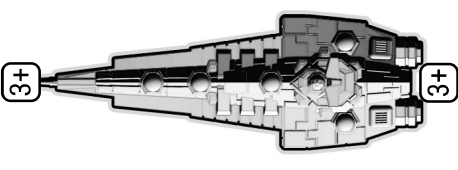


3+



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

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

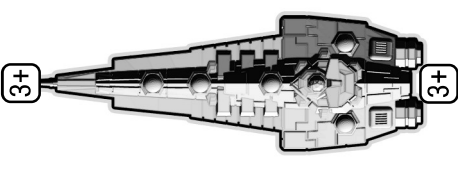
3 3 2 1

5-6 SYSTEMS

8 8 7 7 6 6 5 5 4 4 3 3

2 2 1 1

3+



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

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

3 3 2 1

5-6 SYSTEMS

8 8 7 7 6 6 5 5 4 4 3 3

2 2 1 1

1	2	3	4
5	6	7	8

1	2	3	4
5	6	7	8

FTH-5b Heavy Fusion Torpedo ▲ (1)



Catastrophic

FTH-5b Heavy Fusion Torpedo ▲ (1)



Catastrophic

SH-6b Shock Cannon ▲ (3)




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

SH-6b Shock Cannon ▲ (3)




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

LC-2a Laser Cannon ▲ (3)



Accurate

LC-2a Laser Cannon ▲ (3)



Accurate

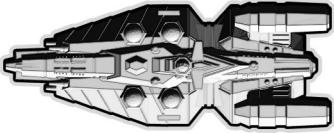
Anti-Fighter Batteries ☐ Countermeasures ☐ Hyperdrive ☐

Marines ♦♦♦♦♦

Anti-Fighter Batteries ☐ Countermeasures ☐ Hyperdrive ☐

Marines ♦♦♦♦♦

3+



3+

ID:

1,3,5 HULL

11 10 9 8 7 6 5 4 3 2 1

1-2 ENGINE

5 5 5 4 4 3 3 2 2 1 1

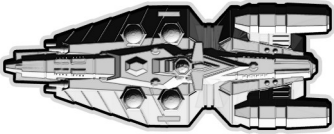
3-4 WEAPONS

10 10 9 8 7 6 5 4 3 2 1

5-6 SYSTEMS

8 8 7 6 6 5 4 3 3 2 1

3+



3+

ID:

1,3,5 HULL

11 10 9 8 7 6 5 4 3 2 1

1-2 ENGINE

5 5 5 4 4 3 3 2 2 1 1

3-4 WEAPONS

10 10 9 8 7 6 5 4 3 2 1

5-6 SYSTEMS

8 8 7 6 6 5 4 3 3 2 1

1	2	3	4
5	6	7	8

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





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

SH-4b Shock Cannon ▲ (2)



1-4 1× 4+/3
5-8 1× 4+/2
9-12 1× 4+/1

LC-2a Laser Cannon ▲ (1)



1-2 1× 2+/1
3-4 1× 3+/1
5-6 1× 4+/1

Accurate

LC-2a Laser Cannon ▲ (1)



1-2 1× 2+/1
3-4 1× 3+/1
5-6 1× 4+/1

Accurate

Anti-Fighter Batteries ☐ Countermeasures ☐ Hyperdrive ☐

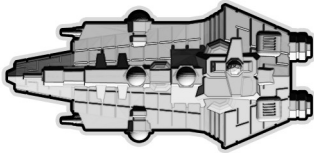
Anti-Fighter Batteries ☐ Countermeasures ☐ Hyperdrive ☐

Marines ☐☐☐☐

Marines ☐☐☐☐

BELLIGERENT-class Heavy Cruiser • 130

3+



3+

ID:

1,3,5 HULL

9 8 7 6 5 4 3 2 1

1-2 ENGINE

5 5 4 4 3 3 2 2 1

3-4 WEAPONS

10 9 8 7 6 5 4 3 2

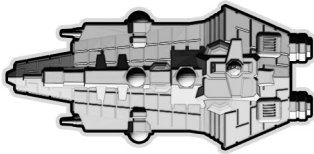
5-6 SYSTEMS

8 8 7 6 5 4 3 2 1

Imperial Starmada

BELLIGERENT-class Heavy Cruiser • 130

3+



3+

ID:

1,3,5 HULL

9 8 7 6 5 4 3 2 1

1-2 ENGINE

5 5 4 4 3 3 2 2 1

3-4 WEAPONS

10 9 8 7 6 5 4 3 2

5-6 SYSTEMS


8 8 7 6 5 4 3 2 1

Imperial Starmada

1	2	3	4
5	6	7	8

FT-5b Fusion Torpedo ▲ (1)		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

☐ Countermeasures

☐ Hyperdrive

☐ Marines

◆◆◆

1	2	3	4
5	6	7	8

FT-5b Fusion Torpedo ▲ (1)		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

☐ Countermeasures

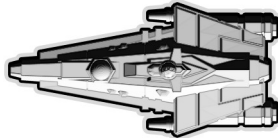
☐ Hyperdrive

☐ Marines

◆◆◆

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

1	2	3	4
5	6	7	8

FT-5b Fusion Torpedo ▲ (1)



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

Catastrophic

SH-4b Shock Cannon ▲ (1)



1-4 1× 4+/3
5-8 1× 4+/2
9-12 1× 4+/1

LC-2a Laser Cannon ▲ (1)



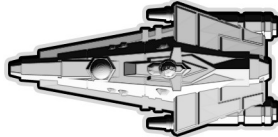
1-2 1× 2+/1
3-4 1× 3+/1
5-6 1× 4+/1

Accurate

Anti-Fighter Batteries ☐ Countermeasures ☐ Hyperdrive ☐ Marines ☒

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

1	2	3	4
5	6	7	8

FT-5b Fusion Torpedo ▲ (1)



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

Catastrophic

SH-4b Shock Cannon ▲ (1)



1-4 1× 4+/3
5-8 1× 4+/2
9-12 1× 4+/1

LC-2a Laser Cannon ▲ (1)




1-2 1× 2+/1
3-4 1× 3+/1
5-6 1× 4+/1

Accurate

Anti-Fighter Batteries ☐ Countermeasures ☐ Hyperdrive ☐ Marines ☒

FURIOUS-class Destroyer • 60

3+



3+

ID:

1,3,5 HULL

4 3 2 1

1-2 ENGINE

6 5 3 2


3-4 WEAPONS

4 3 2 1

5-6 SYSTEMS

7 6 4 2

3+



3+

ID:

1,3,5 HULL

4 3 2 1

1-2 ENGINE

6 5 3 2

3-4 WEAPONS

4 3 2 1

5-6 SYSTEMS

7 6 4 2

1	2	3	4
5	6	7	8

SH-6b Shock Cannon ▲ (1)



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

LC-2a Laser Cannon ▲ (1)




1-2 1× 2+/1
3-4 1× 3+/1
5-6 1× 4+/1

Anti-Fighter Batteries ☐ Countermeasures ☐ Hyperdrive ☐ Marines ☒

FURIOUS-class Destroyer • 60

3+



3+

ID:

1,3,5 HULL

4 3 2 1

1-2 ENGINE

6 5 3 2

3-4 WEAPONS

4 3 2 1

5-6 SYSTEMS

7 6 4 2

1	2	3	4
5	6	7	8

SH-6b Shock Cannon ▲ (1)



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


LC-2a Laser Cannon ▲ (1)



1-2 1× 2+/1
3-4 1× 3+/1
5-6 1× 4+/1

Anti-Fighter Batteries ☐ Countermeasures ☐ Hyperdrive ☐ Marines ☒

Imperial Starmada



ID:

1,3,5 HULL

21

1-2 ENGINE

74

3-4 WEAPONS

32

5-6 SYSTEMS

32

1

2

3

4

5

6

7

8

CM-4c Cluster Missile ▲ (1)



1-4 1× 4+/1

5-8 1× 5+/1

9-12 1× 6+/1

Volatile

LC-2a Laser Cannon ▲ (1)



1-2 1× 2+/1

3-4 1× 3+/1

5-6 1× 4+/1


Accurate

Anti-Fighter Batteries ☐

Countermeasures ☐

Hyperdrive ☐

Imperial Starmada



ID:

1,3,5 HULL

21

1-2 ENGINE

74

3-4 WEAPONS

32

5-6 SYSTEMS

32

1

2

3

4

5

6

7

8

CM-4c Cluster Missile ▲ (1)



1-4 1× 4+/1

5-8 1× 5+/1

9-12 1× 6+/1

Volatile

LC-2a Laser Cannon ▲ (1)



1-2 1× 2+/1

3-4 1× 3+/1

5-6 1× 4+/1

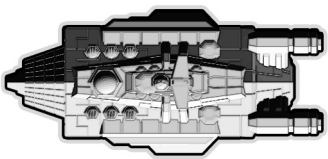
Accurate

Anti-Fighter Batteries ☐

Countermeasures ☐

Hyperdrive ☐

3+



3+

ID:

1,3,5 HULL

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

3-4 WEAPONS

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

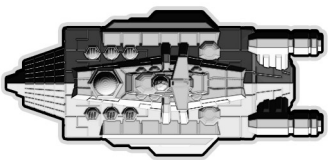
2 2 1

5-6 SYSTEMS

7 7 7 6 6 5 5 4 4 3 3 2

2 1 1

3+



3+

ID:

1,3,5 HULL

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

3-4 WEAPONS

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

2 2 1

5-6 SYSTEMS

7 7 7 6 6 5 5 4 4 3 3 2

2 1 1

1	2	3	4
5	6	7	8

1	2	3	4
5	6	7	8

SH-6b Shock Cannon ▲ (1)



1-6 1×4+3
7-12 1×4+2
13-18 1×4+1

SH-6b Shock Cannon ▲ (1)



1-6 1×4+3
7-12 1×4+2
13-18 1×4+1

LC-4a Laser Cannon ▲ (3)



1-4 1×2+1
5-8 1×3+1
9-12 1×4+1

Accurate

LC-4a Laser Cannon ▲ (3)



1-4 1×2+1
5-8 1×3+1
9-12 1×4+1

Accurate

LC-2a Laser Cannon ▲ (1)



1-2 1×2+1
3-4 1×3+1
5-6 1×4+1

Accurate

LC-2a Laser Cannon ▲ (1)



1-2 1×2+1
3-4 1×3+1
5-6 1×4+1

Accurate

Anti-Fighter Batteries ☐ Countermeasures ☐

Anti-Fighter Batteries ☐ Countermeasures ☐

Hyperdrive ☐

Hyperdrive ☐

Carrier (4)

Carrier (4)

FIGHTER FLIGHTS											
VF:			6	5	4	3	2	1			
VF:			6	5	4	3	2	1			
VF:			6	5	4	3	2	1			
VF:			6	5	4	3	2	1			

FIGHTER FLIGHTS											
VF:			6	5	4	3	2	1			
VF:			6	5	4	3	2	1			
VF:			6	5	4	3	2	1			
VF:			6	5	4	3	2	1			

+

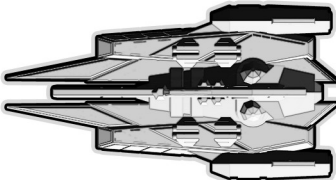
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+

ID:

1,3,5 HULL

151413121110987654

321

1-2 ENGINE

444433332222

1111

3-4 WEAPONS

887766554433

221

5-6 SYSTEMS

111111111111

1111

1	2	3	4
5	6	7	8

AM-5a Twin Anti-Matter Beams ▲ (2)

1-5 2x 2+1
6-10 2x 3+1
11-15 2x 4+1
Bursting

PL-3b Pulse Laser ▲ (2)

1-3 1x 3+1
4-6 1x 4+1
7-9 1x 5+1
Repeating 5

Hyperdrive ☐

Armored • Carrier (2) • Launch Tubes

FIGHTER FLIGHTS

VF: 654321

VF: 654321

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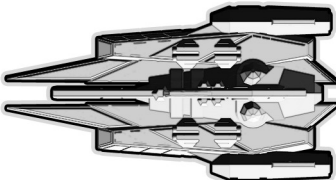
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+

ID:

1,3,5 HULL

151413121110987654

321

1-2 ENGINE

444433332222

1111

3-4 WEAPONS

887766554433

221

5-6 SYSTEMS

111111111111

1111

1	2	3	4
5	6	7	8

AM-5a Twin Anti-Matter Beams ▲ (2)

1-5 2x 2+1
6-10 2x 3+1
11-15 2x 4+1
Bursting

PL-3b Pulse Laser ▲ (2)

1-3 1x 3+1
4-6 1x 4+1
7-9 1x 5+1
Repeating 5

Hyperdrive ☐

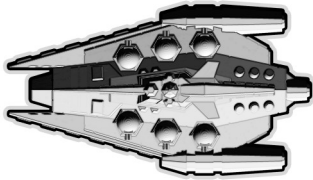
Armored • Carrier (2) • Launch Tubes

FIGHTER FLIGHTS

VF: 654321

VF: 654321

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⊕⊕⊕⊕⊕⊕

ID:

Arcturan Federation

1,3,5 HULL

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

1-2 ENGINE

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

3-4 WEAPONS

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

5-6 SYSTEMS

1 1 1 1 1 1 1 1 1 1 1 1

1	2	3	4
5	6	7	8

MD-4b Twin Mass Drivers ▲ (3)

1-4

2x 3+/1

Crushing

PL-2b Pulse Laser ▲ (2)

1-2

1x 3+/1

Repeating 5

3-4

1x 4+/1

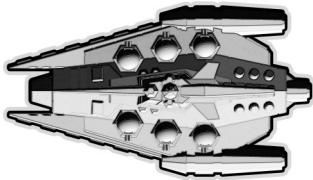
5-6

1x 5+/1

Hyperdrive ☐

Armored

⊕⊕⊕⊕⊕⊕⊕



⊕⊕⊕⊕⊕⊕

ID:

Arcturan Federation

1,3,5 HULL

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

1-2 ENGINE

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

3-4 WEAPONS

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

5-6 SYSTEMS

1 1 1 1 1 1 1 1 1 1 1 1

1	2	3	4
5	6	7	8

MD-4b Twin Mass Drivers ▲ (3)

1-4

2x 3+/1

Crushing

PL-2b Pulse Laser ▲ (2)

1-2

1x 3+/1

Repeating 5

3-4

1x 4+/1

5-6

1x 5+/1

Hyperdrive ☐

Armored

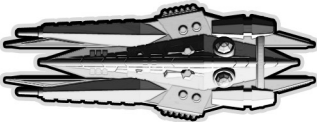
IZANAGI-class Missile Cruiser • 114

Arcturan Federation

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+

+



+

+

ID:

1,3,5 HULL

7654321

1-2 ENGINE

5543321

3-4 WEAPONS

8765432

5-6 SYSTEMS

1111111

1

2

3

4


5

6

7

8

SH-6b Shock Cannon ▲ (1)



1-6

1×4+3


7-12

1×4+2

13-18

1×4+1

CM-4c Cluster Missile ▲ (2)



1-4

1×4+1

5-8


1×5+1

9-12

1×6+1

Volatile

PL-2b Pulse Laser ▲ (1)



1-2

1×3+1

3-4

1×4+1

5-6

1×5+1

Repeating 5

Hyperdrive ☐

Armored • Carrier (1)

FIGHTER FLIGHTS

VF: 654321

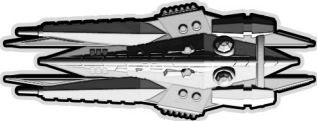
IZANAGI-class Missile Cruiser • 114

Arcturan Federation

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+

+



+

+

ID:

1,3,5 HULL

7654321

1-2 ENGINE

5543321

3-4 WEAPONS

8765432

5-6 SYSTEMS

1111111

1

2

3

4

5

6

7

8

SH-6b Shock Cannon ▲ (1)



1-6

1×4+3

7-12

1×4+2

13-18

1×4+1

CM-4c Cluster Missile ▲ (2)



1-4

1×4+1

5-8

1×5+1

9-12

1×6+1

Volatile

PL-2b Pulse Laser ▲ (1)



1-2

1×3+1

3-4

1×4+1

5-6

1×5+1

Repeating 5

Hyperdrive ☐

Armored • Carrier (1)

FIGHTER FLIGHTS

VF: 654321

HAYABUSA-class Destroyer • 66

Arcturan Federation

ID:

1,3,5 HULL

54321

1-2 ENGINE

65432

3-4 WEAPONS

44321

5-6 SYSTEMS

11111

+

+

+

1	2	3	4
5	6	7	8

AM-4a Twin Anti-Matter Beams ▲ (1)

1-4 2x 2+/1
5-8 2x 3+/1
9-12 2x 4+/1
Bursting

PL-2b Pulse Laser ▲ (1)

1-2 1x 3+/1
3-4 1x 4+/1
5-6 1x 5+/1
Repeating 5

Hyperdrive ☐

Armored

HAYABUSA-class Destroyer • 66

Arcturan Federation

ID:

1,3,5 HULL

54321

1-2 ENGINE

65432

3-4 WEAPONS

44321

5-6 SYSTEMS

11111

+

+

+

1	2	3	4
5	6	7	8

AM-4a Twin Anti-Matter Beams ▲ (1)

1-4 2x 2+/1
5-8 2x 3+/1
9-12 2x 4+/1
Bursting

PL-2b Pulse Laser ▲ (1)

1-2 1x 3+/1
3-4 1x 4+/1
5-6 1x 5+/1
Repeating 5

Hyperdrive ☐


Armored

DOKUJIN-class Hunter-Killer • 39

Arcturan Federation

+

+



ID:

1,3,5 HULL

321

1-2 ENGINE

753

3-4 WEAPONS

432

5-6 SYSTEMS

111

1

2

3

4


5

6

7

8

SH-5a Shock Cannon ▲ (1)




1-5 1× 3+/3

6-10 1× 3+/2

11-15 1× 3+/1

PL-2b Pulse Laser ▲ (1)



1-2 1× 3+/1

3-4 1× 4+/1

5-6 1× 5+/1

Hyperdrive ☐


Armored

DOKUJIN-class Hunter-Killer • 39

Arcturan Federation

+

+



ID:

1,3,5 HULL

321

1-2 ENGINE

753

3-4 WEAPONS

432

5-6 SYSTEMS

111

1

2

3

4


5

6

7

8

SH-5a Shock Cannon ▲ (1)




1-5 1× 3+/3

6-10 1× 3+/2

11-15 1× 3+/1

PL-2b Pulse Laser ▲ (1)



1-2 1× 3+/1

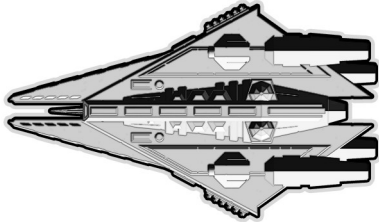
3-4 1× 4+/1

5-6 1× 5+/1

Hyperdrive ☐

Armored

⊕⊕⊕⊕⊕⊕



⊕⊕⊕⊕⊕

ID:

1,3,5 HULL
21 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 4 3 3 3 3 3 2
2 2 2 2 1 1 1 1 1 1

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

5-6 SYSTEMS
1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1


1	2	3	4
5	6	7	8

AM-6a Anti-Matter Beam ▲ (1)




Bursting

CM-4c Cluster Missile ▲ (2)



Volatile

PL-3b Pulse Laser ▲ (2)



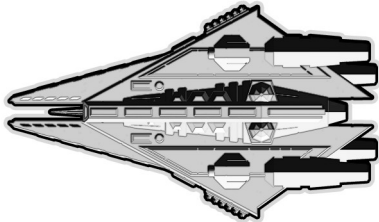
Repeating 5

Hyperdrive ☐

Armored • Carrier (8) • Launch Tubes

FIGHTER FLIGHTS											
VF:	6	5	4	3	2	1					
VF:	6	5	4	3	2	1					
VF:	6	5	4	3	2	1					
VF:	6	5	4	3	2	1					
VF:	6	5	4	3	2	1					
VF:	6	5	4	3	2	1					
VF:	6	5	4	3	2	1					
VF:	6	5	4	3	2	1					

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⊕⊕⊕⊕⊕

ID:

1,3,5 HULL
21 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 4 3 3 3 3 3 2
2 2 2 2 1 1 1 1 1 1

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

5-6 SYSTEMS
1 1 1 1 1 1 1 1 1 1 1 1
1 1 1 1 1 1 1 1 1 1 1 1


1	2	3	4
5	6	7	8

AM-6a Anti-Matter Beam ▲ (1)




Bursting

CM-4c Cluster Missile ▲ (2)



Volatile

PL-3b Pulse Laser ▲ (2)



Repeating 5

Hyperdrive ☐

Armored • Carrier (8) • Launch Tubes

FIGHTER FLIGHTS											
VF:	6	5	4	3	2	1					
VF:	6	5	4	3	2	1					
VF:	6	5	4	3	2	1					
VF:	6	5	4	3	2	1					
VF:	6	5	4	3	2	1					
VF:	6	5	4	3	2	1					
VF:	6	5	4	3	2	1					
VF:	6	5	4	3	2	1					

+

+

+

+

+

ID:

1,3,5 HULL

1110987654321

1-2 ENGINE

44433322211

3-4 WEAPONS

55544332211

5-6 SYSTEMS

11111111111

1

2

3

4

5

6

7

8

+

+

+

+

+

ID:

1,3,5 HULL

1110987654321

1-2 ENGINE

44433322211

3-4 WEAPONS

55544332211

5-6 SYSTEMS

11111111111

1

2

3

4

5

6

7

8

PL-4b Quad Pulse Lasers ▲ (1)

1-4 4x 3+/1

5-8 4x 4+/1

9-12 4x 5+/1

Repeating 5

PL-2b Pulse Laser ▲ (2)

1-2 1x 3+/1

3-4 1x 4+/1

5-6 1x 5+/1

Repeating 5

PL-4b Quad Pulse Lasers ▲ (1)

1-4 4x 3+/1

5-8 4x 4+/1

9-12 4x 5+/1

Repeating 5

PL-2b Pulse Laser ▲ (2)

1-2 1x 3+/1

3-4 1x 4+/1

5-6 1x 5+/1

Repeating 5

Hyperdrive ☐

Armored • Carrier (4) • Launch Tubes

FIGHTER FLIGHTS

VF: 654321

VF: 654321

VF: 654321

VF: 654321

Hyperdrive ☐

Armored • Carrier (4) • Launch Tubes

FIGHTER FLIGHTS

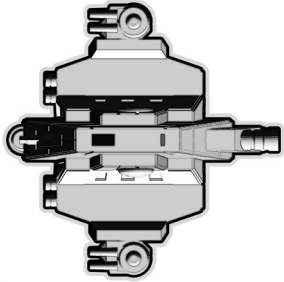
VF: 654321

VF: 654321

VF: 654321

VF: 654321

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⊕⊕⊕

⊕⊕⊕

⊕⊕⊕

ID:

1,3,5 HULL

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

10 10 9 9 8 8 7 7 6 6 5 5

4 4 3 3 2 2 1


5-6 SYSTEMS

6 6 6 6 5 5 5 5 4 4 4 3 3

3 2 2 2 1 1 1

1	2	3	4
5	6	7	8

PL-3a Twin Pulse Lasers ▲ (2)




1-3 2× 2+1

4-6 2× 3+1

7-9 2× 4+1

Repeating 5

ID-6a Ion Cannon ▲ (1)




1-6 1× 2+1

7-12 1× 3+1

13-18 1× 4+1

Incapacitating Phasing 3

Type 6a Plasma Vortex ▲ (2)



1-6 3× 3+1

7-12 2× 3+1

13-18 1× 3+1

Seeker Enveloping 3

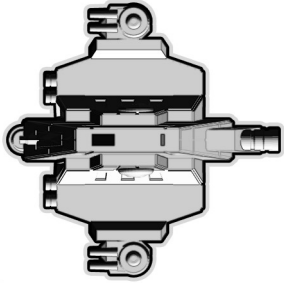
Hyperdrive ☐

Shield Regenerator ☐☐☐

Stealth ☐

Fast Attack Craft ☐☐

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⊕⊕⊕

⊕⊕⊕

⊕⊕⊕

ID:

1,3,5 HULL

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

10 10 9 9 8 8 7 7 6 6 5 5

4 4 3 3 2 2 1


5-6 SYSTEMS

6 6 6 6 5 5 5 5 4 4 4 3 3

3 2 2 2 1 1 1

1	2	3	4
5	6	7	8

PL-3a Twin Pulse Lasers ▲ (2)




1-3 2× 2+1

4-6 2× 3+1

7-9 2× 4+1

Repeating 5

ID-6a Ion Cannon ▲ (1)




1-6 1× 2+1

7-12 1× 3+1

13-18 1× 4+1

Incapacitating Phasing 3

Type 6a Plasma Vortex ▲ (2)



1-6 3× 3+1

7-12 2× 3+1

13-18 1× 3+1

Seeker Enveloping 3

Hyperdrive ☐

Shield Regenerator ☐☐☐

Stealth ☐

Fast Attack Craft ☐☐

ID:

1,3,5 HULL

1110987654321

1-2 ENGINE

55544332211

3-4 WEAPONS

66554433221

5-6 SYSTEMS

44433322211

1	2	3	4
5	6	7	8

PL-3a Twin Pulse Lasers ▲ (2)

Repeating 5

Type 6a Plasma Vortex ▲ (1)

Seeker
Enveloping 3

☐ Hyperdrive

☐ Shield Regenerator

☐ Stealth

ID:

1,3,5 HULL

1110987654321

1-2 ENGINE

55544332211

3-4 WEAPONS

66554433221

5-6 SYSTEMS

44433322211

1	2	3	4
5	6	7	8

PL-3a Twin Pulse Lasers ▲ (2)

Repeating 5

Type 6a Plasma Vortex ▲ (1)

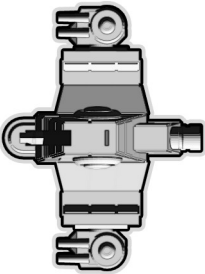
Seeker
Enveloping 3

☐ Hyperdrive

☐ Shield Regenerator

☐ Stealth

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ID:

1,3,5 HULL

8 7 6 5 4 3 2 1

1-2 ENGINE

5 5 4 4 3 2 2 1

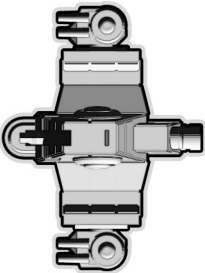
3-4 WEAPONS

8 7 6 5 4 3 2 1

5-6 SYSTEMS

3 3 3 2 2 2 1 1

⊕⊕⊕⊕



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ID:

1,3,5 HULL

8 7 6 5 4 3 2 1

1-2 ENGINE

5 5 4 4 3 2 2 1

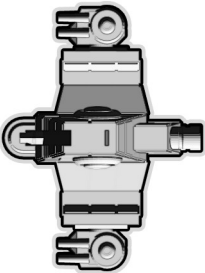
3-4 WEAPONS

8 7 6 5 4 3 2 1

5-6 SYSTEMS

3 3 3 2 2 2 1 1

⊕⊕⊕⊕



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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


8 7 6 5 4 3 2 1

5-6 SYSTEMS

3 3 3 2 2 2 1 1

1	2	3	4
5	6	7	8

PL-3a Twin Pulse Lasers ▲ (2)



1-3 2x 2+/1
4-6 2x 3+/1
7-9 2x 4+/1

Repeating 5

IO-6a Ion Cannon ▲ (2)



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

Incapacitating
Phasing 3

Hyperdrive ☐ Shield Regenerator ☐ Stealth ☐

1	2	3	4
5	6	7	8

PL-3a Twin Pulse Lasers ▲ (2)



1-3 2x 2+/1
4-6 2x 3+/1
7-9 2x 4+/1

Repeating 5

IO-6a Ion Cannon ▲ (2)

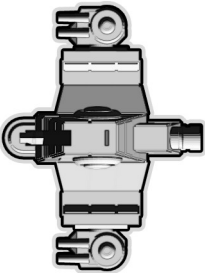


1-6 1x 2+/1
7-12 1x 3+/1
13-18 1x 4+/1

Incapacitating
Phasing 3

Hyperdrive ☐ Shield Regenerator ☐ Stealth ☐

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ID:

1,3,5 HULL

8 7 6 5 4 3 2 1

1-2 ENGINE

5 5 4 4 3 2 2 1

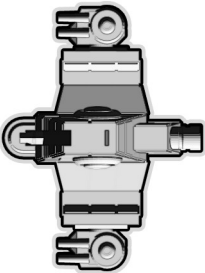
3-4 WEAPONS

8 7 6 5 4 3 2 1

5-6 SYSTEMS

3 3 3 2 2 2 1 1

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ID:

1,3,5 HULL

8 7 6 5 4 3 2 1

1-2 ENGINE

5 5 4 4 3 2 2 1

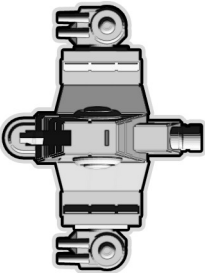
3-4 WEAPONS

8 7 6 5 4 3 2 1

5-6 SYSTEMS

3 3 3 2 2 2 1 1

⊕⊕⊕⊕



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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

8 7 6 5 4 3 2 1

5-6 SYSTEMS

3 3 3 2 2 2 1 1

1	2	3	4
5	6	7	8

PL-3a Twin Pulse Lasers ▲ (2)



1-3 2x 2+/1
4-6 2x 3+/1
7-9 2x 4+/1

Repeating 5

IO-6a Ion Cannon ▲ (2)



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

Incapacitating
Phasing 3

Hyperdrive ☐ Shield Regenerator ☐ Stealth ☐

KESTREL-class Light Cruiser • 89

Negali Coalition

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

2 2 2 1 1 1

+

+

+

+

1	2	3	4
5	6	7	8

PL-3a Twin Pulse Lasers ▲ (1)

Repeating 5	
1-3	2x 2+/1
4-6	2x 3+/1
7-9	2x 4+/1



10-6a Ion Cannon ▲ (1)

1-6	1 x 2+1	Incapacitating Phasing 3
7-12	1 x 3+1	
13-18	1 x 4+1	



10-4a Ion Cannon ▲ (2)

1-4	1x 2+/1	Incapacitating Phasing 3
5-8	1x 3+/1	
9-12	1x 4+/1	



Hyperdrive ☐ Stealth ☐

KITE-class Destroyer • 67

ID:

1 3 5 HULL

4 3 2 1

1-2 ENGINE

6 5 3 2

3-4 WEAPONS

4 3 2 1

5-6 SYSTEMS

2 2 1 1

1	2	3	4
5	6	7	8

CM-6c Cluster Missile ▲ (1)



1-6	1x 4+/1	Volatile
7-12	1x 5+/1	
13-18	1x 6+/1	

10-4a Ion Cannon ▲ (1)



	Incapacitating Phasing 3
1-4	1x 2+/1
5-8	1x 3+/1
9-12	1x 4+/1

Hyperdrive ☐ Stealth ☐

KITE-class Destroyer • 67

ID:

1 3 5 HULL

4 3 2 1

1-2 ENGINE

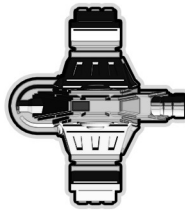
6 5 3 2

3-4 WEAPONS

4 3 2 1

5-6 SYSTEMS

2 2 1 1



1	2	3	4
5	6	7	8

CM-6c Cluster Missile ▲ (1)



1-6	1× 4+/1	Volatile
7-12	1× 5+/1	
13-18	1× 6+/1	

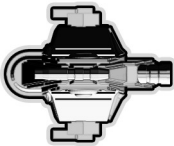
IO-4a Ion Cannon ▲ (1)



	Incapacitating Phasing 3
1-4	1x 2+/1
5-8	1x 3+/1
9-12	1x 4+/1

Hyperdrive ☐ Stealth ☐

⊕



ID:

1,3,5 HULL

321

1-2 ENGINE

642

3-4 WEAPONS

432


5-6 SYSTEMS

221

Negali Coalition

1	2	3	4
5	6	7	8

PL-3a Twin Pulse Lasers ▲ (1)




1-32× 2+/1

4-62× 3+/1

7-92× 4+/1

Repeating 5

ID-4a Ion Cannon ▲ (1)



1-41× 2+/1

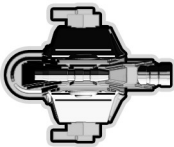
5-81× 3+/1

9-121× 4+/1

Incapacitating
Phasing 3

Hyperdrive ☐ Stealth ☐

⊕



ID:

1,3,5 HULL

321

1-2 ENGINE

642

3-4 WEAPONS

432


5-6 SYSTEMS

221

Negali Coalition

1	2	3	4
5	6	7	8

PL-3a Twin Pulse Lasers ▲ (1)




1-32× 2+/1

4-62× 3+/1

7-92× 4+/1

Repeating 5

ID-4a Ion Cannon ▲ (1)



1-41× 2+/1


5-81× 3+/1

9-121× 4+/1

Incapacitating
Phasing 3

Hyperdrive ☐ Stealth ☐

CONDOR-class Carrier • 268



Negali Coalition														
ID: _____														
1,3,5 HULL					15 14 13 12 11 10 9 8 7 6 5 4									
3 2 1					3 2 1									
1-2 ENGINE					3 3 3 3 2 2 2 2 2 1 1									
1 1 1					1 1 1									
3-4 WEAPONS					4 4 4 4 3 3 3 2 2 2 2									
1 1 1					1 1 1									
5-6 SYSTEMS					4 4 4 4 3 3 3 2 2 2 2									
1 1 1					1 1 1									

1	2	3	4
5	6	7	8

PL-3a Twin Pulse Lasers ▲ (2)



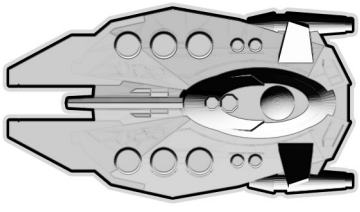
Hyperdrive ☐ Shield Regenerator ☐

Stealth ☐

Carrier (6)

[illegible]

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00000000

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 1

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

5-6 SYSTEMS
5 5 5 5 4 4 4 4 3 3 2 2
2 1 1 1

1

2

3

4


5

6

7


8

MD-6a Mass Driver ▲ (1)




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

DH-5b Harmonic Disruptor ▲ (3)



1-5 1×3+/1
6-10 1×4+/1
11-15 1×5+/1
Disruptive
β Phasing 1
γ Resonant

DH-3b Harmonic Disruptor ▲ (2)



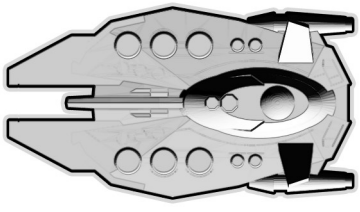
1-3 1×3+/1
4-6 1×4+/1
7-9 1×5+/1
Disruptive
β Phasing 1
γ Resonant

Auto Repair Systems ☐

Hyperdrive ☐

Shield Regenerator ☐

00000000



00000000

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 1

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

5-6 SYSTEMS
5 5 5 5 4 4 4 4 3 3 2 2
2 1 1 1

1

2

3

4


5

6

7


8

MD-6a Mass Driver ▲ (1)




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

DH-5b Harmonic Disruptor ▲ (3)



1-5 1×3+/1
6-10 1×4+/1
11-15 1×5+/1
Disruptive
β Phasing 1
γ Resonant

DH-3b Harmonic Disruptor ▲ (2)



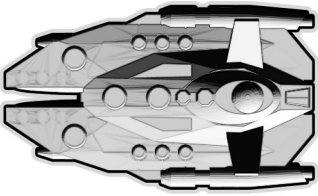
1-3 1×3+/1
4-6 1×4+/1
7-9 1×5+/1
Disruptive
β Phasing 1
γ Resonant

Auto Repair Systems ☐

Hyperdrive ☐

Shield Regenerator ☐

00000



00000

ID:

Kalaedinese Expanse

1,3,5 HULL

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

1-2 ENGINE

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

3-4 WEAPONS


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


5-6 SYSTEMS


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

1	2	3	4
5	6	7	8

DH-5b Harmonic Disruptor ▲ (2)







1-5 1× 3+/1

6-10 1× 4+/1

11-15 1× 5+/1

Disruptive

β Phasing 1

γ Resonant

SH-6b Shock Cannon ▲ (1)





1-6 1× 4+/3

7-12 1× 4+/2

13-18 1× 4+/1

Disruptive

DS-3c Disruptor ▲ (3)







1-3 1× 4+/1

4-6 1× 5+/1

7-9 1× 6+/1

Disruptive

Auto Repair Systems ☐

Hyperdrive ☐

Shield Regenerator ☐

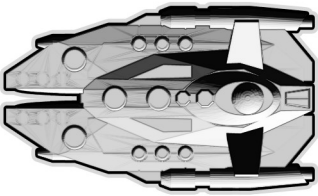
☐

FIGHTER FLIGHTS

VF: 6 5 4 3 2 1

Carrier (1)

00000



00000

ID:

Kalaedinese Expanse

1,3,5 HULL

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

1-2 ENGINE

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

3-4 WEAPONS


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


5-6 SYSTEMS


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

1	2	3	4
5	6	7	8

DH-5b Harmonic Disruptor ▲ (2)







1-5 1× 3+/1

6-10 1× 4+/1

11-15 1× 5+/1

Disruptive

β Phasing 1

γ Resonant

SH-6b Shock Cannon ▲ (1)





1-6 1× 4+/3

7-12 1× 4+/2

13-18 1× 4+/1

Disruptive

DS-3c Disruptor ▲ (3)







1-3 1× 4+/1

4-6 1× 5+/1

7-9 1× 6+/1

Disruptive

Auto Repair Systems ☐

Hyperdrive ☐

Shield Regenerator ☐

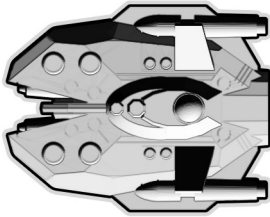
☐

FIGHTER FLIGHTS

VF: 6 5 4 3 2 1

Carrier (1)

00000



0000

ID:

Kalaedinese Expanse

1,3,5 HULL

987654321

1-2 ENGINE

554433221

3-4 WEAPONS

1098765432

5-6 SYSTEMS

222211111

1	2	3	4
5	6	7	8

DH-5b Harmonic Disruptor ▲ (2)



1-51×3+1

6-101×4+1

11-151×5+1

Disruptive
β Phasing 1
γ Resonant

SH-6b Shock Cannon ▲ (1)




1-61×4+3

7-121×4+2

13-181×4+1

DH-3b Harmonic Disruptor ▲ (2)



1-31×3+1

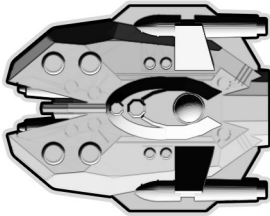
4-61×4+1

7-91×5+1

Disruptive
β Phasing 1
γ Resonant

Hyperdrive ☐ Shield Regenerator ☐

00000



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ID:

Kalaedinese Expanse

1,3,5 HULL

987654321

1-2 ENGINE

554433221

3-4 WEAPONS

1098765432

5-6 SYSTEMS

222211111

1	2	3	4
5	6	7	8

DH-5b Harmonic Disruptor ▲ (2)



1-51×3+1

6-101×4+1

11-151×5+1

Disruptive
β Phasing 1
γ Resonant

SH-6b Shock Cannon ▲ (1)




1-61×4+3

7-121×4+2

13-181×4+1

DH-3b Harmonic Disruptor ▲ (2)



1-31×3+1

4-61×4+1

7-91×5+1

Disruptive
β Phasing 1
γ Resonant

Hyperdrive ☐ Shield Regenerator ☐

Kalaedinese Expanse

ID:

1,3,5 HULL

7654321

1-2 ENGINE

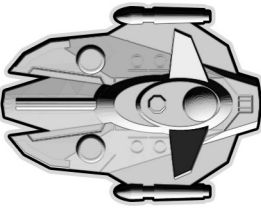
5543321

3-4 WEAPONS

2222111

5-6 SYSTEMS

5543321



1	2	3	4
5	6	7	8

DH-5b Harmonic Disruptor ▲ (1)

1-5 1× 3+/1

6-10 1× 4+/1

11-15 1× 5+/1

Disruptive

β Phasing 1

γ Resonant

Area Defense ☐

Hyperdrive ☐

Point Defense System ☐

Shield Regenerator ☐

Escort

Kalaedinese Expanse

ID:

1,3,5 HULL

7654321

1-2 ENGINE

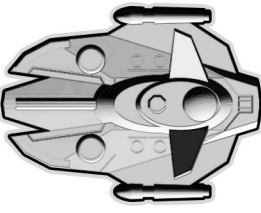
5543321

3-4 WEAPONS

2222111

5-6 SYSTEMS

5543321



1	2	3	4
5	6	7	8

DH-5b Harmonic Disruptor ▲ (1)

1-5 1× 3+/1

6-10 1× 4+/1

11-15 1× 5+/1

Disruptive

β Phasing 1

γ Resonant

Area Defense ☐

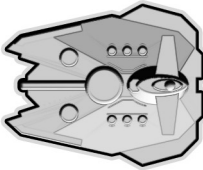
Hyperdrive ☐

Point Defense System ☐

Shield Regenerator ☐

Escort

○ ○



○ ○

ID:

1,3,5 HULL

3 2 1

1-2 ENGINE

6 4 2


3-4 WEAPONS


3 2 1

5-6 SYSTEMS

4 3 2

1	2	3	4
5	6	7	8

DH-5b Harmonic Disruptor ▲ (1)			
			
Disruptive β Phasing 1 γ Resonant			
1-5	1× 3+/1	1-5	1× 3+/1
6-10	1× 4+/1	6-10	1× 4+/1
11-15	1× 5+/1	11-15	1× 5+/1

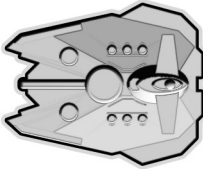
DS-3c Disruptor ▲ (1)			
			
Disruptive			
1-3	1× 4+/1	1-3	1× 4+/1
4-6	1× 5+/1	4-6	1× 5+/1
7-9	1× 6+/1	7-9	1× 6+/1

Area Defense ☐

Hyperdrive ☐

Point Defense System ☐

○ ○



○ ○

ID:

1,3,5 HULL

3 2 1

1-2 ENGINE

6 4 2

3-4 WEAPONS

3 2 1

5-6 SYSTEMS

4 3 2

1	2	3	4
5	6	7	8

DH-5b Harmonic Disruptor ▲ (1)			
			
Disruptive β Phasing 1 γ Resonant			
1-5	1× 3+/1	1-5	1× 3+/1
6-10	1× 4+/1	6-10	1× 4+/1
11-15	1× 5+/1	11-15	1× 5+/1

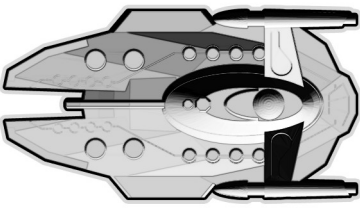
DS-3c Disruptor ▲ (1)			
			
Disruptive			
1-3	1× 4+/1	1-3	1× 4+/1
4-6	1× 5+/1	4-6	1× 5+/1
7-9	1× 6+/1	7-9	1× 6+/1

Area Defense ☐

Hyperdrive ☐

Point Defense System ☐

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ID:

1,3,5 HULL

21 20 19 18 17 16 15 14 13 12 11 10

9 8 7 6 5 4 3 2 1

1-2 ENGINE

3 3 3 3 3 3 3 3 2 2 2 2 2

2 2 1 1 1 1 1 1 1 1

3-4 WEAPONS

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

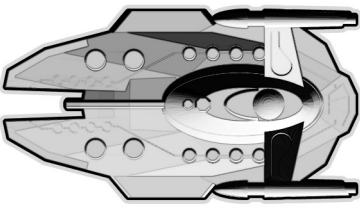
6 5 4 4 3 3 2 2 1

5-6 SYSTEMS

5 5 5 5 5 4 4 4 4 4 3 3 3

3 2 2 2 2 1 1 1 1 1 1

00000000



000000

ID:

1,3,5 HULL

21 20 19 18 17 16 15 14 13 12 11 10

9 8 7 6 5 4 3 2 1

1-2 ENGINE

3 3 3 3 3 3 3 3 2 2 2 2 2

2 2 1 1 1 1 1 1 1 1

3-4 WEAPONS

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

6 5 4 4 3 3 2 2 1

5-6 SYSTEMS

5 5 5 5 5 4 4 4 4 4 3 3 3

3 2 2 2 2 1 1 1 1 1 1


1	2	3	4
5	6	7	8

1	2	3	4
5	6	7	8

DH-5b Harmonic Disruptor ▲ (2)



DH-5b Harmonic Disruptor ▲ (2)



DH-3b Harmonic Disruptor ▲ (4)



DH-3b Harmonic Disruptor ▲ (4)



Auto Repair Systems ☐ Hyperdrive ☐

Shield Regenerator ☐☐☐

Auto Repair Systems ☐ Hyperdrive ☐

Shield Regenerator ☐☐☐

Carrier (6)

Carrier (6)

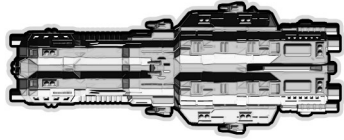
FIGHTER FLIGHTS									
VF:	6	5	4	3	2	1			
VF:	6	5	4	3	2	1			
VF:	6	5	4	3	2	1			
VF:	6	5	4	3	2	1			
VF:	6	5	4	3	2	1			
VF:	6	5	4	3	2	1			

FIGHTER FLIGHTS									
VF:	6	5	4	3	2	1			
VF:	6	5	4	3	2	1			
VF:	6	5	4	3	2	1			
VF:	6	5	4	3	2	1			
VF:	6	5	4	3	2	1			
VF:	6	5	4	3	2	1			

ANACONDA-class Battleship • 252 $(\pm 0|0|2)$

S'ssk Nesting

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4+ 3+

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

3-4 WEAPONS

14	14	13	13	12	12	11	10	10	9	9	8
7	7	6	6	5	5	4	3	3	2	2	1

5-6 SYSTEMS

[illegible]

4

MDX-5b Capital Mass Driver ▲ (1)



Crushing

AC-4b Twin Autocannon ▲ (3)



Impact 1

SL-2b Slugthrower ▲ (3)



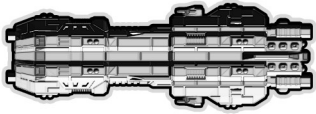
Accurate

Hyperdrive

Marines 

Bulkheads (7)

Bulkheads (7)



◀ 4+ 3+ ▶

ID:

1,3,5 HULL

• 10 • 9 8 • 7 6 • 5 • 4

3 • 2 1

1-2 ENGINE

5 5 5 5 4 4 4 3 3 2 2

2 1 1 1

3-4 WEAPONS

8 8 7 7 6 6 5 5 4 4 3 3




2 2 1 1

5-6 SYSTEMS

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

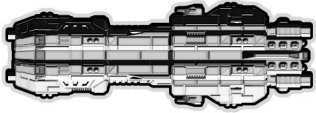
1 1 1 1

1	2	3	4
5	6	7	8

MDH-4b Heavy Mass Driver ▲ (1)		1-4 1× 3+/2 5-8 1× 4+/2 9-12 1× 5+/2	Crushing
AC-4b Twin Autocannon ▲ (1)		1-4 2× 3+/1 5-8 2× 4+/1 9-12 2× 5+/1	Impact 1
SL-2b Slugthrower ▲ (2)		1-2 1× 3+/1 3-4 1× 4+/1 5-6 1× 5+/1	Accurate Defensive

Hyperdrive ☐ Marines ☐☐☐

Bulkheads (6)



◀ 4+ 3+ ▶

ID:

1,3,5 HULL

• 10 • 9 8 • 7 6 • 5 • 4

3 • 2 1

1-2 ENGINE

5 5 5 5 4 4 4 3 3 2 2

2 1 1 1

3-4 WEAPONS

8 8 7 7 6 6 5 5 4 4 3 3




2 2 1 1

5-6 SYSTEMS

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

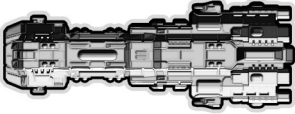
1 1 1 1

1	2	3	4
5	6	7	8

MDH-4b Heavy Mass Driver ▲ (1)		1-4 1× 3+/2 5-8 1× 4+/2 9-12 1× 5+/2	Crushing
AC-4b Twin Autocannon ▲ (1)		1-4 2× 3+/1 5-8 2× 4+/1 9-12 2× 5+/1	Impact 1
SL-2b Slugthrower ▲ (2)		1-2 1× 3+/1 3-4 1× 4+/1 5-6 1× 5+/1	Accurate Defensive

Hyperdrive ☐ Marines ☐☐☐

Bulkheads (6)



◀ 4+ 3+ ▶

ID:

1,3,5 HULL

• 8 7 • 6 5 • 4 3 • 2 1

1-2 ENGINE

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




3-4 WEAPONS

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

5-6 SYSTEMS

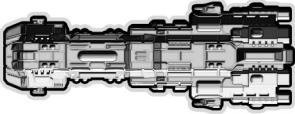
4 4 4 3 3 3 2 2 2 1 1 1

1	2	3	4
5	6	7	8

AC-4b Twin Autocannon ▲ (1)		1-4 2x 3+/1 5-8 2x 4+/1 9-12 2x 5+/1	Impact 1
SL-2b Slugthrower ▲ (2)		1-2 1x 3+/1 3-4 1x 4+/1 5-6 1x 5+/1	Accurate Defensive
Type 3 Drone Rack ▲ (1)		1-3 3x 2+/2 4-9 3x 3+/2 10-18 3x 4+/2	Seeker

Hyperdrive ☐ Marines ☒ ☒ ☒

Bulkheads (4)



◀ 4+ 3+ ▶

ID:

1,3,5 HULL

• 8 7 • 6 5 • 4 3 • 2 1

1-2 ENGINE

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




3-4 WEAPONS

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

5-6 SYSTEMS

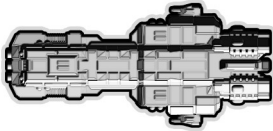
4 4 4 3 3 3 2 2 2 1 1 1

1	2	3	4
5	6	7	8

AC-4b Twin Autocannon ▲ (1)		1-4 2x 3+/1 5-8 2x 4+/1 9-12 2x 5+/1	Impact 1
SL-2b Slugthrower ▲ (2)		1-2 1x 3+/1 3-4 1x 4+/1 5-6 1x 5+/1	Accurate Defensive
Type 3 Drone Rack ▲ (1)		1-3 3x 2+/2 4-9 3x 3+/2 10-18 3x 4+/2	Seeker

Hyperdrive ☐ Marines ☒ ☒ ☒

Bulkheads (4)



◀ 4+ 3+ ▶

ID:

1,3,5 HULL

• 7 6 • 5 4 • 3 2 1

1-2 ENGINE

5 5 4 4 3 3 2 2 1 1

3-4 WEAPONS

5 5 4 4 3 3 2 2 1 1

5-6 SYSTEMS

4 4 4 3 3 2 2 2 1 1

1	2	3	4
5	6	7	8

MDH-4b Heavy Mass Driver ▲ (1)



Crushing



1-4	1× 3+/2
5-8	1× 4+/2
9-12	1× 5+/2

SL-2b Slugthrower ▲ (2)

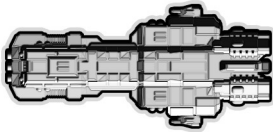


Accurate
Defensive

1-2	1× 3+/1
3-4	1× 4+/1
5-6	1× 5+/1

Hyperdrive ☐ Marines 

Bulkheads (3)



◀ 4+ 3+ ▶

ID:

1,3,5 HULL

• 7 6 • 5 4 • 3 2 1

1-2 ENGINE

5 5 4 4 3 3 2 2 1 1

3-4 WEAPONS

5 5 4 4 3 3 2 2 1 1

5-6 SYSTEMS

4 4 4 3 3 2 2 2 1 1

1	2	3	4
5	6	7	8

MDH-4b Heavy Mass Driver ▲ (1)



Crushing



1-4	1× 3+/2
5-8	1× 4+/2
9-12	1× 5+/2

SL-2b Slugthrower ▲ (2)

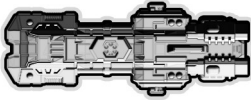


Accurate
Defensive

1-2	1× 3+/1
3-4	1× 4+/1
5-6	1× 5+/1

Hyperdrive ☐ Marines 

Bulkheads (3)



ID:

1,3,5 HULL

• 4 • 3 • 2 1

1-2 ENGINE

6 6 5 4 3 2 1

3-4 WEAPONS

4 4 3 3 2 2 1



5-6 SYSTEMS

3 3 3 2 2 1 1

◀ 3+ ▶

1	2	3	4
5	6	7	8

SL-2b Slugthrower ▲ (2)




1-2 1× 3+/1

3-4 1× 4+/1

5-6 1× 5+/1

Accurate
Defensive

Type 3 Drone Rack ▲ (1)



1-3 3× 2+/2

4-9 3× 3+/2

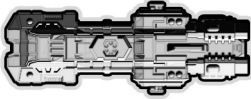
10-18 3× 4+/2

Seeker

Hyperdrive ☐

Marines 

Bulkheads (3)



ID:

1,3,5 HULL

• 4 • 3 • 2 1

1-2 ENGINE

6 6 5 4 3 2 1

3-4 WEAPONS

4 4 3 3 2 2 1



5-6 SYSTEMS

3 3 3 2 2 1 1

◀ 3+ ▶

1	2	3	4
5	6	7	8

SL-2b Slugthrower ▲ (2)




1-2 1× 3+/1

3-4 1× 4+/1

5-6 1× 5+/1

Accurate
Defensive

Type 3 Drone Rack ▲ (1)



1-3 3× 2+/2

4-9 3× 3+/2

10-18 3× 4+/2

Seeker

Hyperdrive ☐

Marines 

Bulkheads (3)

BLACK ADDER-class Frigate • 46

 $(\pm 0|0|1)$

S'ssk Nesting

S'ssk Nesting


ID:

1,3,5 HULL
• 3 2 1

1-2 ENGINE
6 5 3 2

3-4 WEAPONS
3 3 2 1

5-6 SYSTEMS
2 2 1 1



◀▶
(3+)

1	2	3	4
5	6	7	8

SL-2b Slugthrower ▲ (2)



	<i>Accurate</i>	<i>Defensive</i>
1-2	1× 3+/1	
3-4	1× 4+/1	
5-6	1× 5+/1	

Hyperdrive ☐ FIGHTER FLIGHTS VF: 6 5 4 3 2 1

FIGHTER FLIGHTS

VF: 6 5 4 3 2 1

BLACK ADDER-class Frigate • 46

 $(\pm 0|0|1)$

S'ssk Nesting

S'ssk Nesting


ID:

1,3,5 HULL
• 3 2 1

1-2 ENGINE
6 5 3 2

3-4 WEAPONS
3 3 2 1

5-6 SYSTEMS
2 2 1 1



◀▶
(3+)

1	2	3	4
5	6	7	8

SL-2b Slugthrower ▲ (2)

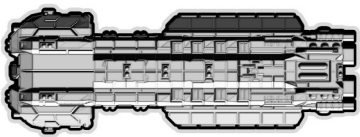


1-2	1 x 3+1	Accurate
3-4	1 x 4+1	Defensive
5-6	1 x 5+1	

Hyperdrive ☐ FIGHTER FLIGHTS VF: 6 5 4 3 2 1

FIGHTER FLIGHTS

VF: 6 5 4 3 2 1



◀ 3+ ▶

ID:

1,3,5 HULL

• 19 18 17 • 16 15 14 13 • 12 11

10 9 • 8 7 6 5 • 4 3 2 1

1-2 ENGINE

3 3 3 3 3 3 3 3 3 3 2 2 2 2

2 2 2 2 1 1 1 1 1 1 1 1

3-4 WEAPONS

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

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



5-6 SYSTEMS

3 3 3 3 3 3 3 3 3 2 2 2 2

2 2 2 2 1 1 1 1 1 1 1 1 1

1	2	3	4
5	6	7	8

MDH-4b Heavy Mass Driver ▲ (2)



Crushing

AC-4b Twin Autocannon ▲ (1)




Impact 1

SL-2b Slugthrower ▲ (3)




Accurate
Defensive

Hyperdrive ☐ Marines 

Bulkheads (5) • Carrier (6)

FIGHTER FLIGHTS

VF:	6	5	4	3	2	1
VF:	6	5	4	3	2	1
VF:	6	5	4	3	2	1
VF:	6	5	4	3	2	1
VF:	6	5	4	3	2	1
VF:	6	5	4	3	2	1



◀ 3+ ▶

ID:

1,3,5 HULL

• 19 18 17 • 16 15 14 13 • 12 11

10 9 • 8 7 6 5 • 4 3 2 1

1-2 ENGINE

3 3 3 3 3 3 3 3 3 3 2 2 2 2

2 2 2 2 1 1 1 1 1 1 1 1

3-4 WEAPONS

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

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

5-6 SYSTEMS

3 3 3 3 3 3 3 3 3 2 2 2 2

2 2 2 2 1 1 1 1 1 1 1 1 1

1	2	3	4
5	6	7	8

MDH-4b Heavy Mass Driver ▲ (2)



Crushing

AC-4b Twin Autocannon ▲ (1)



Impact 1

SL-2b Slugthrower ▲ (3)



Accurate
Defensive

Hyperdrive ☐ Marines 

Bulkheads (5) • Carrier (6)

FIGHTER FLIGHTS

VF:	6	5	4	3	2	1
VF:	6	5	4	3	2	1
VF:	6	5	4	3	2	1
VF:	6	5	4	3	2	1
VF:	6	5	4	3	2	1
VF:	6	5	4	3	2	1