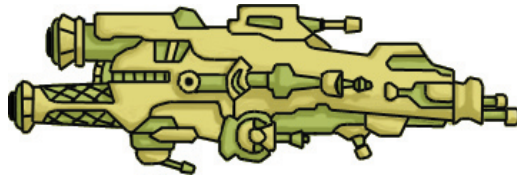


Ardoni Vessels

Leviathan Battleship

15 pt.

Hull	32	Initiative	20
Armor	6	Sensors	3
Speed	4	Reverse	1
Turn	1	Man.	-



Primary		Secondary	
Power	7	Power	2
Pen.	3	Pen.	1
Track	0	Track	2
Arc	Fwd	Arc	360

Typhon Heavy Frigate

7 pt.

Hull	8	Initiative	11
Armor	3	Sensors	5
Speed	3	Reverse	1
Turn	2	Man.	-



Primary	
Power	3
Pen.	6
Track	0
Arc	Nrw

Chimera Battlecruiser

15 pt.

Hull	26	Initiative	15
Armor	7	Sensors	2
Speed	6	Reverse	2
Turn	2	Man.	-



Primary		Secondary	
Power	6	Power	2
Pen.	3	Pen.	2
Track	0	Track	1
Arc	Nrw	Arc	360

Wyvern Gunboat

3 pt.

Hull	4	Initiative	4
Armor	2	Sensors	1½
Speed	7	Reverse	1
Turn	5	Man.	1/1



Primary	
Power	2
Pen.	1
Track	0
Arc	Nrw

Phoenix Electronic Support Vessel

8 pt.

Hull	9	Initiative	10
Armor	4	Sensors	3
Speed	4	Reverse	1
Turn	3	Man.	0/1



Primary		Sensor Scan	
Power	2	Fwd arc in	
Pen.	2	15 hexes:	
Track	3	lend 7 sens.	
Arc	Ext	to friendly	

Pelloda Vessels

Tsunami Cruiser

14 pt.

Hull 15 Initiative 11
 Armor 6 Sensors 5
 Speed 6 Reverse 0
 Turn 4 Man. -



Primary
 Power 6
 Pen. 4
 Track 0
 Arc Nrw

Tempest Destroyer

12 pt.

Hull 11 Initiative 8
 Armor 6 Sensors 4
 Speed 10 Reverse 2
 Turn 3 Man. 0/1

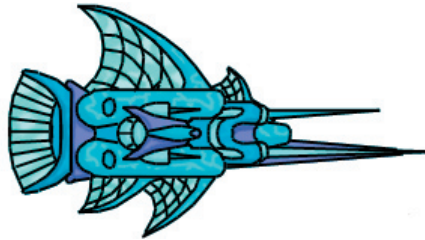


Primary
 Power 4
 Pen. 4
 Track 0
 Arc Nrw

Charibdis Battlecruiser

17 pt.

Hull 23 Initiative 16
 Armor 7 Sensors 5
 Speed 5 Reverse 1
 Turn 2 Man. -



Primary	Secondary
Power 8	Power 2
Pen. 3	Pen. 1
Track 0	Track 2
Arc Nrw	Arc Ext

Cyclone Corvette

6 pt.

Hull 5 Initiative 6
 Armor 4 Sensors 4
 Speed 7 Reverse 0
 Turn 3 Man. 0/1



Primary
 Power 2
 Pen. 4
 Track 0
 Arc Nrw

Hurricane Escort Frigate

5 pt.

Hull 5 Initiative 5
 Armor 5 Sensors 3
 Speed 6 Reverse 0
 Turn 6 Man. 2/3

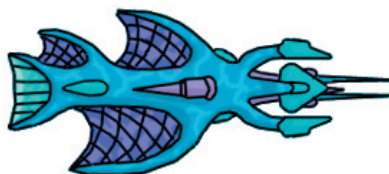


Primary
 Power 2
 Pen. 1
 Track 0
 Arc Nrw

Monsoon Interdictor

9 pt.

Hull 13 Initiative 12
 Armor 5 Sensors 4
 Speed 5 Reverse 1
 Turn 2 Man. -



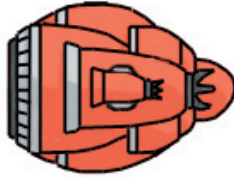
Primary	Interdiction
Power 3	In 10 hexes,
Pen. 4	narrow arc,
Track 0	drain 2 speed
Arc Nrw	or turn

Teggeri Vessels

Hailstorm Cruiser

13 pt.

Hull	16	Initiative	15
Armor	7	Sensors	3
Speed	3	Reverse	1
Turn	2	Man.	-

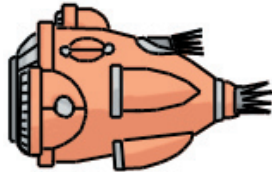


Primary		Secondary	
Power	5	Power	2
Pen.	3	Pen.	2
Track	0	Track	1
Arc	Fwd	Arc	360

Firebrand Destroyer

10 pt.

Hull	12	Initiative	12
Armor	6	Sensors	3
Speed	4	Reverse	0
Turn	3	Man.	0/1

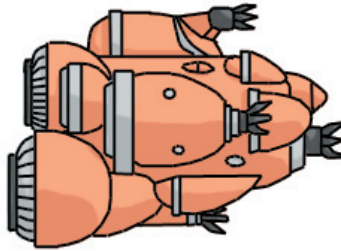


Primary	
Power	4
Pen.	3
Track	1
Arc	180

Vulcan Battleship

18 pt.

Hull	35	Initiative	22
Armor	8	Sensors	3
Speed	3	Reverse	1
Turn	1	Man.	-



Primary		Secondary	
Power	6	Power	3
Pen.	4	Pen.	3
Track	0	Track	1
Arc	Fwd	Arc	180

Scorcher Corvette

4 pt.

Hull	6	Initiative	8
Armor	4	Sensors	2
Speed	5	Reverse	0
Turn	2	Man.	-

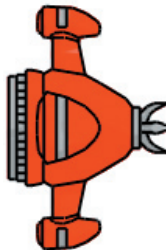


Primary	
Power	2
Pen.	3
Track	1
Arc	Nrw

Inferno Destroyer

7 pt.

Hull	9	Initiative	10
Armor	4	Sensors	2
Speed	4	Reverse	1
Turn	3	Man.	0/1



Primary		E Pulse	
Power	1	Hits all in 2 hexes. Pow 1	
Pen.	2	R0-1: pen 1	
Track	1	R2: pen 0	
Arc	Fwd		

Sildosi Vessels

Victory Battlecruiser

13 pt.

Hull 21 Initiative 14
 Armor 5 Sensors 3
 Speed 6 Reverse 1
 Turn 3 Man. 0/1



Primary		Secondary	
Power	5	Power	2
Pen.	2	Pen.	1
Track	1	Track	4
Arc	Nrw	Arc	Ext

Adept Destroyer

8 pt.

Hull 13 Initiative 10
 Armor 4 Sensors 2
 Speed 7 Reverse 1
 Turn 4 Man. 0/2



Primary	
Power	3
Pen.	2
Track	2
Arc	Fwd

Dauntless Cruiser

9 pt.

Hull 17 Initiative 13
 Armor 7 Sensors 2
 Speed 5 Reverse 0
 Turn 3 Man. 0/1



Primary	
Power	4
Pen.	3
Track	0
Arc	Nrw

Valiant Frigate

6 pt.

Hull 10 Initiative 7
 Armor 3 Sensors 2
 Speed 10 Reverse 2
 Turn 4 Man. 0/2



Primary	
Power	2
Pen.	2
Track	2
Arc	Nrw

Honor Gunboat

2 pt.

Hull 2 Initiative 1
 Armor 1 Sensors 1
 Speed 7 Reverse 2
 Turn 6 Man. 2/3

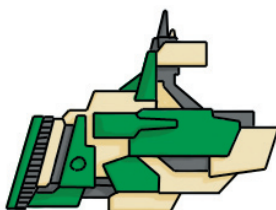


Primary	
Power	1
Pen.	0
Track	0
Arc	Nrw

Intrepid Electronic Attack Craft

7 pt.

Hull 14 Initiative 11
 Armor 3 Sensors 2
 Speed 6 Reverse 2
 Turn 3 Man. 0/1



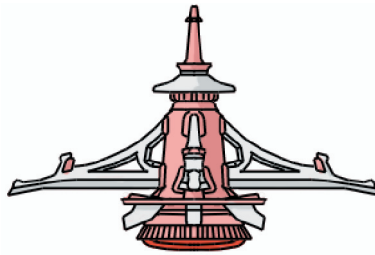
Primary		Jamming	
Power	2	Fwd Arc	
Pen.	2	R0-6:	-2
Track	1	R7-12:	-1
Arc	Nrw		

Nelluran Vessels

Nova Heavy Cruiser

14 pt.

Hull	22	Initiative	16
Armor	3	Sensors	6
Speed	4	Reverse	1
Turn	2	Man.	-

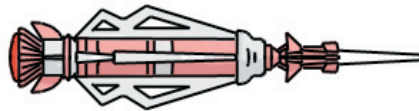


Primary		Secondary	
Power	4	Power	2
Pen.	5	Pen.	2
Track	0	Track	2
Arc	Nrw	Arc	180

Aurora Corvette

6 pt.

Hull	10	Initiative	11
Armor	2	Sensors	5
Speed	5	Reverse	0
Turn	2	Man.	-

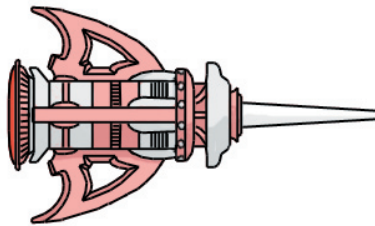


Primary	
Power	3
Pen.	4
Track	0
Arc	Nrw

Nebula Command Cruiser

17 pt.

Hull	30	Initiative	19
Armor	3	Sensors	6
Speed	4	Reverse	1
Turn	1	Man.	-

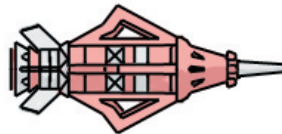


Primary		Secondary	
Power	5	Power	2
Pen.	5	Pen.	2
Track	0	Track	2
Arc	Nrw	Arc	Ext

Comet Heavy Frigate

6 pt.

Hull	9	Initiative	9
Armor	3	Sensors	3
Speed	6	Reverse	0
Turn	3	Man.	0/1

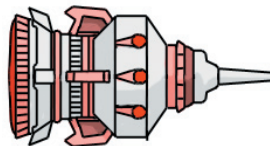


Primary	
Power	3
Pen.	3
Track	0
Arc	Nrw

Pulsar Adaptive Shield Vessel

6 pt.

Hull	13	Initiative	12
Armor	3	Sensors	2
Speed	5	Reverse	1
Turn	2	Man.	0/1



Primary		Shield	
Power	1	Protect a ship in 2 hex.	
Pen.	3	Roll 3d6:	
Track	0	odds = armor	
Arc	Nrw		

Kelterik Vessels

Gaurdian Light Cruiser

11 pt.

Hull 18 Initiative 13
 Armor 5 Sensors 4
 Speed 4 Reverse 2
 Turn 3 Man. 0/1



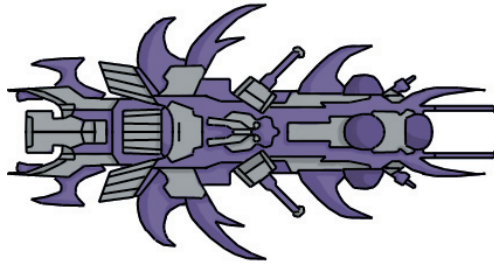
Primary

Power 6
 Pen. 2
 Track 0
 Arc Fwd

Emperor Dreadnaught

25 pt.

Hull 60 Initiative 24
 Armor 6 Sensors 4
 Speed 3 Reverse 1
 Turn 2 Man. -



Primary

Power 10
 Pen. 3
 Track 0
 Arc Fwd

Secondary

Power 4
 Pen. 0
 Track 4
 Arc 360

Scout Gunboat

2 pt.

Hull 2 Initiative 2
 Armor 1 Sensors 1
 Speed 6 Reverse 0
 Turn 5 Man. 1/2



Primary

Power 1
 Pen. 1
 Track 0
 Arc Nrw

Assassin Destroyer

7 pt.

Hull 10 Initiative 9
 Armor 3 Sensors 3
 Speed 6 Reverse 2
 Turn 3 Man. 0/1



Primary

Power 3
 Pen. 2
 Track 0
 Arc Nrw

Stealth

If shooting,
 counts as +3
 hexes away;
 if not, +6