

Introduction

The sudden closure of Agents of Gaming (AoG) shocked the Babylon 5 Wars community and left a number of projects in various states of limbo. One of these projects was Variants-6, which was being developed by the Historical Repair Team (HRT). At the time of AoG's closure, the Variants-6 project had completed the design submittal phase and was in the midst of evaluating entries and generating SCS's. The closure was as much a surprise to the HRT as it was to the rest of the B5Wars community. We had no prior warning and got the bad news at about the same time as the rest of the B5Wars community.

Unsurprisingly, a sense of disappointment and shock was keenly felt by all of the HRT members. Obviously, the closure brought all official work on Variants-6 to a complete halt. At the time, we had hoped to complete Variants-6 as a free electronic release, in much the same manner as Raiders and Privateers 2 and later Showdowns 10. However, without the mandate of a hard and fast completion date, what little work that was begun quickly ground to a halt. Compounding the problem was that another gaming company had recognized the talents of several of the more active members of HRT. That company quickly and wisely involved them in their new space combat effort. As a result, Variants-6 languished, buried and lost against a backdrop of real life concerns and lost interest.....until now.

Today you hold in your hands Variants-6, the long awaited addition to Wars of the Centauri Republic (WCR) product line. Within these pages are new ships for all of the major races found in WCR and Showdowns-8 (the Orieni, Centauri, Drazi, Abbai, Usuuth, Rogolons and Raiders).

Unlike the previous variants products, Variant-6 is intended to go a step beyond. Its intent is to expand the various races of the period by filling out their fleet orders of battle, including such units as freighters and support units. While not meant to be a complete listing, it is hoped that the resulting fleet rosters now appear more complete while remaining logical and retaining racial flavor.

However, in keeping with previous variant products, entries were taken from fans via an online project run during the month of August in 2002. Though these submissions languished on our computers for the last several years, they were not lost or forgotten. Your efforts were not wasted and now, finally, they can be rewarded. Enjoy!

----- Richard Bax

Product Credits

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Special Credit Notes

As previously indicated, several of the races were fleshed out with new base and variant hulls. One race in particular, the Drazi, benefitted most by the efforts of one individual, Klebert Hall. When the Rules Compendium was being developed, Klebert was placed in charge of writing the Drazi history and subsequently developed an in-depth time line of technology and ships. His diligence on the Drazi, and indeed most of the other entries, went a long way towards making this product possible.

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Orieni Variants

Prior to its war with the Centauri, the Orieni Imperium had produced relatively few variant designs. Mission definition and the corresponding hull development process progressed along clear-cut and logical design practices. Limited, but necessary, mission specific requirements (such as minesweeping, combat logistics, etc.) were generally combined into single large, multi-mission hulls. A perfect example of this design attitude is the Vigilant Combat Support Ship.

Many races might point to the various Strike Force units, such as the Paragon and Virtue, as variants of the Prophet and Steadfast. However, the Orieni would counter that they are simply logical extensions of their combat doctrine, which describes the need for an improved, though more expensive, shock fleet to be used to crash through prepared enemy defenses. The resulting breach would then be filled by standard, and correspondingly less expensive units. In such a case, the classification of such improved units as "variants," for what should be obvious to all is a pre-defined mission needs, is simply erroneous.

As with most arguments with Orieni, the root of the disagreement is simply a matter of semantics and racial doctrine. The end result is that neither side is likely to be able to convince the other as to the validity of their opinion, and by default, the conflict will always remain unresolved. The best option is to simply leave the question alone.

However, semantics aside, there can be little doubt that following the setbacks at the hand of the Centauri in Y2007, followed quickly by the hasty and ill-conceived assault on the Drakh home world in Y2008, the Orieni navy saw a marked rise in variant designs. Most variants of this period were simply intended to provide additional combat potential rather than meet special mission objectives and fell into one of two categories. The first was simply modifying existing and quickly built light combat hulls to improve their direct combat potential. The second was to convert pre-existing support hulls to dedicated combat vessels.

In either case, the resulting vessels failed to turn the tide of the war in favor of the Orieni. However, their contribution to the ongoing devastation did finally convince the exhausted Centauri to halt their prosecution of the war and call for a truce.

Crusader Heavy Frigate

Commune Variant (Rare/Uncommon)

Originally introduced in Y2003, the Crusader was an attempt to convert the Commune Battle Leader from a small task force command ship to a dedicated combat unit. To that end, the new Heavy Gauss Cannons replaced the original Laser Lances while the H-K control system was dropped in favor of a missile rack. Initially, the rate of conversion was very low, however, the heavy capital ship losses at the hands of the Centauri and Drakh in Y2007 and Y2008 would see the numbers of Crusaders grow rapidly. In combat, the new Heavy Gauss Cannons provided a potentially deadly punch; however, the loss of combat range when compared to the original Laser Lances did prove detrimental at times.

Based on a design by Rainer Graber.

High Templar Interceptor

Templar Variant (Uncommon)

With the fleet-wide introduction of the Rapid Gatling Railgun in Y2007, it was only a matter of time before a lightweight version would be developed for use in light fighters. Entering service in Y2008, the High Templar Interceptor replaced the original armament of two Light Gatling Guns with a single Light Rapid Gatling Gun. The resulting space savings allowed for the introduction of a pair of fighter class missiles. This addition greatly improved the new fighter's stand off punch, though the lack of a Navigator limited targeting flexibility.

Mass production of the new fighter was initially limited by the constant demand for replacement fighters for the war effort. Conversion of existing facilities was thus restricted to lulls between major engagements and planned maintenance outages so as to not interrupt the flow of fighters to the front. As a result, the basic Templar would remain the common fighter throughout the war.

Special Rule: The ammunition track is marked per turn of firing. Thus, firing the Light Rapid Gatling Gun twice per turn or only once results in the marking off of 1 ammunition box.

Based on a design by Jason Kean.

Pariah Light Command Ship

Enlightenment Variant (Uncommon)

The assault on the Drakh home world in Y2008, while not able to completely destroy the planet, did manage to render the planet virtually uninhabitable. However, the losses incurred by the fleet to achieve this spiritual victory were decidedly heavy given the previous year's losses to the Centauri. Worst hit were the large command ships around which the Orieni centered their fleets and naval doctrine. To make matters worse, shortly after the Drakh assault, word reached the Blessed that the Centauri were mobilizing for a renewed offensive.

Due to their slow build rate, it would be some time before additional Prophets and Paragon Command Ships would be added to the fleet. Recognizing the unlikelihood that any additional heathen planets would be brought into the light in the near future, Orieni shipyards were ordered to begin converting the still numerous Enlightenment Invaders into makeshift command ships.

The resulting Pariah Light Command Ship was far less flexible than its true command ship cousins. Its lack of a jump engine was tactically limiting and precluded nearly all offensive sortie options. However, the defensive stance that the Orieni had been forced into, largely negated this tactical limitation as the ship would primarily operate through the pre-existing jump gate network. Finally, there was simply little other choice.

Based on a design by Jason Kean.

Righteous Missile Support Ship

Vigilant Variant (Rare)

The primary long-range weapon of the Orieni was the Hunter-Killer. Assault doctrine considered it the primary means of smashing opposition defenses. However, in the late 1980's, a Logistic Command report was circulated that raised some disturbing points in regards to H-K use.

In this report, a logistics study was performed assuming a full scale conflict with the Centauri. The report noted that current Centauri weapons possessed superior range to equivalent Orieni systems. Further, it was assumed the primary means of countering this range advantage would be the expenditure of H-K's. The rate of this expenditure was projected to be greater than war-time H-K production levels. As a result, H-K inventories would quickly dwindle, necessitating rationing of remaining stocks. Naturally, Strike Force units would be given priority, which would result in dangerous H-K shortages within the Regular forces.

In response to this alarming report, the Orieni instituted a new study for a means of off-loading some of the range equalizing burden from the H-K's. The study quickly settled on the Class-SO missile rack as the only viable weapon currently available. It concluded that a vessel should be developed capable of deploying a sufficient number of these weapons to swamp an opposing capital-class vessel's point defenses and do so over the course of several engagements.

To meet these requirements in the shortest possible time, the Vigilant hull was selected for conversion, resulting in the Righteous Missile Support Ship. Initially assigned only to Regular Force units, several would be "shanghaied" into Strike Force elements. Never particularly numerous, the Centauri took great delight in destroying these units in retaliation for the earlier planetary bombardments these units conducted during the opening moments of the war.

Based on a design by Eric P. Nussberger.

Staunch Strike Frigate

Steadfast Variant (Uncommon)

Introduced in Y2007, the Staunch attempted to improve on the Steadfast's anti-ship capability by replacing one of the forward Rapid Gatling Railguns with a third Gauss Cannon. The remaining forward Rapid Gatling Railgun was shifted to a more central position to maintain point defense coverage. Unfortunately, the structural reinforcements needed to support the third Gauss Cannon forced the removal of the two Light Laser Cannons, further reducing the new units total fire power.

With the introduction of this unit, the Orieni hoped to redress some of the heavy firepower lost with the destruction of so many of their capital class vessels and the re-prioritization of the remaining capital hulls to the following year's Drakh assault. Results were, unsurprisingly, mixed. Captains lauded the ship's ability to punch through the heavy Centauri armor with its multiple Gauss Cannons but many missed the more flexible weapons suite and total firepower fielded by the original Steadfast.

Based on a design by Symon Cook.

Virtue Strike Force Frigate

Steadfast Variant (Special/Uncommon)

The medium class stable mate to the Strike Force's Paragon Command Ship, the Virtue was intended to fill out the standard Strike Force task group. Intended to be the fast striking arm of the fleet and to act in direct conjunction with the Hunter-Killers and Templar fighters, the basic Steadfast was stripped of its aft Light Lasers and the reactor systems needed to support them. Into the freed space went a second engine and new, high capacity thruster suite.

The resulting increase in thrust made the new Virtue one of the most agile vessels of its time and its ability to charge in behind the fighters would raise havoc amongst the Centauri fleets.

Special Availability Rules: Initially, the Virtue was intended for operations in direct conjunction with Paragon Command Ships. Thus, when a Paragon is present, the Virtue Corvette is considered to be a base hull with *Unlimited Deployment*. In the absence of the Paragon, the Virtue may not be taken.

However, following the heavy losses of Command Ships in Y2007-2008, the Virtue began to appear with regular Orieni forces. Therefore, in Y2008 the Virtue is to be considered a *Uncommon Variant*, when deployed in a force that does not include a Paragon.

Centauri Variants

The Centauri have always generated numerous variant designs throughout their history, whether through specific naval development studies, house-spawned designs of necessity, or simply personal designs of curious and vain great lords.

In the years prior to the war with the Orieni, the smaller houses tended to find themselves denied access to the larger or more modern designs by either the Royal Navy, who looked to limit individual house power, or by larger houses looking to dominate the smaller. As a result, these houses were forced to generate variant designs on older hulls to fill any number of fleet roles. Some of the more successful designs would be sold or traded to other houses, ultimately resulting in significant numbers of a given house variant.

Later, these same houses, now joined by those larger houses that had survived the initial Orieni onslaught, were forced to update, rearm and refit anything and everything on hand in a vain attempt to stem the advancing Orieni tide. Even the Royal Navy was forced to use a number of war variants, and even authorized, albeit reluctantly, various houses to develop specific variants.

The development of so many independent variant designs and the uncontrolled rise in warship production amongst the various houses scattered throughout the empire would have far reaching effects on the future of the Centauri Republic. Initially, these ships and designs would see the Centauri people through to, if not victory, at least a cessation of hostilities against the Orieni. However, these same ships and production facilities, in conjunction with the Royal Navy's and Emperor's begrudged wartime acceptance, emboldened many of the great houses.

A perfect example of this new found boldness was the unauthorized invasion of Abbai space by those bordering houses looking to create their own power base. In outright defiance of the Emperor and even as the other side of the Republic fought to stave off the Orieni, these houses built up an attack force that was then directed against the Abbai in an act of open warfare. And while these houses were ultimately reigned in, disgraced or outright destroyed, the seeds of discontent were now firmly planted within the rest of Republic and would play a vital role in its later collapse.

Asturias Carrier

Astur Variant (Unique/Rare/Uncommon)

Most of the lesser Centauri houses lacked the resources necessary to deploy a large cruiser based fleet. Instead they were forced to rely on destroyers, like the Balciron, backed by a numerous affordable and easily replaced fighters. However, with the exception of the Sakar, a vessel strictly limited to Royal Navy use and incredibly expensive to operate, few ships existed within the Centauri force structure capable of deploying large numbers of fighters.

House Limari was one of the first of these lesser houses to attempt to solve this particular problem when they converted a trio of older Astur Assault Ships into makeshift carriers. Originally purchased from the Royal Navy, the Astur's Heavy Plasmas were replaced with the more affordable Particle Projectors and the existing hangars and cargo bay were heavily modified to arm and operate fighters. While House Limari holdings were never threatened, all three carriers were leased by allied houses and saw service in the opening clashes of the war. Encouraged by their performance, several other houses built or bought similar variants raising the Asturias Carrier design from its early uniqueness to relative commonality.

Based on a design by Laurent Leclerc.

Aurillia Cruiser

Astur Variant (Uncommon)

Those Centauri houses that lacked full-scale shipyards often found themselves denied access to capital class warships. Whether due to Imperial mandate or the contrivances of rival houses looking to coerce allegiance or impose military weakness, those houses so afflicted were forced to fill out their order of battle by alternate means.

A favored method was to purchase older support vessels from the Royal Navy or other, larger houses and convert these hulls into capital class warships. One of the more popular of these base hulls was the Astur Assault Ship. A very common hull, the Royal Navy sold off a number of these ships following the last great colonial expansion. Built to military specifications and easily modified, many smaller houses used modified Astur based cruisers as flagships for their fleets. While a number of variations existed, the Aurillia Cruiser was clearly the most common design, providing yeoman service throughout the war.

Based on a design by Mark Graves.

Balsavor Gunship

Balciron Variant (Rare)

From its earliest contact, Centauri Naval Intelligence (CNI) had been assigned to track and evaluate the large command ships favored by the Orieni Imperium. In the late 1970's, the CNI began to note a steady but continuous rise in the numbers of these large and formidable ships. Concerned that a conflict might be imminent, the Royal Navy requested additional naval construction. Unfortunately, the increased raider activity on the Drazi border had already captured the attention of the Centaurum. With additional construction funds already devoted to the raider problem, the Centaurum informed the Navy that they would need to find a more "reasonable" solution.

In response, the Royal Navy settled on the concept of a lightweight gunship based on the highly successful Balciron Destroyer. In recognition of the generally poor armor of Orieni vessels and the relatively short range of their weapon, lasers were selected as the primary weapon of choice. The only laser capable of being mounted in any numbers on a Balciron hull was the Tactical Laser and no less than four were installed. Unfortunately, this left very little room for any additional weapons, resulting in the new Balsavor Gunship possessing only two of the new Light Particle Beams to intercept fighters and incoming fire.

When heavily escorted by friendly fighters or in a fighter-free environment, the Balsavor proved extremely effective. In most other circumstance, the Balsavor proved easy prey to massed fighter sweeps and concentrated missile strikes. Ultimately, losses were such that future upgrades were dropped, as were additional orders for further conversions.

Based on a design by Roman A. Perner.

Equata Intruder

Strela Variant (Rare)

By Y2003, the Orieni were at maximum effort, seemingly pressing the Centauri along every front. House forces and Royal Navy units alike were sacrificed in valiant holding actions and desperate counterstrikes and in every theater fleet commanders voiced a pressing need for additional ELINT units. Field intelligence, especially within the area of enemy force estimate and reconnaissance, was essentially zero as the Royal Navy hoarded its few remaining Kendari Fleet Scouts by keeping them safely attached to the main sector fleets.

In response, the Royal Navy, in a surprise move born of desperation, authorized a number of houses to develop an ELINT-capable vessel. The need for a jump engine coupled with the compressed design time made the Strela an obvious choice. By removing two of the three Tactical Lasers, enough space was made to install an old, but reliable ELINT package. The new Equata Intruder was an instant success. Relatively cheap to build and operate, these ships routinely jumped into and out of hostile space in order to gather priceless intelligence. Many were destroyed but production by a number of house shipyards made good their losses.

Falassa Escort Carrier

Fallena Variant (Uncommon)

During the initial phases of the war, the success of the Orieni Hunter Killer flights, coupled with the superiority of the Templar Interceptor, turned the pre-war fighter doctrines of the Centauri on their collective ear. With the shortcomings of the current generation of Centauri fighters not easily or quickly overcome, the only real alternative was the addition of more fighters to the fleet. It is therefore unsurprising that many Fallenas would be quickly converted to permanent carriers. With its hangar reconfigured to handle a squadron of light fighters the new Falassa Escort Carrier also saw its Medium Plasma Cannon replaced by the reliable Tactical Laser in a fruitless attempt to keep the new ship out of close combat.

Once deployed, the Falassa would prove a welcome addition to the smaller task forces rapidly forming on the borders of the Republic. However, owing to the extreme age of these hulls at the time of their conversion, routine maintenance often took on the aspect of a natural disaster as engineering crews raced from one problem to the next. In fact, these maintenance nightmares would serve to halt any further updates to the basic variant design. The general opinion being that such an effort would be better spent on a less aged and problematic hull.

Based on a design by Klebert Hall.

Phalan-I Heavy Interceptor

Phalan Variant (Uncommon)

The initial weeks of the Orieni-Centaury War proved to be a painful eye-opening experience to the Centaury fighter wings. The opposing Orieni Templar Interceptor was quickly acknowledged as superior to the current Glaive Light Fighter and could easily sweep aside the opposing Centaury fighter thereby opening the way for the follow up Hunter Killer strikes. As badly as the Glaives performed, the Phalan Assault Fighter squadrons fared even worse, with anti-shipping strikes by the Phalan tantamount to suicide in the face of massed Gatling Railguns. Only the Phalan-M, with its missile armament, had any chance of surviving the initial strike.

As a result of the Phalan's poor anti-ship performance, the Royal Navy hastily began to refit a number of Phalan squadrons to act as heavy interceptors. The primary change was to replace the Plasma Gun with a third Plasma Blaster while filling the resulting space savings with a larger power system to allow simultaneous firing of all three weapons. The refit also included swapping out the original fire control package with the more advanced system on the Glaive.

Thrown into battle, the Phalan-I fared somewhat better against the opposing Orieni Templar Interceptors by virtue of its larger size, but, statistically, its loss rate was only slightly better than the Glaives it replaced. When the Glaives and Phalan-Is were compared in terms of construction time and cost to rate of loss, the Glaive actually turned out to be the better proposition. The addition of the H.O.T refit two years later further shifted the balance towards the Glaive, effectively ending any notion of mass production of the Phalan-I.

Based loosely on a design by Juan-Manuel Vidal.

High Output Thrust (H.O.T.) Fighter Refit

Towards the end of Y2002, one particularly bright sector commander along the Orieni border came to the conclusion that armored fighters were essentially pointless in the face of the massed matter weapons utilized by the Orieni for point defense. He therefore ordered his front line technicians to explore the possible advantages of stripping armor off his fighters.

The technicians discovered that by removing large portions of armor and replacing them with additional radiators, they could push the existing power plant to a higher level and generate more thrust. The sector commander promptly ordered these modifications be applied to his fighter force and, simultaneously, notified the Royal Navy command staff of his findings.

By early Y2003, the High Output Thrust (HOT) refits were being applied to fighters all along the Orieni front. Unfortunately, the HOT designation turned out to be true in more ways than one. While the new fighter was certainly higher performing, it was now much hotter in the cockpit making flight operation that much more uncomfortable.

Only those fighters that routinely encountered the Orieni received the HOT upgrade. Fighters on the other borders were never upgraded as the HOT fighter was simply too vulnerable to conventional foes, like the Raiders.

Special Rule: Reduce armor by 1/2 in every direction (dropping all fractions) and increase free thrust by 1. Reduce the point value of the fighter by 1 for each armor point removed beyond the first 4 armor points. At least 1 point of armor must be available in each direction in order to use this Refit.

Soladon Escort Cruiser

Celerian Variant (Uncommon/Rare)

Centaury Intelligence badly underestimated the effectiveness of Orieni Hunter Killers in the years prior to the war, leaving the Royal Navy and those Centaury houses nearest the Orieni border woefully unprepared to their potentially catastrophic attacks. In desperation, the Royal Navy converted a number of Celerian Warcruisers to the bizarre Soladon Escort Cruiser.

In a concept remarkably similar to the YB-40 (the bomber escort variant of the B-17 Flying Fortress) of Earth's WW II, engineers removed the jump engine and all of the laser weapons in order to replace them with no less than 14 Particle Projectors. The Particle Projectors were chosen over the newer Lt Particle Beam by virtue of their greater range, in hopes of expanding the new Soladon's protective sphere.

The design appeared to have considerable merit and conversions proceeded quickly. Initial contact would push production higher still when several of the new cruisers successfully ambushed HK flights attempting to penetrate the escort screens to the larger ships behind. However, once the surprise wore off, losses of the Soladon rapidly began to rise as the Orieni made sure to clear the way before proceeding with HK strikes. In short order, many Soladons found themselves crewed by misfits, malcontents, fools and anyone else the local senior command staff wished to dispose of.

Based loosely on a design by Orlando Murrish.

Taras Strike Destroyer

Tacit Variant (Uncommon)

The lightning strikes of the Orieni MCV packs came as a great shock to the Centauri House fleets, which consisted primarily of slow and ponderous cruiser hulls. Countering with massed fighter strikes quickly proved too expensive in the face of the many Gatling Railguns massed by the typical Orieni fleet. The obvious answer was to deploy fast attack craft of their own to counter the Orieni MCV's. The problem was that the Centauri did not possess any combat MCV designs at the start of the war. At the time, the only available craft abundant enough and agile enough to meet the immediate demands was the Tacit Police Cruiser.

In a makeshift solution, the Tacit's entire forward weapons package was replaced with two Medium Plasma Cannons and a single Light Particle Beam. While the firepower was certainly improved, it left the new Taras Strike Destroyer dangerously short ranged. Regardless, the new Taras was rushed into service where it suffered from hap hazardous-tactical usage, an over-strained reactor, and poorly-prepared crews. Losses were, unsurprisingly, high, but when handled correctly by an aggressive captain and solid crew the Taras could and did provide valuable support.

Based on a design by Bernhard Lackner.

Varilon Close Escort

Balciron Variant (Rare)

An escort variant of the Balciron Destroyer, the Varilon was originally developed to counter standard fighters deployed by the various races bordering the Centauri Republic, including the Orieni. While an effective anti-fighter screening vessel, the Varilon proved largely ineffective against the Orieni Hunter-Killers due to the short range of its Light Particle Beams.

Ultimately, the basic Balciron was simply considered too valuable in its fleet destroyer role for many of this version to be built. Throughout the course of the war, Varilon numbers would drop steadily due to combat losses. Typically, Varilon losses were made good with the plentiful and nearly as effective Tacit Police Cruiser.

Based on a design by Klebert Hall.

Ventrus Light Cruiser

Kendari Variant (Uncommon)

When the Kendari Fleet Scout was first under development, initial projections were that a significant number of these new vessels would be constructed to replace the existing fleet scouts and enlarge the exploration and intelligence gathering fleets. However, the higher than expected cost of the Kendari's new ELINT sensor system quickly cut into the numbers ordered, leaving those houses contracted to build the Kendari with inactive shipyards and massive debts.

As a result, these houses, in a move that bypassed Royal Navy oversight, asked for and received permission directly from the Emperor directly to construct a combat variant of the Kendari that would then be offered up for sale to the other houses. The resulting Ventrus Light Cruiser proved quite popular to those houses that wanted a jump-capable cruiser, but were currently denied access by the Royal Navy. Even those houses not denied showed some interest due to the high volume service cost of the Royal Navy offered Talvan and Celerian series ships.

Initially, the Royal Navy expressed considerable outrage at the end round to the Emperor and refused to purchase any while attempting to limit sales. However, as the Ventrus continued to grow in popularity amongst the various house fleets, even the Royal Navy Admirals were forced to recognize the balanced weapons suite and fighter capacity that marked the Ventrus design. Royal Navy orders would soon follow and in ever increasing numbers once the war began.

Based on a design by Klebert Hall.

Abbai Variants

The Abbai design process is one of careful consideration and preparation. The scientific process is carefully followed and all considerations are meticulously examined before construction is initiated. With the Abbai, the prototype is typically the final design. However, the Abbai fully understand the rapid evolutionary nature of technology and, where possible, attempt to provide each design with the ability to adapt to advances in technology. So while it has been said that the Abbai develop few variations on their basic hull designs, each hull will see several upgrades over the course of its lifetime.

That being said, the Abbai fleet saw a significant change in doctrine around the mid 1900's. Prior to Y1950, the Abbai fleet was centered around limited numbers of large, jump capable vessel supported by smaller, mission specific ships, in a manner similar to that currently employed by the Drazi. In the early 1900's the Abbai leaders began to recognize the lack of flexibility resulting from the reliance on a few jump capable ships. At that time, they instituted a fleet wide modernization program whereby new ships would be developed that included jump engines as a standard rather than specialized component. The first vessels resulting from this new policy were the Kastona Cruiser and the Montenai Heavy Mine Layer.

During the Centauri incursion, the Abbai fleet was a mix of old and new doctrine vessels. The Centauri would therefore meet task forces centered on either doctrine, forcing the Centauri commanders to develop flexible attack plans until the nature of the defenders could be determined. When hostilities finally ended, the doctrinal shift was accelerated and updated to account for the lessons learned during the conflict.

Improved Comm Jammer

Class: Electromagnetic **Mode: Special**

In Y1980, the Abbai began updating the original Comm Jammer to the Improved Comm Jammer. The new system was essentially identical to the older model, but resolved the primary complaint against the older system, namely, poor range.

Sensor Spike

Class: Electromagnetic **Mode: Special**

Introduced in Y2025, the Sensor Spike doubled the effectiveness of its older sibling, the Sensor Spear. The effects of the Sensor Spike would later be combined with those of the Improved Comm Jammer in Y2115 to create the modern Comm Disrupter.

Mine Launcher

Class: Ballistic **Mode: Special**

The Abbai largely abandoned missile technology in the mid 1500's. However, enhancements to that technology allowed for the development of a rapid mine deployment system whose current form in the late 1800's, was the Mine Launcher.

This launcher is used to deploy the Bistif series of captor mines. It is a proximity weapon with the same scatter that an energy mine possesses. Its maximum range is 20 hexes. When the mine arrives in the target hex, it immediately activates. If there is a legal target within its detection range, it attacks immediately (at the appropriate point in the Combat Sequence). If not, the mine remains in the hex for the remainder of the scenario until something activates it or the owner turns it off using a secret command sequence. He can do so during the EW determination step of the Combat Sequence and announces this at the same time he would announce his own EW (even if using secret EW). Deactivation can only occur during this step; it cannot be done later in the turn, such as during movement. Once deactivated, the captor mine cannot be reactivated during the same scenario.

The Bistif series of captor mines are more fully discussed in the a later section of this product. The player selects which mine type is to be used at the time of launch, and records it secretly. The mine can then be identified later by its actions or using the mine detection rules in the Rules Compendium.

The mines are not free, and must be purchased individually. They can also be enhanced using any of the of the enhancement rules in the Rules Compendium. Note that the Identify Friend or Foe (IFF) module is particularly useful, especially when used in a large fleet environment.

Mine Launchers possess a maximum amount of ammunition they can use during a scenario. After the battle is over, any deployed mines can be deactivated and recovered (assuming the Abbai hold the field) in order to restock these supplies. The Abbai also operate logistical vessels that are capable of reloading these launchers. The need to perform such resupply operations is troublesome, but is not seen as a great problem for the Matriarchy.

The similarity in behavior between the Abbai Mine Launcher and its later derivatives to the Kor-Lyan system has spawned numerous hypothesis as to potential Kor-Lyan/Abbai relations. To date, neither race has chosen to confirm or deny these suppositions. Though unlikely, it is possible that the two races developed their systems through parallel development, without benefit from the other.

Benota Fast Frigate

Base Hull (Unlimited Deployment)

The Benota Fast Frigate was the primary light warship of the Abbai navy prior to the deployment of the Tetrav Heavy Frigate. Though the Tetrav was more heavily armed, initially better shielded and more robustly constructed, the Benota's superior speed and maneuverability saw to it that the older design would remain in steady production and see continued upgrades.

Used for a myriad of missions, including customs, policing and when necessary, combat, the Benota tended to be the most common Abbai ship encountered by neighboring races. Through somewhat under armed for its size, the Abbai left considerable growth margin within the base design allowing for numerous variant designs and updates.

Brova Jump Cruiser

Base Hull (Limited Deployment - 33%)

Surprisingly, Abbai jump technology has tended to lag behind that of the other races, manifested by their jump engines tending to be bulky and fairly slow to recharge. As a result, the Abbai originally chose to build limited numbers of jump capable vessels around which task forces were formed from smaller non-jump capable ships.

Prior to the introduction of the more advanced Kastona Cruiser, the standard jump cruiser was the Brova. A lumbering and clumsy vessel, the larger hull of the Brova afforded room for improved sensors and enhanced command and control in addition to both the jump engine and luxurious crew accommodations.

In terms of pure combat ability, the newer Kastona was clearly superior, however senior Abbai commanders favored the Brova as their vessel of choice, thus extending the cruiser's operational life.

Kirstom Large Cruiser

Brova Variant (Rare)

The Kirstom holds a place of distinction in Abbai history as historians unanimously regard it as the Abbai's first real attempt at creating a dedicated combat vessel. Based on the Brova Jump Cruiser hull, the Kirstom design was pushed into service following the attack by the Centauri in Y2006 and the unpleasant introduction of their new Assault Laser.

The conversion saw the removal of the Brova's jump engine, its enhanced sensors and command and control facilities, as well as significant reductions in living conditions. The resulting space savings created enough room to house two additional lasers, some additional point defense and the enlarged reactor needed to power them.

Though saddled with limited mission duration due to its poor crew facilities, the Kirstom came as a rude surprise to attacking Centauri forces, and remained quite effective throughout the war. However, once the war ended, most Marti members quickly came to the conclusion that the Kirstom was a waste of resources. Its short mission duration, acceptable during the Centauri conflict, was now nothing more than an annoyance. Many Kirstoms would subsequently be converted to updated Brova's and those that remained were relegated to planetary defense where support was greatly simplified.

Kirva Jammer Satellite

Bochi Variant (Rare)

Abbai static defense doctrines have largely been modeled on the principle of convincing a would be aggressor that the protected target is simply not worth the effort to tackle by providing a dense and heavily layered defense grid of mines, Osats and large bases.

In Y1945, Abbai engineers added a new wrinkle with the introduction of the Kriva Jammer Satellite. Initially equipped with a Comm Jammer and a Sensor Spear, the real innovation was the ELINT system small enough to be mounted in an Osat structure.

Though of limited power and effectiveness, the ELINT system allowed for improved targeting and defense for attending Bochi satellites, while the Comm Jammer and Sensor Spear added to the woes of a closing antagonist.

Only the staggering cost of the new satellite prevented its wide spread deployment. The few that were built tended to be relegated to key planets and stations, though a few were deployed from time to time in a series of jump gate traps meant to disrupt Centauri movement and supply missions.

Kostina Carrier

Kastona Variant (Rare)

While the Abbai generally disdained fighters due to their inherently high attrition rates, attacks by the Centauri House fleets and their complements of strike fighters forced the Abbai to develop the Wimuk Light Fighter. In order to transport the new fighter, the Kastona Cruiser was modified by replacing its jump engine with a new aft hanger capable of carrying a squadron of Wimuks. The resulting Kostina Carrier would later be refitted in Y2018 and Y2042, with the addition of Assault Lasers and improved shielding.

The Kostina would remain a fairly rare sight and was never a particularly successful carrier, though its failings were largely due to the attitude of its commanders and the poor performance of its fighters. Luckily, the Centauri moved away from the strike fighter concept due to doctrinal shifts resulting from their war with the Orieni. The Abbai response was to curtail further Kostina conversions and relegate the Wimuks to frontier anti-piracy patrols. In fact, further Abbai fighter and carrier development would effectively be halted until a few years prior to the start of the Dilgar War.

Based on designs by Andrew McIntosh and Josh A. Garvias.

Lystala Patrol Cruiser

Kastona Variant (Uncommon/Rare)

In the years leading up to the Orieni-Centauri War, several Centauri houses bordering Abbai space initiated aggressive raiding actions on local Abbai assets, utilizing a combination of privateer fleets and contracted raiders. The raids were mainly intended to assess local defenses and ascertain Abbai response as a prelude to a future invasion of Abbai held territory.

Abbai leaders incorrectly assumed that the increased raiders activity was simply an outgrowth of similar heightened activity currently plaguing the Centauri. In response, the Abbai converted a number of Kastona Cruisers to a long ranged patrol variant. Changes included reconfiguring the weapon suite to provide additional "deterrence" to opposing raiders and modifying the shuttle bay to provide additional crew facilities and storage for extended patrols.

The design was never particularly popular with most commanders, who lamented the loss of the forward Light Particle Beams. In the years following the initial Centauri attack in Y2006, many Lystalas were recalled and returned to their base cruiser format. Those that were not converted were updated in Y2025 with a largely curtailed refit.

Based on a design by Tyrel Lohr.

Motenai Heavy Mine Layer

Base Hull (Limited Deployment - 33%)

Considering the high regard the Abbai hold for mines and minefields, it hardly surprising that Abbai would be one of the few races that would deploy a dedicated minesweeping vessel of a singularly large size, rather than relying on a conversion of a pre-existing hull. However, rather than being designed as a purely minesweeping vessel, which it does excel at, the Montenai was designed to create mine fields in the midst of battle by virtue of its Mine Launchers. The Abbai hoped that by generating these "instant" mine fields they could convince the opposition to quit the field of battle without the necessity of battle.

Though built in somewhat limited numbers, the Motenai would drive opposing Centauri commanders crazy with its ability to jump into seized territory, lay a well placed minefield and depart undetected. This proved particularly effective around jump gates, forcing the Centauri to expend significant effort on patrolling the gates to keep them relatively secure.

Sellac Freighter

Base Hull (Unlimited Deployment)

The standard freighter of the Abbai Matriarchy in the early 1900's, the Sellac was relatively small and under armed. Centauri Privateers and Raiders alike initially had great sport hunting down convoys of these ships. However, once the Abbai began including Lystalas and additional Benotas, the successes of these raids drastically diminished.

The Sellac was ultimately deemed undersized and too limited in terms of future upgrade potential and was replaced by the first Atlac's in Y2080.

Seta Group Scout

Benota Variant (Uncommon)

The Nota Deep Scout was originally tasked with leading survey missions and carrying diplomatic envoys to neighboring races. The ELINT needs of the Abbai defense force was to be filled, by doctrine, with a small, non-jump capable vessel attached to a jump cruiser lead task group. At the time of the Centauri incursion, the Seta Group Scout provided ELINT support for the Brova Jump Cruiser lead task groups.

Based on Benota Fast Frigate hull, engineers were able to develop a surprisingly effective scout by taking advantage of the design margins provided in the original Benota design and by downgrading the existing thruster package. In its role of support vessel, the Seta was equipped with a pair of Sensor Spears and a Comm Jammer to disrupt aggressor forces while retaining a solid network of Light Particle Beams for defense.

When the Centauri attacked, the improved range of their Assault Laser made supporting ELINT operations even more critical. The lightweight construction and the resulting losses of Setas convinced the Marti to construct additional Notas for fleet use as well authorizing additional upgrades to the existing Nota fleet. However, throughout the war, most fleet ELINT would continue to be provided by the Seta by virtue of their fast construction time and lower cost.

Tetrana Escort Frigate

Tetrav Variant (Rare)

The Tetrav Heavy Frigate was originally designed as a stable mate to the Kastona Cruiser. But while the Kastona proved largely successful due to an improved mix of weapons and the inclusion of a jump engine, allowed for by its updated shield arrangement, the Tetrav's success was markedly less. Its reduction in shield emitters was less significant and its overall gains, when compared to the older Benota, were less clear-cut.

It was therefore decided to redesign some of the Tetravs as escort frigates to provide needed anti-fighter screening for the mainline cruisers. In order to accomplish this, the two Laser Cutters were replaced by four Light Particle Beams, with a fifth Light Particle Beam added to the nose. Introduced in Y1958, its performance proved less than stellar, largely due to the poor range of the Light Particle Beam. As a result, the vessel remained a rare variant until both it and the Tetrav fell out of favor, and were withdrawn from service.

Based on a design by John Dutka.

Abbai Mines

No other single technology best represents the Abbai defensive mind set than mines. Throughout the Abbai sphere of influence, mines are the first line of defense and are considered the ultimate means by which peace can be maintained in a hostile environment. Passive; mines can only be provoked by an aggressive invader. Vigilant; mines can be placed and then largely left alone. Humane; minefields deter invaders and are unmanned thus minimizing the death toll. Indeed, construction of any Abbai fixed assets would not begin until a sufficiently large mine field had been deployed.

When the Centauri houses first invaded Abbai space, they recognized through prior experience the significance of mines, especially around Abbai installations. Rather than directly assaulting these bases, the local Centauri commanders used the greater range of their new Assault Lasers to snipe at the Abbai forces, ultimately forcing them to come out from behind their defenses and attack. Afterwards, assuming the Centauri still held the field, the minefields could then be leisurely swept away.

In these set piece battles, the Centauri experienced a number of opening successes. It was only afterwards, when the Abbai began to sneak mines and even Osats into their rear ranks and around key locations, that Centauri were again met with the reality of just how many mines the Abbai could make and how quickly the Abbai could emplace new fields.

The Abbai use a relatively small selection of mines that emphasized deterrence and disruption in easily produce and difficult to detect packages.

Asiff Proximity Mine: Cost: 9, Damage: 14,
Signature 4.

Bistif-A Captor Mine: Cost: 11, Range 4,
Accuracy 2, Damage: 12, Signature 5.

Bistif-B Captor Mine: Cost: 17, Range 7,
Accuracy 2, Damage: 12, Signature 5.

Estav-A DEW Mine: Cost: 18, Range 4,
Accuracy 3, Signature 4(1), Armor 0,
Structure 5, Fires as Light Particle Beam.

Estav-B DEW Mine: Cost: 40, Range 10,
Accuracy 4, Signature 6(3), Armor 0,
Structure 8, Fires as Sensor Spear.

Estav-C DEW Mine: Cost: 35, Range 10,
Accuracy 4, Signature 6(3), Armor 0,
Structure 8, Fires as Comm Jammer.

Note that the Estav-B and Estav-C mines include the Command Controller Enhancement.

Drazi Variants

The Drazi, throughout their history, have been prolific users of variant designs. Their typical policy has been to develop a few highly capable military hulls, which are then modified to meet the various specialty fleet needs. The fast paced raiding style that is the hallmark of Drazi battle doctrine means that the smaller, faster and more maneuverable heavy combat and medium class hulls are the favored design. Capital class vessels usually result only out of necessity or size constraints, such as jump engines and long range exploration.

At the start of the Orieni-Centauri War, the current base design, around which most of the existing fleet missions were met, was the Shrike Heavy Destroyer. There were no less than five variants, each of which saw several upgrades throughout their service life. At the time of the war, the basic Shrike design was over 162 years old and a replacement design was already in the works. In Y2002, the original Warbird Cruiser design would enter service, replacing the Shrike as the new base hull. Within a year, the first variant, the War Talon Escort Carrier, would also enter service, the first of a whole new series of variant designs.

Auk Gunship

Shrike Variant (Uncommon/Rare)

For the most part, heavy combat vessels have served the Drazi well, except when faced with large fleet engagements, which typically include large, well-armored units. In those cases, Drazi HCV's tended to lack the firepower needed to cripple large ships in a single pass, forcing Drazi commanders to concentrate multiple ships in cooperative attacks on single targets.

The Auk Gunship was an attempt to bring a hard-hitting combatant to the Drazi order of battle. Based on the Shrike hull, the Auk sacrificed its point defense weaponry for additional heavy weapons. This layout left the Auk extremely vulnerable to fighters, especially in its earlier plasma version. As a result, the Auk was rarely deployed without supporting vessels.

In Y1999, the Auk was upgraded to a particle based weapons suite. While the new weapons offered more flexibility and greater range, there was an appreciable loss of alpha strike firepower. However, the real concern was the over-stressed reactor system, which quickly manifested a frustrating power fluctuation problem that was never really solved. The new Auk's life would be relatively short, as the design was quickly supplanted by the new Warbird Cruiser.

Based on a design by Paddy Sinclair.

Egret Combat Scout

Shrike Variant (Uncommon)

Yet another Shrike variant, the Egret was the primary source of ELINT support attached directly to the Drazi fleet. The remaining ELINT capable ships, the Nightowl Hyperspace Probe, while nominally included in the Drazi order of battle, were rarely available for fleet use and tended to be assigned long term reconnaissance and exploration missions. Thus the driving need for the Egret.

Equipped with a reasonably effective ELINT package in place of the baseline Shrike's particle cannons, the Y1939 version of the Egret would later be upgraded with a Repeater Gun and improved sensor suite in Y1986.

Based on a design by Klebert Hall.

Heron Minesweeper

Shrike Variant (Uncommon)

Repeated raids into Abbai and Centauri territory throughout the years served as a constant reminder to the Drazi High Command that mines, while cowardly tools of war, were a reality to space combat. As a result, the Drazi were forced to maintain a small minesweeping force to counter the mines that invariably ringed high priority targets. Unsurprisingly, minesweeping units were never based on dedicated designs but were composed of modified versions of pre-existing combat units. Equally unsurprising was the laissez-faire attitude by which these units were committed to battle and the correspondingly poor attitudes of their crews.

In the year before and during the Orieni-Centauri War, the primary minesweeping vessel was the Heron Minesweeper, which was based on the Shrike Heavy Destroyer. Outfitted with light weapons, a few minesweeping shuttles and a relatively weak minesweeping sensor, the Heron proved to be little more than adequate.

Based on a design by Mark Graves.

Pelican Military Freighter

Base Hull (Unlimited Deployment)

The original Pelican Military Freighter entered in service in Y1839 and was subsequently upgraded in Y1941 to its current configuration. Larger and more capable than the typical civilian freighter of other races, the Pelican was intended to go into harms way, following in the wake of the combat fleets it was assigned to support.

Based on a design by Klebert Hall.

Penguin Landing Ship

Base Hull (Unlimited Deployment)

In order to project power onto the surface of opposing planets, the Drazi developed the Penguin Landing Ship to act as an assault ship. Based loosely on the Pelican series of military freighters, the atmospheric capable Penguin was given a small assault shuttle force whose intended role was to clear the landing zone for direct follow-up landings by the Penguin.

Initial service began in Y1839, with an upgrade to Standard Particle Beams occurring in Y1940, followed later by a Y2002 upgrade to Repeater Guns.

Based on a design by Klebert Hall.

Skua Heavy Escort

Shrike Variant (Rare)

Nominally allied to the Orieni at the start of the war, the Drazi were quickly removed as a major player in the war by a series of surgical strikes at the hand of the Centauri Royal Navy. Safely on the sidelines, the Drazi watched with growing dismay at the ease at which the Orieni smashed their way into Centauri space. Like the Centauri, the Drazi had severely underestimated the effectiveness of the Orieni fighters and the Hunter-Killers.

Concerned that the Orieni might crush the Centauri and then turn their eyes towards Drazi space, the Drazi High Command ordered the immediate crash development of a series of escort vessels to counter the Orieni fighter/HK forces. The resulting Skua Heavy Escort traded its Particle Cannons for additional Repeaters Guns and the power reserve to more effectively use them. Unlike most escort vessels serving in navies of the period, the Skua retained a fair anti-ship punch due to the flexibility of its Repeater Guns. This fact was not lost on the Drazi crews who would often attack targets of opportunity, sometimes in deference (and often to the detriment) of those they were assigned to escort.

Initially ordered in massive numbers, these orders would soon be cut as the Centauri fought back and the war stagnated. In the end, the Skua remained a rare addition to the Drazi fleet and, ultimately, its role was subsumed by the new War Talon which was based on the much newer Warbird hull.

Based on a design by Paddy Sinclair.

Swallow Light Carrier

Shrike Variant (Uncommon)

While the few capital class ships deployed by the Drazi did tend to carry fighters, it would fall to the Swallow series of light carriers to provide the bulk of the Drazi Navy with fighter support. Unsurprisingly, the Swallow was based on the Shrike hull, with enlarged side sponsons providing the additional room needed to carry its squadron of light fighters. Its overall performance, like most Drazi combat support designs, was uninspired. Loathed by its commanders for its sluggish handling, the Swallow still managed to meet the fleet's needs and provided valuable fighter support to task groups not centered on fighter-carrying capital ships.

Based on a design by Klebert Hall.

Swift Escort Frigate

Merlin Variant (Uncommon)

A stable mate to the Skua Heavy Escort, the Swift was the second design resulting from the Orieni's early successes against the Centauri. The increased range of the Repeater Guns over the Merlin's original main armament meant that the new Swift Escort Frigate wasn't limited to just providing anti-fighter support, but could also provide an element of light fleet-support fire when required as well. As a result, a significant portion of the production schedule for the Merlin Frigates was turned over to the Escort variant design, in order to bolster fleet anti-fighter defenses.

Based on a design by Paddy Sinclair.

Warbird Cruiser (Early)

Warbird Variant (Common)

As the Particle Cannon moved from the laboratory to the field, Drazi Fleet Leaders were quick to recognize that the new weapon's prodigious energy requirements would impose a number of limitations on those units scheduled for upgrade to the new weapon. As a result, they ordered design work to commence on a new cruiser capable of mounting and effectively operating no less than four of the new weapons.

The resulting Warbird Cruiser would indeed mount the necessary four particle cannons, while still managing to carry some point defense, much to the surprise of the Fleet Leaders. In the field, the new cruiser was deemed a great success and quickly supplanted the older Shrike as the warship of choice amongst the various fleets. Variant designs on the new hull would quickly follow.

Based on a design by Klebert Hall.

War Talon Escort Carrier (Early)

Warbird Variant (Common)

Following the success of the Warbird Cruiser, the Drazi wasted little time designating the new cruiser as the Shrike replacement. As such, a series of variant designs was quickly started to replace the older Shrike variants. The first of these was the War Talon Escort Carrier, which was intended to kill two birds with one stone, by replacing both the relatively new Skua Heavy Escort and the Swallow Light Carrier. By virtue of its larger hull, the new War Talon's point-defense suite proved the equal of the Skua, thus hastening its demise. And while the War Talon only managed to carry a single flight of fighters, it did so with significantly improved crew accommodations, making the new carrier a much more popular vessel than the older and much more cramped Swallow.

Based on a design by Klebert Hall.

Drazi Mines

The mine has always struck the Drazi as little more than a necessary evil. With an offense-first mind set, the idea of military hardware dedicated solely to defense strikes the typical Drazi as weak, cowardly and therefore, wasteful. Fortunately, bordering races, especially the Abbai, have taught the Drazi to respect the power and value of the mine.

Thus reinforced by this lesson several times over, the Drazi have endeavored to employ mines around their more important static installations. At least when they could get around to it. Despite the Drazi's poor attitude towards mines, their mine designs are surprisingly effective, though they are rarely laid in sufficient numbers and generally do not appear near the fighting front.

Type-CA Proximity Mine: Cost: 8, Damage: 12,
Signature 1.

Type-CT Proximity Mine: Cost: 14, Damage: 25,
Signature 2.

Type-AF DEW Mine: Cost: 16, Range 4,
Accuracy 3, Signature 2(1), Armor 1,
Structure 7, Fires as Light Plasma Cannon.

Type-AX DEW Mine: Cost: 20, Range 6,
Accuracy 6, Signature 3(1), Armor 1,
Structure 8, Fires as Std Particle Beam.

Rogolon Variants

The idea of variation has always been looked upon by the high clans of Rogolon with a good deal of suspicion. Custom and tradition before all else, lest confusion and anarchy ensue. In particular, the highly stylized and ritualistic rules of combat practiced by the Rogolon Warriors meant that any variations in their tools of war were considered unseemly at best and dishonorable at worst. Still, even a strict and regimented society such as the Rogolon Warriors occasionally needed the odd variant.

Levaston Freighter

Base Hull (Unlimited Deployment)

The standard Rogolon freighter, the Levaston originally supplied the outlying bases constructed during the exploration period. Later it would ply the various hyperspace routes conducting trade amongst the various protectorate worlds within the Centauri and Orieni spheres of influence. Both nations tolerated these intrusions in the hopes of gleaning any information about its opposite number. These hopes proved largely fruitless, as the lower caste members operating these freighters were under strict orders to neither antagonize nor ingratiate themselves with either of the two powers.

With its large cargo holds and comparatively light armament of only a pair of Light Plasma Cannons, the appearance of a Levaston was considered by most Raiders a stroke of good luck.

Rostov Outrider

Tovin Variant (Rare)

Although pre-dating the Tovin Small Warship by nearly fifteen years, the Rostov Outrider is considered by most a variant of its younger cousin. This oversight is largely based on the number of Tovin's constructed as compared to that of the Rostov.

Designed as an exploration vessel to improve the mapping of the jump gate network, it was a Rostov that first encountered the Orieni in Y1956 and the Centauri a few years later. Following these encounters, the Rogolons rapidly ramped up production of Rostov hulls, converting them into the better known Tovin.

An uninspired ELINT vessel, the Rostov proved adequate in its original role of exploration, but in the face of Centauri ELINT superiority, the few Rostov's in system when the Centauri attacked were hopelessly outclassed. Those that were out system were quickly hunted down or interned by neighboring nations.

Tussova Close Combat Frigate

Tovin Variant (Rare)

In any honor driven society and particularly within a military caste, there is a constant battle to save face and act "honorably." Unsurprisingly, honor and face were easily lost. The primary means by which honor could be restored was through combat and steadfastness in the face of great danger. Within the Rogolon Navy, those with impugned honor or those seeking greater honor served aboard the Tussova Close Combat Frigate.

Derived from the Tovin Small Warship hull, the Tussova replaces the entire weapon package with no less than six Light Plasma Cannons, additional main thrusters and a second engine system to drive them. During battle, these ships attempted to race ahead of the main fleet in order to "touch the spirit" of the enemy prior to destroying them. Survival from such a "touch" brought with it great honor.

When the Centauri invaded, they wasted little time with these "fool ships" destroying most with laser fire, long before they could reach firing position. The few Tussova that did manage to win through tended to smash their chosen targets. The resulting honor gained by these crews was great indeed but remarkably short lived, as the vengeful Centauri fleet that now surrounded them quickly destroyed their ships.

Rogolon Mines

Simply put, Rogolon Warriors, with their samurai-like tradition of personal combat, have a rather poor opinion of mines. The more conservative warriors took this low regard one step further calling their use contemptible and cowardly. However, while the Rogolon Warrior Caste was firmly in charge of the naval forces, control of the static defenses tended to fall into more pragmatic hands. As a result, a pair of mine types were developed. The first was a rather bland proximity type mine, while the second was a surprisingly sophisticated guided weapon mine.

Tava Proximity Mine: Cost: 10, Damage: 20, Signature 1.

Valor GW Mine: Cost: 22, Range 20, Accuracy 2, Signature 2(1), Armor 0, Structure 6, Contains a Class-SO missile rack with 3 missiles of basic type-B and type-H only.

The Valor, surprisingly, includes the Command Controller enhancement, thereby ensuring that a warrior personally "fires" the potential killing shot.

Usuuth Variants

The Usuuth were a dynamic culture whose growth and advancement rates were similar to that of a later younger power, the Earth Alliance. As with Earth, the Usuuth were initially driven by their violent history, and later by the similar realization that they were not alone in what had suddenly become a violent and widely populated universe. Unfortunately, whereas Earth only had to initially deal with a single large, but fading empire, the Usuuth found themselves discovered almost simultaneously by two large, aggressive and expansionist empires at the height of their power.

Their fate decided over a conference to which they were not invited, the Usuuth people were reduced to a simple buffer zone, in which both the Centauri and Orieni races would maintain an active, though non-military presence. Hemmed in by the two large nations, the Usuuth were forced to turn their efforts entirely towards technological and military growth. As a result, the Usuuth managed to generate startling technological growth and a correspondingly advanced navy. However, the primary problem would remain its size, or lack thereof. Without the benefit of colonial expansion, the Usuuth were limited to the resources of their own system and even those had to be shared to a certain degree with the Centauri and Orieni.

The Usuuth navy was therefore forced to settle on a few basic designs that could be readily massed produced. And while the Usuuth would manage to develop a number of variant designs to these basic hulls and would have undoubtedly generated many more, time simply ran out. The Orieni needed a system as a jumping off point to engage its real enemy, the Centauri. Based on the layout of Centauri defenses and fleet deployments, that system was Ussuthir. The die was cast and the Usuuth lost.

Orthuul Fleet Scout

Orthuus Variant (Specialty)

The Centauri were constantly attempting to monitor the movements, activities and capabilities of their primary rivals the Orieni. Of particular interest were the activities occurring on the opposite side of the Usuuth star system. The primary problem was that the Usuuth system was considered a neutral buffer zone that, by treaty, was restricted to clandestine operations. As far as the Centauri were concerned this was of little importance but, the Usuuth themselves also greatly frowned on clandestine operations within and through their system. They flatly denied the Centauri bribes offered for free passage, rightly fearing that by allowing one nation to

send missions through their space they would incite the other to retaliate. They also feared that there would be nothing to prevent either nation from using these same ships to reconnoiter the Usuuth defenses as well.

Ultimately, the Centauri made an offer that simply could not be refused. The offer was simple enough: at no direct cost, a complete and functional ELINT sensor package. If the Usuuth would not allow Centauri ELINT ships in their system, then maybe the Usuuth would be willing to do a little snooping with their own ELINT ship and share their findings with their good and dear friends the Centauri.

The Usuuth felt compelled to agree and took delivery of an older model ELINT system, similar to that later mounted on the Equata Intruder. By downgrading the heavy weapons on an Orthuus Battle Leader, the Usuuth found enough room for the new sensor without wholesale structural modifications. They even managed, much to the chagrin of the Centauri, to punch up the power system to the sensors thereby generating an improved sensor rating.

The resulting Orthuul Fleet Scout spent equal time watch-dogging both races within the Usuuth system. Most of the information garnered on the Orieni was passed onto the Centauri in good faith. Unfortunately, the Usuuth were wary of sending their only ELINT vessel into either race's space lest they be angered by the intrusion. As a result, the Orthuul could not predict the impending Orieni attack and was subsequently wiped away with the rest of the fleet.

Based on a concept by Charlie Lewis.

Thira Freighter

Baroon Variant (Common)

The Thira was the most common freighter operated by the Usuuth and was the only one regularly operated outside the Usuuth system. Loosely based on the Baroon Escort Cutter, the Thira mounted two small cargo bays by downgrading the reactor, sensors and weapons suite. The large drive system was left intact, which gave the small freighter decent agility and surprising acceleration. The resulting high speed and small cargo bays made the Thira a relatively difficult and largely unprofitable target for Raiders and Centauri Privateers, which was exactly what the Usuuth intended.

When the Orieni attacked, many Thiras were out of system, plying the many trade routes. Some would see imposed interment within the Centauri space but several would hook up with various raider groups, be refitted and take the fight back to the Orieni.

Sethrus Beam Cruiser

Serron Variant (Rare)

In their untenable situation of being locked between two major powers, both of which were constantly rattling the sabers at each other, the Usuuth Coalition made every attempt to update its weapons and technology in the hope of making themselves into a race not worth the effort of conquering.

The expansion of the Centauri Particle Projector to larger and larger sizes had finally maxed out with the Particle Hammer, a reasonably powerful weapon but saddled with a slow fire rate. With internal development stymied, the Usuuth looked to the other races. The Drazi, in particular, had recently developed a beam-based particle weapon that was fast firing and reasonably hard hitting. This Particle Cannon would make an excellent weapon and with their experience in particle weapon technology, likely to be easily backward engineered. In early Y2000, after some clandestine bargaining and some painfully large payments, the Usuuth took possession of a shipment of Particle Cannons.

Wasting little time, the Usuuth mounted the new weapons in a series of new Serron-based hulls creating the Sethrus Beam Cruiser. Initial tests were highly successful and a second, much-larger order was sent to the Drazi for additional weapons. This order was flatly and inexplicably denied. A second and even more lucrative offer was made and again denied.

Unbeknownst to the Usuuth, the Orieni had gotten wind of the first shipment and politely, but firmly, indicated to the Drazi that there should not be a second. With no further shipments forthcoming, the Usuuth were forced to make do with the existing supply and begin backward engineering. These engineering studies would be halted soon after by the Orieni onslaught that reduced the Usuuth world to a historical footnote.

Sinthon Light Carrier

Serron Variant (Uncommon)

Prior to the introduction of the Orthuus Battle Leader, the Sinthon Light Carrier was the Usuuth fleet's sole source of deep-space fighter support. While technically a Serron variant that traded its heavy guns for two flights of Rowlons, the process of adding the forward hangar necessitated an almost complete rebuild of the forward half the hull making a side-by-side comparison less than obvious.

The Sinthon was never particularly common, as most Usuuth fleet commanders preferred to rely on Baroons to deal with enemy fighters. As a result, they were most often attached to deep-space patrols picketing the outer regions of the Usuuth system, where the Sinthon's greater endurance made it preferable to the Baroon. Following the surprise attack, Orieni forces hunted down these patrol groups one by one, completing their conquest of the Usuuth nation.

Based on design by Roman A. Perner.

Staroon Strike Boat

Baroon Variant (Rare)

In an attempt to create an easily mass-produced combatant with more range and firepower than the current warship, the Baroon Escort Cutter was modified to include a single Heavy Particle Projector backed by two standard Particle Projectors. The resulting Staroon Strike Ship was considered a bit of a disappointment due to the slow fire rate of its weapons. Development was briefly begun on a Particle Cannon version, using Drazi purchased cannons, but was canceled when the Drazi halted further shipments.

Only a few squadrons of Staroons were operational when the Orieni attacked and Templar fighter groups swiftly hunted down those that managed to boost away from the planet before they ever had a chance to attack the Orieni fleet proper.

CENTAURI PRIVATEERS

In the decades prior to the war with the Orieni, Centauri-sponsored piracy centered around the accumulation of wealth, power and prestige, particularly from one's enemies.

Within the Republic itself, this predation occurred between rival houses, with each side attempting to seize the other's cargo and valued house members in order to raise their house's hierarchal position. Surprisingly, these conflicts were largely conducted in a genteel manner befitting aristocracy, where ransoms, "daring do" and swashbuckling were the order of the day. To allow the action to become too bloody or violent was to invite the Emperor to take a more personal interest. Neither side tended to desire this particular outcome as, more often not, both sides had secrets better left undiscovered.

Conversely, house-sponsored piracy on the other races tended to be far more brutal, rivaling that of even the most hardened raider bands. These activities were far more clandestine than those of the inter-house rivalries, where personal scores and friendly wagers occurred just below the surface of polite society.

When open warfare finally broke with the Orieni, privateer groups sponsored by houses that were directly assaulted found themselves ordered into battle. Equipped with cheaper and older-generation technologies, these groups were easily overwhelmed. Some of these groups mutinied, choosing to become true raiders rather than face almost certain destruction. Most would be quickly and brutally suppressed by the Centauri Royal Navy, who could not afford to be patient with such malcontents. The few that survived hooked up with existing raider organizations, offering their services and ships in return for support.

On the opposite side of the Centauri Republic, house-sponsored privateers took on a more sinister role. Many of these houses, unaffected by the Orieni War, saw the chance to expand their power by taking it from neighboring races while both the Emperor and the Royal Navy were distracted by the Orieni. They ordered their various privateer groups into the territories of neighboring races in order to create confusion and ascertain defenses and fleet responsiveness. On the basis of these raids, the border houses selected the Abbai sphere of influence as the most susceptible target, leading to an outright assault and invasion in Y2006.

When the Orieni War finally staggered to a halt, the Emperor quickly redistributed the Royal Navy throughout the Republic in order to re-establish control. Particular emphasis was put on those houses embroiled with the Abbai. Although outright civil war was avoided, there were a number of skirmishes between rebellious-house forces, including privateer groups, and the Royal Navy.

In a series of purges, political assassinations and seizures, the Emperor battered these houses into submission. An unfortunate result was that many of the local privateer groups, typically not on the house books and clandestinely based, found themselves without their benefactors forcing some to go rogue rather than submit to Imperial censure. So while the recalcitrant houses were subdued, the Emperor's actions would intensify the Raider problem for years to come.

Cestus Attack Ship

Base Hull (Unlimited Deployment)

The standard police vessel during the Orieni War era was the Tacit Police Cruiser. Fast, mass-produced and constructed to military standards, the Tacit proved to be the vessel of choice for low budget privateer organizations. While a number of variations on the Tacit's base hull were ultimately produced by various privateer groups, the Cestus Attack Ship was the most common.

Re-equipped with lower technology, easily-serviced weapons, the Cestus thereby eliminated the original Tacit's power-deficit problem. By removing two of the three shuttles, enough room was added to include a small cargo bay, to hold any ill-gotten booty.

During the course of the war, a number of privateer groups mutinied rather than face Orieni assault groups or, later, escaped the Emperor's purges of the houses directly involved in the Abbai Conflict. These ships quickly established ties with existing raider organizations to meet supply and maintenance needs. Unsurprisingly, these ships were quickly rearmed with typical raider available weapons.

However, the Raiders considered the Cestus too lightly armed for their purposes and up-gunned it as quickly as possible. The Raiders met the added power demands by filling half of the cargo bay with an expanded reactor system. The result was surprisingly effective, but the Rube Goldberg array of components and rerouted conduit made maintenance a trying experience for their crews.

Based on concepts by John Dutka, Sebastian Seiml, Paul Brown.

Dux Jump Cruiser

Base Hull (Restricted Deployment: 10%)

One of the primary limitations for smaller/private space-going operations, be it commercial or raider, was access to jump capability. The technology was simply too advanced, too expensive or too access limited. Centauri Privateers largely suffered the same limitations, especially amongst the smaller houses. However, internal piracy between the various houses avoided these limitations by utilizing the internal jump gate network that crisscrossed the Republic.

The same option was not available for privateer actions against neighboring races or those houses with sufficient influence to have direct control of their local jump gates. To engage these opponents required jump-capable units.

The more wealthy and influential houses elected to place a number of older Celerian series cruisers into the hands of their privateers. However, rather than utilize the ship in its original combat configuration, the various houses modified them to act as a support ships that could house a number of fighters, thereby keeping the cruiser's valuable jump engine out of harm's way. These design concepts, developed and tested by the various houses would later be pressed into service by the Royal Navy in the form of the Kasta Support Cruiser.

The resulting Dux Jump Cruisers would always remain a rare vessel in privateer use, as few houses could justify the cost. Most Dux Cruisers would see service along the borders of the Centauri Republic. Those cruisers that operated along the border of Orieni space were immediately ordered into combat when war broke out. Those that obeyed were largely destroyed in the first few weeks of combat. Those that did not turned rogue rather than face attacking Orieni fleets. Similarly, most of the Dux cruisers that survived the conflict with the Abbai turned rogue when the Emperor unleashed the Royal Navy on the wayward houses.

Those cruisers that turned rogue were quickly interned by various Raider bands, who saw the incredible advantage in the military grade, jump capable vessels. The ship's original armaments were quickly replaced by systems the raiders could readily procure and maintain, guaranteeing that the Dux cruisers would continue to harassing both the Centauri's and the other race's shipping for years to come.

Based on design by Sebastian Seiml.

Liuli Destroyer

Base Hull (Unlimited Deployment)

The Liuli began life in Y1722, as a small, short-ranged assault destroyer, equipped with light plasma cannons backed by particle projectors. Though produced in large numbers, the fast-firing, "in-your-face" attack style required by the Liuli never proved particularly popular with pomp and circumstance-oriented fleet commanders. Many of the hulls would be converted to ad hoc minesweepers, but even these variants were largely disappointing. Most would see early retirement and be mothballed away, with the last retired in Y1915.

Relatively lightly used, many of these mothballed hulls would be easily and cheaply purchased by smaller houses looking to deploy privateers in the mid 1930's. Used essentially as-found, the Liuli became a common entry into the world of high piracy amongst the younger Centauri nobility.

Like the Cestus, many Liuli would see service with the various raider clans. However, thanks to a number unscrupulous Centauri house sales, many of these hulls would be refitted and see service with Raiders well before the Centauri-Orieni war.

Based on a concept by Klebert Hall.

Pillum Command Ship

Base Hull (Limited Deployment: 33%)

Much like the Raiders, the smaller Centauri houses found themselves forced to rely on modified Capit Priority Freighters to provide their privateer forces with jump capability. The basic modifications used for the Raider's Looter series of vessels was largely pioneered by the Centauri with their Pillum Command Ship. The primary differences were the revised weapons suite and the improved sensors on the Centauri version versus the improved thruster system deployed by the Raiders.

When the various Centauri Privateer groups turned rogue during the Orieni-Centauri war, the Pillums they took with them were quickly converted to the base Raider Looter series of vessels to simplify support.

Privateer Fighter Availability

The primary fighter of the Centauri Privateers was the Glaive Light Fighter, which can be considered an unlimited availability unit. The only other fighter operated by the Privateers was the Phalon, which is treated as an uncommon variant. The Phalan-M and Phalan-I are unavailable, as is the HOT Fighter Refit.

Fighters availability for the Raider-operated versions of these units is described in detail in Raider section of this product.

RAIDERS

Raiders traditionally operate a haphazard mix of old, former-military vessels alongside modified civilian vessels. No two are ever truly identical, making a definitive description of Raider vessels a near impossible task.

However, Raiders do tend to operate consistent vessel types within certain spheres of space. The spheres are usually defined by the primary source of hulls for Raider use. One such sphere is the Drazi Freehold. In this region of space the predominant raider vessels were the Brigand Attack Cruiser and the Corsair, backed by the Adder Light Fighter, all of which are obsolete Drazi military hulls.

Prior to the Orieni War, within the Centauri sphere of influence much of the Raider activity tended to be in the form of House Privateers rather than the typical rogues. These Privateers represented the primary market for older military hulls forcing independent Raiders to make do with modified civilian craft. The most common conversions were the Looter Support Cruiser and its cousin the Ruffian Attack Cruiser, both based on the current generation of Centauri large freighters.

When the Centauri-Orieni War commenced, Raider organizations found themselves with a sudden influx of new hulls around which their organization could be centered. This influx was primarily from three sources; Centauri Privateer groups turning rogue rather than become involved in the war, Centauri Privateer groups whose houses were purged following the Abbai Conflict and, finally, minor races whose home worlds were invaded or destroyed during the course of the Orieni-Centauri War.

The destabilization of the entire region following the end of the Orieni-Centauri War and the Abbai Conflict would create a veritable playground of opportunities for Raiders. Ships, money and numerous disillusioned beings quickly enlarged the ranks of the Raiders making them a recurring thorn in the side of most races for years to come.

Strike Laser

Class: Laser **Mode: Raking**

Originally introduced on the second generation of Centauri Edict-class battleships in Y1575, the Strike Laser replaced the venerable Stand-Off Laser as the standard fleet laser. The Strike Laser's most obvious feature was its long lasing tube; needed to produce the weapon's enhanced range and high density energy beam.

Ultimately supplanted by the longer ranged Imperial Laser and faster firing Tactical Laser, only those Raider groups within the Centauri Republic are regularly seen operating the old weapon.

Pillager Advanced Cruiser

Base Hull (Restricted Deployment: 10%)

The ship that launched the Orieni-Centauri War, the Pillager class cruiser was the designation for a Looter series of vessels that received advanced Orieni technology. It was one of these vessels, captured in Y2001, that finally tipped off the Centauri to the backroom dealings of the Drazi, the Orieni and the Raiders groups that were then plaguing the Centauri.

Updated with numerous improved systems of Orieni design, the Pillager was never intended to be captured intact. Only fate, in the form of a malfunctioning jump engine, and the timely arrival of a Royal Navy task group, led to one being captured and the subsequent universe altering revelation.

With the proverbial cat out of the bag, the Orieni quickly moved to cut off the flow of additional high-technology equipment. As a result, the actual numbers of Pillagers would be limited to a mere handful, with those carefully preserved by the various Raider groups lucky enough to have received one in the years prior to the war.

Ruffian Cruiser

Base Hull (Unlimited Deployment)

The older cousin of the Looter Support Cruiser, the Ruffian Cruiser is a Raider adaptation of the basic Centauri Armis Long-Haul Freighter. First encountered in Y1741, the Ruffian was subsequently upgraded in Y1972 to more advanced weapons.

Surprisingly, the Ruffian is actually less-heavily armed than the Looter Support Cruiser despite the fact that it does not have a jump engine. The primary reasons are the additional flight of fighters carried and the necessity to conceal all of its weapons. Unlike the Looter the Ruffian cannot jump into and out of its raids. It must therefore rely on stealth and camouflage, which ate into the available space.

The Ruffians mounted the typical mix of Raider weapons for the time with the surprising addition, in the later model, of the old Centauri Strike Laser, hidden within the axle of the g-positive habitation module. The longest-ranged weapon then possessed by the Raiders, the long lasing tube required by the Strike Laser made mounting this weapon in most pre-existing hulls, with the obvious exception of the Ruffian, virtually impossible.

Based on a design by Paul Brown.

Thirsta Gunboat

Base Hull (Unlimited Deployment)

When the Orieni assaulted Usuuthir, there were a surprisingly large number of Thira freighters deployed throughout known space. When word of their home world's fall reached the various traders, many became incensed at the villainous destruction perpetrated by the Orieni and the callous disregard expressed by the Centauri.

Those captains who could make contact with the various Raiders bands around them, who only days before they had sought to avoid, and offered their cargo and their services for support and refuge. Those captains who chose to be interned with the other races, were quietly contacted and their vessels purchased.

Equipped with an all particle projector weapon suite the Thirsta gunboats were first deployed in Centauri space near the Orieni-Centauri war front. Raiders leaders quickly found it necessary to keep Thirsta crews away from Orieni space, or face potential suicidal attacks against Orieni forces by their new compatriots.

The successes of the Thirsta Gunboat squadrons quickly showed the Raiders that there was much to be gained from Light Combat Vessels. The small size of the Thirsta convinced some of the more grandiose leaders to construct small, makeshift shipyards capable of building more Thirsta's from scratch. It also convinced them to begin looking into the idea of actual purpose-built light combat vessels, though it would take some time to find the right sympathetic or greedy beings with the necessary ship's architect skills to develop such a design.

Additional Raider Fighters

When the Centauri Privateers first turned rogue at the start of the Orieni-Centauri War, they brought with them a number of Centauri fighters (Glaive and Phalan). These fighters were initially sold off or parted out, as they were too few to justify supplying. Instead the standard Adder Light Fighter was provided.

However, after the various house purges by the Emperor following the Abbai Conflict, a number of disgruntled houses agreed to supply Centauri fighters to various Raider organizations, particularly to those affiliated with the original rogue Centauri Privateers. Therefore, following Y2012, Centauri Glaive and Phalan, fighters were regularly operated by Raiders in an unlimited deployment fashion. Neither the Phalan-I, Phalan-M or HOT Refitted versions were ever deployed by Raider Organizations.

Finally, prior to their destruction by the Orieni, the Usuuth were regular suppliers of fighters to a number of regional Raider factions. As such, starting in Y1981, the

Rowlon Armored Fighter were available in an Unlimited deployment fashion to those Raiders on or near the Usuuth border. However, after the invasion of Usuuthir, in Y2001, Raider deployment of the Rowlon was greatly curtailed. Without replacement fighters, and more importantly, additional maintenance parts, the current Rowlon force could not be maintained. Between Y2002-Y2003, the Raiders must treat the Rowlon as an Uncommon variant. Between Y2004-Y2006, the Rowlon becomes a Rare variant and by Y2007, sightings of the Usuuth fighter had essentially halted.

Commune Variant (Rare/Uncommon after Y2007)

Version 1: 2E/V6

Name: _____ Counter: _____



Oriem Crusader Heavy Frigate

SPECS

Class: Medium Ship
 In Service: 2003
 Point Value: 450
 Ramming Value: 55
 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: 1+1 Thrust

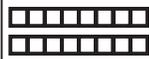
COMBAT STATS

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

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
 2 Shuttle Thrust: 3
 Armor: 0 Defense: 11/11



ARMOR REFIT

System	2003	2007
Hvy Gauss Cannons	2	3
Gatling Railguns	1	2

WEAPON DATA

Hvy Gauss Cannon
 Class: Matter
 Modes: Standard
 Damage: 3d10+10
 Range Penalty: -2 per 3 hexes
 Fire Control: +3/+2/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Gatling Railgun
 Class: Matter
 Modes: Standard
 Damage: 2d6
 Range Penalty: -2 per hex
 Fire Control: +0/+2/+4
 Intercept Rating: -1 (Ballistic Only)
 Rate of Fire: 1 per turn
RAPID GATLING RAILGUN
 Rate of Fire: 2 per turn

Class-S0 Missile Rack
 Class: Ballistic
 Missiles: 12
 Range Penalty: None
 Fire Control: +2/+2/+2
 Rate of Fire: 1 per 2 turns

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

- FORWARD HITS**
 1-5: Retro Thrust
 6-8: Hvy Gauss Cannon
 9-10: Gatling Railgun
 11-12: Missile Rack
 13-17: Structure
 18-20: PRIMARY Hit
- AFT HITS**
 1-7: Main Thrust
 8-9: Gatling Railgun
 10-17: Structure
 18-20: PRIMARY Hit
- PRIMARY HITS**
 1-8: Port/Stb Thrust
 9-11: Sensors
 12-15: Engine
 16-17: Hangar
 18-19: Reactor
 20: C & C

SPECIAL NOTES

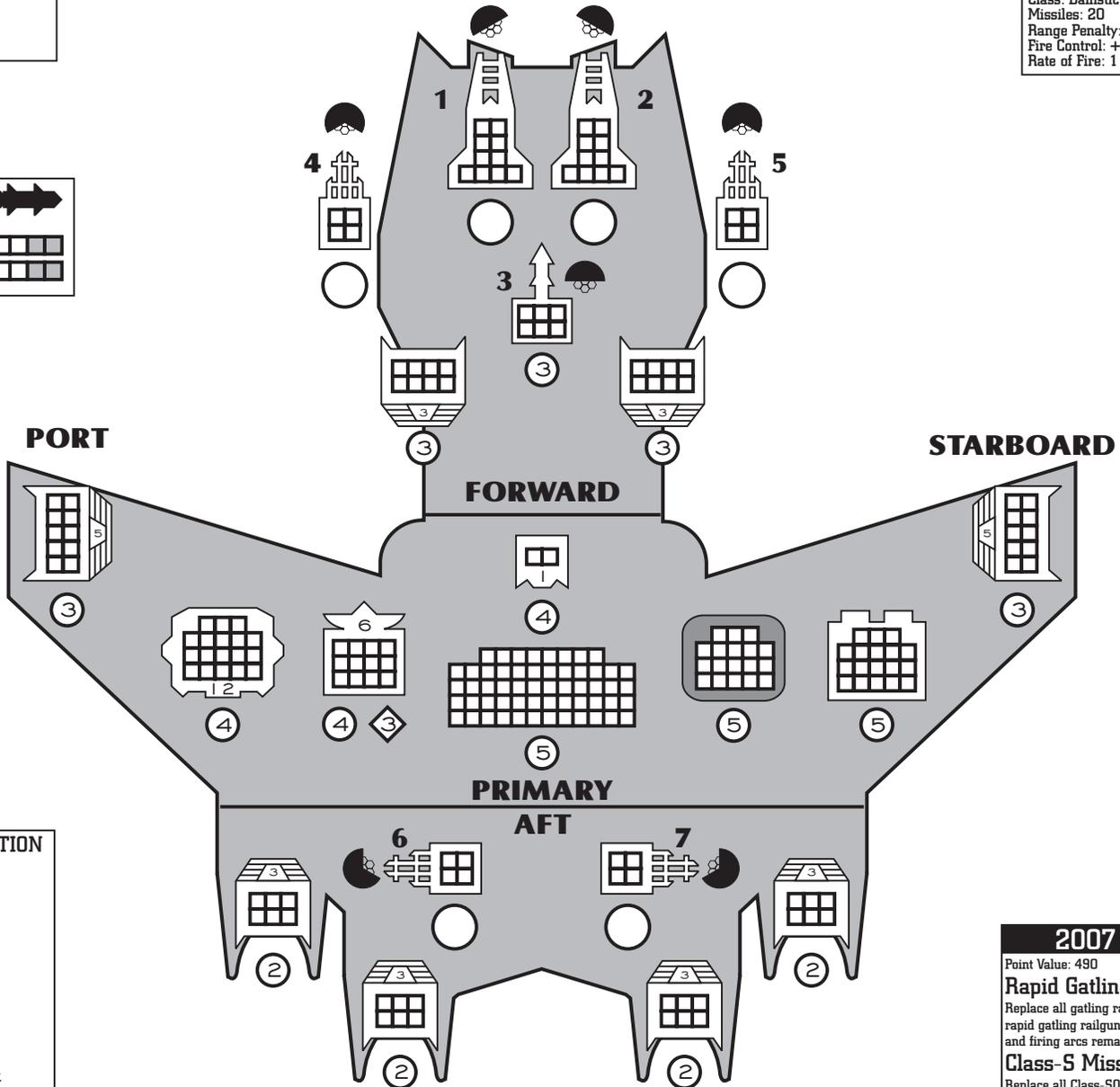
Atmospheric Capable

SENSOR DATA

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

MISSILES

Rack #3



- ICON RECOGNITION**
- Thruster
 - C & C
 - Sensors
 - Engine
 - Reactor
 - Hangar
 - Class-S0/S Missile Rack
 - Hvy Gauss Cannon
 - Gatling Railgun

2007 Refit

Point Value: 490

Rapid Gatling Railgun
 Replace all gatling railguns with rapid gatling railguns. Armor and firing arcs remain unchanged.

Class-S Missile Rack
 Replace all Class-S0 racks with Class-S missile racks. Armor and firing arcs remain unchanged.



Oriem High Templar Interceptor

SPECS
 Class: Light Fighter
 In Service: 2008
 Point Value: 40 each
 Ramming Value: 14
 Jinking Limit: 10 Levels

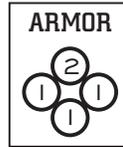
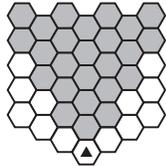
MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 0
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS
 Fwd/Aft Defense: 7
 Stb/Port Defense: 6
 Free Thrust: 12
 Offensive Bonus: +4
 Initiative Bonus: +20

WEAPON DATA
Lt Rapid Gatling Gun
 Number of Guns: 1
 Class: Matter
 Damage: 1d6
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: 2 per turn

Basic Fighter Missile
 Cost: 8 Combat Points
 Class: Ballistic
 Damage: 10
 Max Range: 10 hexes
 Fire Control: n/a
 Intercept Rating: n/a

SPECIAL NOTES
 Can carry 2 missiles
 Launch Rate 1 per turn



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

Flight #1

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

Flight #2

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

Flight #3

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

Flight #4

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

Flight #5

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

Flight #6

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

Flight #7

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

Flight #8

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

Enlightenment Variant (Uncommon)

Version 1: 2E/V6

Name: _____ Counter: _____



Orieni Pariah Light Command Ship

SPECS

Class: Capital Ship
 In Service: 2008
 Point Value: 790
 Ramming Value: 290
 Jump Delay: N/A

MANEUVERING

Turn Cost: 4/3 Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 5 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 19
 Stb/Port Defense: 18
 Engine Efficiency: 4/1
 Extra Power: +0
 Initiative Bonus: +0

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	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Hvy Laser Lance
 Class: Laser
 Modes: R, P
 Damage: 4d10+10
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+3/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Heavy Gauss Cannon
 Class: Matter
 Modes: Standard
 Damage: 3d10+10
 Range Penalty: -2 per 3 hexes
 Fire Control: +3/+2/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Rapid Gatling Railgun
 Class: Matter
 Modes: Standard
 Damage: 2d6
 Range Penalty: -2 per hex
 Fire Control: +0/+2/+4
 Intercept Rating: -1 (Ballistic Only)
 Rate of Fire: 2 per turn

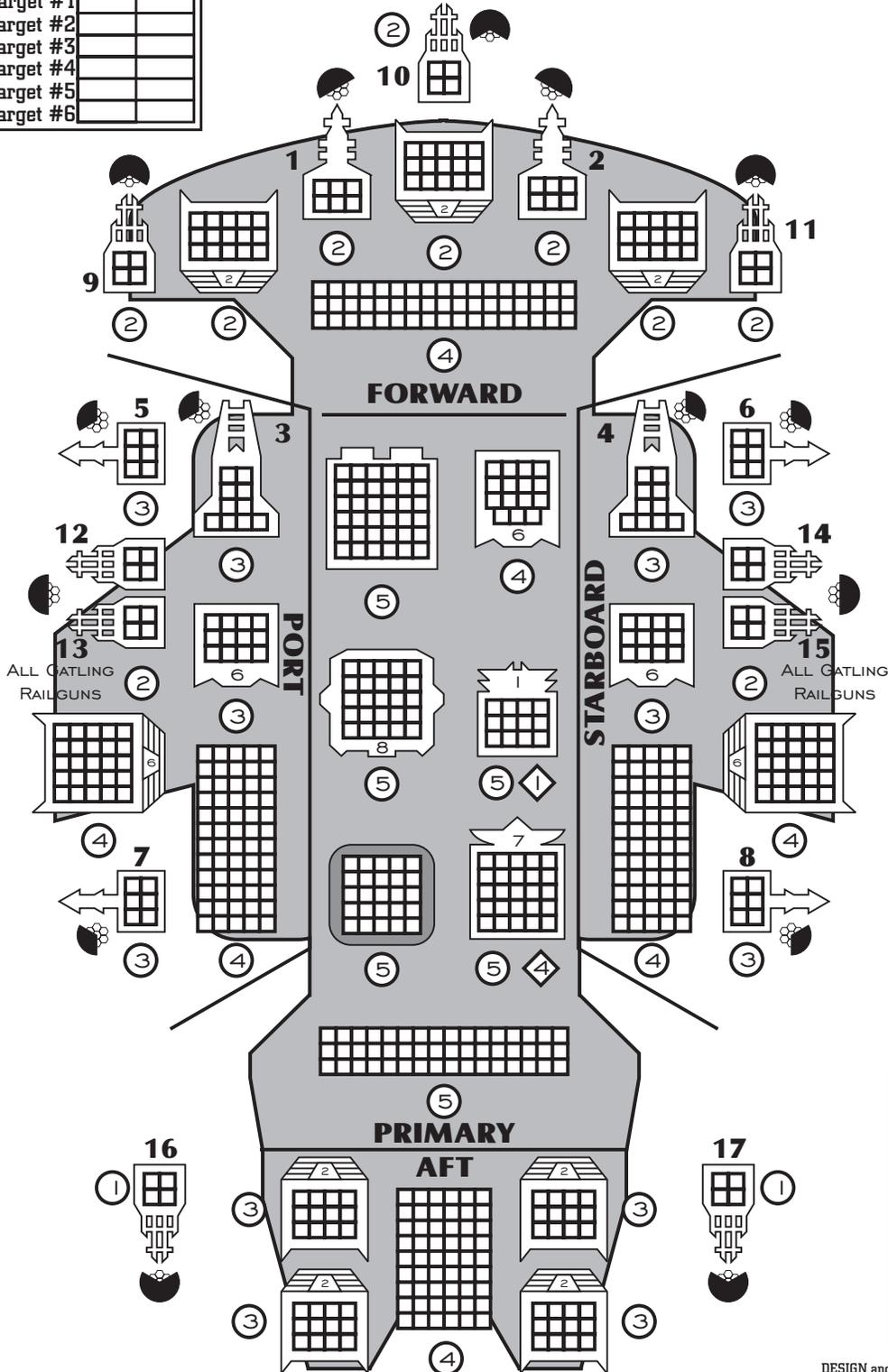
Class-5 Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: None
 Fire Control: +3/+3/+3
 Rate of Fire: 1 per 2 turns

- FORWARD HITS**
 1-6: Retro Thrust
 7-8: Hvy Laser Lance
 9-11: Rapid Gatling Railgun
 12-18: Forward Structure
 19-20: PRIMARY Hit
- SIDE HITS**
 1-4: Port/Stb Thrust
 5-6: Class-5 Missile Rack
 7-8: Hvy Gauss Cannon
 9-10: Rapid Gatling Railgun
 11-12: Port/Stb Hangar
 13-18: Port/Stb Structure
 19-20: PRIMARY Hit
- AFT HITS**
 1-8: Main Thrust
 9-10: Rapid Gatling Railgun
 11-18: Aft Structure
 19-20: PRIMARY Hit
- PRIMARY HITS**
 1-9: Primary Structure
 10-11: Sensors
 12-13: Engine
 14-16: Primary Hangar
 17-18: HK-Controller
 19: Reactor
 20: C & C

SENSOR DATA

Defensive EW

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



MISSILES →

Rack #5

Rack #6

Rack #7

Rack #8

- ICON RECOGNITION**
- Thruster
 - C & C
 - Sensors
 - Engine
 - Reactor
 - Hangar
 - HK Control System
 - Class-5 Missile Rack
 - Hvy Gauss Cannon
 - Hvy Laser Lance
 - Rapid Gatling Railgun

PRIMARY HANGAR
 12 Medium Fighters
 3 Shuttles Thrust: 3
 Armor: 0 Defense: 11/11

SIDE HANGARS
 12 Lt Fighter Each
 0 Shuttles Each

Vigilant Variant (Rare)

Version 1: 2E/V6

Name: _____ Counter: _____



Oriem Righteous Missile Support Ship

SPECS

Class: Capital Ship
 In Service: 1894
 Point Value: 725
 Ramming Value: 260
 Jump Delay: 25 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 17
 Stb/Port Defense: 16
 Engine Efficiency: 4/1
 Extra Power: +4
 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

Gatling Railgun
 Class: Matter
 Modes: Standard
 Damage: 2d6
 Range Penalty: -2 per hex
 Fire Control: +0/+2/+4
 Intercept Rating: -1 (Ballistic Only)
 Rate of Fire: 1 per turn
RAPID GATLING RAILGUN
 Rate of Fire: 2 per turn

Class-S0 Missile Rack
 Class: Ballistic
 Missiles: 12
 Range Penalty: None
 Fire Control: +2/+2/+2
 Rate of Fire: 1 per 2 turns

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

PRIMARY HANGAR

12 Light Fighters
 2 Shuttles Thrust: 3
 Armor: 0 Defense: 11/11

ARMOR REFIT

System	1894	2007
Fwd Gatling Railgun	1	2
Port/Stb Gatling Railguns	1	2
Main Thrust	2	3

FORWARD HITS
 1-5: Retro Thrust
 6-9: Missile Rack
 10: Gatling Railgun
 11-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS
 1-4: Port/Stb Thrust
 5-6: Gatling Railgun
 7-11: Missile Rack
 12-18: Port/Stb Structure
 19-20: PRIMARY Hit

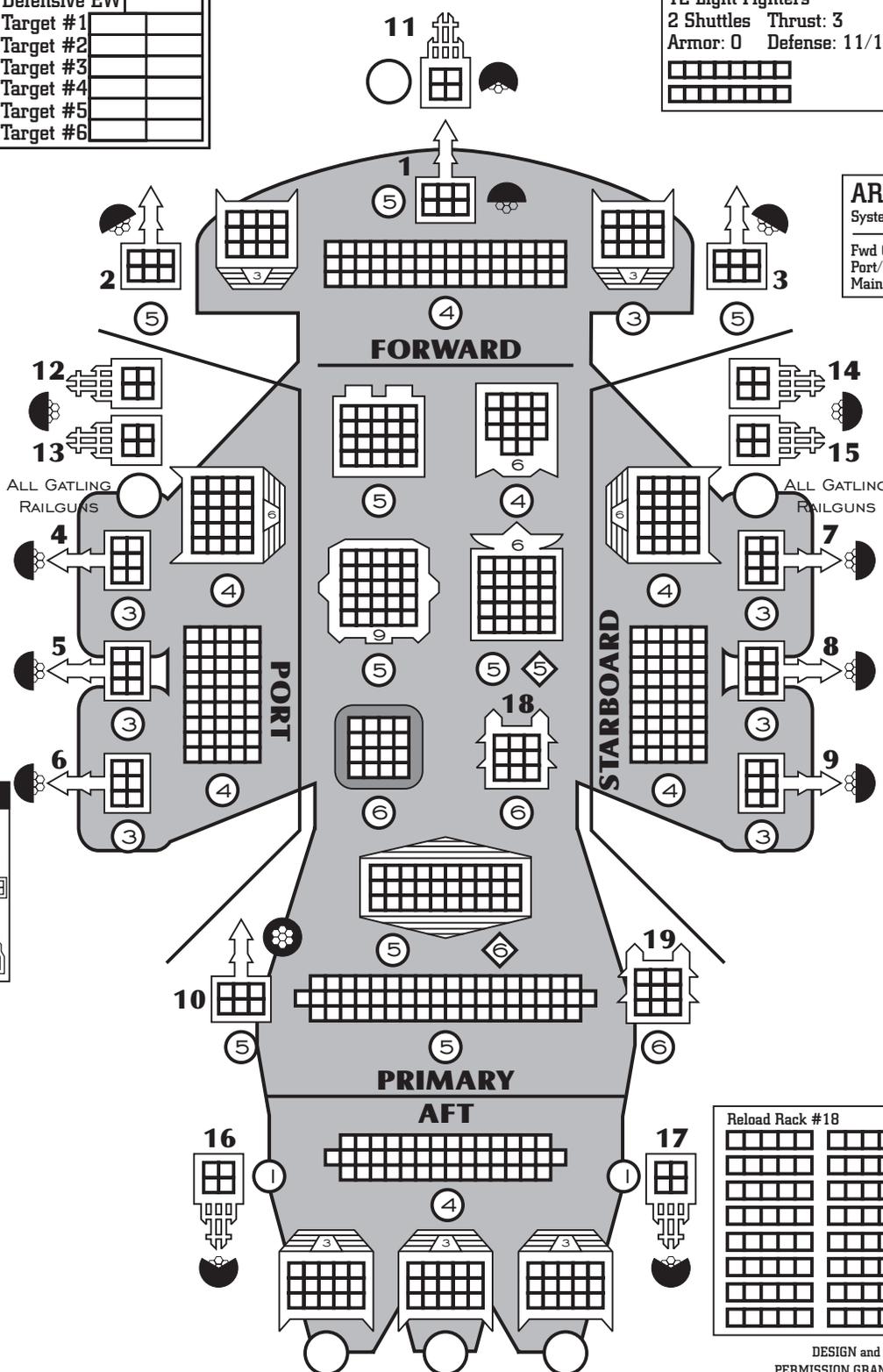
AFT HITS
 1-6: Main Thrust
 7-9: Gatling Railgun
 10-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS
 1-7: Primary Structure
 8: Missile Rack
 9-10: Jump Engine
 11-12: Sensors
 13-14: Engine
 15-16: Reload Rack
 17-18: Hangar
 19: Reactor
 20: C & C

SENSOR DATA

Defensive EW

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



MISSILES

Rack #									
Rack #1									
Rack #2									
Rack #3									
Rack #4									
Rack #5									
Rack #6									
Rack #7									
Rack #8									
Rack #9									
Rack #10									

2007 Refit

Point Value: 815
Class-S Missile Rack
 Replace all class-s0 racks with class-s missile racks. Armor and firing arcs remain unchanged.
Rapid Gatling Railgun
 Replace all gatling railguns with rapid gatling railguns. Armor and firing arcs remain unchanged.

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Reload Rack
- Class-S0/S Missile Rack
- Gatling Railgun

Reload Rack #18									

Steadfast Variant (Uncommon)

Version 1: 2E/V6

Name: _____ Counter: _____



Oriem Staunch Strike Frigate

SPECS

Class: Medium Ship
 In Service: 2007
 Point Value: 400
 Ramming Value: 50
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 14
 Engine Efficiency: 2/1
 Extra Power: +3
 Initiative Bonus: +12

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

WEAPON DATA

Gauss Cannon
 Class: Matter
 Modes: Standard
 Damage: 1d10+10
 Range Penalty: -1 per hex
 Fire Control: +2/+1/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Rapid Gatling Railgun
 Class: Matter
 Modes: Standard
 Damage: 2d6
 Range Penalty: -2 per hex
 Fire Control: +0/+2/+4
 Intercept Rating: -1 (Ballistic Only)
 Rate of Fire: 2 per turn

FORWARD HITS

1-5: Retro Thrust
 6-10: Gauss Cannon
 11: Rapid Gatling Railgun
 12-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
 8-9: Rapid Gatling Railgun
 10-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

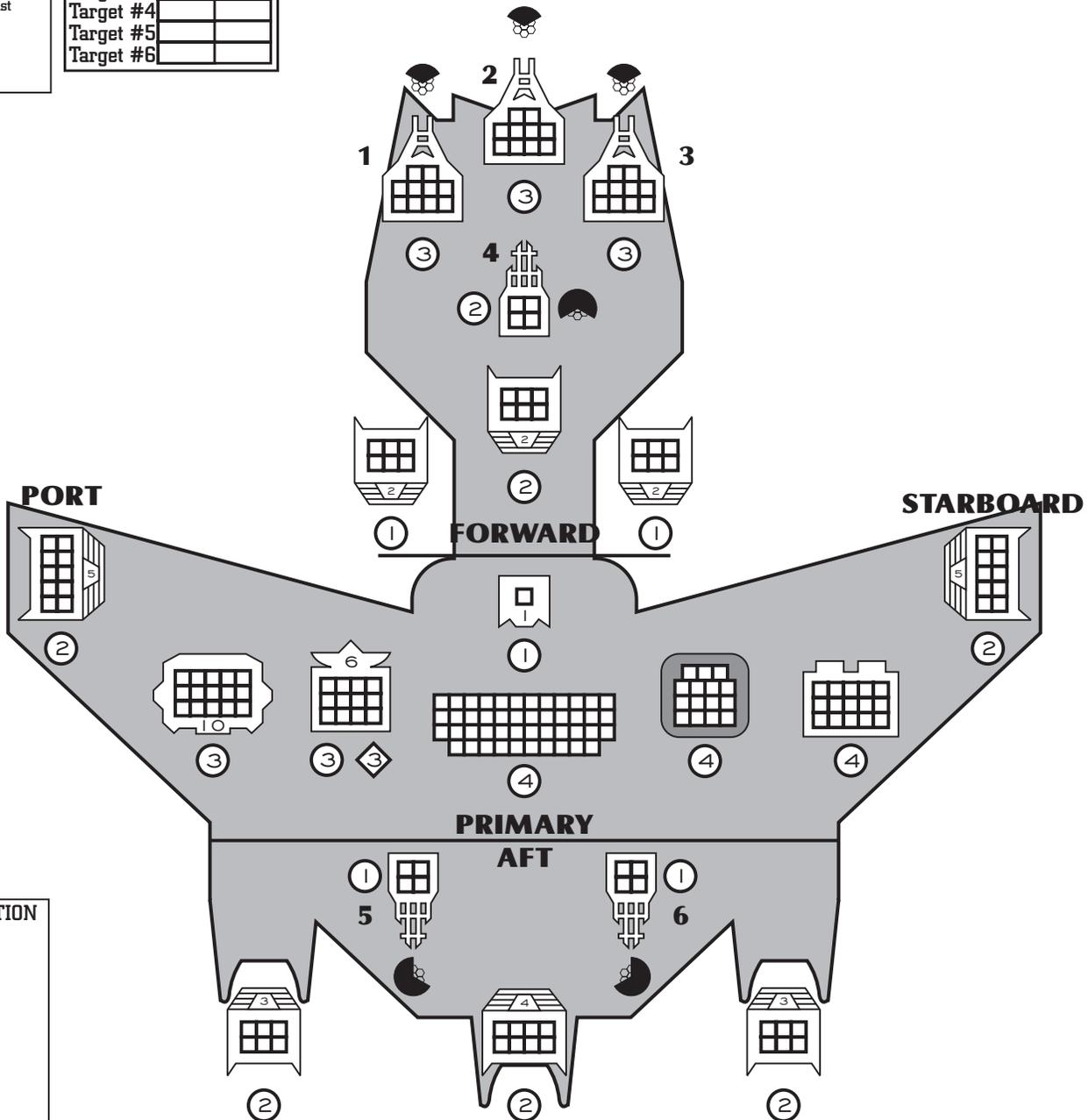
Agile Ship
 Atmospheric Capable

SENSOR DATA

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

HANGAR

0 Fighters
 1 Shuttle Thrust: 3
 Armor: 0 Defense: 11/11



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Gauss Cannon
- Rapid Gatling Railgun



Oriem Virtue Strike Force Corvette

SPECS

Class: Medium Ship
 In Service: 1783
 Point Value: 395
 Ramming Value: 50
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 14
 Engine Efficiency: 2/1
 Extra Power: +2
 Initiative Bonus: +14

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

HANGAR

0 Fighters
 1 Shuttle Thrust: 3
 Armor: 0 Defense: 11/11



ARMOR REFIT

System	1783	2004	2007
--------	------	------	------

Fwd Gatling Railguns	1	2	2
Gauss Cannon	1	2	3
Center Retro Thrust	1	2	2
Main Thrust	1	2	2

SENSOR REFIT

Sensor Rating	6	6	7
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WEAPON DATA

Gauss Cannon
 Class: Matter
 Modes: Standard
 Damage: 1d10+10
 Range Penalty: -1 per hex
 Fire Control: +2/+1/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Gatling Railgun
 Class: Matter
 Modes: Standard
 Damage: 2d6
 Range Penalty: -2 per hex
 Fire Control: +0/+2/+4
 Intercept Rating: -1 (Ballistic Only)
 Rate of Fire: 1 per turn
RAPID GATLING RAILGUN
 Rate of Fire: 2 per turn

FORWARD HITS

- 1-5: Retro Thrust
- 6-8: Gauss Cannon
- 9-11: Gatling Railgun
- 12-17: Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Aft Engine
- 9-10: Gatling Railgun
- 11-17: Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

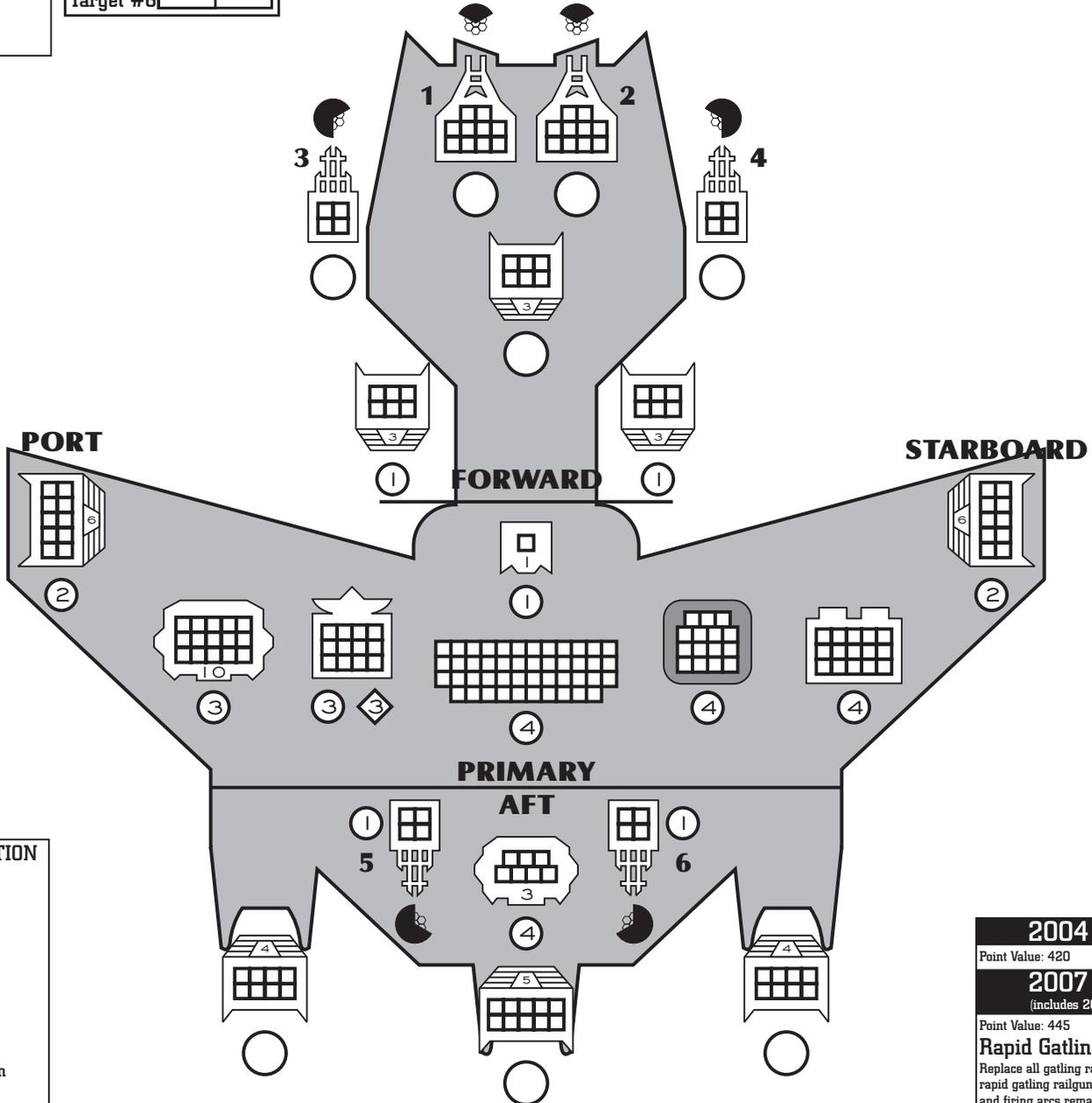
- 1-8: Port/Stb Thrust
- 9-11: Sensors
- 12-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C & C

SPECIAL NOTES

Agile Ship
 Atmospheric Capable

SENSOR DATA

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Gauss Cannon
- Gatling Railgun

2004 Refit

Point Value: 420

2007 Refit

(includes 2004 Refit)

Point Value: 445

Rapid Gatling Railgun

Replace all gatling railguns with rapid gatling railguns. Armor and firing arcs remain unchanged.



Centauri Asturias Carrier

SPECS

Class: Capital Ship
 In Service: 1985
 Point Value: 500
 Ramming Value: 230
 Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 17
 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	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

Particle Projector

Class: Particle
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -1 per hex
 Fire Control: +2/+2/+1
 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
 6-10: Particle Weapon
 11-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
 5-8: Particle Weapon
 9-12: Port/Stb Hangar
 13-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS

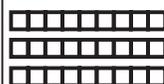
1-6: Main Thrust
 7-9: Particle Weapon
 10-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Structure
 7-8: Cargo
 9-10: Sensors
 11-13: Engine
 14-15: Jump Engine
 16-17: Primary Hangar
 18-19: Reactor
 20: C & C

HANGAR

6 Fighters
 3 Shuttles Thrust: 3
 Armor: 0 Defense: 10/11



SIDE HANGARS

12 Fighters Each
 0 Shuttles Each

SENSOR DATA

Defensive EW

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

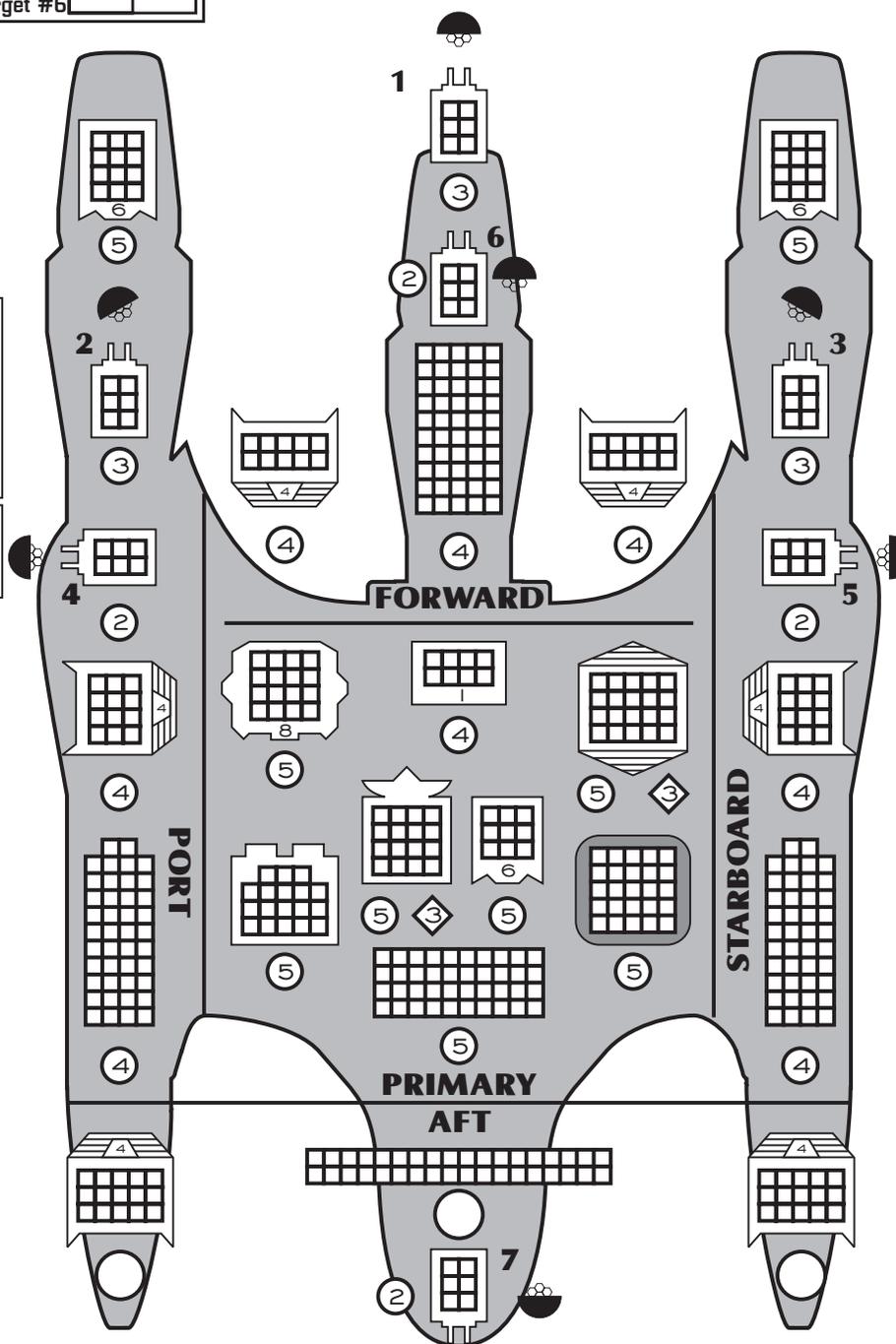
ARMOR REFIT

System 1985 2005 2012

Aft Structure	3	4	4
Main Thrust	3	4	4

SENSOR REFIT

Sensor Rating	5	6	6
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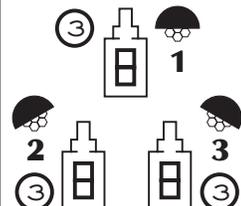


ICON RECOGNITION

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

2005 Refit

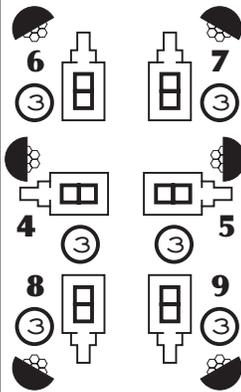
Point Value: 510
 1. Replace Particle Projectors 1, 2 and 3 with Lt Particle Beams 1, 2 and 3.



2012 Refit

(includes 2005 Refit)

Point Value: 530
 1. Replace Particle Projector 6 with Lt Particle Beams 6 and 7.
 2. Replace Particle Projectors 4 and 5 with Lt Particle Beams 4 and 5.
 3. Replace Particle Projector 7 with Lt Particle Beams 8 and 9.



Astur Variant (Uncommon)

Version 1: 2E/V6

Name: _____ Counter: _____



Centauri Aurilla Cruiser

SPECS

Class: Capital Ship
 In Service: 1872
 Point Value: 575
 Ramming Value: 230
 Jump Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 17
 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	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

FORWARD HITS
 1-6: Retro Thrust
 7-9: Tactical Laser
 10-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS
 1-5: Port/Stb Thrust
 6-8: Particle Weapon
 9-10: Imperial/Assault Laser
 11-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS
 1-6: Main Thrust
 7-9: Tactical Laser
 10-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS
 1-7: Primary Structure
 8-10: Sensors
 11-12: Engine
 13-14: Jump Engine
 15-16: Hangar
 17-19: Reactor
 20: C & C

HANGAR

6 Fighters
 3 Shuttles Thrust: 3
 Armor: 0 Defense: 10/11



SENSOR DATA

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

ARMOR REFIT

System	1872	1985	2010
Retro Thrust	3	4	4
Port/Stb Thrust	3	4	4
Aft Structure	3	3	4
Main Thrust	3	3	4

SENSOR REFIT

Sensor Rating	7	8	8
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WEAPON DATA

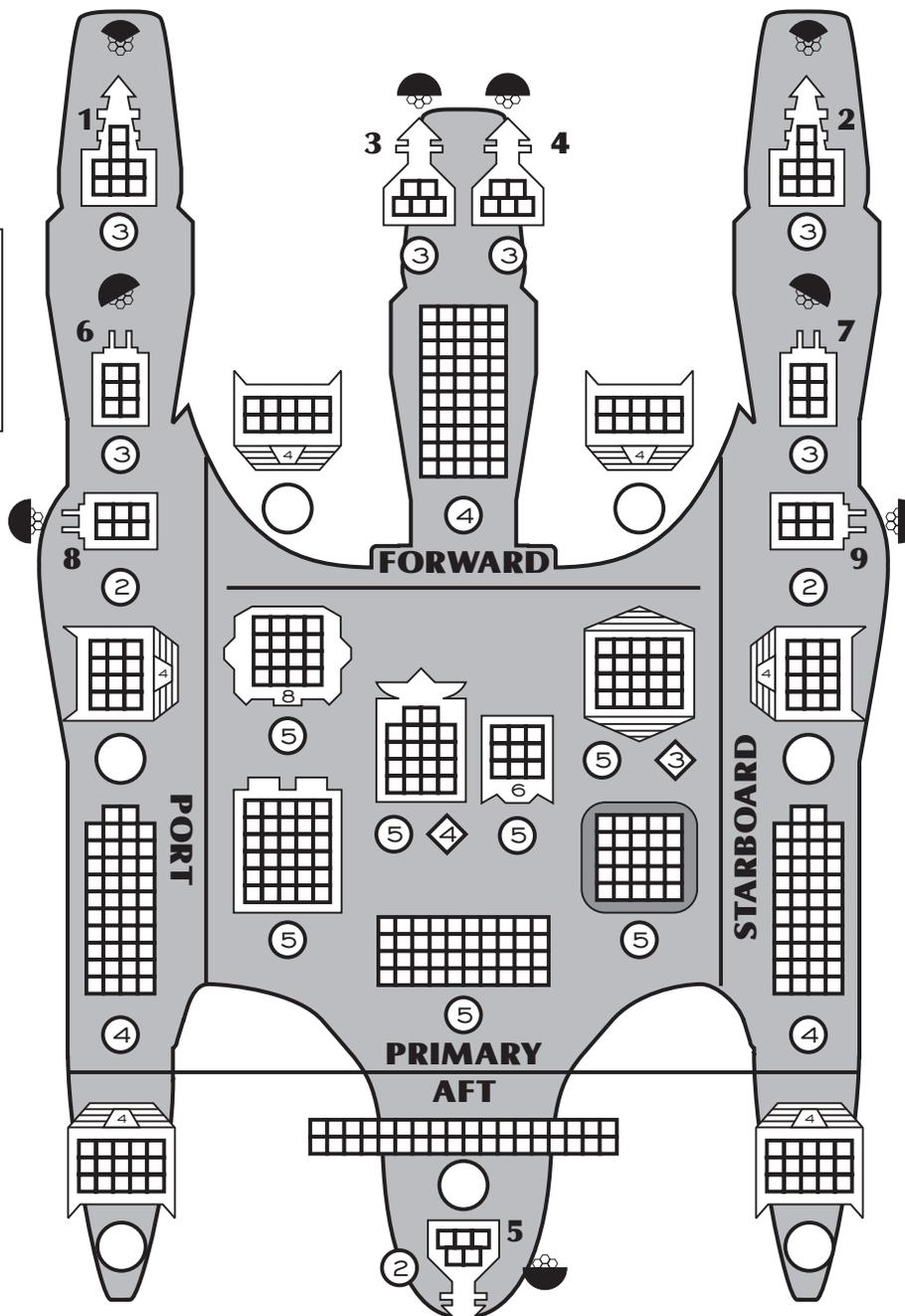
Imperial Laser
 Class: Laser
 Modes: Raking
 Damage: 4d10+8
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+2/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Tactical Laser
 Class: Laser
 Modes: Raking
 Damage: 2d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Particle Projector
 Class: Particle
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -1 per hex
 Fire Control: +2/+2/+1
 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

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Imperial Laser
- Tactical Laser
- Assault Laser
- Particle Projector
- Light Particle Beam

1985 Refit
 Point Value: 595
 1. Replace Particle Projectors 6 and 7 with Lt Particle Beams 6 and 7.

2010 Refit
 (includes 1985 Refit)
 Point Value: 625
 1. Replace Imperial Lasers 1 and 2 with Assault Lasers 1 and 2.
 2. Replace Particle Projector 8 with Lt Particle Beams 8 and 9.
 3. Replace Particle Projector 9 with Lt Particle Beams 10 and 11.

Balciron Variant (Rare)

Version 1: 2E/V6

Name: _____ Counter: _____



Centauri Balsavor Gunship

SPECS

Class: Hvy Combat Vsl
 In Service: 1985
 Point Value: 430
 Ramming Value: 165
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +7

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

WEAPON DATA

Tactical Laser
 Class: Laser
 Modes: Raking
 Damage: 2d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

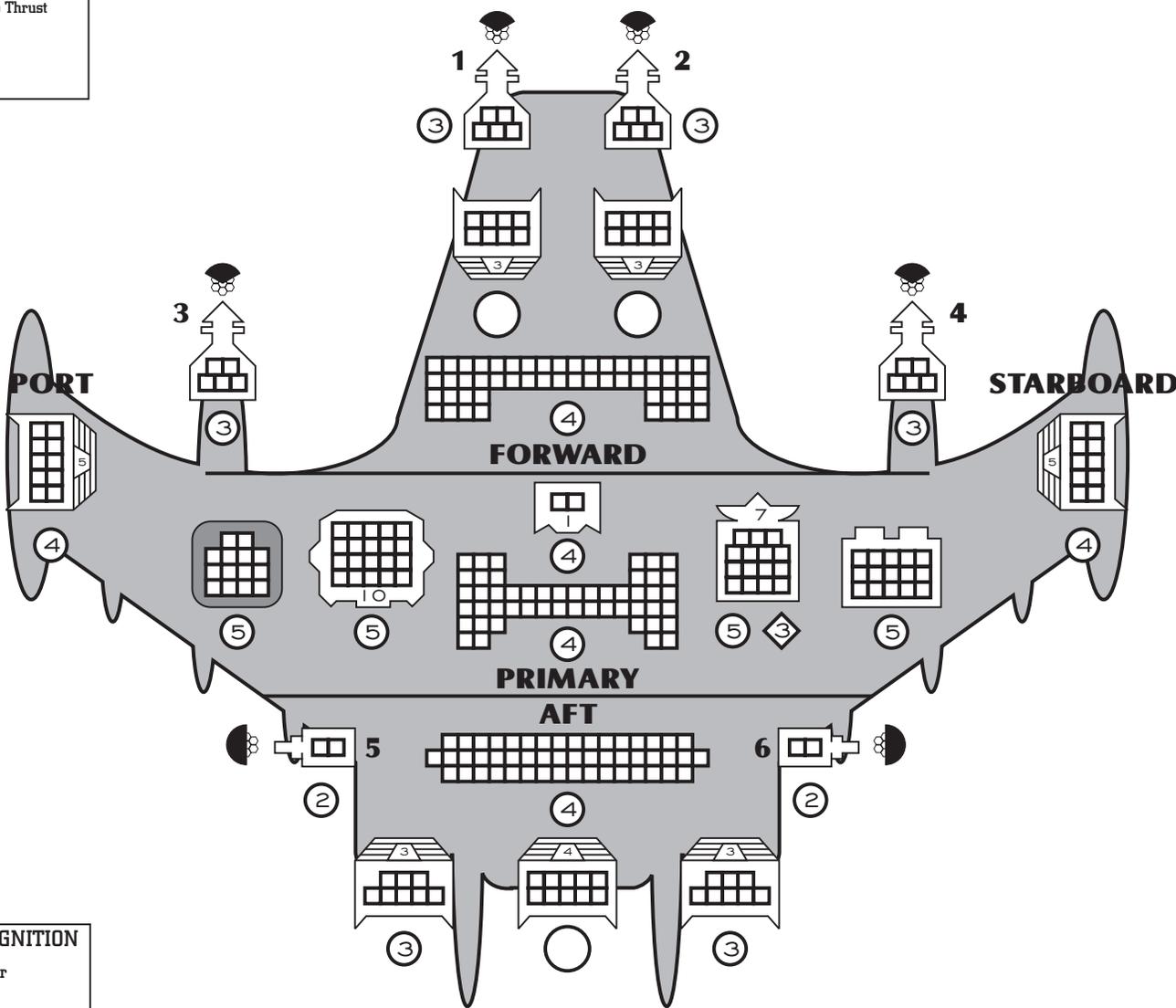
Lt Particle Beam
 Class: Particle
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

FORWARD HITS
1-6: Retro Thrust
7-10: Tactical Laser
11-18: Forward Structure
19-20: PRIMARY Hit
AFT HITS
1-7: Main Thrust
8-9: Lt Particle Beam
10-18: Aft Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Structure
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		

HANGAR

0 Fighters
 2 Shuttles Thrust: 3
 Armor: 0 Defense: 10/11



	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Tactical Laser
	Light Particle Beam

2005 Refit		
Point Value:	435	
ARMOR REFIT		
System	1985	2005
Retro Thrust	3	4
Center Main Thrust	3	4

Strela Variant (Rare)

Version 1: 2E/V6

Name: _____ Counter: _____



Centauri Equata Intruder

SPECS

Class: Hvy Combat Vsl
 In Service: 2003
 Point Value: 430
 Ramming Value: 150
 Jump Delay: 25 Turns

MANEUVERING

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

WEAPON DATA

Tactical Laser
 Class: Laser
 Modes: Raking
 Damage: 2d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Lt Particle Beam

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

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

FORWARD HITS

- 1-5: Retro Thrust
- 6-7: Tactical/Assault Laser
- 8-9: Lt Particle Beam
- 10-18: Forward Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-7: Lt Particle Beam
- 8-9: Jump Engine
- 10-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Restricted Deployment (10%)
 ELINT Vessel

SENSOR DATA

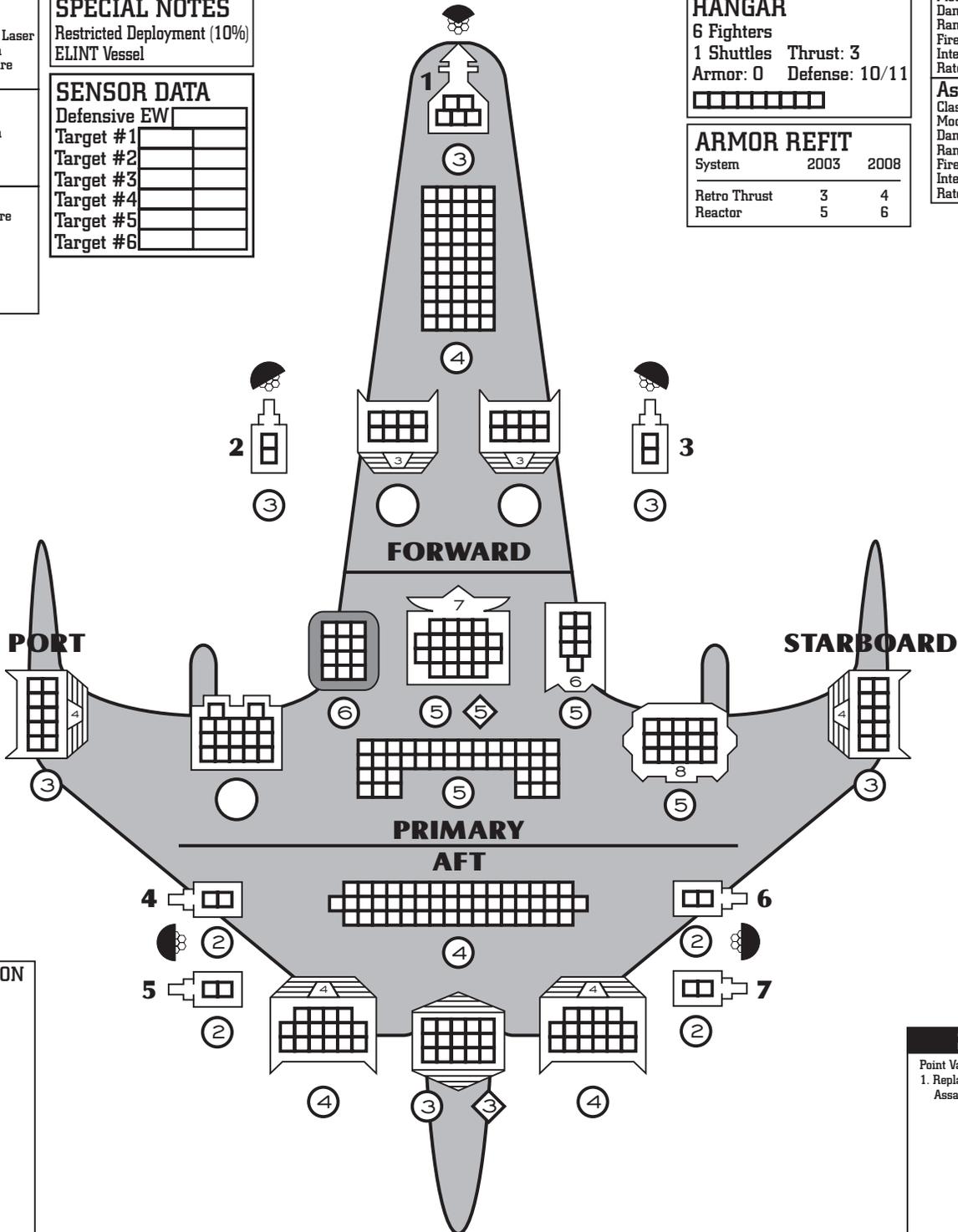
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR

6 Fighters
 1 Shuttles Thrust: 3
 Armor: 0 Defense: 10/11

ARMOR REFIT

System	2003	2008
Retro Thrust	3	4
Reactor	5	6

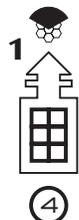


ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Tactical Laser
- Assault Laser
- Light Particle Beam

2008 Refit

Point Value: 445
 1. Replace Tactical Laser 1 with Assault Laser 1.



Fallena Variant (Uncommon)

Version 1: 2E/V6

Name: _____ Counter: _____



Centauri Falassa Escort Carrier

SPECS

Class: Hvy Combat Vsl
 In Service: 2003
 Point Value: 450
 Ramming Value: 160
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 2/3 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: -3
 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

Tactical Laser
 Class: Laser
 Modes: Raking
 Damage: 2d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Lt Particle Beam

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

FORWARD HITS

- 1-5: Retro Thrust
- 6-7: Tactical Laser
- 8-9: Forward Hangar
- 10-12: Lt Particle Beam
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-10: Lt Particle Beam
- 11-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

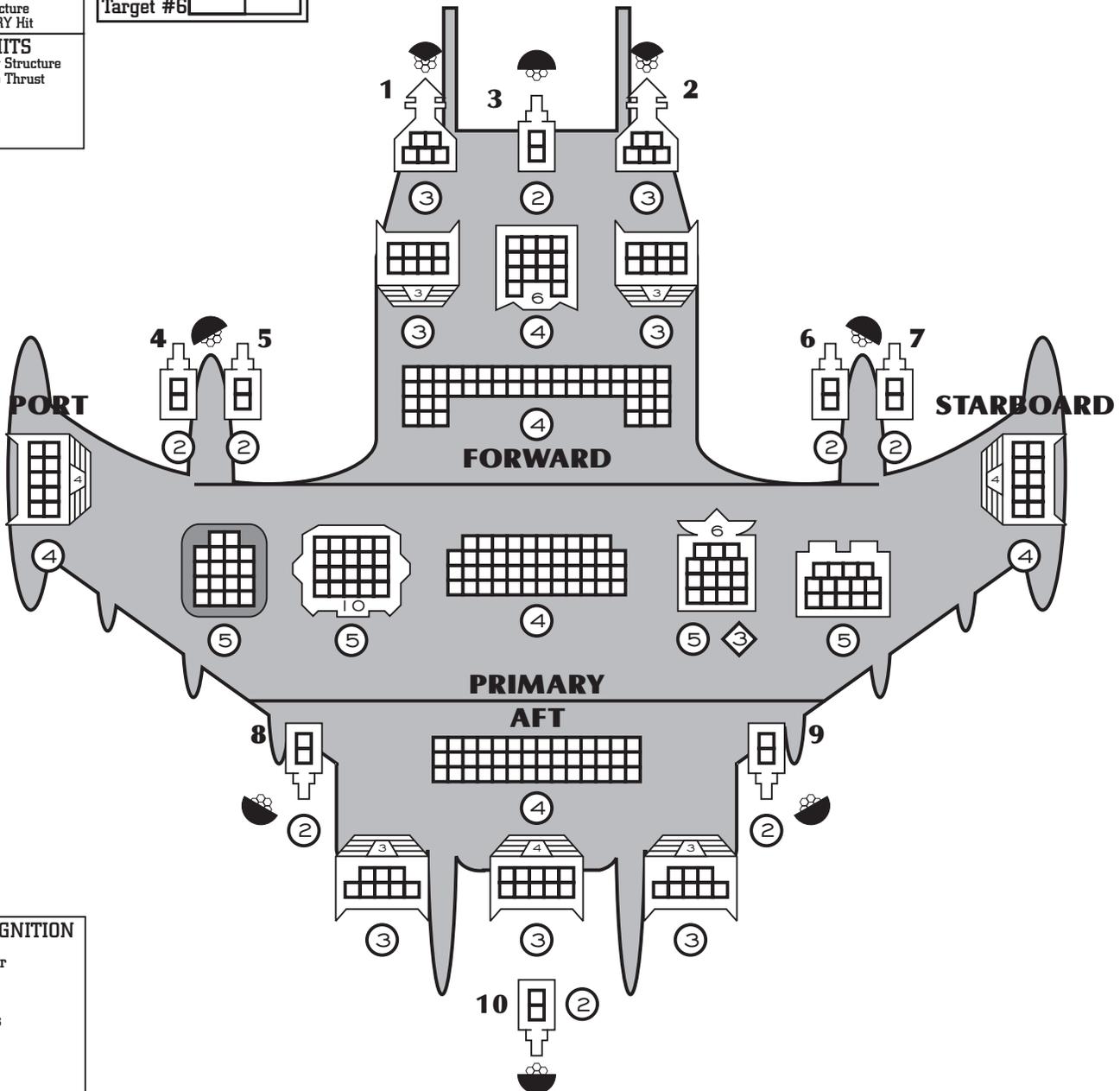
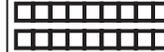
- 1-11: Primary Structure
- 12-13: Port/Stb Thrust
- 14-15: Sensors
- 16-17: Engine
- 18-19: Reactor
- 20: C & C

SENSOR DATA

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

HANGAR

12 Light Fighters
 2 Shuttles Thrust: 3
 Armor: 0 Defense: 10/11



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Tactical Laser
- Light Particle Beam



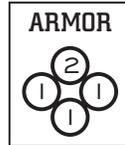
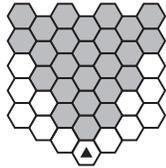
Centauri Phalan-Heavy Interceptor

SPECS
 Class: Heavy Fighter
 In Service: 2001
 Point Value: 30 each
 Ramming Value: 13
 Jinking Limit: 6 Levels

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

COMBAT STATS
 Fwd/Aft Defense: 9
 Stb/Port Defense: 8
 Free Thrust: 9
 Offensive Bonus: +4
 Initiative Bonus: +16

WEAPON DATA
Plasma Blaster
 Number of Guns: 3 (Linked)
 Class: Plasma
 Damage: 1d3+2 (-1 per hex)
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: Once per turn



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

H.O.T. REFIT
 Reduce armor by 1/2 in each direction (round down) and increase free thrust by 1. Reduce point cost by 1 for each point of armor removed after the first 4 points.

Flight #1

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

Flight #2

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

Flight #3

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

Flight #4

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

Flight #5

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

Flight #6

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

Flight #7

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

Flight #8

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

Celerian Variant (Uncommon/Rare)

Version 1: 2E/V6

Name: _____ Counter: _____



Centauri Soladon Escort Cruiser

SPECS

Class: Capital Ship
 In Service: 2002
 Point Value: 475
 Ramming Value: 220
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

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

WEAPON DATA

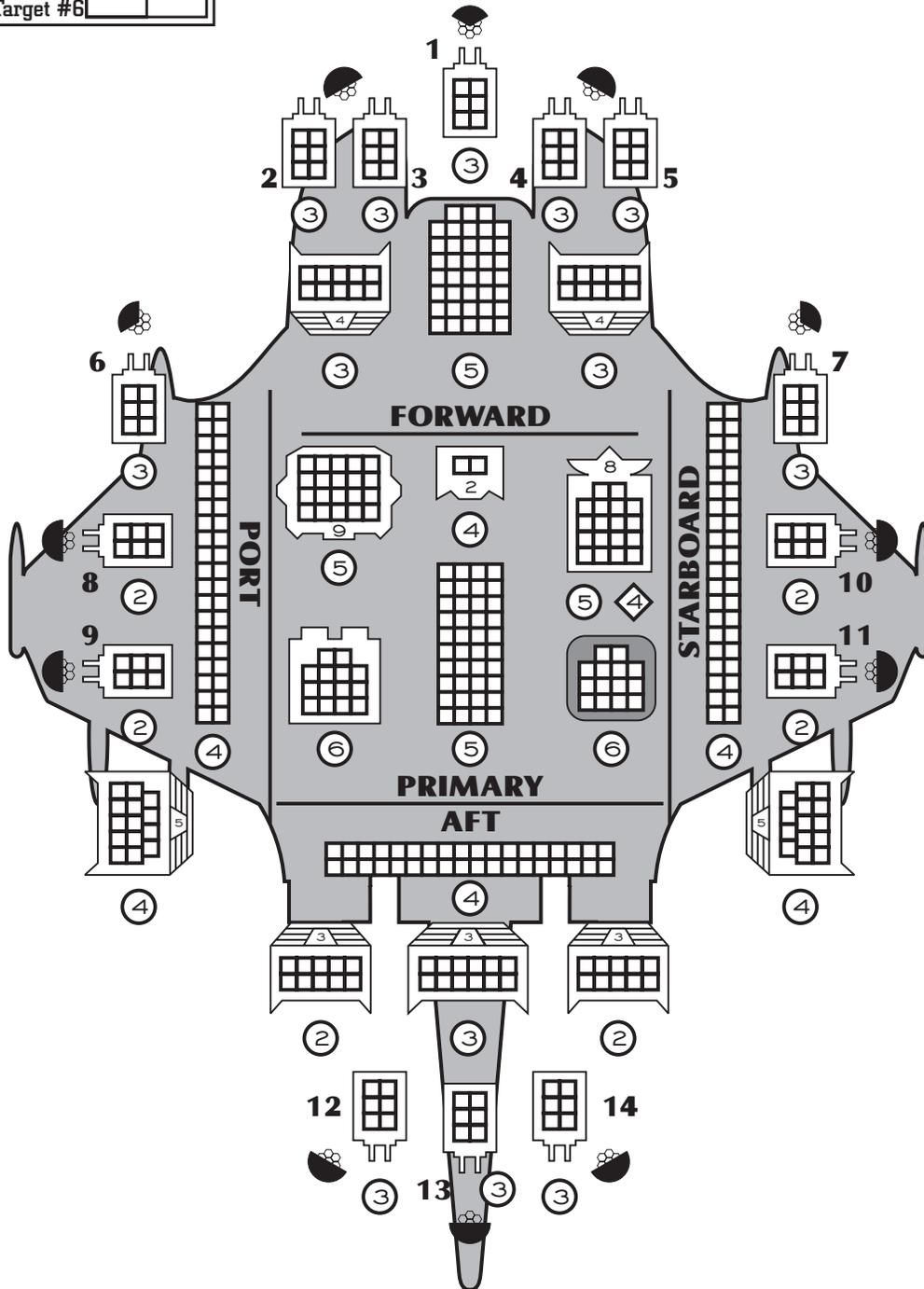
Particle Projector

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

FORWARD HITS
1-5: Retro Thrust
6-10: Particle Projector
11-18: Forward Structure
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-10: Particle Projector
11-18: Port/Stb Structure
19-20: PRIMARY Hit
AFT HITS
1-7: Main Thrust
8-12: Particle Projector
13-18: Aft Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-10: Primary Structure
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 Shuttles Thrust: 3
Armor: 0 Defense: 10/11



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Particle Projector

Tacit Variant (Uncommon)

Version 1: 2E/V6

Name: _____ Counter: _____



Centauri Taras Strike Destroyer

SPECS

Class: Hvy Combat Vsl
 In Service: 2002
 Point Value: 355
 Ramming Value: 130
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
 Stb/Port Defense: 13
 Engine Efficiency: 3/1
 Extra Power: +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	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Med Plasma Cannon
 Class: Plasma
 Modes: 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

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: Med Plasma Cannon
- 10: Lt Particle Beam
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-9: Lt Particle Beam
- 10-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

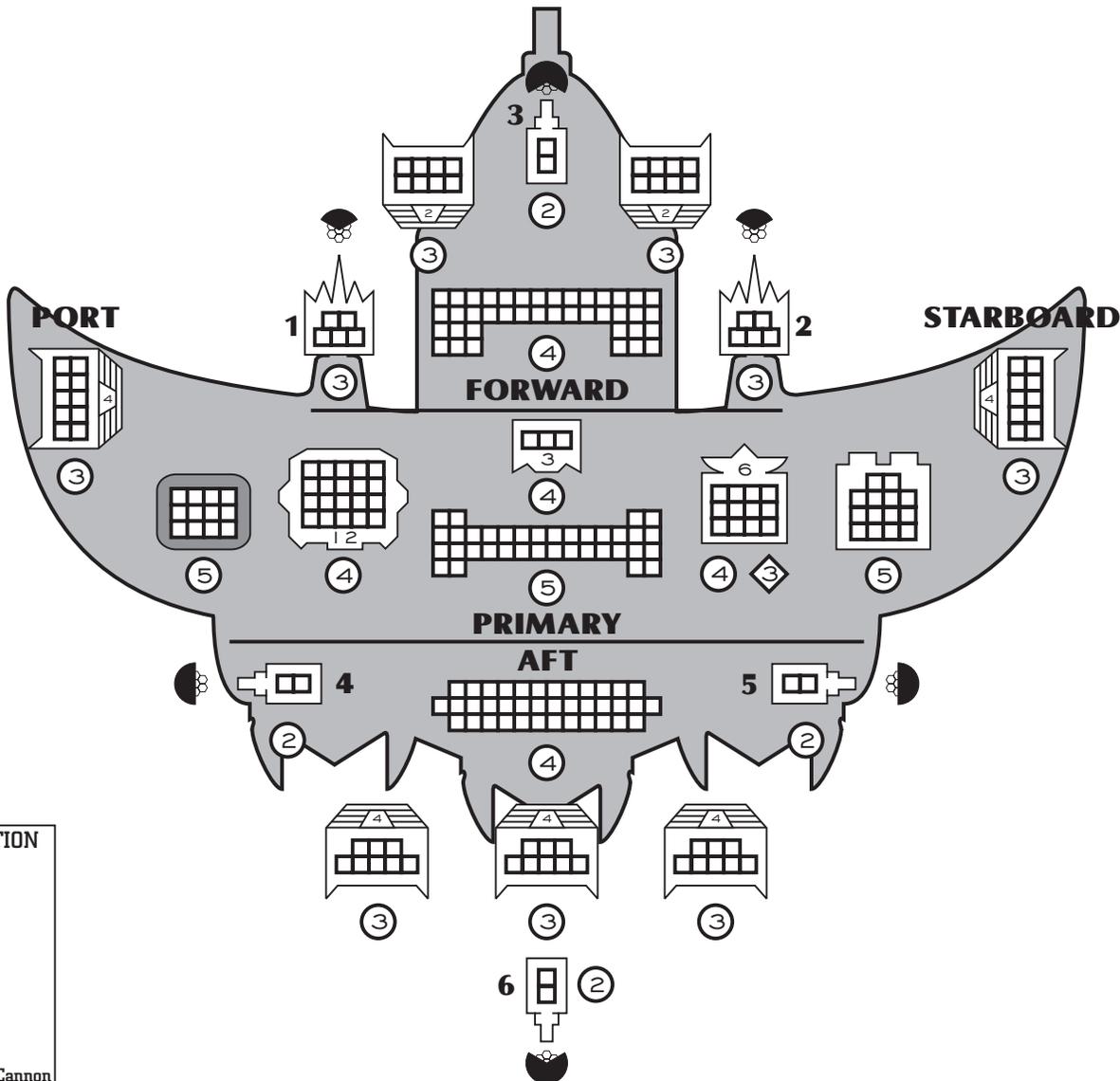
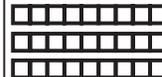
- 1-10: Primary Structure
- 11-12: Port/Stb Thrust
- 13-14: Sensors
- 15-16: Engine
- 17: Hangar
- 18-19: Reactor
- 20: C & C

SENSOR DATA

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

HANGAR

0 Fighters
 3 Shuttles Thrust: 3
 Armor: 0 Defense: 10/11



ICON RECOGNITION

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

Balciron Variant (Rare)

Version 1: 2E/V6

Name: _____ Counter: _____



Centauri Varilon Close Escort

SPECS

Class: Hvy Combat Vsl
 In Service: 1985
 Point Value: 345
 Ramming Value: 165
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: +3
 Initiative Bonus: +7

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

WEAPON DATA

Tactical Laser
 Class: Laser
 Modes: Raking
 Damage: 2d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

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

FORWARD HITS

- 1-6: Retro Thrust
- 7: Tactical Laser
- 8-10: Lt Particle Beam
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-10: Lt Particle Beam
- 11-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

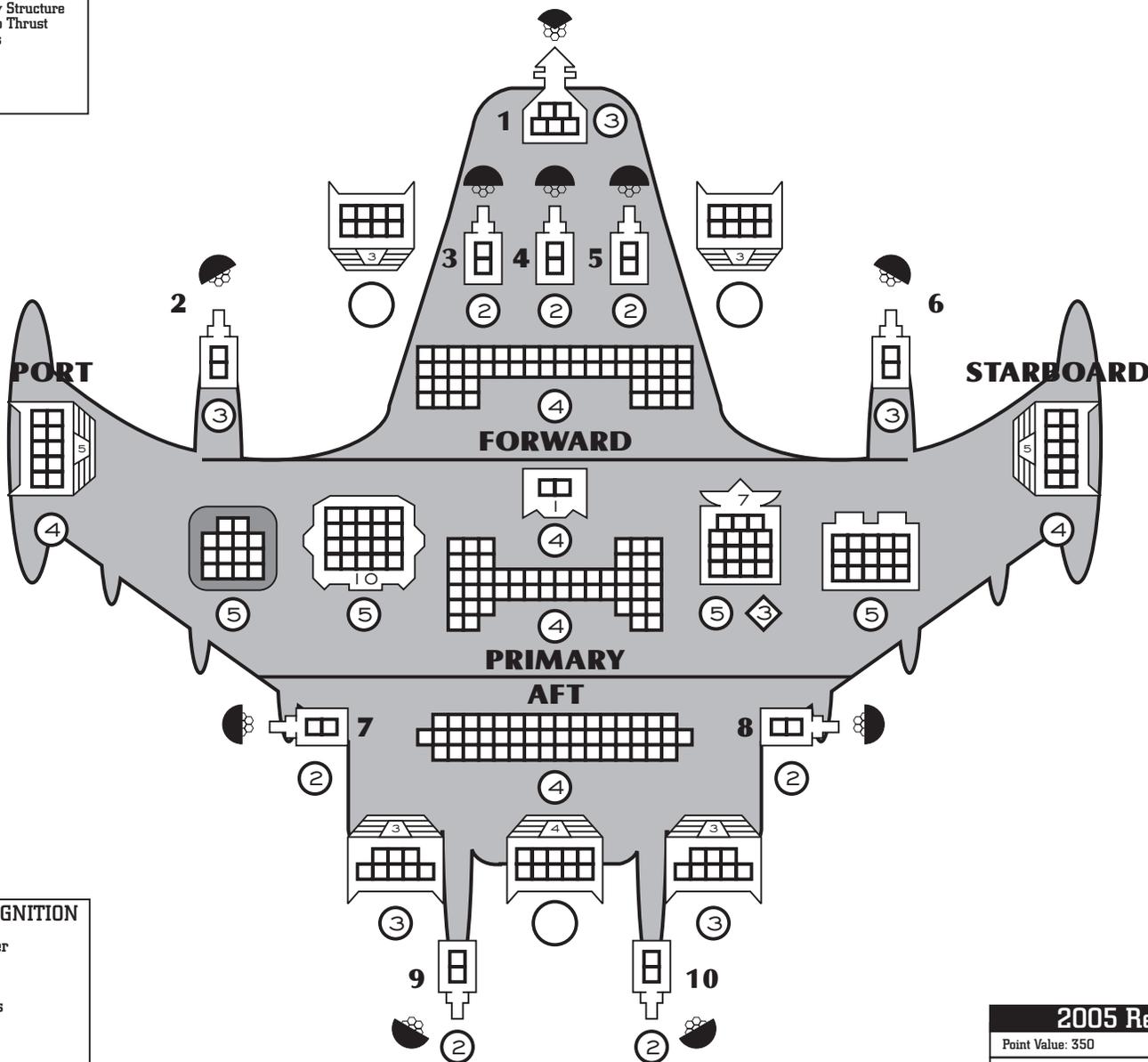
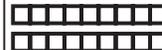
- 1-9: Primary Structure
- 10-12: Port/Stb Thrust
- 13-14: Sensors
- 15-16: Engine
- 17: Hangar
- 18-19: Reactor
- 20: C & C

SENSOR DATA

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

HANGAR

0 Fighters
 2 Shuttles Thrust: 3
 Armor: 0 Defense: 10/11



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Tactical Laser
- Light Particle Beam

2005 Refit

Point Value: 350

ARMOR REFIT

System	1985	2005
Retro Thrust	3	4
Center Main Thrust	3	4

Kendari Variant (Uncommon)

Version 1: 2E/V6

Name: _____ Counter: _____



Centauri Ventrus Light Cruiser

SPECS

Class: Capital Ship
 In Service: 1966
 Point Value: 520
 Ramming Value: 240
 Jump Delay: 20 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: 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

Tactical Laser
 Class: Laser
 Modes: Raking
 Damage: 2d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Med Plasma Cannon
 Class: Plasma
 Modes: 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

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

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

FORWARD HITS

1-6: Retro Thrust
 7-9: Med Plasma Cannon
 10: Lt Particle Beam
 11-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
 7-8: Tactical/Assault Laser
 9: Lt Particle Beam
 10-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7-8: Lt Particle Beam
 9-12: Jump Engine
 13-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
 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

6 Fighters
 2 Shuttles Thrust: 3
 Armor: 0 Defense: 10/11

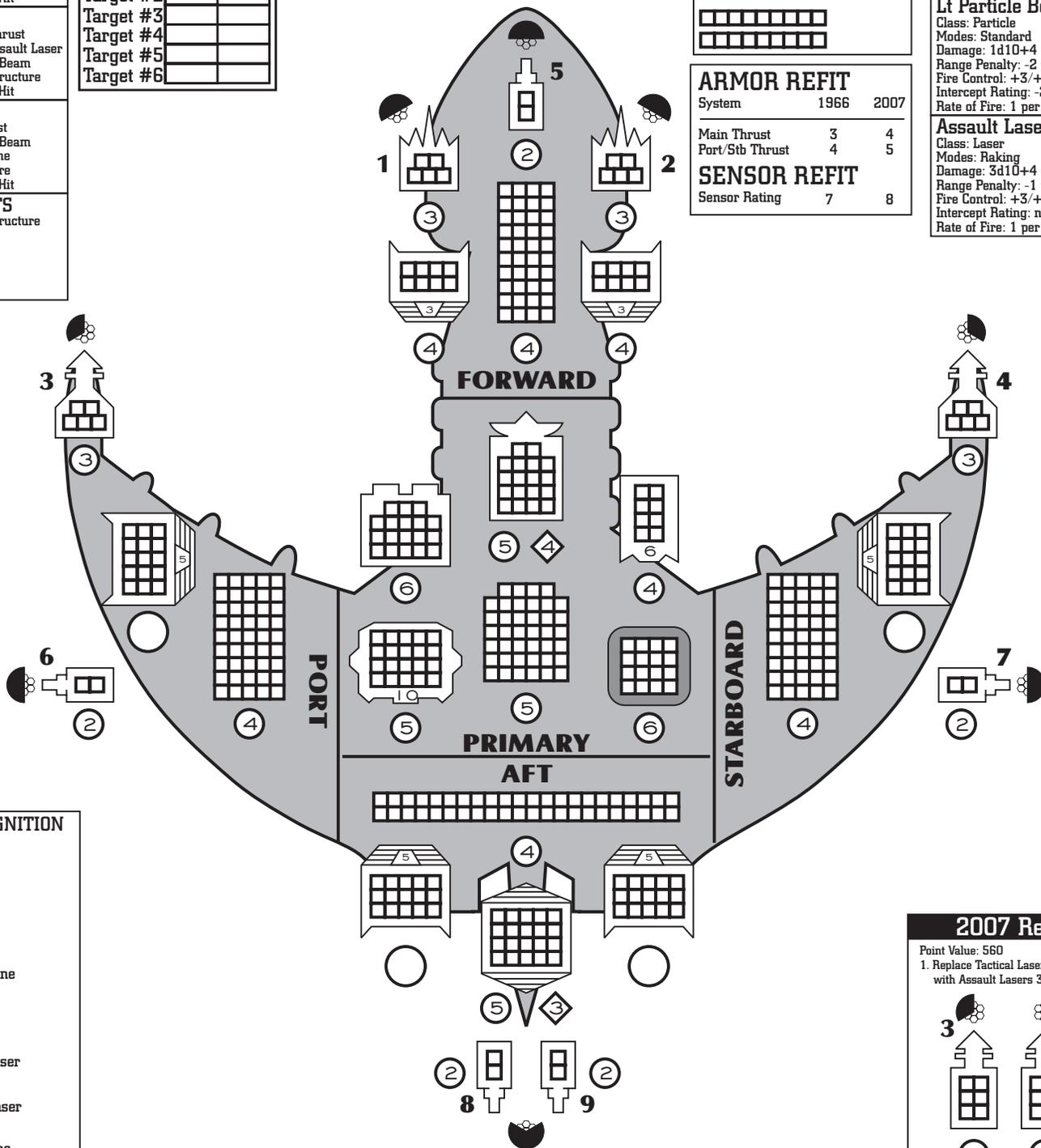


ARMOR REFIT

System	1966	2007
Main Thrust	3	4
Port/Stb Thrust	4	5

SENSOR REFIT

Sensor Rating	7	8
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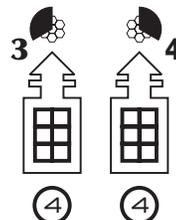


ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Assault Laser
- Tactical Laser
- Med Plasma
- Light Particle Beam

2007 Refit

Point Value: 560
 1. Replace Tactical Laser 3 and 4 with Assault Lasers 3 and 4





Abbai Benota Fast Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl In Service: 1920 Point Value: 365 Ramming Value: 90 Jump Delay: N/A	Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 1+1 Thrust	Fwd/Aft Defense: 12 (11/10) Stb/Port Defense: 15 (14) Engine Efficiency: 3/1 Extra Power: +0 Initiative Bonus: +7
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

Laser Cutter
Class: Laser
Modes: Raking (6)
Damage: 4d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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

Gravitic Shield
Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
Defense rating shown in parenthesis () indicates value with shield active

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

HANGAR
0 Fighters
1 Shuttles Thrust: 3
Armor: 1 Defense: 9/9

	1920	2017	2030
SENSOR REFIT			
Sensor Rating	4	5	5
SHIELD REFIT			
P/S Gravitic Shield Rating	1	1	2

FORWARD HITS
1-4: Retro Thrust
5-6: Lt Particle Beam (2-7)
7-8: Laser Cutter/Assault Laser
9-10: Gravitic Shield
11-17: Forward Structure
18-20: PRIMARY Hit

AFT HITS
1-7: Main Thrust
8-9: Gravitic Shield
10-11: Lt Particle Beam (4-7)
12-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS
1-6: Primary Structure
7-9: Port/Strb Thrust
10-11: Sensors
12-13: Shield Generator
14: Hangar
15-16: Engine
17-18: Reactor
19-20: C & C

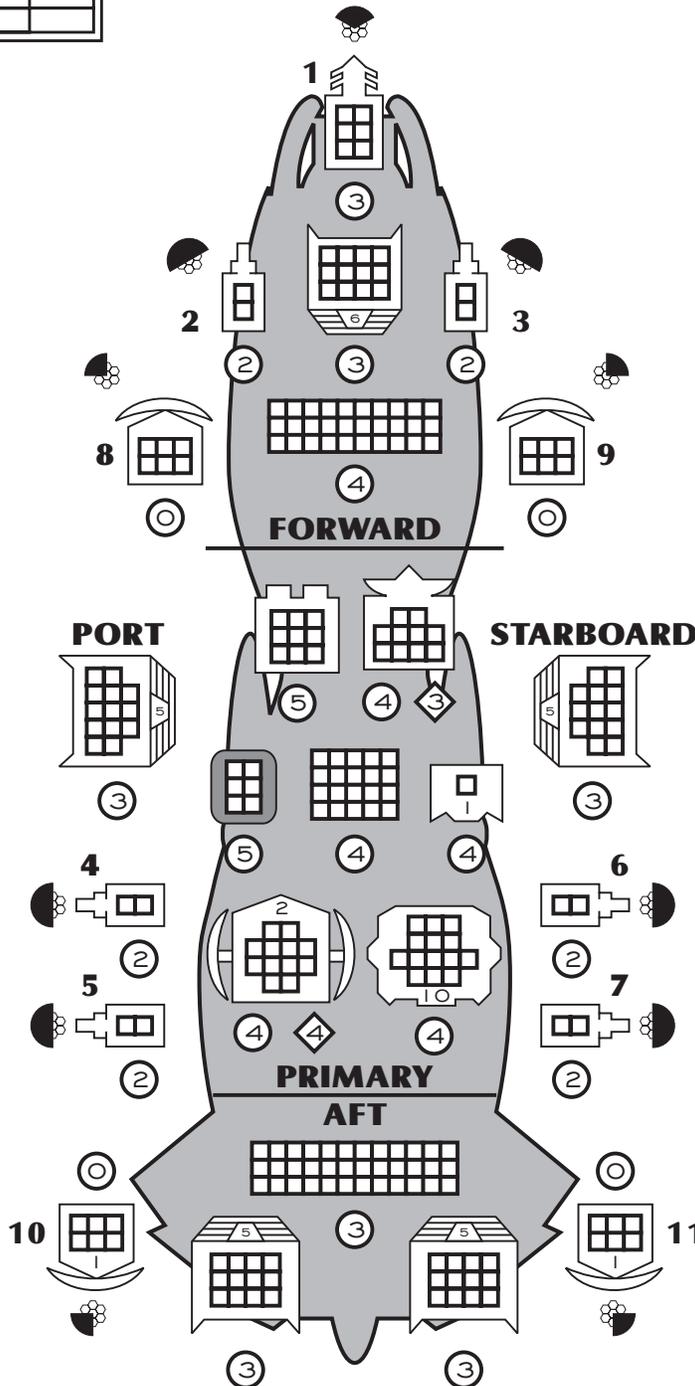
SENSOR DATA

Defensive EW

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

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Laser Cutter
- Assault Laser
- Gravitic Shield
- Light Particle Beam



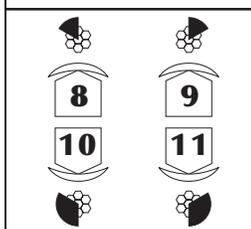
2017 Refit

Point Value: 380
1. Replace Laser Cutter 1 with Assault Laser 1.



2030 Refit

(includes 2017 Refit)
Point Value: 400
1. Modify Gravitic Shield Arc as follows.



Abbai Brova Jump Cruiser

SPECS

Class: Capital Ship
 In Service: 1945
 Point Value: 530
 Ramming Value: 230
 Jump Delay: 32 Turns

MANEUVERING

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

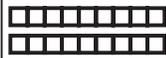
COMBAT STATS

Fwd/Aft Defense: 18 (17)
 Stb/Port Defense: 18 (17)
 Engine Efficiency: 4/1
 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

HANGAR

0 Fighters
 2 Shuttles Thrust: 3
 Armor: 1 Defense: 9/9



ARMOR REFIT

System	1945	1970	2015
Shield Generator	4	5	5
Structure	3	4	4
Jump Engine	4	5	5

SENSOR REFIT

Sensor Rating 6 7 8

SHIELD REFIT

Shield Generator Rating 3 4 4

WEAPON DATA

Medium Laser
 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

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

Gravitic Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
 Defense rating shown in parenthesis () indicates value with shield active

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

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Gravitic Shields
- 7-8: Medium/Assault Laser
- 9-10: Lt Particle Beam
- 11-17: Forward Structure
- 18-20: PRIMARY Hit

SIDE HITS

- 1-5: Port/Stb Thrust
- 6: Gravitic Shield
- 7-8: Lt Particle Beam
- 9-17: Port/Stb Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Gravitic Shield
- 9-10: Jump Engine
- 11-17: Aft Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

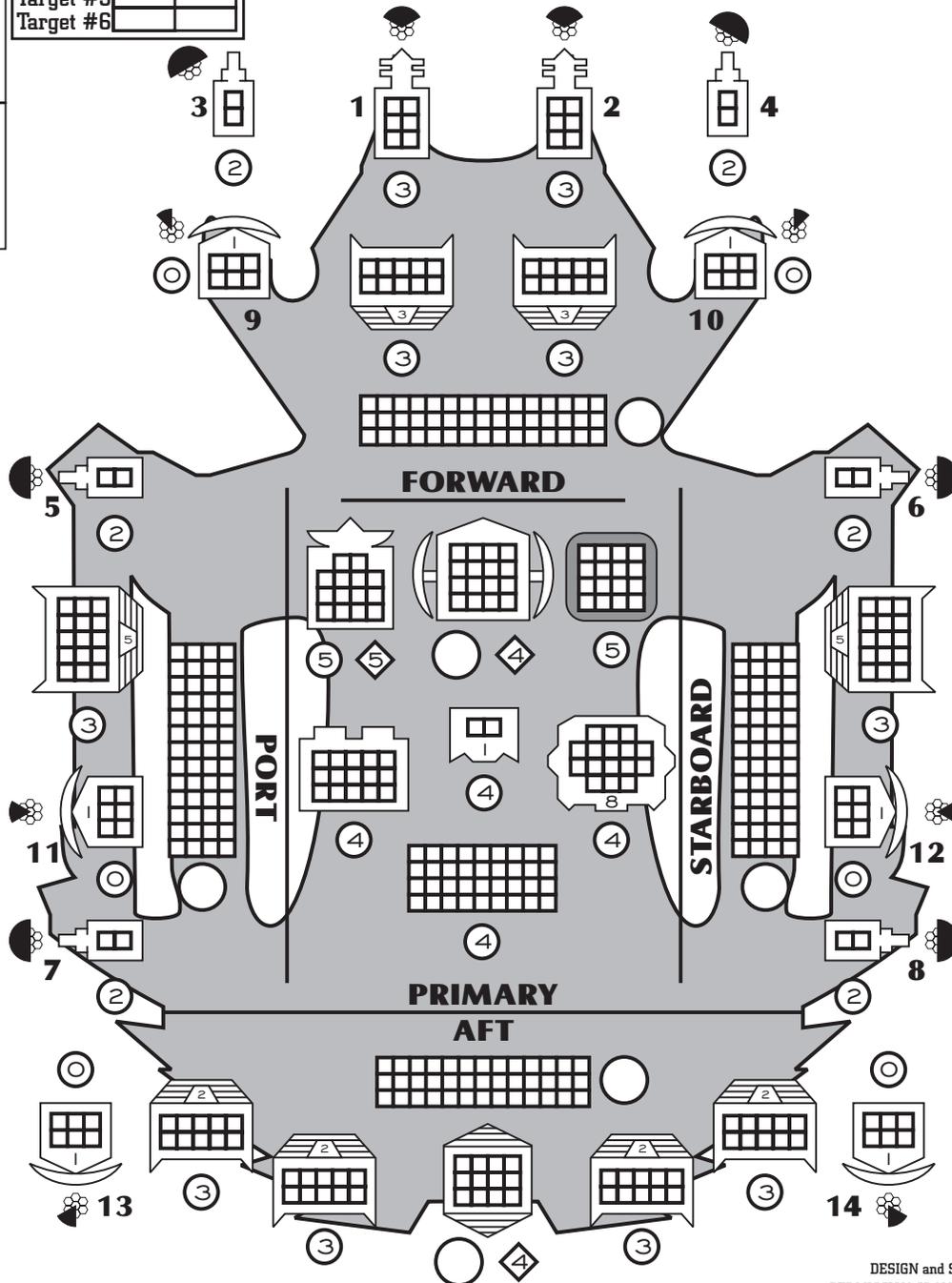
- 1-9: Primary Structure
- 10-11: Sensors
- 12-13: Shield Generator
- 14: Hangar
- 15-16: Engine
- 17-18: Reactor
- 19-20: C & C

SPECIAL NOTES

Limited Deployment (33%)

SENSOR DATA

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Shield Generator
- Med Laser Cannon
- Assault Laser
- Gravitic Shield
- Light Particle Beam

1970 Refit

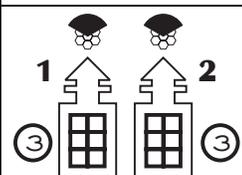
Point Value: 560.

2015 Refit

(includes 1970 Refit)

Point Value: 580

- 1. Replace Medium Lasers 1 and 2 with Assault Lasers 1 and 2.



Brova Variant (Rare)

Version 1: 2E/V6

Name: _____ Counter: _____



Abbai Kirstom Large Cruiser

SPECS

Class: Capital Ship
 In Service: 2006
 Point Value: 575
 Ramming Value: 230
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 18 (17)
 Stb/Port Defense: 18 (17)
 Engine Efficiency: 4/1
 Extra Power: +0
 Initiative Bonus: +0

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

HANGAR

0 Fighters
 2 Shuttles Thrust: 3
 Armor: 1 Defense: 9/9



2006 2015

SENSOR REFIT

Sensor Rating 6 7

WEAPON DATA

Laser Cutter
 Class: Laser
 Modes: Raking (6)
 Damage: 4d10+2
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Medium Laser
 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

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

Gravitic Shield
 Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
 Defense rating shown in parenthesis () indicates value with shield active

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

FORWARD HITS

1-4: Retro Thrust
 5-6: Gravitic Shields
 7-8: Medium/Assault Laser
 9-10: Lt Particle Beam
 11-17: Forward Structure
 18-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
 5: Gravitic Shield
 6-7: Laser Cutter/Assault Laser
 8: Lt Particle Beam
 9-17: Port/Stb Structure
 18-20: PRIMARY Hit

AFT HITS

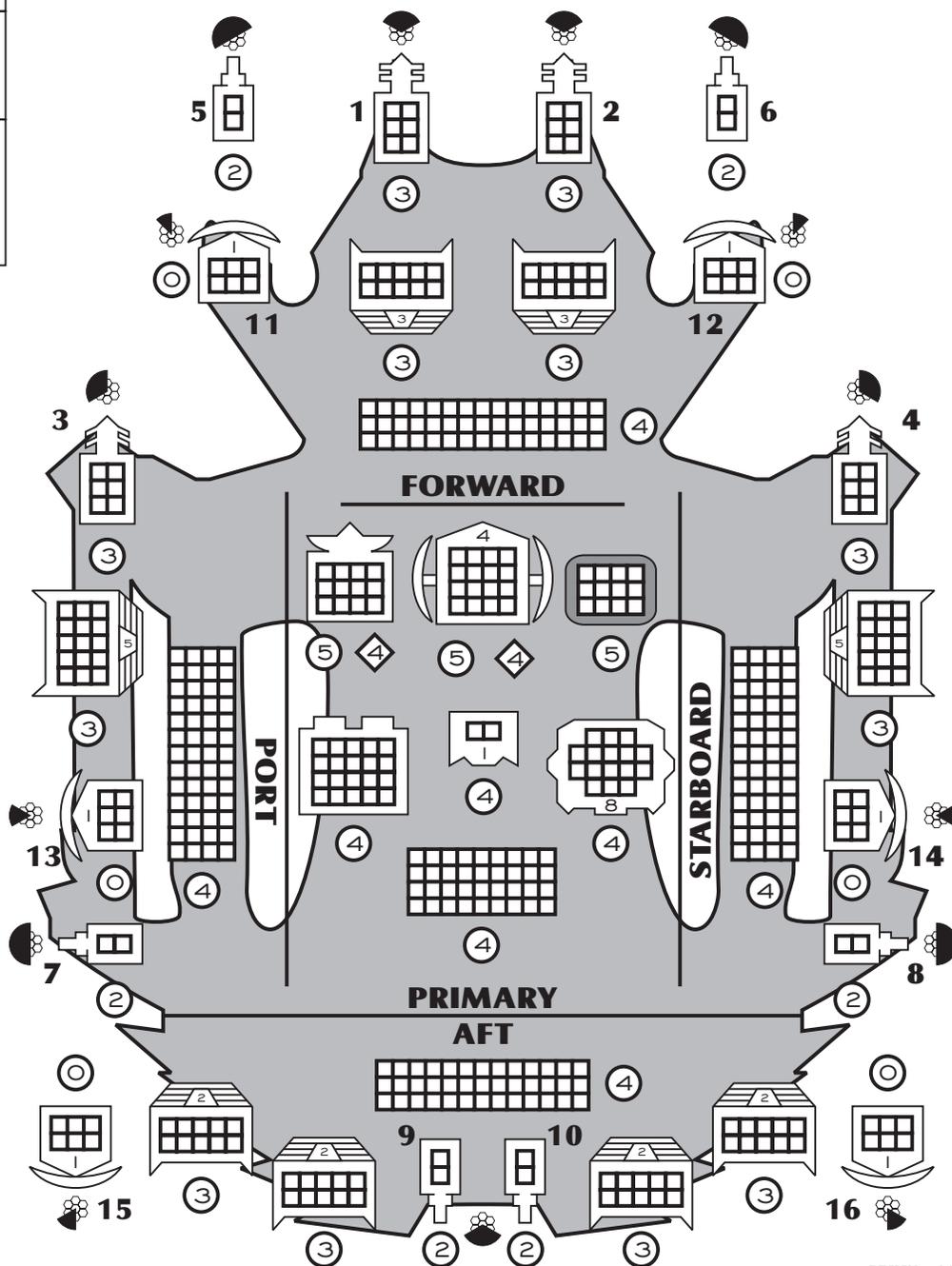
1-6: Main Thrust
 7-8: Gravitic Shield
 9-10: Lt Particle Beam
 11-17: Aft Structure
 18-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
 10-11: Sensors
 12-13: Shield Generator
 14: Hangar
 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	

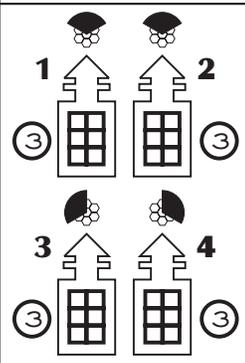


ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Med Laser Cannon
- Laser Cutter
- Assault Laser
- Gravitic Shield
- Light Particle Beam

2015 Refit

Point Value: 625
 1. Replace Medium Lasers 1 and 2 with Assault Lasers 1 and 2.
 2. Replace Laser Cutters 3 and 4 with Assault Lasers 3 and 4.



Bochi Variant (Rare)

Version 1: 2E/V6

Name: _____ Counter: _____



Abbai Kirva Jammer Satellites (4)

SPECS

Class: OSAT
 In Service: 1945
 Point Value: 200 each
 Ramming Value: 25
 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: 8 (7)
 Stb/Port Defense: 8 (7)
 Engine Efficiency: N/A
 Extra Power: +0
 Initiative Bonus: +12

WEAPON DATA

Sensor Spear
 Class: Electromagnetic
 Modes: Standard
 Damage: 1d3 Sensor
 Range Penalty: -1 per 2 hexes
 Fire Control: +1/+1/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
Special: Subtracts 1d3 from targets sensors for next turn.

Com Jammer
 Class: Electromagnetic
 Modes: Standard
 Damage: 1d6 Initiative
 Range Penalty: -1 per hex
 Fire Control: +2/+2/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
Special: Subtracts 1d6 from targets initiative for next turn.

Gravitic Shield
 Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
 Defense rating shown in parenthesis () indicates value with shield active

Sensor Spike
 Class: Electromagnetic
 Modes: Standard
 Damage: 1d6 Sensor
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
Special: Subtracts 1d6 from targets sensors for next turn.

Imp. Com Jammer
 Class: Electromagnetic
 Modes: Standard
 Damage: 1d6 Initiative
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
Special: Subtracts 1d6 from targets initiative for next turn.

PRIMARY HITS

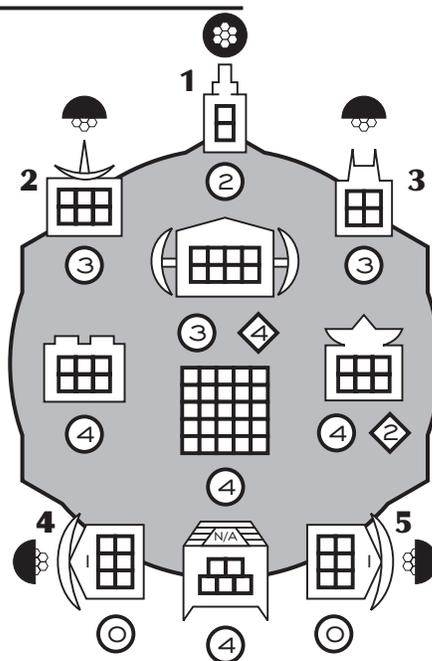
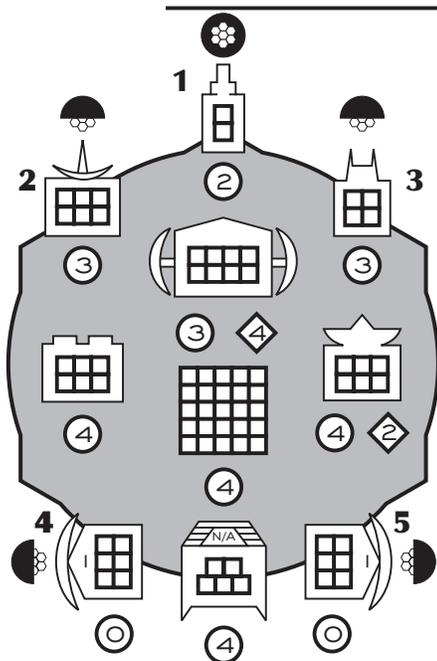
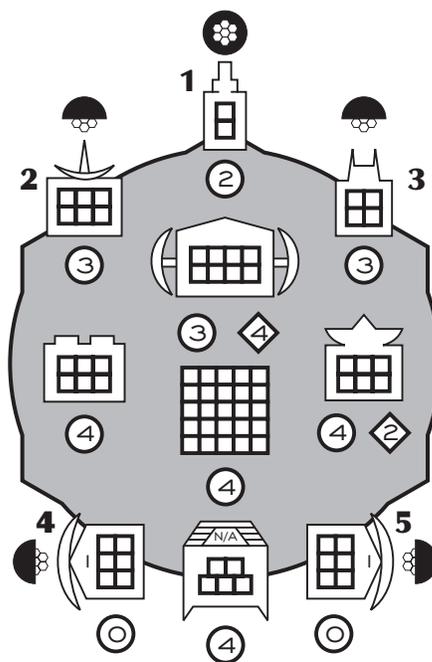
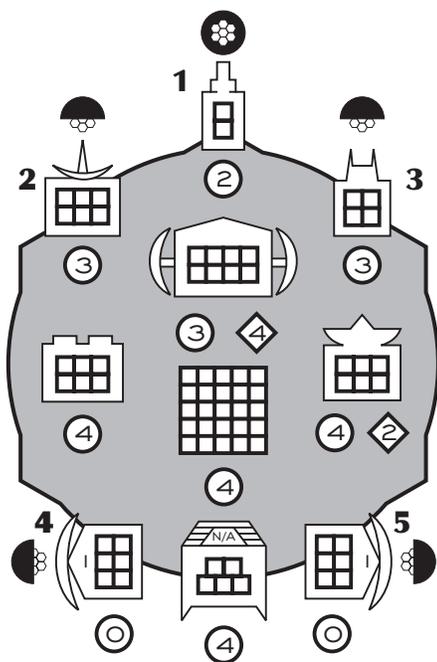
- Structure
- Thruster
- Sensor Spear/Spike
- Comm Jammer
- Lt Particle Beam
- Gravitic Shield
- Sensors
- Reactor
- Shield Generator

SPECIAL NOTES
 ELINT Ship

SENSOR DATA

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

	1945	1980	2025
SENSOR REFIT			
Sensor Rating	4	4	5
SHIELD REFIT			
Shield Generator Rating	1	1	2



ICON RECOGNITION

- Thruster
- Sensors
- Reactor
- Shield Generator
- Sensor Spear
- Comm Jammer
- Gravitic Shield
- Light Particle Beam

1980 Refit

Point Value: 210
Imp. Comm Jammer
 Replace all comm jammers with imp. comm jammers. Armor and firing arcs remain unchanged.

2025 Refit (includes 1980 Refit)

Point Value: 225
Sensor Spike
 Replace all sensor spears with sensor spikes. Armor and firing arcs remain unchanged.

Kastona Variant (Rare)

Version 1: 2E/V6

Name: _____ Counter: _____



Abbai Kastina Carrier

SPECS

Class: Capital Ship
 In Service: 2009
 Point Value: 475
 Ramming Value: 180
 Jump Delay: N/A

MANEUVERING

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

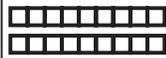
COMBAT STATS

Fwd/Aft Defense: 16^(15/14)
 Stb/Port Defense: 16 (15)
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +0

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

12 Light Fighters
 2 Shuttles Thrust: 3
 Armor: 1 Defense: 9/9



SHIELD REFIT

	2009	2018	2042
P/S Gravitic Shield Rating	1	1	2

FORWARD HITS

- 1-4: Retro Thrust
- 5-7: Laser Cutter/Assault Laser
- 8-9: Lt Particle Beam
- 10-17: Forward Structure
- 18-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: Gravitic Shield
- 7-17: Port/Stb Structure
- 18-20: PRIMARY Hit

AFT HITS

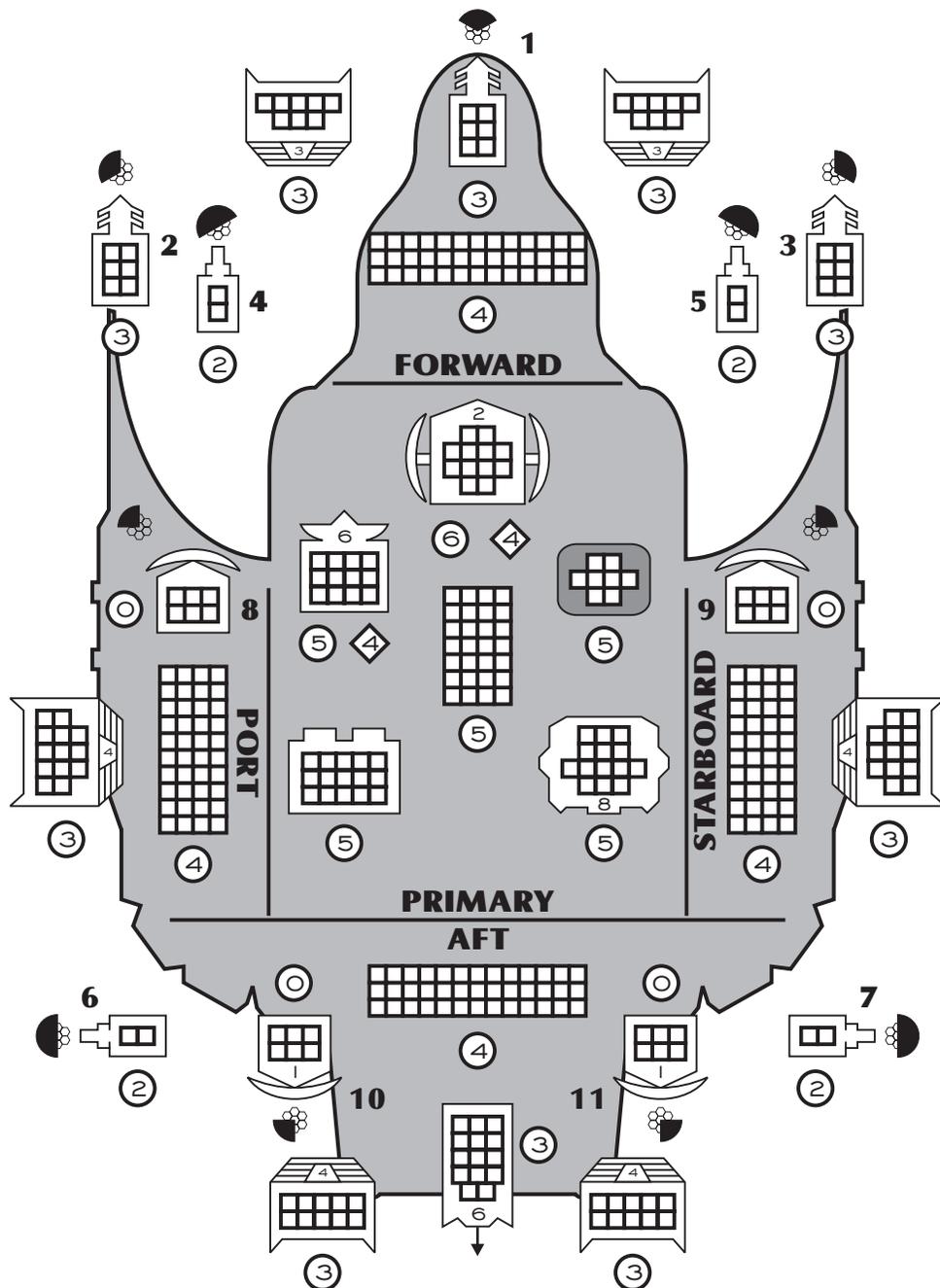
- 1-4: Main Thrust
- 5-6: Gravitic Shield
- 7-8: Lt Particle Beam
- 9-10: Hangar
- 11-17: Aft Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-10: Primary Structure
- 11-12: Sensors
- 13-14: Shield Generator
- 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	



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Laser Cutter
- Assault Laser
- Gravitic Shield
- Light Particle Beam

WEAPON DATA

Laser Cutter

Class: Laser
 Modes: Raking (6)
 Damage: 4d10+2
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Lt Particle Beam

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

Gravitic Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
 Defense rating shown in parenthesis () indicates value with shield active

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

2018 Refit

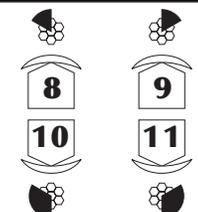
Point Value: 495
 1. Replace Laser Cutter 1 with Assault Laser 1.



2042 Refit

(includes 2018 Refit)

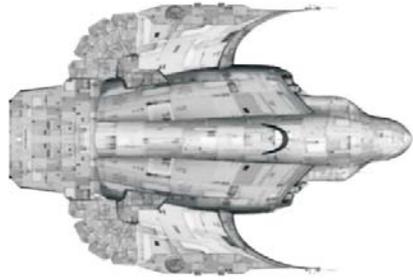
Point Value: 525
 1. Modify Gravitic Shield Arc as follows.



Kastona Variant (Uncommon/Rare after Y2010)

Version 1: 2E/V6

Name: _____ Counter: _____



Abbai Lystala Patrol Cruiser

SPECS

Class: Capital Ship
 In Service: 1995
 Point Value: 400
 Ramming Value: 180
 Jump Delay: 32 Turns

MANEUVERING

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

COMBAT STATS

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

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	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 Light Fighters
 1 Shuttles Thrust: 3
 Armor: 1 Defense: 9/9



ARMOR REFIT

System	1995	2025
Shield Generator	5	6
Jump Engine	4	5

SENSOR REFIT

Sensor Rating	5	6
---------------	---	---

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Laser Cutter
- 7: Imp Comm Jammer
- 8-9: Sensor Spear
- 10-17: Forward Structure
- 18-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: Gravitic Shield
- 7-17: Port/Stb Structure
- 18-20: PRIMARY Hit

AFT HITS

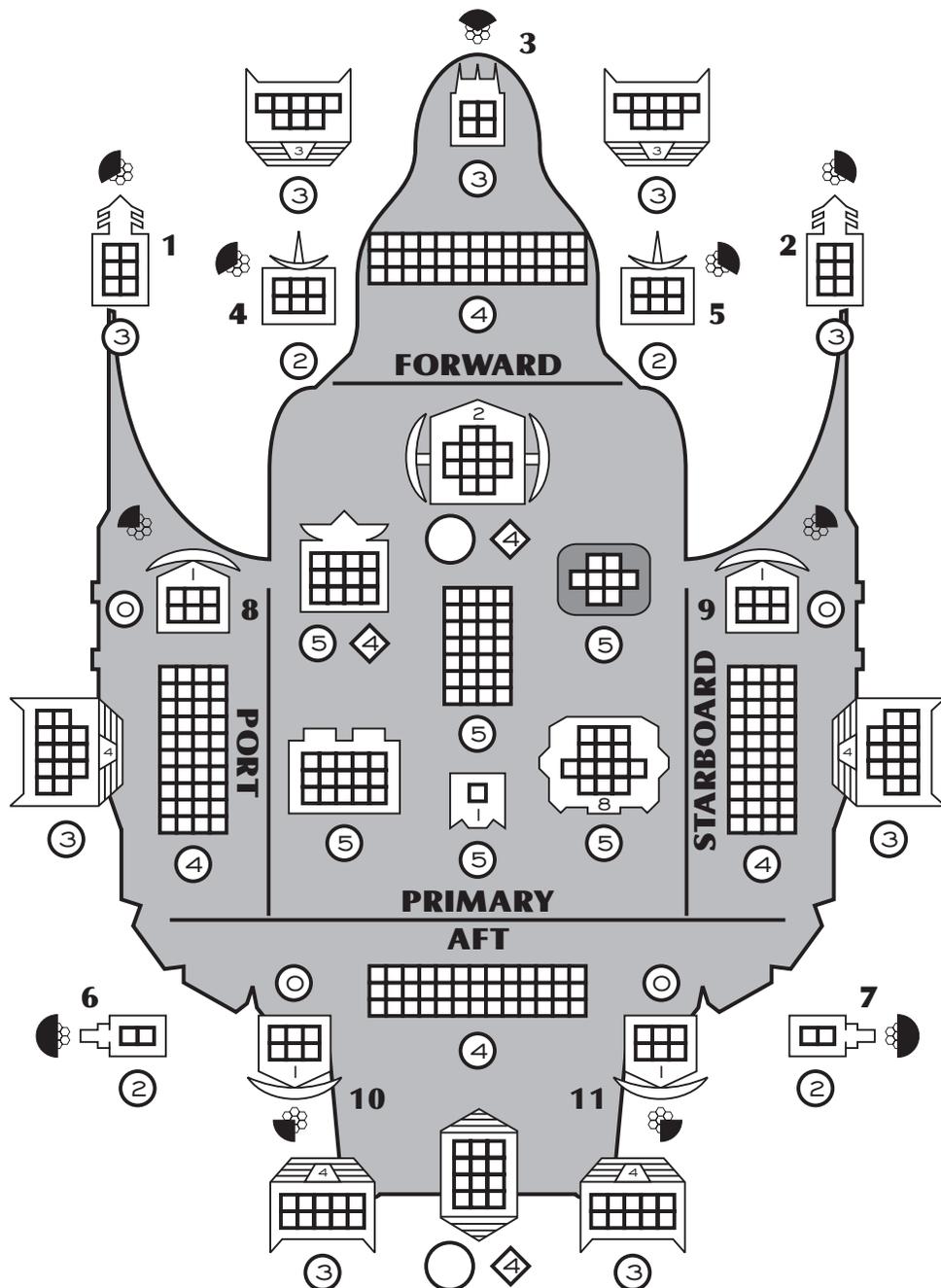
- 1-4: Main Thrust
- 5-6: Gravitic Shield
- 7-8: Lt Particle Beam
- 9-10: Jump Engine
- 11-17: Aft Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-9: Primary Structure
- 10-11: Sensors
- 12-13: Shield Generator
- 14: Hangar
- 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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Shield Generator
- Laser Cutter
- Sensor Spear
- Imp Comm Jammer
- Gravitic Shield
- Light Particle Beam

WEAPON DATA

- Laser Cutter**
 Class: Laser
 Modes: Raking (6)
 Damage: 4d10+2
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
- Sensor Spear**
 Class: Electromagnetic
 Modes: Standard
 Damage: 1d3 Sensor
 Range Penalty: -1 per 2 hexes
 Fire Control: +1/+1/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
 Special: Subtracts 1d3 from targets sensors for next turn.
- Imp. Com Jammer**
 Class: Electromagnetic
 Modes: Standard
 Damage: 1d6 Initiative
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 Special: Subtracts 1d6 from targets initiative for next 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
- Gravitic Shield**
 Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
 Defense rating shown in parenthesis () indicates value with shield active
- Sensor Spike**
 Class: Electromagnetic
 Modes: Standard
 Damage: 1d6 Sensor
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
 Special: Subtracts 1d6 from targets sensors for next turn.

2025 Refit

- Point Value: 415
- Sensor Spike**
 Replace all sensor spears with sensor spikes. Armor and firing arcs remain unchanged.



Abbai Motenai Heavy Mine Layer

SPECS

Class: Capital Ship
 In Service: 1935
 Point Value: 600
 Ramming Value: 230
 Jump Delay: 32 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 18 (17)
 Stb/Port Defense: 16 (15)
 Engine Efficiency: 4/1
 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

Laser Cutter
 Class: Laser
 Modes: Raking (6)
 Damage: 4d10+2
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Mine Launcher
 Class: Ballistic
 Modes: Proximity
 Damage: By mine type
 Maximum Range: 20 hexes
 Range Penalty: None
 Fire Control: n/a
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

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

Gravitic Shield
 Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
 Defense rating shown in parenthesis () indicates value with shield active

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

BALLISTIC MINES

Rack #2	████████
Rack #3	████████
Rack #4	████████
Rack #5	████████
Rack #6	████████
Rack #7	████████

SENSOR DATA

Defensive EW

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

ARMOR REFIT

System	1935	1980	2025
Structure	3	4	4
Jump Engine	4	5	5

SENSOR REFIT

Sensor Rating	5	6	6
Minesweeping Bonus	3	3	4

SHIELD REFIT

Shield Generator Rating	3	4	4
-------------------------	---	---	---

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Gravitic Shields
- 7: Laser Cutter/Assault Laser
- 8-10: Ballistic Mine Launcher (2-7)
- 11-17: Forward Structure
- 18-20: PRIMARY Hit

SIDE HITS

- 1-3: Port/Stb Thrust
- 4: Gravitic Shield
- 5-6: Lt Particle Beam
- 7-8: Ballistic Mine Launcher (2 or 7)
- 9-17: Port/Stb Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-7: Gravitic Shield
- 8-11: Jump Engine
- 12-17: Aft Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-7: Primary Structure
- 8-9: Sensors
- 10-12: Shield Generator
- 13-15: Hangar
- 16: Engine
- 17-18: Reactor
- 19-20: C & C

HANGAR

0 Fighters
 2 Shuttles Thrust: 3
 Armor: 1 Defense: 9/9

████████
████████

6 Minesweeping Shuttles

Offense: +4 Thrust: 3
 Armor: 2 Defense: 9/9

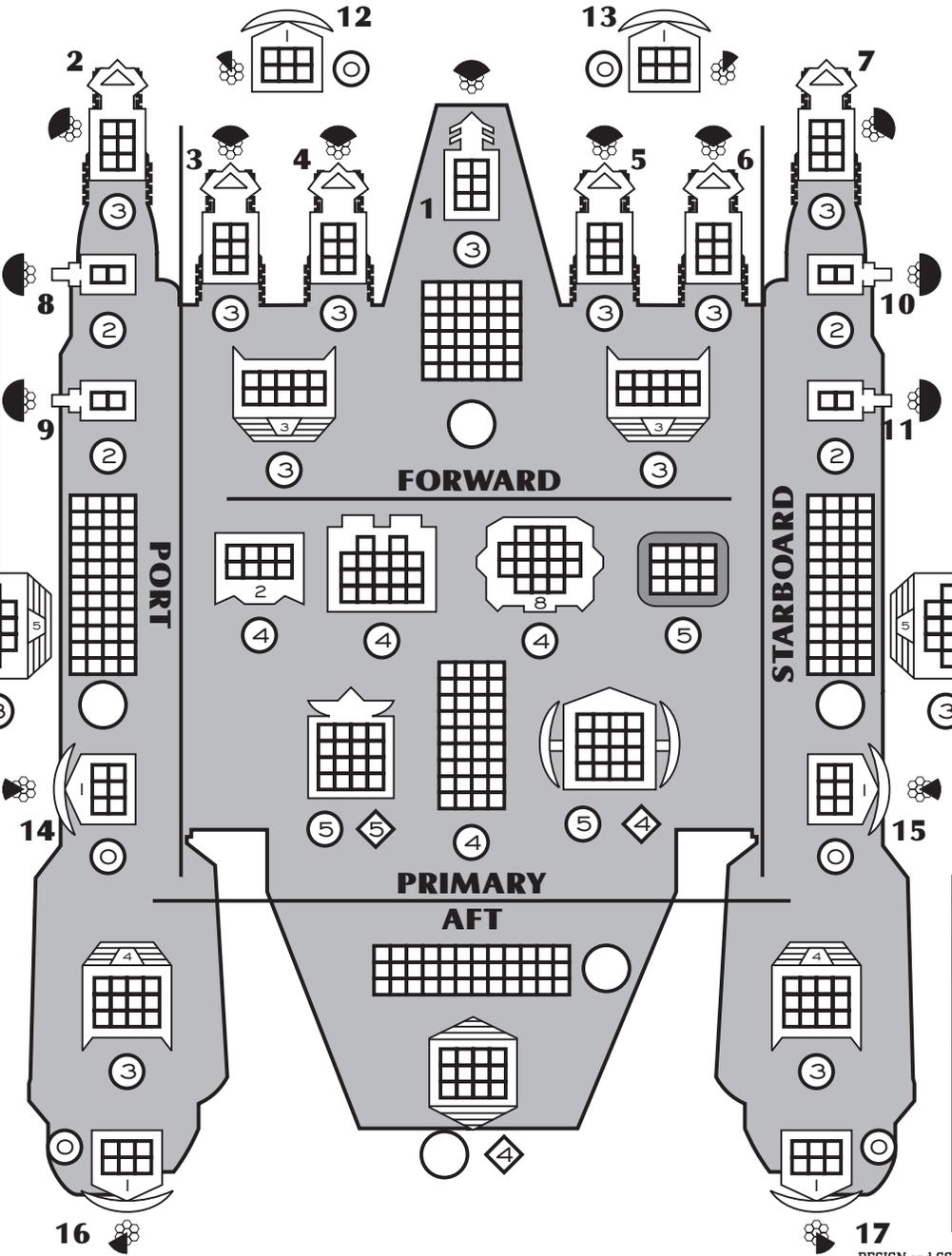
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ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Shield Generator
- Laser Cutter
- Assault Laser
- Gravitic Shield
- Light Particle Beam
- Mine Launcher

SPECIAL NOTES

Limited Deployment (33%)
 Minesweeper Bonus



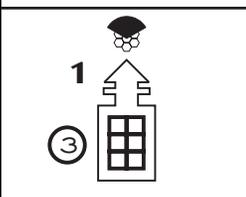
1980 Refit

Point Value: 615.

2025 Refit

(includes 1980 Refit)

Point Value: 625
 1. Replace Laser Cutter 1 with Assault Lasers 1.



Abbai Sellac Freighter

SPECS

Class: Medium Ship
 In Service: 1910
 Point Value: 105
 Ramming Value: 50
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
 Stb/Port Defense: 16
 Engine Efficiency: 4/1
 Extra Power: +0
 Initiative Bonus: -4

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

WEAPON DATA

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: Lt Particle Beam
- 5-6: Cargo A
- 7-8: Cargo B
- 9-17: Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-4: Main Thrust
- 5: Lt Particle Beam
- 6-7: Cargo C
- 8-9: Cargo D
- 10-17: Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

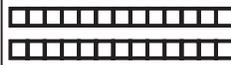
- 1-8: Port/Stb Thrust
- 9-11: Sensors
- 12-13: Hangar
- 14-16: Engine
- 17-18: Reactor
- 19-20: C & C

SENSOR DATA

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

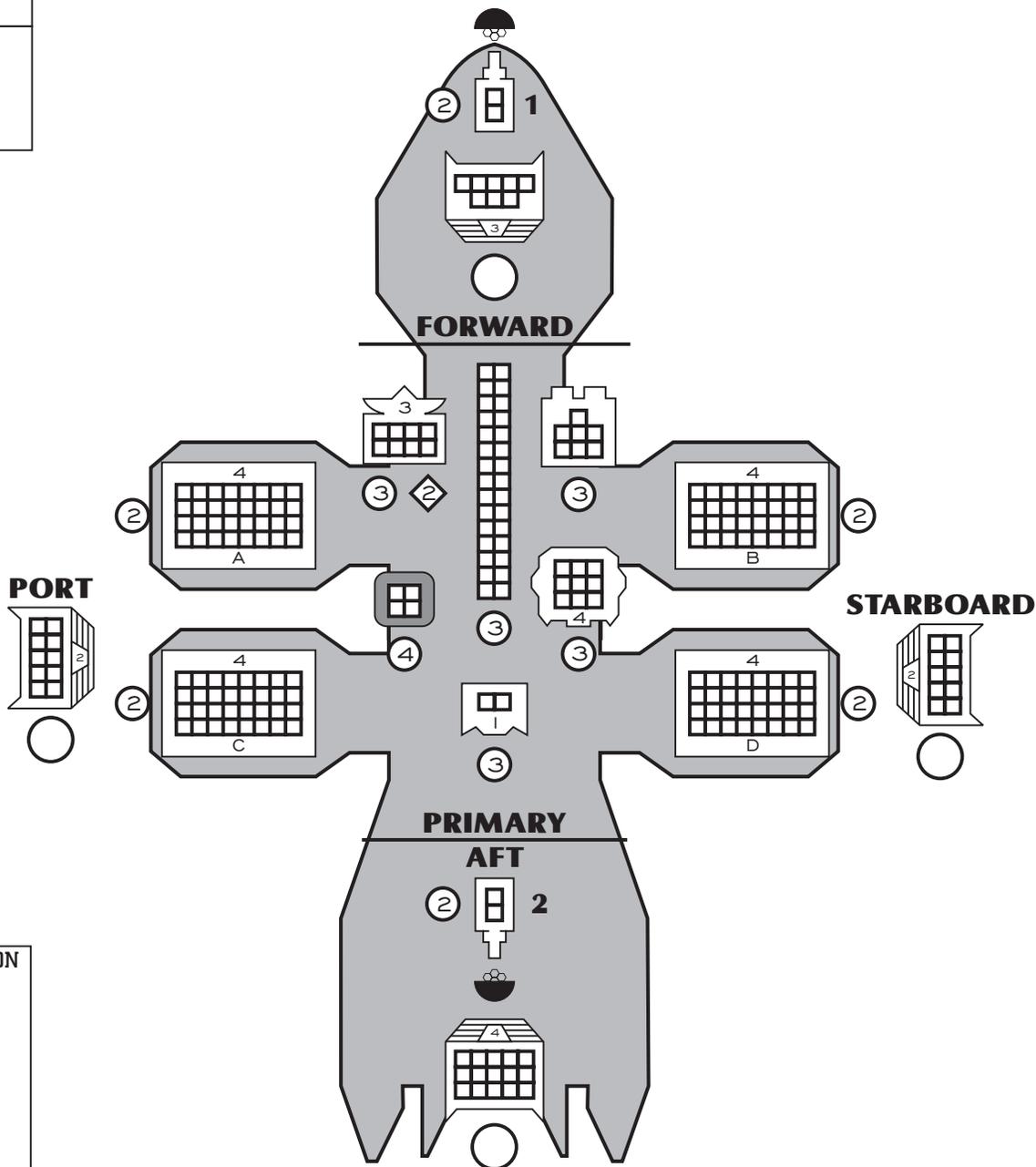
HANGAR

0 Fighters
 2 Cargo Shuttles
 No Weapons Thrust: 2
 Armor: 1 Defense: 10/10



ARMOR REFIT

System	1910	2000
Thrusters	2	3



ICON RECOGNITION

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

Benota Variant (Uncommon)

Version 1: 2E/V6

Name: _____ Counter: _____



Abbai Seta Group Scout

SPECS

Class: Hvy Combat Vsl
 In Service: 1926
 Point Value: 380
 Ramming Value: 90
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12 (11/10)
 Stb/Port Defense: 15 (14)
 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	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
 1 Shuttles Thrust: 3
 Armor: 1 Defense: 9/9



1926 1980 2030

SENSOR REFIT

Sensor Rating 6 7 8

SHIELD REFIT

P/S Gravitic Shield Rating 1 1 2

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Lt Particle Beam
- 7: Comm Jammer
- 8-9: Sensor Spear
- 10-11: Gravitic Shield
- 12-17: Forward Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-7: Main Thrust
- 8-9: Gravitic Shield
- 10-11: Lt Particle Beam
- 12-17: Aft Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-6: Primary Structure
- 7-9: Port/Stb Thrust
- 10-11: Sensors
- 12-13: Shield Generator
- 14: Hangar
- 15-16: Engine
- 17-18: Reactor
- 19-20: C & C

SPECIAL NOTES

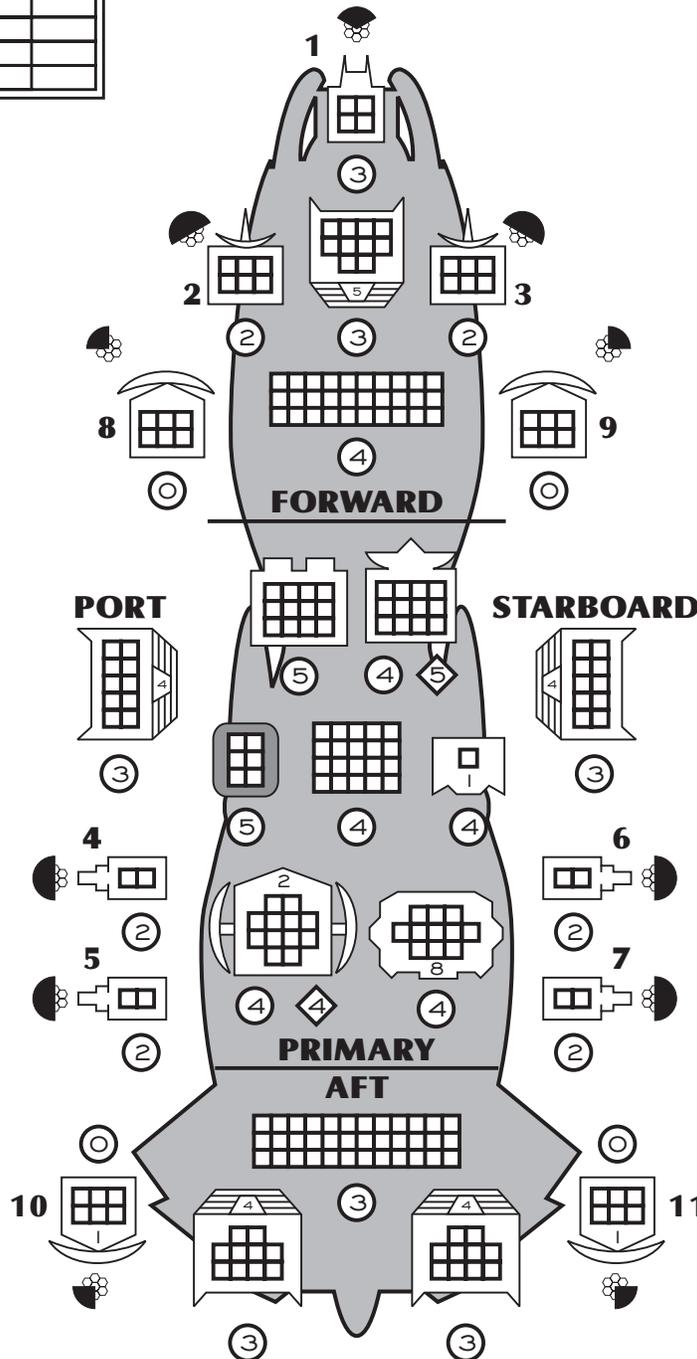
ELINT Ship

SENSOR DATA

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

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Sensor Spear
- Comm Jammer
- Gravitic Shield
- Light Particle Beam



WEAPON DATA

Comm Jammer

Class: Electromagnetic
 Modes: Standard
 Damage: 1d6 Initiative
 Range Penalty: -1 per hex
 Fire Control: +2/+2/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 Special: Subtracts 1d6 from targets initiative for next turn.

Sensor Spear

Class: Electromagnetic
 Modes: Standard
 Damage: 1d3 Sensor
 Range Penalty: -1 per 2 hexes
 Fire Control: +1/+1/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 Special: Subtracts 1d3 from targets sensors for next 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

Gravitic Shield

Subtract Shield Factor from incoming chance to hit and any damage scored through arc.
 Defense rating shown in parenthesis () indicates value with shield active

Imp. Comm Jammer

Class: Electromagnetic
 Modes: Standard
 Damage: 1d6 Initiative
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 Special: Subtracts 1d6 from targets initiative for next turn.

Sensor Spike

Class: Electromagnetic
 Modes: Standard
 Damage: 1d6 Sensor
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
 Special: Subtracts 1d6 from targets sensors for next turn.

1980 Refit

Point Value: 410

Imp. Comm Jammer

Replace all comm jammers with imp. comm jammers. Armor and firing arcs remain unchanged.

2030 Refit

(includes 1980 Refit)

Point Value: 450

Sensor Spike

Replace all sensor spears with sensor spikes. Armor and firing arcs remain unchanged.

Revised Shield Arcs

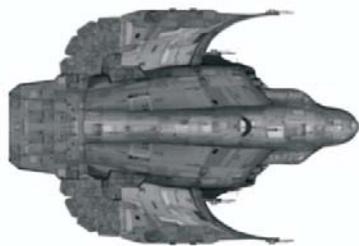
Modify Gravitic Shield Arcs as follows.



Tetrav Variant (Rare)

Version 1: 2E/V6

Name: _____ Counter: _____



Abbai Tetrana Escort Frigate

SPECS		MANEUVERING		COMBAT STATS	
Class: Hvy Combat Vsl		Turn Cost: 1/2 Speed		Fwd/Aft Defense: 14 (13)	
In Service: 1958		Turn Delay: 1/2 Speed		Stb/Port Defense: 14 (13)	
Point Value: 330		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 3/1	
Ramming Value: 110		Pivot Cost: 2+2 Thrust		Extra Power: +3	
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 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	
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	
Gravitic Shield	
Subtract Shield Factor from incoming chance to hit and any damage scored through arc.	
Defense rating shown in parenthesis () indicates value with shield active	

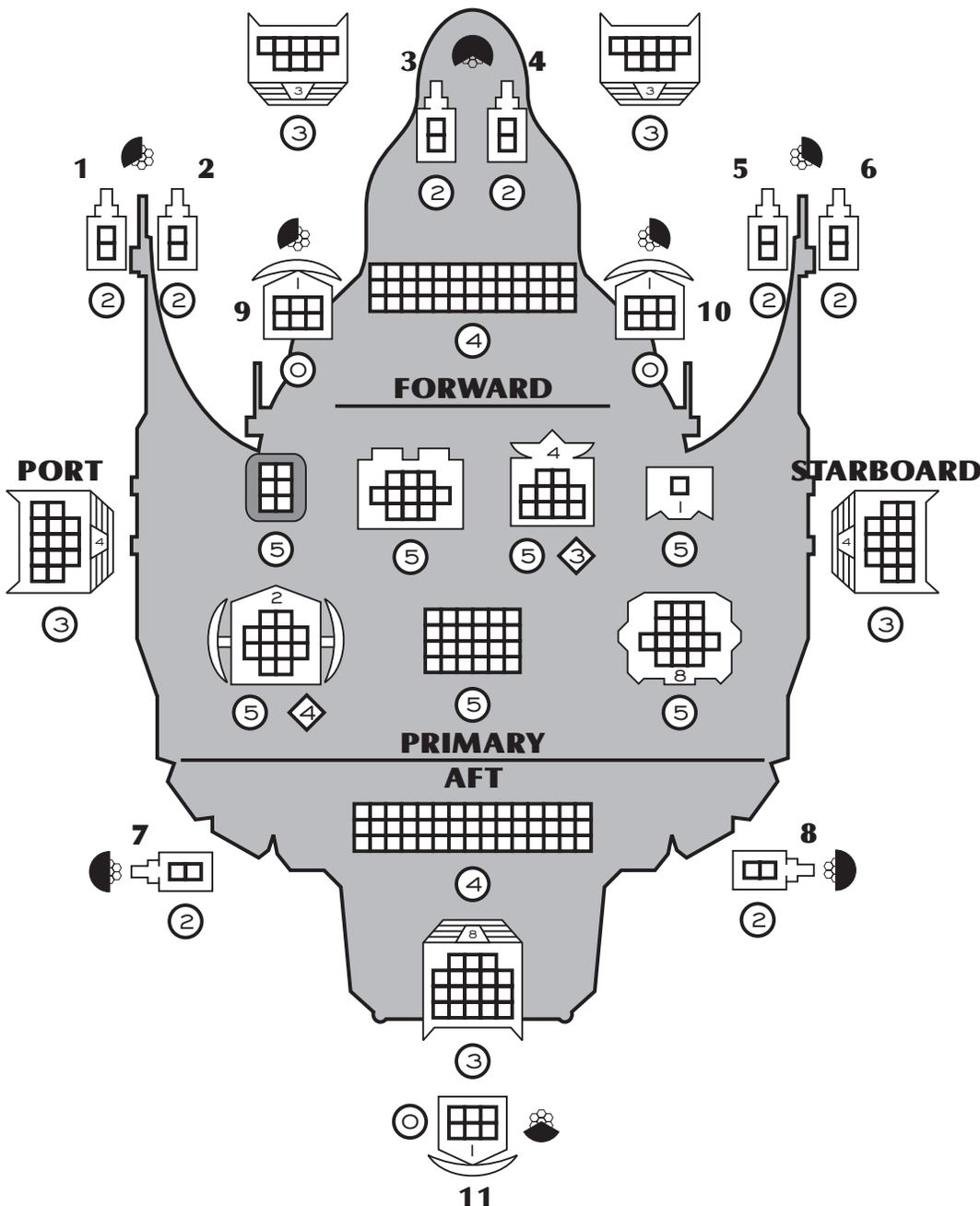
FORWARD HITS	
1-5: Retro Thrust	
6-8: Lt Particle Beam	
9-10: Gravitic Shield	
11-17: Forward Structure	
18-20: PRIMARY Hit	

AFT HITS	
1-6: Main Thrust	
7: Gravitic Shield	
8-9: Lt Particle Beam	
10-17: Aft Structure	
18-20: PRIMARY Hit	

PRIMARY HITS	
1-6: Primary Structure	
7-9: Port/Strb Thrust	
10-11: Sensors	
12-13: Shield Generator	
14: Hangar	
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	

HANGAR	
0 Fighters	
1 Shuttles Thrust: 3	
Armor: 1 Defense: 9/9	
■■■■■■■■	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Gravitic Shield
	Light Particle Beam

Shrike Variant (Uncommon/Rare after Y1997)

Version 1: 2E/V6

Name: _____ Counter: _____



Drazi Auk Gunship

SPECS		MANEUVERING		COMBAT STATS	
Class: Hvy Combat Vsl In Service: 1998 Point Value: 500 Ramming Value: 100 Jump Delay: N/A		Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust		Fwd/Aft Defense: 12 Stb/Port Defense: 12 Engine Efficiency: 3/1 Extra Power: +0 Initiative Bonus: +8	
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

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

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

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Med. Plasma Cannon
Class: Plasma
Modes: Standard
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

SIDE HITS
1-6: Port/Stb Thrust
7-8: Lt Part Cannon/Med Plasma
9-10: Particle Cannon/Hvy Plasma
11-18: Port/Stb Structure
19-20: PRIMARY Hit

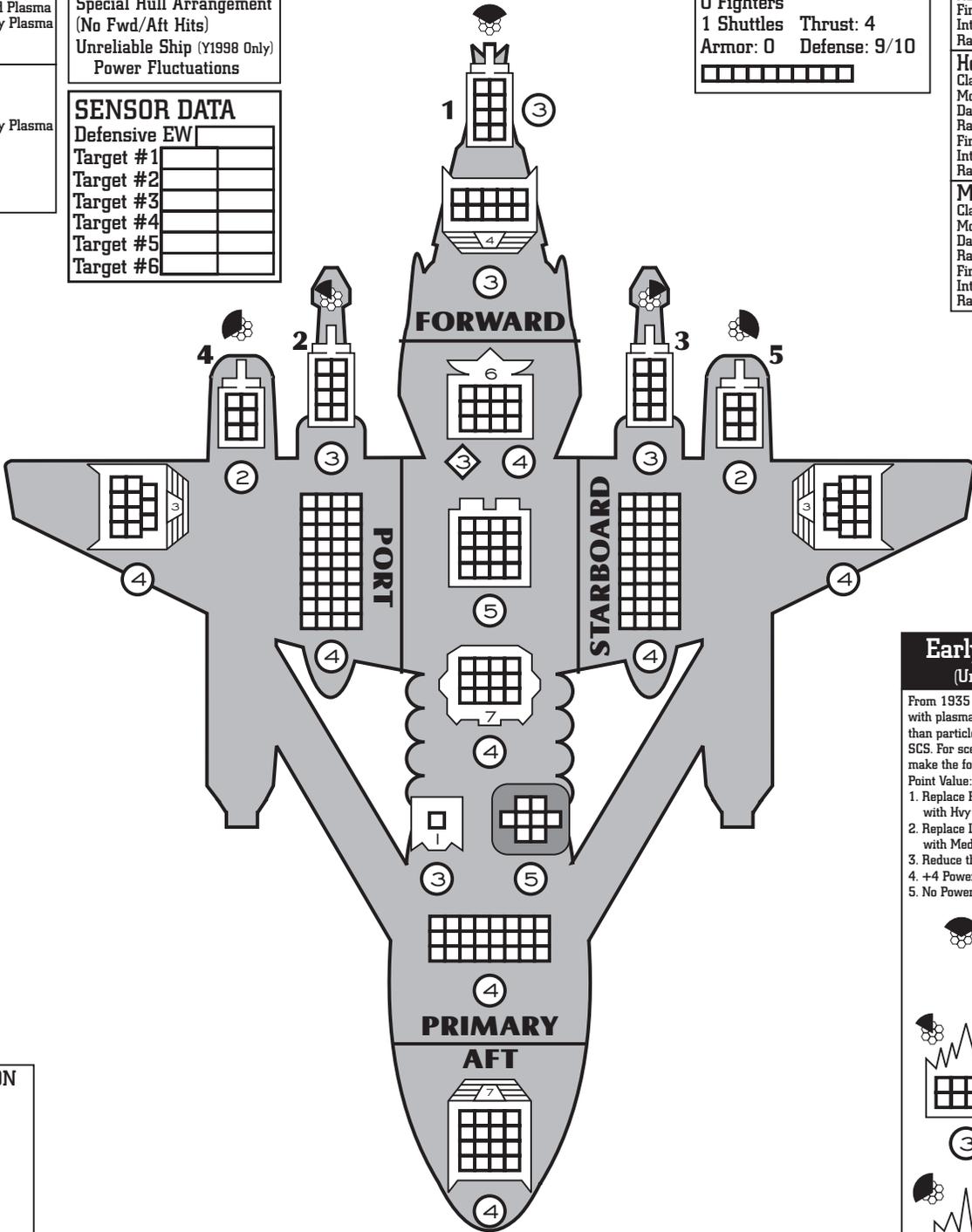
PRIMARY HITS
1-8: Primary Structure
9-11: Fwd/Aft Thrust
12: Particle Cannon/Hvy Plasma
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Special Hull Arrangement
(No Fwd/Aft Hits)
Unreliable Ship (Y1998 Only)
Power Fluctuations

SENSOR DATA

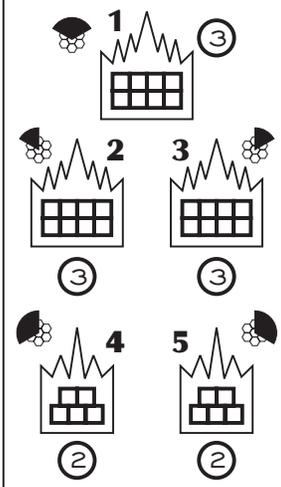
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

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



Early Auk Gunship (Uncommon Variant)

From 1935 - 1997, the Auk was equipped with plasma based heavy weapons rather than particle weapons as shown on the SCS. For scenarios played before 1998 make the following changes.
Point Value: 450
1. Replace Particle Cannons 1, 2 and 3 with Hvy Plasma Cannons 1, 2 and 3.
2. Replace Lt Particle Cannons 4 and 5 with Med Plasma Cannons 4 and 5.
3. Reduce the Sensor Rating from 6 to 5.
4. +4 Power
5. No Power Fluctuations.



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Particle Cannon
	Lt. Particle Cannon

Shrike Variant (Uncommon)

Version 1: 2E/V6

Name: _____ Counter: _____



Drazi Egret Combat Scout

SPECS

Class: Hvy Combat Vsl
 In Service: 1986
 Point Value: 525
 Ramming Value: 100
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
 Stb/Port Defense: 12
 Engine Efficiency: 3/1
 Extra Power: +4
 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

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

Repeater Gun
 Class: Particle
 Modes: Standard
 Damage: 1d10+3
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/+2
 Intercept Rating: -1 per shot
 Rate of Fire: 1 or more per turn

SIDE HITS

- 1-6: Port/Stb Thrust
- 7-8: Std Particle Beam
- 9-18: Port/Stb Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9-11: Fwd/Aft Thrust
- 12: Particle Weapon
- 13-14: Sensors
- 15-16: Engine
- 17: Hangar
- 18-19: Reactor
- 20: C & C

SPECIAL NOTES

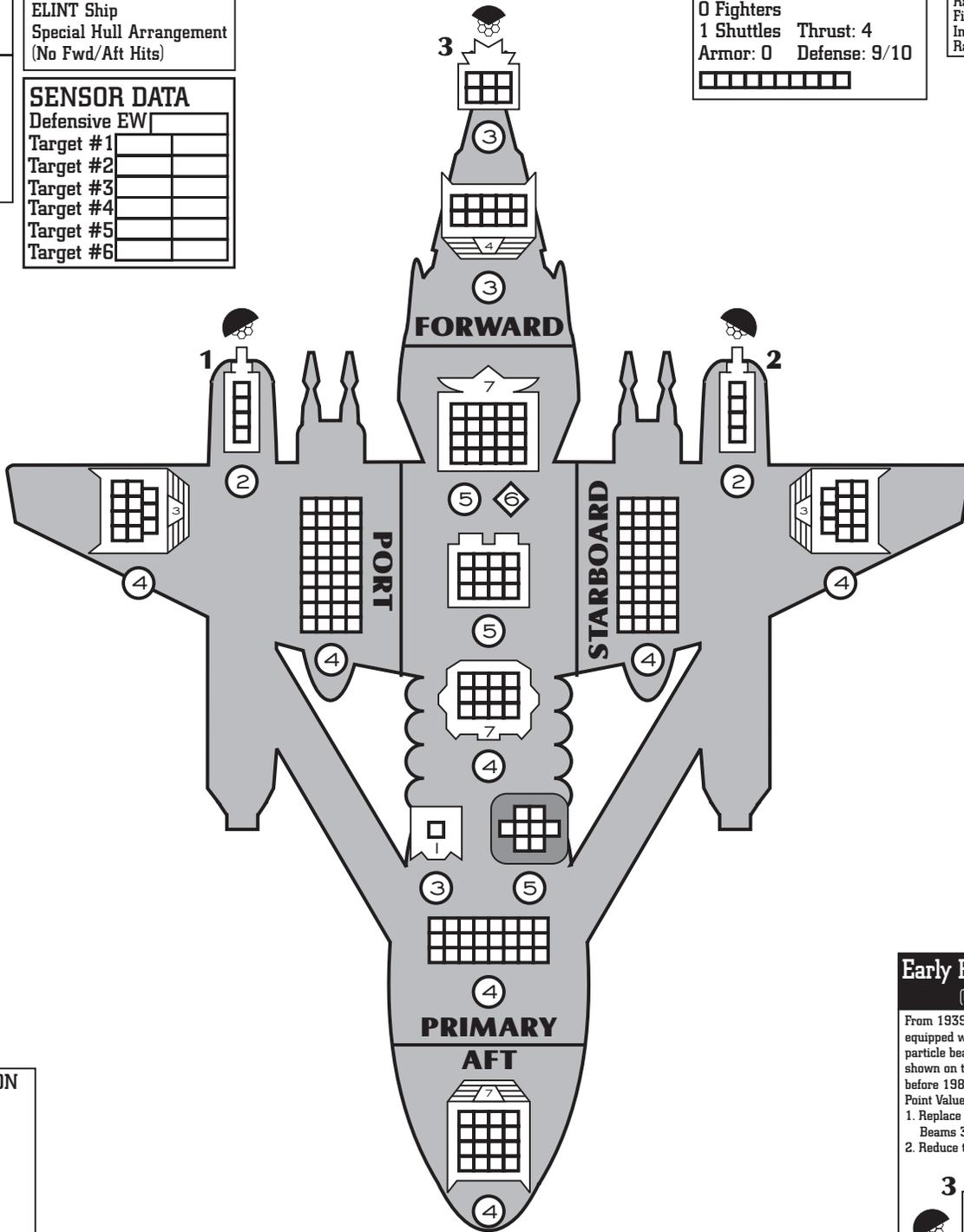
ELINT Ship
 Special Hull Arrangement
 (No Fwd/Aft Hits)

SENSOR DATA

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

HANGAR

0 Fighters
 1 Shuttles Thrust: 4
 Armor: 0 Defense: 9/10

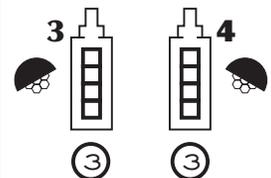


ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Std Particle Beam
- Repeater Gun

Early Egret Combat Scout (Uncommon Variant)

From 1939 - 1985, the Egret was equipped with an additional standard particle beam in place of the repeater beam shown on the SCS. For scenarios played before 1986 make the following changes.
 Point Value: 485
 1. Replace Repeater Gun 3 with Std Particle Beams 3 and 4.
 2. Reduce the Sensor Rating from 7 to 6.



Shrike Variant (Uncommon)

Version 1: 2E/V6

Name: _____ Counter: _____



Drazi Heron Minesweeper

SPECS		MANEUVERING		COMBAT STATS	
Class: Hvy Combat Vsl		Turn Cost: 1/2 Speed		Fwd/Aft Defense: 12	
In Service: 1989		Turn Delay: 1/2 Speed		Stb/Port Defense: 12	
Point Value: 355		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 3/1	
Ramming Value: 100		Pivot Cost: 3+3 Thrust		Extra Power: +2	
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 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

Repeater Gun
 Class: Particle
 Modes: Standard
 Damage: 1d10+3
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/+2
 Intercept Rating: -1 per shot
 Rate of Fire: 1 or more 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

SIDE HITS
 1-5: Port/Stb Thrust
 6-7: Std Particle Beam
 8-9: Port/Stb Hangar
 10-18: Port/Stb Structure
 19-20: PRIMARY Hit

SPECIAL NOTES
 Minesweeping Bonus: +3
 Special Hull Arrangement
 (No Fwd/Aft Hits)

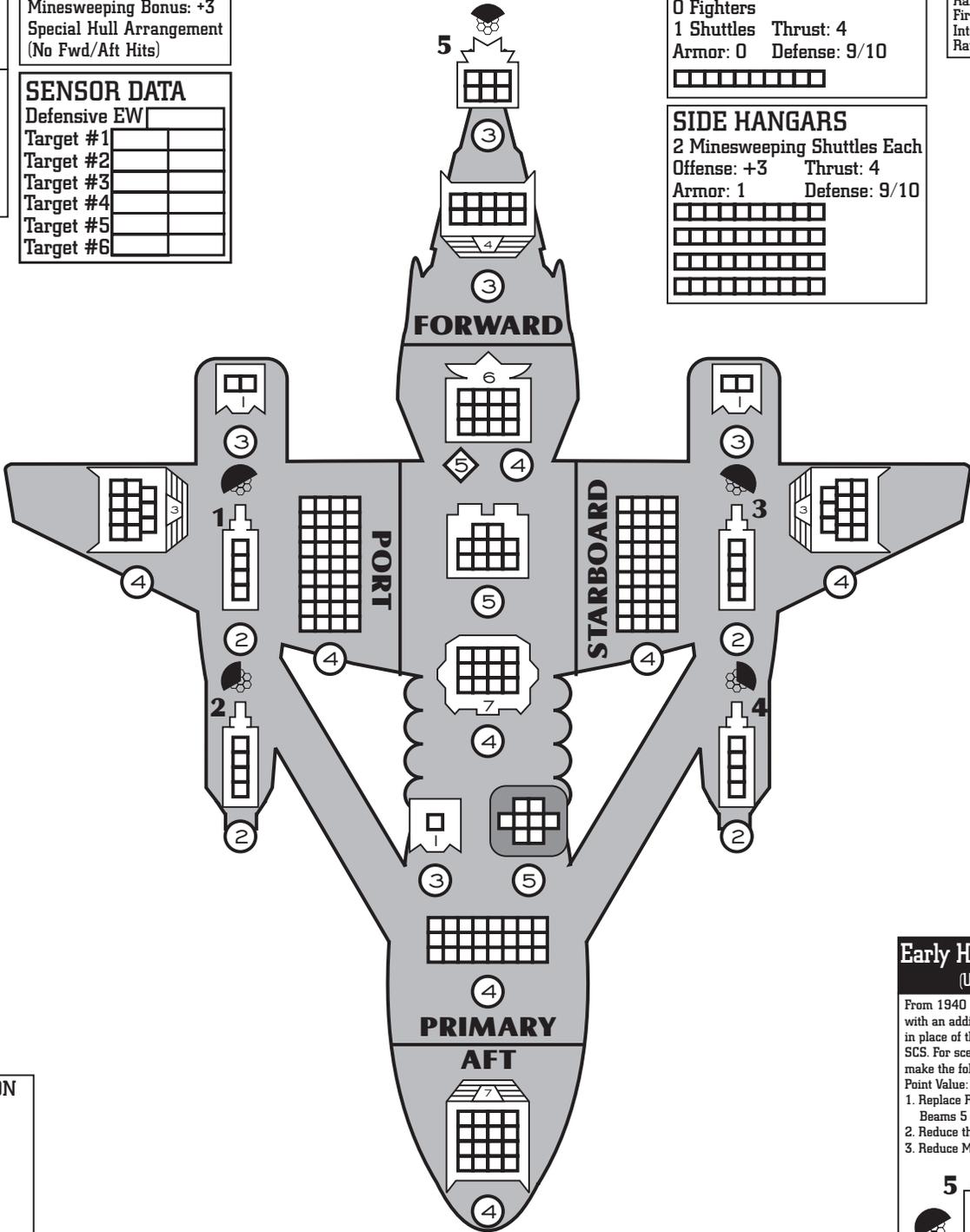
PRIMARY HITS
 1-8: Primary Structure
 9-11: Fwd/Aft Thrust
 12: Particle Weapon
 13-14: Sensors
 15-16: Engine
 17: Primary Hangar
 18-19: Reactor
 20: C & C

SENSOR DATA

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

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

SIDE HANGARS
 2 Minesweeping Shuttles Each
 Offense: +3 Thrust: 4
 Armor: 1 Defense: 9/10



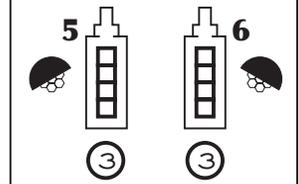
ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Std Particle Beam
	Repeater Gun

Early Heron Minesweeper (Uncommon Variant)

From 1940 - 1988, the Heron was equipped with an additional standard particle beam in place of the repeater gun shown on the SCS. For scenarios played before 1989 make the following changes.

- Point Value: 310
1. Replace Repeater Gun 5 with Std Particle Beams 5 and 6.
 2. Reduce the Sensor Rating from 6 to 5.
 3. Reduce Minesweeping Bonus to +2



Drazi Pelican Military Freighter

SPECS

Class: Hvy Combat Vsl
 In Service: 1941
 Point Value: 325
 Ramming Value: 120
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 14
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +4

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

WEAPON DATA

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
 1-6: Port/Stb Thrust
 7-8: Std Particle Beam
 9-11: Port/Stb Cargo
 12-18: Port/Stb Structure
 19-20: PRIMARY Hit

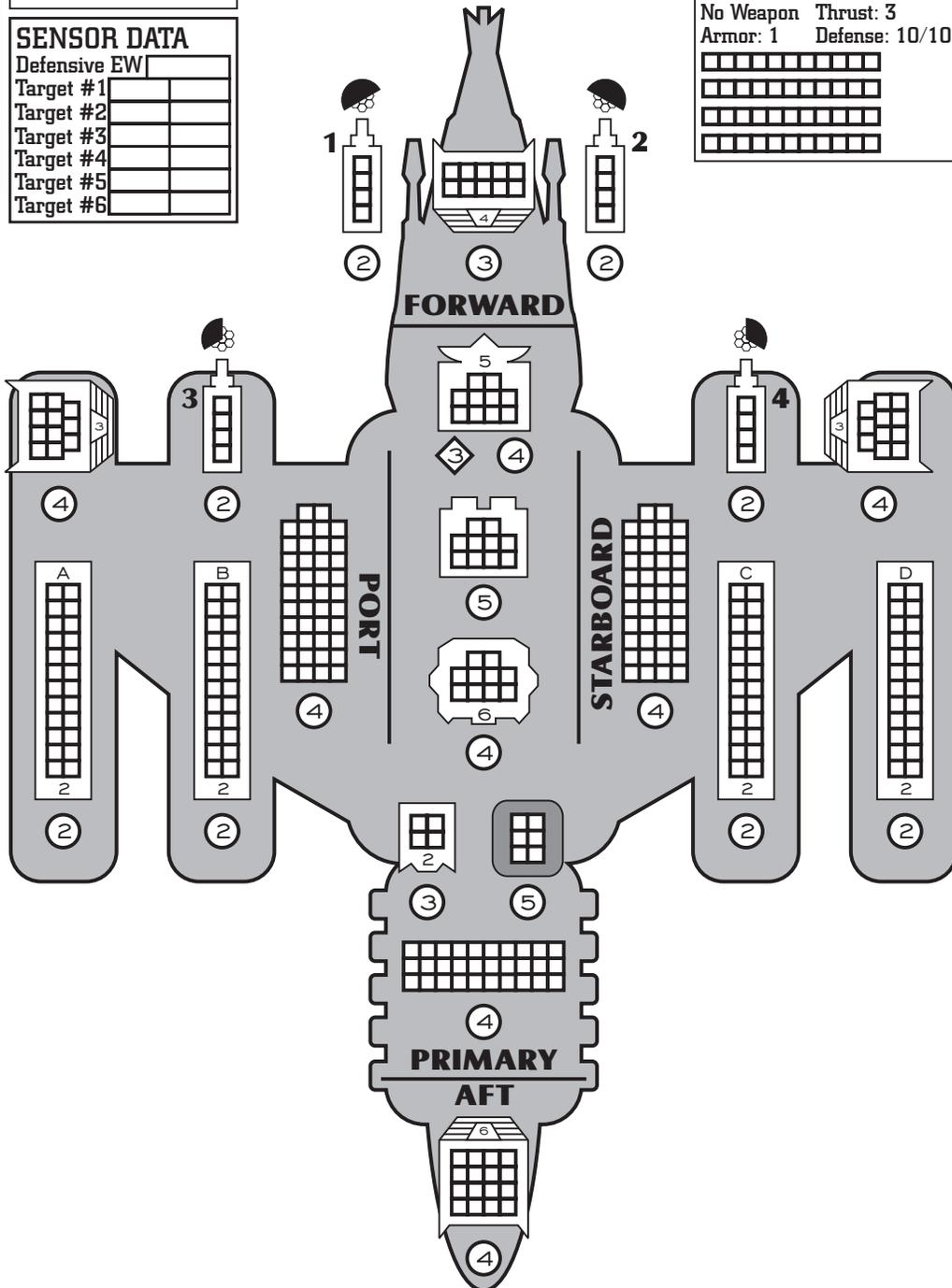
SPECIAL NOTES
 Special Hull Arrangement
 (No Fwd/Aft Hits)

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

SENSOR DATA

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

HANGAR
 0 Fighters
 4 Cargo Shuttles
 No Weapon Thrust: 3
 Armor: 1 Defense: 10/10



ICON RECOGNITION

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



Drazi Penguin Landing Ship

SPECS		MANEUVERING		COMBAT STATS	
Class: Hvy Combat Vsl		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 13	
In Service: 2002		Turn Delay: 2/3 Speed		Stb/Port Defense: 14	
Point Value: 360		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 3/1	
Ramming Value: 120		Pivot Cost: 3+3 Thrust		Extra Power: +0	
Jump Delay: N/A		Roll Cost: 3+3 Thrust		Initiative Bonus: +6	
Speed	1 2 3 4 5 6 7 8 9 10 11 12	Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8

WEAPON DATA

Repeater Gun	
Class: Particle	
Modes: Standard	
Damage: 1d10+3	
Range Penalty: -1 per 2 hexes	
Fire Control: +2/+2/+2	
Intercept Rating: -1 per shot	
Rate of Fire: 1 or more 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	

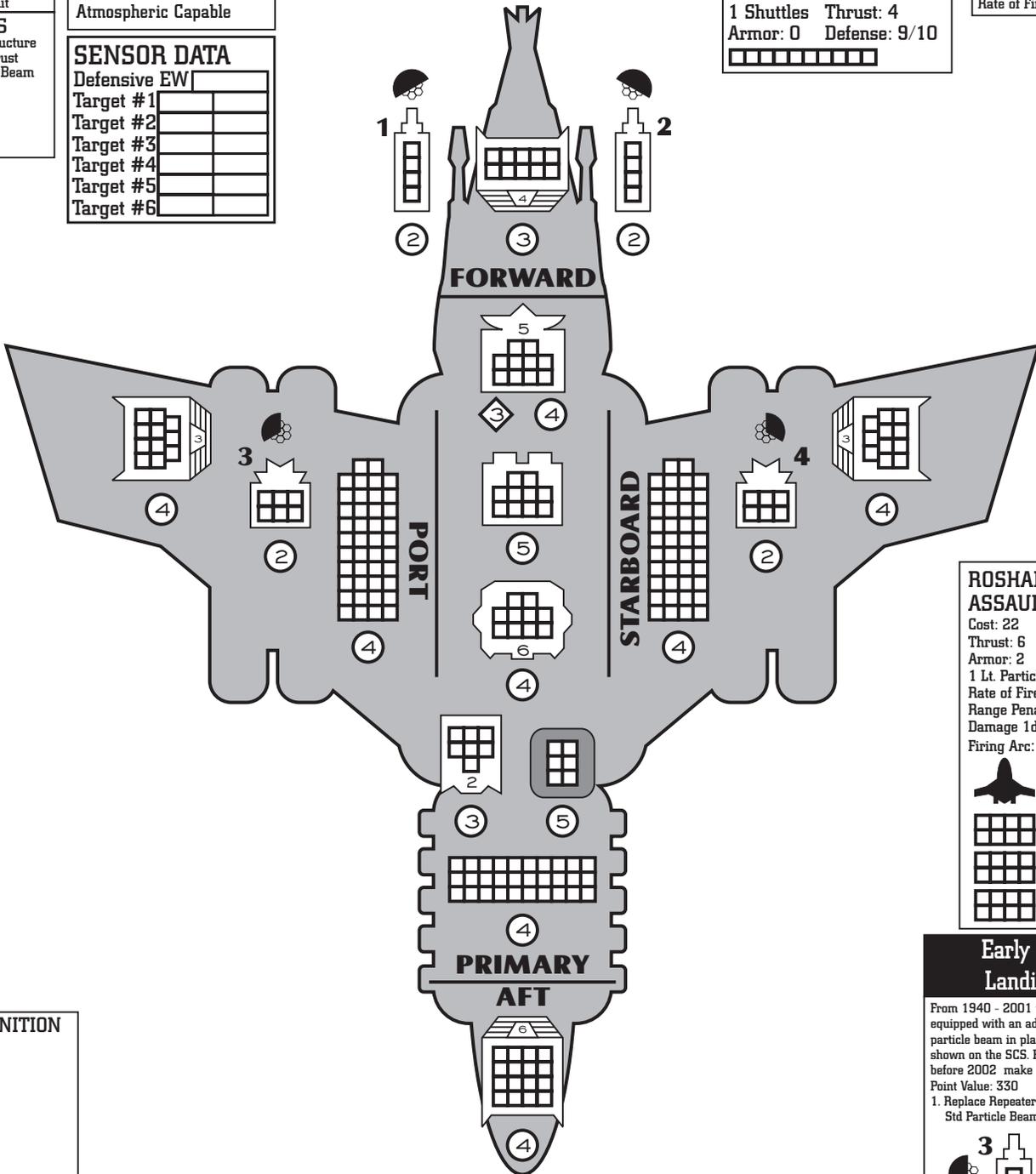
SIDE HITS
1-7: Port/Stb Thrust
8-9: Particle Weapon
10-18: Port/Stb Structure
19-20: PRIMARY Hit

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

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

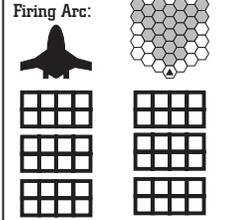
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
0 Fighters
6 Assault Shuttles
1 Shuttles Thrust: 4
Armor: 0 Defense: 9/10



ROSHANTHI ASSAULT SHUTTLES

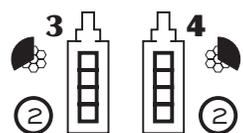
Cost: 22	Defense: 8/9
Thrust: 6	Offense: +2
Armor: 2	Initiative: +9
1 Lt. Particle Gun	
Rate of Fire: 1 per turn	
Range Penalty: -2 per hex	
Damage 1d6+2	



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

Early Penguin Landing Ship

From 1940 - 2001 the Penguin was equipped with an additional standard particle beam in place of the repeater guns shown on the SCS. For scenarios played before 2002 make the following changes.
 Point Value: 330
 1. Replace Repeater Guns 3 and 4 with Std Particle Beams 3 and 4.



Shrike Variant (Rare)

Version 1: 2E/V6

Name: _____ Counter: _____



Drazi Skua Heavy Escort

SPECS

Class: Hvy Combat Vsl
 In Service: 2002
 Point Value: 450
 Ramming Value: 100
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
 Stb/Port Defense: 12
 Engine Efficiency: 3/1
 Extra Power: +4
 Initiative Bonus: +8

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

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

Repeater Gun
 Class: Particle
 Modes: Standard
 Damage: 1d10+3
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/+2
 Intercept Rating: -1 per shot
 Rate of Fire: 1 or more per turn

SIDE HITS

- 1-5: Port/Stb Thrust
- 6-8: Std Particle Beam
- 9-10: Repeater Gun
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9-11: Fwd/Aft Thrust
- 12: Repeater Gun
- 13-14: Sensors
- 15-16: Engine
- 17: Hangar
- 18-19: Reactor
- 20: C & C

SPECIAL NOTES

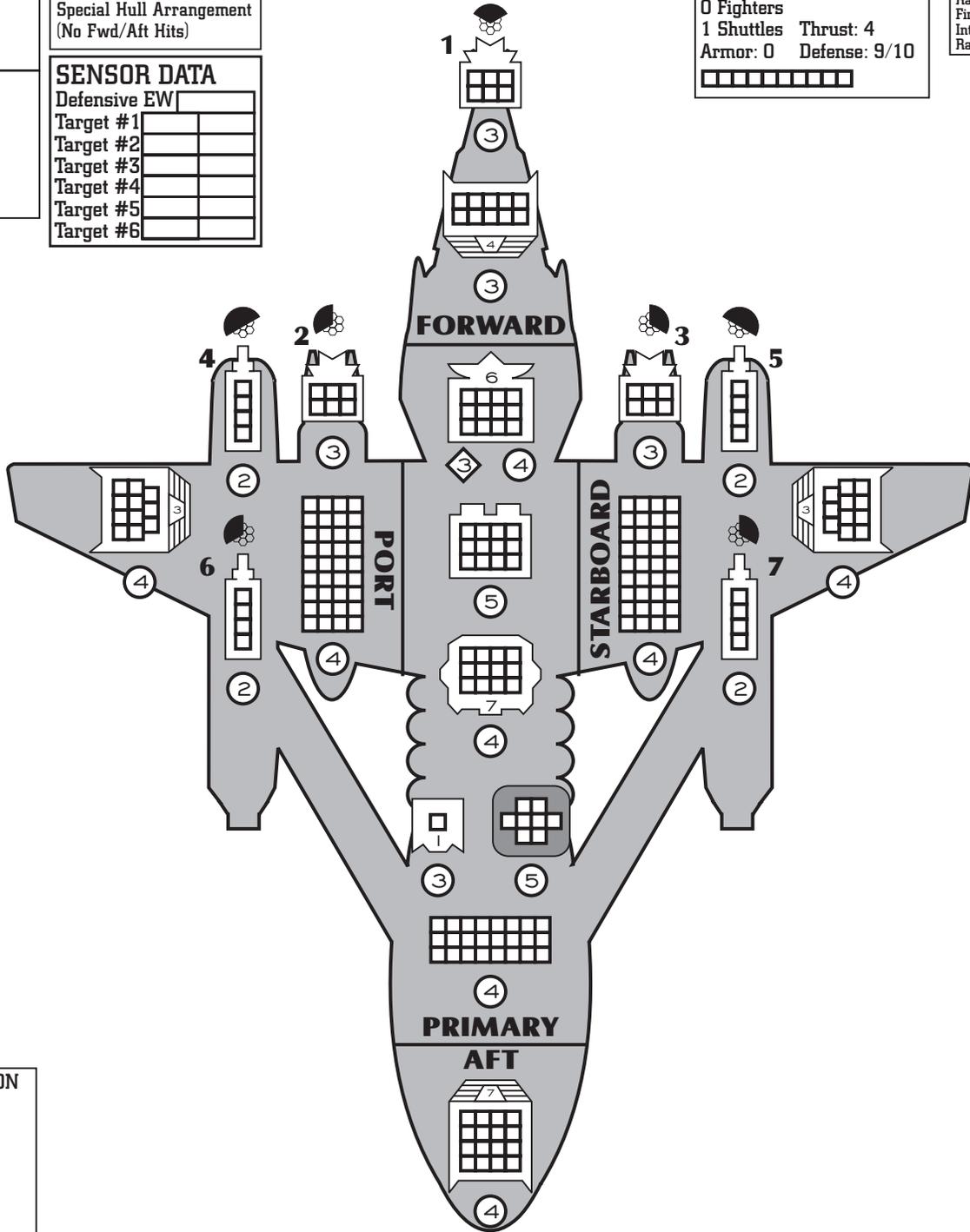
Special Hull Arrangement
 (No Fwd/Aft Hits)

SENSOR DATA

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

HANGAR

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Std Particle Beam
- Repeater Gun

Shrike Variant (Uncommon)

Version 1: 2E/V6

Name: _____ Counter: _____



Drazi Swallow Light Carrier

SPECS

Class: Hvy Combat Vsl
 In Service: 1986
 Point Value: 325
 Ramming Value: 100
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 13
 Engine Efficiency: 3/1
 Extra Power: +2
 Initiative Bonus: +6

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

WEAPON DATA

Repeater Gun
 Class: Particle
 Modes: Standard
 Damage: 1d10+3
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/+2
 Intercept Rating: -1 per shot
 Rate of Fire: 1 or more 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

SIDE HITS

- 1-5: Port/Stb Thrust
- 6-7: Std Particle Beam
- 8-10: Port/Stb Hangar
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

Special Hull Arrangement
 (No Fwd/Aft Hits)

PRIMARY HITS

- 1-8: Primary Structure
- 9-11: Fwd/Aft Thrust
- 12: Particle Weapon
- 13-14: Sensors
- 15-16: Engine
- 17: Primary Hangar
- 18-19: Reactor
- 20: C & C

SENSOR DATA

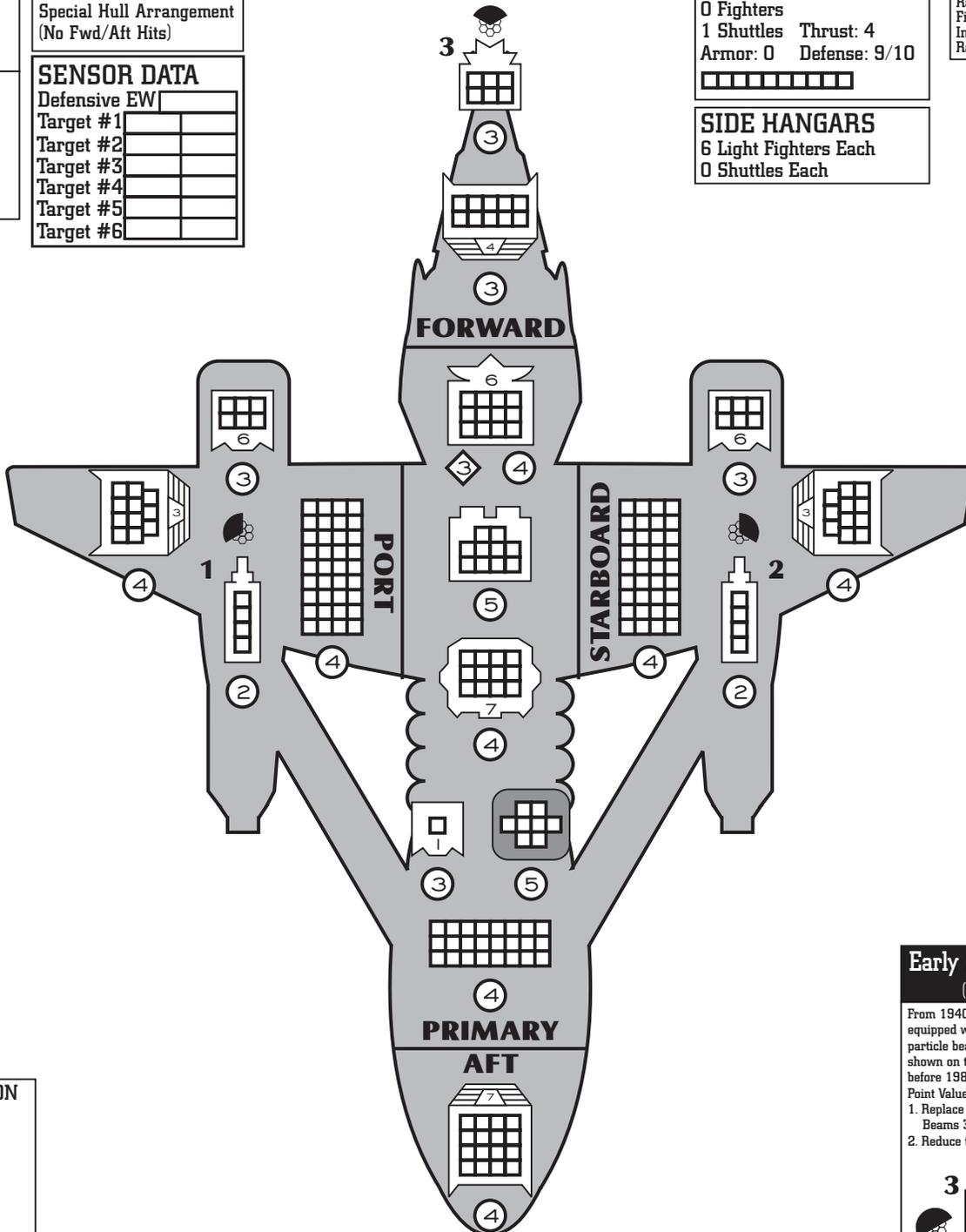
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR

0 Fighters
 1 Shuttles Thrust: 4
 Armor: 0 Defense: 9/10

SIDE HANGARS

6 Light Fighters Each
 0 Shuttles Each

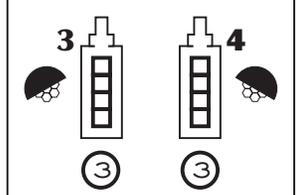


ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Std Particle Beam
- Repeater Gun

Early Swallow Lt Carrier (Uncommon Variant)

From 1940 - 1985, the Swallow was equipped with an additional standard particle beam in place of the repeater gun shown on the SCS. For scenarios played before 1986 make the following changes.
 Point Value: 300
 1. Replace Repeater Gun 3 with Std Particle Beams 3 and 4.
 2. Reduce the Sensor Rating from 6 to 5.



Merlin Variant (Uncommon)

Version 1: 2E/V6

Name: _____

Counter: _____



Drazi Swift Escort Frigate

SPECS

Class: Medium Ship
 In Service: 2001
 Point Value: 310
 Ramming Value: 40
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
 Stb/Port Defense: 11
 Engine Efficiency: 2/1
 Extra Power: +2
 Initiative Bonus: +14

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

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

Repeater Gun
 Class: Particle
 Modes: Standard
 Damage: 1d10+3
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/+2
 Intercept Rating: -1 per shot
 Rate of Fire: 1 or more per turn

FORWARD HITS

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

AFT HITS

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

PRIMARY HITS

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

SPECIAL NOTES

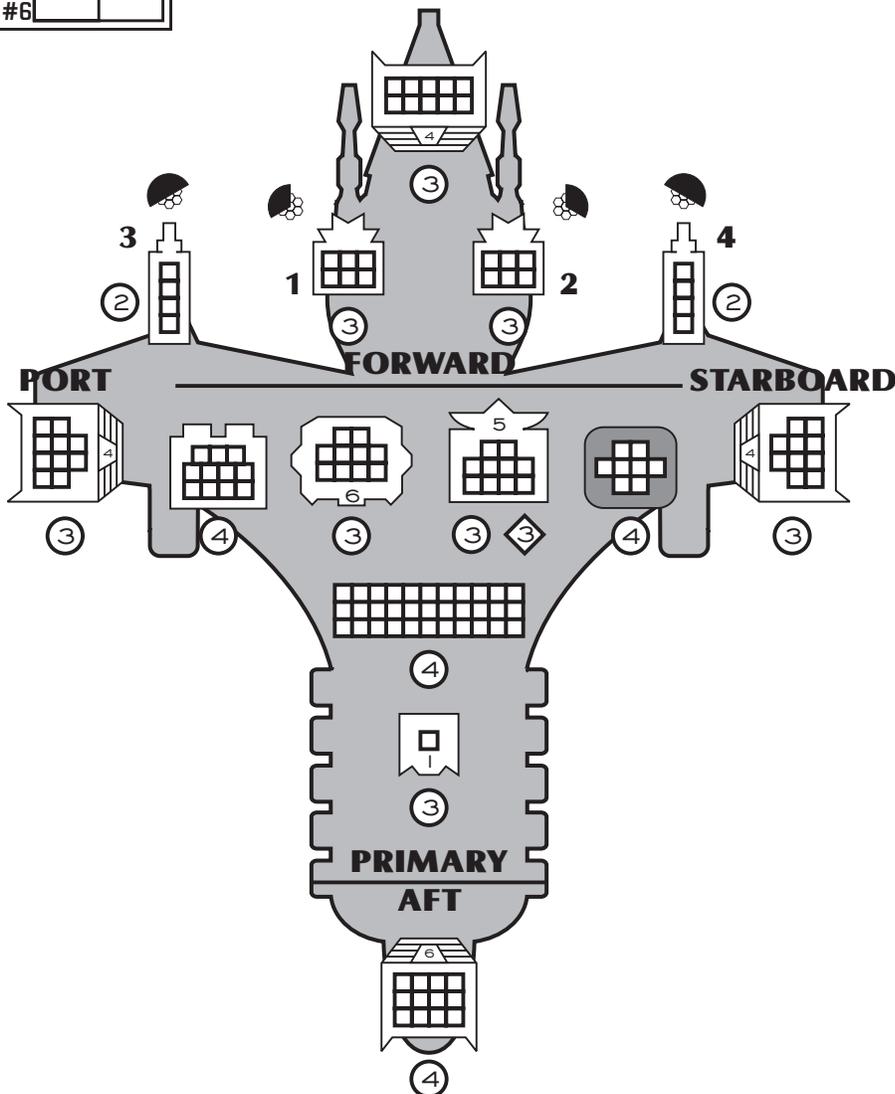
Agile Ship

SENSOR DATA

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

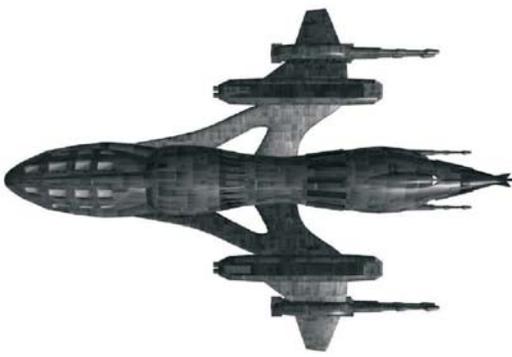
HANGAR

0 Fighters
 1 Shuttles Thrust: 4
 Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Repeater Gun
- Std Particle Beam



Early Warbird Variant (Uncommon)

Version 1: 2E/V6

Name: _____ Counter: _____



Drazi Early War Talon Escort Carrier

SPECS

Class: Hvy Combat Vsl
 In Service: 2003
 Point Value: 450
 Ramming Value: 110
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 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: 13
 Stb/Port Defense: 12
 Engine Efficiency: 2/1
 Extra Power: +4
 Initiative Bonus: +8

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

Repeater Gun
 Class: Particle
 Modes: Standard
 Damage: 1d10+3
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/+2
 Intercept Rating: -1 per shot
 Rate of Fire: 1 or more 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

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: Repeater Gun
- 7-9: Std Particle Beam
- 10-18: Port/Stb Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

Special Hull Arrangement
 (No Fwd/Aft Hits)

PRIMARY HITS

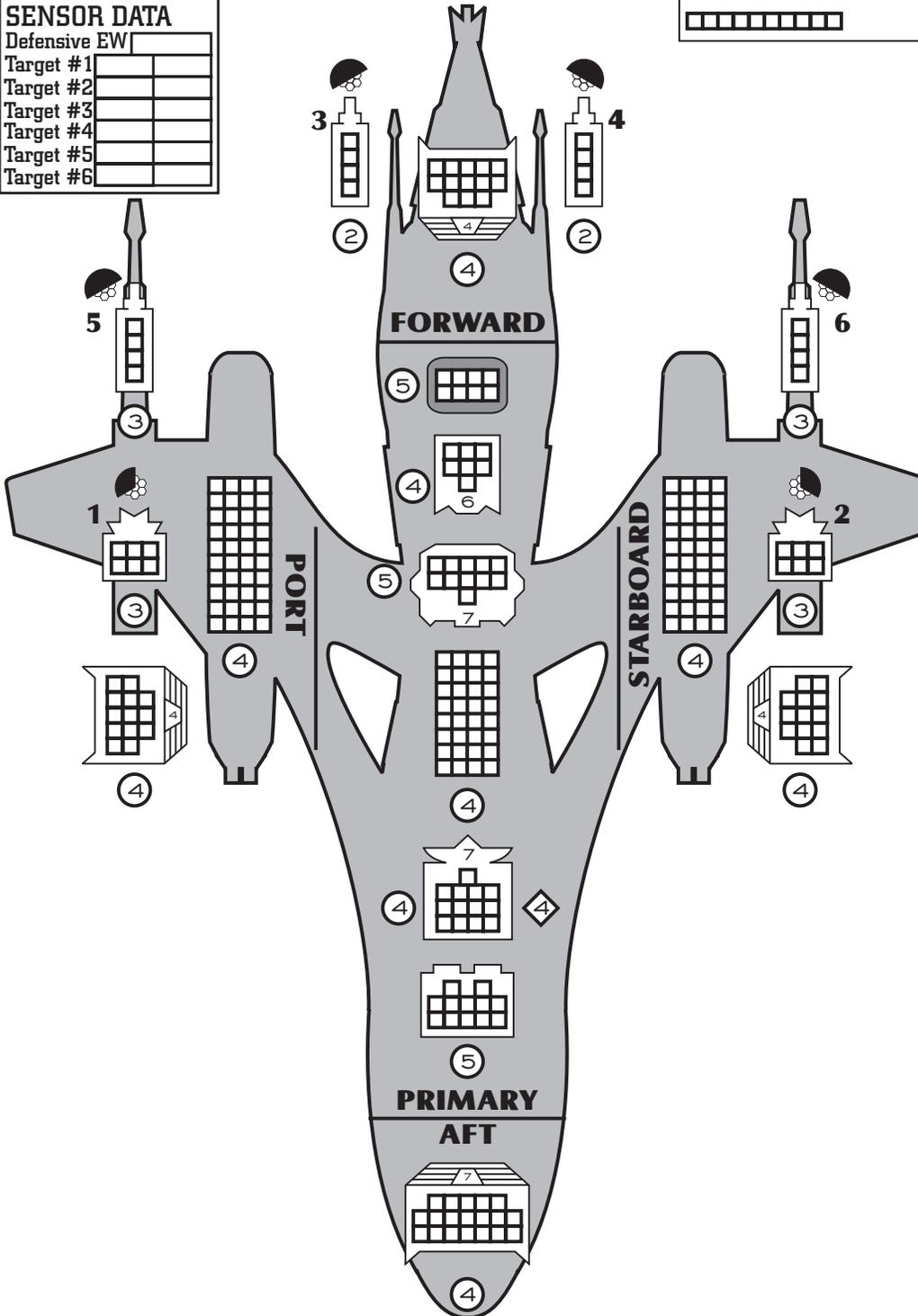
- 1-8: Primary Structure
- 9-11: Fwd/Aft Thrust
- 12: Std Particle Beam
- 13-14: Sensors
- 15-16: Engine
- 17: Hangar
- 18-19: Reactor
- 20: C & C

SENSOR DATA

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

HANGAR

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Repeater Gun
- Std Particle Beam

Tovin Variant (Rare)

Version 1: 2E/V6

Name: _____ Counter: _____



Rogolon Rostov Outrider

SPECS		MANEUVERING		COMBAT STATS	
Class: Hvy Combat Vsl		Turn Cost: 3/4 Speed		Fwd/Aft Defense: 13	
In Service: 1951		Turn Delay: 1 x Speed		Stb/Port Defense: 15	
Point Value: 410		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 3/1	
Ramming Value: 110		Pivot Cost: 4+4 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 3 3 4 5 6 6 7 8 9 9	Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12

WEAPON DATA

Med Plasma Cannon
 Class: Plasma
 Modes: 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

Class-SO Missile Rack
 Class: Ballistic
 Missiles: 12
 Range Penalty: None
 Fire Control: +2/+2/+2
 Rate of Fire: 1 per 2 turns

FORWARD HITS
 1-6: Retro Thrust
 7-8: Med Plasma Cannon
 9-10: Cargo
 11-18: Forward Structure
 19-20: PRIMARY Hit

AFT HITS
 1-7: Main Thrust
 8-9: Missile Rack
 10-18 Aft Structure
 19-20: PRIMARY Hit

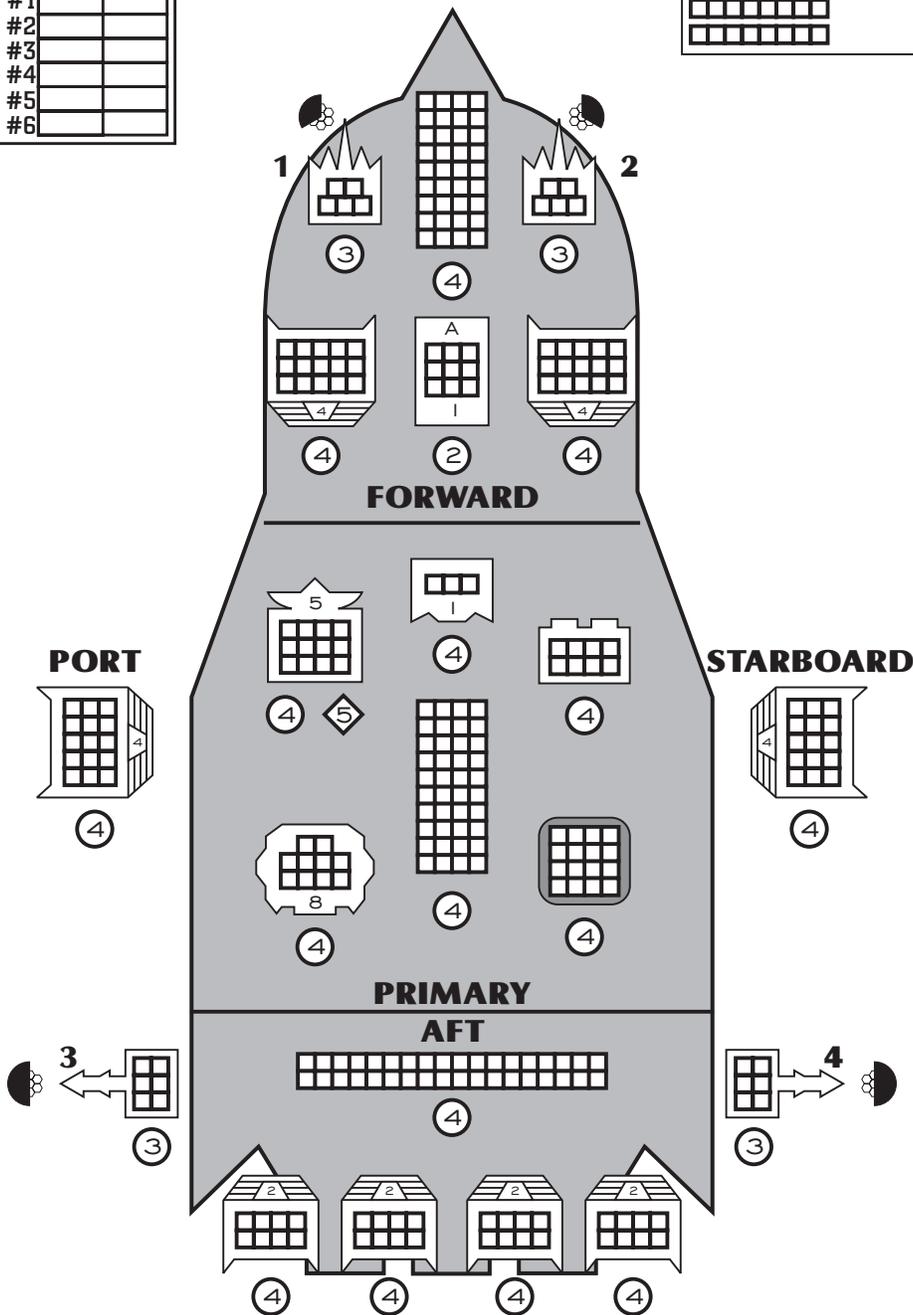
PRIMARY HITS
 1-9: Primary Structure
 10-12: Port/Strb Thrust
 13: Hangar
 14-15: Sensors
 16-17: Engine
 18-19: Reactor
 20: C & C

SPECIAL NOTES
 ELINT Vessel

SENSOR DATA

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

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Med Plasma Cannon
- Class-SO Missile Rack

MISSILES

Rack #3

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

Rack #4

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

Tovin Variant (Rare)

Version 1: 2E/V6

Name: _____ Counter: _____



Rogolon Tussova Close Combat Frigate

SPECS

Class: Hvy Combat Vsl
 In Service: 1968
 Point Value: 365
 Ramming Value: 110
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +7

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	2	3	4	5	6	7	8	9	10	11	12

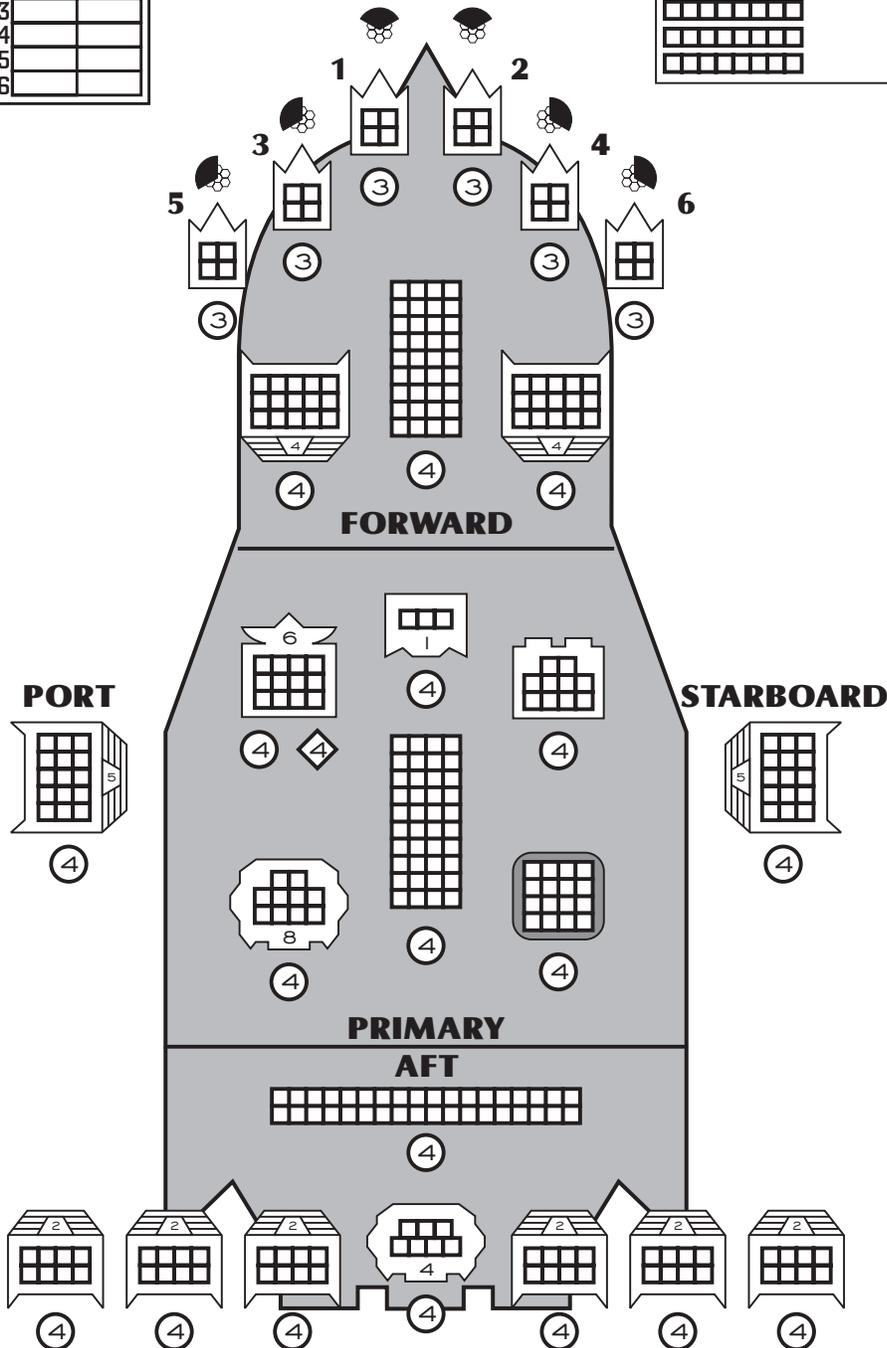
WEAPON DATA

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

FORWARD HITS
1-6: Retro Thrust
7-10: Lt Plasma Cannon
11-18: Forward Structure
19-20: PRIMARY Hit
AFT HITS
1-7: Main Thrust
8-9: Aft Engine
10-18: Aft Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Structure
10-12: Port/Strb Thrust
13: Hangar
14-15: Sensors
16-17: 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
3 Shuttles Thrust: 3
Armor: 0 Defense: 8/10



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Lt Plasma Cannon

Orthuus Variant (Specialty)

Version 1: 2E/V6

Name: _____ Counter: _____



Usuuth Orthuul Fleet Scout

SPECS

Class: Capital Ship
 In Service: 1995
 Point Value: 600
 Ramming Value: 150
 Jump Delay: 30 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
 Stb/Port Defense: 17
 Engine Efficiency: 4/1
 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

Hvy Particle Projector
 Class: Particle
 Modes: Standard
 Damage: 2d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-1
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

Particle Projector

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

Lt Particle Projector

Class: Particle
 Modes: Standard
 Damage: 1d6+4
 Range Penalty: -2 per hex
 Fire Control: +2/+2/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

FORWARD HITS
 1-4: Retro Thrust
 5-7: Hvy Particle Projector
 8-9: Particle Projector
 10-18: Forward Structure
 19-20: PRIMARY Hit

SPECIAL NOTES

ELINT Ship
 Unique Ship

SIDE HITS
 1-5: Port/Stb Thrust
 6-7: Particle Projector
 8-9: Lt Particle Projector
 10-18: Port/Stb Structure
 19-20: PRIMARY Hit

SENSOR DATA

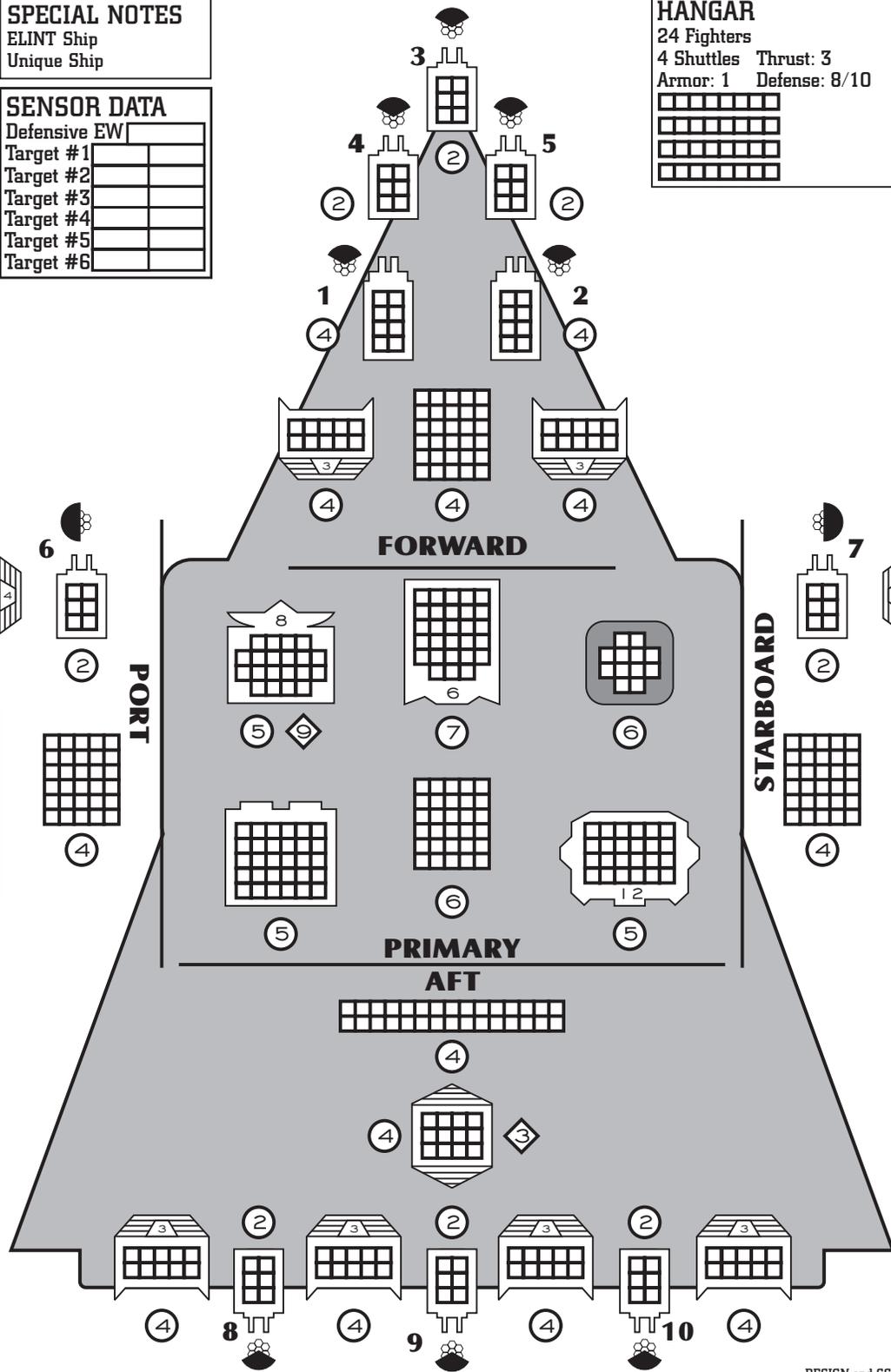
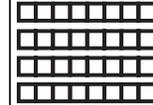
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

AFT HITS
 1-6: Main Thrust
 7-9: Particle Projector
 10-11: Jump Engine
 12-18: Aft Structure
 19-20: PRIMARY Hit

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

HANGAR

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



ALL LT PARTICLE PROJECTORS (2)

ALL LT PARTICLE PROJECTORS (2)

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Hvy Part Projector
- Particle Projector
- Lt Part Projector

Serron Variant (Rare)

Version 1: 2E/V6

Name: _____ Counter: _____



Usuuth Sethrus Beam Cruiser

SPECS

Class: Hvy Combat Vsl
 In Service: 2000
 Point Value: 400
 Ramming Value: 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: 1.5+1.5 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: +0
 Initiative Bonus: +7

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

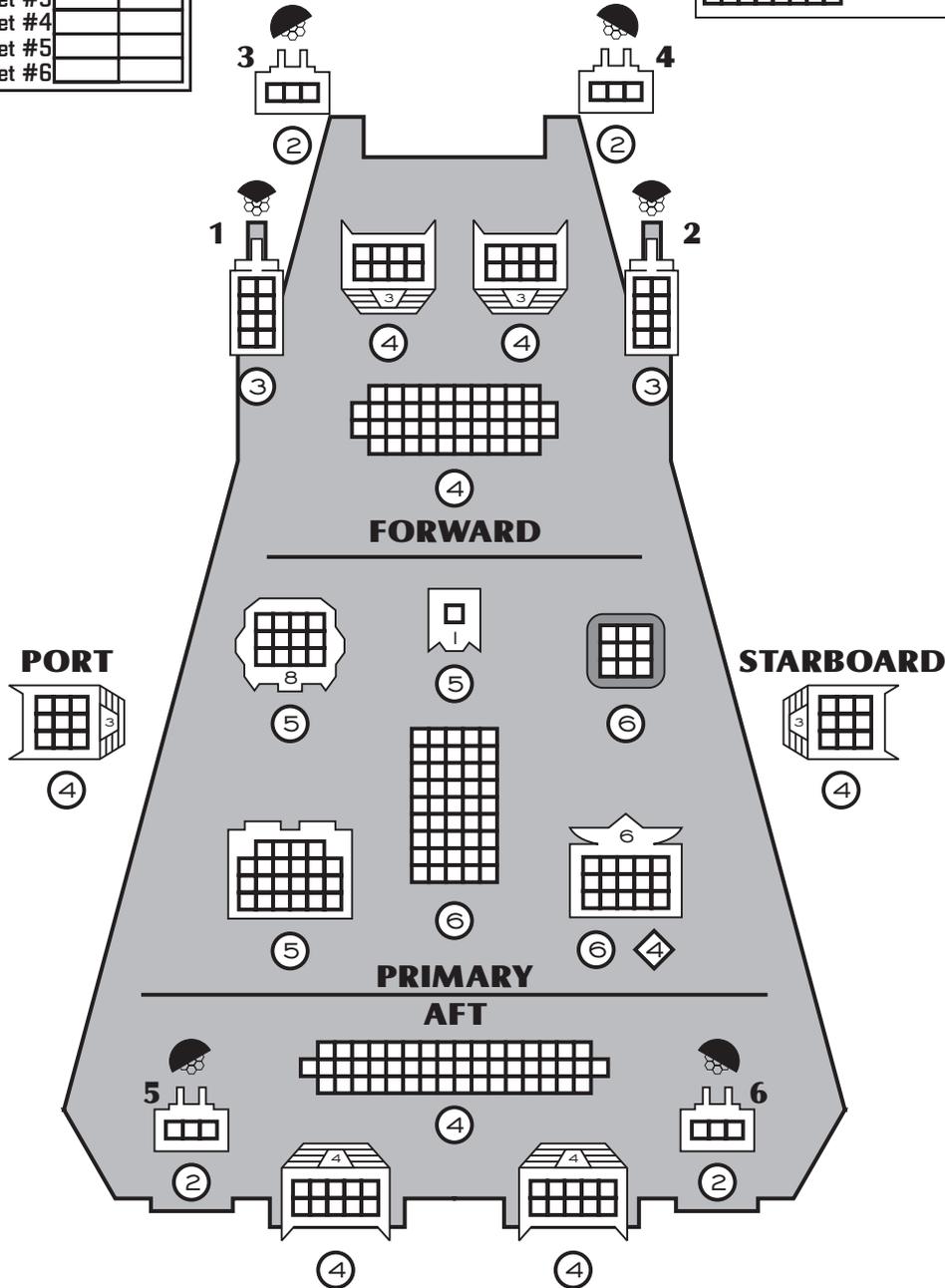
Particle Cannon
 Class: Particle
 Modes: Raking
 Damage: 2d10+15
 Range Penalty: -1 per 2 hexes
 Fire Control: +5/+4/+2
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Lt Particle Projector
 Class: Particle
 Modes: Standard
 Damage: 1d6+4
 Range Penalty: -2 per hex
 Fire Control: +2/+2/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

FORWARD HITS
1-5: Retro Thrust
6-7: Particle Cannon
8-9: Lt Particle Projector
10-18: Forward Structure
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Lt Particle Projector
9-18: Aft Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Structure
10-11: Port/Stb Thrust
12-13: Sensors
14-15: Engine
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
 1 Shuttles Thrust: 3
 Armor: 1 Defense: 8/10
 [Progress Bar]



	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Particle Cannon
	Lt Part Projector

Serron Variant (Uncommon)

Version 1: 2E/V6

Name: _____ Counter: _____



Usuuth Sinthon Light Carrier

SPECS

Class: Hvy Combat Vsl
 In Service: 1954
 Point Value: 350
 Ramming Value: 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: 1.5+1.5 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 16
 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	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

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

Lt Particle Projector
 Class: Particle
 Modes: Standard
 Damage: 1d6+4
 Range Penalty: -2 per hex
 Fire Control: +2/+2/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

FORWARD HITS
 1-4: Retro Thrust
 5: Particle Projector
 6-7: Forward Hangar
 8-9: Lt Particle Projector
 10-18: Forward Structure
 19-20: PRIMARY Hit

AFT HITS
 1-6: Main Thrust
 7-8: Particle Projector
 9-18: Aft Structure
 19-20: PRIMARY Hit

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

SENSOR DATA

Defensive EW

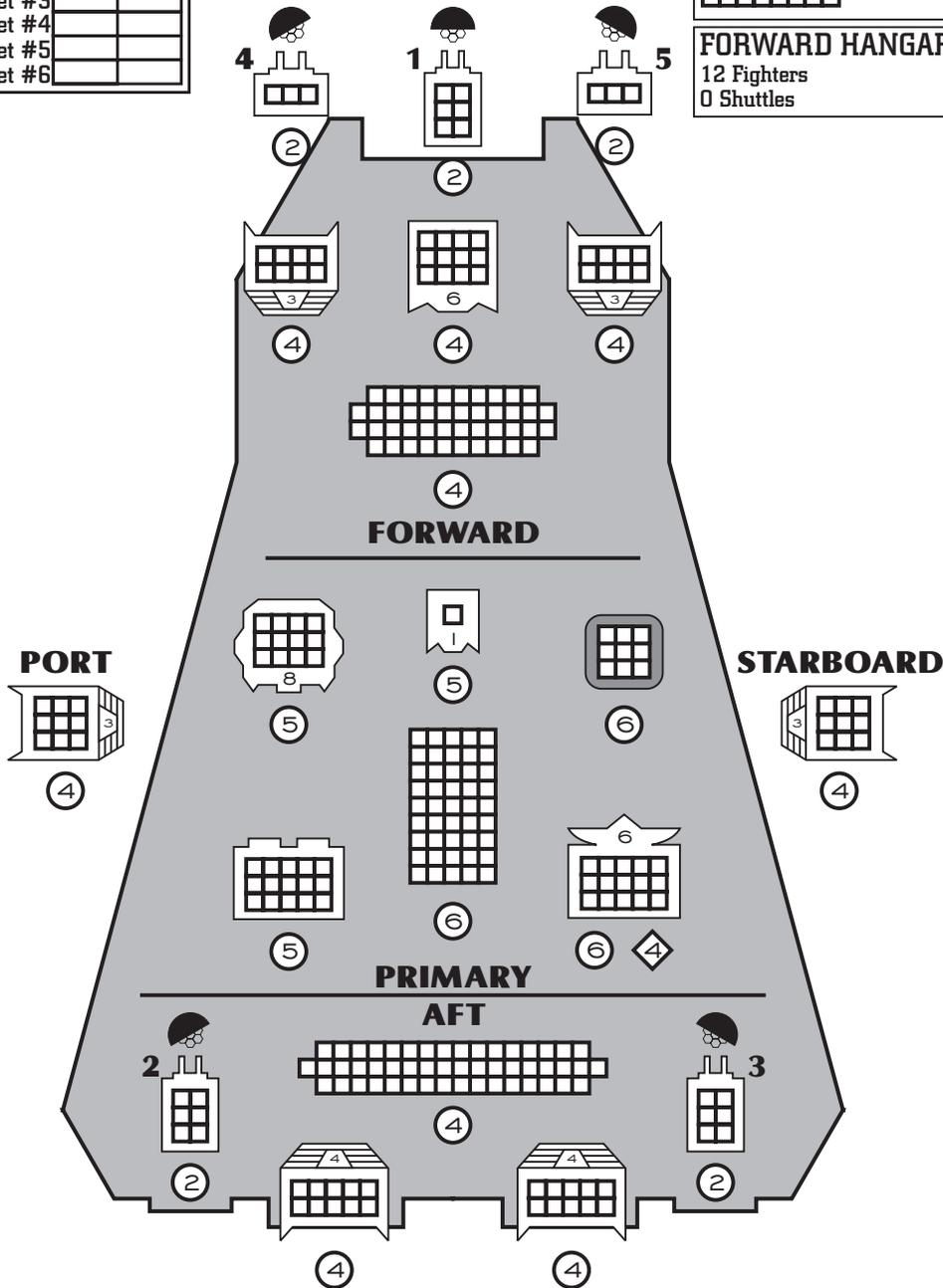
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR

0 Fighters
 1 Shuttles Thrust: 3
 Armor: 1 Defense: 8/10
 [Progress Bar]

FORWARD HANGAR

12 Fighters
 0 Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Projector
- Lt Part Projector

Baroon Variant (Rare)

Version 1: 2E/V6

Name: _____ Counter: _____



Usuuth Staroon Strike Boat

SPECS

Class: Lt Combat Vsl
 In Service: 2000
 Point Value: 200 each
 Ramming Value: 30
 Jump Delay: N/A

MANEUVERING

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

Hvy Particle Projector
 Class: Particle
 Modes: Standard
 Damage: 2d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-1
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

Particle Projector

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

HIT LOCATION

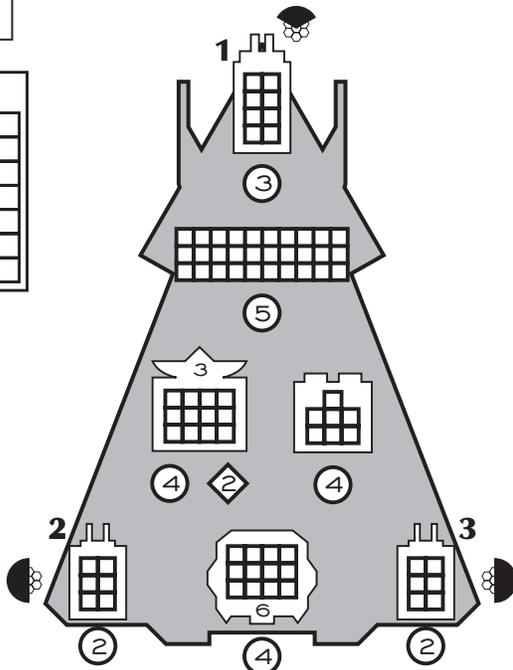
- 1-11: Structure
- 12-13: Hvy Particle Projector
- 14-16: Particle Projector
- 17-18: Drive
- 19: Reactor
- 20: Control

SPECIAL NOTES

Agile Ship
 Atmospheric Capable

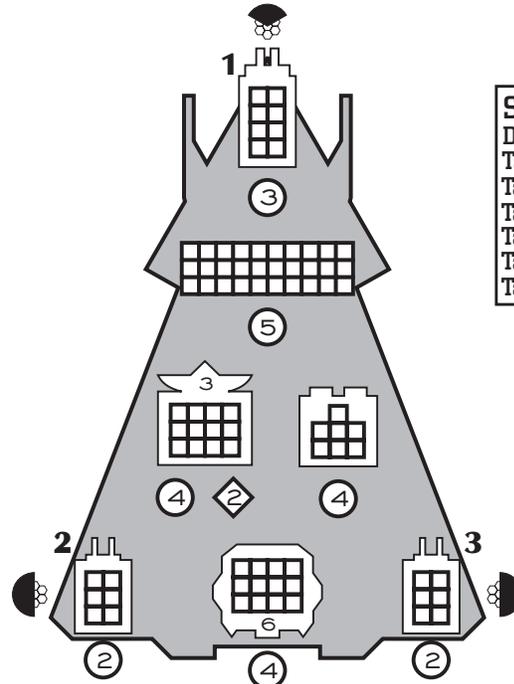
SENSOR DATA

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



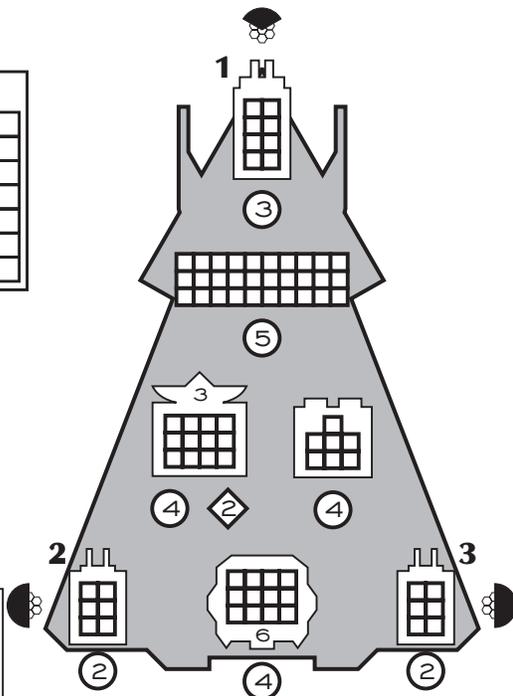
SENSOR DATA

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



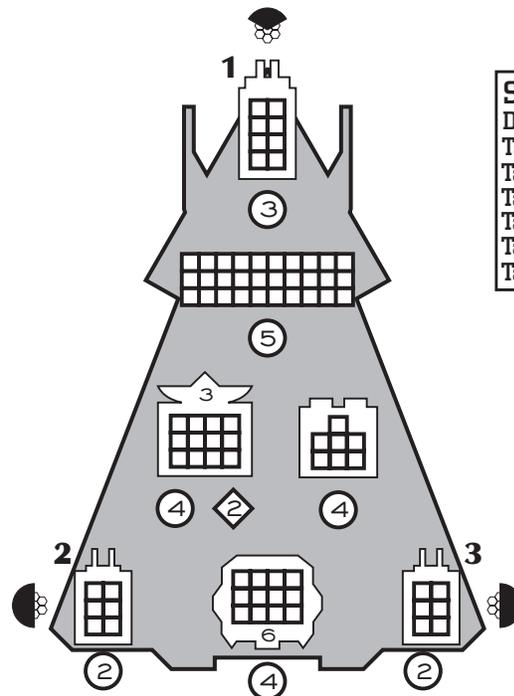
SENSOR DATA

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
- Hvy Part Projector
- Particle Projector

Baroon Variant (Common)

Version 1: 2E/V6

Name: _____ Counter: _____



Usuuth Thra Freighter

SPECS

Class: Lt Combat Vsl
 In Service: 1955
 Point Value: 90 each
 Ramming Value: 30
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
 Stb/Port Defense: 12
 Engine Efficiency: 1/1
 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

Lt Particle Projector
 Class: Particle
 Modes: Standard
 Damage: 1d6+4
 Range Penalty: -2 per hex
 Fire Control: +2/+2/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

HIT LOCATION

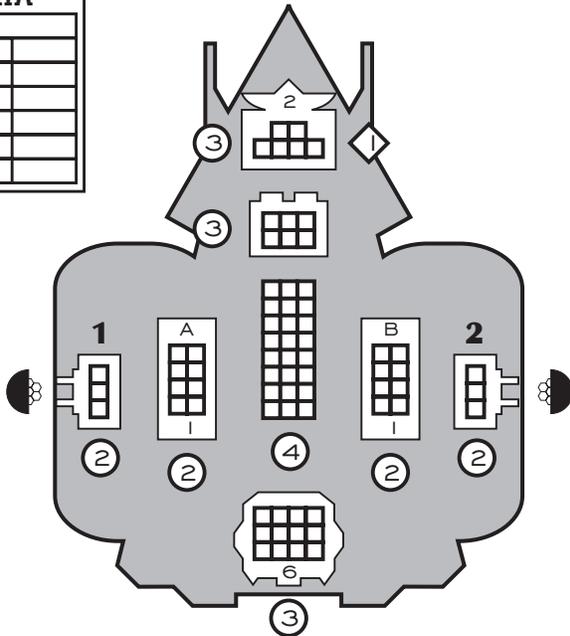
- 1-7: Structure
- 8-13: Cargo
- 14-15: Lt Particle Projector
- 16-17: Drive
- 18-19: Reactor
- 20: Control

SPECIAL NOTES

Atmospheric Capable

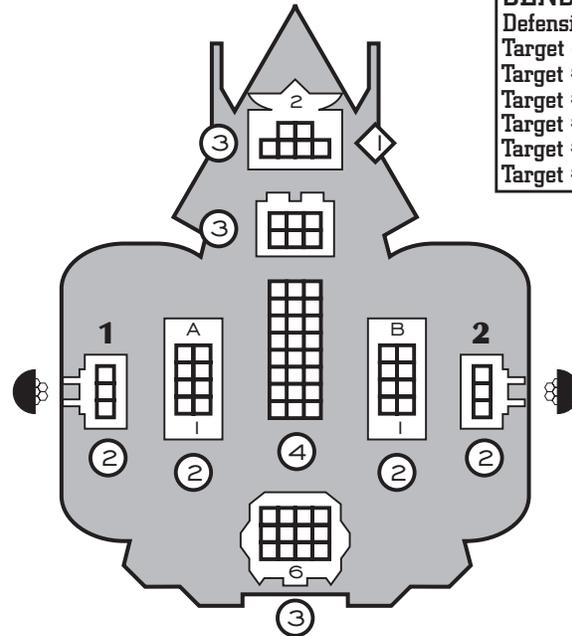
SENSOR DATA

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



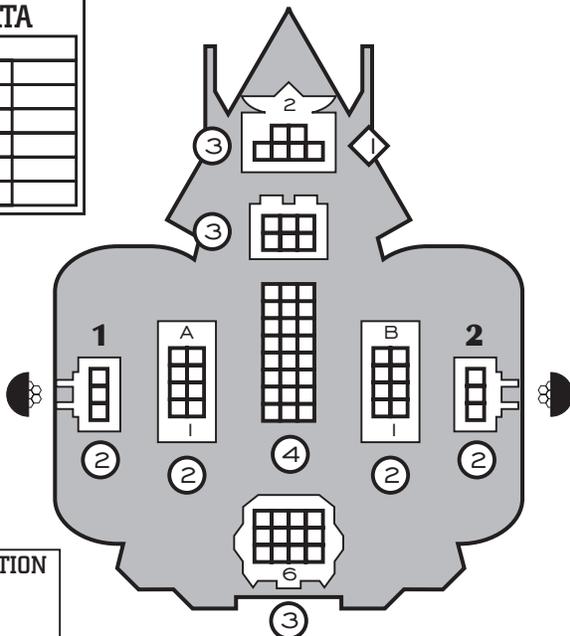
SENSOR DATA

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



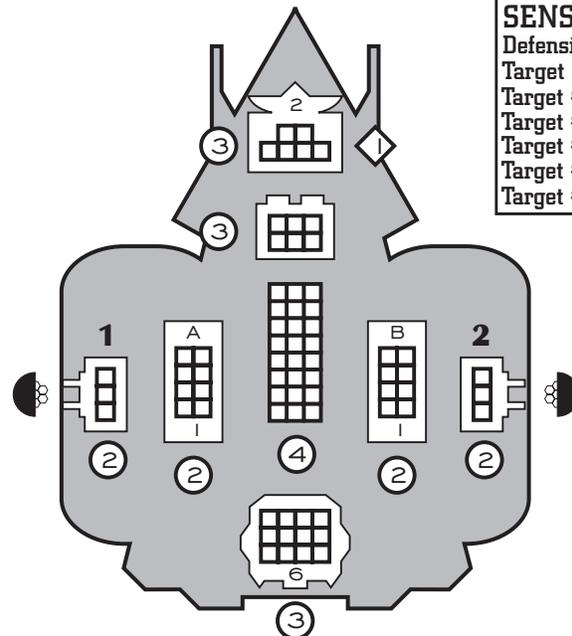
SENSOR DATA

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
- Lt Part Projector



Centauri Privateer Cestus Attack Ship

SPECS

Class: Hvy Combat Vsl
 In Service: 1870
 Point Value: 280
 Ramming Value: 130
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
 Stb/Port Defense: 13
 Engine Efficiency: 3/1
 Extra Power: +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	2	2	3	4	4	5	6	6	7	8	8

HANGAR

0 Fighters
 1 Shuttles Thrust: 3
 Armor: 0 Defense: 10/11



WEAPON DATA

Med Plasma Cannon
 Class: Plasma
 Modes: 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

Particle Projector

Class: Particle
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -1 per hex
 Fire Control: +2/+2/+1
 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

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

FORWARD HITS

- 1-5: Retro Thrust
- 6-7: Weapon #1
- 8-10: Weapon #2 and #3
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-9: Particle Weapon
- 10-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

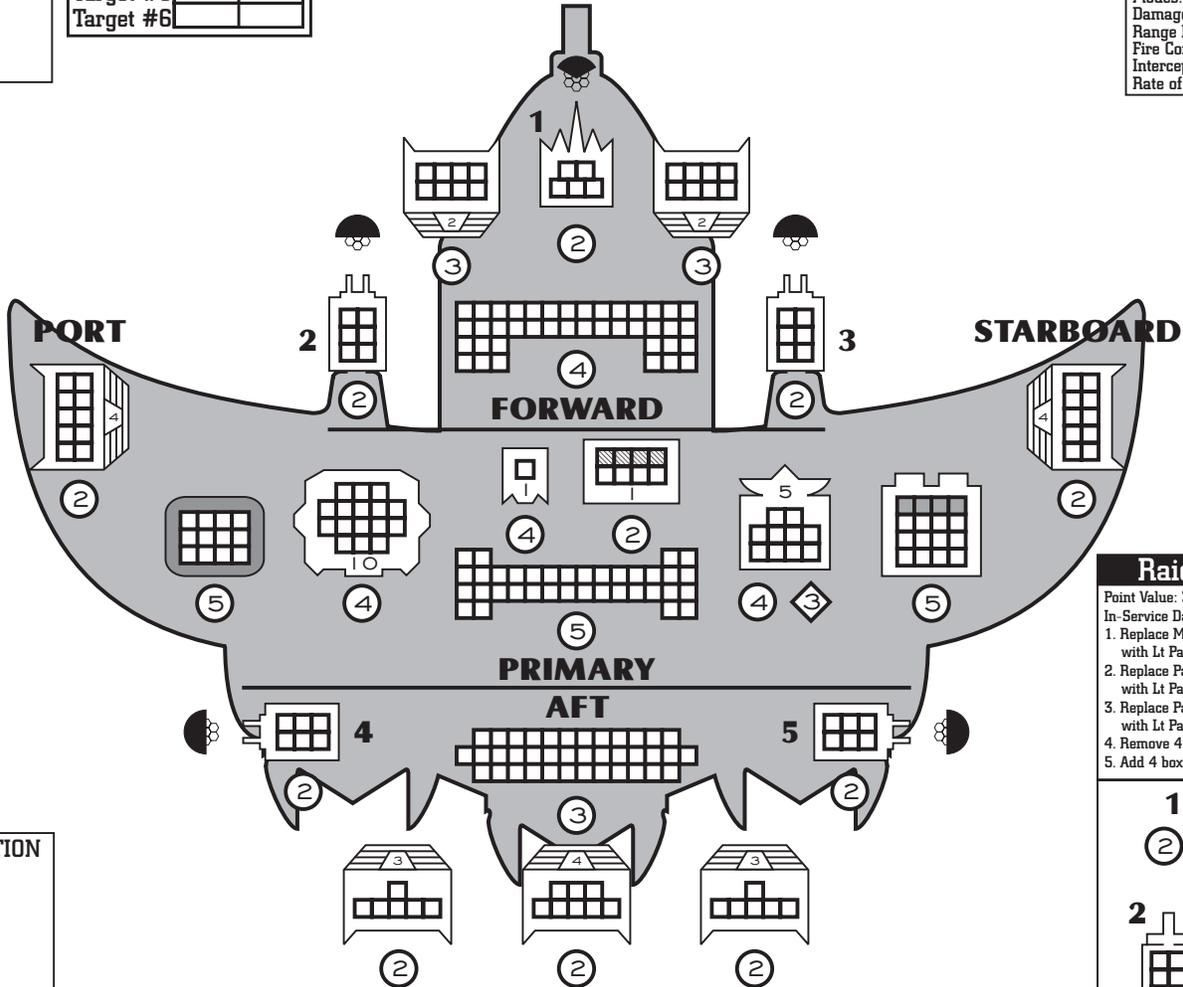
- 1-9: Primary Structure
- 10-11: Port/Stb Thrust
- 12-13: Sensors
- 14-15: Engine
- 16: Cargo
- 17: Hangar
- 18-19: Reactor
- 20: C & C

SPECIAL NOTES

See Raider Cestus Description for disposition of shaded boxes in reactor and cargo.

SENSOR DATA

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

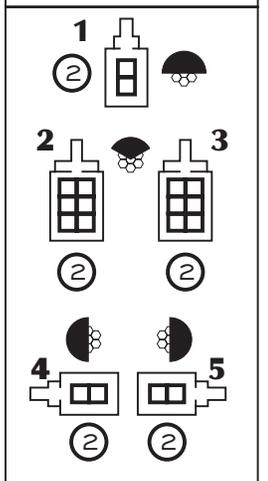


ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Med Plasma Cannon
- Particle Projector
- Light Particle Beam
- Lt Particle Cannon

Raider Cestus

- Point Value: 300
 In-Service Date: 2002
- Replace Med Plasma Cannon 1 with Lt Particle Beam 1
 - Replace Particle Projectors 2 and 3 with Lt Particle Cannon 2 and 3.
 - Replace Particle Projectors 4 and 5 with Lt Part Beams 4 and 5.
 - Remove 4 boxes from Cargo (*hatched*)
 - Add 4 boxes to Reactor (*shaded*)



Centauri Privateer Dux Jump Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship In Service: 1910 Point Value: 480 Ramming Value: 220 Jump Delay: 20 Turns	Turn Cost: 1 x Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 3+3 Thrust	Fwd/Aft Defense: 15 Stb/Port Defense: 15 Engine Efficiency: 3/1 Extra Power: +0 Initiative Bonus: +0
Speed	1 2 3 4 5 6 7	8 9 10 11 12
Turn Cost	1 2 3 4 5 6 7	8 9 10 11 12
Turn Delay	1 2 2 3 4 4 5	6 6 7 8 8

WEAPON DATA

Tactical Laser
Class: Laser
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

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

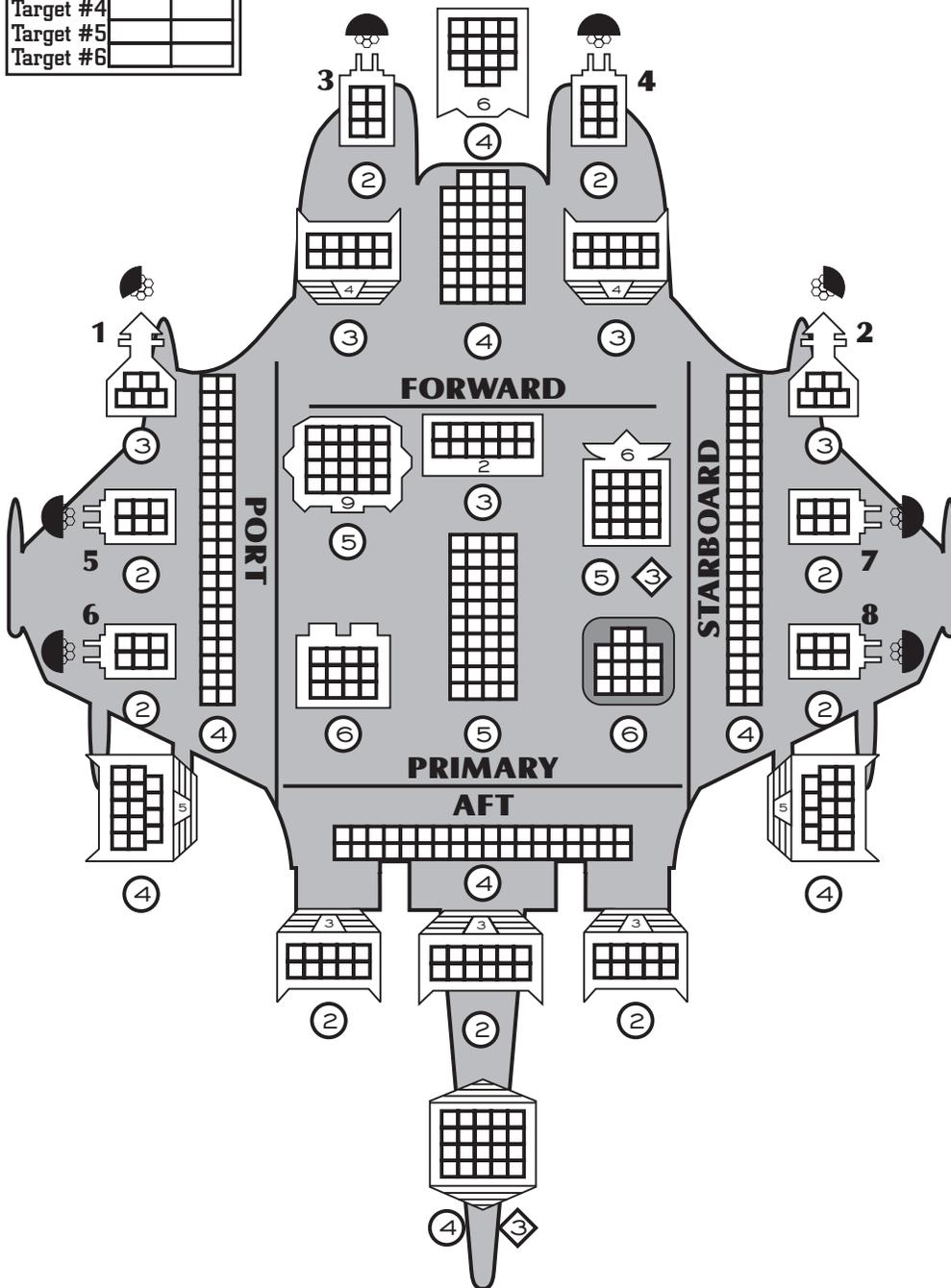
FORWARD HITS 1-5: Retro Thrust 6-7: Particle Weapon 8-10: Forward Hangar 11-18: Forward Structure 19-20: PRIMARY Hit
SIDE HITS 1-5: Port/Stb Thrust 6-8: Tac Laser/Lt Part Cannon 9-10: Particle Weapon 11-18: Port/Stb Structure 19-20: PRIMARY Hit
AFT HITS 1-7: Main Thrust 8-12: Jump Engine 13-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS 1-9: Primary Structure 10-12: Sensors 13-15: Engine 16-17: Cargo 18-19: Reactor 20: C & C

SPECIAL NOTES
Restricted Deployment (10%)

SENSOR DATA

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

FORWARD HANGAR
12 Fighters
2 Shuttles Thrust: 3
Armor: 0 Defense: 10/11

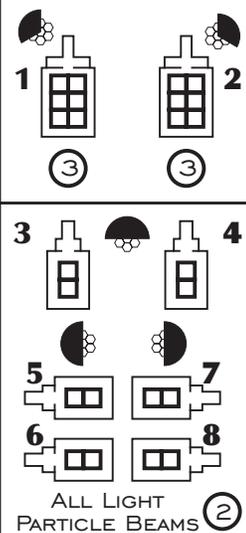


ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Cargo
	Tactical Laser
	Particle Projector
	Lt Particle Cannon
	Light Particle Beam

Raider Dux

Point Value: 460
In-Service Date: 2002
1. Replace Tactical Lasers 1 and 2 with Lt Particle Cannons 1 and 2.
2. Replace Particle Projectors 3, 4, 5, 6, 7 and 8 with Lt Part Beams 3, 4, 5, 6, 7 and 8.



ALL LIGHT PARTICLE BEAMS (2)

Centauri Privateer Liuh Destroyer

SPECS

Class: Hvy Combat Vsl
 In Service: 1935
 Point Value: 370
 Ramming Value: 140
 Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
 Turn Delay: 2/3 Speed
 Accel/Decel Cost: 2 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 Deficit: +0
 Initiative Bonus: +6

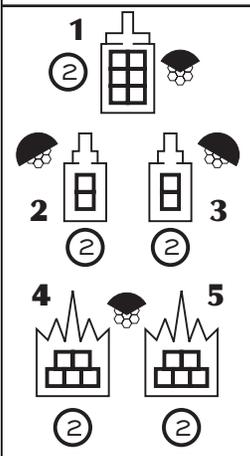
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

HANGAR

0 Fighters
 2 Shuttles Thrust: 3
 Armor: 0 Defense: 10/11

Raider Liuli

Point Value: 400
 In-Service Date: 1965
 1. Replace Particle Projector 1 with Lt Particle Cannon 1.
 2. Replace Particle Projectors 2 and 3 with Lt Particle Beams 2 and 3.
 3. Replace Lt Plasma Cannons 4 and 5 with Med Plasma Cannon 4.
 4. Replace Lt Plasma Cannons 6 and 7 with Med Plasma Cannon 5.



WEAPON DATA

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

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

Med Plasma Cannon
 Class: Plasma
 Modes: 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

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

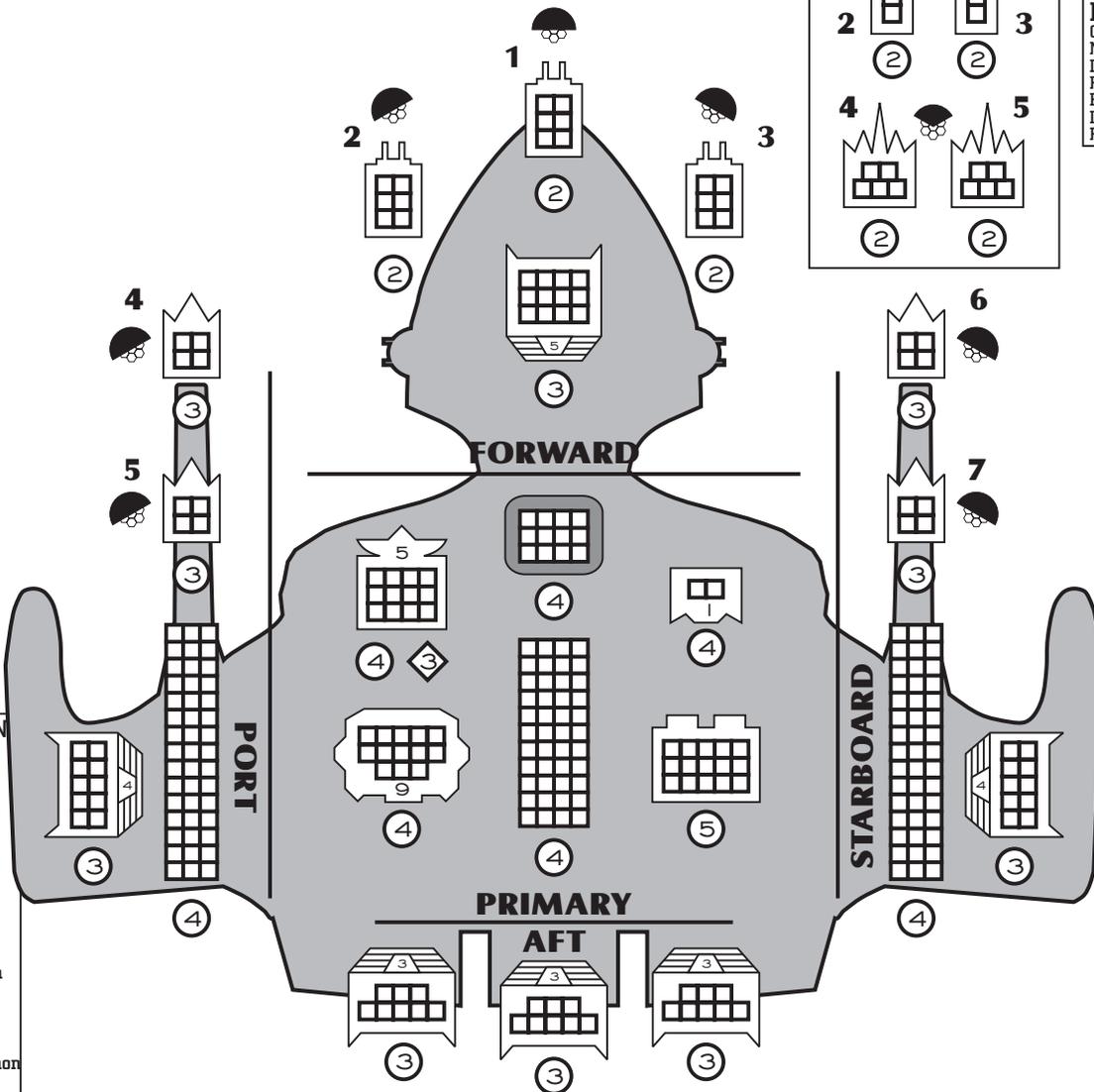
SIDE HITS
 1-5: Port/Stb Thrust
 6-9: Plasma Weapon
 10: Fwd Particle Weapon
 11-18: Port/Stb Structure
 19-20: PRIMARY Hit

PRIMARY HITS
 1-7: Primary Structure
 8-10: Fwd/Aft Thrust
 11-13: Fwd Particle Weapon
 14-15: Sensors
 16-17: Engine
 18: Hangar
 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
- Lt Plasma Cannon
- Particle Projector
- Med Plasma Cannon
- Lt Particle Cannon
- Lt Particle Beam

Centauri Privateer Pillum Command Ship

SPECS

Class: Capital Ship
 In Service: 1972
 Point Value: 400
 Ramming Value: 170
 Jump Delay: 40 Turns

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 3/2 Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 5+5 Thrust
 Roll Cost: 1+1 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	2	3	5	6	8	9	11	12	14	15	17	18

WEAPON DATA

- Tactical Laser**
 Class: Laser
 Modes: Raking
 Damage: 2d10+8
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
- Med. Plasma Cannon**
 Class: Plasma
 Modes: 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
- Particle Projector**
 Class: Particle
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -1 per hex
 Fire Control: +2/+2/+1
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns

- FORWARD HITS**
 1-5: Retro Thrust
 6-8: Tactical Laser
 9-10: Particle Projector
 11-18: Forward Structure
 19-20: PRIMARY Hit
- SIDE HITS**
 1-6: Port/Stb Thrust
 7: Particle Projector
 8-9: Med Plasma Cannon
 10-18: Port/Stb Structure
 19-20: PRIMARY Hit
- AFT HITS**
 1-6: Main Thrust
 7: Tactical Laser
 8-9: Engine
 10-11: Cargo A/B
 12-18 Aft Structure
 19-20: PRIMARY Hit
- PRIMARY HITS**
 1-9: Primary Structure
 10-11: Sensors
 12-13: Jump Engine
 14-16: Hangar
 17-18: Reactor
 19-20: C & C

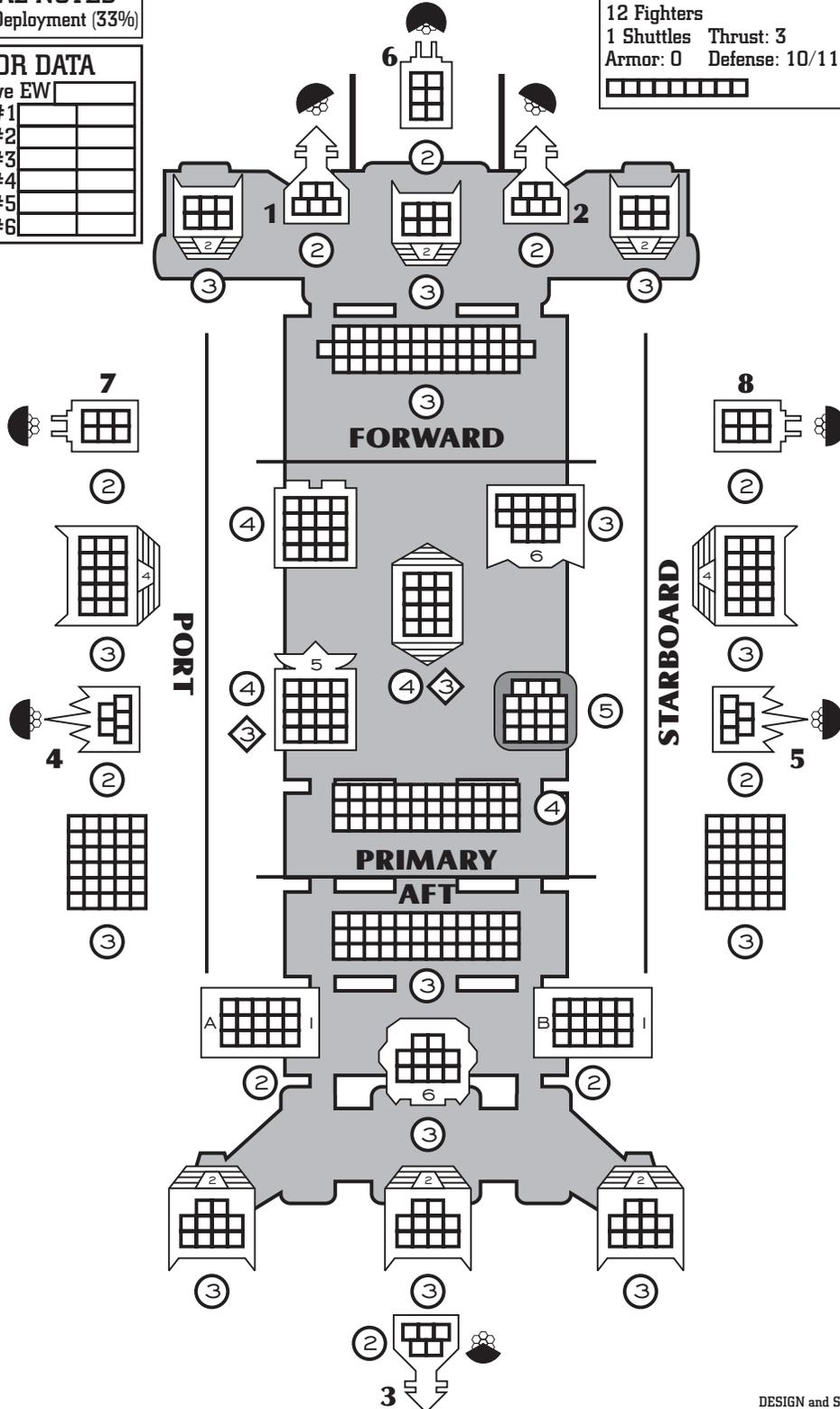
SPECIAL NOTES
 Limited Deployment (33%)

SENSOR DATA

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

HANGAR
 12 Fighters
 1 Shuttles Thrust: 3
 Armor: 0 Defense: 10/11

■■■■■■■■■■



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Cargo
- Hangar
- Tactical Laser
- Med. Plasma Cannon
- Particle Projector

Raider Pillager Advanced Cruiser

SPECS

Class: Capital Ship
 In Service: 2001
 Point Value: 500
 Ramming Value: 170
 Jump Delay: 25 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 16
 Engine Efficiency: 3/1
 Extra Power: +3
 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	2	3	5	6	8	9	11	12	14	15	17	18

WEAPON DATA

Gauss Cannon
 Class: Matter
 Modes: Standard
 Damage: 1d10+10
 Range Penalty: -1 per hex
 Fire Control: +2/+1/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

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

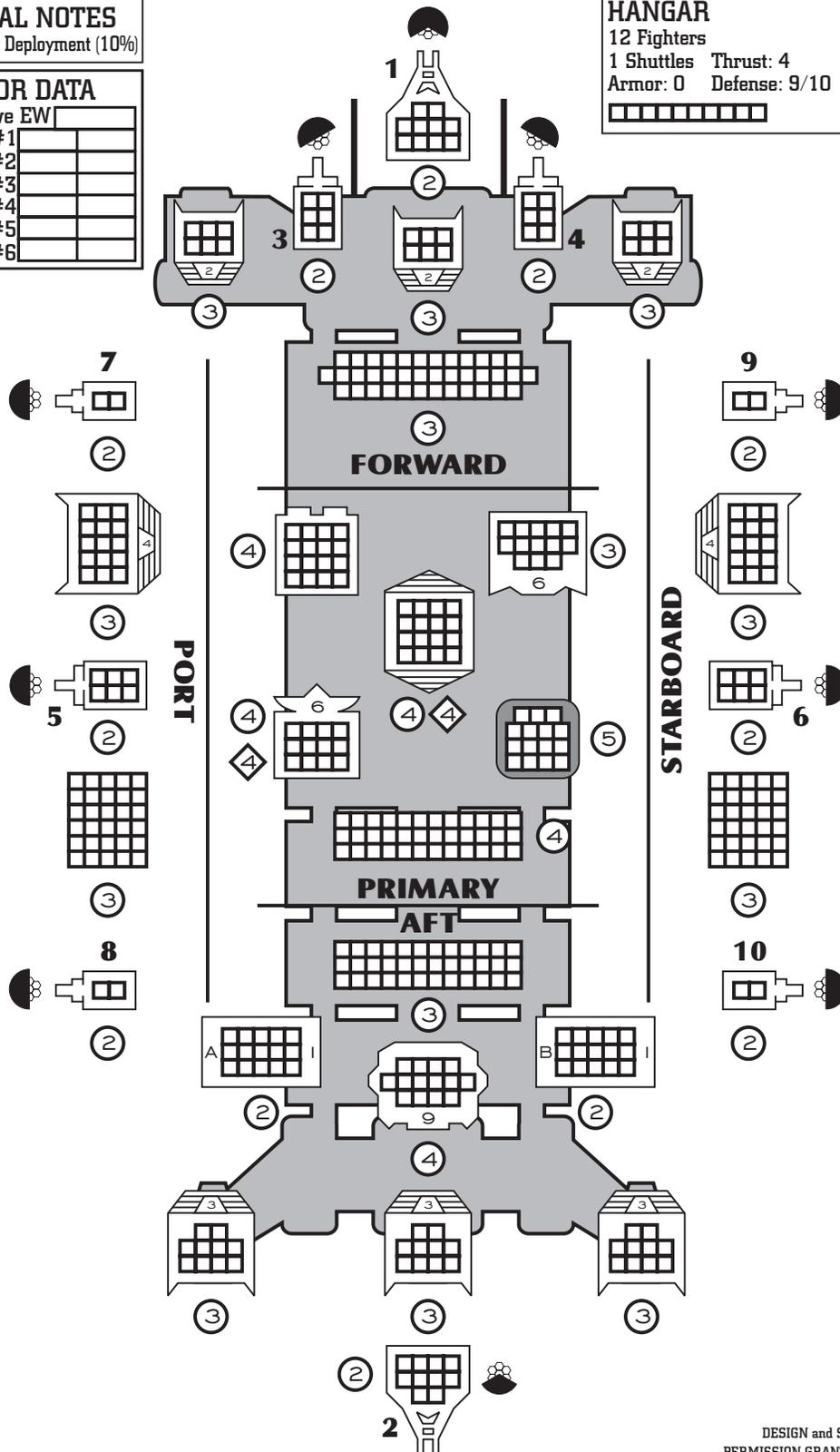
- FORWARD HITS**
 1-5: Retro Thrust
 6-8: Lt Particle Cannon
 9-10: Gauss Cannon
 11-18: Forward Structure
 19-20: PRIMARY Hit
- SIDE HITS**
 1-6: Port/Stb Thrust
 7-8: Lt Particle Beam
 9-10: Lt Part Cannon
 11-18: Port/Stb Structure
 19-20: PRIMARY Hit
- AFT HITS**
 1-6: Main Thrust
 7: Gauss Cannon
 8-9: Engine
 10-11: Cargo A/B
 12-18: Aft Structure
 19-20: PRIMARY Hit
- PRIMARY HITS**
 1-9: Primary Structure
 10-11: Sensors
 12-13: Jump Engine
 14-16: Hangar
 17-18: Reactor
 19-20: C & C

SPECIAL NOTES
 Restricted Deployment (10%)

SENSOR DATA

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

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



- ICON RECOGNITION**
- Thruster
 - C & C
 - Sensors
 - Engine
 - Jump Engine
 - Reactor
 - Cargo
 - Hangar
 - Lt Particle Cannon
 - Gauss Cannon
 - Light Particle Beam

Raider Ruffian Cruiser

SPECS

Class: Capital Ship
 In Service: 1972
 Point Value: 320
 Ramming Value: 170
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
 Stb/Port Defense: 16
 Engine Efficiency: 3/1
 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	2	3	5	6	8	9	11	12	14	15	17	18

WEAPON DATA

Strike Laser
 Class: Laser
 Modes: Raking
 Damage: 3d10+10
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

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

Med Plasma Cannon
 Class: Plasma
 Modes: 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

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

FORWARD HITS
 1-5: Retro Thrust
 6-8: Strike Laser/Med Plasma
 9-10: Lt Particle/Part Projector
 11-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS
 1-6: Port/Stb Thrust
 7: Lt Particle/Part Projector
 8-9: Lt Part Can/Med Plasma
 10-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS
 1-6: Main Thrust
 7-8: Engine
 9-10: Aft Hangar
 11-18: Aft Structure
 19-20: PRIMARY Hit

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

SENSOR DATA

Defensive EW

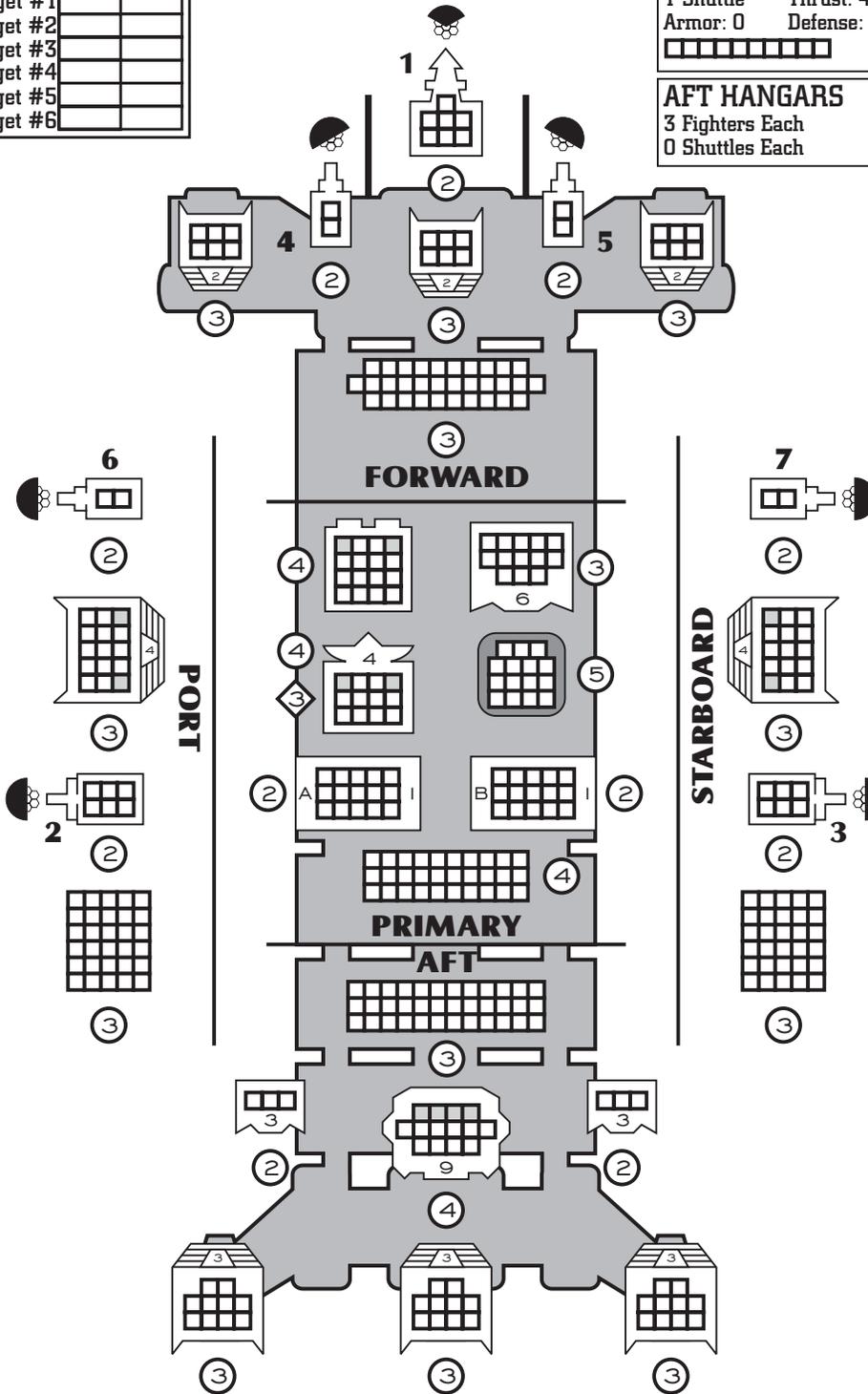
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR

12 Fighters
 1 Shuttle Thrust: 4
 Armor: 0 Defense: 9/10

AFT HANGARS

3 Fighters Each
 0 Shuttles Each



Early Ruffian

From 1741 - 1971, the Ruffian was equipped with less advanced weapons suite to that shown on the SCS. For scenarios that are played before 1972, make the following changes.

- Point Value: 300
1. Replace Strike Laser 1 with Med Plasma Cannon 1
 2. Replace Lt Particle Cannons 2 and 3 with Med Plasma Cannons 2 and 3.
 3. Replace Lt Particle Beams 4, 5, 6 and 7 with Particle Projectors 4, 5, 6 and 7.
 4. Reduce the Sensor Rating from 4 to 3.
 5. Reduce Free Thrust to 6
 6. Reduce All Thruster Ratings by 1 except center retro thrust.
 7. Shaded boxes in system icons are not considered when scoring damage.

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Lt Particle Cannon
- Strike Laser
- Light Particle Beam
- Med Plasma Cannon
- Particle Projector

Raider Thirsta Gunship

SPECS

Class: Lt Combat Vsl
 In Service: 2001
 Point Value: 140 each
 Ramming Value: 30
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
 Stb/Port Defense: 12
 Engine Efficiency: 1/1
 Extra Power: +0
 Initiative Bonus: +8

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

Particle Projector

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

HIT LOCATION

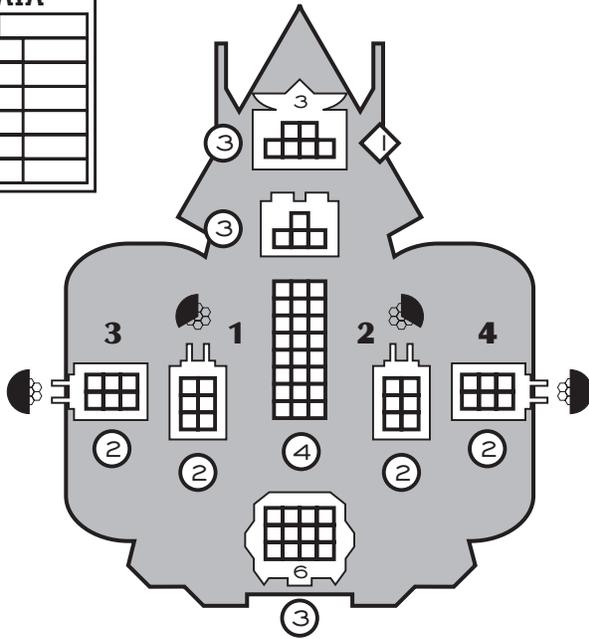
- 1-11: Structure
- 12-15: Particle Projector
- 16-17: Drive
- 18-19: Reactor
- 20: Control

SPECIAL NOTES

Atmospheric Capable

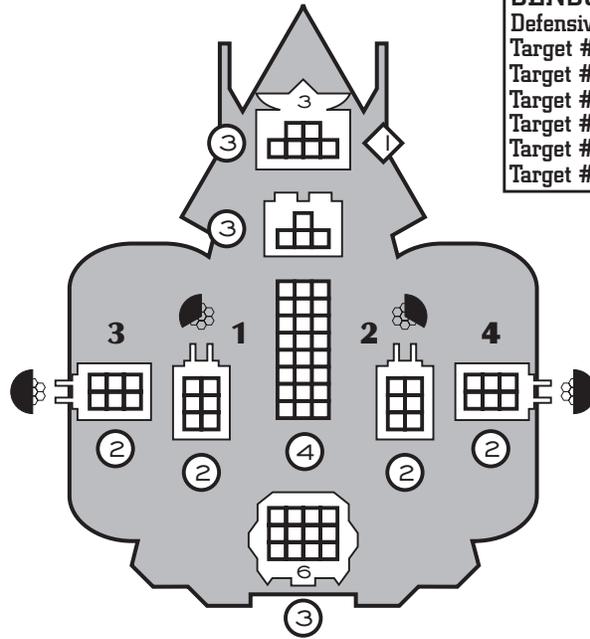
SENSOR DATA

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



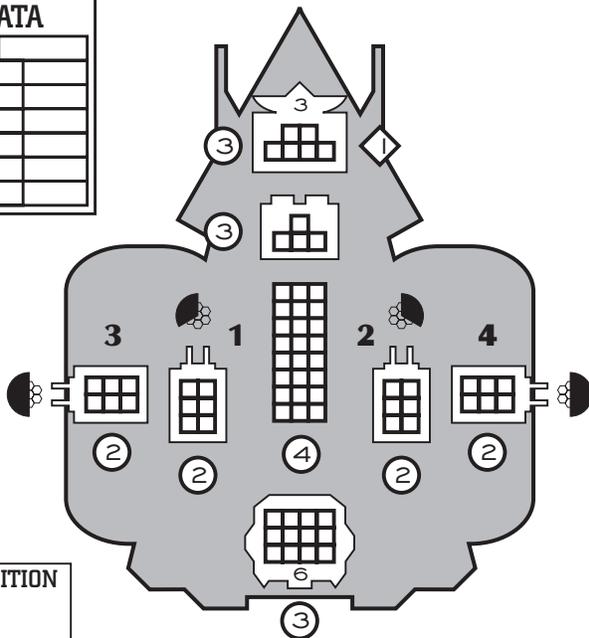
SENSOR DATA

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



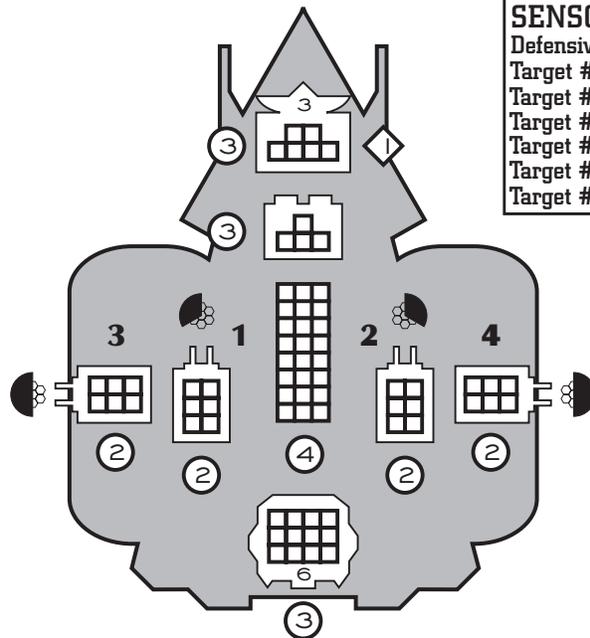
SENSOR DATA

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



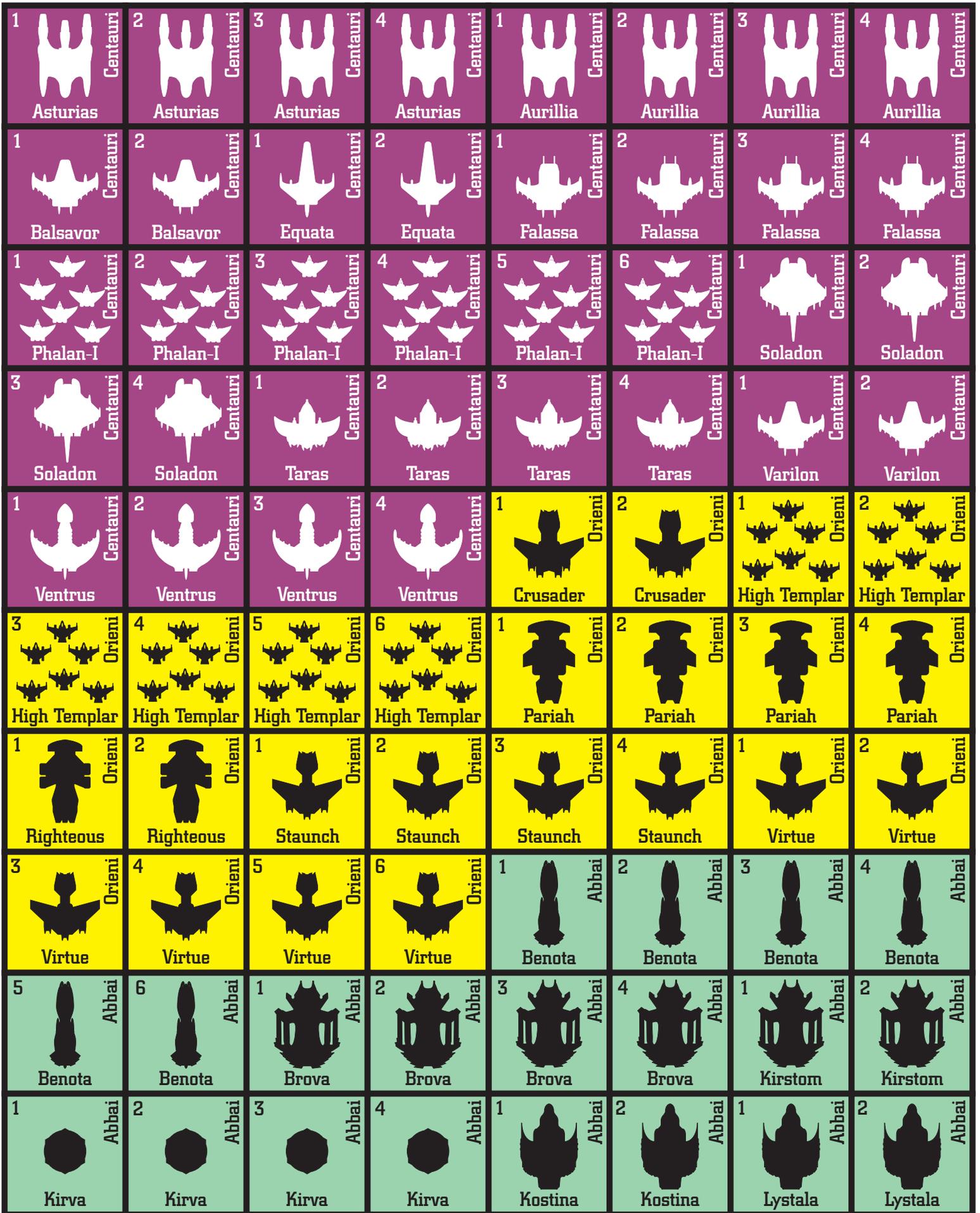
SENSOR DATA

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



ICON RECOGNITION

- Control
- Drive
- Reactor
- Particle Projector



Variants-6 Full Size Countersheet #1

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3  Lystala Abbai	4  Lystala Abbai	1  Motenai Abbai	2  Motenai Abbai	3  Motenai Abbai	4  Motenai Abbai	1  Sellac Abbai	2  Sellac Abbai
3  Sellac Abbai	4  Sellac Abbai	5  Sellac Abbai	6  Sellac Abbai	1  Seta Abbai	2  Seta Abbai	3  Seta Abbai	4  Seta Abbai
1  Tetrana Abbai	2  Tetrana Abbai	3  Tetrana Abbai	4  Tetrana Abbai	1  Auk Drazi	2  Auk Drazi	3  Auk Drazi	4  Auk Drazi
1  Egret Drazi	2  Egret Drazi	3  Egret Drazi	4  Egret Drazi	1  Heron Drazi	2  Heron Drazi	3  Heron Drazi	4  Heron Drazi
1  Pelican Drazi	2  Pelican Drazi	3  Pelican Drazi	4  Pelican Drazi	5  Pelican Drazi	6  Pelican Drazi	1  Penguin Drazi	2  Penguin Drazi
3  Penguin Drazi	4  Penguin Drazi	5  Penguin Drazi	6  Penguin Drazi	1  Skua Drazi	2  Skua Drazi	1  Swallow Drazi	2  Swallow Drazi
3  Swallow Drazi	4  Swallow Drazi	1  Swift Drazi	2  Swift Drazi	3  Swift Drazi	4  Swift Drazi	1  Warbird (Early) Drazi	2  Warbird (Early) Drazi
3  Warbird (Early) Drazi	4  Warbird (Early) Drazi	5  Warbird (Early) Drazi	6  Warbird (Early) Drazi	1  War Talon (Early) Drazi	2  War Talon (Early) Drazi	3  War Talon (Early) Drazi	4  War Talon (Early) Drazi
5  War Talon (Early) Drazi	6  War Talon (Early) Drazi	1  Levaston Rogolon	2  Levaston Rogolon	3  Levaston Rogolon	4  Levaston Rogolon	5  Levaston Rogolon	6  Levaston Rogolon
1  Rostov Rogolon	2  Rostov Rogolon	1  Tussova Rogolon	2  Tussova Rogolon	1  Orthuul Ussuuth	1  Thira Ussuuth	2  Thira Ussuuth	3  Thira Ussuuth

Variants-6 Full Size Countersheet #2

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4  Thira Ussuuth	5  Thira Ussuuth	6  Thira Ussuuth	7  Thira Ussuuth	8  Thira Ussuuth	1  Sethrus Ussuuth	2  Sethrus Ussuuth	1  Sinthon Ussuuth
2  Sinthon Ussuuth	3  Sinthon Ussuuth	4  Sinthon Ussuuth	1  Staroon Ussuuth	2  Staroon Ussuuth	3  Staroon Ussuuth	4  Staroon Ussuuth	5  Staroon Ussuuth
6  Staroon Ussuuth	7  Staroon Ussuuth	8  Staroon Ussuuth	1  Cestus Centauni	2  Cestus Centauni	3  Cestus Centauni	4  Cestus Centauni	5  Cestus Centauni
6  Cestus Centauni	1  Dux Centauni	2  Dux Centauni	1  Liuli Centauni	2  Liuli Centauni	3  Liuli Centauni	4  Liuli Centauni	5  Liuli Centauni
6  Liuli Centauni	1  Pillum Centauni	2  Pillum Centauni	3  Pillum Centauni	4  Pillum Centauni	1  Glaive Centauni	2  Glaive Centauni	3  Glaive Centauni
4  Glaive Centauni	5  Glaive Centauni	6  Glaive Centauni	1  Phalan Centauni	2  Phalan Centauni	3  Phalan Centauni	4  Phalan Centauni	1  Cestus Raider
2  Cestus Raider	3  Cestus Raider	4  Cestus Raider	1  Glaive Raider	2  Glaive Raider	3  Glaive Raider	1  Phalan Raider	2  Phalan Raider
3  Phalan Raider	1  Rowlon Raider	2  Rowlon Raider	3  Rowlon Raider	1  Dux Raider	2  Dux Raider	1  Liuli Raider	2  Liuli Raider
3  Liuli Raider	4  Liuli Raider	1  Pillager Raider	2  Pillager Raider	1  Ruffian Raider	2  Ruffian Raider	3  Ruffian Raider	4  Ruffian Raider
1  Thirsta Raider	2  Thirsta Raider	3  Thirsta Raider	4  Thirsta Raider	5  Thirsta Raider	6  Thirsta Raider	7  Thirsta Raider	8  Thirsta Raider

Variants-6 Full Size Countersheet #3

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CV	1	CV	2	CV	3	CV	4	CV	5	C	1	C	2	C	3	C	4	C	5	GS	1	GS	2	GS	3	LSC	1	LSC	2	LSC	3									
Asturias	Asturias	Asturias	Asturias	Asturias	Aurilla	Aurilla	Aurilla	Aurilla	Aurilla	Balsavor	Equata																													
CVE	1	CVE	2	CVE	3	CVE	4	CVE	5	H	1	H	2	H	3	H	4	H	5	H	6	H	7	H	8	H	9	H	10	CE	1									
Falassa	Falassa	Falassa	Falassa	Falassa	Phalan-I	Soladon	Soladon																																	
CE	2	CE	3	CE	4	CE	5	DS	1	DS	2	DS	3	DS	4	DS	5	EC	1	EC	2	EC	3	CL	1	CL	2	CL	3	CL	4									
Soladon	Soladon	Soladon	Soladon	Soladon	Taras	Varilon	Varilon	Varilon	Varilon	Varilon	Varilon	Ventrus																												
CL	5	HF	1	HF	2	HF	3	HF	4	L	1	L	2	L	3	L	4	L	5	L	6	L	7	L	8	L	9	L	10	LC	1	LC	2							
Ventrus	Crusader	Crusader	Crusader	Crusader	High Templar	Pariah	Pariah																																	
LC	3	LC	4	LC	5	CG	1	CG	2	CG	3	FS	1	FS	2	FS	3	FS	4	FS	5	FS	6	FS	7	FS	8	FS	9	Cov	1	Cov	2	Cov	3	Cov	4	Cov	5	
Pariah	Pariah	Pariah	Pariah	Pariah	Righteous	Righteous																																		
Cov	6	Cov	7	Cov	8	DD	1	DD	2	DD	3	DD	4	DD	5	DD	6	DD	7	DD	8	DD	9	JC	1	JC	2	JC	3	JC	4	JC	5							
Virtue	Virtue	Virtue	Virtue	Virtue	Virtue	Benota	Benota																																	
CA	1	CA	2	CA	3	Osat	1	Osat	2	Osat	3	Osat	4	Osat	5	CV	1	CV	2	CV	3	CV	4	PC	1	PC	2	PC	3	PC	4	PC	5							
Kirstom	Kirstom	Kirstom	Kirstom	Kirstom	Kirva	Kostina																																		
HMS	1	HMS	2	HMS	3	HMS	4	HMS	5	F	1	F	2	F	3	F	4	F	5	F	6	F	7	F	8	Gsc	1	Gsc	2	Gsc	3									
Motenai	Sellac																																							
Gsc	4	Gsc	5	Gsc	6	FFE	1	FFE	2	FFE	3	FFE	4	FFE	5	GS	1	GS	2	GS	3	GS	4	GS	5	GS	6	GS	7	GS	8	GS	9	GS	10	GS	11	GS	12	
Seta	Seta	Seta	Seta	Seta	Seta	Tetrana	Auk	Auk	Auk																															
SC	5	MS	1	MS	2	MS	3	MS	4	MS	5	MF	1	MF	2	MF	3	MF	4	MF	5	MF	6	MF	7	MF	8	MF	9	MF	10	AS	1	AS	2					
Egret	Heron	Pelican	Pelican																																					
AS	3	AS	4	AS	5	AS	6	AS	7	AS	8	HE	1	HE	2	HE	3	HE	4	HE	5	HE	6	HE	7	HE	8	HE	9	HE	10	C	1	C	2					
Penguin	Skua	Skua																																						
C	3	C	4	C	5	C	6	C	7	C	8	CVE	1	CVE	2	CVE	3	CVE	4	CVE	5	CVE	6	CVE	7	CVE	8	CVE	9	CVE	10	F	1	F	2					
Warbird (Early)																																								
F	3	F	4	F	5	F	6	F	7	F	8	SW	1	SW	2	SW	3	SW	4	SW	5	SW	6	SW	7	SW	8	SW	9	SW	10	S	1	S	2	S	3	S	4	
Levaston	Rostov	Rostov	Rostov																																					
S	5	S	6	S	7	S	8	S	9	S	10	SW	1	SW	2	SW	3	SW	4	SW	5	SW	6	SW	7	SW	8	SW	9	SW	10	S	1	S	2	S	3	S	4	
Cargo Shuttle	Cargo Shuttle	Cargo Shuttle																																						
FSC	1	FSC	2	FSC	3	FSC	4	FSC	5	FSC	6	FSC	7	FSC	8	FSC	9	FSC	10	FSC	11	FSC	12	FSC	13	FSC	14	FSC	15	FSC	16	FSC	17	FSC	18	FSC	19	FSC	20	
Orthuul	Thira	Thira	Thira																																					
CVL	1	CVL	2	CVL	3	CVL	4	CVL	5	CVL	6	CVL	7	CVL	8	CVL	9	CVL	10	CVL	11	CVL	12	CVL	13	CVL	14	CVL	15	CVL	16	CVL	17	CVL	18	CVL	19	CVL	20	
Sinthon	Sinthon	Sinthon																																						
AS	5	AS	6	AS	7	AS	8	AS	9	AS	10	AS	11	AS	12	AS	13	AS	14	AS	15	AS	16	AS	17	AS	18	AS	19	AS	20	AS	21	AS	22	AS	23	AS	24	
Cestus	Cestus	Cestus																																						
GC	1	GC	2	GC	3	GC	4	GC	5	GC	6	GC	7	GC	8	GC	9	GC	10	GC	11	GC	12	GC	13	GC	14	GC	15	GC	16	GC	17	GC	18	GC	19	GC	20	
Pillum	Pillum	Pillum																																						
Cestus	Cestus	Cestus																																						
H	3	H	4	H	5	H	6	H	7	H	8	H	9	H	10	H	11	H	12	H	13	H	14	H	15	H	16	H	17	H	18	H	19	H	20					
Phalan	Phalan	Phalan	Phalan																																					
Pillager	Pillager	Pillager																																						

Variants-6 Half Inch Size Countersheet #1

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VARIANTS-6 COMPLETES THE WARS OF THE CENTAURI REPUBLIC PROJECT WITH NEW SHIPS FOR EACH OF THE SEVEN RACES FROM BW-117 (SHOWDOWNS-8) AND BW-172 (WARS OF THE CENTAURI REPUBLIC):

THE ORIENI IMPERIUM - INCLUDES LATE WAR UNITS DEVELOPED TO STEM THE TIDE OF THE VENGEANCE MINDED CENTAURI

THE CENTAURI REPUBLIC - HOUSE AUXILIARY CRUISERS, CARRIERS AND ELINT VESSELS TO FIGHT OFF THE ADVANCING ORIENI HORDE

THE ABBAI MATRIARCHY - MINE CRUISERS, JAMMER SATELLITES AND THE ABBAI'S FIRST DEDICATED WARSHIP

THE DRAZI FREEHOLD - NOT ALL SHRIKES LOOK ALIKE, IN FACT THEY CAN BE VERY, VERY DIFFERENT

THE ROGOLON DYNASTY - THEIR WARRIORS NOW GET UP CLOSE AND PERSONAL BUT THEY WON'T LIKE IT

THE USUUTH COALITION - BEAM CRUISERS, STRIKE BOATS AND A UNIQUE ELINT SHIP STILL CAN'T SAVE THEM FROM THE INVADING ORIENI

THE RAIDERS - THE BANE OF EXPLORED SPACE, THESE LAWLESS FREEBOOTERS HAVE NEW SHIPS TO PLUNDER YOUR SYSTEMS

THIS BOOK INCLUDES A VARIETY OF DIFFERENT TYPES OF UNITS INCLUDING COMMAND SHIPS, SCOUTS, ESCORTS, AUXILIARIES, STRIKE SHIPS, EXPLORERS AND MORE! SOME EXAMPLES:

**Orieni Pariah Light Command Ship
Centauri Aurillia Cruiser
Abbai Kirstom Large Cruiser
Drazi Egret Combat Scout
Rogolon Tussova Close Combat Frigate
Usuuth Sethrus Beam Cruiser
Raider Ruffian Attack Cruiser**

51 NEW SHIPS IN ALL!

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

BW-162 MSRP FREE TO EVERYONE

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