

BABYLON 5 WARS

2ND EDITION



A PLAYER ENHANCED EXPANSION

Raiders & Privateers 2



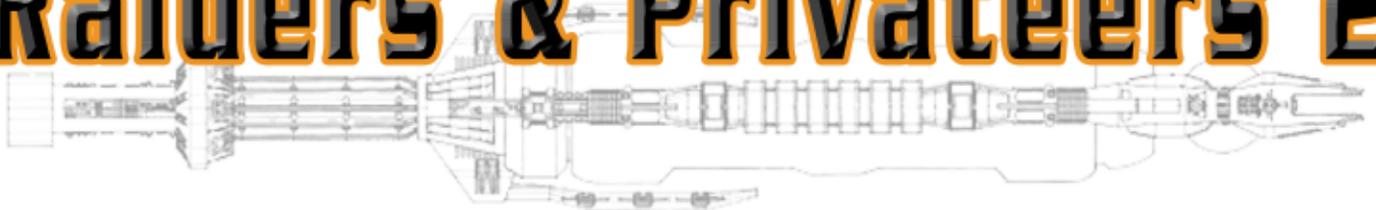
5 BABYLON WARS

2ND EDITION



A PLAYER ENHANCED EXPANSION

Raiders & Privateers 2



Preface

The Raiders and Privateers-2 book was the next item on our list for publication when the news came down that the contract would not be renewed. AOG would like to provide this material for you, our fans, at no cost as a thank-you for supporting us for the previous several years. You are free to download this material for your own use, but it must not be reproduced or reprinted in any form for sale or distribution. Please note that this product remains under copyright, so selling copies, placing them on other web sites (even for free), and using it for anything other than your personal enjoyment is prohibited.

Additionally, this book was written by freelancers who were to be paid for their work had things worked out differently. Funds for their payment were to come out of profits from the sale of the printed books, which of course won't happen now. If, upon reading the free material herein, you wish to send the writers a donation for their time and effort, go to www.agentsofgaming.com/b5wrpp2.htm and click on the Paypal button and send them what you think it's worth. All funds will be stored in a separate account and distributed to the writers (none of whom are AOG employees). Even if you can only send a couple of dollars, please do so. No donated funds will be retained by AOG for any reason, but WILL be sent to the authors. Thanks!!

- www.agentsofgaming.com

Of Order and Chaos

The first Raiders & Privateers examined a level of conflict that makes up a large and important aspect of the Babylon 5 universe, but had been only vaguely addressed previously. However, it only scratched the surface of the non-military forces operating throughout the galaxy.

Raiders & Privateers 2 picks up where the first book left off, taking an in-depth look at the civilian and pirate forces of the major alien powers. It also details some of the major privateers in operation at various points in history.

Raiders & Privateers 2 had been approved for the release process when AoG's license expired. However it had not yet gone through the final editing processes. The material herein was originally posted on AoG's website as an unformatted text document and a handfull of ship PDF's. In the strictest terms, this could be considered semi-official material. Players should determine house rules as to its use, however it is the [virtually unanimous] consensus among the B5Wars community that this material is indeed official, and is perfectly valid for any campaigns or tournaments.

It was only through the kindness of Leonard, Ben, Renaud, the HRT, and of course AoG that this material ever saw the light of day. While the AoG posting states that the material is not to be redistributed, it would be an injustice to all parties involved to let it simply wither away on a lone website that might disappear forever at any moment (and indeed should have long ago). So much that was built would be lost.

One of the major themes explored throughout the TV series is the concept that what is "right", and "good" and "just" is not always the popular decision, or the decision that follows the rules. This formatted supplement is in no way meant to imply or express infringement. Indeed, it is meant to honor the game system we love, the contributors who gave us so much, and Warner Brothers who gave B5 (and B5 Wars) its blessing, because that is what's right, and good, and just.

This formatted version of Raiders and Privateers 2 is a tribute. I hope that it will further inspire players to contribute to such a great universe, and a wonderful game system. Because someday our sun is going to explode, or the website will disappear. And when it does it's going to take with it all that we have created. But Babylon 5 Wars, thanks to it's loyal fans, endures.

Introduction

A History of Interstellar Piracy in the League of Non-Aligned Worlds

It is speculated that for as long as there has been interstellar commercial traffic there have been raiders. Certainly even at the height of the Centauri Republic records indicate the presence of house privateers and commerce raiders. These bands appear to have also been a prevalent threat along the border of the Drazi Freehold and the fringe worlds, although individual raider bands seemed typically limited in their range and scope.

The decline of the Centauri Republic following the Orieni War led to a marked increase in raider activity throughout the galaxy. With the collapse of centralized control within the Republic itself, many minor Centauri houses and former subject races became raiders in an effort to support themselves. The spinward portions previously under Republic control, had been hardest hit by the war. They became a haven for raiders and renegades. Indeed for a short time a number of so-called "raider nations" sprang up around the shattered remnants of Centauri and Orieni colonies, and their subject worlds.

Perhaps fortunately the majority of these raider nations did not survive. The restored Centauri Republic totally abandoned those outlying sectors and focused instead on new exploration. Commerce shipping in the spinward region rapidly dropped to the point where they could no longer support the raider nations and the majority of their outposts were abandoned. A few continued to exist as legitimate, if minor, states eking out an existence on worlds ruined by weapons of mass destruction, but most simply faded away.

The smaller, less ambitious, raider bands that operated along the Centauri fringe, the area which would eventually become the League of

Non-Aligned Worlds, actually proved more successful in the long-term. Commercial shipping continued here throughout the decline of the Centauri Republic and its subsequent revival. Local races, like the Hyach, the Abbai and the Yolu, preferred to keep to themselves and raider bands could operate somewhat comfortably in the systems between them. It is widely believed that the expanding Centauri Republic actually supported many of these raiders, in an effort to keep the other races off balance, and thus unwilling and unable to oppose them. More recent evidence suggests that the Drazi and other future League races also covertly supported local raider groups.

The entrance of humans onto the interstellar scene had a significant impact on the activities of commerce raiders. While previous raiders had focused their attacks on the political and economic rivals of their native culture, human raiders attacked indiscriminately, striking any target that would bring them a profit. More significantly, human raiders began to recruit crew members from diverse species rather than exclusively their own, as had been the case previously. This had the effect of spreading human raider tactics and methods among the border pirate community fairly quickly. Indeed, the most well known leaders of raiders among the League worlds, during the period from 2195 – 2210, including the infamous Shoshkavra the Black Drazi, are all believed to have served as part of human led raider groups.

In the midst of this, the decline of the Second Republic and the rise of the Narn Regime had remarkably little effect on the state of commerce raiding in the League worlds, save that it was the Narn rather than the Drazi who provided covert support to the raiders. The only significant change brought about by this was a greater proliferation of weapons technology among the raiders, as the Narn were willing to sell technology to any who could afford it in order to raise capital for their own military expansion.

The late 2230's and early 2240's saw the institutionalization of raiders throughout the

League Raiders

Technology

Hybrid Drive

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 bother to attempt to steal ships using gravitic drives, and those who do usually wear the systems down rapidly and then abandon the ships.

However, some raiders are not willing to abandon these vessels, but prefer instead to convert them. 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 a regular drive icon (or icons), and are always placed on the ships outer structure. In most circumstances they function exactly like conventional drives. However the player may choose to use the drives gravitic ability, allowing the ship to maneuver as if it had a gravitic drive. However, whenever this

ability is used a critical must be rolled for the ships engine and reactor as the poorly maintained gravitic drive system may overload the ships systems. Hybrid drives do not benefit from a gravitic drive's usual immunity to the first critical.

League Raider Ships

Raider Aspar Corvette

The Aspar corvette is a conversion of the Abbai freighter loosely based on the Alacan military conversion of the same hull. Dropping two of the cargo pods in favour of the addition of two medium lasers and the ability to support a flight of fighters in internal bays makes it a more accomplished raider. These ships are sought after by raider groups operating in the areas of league space around Drazi and Abbai space.

Raider Galleas

The Brakiri Transport is an aging craft, and various Brakiri corporations have sold off many of these hulls as surplus over the years. Not all of these went to reputable owners, and not all of these stayed with reputable owners. The poor mans version of the Strike Carrier, the Raider Galleas combines three flights of fighters with a reasonable armament. These ships almost never operate alone, and frequently form the nucleus of a raiding group.

Raider Hawk Frigate

This conversion of the Drazi Freightagle is small and poorly armed for a raider, but more maneuverable than most other ships available to raider groups. It is seen most commonly in Drazi Hunter fleets, where it serves as a light wolf-pack ship.

Raider Hybrid Saucer

Despite the fact that the Vree are 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 wealthy or ambitious raider bands, do make the attempt. The most common design based on the Vree Free Trader hull, it uses the hybrid drive system in place of the ships original gravitic drive.

Raider Ma'Ri'e Light Carrier

Pak convoys and freighters are common in known space, and raiders have to take advantage of what providence offers. Thus there are several configurations of Pak cargo vessels used frequently in raider groups, of which the Ma'Ri'e is thought to be one of the more useful. With a flight of fighters replacing virtually all the cargo capacity on the hull, an overloaded engine and a modest mix of particle technology as the favored armament, the Ma'Ri'e is common in Raider fleets operating within the northern league races and Narn and Centauri space. It is almost never seen alone, lacking the ability to deal with escorts or convoy defenses above the most basic.

Raider Ma'Ri'u Frigate

This version of the Tra'shu'li sacrifices any pretence of dealing with escort fighters in favour of an armament capable of crippling large cargo ships. While less useful in a raiding fleet than a Ma'Ri'e, it is capable of lone wolf raiding operations, hunting lone freighters and pillaging them before the local navy can arrive.

Raider Pinnacle

A conversion of the Centauri freighter in common usage by raiding groups throughout known space. While it lacks fighters it is small, capable, but above all easily available and cheap.

Raider Skiff

This low-end raiding unit is a left over from the Great Conquest March. The Descari government found themselves juggling an enormous budget deficit and hit on the notion of selling civilian hulls to private companies as a means to avoid widespread subsidies for the Descari ship building industry. Many vessels were

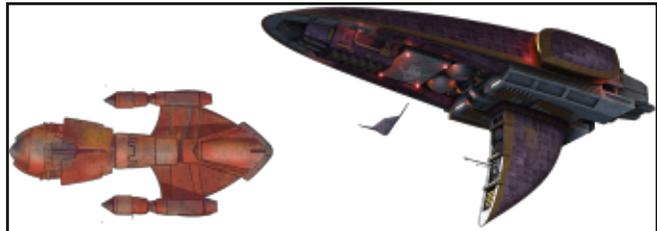
sold to private companies. Unfortunately some of the corporations proved to exist on paper only, and the vessels found themselves in the hands of raiders.

Raider Uid'Ac'e Cruiser (Restricted Availability –10%)

A conversion of the Pak transport cruiser, this ship uses old Dilgar technology that is easily available on the black market. With the ability to carry a squadron of fighters and go toe to toe with most races police ships, this craft often serves as the flagship for a raider fleet. While it lacks a jump engine it is the largest and most combat capable of raider ships not to possess one. Often ownership of a Uid'Ac'e Cruiser is the stepping stone between a small time raiding group and a larger raider fleet.

Cobra Light Fighter (Limited Deployment – 33%)

Second only to the ubiquitous Delta V, the Cobra is a popular fighter among raiders. Produced by some of the lesser Drazi factions, the Cobra is expensive and difficult to maintain for small raider bands, two facts that prevent it from becoming a more common sight.



League Raider Factions

Among the League worlds and the major powers there exist a number of distinct raider factions, each with distinct styles. These factions do not form organized fleets and often two raider bands from the same faction come into conflict with each other. However, the factions do share common motives, traditions and cultural backgrounds. The most notable factions operating in the galaxy during the period from 2230 to 2260 are the Drazi Hunters, the Narn Privateers, the Vree Guild of Salvage, the Centauri Privateers and the Brakiri Shokhan.

Faction Fleet Availability

Each distinct raider faction has its own fleet availabilities based on the hulls those factions have most available to them and their own tendencies. When building a fleet for one of the Raider Factions the Factions Fleet Availability takes precedence over the standard fleet availabilities. If a unit is not listed in a Faction's fleet availability that Faction cannot field that unit.

Raider faction fleets should not be confused with the fleets of their races of origin or with the general fleets of more generic raider bands. They are distinct formations, despite the existence of some overlapping vessels.

Drazi Hunters

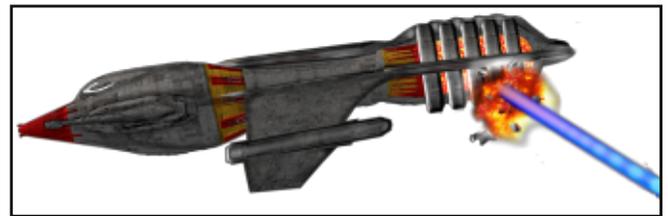
Deep in the history of the Drazi is the cult of the hunt. While violence and competitive combat are as much a part of Drazi life as they ever were hunting has been relegated to the margins of society by the advance of technology and the necessity to support a large and growing population.

The modern Drazi hunters as a raiding group began their existence during the conflict with the Woon Stellar Alliance. The WSA was largely a mercantile association, with little defensive capability and the Drazi began preying upon their shipping almost immediately. Many Drazi factions along the WSA border came to see such attacks are simply another method of resource gathering. This, combined with the similarity of tactics between raiding Woon shipping and ancient Drazi hunting techniques, led the attacking Drazi to see themselves as hunters rather than pirates. It became obvious that some individuals excelled in these missions, and several Drazi factions formed as specialized commerce raiding forces.

Even as the Drazi Freehold began a full-scale invasion of the WSA, the Hunter fleets were often in the vanguard. When the Woon began their tactic of severing beacon routes to prevent

continued Drazi invasions, it was the Hunters who led the exploration forces that continually sought to re-open the jump routes into Woon space. The Drazi Hunters became popular, and often romanticized, figures in Drazi popular culture and it was their faction that gave a name to the Woon conflict: The Long Hunt. When the conflict ended, the Drazi Hunters turned their attentions elsewhere.

For all intents and purposes, their tendencies for hostile actions against neighboring races caused them to be officially treated as renegades. However, they still enjoyed welcoming markets and safe ports in Drazi space. As a result of their renegade status they have no rights in the choosing of the Drazi government, bypassing the attendant rituals and continuing as usual.



Other races may despise the Drazi attitude to the "Hunters", but without evidence to prove a direct link have been unable to muster the public support they require to deal with them from either the league, or major races.

The hunters have been making a living for the past 200 years on their own. They recruit young Drazi, either natural hunters or those disaffected with the Drazi system. By choosing to join the hunters they set themselves apart from the common Drazi, and while they are still welcome in Drazi society, that welcome only extends so far.

The Dilgar War accelerated this polarization. This event had a momentous effect on Drazi society, uniting the various factions to a degree never previously seen. The Hunters were left out of this, and while they attacked Dilgar shipping, they were never brought back into the fold. However the Drazi military will always have a use for the Hunters, and are quite willing to use them to acquire trade goods, examples of alien

technology, deploy special forces for covert missions, and undertake acts the Drazi cannot openly condone.

Drazi Hunter Ships

The Hunters use a number of hulls, some of them aged and obsolescent, some of them relatively modern. They even retain some of the ships they were originally deployed with, refitted and modernized a dozen times over the years.

Vulture Heavy Raider (Limited Availability – 33%)

Built on the hulls of elderly War Falcon cruisers, an unsuccessful precursor to the modern Drazi Falcon series. Produced as a successor to the Shrike, it was found to be both too expensive and to take too long to build. The Drazi returned to their previous successful doctrine of specialized jump craft. However the Drazi Hunter faction, with their need for jump capable craft in their activities, were quick to adapt the design to their own needs, adding fighters and cargo to the hull. While lacking in firepower, the Vulture has the ability to operate on long missions without support, making it even more popular among the independent and self-reliant Hunters.

Raven Light Raider

Originally introduced during the Orieni war as a military vessel the antiquated Raven Light Raiders now form the core of most Hunter bands. Somewhat under gunned when compared to more modern raider vessels, the Raven makes up for the lack with its agility, and is usually fielded in tight groups.

Drazi Hunter Fleet Availability

Aspar (Limited) Carrack, Galleon, Hawk, Ma'Ri'e, Pinnacle, Wolf Raider (Limited), Cobra Light Fighter, Delta-V Light Fighter

Narn Privateers



As the Centauri rearguards withdrew from the Narn Homeworld, the Kha'Ri faced their biggest challenge: Victory. The Kha'Ri were not the leaders of an organized military unit devoted to the overthrow of the Centauri, instead they were the leaders of a coalition of warbands of varying sizes and capabilities. Some of these seamlessly entered the new national services. Others, however, were too undisciplined or radical to work smoothly with others, even other Narn. One of the challenges the Kha'Ri had was what to do with them.

There was no desire amongst the Kha'Ri to bring these brawlers into the new Armed Forces. There was also no desire to demobilize them into the populace, not least because it was feared they would refuse these orders. Finally, a plan was developed. The most hopeless of the organizations were told that they were going to become part of a new, covert war against the Centauri. These bands were given those ships the new Narn Fleet, even in it's current weak condition, didn't expect to use. They were told to harass and harry the hated Centauri and use piracy to fund themselves.

While the undisciplined brawlers found themselves fighting the Centuari, their competent but far too radical brethren were organized in a more professional manner. These were created to look like the first group of Narn pirates, but were intended to take orders and receive support from the Narn Regime, especially Naval Intelligence. These groups were given more support, more training and better ships. They also received supplies and assistance from the fleet, in return for missions to aid the Regime.

The plan worked better than any reasonable expectation. The Centauri, while publicly stating the Narn must be behind the matter, misread the true state of Narn politics and thought the Narn had no control over a large enough percentage of their population to make independent Narn raiders a natural expectation. The Narn deception plan succeeded beyond their wildest expectations. Losses were high in the privateers, since they tended to get missions that were high risk even when compared to the real raiders. Their increased crew quality and better equipment simply weren't enough to overcome the hazards of the mission. Recruitment among the privateers increased after the first Narn Expansion stalled with the failed invasions of the Gaim and Descari. The Narn momentarily ceased their policy of expansion as the realist faction took power in the Kha'ri and moved towards a more conciliatory position regarding the League and other races. Some frustrated optimists, who had wanted to expand and gather the resources necessary to crush the Centauri by conquest, joined the existing Narn privateers.

The strikes by the Narn Raiders were highly successful, and a portion the revenue created was siphoned off by the Kha'ri. Occasionally, under pressure from surrounding races, the Narn military attacked and captured or destroyed a group of privateers. These were usually the less successful, or those nearing retirement. They would be tried in Narn space, and their assets "confiscated" by the Kha'ri. Many of the pirates then went on to live quiet retirements with new identities. Many of the Narn cadre who trained others in the use of Narn supplied munitions were

actually former privateers with new identities. Those publicly put to death were often guilty of other crimes or too radical to be allowed back into Narn society. This arrangement has kept the Narn Regime with a constant flow of stolen grey imports, intelligence on other races, and a cover for actions none of their neighbors would condone or tolerate. However, the Raider groups have become increasingly independent, and since the war of Retribution destroyed most of the Narn Fleet, they may prove too large a force for the recently reformed Kha'ri to tolerate.

Narn Privateer Ships

The Narn privateers operate a number of ships, some of which utilize old Narn technology, some of which use Dilgar or Drazi tech.

Narn L'Karus Raider Cruiser (Limited Deployment – 33%)

The L'Karus is one of the largest and most powerful ships operated by Narn Privateers. The ship is actually constructed from the heavily modified hulls of two T'Rakk frigates. The T'Rakk's unpopularity with the established Narn military meant many of those ships made their way into the hands of privateers, who didn't like them much either. Rather than abandon the hulls, the privateers converted them into what some analysts have referred to as a "poor mans T'Loth."

T'Laca Light Carrier

A simple modification of the T'Lacran Barge, the T'Laca replaces the cargo pod with a specially constructed hanger able to support a full squadron of fighters and their pilots in cramped by serviceable quarters. Unable to carry additional cargo and extremely uncomfortable for the crew, the T'Laca is an unpopular ship, typically operating in support of a larger privateer force.

L'Shon Gunboat

As with the T'Laca, the L'Shon Gunboats are simple conversions of Narn civilian freighters, in

this case replacing the cargo pod of a D'Shadra Freighter with the most powerful weapons they can carry. The original L'Shon design was armed with cheap and readily available plasma weaponry. Once pulse weapon technology became available a number L'Shon's, belonging to those privateers linked to the Kha'Rhi were converted to carry pulse weapons. The pulse variant quickly became popular and spread among all Narn raiders.

Narn Privateer Fleet Availability

Brigantine (Limited), Carrack, Hawk, Hybrid Saucer, Ma'Ri'u, Pinnacle, Xebec, Delta-V, Double-V, Gorith Medium Fighter (Restricted)

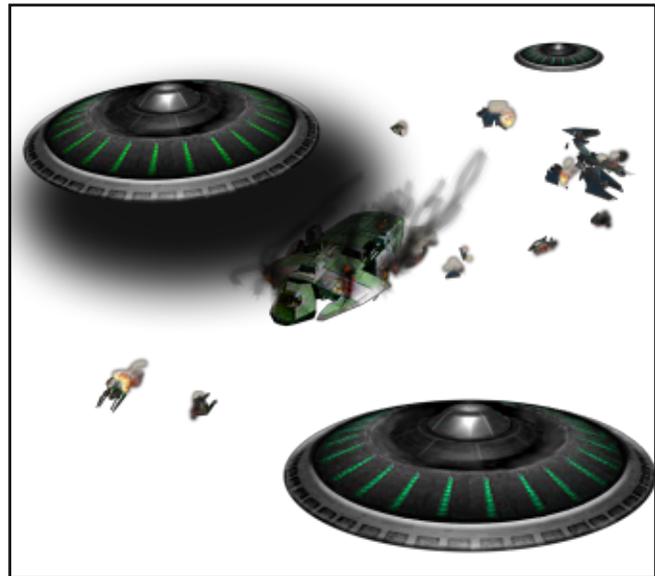
Vree Guild of Salvage

The Vree Guild of Salvage was founded in the Earth year 1996 under the leadership of Ramhis Lota. Almost 40 years earlier, Lota had been a journeyman laborer on one of the Merchant Adventure starships that had been responsible for the recovery of the derelict Minbari fleet that had revolutionized Vree technology. Despite his relatively low position in the crew, Lota's share of the profits had made him an extremely wealthy Vree. In the years that followed, Lota became convinced that there was money to be found in the drifting wreckage along the space lanes. He spent several years convincing investors and eventually gathered enough money to purchase several older scout ships, recruit crews and set out into the space lanes looking for derelicts to salvage.

Unfortunately, Lota lacked practicality. Having gotten extremely rich from the Minbari salvage operation, he was convinced that he could make a similar find. He invested far more money and time than he should have in chasing rumors of ancient derelicts, rather than in the more modest but

practical pursuit of modern space wreckage. It is likely that the Guild of Salvage would have been a footnote in a treatise on Vree economic failures within its first decade had it not been for Orieni war.

Though Lota continued to search for his ancient derelicts, more practical minds within the Guild turned their attention toward the battlefields. Though the worst of the fighting in the Orieni war occurred on the far side of the Centauri Republic, a collation of opportunistic Houses along the Fringe used the conflict as an excuse to invade Abbai space. This provided the Guild of Salvage with ample opportunity to pick over the drifting ruins of war. The subsequent civil conflicts and ultimate decline of the Centauri Republic provided a gold mine of salvage opportunities for the Guild.



By the time the Centauri Republic began to rebuild itself, the Guild of Salvage had managed to become economically stable and was in under more practical leadership. Ramhis Lota had long since retired, never discovering a second ancient prize.

For over 200 years, the Vree Guild of Salvage has enjoyed a small but stable niche in Vree society. Abandoning their founder's fruitless and costly search for ancient craft, the Guild now officially focuses on collecting and selling salvaged material and derelict craft found in the space

lanes. Over the years the Guild has become a large but diffuse organization, scouring known space in search of anything of value.

Recently the Guild has started to acquire an unsavory reputation. It has long been believed that the Guild operates as a "fence" for raider groups, purchasing and reselling as salvaged goods that were actually stolen by raiders. Additionally some Guild ships are known to loiter in areas where raiders are believed to operate, picking up the wrecks of raided vessels. More recently, some Guild ships have been reported attacking damaged vessels, or even raiding poorly defended freighters and transports. The leaders of the Guild formally condemn these vessels as renegades and punish any that are caught in such activities. However, it is widely suspected that the Guild leadership turns a blind eye to these raiding activities if they are not brought to its direct attention by outside parties.

Salvage Guild Ships

Jia Recycling Transport (Limited Deployment – 33%)

These immense, but lightly armed, ships form the core of the Salvage Guild fleets. Designed and equipped to break down derelict hulls into easily transportable scrap, a Jia Transport is full capable of functioning as a mobile wrecking station as well as a supply base for salvage ships, allowing Salvage Guild fleets to operate for months without needing to put into port. Unfortunately, these mobile junkyards are armed only for limited self-defense and are almost universally poorly maintained and prone to system failures.

Vasy Light Corvette

The Vasy Light Corvette is the most common ship operated by the Salvage Guild. Swarms of these ships operate in conjunction with the Guilds Jia Recycling Transports, nominally providing a defense against raiders and other hostile vessels or searching for derelict vessels. Like most Salvage Guild ships, the Vasy rely on older technology.

Vastar Salvage Saucer (Special Deployment, see below)

The largest combat worthy ship deployed by the Salvage Guild, the Vastar uses its turret mounted heavy plasma cannons to destroy raiders, and anything else getting in the way of a salvage claim. Based on the predecessor to the Vaarl, the Vastar uses older sensor gear but wields a double turret, and remains able to defeat almost any raider craft short of a capital ship. The Vastar is limited deployment until 2230, unrestricted deployment after.

Vree Salvage Guild Fleet Availability

Felucca, Hybrid Saucer, Ma'Ri'u, Pinnacle, Skiff, Vortna Tug, Zorth Light Fighters

Centauri Privateers

Centauri raiders have a long and checkered history dating back to the earliest days of the Republic. When the great Houses of the Centauri first expanded into the stars they brought their rivalries and conflicts with them. The political necessities, coupled with the ever present fear of encountering an alien race that could pose a threat to the expanding Republic, made it often inconvenient for rival Houses to engage in open warfare amongst themselves. However, sniping at one another's supply lines and lightly guarded transports was another matter entirely. Lightning raids against rival Houses shipping interests quickly became a favored sport of among the more adventurous of the young Centauri nobility.

With the advent of the Centauri Royal Navy and the discovery of alien races that could pose a threat to the Republic, such open intra-House conflict fell out of favor with the Royal Court. Strong Emperors, or in their absence influential Houses, were able to use the Royal Navy to suppress the activities of these young Centauri

adventurers in the more stable quadrants of the growing Republic. It became more acceptable for ambitious nobles to take positions in the Royal Navy or House fleets.



The decline in outward expansion, and contact with races like the Drazi, the Abbai and other future League races, brought about a revival in Centauri piracy. While respectable young nobles from good Houses still won Royal Navy or House commissions, many of the lesser sons of Great Houses and many more sons of minor Houses found themselves increasingly marginalized. The pirate's life provided them with a less respectable but still viable option. Operating on the edges of Centauri space, the goal of these raiders was traditionally to amass enough wealth to buy themselves a pardon and a position in "polite society." In the years leading up to the Orieni war a small number of these raiders managed to become rather renowned members of the Royal Court.

The Orieni War itself was a bad time for Centauri pirates operating in or near the war zone. Most were pressed into service or harshly suppressed by a Royal Navy that had no patience for them. However, the subsequent decline and collapse of the First Republic led to the true heyday of Centauri piracy. A number of Centauri

pirates created their own domains in the crumbling ruins of the Spinward Republic. While these Pirate Nations were short lived, they provided the basis for the rich, if heavily fictionalized, tradition of the Pirate Lord. Some of the Pirate Lords were more successful. The most notorious is Fetaro Bricona, who managed to not only seize the title of Emperor but also managed to hold it for nearly 2 standard years before being assassinated by one of his own concubines.

The tradition of piracy went out of vogue as the new Centauri Republic, with its more centralized military and political authority, grew in strength. However, many pirate groups continued to operate on along the fringes of Centauri space. Most recently Emperor Turhan formally outlawed the practice of advancement through piracy. It enjoyed a brief but energetic revival under Emperor Cartagia, who appointed a handful of notorious pirates to his Court, only to subsequently execute them for real or imagined slights. The Regent outlawed piracy again, though it appears that no active steps were made to enforce that decree and many raider bands formed under Cartagia's edict are still believed to be active.

Centauri Privateer Ships

Lessara Carrier

The most common capitol ship used by the Centauri Privateers, Lessara Carriers are converted from Lias Supply Ships that have been assigned to the fleets of minor Houses. These minor Houses either convert the ships for their own use or sell them to allied groups of Privateers. While not as glamorous as a Primus, the Lessara provides a start for many an ambitious younger son.

Alzara Destroyer

Built on the stripped down hull of an Altarian Destroyer, the Alzara is poorly armed in comparison. Originally designed as an inexpensive alternative to the Altarian for House fleets, the Alzara was completely abandoned by the

legitimate Centauri military almost immediately. It remains a mainstay of Centauri privateers primarily do to its inexpensive but sturdy construction, its ability to withstand enemy fire and its small flight of fighters.

Mogortha Frigate

Like the Alzara, the Mogortha was originally designed as an inexpensive military ship for use by minor House fleets. Unlike the Alzara, the Mogortha was once an active military vessel. For a time it was one of the more successful down-powered units offered by the Royal Navy to House fleets. The Mogortha eventually disappeared from House use as the Royal Navy loosened restrictions on the more advanced Mograth. Abandoned by Navy and House fleets, the Mogortha remains popular among the privateers.

(based on a design by Jason Wells)

Centauri Privateer Fleet Availability

Hybrid Saucer, Ma'Ri'e, Ma'Ri'u, Pinnacle, Uia'Ac'e, Felucca, Xebec, Delta-V, Razik (restricted)

Brakiri Shokhan

The Shokhan, like other the chadis, grew up in the in the early days of the Brakiri corporations following the Centauri withdrawal. For a variety of reasons certain groups of Brakiri could not be integrated into the new corporate culture. These formed the outcast societies known collectively as chadis.

Growing conflict between corporations lead to extensive corporate espionage, sabotage, thievery and outright raids. An ambitious collection of chadis groups began to participate in these corporate conflicts. Some groups acted as mercenaries, hiring themselves out to corporations who did not wish to risk their own

resources or reputations. Others acted independently, raiding corporations and selling off what they took to the highest bidder. Collectively, these groups came to be known as Shokhan, named after the ancient Brakiri warriors who, without official mandate from their rulers, would raid neighboring city-states for goods, water and herd animals. The creation of the Pri-Wakat corporation managed to stem the activities of the Shokhan and other corporate-sanctioned raiders but it could not eradicate them.

When the Brakiri corporations made their Great Leap out into the stars the Shokhan, like the other chadis, followed them. As interstellar trade and commerce became commonplace, the Shokhan expanded their operations to become interstellar raiders. Their rickety ships attack corporate shipping and alien transports throughout Brakiri space.

It is believed that the some individual bands of Shokhan are still supported by corporations. They serve as privateers, smugglers and sometime mercenaries enforcing the less noble aims of their patrons while offering those same corporations deniability. In exchange the Shokhan receive technical support, weapons and supplies.

Shokhan Ships

Areko Light Cruiser

Armed with an impressive array of weapons, but poorly defended against fighters, this light cruiser is able to obliterate escort frigates with relative ease. Using old Dilgar and particle technology, easily available on the black market, this ship often serves as the flagship of Shokhan raiding bands. With a flight of fighters, this ship is rightly feared throughout league space.

Attack Frigate

The Shokhan Attack Frigates are converted from Pri-Wakat Rakata Patrol Frigates. The ships gravitic weapons have been replaced with easier to maintain particle weapons. However the design of the Rakarta makes the addition of a hybrid

drive sufficiently difficult and costly that most Attack frigates retain their original gravitic drives. The poorly maintained drives contribute to an equally unreliable power system, making the Attack Frigate an unpopular ship among the Shokhan.

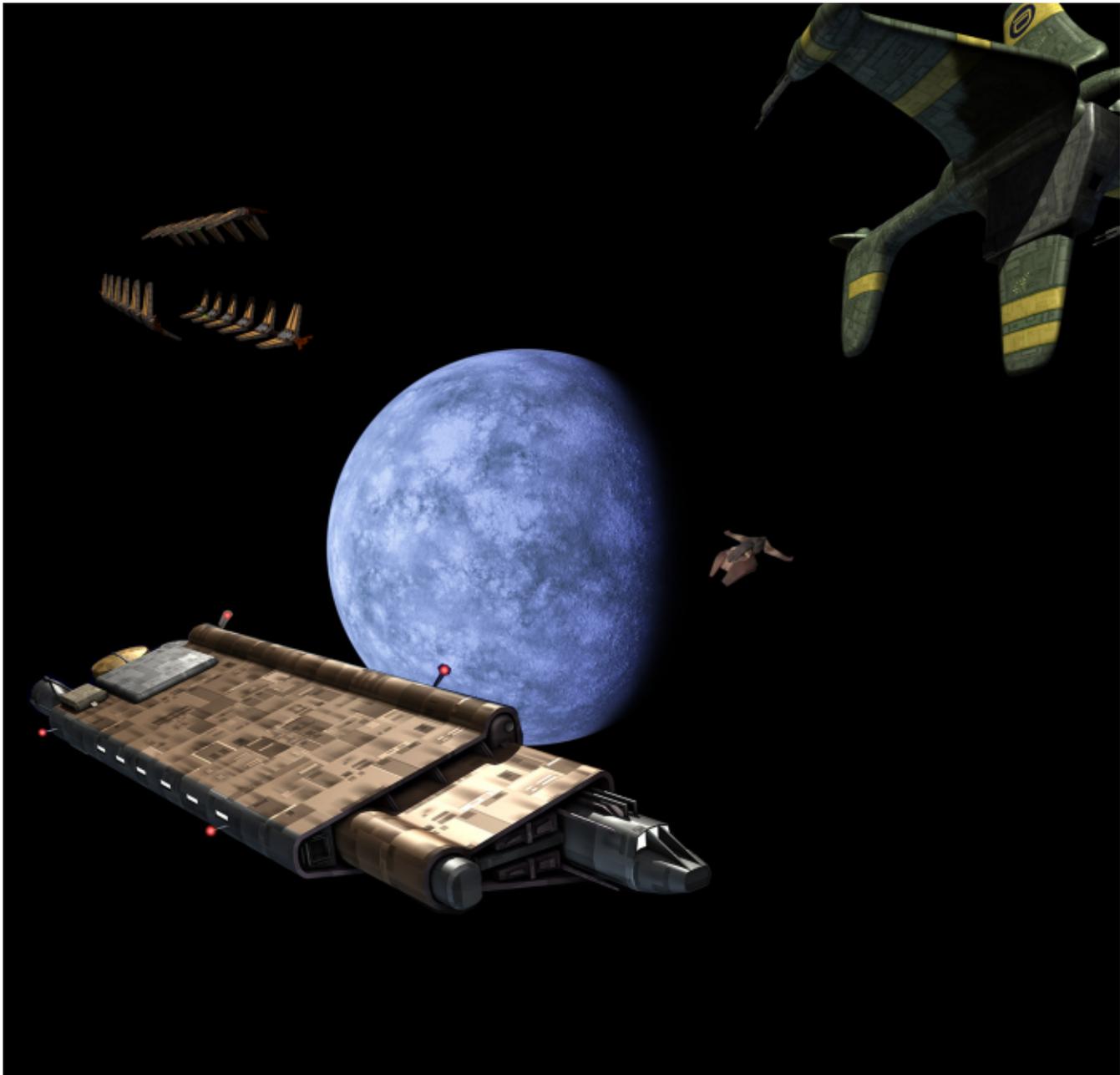
Rava Privateer

The Rava Privateer, converted from the Harkara Fast Courier, is a far more popular hull among the Shokhan than the quirky and unreliable Attack Frigate. Moderately armed with

bolters acquired from the Lort and equipped with a hybrid drive, the Rava's major deficiency is its unimpressive sensor array, a technical compromise forced by the ships power systems.

Shokhan Fleet Availability

Aspar, Carrack, Galleas, Hawk, Ma'Ri'e, Felucca, Xebec, Delta-V, Folshot-A



The Deneth Assembly

Prior to contact with the Centauri, a diverse number of cultures, states and societies thrived on the Deneth homeworld. Around the Earth year 1600 several Deneth nation states began an industrial revolution, advancing quickly past the rest of the planet. These nation states soon clashed over resources and territory until one, known today simply as the Assembly, achieved dominance over the others. The more primitive but resource rich outlying regions of their world became economic colonies of the Assembly, providing the raw materials needed to fuel the Assemblies industries, but seeing little in return.

The Assembly was a republic in which only members of the wealthy upper classes could vote and hold office. The power rested in an elected body of representatives. Within the industrial states of the Assembly, society was relatively well ordered and peaceful, and the quality of life rising. The outlying regions were a different matter. Dominated by the great trading houses responsible for proving the industrial states with their raw materials, these regions knew little beyond poverty and backbreaking labor.

Such was the Deneth homeworld when the Centauri arrived. The Centauri, at the height of their early expansion, made no effort at subtlety. They simply invaded the industrial states of the Assembly in force. Even if the technological gap had not been overwhelming, the Assemblies military forces, accustomed to putting down rebellions in the outlying regions, were completely unprepared for an alien invasion of the sort that had only recently become a topic of the wildest speculative fiction.

The Centauri had no use for the industrial centers of the Assembly. They were far to primitive to be of any use to the Republic but were advanced enough to provide the Deneth with a means of resistance. In an effort to break not only the Deneth's industrial complex but also

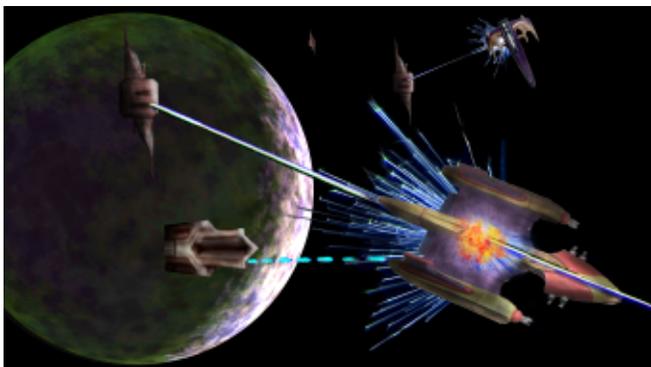
their spirit, the Centauri launched a brutal assault. Within a month, much of what had been considered the social and scientific heartland of the Assembly was reduced to ruins. The Centauri then established their own colony among the ashes. In the outlying regions, little changed. Indeed, the Centauri simply adopted the local colonial infrastructure that was already in place to exploit the planet's resources. The great Deneth trading houses that had always dominated the outlying regions were allowed to continue their business as usual, under the domination of the Centauri Republic. A few generations later Deneth was seen as a model colony of the Centauri Republic.

During the collapse of the First Republic, the Centauri abandoned Deneth. While a prosperous and peaceful colony, it was too far from the Centauri core worlds to be maintained. The disappearance of the Centauri threw Deneth into chaos. The outlying regions rose up in rebellion, while the remnants of the old industrial states struggled to re-assert their authority. The trading houses managed to maintain some measure of stability, at least among themselves. They even when so far as to proclaim a re-established Assembly. The new Assembly gave voting rights to members of the trade houses and selected representatives of those houses formed the new government. Unfortunately, the new Assembly held power in name only and even then only in few places where it was recognized at all.

It can hardly be considered surprising that, when the Centauri returned, the Deneth Assembly welcomed them with open arms. Deneth became, once again, an ideal example of a Centauri colony, on the surface at least. There were now some major differences however. First, the Centauri had little interest in exploiting the resources of the planet itself. Instead, Deneth was to be used as a base of operations for mining and exploration along the rim of known space. Secondly, the Deneth Assembly was allowed to retain authority over the much of their homeworld. While the Centauri administration had final control and Centauri laws and customs were enforced, it was the Assembly that managed the

day to day affairs of the world. They did so with such loyalty and efficiency that they gained an increasing amount of trust and autonomy. Soon Deneth workers were toiling in the orbital shipyards and ore processing plants and more importantly, Deneth supervisors and administrators were functioning as low level managers in these same facilities.

Some have speculated that this entire situation was part of an elaborate ruse by the Assembly, to lull the Centauri into a false sense of security before their ultimate rebellion. Tempting as this theory may be to believe there is little real evidence to support it. Certainly some members of the Assembly opposed the return of the Republic, but records indicate that they were purged once the Centauri administration was in place. It is more likely that the Deneth Assembly was, at first, a loyal of vassal of the Republic and that rebellious sentiment grew as the opportunity for freedom began to present itself. Once it did, however, the Deneth were in an excellent position.



The Deneth rebellion followed a very different course than the Narn rebellion, which was occurring at almost the same time. Where the Narn engaged in a violent guerilla war to drive the Centauri off their world, the Assembly did not. While some uprisings did occur, the Assembly supported none. Instead the early phases of the Deneth rebellion have often been called "a war by fraud."

By manipulation of computer records, the Deneth administrators established dummy corporations and awarded them false contracts, which were supported by real Centauri money and

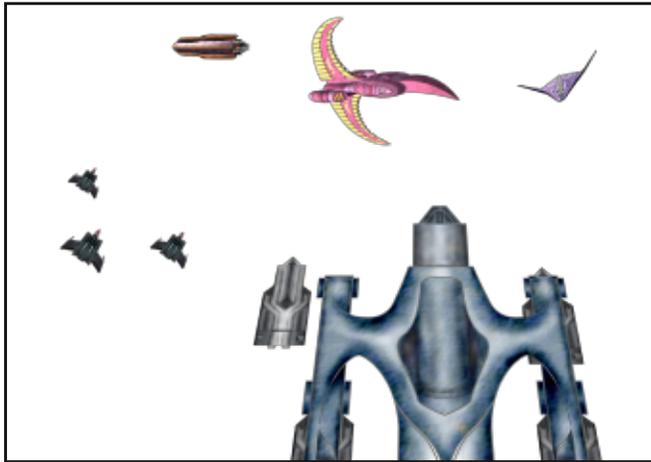
resources. In this manner they openly improved their world's industrial base, building the infrastructure needed to support the fictional projects that the Centauri governors believed had been ordered by someone else. Much of this was built in the form of orbital facilities, where the Centauri foolishly considered them out of reach by the Deneth.

The Assembly then began to issue false construction orders to the Centauri shipyards. These yards existed to construct and support the Centauri mining and exploration efforts in the region and were separate from the local military yards. Nevertheless, through creative bookkeeping the Deneth managed to take over several docks and construct or convert a number of mining vessels and bulk freighters. Finally, weapons and technology shipments intended for the military yards were diverted to the Deneth yards, and the records of these shipments were deleted from the Centauri data networks. Knowing, it was only a matter of time before the Centauri discovered this discrepancy the Deneth rebels moved quickly to install their new weapons on ships already prepared from them. Then, without warning, they struck.

At first the Centauri believed that the sudden communications blackout in the Deneth system was a simple mechanical failure or solar event. As a result, the local Centauri garrison was caught completely off guard, as swarms of mining vessels, converted to well armed light combat vessels and carried into battle on the backs of converted bulk freighters attacked. At the same time, Deneth workers seized the orbital facilities, shipyards and factories. By the time communications were reestablished the Deneth were well on their way to controlling the system and the Centauri garrison fleet was in full retreat.

Faced with internal problems, and surprised by a revolt on what was considered one of their most stable subject worlds, the Centauri were slow to respond. By the time they managed to put a fleet in motion, the Deneth had already replaced most of the ships lost in the initial uprising. The Deneth shipyards were rapidly

churning out swarms of LCVs and converting more and more freighters to support them. Bloody fighting raged for months throughout the surrounding systems, as the Centauri tried to reconquer the Deneth. The fighting only ended with the destruction of the primary Vega jumpgate, which connected the Republic to the region around the Deneth homeworld. The Centauri claim the Deneth deliberately destroyed the gate, in violation of interstellar treaty. However, the Deneth insist that the gate was destroyed by the accidental detonation of a minefield, intended to interdict Centauri fleet movements, which had drifted too close to the gate.



Deneth Assembly Technology

The Deneth managed to acquire a large amount of Centauri technology during their rebellion. Through extensive trading ties with some of the less reputable members of galactic society, the Deneth have managed to purchase a wide variety of basic technologies from many races. The Deneth's most notable piece of proprietary technology is the LCV rail system, which allows them to field the only LCV tender vessels in known space.

LCV Rails

LCV Rails are similar in concept and function to the launch catapults used to support super heavy fighters. These external mounts include a

set of umbilicals and a docking ring that allows the transfer of crew, fuel, supplies and atmosphere between the two ships. Most rail designs allow the crew to relax aboard the ship in far more spacious conditions and transfer to the LCV before the ship leaves hyperspace or when an alert is sounded. LCV Rails are too large to mount on Medium vessels. An HCV could mount one LCV Rail, while a capital ship can mount up to four LCV Rails.

Each rail can launch or land one LCV per turn. Like launch catapults, LCV rails can only launch craft towards the front of the ship and land craft that approach from the rear. A launched LCV has the same facing and starting speed as its carrier. LCV rails can only support one class of LCV (including variants). All hanger operations take place at the same speed as with any other hanger. A ship with LCVs docked to it on rails is less maneuverable, increasing the turn cost and turn delay of the ship by 1 for each docked LCV. (Ex. A Deliverer Strike Carrier moving at speed 5, with 4 docked LCVs has a turn cost and delay of 9.) The ship also suffers a -2 initiative penalty for each LCV docked to it. LCVs suffer a -10 initiative penalty on the turn they are launched. LCVs can only dock to a carrier if the carrier is stationary and they end their movement in the same hex as the carrier with one point of thrust left. Safety protocols prevent docked LCVs from firing their weapons.

If an LCV lands on a damaged rail, it suffers structure damage equal to the amount of damage the rail has sustained. If an LCV is docked on a rail that is subsequently destroyed, the LCV is treated as having launched and suffers structure damage equal to the damage sustained by the destroyed rail, plus 2d10 standard matter damage caused by the fragments of the rail.

If the ship has been taken by surprise then the LCV crews are not at ready stations. It takes three turns to suit up (as LCV crews wear environmental suits in case the hull is punctured, as it often is in combat), and transfer across to the LCV and prepare to separate.

Deneth Assembly Ships

Vindicator Heavy Cruiser

The Vindicator, the latest version of the Deneth heavy cruiser class, 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 has allowed the Deneth to create a cruiser with a long ranged laser punch and a smaller pulse and twin array secondary armament. Built with the single ship and supporting fighters duel in mind, the addition of Narn heavy lasers makes the Vindicator a formidable vessel. A stripped down export version is often sold as the Dragonship. 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.

Deliverer Strike Carrier

The Deliverer Strike Carrier is a fleet support ship, acting as the lynchpin in any attack fleet by carrying the gunboats the Deneth use for a variety of tactical roles. Unescorted this ship is easy prey for most warships, but as part of a fleet and with its fighters and gunboats, it is the most prized ship in the fleet for its ability to extend the endurance of gunboats by fueling them and alternating crews. As with most fleet carriers, these ships tend to be escorted at all times. The relative wealth of the Deneth compared to the size of their fleet, and the frequency with which patrol fleets composed of a strike carrier and escorts are formed make this ship a common sight.

Protector Heavy Destroyer

A design far more commonly seen as the RaiderBarque, the Protector follows the same design philosophy that produced the Altarian destroyer with its accompanying fighters. Mixing short and long-ranged firepower, this ship fits well into a fleet formation, destroying smaller enemy ships and fighters before they reach the capital ships, and yet operating as a lone patrol unit when necessary. The presence of a flight of fighters is a feature of the hull not wasted on Deneth fleet commanders.

Sentry Frigate

The Sentry Frigate follows the standard light frigate model and mainly focuses on eliminating threats to larger ships. Its pair of assault lasers allows it to contribute to long range fleet engagements.

Deneth Watcher Scout (Protector Rare Variant)

The Deneth have recently begun to employ combat electronic warfare ships to support their fleets. Aiming to fill a niche within their fleet, they turned to the Protector hull to provide the basis for a new scout class. Able to monitor traffic and direct pickets, the Watcher has proved quite a success. Though its ELINT array would be considered low tech by most league powers, the low cost of the Protector hull has allowed the Deneth to deploy enough scouts that any task force they assembled would include one as a matter of course, which is not a position that many of the league powers are in.

The Deneth have no interest in exploration, but are considering developing a scout version of their cruiser hull, and outfitting it with fighters to act as a fleet support unit, but any such project will not take place until the mid 2260's due to the demand for standard Vindicators and export Dragonships.

Liberator Gunboat

These were the original ships produced by the Deneth, and have since seen service as both the Raider Gunboat and Gaim Rafa. Small, tough and dependable, these attack craft fill the role of assault fighter/light escort in the Deneth fleet. With configurations for a number of roles the Liberator is the staple of Deneth fleet groups. Operating either from bases or strike carriers the liberator often acts in unison with the Defender Fighter, one escorting the other until they reach a target, and then striking hard and moving on to the next one.

The Deneth depend to a large extent on these ships, being one of the two mass produced attrition units they possess, and the one far more

suited to attacking enemy ships. Operating as a wolfpack or with escorting fighters these ships are deadly, as trespassers in Deneth space are quick to discover.

Defender Fighter

This lackluster fighter is the reason the Deneth keep their gunboat-heavy doctrine. Ill suited to anything but intercept, this medium sized fighter is considered under-gunned for its size. Following the Centauri doctrine of intercept fighters protecting ships with long range firepower (though obviously without the historical background to the doctrine) the Deneth developed this craft. While it is fast, its small weapons and poor targeting package mean that Deneth ships often have to use their twin arrays for swatting enemy assault fighters rather than intercepting missiles. These craft are saved in operational deployments by the Deneth emphasis on two things, numbers and lacing them in groups with liberator gunboats. Operating together the Liberator can shoot down enemy fighters with its twin arrays before they can target the fighters, and this doctrine led to the development of the escort version of the Liberator, that sacrificed a larger gun for additional anti-fighter firepower.

Provider Freighter

The Deneth employ a large number of these ships to haul cargo around their home system, trade with their neighbors, and transfer cargo from incoming raiders to Deneth controlled ships. The Deneth operate a policy of "looking after"

cargo that may have been illicitly obtained as soon as it enters the system, as this keeps those who obtained it from causing trouble (lest it become subject to seizure) and allows those wishing to buy it ample opportunity to inspect it. It is the one condition on trading in the Deneth system. The only reason this system has actually worked is that the Deneth government has been fairly trustworthy about the matter, happy to take a percentage of the sale price for facilitating the trade. Even so, foolish or desperate raiders have been known to try to seize Deneth freighters. This usually results in a battle between their ships and Liberator gunboats while the freighter flees.

Ward OSAT

This humble OSAT is used to guard Deneth installations and watch the jumpgates. With a pair of assault lasers the satellite has an acceptable range, but it is still smaller than many of its league equivalents.

Watchtower Base

The Deneth guard their most prized possessions with these installations, which combine sixteen assault lasers and twelve twin arrays with five flights of fighters and at least a dozen liberator gunboats. The standard practice is to assign at least that number there permanently and have others operate from it. This makes these bases tough to crack, though at least one was destroyed in an EA punishment raid after a spate of rather brutal raider activity in EA space.



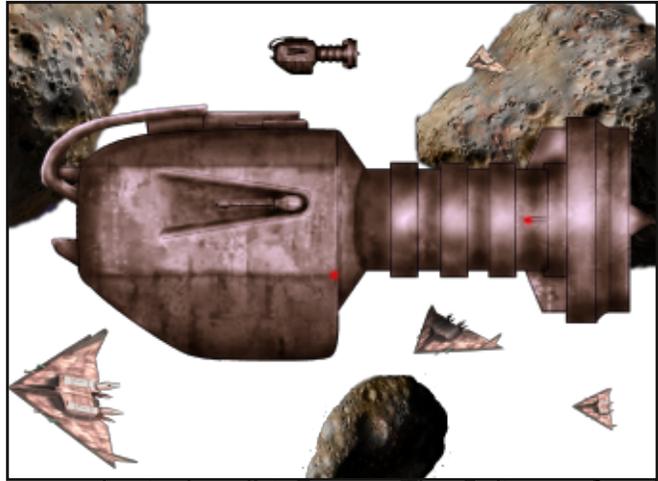
The Belt Alliance After the Minbari War

The Belt Alliance served loyally throughout the Minbari War, and the armed components of the BA were vital in showing hitherto secret paths and routes through dangerous areas for refugee and military convoys, and also in providing last ditch defenses against Minbari forces attacking their charges. During the Battle of the Line, surviving Belt Alliance units shepherded the refugee fleets to surviving colonies and neutral worlds. No less than Earthforce, the Belt Alliance was virtually destroyed in the war, though the greater dispersion of Belt Alliance assets aided in reconstruction, as did the easier to construct BA designs.

After the end of the Minbari War, the Babylon Project was created to prevent such a tragedy from ever happening again. One of the goals was to encourage interstellar trade, which once again created a new market for the Belt Alliance, who gleefully funded their reconstruction with new contracts all over known space. Alien membership grew as liaison officers were hired, and contact with the BA brought like-minded aliens into positions where they could join.

The Narn-Centauri War had little direct effect on the BA, other than limiting the area where contracts could be carried out. The ensuing League Wars were devastating to the BA, however. Far too many of their profitable routes were now war zones, and too many customers no longer had the money spare to pay for non-essential things like luxury trading. The Belt Alliance was forced to withdraw many of its forces into the core of the Earth Alliance and even begin standing down some units and personnel.

During the Civil War, the Belt Alliance was ordered by President Clark to stand down and



surrender to Loyalist Forces. The Belters refused to do this. Those that escaped Clark's forces either served in alien territory protecting contracted shipping or joined the rebel forces. Many served in Sheridan's Army of Light fleet in both the Shadow War and EA Civil War.

As the Interstellar Alliance recreates a peaceful region of space with new encouragement for the resumption of interstellar trade, the Belt Alliance is poised to leap into the future. Things are only expected to get better, with vast new markets opening up, and the frontier of known space expanding. The Belt Alliance will continue to keep the peace and serve prosperity.

Belt Alliance Fleet Upgrades

Belt Alliance Survey Ship (Limited Deployment)

These survey vessels are officially attached to the Belt Alliances civilian mining and prospecting operations. By charter the Belt Alliance is forbidden to operate jump capable military craft. In some instances, however, survey vessels have accompanied Belt Alliance task forces into hostile situations. Unofficially acting as jump capable support vessels, these vessels lend their weak ELINT sensors to assist convoys and are sometimes known to carry a squadron of "auxiliary" escort fighters.

Belt Alliance Escort Carrier (Uncommon Variant)

In a simple, if controversial, upgrade many Escort Carriers were constructed with light pulse cannons in place of their standard medium blast cannons. Unfortunately, the Belt Alliance legal advisors were unable to find a loophole in the charter that would allow significant upgrades to the sensor suite.

Belt Alliance Heavy Gunboat (Uncommon Variant)

During the controversial upgrades that occurred after the Minbari war, several Heavy Gunboats were refitted to replace their medium blast cannons with medium pulse cannons and their light blast cannons with light pulse cannons. The Heavy Gunboat however, retains its heavy blast cannon. This provides the vessel with a remarkably effective combination of weapons but limits its deployment options due to the need for regular supplies of ammunition.

Belt Alliance Medium Gunboat (Common Variant)

The upgraded Medium Gunboat replaces its Medium Blast Cannon with a Medium Pulse Cannon, and the Light Blast Cannons with Light Pulse Cannons. Belt Alliance commanders prefer to deploy the refit Medium Gunboats in formations with the older Blast Cannon armed hulls, as the combination of weapons have been found to be

extremely effective in combat.

Belt Alliance Light Gunboat (Anti-Fighter: Uncommon Variant, Escort: Common Variant)

Two different upgraded versions of the Light Gunboat were produced after the Minbari War. The first replaced the Medium Blast Cannon with a Standard Particle Beam, making an effective escort vessel capable of more extended operations. The second replaced the Medium Blast Cannon and Standard Particle Beams with Light Pulse Cannons, creating an effective dedicated Anti-Fighter vessel.

Belt Alliance Delta Sentinel Light Fighter (Limited Deployment)

Plans were drawn up for a substantial upgrade to the aging Delta-V fighter as early as the 2230's, however legal roadblocks tied the hands of the Belt Alliance engineers for decades. It was not until the advent of the Interstellar Alliance that the Belt Alliance was able to slip through a measure allowing them to upgrade the long-standing Delta-V design. The Delta Sentinel sports several improvements to life support and flight control ergonomics, but the major combat enhancement is an improved engine design that not only boasts greater thrust but also solves the Delta-V well known engine vulnerability.



Racial Civilian Vessels

A virtually uncountable number of civilian vessels, designed to meet the diverse needs of a dizzying array of species, travel the hyperspace lanes. This chapter presents some of the most common types operated by most of the races in known space.

Abbai Atlac Freighter

This ship has served the Abbai in its current incarnation for almost a hundred years. It displays the normal response of Abbai civilian vessels to trouble and flees, calling for help at the first sign of raiders. A number of these hulls were stripped down and sold to the Alacans, who converted them into lightly armed warships.

Brakiri Hakara Courier

Used for priority cargo runs (and sometimes hired to take supplies to Brakiri fleets operating outside their territory) this Tor-Sikar Logitech hull is fast but lightly armed. When not operating on priority missions these ships are usually part of escorted convoys.

Brakiri Transport

A descendent of the ships which played a key role in the Brakiri terraforming of their world, the current Brakiri Transport has been updated to use gravitic drive. Originally operated mostly by Ly-Nakir, many of these ships were sold off to the other corporations and other races, including the Gaim. A large number have ended up in the hands of Tor-Sikar Logitech and form the core of their cargo carrying fleet. However, these transports are so common as to appear in all corporate fleets.

Drazi Freighteagle

This version of the small Drazi frigate hull serves as the light freighter of the Drazi Freehold, transporting less critical supplies in their logistics network, or operating in private hands. The Drazi policy of allowing any faction of Drazi to purchase

these hulls has resulted in many of them being converted into raiding vessels.

Pak'ma'ra Tra'shu'e

This is the base model that the Tra'shu'li armed liner is converted from. Able to carry a respectable amount of cargo quickly anywhere, these ships form a significant percentage of the total number of Pak ships. While a large number were converted to the armed liner design during the Dilgar war, many were converted back to their peacetime configuration when the conflict ended. This ship can offer no real defense against raiders, relying on armed escorts and a substantial plasma battery, which provides a boost to engine power used to escape pursuers.

Vree Vyshesh Trader

A common Vree ship, the Vyshesh moves cargo across known space, moving between trading posts with speed and efficiency. The larger guilds try to operate as many armed traders as possible, but the sheer expense (and cost in space available for cargo holds) keeps this humble ship in service in enormous numbers.

Cascor Calacci Freighter

Entering production shortly before the Dilgar war, the Calacci was armed sufficiently to discourage the Llort. It was also often used to train crews, with two rotations aboard freighters learning the wonder of space travel from the bottom, and in an environment where mistake would not result in disaster. This training regime broke down overnight during the Dilgar War, and frequently Cascor ships went into battle with mostly green crews. Many of these ships were destroyed during the Dilgar war, having been pressed into combat to hold the Dilgar back from assaulting Cascor, or to escort the carriers that made up most of the Cascor fleet.

Cascor Caracti Q-ship

A conversion made necessary because of Llort raids and a variety of Raider bands, the Caracti looks exactly like a Calacci freighter until it fires ion cannons, uses its sensors on full power, or launches fighters. The Caracti is an easy

conversion and when the Dilgar pressed towards the Cascor homeworld many freighters were hurriedly converted to this design. After the Dilgar had been driven from Cascor space by the Alliance forces several of these ships were built to take part in the push to Omelos.

Grome Cargo Barge

Large and ponderous, like most Grome vessels, the cargo barge is not a ship any sane being would take into combat. However in their wisdom, the Grome government had these ships armed to be supposedly self escorting. Yet these ships still need escorts, and a foolhardy captain has just enough weapons on the hull to get himself into severe trouble.

Hurr Gorek Freighter

A variant on the ubiquitous Orak hull, the Gorek trades its fighters and virtually all offensive capability for the ability to carry large amounts of cargo. Easy prey for an experienced raider, these ships now use an escorted convoy system.

Hyach Ecamron Tek Freighter

The superb technology of the Hyach has produced a freighter that is well designed and reasonably well armed. Able to repel enemy fighters with masers, and intercept enemy fire with an interdicator mount, this heavily automated ship is a common sight in Hyach space, moving silently between the stars on the business of the Gerontocracy.

Ipsha Cargo Hauler

This ship is in use by all the baronies, one of the few ships that has many different masters but only one version of the hull. It is small and fast, but poorly armed and with a modest cargo capacity, this is the core of the Ipsha mercantile fleet, relying on numbers to move large amounts of cargo rather than a freighter of the quality of those deployed by the major races.

Kor-Lyan Cancar Freighter

The Kor-Lyans use these ships for a variety of roles, occasionally even as escorts in particularly

desperate civil wars (and a number served in the Dilgar War with distinction). One of the usual auxiliary roles is as a troop transport, and the ship may exchange a cargo shuttle for an assault shuttle or breaching pod at the players option. Nevertheless, the usual mission for this freighter is moving cargo from place to place & resupplying Kor-Lyan ships during peacetime operations, roles which it more than adequately fills.

Torota Kalor Bulk Freighter

Given the Torota personnel problems, their government decided to create a hull with the ability to move the largest amount of cargo possible using the smallest number of crew, and hit upon this design from those tendered. Able to move as much cargo as a bulk freighter with a crew of less than 20, this ship is popular with the Torota and raiders ironically for the same reason, the small number of personnel. Given the ease with which raiders can storm Kalors, the Torota have taken to escorting them with frigates. The Torota government continue to grapple with the problem of small crew numbers, and the problem does not look likely to be resolved in the near future.

Yolu Massan Freighter

During the unrest following the Centauri-Orieni war, the Yolu armed their standard freighters in hopes of further deterring raiding groups when any slipped past the Ulana patrol cruisers. This policy worked well until the Llort happened on the scene. Since then, the Yolu have been forced to operate a convoy system. Construction of a cargo vessel capable of repelling raiders is under consideration. A capital sized barge armed with disruptors would seem the likely candidate, if the design is ever built. Until then the Yolu continue to move valuable cargo in convoys and watch their borders closely.

Centauri Civilian Freighter

The Republic has run (more or less) on palms oiled with commerce. Houses function only because of the wealth they can bring in from their holdings, and this money is what allows them to support their fleets and other expenses. The

commerce must flow somehow, and frequently it is in these ships. Small, cheap, and with large cargo bays, this ship is the bread and butter of Centauri commerce, and a common target for raiders as well. The escort these ships may have is entirely up to the house or group that operates them and that is largely dependant on their wealth and access to warships.

Centauri Javelin Fast Courier

This ship is something of a symbol of prestige. Originally used by the Emperor to transport his emissaries, it was briefly considered fashionable resulting in many being purchased by houses to act as personal transports. Respectably armed and able to pile on the acceleration, this ship remains in service in the Republic because of its ability to move the nobility from one place to another with speed and safety.

(based on a design by Jason Wells)

Centauri Light Transport

The light transport acts both as the Republics stock freighter and a transport for the less well off members of the nobility. Fast and light, it survives combat mainly by burning rapidly in the opposite direction. A small number of these ships were modified to have a small self-defense capacity, but this tends only to get overconfident captains into trouble.

Minbari Rolatha Freighter

The worker caste operates a number of ships to keep the Minbari Federation running day to day. The Rolatha is the most common hull used to move supplies and goods between Minbari worlds and ships. While it is adequately armed, raiding in Minbari space is rare due to the few aged worker Sharaals that inevitably fall on any raiding vessels.

Narn T'Lacran Barge

This ship is tasked with a good deal of the mineral and raw material transport of the Regime, using a detachable pallet system similar to the D'Sharda to carry a variety of types of cargo. The main strength of the ship is its cheap and modular construction, which has allowed the Narn to build many of these hulls.

Narn T'Los Bulk Freighter

The T'Los bulk freighter is the backbone of the Narn merchant marines. It is able to move vast amounts of cargo and personnel, using an expanded T'Loth hull to fit more equipment and supplies in. The behemoth this creates has been stripped of its jump drive and most of its weaponry to increase the amount of cargo that can be carried. The ship is slow and poorly armed, but is usually part of a military convoy. In times of military emergency, its hangar bay can be converted to carry a flight of medium fighters (cost +30 points). This is usually done either in times of war when escort ships are diverted to the front and convoys must be self-escorting, or to transfer fighters in a flight ready state to warships being resupplied.

Narn D'Sharda Light Freighter

The D'Sharda is the standard stock freighter and transport of the Narn Regime. A vast number of these ships operate across the Regime, many of which are in private hands. Armed so as to be self escorting, this ship was involved in the vast movement of refugees during the Narn-Centauri War. Following the restoration of the Kha'Ri, it continued to flow from production lines in large numbers.

Llort Free Trader

This small stock freighter is the standard ship of independent-minded Llort. With a plasma torch for salvage work (or in an emergency, self-defense) and a large cargo capacity, these ships wander the space lanes, scavenging and "borrowing" whatever they can find. These vessels are regarded as a nuisance, but they are only dangerous in groups. The Llort do not typically use these for raiding, as Daggaden penetrators are preferred in that role. Rather these ships are often found picking over wrecks after a battle, taking whatever there is of value.

Markab Liner

The standard Markab passenger ship, it transports pilgrims and other passengers throughout Markab territory and the rest of league space. The Dilgar came upon many of

these ships during the first stage of their invasion of Markab space, and didn't hesitate to ruthlessly hunt them down. After the war, these vessels were a common sight until the Drofa plague wiped out the Markab. A few of these ships are now in the hands of raiders and/or private companies. Still more float between the stars with their cargo of dead.

Markab Malaka Transport

A large transport ship, the Malaka moves large cargoes between Markab worlds and bases. A number of these ships were sold to the Gaim, who converted them into carriers.



EA Civilian Passenger Liner

A ship used to move people around for as little cost as possible. It is a cramped and uncomfortable ride. It has, however, opened up interstellar travel to many who would not have otherwise been able to afford it. Much of B5's lurker population came in on ships like this, many spending the last of their money in hopes of finding work on a bustling new station.

(designed by Roman Perner)

EA Skylark Transport

This compact freighter can be operated by a single being, and so has proved popular with lone

traders possessing enough money to invest in one. Frequently involved in smuggling operations by unscrupulous or impoverished owners, these ships are seen calling at many EA outposts.

(designed by Roman Perner)

Dilgar Jonkur Freighter

The workhorse supply ship of the Dilgar, these ships moved munitions, perishables and personnel across the galaxy as the Dilgar tore through the League. They often found themselves under attack by league raiders who, despite being criminals, hated the Dilgar for what they were doing to their homeworlds. With a minimum of defensive armament, these ships were usually escorted by Senschuka patrol ships, which had been relegated to rear area duties.

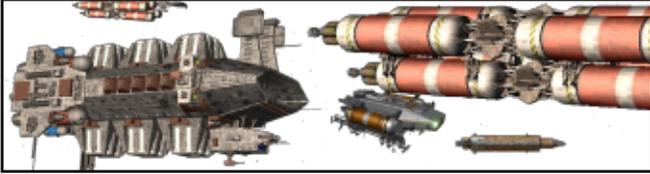
Dilgar Faskur Spy Freighter (Jonkur Rare Variant, See Jonkur SCS)

Requiring accurate intelligence on the composition and disposition of the military assets of the league, the Dilgar converted a number of their freighters to this design, and sent them out into league space in the guise of traders. The information these ships returned with was critical to planning the invasion of league space. After the invasion began these ships were assigned to military convoys, where their sensors could provide an early warning of approaching raiders. Occasionally they were used in special operations, but lacking a jump drive, such missions were limited unless a jump capable ship was available.

Dilgar Jannaka Q ship

Deployed when the Dilgar began to have problems with raiders, the Jannaka Q-ship is a weak design that nevertheless packs a punch with its four medium plasma cannons. Under armed against fighters, it relies on covering fire from other vessels or a fighter escort to allow it to concentrate on closing and obliterating enemy ships. A limited number of these ships were built, and though they were later upgraded with bolters, the Dilgar preferring to assign frigates or patrol ships to the role. In the push on Omelos, a number of these ships were hurriedly converted to take part in the defense.

Raider & Civilian Scenarios



Convoy!

The space between jump gates, which must be a certain distance apart to prevent the hyperspace beacons interfering with each other, is the most dangerous time for convoys. Raiders cannot strike near a base or area patrolled by naval forces, so they must prey upon freighters mid way between transit points when they have no means of escape and help is hours away. While convoys are usually escorted in regions of frequent pirate activity, battles between escorts and pirates are often close fought.

Forces:

Convoy Escort - up to 650 points of navy warships selected from one race only - cannot select a jump capable ship or capital ship, but may include up to one flight of fighters without an accompanying carrier. The player may spend up to 30 points on missiles, options or on making up an incomplete flight of fighters.

Convoy – up to 750 points of freighters (must contain at least 3 vessels) selected from the same race as the navy ships.

Raiding Force - 1225 points of ships and fighters. May not have fighters without a carrier. The raider player has up to 30 points to spend on missiles, options or making up an incomplete flight of fighters.

Set Up:

The convoy and defending ships begin at speed 3 within 5 hexes of hex 3725. The freighters must be at least 2 hexes apart, if there

is more than one defending ship then they may not start in the same hex. Fighters begin launched.

The raiders set up within 3 hexes of hex 0201.

Special Rules

The convoy player may only disengage by leaving the map edge within 3 hexes of hex 0101. Freighters that leave by this route count as escaping. Raiders disengage by leaving the map in any direction.

Called shots are permitted, following the rules for doing so in the Rules Compendium.

Freighters surrender if they lose more than 50% of their weapons and thrusters and the convoy escorts have been destroyed or crippled as they cannot escape and cannot fight.

Alternatively you can use the rules for surrendering freighters from RP1, but which method is being used should be agreed before play starts.

Ramming is not permitted, with the exception of H-Ks.

Options

The convoy player may opt to purchase a Q-ship. Any fighters aboard the Q-ship must be paid for from the allowance for military ships but the Q-ship may be bought as part of the convoy, costing 25% more than normal.

Victory Conditions

The result is determined using the following criteria:

- Any surviving freighter that has escaped gives the convoy player 1 point.
- Any freighter that has surrendered gives the raider player 1 point.
- Destroyed freighters count towards neither point total. A destroyed Q-ship gives a raider player 1 point.
- Highest total wins, an even score results in a draw.

Letter from an Enemy

In times of war races often issue what were called in human history letters of marque, which permitted the free operation of pirates attacking enemy ships. In times of conflict in the modern space going era, some traditions have survived. Such privateers tend to avoid navy squadrons, but prey on military convoys, sometimes with special instructions from their masters.

Forces:

Number of players: 2

Privateers: Choose one of the following groups: Narn Privateers, Drazi Hunters, Centauri Privateers or Human Privateers (standard raiders, but must include a capital ship). The privateer force can come to no more than 3000 points and must include a jump drive equipped ship. All fighters may start deployed.

Navy: 1500 points to spend on military transports and freighters (must purchase at least one military transport if available). 2000 points to spend on regular navy forces. 50% of fighters may start deployed.

Set-Up:

The navy forces start within 2 hexes of 0328. The Privateers enter along the top or right map edge at the beginning of the first turn. All units have a starting speed of 5 or less.

Special rules:

No units may jump out of combat until after turn 6 as the jump drives are in the midst of their charge cycle.

Victory conditions

If 50% of the freighters are destroyed and more than 50% of the privateer forces survive then the privateers win. If all navy forces are destroyed and the privateers have more than one surviving ship then they score a total victory. Any other result is a victory for the navy player.

Alternate victory conditions:

Both players draw a card from a standard 52-card deck with no jokers. If the privateer player draws assassination then he must tell the navy player in order to keep track of the special character. Otherwise keep choices secret until after the game.

Spades – Feint against supply lines - The Privateer player must score damage on each enemy ship and then escape, the navy player must prevent the loss of more than 25% of the freighters to create the impression they carry a vital cargo.

Clubs – Assassination – Someone knows too much. There is a character aboard the largest navy ship. If this is destroyed he has a 50% chance of escaping aboard a shuttle (and may dock aboard a friendly ship or attempt to disengage). If he survives the battle the navy player wins (only if they drew the mission) and the privateer player loses (if they did not draw the mission but fulfill the requirement they cannot score less than a draw).

Hearts – Spreading fear – the privateers have been instructed to make sure that more navy ships are tied up in escort duty by stripping convoys of their escorts. The privateers must destroy, drive off or cripple all the escorting ships to win. The convoy must destroy, cripple or drive off all the privateers to win.

Diamonds – Critical supplies – The privateer player scores 2 points per freighter destroyed, 1 per freighter crippled. The navy player scores -1 point per freighter destroyed, 0 for a crippled freighter but 3 points for an uncrippled freighter. Freighters are considered crippled when they lose 50% of their cargo.

And the Rock Cried Out

Raiders often locate bases inside fields of asteroids, as the hazards to navigation deter casual visitors and make scans more difficult.

However such precautions do not guarantee safety. When bases are discovered, naval forces rapidly move in to destroy them.

Forces:

Number of Players: 2

Raiders: Raider Sanctuary Base, 2 EA commercial freighters plus 4500 points of raider ships from one faction only. The bases fighters must be paid for out of the 4500 points. Up to 25% of fighters start deployed.

Navy: 5000 points of ships. Must include a jump capable craft. All fighters start deployed.

Set-up:

Place the raider base in hex 0526, and the raiders set up within 5 hexes of the base. The navy forces set up within 3 hexes of 4101. There are asteroids in hexes 3709, 3007, 2410, 1905, 0708, 1115, 3621, 3026, 2118, 2525 and 0721.

Victory Conditions

The Navy player wins if he destroys the raider base and 50% of the raider forces. The Raider player wins if the base survives and the navy forces are driven off or destroyed.

Options

Any race may be played as the navy race, even ancients (who may not welcome interlopers in there space).

Alternative Victory Conditions

Gather evidence: it is suspected that a neighbouring race has been supporting raiders operating in your territory, and it is likely that there is evidence aboard the raider base of their dealings. A successful rescue mission carried out by a breaching pod or possessing the field at the end of the game, the base stripped of weapons, is enough to secure the evidence you need.

Ruse: the raider activity is in fact a ruse, and a neighbouring race has been attacking shipping. The navy force arrives to find a mixed fleet of ships belonging to another race and the raider

ships they have been using to fake the attacks. The 4500 point raider force must be composed of raiders (at least 3 raider craft) and navy ships. The player with ships surviving at the end of the scenario is the winner.

Conflict of Interest: Two mutually antagonistic races have discovered a raider base attacking their territories. Unfortunately the fleets sent to deal with the base have arrived at the same time. This is a 3-player variation on the scenario, with another 5000 point navy force setting up within 3 hexes of hex 4128. The first player to destroy the raider base gains one point, the player left with units on the table at the end of the game gets another point. The player with the most points wins, if neither player has more, then it is a draw.

Trap: The raiders in this sector have grown emboldened, and the raider force is far bigger than expected. Select an additional raider force of 1500 points. It must include a jump capable ship. They jump in on turn 4, and the navy force can opt to either fight on or retreat. If the navy player wins, he wins a major victory and gets to endlessly refer to it for weeks and be bought beer.

The Devil and the Deep Blue Sea

In times of war races send ships to interdict enemy supply lines and disrupt communications. They prey on the same sort of targets as raiders, but destroying instead of capturing. Sometimes they end up preying on the same target at the same time. However there is a human saying, "Too many cooks spoil the broth".

Forces:

Number of Players: 3

Convoy: 1500 points of freighters and 1500 points of escorts. The freighters may be a mix of civilian and military types, and may contain a Q-ship at the players option but any fighters on the Q-ship must be paid for from the points for



escorts. One flight of fighters may be purchased that has no carrier.

Pirate Raider: 2000 points of raider ships of one faction only.

Interdictor Raider: 2500 points of warships and fighters.

Set up:

The Convoy player sets up with 5 hexes of 2115.

The Pirate Raider player sets up within 3 hexes of 0201.

The Interdictor Raider player sets up within 3 hexes of 4028.

Starting speed of all units is 5.

Special Rules

Floating map, raider player may use called shots, rules for surrendering freighters from RP1 are used.

Victory conditions

Players score points, and the player with the highest total wins.

The Convoy player scores 2 points for every uncrippled freighter and 1 point for every crippled freighter. They score one point for every attacking ship destroyed.

The Pirate Raider player scores 3 points for every captured freighter.

The Interdictor Raider player scores 2 points for every destroyed freighter, 1 for every crippled freighter and 1 point for every destroyed convoy escort.

Play continues until all units are destroyed, jumped out, or disengaged by moving more than 40 hexes from the nearest enemy ship. When only one player has units that have not left the field of play or been captured or destroyed, then the game is over and point totals are calculated.

Options

Sometimes a navy would set a trap hoping to catch a raider and net much bigger prey. A 1500 point force jumps in on turn 4 along the map edge of the players choice. The Convoy player then gains 2 points for each attacking ship destroyed and the Pirates and Interdictor Raiders gain one point for each of their ships that survive the battle.

In the chaos of the Shadow War sometimes convoys would disappear, spreading fear throughout nearby systems. When the war first started the League races were still fighting each other, and sometimes the Shadows would catch fleets together and use the chance to decimate both. In this case they have happened on a raid and decided to speed events up. Select a 3500 point Shadow force and deploy it in place of the Pirate Raider. It is tasked with destroying the other two players, and the Shadow player scores one point per enemy ship destroyed. The other players gain one point per ship that survives and gain three points for each shadow ship they destroy. The player with the highest total wins.

Production Credits

Written By:

Leonard Farnsworth & Ben Rubery,
with Renaud Gagne and the HRT

Layout/Artwork/Editing

Peter Zunitch (Shalbatana)

Playtester Contributions

The Four Horsemen (Bruce "Death" Oberst, Joe "War" Price, John "Pestilence" Lywiski, Eric "Famine" Krieger)

Imperial Skule Legion (Andrew McIntosh, Adam Blanchard, Dave Proconier)

President Clark Reanimation & Re-election Committee (Dave Pullen, Simon Bloomer, Alex Hickman, James Webster, Mark Whittle)

Boston Wargammers Association – Human Auxiliary (Peter Shah, Brian Kelly, Joey Ferreira)

Others: Roman A. Perner, Christian Cerny, Bernhard Lackner, Wolfgang Lackner, Martin Lang and Rainer Graber, Symon Cook, Rich Bax

Special Thanks:

The Great Maker JMS
Agents of Gaming
The b5wars.net forum members

B5 Wars Lives Online

B5Wars.net is THE player resource for the Babylon 5 Wars Universe! Featuring a worldwide player registry, discussion forums, information (including the greatest online resources, & where to buy hard-to-find official Babylon 5 Wars products. The B5 Wars game continues to [unofficially] grow & evolve through its members who still regularly put out new material. Check it out at www.b5wars.net.

This supplement is provided free of charge. Copying, distribution & reproduction is encouraged. However its creator(s) retain all credit.

How to Contact Agents of Gaming (AOG)

AOG can be reached through a variety of sources:

Postal Mail: Send to AOG, PO Box 31571, Dayton OH 45437-0571, USA. Be sure to read the submission guidelines in the Core Rules before you mail. Include a self-addressed, stamped envelope if you would like a reply. Registered mail will not be accepted.

Electronic mail: Send email to agent1@agentsofgaming.com. You can also find us on the web at www.agentsofgaming.com.

Phone/Fax: Phone numbers are less permanent than addresses, so we won't print them in this book, but you can find them on our web site or by dialing information for Dayton, Ohio. Ask for AOG, Inc.

Editor's Note: Some of the contact information may no longer be valid, as AoG has closed. It's been included nevertheless to remain true to the original content.

Copyright Information

BABYLON 5 WARS, the B5W CORE RULES, and all material in this supplement are copyright © 2002 by Warner Bros. All rights are reserved under the Pan-American, Berne, and International Copyright Conventions.

BABYLON 5 is © and ® 2002 by Warner Bros. BABYLON 5 WARS is produced under license with Warner Bros.

No material which is based on, incorporates elements of, or is derived from BABYLON 5 WARS may be published by any party without the advance written permission of AOG Inc. and Warner Bros.





Abbai Atlac Freighter

SPECS

Class: Hvy Combat Vsl
 In Service: 2185
 Point Value: 170
 Ramming Factor: 130
 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

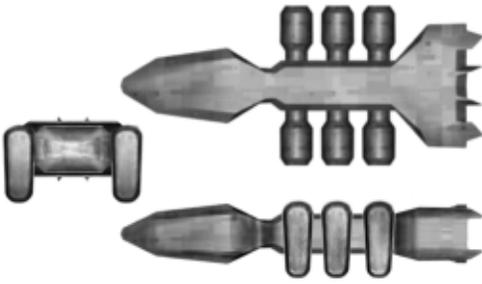
Fwd/Aft Defense: 18
 Stb/Port Defense: 18
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Penalty: -4

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

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

Particle Impeder
 Intercept Rating: -3
 Rate of Fire: 1 per turn
OFFENSIVE MODE:
 Not Available



FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Twin Array
- 7: Particle Impeder
- 8-9: Cargo A
- 10-11: Cargo B
- 12-17: Forward Struct
- 18-20: PRIMARY Hit

SENSOR DATA

Defensive EW

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

AFT HITS

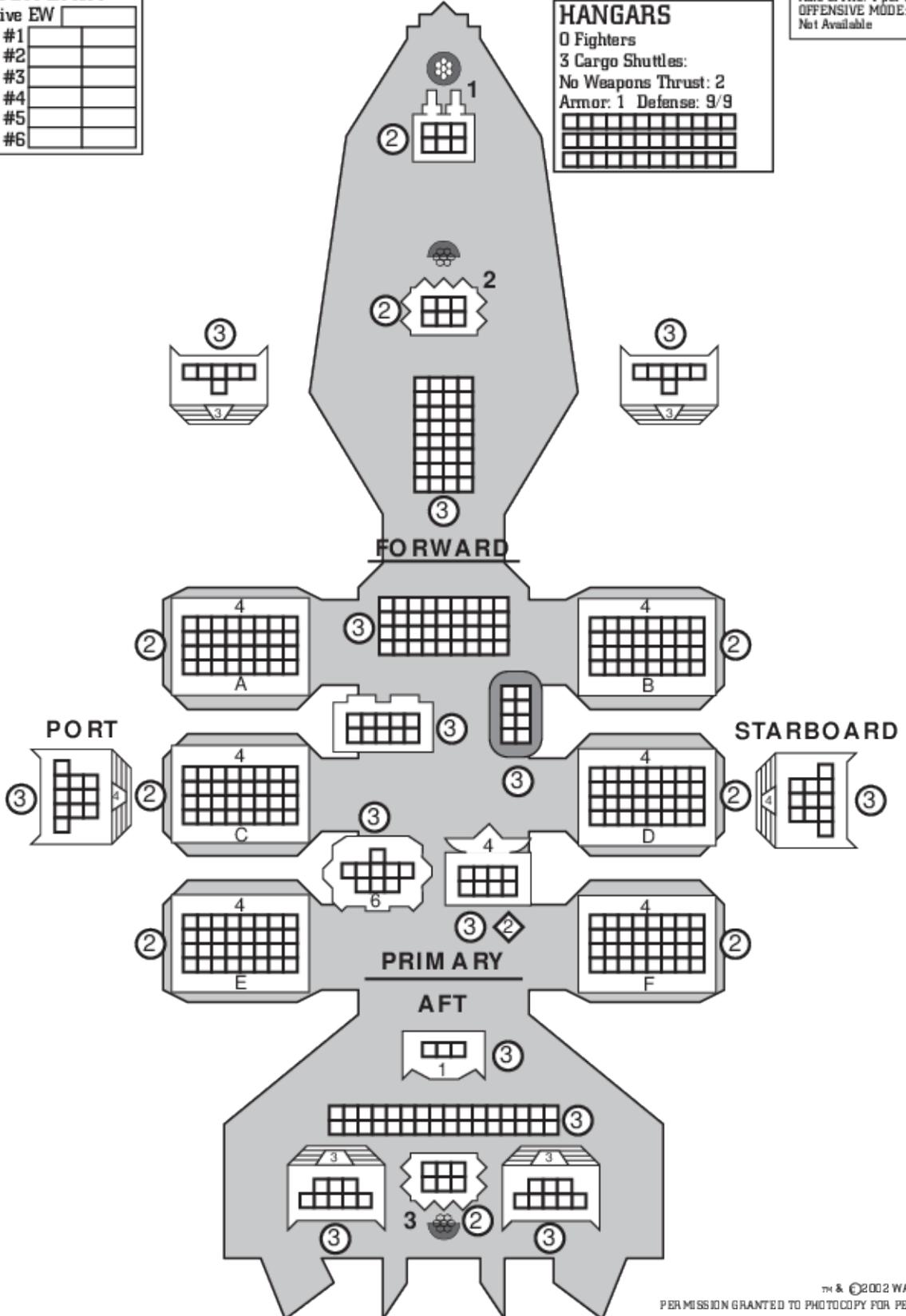
- 1-4: Main Thrust
- 5-6: Particle Impeder
- 7-8: Cargo E
- 9-10: Cargo F
- 11: Hangar
- 12-17: Aft Struct
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-5: Primary Struct
- 6-7: Port/Stb Thrust
- 8: Twin array
- 9-10: Cargo C
- 11-12: Cargo D
- 13-14: Sensors
- 15-16: Engine
- 17-18: Reactor
- 19-20: C & C

HANGARS

0 Fighters
 3 Cargo Shuttles:
 No Weapons Thrust: 2
 Armor: 1 Defense: 9/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Twin Array
- Particle Impeder



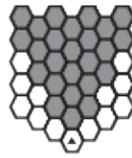
BA Sentinel Fighters

SPECS
 Class: Light Fighters
 In Service: 2261
 Point Value: 38 each
 Ramming Factor: 13
 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: 6
 Free Thrust: 11
 Offensive Bonus: +3
 Initiative Bonus: +20

WEAPON DATA
 Light Particle Gun
 Number of Guns: 2 (Linked)
 Class: Particle
 Damage: 1d6+2
 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

SPECIAL NOTES
 Can carry 2 Y-missiles (launch range 8, 6 damage, 2 points, dogfight firing rules)
 Launch rate 1 per turn
 May be carried on rails
 Limited Deployment (33%)

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

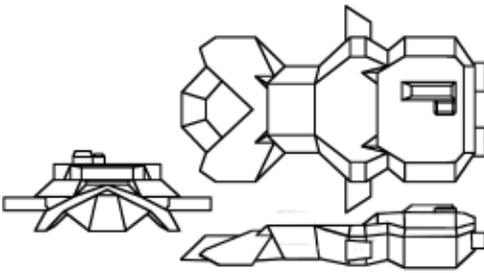
	Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
Dropped Out	<input type="checkbox"/>					
Ftr Destroyed	<input type="checkbox"/>					
Initiative	Speed	Thrust Used	Jinking	Notes		

Heavy Gunboat Variant (Uncommon)

Version 1: 2E/RP2

Name: _____

Counter: _____



Belt Alliance Heavy Pulse Gunboat

SPECS

Class: Hv Combat Vsl
 In Service: 2251
 Point Value: 490
 Ramming Factor: 110
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 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	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

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



FORWARD HITS

- 1-6: Retro Thrust
- 7: Heavy Blast Cannon
- 8: Medium Pulse Cannon
- 9-10: Std Particle Beam
- 11: Interceptor
- 12-18: Forward Struct
- 18-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Std Particle Beam
- 9-10: Engine
- 11: Interceptor
- 12-18: Aft Struct
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Struct
- 9-11: Port/Stb Thrust
- 12-13: Light Pulse Cannon
- 14-15: Sensors
- 16: Hangar
- 17-19: Reactor
- 20: C & C

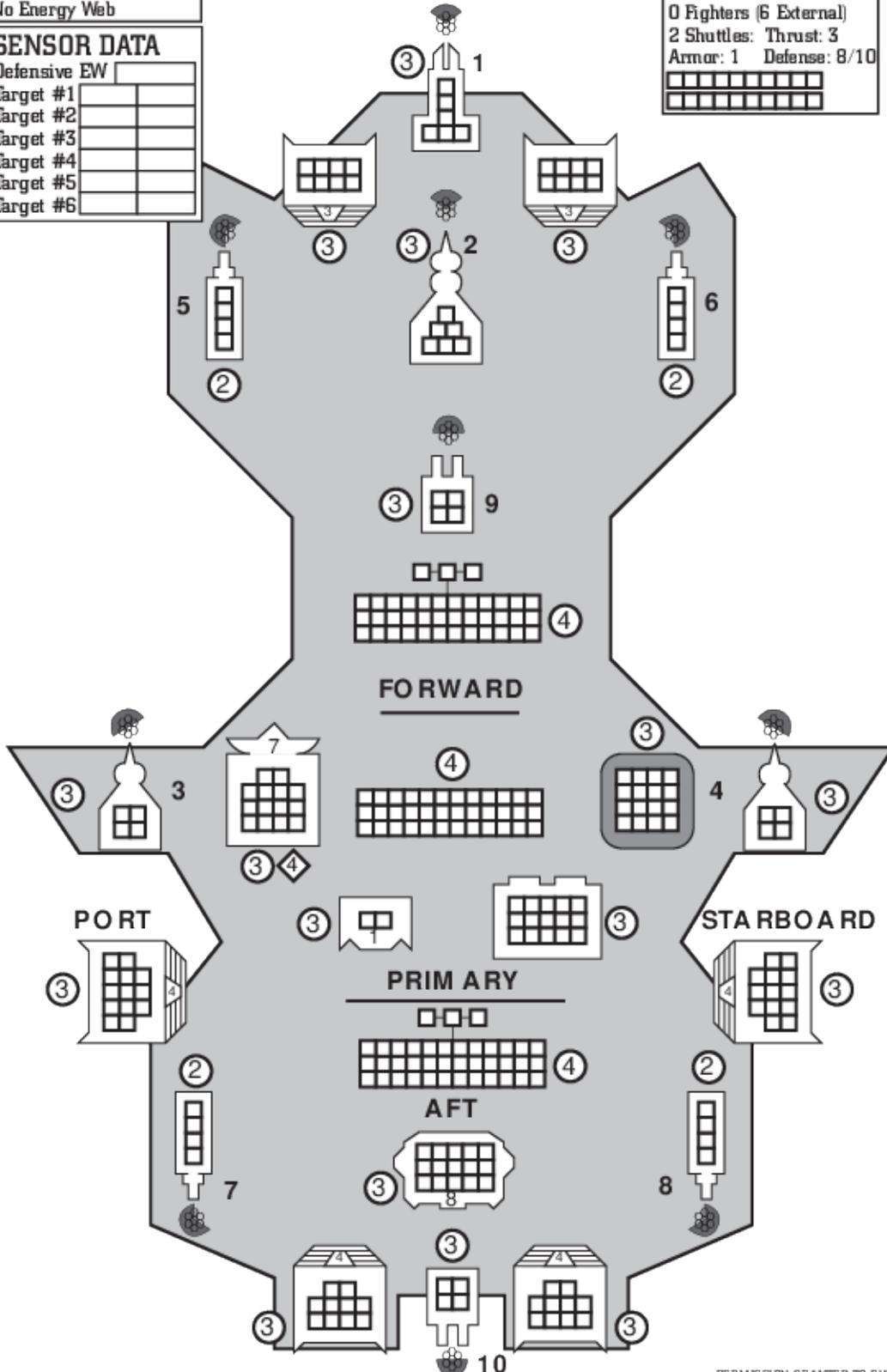
SPECIAL NOTES

Limited Deployment (33%)
 No Energy Web

SENSOR DATA

Defensive EW

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



WEAPON DATA

Heavy Blast Cannon

Class: Matter
 Mode: Pulse
 Damage: 8 1d6 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 5
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+3/+0
 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 4
 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 4
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Standard Particle Beam

Class: Particle
 Mode: Standard
 Damage: 1d 10+6
 Range Penalty: -1 per hex
 Fire Control: +4/+4/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Interceptor Mk-I

Intercept Rating: -3
 Rate of Fire: 1 per turn
OFFENSIVE MODE:
 Class: Particle
 Mode: Standard
 Damage: 1d 10+5
 Fire Control: -/-/+6
 Range Penalty: -2 per hex

Blast Cannon Ammunition

Weapon #1



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Heavy Blast Cannon
- Std Particle Beam
- Lt Pulse Cannon
- Med Pulse Cannon
- Interceptor
- Ext. Fighter Rail

Belt Alliance Light Gunboats (4)

SPECS

Class: Lt Combat Vsl
 In Service: varies
 Point Value: varies
 Ramming Factor: 40
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
 Stb/Port Defense: 11
 Engine Efficiency: 1/1
 Extra Power: 0
 Initiative Bonus: +14

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

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

Standard Particle Beam

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

Interceptor Mk-1

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

HIT LOCATION

- 1-11: Structure
- 12-15: SPB/Light Pulse
- 16-17: Interceptor
- 18: Drive
- 19: Reactor
- 20: Control

SPECIAL NOTES

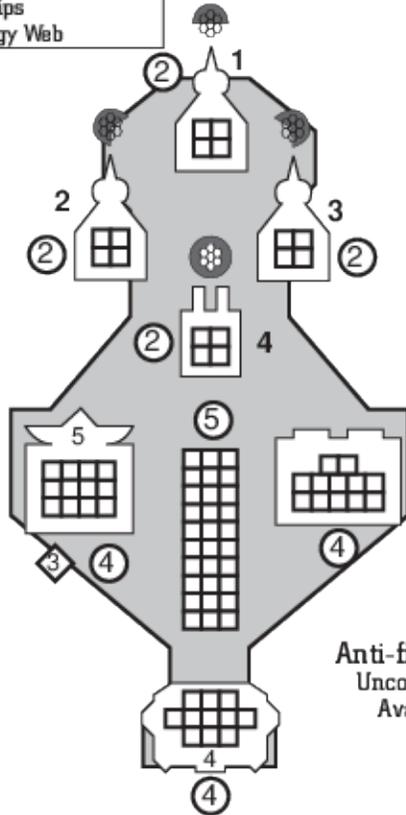
Agile Ships
 No Energy Web

SENSOR DATA

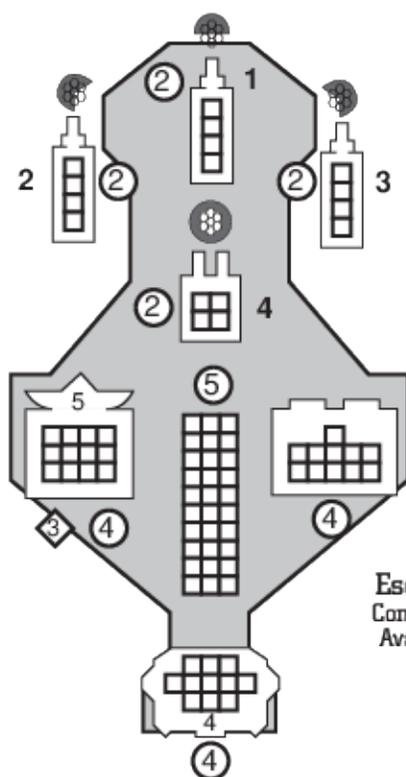
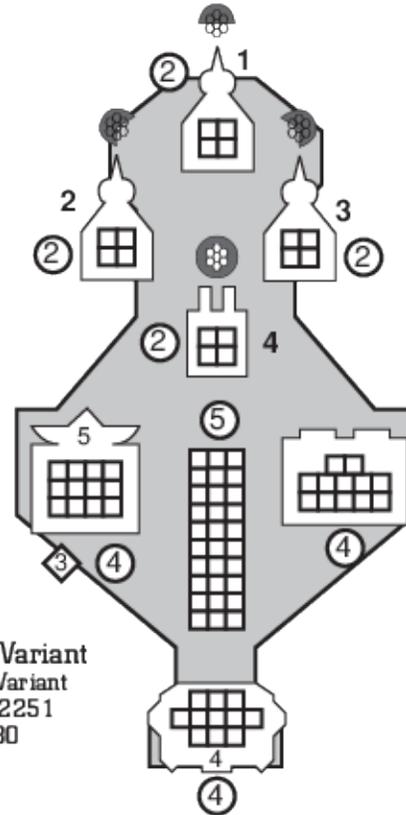
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SENSOR DATA

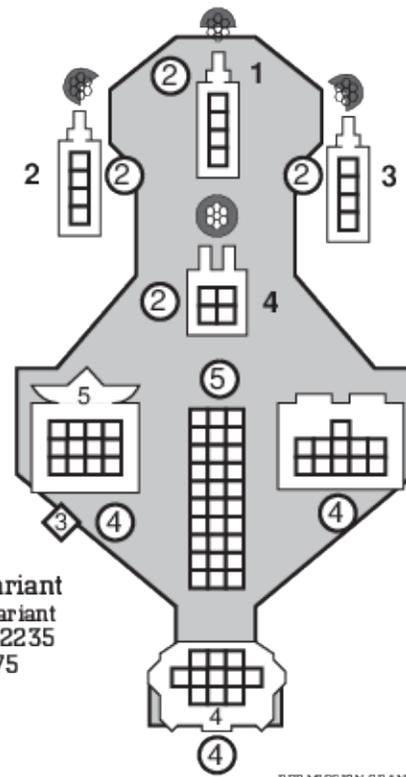
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



Anti-fighter Variant
 Uncommon Variant
 Available: 2251
 Cost: 180



Escort Variant
 Common Variant
 Available: 2235
 Cost: 175



SENSOR DATA

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

SENSOR DATA

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

ICON RECOGNITION

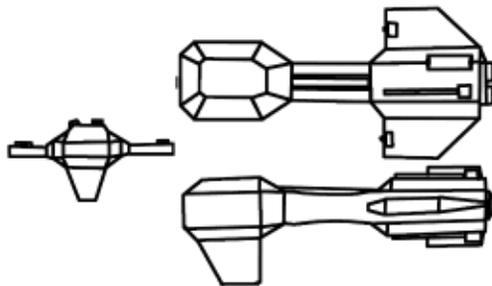
- Control
- Drive
- Reactor
- Std Particle Beam
- Lt Pulse Cannon
- Interceptor

Medium Gunboat Variant (Common)

Version 1: 2E/ RP2

Name:

Counter:



Belt Alliance Medium Gunboat

SPECS

Class: Medium Ship
 In Service: 2251
 Point Value: 385
 Ramming Factor: 60
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 1/3 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	1	2	2	2	3	3	3	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

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

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

Interceptor Mk-I

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

FORWARD HITS

1-6: Retro Thrust
 7-8: Medium Pulse Cannon
 9-10: Std Particle Beam
 11: Interceptor
 12-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
 9-10: Engine
 11: Interceptor
 12-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
 9-12: Light Pulse Cannon
 13-15: Sensors
 16: Hangar
 17-19: Reactor
 20: C & C

SPECIAL NOTES

No Energy Web

SENSOR DATA

Defensive EW

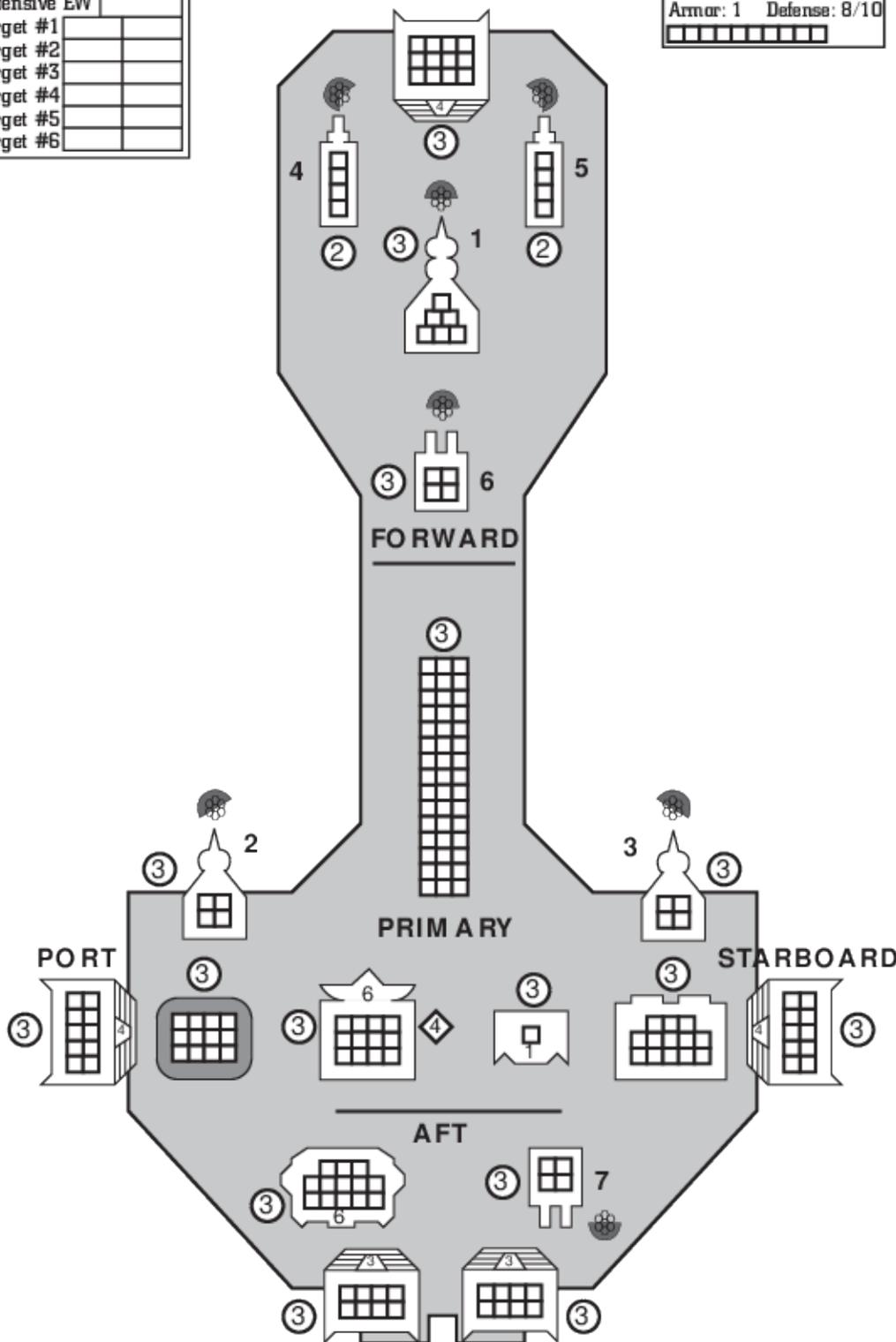
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR

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

ICON RECOGNITION

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

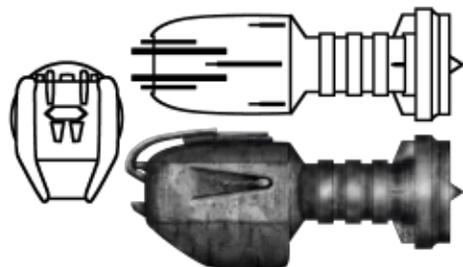




BA Survey Ship

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: 2234	Turn Delay: 1 x Speed	Stb/Port Defense: 18
Point Value: 400	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 180	Pivot Cost: 3+3 Thrust	Extra Power: +0
Jump Delay: 38 turns	Roll Cost: 3+3 Thrust	Initiative Penalty: -4
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
5-8: Cargo
9-10: Hangar
11-12: Std Particle beam
13-17: Forward Struct
18-20: PRIMARY Hit

SIDE HITS
1-5: Port/Stb Thrust
6-9: Cargo
10-17: Port/Stb Struct
18-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Std Particle Beam
9-17: Aft Struct
18-20: PRIMARY Hit

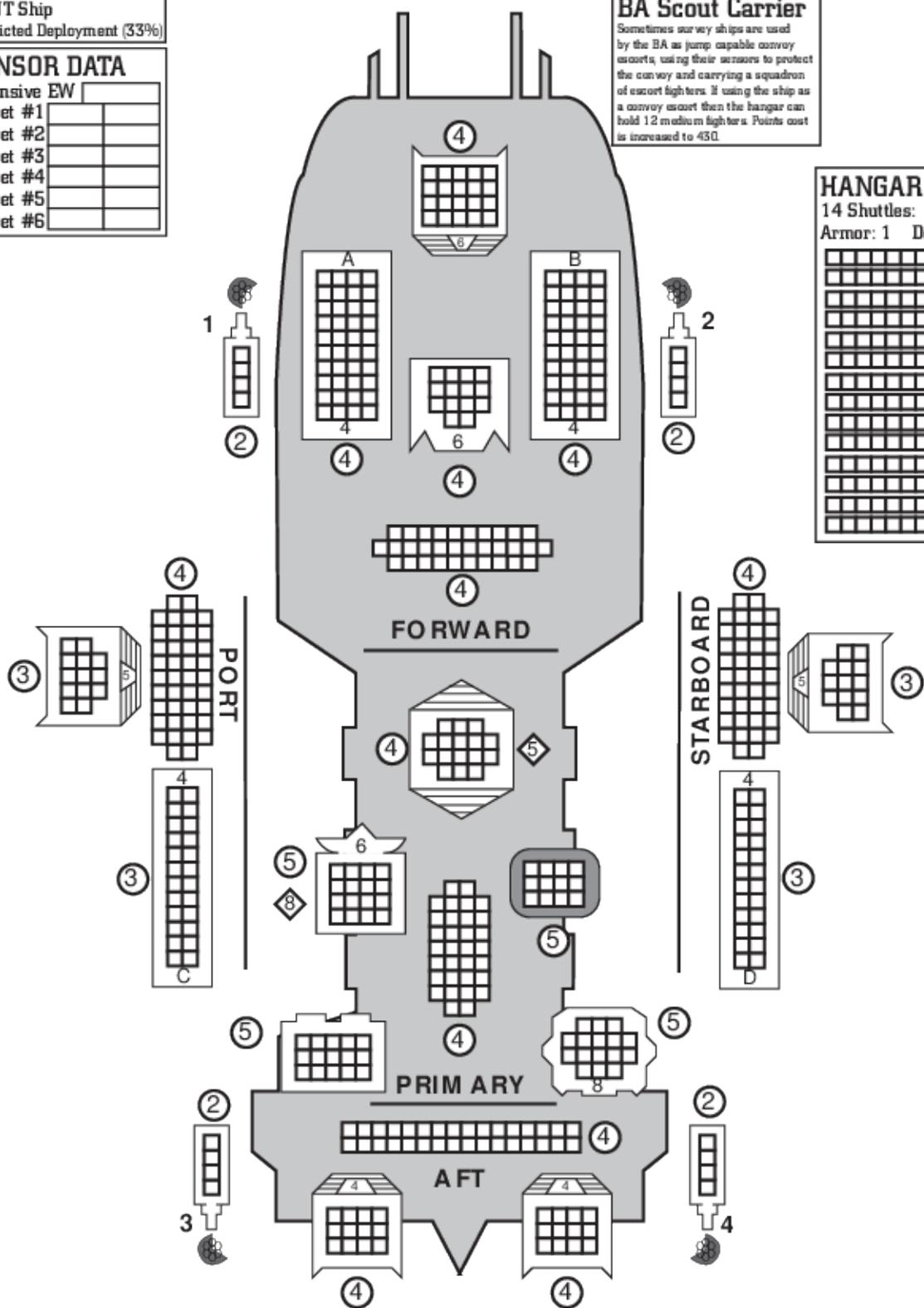
PRIMARY HITS
1-7: Primary Struct
8-9: Jump Engine
10-12: Sensors
13-15: Engine
16-18: Reactor
19-20: C & C

SPECIAL NOTES	
ELINT Ship	
Restricted Deployment (33%)	

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

BA Scout Carrier
 Sometimes survey ships are used by the BA as jump capable convoy escorts, using their sensors to protect the convoy and carrying a squadron of escort fighters. If using the ship as a convoy escort then the hangar can hold 12 medium fighters. Points cost is increased to 430.

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



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



Brakiri Hakara Courier

SPECS

Class: Medium Ship
 In Service: 2207
 Point Value: 125
 Ramming Factor: 60
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 Sth/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: -4

WEAPON DATA

Gravitic Bolt
 Class: Gravitic
 Mode: Standard
 Damage: 9
 2 extra power: 12 damage
 4 extra power: 15 damage
 Range Penalty: -1 per hex
 Fire Control: +2/+2/+4
 Intercept Rating: -1
 Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
 5-10: Cargo
 11-17: Structure
 18-20: PRIMARY Ha

AFT HITS

1-6: Main Thrust
 7-10: Cargo
 11-17: Structure
 18-20: PRIMARY Ha

PRIMARY HITS

1-8: Port/Sth Thrust
 9: Gravitic Bolt
 10-11: Sensors
 12-14: Engine
 15: Hangar
 16-18: Reactor
 19-20: C & C

SPECIAL NOTES

Gravitic Drive System

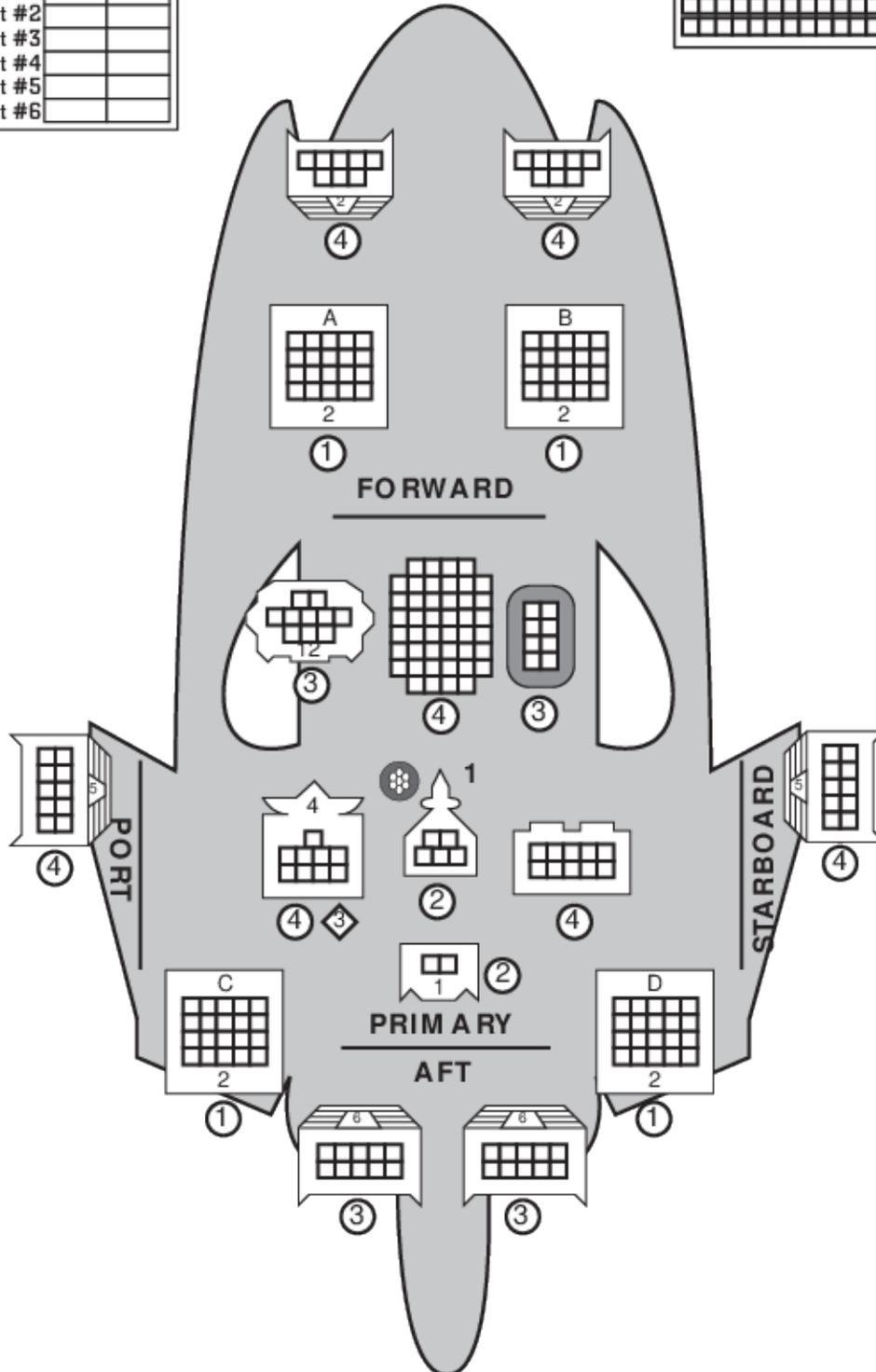
SENSOR DATA

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

HANGAR

0 Fighters
 2 Cargo Shuttles: Thr: 2
 Armor: 0 Def: 12/12

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Gravitic Bolt



Shokan Areko Light Cruiser



SPECS

Class: Hvy Combat Vsl
 In Service: 2237
 Point Value: 475
 Ramming Factor: 140
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 15
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Bonus: +6

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

Medium Bolter

Class: Particle
 Modes: Standard
 Damage: 18
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/+1
 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

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

SIDE HITS
 1-4: Port/Stb Thrust
 5: Standard Particle Beam
 6-7: Hvy Plasma Cannon
 8-9: Med Bolter
 10-11: Engine
 12-18: Port/Stb Struct
 19-20: PRIMARY Hit

SPECIAL NOTES
 Hybrid Drive
 Atmospheric Capable
 Special Hull Arrangement
 (No Fwd/Aft Hits)

PRIMARY HITS
 1-7: Primary Struct
 8-9: Cargo
 10-11: Fwd/Aft Thrust
 12: Standard Particle Beam
 13-15: Sensors
 16-17: Hangar
 18-19: Reactor
 20: C & C

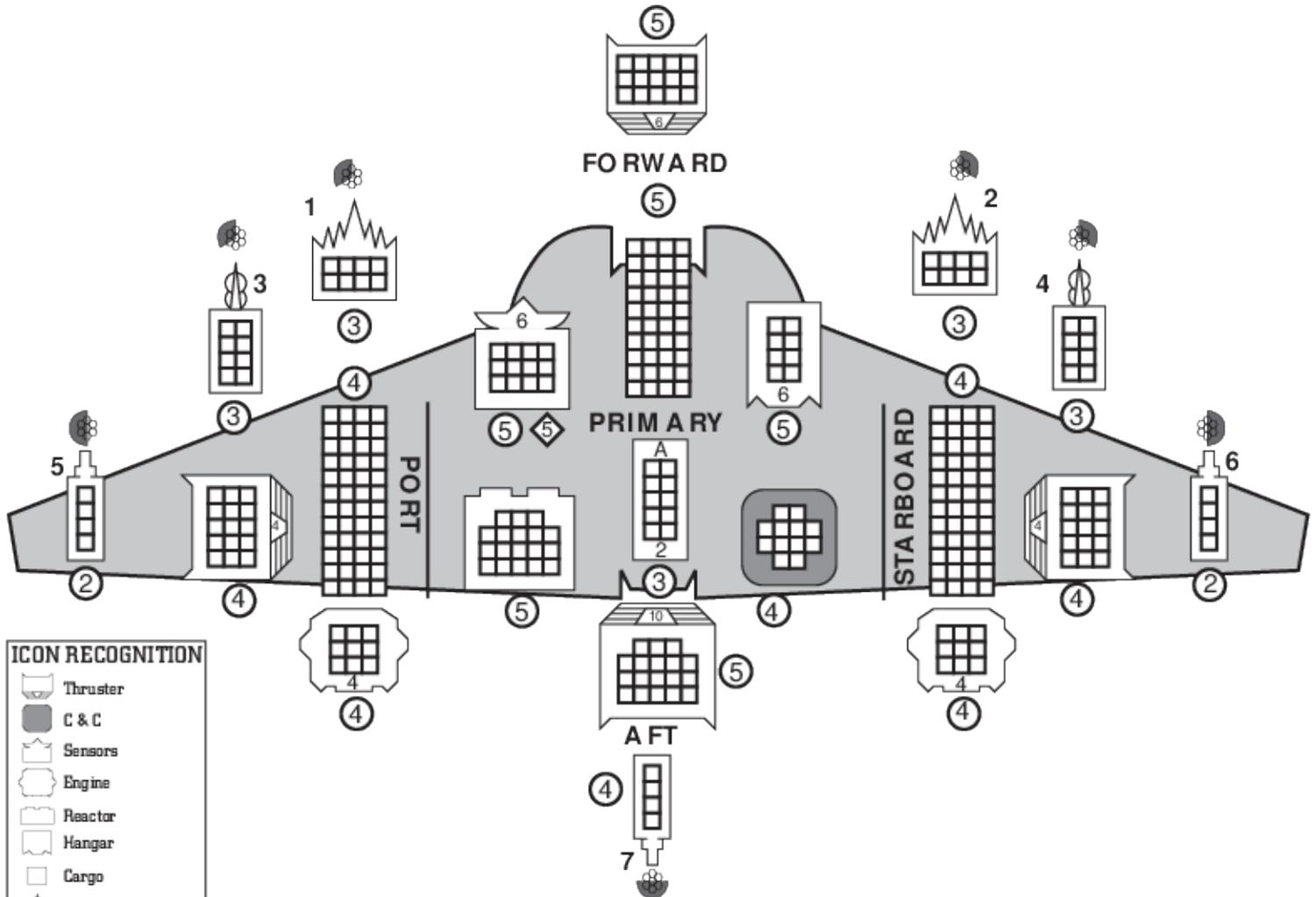
SENSOR DATA

Defensive EW

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

HANGAR

6 Fighters
 2 Shuttles: Thrust: 3
 Armor: 0 Defense: 8/8



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Medium Bolter
- Hvy Plasma Cannon
- Std Particle Beam



Shokan Rava Privateer

SPECS

Class: Medium Ship
 In Service: 2236
 Point Value: 325
 Ramming Factor: 50
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +6

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	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Medium Bolter
 Class: Particle
 Mode: Standard
 Damage: 18
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turn

Standard Particle Beam

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

FORWARD HITS

1-4: Retro Thrust
 5-8: Medium Bolter
 9-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7-8: Std Particle Beam
 9-11: Engine
 12-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
 9: Std Particle Beam
 10-11: Sensors
 12-14: Cargo
 15: Hangar
 16-18: Reactor
 19-20: C & C

SPECIAL NOTES

Hybrid Drive System

SENSOR DATA

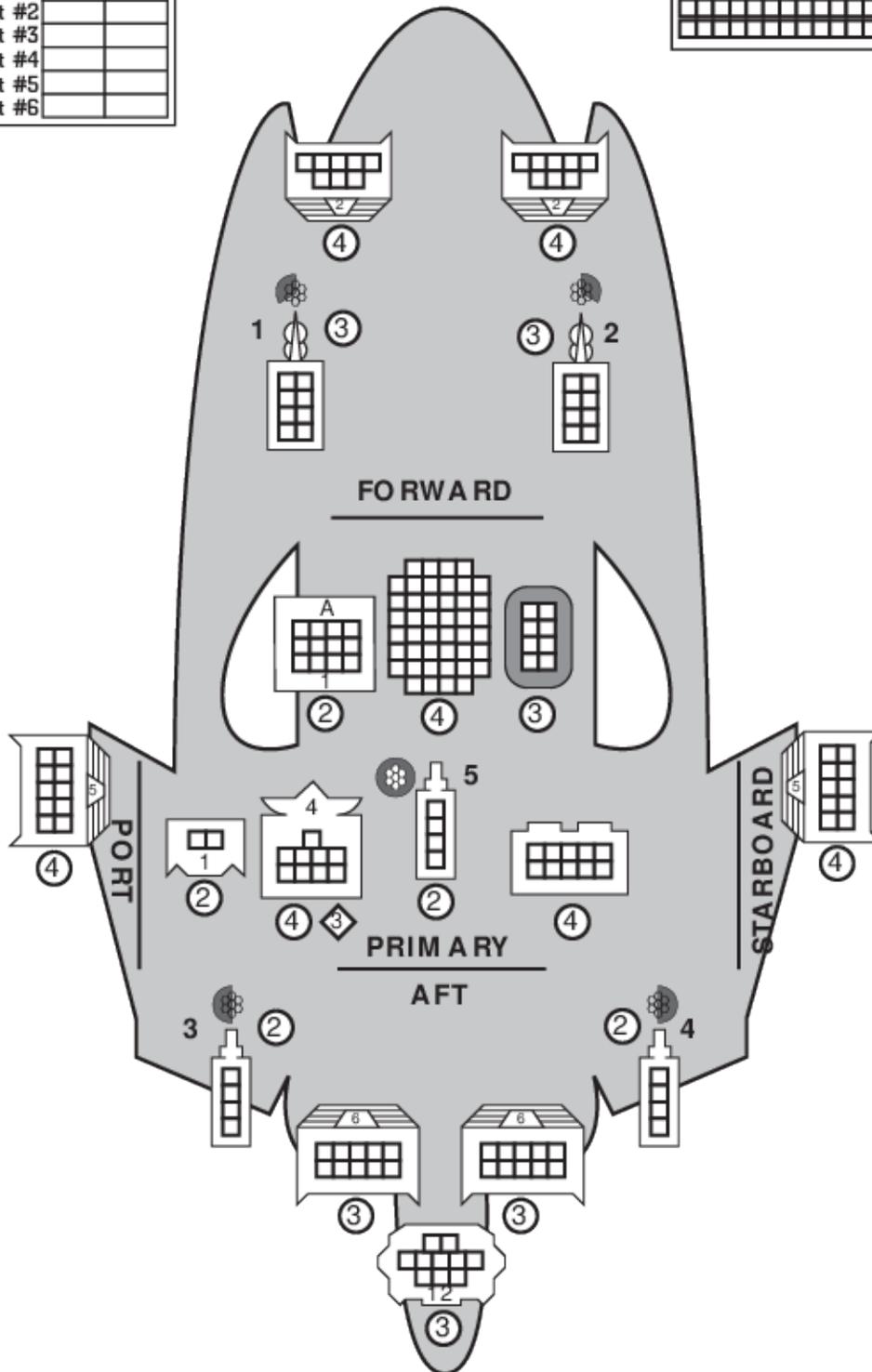
Defensive EW

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

HANGAR

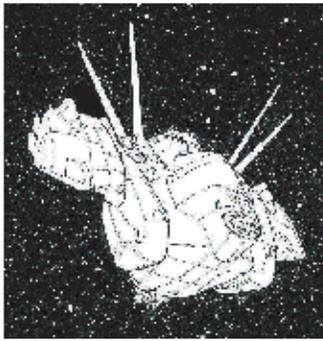
0 Fighters
 2 Cargo Shuttles: Thr: 2
 Armor: 0 Def: 12/12

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--



ICON RECOGNITION

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



Version 1: 2E/RP2

Name: _____ Counter: _____



Brakiri Transport

SPECS

Class: Capital Ship
 In Service: 2199
 Point Value: 230
 Ramming Factor: 230
 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: 15
 Stb/Port Defense: 13
 Engine Efficiency: 4/1
 Extra Power: +0
 Initiative Bonus: -6

WEAPON DATA

Gravitic Bolt
 Class: Gravitic
 Mode: Standard
 Damage: 9
 2 extra power: 12 damage
 4 extra power: 15 damage
 Range Penalty: -1 per hex
 Fire Control: +2/+2/+4
 Intercept Rating: -1
 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: Gravitic Bolt
 5-18: Forward Struct
 19-20: PRIMARY Hit

SIDE HITS

1-3: Retro Thrust
 4-7: Port/Stb Thrust
 8-9: Main Thrust
 10-13: Cargo
 14-18: Port/Stb Struct
 19-20: PRIMARY Hit

AFT HITS

1-4: Gravitic Bolt
 5-8: Cargo
 9-18: Aft Struct
 19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Atmospheric Capable
 Gravitic Drive System

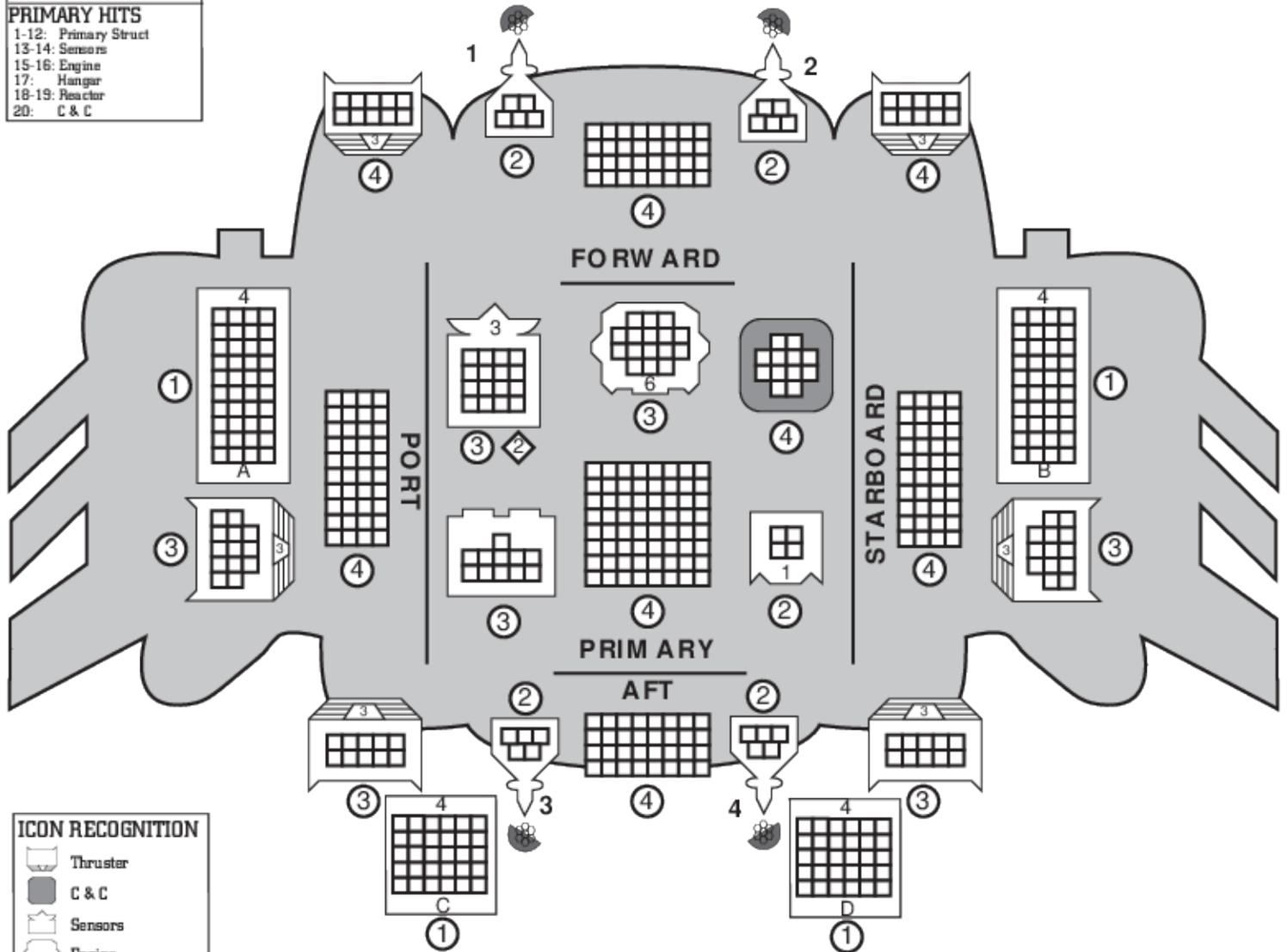
SENSOR DATA

Defensive EW

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

HANGAR

0 Fighters
 4 Cargo Shuttles: Thr: 2
 Armor: 0 Def: 12/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Gravitic Bolt



Cascor Calacca Freighter

SPECS

Class: Hvy Combat Vsl
 In Service: 2225
 Point Value: 150
 Ramming Factor: 150
 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: 14
 Stb/Port Defense: 16
 Engine Efficiency: 9/1
 Extra Power: 0
 Initiative Penalty: -4

WEAPON DATA

Dual Ion Bolter

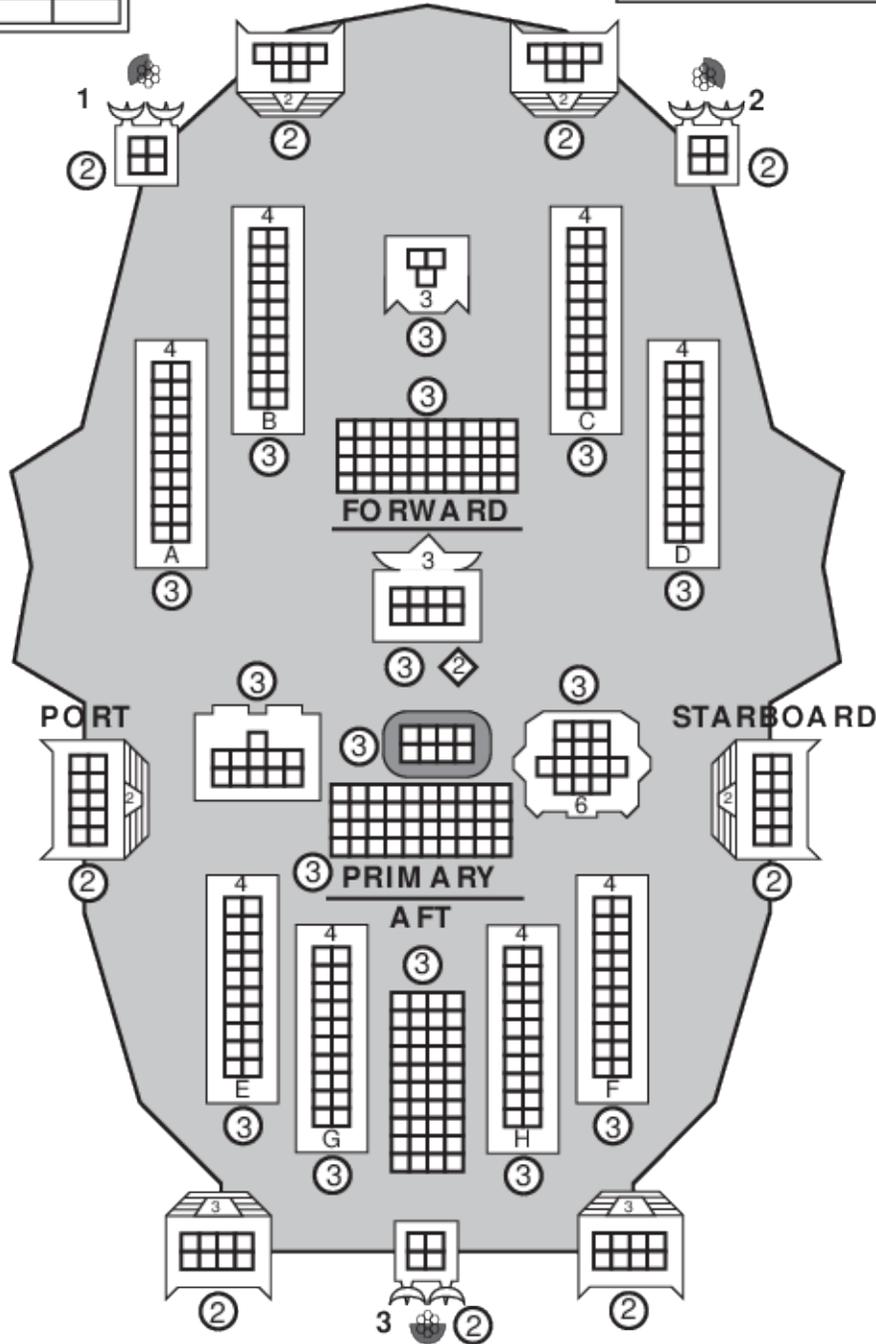
Class: Ion
 Modes: Standard
 Damage: 8
 Range Penalty: -1 per hex
 Fire Control: +2/+2/+2
 Intercept Rating: -2
 Rate of Fire: 2 per turn

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

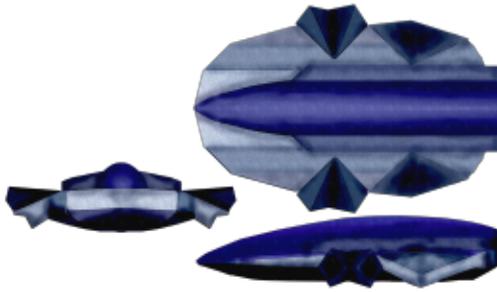
FORWARD HITS
1-4: Retro Thrust
5-6: Dual Ion Bolter
7-8: Hangar
9-12: Cargo A-D
13-18: Forward Struct
19-20: PRIMARY Ha
AFT HITS
1-4: Main Thrust
5-6: Dual Ion Bolter
7-11: Cargo E-H
12-18: Aft Struct
19-20: PRIMARY Ha
PRIMARY HITS
1-6: Primary Struct
7-12: Port/Stb Thrust
13-14: Sensors
15-16: Engine
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
3 Cargo Shuttles: Thrust: 3
Armor: 0 Defense: 12/12



	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Dual Ion Bolter



Cascor Caracti Q-ship

SPECS

Class: Hvy Combat Vsl
 In Service: 2229
 Point Value: 340
 Ramming Factor: 120
 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: 14
 Stb/Port Defense: 16
 Engine Efficiency: 8/1
 Extra Power: 0
 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

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

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

1-4: Retro Thrust
 5-6: Dual Ion Bolter
 7-8: Hangar
 9-10: Ion Cannon
 11-18: Forward Struct
 19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
 5-6: Dual Ion Bolter
 7-8: Ion Cannon
 9-10: Hangar
 11-18: Aft Struct
 19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
 7-12: Port/Stb Thrust
 13-14: Sensors
 15-16: Engine
 18-19: Reactor
 20: C & C

SENSOR DATA

Defensive EW

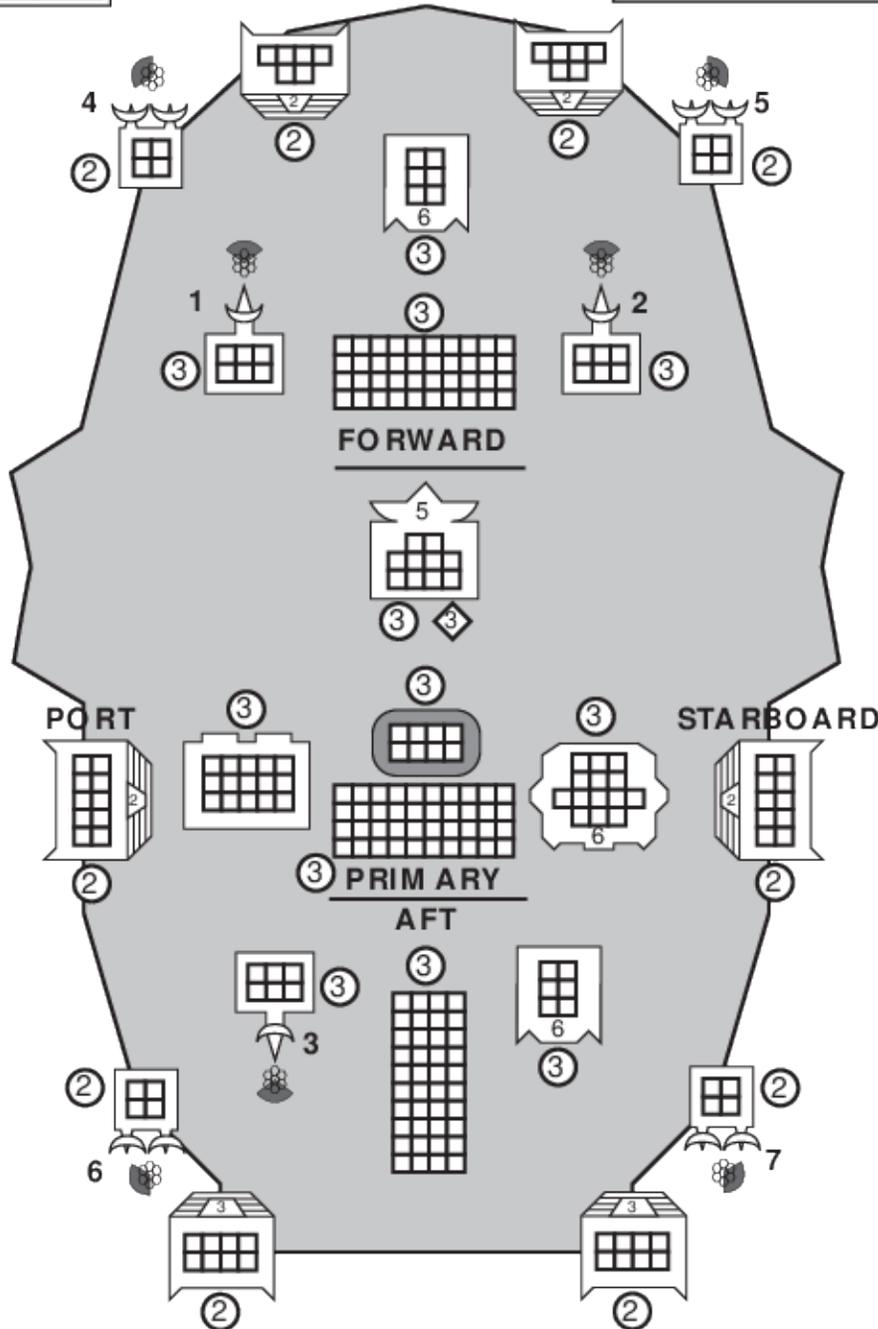
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

AFT HANGAR

12 Ultralight Fighters

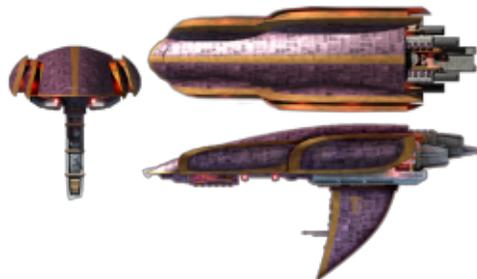
FORWARD HANGAR

6 Ultralight Fighters
 3 Shuttles: Thrust: 6
 Armor: 0 Defense: 9/10



ICON RECOGNITION

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



Centauri Civilian Freighter

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 x Speed	Fwd/Aft Defense: 12
In Service: 2175	Turn Delay: 1 x Speed	Stb/Port Defense: 14
Point Value: 125	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 70	Pivot Cost: N/A	Extra Power: 0
Jump Delay: N/A	Roll Cost: N/A	Initiative Penalty: -4

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

WEAPON DATA	
Twin Array	②
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	

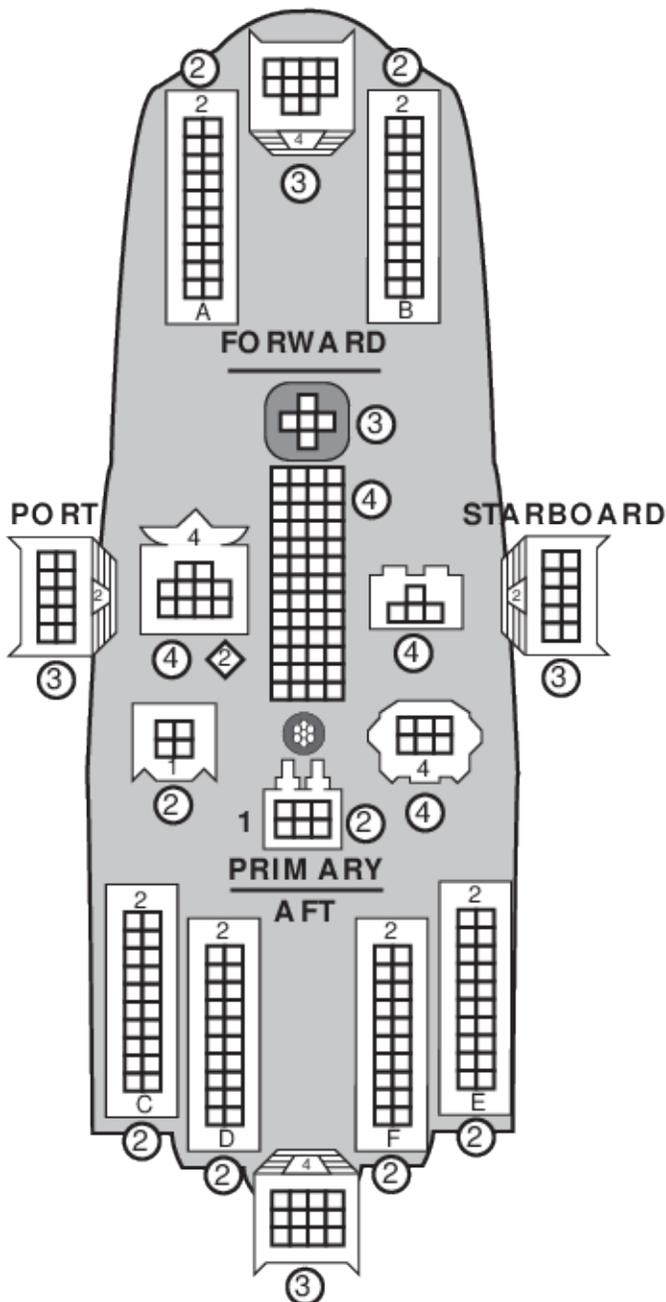
FORWARD HITS	
1-5: Retro Thrust	
6-8: Cargo A	
9-11: Cargo B	
12-17: Structure	
18-20: PRIMARY Hit	

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

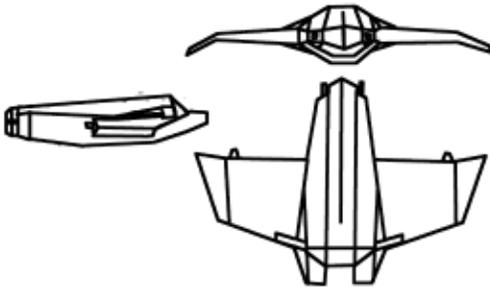
PRIMARY HITS	
1-7: Port/Stb Thrust	
8-9: Twin Array	
10-12: Sensors	
13-15: Engine	
16-17: Hangar	
18-19: Reactor	
20: C & C	

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

HANGAR	
0 Fighters	
4 Cargo Shuttles:	
No Weapons Thrust: 4	
Armor: 0 Def: 12/14	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Twin Array



Centauri Javelin Fast Courier

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2201	Turn Delay: 2/3 Speed	Stb/Port Defense: 13
Point Value: 275	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 50	Pivot Cost: 2 Thrust	Extra Power: +2
Jump Delay: N/A	Roll Cost: 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 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
Twin Array	2
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
1-6: Retro Thrust
7-11: Twin Array
12-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-8: Twin Array
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-6: Port/Stb Thrust
7-9: Cargo
10-11: Quarters
12-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

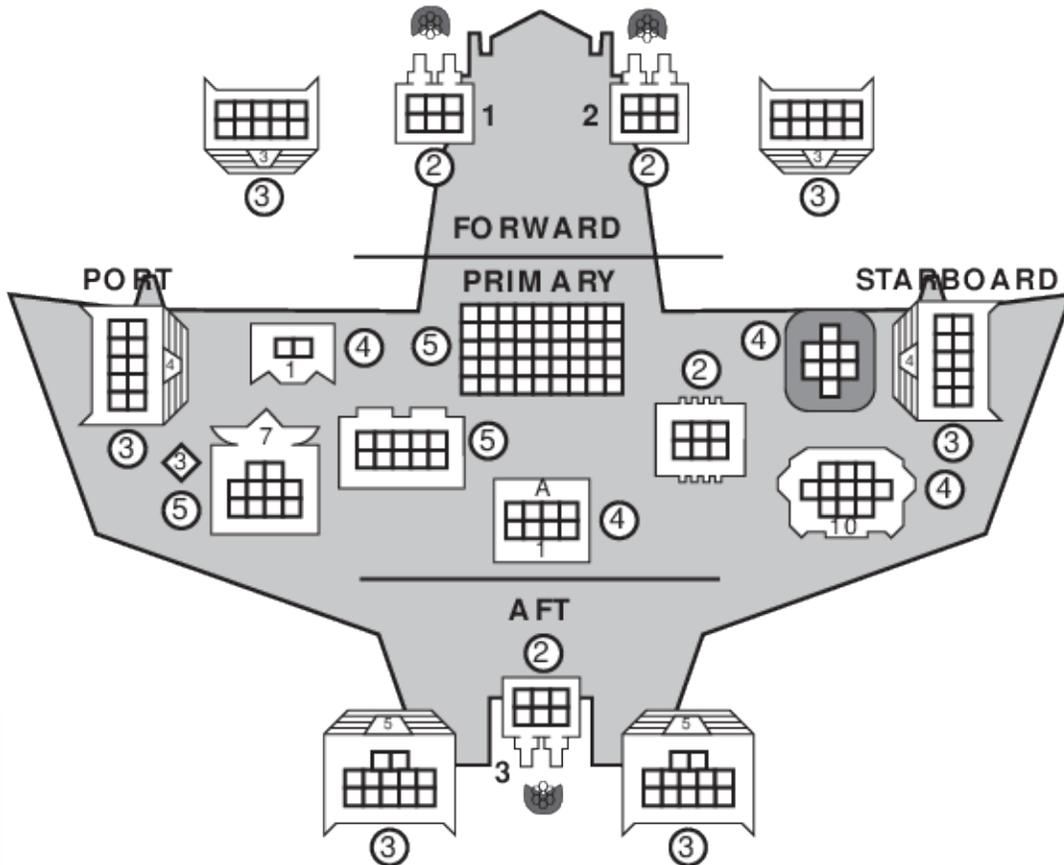
SPECIAL NOTES
 Agile Ship
 Atmospheric Capable

SENSOR DATA

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

HANGAR

0 Fighters
 2 Shuttles: Thrust: 4
 Armor: 0 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Quarters
- Twin Array



Centauri Light Transport (4)

SPECS

Class: Lt Combat Vsl
 In Svc: 2 125
 Point Value: 30/70
 Ramming Factor: 20
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
 Stb/Port Defense: 11
 Engine Efficiency: 1/1
 Extra Power: +0
 Initiative Bonus: +0

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

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 



HIT LOCATIONS

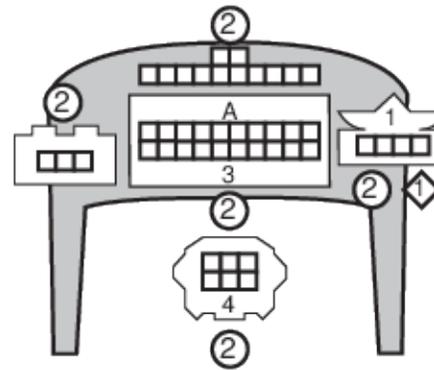
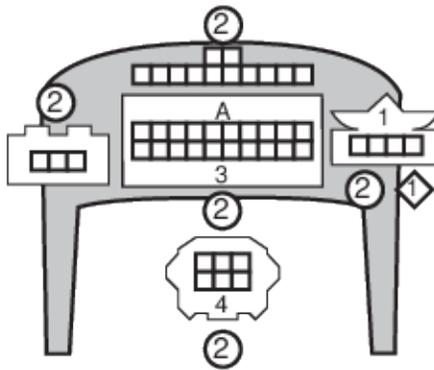
- 1-7: Structure
- 8-15: Cargo
- 16-17: Drive
- 18-19: Reactor
- 20: Control

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

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

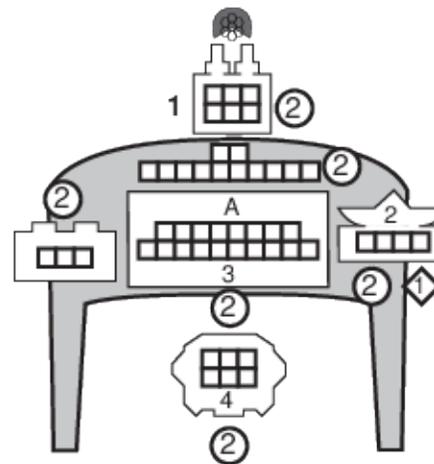
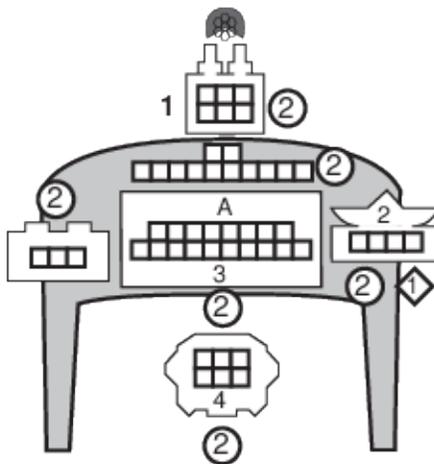


SENSOR DATA

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

HIT LOCATIONS

- 1-7: Structure
- 8-9: Twin Array
- 10-15: Cargo
- 16-17: Drive
- 18-19: Reactor
- 20: Control



SENSOR DATA

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

SENSOR DATA

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

ICON RECOGNITION

-  Control
-  Drive
-  Reactor
-  Cargo
-  Twin Array



Centauri Privateer Alzara DD

SPECS

Class: Hvy Combat Vsl
In Service: 2167
Point Value: 440
Ramming Factor: 200
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: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

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

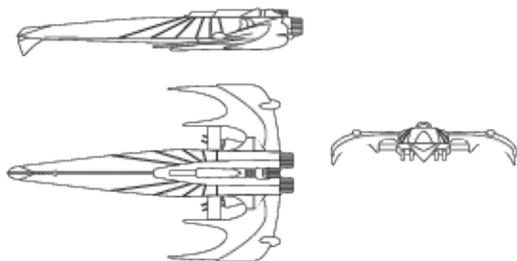
WEAPON DATA

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

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

HANGAR

6 Medium Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/10



FORWARD HITS

1-3: Retro Thrust
4-6: Matter Cannon
7-8: Twin Array
9: Cargo

AFT HITS

1-5: Main Thrust
6-8: Twin Array
9-18: Aft Struct
19-20: PRIMARY Ha

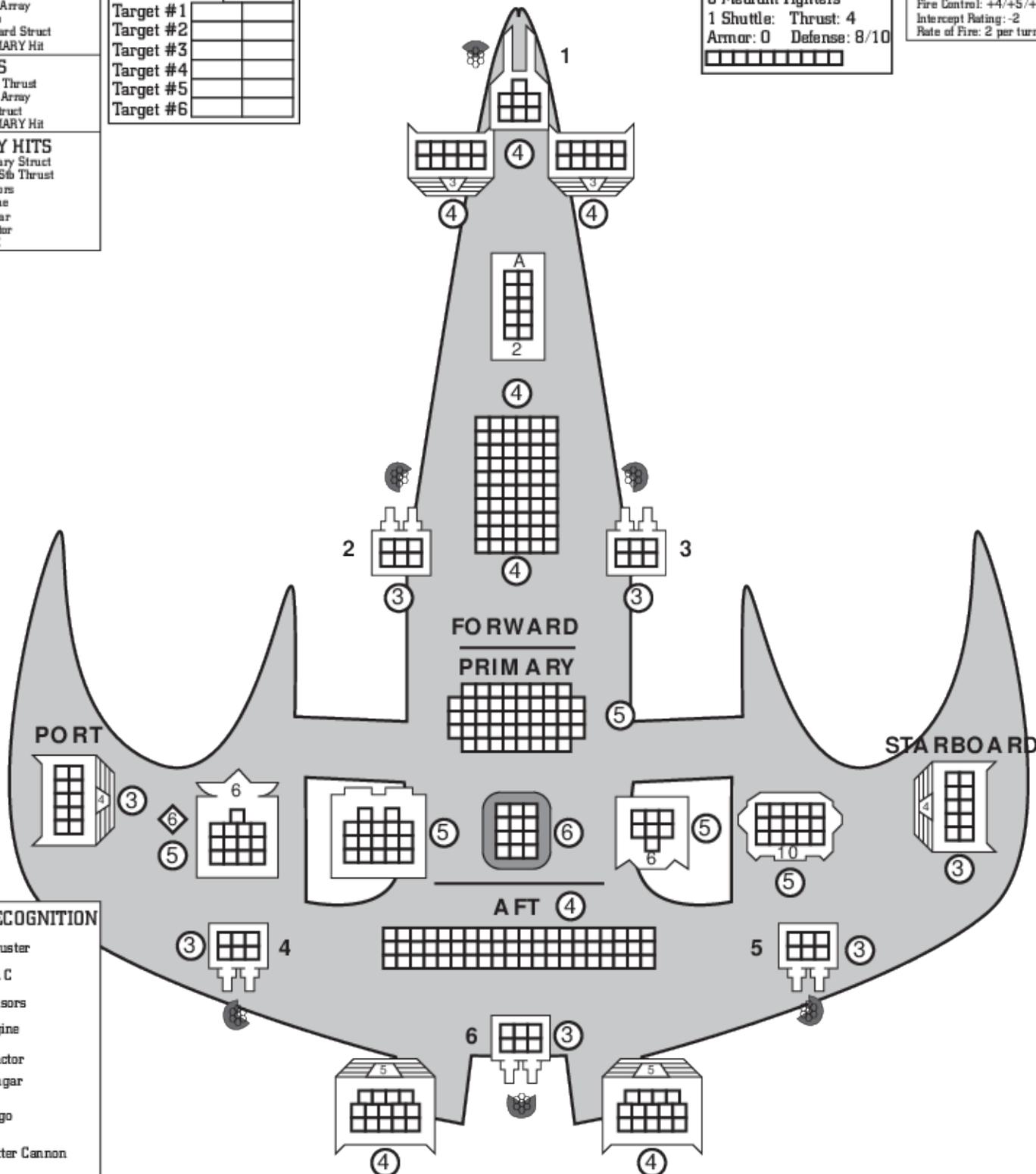
PRIMARY HITS

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		



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Matter Cannon
- Twin Array



Centauri Privateer Mogortha FF

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 12
In Service: 2198	Turn Delay: 1/3 Speed	Stb/Port Defense: 12
Point Value: 380	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 60	Pivot Cost: 2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2 Thrust	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	1	2	2	2	3	3	3	4	4	4

WEAPON DATA

Plasma Accelerator
Class: Plasma
Modes: Standard
Damage: 4d10+12 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated RDF for less damage, as shown below:
1 per turn: 1d10+4 -1/hex
1 per 2 turns: 2d10+8 -1/hex

Twin Array
Class: Particle
Modes: 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: 0 Defense: 8/10
■■■■■■■■■■

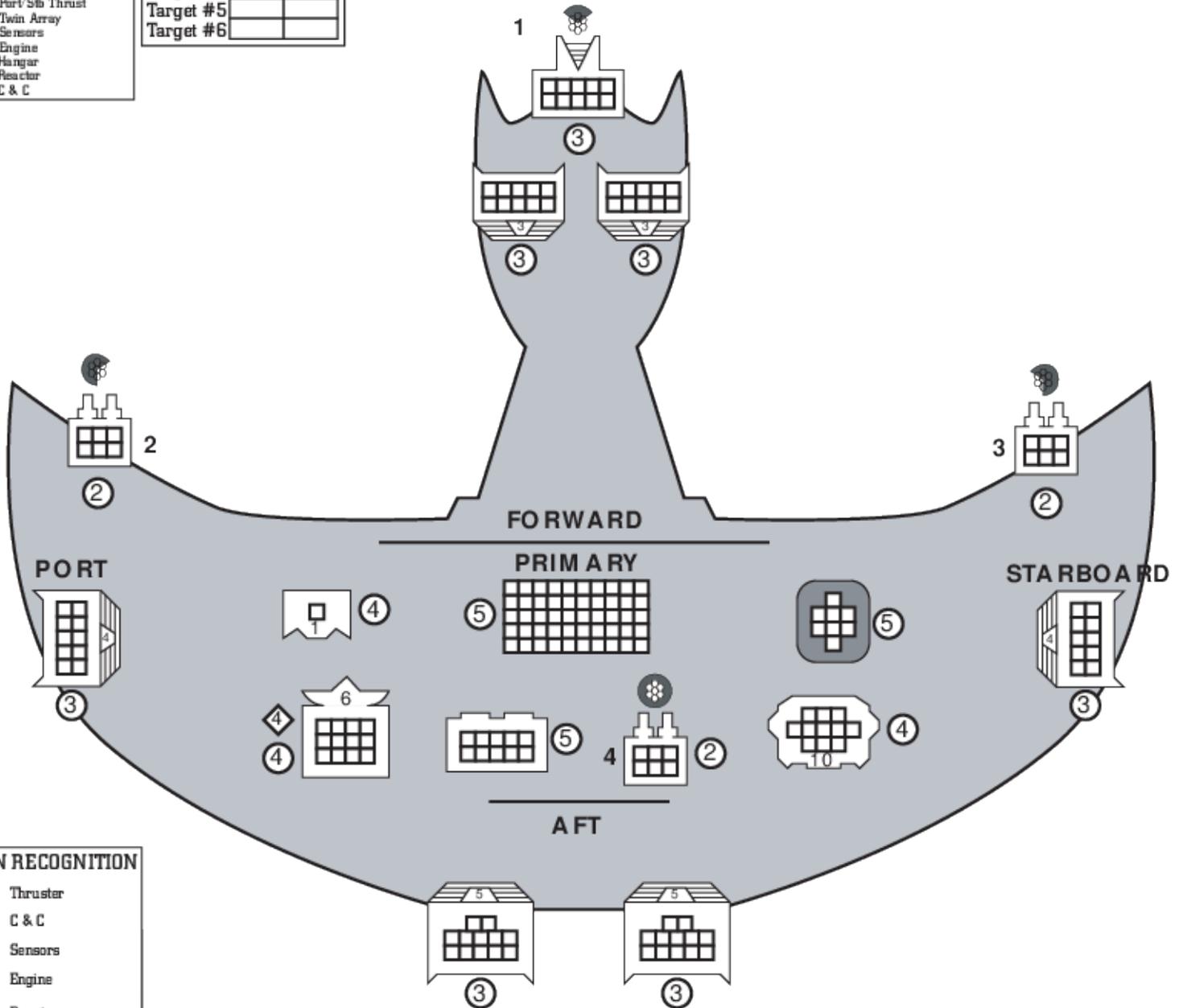
FORWARD HITS
1-3: Retro Thrust
4-7: Plasma Accelerator
8-10: Twin Array
11-17: Structure
18-20: PRIMARY Hit

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

PRIMARY HITS
1-7: Port/Stb Thrust
8-9: Twin Array
10-12: Sensors
13-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES
Agile Ship

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



	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Plasma Accelerator
	Twin Array



Civilian Passenger Liners (4)

SPECS

Class: Lt Combat Vsl
 In Svc: 2176/2204
 Point Value: 20/70
 Ramming Factor: 30
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
 Stb/Port Defense: 12
 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	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

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

HIT LOCATIONS

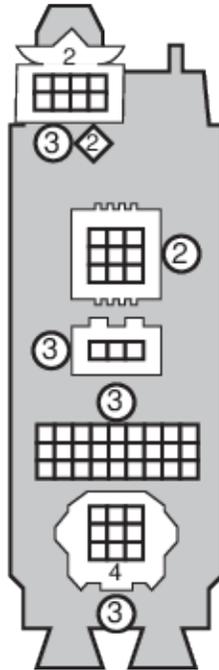
- 1-10: Structure
- 11-12: Lt Part Beam/Struct
- 13-14: Passengers
- 15-17: Drive
- 18-19: Reactor
- 19-20: Control

SPECIAL NOTES

Not Atmospheric Capable

SENSOR DATA

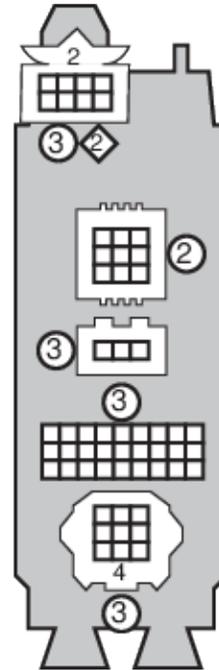
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



Unarmed model
 ISD: 2176 PV: 20

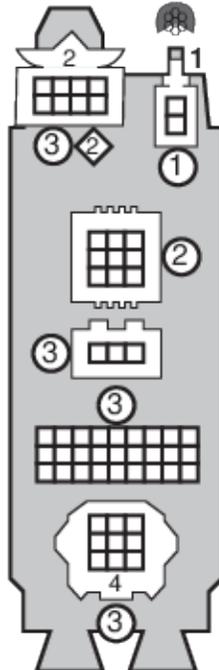
SENSOR DATA

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



SENSOR DATA

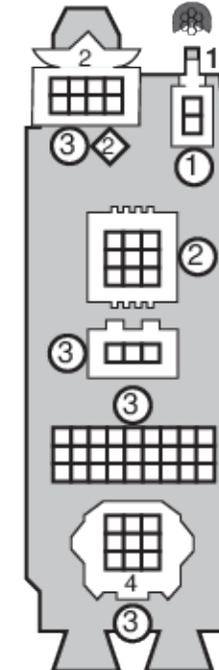
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



Armed model
 ISD: 2204 PV: 70

SENSOR DATA

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



ICON RECOGNITION

- Control
- Drive
- Reactor
- Quarters
- Light Particle Beam



Civilian Skylark Transports (4)

SPECS

Class: Lt Combat Vsl
 In Svc: 2221
 Point Value: 80
 Ramming Factor: 30
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
 Stb/Port Defense: 11
 Engine Efficiency: 1/1
 Extra Power: +0
 Initiative Bonus: +2

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

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

HIT LOCATIONS

- 1-10: Structure
- 11-12: Lt Part Beam
- 13-14: Cargo
- 15-17: Drive
- 18-19: Reactor
- 19-20: Control

SPECIAL NOTES

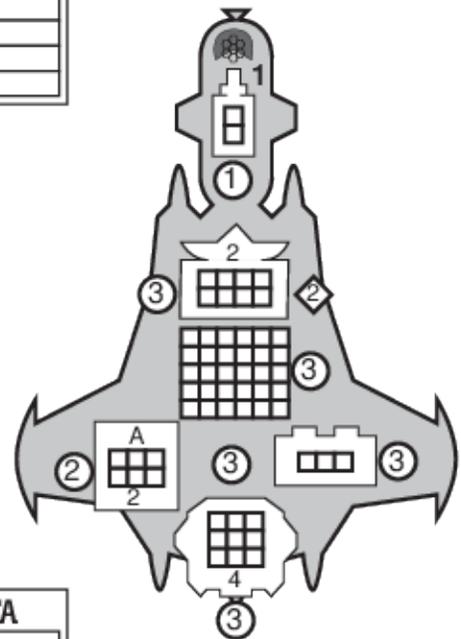
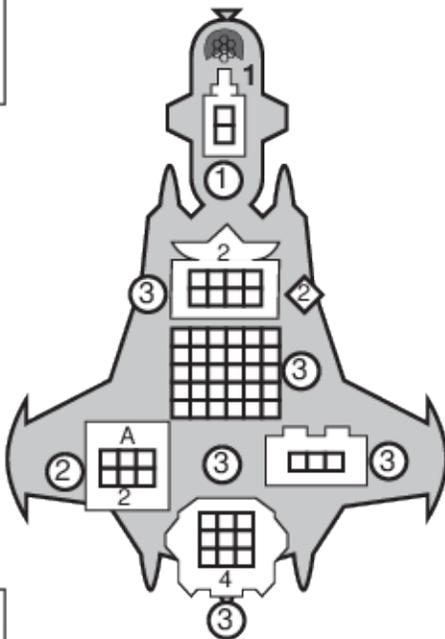
Atmospheric Capable

SENSOR DATA

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

SENSOR DATA

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

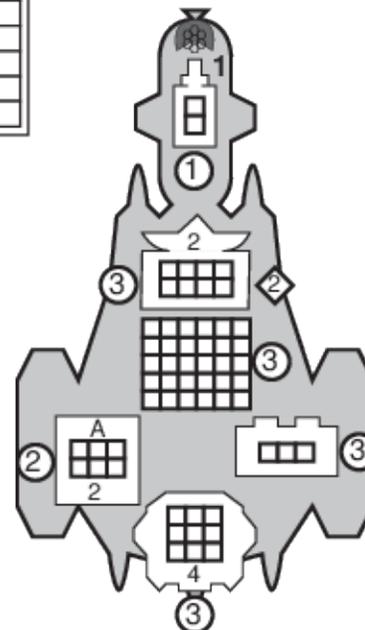
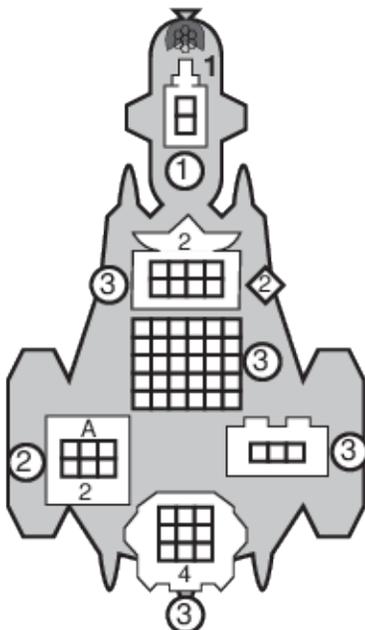


SENSOR DATA

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

SENSOR DATA

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



ICON RECOGNITION

- Control
- Drive
- Reactor
- Cargo
- Light Particle Beam



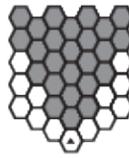
Deneth Defender Fighters

SPECS
 Class: Med. Fighters
 In Service: 2222
 Point Value: 30 each
 Ramming Factor: 16
 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: 10
 Offensive Bonus: +3
 Initiative Bonus: +18

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

--	--	--	--	--	--	--

Dropped Out
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
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
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
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
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
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
Ftr Destroyed

<input type="checkbox"/>						
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

Initiative	Speed	Thrust Used	Jinking	Notes
------------	-------	-------------	---------	-------

Flight #8



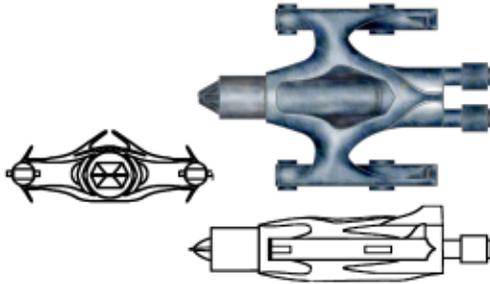
Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

--	--	--	--	--	--	--

Dropped Out
Ftr Destroyed

<input type="checkbox"/>						
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

Initiative	Speed	Thrust Used	Jinking	Notes
------------	-------	-------------	---------	-------



Deneth Deliverer Strike Carrier

SPECS

Class: Capital Ship
 In Service: 2226
 Point Value: 480
 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

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
 5-6: LCV Rail
 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: LCV Rail
 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

1-8: Primary Struct
 9: Cargo
 10-11: Jump Engine
 12-14: Sensors
 15-16: Engine
 17: Hangar
 18-19: Reactor
 20: C & C

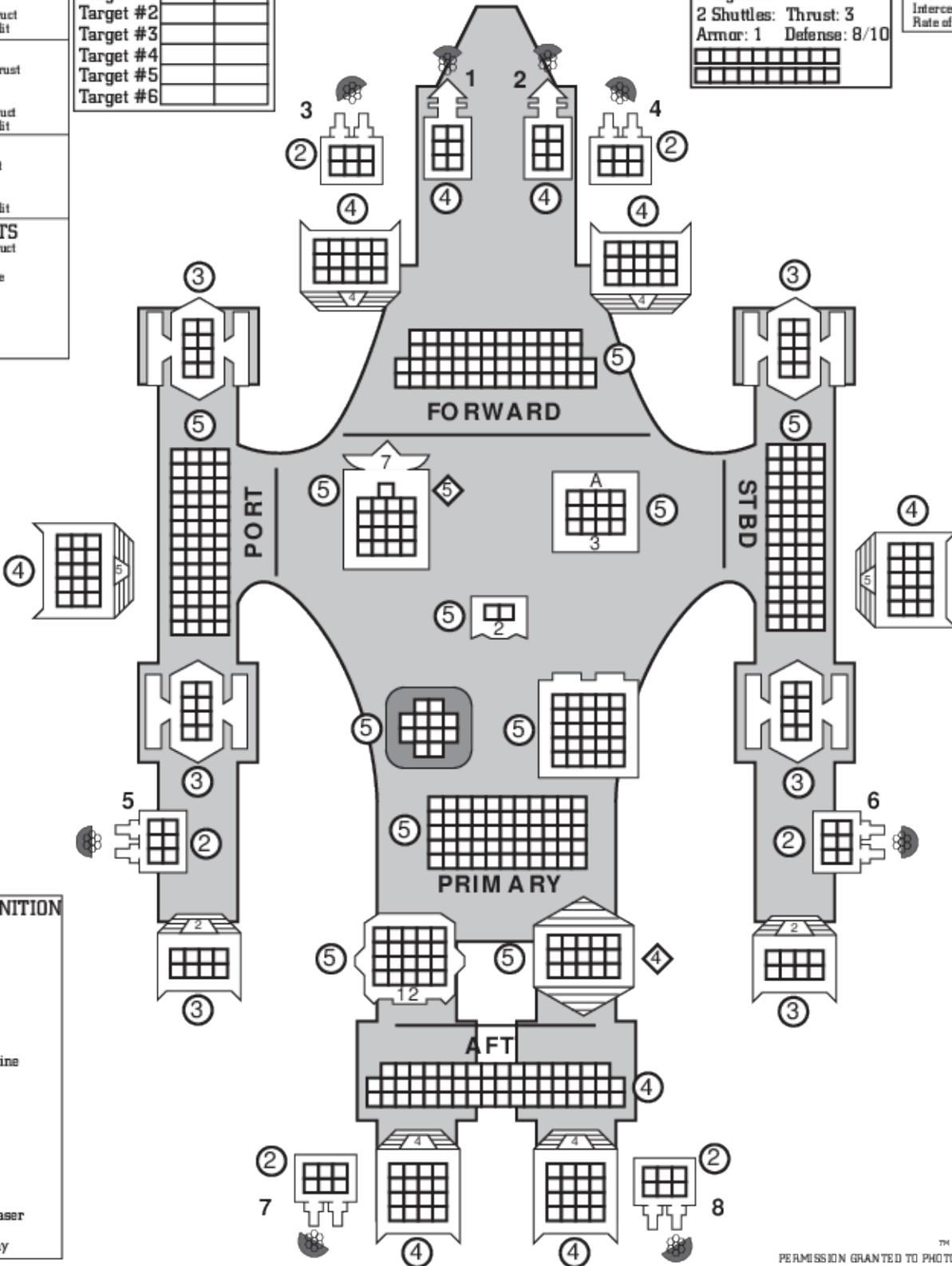
SENSOR DATA

Defensive EW

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

HANGAR

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- LCV Rail
- Assault Laser
- Twin Array

Version 1: 2E/ RP2

Name: _____ Counter: _____



Deneth Liberator Gunboats (4)

SPECS

Class: Lt Combat Vsl
 In Service: varies
 Point Value: varies
 Ramming Factor: 30
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
 Stb/Port Defense: 11
 Engine Efficiency: 1/1
 Extra Power: 0
 Initiative Bonus: +14

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

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

Particle Cannon
 Class: Particle
 Mode: 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

Med. Plasma Cannon
 Class: Plasma
 Mode: 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

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

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

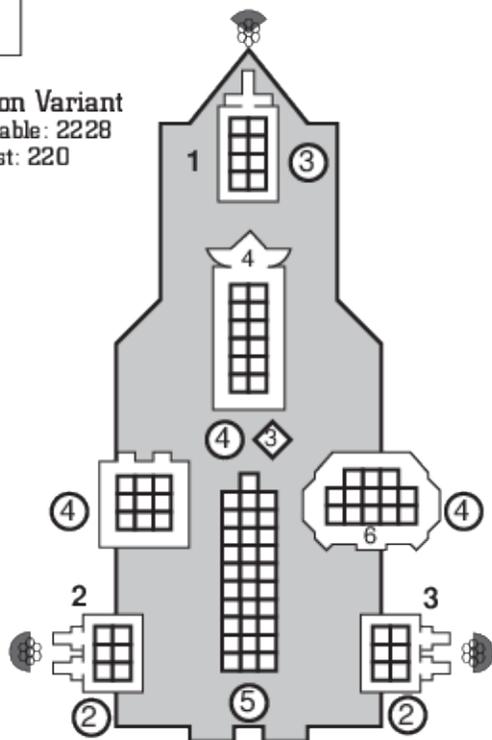
HIT LOCATION

- 1-11: Structure
- 12-13: Weapon 1
- 14-16: Weapon 2/3
- 17-18: Drive
- 19: Reactor
- 20: Control

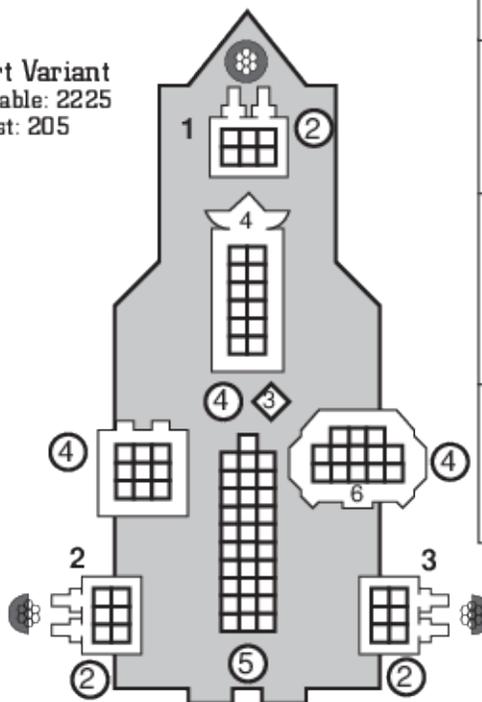
SPECIAL NOTES

Agile Ship

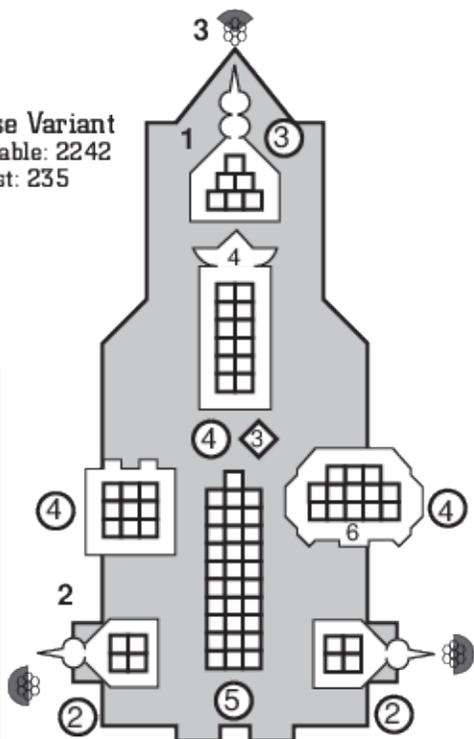
Cannon Variant
 Available: 2228
 Cost: 220



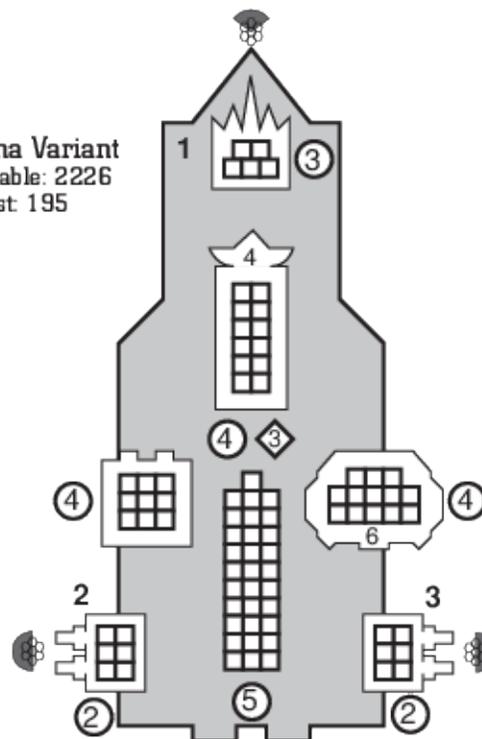
Escort Variant
 Available: 2225
 Cost: 205



Pulse Variant
 Available: 2242
 Cost: 235



Plasma Variant
 Available: 2226
 Cost: 195



ICON RECOGNITION

- Control
- Drive
- Reactor
- Md. Plasma Cannon
- Particle Cannon
- Med Pulse Cannon
- Light Pulse Cannon
- Twin Array



Deneth Protector Heavy Destroyer

SPECS

Class: Hvy Combat Vsl
 In Service: 2242
 Point Value: 520
 Ramming Factor: 140
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
 Turn Delay: 1/2 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: 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	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

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

WEAPON DATA

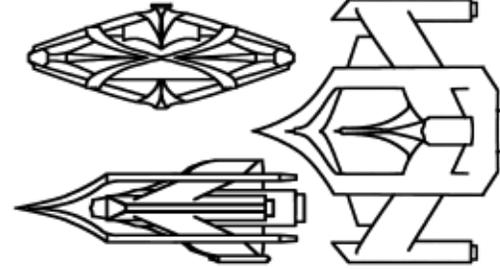
Medium Pulse Cannon
 Class: Particle
 Mode: Pulse
 Damage: 10 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns

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
 5-6: Assault Laser
 7-8: Twin Array
 9: Med Pulse Cannon
 10-18: Forward Struct
 19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
 8-9: Twin Array
 10-18: Aft Struct
 19-20: PRIMARY Hit

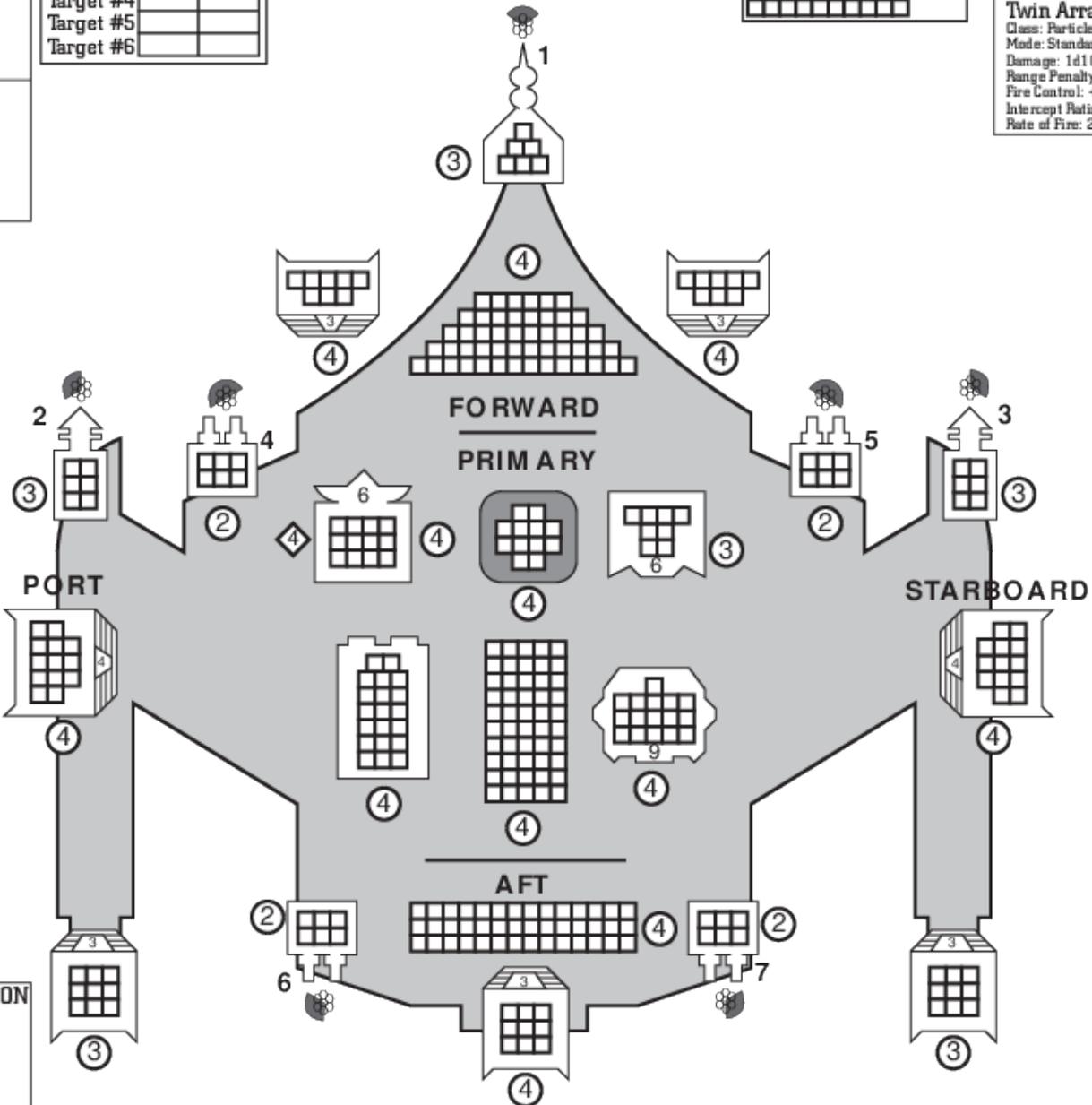
PRIMARY HITS

1-9: Primary Struct
 10-12: Port/Stb Thrust
 13-14: Sensors
 15-16: 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		



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Pulse Cannon
- Assault Laser
- Twin Array

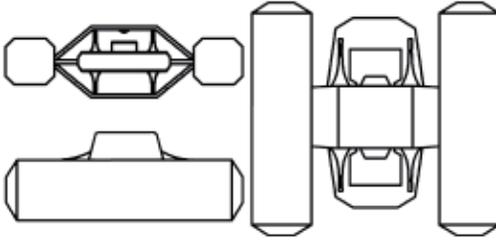


Deneth Provider Freighter

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 12
In Service: 2210	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 110	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 50	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: -4

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	

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



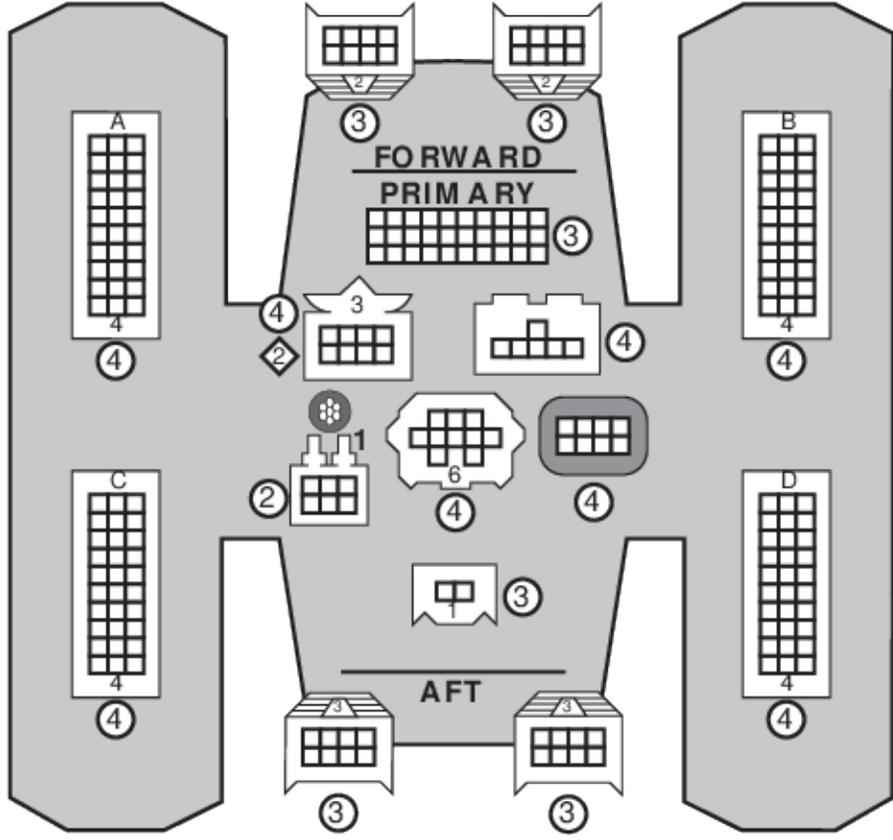
FORWARD HITS
1-5: Retro Thrust
6-10: Cargo A/B
11-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-10: Cargo C/D
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-8: Port/Stb Thrust
9-10: Twin Array
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	
2 Cargo Shuttles:	
No Weapons Thrust: 4	
Armor: 1 Defense: 10/12	



ICON RECOGNITION	
	Thrustor
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Twin Array



Deneth Sentry Frigate

SPECS

Class: Medium Ship
 In Service: 2224
 Point Value: 420
 Ramming Factor: 60
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
 Stb/Port Defense: 12
 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	4	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	4	4	4	4

WEAPON DATA

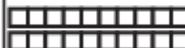
Assault Laser
 Class: Laser
 Modes: Raking
 Damage: 3d10+4
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+3/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

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



FORWARD HITS

1-5: Retro Thrust
 6-7: Assault Laser
 8-10: Twin Array
 11-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
 8-9: Twin Array
 10-17: Structure
 18-20: PRIMARY Hit

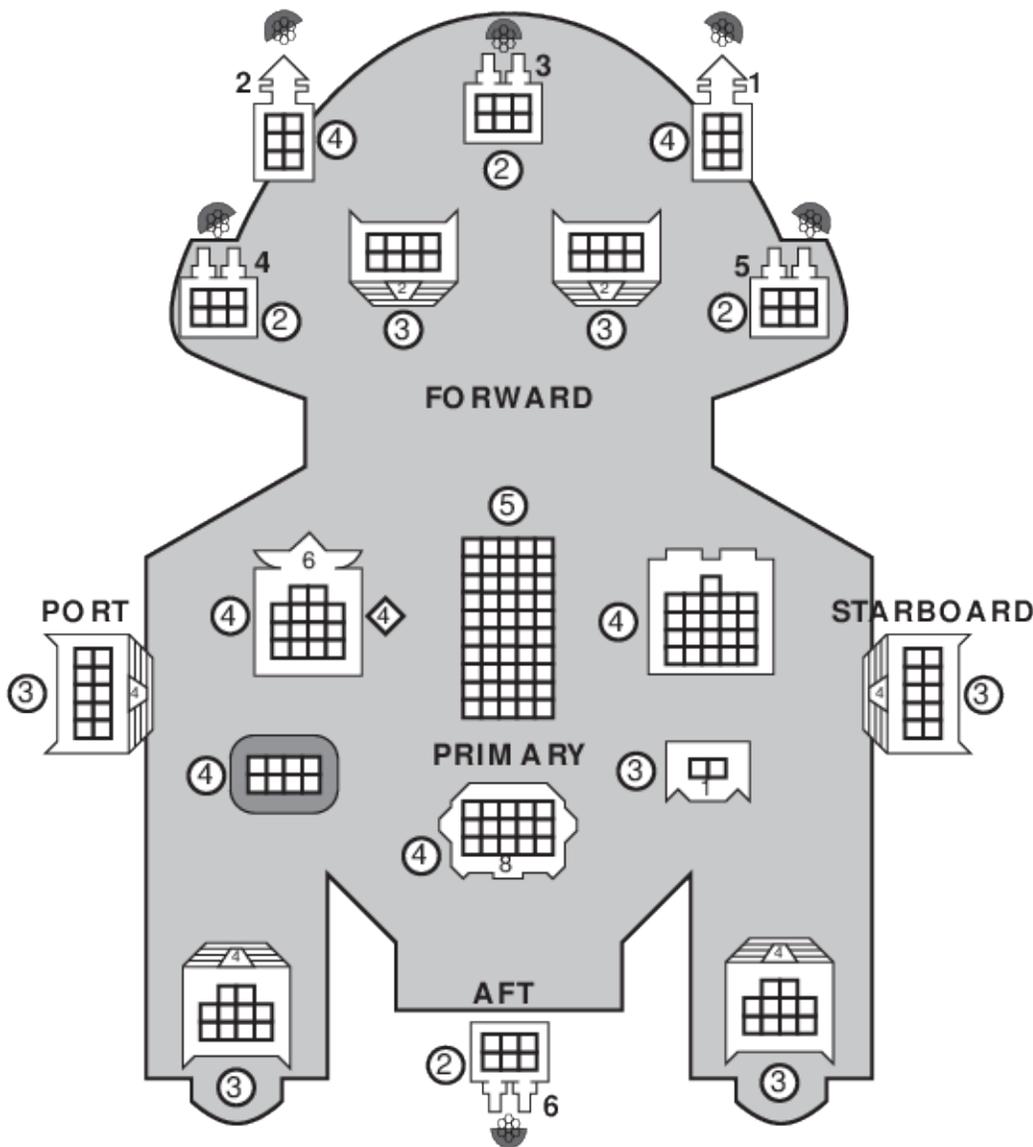
PRIMARY HITS

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

SENSOR DATA

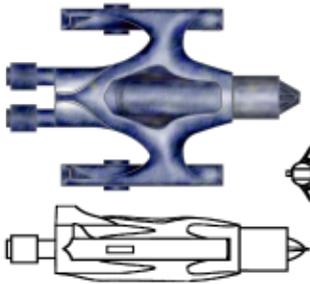
Defensive EW

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Assault Laser
- Twin Array



Deneth Vindicator Heavy Cruiser

SPECS

Class: Capital Ship
 In Service: 2243
 Point Value: 745
 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

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

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

1-8: Primary Struct
 9-10: Jump Engine
 11-13: Sensors
 14-15: Engine
 16-17: Hangar
 18-19: Reactor
 20: C & C

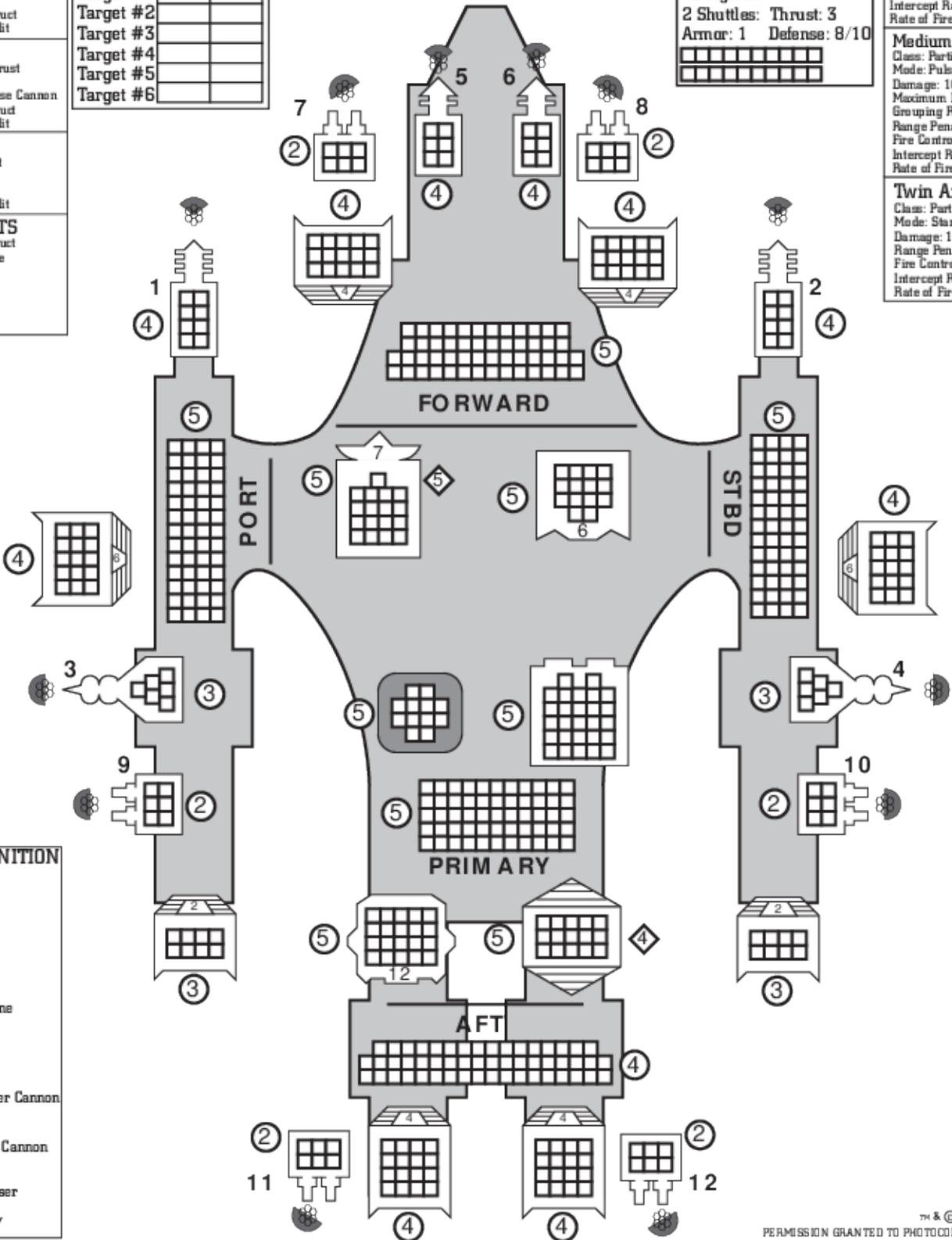
SENSOR DATA

Defensive EW

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

HANGAR

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Laser Cannon
- Med Pulse Cannon
- Assault Laser
- Twin Array



Deneth Ward OSATs (4)



SPECS

Class: OSAT
 In Service: 2228
 Point Value: 210 each
 Ramming Factor: 20
 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: 9
 Stb/Port Defense: 9
 Engine Efficiency: N/A
 Extra Power: 0
 Initiative Bonus: +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

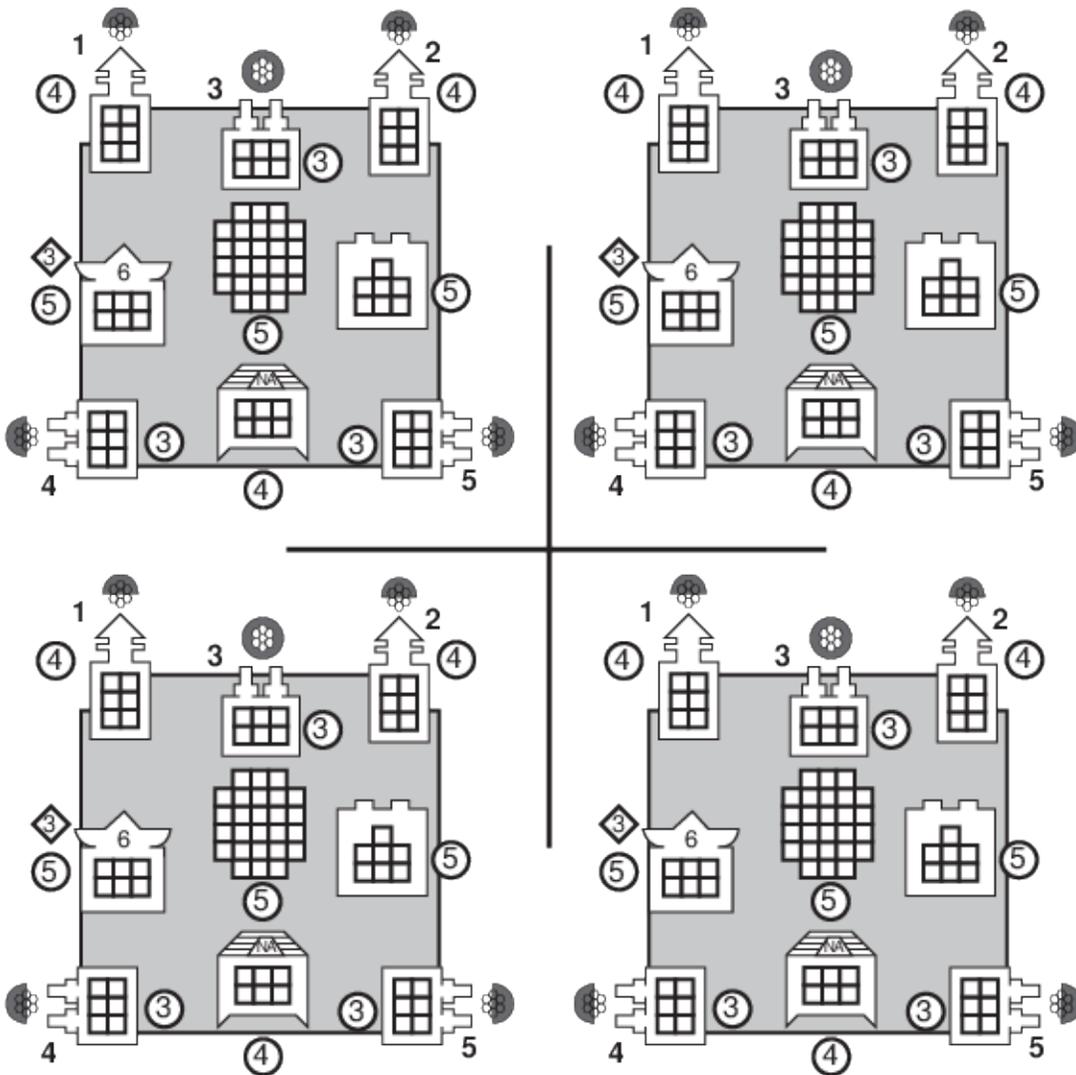
Twin Array
 Class: Particle
 Mode: Standard
 Damage: 1d10+4
 Range Penalty: -2 per hex
 Fire Control: +4/+5/+6
 Intercept Rating: -2
 Rate of Fire: 2 per turn

PRIMARY HITS

- 1-9: Primary Structure
- 10-11: Thruster
- 12-14: Assault Laser
- 15-16: Twin Array
- 17-18: Sensors
- 19-20: Reactor

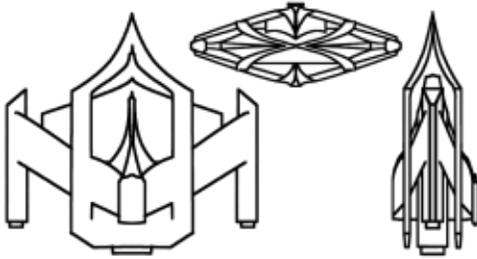
SENSOR DATA

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



ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Assault Laser
- Twin Array



Deneth Watcher Scout

SPECS

Class: Hvy Combat Vsl
In Service: 2242
Point Value: 500
Ramming Factor: 140
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 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: 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	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

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
5-7: Twin Array
8: Assault Laser
9-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Twin Array
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

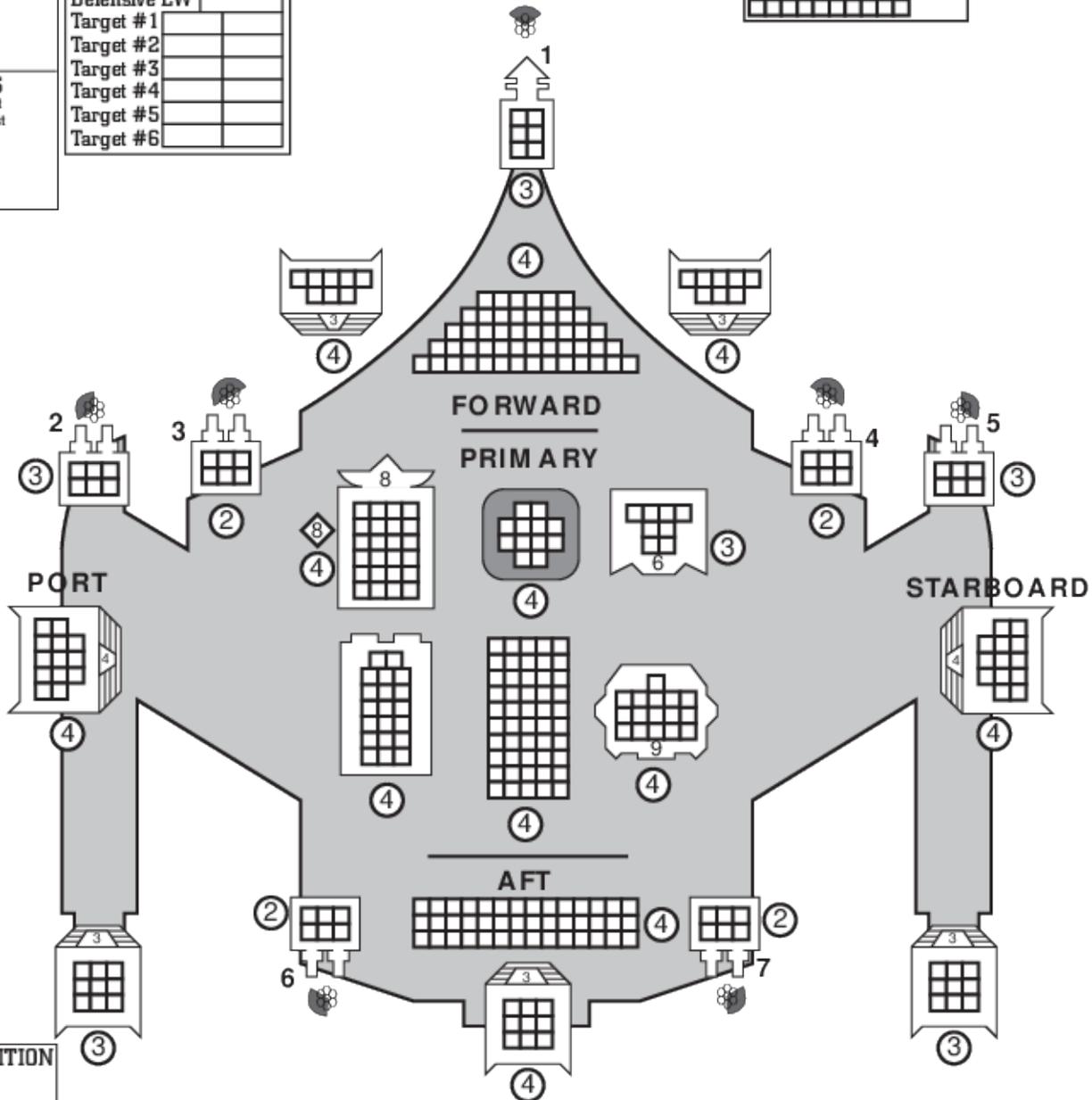
ELINT Ship
Restricted Deployment (33%)

SENSOR DATA

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

HANGAR

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Assault Laser
- Twin Array



Deneth Watchtower Base

SPECS

Class: Capital Base
 In Service: 2231
 Point Value: 925
 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

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

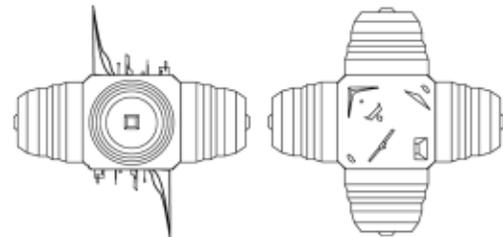
Twin Array
 Class: Particle
 Mode: Standard
 Damage: 1d10+4
 Range Penalty: -2 per hex
 Fire Control: +4/+5/+6
 Intercept Rating: -2
 Rate of Fire: 2 per turn

HANGAR

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

SECTION HANGARS

6 Fighters



SECTION HITS

1-4: Twin Array
 5-8: Assault Laser
 9: Hangar
 10: LCV Rail
 11-18: Section Struct
 19-20: PRIMARY Hit

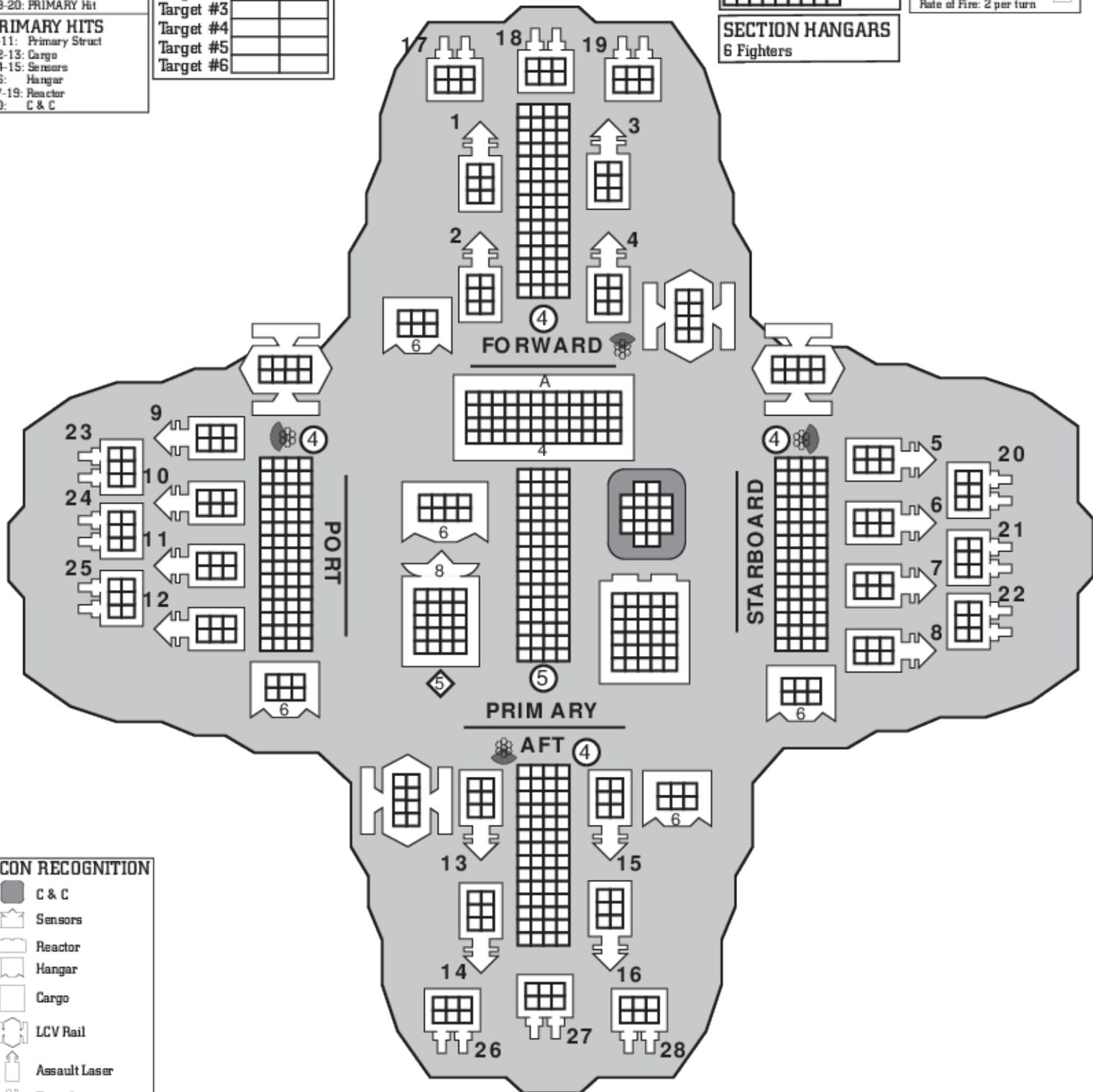
PRIMARY HITS

1-11: Primary Struct
 12-13: Cargo
 14-15: Sensors
 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
- LCV Rail
- Assault Laser
- Twin Array



Dilgar Jonkur Freighter

SPECS

Class: Medium Ship
 In Service: 2208
 Point Value: 120
 Ramming Factor: 60
 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: 11
 Stb/Port Defense: 16
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: -4

WEAPON DATA

Scatter Pulsar
 Class: Particle
 Mode: Pulse
 Damage: 6 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 5
 Range Penalty: -2 per hex
 Fire Control: +1/+2/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Light Laser Cannon

Class: Laser
 Modes: Raking
 Damage: 2d10+7
 Range Penalty: -1 per hex
 Fire Control: +2/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

FORWARD HITS

1-4: Retro Thrust
 5-6: Hangar
 7-10: Cargo
 11-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
 6-7: Engine
 8-11: Cargo
 12-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

1-9: Port/Stb Thrust
 10-12: Scatter Pulsar
 13-14: Sensors
 15-16: Engine
 17-19: Reactor
 20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

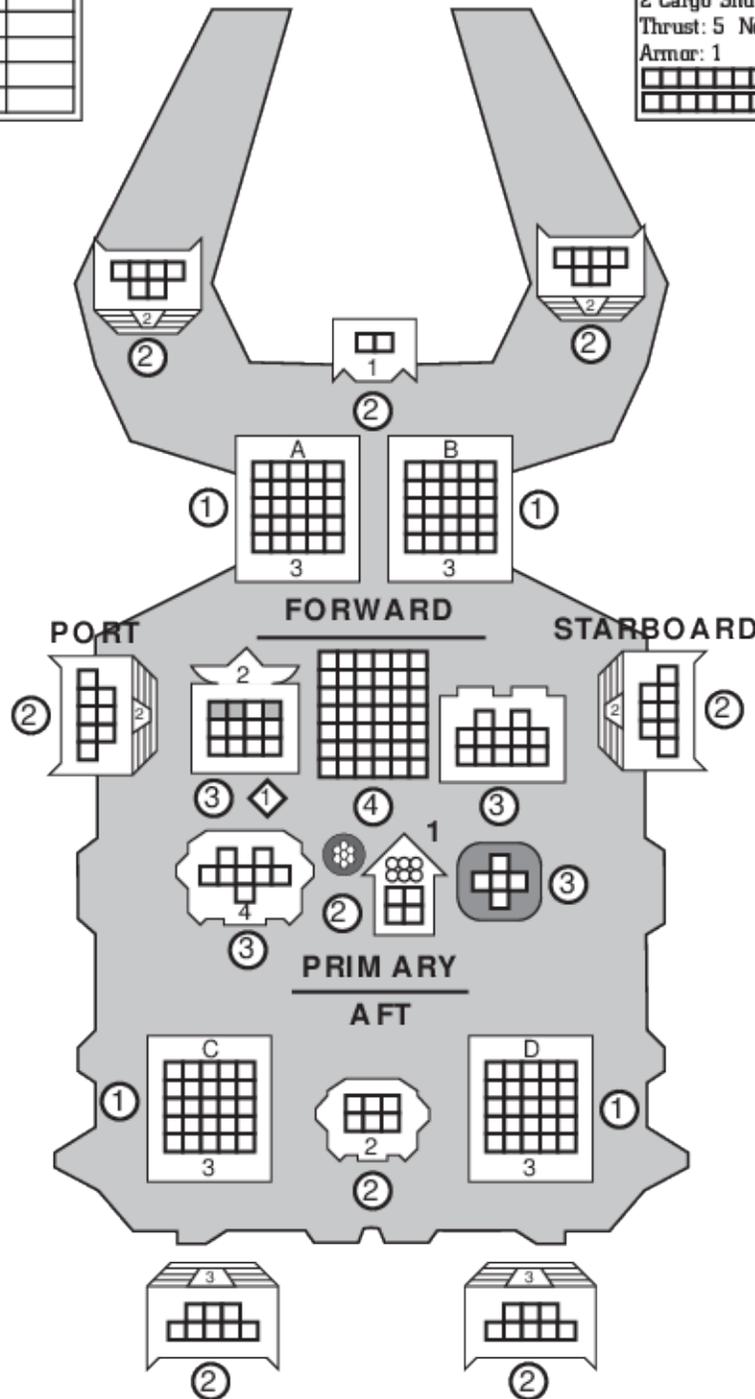
Target #4

Target #5

Target #6

HANGAR

0 Fighters
 2 Cargo Shuttles:
 Thrust: 5 No weapons
 Armor: 1 Def: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Scatter Pulsar

2228 Refit

In scenarios set before 2228, replace the scatter pulsar with a light laser, reducing the cost of the ship by 10 points.

Faskur Spy Freighter

The Dilgar produced a covert ops version of their basic freighter equipped with ELINT sensors to spy on other races. The Faskur Spy Freighter is identical to the Jonkur freighter, but it has 4 sensors and is an ELINT ship. It has the larger 12 box sensor icon (delete the shaded boxes if using as the Jonkur) It costs 150 points and is treated as a rare variant of the Jonkur.



Drazl Freightagle

SPECS

Class: Medium Ship
 In Service: 2143
 Point Value: 140
 Ramming Factor: 50
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 14
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +0

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

SIDE HITS

1-5: Port/Stb Thrust
 6-11: Cargo
 12-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

1-8: Fwd/Aft Thrust
 9-10: Std Particle Beam
 11-13: Sensors
 14-15: Engine
 16-17: Hangar
 18-19: Reactor
 20: C & C

SPECIAL NOTES

Special Hull Arrangement
 (No Fwd/Aft Hits)

SENSOR DATA

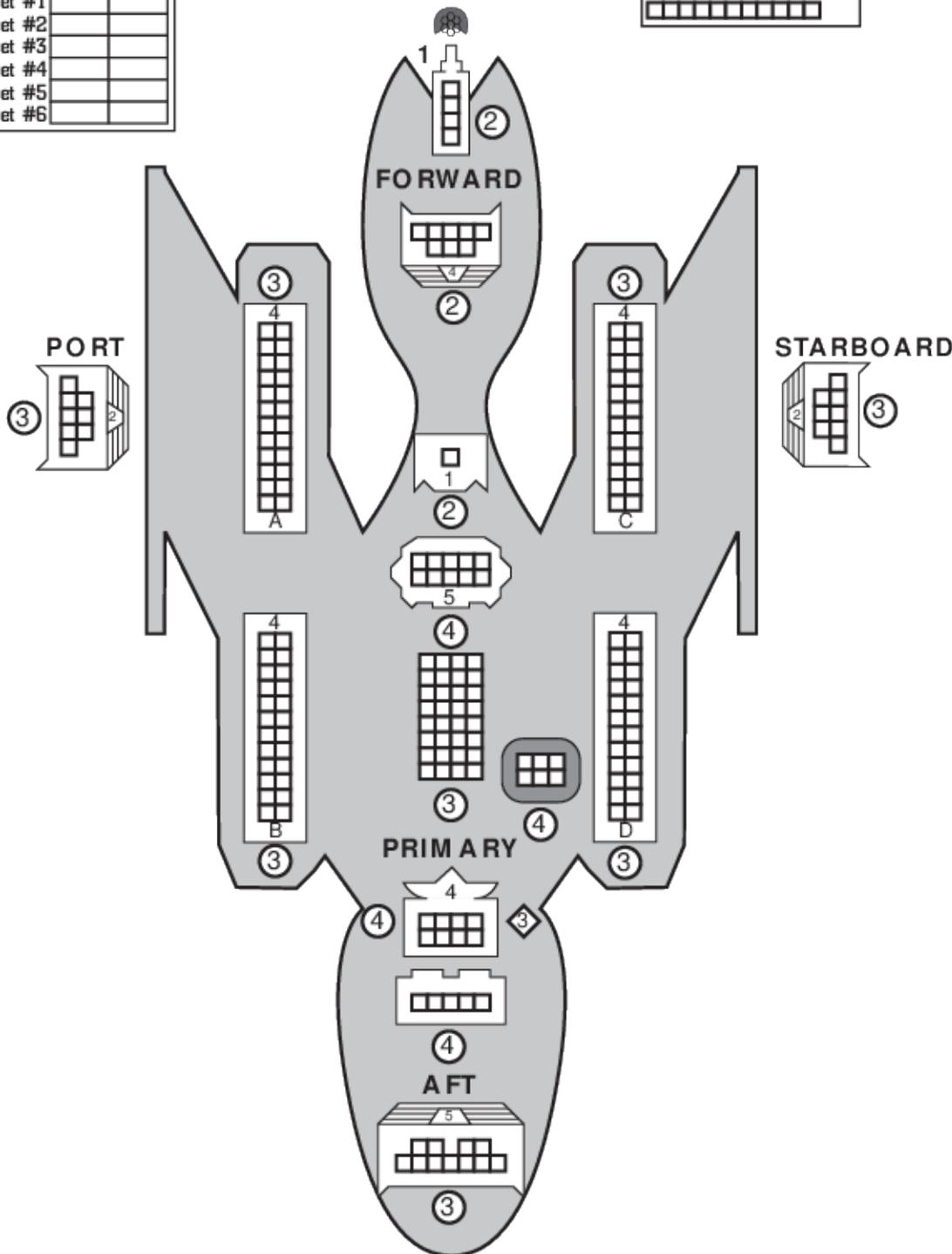
Defensive EW

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

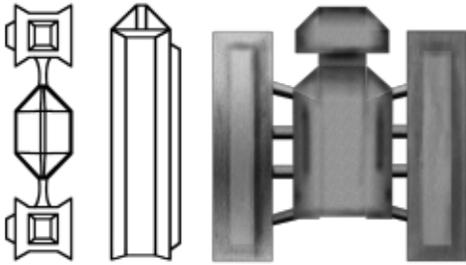
HANGAR

0 Fighters
 1 Cargo Shuttle
 Thrust: 4 No Weapons
 Armor: 1 Defense: 9/10



ICON RECOGNITION

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



Grome Cargo Barge

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 4/3 Speed	Fwd/Aft Defense: 15
In Service: 2218	Turn Delay: 4/3 Speed	Stb/Port Defense: 17
Point Value: 250	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor: 210	Pivot Cost: N/A	Extra Power: 0
Jump Delay: N/A	Roll Cost: N/A	Initiative Penalty: -4

WEAPON DATA

Lt Railgun	
Class: Matter	
Modes: Standard	
Damage: 1d10+5	
Range Penalty: -1 per hex	
Fire Control: +0/+2/+3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

FORWARD HITS

1-6: Retro Thrust
7-12: Cargo
13-16: Forward Struct
17-18: Connecting Struts
19-20: PRIMARY Hit

SPECIAL NOTES

Unreliable Ship
Sluggish
Vulnerable to Criticals

SIDE HITS

1-4: Port/Stb Thrust
5-7: Light Railgun
8-11: Cargo
12-16: Port/Stb Struct
17-18: Connecting Struts
19-20: PRIMARY Hit

SENSOR DATA

Defensive EW

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

HANGAR

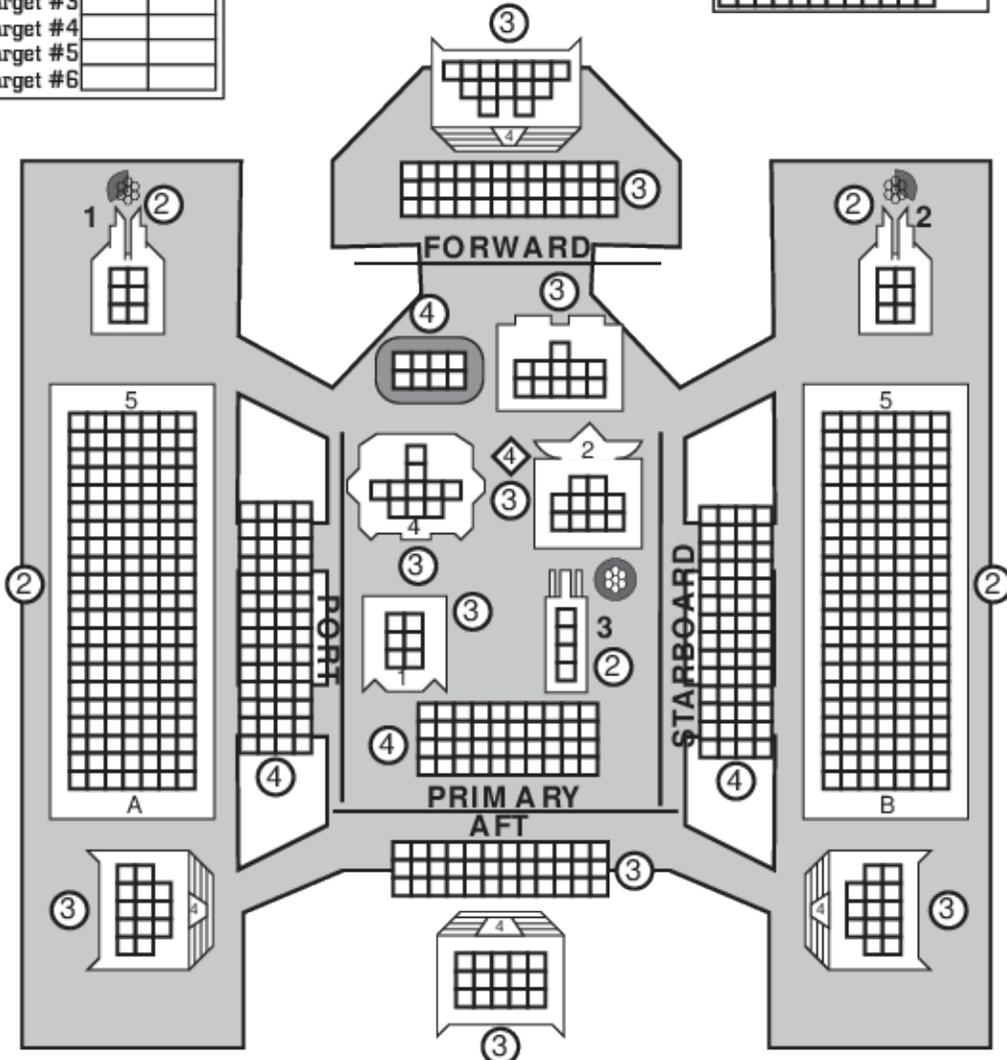
0 Fighters
6 Cargo Shuttles: Thrust: 3
Armor: 0 Defense: 12/12

AFT HITS

1-6: Main Thrust
7-15: Aft Struct
16-18: Connecting Struts
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-11: Flak Cannon
12-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Light Railgun
- Flak Cannon



Version 1: 2E/RP2

Name: _____ Counter: _____



Hurr Gorek Freighter

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 2230	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 140	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 5/1
Ramming Factor: 150	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +0

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

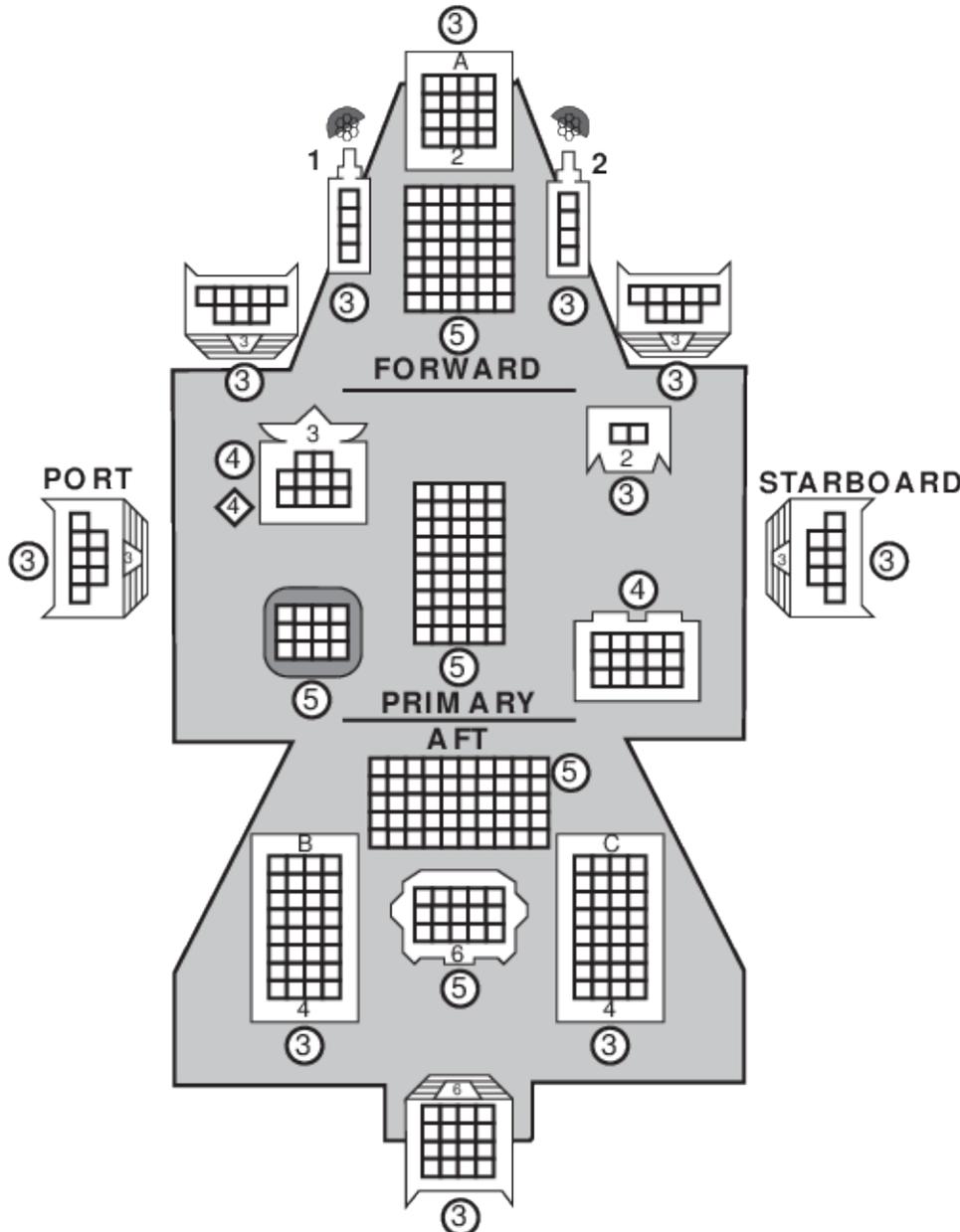
FORWARD HITS
1-4: Retro Thrust
5-8: Cargo
9-11: Std Particle Beam
12-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-10: Cargo
11-13: Engine
14-18: Aft Struct
19-20: PRIMARY Hit

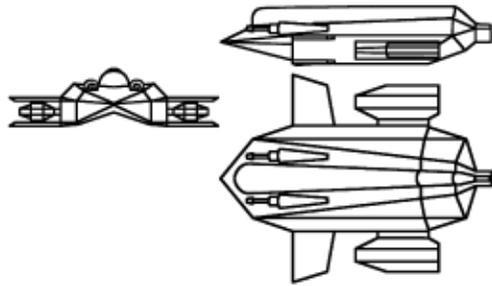
PRIMARY HITS
1-6: Primary Struct
7-12: Port/Stb Thrust
13-15: Sensors
16: Hangar
17-19: Reactor
20: C & C

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

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



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



Hyach Ecamron Tek Freighter

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 2213	Turn Delay: 1 x Speed	Stb/Port Defense: 15
Point Value: 170	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 70	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	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	
Maser	
Class: Laser	
Mode: Standard	⬠
Damage: 2d10+2	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+2	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	
<i>Special: Armor counts double, damage doubled for crits</i>	

FORWARD HITS
1-5: Retro Thrust
6-9: Maser
10-11: Cargo A/B
12-17: Structure
18-20: PRIMARY Hangar

AFT HITS
1-6: Main Thrust
7-10: Cargo C/D
11-17: Structure
18-20: PRIMARY Hangar

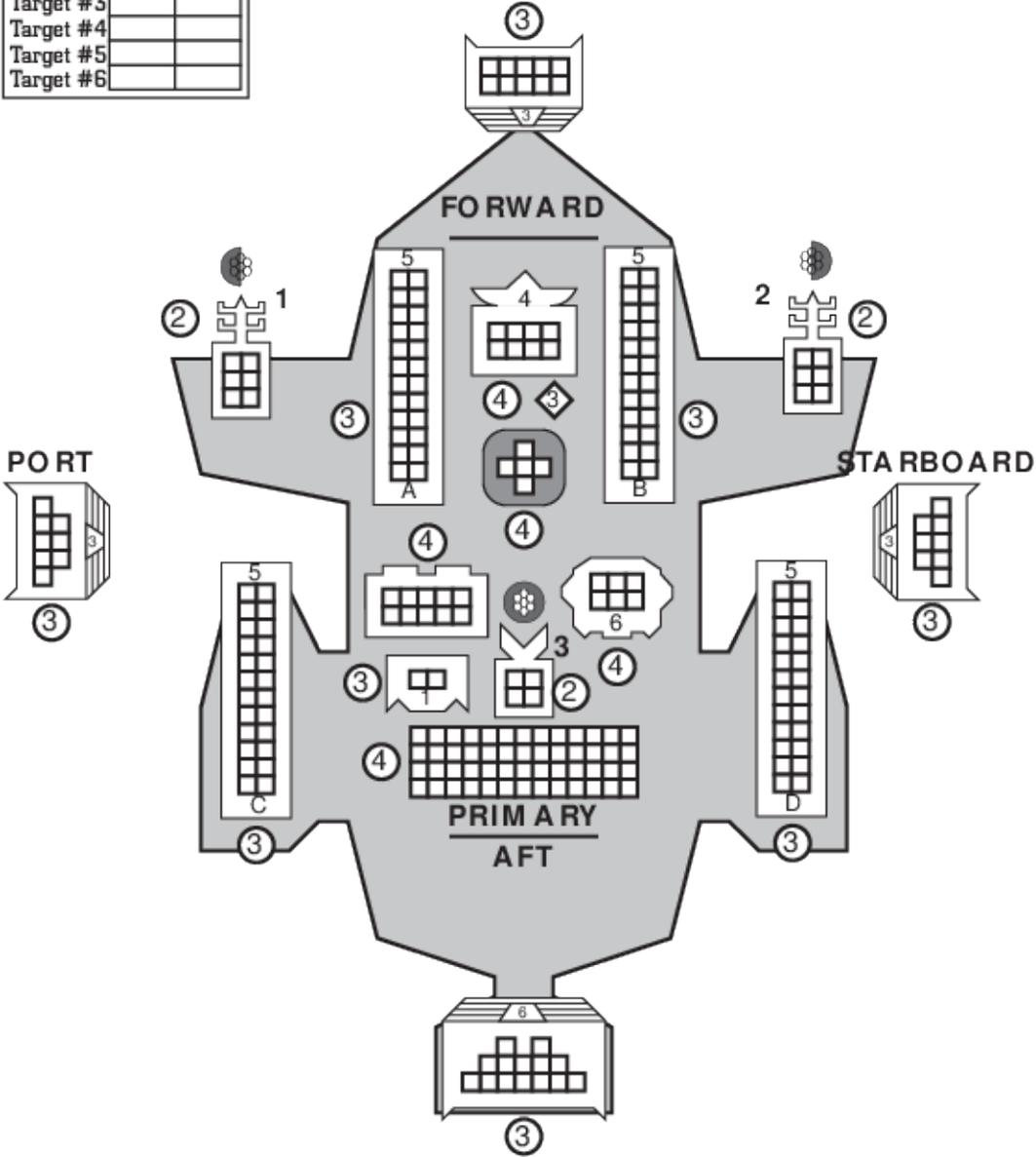
PRIMARY HITS
1-7: Port/Stb Thrust
8: Interdictor
9-11: Cargo
12-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Gravitic Drive System
Crew Specialists: 0

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

HANGAR	
0 Fighters	
2 Cargo Shuttles: Thrust: 4	
Armor: 0 Defense: 10/10	

Interdictor	
Class: Particle	
Mode: Defensive only	⬠
Damage: None	
Range Penalty: n/a	
Fire Control: n/a	
Intercept Rating: -4	
Rate of Fire: 1 per turn	



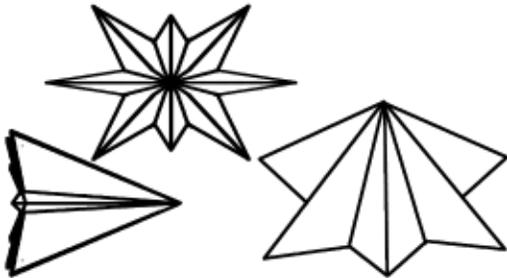
ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Interdictor
	Maser



Ipsa Cargo Hauler

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 2210	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 110	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 50	Pivot Cost: 2+2 Thrust	Available Power: 10
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
Surge Cannon	
Class: Electromagnetic	
Mode: Faking	
Damage: 1d10+1	
Range Penalty: -2 per hex	
Fire Control: +2/+2/+2	
Intercept Rating: -2	
Rate of Fire: 1 per turn	



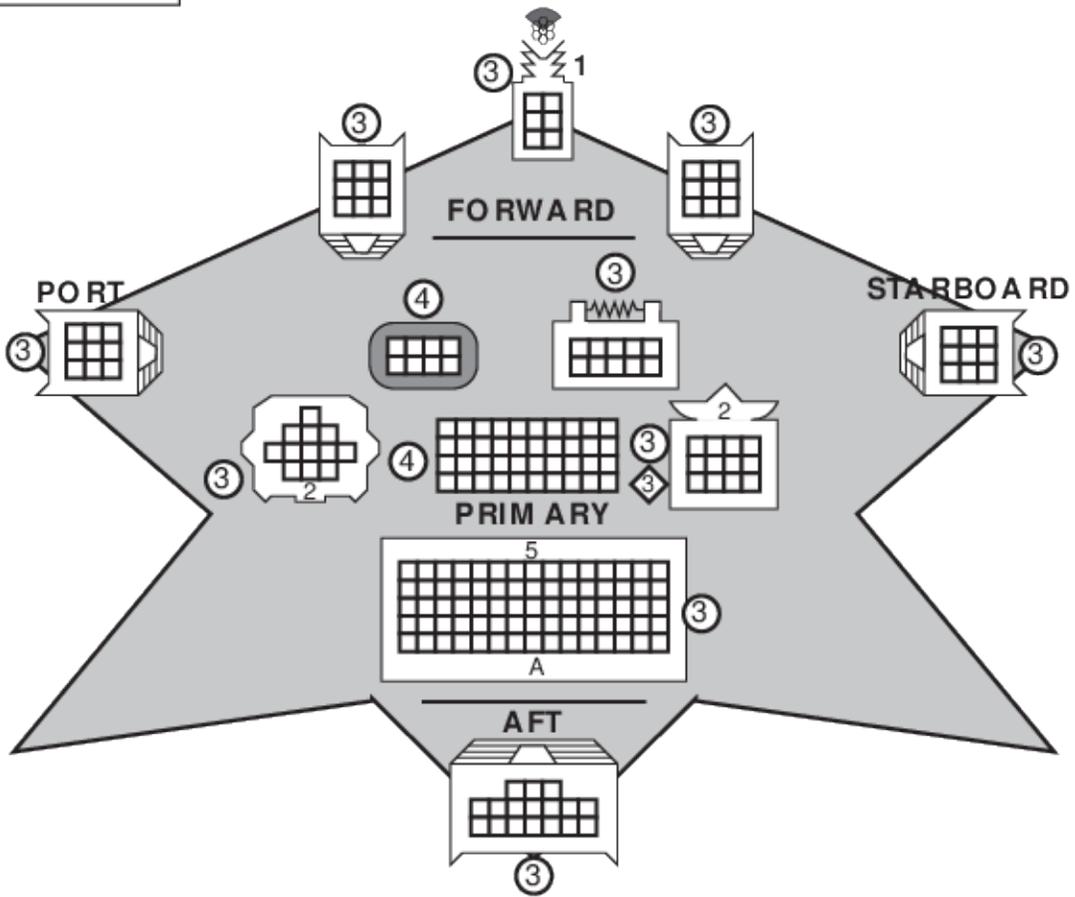
FORWARD HITS
1-5: Retro Thrust
6-8: Surge Cannon
9-11: Cargo
12-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-11: Cargo
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-6: Port/Stb Thrust
7-9: Cargo
10-12: Sensors
13-15: Engine
16-19: M-G Reactor
20: C & C

SPECIAL NOTES	
Singularity Drive System	

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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	M-G Reactor
	Cargo
	Surge Cannon



Lort Free Traders (4)

SPECS

Class: Lt Combat Vsl
 In Svc: 2219/2234
 Point Value: 60/65
 Ramming Factor: 40
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
 Stb/Port Defense: 12
 Engine Efficiency: 1/1
 Extra Power: +0
 Initiative Bonus: +0

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

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

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

Scatter Pulsar
 Class: Particle
 Mode: Pulse
 Damage: 6 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 5
 Range Penalty: -2 per hex
 Fire Control: +1/+2/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

HIT LOCATIONS

- 1-6: Structure
- 7-10: Cargo A
- 11-12: Cargo B
- 13: LPB/ Scatter Pulsar
- 14-15: Plasma Torch
- 16-17: Drive
- 18-19: Reactor
- 20: Control

SPECIAL NOTES

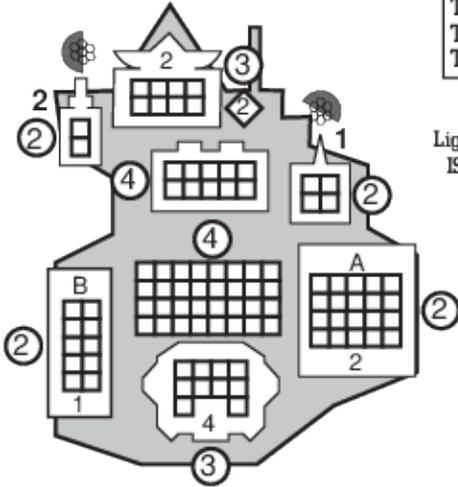
Atmospheric Capable

SENSOR DATA

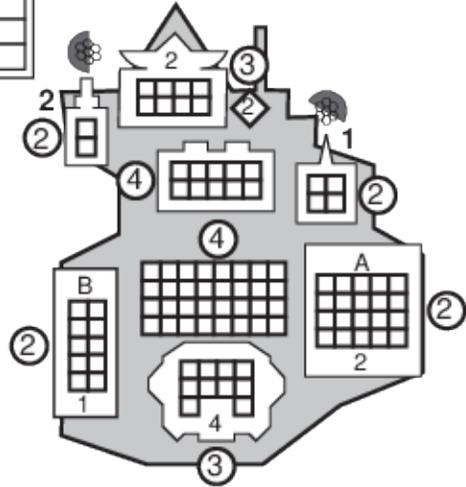
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SENSOR DATA

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



Light Particle model
 ISD: 2219 PV: 60

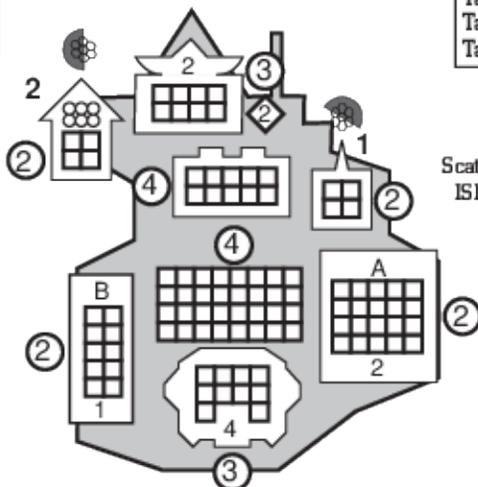


SENSOR DATA

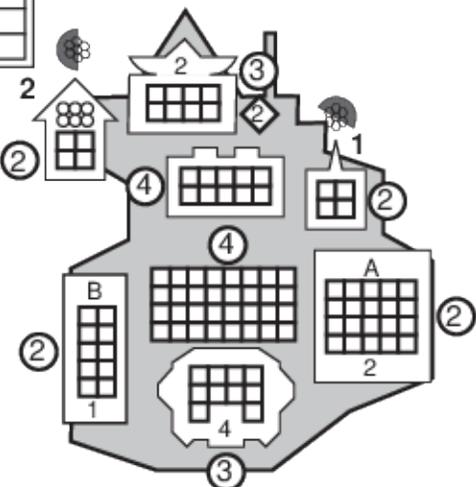
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SENSOR DATA

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



Scatter Pulsar model
 ISD: 2234 PV: 65



ICON RECOGNITION

- Control
- Drive
- Reactor
- Cargo
- Plasma Torch
- Light Particle Beam
- Scatter Pulsar



Markab Limer

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 12
In Service: 2120	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 70	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 2/1
Ramming Factor: 60	Pivot Cost: N/A	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	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

FORWARD HITS

- 1-5: Retro Thrust
- 6-9: Quarters
- 10-17: Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-9: Quarters
- 10-17: Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

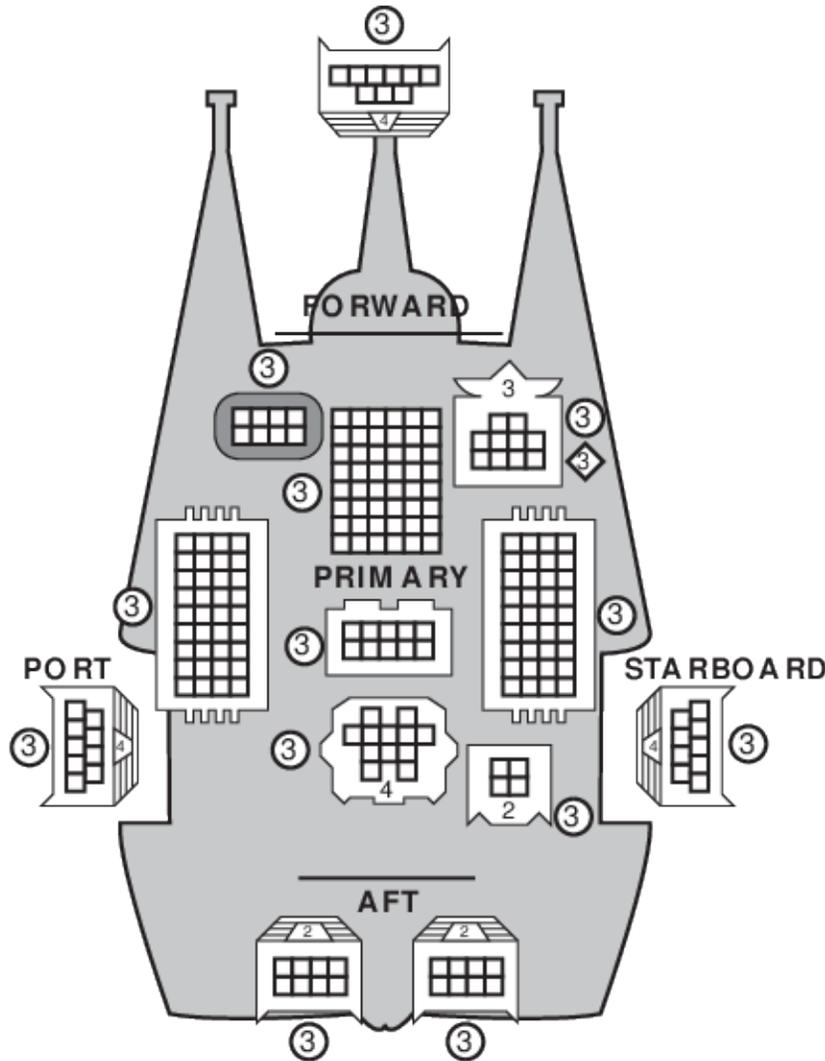
- 1-11: Port/Stb Thrust
- 12-13: Sensors
- 14-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C & C

SENSOR DATA

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

HANGAR

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Quarters



Minbari Rolotha Freighter

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 13
In Service: 1990	Turn Delay: 1 x Speed	Stb/Port Defense: 14
Point Value: 180	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 65	Pivot Cost: 2+2 Thrust	Extra Power: 4
Jump Delay: N/A	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	
Fusion Cannon	
Class: Molecular	
Mode: Standard	
Damage: 1d10+9	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

FORWARD HITS
1-6: Retro Thrust
7-8: Fusion Cannon
9-11: Cargo
12-17: Structure
18-20: PRIMARY Hit

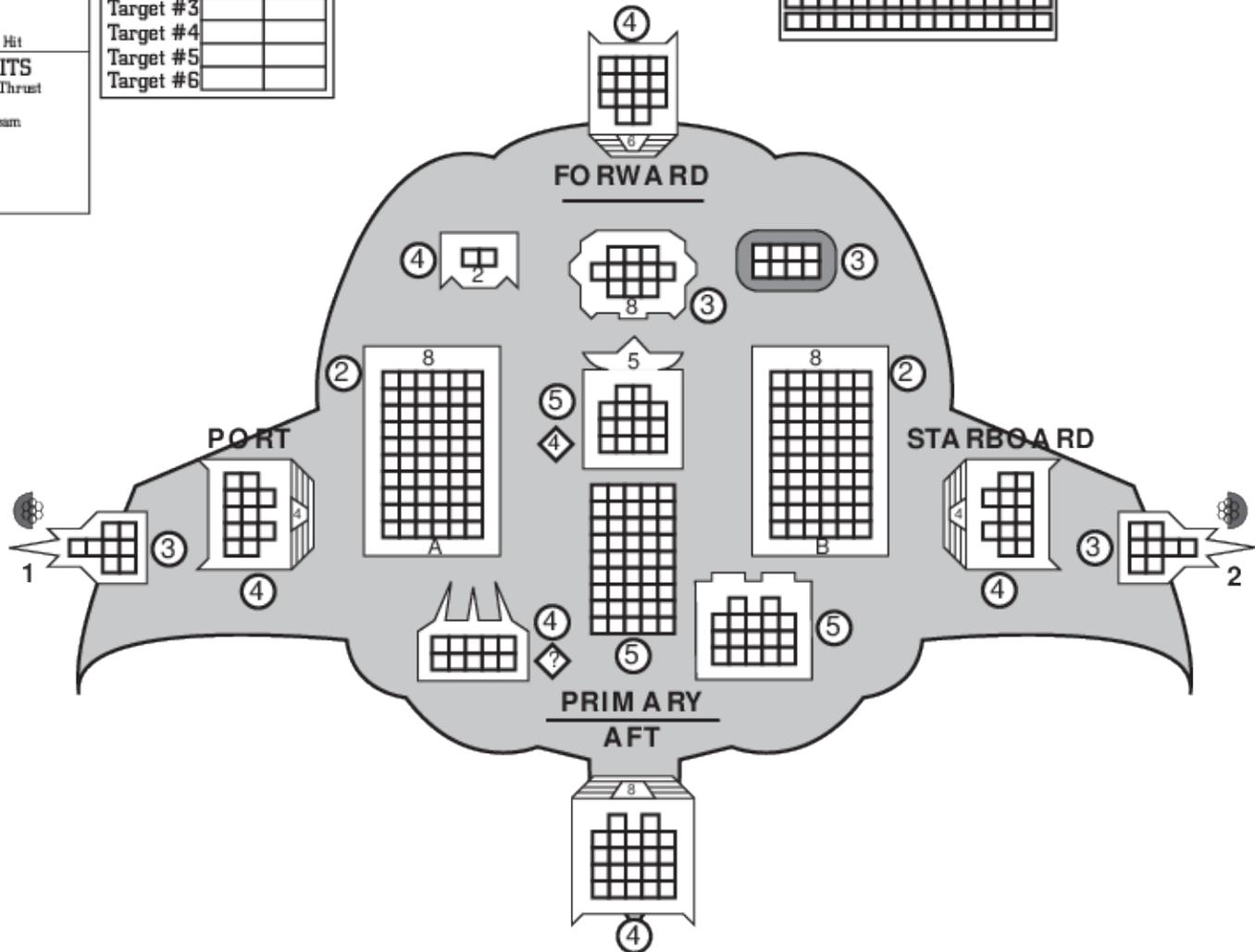
AFT HITS
1-6: Main Thrust
7-8: Fusion Cannon
9-11: Cargo
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-8: Port/Stbd Thrust
9-11: Cargo
12-13: Tractor Beam
14-15: Sensors
16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES	
Gravitic Drive System	

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

HANGAR	
0 Fighters	
2 Cargo Flyers: Thrust: 10	
Armor: 1 Defense: 9/7	
Initiative: +10 No Weapons	
<input type="checkbox"/>	
<input type="checkbox"/>	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Tractor Beam
	Fusion Cannon
	Cargo



Narn D'Sharda Stock Freighters [4]

SPECS

Class: Lt Combat Vsl
 In Svc: varies
 Point Value: varies
 Ramming Factor: 30
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
 Stb/Port Defense: 12
 Engine Efficiency: 2/1
 Extra Power: +0
 Initiative Bonus: +4

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

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

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

HIT LOCATIONS

- 1-6: Structure
- 7-12: Cargo
- 13-15: Lt Particle/Pulse
- 16-17: Drive
- 18-19: Reactor
- 20: Control

SPECIAL NOTES

Atmospheric Capable

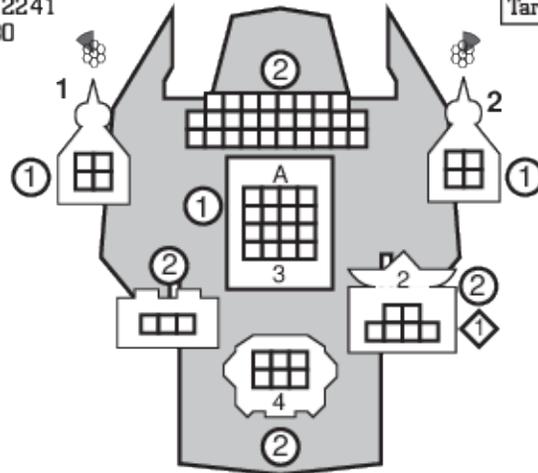
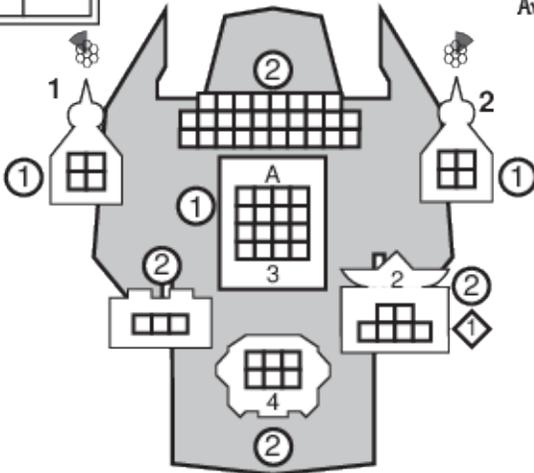
SENSOR DATA

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

SENSOR DATA

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

Pulse D'Sharda Freighter
 Common Availability
 Available: 2241
 Cost: 80



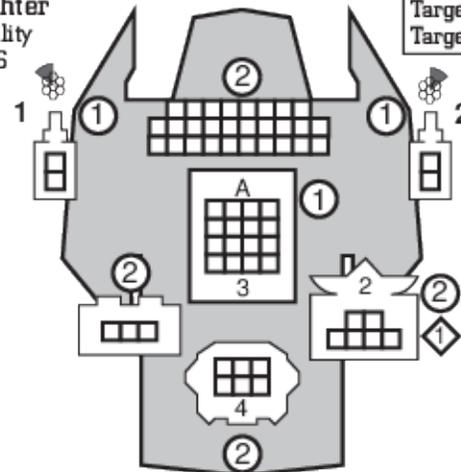
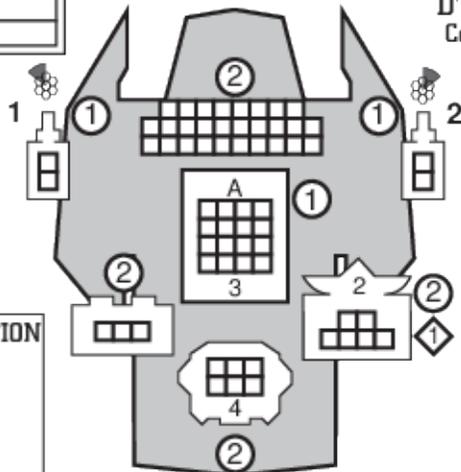
SENSOR DATA

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

SENSOR DATA

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

D'Sharda Freighter
 Common Availability
 Available: 2216
 Cost: 60



ICON RECOGNITION

- Control
- Drive
- Reactor
- Cargo
- Light Pulse Cannon
- Light Particle Beam



Narn Privateer L'Karus Raider Cruiser

SPECS
 Class: Capital Ship
 In Service: 2231
 Point Value: 450
 Ramming Factor: 270
 Jump Delay: 32 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: 14
 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

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

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

Lt Particle Beam
 Class: Particle
 Mode: 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: Med Plasma cannon
 9-10: Lt Pulse Cannon
 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
 7-9: Jump Engine
 10-11: Lt Pulse Cannon
 12-18: Aft Struct
 19-20: PRIMARY Hit

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

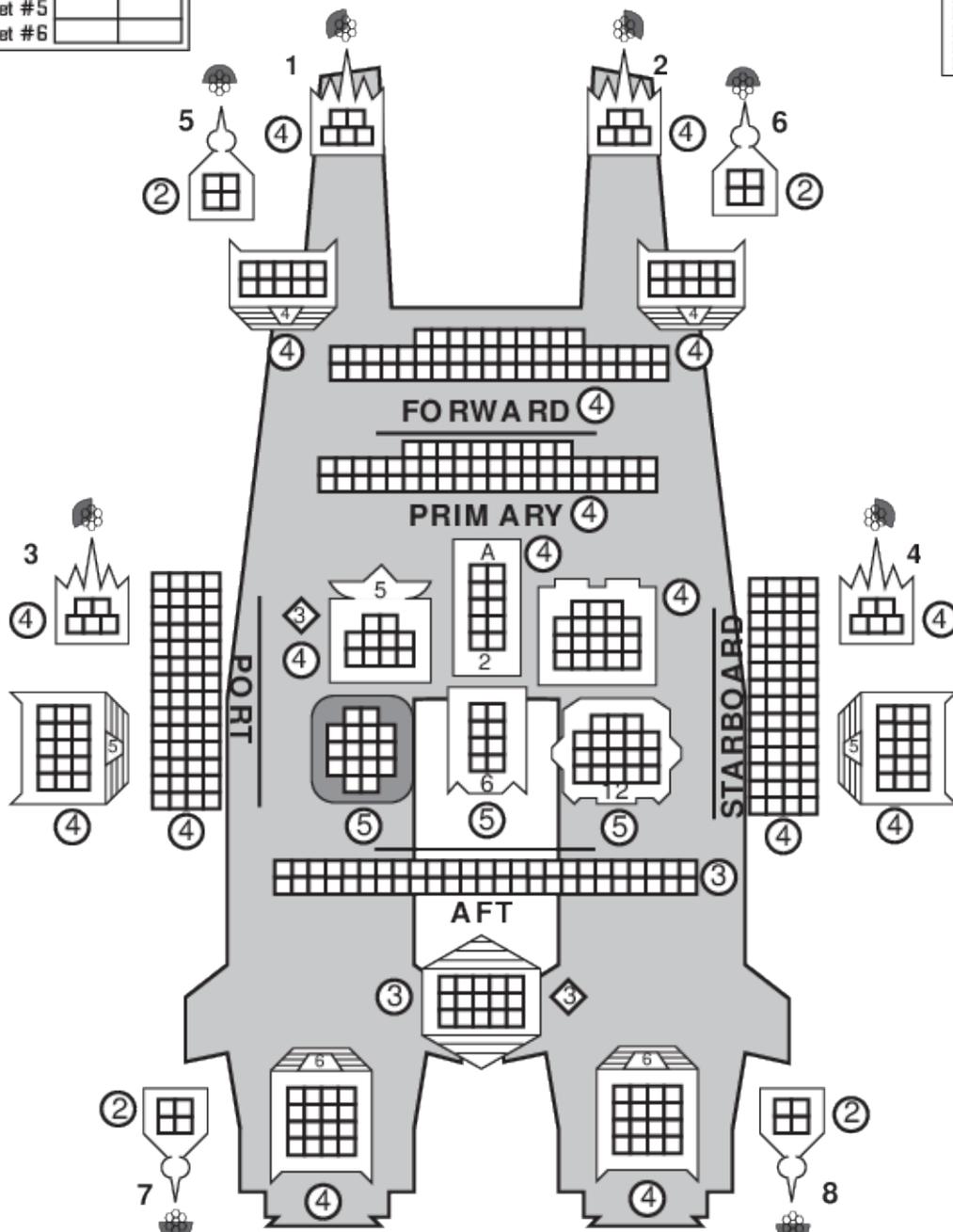
SPECIAL NOTES
 Limited Availability (33%)

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
- Med. Plasma Cannon
- Light Pulse Cannon
- Light Particle Beam

Light Pulse Cannon Refit
 From 2231-2243 the L'Karus is armed with light particle beams instead of light pulse cannons, and the ship costs 450 points.



Narn Privateer L'Shon Class Gunboats (4)



SPECS	MANEUVERING	COMBAT STATS
Class: Lt Combat Vsl	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 10
In Svc: 2223/2244	Turn Delay: 1/3 Speed	Stb/Port Defense: 12
Point Value: 120/150	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 30	Pivot Cost: 1+1 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	Initiative Bonus: +8
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA	
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	

HIT LOCATION	
1-11:	Structure
12-13:	Medium Plasma/Pulse
14-16:	Light Particle/Pulse
17-18:	Drive
19:	Reactor
20:	Control

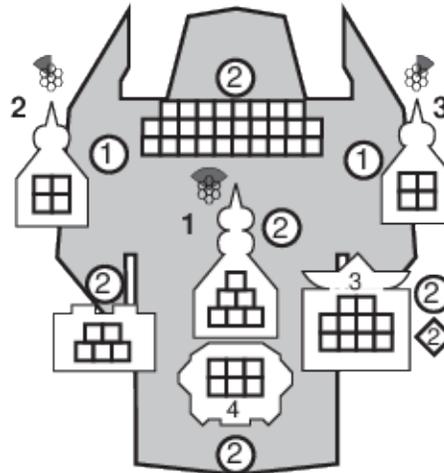
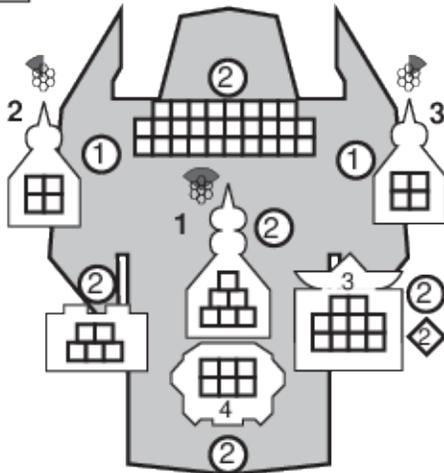
SPECIAL NOTES
Atmospheric Capable

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

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

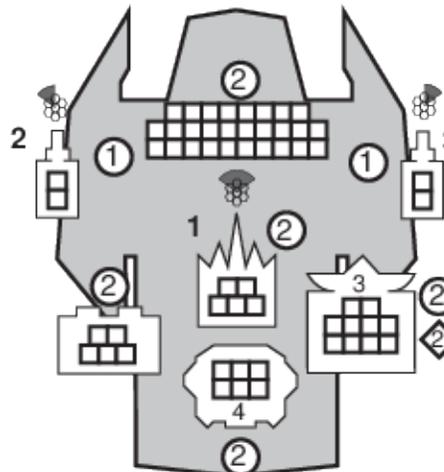
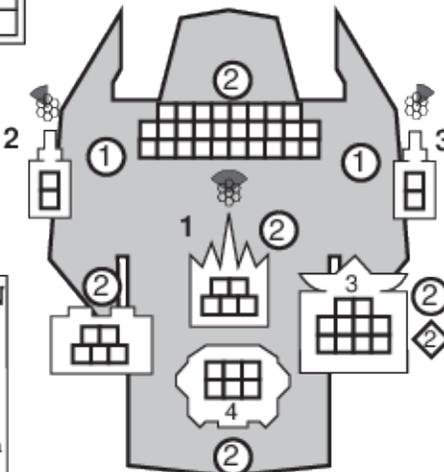
Med. Plasma Cannon	
Class: Plasma	
Mode: Standard	
Damage: 3d10+4 (-1 per 2 hexes)	
Range Penalty: -1 per hex	
Fire Control: +3/+1/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	

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	



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

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



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

ICON RECOGNITION	
	Control
	Drive
	Reactor
	Md. Plasma Cannon
	Light Particle Beam
	Pulse Cannon
	Light Pulse Cannon

Narn Privateer T'Laca Light Carrier

SPECS

Class: Medium Ship
 In Service: 2226
 Point Value: 300
 Ramming Factor: 50
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1x Speed
 Turn Delay: 1x 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: 15
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Penalty: -4

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

WEAPON DATA

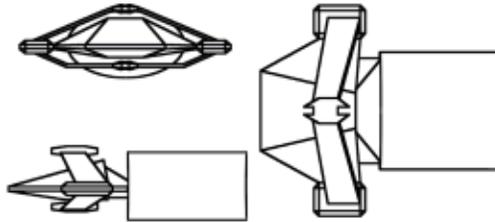
Med. Plasma Cannon
 Class: Plasma
 Modes: Standard
 Dmg: 3d10+4 (-1 per 2 hexes)
 Range Penalty: -1 per hex
 Fire Control: +3/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

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

Lt Particle Beam

Class: Particle
 Mode: 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: Medium Plasma
 7-8: Lt Pulse Cannon
 9: C-in-C
 10: Hangar
 11-17: Structure
 18-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-11: Port/Stb Thrust
 12-14: Sensors
 15-17: Engine
 18-20: Reactor

SENSOR DATA

Defensive EW

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

Light Pulse Cannon Refit

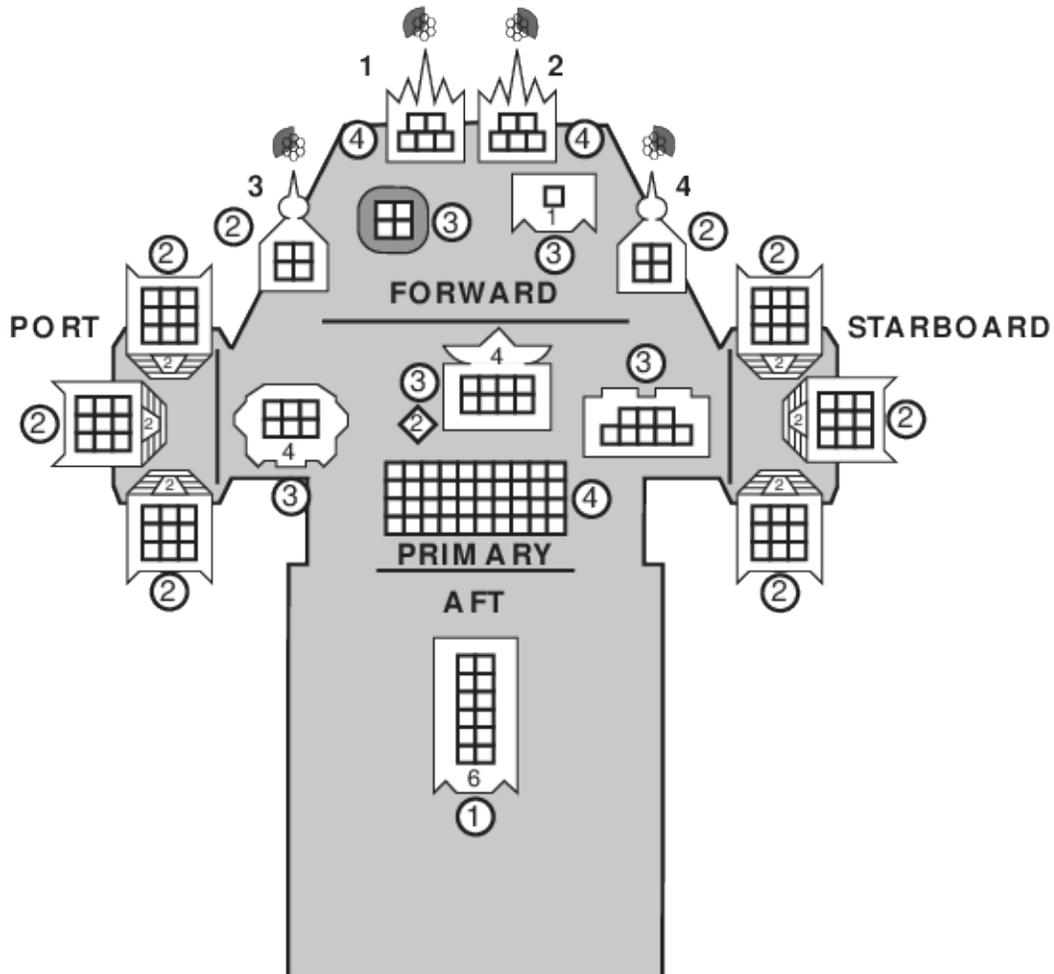
From 2226-2243 the T'Laca is armed with light particle beams instead of light pulse cannons, and the ship costs 290 points.

PRIMARY HANGAR

1 Cargo Shuttle:
 No Weapons Thrust: 4
 Armor: 1 Def: 10/12

POD HANGAR

12 Medium Fighters



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Medium Plasma Cannon
- Lt Pulse Cannon
- Light Particle Beam

Narn T'Lacran Barge

SPECS

Class: Medium Ship
 In Service: 2217
 Point Value: 130
 Ramming Factor: 60
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1x Speed
 Turn Delay: 1x 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: 15
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Penalty: -4

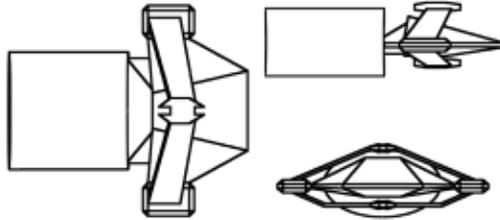
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

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

Lt Particle Beam

Class: Particle
 Mode: 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
 5-7: Lt Pulse Cannon
 8-9: C-in-C
 10: Hangar
 11-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7-12: Cargo
 13-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
 8-13: Cargo
 14-15: Sensors
 16-17: Engine
 18-20: Reactor

SENSOR DATA

Defensive EW

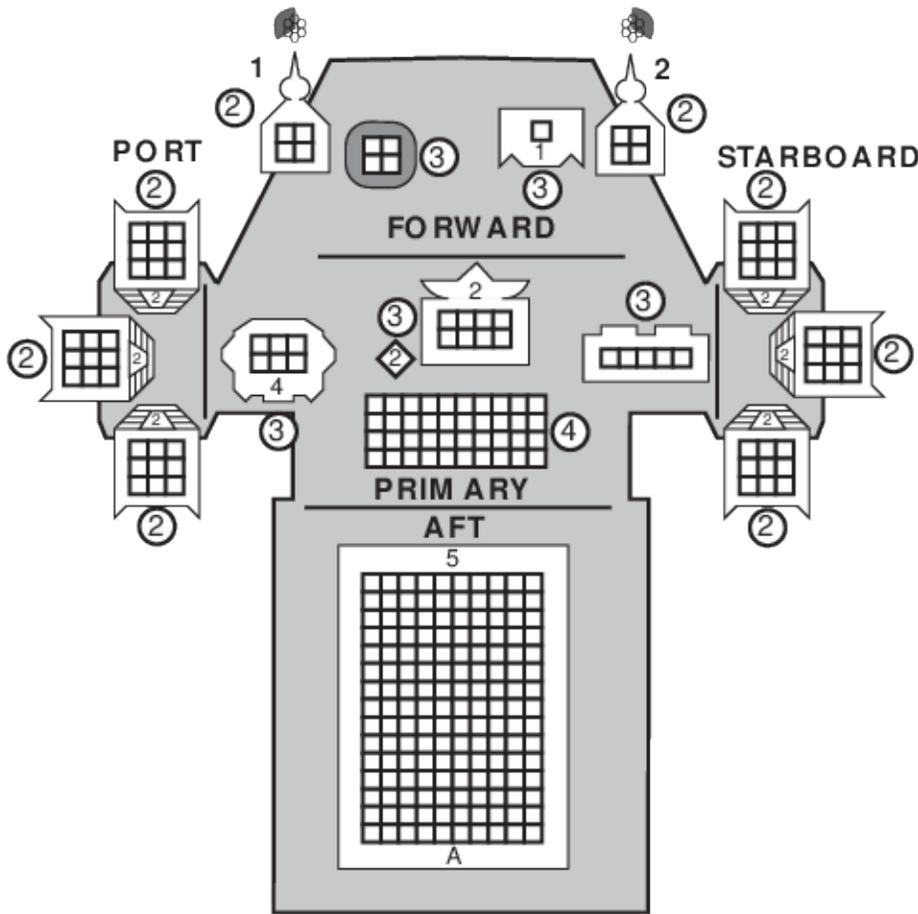
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

Light Pulse Cannon Refit

From 2217-2243 the T'Lacran is armed with light particle beams, and the ship costs 110 points.

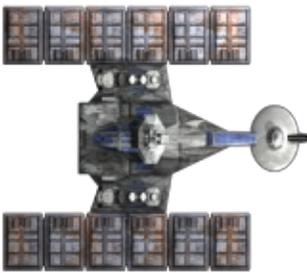
HANGAR

0 Fighters
 1 Cargo Shuttle
 No Weapons Thrust: 4
 Armor: 1 Def: 10/12



ICON RECOGNITION

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



Version 1: 2E/RP2

Name: _____ Counter: _____



Narn T'Los Bulk Freighter

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16
In Service: 2223	Turn Delay: 1 x Speed	Stb/Port Defense: 18
Point Value: 260	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 300	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: -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	
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
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
6-7: Light Pulse Cannon
8-10: Cargo A-D
11-18: Forward Struct
19-20: PRIMARY Hit

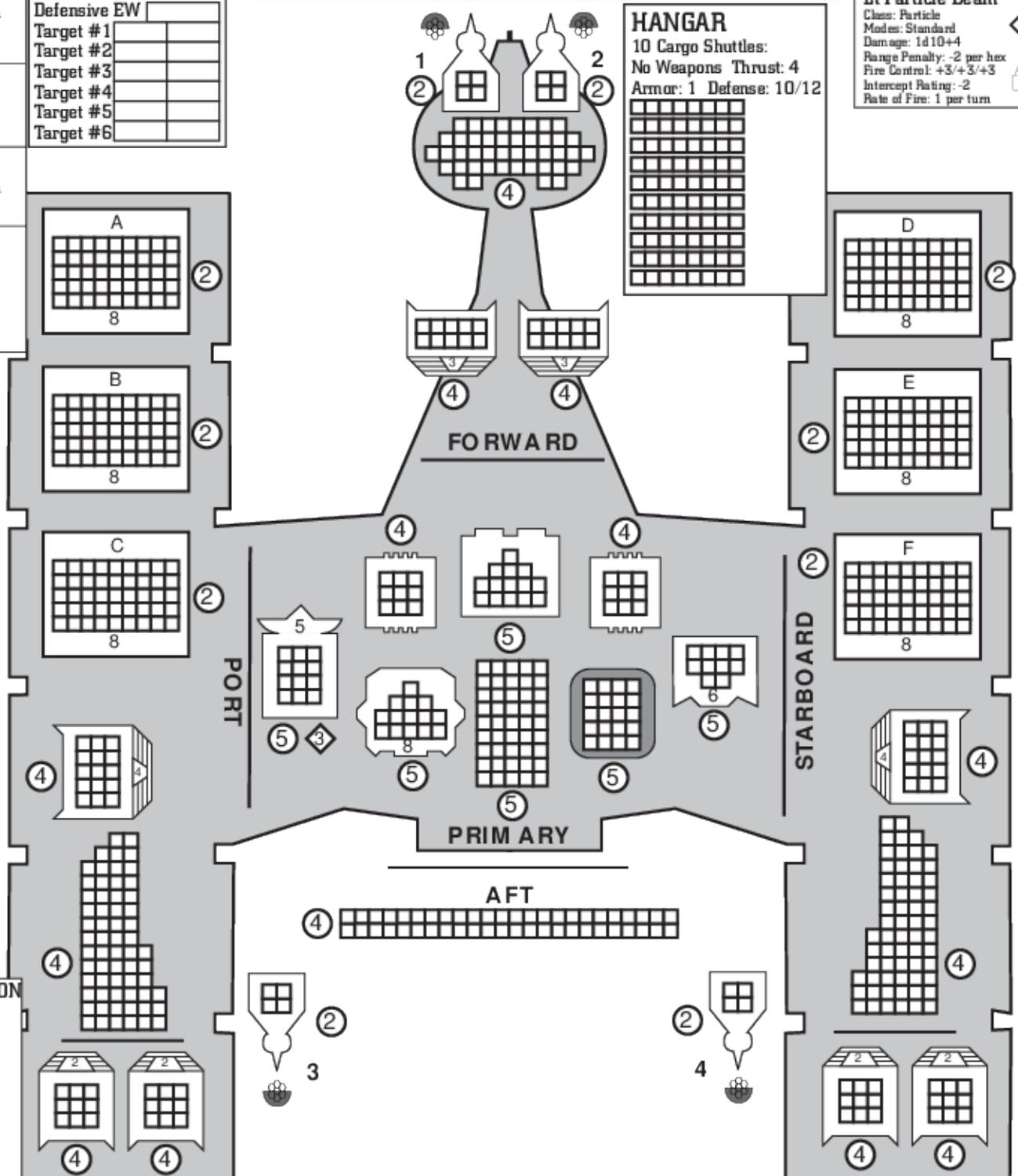
SIDE HITS
1-4: Port/Stb Thrust
5-9: Cargo BC/EF
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-10: Main Thrust
11-12: Light Pulse Cannon
13-18: Aft Struct
19-20: PRIMARY Hit

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

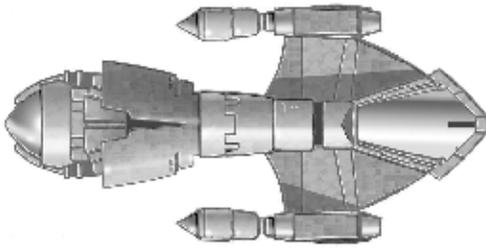
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR	
10 Cargo Shuttles:	
No Weapons Thrust: 4	
Armor: 1 Defense: 10/12	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Quarters
	Light Pulse Cannon

Light Pulse Cannon Refit
 From 2223-2243 the T'Los is armed with light particle beams, and the ship costs 240 points.



Pak'ma'ra Tra'shu'e freighter

SPECS

Class: Medium Ship
 In Service: 2195
 Point Value: 105
 Ramming Factor: 65
 Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 2/3 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 2+1 Thrust
 Roll Cost: 1+0 Thrust

COMBAT STATS

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

WEAPON DATA

Plasma Web
 Class: Plasma
 Modes: Standard
 Dmg: 1d6+2 (antifighter mode)
 Range Penalty: n/a
 Fire Control: n/a
 Intercept Rating: -2
 Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust
 6-7: Plasma Battery
 8-17: Structure
 18-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

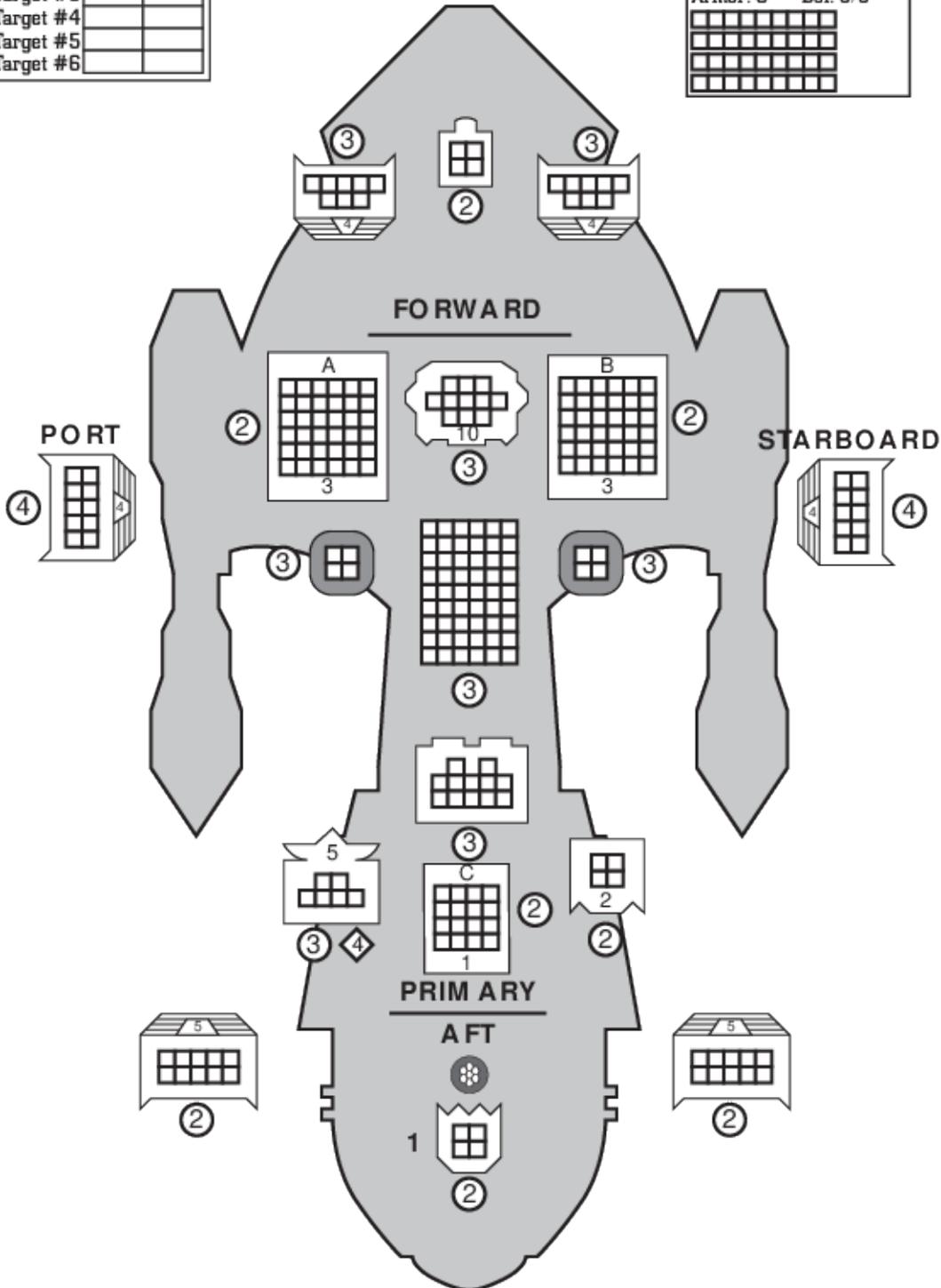
Target #5

Target #6

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

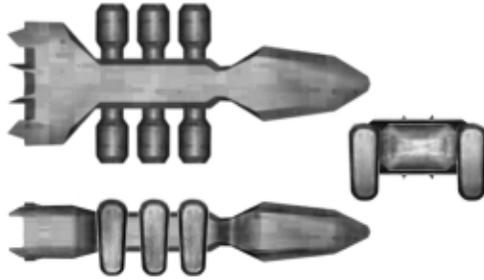
HANGAR

0 Fighters
 4 Shuttles: Thrust: 6
 Armor: 0 Def: 9/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Plasma Battery
- Plasma Web



Raider Aspar Corvette

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 18
In Service: 2227	Turn Delay: 1 x Speed	Stb/Port Defense: 18
Point Value: 360	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor: 140	Pivot Cost: N/A	Extra Power: 0
Jump Delay: N/A	Roll Cost: N/A	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

Medium Laser Cannon Class: Laser Modes: 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
Light Laser Cannon Class: Laser Modes: Raking Damage: 2d10+7 Range Penalty: -1 per hex Fire Control: +2/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
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
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

1-3: Retro Thrust
4-5: Plasma Torch
6: Lt Particle Beam 7/10
7: Light Laser
8-10: Medium Laser
11-17: Forward Struct
18-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Lt Particle Beam 9/12
7-8: Light Laser
9-10: Hangar
11-17: Aft Struct
18-20: PRIMARY Hit

PRIMARY HITS

1-5: Primary Struct
6-7: Port/Stb Thrust
8: Lt Particle Beam 8/11
9-10: Cargo A
11-12: Cargo B
13-14: Sensors
15-16: Engine
17-18: Reactor
19-20: C & C

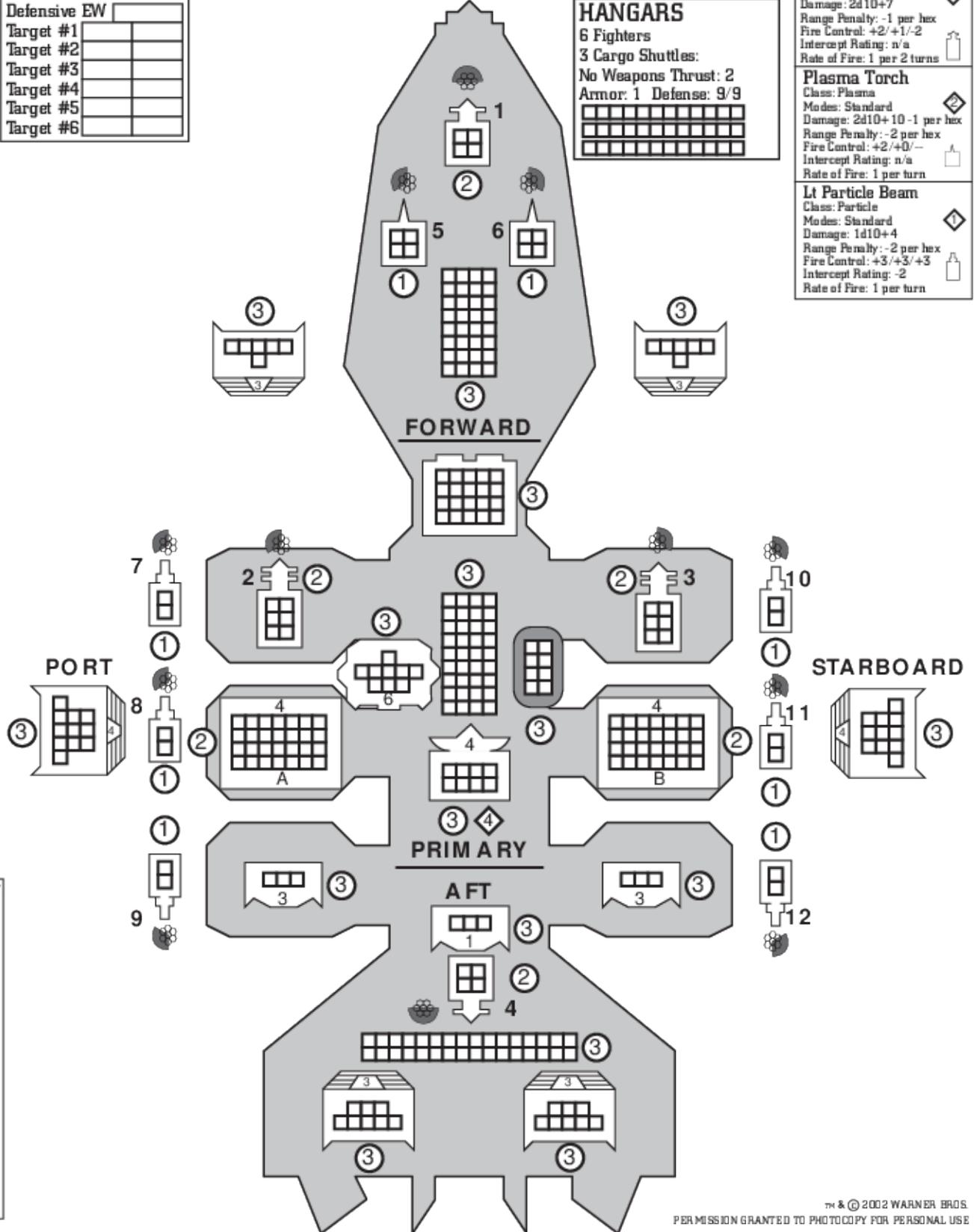
SENSOR DATA

Defensive EW

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

HANGARS

6 Fighters
3 Cargo Shuttles:
No Weapons Thrust: 2
Armor: 1 Defense: 9/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Lt Laser
- Medium Laser
- Light Particle Beam
- Plasma Torch



Raider Cobra Light Fighters

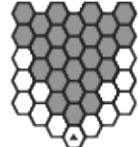
SPECS
 Class: Light Fighters
 In Service: 2085
 Point Value: 30 each
 Ramming Factor: 11
 Jinking Limit: 10 Lvl

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: 6
 Stb/Port Defense: 7
 Free Thrust: 10
 Offensive Bonus: +3
 Initiative Bonus: +20

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

SPECIAL NOTES
 Limited Deployment (33%)



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
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes
------------	-------	-------------	---------	-------

Flight #2

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes
------------	-------	-------------	---------	-------

Flight #3

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes
------------	-------	-------------	---------	-------

Flight #4

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes
------------	-------	-------------	---------	-------

Flight #5

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes
------------	-------	-------------	---------	-------

Flight #6

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes
------------	-------	-------------	---------	-------

Flight #7

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out
Ftr Destroyed

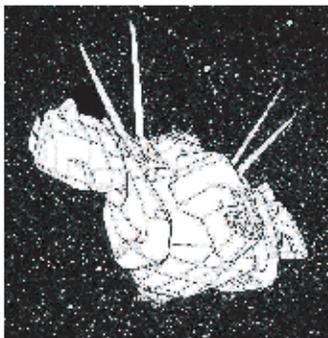
Initiative	Speed	Thrust Used	Jinking	Notes
------------	-------	-------------	---------	-------

Flight #8

Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes
------------	-------	-------------	---------	-------



Version 1: 2E/ RP2

Name: _____ Counter: _____



Raider Galleas

SPECS

Class: Capital Ship
 In Service: 2233
 Point Value: 400
 Ramming Factor: 320
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
 Stb/Port Defense: 13
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: 0

WEAPON DATA

Medium Bolter
 Class: Pulse
 Mode: Standard
 Damage: 18
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 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

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

HANGARS

18 Fighters
 1 Shuttle: Thrust: 3
 Armor: 1 Defense: 8/10



FORWARD HITS

1-5: Medium Bolter
 6-18: Forward Struct
 19-20: PRIMARY Hit

SIDE HITS

1-3: Retro Thrust
 4-6: Port/Stb Thrust
 7-8: Main Thrust
 9-11: Twin Array
 12-13: Hangar
 14-18: Port/Stb Struct
 19-20: PRIMARY Hit

AFT HITS

1-4: Twin Array
 5-7: Engine
 8-18: Aft Struct
 19-20: PRIMARY Hit

PRIMARY HITS

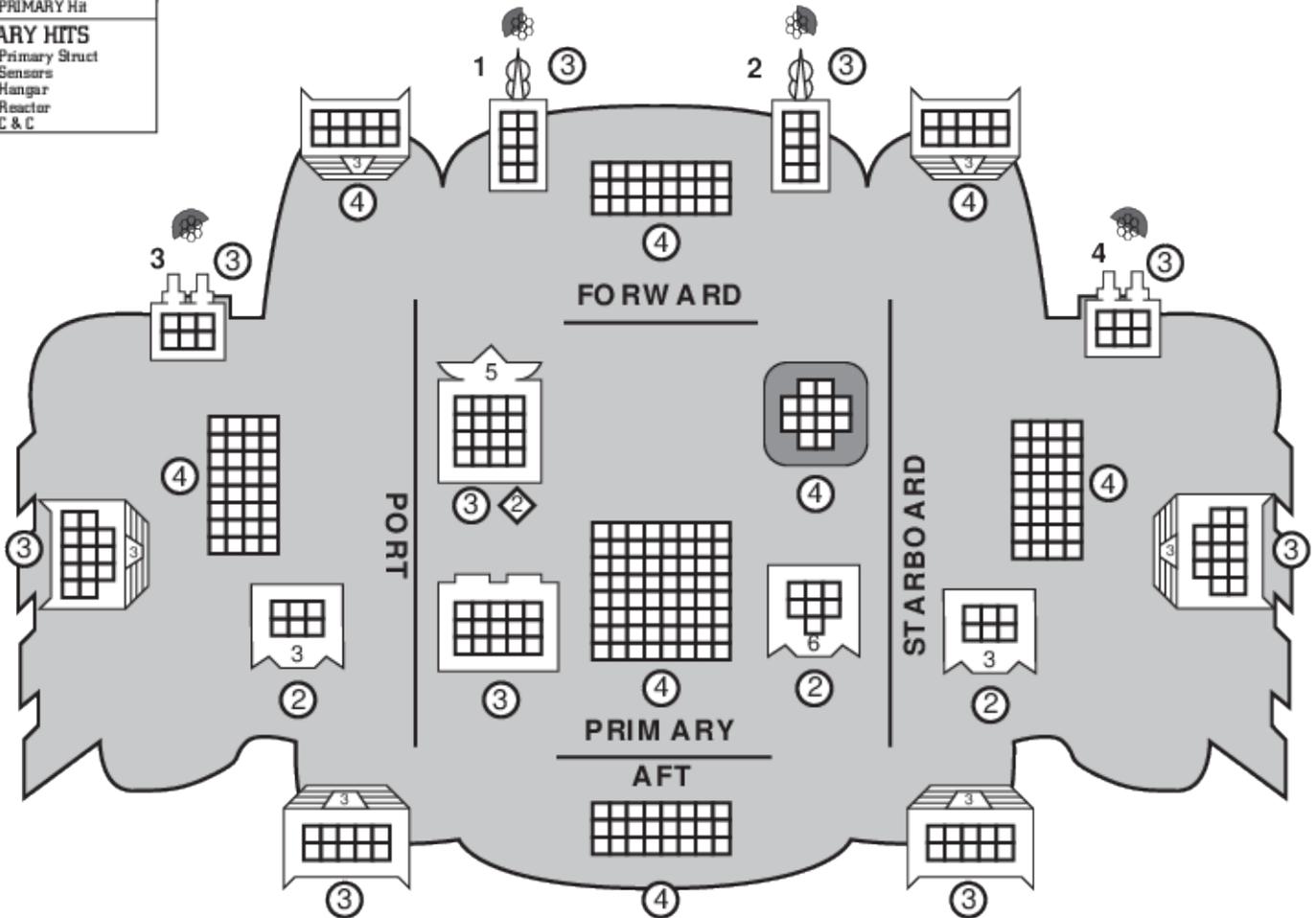
1-12: Primary Struct
 13-15: Sensors
 16-17: Hangar
 18-19: Reactor
 20: C & C

SPECIAL NOTES

Hybrid Drive

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
- Medium Bolter
- Twin Array



Raider Hawk Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 2162	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 210	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 40	Pivot Cost: 2+2 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	4	6	6	7	8	8
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6	6

WEAPON DATA	
Lt Particle Cannon	
Class: Particle	
Modes: Raking	⬠
Damage: 2d10+8	
Range Penalty: -1hex	
Fire Control: +4/+2/+0	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	

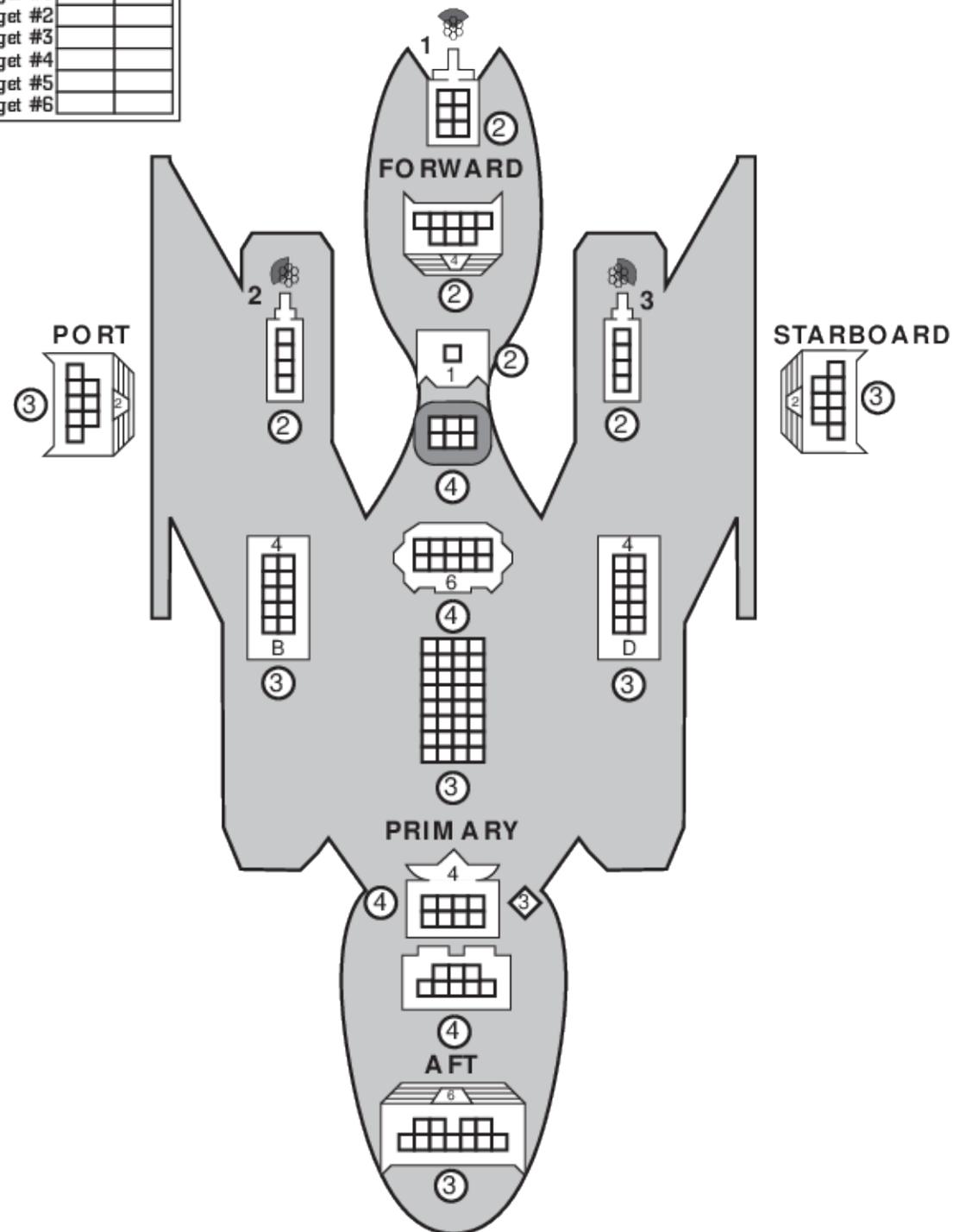
Standard Particle Beam	
Class: Particle	
Modes: Standard	⬠
Damage: 1d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

HANGAR									
0 Fighters									
1 Shuttle: Thrust: 4									
Armor: 0 Defense: 8/9									
<table border="1"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>									

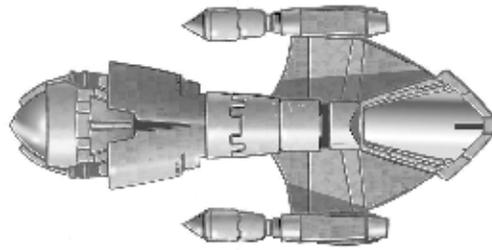
SIDE HITS	
1-5:	Port/Stb Thrust
6-7:	Std Particle Beam
8-11:	Cargo
12-17:	Structure
18-20:	PRIMARY Hit
PRIMARY HITS	
1-8:	Fwd/Aft Thrust
9-10:	Lt Particle Cannon
11-13:	Sensors
14-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C & C

SPECIAL NOTES	
Special Hull Arrangement (No Fwd/Aft Hits)	

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
	Lt Particle Cannon
	Std Particle Beam



Raider Ma'ri'e Light Carrier

SPECS

Class: Medium Ship
 In Service: 2237
 Point Value: 310
 Ramming Factor: 60
 Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 2/3 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 2+1 Thrust
 Roll Cost: 1+0 Thrust

COMBAT STATS

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

WEAPON DATA

Medium Bolter
 Class: Pulse
 Mode: Standard
 Damage: 18
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turn

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

Light Particle Beam
 Class: Particle
 Mode: 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	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

FORWARD HITS

- 1-5: Retro Thrust
- 6-7: Medium Bolter
- 8-9: Standard Particle Beam
- 10-17: Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7: Std Particle Beam
- 8: Lt Particle Beam
- 9-17: Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

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

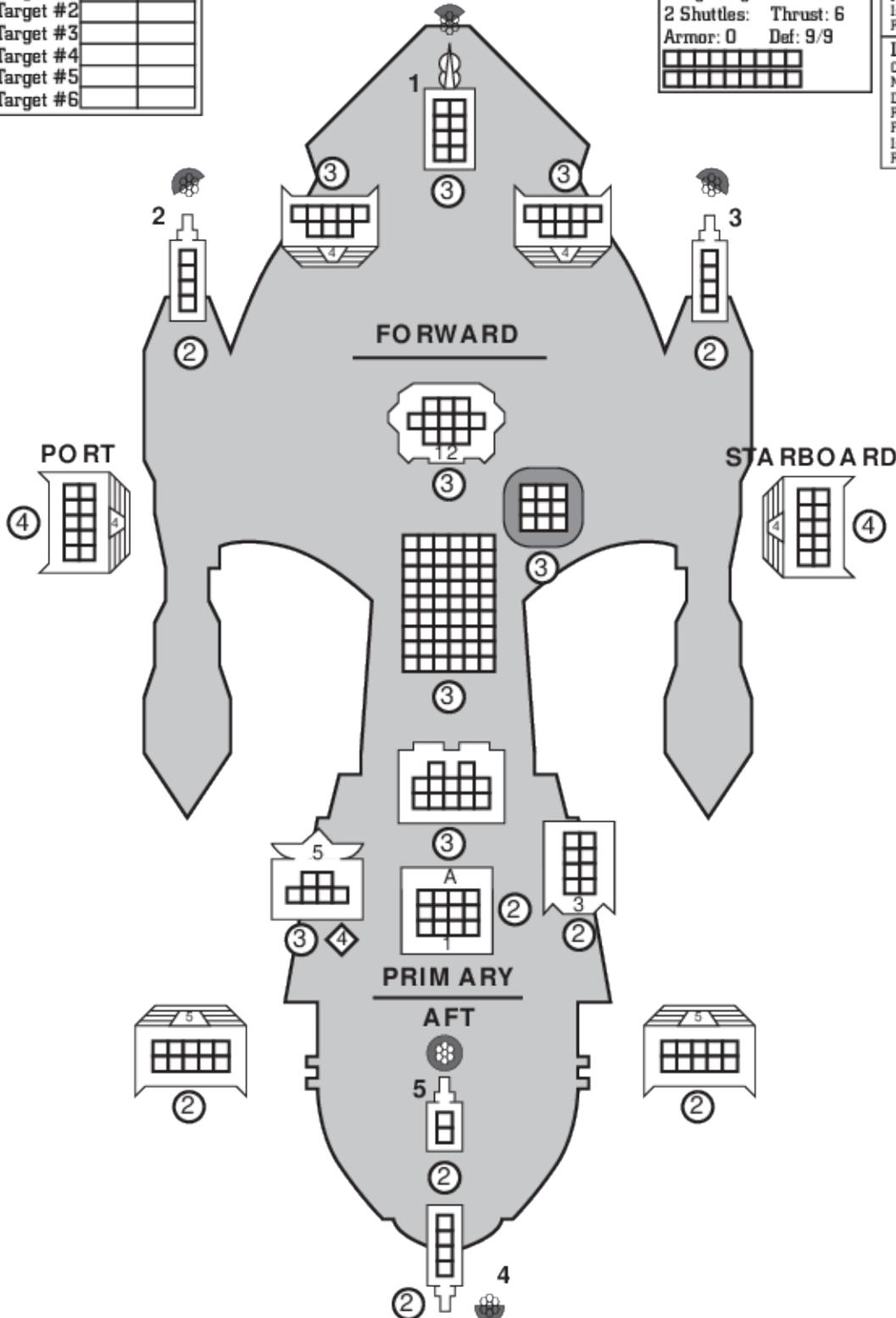
SENSOR DATA

Defensive EW

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

HANGARS

6 Light Fighters
 2 Shuttles: Thrust: 6
 Armor: 0 Def: 9/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Med Laser Cannon
- Medium Bolter
- Std Particle Beam
- Lt Particle Beam

Raider Ma'ri'u Frigate

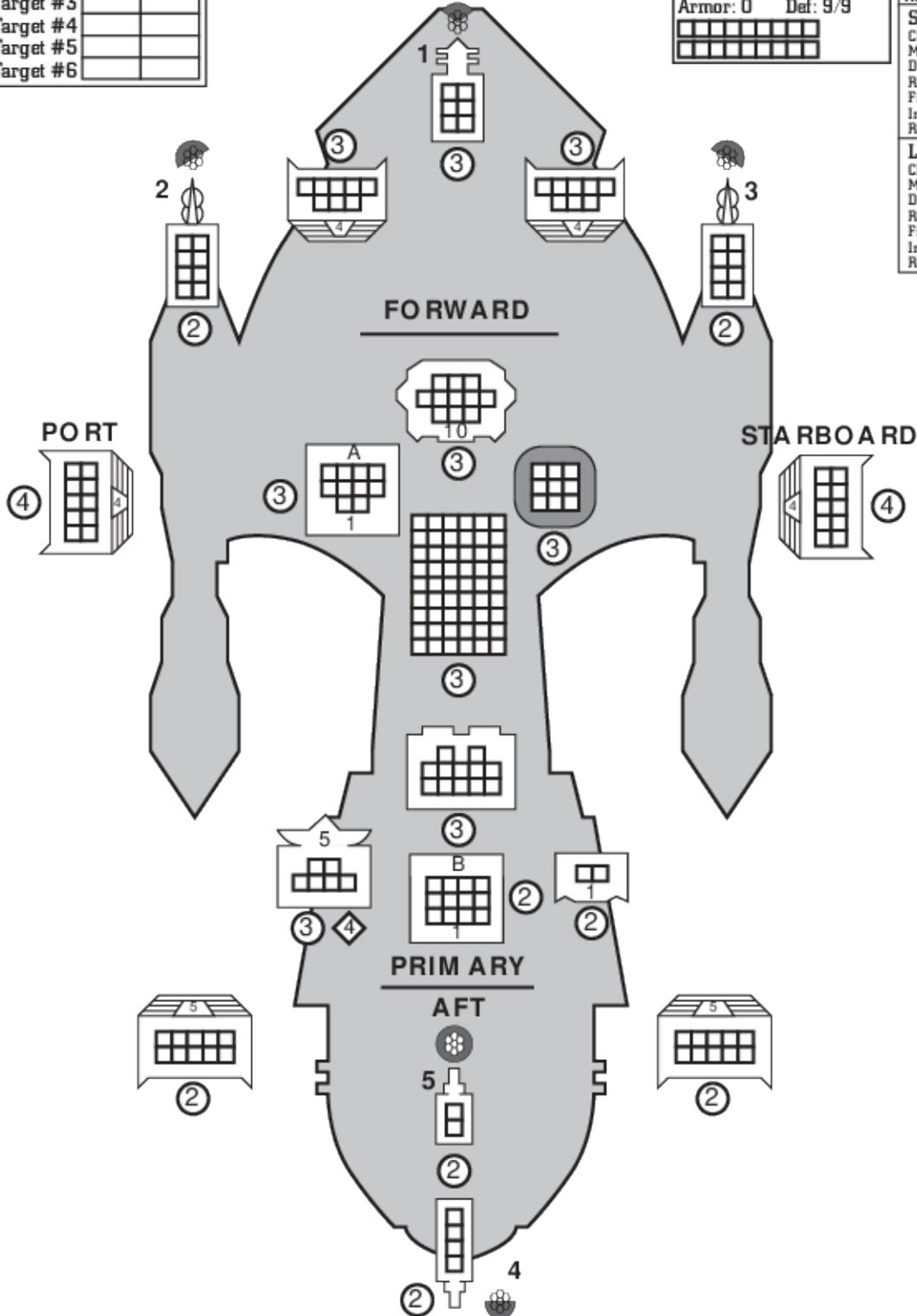
SPECS Class: Medium Ship In Service: 2233 Point Value: 340 Ramming Factor: 60 Jump Delay: N/A	MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+1 Thrust Roll Cost: 1+0 Thrust	COMBAT STATS Fwd/Aft Defense: 12 Stb/Port Defense: 14 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +12
Speed	1 2 3 4 5 6 7	8 9 10 11 12
Turn Cost	1 2 2 3 4 4 5	6 6 7 8 8 8
Turn Delay	1 2 2 3 4 4 5	6 6 7 8 8 8

WEAPON DATA	
Medium Bolter Class: Pulse Mode: Standard Damage: 18 Range Penalty: -1 per 2 hexes Fire Control: +3/+2/+1 Intercept Rating: -1 Rate of Fire: 1 per 2 turn	
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 Modes: Standard Damage: 1d10+6 Range Penalty: -1 per hex Fire Control: +4/+4/+4 Intercept Rating: -2 Rate of Fire: 1 per turn	
Light 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	

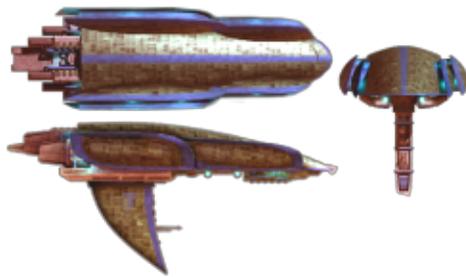
HANGAR	
0 Fighters	
2 Shuttles: Thrust: 6	
Armor: 0 Def: 9/9	

FORWARD HITS 1-5: Retro Thrust 6-7: Medium Laser 8-9: Medium Bolter 10-17: Structure 18-20: PRIMARY Hit
AFT HITS 1-6: Main Thrust 7: Std Particle Beam 8: Lt Particle Beam 9-17: Structure 18-20: PRIMARY Hit
PRIMARY HITS 1-7: Port/Stb Thrust 8-11: Cargo 12-14: Sensors 15-16: 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	



	Thrustor
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Med Laser Cannon
	Medium Bolter
	Std Particle Beam
	Lt Particle Beam



Version 1: 2E/ RP2

Name: _____ Counter: _____



Raider Pinnacle

SPECS

Class: Medium Ship
 In Service: 2182
 Point Value: 240
 Ramming Factor: 60
 Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 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: 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	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

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

Twin Array

Class: Particle
 Modes: 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
 4 Cargo Shuttles:
 No Weapons Thrust: 4
 Armor: 0 Def: 12/14

FORWARD HITS

1-5: Retro Thrust
 6-9: Medium Plasma
 10-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7-9: Twin Array
 10-11: Cargo
 12-17: Structure
 18-20: PRIMARY Hit

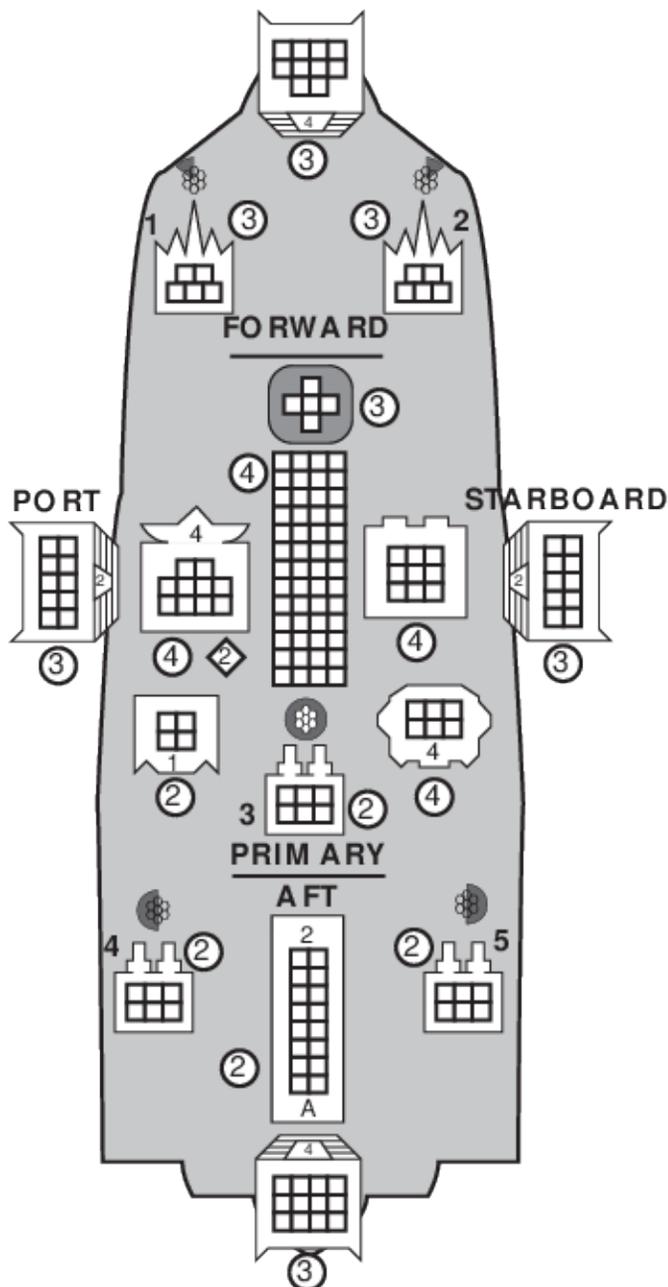
PRIMARY HITS

1-7: Port/Stb Thrust
 8-9: Twin Array
 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
- Md. Plasma Cannon
- Twin Array



Raider Skiff

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 12
In Service: 2232	Turn Delay: 1 x Speed	Stb/Port Defense: 14
Point Value: 230	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor: 50	Pivot Cost: 1+1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 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	
Lt Particle Cannon	
Class: Particle	
Modes: Raking	⬠
Damage: 2d10+8	
Range Penalty: -1 per hex	
Fire Control: +4/+2/+0	
Intercept Rating: -2	
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	

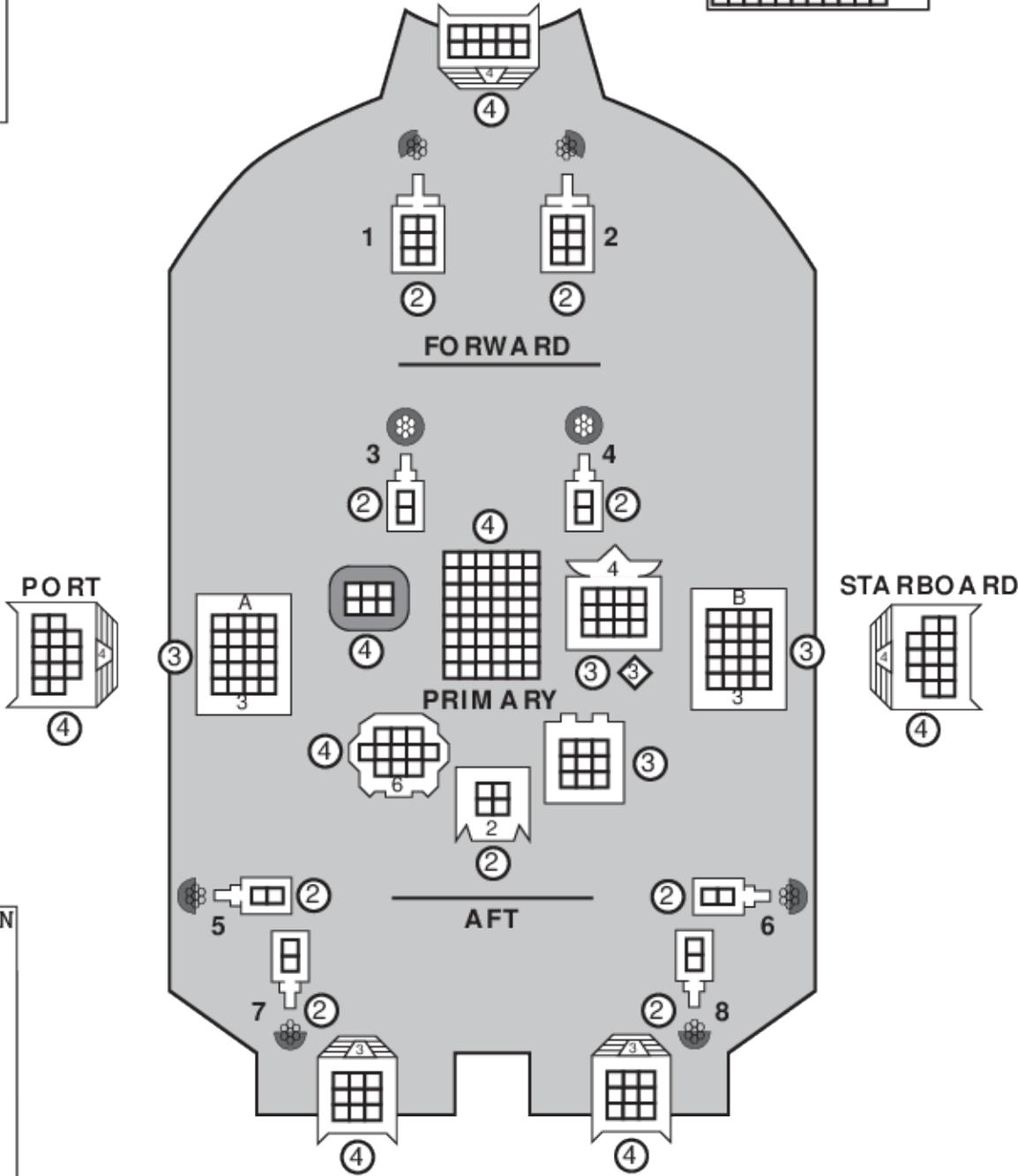
FORWARD HITS
1-5: Retro Thrust
6-9: Lt Particle Cannon
10-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-7: Main Thrust
8-10: Lt Particle Beams 5-8
11-17: Structure
18-20: PRIMARY Hit

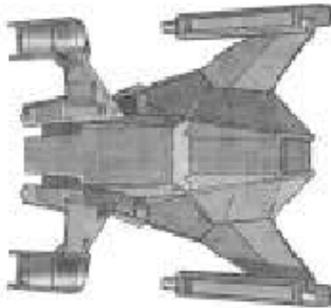
PRIMARY HITS
1-6: Port/Stb Thrust
7-8: Cargo
9-10: Lt Particle Beam
11-13: Sensors
14: Hangar
15-16: Engine
17-19: Reactor
20: C & C

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

HANGAR	
0 Fighters	
4 Cargo Shuttles: Thr: 4	
Armor: 0 Def: 12/12	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Lt Particle Cannon
	Lt Particle Beam



Version 1: 2E/ RP2

Name: _____ Counter: _____



Raider Uid'Ac'e Cruiser

SPECS

Class: Capital Ship
 In Service: 2235
 Point Value: 550
 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

Medium Bolter
 Class: Pulse
 Mode: Standard
 Damage: 18
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turn

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

Scatter Pulsar
 Class: Particle
 Mode: Pulse
 Damage: 6 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 5
 Range Penalty: -2 per hex
 Fire Control: +1/+2/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Med. Plasma Cannon
 Class: Plasma
 Mode: 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

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

12 Fighters
 4 Cargo Shuttles
 Thrust: 6 No Weapons
 Armor: 0 Def: 10/10

FORWARD HITS

1-4: Retro Thrust
 5: Medium Bolter
 6-7: Scatter Pulsar
 8-18: Forward Struct
 19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
 5-6: Medium Laser
 7-8: Med. Plasma
 9-18: Port/Stb Struct
 19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
 6-9: Scatter Pulsar
 10-18: Aft Struct
 19-20: PRIMARY Hit

PRIMARY HITS

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

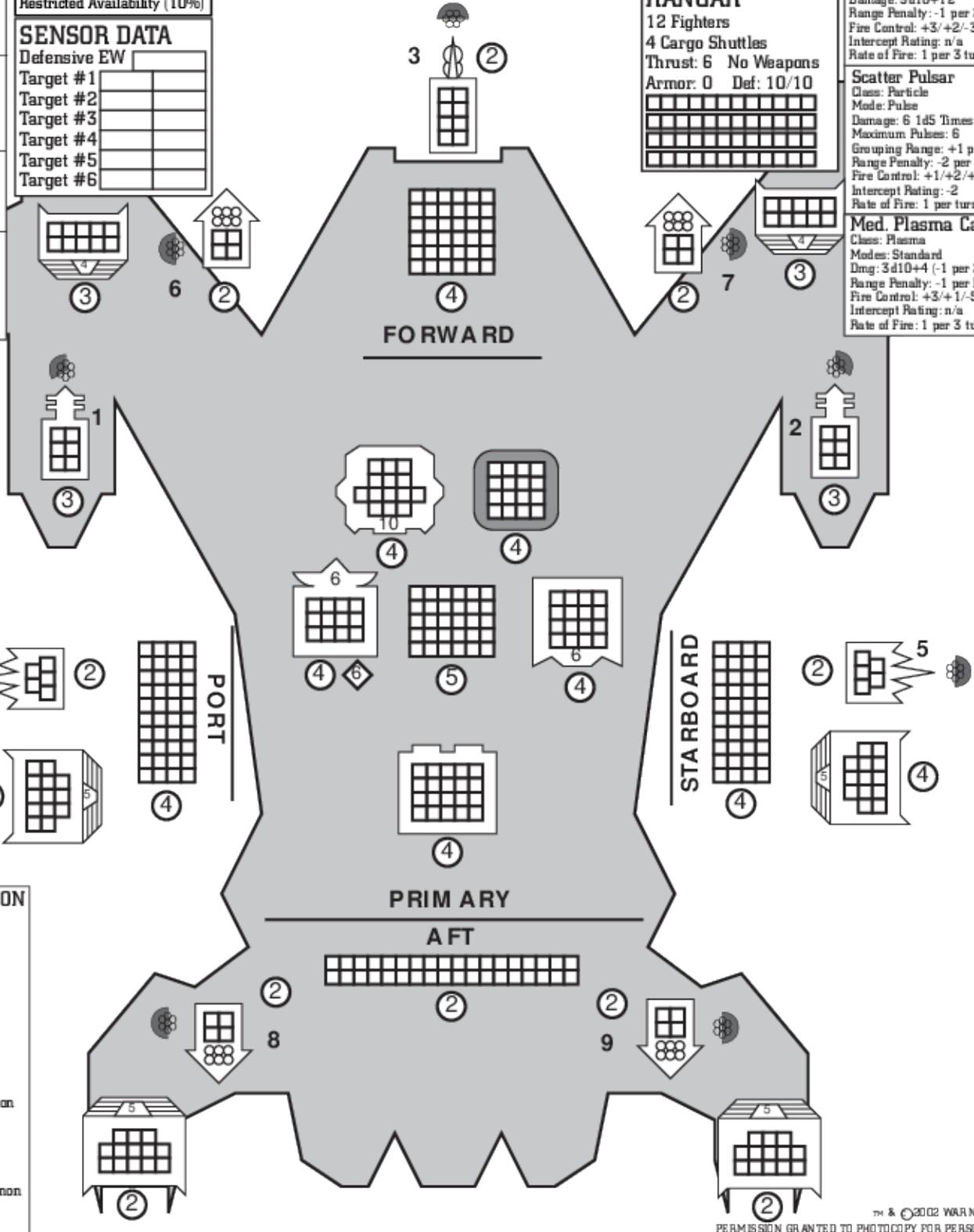
SPECIAL NOTES

Restricted Availability (10%)

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

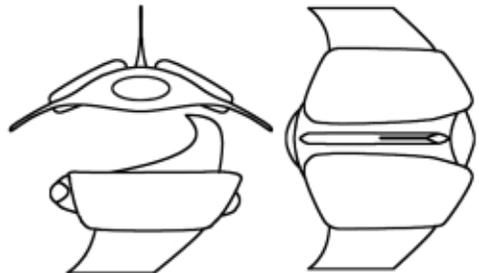
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Laser Cannon
- Medium Bolter
- Md. Plasma Cannon
- Scatter Pulsar



Torata Kalor Bulk Freighter

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 4/3 Speed	Fwd/Aft Defense: 15
In Service: 2224	Turn Delay: 4/3 Speed	Stb/Port Defense: 14
Point Value: 150	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Penalty: -6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 4 6 7 8 10 11 12 14 15 16	
Turn Delay	2 3 4 6 7 8 10 11 12 14 15 16	

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	



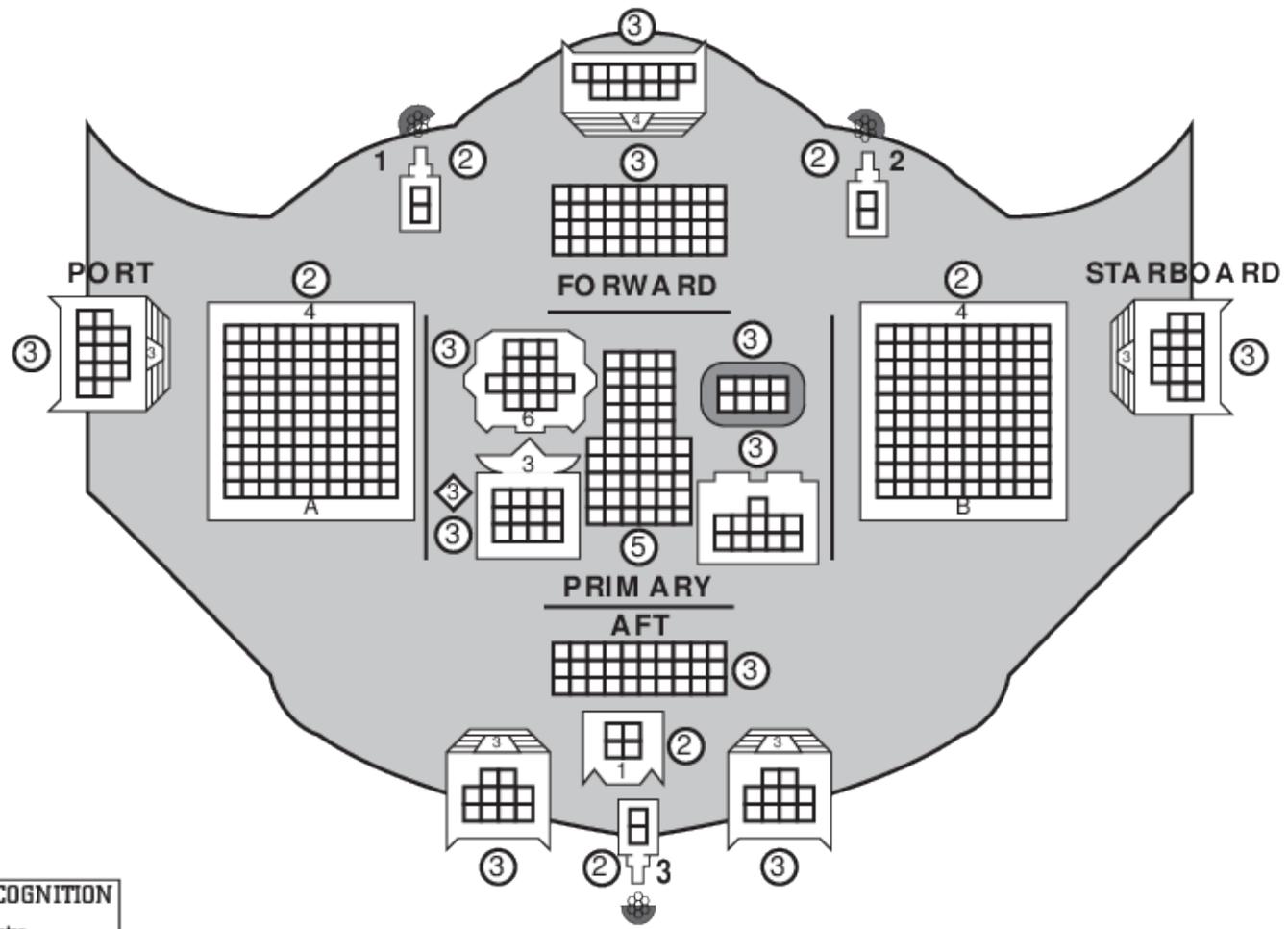
FORWARD HITS
1-4: Retro Thrust
5-7: Light Particle Beam
8-12: Cargo
13-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS
1-4: Main Thrust
5-6: Light Particle Beam
7-8: Hangar
9-11: Cargo
12-18: Aft Struct
19-20: PRIMARY Hit

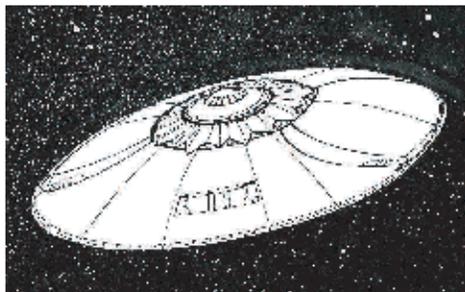
PRIMARY HITS
1-6: Primary Structure
7-12: Port/Stb Thrust
13-14: Sensors
15-17: Engine
18-19: Reactor
20: C & C

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

HANGAR	
0 Fighters	
4 Cargo Shuttles: Thrust: 3	
Armor: 0 Defense: 12/12	



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



Vree Jia Recycling Transport

SPECS

Class: Capital Ship
 In Service: 2175
 Point Value: 425
 Ramming Factor: 300
 Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 2 x Speed
 Turn Delay: 2 x Speed
 Accel/Decel Cost: 6 Thrust
 Pivot Cost: 0 Thrust
 Roll Cost: N/A

COMBAT STATS

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

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

WEAPON DATA

Antiproton Defender
 Class: Antimatter
 Modes: Standard
 Damage: 1X+8
 Maximum X: 10
 Range Penalty: Special
 Range 0-3: No penalty
 Range 4-6: -1 per hex
 Range 7+: -2 per hex
 Fire Control: +2/+2/+4
 Intercept Rating: -3
 Rate of Fire: 1 per turn

GENERAL HITS

1-4: Thruster
 5-6: Cargo
 7: Weapon
 8-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
 8-9: Tractor
 10-11: Sensors
 12: Jump Drive
 13-14: Engine
 15-17: Hangar
 18-19: Reactor
 20: C & C

SPECIAL NOTES

Limited Deployment (33%)
 Gravitic Drive System
 Unreliable systems:
 Engine Fluctuations
 Vulnerable to Criticals
 Sluggish

MAIN HANGARS

6 Fighters Each
 0 Shuttles

SECONDARY HANGAR

0 Fighters
 2 Shuttles: Thrust: 4
 Armor: 1 Defense: 7/7

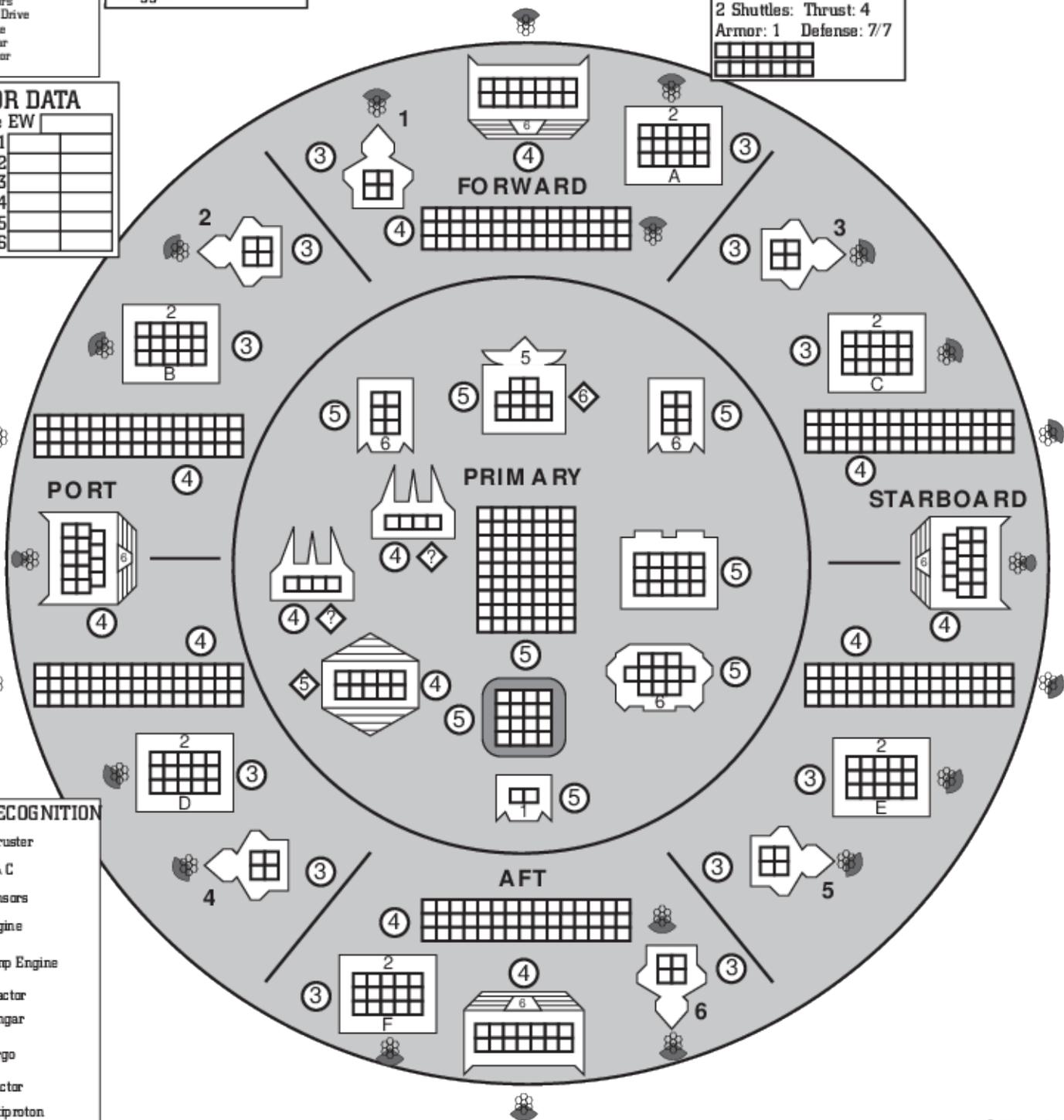
SENSOR DATA

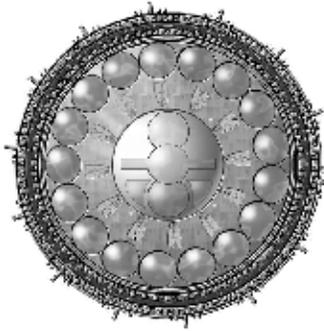
Defensive EW

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

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Tractor
- Antiproton Defender





Vree Salvage Guild

Version 1: 2E/RP2

Name: _____

Counter: _____



Vree Salvagers Vastar Saucer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 2180	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 460	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 150	Pivot Cost: 0+0 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 1 2 2 3 3 4 4 5 5 6 6	

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

GENERAL HITS
1-4: Thruster
5-8: Weapon
9-17: Structure
18-20: PRIMARY Hx

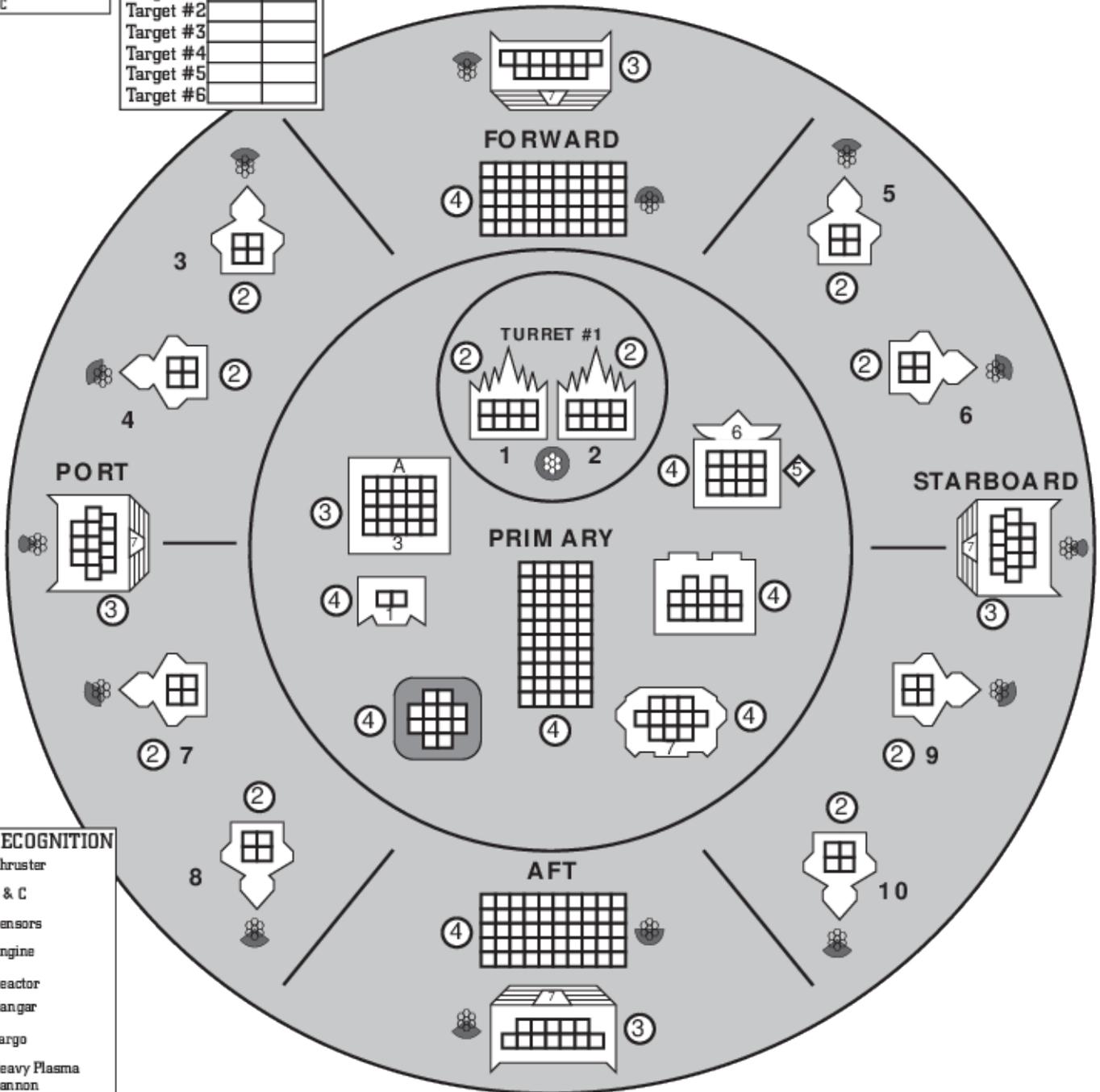
PRIMARY HITS
1-10: Primary Struct
11-12: Cargo
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
 Gravitic Drive System
 Weapon #1 & #2
 must fire in the same
 60 degree arc

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: 7/7												
<table border="1"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>												

Antiproton Defender
Class: Antimatter
Modes: Standard
Damage: 1X+8
Maximum X: 10
Range Penalty: Special
Range 0-3: No penalty
Range 4-6: -1 per hex
Range 7+: -2 per hex
Fire Control: +2/+2/+4
Intercept Rating: -3
Rate of Fire: 1 per turn



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Heavy Plasma Cannon
	Antiproton Defender



Vree Vasy Lt Corvette

SPECS

Class: Medium Ship
 In Service: 2175
 Point Value: 290
 Ramming Factor: 70
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
 Turn Delay: 1/3 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 0+0 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

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

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

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
 Interception Rating: n/a
 Rate of Fire: 1 per 3 turns

Antiproton Defender

Class: Antimatter
 Modes: Standard
 Damage: 1X+8
 Maximum X: 10
 Range Penalty: Special
 Range 0-3: No penalty
 Range 4-6: -1 per hex
 Range 7+: -2 per hex
 Fire Control: +2/+2/+4
 Intercept Rating: -3
 Rate of Fire: 1 per turn

GENERAL HITS

1-6: Thruster
 7-9: Weapon
 10-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

1-5: Sensors
 6-10: Engine
 11-13: Hangar
 14-18: Reactor
 19-20: C & C

SPECIAL NOTES

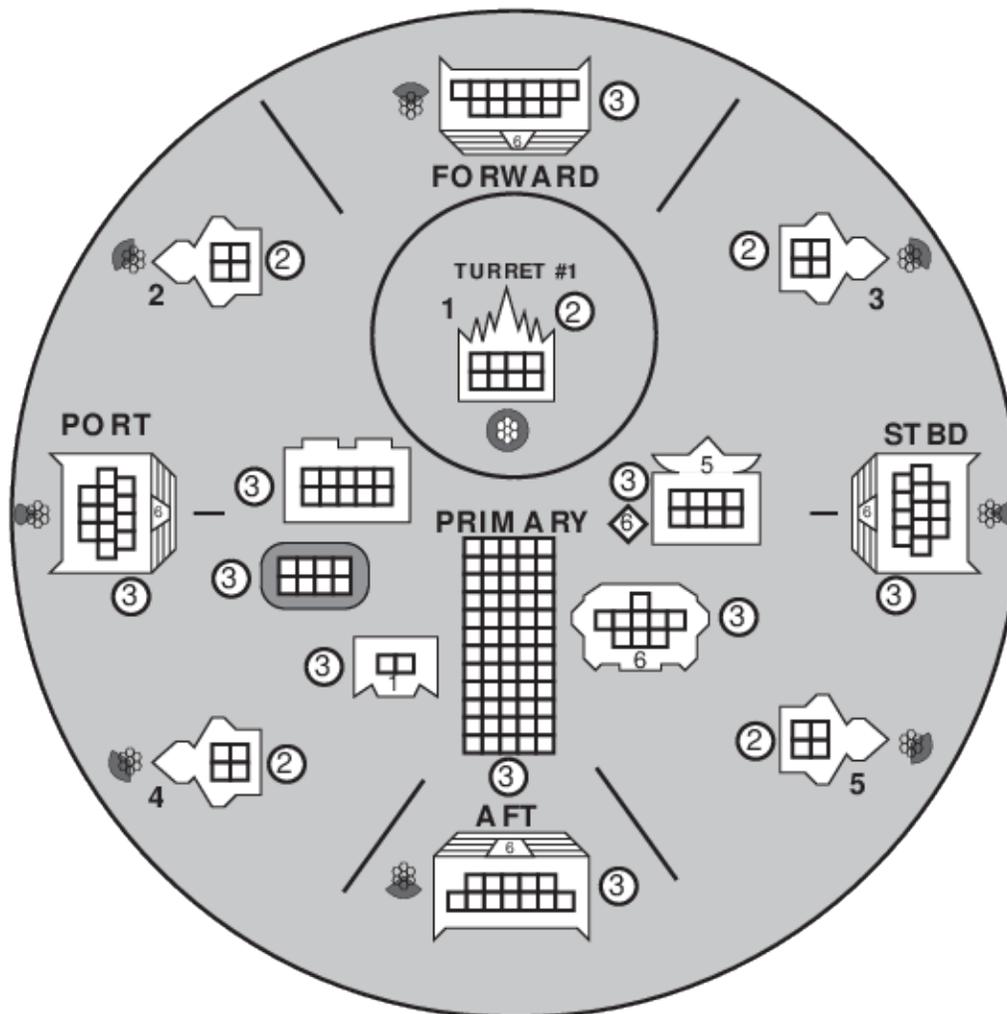
Gravitic Drive System

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: 7/7



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Plasma Cannon
- Antiproton Defender



Uree Vyshesh Free Trader

SPECS
 Class: Medium Ship
 In Service: 2172
 Point Value: 120
 Ramming Factor: 70
 Jump Delay: N/A

MANEUVERING
 Turn Cost: 3/4 Speed
 Turn Delay: 1/2 Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 0+0 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS
 Fwd/Aft Defense: 13
 Stb/Port Defense: 13
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: -4

WEAPON DATA
Antiproton Defender
 Class: Antimatter
 Modes: Standard
 Damage: 1X+8
 Maximum X: 10
 Range Penalty: Special
 Range 0-3: No penalty
 Range 4-6: -1 per hex
 Range 7+: -2 per hex
 Fire Control: +2/+2/+4
 Intercept Rating: -3
 Rate of Fire: 1 per turn

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

GENERAL HITS
 1-6: Thruster
 7-9: Cargo
 10-17: Structure
 18-20: PRIMARY Hit

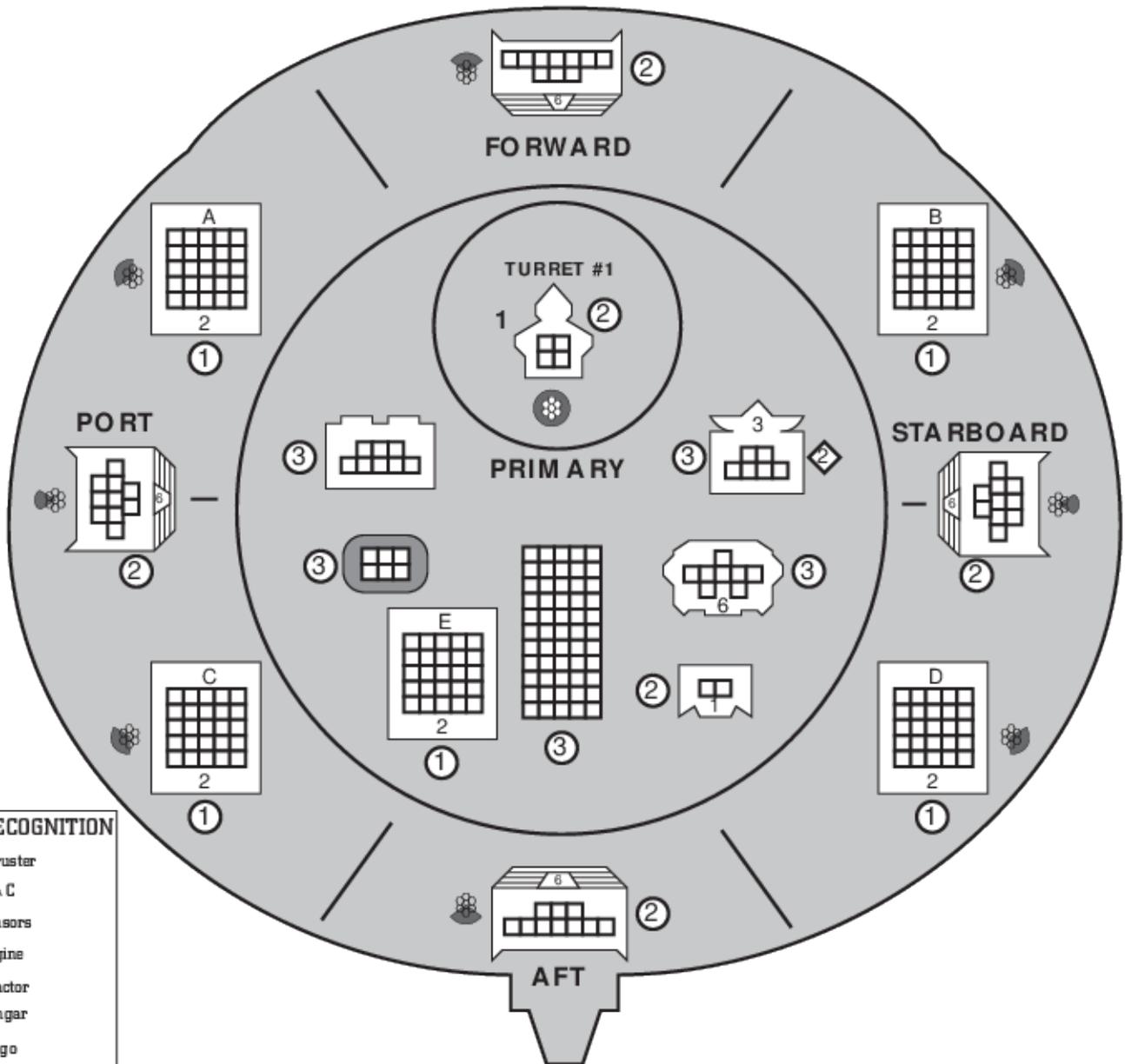
PRIMARY HITS
 1-9: Cargo
 10: Weapon
 11-12: Sensors
 13-15: Engine
 16-17: Hangar
 18-19: Reactor
 20: C & C

SPECIAL NOTES
 Gravitic Drive System

SENSOR DATA

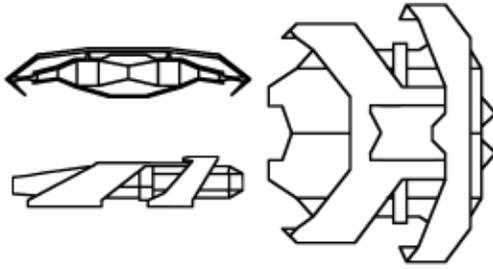
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGARS
 0 Fighters
 2 Cargo Shuttles: Thrust: 3
 Armor: 0 Defense: 12/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Antiproton Defender



Yolu Massan Freighter

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Vessel	Turn Cost: 3/2 Speed	Fwd/Aft Defense: 13
In Service: 2006	Turn Delay: 4/3 Speed	Stb/Port Defense: 14
Point Value: 180	Accel/Decel Cost: 4 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: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 4 5 6 7 8 9 10 11 12 14 15 17 18	
Turn Delay	2 3 4 6 7 8 10 11 12 14 15 16	

WEAPON DATA	
Fusion Cannon	
Class: Molecular	
Mode: Standard	
Damage: 1d10+9	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

FORWARD HITS
1-6: Retro Thrust
7-9: Fusion Cannon
10-17: Structure
18-20: PRIMARY Hit

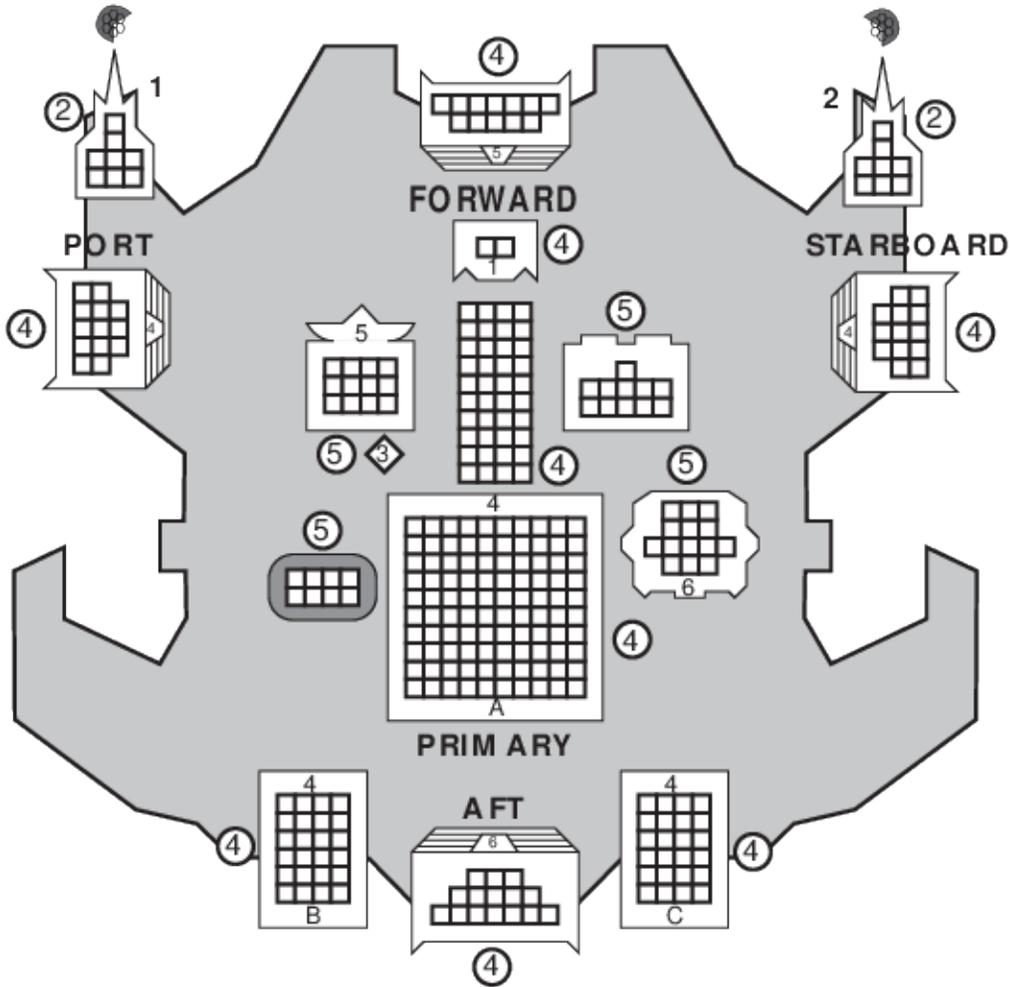
AFT HITS
1-6: Main Thrust
7-13: Cargo
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-6: Port/Stb Thrust
7-10: Cargo
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES	
Gravitic Drive System	

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

HANGARS	
0 Fighters	
2 Cargo Shuttles: Thrust: 3	
Armor: 0 Defense: 12/12	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Fusion Cannon
	Cargo

1  Aspar Raider	2  Aspar Raider	3  Aspar Raider	4  Aspar Raider	1  Galleas Raider	2  Galleas Raider	3  Galleas Raider	4  Galleas Raider
1  Hawk Raider	2  Hawk Raider	3  Hawk Raider	4  Hawk Raider	1  Hybrid Saucer Raider	2  Hybrid Saucer Raider	3  Hybrid Saucer Raider	4  Hybrid Saucer Raider
1  Ma'Ri'e Raider	2  Ma'Ri'e Raider	3  Ma'Ri'e Raider	4  Ma'Ri'e Raider	1  Ma'Ri'u Raider	2  Ma'Ri'u Raider	3  Ma'Ri'u Raider	4  Ma'Ri'u Raider
1  Pinnace Raider	2  Pinnace Raider	3  Pinnace Raider	4  Pinnace Raider	1  Skiff Raider	2  Skiff Raider	3  Skiff Raider	4  Skiff Raider
1  Uid'Ac'e Raider	2  Uid'Ac'e Raider	1  Cobra Raider	2  Cobra Raider	3  Cobra Raider	4  Cobra Raider	5  Cobra Raider	6  Cobra Raider
1  Vulture Drazi Hunter	2  Vulture Drazi Hunter	3  Vulture Drazi Hunter	1  Raven Drazi Hunter	2  Raven Drazi Hunter	3  Raven Drazi Hunter	4  Raven Drazi Hunter	1  L'Karus Narn Privateer
2  L'Karus Narn Privateer	3  L'Karus Narn Privateer	1  T'Laca Narn Privateer	2  T'Laca Narn Privateer	3  T'Laca Narn Privateer	4  T'Laca Narn Privateer	1  L'Shon Narn Privateer	2  L'Shon Narn Privateer
3  L'Shon Narn Privateer	4  L'Shon Narn Privateer	5  L'Shon Narn Privateer	6  L'Shon Narn Privateer	7  L'Shon Narn Privateer	8  L'Shon Narn Privateer	1  Jia Vree	2  Jia Vree
3  Jia Vree	1  Vasy Vree	2  Vasy Vree	3  Vasy Vree	4  Vasy Vree	1  Vastar Vree	2  Vastar Vree	3  Vastar Vree
4  Vastar Vree	1  Lessara Centauri Privateer	2  Lessara Centauri Privateer	3  Lessara Centauri Privateer	4  Lessara Centauri Privateer	1  Alzara Centauri Privateer	2  Alzara Centauri Privateer	3  Alzara Centauri Privateer

4  Alzara Centauri Privateer	1  Morgortha Centauri Privateer	2  Morgortha Centauri Privateer	3  Morgortha Centauri Privateer	4  Morgortha Centauri Privateer	1  Areko Shokan	2  Areko Shokan	3  Areko Shokan
4  Areko Shokan	1  Attack Frigate Shokan	2  Attack Frigate Shokan	3  Attack Frigate Shokan	4  Attack Frigate Shokan	1  Rava Shokan	2  Rava Shokan	3  Rava Shokan
4  Rava Shokan	1  Vindicator Deneth	2  Vindicator Deneth	3  Vindicator Deneth	4  Vindicator Deneth	1  Deliverer Deneth	2  Deliverer Deneth	3  Deliverer Deneth
4  Deliverer Deneth	1  Protector Deneth	2  Protector Deneth	3  Protector Deneth	4  Protector Deneth	1  Sentry Deneth	2  Sentry Deneth	3  Sentry Deneth
4  Sentry Deneth	1  Watcher Deneth	2  Watcher Deneth	1  Liberator Deneth	2  Liberator Deneth	3  Liberator Deneth	4  Liberator Deneth	5  Liberator Deneth
6  Liberator Deneth	7  Liberator Deneth	8  Liberator Deneth	1  Defender Deneth	2  Defender Deneth	3  Defender Deneth	4  Defender Deneth	5  Defender Deneth
6  Defender Deneth	7  Defender Deneth	8  Defender Deneth	1  Provider Deneth	2  Provider Deneth	3  Provider Deneth	4  Provider Deneth	1  Ward Deneth
2  Ward Deneth	3  Ward Deneth	4  Ward Deneth	5  Ward Deneth	1  Watchtower Deneth	1  Survey Ship Belt Alliance	2  Survey Ship Belt Alliance	3  Survey Ship Belt Alliance
1  Sentinal Belt Alliance	2  Sentinal Belt Alliance	3  Sentinal Belt Alliance	4  Sentinal Belt Alliance	5  Sentinal Belt Alliance	6  Sentinal Belt Alliance	7  Sentinal Belt Alliance	8  Zolor Belt Alliance
1  Atlac Abbai	2  Atlac Abbai	3  Atlac Abbai	4  Atlac Abbai	5  Atlac Abbai	6  Atlac Abbai	1  Hakara Brakiri	2  Hakara Brakiri

3  Hakara Brakiri	4  Hakara Brakiri	5  Hakara Brakiri	6  Hakara Brakiri	1  Transport Brakiri	2  Transport Brakiri	3  Transport Brakiri	4  Transport Brakiri
5  Transport Brakiri	6  Transport Brakiri	1  Freighteagle Drazi	2  Freighteagle Drazi	3  Freighteagle Drazi	4  Freighteagle Drazi	5  Freighteagle Drazi	6  Freighteagle Drazi
1  Tra'shu'e Pak'ma'ra	2  Tra'shu'e Pak'ma'ra	3  Tra'shu'e Pak'ma'ra	4  Tra'shu'e Pak'ma'ra	5  Tra'shu'e Pak'ma'ra	6  Tra'shu'e Pak'ma'ra	1  Vyshesh Vree	2  Vyshesh Vree
3  Vyshesh Vree	4  Vyshesh Vree	5  Vyshesh Vree	6  Vyshesh Vree	1  Calacca Casacor	2  Calacca Casacor	3  Calacca Casacor	4  Calacca Casacor
5  Calacca Casacor	6  Calacca Casacor	1  Caracti Casacor	2  Caracti Casacor	3  Caracti Casacor	4  Caracti Casacor	1  Cargo Barge Grome	2  Cargo Barge Grome
3  Cargo Barge Grome	4  Cargo Barge Grome	5  Cargo Barge Grome	6  Cargo Barge Grome	1  Gorek Hurr	2  Gorek Hurr	3  Gorek Hurr	4  Gorek Hurr
5  Gorek Hurr	6  Gorek Hurr	1  Ecamron Tek Hyach	2  Ecamron Tek Hyach	3  Ecamron Tek Hyach	4  Ecamron Tek Hyach	5  Ecamron Tek Hyach	6  Ecamron Tek Hyach
1  Cargo Hauler Ipscha	2  Cargo Hauler Ipscha	3  Cargo Hauler Ipscha	4  Cargo Hauler Ipscha	5  Cargo Hauler Ipscha	6  Cargo Hauler Ipscha	1  Cancar Kor-Lyan	2  Cancar Kor-Lyan
3  Cancar Kor-Lyan	4  Cancar Kor-Lyan	5  Cancar Kor-Lyan	6  Cancar Kor-Lyan	1  Kalor Torata	2  Kalor Torata	3  Kalor Torata	4  Kalor Torata
5  Kalor Torata	6  Kalor Torata	1  Massan Yalu	2  Massan Yalu	3  Massan Yalu	4  Massan Yalu	5  Massan Yalu	6  Massan Yalu

1  Freighter Centauri	2  Freighter Centauri	3  Freighter Centauri	4  Freighter Centauri	5  Freighter Centauri	6  Freighter Centauri	1  Javelin Centauri	2  Javelin Centauri
3  Javelin Centauri	4  Javelin Centauri	1  Lt Transport Centauri	2  Lt Transport Centauri	3  Lt Transport Centauri	4  Lt Transport Centauri	5  Lt Transport Centauri	6  Lt Transport Centauri
1  Rolotha Minbari	2  Rolotha Minbari	3  Rolotha Minbari	4  Rolotha Minbari	5  Rolotha Minbari	6  Rolotha Minbari	1  T'Lacran Narn	2  T'Lacran Narn
3  T'Lacran Narn	4  T'Lacran Narn	5  T'Lacran Narn	6  T'Lacran Narn	1  T'Los Narn	2  T'Los Narn	3  T'Los Narn	4  T'Los Narn
1  D'Sharda Narn	2  D'Sharda Narn	3  D'Sharda Narn	4  D'Sharda Narn	5  D'Sharda Narn	6  D'Sharda Narn	1  Free Trader Llort	2  Free Trader Llort
3  Free Trader Llort	4  Free Trader Llort	5  Free Trader Llort	6  Free Trader Llort	1  Liner Markab	2  Liner Markab	3  Liner Markab	4  Liner Markab
5  Liner Markab	6  Liner Markab	1  Malaka Markab	2  Malaka Markab	3  Malaka Markab	4  Malaka Markab	1  Passenger Liner Civilian	2  Passenger Liner Civilian
3  Passenger Liner Civilian	4  Passenger Liner Civilian	5  Passenger Liner Civilian	6  Passenger Liner Civilian	1  Skylark Civilian	2  Skylark Civilian	3  Skylark Civilian	4  Skylark Civilian
5  Skylark Civilian	6  Skylark Civilian	1  Jonkur Dilgar	2  Jonkur Dilgar	3  Jonkur Dilgar	4  Jonkur Dilgar	5  Jonkur Dilgar	6  Jonkur Dilgar
1  Jannaka Dilgar	2  Jannaka Dilgar	3  Jannaka Dilgar	4  Jannaka Dilgar	5  Jannaka Dilgar	6  Jannaka Dilgar	1  Faskur Dilgar	2  Faskur Dilgar

The Vree captain watched as they slowly approached the wreckage. He knew they had stumbled on something quite special.

The Deneth captain impatiently tapped his appendages on the control panel to his side, wondering when the word would finally be given.

The Drazi captain sat completely silent, as if it would help them cross the span of the remote transfer point un-noticed.

...and then it happened.

Originally posted as freely downloadable material on the Agents of Gaming website, Raiders & Privateers 2 rises again, Fully preserved, yet edited and formatted into a PDF that honors the hard work originally put into it.

PRESENTED INSIDE ARE THE SHIPS THAT FORM THE CORE COMMERCIAL FLEETS FIELDIED BY THE MAJOR RACE-SPECIFIC FACTIONS AND ORGANIZATIONS. ALSO INCLUDED ARE SOME OF THE MORE POPULAR CONVERSIONS MADE BY RAIDERS WHO MANAGE TO AQUIRE THESE VESSELS.

**ALSO PROFILED ARE:
THE BELT ALLIANCE - EMERGING STRONG AND WITH GREAT RESPECT FROM THE MINBARI WAR, THEY NOW STRUGGLE TO MAKE THEIR OWN DESTINY AND TAKE THE NEXT STEP INTO THE FUTURE.**

THE DENETH ASSEMBLY - A FORMER SUBJECT RACE OF THE CENTAURI REPUBLIC. THEY STAGED A REVOLT IN SECRET, AND WON THEIR INDEPENDENCE VIRTULLY OVERNIGHT.

THIS IS NOT A STAND ALONE PRODUCT AND REQUIRES BABYLON 5 WARS 2nd EDITION TO FULLY USE.

BW-PZ4 ORIGINAL MSRP - FREE

BABYLON 5, characters, names and all related indicia are trademarks of and © Warner Bros.

The Vree captain watched as they slowly approached the wreckage. He knew they had stumbled on something quite special.

The Deneth captain impatiently tapped his appendages on the control panel to his side, wondering when the word would finally be given.

The Drazi captain sat completely silent, as if it would help them cross the span of the remote transfer point un-noticed.

...and then it happened.

Originally posted as freely downloadable material on the Agents of Gaming website, Raiders & Privateers 2 rises again, Fully preserved, yet edited and formatted into a PDF that honors the hard work originally put into it.

PRESENTED INSIDE ARE THE SHIPS THAT FORM THE CORE COMMERCIAL FLEETS FIELDIED BY THE MAJOR RACE-SPECIFIC FACTIONS AND ORGANIZATIONS. ALSO INCLUDED ARE SOME OF THE MORE POPULAR CONVERSIONS MADE BY RAIDERS WHO MANAGE TO AQUIRE THESE VESSELS.

**ALSO PROFILED ARE:
THE BELT ALLIANCE - EMERGING STRONG AND WITH GREAT RESPECT FROM THE MINBARI WAR, THEY NOW STRUGGLE TO MAKE THEIR OWN DESTINY AND TAKE THE NEXT STEP INTO THE FUTURE.**

THE DENETH ASSEMBLY - A FORMER SUBJECT RACE OF THE CENTAURI REPUBLIC. THEY STAGED A REVOLT IN SECRET, AND WON THEIR INDEPENDENCE VIRTULLY OVERNIGHT.

THIS IS NOT A STAND ALONE PRODUCT AND REQUIRES BABYLON 5 WARS 2nd EDITION TO FULLY USE.

BW-PZ4 ORIGINAL MSRP - FREE

BABYLON 5, characters, names and all related indicia are trademarks of and © Warner Bros.