


ACACIA-class Destroyer • 55

4+3+

3+

3+

3+



ID:

1,3,5 HULL

4321

1-2 ENGINE

6532

3-4 WEAPONS

4321


5-6 SYSTEMS

8642

1234

5678

FT-5b Fusion Torpedo ▲ (1)




1-51×3+/1

6-101×4+/1

11-151×5+/1

Catastrophic

LC-2a Laser Cannon ▲ (1)



1-21×2+/1

3-41×3+/1

5-61×4+/1

Accurate

Anti-Fighter Batteries☐

Hyperdrive☐

Marines◇◇

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ACACIA-class Destroyer • 55

4+3+

3+

3+

3+



ID:

1,3,5 HULL

4321

1-2 ENGINE

6532

3-4 WEAPONS

4321


5-6 SYSTEMS

8642

1234

5678

FT-5b Fusion Torpedo ▲ (1)




1-51×3+/1

6-101×4+/1

11-151×5+/1

Catastrophic

LC-2a Laser Cannon ▲ (1)



1-21×2+/1

3-41×3+/1

5-61×4+/1

Accurate

Anti-Fighter Batteries☐

Hyperdrive☐

Marines◇◇

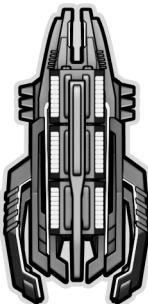
SCARMADA™ Starship Status Display v1.0 • ©2024 mj12.games

BANYAN-class Carrier • 244

5+4+3+

4+3+

4+3+



ID:

1,3,5 HULL  
16 15 14 13 12 11 10 9 8 7 6 5  
4 3 2 1

1-2 ENGINE  
4 4 4 4 3 3 3 3 2 2 2 2  
1 1 1 1

3-4 WEAPONS  
7 7 7 6 6 5 5 4 4 4 3 3  
2 2 1 1

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

1

2

3

4





5

6

7




8

SH-4b Shock Cannon ▲ (2)



1-4 1×4+/3  
5-8 1×4+/2  
9-12 1×4+/1

LC-2a Laser Cannon ▲ (2)



1-2 1×2+/1  
3-4 1×3+/1  
5-6 1×4+/1

Anti-Fighter Batteries ☐

Hyperdrive ☐

Marines ◇◇◇◇◇

FIGHTER FLIGHTS

ID:

6 5 4 3 2 1

ID:

6 5 4 3 2 1

ID:

6 5 4 3 2 1

ID:

6 5 4 3 2 1


Carrier (4)

BANYAN-class Carrier • 244

5+4+3+

4+3+

4+3+



ID:

1,3,5 HULL  
16 15 14 13 12 11 10 9 8 7 6 5  
4 3 2 1

1-2 ENGINE  
4 4 4 4 3 3 3 3 2 2 2 2  
1 1 1 1

3-4 WEAPONS  
7 7 7 6 6 5 5 4 4 4 3 3  
2 2 1 1

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

1

2

3

4





5

6

7


8

SH-4b Shock Cannon ▲ (2)



1-4 1×4+/3  
5-8 1×4+/2  
9-12 1×4+/1

LC-2a Laser Cannon ▲ (2)



1-2 1×2+/1  
3-4 1×3+/1  
5-6 1×4+/1

Anti-Fighter Batteries ☐

Hyperdrive ☐

Marines ◇◇◇◇◇

FIGHTER FLIGHTS

ID:

6 5 4 3 2 1

ID:

6 5 4 3 2 1

ID:

6 5 4 3 2 1

ID:

6 5 4 3 2 1

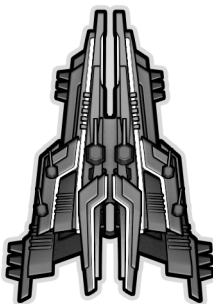
Carrier (4)

SEQUOIA-class Battleship • 194

5+4+3+

4+3+

4+3+



ID:

1,3,5 HULL

1312111098765432

1

1-2 ENGINE

444433322211

1

3-4 WEAPONS

1212111098765432

1

5-6 SYSTEMS

1212111098765432

1

1

2

3

4





5

6

7

8





FT-5b Fusion Torpedo ▲ (2)



1-5 1×3+/1  
6-10 1×4+/1  
11-15 1×5+/1





Catastrophic

SH-4b Shock Cannon ▲ (2)



1-4 1×4+/3  
5-8 1×4+/2  
9-12 1×4+/1

LC-2a Laser Cannon ▲ (2)







1-2 1×2+/1  
3-4 1×3+/1  
5-6 1×4+/1

Accurate

Anti-Fighter Batteries ☐

Hyperdrive ☐

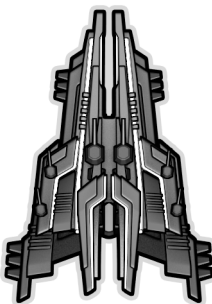
Marines 

SEQUOIA-class Battleship • 194

5+4+3+

4+3+

4+3+



ID:

1,3,5 HULL

1312111098765432

1

1-2 ENGINE

444433322211

1

3-4 WEAPONS

1212111098765432

1

5-6 SYSTEMS

1212111098765432

1

1

2

3

4





5

6

7

8





FT-5b Fusion Torpedo ▲ (2)



1-5 1×3+/1  
6-10 1×4+/1  
11-15 1×5+/1





Catastrophic

SH-4b Shock Cannon ▲ (2)



1-4 1×4+/3  
5-8 1×4+/2  
9-12 1×4+/1

LC-2a Laser Cannon ▲ (2)







1-2 1×2+/1  
3-4 1×3+/1  
5-6 1×4+/1

Accurate

Anti-Fighter Batteries ☐

Hyperdrive ☐

Marines 


SPRUCE-class Light Cruiser • 83

4+3+

4+3+

4+3+

3+



ID:

1,3,5 HULL  
6 5 4 3 2 1

1-2 ENGINE  
5 5 4 3 2 1

3-4 WEAPONS  
8 7 6 4 3 2

5-6 SYSTEMS  
10 9 7 5 4 2

|   |   |   |   |
|---|---|---|---|
| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |

|                            |   |              |
|----------------------------|---|--------------|
| FT-5b Fusion Torpedo ▲ (1) | 1-5 1×3+/1<br>6-10 1×4+/1<br>11-15 1×5+/1 | Catastrophic |
| SH-4b Shock Cannon ▲ (2)   | 1-4 1×4+/3<br>5-8 1×4+/2<br>9-12 1×4+/1   |              |
| LC-2a Laser Cannon ▲ (2)   | 1-2 1×2+/1<br>3-4 1×3+/1<br>5-6 1×4+/1    | Accurate     |

Anti-Fighter Batteries ☐ Hyperdrive ☐ Marines ☒


SPRUCE-class Light Cruiser • 83

4+3+

4+3+

4+3+

3+



ID:

1,3,5 HULL  
6 5 4 3 2 1

1-2 ENGINE  
5 5 4 3 2 1

3-4 WEAPONS  
8 7 6 4 3 2

5-6 SYSTEMS  
10 9 7 5 4 2

|   |   |   |   |
|---|---|---|---|
| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |

|                            |   |              |
|----------------------------|---|--------------|
| FT-5b Fusion Torpedo ▲ (1) | 1-5 1×3+/1<br>6-10 1×4+/1<br>11-15 1×5+/1 | Catastrophic |
| SH-4b Shock Cannon ▲ (2)   | 1-4 1×4+/3<br>5-8 1×4+/2<br>9-12 1×4+/1   |              |
| LC-2a Laser Cannon ▲ (2)   | 1-2 1×2+/1<br>3-4 1×3+/1<br>5-6 1×4+/1    | Accurate     |

Anti-Fighter Batteries ☐ Hyperdrive ☐ Marines ☒


SYCAMORE-class Heavy Cruiser • 111

4+3+

4+3+

4+3+

4+3+



ID:

1,3,5 HULL  
8 7 6 5 4 3 2 1

1-2 ENGINE  
5 5 4 4 3 2 2 1

3-4 WEAPONS  
9 8 7 6 5 4 3 2

5-6 SYSTEMS  
11 10 9 7 6 5 3 2

|   |   |   |   |
|---|---|---|---|
| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |

|                            |   |              |
|----------------------------|---|--------------|
| FT-5b Fusion Torpedo ▲ (1) | 1-5 1×3+/1<br>6-10 1×4+/1<br>11-15 1×5+/1 | Catastrophic |
| SH-4b Shock Cannon ▲ (2)   | 1-4 1×4+/3<br>5-8 1×4+/2<br>9-12 1×4+/1   |              |
| LC-2a Laser Cannon ▲ (2)   | 1-2 1×2+/1<br>3-4 1×3+/1<br>5-6 1×4+/1    | Accurate     |

Anti-Fighter Batteries ☐ Hyperdrive ☐ Marines ◇◇◇


SYCAMORE-class Heavy Cruiser • 111

4+3+

4+3+

4+3+

4+3+



ID:

1,3,5 HULL  
8 7 6 5 4 3 2 1

1-2 ENGINE  
5 5 4 4 3 2 2 1

3-4 WEAPONS  
9 8 7 6 5 4 3 2

5-6 SYSTEMS  
11 10 9 7 6 5 3 2

|   |   |   |   |
|---|---|---|---|
| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |

|                            |   |              |
|----------------------------|---|--------------|
| FT-5b Fusion Torpedo ▲ (1) | 1-5 1×3+/1<br>6-10 1×4+/1<br>11-15 1×5+/1 | Catastrophic |
| SH-4b Shock Cannon ▲ (2)   | 1-4 1×4+/3<br>5-8 1×4+/2<br>9-12 1×4+/1   |              |
| LC-2a Laser Cannon ▲ (2)   | 1-2 1×2+/1<br>3-4 1×3+/1<br>5-6 1×4+/1    | Accurate     |


Anti-Fighter Batteries ☐ Hyperdrive ☐ Marines ◇◇◇

4+3+

3+

3+

3+



ID:

1,3,5 HULL  
6 5 4 3 2 1

1-2 ENGINE  
5 5 4 3 2 1

3-4 WEAPONS  
7 6 5 4 3 2

5-6 SYSTEMS  
12 10 8 6 4 2

1234

5678

AM-4a Anti-Matter Beam ▲ (2)



1-4 1x2+/1

5-8 1x3+/1

9-12 1x4+/1

Bursting

LC-3c Laser Cannon ▲ (2)



1-3 1x4+/1

4-6 1x5+/1

7-9 1x6+/1

Accurate

Action Points ☐☐☐

Hyperdrive ☐

Point Defense System ☐☐☐


Armored

4+3+

3+

3+

3+



ID:

1,3,5 HULL  
6 5 4 3 2 1

1-2 ENGINE  
5 5 4 3 2 1

3-4 WEAPONS  
7 6 5 4 3 2

5-6 SYSTEMS  
12 10 8 6 4 2

1234

5678

AM-4a Anti-Matter Beam ▲ (2)



1-4 1x2+/1

5-8 1x3+/1

9-12 1x4+/1

Bursting

LC-3c Laser Cannon ▲ (2)



1-3 1x4+/1

4-6 1x5+/1

7-9 1x6+/1

Accurate

Action Points ☐☐☐

Hyperdrive ☐

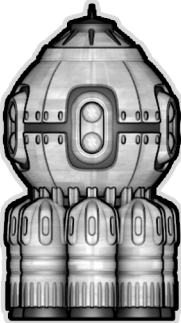
Point Defense System ☐☐☐

Armored

5+4+3+

4+3+

3+



4+3+

3+

ID:

1,3,5 HULL

20 19 18 17 16 15 14 13 12 11 10 9

8 7 6 5 4 3 2 1

1-2 ENGINE

4 4 4 4 4 3 3 3 3 3 2 2

2 2 2 1 1 1 1 1

3-4 WEAPONS

12 12 11 11 10 9 9 8 8 7 6 6

5 5 4 3 3 2 2 1

5-6 SYSTEMS

18 18 17 16 15 14 13 12 11 10 9 9

8 7 6 5 4 3 2 1

1

2

3

4

5

6

7

8

AM-6a Anti-Matter Beam ▲ (2)

1-6 1x2+/1

7-12 1x3+/1

13-18 1x4+/1

Bursting

AM-4a Anti-Matter Beam ▲ (2)

1-4 1x2+/1

5-8 1x3+/1

9-12 1x4+/1

Bursting

LC-3c Laser Cannon ▲ (2)

1-3 1x4+/1

4-6 1x5+/1

7-9 1x6+/1

Accurate

Action Points

Point Defense System

Hyperdrive

FIGHTER FLIGHTS

ID:

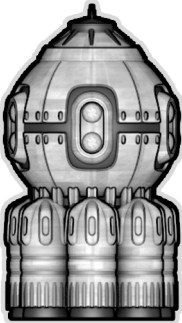
ID:

Armored • Carrier (2)

5+4+3+

4+3+

3+



4+3+

3+

ID:

1,3,5 HULL

20 19 18 17 16 15 14 13 12 11 10 9

8 7 6 5 4 3 2 1

1-2 ENGINE

4 4 4 4 4 3 3 3 3 3 2 2

2 2 2 1 1 1 1 1

3-4 WEAPONS

12 12 11 11 10 9 9 8 8 7 6 6

5 5 4 3 3 2 2 1

5-6 SYSTEMS

18 18 17 16 15 14 13 12 11 10 9 9

8 7 6 5 4 3 2 1

1

2

3

4

5

6

7

8

AM-6a Anti-Matter Beam ▲ (2)

1-6 1x2+/1

7-12 1x3+/1

13-18 1x4+/1

Bursting

AM-4a Anti-Matter Beam ▲ (2)

1-4 1x2+/1

5-8 1x3+/1

9-12 1x4+/1

Bursting

LC-3c Laser Cannon ▲ (2)

1-3 1x4+/1

4-6 1x5+/1

7-9 1x6+/1

Accurate

Action Points

Point Defense System

Hyperdrive

FIGHTER FLIGHTS

ID:

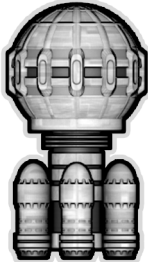
ID:

Armored • Carrier (2)

4+3+

4+3+

3+



4+3+

3+

ID:

1,3,5 HULL

87654321

1-2 ENGINE

55443221

3-4 WEAPONS

87654321

5-6 SYSTEMS

151412108642

1234

5678

AM-4a Anti-Matter Beam ▲ (3)

1-41×2+/1Bursting

5-81×3+/1

9-121×4+/1

LC-3c Laser Cannon ▲ (2)

1-31×4+/1Accurate

4-61×5+/1

7-91×6+/1

Action Points

Hyperdrive

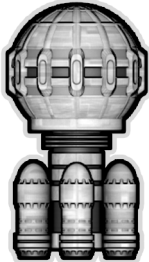
Point Defense System

Armored

4+3+

4+3+

3+



4+3+

3+

ID:

1,3,5 HULL

87654321

1-2 ENGINE

55443221

3-4 WEAPONS

87654321

5-6 SYSTEMS

151412108642

1234

5678

AM-4a Anti-Matter Beam ▲ (3)

1-41×2+/1Bursting

5-81×3+/1

9-121×4+/1

LC-3c Laser Cannon ▲ (2)

1-31×4+/1Accurate

4-61×5+/1

7-91×6+/1

Action Points

Hyperdrive

Point Defense System

Armored

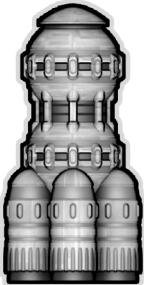


4+3+

4+3+

4+3+

3+



ID:

1,3,5 HULL

1110987654321

1-2 ENGINE

55544332211

3-4 WEAPONS

77665443221

5-6 SYSTEMS

1514131110976532

1

2

3

4

5

6

7

8

AM-6a Anti-Matter Beam ▲ (2)

1-61×2+/1

Bursting

7-121×3+/1

13-181×4+/1



LC-3c Laser Cannon ▲ (2)

1-31×4+/1

Accurate

4-61×5+/1

7-91×6+/1



Action Points

Point Defense System

Hyperdrive

FIGHTER FLIGHTS

ID:

654321

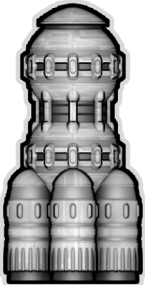
Armored • Carrier (1)

4+3+

4+3+

4+3+

3+



ID:

1,3,5 HULL

1110987654321

1-2 ENGINE

55544332211

3-4 WEAPONS

77665443221

5-6 SYSTEMS

1514131110976532

1

2

3

4

5

6

7

8

AM-6a Anti-Matter Beam ▲ (2)

1-61×2+/1

Bursting

7-121×3+/1

13-181×4+/1



LC-3c Laser Cannon ▲ (2)

1-31×4+/1

Accurate

4-61×5+/1

7-91×6+/1



Action Points

Point Defense System

Hyperdrive

FIGHTER FLIGHTS

ID:

654321

Armored • Carrier (1)


AVALANCHE-class Strike Cruiser • 114

○○○○○

○○○○○

○○○○○

○○○



ID:

1,3,5 HULL

8 7 6 5 4 3 2 1

1-2 ENGINE

5 5 4 4 3 2 2 1

3-4 WEAPONS

7 7 6 5 4 3 2 1

5-6 SYSTEMS

4 4 3 3 2 2 1 1

1

2

3

4

5

6

7

8

|                                     |   |                           |
|-------------------------------------|---|---------------------------|
| CM-6c Cluster Missile ▲ (1)         | 1-6 1×4+/1<br>7-12 1×5+/1<br>13-18 1×6+/1   | Volatile                  |
| MD-5c Mass Driver ▲ (1)             | 1-5 1×4+/1<br>6-10 1×5+/1<br>11-15 1×6+/1   | Crushing<br>Semi-Piercing |
| PL-2b Pulse Laser ▲ (2)             | 1-2 1×3+/1<br>3-4 1×4+/1<br>5-6 1×5+/1      | Repeating 5               |
| Hyperdrive <input type="checkbox"/> | Shield Regenerator <input type="checkbox"/> | Mines ◇◇◇                 |


AVALANCHE-class Strike Cruiser • 114

○○○○○

○○○○○

○○○○○

○○○



ID:

1,3,5 HULL

8 7 6 5 4 3 2 1

1-2 ENGINE

5 5 4 4 3 2 2 1

3-4 WEAPONS

7 7 6 5 4 3 2 1

5-6 SYSTEMS

4 4 3 3 2 2 1 1

1

2

3

4

5

6

7

8

|                                     |   |                           |
|-------------------------------------|---|---------------------------|
| CM-6c Cluster Missile ▲ (1)         | 1-6 1×4+/1<br>7-12 1×5+/1<br>13-18 1×6+/1   | Volatile                  |
| MD-5c Mass Driver ▲ (1)             | 1-5 1×4+/1<br>6-10 1×5+/1<br>11-15 1×6+/1   | Crushing<br>Semi-Piercing |
| PL-2b Pulse Laser ▲ (2)             | 1-2 1×3+/1<br>3-4 1×4+/1<br>5-6 1×5+/1      | Repeating 5               |
| Hyperdrive <input type="checkbox"/> | Shield Regenerator <input type="checkbox"/> | Mines ◇◇◇                 |

HURRICANE-class Escort Carrier • 152

ID:

1,3,5 HULL

10987654321

1-2 ENGINE

4443322211

3-4 WEAPONS

6655433221

5-6 SYSTEMS

4443322211

1

2

3

4

5

6

7

8

CM-6c Cluster Missile ▲ (1)

1-61×4+/1

7-121×5+/1

13-181×6+/1

Volatile

PL-2b Pulse Laser ▲ (2)

1-21×3+/1

3-41×4+/1

5-61×5+/1

Repeating 5

Hyperdrive ☐

Shield Regenerator ☐☐☐

Carrier (2)

FIGHTER FLIGHTS

ID:

6

5

4

3

2

1

ID:

6

5

4

3

2

1

HURRICANE-class Escort Carrier • 152

ID:

1,3,5 HULL

10987654321

1-2 ENGINE

4443322211

3-4 WEAPONS

6655433221

5-6 SYSTEMS

4443322211

1

2

3

4

5

6

7

8

CM-6c Cluster Missile ▲ (1)

1-61×4+/1

7-121×5+/1

13-181×6+/1

Volatile

PL-2b Pulse Laser ▲ (2)

1-21×3+/1

3-41×4+/1

5-61×5+/1

Repeating 5

Hyperdrive ☐

Shield Regenerator ☐☐☐

Carrier (2)

FIGHTER FLIGHTS

ID:

6

5

4

3

2

1

ID:

6

5

4

3

2

1

TREMOR-class Destroyer • 47

ID:

1,3,5 HULL

4321

1-2 ENGINE

7642

3-4 WEAPONS

4321

5-6 SYSTEMS

3321

1

2

3

4

5

6

7

8

MD-3c Mass Driver ▲ (1)

1-31×4+/1

4-61×5+/1

7-91×6+/1

Crushing

Semi-Piercing

PL-2b Pulse Laser ▲ (1)

1-21×3+/1

3-41×4+/1

5-61×5+/1

Repeating 5

Hyperdrive ☐

Shield Regenerator ☐

Mines ☐

TREMOR-class Destroyer • 47

ID:

1,3,5 HULL

4321

1-2 ENGINE

7642

3-4 WEAPONS

4321

5-6 SYSTEMS

3321

1

2

3

4

5

6

7

8

MD-3c Mass Driver ▲ (1)

1-31×4+/1

4-61×5+/1

7-91×6+/1

Crushing

Semi-Piercing

PL-2b Pulse Laser ▲ (1)

1-21×3+/1

3-41×4+/1

5-61×5+/1

Repeating 5

Hyperdrive ☐

Shield Regenerator ☐

Mines ☐

SEARMADA™ Starship Status Display v1.0 • ©2024 mj12.games

SEARMADA™ Starship Status Display v1.0 • ©2024 mj12.games

TSUNAMI-class Battleship • 216

ID:

1,3,5 HULL

14 13 12 11 10 9 8 7 6 5 4 3

2 1

1-2 ENGINE

4 4 4 4 3 3 3 2 2 2 2 1

1 1

3-4 WEAPONS

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

2 1

5-6 SYSTEMS

5 5 5 4 4 4 3 3 3 2 2 2

1 1

1

2

3

4

5

6

7

8

CM-6c Cluster Missile ▲ (2)

1-6 1×4+/1

7-12 1×5+/1

13-18 1×6+/1

Volatile

MD-5c Mass Driver ▲ (2)

1-5 1×4+/1

6-10 1×5+/1

11-15 1×6+/1

Crushing  
Semi-Piercing

PL-2b Pulse Laser ▲ (2)

1-2 1×3+/1

3-4 1×4+/1

5-6 1×5+/1

Repeating 5

Hyperdrive ☐

Shield Regenerator ☐☐☐

Mines ☐☐☐☐

TSUNAMI-class Battleship • 216

ID:

1,3,5 HULL

14 13 12 11 10 9 8 7 6 5 4 3

2 1

1-2 ENGINE

4 4 4 4 3 3 3 2 2 2 2 1

1 1

3-4 WEAPONS

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

2 1

5-6 SYSTEMS

5 5 5 4 4 4 3 3 3 2 2 2

1 1

1

2

3

4

5

6

7

8

CM-6c Cluster Missile ▲ (2)

1-6 1×4+/1

7-12 1×5+/1

13-18 1×6+/1

Volatile

MD-5c Mass Driver ▲ (2)

1-5 1×4+/1

6-10 1×5+/1

11-15 1×6+/1

Crushing  
Semi-Piercing

PL-2b Pulse Laser ▲ (2)

1-2 1×3+/1

3-4 1×4+/1

5-6 1×5+/1

Repeating 5

Hyperdrive ☐

Shield Regenerator ☐☐☐

Mines ☐☐☐☐

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COLUMBINE-class Heavy Cruiser • 112

ID:

1,3,5 HULL

7654321

1-2 ENGINE

5543321

3-4 WEAPONS

8765432

5-6 SYSTEMS

2222111

1

2

3








4

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8

|                          |  |  |       |        |                             |
|--------------------------|--|--|-------|--------|-----------------------------|
| 10-6a Ion Cannon ▲ (1)   |   |  | 1-6   | 1x2+/1 | Incapacitating<br>Phasing 3 |
|                          |   |  | 7-12  | 1x3+/1 |                             |
|                          |  |  | 13-18 | 1x4+/1 |                             |
| D5-5c Disruptor ▲ (2)    |   |  | 1-5   | 1x4+/1 | Disruptive                  |
|                          |   |  | 6-10  | 1x5+/1 |                             |
|                          |   |  | 11-15 | 1x6+/1 |                             |
| LC-2b Laser Cannon ▲ (1) |  |  | 1-2   | 1x3+/1 | Accurate                    |
|                          |  |  | 3-4   | 1x4+/1 |                             |
|                          |  |  | 5-6   | 1x5+/1 |                             |

Hyperdrive ☐

Shield Regenerator ☐

Regenerating

COLUMBINE-class Heavy Cruiser • 112

ID:

1,3,5 HULL

7654321

1-2 ENGINE

5543321

3-4 WEAPONS

8765432

5-6 SYSTEMS

2222111

1

2

3








4

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6

7

8

|                          |  |  |       |        |                             |
|--------------------------|--|--|-------|--------|-----------------------------|
| 10-6a Ion Cannon ▲ (1)   |   |  | 1-6   | 1x2+/1 | Incapacitating<br>Phasing 3 |
|                          |   |  | 7-12  | 1x3+/1 |                             |
|                          |  |  | 13-18 | 1x4+/1 |                             |
| D5-5c Disruptor ▲ (2)    |   |  | 1-5   | 1x4+/1 | Disruptive                  |
|                          |   |  | 6-10  | 1x5+/1 |                             |
|                          |   |  | 11-15 | 1x6+/1 |                             |
| LC-2b Laser Cannon ▲ (1) |  |  | 1-2   | 1x3+/1 | Accurate                    |
|                          |  |  | 3-4   | 1x4+/1 |                             |
|                          |  |  | 5-6   | 1x5+/1 |                             |


Hyperdrive ☐

Shield Regenerator ☐

Regenerating

CHRYSANthemum-class Carrier • 269

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ID:

1,3,5 HULL

|    |    |    |    |    |    |    |    |   |   |   |   |
|----|----|----|----|----|----|----|----|---|---|---|---|
| 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 |
| 5  | 4  | 3  | 2  | 1  |    |    |    |   |   |   |   |

1-2 ENGINE

|   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 |
| 2 | 1 | 1 | 1 | 1 |   |   |   |   |   |   |   |

3-4 WEAPONS

|    |    |    |    |   |   |   |   |   |   |   |   |
|----|----|----|----|---|---|---|---|---|---|---|---|
| 11 | 11 | 10 | 10 | 9 | 8 | 8 | 7 | 6 | 6 | 5 | 4 |
| 4  | 3  | 2  | 2  | 1 |   |   |   |   |   |   |   |

5-6 SYSTEMS

|   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 3 | 3 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 2 | 2 |
| 1 | 1 | 1 | 1 | 1 |   |   |   |   |   |   |   |

1

2

3

4


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8

10-4a Ion Cannon ▲ (2)




|      |        |                             |
|------|--------|-----------------------------|
| 1-4  | 1x2+/1 | Incapacitating<br>Phasing 3 |
| 5-8  | 1x3+/1 |                             |
| 9-12 | 1x4+/1 |                             |

D5-5c Disruptor ▲ (2)



|       |        |            |
|-------|--------|------------|
| 1-5   | 1x4+/1 | Disruptive |
| 6-10  | 1x5+/1 |            |
| 11-15 | 1x6+/1 |            |

LC-2b Laser Cannon ▲ (2)



|     |        |          |
|-----|--------|----------|
| 1-2 | 1x3+/1 | Accurate |
| 3-4 | 1x4+/1 |          |
| 5-6 | 1x5+/1 |          |


Hyperdrive ☐ Shield Regenerator ☐☐

Carrier (4) • Regenerating

| FIGHTER FLIGHTS |   |   |   |   |   |   |
|-----------------|---|---|---|---|---|---|
| ID:             | 6 | 5 | 4 | 3 | 2 | 1 |
| ID:             | 6 | 5 | 4 | 3 | 2 | 1 |
| ID:             | 6 | 5 | 4 | 3 | 2 | 1 |
| ID:             | 6 | 5 | 4 | 3 | 2 | 1 |

CHRYSANthemum-class Carrier • 269

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ID:

1,3,5 HULL

|    |    |    |    |    |    |    |    |   |   |   |   |
|----|----|----|----|----|----|----|----|---|---|---|---|
| 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 |
| 5  | 4  | 3  | 2  | 1  |    |    |    |   |   |   |   |

1-2 ENGINE

|   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 |
| 2 | 1 | 1 | 1 | 1 |   |   |   |   |   |   |   |

3-4 WEAPONS

|    |    |    |    |   |   |   |   |   |   |   |   |
|----|----|----|----|---|---|---|---|---|---|---|---|
| 11 | 11 | 10 | 10 | 9 | 8 | 8 | 7 | 6 | 6 | 5 | 4 |
| 4  | 3  | 2  | 2  | 1 |   |   |   |   |   |   |   |

5-6 SYSTEMS

|   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 3 | 3 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 2 | 2 | 2 |
| 1 | 1 | 1 | 1 | 1 |   |   |   |   |   |   |   |

1

2

3

4


5

6

7


8

10-4a Ion Cannon ▲ (2)




|      |        |                             |
|------|--------|-----------------------------|
| 1-4  | 1x2+/1 | Incapacitating<br>Phasing 3 |
| 5-8  | 1x3+/1 |                             |
| 9-12 | 1x4+/1 |                             |

D5-5c Disruptor ▲ (2)



|       |        |            |
|-------|--------|------------|
| 1-5   | 1x4+/1 | Disruptive |
| 6-10  | 1x5+/1 |            |
| 11-15 | 1x6+/1 |            |

LC-2b Laser Cannon ▲ (2)



|     |        |          |
|-----|--------|----------|
| 1-2 | 1x3+/1 | Accurate |
| 3-4 | 1x4+/1 |          |
| 5-6 | 1x5+/1 |          |

Hyperdrive ☐ Shield Regenerator ☐☐

Carrier (4) • Regenerating

| FIGHTER FLIGHTS |   |   |   |   |   |   |
|-----------------|---|---|---|---|---|---|
| ID:             | 6 | 5 | 4 | 3 | 2 | 1 |
| ID:             | 6 | 5 | 4 | 3 | 2 | 1 |
| ID:             | 6 | 5 | 4 | 3 | 2 | 1 |
| ID:             | 6 | 5 | 4 | 3 | 2 | 1 |

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IRIS-class Heavy Frigate ▀ 36

ID:

1,3,5 HULL

321

1-2 ENGINE

753

3-4 WEAPONS

432

5-6 SYSTEMS

111

1234

5678

DS-3c Disruptor ▲ (2)

1-31×4+/1

4-61×5+/1

7-91×6+/1

Disruptive

LC-2b Laser Cannon ▲ (1)

1-21×3+/1

3-41×4+/1

5-61×5+/1

Accurate

Hyperdrive ☐

Regenerating

IRIS-class Heavy Frigate ▀ 36

ID:

1,3,5 HULL

321

1-2 ENGINE

753

3-4 WEAPONS

432

5-6 SYSTEMS

111

1234

5678

DS-3c Disruptor ▲ (2)

1-31×4+/1

4-61×5+/1

7-91×6+/1

Disruptive

LC-2b Laser Cannon ▲ (1)

1-21×3+/1

3-41×4+/1

5-61×5+/1

Accurate


Hyperdrive ☐

Regenerating



NIGHTSHADE-class Battleship • 216

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⊕  
⊕

ID:

1,3,5 HULL

13 12 11 10 9 8 7 6 5 4 3 2

1

1-2 ENGINE

4 4 4 4 3 3 3 2 2 2 1 1

1

3-4 WEAPONS

14 13 12 11 10 9 8 7 6 5 4 3

2

5-6 SYSTEMS

3 3 3 3 3 2 2 2 2 1 1 1

1

1

2

3

4


5

6

7

8

10-6a Ion Cannon ▲ (2)




1-6 1×2+/1

7-12 1×3+/1

13-18 1×4+/1

Incapacitating  
Phasing 3

D5-5c Disruptor ▲ (3)




1-5 1×4+/1

6-10 1×5+/1

11-15 1×6+/1

Disruptive

LC-2b Laser Cannon ▲ (2)



1-2 1×3+/1

3-4 1×4+/1

5-6 1×5+/1

Accurate

Hyperdrive ☐

Shield Regenerator ☐


FIGHTER FLIGHTS

ID: 6 5 4 3 2 1

Carrier (1) • Regenerating

NIGHTSHADE-class Battleship • 216

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⊕  
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⊕  
⊕  
⊕

ID:

1,3,5 HULL

13 12 11 10 9 8 7 6 5 4 3 2

1

1-2 ENGINE

4 4 4 4 3 3 3 2 2 2 1 1

1

3-4 WEAPONS

14 13 12 11 10 9 8 7 6 5 4 3

2

5-6 SYSTEMS

3 3 3 3 3 2 2 2 2 1 1 1

1

1

2

3

4


5

6

7

8

10-6a Ion Cannon ▲ (2)




1-6 1×2+/1

7-12 1×3+/1

13-18 1×4+/1

Incapacitating  
Phasing 3

D5-5c Disruptor ▲ (3)




1-5 1×4+/1

6-10 1×5+/1

11-15 1×6+/1

Disruptive

LC-2b Laser Cannon ▲ (2)



1-2 1×3+/1

3-4 1×4+/1

5-6 1×5+/1

Accurate

Hyperdrive ☐

Shield Regenerator ☐

FIGHTER FLIGHTS

ID: 6 5 4 3 2 1

Carrier (1) • Regenerating

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VALERIAN-class Dreadnought • 320

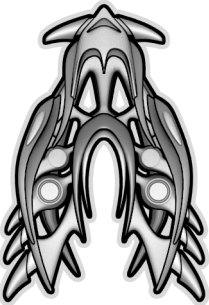
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ID:

1,3,5 HULL

|    |    |    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|----|----|---|
| 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 |
| 8  | 7  | 6  | 5  | 4  | 3  | 2  | 1  |    |    |    |   |

1-2 ENGINE

|   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 2 | 2 |
| 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 |   |   |   |   |

3-4 WEAPONS

|    |    |    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|----|----|---|
| 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 |
| 8  | 7  | 6  | 5  | 4  | 3  | 2  | 1  |    |    |    |   |

5-6 SYSTEMS

|   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 2 | 2 |
| 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 |   |   |   |   |

1

2

3

4

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10-6a Ion Cannon ▲ (3)

⬢

⬢

⬢

⬢

⬢

⬢

1-6 1×2+/1  
7-12 1×3+/1  
13-18 1×4+/1

Incapacitating  
Phasing 3

D5-5c Disruptor ▲ (4)

⬢

⬢

⬢

⬢

⬢

⬢

⬢

⬢

1-5 1×4+/1  
6-10 1×5+/1  
11-15 1×6+/1

Disruptive

LC-2b Laser Cannon ▲ (3)

⬢

⬢

⬢

⬢

⬢

⬢

1-2 1×3+/1  
3-4 1×4+/1  
5-6 1×5+/1

Accurate

Hyperdrive ☐

Shield Regenerator ☐☐☐

FIGHTER FLIGHTS

ID: 6 5 4 3 2 1

Carrier (1) • Regenerating

VALERIAN-class Dreadnought • 320

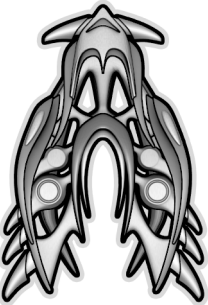
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ID:

1,3,5 HULL

|    |    |    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|----|----|---|
| 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 |
| 8  | 7  | 6  | 5  | 4  | 3  | 2  | 1  |    |    |    |   |

1-2 ENGINE

|   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 2 | 2 |
| 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 |   |   |   |   |

3-4 WEAPONS

|    |    |    |    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|----|----|----|---|
| 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 |
| 8  | 7  | 6  | 5  | 4  | 3  | 2  | 1  |    |    |    |   |

5-6 SYSTEMS

|   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 4 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 3 | 2 | 2 |
| 2 | 2 | 2 | 1 | 1 | 1 | 1 | 1 |   |   |   |   |

1

2

3

4

5

6

7

8

10-6a Ion Cannon ▲ (3)

⬢

⬢

⬢

⬢

⬢

⬢

1-6 1×2+/1  
7-12 1×3+/1  
13-18 1×4+/1

Incapacitating  
Phasing 3

D5-5c Disruptor ▲ (4)

⬢

⬢

⬢

⬢

⬢

⬢

⬢

⬢

1-5 1×4+/1  
6-10 1×5+/1  
11-15 1×6+/1

Disruptive

LC-2b Laser Cannon ▲ (3)

⬢

⬢

⬢

⬢

⬢

⬢

1-2 1×3+/1  
3-4 1×4+/1  
5-6 1×5+/1

Accurate

Hyperdrive ☐

Shield Regenerator ☐☐☐

FIGHTER FLIGHTS

ID: 6 5 4 3 2 1

Carrier (1) • Regenerating

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3+

3+

3+

3+



ID:

1,3,5 HULL

9 8 7 6 5 4 3 2 1

1-2 ENGINE

6 6 5 4 4 3 2 2 1

3-4 WEAPONS

9 8 7 6 5 4 3 2 1

5-6 SYSTEMS

6 6 5 4 4 3 2 2 1

1

2

3

4


5

6

7

8

EL-5b Energy Lance ▲ (2)




1-5 1×5+/1

6-10 1×4+/1

11-15 1×3+/1

PL-3a Pulse Laser ▲ (1)




1-3 1×2+/1

4-6 1×3+/1

7-9 1×4+/1

Repeating 5

MR-6c Missile Rack ▲ (2)



1-6 3×4+/1

7-12 3×5+/1

13-18 3×6+/1

Seeker

Catastrophic

Slow 1

Enhanced Fire Control ☐


Hyperdrive ☐

3+

3+

3+

3+



ID:

1,3,5 HULL

9 8 7 6 5 4 3 2 1

1-2 ENGINE

6 6 5 4 4 3 2 2 1

3-4 WEAPONS

9 8 7 6 5 4 3 2 1

5-6 SYSTEMS

6 6 5 4 4 3 2 2 1

1

2

3

4


5

6

7

8

EL-5b Energy Lance ▲ (2)




1-5 1×5+/1

6-10 1×4+/1

11-15 1×3+/1

PL-3a Pulse Laser ▲ (1)




1-3 1×2+/1

4-6 1×3+/1

7-9 1×4+/1

Repeating 5

MR-6c Missile Rack ▲ (2)



1-6 3×4+/1

7-12 3×5+/1

13-18 3×6+/1

Seeker

Catastrophic

Slow 1

Enhanced Fire Control ☐


Hyperdrive ☐

4+3+

4+3+

4+3+

4+3+



ID:

1,3,5 HULL

15 14 13 12 11 10 9 8 7 6 5 4

3 2 1

1-2 ENGINE

5 5 5 4 4 4 3 3 3 2 2 2

1 1 1

3-4 WEAPONS

13 13 12 11 10 9 8 7 7 6 5 4

3 2 1

5-6 SYSTEMS

10 10 9 8 8 7 6 6 5 4 4 3

2 2 1

1

2

3

4


5

6

7

8

EL-5b Energy Lance ▲ (3)




1-5 1×5+/1

6-10 1×4+/1

11-15 1×3+/1

PL-3a Pulse Laser ▲ (2)




1-3 1×2+/1

4-6 1×3+/1

7-9 1×4+/1

Repeating 5

MR-6c Missile Rack ▲ (2)



1-6 3×4+/1

7-12 3×5+/1

13-18 3×6+/1

Seeker  
Catastrophic  
Slow 1

Enhanced Fire Control ☐


Hyperdrive ☐

4+3+

4+3+

4+3+

4+3+



ID:

1,3,5 HULL

15 14 13 12 11 10 9 8 7 6 5 4

3 2 1

1-2 ENGINE

5 5 5 4 4 4 3 3 3 2 2 2

1 1 1

3-4 WEAPONS

13 13 12 11 10 9 8 7 7 6 5 4

3 2 1

5-6 SYSTEMS

10 10 9 8 8 7 6 6 5 4 4 3

2 2 1

1

2

3

4


5

6

7

8

EL-5b Energy Lance ▲ (3)




1-5 1×5+/1

6-10 1×4+/1

11-15 1×3+/1

PL-3a Pulse Laser ▲ (2)




1-3 1×2+/1

4-6 1×3+/1

7-9 1×4+/1

Repeating 5

MR-6c Missile Rack ▲ (2)



1-6 3×4+/1

7-12 3×5+/1


13-18 3×6+/1

Seeker  
Catastrophic  
Slow 1

Enhanced Fire Control ☐

Hyperdrive ☐

3+



3+

ID:

1,3,5 HULL

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

1-2 ENGINE

6 6 5 5 4 4 3 3 2 2 1 1

3-4 WEAPONS

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

5-6 SYSTEMS

6 6 5 5 4 4 3 3 2 2 1 1

1

2

3

4


5

6

7

8

EL-5b Energy Lance ▲ (2)




1-5 1×5+/1

6-10 1×4+/1

11-15 1×3+/1

PL-3a Pulse Laser ▲ (1)




1-3 1×2+/1

4-6 1×3+/1

7-9 1×4+/1

Repeating 5

MR-4c Missile Rack ▲ (2)



1-4 3×4+/1

5-8 3×5+/1

9-12 3×6+/1

Seeker  
Catastrophic  
Slow 1

Enhanced Fire Control ☐


Hyperdrive ☐

FIGHTER FLIGHTS

ID: 6 5 4 3 2 1

Carrier (1)

3+



3+

ID:

1,3,5 HULL

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

1-2 ENGINE

6 6 5 5 4 4 3 3 2 2 1 1

3-4 WEAPONS

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

5-6 SYSTEMS

6 6 5 5 4 4 3 3 2 2 1 1

1

2

3

4


5

6

7

8

EL-5b Energy Lance ▲ (2)




1-5 1×5+/1

6-10 1×4+/1

11-15 1×3+/1

PL-3a Pulse Laser ▲ (1)




1-3 1×2+/1

4-6 1×3+/1

7-9 1×4+/1

Repeating 5

MR-4c Missile Rack ▲ (2)



1-4 3×4+/1

5-8 3×5+/1

9-12 3×6+/1

Seeker  
Catastrophic  
Slow 1

Enhanced Fire Control ☐

Hyperdrive ☐

FIGHTER FLIGHTS

ID: 6 5 4 3 2 1


Carrier (1)

3+

3+

3+

3+



ID:

1,3,5 HULL  
6 5 4 3 2 1

1-2 ENGINE  
6 5 4 3 2 1

3-4 WEAPONS  
7 6 5 4 3 2

5-6 SYSTEMS  
6 5 4 3 2 1

1

2

3

4


5

6

7

8

EL-5b Energy Lance ▲ (2)




1-5 1×5+/1

6-10 1×4+/1

11-15 1×3+/1

PL-3a Pulse Laser ▲ (1)




1-3 1×2+/1

4-6 1×3+/1

7-9 1×4+/1

Repeating 5

MR-4c Missile Rack ▲ (1)



1-4 3×4+/1

5-8 3×5+/1

9-12 3×6+/1

Seeker  
Catastrophic  
Slow 1

Enhanced Fire Control ☐


Hyperdrive ☐

3+

3+

3+

3+



ID:

1,3,5 HULL  
6 5 4 3 2 1

1-2 ENGINE  
6 5 4 3 2 1

3-4 WEAPONS  
7 6 5 4 3 2

5-6 SYSTEMS  
6 5 4 3 2 1

1

2

3

4


5

6

7

8

EL-5b Energy Lance ▲ (2)




1-5 1×5+/1

6-10 1×4+/1

11-15 1×3+/1

PL-3a Pulse Laser ▲ (1)




1-3 1×2+/1

4-6 1×3+/1

7-9 1×4+/1

Repeating 5

MR-4c Missile Rack ▲ (1)



1-4 3×4+/1

5-8 3×5+/1

9-12 3×6+/1

Seeker  
Catastrophic  
Slow 1

Enhanced Fire Control ☐

Hyperdrive ☐