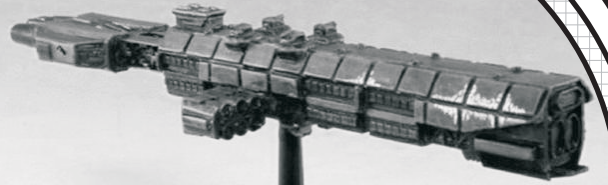


(Alpha Model)

Nation: Earth Alliance
Year: 2264
Availability: Uncomm
Point Value: 380/560
Command R/C: 4/3
Jump Engine: Yes

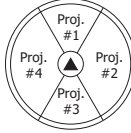
Category: 5
Defensive Rating: 13
Armor: 4/5/4
Sensors: 8
Fire Control: 3/1/0

Flights Aboard: 0
Control Rating: 0



Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
①	→ 6	5	5	4	3	2	3	2
②	→ 5	4	4	3	2	1	3	2
③	→ 4	3	3	2	1	1	2	1
④	→ 3	2	2	1	1	--	2	1
⑤	→ 2	1	1	1	--	--	1	1
⑥	→ 1	1	1	--	--	--	1	--

TYPE: E-WEB
DEFLECT: 2
ABSORB: 0
CAPACITY: 0
NEGATION: 0
REGEN: 0



Pin Point Rating: 5
Assist Rating: 0
Volley Rating: 5
Intercept Die: d10

Strafe AF: 4
Strafe AF Assist: 0
Stand-Off AF: 2
AF Die: d10

Intercept: ① ② ③ ④ ⑤ ● ● ● ● ●
Anti-Fight: ① ② ③ ④ ● ● ● ● ●

Class-L Rack: ①②③④⑤●●●●●●●●●●
 Class-LH Rack: ①②●●●●●●●●●●
 Std Part Beam: ①②③④⑤⑥●●●●●●●●

A diagram of a hexagonal grid. The central square is black and contains a white triangle pointing upwards. It is surrounded by six white squares, each labeled with a number: 'x4' (top), 'x5' (top-left), 'x5' (top-right), 'x3' (left), 'x3' (right), and 'x2' (bottom). These six white squares are further surrounded by a ring of black squares, which are then surrounded by another ring of white squares, and finally a ring of black squares on the outermost edge. The grid is part of a larger pattern, with the word 'back' visible at the bottom left.

A diagram of a hexagonal grid. A central white hexagon contains a black triangle pointing upwards. It is surrounded by six grey hexagons. The top grey hexagon is labeled 'x2'. The two grey hexagons on the left and right sides are both labeled 'x1'. The bottom grey hexagon is labeled 'x3'.

A diagram showing a central triangle surrounded by six hexagons. The top hexagon is labeled 'x6', the bottom hexagon is labeled 'x6', the left hexagon is labeled 'x3', and the right hexagon is labeled 'x3'. The two hexagons on the left and right are shaded gray, while the top and bottom hexagons are white.

TYPE:	Flash	Pierce	Mult-W
RANGE:	15	15	12
DAMAGE:	2d8+1	3d8+1	d8+1
SPECIAL:	Flash	Pierce	Pulse
COST:	17	20	11

Intercept: ① ② ③ ④ ⑤ ● ● ● ● ●
Anti-Fight: ① ② ③ ④ ● ● ● ● ●

Class-L Rack: ① ② ③ ④ ⑤ ● ● ● ● ● ● ● ●
 Class-LH Rack: ① ② ● ● ● ● ● ● ● ● ● ●
 Std Part Beam: ① ② ③ ④ ⑤ ⑥ ● ● ● ● ● ● ● ●

A diagram showing a central triangle surrounded by six hexagons. The top hexagon is labeled 'x6', the bottom hexagon is labeled 'x6', the left hexagon is labeled 'x3', and the right hexagon is labeled 'x3'. The central triangle is labeled 'x3'.

TYPE:	Flash	Pierce	Mult-W
RANGE:	15	15	12
DAMAGE:	2d8+1	3d8+1	d8+1
SPECIAL:	Flash	Pierce	Pulse
COST:	17	20	11

Intercept: ① ② ③ ④ ⑤ ● ● ● ● ●
Anti-Fight: ① ② ③ ④ ● ● ● ● ●

Class-L Rack: ① ② ③ ④ ● ● ● ● ● ● ● ● ● ●
 Class-LH Rack: ① ② ● ● ● ● ● ● ● ● ● ●
 Std Part Beam: ① ② ③ ④ ⑤ ⑥ ● ● ● ● ● ● ● ●

Intercept: ① ② ③ ④ ⑤ ● ● ● ● ●
Anti-Fight: ① ② ③ ④ ● ● ● ● ●

Class-L Rack: ①②③④⑤●●●●●●●●●●
 Class-LH Rack: ①②●●●●●●●●●●
 Std Part Beam: ①②③④⑤⑥●●●●●●●●

Avenger Heavy Carrier (Beta Model)

GENERAL DATA

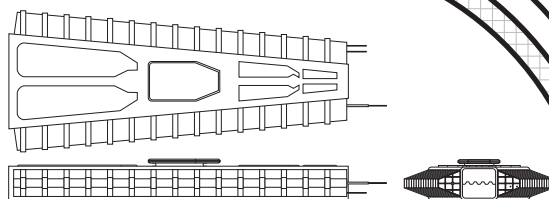
Nation: Earth Alliance
Year: 2203
Availability: Common
Point Value: 179/224
Command R/C: 7/5
Jump Engine: Yes

OPERATIONAL DATA

Category: 5
Defensive Rating: 13
Armor: 3/3/3
Sensors: 6
Fire Control: 2/1

CARRIER DATA

Flights Aboard: 8
Control Rating: 2

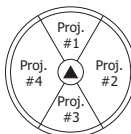


Maneuvering Damage (5F)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	5	4	4	3	3	2	2	2
1	4	3	3	2	2	1	2	2
2	3	2	2	1	1	1	2	1
3	2	1	1	1	1	--	1	1
4	1	1	1	1	--	--	1	1
5	1	1	1	--	--	--	1	--

SHIELD DATA

TYPE: E-WEB
DEFLECT: 1
ABSORB: 0
CAPACITY: 0
NEGATION: 0
REGEN: 0



INTERCEPTORS

Pin Point Rating: 4
Assist Rating: 0
Volley Rating: 1
Intercept Die: d10

ANTI-FIGHTER

Strafe AF: 3
Strafe AF Assist: 0
Stand-Off AF: 0
AF Die: d10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥ ●●●●●●
Maneuver: ⑤④③②①⑦ ●●●●●●

Structural Damage

○○○○○ ○○○○ ●●●●●●
○○○○○ ●●●●●●
○○○○○ ●●●●●●
○○○○○ ●●●●●●

Missile Ammo: ●●●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●●●

Shield System Damage

Proj. #1: ●●●●●●●●●●●●●●●●
Proj. #2: ●●●●●●●●●●●●●●●●
Proj. #3: ●●●●●●●●●●●●●●●●
Proj. #4: ●●●●●●●●●●●●●●●●

Notes:

FCD Damage

FCD (2): ○●●●
FCD (1): ○●●●
FCD (-): ●●●●
FCD (-): ●●●●

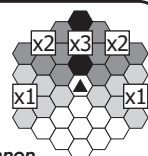
Interceptor/Anti-Fighter Damage

Intercept: ①②③④ ●●●●●●●●●●
Anti-Fight: ①②③ ●●●●●●●●●●

Weapon Systems Damage

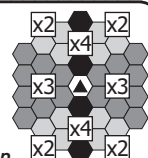
Med Plasma: ①②③ ●●●●●●●●●●●●●●●●
Lt Plasma: ①②③④ ●●●●●●●●●●●●●●●●
Carrier Bay: ○○○○○○○○○○●●●●●●●●●●

TYPE: Plasma
RANGE: 2/4/6/9
TRAVERSE: 3
DELAY: 3
DAMAGE: 2d10+1
MAX X: 3
VUL: 2 (E/G/D)



Med Plasma Cannon

TYPE: Plasma
RANGE: 1/2/3/5
TRAVERSE: 2
DELAY: 2
DAMAGE: d10
MAX X: 4
VUL: 2 (E/G/D)



Lt Plasma Cannon

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥ ●●●●●●
Maneuver: ⑤④③②①⑦ ●●●●●●

Structural Damage

○○○○○ ○○○○ ●●●●●●
○○○○○ ●●●●●●
○○○○○ ●●●●●●
○○○○○ ●●●●●●

Missile Ammo: ●●●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●●●

Shield System Damage

Proj. #1: ●●●●●●●●●●●●●●●●
Proj. #2: ●●●●●●●●●●●●●●●●
Proj. #3: ●●●●●●●●●●●●●●●●
Proj. #4: ●●●●●●●●●●●●●●●●

Notes:

FCD Damage

FCD (2): ○●●●
FCD (1): ○●●●
FCD (-): ●●●●
FCD (-): ●●●●

Interceptor/Anti-Fighter Damage

Intercept: ①②③④ ●●●●●●●●●●
Anti-Fight: ①②③ ●●●●●●●●●●

Weapon Systems Damage

Med Plasma: ①②③ ●●●●●●●●●●●●●●●●
Lt Plasma: ①②③④ ●●●●●●●●●●●●●●●●
Carrier Bay: ○○○○○○○○○○●●●●●●●●●●

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥ ●●●●●●
Maneuver: ⑤④③②①⑦ ●●●●●●

Structural Damage

○○○○○ ○○○○ ●●●●●●
○○○○○ ●●●●●●
○○○○○ ●●●●●●
○○○○○ ●●●●●●

Missile Ammo: ●●●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●●●

Shield System Damage

Proj. #1: ●●●●●●●●●●●●●●●●
Proj. #2: ●●●●●●●●●●●●●●●●
Proj. #3: ●●●●●●●●●●●●●●●●
Proj. #4: ●●●●●●●●●●●●●●●●

Notes:

FCD Damage

FCD (2): ○●●●
FCD (1): ○●●●
FCD (-): ●●●●
FCD (-): ●●●●

Interceptor/Anti-Fighter Damage

Intercept: ①②③④ ●●●●●●●●●●
Anti-Fight: ①②③ ●●●●●●●●●●

Weapon Systems Damage

Med Plasma: ①②③ ●●●●●●●●●●●●●●●●
Lt Plasma: ①②③④ ●●●●●●●●●●●●●●●●
Carrier Bay: ○○○○○○○○○○●●●●●●●●●●

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥ ●●●●●●
Maneuver: ⑤④③②①⑦ ●●●●●●

Structural Damage

○○○○○ ○○○○ ●●●●●●
○○○○○ ●●●●●●
○○○○○ ●●●●●●
○○○○○ ●●●●●●

Missile Ammo: ●●●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●●●

Shield System Damage

Proj. #1: ●●●●●●●●●●●●●●●●
Proj. #2: ●●●●●●●●●●●●●●●●
Proj. #3: ●●●●●●●●●●●●●●●●
Proj. #4: ●●●●●●●●●●●●●●●●

Notes:

FCD Damage

FCD (2): ○●●●
FCD (1): ○●●●
FCD (-): ●●●●
FCD (-): ●●●●

Interceptor/Anti-Fighter Damage

Intercept: ①②③④ ●●●●●●●●●●
Anti-Fight: ①②③ ●●●●●●●●●●

Weapon Systems Damage

Med Plasma: ①②③ ●●●●●●●●●●●●●●●●
Lt Plasma: ①②③④ ●●●●●●●●●●●●●●●●
Carrier Bay: ○○○○○○○○○○●●●●●●●●●●

Avenger Heavy Carrier (Gamma Model)

GENERAL DATA

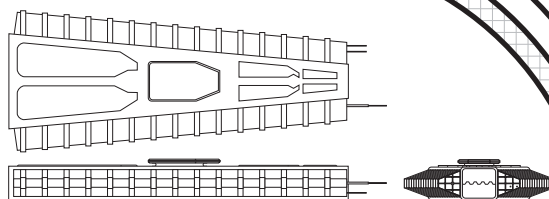
Nation: Earth Alliance
Year: 2240
Availability: Common
Point Value: 207/251
Command R/C: 7/5
Jump Engine: Yes

OPERATIONAL DATA

Category: 5
Defensive Rating: 13
Armor: 4/4/4
Sensors: 6
Fire Control: 2/1

CARRIER DATA

Flights Aboard: 8
Control Rating: 2

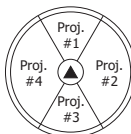


Maneuvering Damage (5F)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	5	4	4	3	3	2	2	2
1	4	3	3	2	2	1	2	2
2	3	2	2	1	1	1	2	1
3	2	1	1	1	1	--	1	1
4	1	1	1	1	--	--	1	1
5	1	1	1	--	--	--	1	--

SHIELD DATA

TYPE: E-WEB
DEFLECT: 1
ABSORB: 0
CAPACITY: 0
NEGATION: 0
REGEN: 0



INTERCEPTORS

Pin Point Rating: 6
Assist Rating: 0
Volley Rating: 6
Intercept Die: d10

ANTI-FIGHTER

Strafe AF: 6
Strafe AF Assist: 0
Stand-Off AF: 0
AF Die: d10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:
Proj. #2:
Proj. #3:
Proj. #4:

Notes:

FCD Damage

FCD (2):
FCD (1):
FCD (-):
FCD (-):

Interceptor/Anti-Fighter Damage

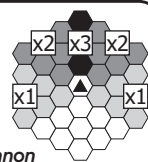
Intercept: 1 2 3 4 5 6
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

Med Plasma: 1 2 3
Lt Pulse: 1 2 3 4
Carrier Bay:

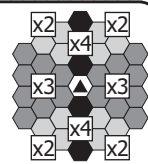
TYPE: Plasma
RANGE: 2/4/6/9
TRAVERSE: 3
DELAY: 3
DAMAGE: 2d10+1
MAX X: 3
VUL: 2 (E/G/D)

Med Plasma Cannon



TYPE: Particle/Pulse
RANGE: 1/2/3/5
TRAVERSE: 1
DELAY: 1
DAMAGE: d6+1
MAX X: 4
VUL: 1 (E/G/D)

Lt Pulse Cannon



Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:
Proj. #2:
Proj. #3:
Proj. #4:

Notes:

FCD Damage

FCD (2):
FCD (1):
FCD (-):
FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

Med Plasma: 1 2 3
Lt Pulse: 1 2 3 4
Carrier Bay:

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:
Proj. #2:
Proj. #3:
Proj. #4:

Notes:

FCD Damage

FCD (2):
FCD (1):
FCD (-):
FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

Med Plasma: 1 2 3
Lt Pulse: 1 2 3 4
Carrier Bay:

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:
Proj. #2:
Proj. #3:
Proj. #4:

Notes:

FCD Damage

FCD (2):
FCD (1):
FCD (-):
FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

Med Plasma: 1 2 3
Lt Pulse: 1 2 3 4
Carrier Bay:

Explorer Survey Ship (Alpha Model)

GENERAL DATA

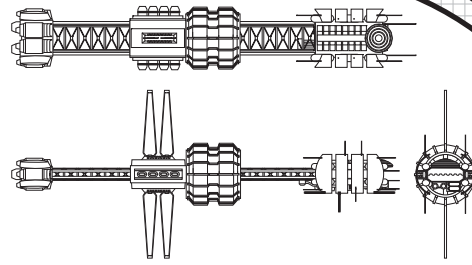
Nation: Earth Alliance
Year: 2253
Availability: Rare
Point Value: 271/331
Command R/C: 6/5
Jump Engine: Yes

OPERATIONAL DATA

Category: 8
Defensive Rating: 10
Armor: 4/4/4
Sensors: 9 (EW 1)
Fire Control: 2/1/0/0

CARRIER DATA

Flights Aboard: 4
Control Rating: 1

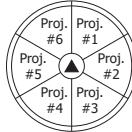


Maneuvering Damage (8C)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	3	2	2	2	--	--	1	1
1	3	2	2	1	--	--	1	1
2	2	2	2	1	--	--	1	1
3	2	1	1	--	--	--	1	1
4	2	1	1	--	--	--	1	1
5	1	--	--	--	--	--	1	1

SHIELD DATA

TYPE: E-WEB
DEFLECT: 1
ABSORB: 0
CAPACITY: 0
NEGATION: 0
REGEN: 0



INTERCEPTORS

Pin Point Rating: 6
Assist Rating: 0
Volley Rating: 7
Intercept Die: d10
Dedicated Escort

ANTI-FIGHTER

Strafe AF: 5
Strafe AF Assist: 0
Stand-Off AF: 2
AF Die: d10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:
Proj. #2:
Proj. #3:
Proj. #4:
Proj. #5:
Proj. #6:

Notes:

FCD Damage
FCD (2):
FCD (1):
FCD (0):

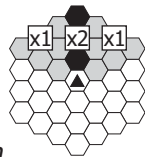
Weapon Systems Damage

Hvy Pulse: 1 2
Std Part Beam: 1 2 3 4 5 6 7 8
Carrier Bay:
Standard Bay:
Bulk Pres Bay:
Personnel Bay:
Operational Bay:

Interceptor/Anti-Fighter Damage

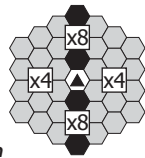
Intercept: 1 2 3 4 5 6 7
Anti-Fight: 1 2 3 4 5

TYPE: Particle/Pulse
RANGE: 4/8/12/18
TRAVERSE: 3
DELAY: 3
DAMAGE: d12+1
MAX X: 2
VUL: 1 (E/G/D)



Hvy Pulse Cannon

TYPE: Particle
RANGE: 2/4/6/9
TRAVERSE: 1
DELAY: 1
DAMAGE: d8+1
MAX X: 8
VUL: 1 (E/G/D)



Std Particle Beam

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:
Proj. #2:
Proj. #3:
Proj. #4:
Proj. #5:
Proj. #6:

Notes:

FCD Damage
FCD (2):
FCD (1):
FCD (0):

Weapon Systems Damage

Hvy Pulse: 1 2
Std Part Beam: 1 2 3 4 5 6 7 8
Carrier Bay:
Standard Bay:
Bulk Pres Bay:
Personnel Bay:
Operational Bay:

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6 7
Anti-Fight: 1 2 3 4 5

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:
Proj. #2:
Proj. #3:
Proj. #4:
Proj. #5:
Proj. #6:

Notes:

FCD Damage
FCD (2):
FCD (1):
FCD (0):

Weapon Systems Damage

Hvy Pulse: 1 2
Std Part Beam: 1 2 3 4 5 6 7 8
Carrier Bay:
Standard Bay:
Bulk Pres Bay:
Personnel Bay:
Operational Bay:

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6 7
Anti-Fight: 1 2 3 4 5

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8 9
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:
Proj. #2:
Proj. #3:
Proj. #4:
Proj. #5:
Proj. #6:

Notes:

FCD Damage
FCD (2):
FCD (1):
FCD (0):

Weapon Systems Damage

Hvy Pulse: 1 2
Std Part Beam: 1 2 3 4 5 6 7 8
Carrier Bay:
Standard Bay:
Bulk Pres Bay:
Personnel Bay:
Operational Bay:

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6 7
Anti-Fight: 1 2 3 4 5

Hecate Bolt Cruiser (Beta Model)

GENERAL DATA

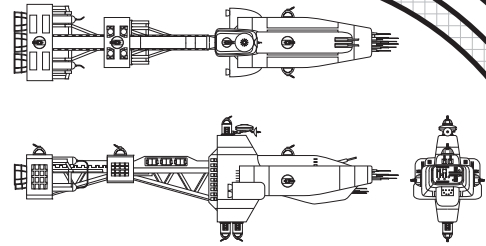
Nation: Earth Alliance
Year: 2232
Availability: Unique-Uncom
Point Value: 205/274
Command R/C: 7/3
Jump Engine: Yes

OPERATIONAL DATA

Category: 5
Defensive Rating: 14
Armor: 4/4/4
Sensors: 7
Fire Control: 2/1

CARRIER DATA

Flights Aboard: 0
Control Rating: 0

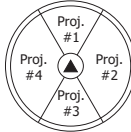


Maneuvering Damage (5E)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	6	5	5	4	3	2	2	2
1	5	4	4	3	2	1	2	2
2	4	3	3	2	1	1	2	1
3	3	2	2	1	1	--	1	1
4	2	1	1	1	--	--	1	1
5	1	1	1	--	--	--	1	--

SHIELD DATA

TYPE: E-WEB
DEFLECT: 1
ABSORB: 0
CAPACITY: 0
NEGATION: 0
REGEN: 0



INTERCEPTORS

Pin Point Rating: 3
Assist Rating: 0
Volley Rating: 4
Intercept Die: d10

ANTI-FIGHTER

Strafe AF: 2
Strafe AF Assist: 0
Stand-Off AF: 1
AF Die: d10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:
Proj. #2:
Proj. #3:
Proj. #4:

Notes:

FCD Damage

FCD (2):
FCD (1):
FCD (-):
FCD (-):

Weapon Systems Damage

Hvy Bolter: 1 2 2
Med Bolter: 1 2 3
Lt Bolter: 1 2
Std Part Beam: 1 2 3
Hangar Bay:

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4
Anti-Fight: 1 2

TYPE: Particle/CSW

RANGE: 6/12/18/27

TRAVERSE: 3

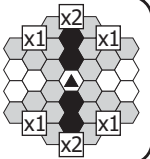
DELAY: 3

DAMAGE: 3d8+1

MAX X: 2

VUL: 1 (D[-3])

Hvy Bolter



TYPE: Particle/CSW

RANGE: 4/8/12/18

TRAVERSE: 2

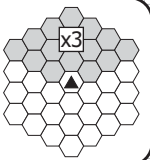
DELAY: 2

DAMAGE: 2d8+1

MAX X: 3

VUL: 1 (D[-3])

Med Bolter



TYPE: Particle

RANGE: 2/4/6/9

TRAVERSE: 1

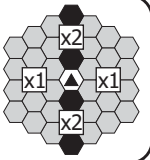
DELAY: 1

DAMAGE: d8+1

MAX X: 2

VUL: 1 (D[-3])

Lt Bolter



TYPE: Particle

RANGE: 2/4/6/9

TRAVERSE: 1

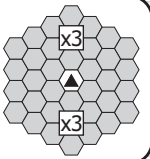
DELAY: 1

DAMAGE: d8+1

MAX X: 3

VUL: 1 (D[-3])

Std Particle Beam



Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:
Proj. #2:
Proj. #3:
Proj. #4:

Notes:

FCD Damage

FCD (2):
FCD (1):
FCD (-):
FCD (-):

Weapon Systems Damage

Hvy Bolter: 1 2 2
Med Bolter: 1 2 3
Lt Bolter: 1 2
Std Part Beam: 1 2 3
Hangar Bay:

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4
Anti-Fight: 1 2

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:
Proj. #2:
Proj. #3:
Proj. #4:

Notes:

FCD Damage

FCD (2):
FCD (1):
FCD (-):
FCD (-):

Weapon Systems Damage

Hvy Bolter: 1 2 2
Med Bolter: 1 2 3
Lt Bolter: 1 2
Std Part Beam: 1 2 3
Hangar Bay:

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4
Anti-Fight: 1 2

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:
Proj. #2:
Proj. #3:
Proj. #4:

Notes:

FCD Damage

FCD (2):
FCD (1):
FCD (-):
FCD (-):

Weapon Systems Damage

Hvy Bolter: 1 2 2
Med Bolter: 1 2 3
Lt Bolter: 1 2
Std Part Beam: 1 2 3
Hangar Bay:

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4
Anti-Fight: 1 2

Hermes Priority Transport (Beta Model)

GENERAL DATA

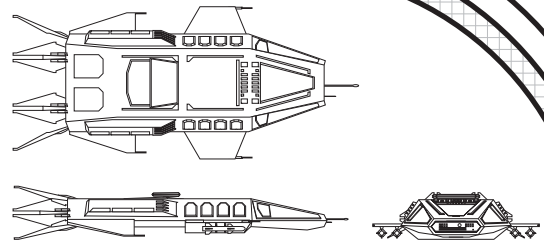
Nation: Earth Alliance
Year: 2168
Availability: Common
Point Value: 247/298
Command R/C: 4/1
Jump Engine: Yes

OPERATIONAL DATA

Category: 3
Defensive Rating: 15
Armor: 4/6
Sensors: 6
Fire Control: 2/0

CARRIER DATA

Flights Aboard: 1
Control Rating: 1



Maneuvering Damage (3D)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	10	8	8	7	5	4	4	3
1	8	6	6	5	3	2	3	2
2	6	4	4	3	1	1	2	2
3	4	2	2	1	--	--	1	1
4	2	1	1	--	--	--	1	--
5	--	--	--	--	--	--	--	--

SHIELD DATA

TYPE: E-WEB
DEFLECT: 1
ABSORB: 0
CAPACITY: 0
NEGATION: 0
REGEN: 0



INTERCEPTORS

Pin Point Rating: 2
Assist Rating: 0
Volley Rating: 2
Intercept Die: d10

ANTI-FIGHTER

Strafe AF: 2
Strafe AF Assist: 0
Stand-Off AF: 2
AF Die: d10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥
Maneuver: ④③②①⑥

Structural Damage

○○○○○
○○○○○
○○○○○
●●●●●
●●●●●
●●●●●

Missile Ammo: ○○○○○○○○○○
○○○○○○○○○○○

Shield System Damage

Proj. #1: ●●●●●●●●
Proj. #2: ●●●●●●●●

Notes:

Weapon Systems Damage

Class-S Rack: ①②●●●●●●●●●●
Std Part Beam: ①②③④●●●●●●●●●●
Carrier Bay: ○●●●●●●●●●●●●●●●●
Standard Bay: ○○○●●●●●●●●●●●●●●
Bulk Pres Bay: ○○●●●●●●●●●●●●●●
Personnel Bay: ○●●●●●●●●●●●●●●●●

FCD Damage

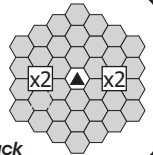
FCD (2): ○○○
FCD (0): ○●●
FCD (-): ●●●
FCD (-): ●●●

Interceptor/Anti-Fighter Damage

Intercept: ①②●●●●●●●●●●
Anti-Fight: ①②●●●●●●●●●●

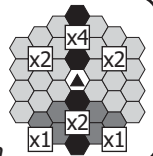
TYPE: Ballistic/Missile

TRAVERSE: 3
RANGE: +0
VOLLEY: 1
MAX X: 2
VUL: 5 (E/G/D)



Class-S Missile Rack

TYPE: Particle
RANGE: 2/4/6/9
TRAVERSE: 1
DELAY: 1
DAMAGE: d8+1
MAX X: 4
VUL: 1 (E/G/D)



Std Particle Beam

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥
Maneuver: ④③②①⑥

Structural Damage

○○○○○
○○○○○
○○○○○
●●●●●
●●●●●
●●●●●

Missile Ammo: ○○○○○○○○○○
○○○○○○○○○○○

Shield System Damage

Proj. #1: ●●●●●●●●
Proj. #2: ●●●●●●●●

Notes:

Weapon Systems Damage

Class-S Rack: ①②●●●●●●●●●●
Std Part Beam: ①②③④●●●●●●●●●●
Carrier Bay: ○●●●●●●●●●●●●●●●●
Standard Bay: ○○○●●●●●●●●●●●●●●
Bulk Pres Bay: ○○●●●●●●●●●●●●●●
Personnel Bay: ○●●●●●●●●●●●●●●●●

FCD Damage

FCD (2): ○○○
FCD (0): ○●●
FCD (-): ●●●
FCD (-): ●●●

Interceptor/Anti-Fighter Damage

Intercept: ①②●●●●●●●●●●
Anti-Fight: ①②●●●●●●●●●●

Missile Data

TYPE:	Standard	Long-Range	Heavy
RANGE:	15	23	8
DAMAGE:	2d8+1	d12+1	3d8+1
SPECIAL:	CSW	None	CSW
COST:	Included	18	18

TYPE:	Flash	Pierce	Multi-W
RANGE:	15	15	12
DAMAGE:	2d8+1	3d8+1	d8+1
SPECIAL:	Flash	Pierce	Pulse
COST:	12	10	12

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥
Maneuver: ④③②①⑥

Structural Damage

○○○○○
○○○○○
○○○○○
●●●●●
●●●●●
●●●●●

Missile Ammo: ○○○○○○○○○○
○○○○○○○○○○○

Shield System Damage

Proj. #1: ●●●●●●●●
Proj. #2: ●●●●●●●●

Notes:

Weapon Systems Damage

Class-S Rack: ①②●●●●●●●●●●
Std Part Beam: ①②③④●●●●●●●●●●
Carrier Bay: ○●●●●●●●●●●●●●●●●
Standard Bay: ○○○●●●●●●●●●●●●●●
Bulk Pres Bay: ○○●●●●●●●●●●●●●●
Personnel Bay: ○●●●●●●●●●●●●●●●●

FCD Damage

FCD (2): ○○○
FCD (0): ○●●
FCD (-): ●●●
FCD (-): ●●●

Interceptor/Anti-Fighter Damage

Intercept: ①②●●●●●●●●●●
Anti-Fight: ①②●●●●●●●●●●

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥
Maneuver: ④③②①⑥

Structural Damage

○○○○○
○○○○○
○○○○○
●●●●●
●●●●●
●●●●●

Missile Ammo: ○○○○○○○○○○
○○○○○○○○○○○

Shield System Damage

Proj. #1: ●●●●●●●●
Proj. #2: ●●●●●●●●

Notes:

Weapon Systems Damage

Class-S Rack: ①②●●●●●●●●●●
Std Part Beam: ①②③④●●●●●●●●●●
Carrier Bay: ○●●●●●●●●●●●●●●●●
Standard Bay: ○○○●●●●●●●●●●●●●●
Bulk Pres Bay: ○○●●●●●●●●●●●●●●
Personnel Bay: ○●●●●●●●●●●●●●●●●

FCD Damage

FCD (2): ○○○
FCD (0): ○●●
FCD (-): ●●●
FCD (-): ●●●

Interceptor/Anti-Fighter Damage

Intercept: ①②●●●●●●●●●●
Anti-Fight: ①②●●●●●●●●●●

(Beta Model)

Based on Turning Point, Fleet Action 2, Copyright and
TM AoG Inc. Design by BSW to Fleet Action 2 Action Group

(Data Model)

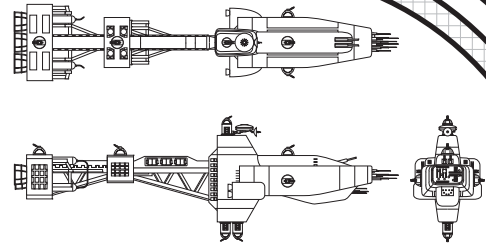
Intercept: ①②③●●●●●●●●
Anti-Fight: ①②③●●●●●●●●

(Epsilon Model)

Nation: Earth Alliance
Year: 2246
Availability: Uncomm
Point Value: 229/302
Command R/C: 9/3
Jump Engine: Yes

Category: 5
Defensive Rating: 14
Armor: 5/4/5
Sensors: 7
Fire Control: 2/1

Flights Aboard: 1
Control Rating: 1



Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
①	→ 6	5	5	4	3	2	2	2
②	→ 5	4	4	4	3	2	1	2
③	→ 4	3	3	3	2	1	1	1
④	→ 3	2	2	2	1	1	--	1
⑤	→ 2	1	1	1	1	--	--	1
⑥	→ 1	1	1	--	--	--	1	--

TYPE: E-WEB
DEFLECT: 1
ABSORB: 0
CAPACITY: 0
NEGATION: 0
REGEN: 0



Pin Point Rating: 3
Assist Rating: 0
Volley Rating: 3
Intercept Die: d10

Strafe AF: 3
Strafe AF Assist: 0
Stand-Off AF: 2
AF Die: d10

Intercept: ①②③●●●●●●●●
Anti-Fight: ①②③●●●●●●●●

Hvy Laser Cannon

Hvy Pulse Cannon

Med Pulse Cannon

Std Particle Beam

Intercept: ①②③●●●●●●●●
Anti-Fight: ①②③●●●●●●●●

Intercept: ①②③●●●●●●●●
Anti-Fight: ①②③●●●●●●●●

Intercept: ①②③●●●●●●●●
Anti-Fight: ①②③●●●●●●●●

Hyperion Aegis Cruiser (Lambda Model)

GENERAL DATA

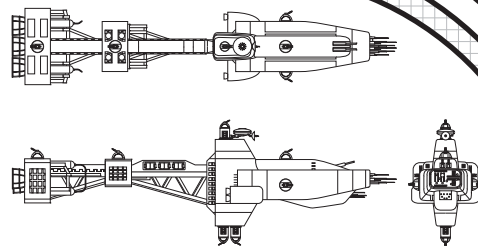
Nation: Earth Alliance
Year: 2257
Availability: Rare
Point Value: 287/351
Command R/C: 5/3
Jump Engine: Yes

OPERATIONAL DATA

Category: 5
Defensive Rating: 14
Armor: 5/4/4
Sensors: 7
Fire Control: 2/1

CARRIER DATA

Flights Aboard: 1
Control Rating: 1

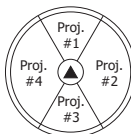


Maneuvering Damage (5E)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	6	5	5	4	3	2	2	2
1	5	4	4	3	2	1	2	2
2	4	3	3	2	1	1	2	1
3	3	2	2	1	1	--	1	1
4	2	1	1	1	--	--	1	1
5	1	1	1	--	--	--	1	--

SHIELD DATA

TYPE: E-WEB
DEFLECT: 2
ABSORB: 0
CAPACITY: 0
NEGATION: 0
REGEN: 0



INTERCEPTORS

Pin Point Rating: 4
Assist Rating: 0
Volley Rating: 5
Intercept Die: d10

ANTI-FIGHTER

AFS Rating: 6
AFS Range: 8
AF Die: d10
Anti-Fighter Specialist

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:
Proj. #2:
Proj. #3:
Proj. #4:

Notes:

FCD Damage

FCD (2):
FCD (1):
FCD (-):
FCD (-):

Interceptor/Anti-Fighter Damage

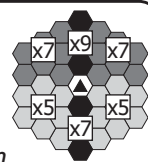
Intercept: 1 2 3 4 5
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

Std Part Beam: 1 2 3 4 5 6 7 8 9
Aegis System: 1 1 2 2
Hangar Bay:

TYPE: Particle
RANGE: 2/4/6/9
TRAVERSE: 1
DELAY: 1
DAMAGE: d8+1
MAX X: 9
VUL: 1 (E/G/D)

Std Particle Beam



Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:
Proj. #2:
Proj. #3:
Proj. #4:

Notes:

FCD Damage

FCD (2):
FCD (1):
FCD (-):
FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

Std Part Beam: 1 2 3 4 5 6 7 8 9
Aegis System: 1 1 2 2
Hangar Bay:

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:
Proj. #2:
Proj. #3:
Proj. #4:

Notes:

FCD Damage

FCD (2):
FCD (1):
FCD (-):
FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

Std Part Beam: 1 2 3 4 5 6 7 8 9
Aegis System: 1 1 2 2
Hangar Bay:

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo:
Reloads:

Shield System Damage

Proj. #1:
Proj. #2:
Proj. #3:
Proj. #4:

Notes:

FCD Damage

FCD (2):
FCD (1):
FCD (-):
FCD (-):

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5
Anti-Fight: 1 2 3 4 5 6

Hyperion Rail Cruiser (Zeta Model)

GENERAL DATA

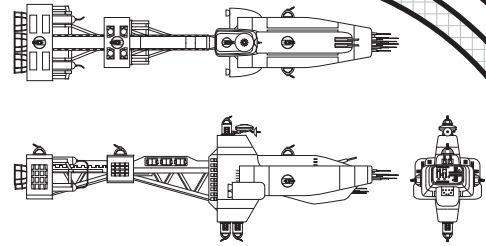
Nation: Earth Alliance
Year: 2246
Availability: Rare
Point Value: 201/263
Command R/C: 7/3
Jump Engine: Yes

OPERATIONAL DATA

Category: 5
Defensive Rating: 14
Armor: 5/4/4
Sensors: 7
Fire Control: 2/1

CARRIER DATA

Flights Aboard: 1
Control Rating: 1

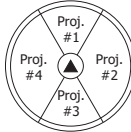


Maneuvering Damage (5E)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	6	5	5	4	3	2	2	2
1	5	4	4	3	2	1	2	2
2	4	3	3	2	1	1	2	1
3	3	2	2	1	1	--	1	1
4	2	1	1	1	--	--	1	1
5	1	1	1	--	--	--	1	--

SHIELD DATA

TYPE: E-WEB
DEFLECT: 1
ABSORB: 0
CAPACITY: 0
NEGATION: 0
REGEN: 0



INTERCEPTORS

Pin Point Rating: 3
Assist Rating: 0
Volley Rating: 3
Intercept Die: d10

ANTI-FIGHTER

Strafe AF: 2
Strafe AF Assist: 0
Stand-Off AF: 1
AF Die: d10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥⑦●●●●●●●●
Maneuver: ⑤④③②①⑦●●●●●●●●

Structural Damage

○○○○○ ○○○○ ●●●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●●●

Missile Ammo: ●●●●●●●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●●●●●●●

Shield System Damage

Proj. #1: ●●●●●●●●●●●●●●●●●●●●
Proj. #2: ●●●●●●●●●●●●●●●●●●●●
Proj. #3: ●●●●●●●●●●●●●●●●●●●●
Proj. #4: ●●●●●●●●●●●●●●●●●●●●

Notes:

FCD Damage

FCD (2): ○○○●
FCD (1): ○○○●
FCD (-): ●●●●
FCD (-): ●●●●

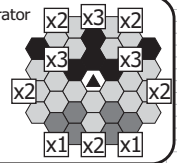
Interceptor/Anti-Fighter Damage

Intercept: ①②③●●●●●●●●●●●●●●
Anti-Fight: ①②●●●●●●●●●●●●●●●●

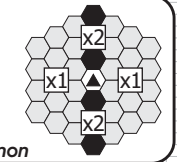
Weapon Systems Damage

Railgun: ①②③③●●●●●●●●●●●●●●
Med Pulse: ①②●●●●●●●●●●●●●●●●
Std Part Beam: ①②③●●●●●●●●●●●●●●
Hangar Bay: ○●●●●●●●●●●●●●●●●●●●

TYPE: Linear Accelerator
RANGE: 4/8/12/18
TRAVERSE: 3
DELAY: 3
DAMAGE: 3d8
MAX X: 3
VUL: 2 (E/G/D)
Railgun



TYPE: Particle/Pulse
RANGE: 2/4/6/9
TRAVERSE: 2
DELAY: 2
DAMAGE: d8+1
MAX X: 2
VUL: 1 (E/G/D)
Med Pulse Cannon



Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥⑦●●●●●●●●
Maneuver: ⑤④③②①⑦●●●●●●●●

Structural Damage

○○○○○ ○○○○ ●●●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●●●

Missile Ammo: ●●●●●●●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●●●●●●●

Shield System Damage

Proj. #1: ●●●●●●●●●●●●●●●●●●●●
Proj. #2: ●●●●●●●●●●●●●●●●●●●●
Proj. #3: ●●●●●●●●●●●●●●●●●●●●
Proj. #4: ●●●●●●●●●●●●●●●●●●●●

Notes:

FCD Damage

FCD (2): ○○○●
FCD (1): ○○○●
FCD (-): ●●●●
FCD (-): ●●●●

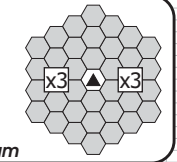
Interceptor/Anti-Fighter Damage

Intercept: ①②③●●●●●●●●●●●●●●
Anti-Fight: ①②●●●●●●●●●●●●●●●●

Weapon Systems Damage

Railgun: ①②③③●●●●●●●●●●●●●●
Med Pulse: ①②●●●●●●●●●●●●●●●●
Std Part Beam: ①②③●●●●●●●●●●●●●●
Hangar Bay: ○●●●●●●●●●●●●●●●●●●●

TYPE: Particle
RANGE: 2/4/6/9
TRAVERSE: 1
DELAY: 1
DAMAGE: d8+1
MAX X: 3
VUL: 1 (E/G/D)
Std Particle Beam



Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥⑦●●●●●●●●
Maneuver: ⑤④③②①⑦●●●●●●●●

Structural Damage

○○○○○ ○○○○ ●●●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●●●

Missile Ammo: ●●●●●●●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●●●●●●●

Shield System Damage

Proj. #1: ●●●●●●●●●●●●●●●●●●●●
Proj. #2: ●●●●●●●●●●●●●●●●●●●●
Proj. #3: ●●●●●●●●●●●●●●●●●●●●
Proj. #4: ●●●●●●●●●●●●●●●●●●●●

Notes:

FCD Damage

FCD (2): ○○○●
FCD (1): ○○○●
FCD (-): ●●●●
FCD (-): ●●●●

Interceptor/Anti-Fighter Damage

Intercept: ①②③●●●●●●●●●●●●●●
Anti-Fight: ①②●●●●●●●●●●●●●●●●

Weapon Systems Damage

Railgun: ①②③③●●●●●●●●●●●●●●
Med Pulse: ①②●●●●●●●●●●●●●●●●
Std Part Beam: ①②③●●●●●●●●●●●●●●
Hangar Bay: ○●●●●●●●●●●●●●●●●●●●

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥⑦●●●●●●●●
Maneuver: ⑤④③②①⑦●●●●●●●●

Structural Damage

○○○○○ ○○○○ ●●●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●●●

Missile Ammo: ●●●●●●●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●●●●●●●

Shield System Damage

Proj. #1: ●●●●●●●●●●●●●●●●●●●●
Proj. #2: ●●●●●●●●●●●●●●●●●●●●
Proj. #3: ●●●●●●●●●●●●●●●●●●●●
Proj. #4: ●●●●●●●●●●●●●●●●●●●●

Notes:

FCD Damage

FCD (2): ○○○●
FCD (1): ○○○●
FCD (-): ●●●●
FCD (-): ●●●●

Interceptor/Anti-Fighter Damage

Intercept: ①②③●●●●●●●●●●●●●●
Anti-Fight: ①②●●●●●●●●●●●●●●●●

Weapon Systems Damage

Railgun: ①②③③●●●●●●●●●●●●●●
Med Pulse: ①②●●●●●●●●●●●●●●●●
Std Part Beam: ①②③●●●●●●●●●●●●●●
Hangar Bay: ○●●●●●●●●●●●●●●●●●●●

Nova Dreadnought (Alpha Model)

GENERAL DATA

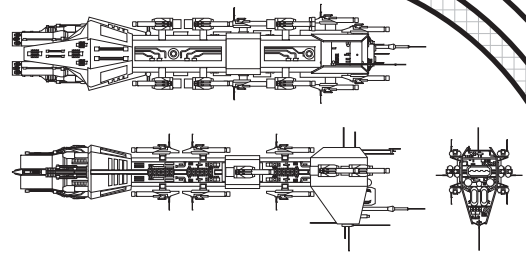
Nation: Earth Alliance
Year: 2215
Availability: Uncomm
Point Value: 286/453
Command R/C: 7/4
Jump Engine: Yes

OPERATIONAL DATA

Category: 6
Defensive Rating: 12
Armor: 5/4/4
Sensors: 7
Fire Control: 2/1/0

CARRIER DATA

Flights Aboard: 4
Control Rating: 1

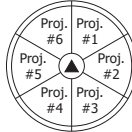


Maneuvering Damage (6E)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	5	4	4	3	2	2	2	2
1	4	3	3	2	1	1	2	2
2	3	2	2	1	1	--	2	2
3	2	1	1	1	--	--	2	2
4	1	1	1	--	--	--	1	1
5	1	--	--	--	--	--	1	1

SHIELD DATA

TYPE: E-WEB
DEFLECT: 1
ABSORB: 0
CAPACITY: 0
NEGATION: 0
REGEN: 0



INTERCEPTORS

Pin Point Rating: 2
Assist Rating: 0
Volley Rating: 0
Intercept Die: d10

ANTI-FIGHTER

Strafe AF: 1
Strafe AF Assist: 0
Stand-Off AF: 0
AF Die: d10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥⑦●●●●●●●●
Maneuver: ⑤④③②①⑦●●●●●●●●

Structural Damage

○○○○○ ○○○○ ●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●

Missile Ammo: ●●●●●●●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●●●●●●●

Shield System Damage

Proj. #1: ●●●●●●●●●●●●●●●●●●●●
Proj. #2: ●●●●●●●●●●●●●●●●●●●●
Proj. #3: ●●●●●●●●●●●●●●●●●●●●
Proj. #4: ●●●●●●●●●●●●●●●●●●●●
Proj. #5: ●●●●●●●●●●●●●●●●●●●●
Proj. #6: ●●●●●●●●●●●●●●●●●●●●

Notes:

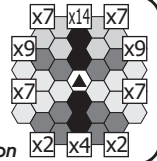
FCD Damage

FCD (2): ○○○○
FCD (1): ○○○○
FCD (0): ○○○○
FCD (-): ●●●●

Weapon Systems Damage

①②③④⑤⑥⑦⑧⑨⑩⑪⑫
Med Laser: ⑬⑭●●●●●●●●●●●●●●
Hangar Bay: ○○○○●●●●●●●●●●●●●●

TYPE: Laser
RANGE: 4/8/12/18
TRAVERSE: 3
DELAY: 3
DAMAGE: 3d10+1
MAX X: 14
VUL: -- (G/D)



Med Laser Cannon

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥⑦●●●●●●●●
Maneuver: ⑤④③②①⑦●●●●●●●●

Structural Damage

○○○○○ ○○○○ ●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●

Missile Ammo: ●●●●●●●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●●●●●●●

Shield System Damage

Proj. #1: ●●●●●●●●●●●●●●●●●●●●
Proj. #2: ●●●●●●●●●●●●●●●●●●●●
Proj. #3: ●●●●●●●●●●●●●●●●●●●●
Proj. #4: ●●●●●●●●●●●●●●●●●●●●
Proj. #5: ●●●●●●●●●●●●●●●●●●●●
Proj. #6: ●●●●●●●●●●●●●●●●●●●●

Notes:

FCD Damage

FCD (2): ○○○○
FCD (1): ○○○○
FCD (0): ○○○○
FCD (-): ●●●●

Weapon Systems Damage

①②③④⑤⑥⑦⑧⑨⑩⑪⑫
Med Laser: ⑬⑭●●●●●●●●●●●●●●
Hangar Bay: ○○○○●●●●●●●●●●●●●●

Interceptor/Anti-Fighter Damage

Intercept: ①②●●●●●●●●●●●●●●
Anti-Fight: ①●●●●●●●●●●●●●●

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥⑦●●●●●●●●
Maneuver: ⑤④③②①⑦●●●●●●●●

Structural Damage

○○○○○ ○○○○ ●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●

Missile Ammo: ●●●●●●●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●●●●●●●

Shield System Damage

Proj. #1: ●●●●●●●●●●●●●●●●●●●●
Proj. #2: ●●●●●●●●●●●●●●●●●●●●
Proj. #3: ●●●●●●●●●●●●●●●●●●●●
Proj. #4: ●●●●●●●●●●●●●●●●●●●●
Proj. #5: ●●●●●●●●●●●●●●●●●●●●
Proj. #6: ●●●●●●●●●●●●●●●●●●●●

Notes:

FCD Damage

FCD (2): ○○○○
FCD (1): ○○○○
FCD (0): ○○○○
FCD (-): ●●●●

Weapon Systems Damage

①②③④⑤⑥⑦⑧⑨⑩⑪⑫
Med Laser: ⑬⑭●●●●●●●●●●●●●●
Hangar Bay: ○○○○●●●●●●●●●●●●●●

Interceptor/Anti-Fighter Damage

Intercept: ①②●●●●●●●●●●●●●●
Anti-Fight: ①●●●●●●●●●●●●●●

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: ①②③④⑤⑥⑦●●●●●●●●
Maneuver: ⑤④③②①⑦●●●●●●●●

Structural Damage

○○○○○ ○○○○ ●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●
○○○○○ ○○○○ ●●●●●●●●●●●●●●

Missile Ammo: ●●●●●●●●●●●●●●●●●●●●
Reloads: ●●●●●●●●●●●●●●●●●●●●

Shield System Damage

Proj. #1: ●●●●●●●●●●●●●●●●●●●●
Proj. #2: ●●●●●●●●●●●●●●●●●●●●
Proj. #3: ●●●●●●●●●●●●●●●●●●●●
Proj. #4: ●●●●●●●●●●●●●●●●●●●●
Proj. #5: ●●●●●●●●●●●●●●●●●●●●
Proj. #6: ●●●●●●●●●●●●●●●●●●●●

Notes:

FCD Damage

FCD (2): ○○○○
FCD (1): ○○○○
FCD (0): ○○○○
FCD (-): ●●●●

Weapon Systems Damage

①②③④⑤⑥⑦⑧⑨⑩⑪⑫
Med Laser: ⑬⑭●●●●●●●●●●●●●●
Hangar Bay: ○○○○●●●●●●●●●●●●●●

Interceptor/Anti-Fighter Damage

Intercept: ①②●●●●●●●●●●●●●●
Anti-Fight: ①●●●●●●●●●●●●●●

Nova Dreadnought (Beta Model)

GENERAL DATA

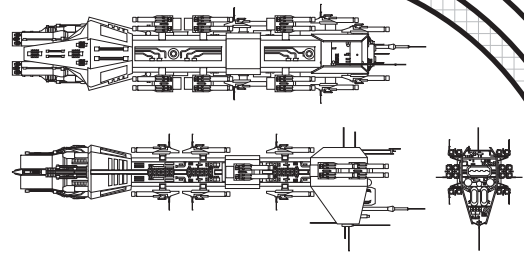
Nation: Earth Alliance
Year: 2242
Availability: Uncomm
Point Value: 370/575
Command R/C: 7/4
Jump Engine: Yes

OPERATIONAL DATA

Category: 6
Defensive Rating: 12
Armor: 6/4/4
Sensors: 8
Fire Control: 3/1/0

CARRIER DATA

Flights Aboard: 4
Control Rating: 1

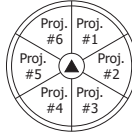


Maneuvering Damage (6E)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	5	4	4	3	2	2	2	2
1	4	3	3	2	1	1	2	2
2	3	2	2	1	1	--	2	2
3	2	1	1	1	--	--	2	2
4	1	1	1	--	--	--	1	1
5	1	--	--	--	--	--	1	1

SHIELD DATA

TYPE: E-WEB
DEFLECT: 1
ABSORB: 0
CAPACITY: 0
NEGATION: 0
REGEN: 0



INTERCEPTORS

Pin Point Rating: 2
Assist Rating: 0
Volley Rating: 2
Intercept Die: d10

ANTI-FIGHTER

Strafe AF: 7
Strafe AF Assist: 0
Stand-Off AF: 5
AF Die: d10
Anti-Fighter Platform

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo: 10
Reloads: 10

Shield System Damage

Proj. #1: 10
Proj. #2: 10
Proj. #3: 10
Proj. #4: 10
Proj. #5: 10
Proj. #6: 10

Notes:

FCD Damage

FCD (3): 10
FCD (1): 10
FCD (0): 10
FCD (-): 10

Weapon Systems Damage

L/P Array: 1 2 3 4 5 6 7 8 9 10 11 12
Hangar Bay: 1 2 3 4 5 6 7 8 9 10 11 12

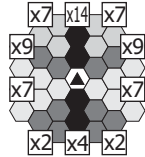
Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6 7 8 9 10 11 12
Anti-Fight: 1 2 3 4 5 6 7 8 9 10 11 12

TYPE: Particle/Pulse
RANGE: 2/4/6/9
TRAVERSE: 3
DELAY: 2
DAMAGE: d8+1
MAX X: 14
VUL: 1 (E/G/D)

TYPE: Laser
RANGE: 4/8/12/18
TRAVERSE: 3
DELAY: 3
DAMAGE: 3d10+1
MAX X: 14
VUL: -- (G/D)

Laser/Pulse Array



Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo: 10
Reloads: 10

Shield System Damage

Proj. #1: 10
Proj. #2: 10
Proj. #3: 10
Proj. #4: 10
Proj. #5: 10
Proj. #6: 10

Notes:

FCD Damage

FCD (3): 10
FCD (1): 10
FCD (0): 10
FCD (-): 10

Weapon Systems Damage

L/P Array: 1 2 3 4 5 6 7 8 9 10 11 12
Hangar Bay: 1 2 3 4 5 6 7 8 9 10 11 12

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6 7 8 9 10 11 12
Anti-Fight: 1 2 3 4 5 6 7 8 9 10 11 12

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo: 10
Reloads: 10

Shield System Damage

Proj. #1: 10
Proj. #2: 10
Proj. #3: 10
Proj. #4: 10
Proj. #5: 10
Proj. #6: 10

Notes:

FCD Damage

FCD (3): 10
FCD (1): 10
FCD (0): 10
FCD (-): 10

Weapon Systems Damage

L/P Array: 1 2 3 4 5 6 7 8 9 10 11 12
Hangar Bay: 1 2 3 4 5 6 7 8 9 10 11 12

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6 7 8 9 10 11 12
Anti-Fight: 1 2 3 4 5 6 7 8 9 10 11 12

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo: 10
Reloads: 10

Shield System Damage

Proj. #1: 10
Proj. #2: 10
Proj. #3: 10
Proj. #4: 10
Proj. #5: 10
Proj. #6: 10

Notes:

FCD Damage

FCD (3): 10
FCD (1): 10
FCD (0): 10
FCD (-): 10

Weapon Systems Damage

L/P Array: 1 2 3 4 5 6 7 8 9 10 11 12
Hangar Bay: 1 2 3 4 5 6 7 8 9 10 11 12

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6 7 8 9 10 11 12
Anti-Fight: 1 2 3 4 5 6 7 8 9 10 11 12

Omega Destroyer (Alpha Model)

GENERAL DATA

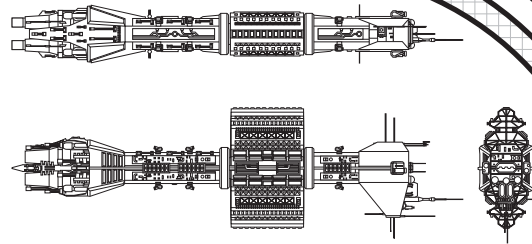
Nation: Earth Alliance
Year: 2250
Availability: Common
Point Value: 277/377
Command R/C: 8/4
Jump Engine: Yes

OPERATIONAL DATA

Category: 6
Defensive Rating: 12
Armor: 6/4/4
Sensors: 8
Fire Control: 3/1/0

CARRIER DATA

Flights Aboard: 4
Control Rating: 1

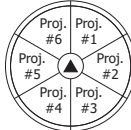


Maneuvering Damage (6D)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	5	4	4	3	3	2	2	2
1	4	3	3	2	2	1	2	2
2	3	2	2	1	1	1	2	2
3	2	1	1	1	1	--	1	1
4	1	1	1	1	--	--	1	1
5	1	1	1	--	--	--	1	1

SHIELD DATA

TYPE: E-WEB
DEFLECT: 2
ABSORB: 0
CAPACITY: 0
NEGATION: 0
REGEN: 0



INTERCEPTORS

Pin Point Rating: 4
Assist Rating: 0
Volley Rating: 6
Intercept Die: d10

ANTI-FIGHTER

Strafe AF: 6
Strafe AF Assist: 0
Stand-Off AF: 4
AF Die: d10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo: 10
Reloads: 10

Shield System Damage

Proj. #1: 10
Proj. #2: 10
Proj. #3: 10
Proj. #4: 10
Proj. #5: 10
Proj. #6: 10

Notes:

FCD Damage

FCD (3): 10
FCD (1): 10
FCD (0): 10
FCD (-): 10

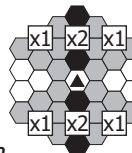
Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

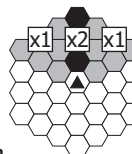
Hvy Laser: 1 2 2
Hvy Pulse: 1 2
Std Part Beam: 1 2 3 4 5 6 7 8 9 10 11 12
Hangar Bay: 10

TYPE: Laser/Sustain
RANGE: 6/12/18/27
TRAVERSE: 5
DELAY: 4
DAMAGE: 4d10+2
MAX X: 2
VUL: -- (G/D)



Heavy Laser Cannon

TYPE: Particle/Pulse
RANGE: 4/8/12/18
TRAVERSE: 3
DELAY: 3
DAMAGE: d12+1
MAX X: 2
VUL: 1 (E/G/D)



Heavy Pulse Cannon

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo: 10
Reloads: 10

Shield System Damage

Proj. #1: 10
Proj. #2: 10
Proj. #3: 10
Proj. #4: 10
Proj. #5: 10
Proj. #6: 10

Notes:

FCD Damage

FCD (3): 10
FCD (1): 10
FCD (0): 10
FCD (-): 10

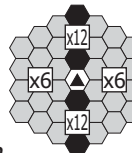
Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

Hvy Laser: 1 2 2
Hvy Pulse: 1 2
Std Part Beam: 1 2 3 4 5 6 7 8 9 10 11 12
Hangar Bay: 10

TYPE: Particle
RANGE: 2/4/6/9
TRAVERSE: 1
DELAY: 1
DAMAGE: d8+1
MAX X: 12
VUL: 1 (E/G/D)



Std Particle Beam

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo: 10
Reloads: 10

Shield System Damage

Proj. #1: 10
Proj. #2: 10
Proj. #3: 10
Proj. #4: 10
Proj. #5: 10
Proj. #6: 10

Notes:

FCD Damage

FCD (3): 10
FCD (1): 10
FCD (0): 10
FCD (-): 10

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

Hvy Laser: 1 2 2
Hvy Pulse: 1 2
Std Part Beam: 1 2 3 4 5 6 7 8 9 10 11 12
Hangar Bay: 10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo: 10
Reloads: 10

Shield System Damage

Proj. #1: 10
Proj. #2: 10
Proj. #3: 10
Proj. #4: 10
Proj. #5: 10
Proj. #6: 10

Notes:

FCD Damage

FCD (3): 10
FCD (1): 10
FCD (0): 10
FCD (-): 10

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

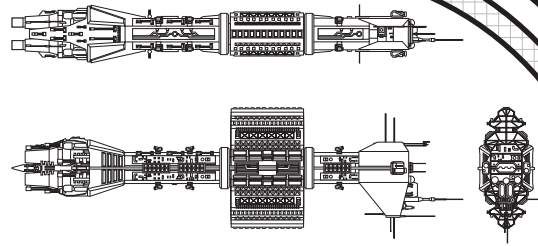
Hvy Laser: 1 2 2
Hvy Pulse: 1 2
Std Part Beam: 1 2 3 4 5 6 7 8 9 10 11 12
Hangar Bay: 10

(Gamma Model)

Nation: Earth Alliance
Year: 2259
Availability: Rare
Point Value: 282/400
Command R/C: 10/4
Jump Engine: Yes

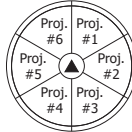
Category: 6
Defensive Rating: 12
Armor: 6/4/4
Sensors: 8
Fire Control: 3/1/0

Flights Aboard: 4
Control Rating: 2



Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	5	4	4	3	3	2	2	2
1	4	3	3	2	2	1	2	2
2	3	2	2	1	1	1	2	2
3	2	1	1	1	1	--	1	1
4	1	1	1	1	--	--	1	1
5	1	1	1	--	--	--	1	1

TYPE: E-WEB
DEFLECT: 2
ABSORB: 0
CAPACITY: 0
NEGATION: 0
REGEN: 0



Pin Point Rating: 4
Assist Rating: 0
Volley Rating: 6
Intercept Die: d10

Strafe AF: 6
Strafe AF Assist: 0
Stand-Off AF: 4
AF Die: d10

Intercept: ① ② ③ ④ ⑤ ⑥ ● ● ● ●
Anti-Fight: ① ② ③ ④ ⑤ ⑥ ● ● ● ●

Poseidon Supercarrier (Gamma Model)

GENERAL DATA

Nation: Earth Alliance
Year: 2255
Availability: Rare
Point Value: 256/307
Command R/C: 11/7
Jump Engine: Yes

OPERATIONAL DATA

Category: 7
Defensive Rating: 11
Armor: 5/4/4
Sensors: 8
Fire Control: 2/1/0

CARRIER DATA

Flights Aboard: 16
Control Rating: 6

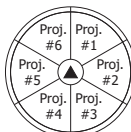


Maneuvering Damage (7C)

Dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	5	4	4	3	3	2	2	2
1	4	3	3	2	2	1	2	2
2	3	2	2	1	1	1	2	2
3	2	1	1	1	1	--	1	2
4	1	1	1	1	--	--	1	1
5	1	1	1	--	--	--	1	1

SHIELD DATA

TYPE: E-WEB
DEFLECT: 2
ABSORB: 0
CAPACITY: 0
NEGATION: 0
REGEN: 0



INTERCEPTORS

Pin Point Rating: 4
Assist Rating: 0
Volley Rating: 6
Intercept Die: d10

ANTI-FIGHTER

Strafe AF: 6
Strafe AF Assist: 0
Stand-Off AF: 2
AF Die: d10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo: 10
Reloads: 10

Shield System Damage

Proj. #1: 10
Proj. #2: 10
Proj. #3: 10
Proj. #4: 10
Proj. #5: 10
Proj. #6: 10

Notes:

FCD Damage

FCD (2): 10
FCD (1): 10
FCD (0): 10
FCD (-): 10

Interceptor/Anti-Fighter Damage

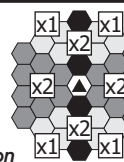
Intercept: 1 2 3 4 5 6
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

Med Pulse: 1 2 3 4 5 6 7 8 9 10
Std Part Beam: 1 2 3 4 5 6 7 8 9 10
Hangar Bay: 10

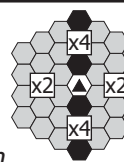
TYPE: Particle/Pulse
RANGE: 2/4/6/9
TRAVERSE: 2
DELAY: 2
DAMAGE: d8+1
MAX X: 2
VUL: 1 (E/G/D)

Med Pulse Cannon



TYPE: Particle
RANGE: 2/4/6/9
TRAVERSE: 1
DELAY: 1
DAMAGE: d8+1
MAX X: 4
VUL: 1 (E/G/D)

Std Particle Beam



Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo: 10
Reloads: 10

Shield System Damage

Proj. #1: 10
Proj. #2: 10
Proj. #3: 10
Proj. #4: 10
Proj. #5: 10
Proj. #6: 10

Notes:

FCD Damage

FCD (2): 10
FCD (1): 10
FCD (0): 10
FCD (-): 10

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

Med Pulse: 1 2 3 4 5 6 7 8 9 10
Std Part Beam: 1 2 3 4 5 6 7 8 9 10
Hangar Bay: 10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo: 10
Reloads: 10

Shield System Damage

Proj. #1: 10
Proj. #2: 10
Proj. #3: 10
Proj. #4: 10
Proj. #5: 10
Proj. #6: 10

Notes:

FCD Damage

FCD (2): 10
FCD (1): 10
FCD (0): 10
FCD (-): 10

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

Med Pulse: 1 2 3 4 5 6 7 8 9 10
Std Part Beam: 1 2 3 4 5 6 7 8 9 10
Hangar Bay: 10

Sqdr/Ship ID:

Maneuver/Sensors Damage

Sensors: 1 2 3 4 5 6 7 8
Maneuver: 5 4 3 2 1 0

Structural Damage

Missile Ammo: 10
Reloads: 10

Shield System Damage

Proj. #1: 10
Proj. #2: 10
Proj. #3: 10
Proj. #4: 10
Proj. #5: 10
Proj. #6: 10

Notes:

FCD Damage

FCD (2): 10
FCD (1): 10
FCD (0): 10
FCD (-): 10

Interceptor/Anti-Fighter Damage

Intercept: 1 2 3 4 5 6
Anti-Fight: 1 2 3 4 5 6

Weapon Systems Damage

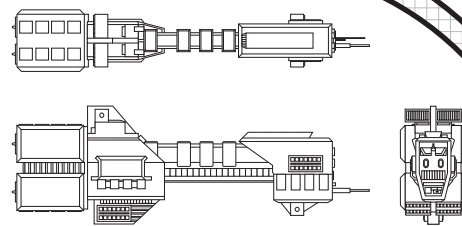
Med Pulse: 1 2 3 4 5 6 7 8 9 10
Std Part Beam: 1 2 3 4 5 6 7 8 9 10
Hangar Bay: 10

(Beta Model)

Nation: Earth Alliance
Year: 2230
Availability: Uncomm
Point Value: 395/555
Command R/C: 4/2
Jump Engine: No

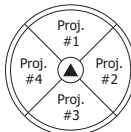
Category: 4
Defensive Rating: 15
Armor: 4/4/4
Sensors: 7
Fire Control: 2/1

Flights Aboard: 0
Control Rating: 0



dmg	Turn	Hard	Corct	Quick	About	Emer	Accel	Decel
0	9	7	7	5	4	3	2	2
1	8	6	6	4	3	2	2	2
2	7	5	5	3	2	1	2	1
3	6	4	4	2	1	--	1	1
4	5	3	3	1	--	--	1	1
5	4	2	2	--	--	--	1	--

TYPE: E-WEB
DEFLECT: 1
ABSORB: 0
CAPACITY: 0
NEGATION: 0
REGEN: 0



Pin Point Rating: 2
Assist Rating: 0
Volley Rating: 2
Intercept Die: d10

Strafe AF: 1
Strafe AF Assist: 0
Stand-Off AF: 1
AF Die: d10

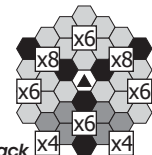
Sensors: ① ② ③ ④ ⑤ ⑥ ⑦ ● ● ● ● ●
Maneuver: ⑤ ④ ③ ② ① ⑦ ● ● ● ● ●

Missile Ammo: ○○○○○○○○○○ Reloads: ○

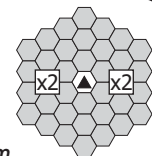
Proj. #1: ●●●●●●●●
 Proj. #2: ●●●●●●●●
 Proj. #3: ●●●●●●●●
 Proj. #4: ●●●●●●●●

Class-L Rack: ①②③④⑤⑥⑦⑧●●●●
Std Part Beam: ①②●●●●●●●●●●

TRAVERSE: 3
RANGE: +8
VOLLEY: 1
MAX X: 8
VUL: 5 (E/G/D)



TYPE: Particle
RANGE: 2/4/6/9
TRAVERSE: 1
DELAY: 1
DAMAGE: d8+1
MAX X: 2
VUL: 1 (E/G/D)



Sensors: ① ② ③ ④ ⑤ ⑥ ⑦ ● ● ● ● ●
Maneuver: ⑤ ④ ③ ② ① ⑦ ● ● ● ● ●

Missile Ammo: ○○○○○○○○○○ Reloads: ○

Proj. #1: ●●●●●●●●
Proj. #2: ●●●●●●●●
Proj. #3: ●●●●●●●●
Proj. #4: ●●●●●●●●

Class-L Rack: (1) (2) (3) (4) (5) (6) (7) (8) ● ● ● ●
Std Part Beam: (1) (2) ● ● ● ● ● ● ● ● ● ●

TYPE:	Standard	Long-Range	Heavy
RANGE:	15	23	8
DAMAGE:	2d8+1	d12+1	3d8+1
SPECIAL:	CSW	None	CSW
COST:	Included	22	20

TYPE:	Flash	Pierce	Multi-W
RANGE:	15	15	12
DAMAGE:	2d8+1	3d8+1	d8+1
SPECIAL:	Flash	Pierce	Pulse
COST:	17	20	11

Sensors: ① ② ③ ④ ⑤ ⑥ ⑦ ● ● ● ● ●
Maneuver: ⑤ ④ ③ ② ① ⑦ ● ● ● ● ●

Missile Ammo: ○○○○○○○○○○ Reloads: ○

Proj. #1: ●●●●●●●●●●
 Proj. #2: ●●●●●●●●●●
 Proj. #3: ●●●●●●●●●●
 Proj. #4: ●●●●●●●●●●

Class-L Rack: (1) (2) (3) (4) (5) (6) (7) (8) ● ● ● ●
Std Part Beam: (1) (2) ● ● ● ● ● ● ● ● ● ●

A blank 20x20 grid for drawing.

Sensors: ① ② ③ ④ ⑤ ⑥ ⑦ ● ● ● ● ●
Maneuver: ⑤ ④ ③ ② ① ⑦ ● ● ● ● ●

Missile Ammo: ○○○○○○○○○○ Reloads: ○

Proj. #1: ●●●●●●●●●●
 Proj. #2: ●●●●●●●●●●
 Proj. #3: ●●●●●●●●●●
 Proj. #4: ●●●●●●●●●●

Class-L Rack: ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ● ● ● ●
Std Part Beam: ① ② ● ● ● ● ● ● ● ● ● ●

(Alpha Model)

Based on Turning Point, Fleet Action 2, Copyright and
TM AoG Inc. Design by BSW to Fleet Action 2 Action Group

Earth Alliance Fighter Control Sheet

Rev. 1

Fighter Type	Year	Action	Armor	Defense	Dogfight	Strike	Strafe Die	Stand-Off Die	Range	Volley	Accuracy	Ammo	Point Value
Tiger	2203	4	1.0	3	0.80	1.00	d10	--	--	--	--	--	13
Nova	2230	5	1.5	3	0.95	1.05	d10	--	--	--	--	--	14
Starfury	2244	6	1.5	3	1.15	1.15	d10	--	--	--	--	--	21
Starfury-G	2259	6	1.5	3	1.15	1.15	d10	d4	6	2	2	2	26
Thunderbolt	2259	7	2.0	4	1.30	1.25	d10+1	d8	8	2	3	3	49(N)
Badger	2255	5	2.0	4	1.10	1.20	d10	d8	8	2	3	4	42(N,R)

I - Improved Patrol Range, N - Navigator, R - Rear Firing Weapon, S - Stealth

Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○
Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○
Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○
Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○	Type: _____ Squadron: _____ Ship: _____ Group: _____ Status: _____ Mission: _____ Target: _____	# Flights ○○○○○○ Crippled ○○○○○○ Destroyed ○○○○○○ Ammo ○○ ○○
Squadron: _____ Capacity: _____ Tiger: _____ Aur-G: _____ Nova: _____ T-Bolt: _____ Aurora: _____ Badger: _____	Squadron: _____ Capacity: _____ Tiger: _____ Aur-G: _____ Nova: _____ T-Bolt: _____ Aurora: _____ Badger: _____	Squadron: _____ Capacity: _____ Tiger: _____ Aur-G: _____ Nova: _____ T-Bolt: _____ Aurora: _____ Badger: _____	Squadron: _____ Capacity: _____ Tiger: _____ Aur-G: _____ Nova: _____ T-Bolt: _____ Aurora: _____ Badger: _____	Squadron: _____ Capacity: _____ Tiger: _____ Aur-G: _____ Nova: _____ T-Bolt: _____ Aurora: _____ Badger: _____			
Squadron: _____ Capacity: _____ Tiger: _____ Aur-G: _____ Nova: _____ T-Bolt: _____ Aurora: _____ Badger: _____	Squadron: _____ Capacity: _____ Tiger: _____ Aur-G: _____ Nova: _____ T-Bolt: _____ Aurora: _____ Badger: _____	Squadron: _____ Capacity: _____ Tiger: _____ Aur-G: _____ Nova: _____ T-Bolt: _____ Aurora: _____ Badger: _____	Squadron: _____ Capacity: _____ Tiger: _____ Aur-G: _____ Nova: _____ T-Bolt: _____ Aurora: _____ Badger: _____	Squadron: _____ Capacity: _____ Tiger: _____ Aur-G: _____ Nova: _____ T-Bolt: _____ Aurora: _____ Badger: _____			