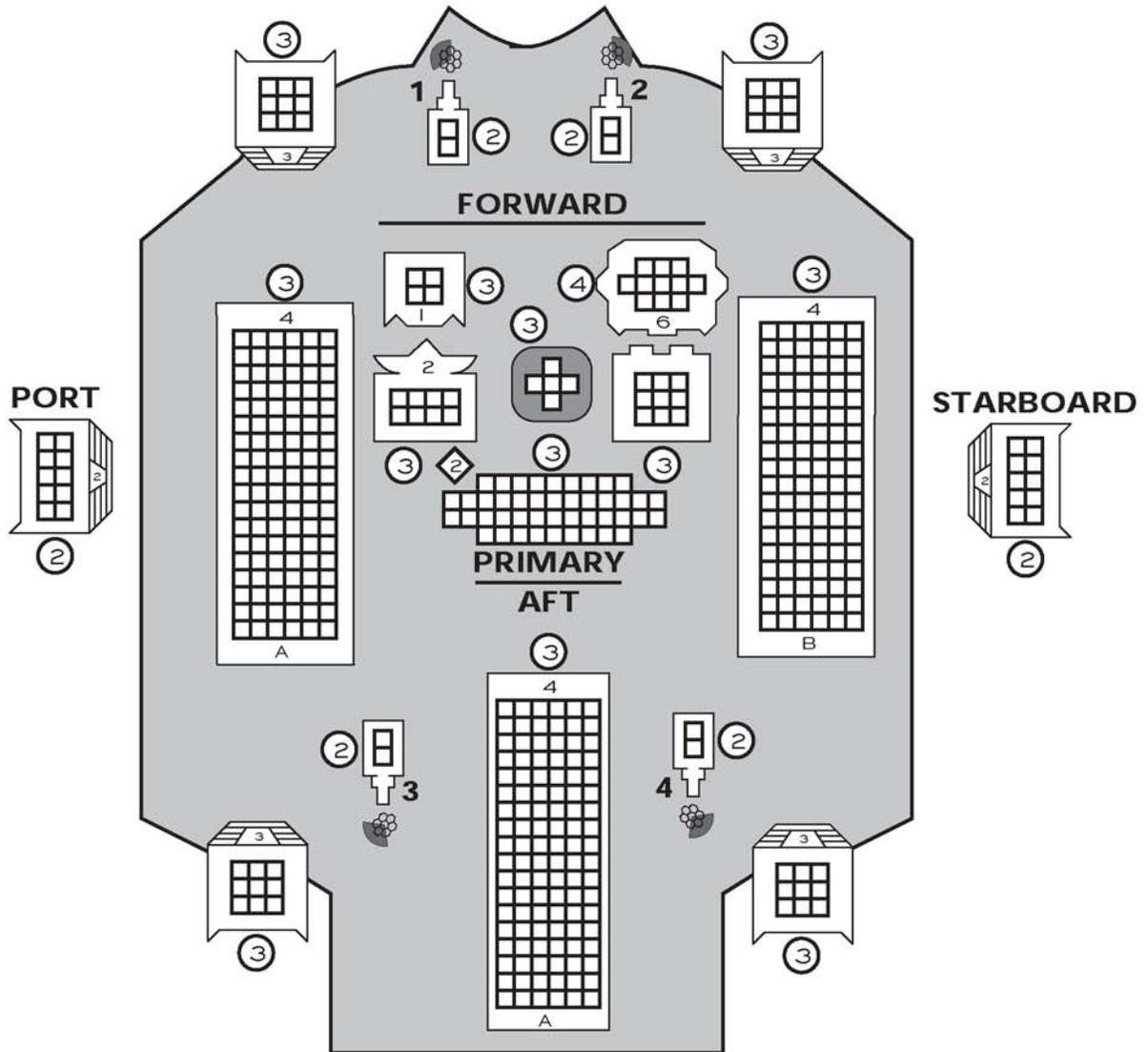
- 1-10: Port/Stb Thrust
- 11-12: Sensors
- 13-15: Engine
- 15-17: Hangar
- 18-19: Reactor
- 20: C & C

SENSOR DATA

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

HANGAR

0 Fighters
 4 Cargo Shuttles: Thrust: 4
 Armor: 0 Defense: 12/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Light Particle Beam

Descari Nospa Assault Shuttles

SPECS

Class: Med. Fighters
 In Service: 2184
 Point Value: 20 each
 Ramming Factor: 14
 Jinking Limit: N/A

MANEUVERING

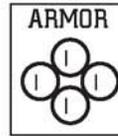
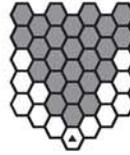
Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 8
 Sth/Port Defense: 9
 Free Thrust: 5
 Offensive Bonus: +1
 Initiative Bonus: +8

WEAPON DATA

Ultralight Particle Gun
 Number of Guns: 2 (Linked)
 Damage: 1d6
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn



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

Flight #1

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

Flight #2

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

Flight #3

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

Flight #4

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

Flight #5

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

Flight #6

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

Flight #7

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

Flight #8

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

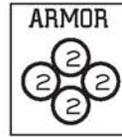
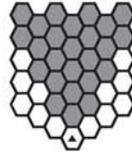
Descari Noscho Assault Shuttles

SPECS
Class: Med Fighters
In Service: 2218
Point Value: 26 each
Ramming Factor: 23
Jinking Limit: N/A

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: 9
Sth/Port Defense: 9
Free Thrust: 6
Offensive Bonus: +2
Initiative Bonus: +9

WEAPON DATA
Light Plasma Gun
Number of Guns: 1
Class: Plasma
Damage: 1d3+5 -1 per hex
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn



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

Flight #1

Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<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"/>					
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"/>					
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"/>					
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"/>					
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"/>					
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"/>					
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"/>					
Initiative	Speed	Thrust Used	Jinking	Notes	

**DESCARI NOSCUN
BREACHING POD**

Cost: 38 Defense: 9/9

Thrust: 9 Offense: 0

Armor: 2 Initiative: +9

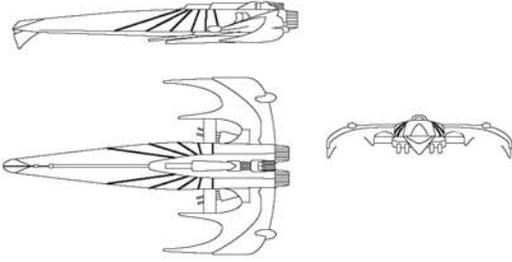
No Weapons



Balosian Estnassa Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2232	Turn Delay: 1/2 Speed	Stb/Port Defense: 15
Point Value: 550	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 200	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
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	
Ion Cannon	
Class: Ion	
Modes: Raking	◆
Damage: 2d10+10	
Range Penalty: -1 per 4 hexes	
Fire Control: +2/+2/+0	
Intercept Rating: -1	☐
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/+4/+4	
Intercept Rating: -2	☐
Rate of Fire: 1 per turn	



FORWARD HITS

- 1-3: Retro Thrust
- 4-7: Ion Cannon
- 8-9: Std Particle Beam
- 10-18: Forward Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-4: Main Thrust
- 5-6: Ion Cannon
- 7-8: Std Particle Beam
- 9-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

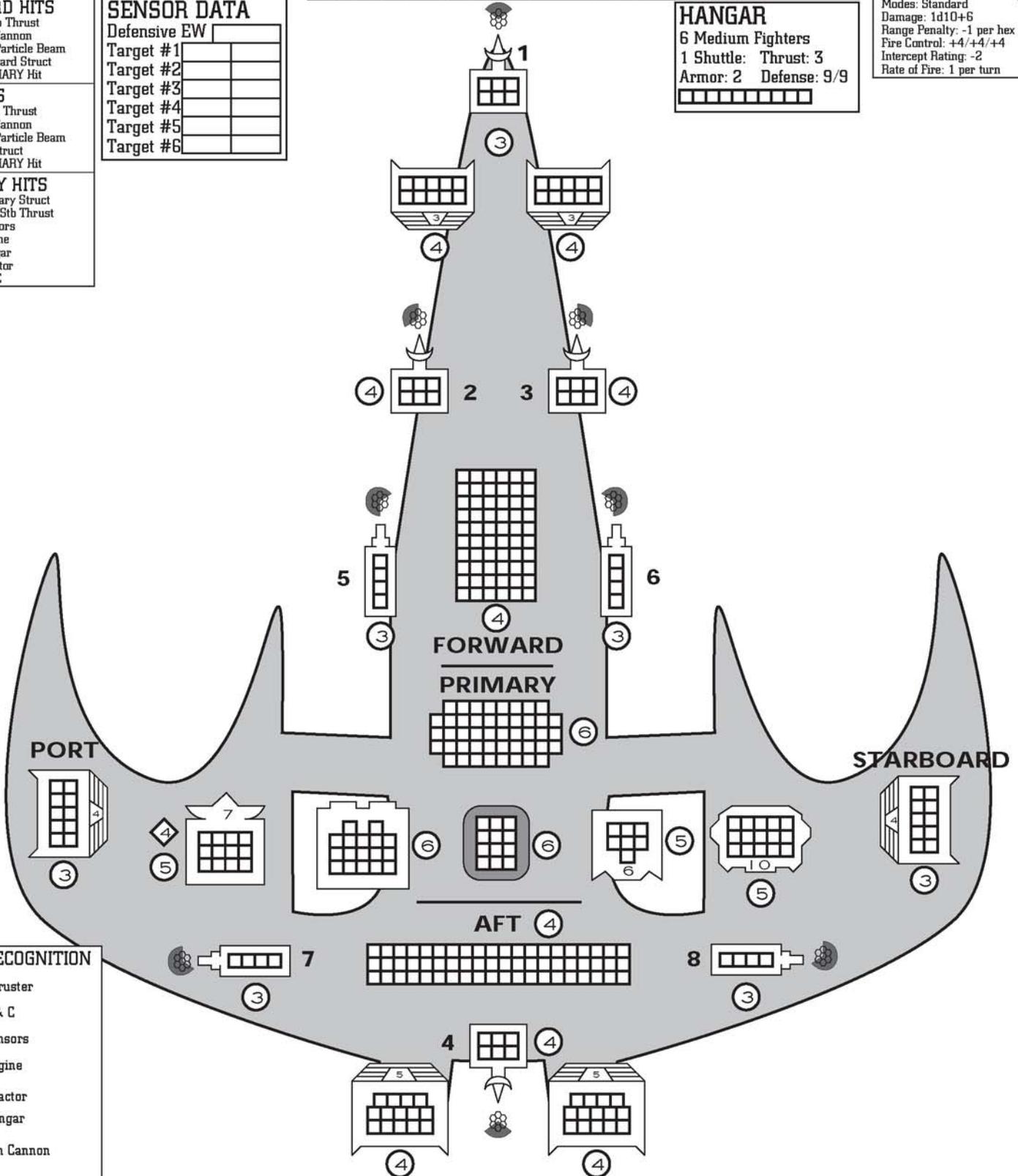
- 1-6: Primary Struct
- 7-9: Port/Stb Thrust
- 10-12: Sensors
- 13-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C & C

SENSOR DATA

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

HANGAR

6 Medium Fighters
1 Shuttle: Thrust: 3
Armor: 2 Defense: 9/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Ion Cannon



Balosian Verlessa Liner

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Vombat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 2252	Turn Delay: 1 x Speed	Stb/Port Defense: 15
Point Value: 150	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 130	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	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	
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	

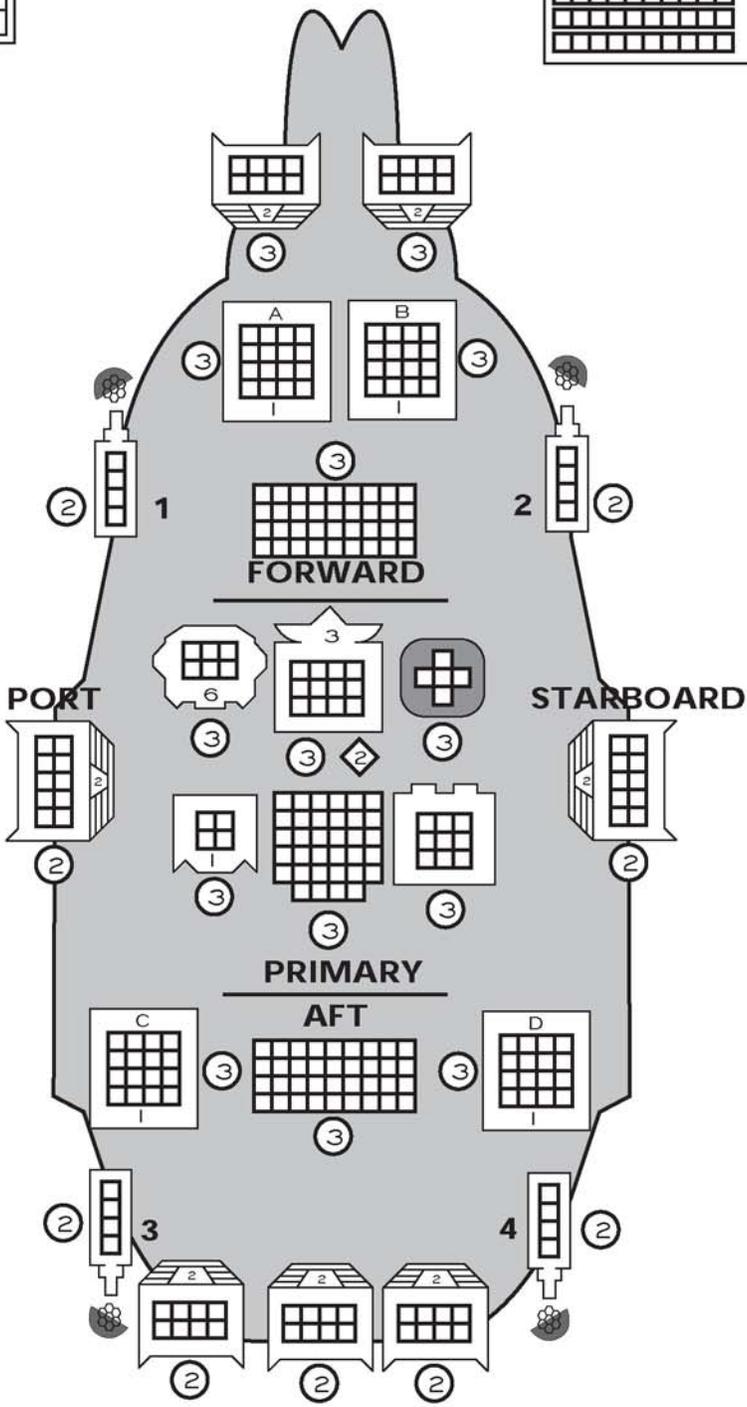
FORWARD HITS
1-4: Retro Thrust
5-7: Particle Beam
8-12: Passengers A or B
13-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Particle Beam
10-13: Passengers C or D
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Struct
9-10: Port/Stb Thrust
11-12: Engine
13-14: Sensors
15-16: Hangar
17-18: Reactor
19-20: C & C

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

HANGAR
0 Fighters
4 Shuttles: Thrust: 3
Armor: 2 Defense: 9/9



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Passengers
	Std Particle Beam



Balosian Yessa Tanker

SPECS

Class: Medium Ship
 In Service: 2246
 Point Value: 90
 Ramming Factor: 40
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 12
 Stb/Port Defense: 14
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Penalty: -8

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

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

FORWARD HITS

- 1-3: Retro Thrust
- 4-5: Cargo A
- 6-7: Cargo B
- 8-9: Cargo C
- 10-11: Cargo D
- 12-17: Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-3: Main Thrust
- 4-5: Cargo A
- 6-7: Cargo B
- 8-9: Cargo C
- 10-11: Cargo D
- 12-17: Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

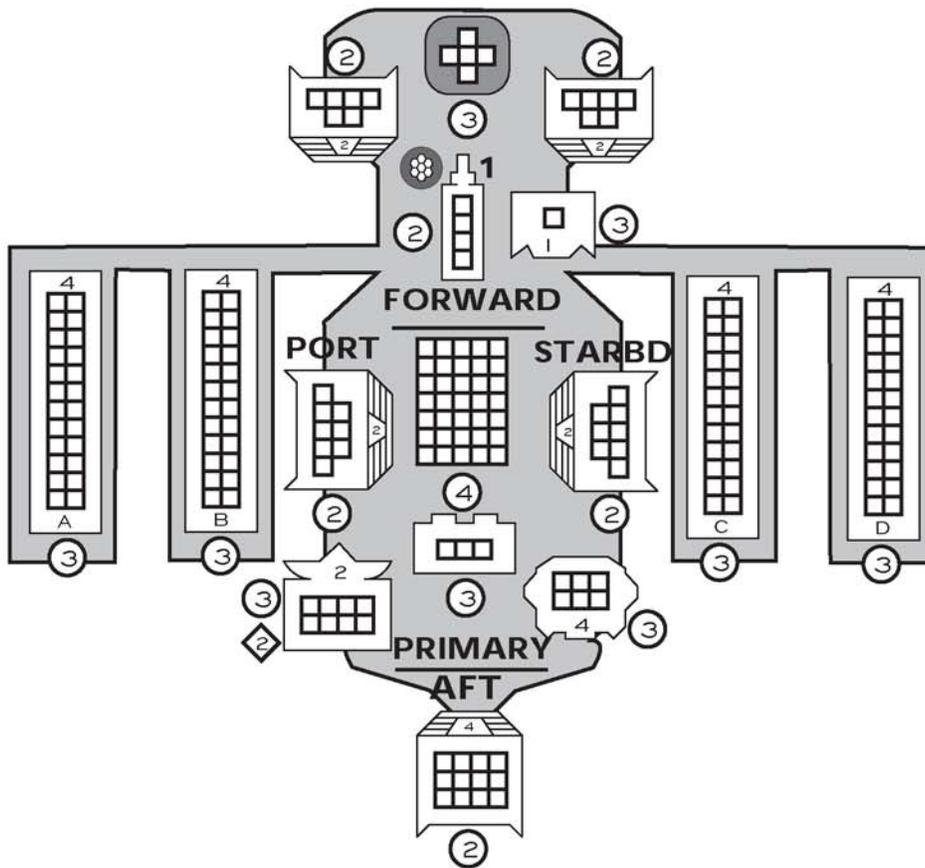
- 1-8: Port/Stb Thrust
- 9-10: Std Particle Beam
- 11-13: Sensors
- 14-16: Engine
- 17: Hangar
- 18-19: Reactor
- 20: C & C

SENSOR DATA

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

HANGAR

0 Fighters
 1 Cargo Shuttle: Thrust: 3
 Armor: 0 Defense: 12/12
 [] [] [] [] [] [] [] [] [] []



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Std Particle Beam

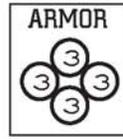
Balosian Tortra Assault Shuttles

SPECS
Class: Med Fighters
In Service: 2204
Point Value: 40 each
Ramming Factor: 24
Jinking Limit: N/A

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: 10
Sth/Port Defense: 10
Free Thrust: 8
Offensive Bonus: +3
Initiative Bonus: +9

WEAPON DATA
Ultralight Particle Beam
Number of Guns: 2 (Linked)
Damage: 1d6+1
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn



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

Flight #1

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

Flight #2

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

Flight #3

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

Flight #4

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

Flight #5

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

Flight #6

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

Flight #7

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

Flight #8

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

BALOSIAN SHAPPA

ARMED BREACHING POD

Cost: 75 Defense: 9/10

Thrust: 8 Offense: +3

Armor: 3 Initiative: +9

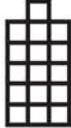
2 Lt. Particle Guns (Linked)

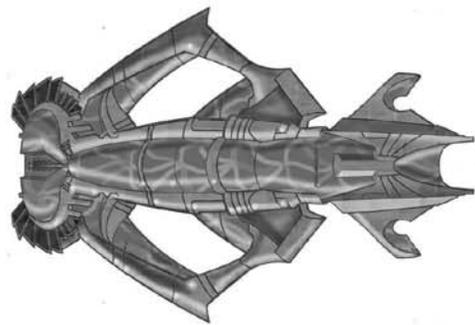
Rate of Fire: 1 per turn

Range Penalty: -2 per hex

Damage: 1d6+2

Firing Arc:





Version 1: 2E/S6

Name: _____

Counter: _____



Gaim Bassari Heavy Cruiser

SPECS

Class: Capital Ship
 In Service: 2258
 Point Value: 650
 Ramming Factor: 180
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Def: 15
 Stb/Port Defense: 17
 Engine Efficiency: 3/1
 Extra Power: +2
 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	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

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

Packet Torpedo

Class: Ballistic
 Mode: Standard
 Damage: 2d10+10
 Range Penalty: -1 per 2 hexes after range 10
 Fire Control: +3/+3/-6
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Scattergun

Class: Particle
 Modes: Standard
 Damage: 2d6+1
 Range Penalty: -2 per hex
 Fire Control: +0/+2/+5
 Intercept Rating: -2
 Rate of Fire: 1d6 per turn

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

HANGAR

12 Fighters
 2 Shuttles: Thrust: 4
 Armor: 0 Defense: 9/10

FORWARD HITS

1-4: Retro Thrust
 5-6: Twin Array
 7-9: Scattergun
 10: Packet Torpedo
 11-17: Forward Struct
 18-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
 4-5: Assault Laser
 6-8: Twin Array
 9-17: Port/Stb Struct
 18-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
 5-7: Packet Torpedo
 8-11: Twin Array
 12-17: Aft Struct
 18-20: PRIMARY Hit

PRIMARY HITS

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

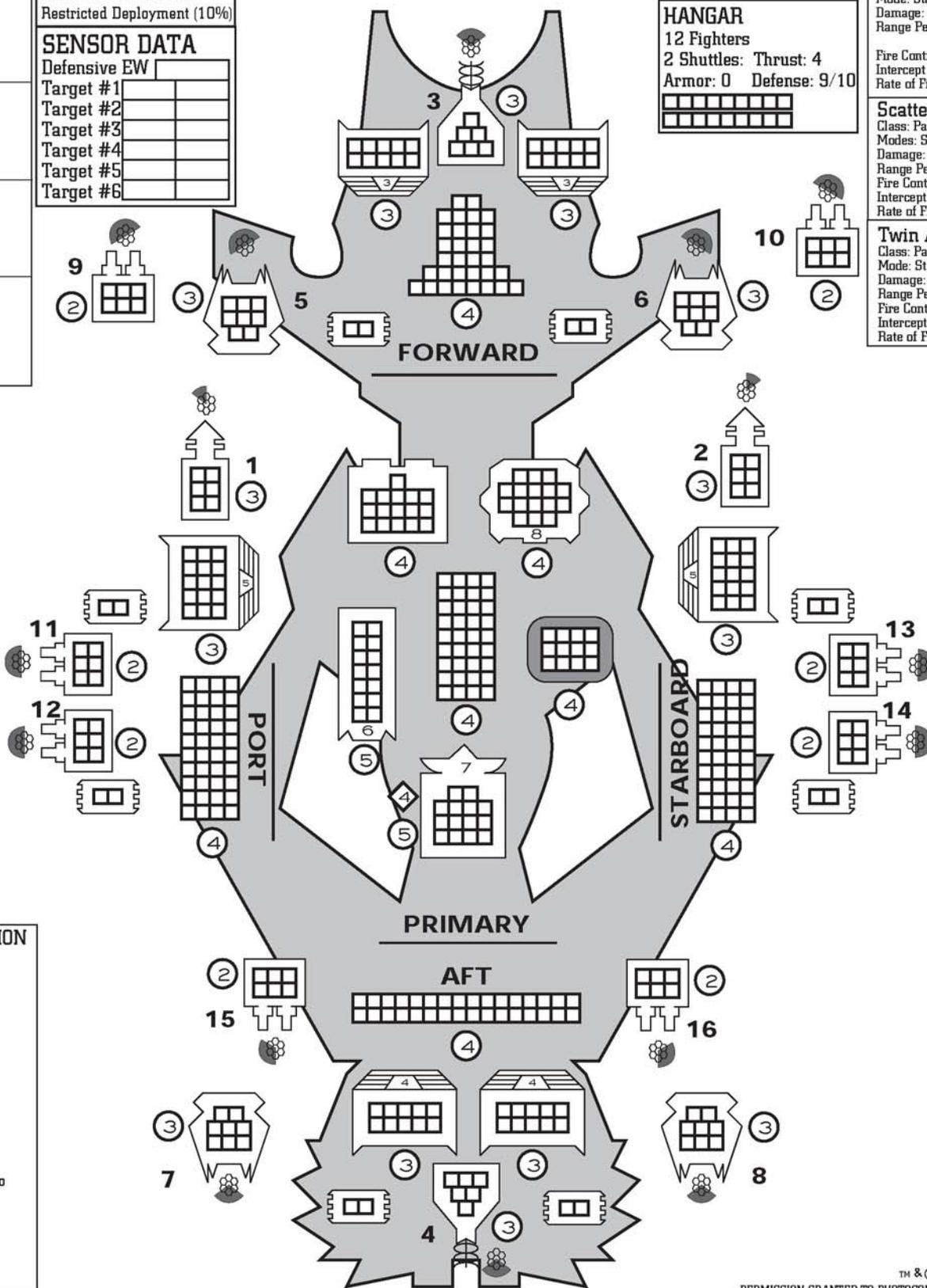
SPECIAL NOTES

Restricted Deployment (10%)

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
- Assault Laser
- Packet Torpedo
- Twin Array
- Scattergun
- Bulkhead

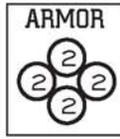
Gain It Taka Assault Shuttles

SPECS
Class: Medium Fighters
In Service: 2251
Point Value: 30 each
Ramming Factor: 20
Jinking Limit: n/a

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
Sth/Port Defense: 7
Free Thrust: 9
Offensive Bonus: +2
Initiative Bonus: +9

WEAPON DATA
Light Particle Beam
Number of Guns: 1
Damage: 1d6+3
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn



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

Flight #1

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

Flight #2

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

Flight #3

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

Flight #4

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

Flight #5

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

Flight #6

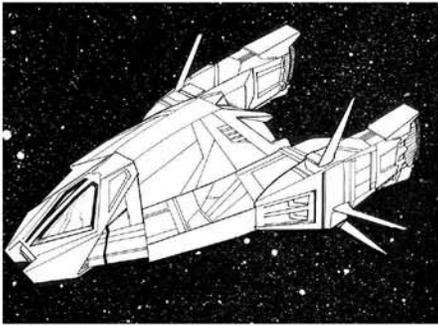
	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #7

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

Flight #8

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



Gaim Kasta Torpedo Fighters

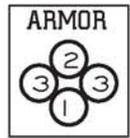
SPECS
 Class: Med. Fighters
 In Service: 2252
 Point Value: 44 each
 Ramming Factor: 20
 Jinking Limit: 8 Levels

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: 7
 Sth/Port Defense: 8
 Free Thrust: 10
 Offensive Bonus: +4
 Initiative Bonus: +18

WEAPON DATA
Light Particle Gun
 Number of Guns: 2
 Class: Particle
 Damage: 1d6+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn
 Intercept Rating: -2
Basic Fighter Missile
 Cost: 8 Combat Points
 Class: Ballistic
 Damage: 10
 Max Range: 10 hexes
 Fire Control: n/a
 Intercept Rating: n/a

SPECIAL NOTES
 Can carry 4 missiles
 Launch rate 1 per turn



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

Flight #1

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

Flight #7

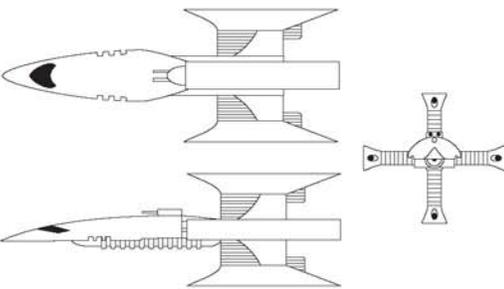
	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
	<input type="checkbox"/>					
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

Flight #8

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



Gaim Kruppas Gunship



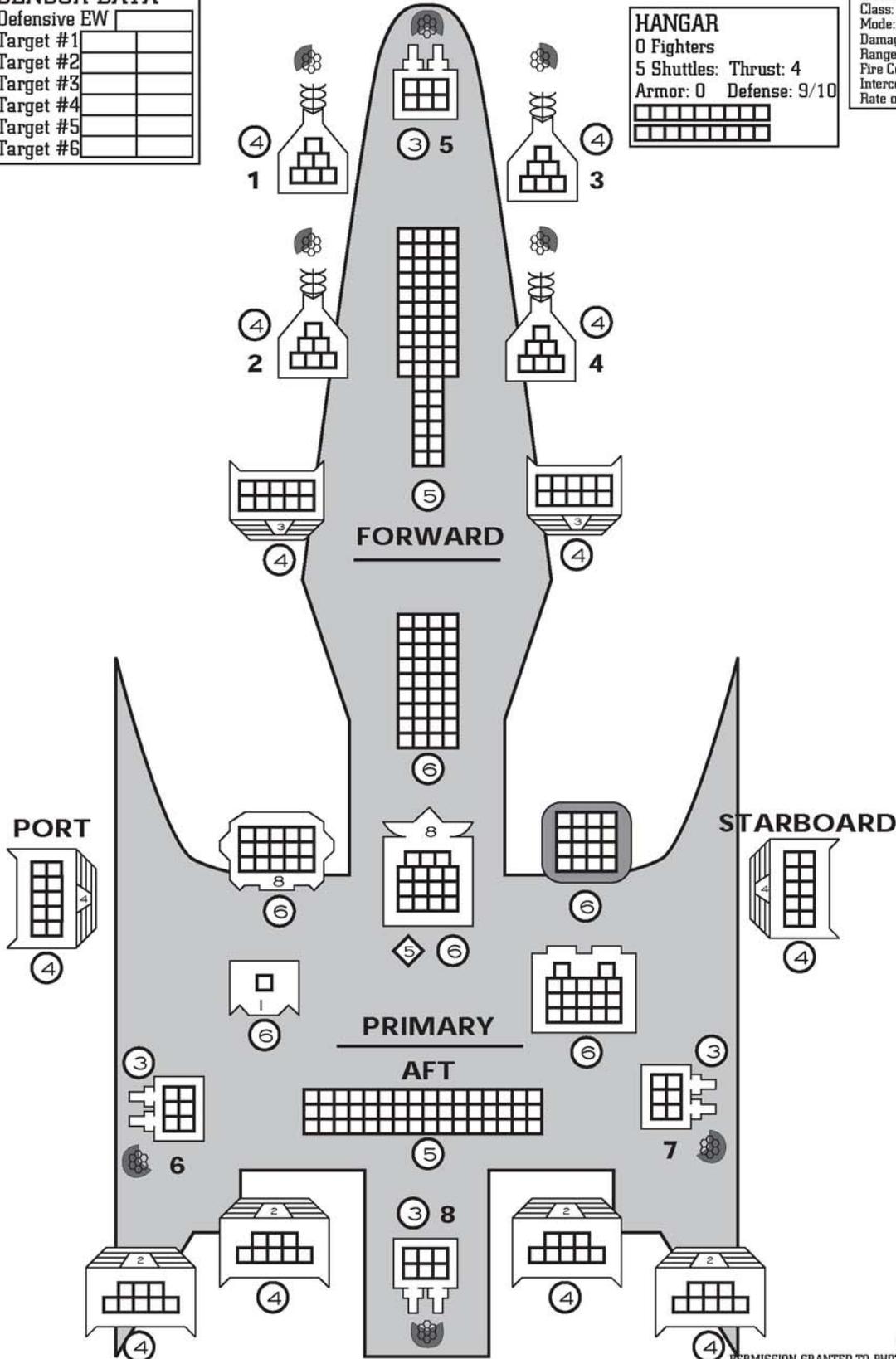
FORWARD HITS	
1-4:	Retro Thrust
5-9:	Packet Torp
10-11:	Twin Array
12-18:	Forward Struct
19-20:	PRIMARY Hit
AFT HITS	
1-4:	Main Thrust
5-8:	Twin Array
9-18:	Aft Struct
19-20:	PRIMARY Hit
PRIMARY HITS	
1-8:	Primary Struct
9-10:	Port/Stb Thrust
11-13:	Sensors
14-16:	Engine
17:	Hangar
18-19:	Reactor
20:	C & C

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

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Def: 14
In Service: 2250	Turn Delay: 1 x Speed	Stb/Port Defense: 14
Point Value: 500	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 160	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +6
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 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
Packet Torpedo	
Class: Ballistic	
Mode: Standard	⬠
Damage: 2d10+10	
Range Penalty: -1 per 2 hexes after range 10	
Fire Control: +3/+3/-6	
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	

HANGAR	
0 Fighters	
5 Shuttles: Thrust: 4	
Armor: 0 Defense: 9/10	
	██████████
	██████████



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Twin Array
	Packet Torpedo
	Bulkhead



Gaim Ossari Cruiser

SPECS

Class: Capital Ship
 In Service: 2253
 Point Value: 590
 Ramming Factor: 260
 Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 16
 Engine Efficiency: 3/1
 Extra Power: 0
 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

Assault Laser
 Class: Laser
 Modes: Raking
 Damage: 3d10+4
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+3/-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

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

Packet Torpedo
 Class: Ballistic
 Mode: Standard
 Damage: 2d10+10
 Range Penalty: -1 per 2 hexes after range 10
 Fire Control: +3/+3/-6
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

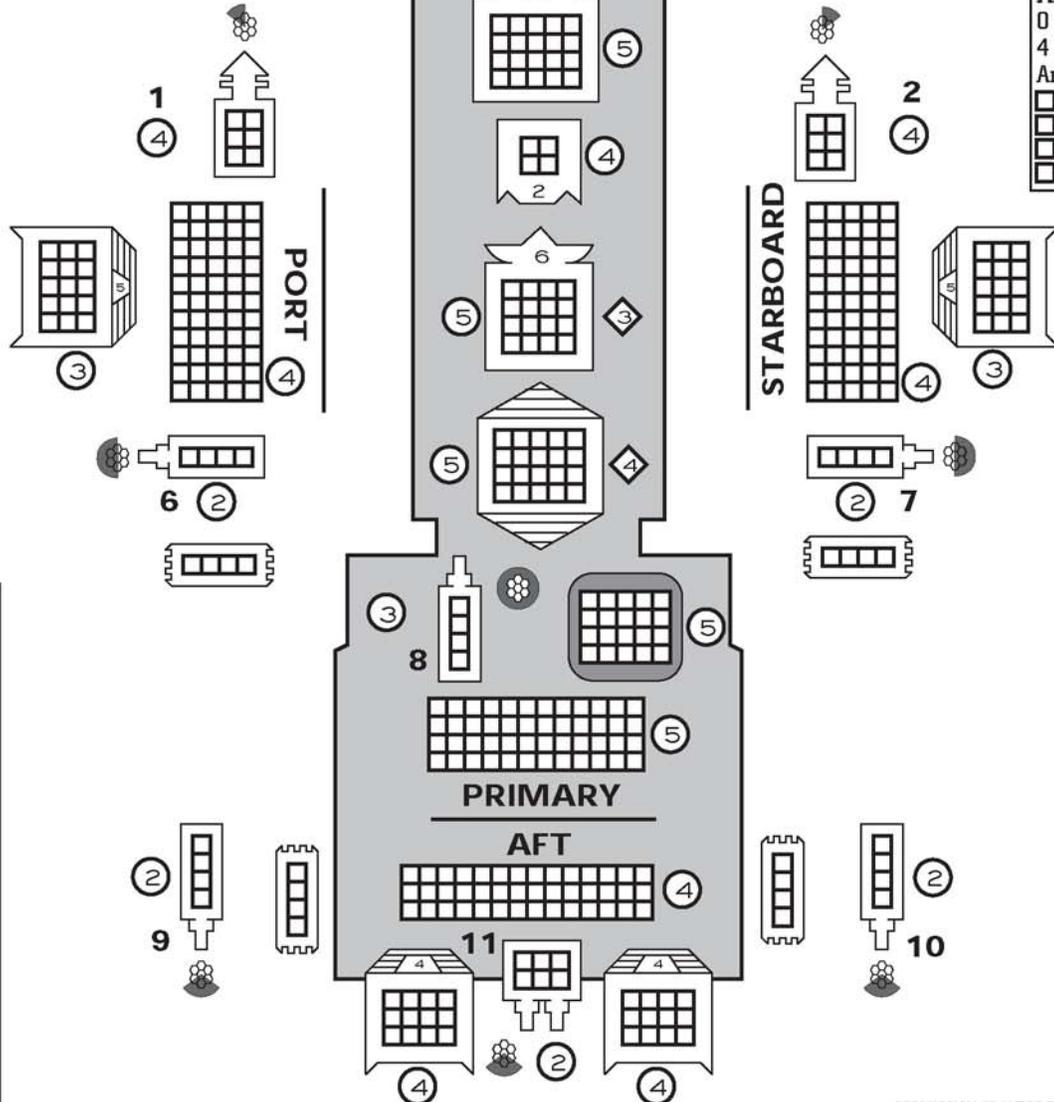
HANGAR
 0 Fighters (6 External)
 4 Shuttles: Thrust: 4
 Armor: 0 Defense: 9/10

FORWARD HITS
1-4: Retro Thrust
5-6: Std Particle Beam
7-9: Packet Torpedo
10-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-6: Assault Laser
7-8: Std Particle Beam
9-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-9: Std Particle Beam
10-11: Twin array
12-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-10: Primary Struct
11: Jump Engine
12: Std Particle Beam
13-14: Primary Sensors
15-16: Engine
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

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Twin Array
- Assault Laser
- Packet Torpedo
- Bulkhead



Gaim Rakar Strike Cruiser

SPECS

Class: Capital Ship
 In Service: 2253
 Point Value: 750
 Ramming Factor: 270
 Jump Delay: 24 Turns

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: 16
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: 0

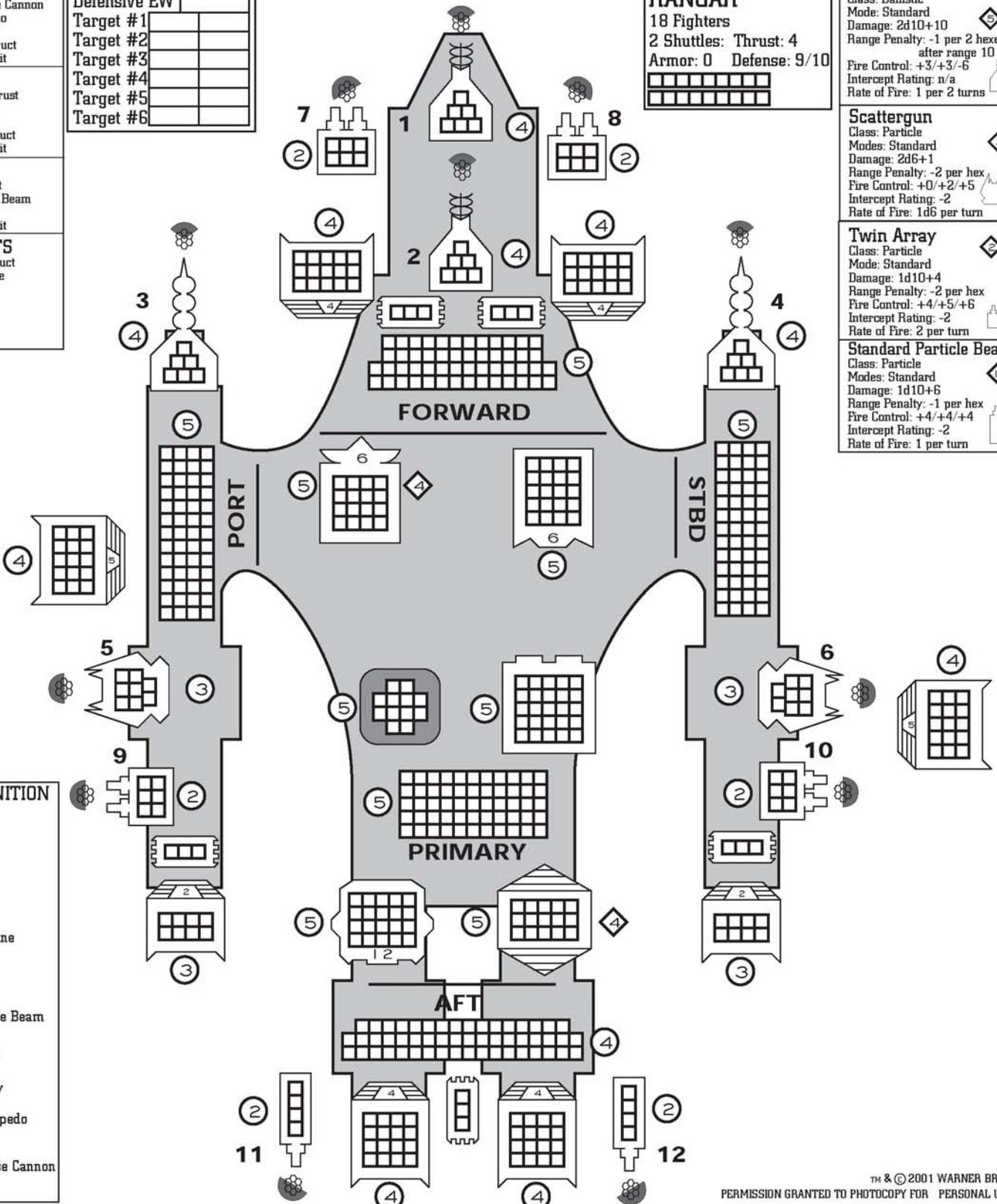
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

HANGAR

18 Fighters
 2 Shuttles: Thrust: 4
 Armor: 0 Defense: 9/10

FORWARD HITS	
1-4:	Retro Thrust
5-6:	Heavy Pulse Cannon
10:	Packet Torpedo
11-12:	Twin Array
11-18:	Forward Struct
19-20:	PRIMARY Hit
SIDE HITS	
1-4:	Port/Stb Thrust
5:	Scattergun
6-7:	Twin Array
8-18:	Port/Stb Struct
19-20:	PRIMARY Hit
AFT HITS	
1-8:	Main Thrust
9-10:	Std Particle Beam
11-18:	Aft Struct
19-20:	PRIMARY Hit
PRIMARY HITS	
1-7:	Primary Struct
8-9:	Jump Engine
10-12:	Sensors
13-14:	Engine
15-17:	Hangar
18-19:	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
	Std Particle Beam
	Scattergun
	Twin Array
	Packet Torpedo
	Heavy Pulse Cannon
	Bulkhead

WEAPON DATA	
Heavy Pulse Cannon	
Class: Particle	
Mode: Pulse	
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	
Packet Torpedo	
Class: Ballistic	
Mode: Standard	
Damage: 2d10+10	
Range Penalty: -1 per 2 hexes after range 10	
Fire Control: +3/+3/-6	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Scattergun	
Class: Particle	
Modes: Standard	
Damage: 2d6+1	
Range Penalty: -2 per hex	
Fire Control: +0/+2/+5	
Intercept Rating: -2	
Rate of Fire: 1d6 per turn	
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	
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	

Gaim Ralla Escort Carrier

SPECS

Class: Medium Ship
 In Service: 2251
 Point Value: 425
 Ramming Factor: 80
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: 4
 Initiative Penalty: 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

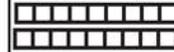
WEAPON DATA

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

Light Pulse Cannon
 Class: Particle
 Mode: Pulse
 Damage: 8 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

INTERNAL HANGAR

2 Shuttles: Thrust: 4
 Armor: 0 Defense: 9/10



POD HANGARS

6 Fighters (Reska Only)
 0 Shuttles

FORWARD HITS

- 1-3: Retro Thrust
- 4-5: Medium Pulse Cannon
- 6-7: Light Pulse 4 or 5
- 8-10: Hanger
- 11-17: Structure
- 18-20: PRIMARY Hit

AFT HITS

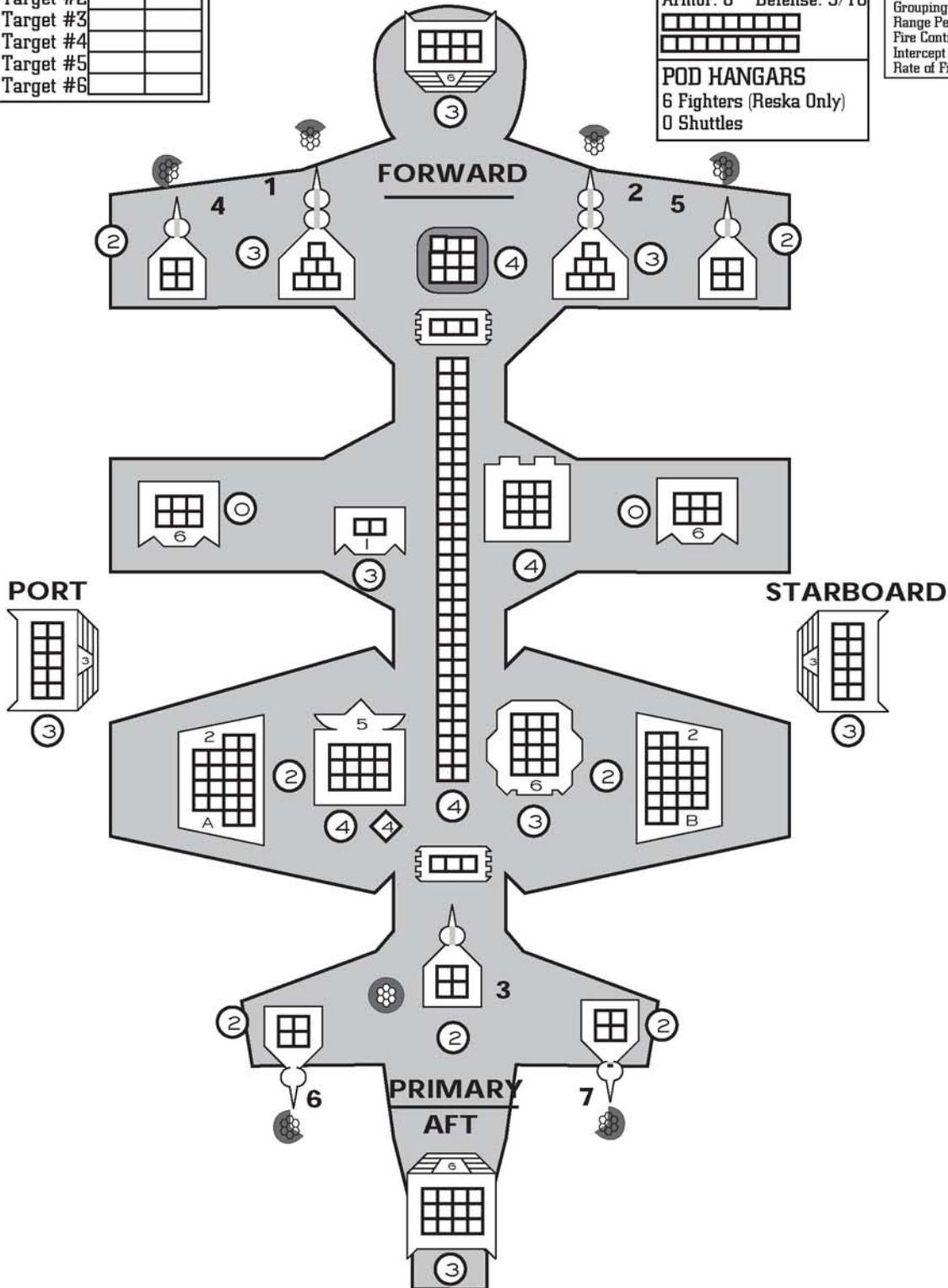
- 1-3: Main Thrust
- 4-5: Cargo A
- 6-7: Cargo B
- 8-9: Light Pulse 6
- 10-11: Light Pulse 7
- 12-17: Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-7: Port/Stb Thrust
- 8-9: Light Pulse 3
- 10-12: Sensors
- 13-15: Engine
- 16-17: Hangar
- 18-19: 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
- Reactor
- Hangar
- Cargo
- Light Pulse Cannon
- Med Pulse Cannon
- Bulkhead



Gaim Rassa Patrol Frigate

SPECS

Class: Medium Ship
 In Service: 2251
 Point Value: 350
 Ramming Factor: 120
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 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: 11
 Stb/Port Defense: 13
 Engine Efficiency: 3/1
 Extra Power: +1
 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

WEAPON DATA

Packet Torpedo

Class: Ballistic
 Mode: Standard
 Damage: 2d10+10
 Range Penalty: -1 per 2 hexes after range 10
 Fire Control: +3/+3/-5
 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

- 1-4: Retro Thrust
- 5-8: Packet Torpedo
- 9-10: Twin array
- 11-17: Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Hangar
- 9-17: Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Port/Stb Thrust
- 9-11: Sensors
- 12-14: Engine
- 15: Hangar
- 16-18: Reactor
- 19-20: C & C

SPECIAL NOTES

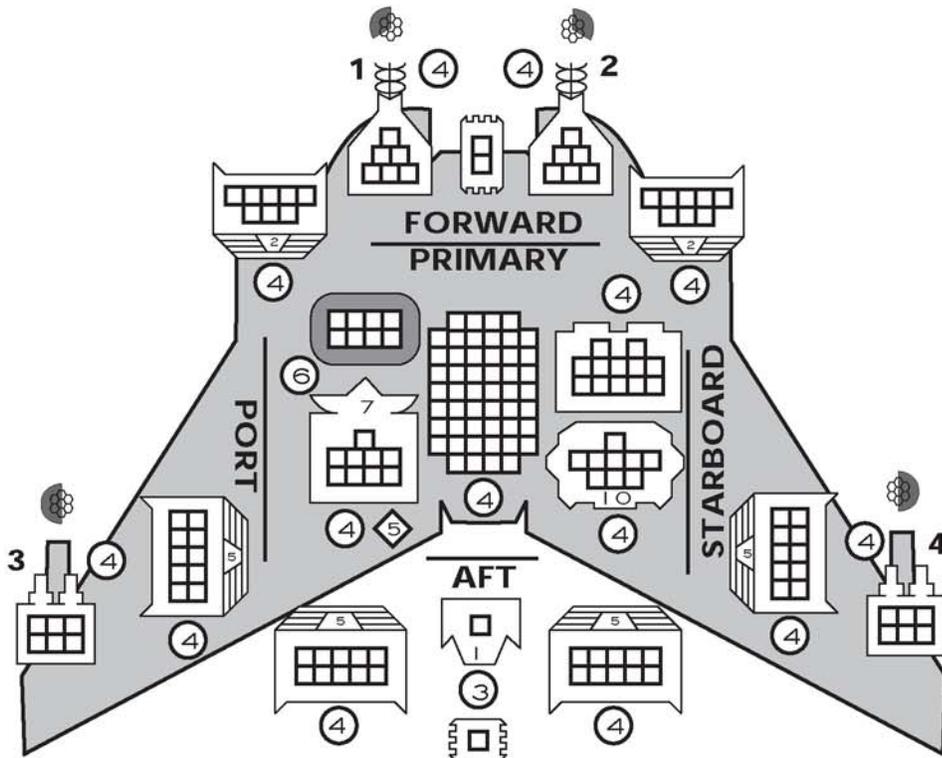
Atmospheric Capable

SENSOR DATA

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

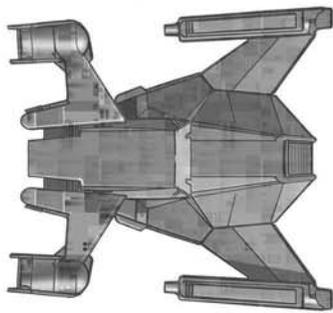
HANGAR

0 Fighters
 1 Shuttle: Thrust: 4
 Armor: 0 Defense: 9/10
 [Progress Bar]



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Twin Array
- Packet Torpedo
- Bulkhead



Version 1: 2E/56

Name: _____ Counter: _____



Gam Shamor Battle Scout

SPECS Class: Capital Ship In Service: 2257 Point Value: 750 Ramming Factor: 200 Jump Delay: N/A	MANEUVERING Turn Cost: 1 x Speed Turn Delay: 1 x Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 4+2 Thrust Roll Cost: 3+2 Thrust	COMBAT STATS Fwd/Aft Defense: 16 Stb/Port Defense: 18 Engine Efficiency: 3/1 Extra Power: 0 Initiative Penalty: -1	WEAPON DATA Battle Laser Class: Laser Modes: R, P Damage: 4d10+12 Range Penalty: -1 per 4 hexes Fire Control: +4/+3/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 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

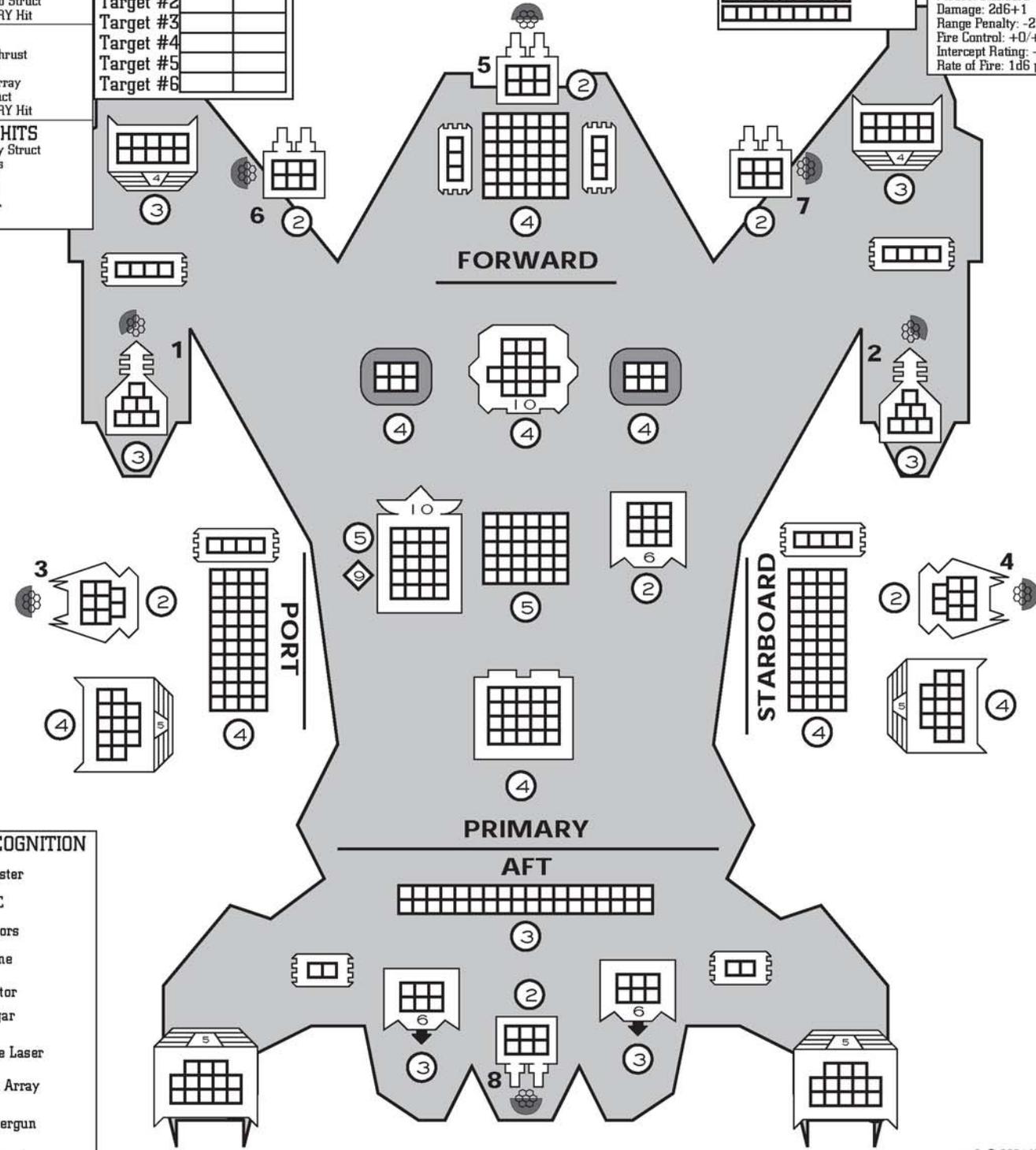
HANGAR 6 Medium Fighters 3 Shuttles: Thrust: 4 Armor: 0 Defense: 9/10

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
Scattergun Class: Particle Modes: Standard Damage: 2d6+1 Range Penalty: -2 per hex Fire Control: +0/+2/+5 Intercept Rating: -2 Rate of Fire: 1d6 per turn

FORWARD HITS 1-4: Retro Thrust 5-7: Twin Array 8-18: Forward Struct 19-20: PRIMARY Hit
SIDE HITS 1-4: Port/Stb Thrust 5-6: Battle Laser 7-8: Scattergun 9-18: Port/Stb Struct 19-20: PRIMARY Hit
AFT HITS 1-5: Main Thrust 6-9: Hangar 10: Twin Array 11-18: Aft Struct 19-20: PRIMARY Hit
PRIMARY HITS 1-8: Primary Struct 9-11: Sensors 12-14: Engine 15-16: Hangar 17-19: Reactor 20: C & C

SPECIAL NOTES Limited Deployment (33%) ELINT Ship
SENSOR DATA Defensive EW: _____ Target #1: _____ Target #2: _____ Target #3: _____ Target #4: _____ Target #5: _____ Target #6: _____

EXTERNAL HANGARS 6 Fighters (Reska Only) 0 Shuttles
--



	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Battle Laser
	Twin Array
	Scattergun
	Bulkhead



Gaim Suma Laser Cutter

SPECS

Class: Medium Ship
 In Service: 2255
 Point Value: 380
 Ramming Factor: 50
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
 Stb/Port Defense: 12
 Engine Efficiency: 3/1
 Power Deficit: -1
 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	2	2	3	3	3	4	4	4

WEAPON DATA

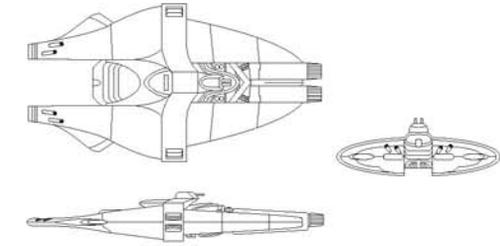
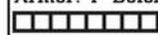
Assault Laser
 Class: Laser
 Modes: Raking
 Damage: 3d10+4
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+3/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

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

HANGAR

0 Fighters
 1 Shuttle: Thrust: 4
 Armor: 1 Defense: 10/12



FORWARD HITS

1-6: Retro Thrust
 7-10: Assault Laser
 11-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7-10: Twin Array
 11-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

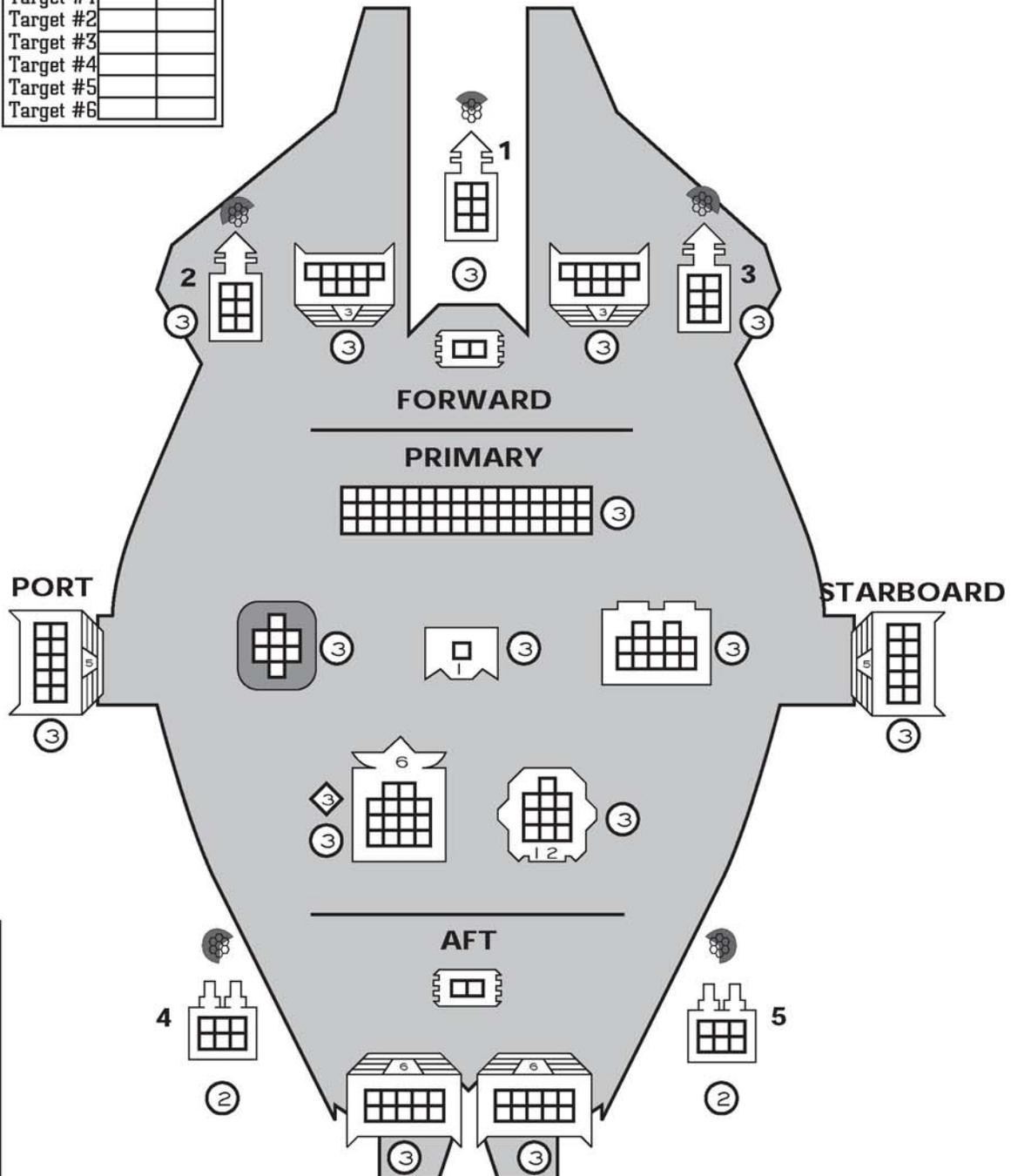
1-7: Port/Stb Thrust
 8-11: Sensors
 12-14: Engine
 15-16: Hangar
 17-19: Reactor
 20: C & C

SPECIAL NOTES

Agile Ship
 Atmospheric Capable
 Restricted Deployment (10%)

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
- Twin Array
- Assault Laser
- Bulkhead



Gaim Tackra Escort Cutter

SPECS

Class: Medium Ship
 In Service: 2246
 Point Value: 350
 Ramming Factor: 40
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

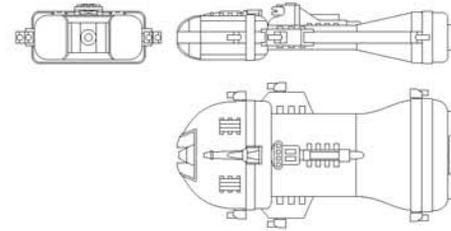
Fwd/Aft Defense: 13
 Stb/Port Defense: 13
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: +12

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

WEAPON DATA

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

Scattergun
 Class: Particle
 Mode: Standard
 Damage: 2d6+1
 Range Penalty: -2 per hex
 Fire Control: +0/+2/+5
 Intercept Rating: -2
 Rate of Fire: 1d6 per turn



FORWARD HITS

1-6: Retro Thrust
 7-8: Scattergun
 9-11: Twin Array (Front)
 12-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
 9-10: Twin Array (Rear)
 11-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
 9-11: Sensors
 12-14: Engine
 15-16: Hangar
 17-19: Reactor
 20: C & C

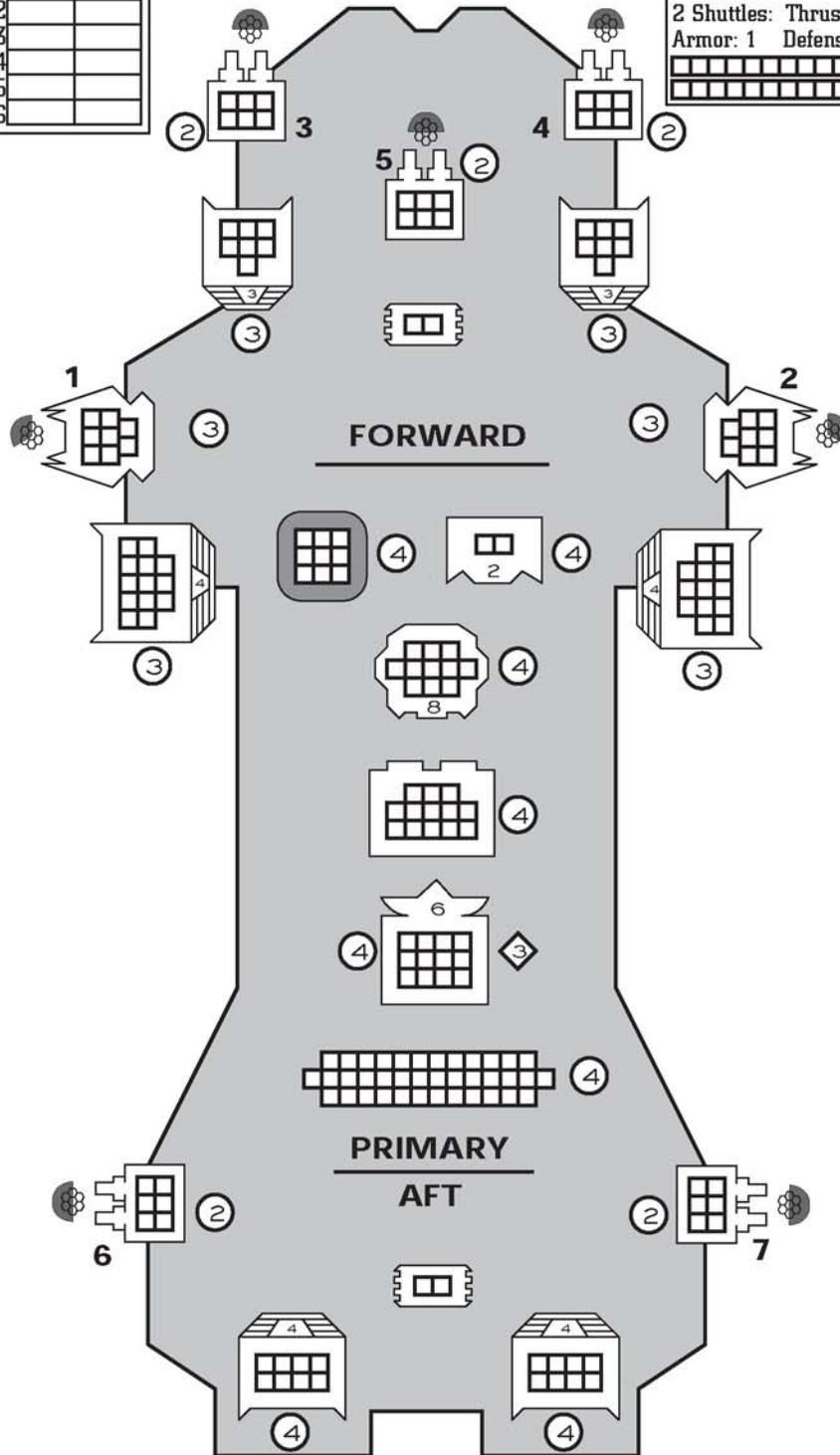
SENSOR DATA

Defensive EW

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

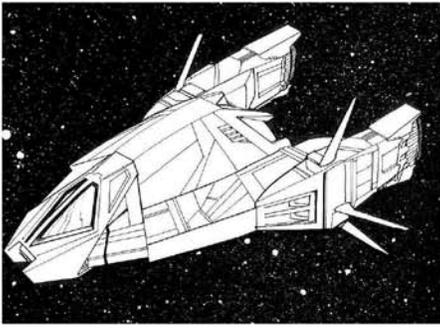
HANGAR

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Hangar
- Twin Array
- Scattergun
- Bulkhead



Gaim Krast Recon Fighters

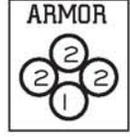
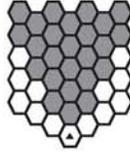
SPECS
 Class: Med. Fighters
 In Service: 2252
 Point Value: 37 each
 Ramming Factor: 20
 Jinking Limit: 8 Levels

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: 7
 Sth/Port Defense: 8
 Free Thrust: 9
 Offensive Bonus: +5
 Initiative Bonus: +18

WEAPON DATA
 Light Particle Gun
 Number of Guns: 2 (Linked)
 Damage: 1d6+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn
 Type Y Fighter Missile
 Cost: 2 Combat Points
 Class: Ballistic
 Damage: 6
 Max Range: 8 hexes
 Fire Control: n/a
 Intercept Rating: n/a

SPECIAL NOTES
 Can carry 2 missiles
 Launch rate 1 per turn



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

Flight #1

	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<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"/>						
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"/>						
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"/>						
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"/>						
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"/>						
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"/>						
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"/>						
Initiative	Speed	Thrust Used	Jinking	Notes		



Tal'kona-Sha Til'sha Patrol Frigate

SPECS		MANEUVERING		COMBAT STATS	
Class: Medium Ship		Turn Cost: 1/2 Speed		Fwd/Aft Defense: 10	
In Service: 306 BC		Turn Delay: 1/2 Speed		Stb/Port Defense: 13	
Point Value: 600		Accel/Decel Cost: 3 Thrust		Engine Efficiency: N/A	
Ramming Factor: 70		Pivot Cost: 2 Thrust		Extra Power: N/A	
Jump Delay: 8 Turns		Roll Cost: 3 Thrust		Initiative Bonus: +14	
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				

WEAPON DATA	
Cone Focus Beam	
Class: Gravitic	
Modes: Raking (Special)	
Damage: 3d10 Raking plus a final rake of 20	
Range Penalty: -1 per 4 hexes	
Fire Control: +5/+5/+3	
Intercept Rating: -3	
Rate of Fire: 1 per 3 turns	
Point Defense Beam	
Class: Gravitic	
Modes: Standard	
Damage: 1d10+8	
Range Penalty: -1 per hex	
Fire Control: +5/+5/+5	
Intercept Rating: -3	
Rate of Fire: 1 per turn	

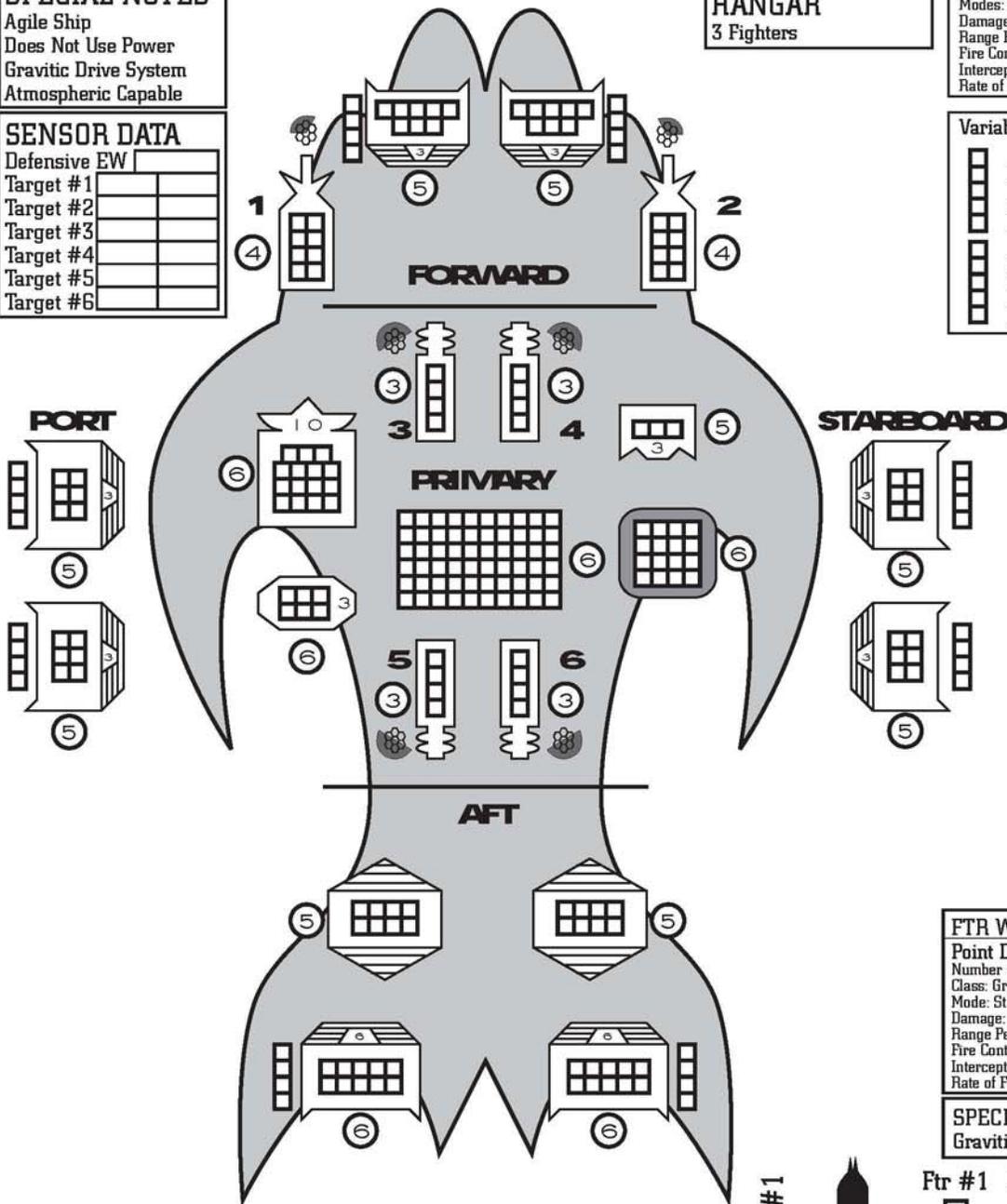
FORWARD HITS	
1-5: Retro Thrust	
6-9: Cone Focus Beam	
10-17: Structure	
18-20: PRIMARY Hit	
AFT HITS	
1-6: Main Thrust	
7-10: Jump Drive	
11-17: Structure	
18-20: PRIMARY Hit	
PRIMARY HITS	
1-8: Port/Stb Thrust	
9-12: Point Defense Beam	
13-14: Self-Repair	
15-17: Sensors	
18-19: Hangar	
20: C & C	

SPECIAL NOTES
 Agile Ship
 Does Not Use Power
 Gravitic Drive System
 Atmospheric Capable

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

HANGAR
 3 Fighters

Variable Damage Boxes	
█	_____
█	_____
█	_____
█	_____
█	_____
█	_____
█	_____
█	_____



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Jump Engine
	Self-Repair
	Hangar
	Cone Focus Beam
	Point Defense Beam

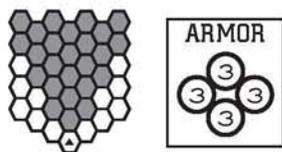
FTR WEAPON DATA	
Point Defense Beam	
Number of Guns: 1	
Class: Gravitic	
Mode: Standard	
Damage: 1d10+8	
Range Penalty: -1 per hex	
Fire Control: +1/+1/+1	
Intercept Rating: -3	
Rate of Fire: Once per turn	

SPECIAL NOTES
 Gravitic Drive System

Flight #1		Ftr #1		Ftr #2		Ftr #3
	Initiative	Speed	Thrust Used	Jinking	Notes	

Tal'kona-Sha Shiv Medium Fighters

SPECS		MANEUVERING		COMBAT STATS	
Class: Med. Fighters		Turn Cost: 1/3 Speed		Fwd/Aft Defense: 6	
In Service: 122		Turn Delay: 0		Stb/Port Defense: 8	
Point Value: 60 each		Accel/Decel Cost: 1 Thrust		Free Thrust: 12	
Ramming Factor: 25		Pivot Cost: 1 Thrust		Offensive Bonus: +5	
Jinking Limit: 8 Levels		Roll Cost: 1 Thrust		Initiative Bonus: +20	



Technomage Pinnacle

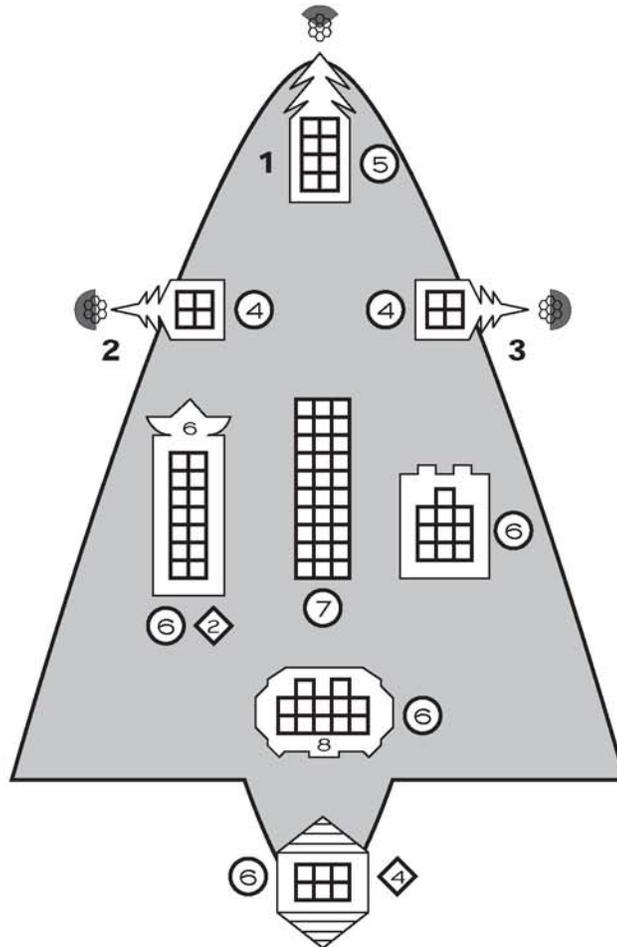
SPECS	MANEUVERING	COMBAT STATS
Class: Lt Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 10
In Service: 1393	Turn Delay: 1/4 Speed	Stb/Port Defense: 11
Point Value: 500?	Accel/Decel: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 40	Pivot Cost: 1 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 1 Thrust	Initiative Bonus: +16
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

WEAPON DATA	
Lightning Beam	
Class: Electromagnetic	⚡
Mode: Raking	
Damage: 3d10+12	
Range Penalty: -1 per 2 hexes	
Fire Control: +5/+4/+2	
Intercept Rating: -1	
Rate of Fire: 1 per 2 turns	
Lightning Bolt	
Class: Electromagnetic	⚡
Mode: Standard	
Damage: 1d10+4	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+5	
Intercept Rating: -3	
Rate of Fire: 1 per turn	

HIT LOCATION
1-11: Structure
12-13: Lightning Beam
14-16: Lightning Bolt
17-18: Drive
19: Reactor
20: Control

SPECIAL NOTES
Agile Ship
Gravitic Drive
Atmospheric Capable
Technomage Stealth

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



ICON RECOGNITION	
	Control
	Drive
	Reactor
	Lightning Beam
	Lightning Bolt



Cascor Nashaq Fleet Carrier

SPECS

Class: Capital Ship
 In Service: 2260
 Point Value: 750
 Ramming Factor: 240
 Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 1/2 Speed
 Accel/Decel Cost: 6 Thrust
 Pivot Cost: 4+4 Thrust
 Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
 Stb/Port Defense: 17
 Engine Efficiency: 6/1
 Extra Power: 0
 Initiative Bonus: +0

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

Ion Cannon
 Class: Ion
 Modes: Raking
 Damage: 2d10+10
 Range Penalty: -1 per 4 hexes
 Fire Control: +2/+2/+0
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

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

Dual Ion Bolter
 Class: Ion
 Modes: Standard
 Damage: 8
 Range Penalty: -1 per hex
 Fire Control: +2/+2/+2
 Intercept Rating: -2
 Rate of Fire: 2 per turn

FORWARD HITS

1-5: Retro Thrust
 6-7: Fwd Hangar
 8-18: Forward Struct
 19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
 4-5: Ion Cannon
 6-7: Ion Torpedo
 8-9: Dual Ion Bolter
 10-18: Port/Stb Struct
 19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7-8: Jump Drive
 9-11: Aft Hangar
 12-13: Dual Ion Bolter
 14-18: Aft Struct
 19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

EFS-ELINT Sensors

SENSOR DATA

Defensive EW

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

MAIN HANGAR

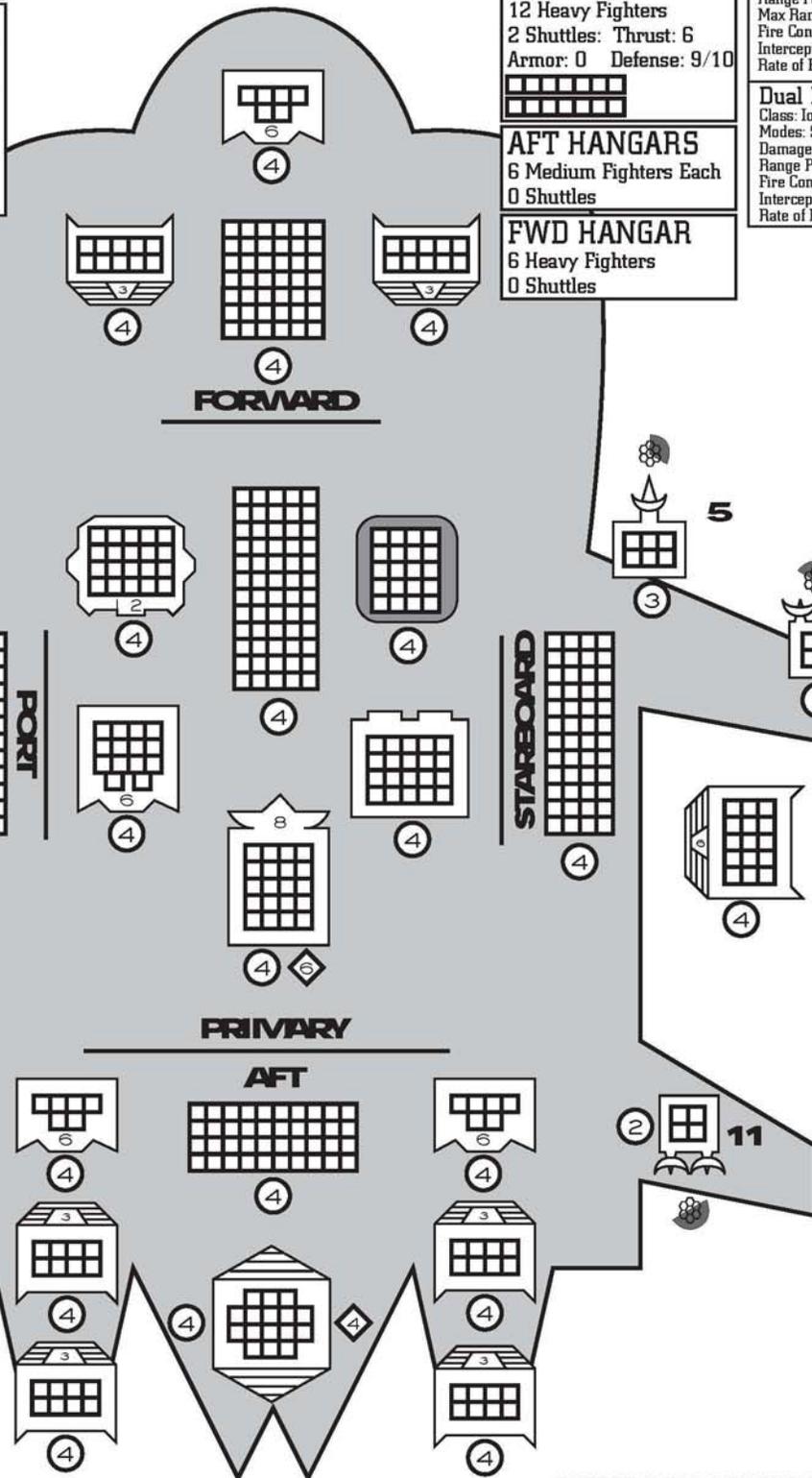
12 Heavy Fighters
 2 Shuttles: Thrust: 6
 Armor: 0 Defense: 9/10

AFT HANGARS

6 Medium Fighters Each
 0 Shuttles

FWD HANGAR

6 Heavy Fighters
 0 Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Ion Torpedo
- Ion Cannon
- Dual Ion Bolter



Ch'Lona Es'Kahsi Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Def: 14
In Service: 2156	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 550	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 120	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +6
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 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
Assault Laser	
Class: Laser	
Modes: Raking	⬡
Damage: 3d10+4	
Range Penalty: -1 per 3 hexes	
Fire Control: +3/+3/-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
1-4: Retro Thrust
5-9: Assault Laser
10-11: Twin Array
12-18: Forward Struct
19-20: PRIMARY Hit

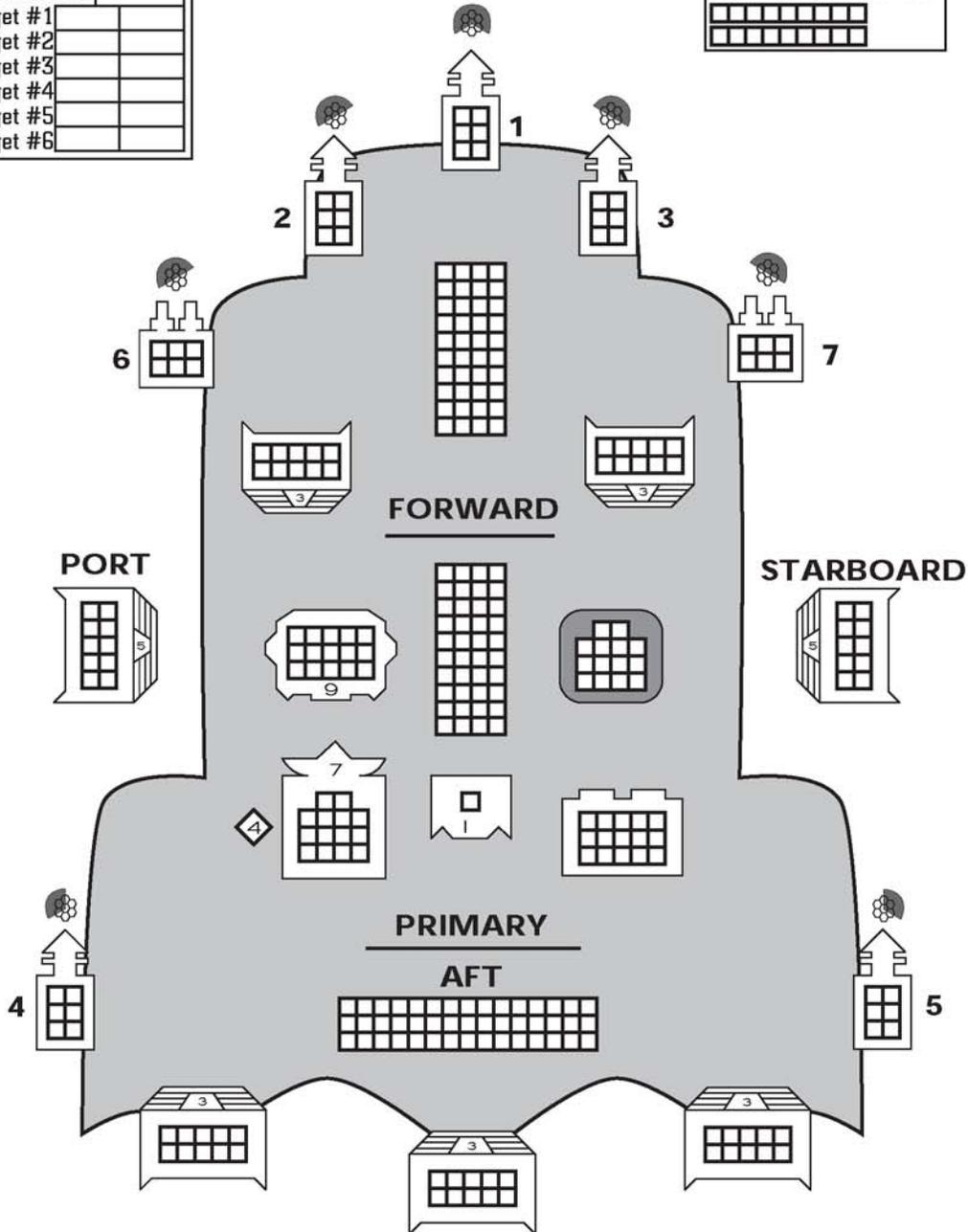
AFT HITS
1-5: Main Thrust
6-9: Assault Laser
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Struct
9-10: Port/Stb Thrust
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Shipwide Armor ④

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

HANGAR	
0 Fighters	
1 Shuttle: Thrust: 4	
Armor: 0 Defense: 8/8	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Twin Array
	Assault Laser



Generic Medium Shipyard

SPECS
 Class: Enormous Base
 In Service: N/A
 Point Value: N/A
 Ramming Factor: 600
 Jump Delay: N/A

MANEUVERING
 Turn Cost: N/A
 Turn Delay: N/A
 Accel/Decel Cost: N/A
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS
 Fwd/Aft Defense: 20
 Stb/Port Defense: 20
 Engine Efficiency: N/A
 Extra Power: +0
 Initiative Bonus: N/A

WEAPON DATA
Std. Defense Turret
 Class: Particle
 Modes: Standard
 Damage: 2d10
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 3 per turn
Light Defense Turret
 Class: Particle
 Modes: Standard
 Damage: 1d10+2
 Range Penalty: -2 per hex
 Fire Control: +2/+2/+5
 Intercept Rating: -3
 Rate of Fire: 3 per turn

SECTION HITS
 1-4: Hangar/Cargo
 5-6: Reactor
 7-16: Structure
 17-18: Connection Strut
 19-20: PRIMARY Hit

PRIMARY HITS
 1-8: Primary Structure
 9-10: Defense Turret
 11-12: Sensors
 13-15: Hangar
 16-18: Reactor
 19-20: C&C

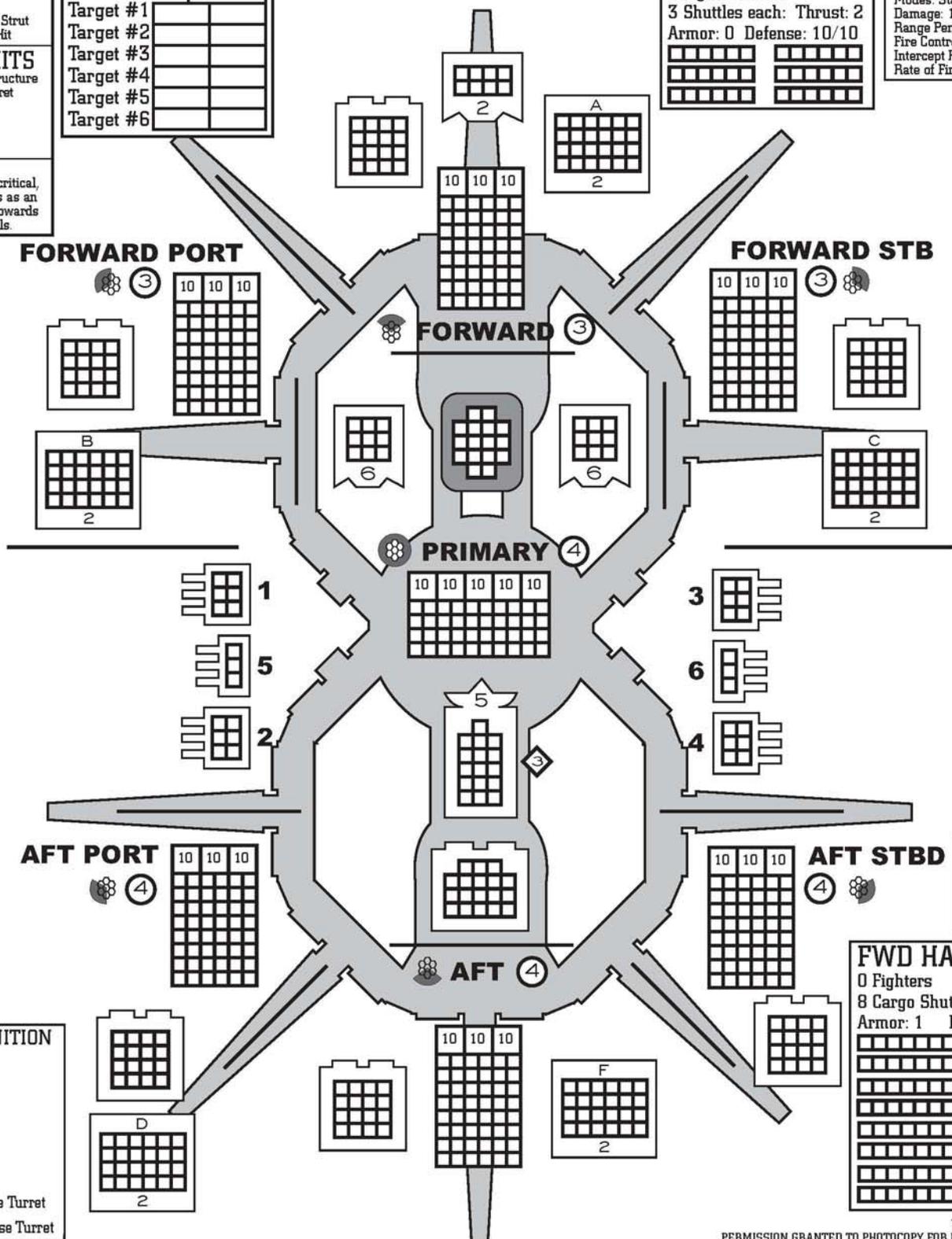
SPECIAL RULE:
 On an outer reactor critical, count any power loss as an additional modifier towards future reactor criticals.

SENSOR DATA

Defensive EW

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

MAIN HANGARS
 6 Fighters each
 3 Shuttles each: Thrust: 2
 Armor: 0 Defense: 10/10



ICON RECOGNITION

- C & C
- Sensors
- Cargo
- Reactor
- Hangar
- Std. Defense Turret
- Light Defense Turret



Deneth Heavy Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: 2243	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 745	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 270	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 24 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	
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
Assault Laser	Class: Laser Modes: Raking Damage: 3d10+4 Range Penalty: -1 per 3 hexes Fire Control: +3/+3/-4 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
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
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

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

FORWARD HITS
1-4: Retro Thrust
5-6: Heavy Laser
7-10: Assault Laser
11-12: Twin Array
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5: Twin Array
6-7: Medium Pulse Cannon
8-18: Port/Stb Struct
19-20: PRIMARY Hit

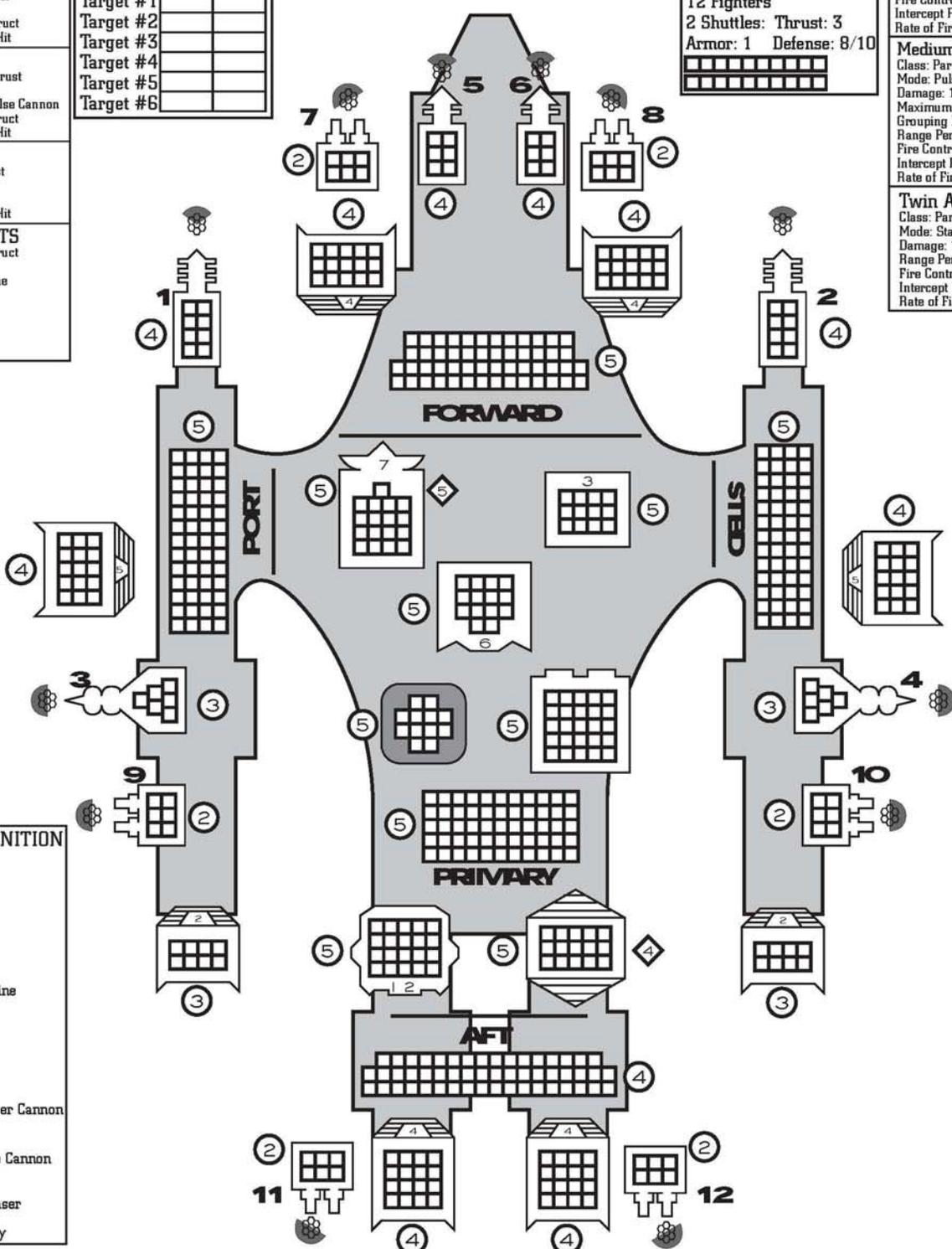
AFT HITS
1-8: Main Thrust
9-10: Twin Array
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Struct
8: Cargo
9-10: Jump Engine
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: 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
- Cargo
- Heavy Laser Cannon
- Med Pulse Cannon
- Assault Laser
- Twin Array



EA Medusa Battleship (Alpha Model)

SPECS

Class: Capital Ship
 In Service: Never
 Point Value: 1800
 Ramming Factor: 460
 Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 2 x Speed
 Turn Delay: 2 x Speed
 Accel/Decel Cost: 6 Thrust
 Pivot Cost: N/A
 Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 19 (15)
 Stb/Port Defense: 21 (17)
 Engine Efficiency: 3/1
 Power Shortage: -5
 Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24

WEAPON DATA

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

Heavy Pulse Cannon
 Class: Particle
 Mode: Pulse
 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

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

Railgun
 Class: Matter
 Modes: Standard
 Damage: 3d10+3
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

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

SPECIAL NOTES

Not a Real Ship
 Adds +1 initiative bonus to all EA ships in the scenario (including itself)

SENSOR DATA

Defensive EW

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

FORWARD HITS

- 1-3: Retro Thrust
- 4-7: Heavy Laser Cannon
- 8-9: Railgun
- 10-12: Interceptor
- 13-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-8: Hvy Pulse Cannon
- 9-12: Std Particle Beam
- 13-15: Interceptor
- 16-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

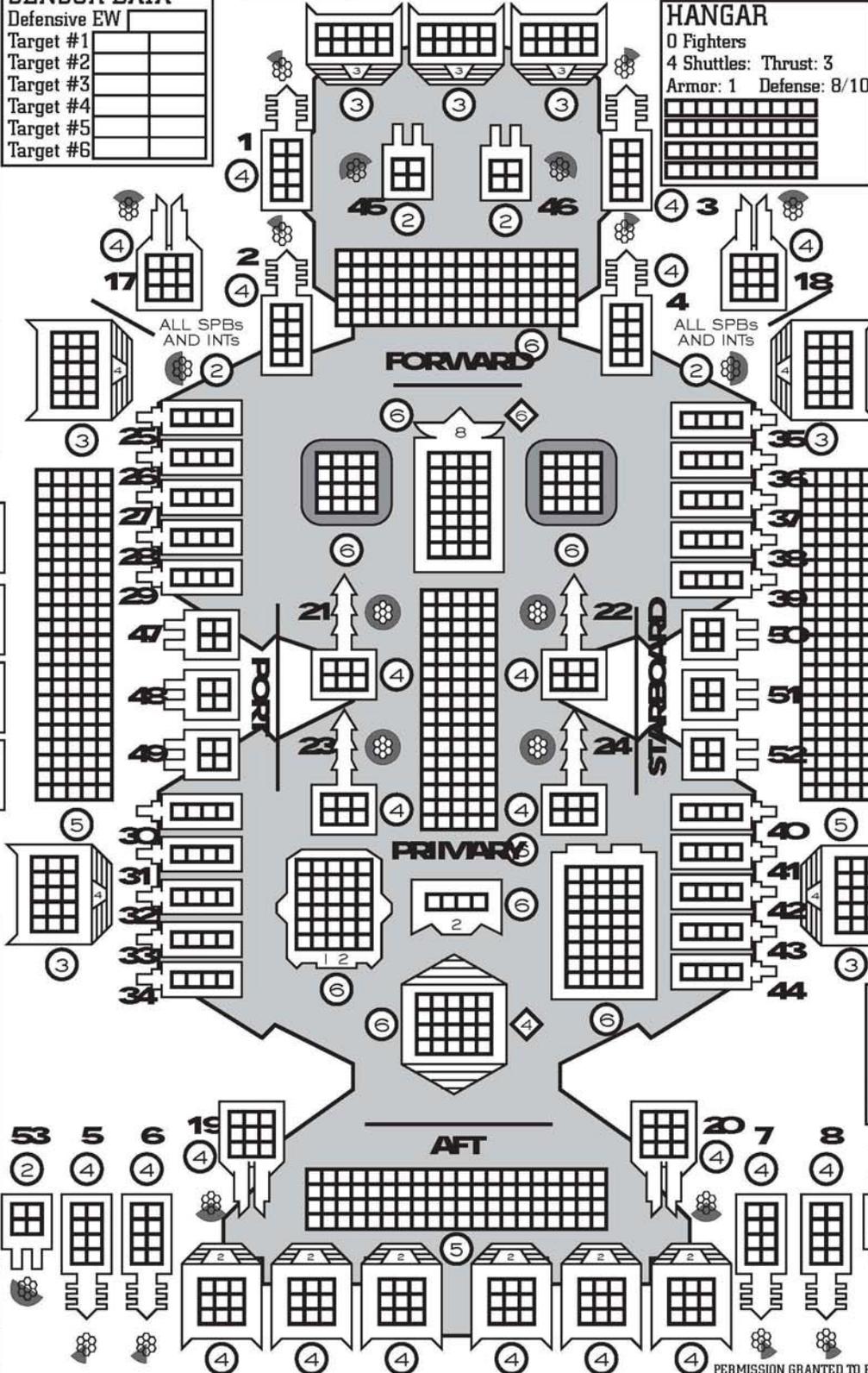
- 1-6: Main Thrust
- 7-10: Heavy Laser
- 11-12: Railgun
- 13-14: Interceptor
- 15-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Struct
- 9-10: Jump Engine
- 11-14: Sensors
- 15-16: Engine
- 17: Hangar
- 18: Reactor
- 19-20: C & C

HANGAR

0 Fighters
 4 Shuttles: Thrust: 3
 Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Railgun
- Heavy Laser Cannon
- Heavy Pulse Cannon
- Interceptor

MISSILES

Each Class-L Rack holds 20 missiles. There are four such racks, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.



Gaim Outpost

SPECS
 Class: Capital Base
 In Service: 2260
 Point Value: 600
 Ramming Factor: 300
 Jump Delay: N/A

MANEUVERING
 Turn Cost: N/A
 Turn Delay: N/A
 Accel/Decel Cost: N/A
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS
 Fwd/Aft Defense: 16
 Stb/Port Defense: 16
 Engine Efficiency: N/A
 Extra Power: +0
 Initiative Bonus: N/A

WEAPON DATA
Packet Torpedo
 Class: Ballistic
 Mode: Standard
 Damage: 2d10+10
 Range Penalty: -1 per 2 hexes after range 10
 Fire Control: +3/+3/-6
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Particle Concentrator
 Class: Particle
 Modes: Raking
 Damage: 2d10+15
 Range Penalty: -1 per 2 hexes
 Fire Control: +5/+4/+2
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Scattergun
 Class: Particle
 Modes: Standard
 Damage: 2d6+1
 Range Penalty: -2 per hex
 Fire Control: +0/+2/+5
 Intercept Rating: -2
 Rate of Fire: 1d6 per turn

HANGAR
 12 Medium Fighters
 2 Shuttles: Thrust: 4
 Armor: 0 Defense: 9/10

SECTION HITS

1-4: Packet Torpedo
 5-8: Scattergun
 9-10: Particle Concentrator
 11-18: Section Struct
 19-20: PRIMARY Hit

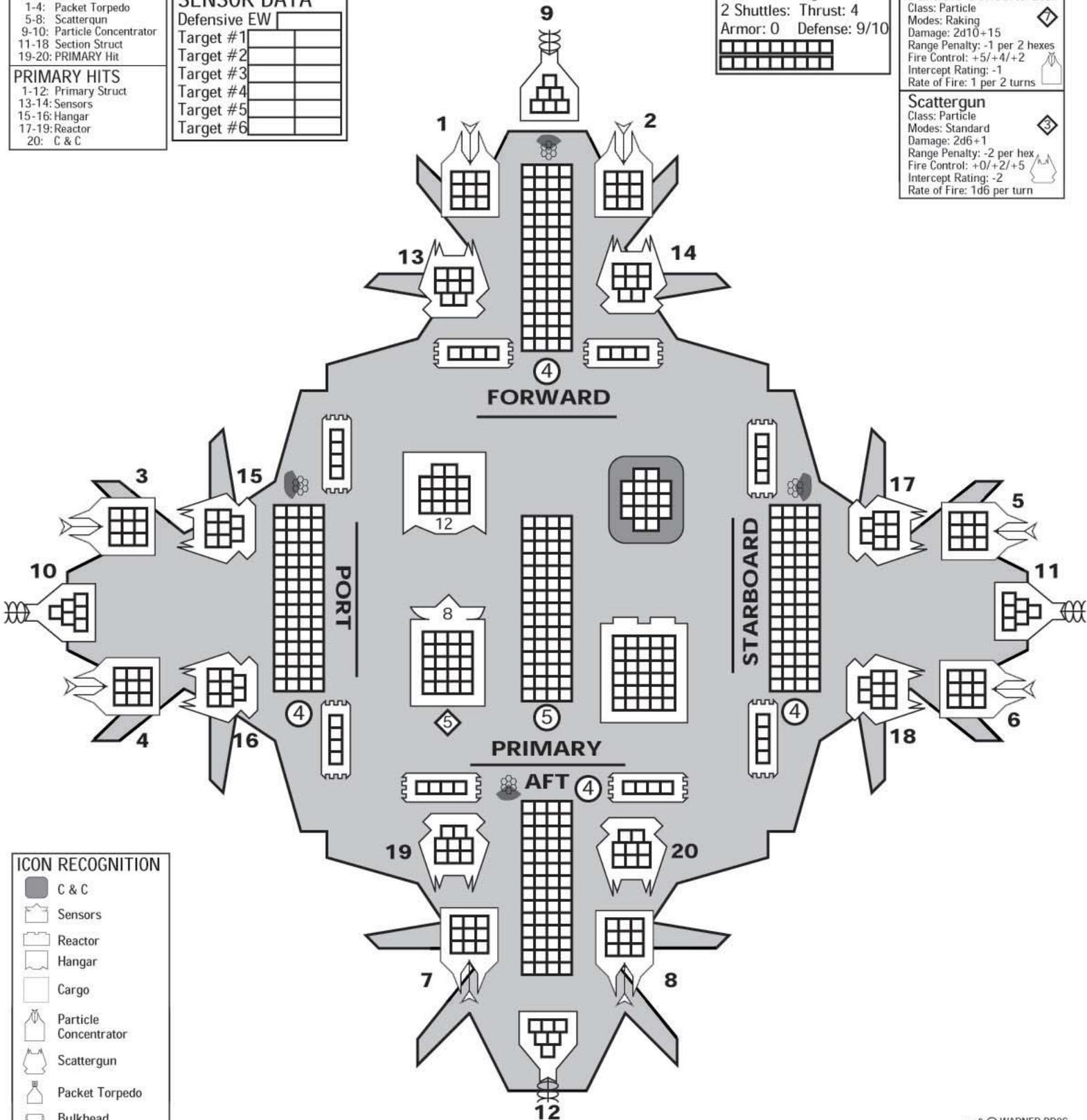
PRIMARY HITS

1-12: Primary Struct
 13-14: Sensors
 15-16: Hangar
 17-19: Reactor
 20: C & C

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- C & C
- Sensors
- Reactor
- Hangar
- Cargo
- Particle Concentrator
- Scattergun
- Packet Torpedo
- Bulkhead



Koulani Sunclipper Heavy Cruiser

SPECS	
Class: Capital Ship	In Service: 2150
Point Value: 700	Ramming Factor: 200
Jump Delay: 32 Turns	Speed
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6

MANEUVERING	
Turn Cost: 1 x Speed	Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust	Pivot Cost: 5+5 Thrust
Roll Cost: 2+2 Thrust	

COMBAT STATS	
Fwd/Aft Defense: 14	Stb/Port Defense: 15
Engine Efficiency: 2/1	Extra Power: +0
Initiative Bonus: +0	

WEAPON DATA

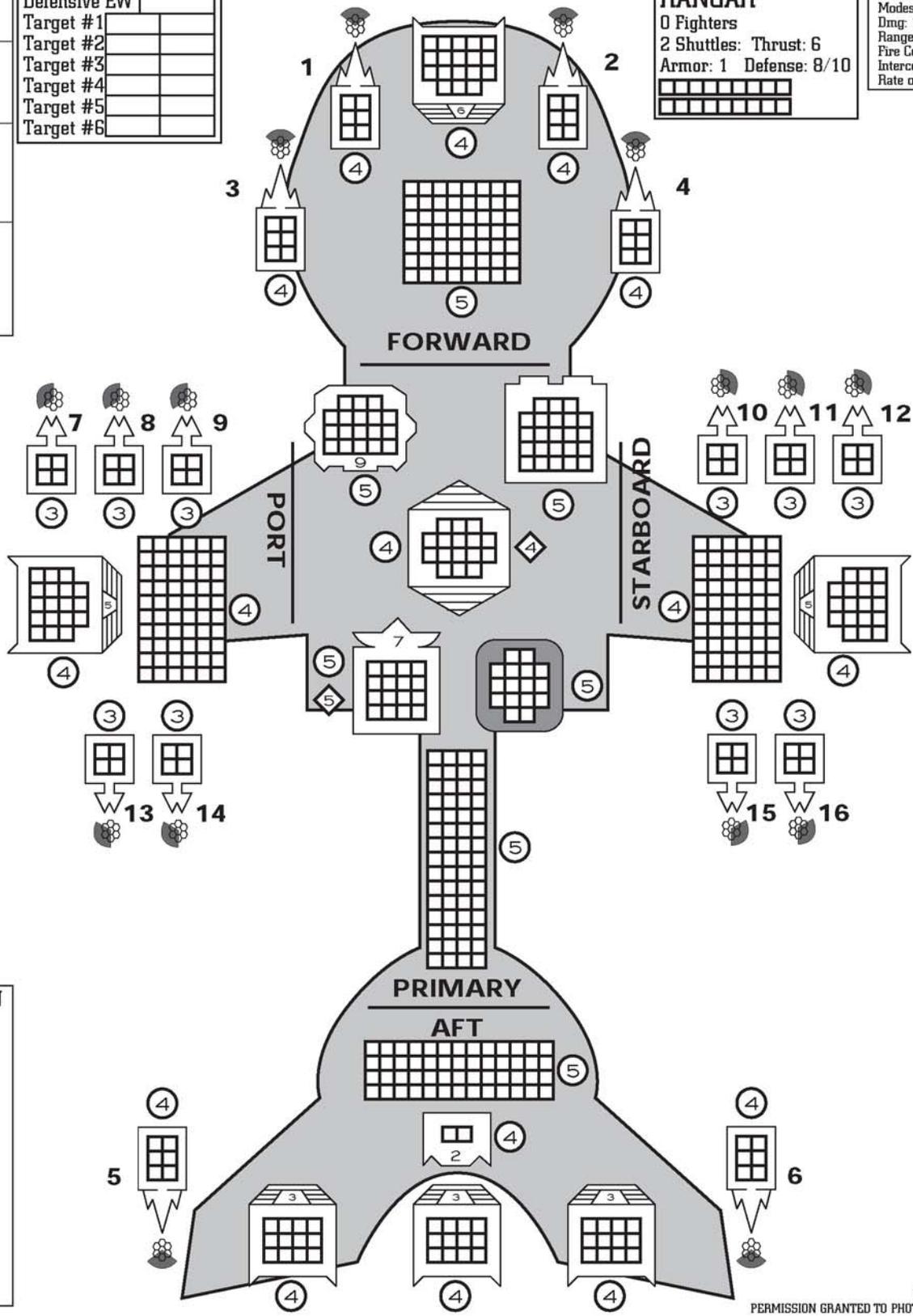
Medium Particle-Plasma Beam	
Class: Particle, then Plasma	Modes: Std, then Flash
Damage: 2d10, then 1d10+10	Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-2	Intercept Rating: -1
Rate of Fire: 1 per 2 turns	

Plasma Bolt	
Class: Plasma	Modes: Flash
Dmg: 1d10+4 -1 per 2 hexes	Range Penalty: -1/+1/+3
Fire Control: -1/+1/+3	Intercept Rating: -1
Rate of Fire: 1 per turn	

FORWARD HITS	
1-4: Retro Thrust	5-8: Medium PFB
9-18: Forward Struct	19-20: PRIMARY Hit
SIDE HITS	
1-6: Port/Stb Thrust	7-11: Plasma Bolt
12-18: Port/Stb Struct	19-20: PRIMARY Hit
AFT HITS	
1-6: Main Thrust	7-9: Medium PFB
10: Hangar	11-18: Aft Struct
19-20: PRIMARY Hit	
PRIMARY HITS	
1-6: Primary Struct	9-11: Jump Drive
12-14: Sensors	15-17: Engine
18-19: Reactor	20: C & C

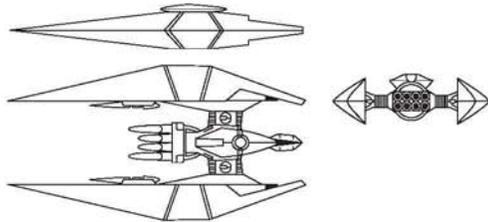
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR	
0 Fighters	2 Shuttles: Thrust: 6
Armor: 1	Defense: 8/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Medium Particle-Plasma Beam
	Plasma Bolt

Narn Dag'Kur Early Missile Frigate



SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 14
In Service: 2218	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 725	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 60	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	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

WEAPON DATA

Class-S Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: None
 Fire Control: +3/+3/+3
 Rate of Fire: 1 per 2 turns

Basic Missile
 Mode: Standard
 Damage: 20
 Max Range: 15 hexes
 Fire Control: +0/+0/+0
 Interception Rating: n/a

FORWARD HITS

1-4: Retro Thrust
 5-12: Missile Rack
 13-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
 9-14: Structure
 15-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
 9-11: Sensors
 12-14: Engine
 15-16: Hangar
 17-19: Reactor
 20: C & C

SPECIAL NOTES

Limited Deployment (33%)

SENSOR DATA

Defensive EW _____

Target #1 _____

Target #2 _____

Target #3 _____

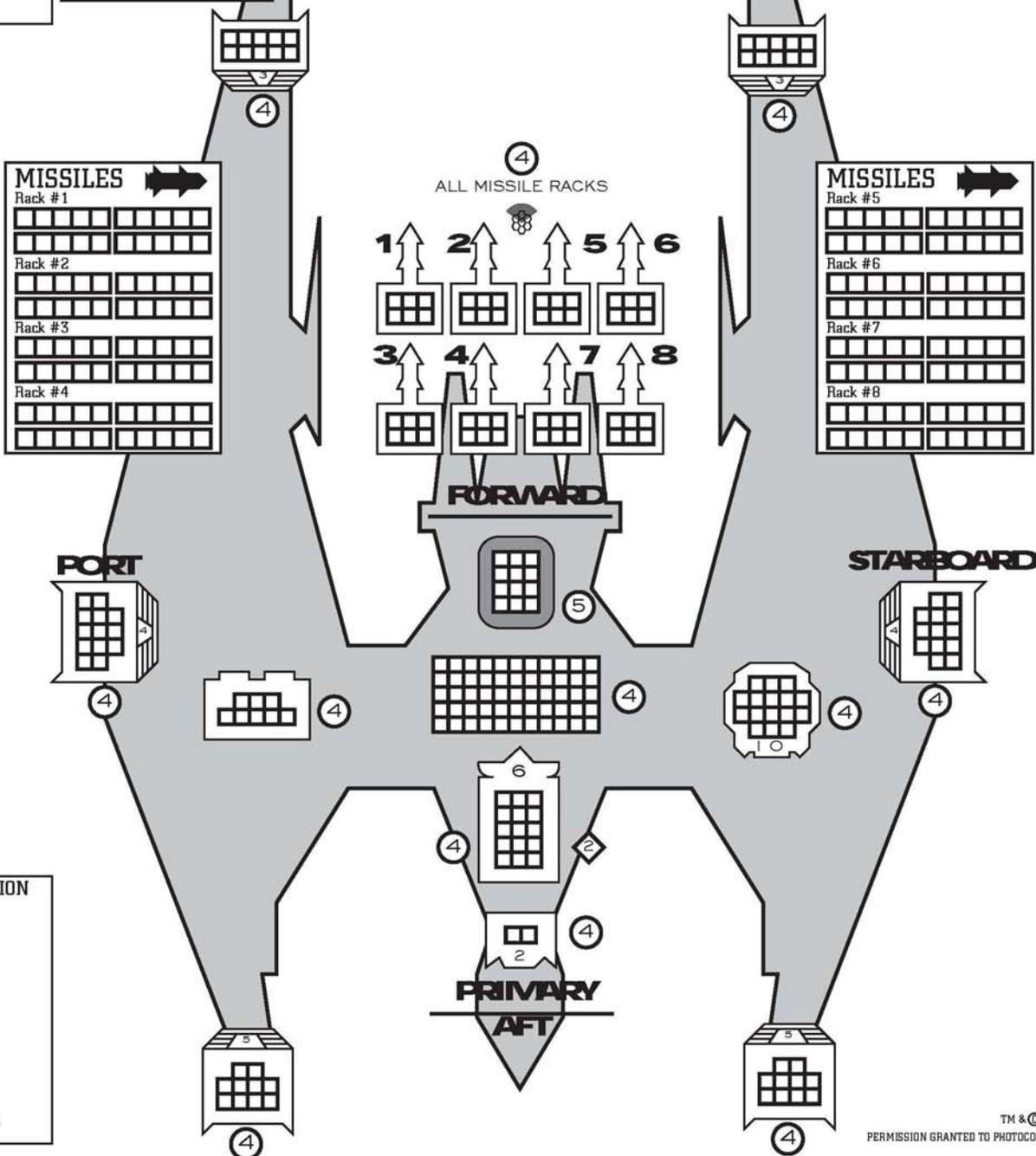
Target #4 _____

Target #5 _____

Target #6 _____

HANGAR

0 Fighters
 2 Shuttles: Thrust: 4
 Armor: 1 Defense: 10/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-S Missile Rack



Narn Lkarus Raider Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: 2215	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 600	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 270	Pivot Cost: 4+2 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 2+1 Thrust	Initiative Bonus: +1
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	
Heavy Plasma Cannon	Class: Plasma Modes: Standard Dmg: 4d10+8 (-1 per 2 hexes) Range Penalty: -2 per 3 hexes Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
Med. Plasma Cannon	Class: Plasma Modes: Standard Dmg: 3d10+4 (-1 per 2 hexes) Range Penalty: -1 per hex Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
Lt Particle Beam	Class: Particle Modes: Standard Damage: 1d10+4 Range Penalty: -2 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn

FORWARD HITS
1-6: Retro Thrust
7-8: Hvy Plasma cannon
9-10: Lt Particle Beam
11-18: Forward Struct
19-20: PRIMARY Hit

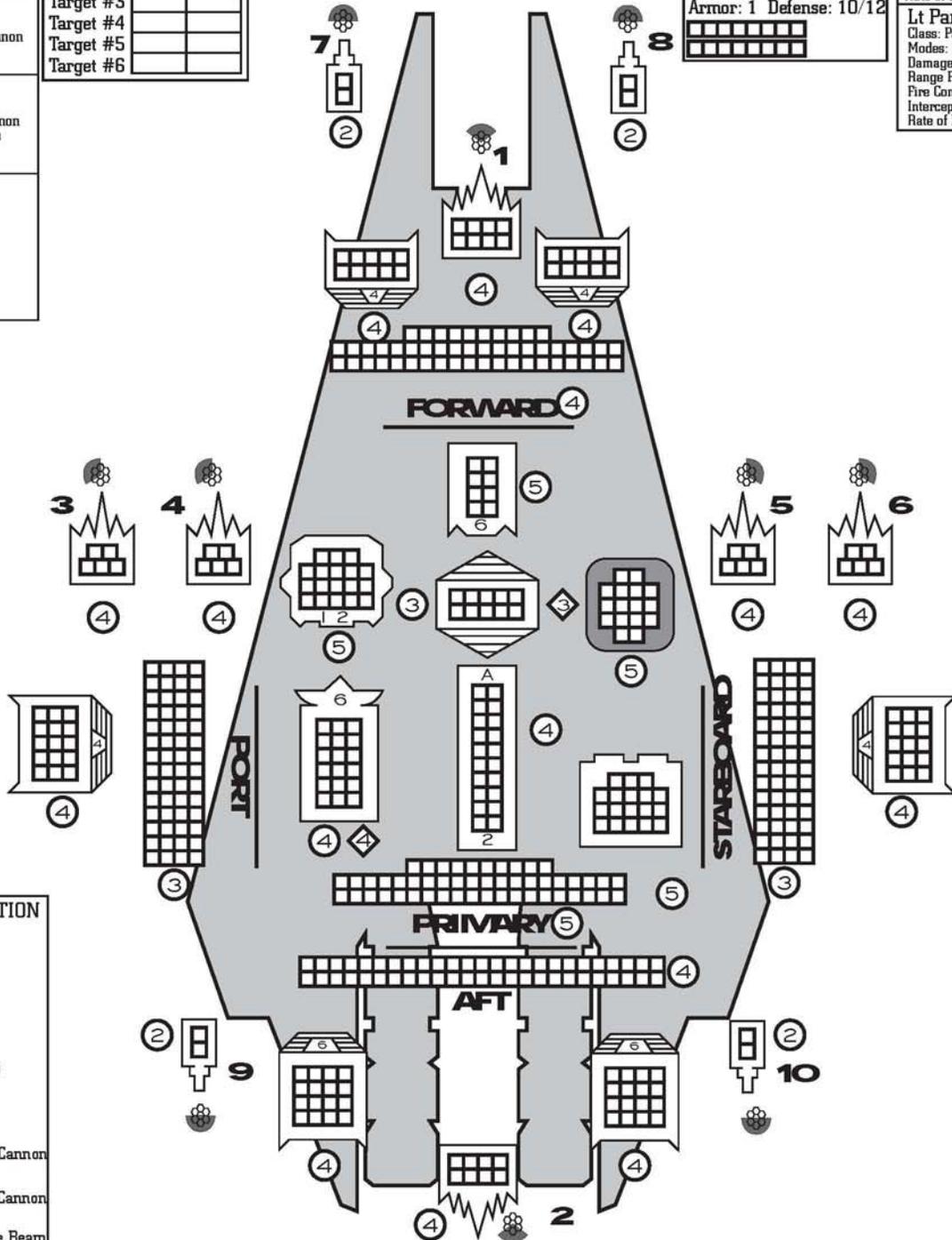
SIDE HITS
1-6: Port/Stb Thrust
7-9: Med Plasma Cannon
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Hvy Plasma Cannon
9-10: Lt Particle Beam
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-6: Primary Struct
7-8: Cargo
9-11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

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

HANGAR	
6 Fighters	
2 Shuttles: Thrust: 4	
Armor: 1 Defense: 10/12	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Hvy Plasma Cannon
	Md Plasma Cannon
	Light Particle Beam

Raider Hybrid Saucer



SPECS		MANEUVERING		COMBAT STATS	
Class: Medium Ship		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 13	
In Service: 2242		Turn Delay: 2/3 Speed		Stb/Port Defense: 13	
Point Value: 225		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 3/1	
Ramming Factor: 70		Pivot Cost: 1+1 Thrust		Extra Power: 0	
Jump Delay: N/A		Roll Cost: 2+2 Thrust		Initiative Bonus: +12	
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 2 2 3 4 4 5 6 6 7 8 8

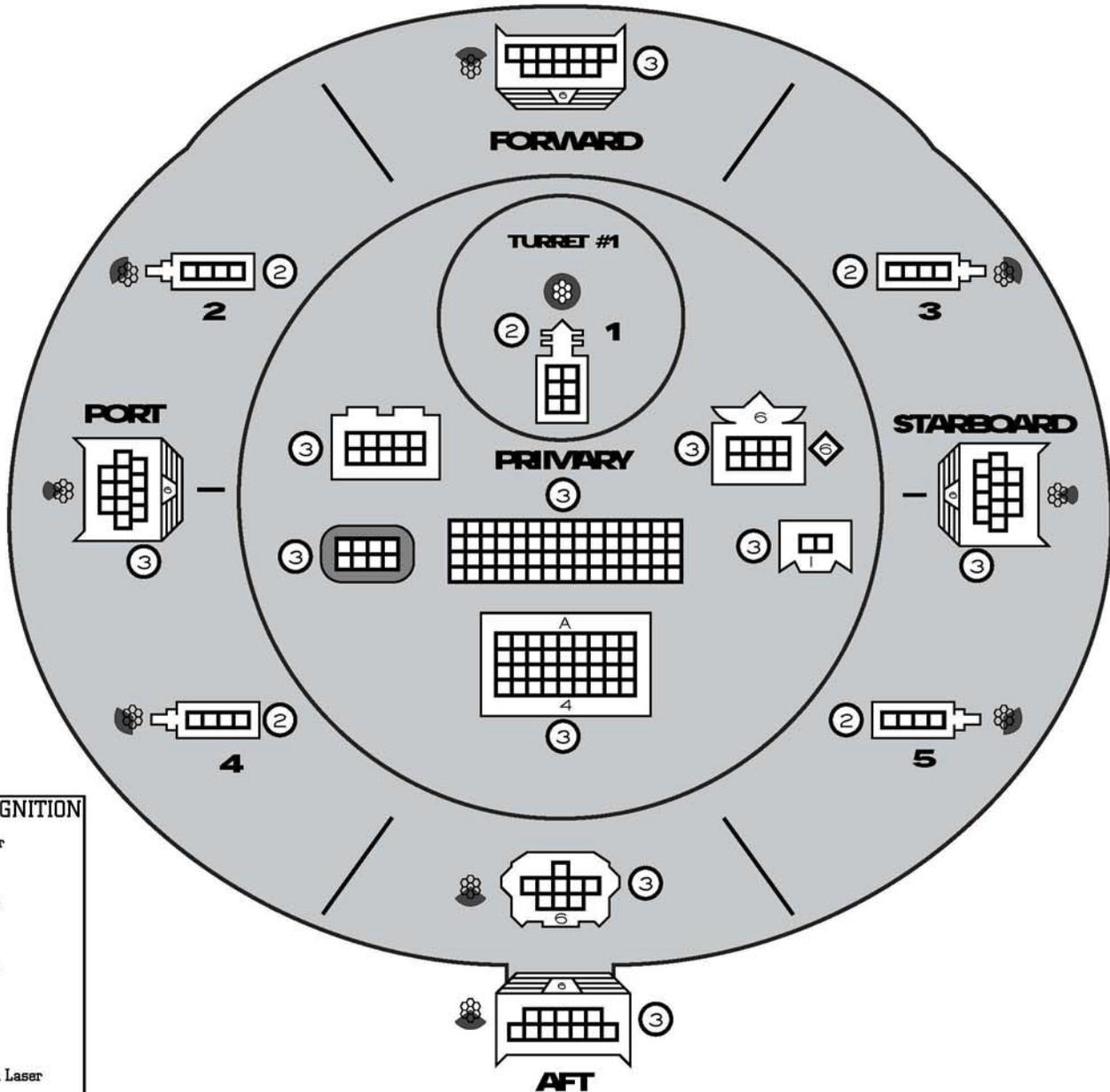
WEAPON DATA	
Medium Laser Cannon	
Class: Laser	
Mode: Raking	⬠
Damage: 3d10+12	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/-3	
Intercept Rating: n/a	⬠
Rate of Fire: 1 per 3 turns	
Standard Particle Beam	
Class: Particle	⬠
Mode: Standard	
Damage: 1d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

GENERAL HITS	
1-6:	Thrustor/Engine
7-9:	Weapon
10-17:	Structure
18-20:	PRIMARY Hit
PRIMARY HITS	
1-11:	Cargo
12-15:	Sensors
16-17:	Hangar
18-19:	Reactor
20:	C & C

SPECIAL NOTES
Hybrid Drive System

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

HANGAR	
0 Fighters	
2 Shuttles: Thrust: 3	
Armor: 1 Defense: 8/10	
⬠	
⬠	



ICON RECOGNITION	
	Thrustor
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Medium Laser
	Std Particle Beam

DISCLAIMER

This is not and will never be an official ship. It cannot be used in tournaments and does not, in fact, truly exist. You aren't even really looking at it, despite what you might think. It's not real. Trust me.

SPECIAL RULES

The small reactors power only the HLPAs they're attached to and cannot be used for anything else. (No other reactors can power these weapons.) If these reactors are destroyed, the HLPAs attached to them are destroyed. If they take 3 or more hits, they can only power one HLPA. No other criticals apply.

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Pulse Cannon
- 7-9: Hvy Interceptor Btty
- 10-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-3: Port/Stb Thrust
- 4-6: Interceptor
- 7-10: Heavy LPA
- 11-12: Heavy LPA Reactor
- 13-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-9: Pulse Cannon
- 10-12: Hvy Interceptor Btty
- 13-18: Aft Struct
- 19-20: PRIMARY Hit

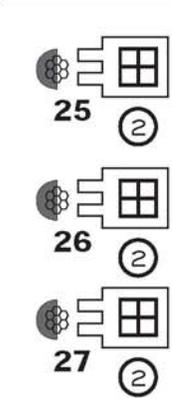
PRIMARY HITS

- 1-10: Primary Struct
- 11-12: Jump Engine
- 13-14: Sensors
- 15-16: Engine
- 17: Primary Hangar
- 18-19: 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
- Pulse Cannon
- Hvy Laser/Pulse Array
- Interceptor
- Hvy Interceptor

Version 1: 2E/AFD

Name: _____ Counter: _____

EA Poseidonova Superdreadnought



SPECS

Class: Capital Ship
 In Service: Never
 Point Value: Massive
 Ramming Factor: 400
 Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16 (12)
 Stb/Port Defense: 19 (15)
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

WEAPON DATA

Hvy Laser/Pulse Array
 This weapon can fire as either a heavy laser or heavy pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

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

Heavy Pulse Cannon

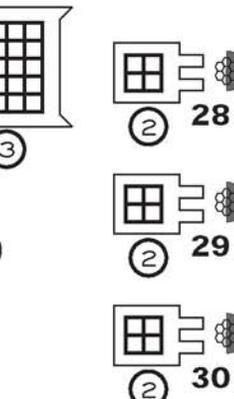
Class: Particle
 Mode: Pulse
 Damage: 15 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+3/-1
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

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

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



Hvy Interceptor Btty

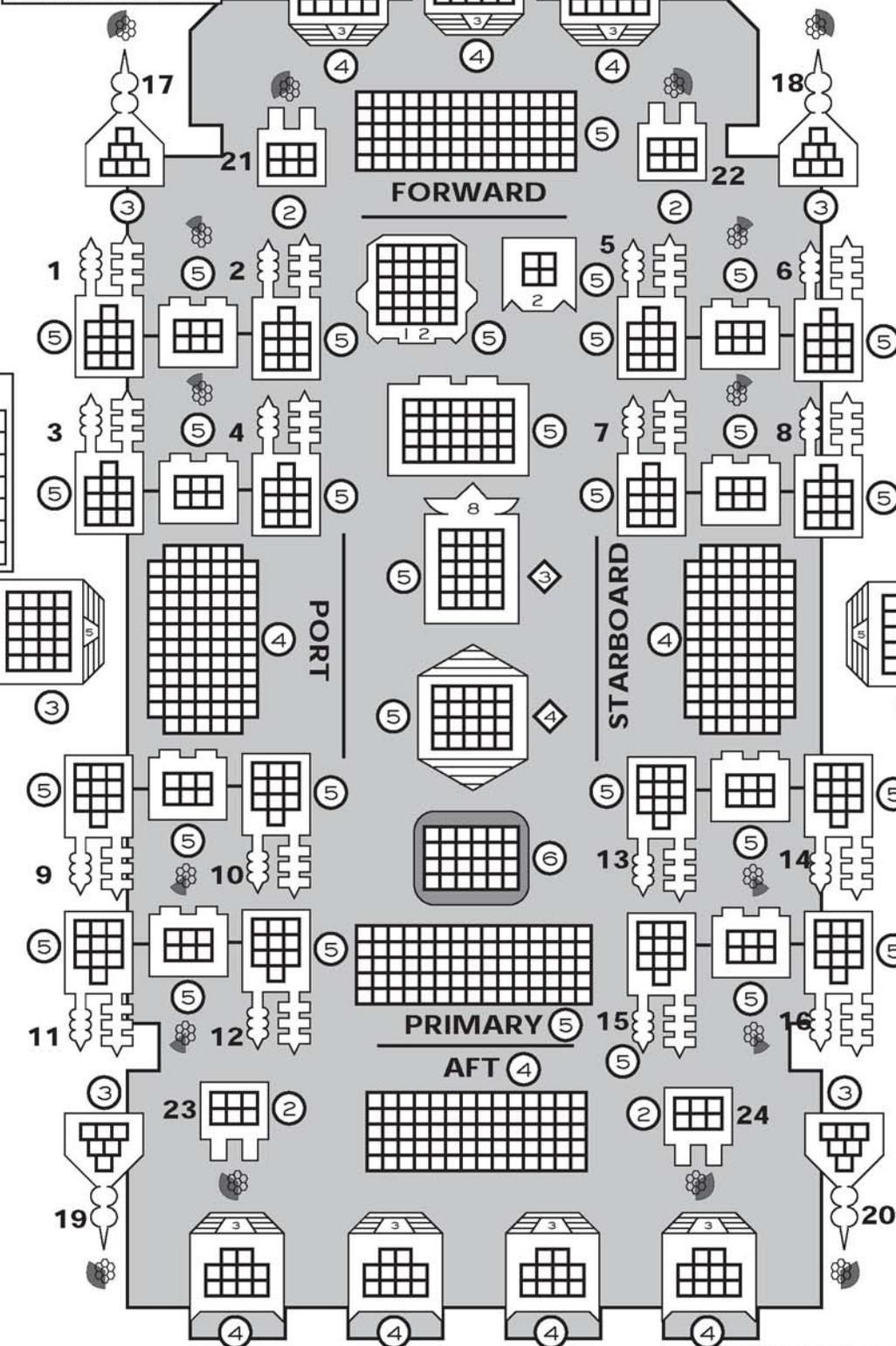
Intercept Rating: -4
 Rate of Fire: 1 per turn
OFFENSIVE MODE:
 Class: Particle
 Mode: Standard
 Damage: 2d10+6
 Fire Control: -/+10
 Range Penalty: -2 per hex
 Note: Can switch modes with no delay period

HANGAR

0 Fighters
 4 Shuttles: Thrust: 3
 Armor: 1 Defense: 8/10

SPECIAL NOTES

Adds +1 initiative bonus to all EA ships in the scenario (including itself)





EA Giant Killer Space Duck (Alpha Model)



SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Unit	Turn Cost: 5 x Speed	Fwd/Aft Defense: 24 (20)
In Service: 2247	Turn Delay: 5 x Speed	Stb/Port Defense: 26 (22)
Point Value: BUAHAHAHA	Accel/Decel Cost: 20 Thrust	Engine Efficiency: 20/1
Ramming Factor: Guess	Pivot Cost: N/A	Extra Power: -80
Jump Delay: 48 Turns	Roll Cost: N/A	Initiative Penalty: -15
Speed		
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	5 10 15 20 25 30 35 40 45 50 55 60	

WEAPON DATA

Nibbler
 Class: Molecular
 Mode: Special
 Damage: Special
 Range Penalty: N/A
 Fire Control: N/A
 Intercept Rating: N/A
 cooldown period: 1000 turns
 Note: Can only affect things in contact with the weapon.

Quacker
 Class: Molecular
 Mode: Raking
 Damage: Special
 Range Penalty: -1 per hex
 Fire Control: +4/+4/+4
 Intercept Rating: N/A
 Rate of Fire: 1 per 4 turns

Quad 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: 4 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 BITS
1-4 Retro Thrust
5-6 Quacker
7-9 Nibbler
10-11 Interceptor
12-18 Forward Struct
19-20 PRIMARY Hit

SIDE HITS
1-4 Port/Stb Thrust
5-8 Quad Particle Beams
9-12 Interceptor
13-18 Port/Stb Struct
19-20 PRIMARY Hit

AFT HITS
1-6 Main Thrust
7-9 Interceptor
10-11 Jump Engine
12-18 Aft Struct
19-20 PRIMARY Hit

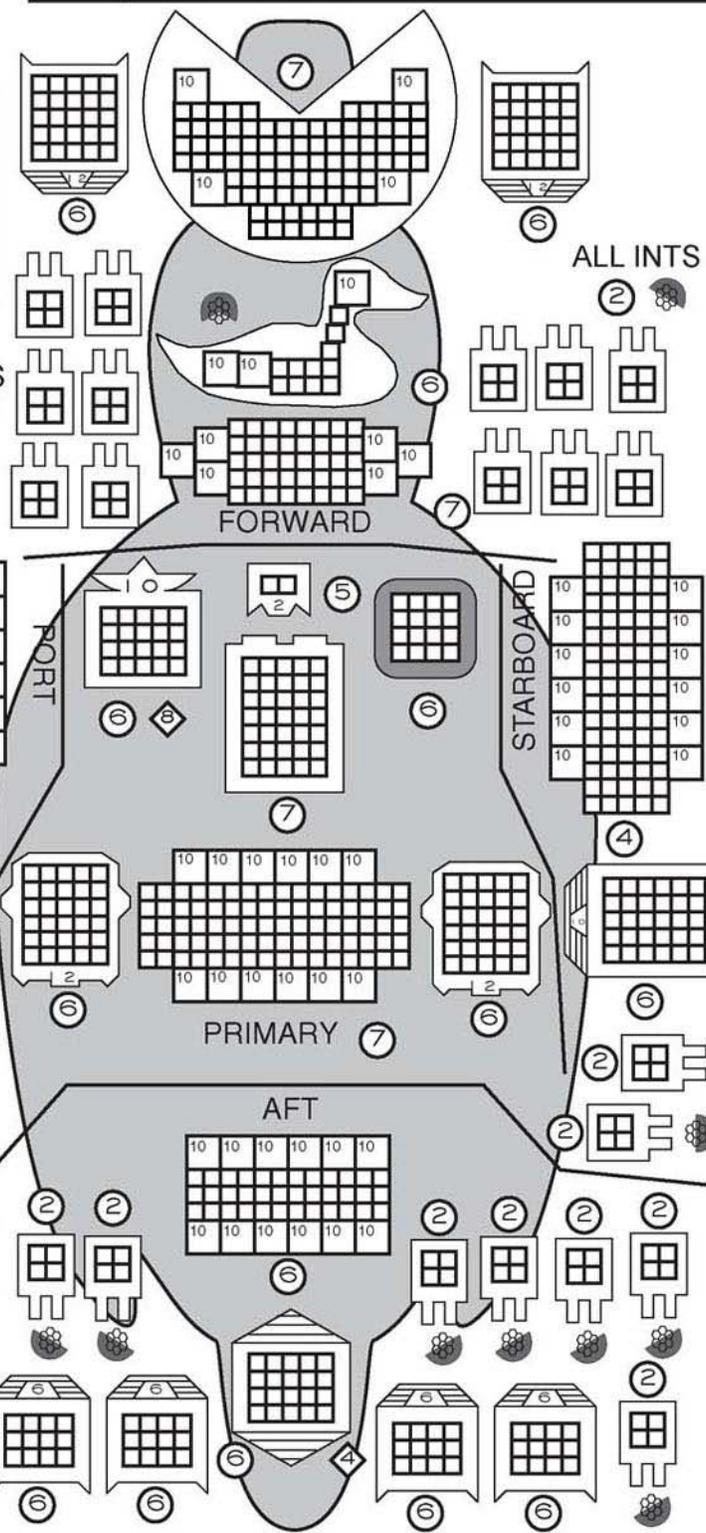
PRIMARY HITS
1-11 Primary Struct
12-13 Sensors
14-15 Engine
16-17 Hangar
18-19 Reactor
20: C & C

SPECIAL NOTES
 Not a real ship
 Advanced Armor
 Advanced Sensors

SENSOR DATA

Defensive EW

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

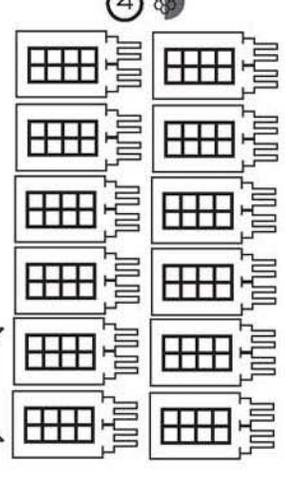
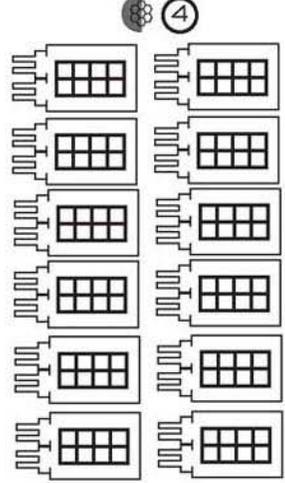


ALL INTS
 2

ALL INTS
 2

ALL Q-P-BEAMS
 4

ALL Q-P-BEAMS
 4



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Vir, do you hear a Quacking sound?
- Wakka-wakka-wakka-wakka
- Quad Particle Beam
- Interceptor

HANGAR
 2 Shuttles: Thrust: 3
 Armor: 1 Defense: 8/10

ADAPTIVE ARMOR: 3

Weapon Type	Available/Assigned

Note: Max 1 point per weapon type



Hamtarian Hamster Class Frigate



SPECS		Maneuvering:		DEFENSE	
Class:	MCV	Turn Cost:	1/3 Speed	Fwd/Aft Def:	11
In Service:	cir.250kBC	Turn Delay:	1/4 Speed	Stb/Prt Def:	13
Point Value:	500	Accel/Deccel:	1 Thrust	Engine Efficiency:	1/1
Ramming Factor:	40	Pivot Cost:	1 Thrust	Extra Power:	0
Jump Delay:	12	Roll cost:	1 Thrust	Initiative:	+14

SENSOR DATA	
DEF. ECM	
#1 I.D.	Ew
#2 I.D.	Ew
#3 I.D.	Ew
#4 I.D.	Ew
#5 I.D.	Ew

SPECIAL NOTES
 IMPROVED SENSORS
 ATMOSPHERIC CAPABLE
 AGILE SHIP
 IMPROVED MOLECULAR ARMOR
 24 MARINE CONTINGENTS
 DIRECTIONAL THRUSTERS

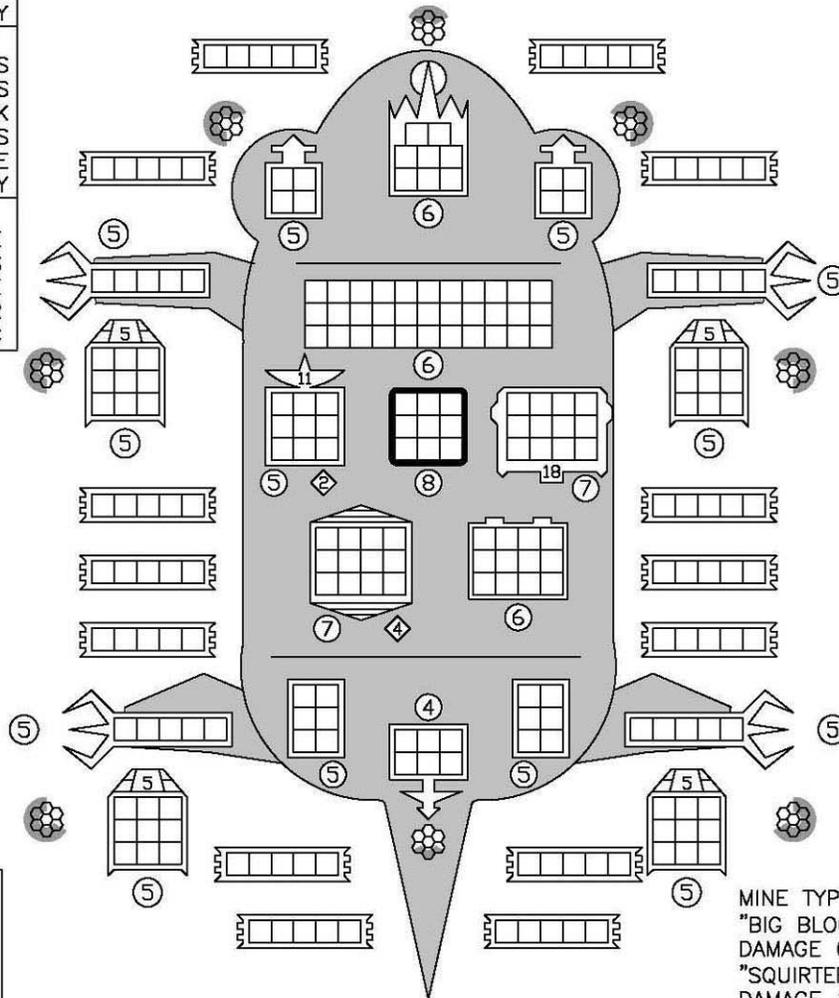
- FOWARD HITS**
 1-4 DIR. THRUSTERS
 5-6 GRAPPLING CLAW
 7-8 PLASMA BOLTER
 9-10 IMP. LIGHT LASER
 11-18 STRUCTURE
 19-20 PRIMARY
- AFT HITS**
 1-4 DIR. THRUSTERS
 5-6 GRAPPLING CLAWS
 7 MINE RACK
 8-10 BARRACKS
 11-18 STRUCTURE
 19-20 PRIMARY
- PRIMARY**
 1-4 JUMP DRIVE
 5-8 SENSORS
 9-13 ENGINE
 14-18 REACTOR
 19-20 C&C

IMPROVED LIGHT LASER
 MODES \diamond R,S
 DAMAGE 2D10+7
 RANGE -2/3 HEX
 FIRE CON. +3/+2/-1
 INTERCEPT
 -2 vs Ballistics only
 ROF: 1/2

MED. PLASMA BOLTER
 MODE: \diamond STANDARD
 DAMAGE: 16
 -1/2 HEXES after 10
 RANGE: -1/2 HEX
 FIRE CON.: +3/+2/-3
 INTERCEPT: N/A
 ROF: 1/2

GRAPPLING CLAWS
 ATTACHES THE SHIP
 TO THE TARGET SHIP
 SO BOARDING PARTIES
 CAN BE DEPOSITED \diamond

MINE RACK \diamond
 MAY DEPOSIT ONE MINE
 FOR EVERY THREE
 HEXES MOVED IN A
 TURN.
 MAX. 4 PER TURN.



MINE STORAGE	

- ICON RECOGNITION**
- FUZZY FUR (ABLATIVE ARMOR)
 - DIRECTIONAL THRUSTERS
 - GRAPPLING CLAW
 - BARRACKS
 - MINE RACK

MINE TYPES
 "BIG BLOCKAGE" PROX MINE
 DAMAGE 60, SIG. 6 COST: 40
 "SQUIRTER" CAPTOR MINE
 DAMAGE 18, RANGE 8, TO HIT +6
 SIGNATURE 5, COST: 30
 "LI'L PELLETS" PROX MINE, BREAKS
 INTO 4 INDIVIDUAL UNITS
 DAMAGE 12 SIGNATURE 1 COST: 30

DISCLAIMER

This is only a test. The designers of this ship, in voluntary cooperation with the FCC and other authorities, have developed this system to see if you are really paying attention. This ship cannot be used in tournaments or any scenario that is reasonably sane. Attempting to use it in anything official will result in severe sociological penalties. This concludes this test of the emergency control sheet system.

Narn Dag'Gah'Gah'Ga Missile Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2 x Speed	Fwd/Aft Defense: 16
In Service: Not	Turn Delay: 2 x Speed	Stb/Port Defense: 16
Point Value: 1500	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor: 200	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 4+4 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 4 6 8 10 12 14 16 18 20 22 24	
Turn Delay	2 4 6 8 10 12 14 16 18 20 22 24	

WEAPON DATA

Energy Mine
 Class: Ballistic
 Mode: Flash
 Damage: 30/10
 Range Penalty: None
 Max Range: 50 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, 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

HANGAR

0 Fighters
 2 Shuttles: Thrust: 4
 Armor: 1 Defense: 10/12

FORWARD HITS
 1-4: Retro Thrust
 5-12: Energy Mine
 13-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS
 1-4: Port/Stb Thrust
 5-12: Ion Torpedo
 13-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS
 1-8: Main Thrust
 9-18: Aft Structure
 19-20: PRIMARY Hit

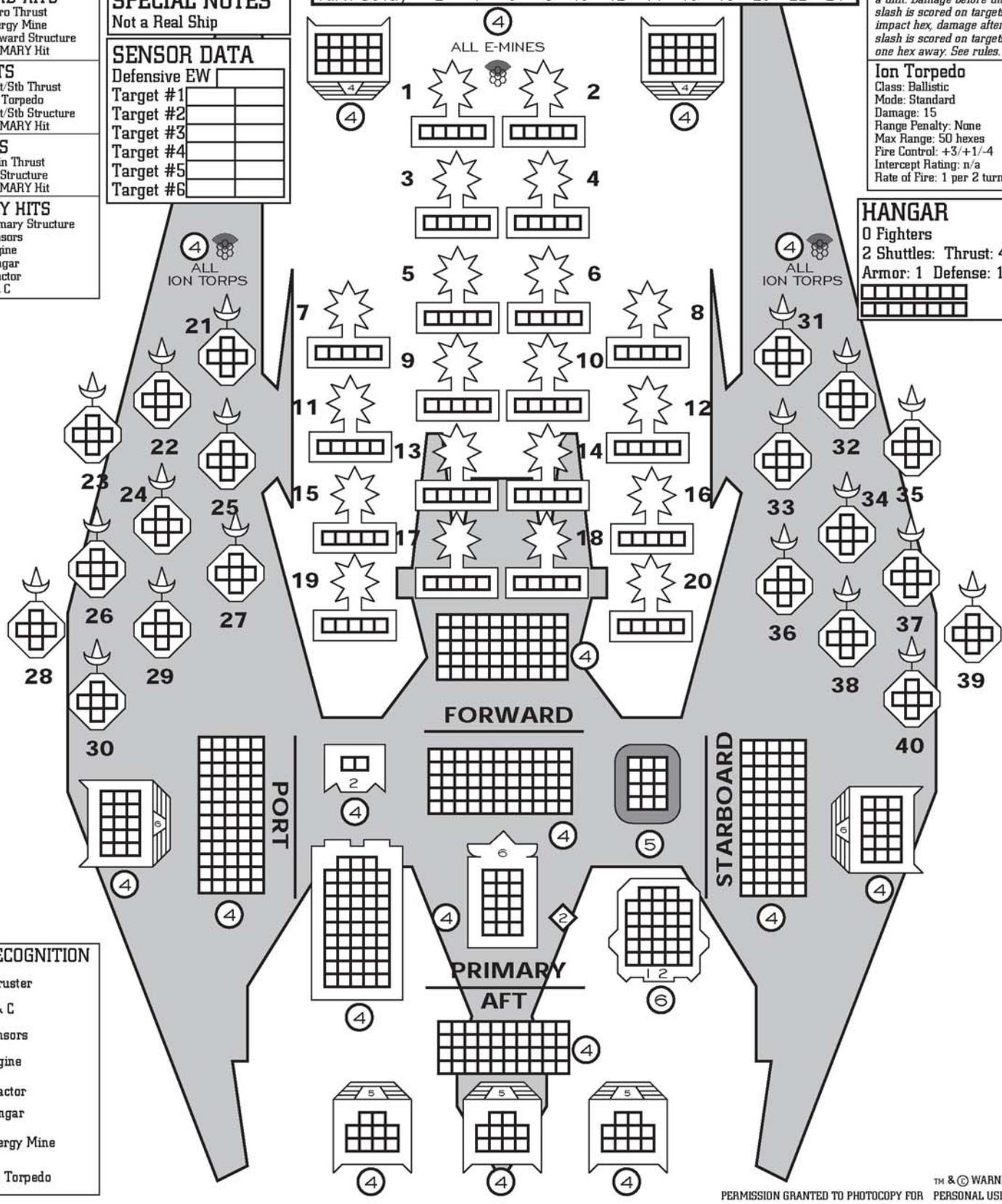
PRIMARY HITS
 1-8: Primary Structure
 9-11: Sensors
 12-14: Engine
 15-16: Hangar
 17-19: Reactor
 20: C & C

SPECIAL NOTES
 Not a Real Ship

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
- Energy Mine
- Ion Torpedo



Sheep!

Version 1: 2E/EWE

SPECS
 Class: Light Fighters
 In Service: BAA!
 Point Value: 30 each
 Ramming Factor: 10
 Jinking Limit: 10 Lvl

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

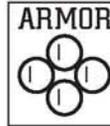
COMBAT STATS
 Fwd/Aft Defense: 5
 Stb/Port Defense: 5
 Free Thrust: 8
 Offensive Bonus: +2
 Initiative Bonus: +20

WEAPON DATA

Baaa Cannon
 Number of Guns: 1
 Class: Sonic
 Damage: 2d10
 Range Penalty: -1 per hex
 Fire Control: n/a
 Int. Rating: -5 vs. ballistics
 Rate of Fire: 1 per turn
Special: +10 to crits, double damage for fighter dropout.

Tallow Gun
 Number of Guns: 1
 Class: Matter
 Damage: Special
 Range Penalty: -3 per 2 hexes
 Fire Control: n/a
 Intercept Rating: -2
 Rate of Fire: 1 per turn
Special: deactivates power using systems; +5 to crits; -1 init to target (cumulative); at range 0, sheep is attached to the location and bellows very loudly, acting as bulkhead on system; if attached to a weapon, the sheep takes dmg first before it can be applied to target. If thruster, takes dmg equal to thrust routed through thruster.

SPECIAL NOTES
 Can fire both weapons on the same turn.



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

Flight #1

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

INITIATIVE
SPEED

Name: Counter:

SPOO Onri Class Cruiser

SPECS Class: Capital Ship In Service: 2265 Point Value: 550 Ramming Factor: 230 Jump Delay: 26 Turns	MANEUVERING Turn Cost: 3/4 x Speed Turn Delay: 3/4 Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 3+3 Thrust	COMBAT STATS Fwd/Aft Defense: 15 Stb/Port Defense: 15 Engine Efficiency: 4/1 Extra Power: 0 Initiative Bonus: -10
Speed	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	
Turn Cost	1 2 3 3 4 5 6 6 7 8 9 9 10 11 12 12	
Turn Delay	1 2 3 3 4 5 6 6 7 8 9 9 10 11 12 12	

WEAPON DATA

Entropy Mine 3

Class: Ballistic
Mode: Flash
Damage: 25/15/5
Range Penalty: None
Max Range: 40 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 is scored as follows: 25 damage to impact hex, 15 damage to one hex away, 5 damage to two hexes away. Add damage from all overlapping mines together and divide the total equally between every ship in the affected hexes. All ships in the impact hex also suffer -1 power per mine thereafter and fighters automatically drop out.

Psi-Cannon 4

Class: Psychic
Mode: R.P
Damage: 3d10+20
Range Penalty: -1 per 3 Hexes
Fire Control: +4/+2/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: For every 10 rolled on the damage dice apply a -1 initiative modifier to the target vessel for the remainder of the scenario.

P-Shooter 2

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

FORWARD HITS

1-3: Retro Thrust
4-7: Entropy Mine
8-11: Psi-Cannon
12-18: Forward Struct
19-20: Primary Hit

SIDE HITS

1-5: Port / Stb Thrust
6-9: P-Shooter
10-18: Port / Stb Struct
19-20: Primary Hit

AFT HITS

1-6: Main Thrust
7-9: Entropy Mine
10-11: Psi-Cannon
12-18: Aft Struct
19-20: Primary Hit

PRIMARY HITS

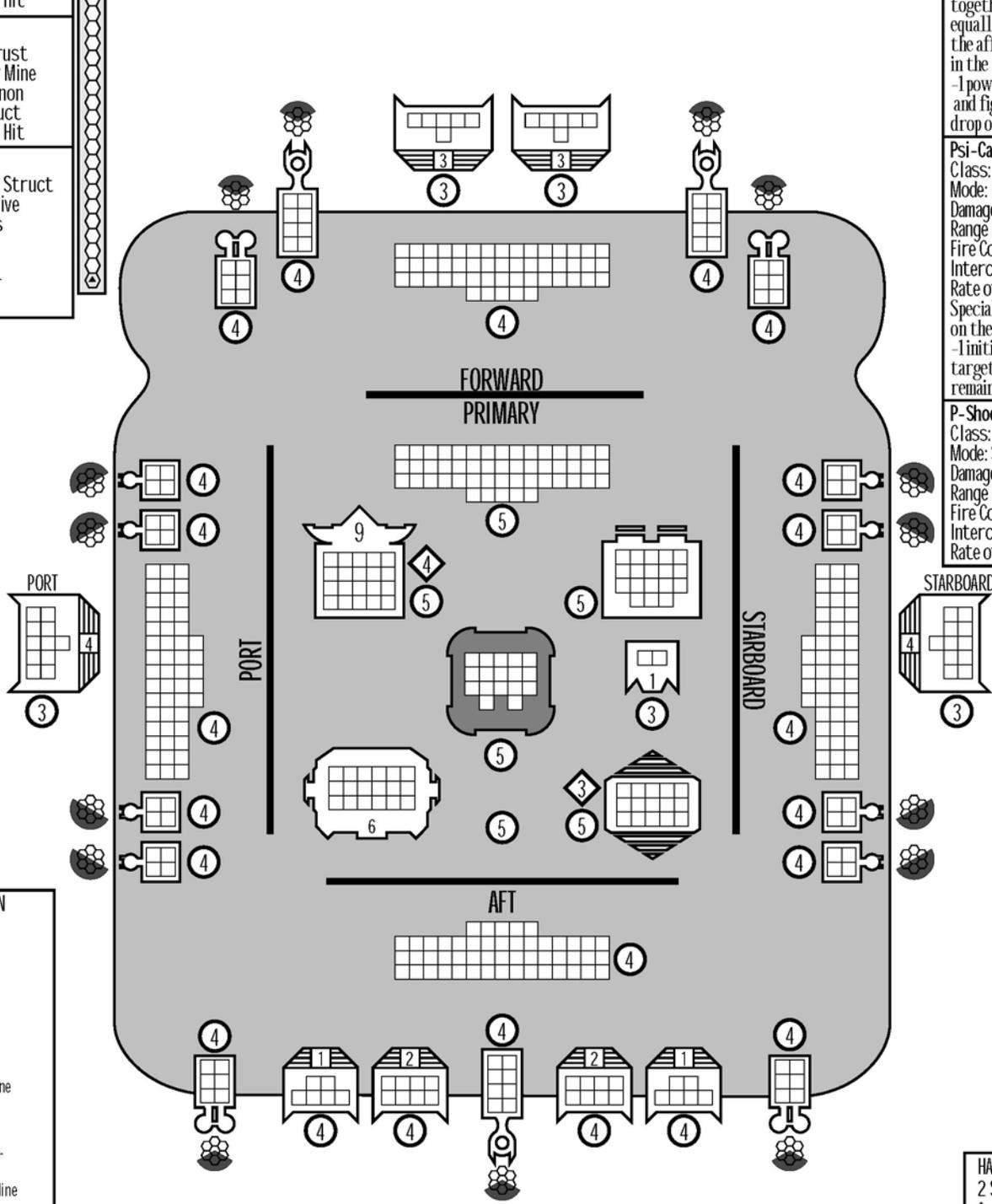
1-8: Primary Struct
9-11: Jump Drive
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

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

TURN DELAY



ICON RECOGNITION

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Jump Engine
- Thruster
- P-Shooter
- Entropy Mine
- Psi-Cannon

HANGAR

2 Shuttles; Thrust: 1
Armor: 1 Defense: 10/12

INITIATIVE

SPEED

Name: Counter:

SPOO Keu'lar Class Heavy Carrier

SPECS Class: Capital Ship In Service: 2265 Point Value: 475 Ramming Factor: 240 Jump Delay: 26 Turns	MANEUVERING Turn Cost: 1x Speed Turn Delay: 1x Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 3+3 Thrust	COMBAT STATS Fwd/Aft Defense: 16 Stb/Port Defense: 16 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: -10
Speed	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	

WEAPON DATA

Pure Ray
Class: Psychic
Mode: Raking
Damage: 2d10+18
Range Penalty: -1 per 2 Hexes
Fire Control: +3/+3/-2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

P-Shooter
Class: Psychic
Mode: Standard
Damage: 1d10+6
Range Penalty: -1 per Hex
Fire Control: +3/+3/+5
Intercept Rating: -3
Rate of Fire: 2 per turn

- FORWARD HITS**
1-3: Retro Thrust
4-5: Pure Ray
6-11: Hangar
12-18: Forward Struct
19-20: Primary Hit
- SIDE HITS**
1-5: Port / Stb Thrust
6-8: P-Shooter
9-18: Port / Stb Struct
19-20: Primary Hit
- AFT HITS**
1-7: Main Thrust
8-9: P-Shooter
10-18: Aft Struct
19-20: Primary Hit
- PRIMARY HITS**
1-8: Primary Struct
9-11: Jump Drive
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

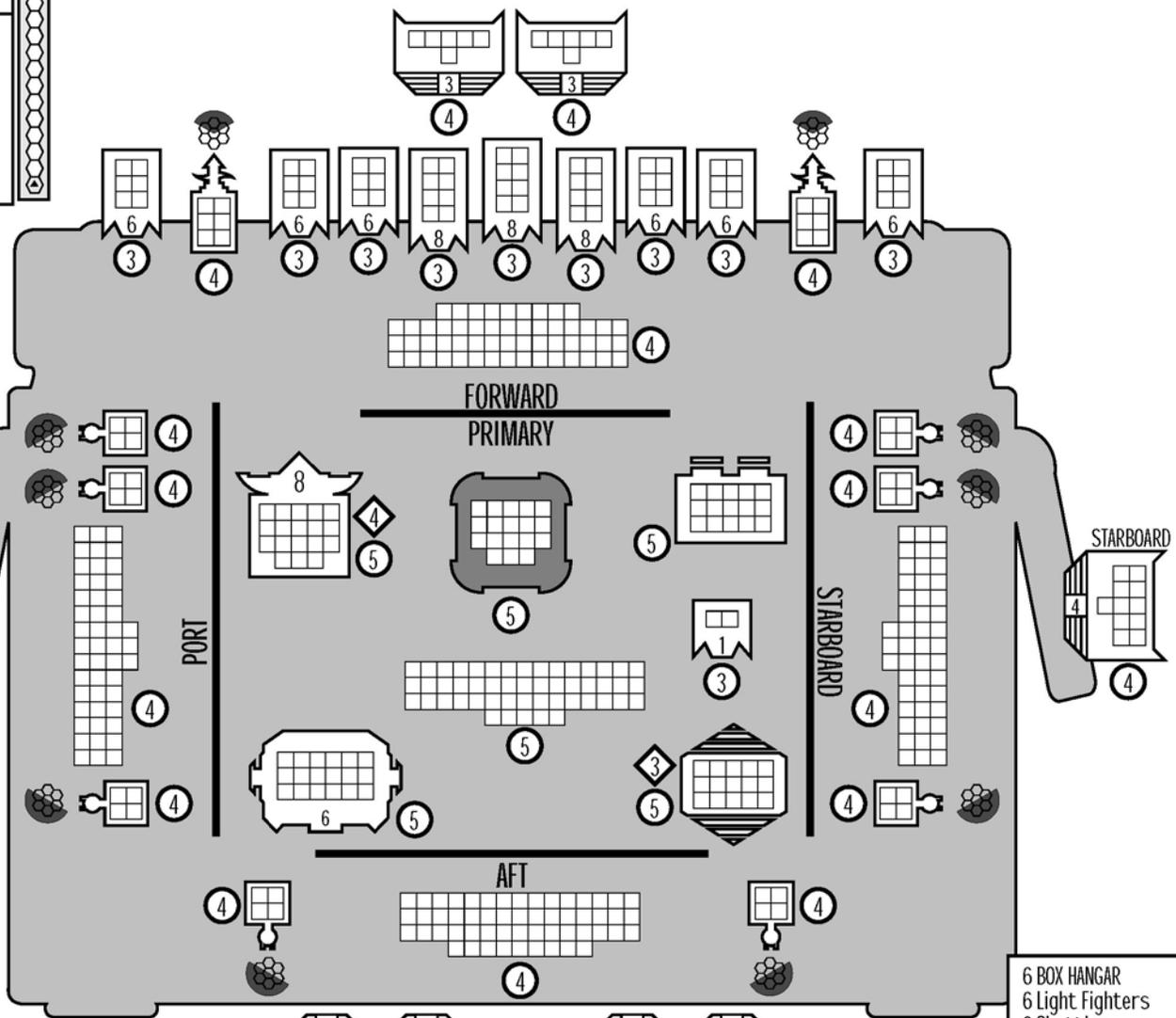
Target #3

Target #4

Target #5

Target #6

TURN DELAY



ICON RECOGNITION

- C&C
- Sensors
- Reactor
- Engine
- Hangar
- Jump Engine
- Thruster
- P-Shooter
- Pure Ray

- 6 BOX HANGAR
6 Light Fighters
0 Shuttles
- 8 BOX HANGAR
8 Medium or Heavy Ftrs
0 Shuttles
- HANGAR
2 Shuttles; Thrust: 1
Armor: 1 Defense: 10/12

Name:

Counter:

SPOO Sow'da Light Fighter

WEAPON DATA

Pop Gun
 Number of Guns: 2 (Linked)
 Damage: 1d6+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn

SPECS

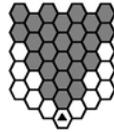
Class: Light Fighter
 In Service: 2264
 Point Value: 12 each
 Ramming Factor: 10
 Jinking Limit: 10 Levels

MANEUVERING

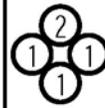
Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 5
 Stb/Port Defense: 6
 Free Thrust: 8
 Offensive Bonus: +6
 Initiative Bonus: +10



ARMOR



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

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

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

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

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

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

Target	Flight #7	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
To-Hit		Dropped Out	<input type="checkbox"/>				
		Ftr Destroyed	<input type="checkbox"/>				
		Initiative	Speed	Thrust Used	Jinking	Notes	

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

Target	Flight #8	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
To-Hit		Dropped Out	<input type="checkbox"/>				
		Ftr Destroyed	<input type="checkbox"/>				
		Initiative	Speed	Thrust Used	Jinking	Notes	

Name:

Counter:

SPOO Kow'la Medium Fighter

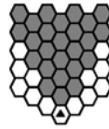
WEAPON DATA

Pop Gun
 Number of Guns: 3 (Linked)
 Damage: 1d6+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn

SPECS
 Class: Medium Fighter
 In Service: 2264
 Point Value: 25 each
 Ramming Factor: 12
 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: 6
 Stb/Port Defense: 7
 Free Thrust: 8
 Offensive Bonus: +6
 Initiative Bonus: +8



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

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

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

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

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

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

Target	Flight #7 	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
To-Hit		Dropped Out	<input type="checkbox"/>				
		Ftr Destroyed	<input type="checkbox"/>				
		Initiative	Speed	Thrust Used	Jinking	Notes	

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

Target	Flight #8 	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
To-Hit		Dropped Out	<input type="checkbox"/>				
		Ftr Destroyed	<input type="checkbox"/>				
		Initiative	Speed	Thrust Used	Jinking	Notes	

Name:

Counter:

SPOO Teu'lytar Heavy Fighter

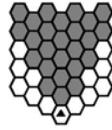
WEAPON DATA

Pop Gun
 Number of Guns: 4 (Linked)
 Damage: 1d6+2
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn

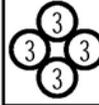
SPECS
 Class: Heavy Fighter
 In Service: 2264
 Point Value: 40 each
 Ramming Factor: 10
 Jinking Limit: 6 Levels

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: 7
 Stb/Port Defense: 7
 Free Thrust: 8
 Offensive Bonus: +6
 Initiative Bonus: +6



ARMOR



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

Target	Flight #1		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
To-Hit			<input type="checkbox"/>					
			<input type="checkbox"/>					
			Initiative	Speed	Thrust Used	Jinking	Notes	

Target	Flight #5		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
To-Hit			<input type="checkbox"/>					
			<input type="checkbox"/>					
			Initiative	Speed	Thrust Used	Jinking	Notes	

Target	Flight #2		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
To-Hit			<input type="checkbox"/>					
			<input type="checkbox"/>					
			Initiative	Speed	Thrust Used	Jinking	Notes	

Target	Flight #6		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
To-Hit			<input type="checkbox"/>					
			<input type="checkbox"/>					
			Initiative	Speed	Thrust Used	Jinking	Notes	

Target	Flight #3		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
To-Hit			<input type="checkbox"/>					
			<input type="checkbox"/>					
			Initiative	Speed	Thrust Used	Jinking	Notes	

Target	Flight #7		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
To-Hit			<input type="checkbox"/>					
			<input type="checkbox"/>					
			Initiative	Speed	Thrust Used	Jinking	Notes	

Target	Flight #4		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
To-Hit			<input type="checkbox"/>					
			<input type="checkbox"/>					
			Initiative	Speed	Thrust Used	Jinking	Notes	

Target	Flight #8		Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
To-Hit			<input type="checkbox"/>					
			<input type="checkbox"/>					
			Initiative	Speed	Thrust Used	Jinking	Notes	



Version 1: 2E/MC&HNY

Name: _____

Counter: _____



Frosty's Christmas Cruiser

SPECS

Class: Capital Ship
 In Service: Snowy Days
 Point Value: Unknown
 Ramming Factor: N/A
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: 5+5 Thrust
 Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 15 (13)
 Stb/Port Defense: 17 (15)
 Engine Efficiency: 3/1
 Extra Power: +0
 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

- Star Cannon**
 Class: Laser
 Mode: Raking
 Damage: 24d10+10
 Range Penalty: -1 per 5 hexes
 Fire Control: +6/+4/+2
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns
 Special: Destroys all armor on any system it touches
- Ornament Torpedo**
 Class: Ballistic
 Mode: Flash
 Damage: 6d10+6
 Max Range: 60 hexes
 Fire Control: +4/+4/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
- String of Lights**
 Class: Laser
 Mode: Standard
 Damage: 1d10+24
 Range Penalty: -1 per 3 hexes
 Fire Control: +5/+3/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns
 Special: Any weapon hit must roll 2 criticals that turn
- Tinsel Gun**
 Class: Antimatter
 Mode: Standard
 Damage: 2X+8 (max X = 10)
 Range Penalty: -1 per hex
 Fire Control: +0/+2/+6
 Intercept Rating: -3
 Rate of Fire: 1 per turn

FORWARD HITS

- 1-4: Retro Thrust
- 5-8: Star Cannon
- 9-11: String of Lights
- 12-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-5: Port/Stb Thrust
- 7-9: Tinsel Gun
- 10-12: Ornament Torpedo
- 13-15: String of Lights
- 16-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-10: Gift Bomb
- 11-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-10: Primary Struct
- 11-12: Snow Globe Shield
- 13-15: Sensors
- 16-18: Engine
- 19-20: Reactor

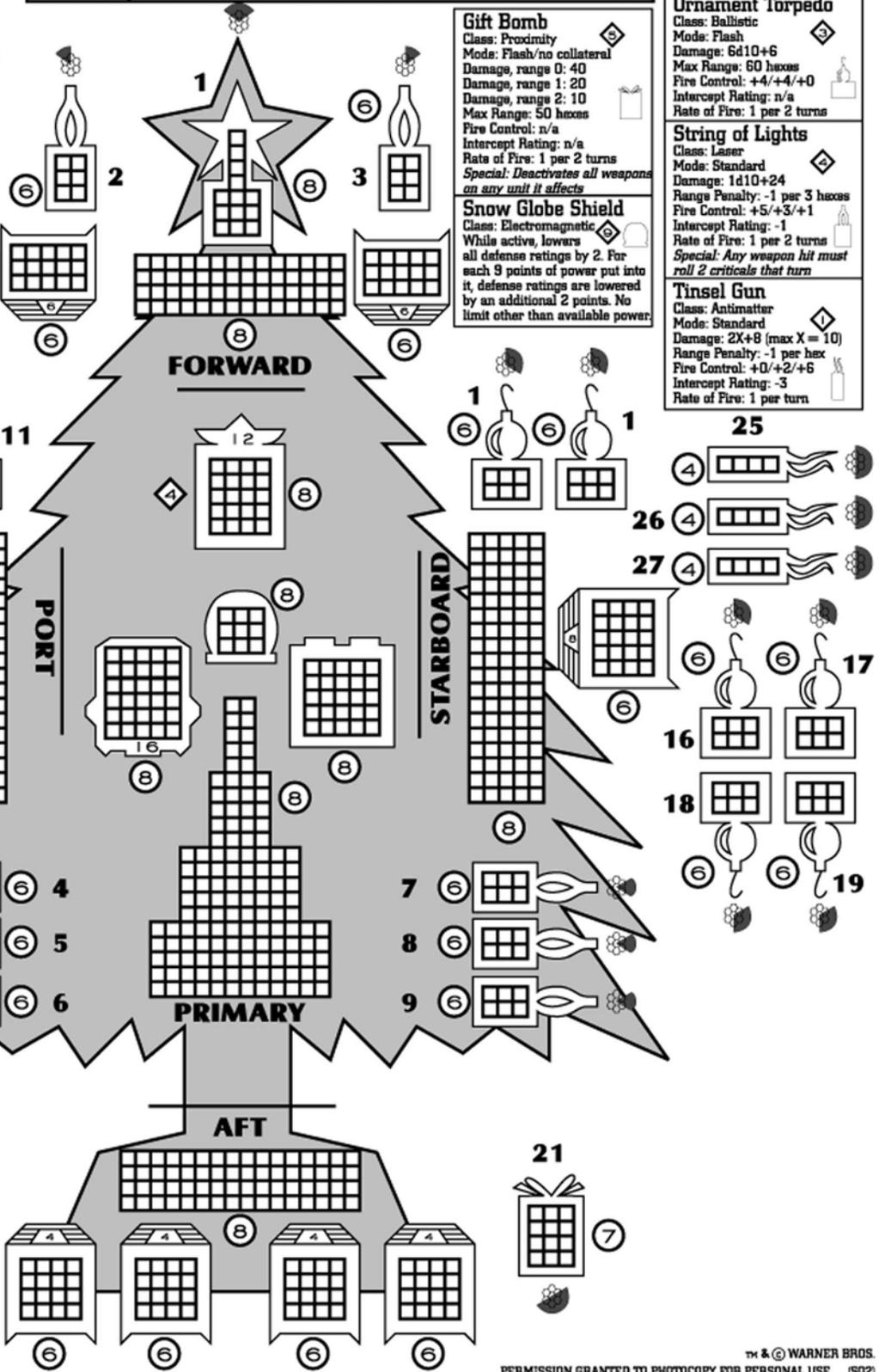
SPECIAL NOTES

Advanced Armor
 Advanced Sensors

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thruster
- Sensors
- Engines
- Reactor
- Snow Globe Shield
- Star Cannon
- Gift Bomb
- Ornament Torpedo
- String of Lights
- Tinsel Gun



Version 1: 2E/Xmas

Name: _____ Counter: _____



Santa's Cruiser

SPECS

Class: Medium Ship
 In Service: Christmas
 Point Value: N/A
 Ramming Factor: N/A
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Def: 8
 Stb/Port Defense: 9
 Engine Efficiency: 1/1
 Extra Power: +0
 Initiative Bonus: +24

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

WEAPON DATA

Rudolph's Nose
 Class: Laser
 Mode: R, P, S
 Damage: 8d10
 Range Penalty: -1 per 4 hexes
 Fire Control: +7/+6/+4
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

Gift Cannon

Class: Ballistic
 Mode: Standard
 Damage vs. Naughty: 3d10+6
 Damage Vs. Nice: See Below
 Range Penalty: None
 Maximum Range: 50 hexes
 Fire Control: +5/+5/+5
 Intercept Rating: n/a
 Rate of Fire: 1 per turn
Nice units roll 1d6:
 1. Repair any one critical
 2. +1 d6+2 initiative next turn
 3. +1 d3+1 sensors next turn
 4. +1 d6 free thrust next turn
 5. +2d6 free power next turn
 6. Automatically intercept any one shot next turn

Ho-Ho-Ho

Class: Area Effect (Auto Hit)
 Mode: Standard
 Damage: 2d10+2 to all naughty units within 10 hexes
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

HIT LOCATIONS

- 1-7: Sleigh (Structure)
- 8-11: Reindeer (Thrustor)
- 12-14: Gift Cannon
- 15-16: Rudolph's Nose
- 17: Rudolph (Sensors)
- 18: Magic Dust (Engine)
- 19: Cookies (Reactor)
- 20: Santa (C & C)

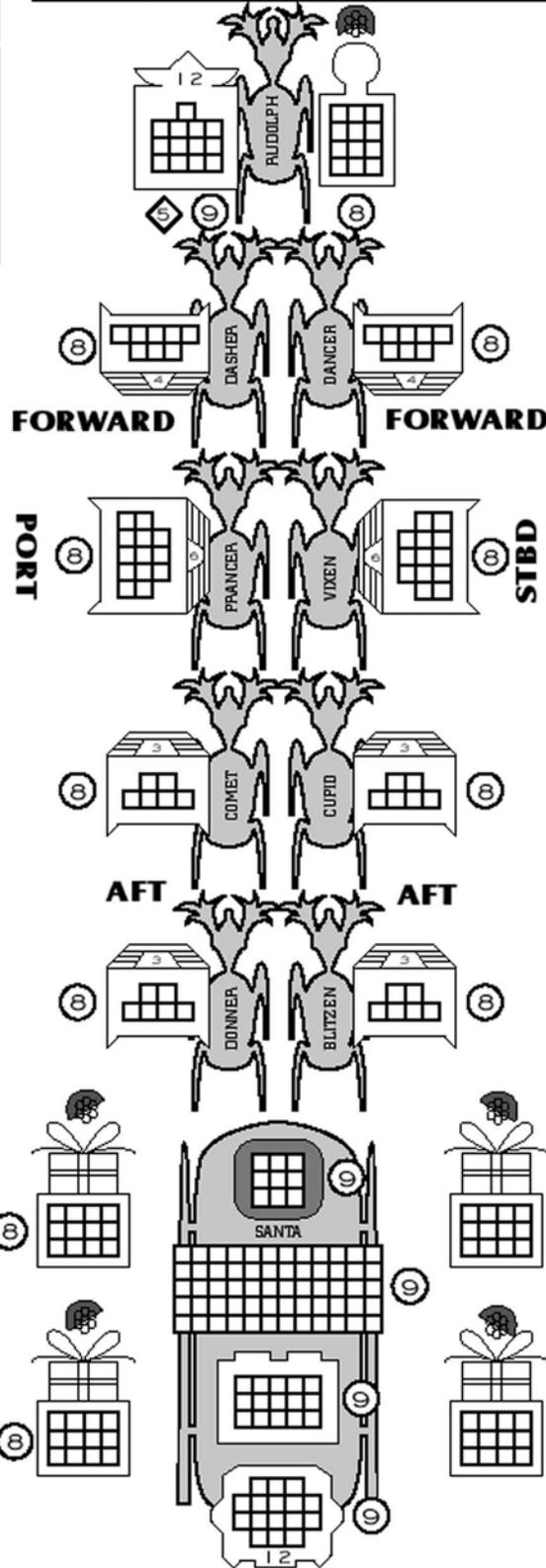
SPECIAL NOTES

Agile Ship

SENSOR DATA

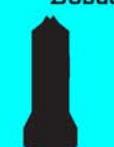
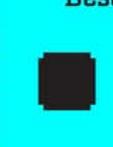
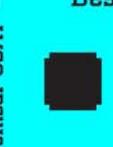
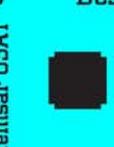
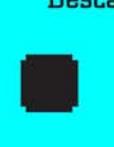
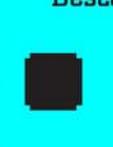
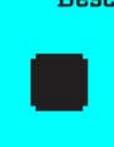
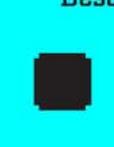
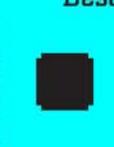
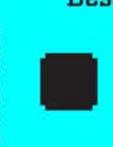
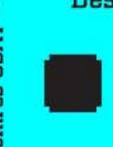
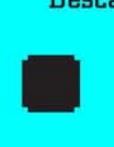
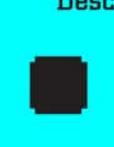
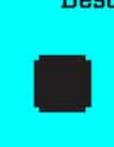
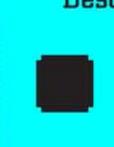
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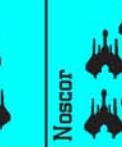
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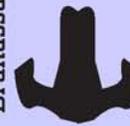
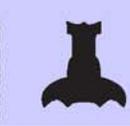
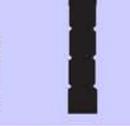
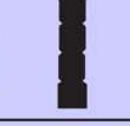
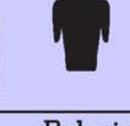
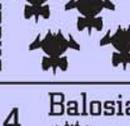
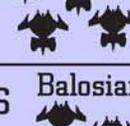


ICON RECOGNITION

- Eight Tiny Reindeer
- Jolly Old Elf
- Rudolph
- Magic Dust
- Cookies & Milk
- Gift Cannon
- Rudolph's Nose

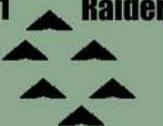
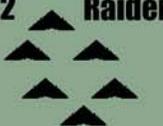
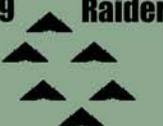
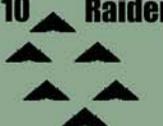
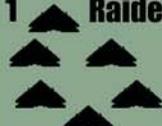
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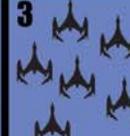
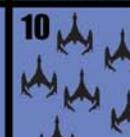
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3 Moas Gunship 	4 Moas Gunship 	5 Moas Gunship 	1 Mearc CC 	1 Suom Carrier 	2 Suom Carrier 	3 Suom Carrier 	4 Suom Carrier 
5 Suom Carrier 	6 Suom Carrier 	1 Moor DDT 	1 Sylach 	2 Sylach 	3 Sylach 	4 Sylach 	1 Tracha 
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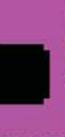
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1  Raider Battlegwagon	2  Raider Battlegwagon	1  Raider Strike Carrier	2  Raider Strike Carrier	1  Raider Dragonship	2  Raider Dragonship	1  Raider Galleon	2  Raider Galleon
1  Raider Wolf Raider	2  Raider Wolf Raider	3  Raider Wolf Raider	4  Raider Wolf Raider	1  Raider Schooner	2  Raider Schooner	3  Raider Schooner	1  Raider Brigantine
2  Raider Brigantine	1  Raider Barque	2  Raider Barque	3  Raider Barque	1  Raider Felucca	2  Raider Felucca	1  Raider Xebec	2  Raider Xebec
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1  Raider Delta-V Fighters	2  Raider Delta-V Fighters	3  Raider Delta-V Fighters	4  Raider Delta-V Fighters	5  Raider Delta-V Fighters	6  Raider Delta-V Fighters	7  Raider Delta-V Fighters	8  Raider Delta-V Fighters
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1  Civilian Ore Barge	2  Civilian Ore Barge	1  Civilian Bulk Freighter	2  Civilian Bulk Freighter	1  Civilian Tanker	2  Civilian Tanker	1  Civilian Tug	2  Civilian Tug
1  Civilian Passenger Liner	2  Civilian Passenger Liner	1  Civilian Luxury Liner	2  Civilian Luxury Liner	1  Civilian Q-Ship	2  Civilian Q-Ship	1  Civilian Missile Barge	2  Civilian Missile Barge
1  Civilian Pirate Hunter	1  Mimbari Retlata	2  Mimbari Retlata	1  Abbai Allanti	2  Abbai Allanti	1  Drazi Transbird	2  Drazi Transbird	1  Civilian Small Base

1 Junkyard Dogs Converted Lias	1 Junkyard Dogs Converted Tethys	2 Junkyard Dogs Converted Tethys	1 Independent Mercenaries League Attack Cruiser	2 Independent Mercenaries League Attack Cruiser	1 Independent Mercenaries League Armed Transport	2 Independent Mercenaries League Armed Transport	3 Independent Mercenaries League Armed Transport
1 Independent Mercenaries League Missile Frigate	2 Independent Mercenaries League Missile Frigate	3 Independent Mercenaries League Missile Frigate	1 Tirrith Free State Blockade Runner	2 Tirrith Free State Blockade Runner	3 Tirrith Free State Blockade Runner	1 Tirrith Free State System Monitor	1 Tirrith Free State Freedom Base
1 Minbari Shaveen	2 Minbari Shaveen	1 Abhai Lyata	2 Abhai Lyata	1 Brakiri Kabrik	2 Brakiri Kabrik	3 Brakiri Kabrik	1 Drazi Kestrel
2 Drazi Kestrel	3 Drazi Kestrel	1 Pak'ma'ra Sho'bog'na	2 Pak'ma'ra Sho'bog'na	3 Pak'ma'ra Sho'bog'na	1 Vree Xvell	2 Vree Xvell	3 Vree Xvell
1 Belt Alliance Light Gunboat	2 Belt Alliance Light Gunboat	3 Belt Alliance Light Gunboat	4 Belt Alliance Light Gunboat	5 Belt Alliance Light Gunboat	6 Belt Alliance Light Gunboat	1 Belt Alliance Medium Gunboat	2 Belt Alliance Medium Gunboat
3 Belt Alliance Medium Gunboat	1 Belt Alliance Heavy Gunboat	2 Belt Alliance Heavy Gunboat	1 Belt Alliance Close Escort	2 Belt Alliance Close Escort	3 Belt Alliance Close Escort	1 Belt Alliance Escort Carrier	2 Belt Alliance Escort Carrier
1 Belt Alliance Starfox Fighters	2 Belt Alliance Starfox Fighters	3 Belt Alliance Starfox Fighters	4 Belt Alliance Starfox Fighters	5 Belt Alliance Starfox Fighters	6 Belt Alliance Starfox Fighters	7 Belt Alliance Starfox Fighters	8 Belt Alliance Starfox Fighters
1 L'ort Elorra	2 L'ort Elorra	3 L'ort Elorra	1 L'ort Govall	2 L'ort Govall	3 L'ort Govall	1 L'ort Turlisk	2 L'ort Turlisk
1 L'ort Terillon	2 L'ort Terillon	3 L'ort Terillon	4 L'ort Terillon	1 L'ort Allovan	2 L'ort Allovan	3 L'ort Allovan	4 L'ort Allovan
1 L'ort Lellat Fighters	2 L'ort Lellat Fighters	3 L'ort Lellat Fighters	4 L'ort Lellat Fighters	5 L'ort Lellat Fighters	6 L'ort Lellat Fighters	7 L'ort Lellat Fighters	8 L'ort Lellat Fighters

1  Warlock Earth Alliance	2  Warlock Earth Alliance	3  Warlock Earth Alliance	4  Warlock Earth Alliance	5  Warlock Earth Alliance	6  Warlock Earth Alliance	7  Warlock Earth Alliance	8  Warlock Earth Alliance
1  Delphi Earth Alliance	2  Delphi Earth Alliance	3  Delphi Earth Alliance	1  Apollo Earth Alliance	2  Apollo Earth Alliance	3  Apollo Earth Alliance	4  Apollo Earth Alliance	1  Cronos Earth Alliance
2  Cronos Earth Alliance	3  Cronos Earth Alliance	4  Cronos Earth Alliance	5  Cronos Earth Alliance	6  Cronos Earth Alliance	1  Thunderbolt Fighters Earth Alliance	2  Thunderbolt Fighters Earth Alliance	3  Thunderbolt Fighters Earth Alliance
4  Thunderbolt Fighters Earth Alliance	5  Thunderbolt Fighters Earth Alliance	6  Thunderbolt Fighters Earth Alliance	7  Thunderbolt Fighters Earth Alliance	8  Thunderbolt Fighters Earth Alliance	9  Thunderbolt Fighters Earth Alliance	10  Thunderbolt Fighters Earth Alliance	1  Collector Ship Streib
1  Starjammer Legion	2  Starjammer Legion	3  Starjammer Legion	1  Gladius Legion	2  Gladius Legion	3  Gladius Legion	4  Gladius Legion	5  Gladius Legion
1  Augustus Legion	2  Augustus Legion	3  Augustus Legion	4  Augustus Legion	5  Augustus Legion	6  Augustus Legion	7  Augustus Legion	8  Augustus Legion
1  Rolentha Minbari Protectorate	2  Rolentha Minbari Protectorate	3  Rolentha Minbari Protectorate	1  Tradana Minbari Protectorate	2  Tradana Minbari Protectorate	3  Tradana Minbari Protectorate	4  Tradana Minbari Protectorate	5  Tradana Minbari Protectorate
1  Letann Minbari Protectorate	2  Letann Minbari Protectorate	3  Letann Minbari Protectorate	1  Lordship Kirishiac	2  Lordship Kirishiac	3  Lordship Kirishiac	1  Kingship Kirishiac	2  Kingship Kirishiac
1  Mastership Kirishiac	2  Mastership Kirishiac	3  Mastership Kirishiac	1  Conqueror Kirishiac	2  Conqueror Kirishiac	3  Conqueror Kirishiac	4  Conqueror Kirishiac	5  Conqueror Kirishiac
1  Warrior Projectiles Kirishiac	2  Warrior Projectiles Kirishiac	3  Warrior Projectiles Kirishiac	4  Warrior Projectiles Kirishiac	5  Warrior Projectiles Kirishiac	6  Warrior Projectiles Kirishiac	7  Warrior Projectiles Kirishiac	8  Warrior Projectiles Kirishiac

1  Walker Guideship	2  Walker Guideship	1  Walker Pathfinder	2  Walker Pathfinder	3  Walker Pathfinder	1  Walker Scribe	2  Walker Scribe	3  Walker Scribe
1  Walker Traveler	1  Walker Waymarker	2  Walker Waymarker	1  Walker Mapmakers	2  Walker Mapmakers	3  Walker Mapmakers	4  Walker Mapmakers	5  Walker Mapmakers
1  Kirishiac Knightship	2  Kirishiac Knightship	1  Kirishiac Overlord	1  Torvalus Black Rapier	2  Torvalus Black Rapier	1  Torvalus Dark Knife	1  Torvalus Shrouded Saber	2  Torvalus Shrouded Saber
1  Torvalus Veiled Scimitar	2  Torvalus Veiled Scimitar	1  Torvalus Stiletto Drones	2  Torvalus Stiletto Drones	3  Torvalus Stiletto Drones	4  Torvalus Stiletto Drones	5  Torvalus Stiletto Drones	1  Mindrider Consortium
2  Mindrider Consortium	1  Mindrider Mind's Eye	1  Mindrider Thoughtforce	1  Mindrider Wheel of Thought	2  Mindrider Wheel of Thought	3  Mindrider Wheel of Thought	1  Mindrider Thought Projections	2  Mindrider Thought Projections
3  Mindrider Thought Projections	4  Mindrider Thought Projections	5  Mindrider Thought Projections	1  Triad/Chaos Demon	1  Triad/Chaos Devil	2  Triad/Chaos Devil	1  Triad/Chaos Fiend	2  Triad/Chaos Fiend
1  Triad/Chaos Imps	2  Triad/Chaos Imps	3  Triad/Chaos Imps	4  Triad/Chaos Imps	1  Triad/Neutral Banshee	2  Triad/Neutral Banshee	1  Triad/Neutral Specter	2  Triad/Neutral Specter
1  Triad/Neutral Wraith	1  Triad/Neutral Phantoms	2  Triad/Neutral Phantoms	3  Triad/Neutral Phantoms	4  Triad/Neutral Phantoms	1  Triad/Order Angel	2  Triad/Order Angel	1  Triad/Order Archangel
1  Triad/Order Seraph	2  Triad/Order Seraph	1  Triad/Order Cherub	2  Triad/Order Cherub	3  Triad/Order Cherub	4  Triad/Order Cherub	1  Triad/Unified Triumviron	1  Vorlon Strike Cruiser
1  Vorlon Heavy Destroyer	2  Vorlon Heavy Destroyer	1  Vorlon Assault Fighter	2  Vorlon Assault Fighter	3  Vorlon Assault Fighter	1  Shadow Battlecruiser	1  Shadow Patrol Cruiser	2  Shadow Patrol Cruiser

1  Irokai Kar Hyach	2  Irokai Kar Hyach	3  Irokai Kar Hyach	1  Senchlat Kam Hyach	2  Senchlat Kam Hyach	3  Senchlat Kam Hyach	1  Evirol Tek Hyach	2  Evirol Tek Hyach
3  Evirol Tek Hyach	1  Utara Tor Hyach	1  Takalti Kal Hyach	2  Takalti Kal Hyach	1  Takalti Kam Hyach	2  Takalti Kam Hyach	3  Takalti Kam Hyach	4  Takalti Kam Hyach
1  Qoccata Cascor	2  Qoccata Cascor	1  Coqari Cascor	2  Coqari Cascor	1  Traqintor Cascor	1  Rugacc Cascor	2  Rugacc Cascor	3  Rugacc Cascor
4  Rugacc Cascor	1  Scout Wheel Ipscha	2  Scout Wheel Ipscha	1  Ring Base Ipscha	1  Starsphere Ipscha	2  Starsphere Ipscha	3  Starsphere Ipscha	4  Starsphere Ipscha
1  Raklavi Kor-Lyan	2  Raklavi Kor-Lyan	3  Raklavi Kor-Lyan	1  Taloki Kor-Lyan	1  Kalavar Kor-Lyan	2  Kalavar Kor-Lyan	3  Kalavar Kor-Lyan	4  Kalavar Kor-Lyan
1  Colotnar Torata	1  Tumal Torata	2  Tumal Torata	3  Tumal Torata	4  Tumal Torata	1  Mahkgar Grome	1  Gormok Grome	2  Gormok Grome
3  Gormok Grome	4  Gormok Grome	1  Roskor Hurr	1  Missile OSAT Hurr	2  Missile OSAT Hurr	3  Missile OSAT Hurr	4  Missile OSAT Hurr	1  Ulana Yolu
2  Ulana Yolu	3  Ulana Yolu	1  Aluin Yolu	2  Aluin Yolu	3  Aluin Yolu	1  Yuan Yolu	2  Yuan Yolu	1  Maltra Yolu
2  Maltra Yolu	1  Notali Yolu	2  Notali Yolu	1  Maitau Yolu	2  Maitau Yolu	3  Maitau Yolu	4  Maitau Yolu	5  Maitau Yolu
1  Utan Yolu	2  Utan Yolu	3  Utan Yolu	4  Utan Yolu	5  Utan Yolu	6  Utan Yolu	7  Utan Yolu	8  Utan Yolu

1  Okath Kur Hyach	2  Okath Kur Hyach	3  Okath Kur Hyach	1  Irokai Kal Hyach	1  Senchlat Kir Hyach	2  Senchlat Kir Hyach	1  Evirol Kon Hyach	2  Evirol Kon Hyach
1  Alich Tal Hyach	2  Alich Tal Hyach	1  Dokva Fighters Hyach	2  Dokva Fighters Hyach	3  Dokva Fighters Hyach	1  Drocca Cascor	2  Drocca Cascor	3  Drocca Cascor
1  Nesacc Cascor	2  Nesacc Cascor	1  Norscator Cascor	2  Norscator Cascor	1  Talacca Cascor	2  Talacca Cascor	1  Caltus Fighters Cascor	2  Caltus Fighters Cascor
3  Caltus Fighters Cascor	4  Caltus Fighters Cascor	1  Resohex Ipscha	2  Resohex Ipscha	1  Surgesphere Ipscha	2  Surgesphere Ipscha	1  Heavy Carrier Cube Ipscha	2  Heavy Carrier Cube Ipscha
1  Tetra Escort Ipscha	2  Tetra Escort Ipscha	3  Tetra Escort Ipscha	1  Boltglobe Ipscha	2  Boltglobe Ipscha	1  Trylkan Kor-Lyan	2  Trylkan Kor-Lyan	1  Kolosk Kor-Lyan
2  Kolosk Kor-Lyan	1  Verloka Kor-Lyan	2  Verloka Kor-Lyan	1  Lekra Kor-Lyan	2  Lekra Kor-Lyan	1  Fenja Kor-Lyan	2  Fenja Kor-Lyan	1  Dartoc Torata
2  Dartoc Torata	1  Latrac Torata	2  Latrac Torata	1  Taclon Torata	2  Taclon Torata	3  Taclon Torata	1  Alovar Torata	2  Alovar Torata
1  Tralka Fighters Torata	2  Tralka Fighters Torata	3  Tralka Fighters Torata	1  Trokan Margus Grome	1  Gralac Grome	1  Adrina Grome	2  Adrina Grome	1  Morstag Grome
2  Morstag Grome	3  Morstag Grome	1  Melagar Grome	2  Melagar Grome	1  Borocada Hurr	2  Borocada Hurr	1  Martus Hurr	2  Martus Hurr
1  Torkoth Hurr	2  Torkoth Hurr	3  Torkoth Hurr	1  Orano Hurr	2  Orano Hurr	3  Orano Hurr	1  Dorono Hurr	2  Dorono Hurr

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Two of the bloodiest campaigns involved the Gaim, who struck into the Descari territory that encircled their homeworld; and the Balosians, who fell prey to a Drazi expansionist movement.

This companion supplement contains all the material that was planned for, but never made it into Showdowns 6.

Balosians, Descari & Gaim units originally posted online as freely downloadable content are presented here, finally formatted in a fashion respectable of the its subject matter, Agents of Gaming, and the fans for which it was made.

ALSO INCLUDED:

In addition, you'll find inside all the other content posted on AoG's site as downloadable content:

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April Fools / Holiday (including fan made)

Quick Test Rules

Missing Countersheets

Introduced within are two new races Tal'kona'sha, and the Technomages, the former a midborn race, the other a secret order. Both powerful, both mysterious, both best left alone.

...AND MORE!

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