

Battleship [T1]

Size	L	Secured Bulkheads Energy Transfer (Beams, 2) Precision Strike (Beams) Corrosive Warheads (Torps)				
Damage	7					
Critical	10					
Move	7					
Hull	8					
Crew	7					
Assault	3	Beam	10"	20"	30"	40"
Point Def	5	P & S	11	14	7	3
Mines	6	Fore	5	7	4	3
Shields	3	Aft	5	7	3	-
Wing Cap	3	Torpedo	12"	24"	36"	48"
Turn Limit	1	Any	8	8	8	8

Battle Carrier [T1]

Size	L	Secured Bulkheads
Damage	7	
Critical	11	
Move	7	
Hull	9	
Crew	8	Energy Transfer (Beams, 1)
Assault	3	Quick Launch
Point Def	8	Corrosive Warheads (Torps)
Mines	8	
Shields	2	
Wing Cap	9	
Turn Limit	1	

Beam	10"	20"	30"	40"
P & S	12	15	7	-
Fore	6	8	3	-
Aft	6	8	3	-
Torpedo	12"	24"	36"	48"
Anq	7	7	7	7

Carrier [T1]

Size	L	Secured Bulkheads				
Damage	6	Energy Transfer (Beams, 1)				
Critical	8	Deck Crews				
Move	7	Precision Strike (Beams)				
Hull	7					
Crew	5					
Assault	3	Beam	10"	20"	30"	40"
Point Def	7	P & S	7	8	3	-
Mines	5	Fore	4	5	-	-
Shields	2	Aft	4	5	-	-
Wing Cap	10	Torpedo	12"	24"	36"	48"
Turn Limit	1	Any	6	6	6	6

Heavy Cruiser [T2]

Size	M	Secured Bulkheads				
Damage	5	Energy Transfer (Beams, 2)				
Critical	7	Reinforced (Fore)				
Move	10					
Hull	5					
Crew	6					
Assault	2	Beam	10"	20"	30"	40"
Point Def	4	P & S	5	6	-	-
Mines	4	Fore	6	7	4	-
Shields	1	Aft	4	5	-	-
Wing Cap	0	Torpedo	12"	24"	36"	48"
Turn Limit	1	Any	4	4	4	4

Cruiser [T2]

Size	M	Secured Bulkheads Energy Transfer (Beams, 1)				
Damage	5					
Critical	6					
Move	11					
Hull	4					
Crew	4					
Assault	3	Beam	10"	20"	30"	40"
Point Def	3	P & S	3	5	-	-
Mines	4	Fore	5	6	3	-
Shields	1	Aft	3	4	-	-
Wing Cap	0	Torpedo	12"	24"	36"	48"
Turn Limit	0	Any	4	4	4	4

Frigate [T3]

Size	S	Difficult Target Energy Transfer (Beams, 1)				
Damage	4					
Critical	5					
Move	12					
Hull	2					
Crew	2					
Assault	1					
Point Def	1					
Mines	0	Beam	10"	20"	30"	40"
Shields	0	P & S	3	4	-	-
Wing Cap	0	Fore	2	3	-	-
Turn Limit	0	Aft	2	3	-	-

Aquan Prime

Tac Bonus: 2
Command: 6"

Wings	Mv	AD	PD
Interceptors	12"	0	2
Fighters	18"	2	1
Bombers	12"	3	1

	Fleet Point Limit							
Class	800		1200		2000		Unit	Cost
Battle Carrier	n/a		1-3	1	2-4	1	1	230
Battleship	1-2	1		2		3	1	220
Carrier		2		3		3	1	135
Heavy Cruiser		1	1-3	1	2-4	1	2-4	85
Cruiser	1-2	2		3		4	2-4*	65
Frigate	1-3	2	2-3	3	3-5	4	2-4	25

Traits

- Beam Weapons:** Within short range band, reroll initial 1s.
- Corrosive Warheads:** On successful damage, applies a Corroded marker. During the End Phase, ships must attempt to remove each Corroded marker. 4-6: remove the marker. 1-3: ship loses 1 hull and marker remains.
- Deck Crews:** Replace 1 lost SRS Wing on a 4-6 during Command phase.
- Difficult Target:** Capital class ships at -1 to hit this model.
- Energy Transfer [X]:** Increase the Attack Dice of one weapon arc by X and reduce the AD of all other weapons of type by X for current round.
- Minefield [X, Y]:** After Deployment, place X mines within 12" of table centerline, at least 4" away from anything, with Attack Dice Y.
- Precision Strike:** +1 to System roll on Targeted Strike attacks
- Quick Launch:** SRS may be launched up to Command Distance, not in base contact.
- Reinforced [Arc]:** +1 Critical rating against attacks from this arc.
- Secured Bulkheads:** Subtract 1 from boarding assault damage rolls.