

In addition to the three major races which make up the Alliance of Kurak; the Terran Alliance, the Sorylian Collective and the Aquan Prime, numerous smaller factions joined the Alliance to benefit from the mutual protection it offered or for a chance to strike back at hated enemies within the Zenian League. The most powerful of these factions have contributed significant numbers of ships to the war effort, either in fully formed fleets, or as auxiliaries within larger formations. Each of these factions has their own motivations within the Alliance's cause, and their own unique vessels and tactics that they bring to battle.

Although officially part of the Terran Alliance, the ancient ship building firm Hawker Industries are providing such a weight of military grade vessels to the conflict as to be considered a faction in their own right. Production rates across their extensive facilities has increased dramatically as they churn out vessels bound for the front line. As firm allies of both the Aquan and Terran dominions, the Terquai colonies were quick to offer their sturdy vessels and elite marines. Having suffered numerous atrocities at the hands of the perfidious Directorate, they are keen for revenge.

The brutal, war hungry Veydreth, or the 'Star Dragons' as they are often known, joined the Alliance without hesitation, eager for the spoils they could seize from the conflict. Fighting for their survival in a merciless galaxy, the bird-like Xelocians and vengeful Ryushi both pledged the might of their stellar navies. With searing laser weapons and massed flights of close range craft, both races have struck hard against the Zenian forces rampaging through the Storm Zone. Finally, the mysterious Tarakian Conclaves joined the fight, determined to stabilise the galactic sector, through force of arms if necessary.

## Fleet Building

The models in this Fleet Manual can be used in two different ways. They can be taken alongside models from the Terran Alliance, Aquan Prime or Sorylian Collective as part of an Alliance Fleet, or they can be fielded as a dedicated Kurak Support Fleet which will only contain models from within this Manual.

The rules for building Alliance Fleets so that these models can be used alongside the Terran Alliance, Aquan Prime or Sorylian Collective are given in their respective Fleet Manuals. Using these, with the Statistics Profiles presented here and the Fleet Building chapter of the rulebook you will be able to create a versatile and highly effective fighting force.

The following rules and Composition Tables apply to Kurak Support Fleets.

### Kurak Support Fleets

Unlike Alliance Fleets, Kurak Support Fleets do not contain any models from the three major races, instead, they are comprised entirely of models from within this Fleet Manual.

As you will see when looking through the following Statistics Profiles, the models within this Manual are grouped into different factions; Hawker Industries, the Ryushi, the Tarakians, the Terquai, the Veydreth and the Xelocians. To construct a Kurak Support Fleet, you first need to select one of these to be your Core Faction.

Your Fleet's minimum required Squadrons from each Tier MUST be chosen from the models available to this Faction, and your Fleet Admiral must be placed on a Tier 1 model belonging to this Faction.

Apart from this, you may fill out the remainder of your Fleet using the models available either to your Core Faction, or the other factions within this Manual. The Fleet follows the normal Fleet Building rules and procedure as laid out in the Fleet Building section of the rulebook, with the Composition Tables found on the following page governing how many of each type of Squadron can be fielded, and which Tiers they fall into.

As with the standard and Alliance Fleets, which Composition Table you should use is determined by the Maximum Fleet Value (MFV) you have agreed with your opponent.

### Allied Squadrons

Although a Kurak Support Fleet will often contain Squadrons from several different factions, a single Squadron can only contain models from ONE race or faction. For example, a Squadron could not be comprised of two Hawker Industries Cruisers and a Veydreth Heavy Cruiser.

The exception to this is where a Statistics Profile specifically lists models from another race or faction amongst its accompaniments. For example, a Hawker Industries Battleship can be accompanied by '0-3 Alliance of Kurak Escorts'. These may come from any race or faction within the Alliance of Kurak, including the Terran Alliance, Aquan Prime or Sorylian Collective, for the listed points cost. These are the only models from these major races allowed within a Kurak Support Fleet.

### Fleet Statistics and Tactical Ability Cards

Kurak Support Fleets may choose their Tactical Ability Cards from the general or Alliance of Kurak lists.

Your Fleet Tactics Bonus is that of your Core Faction, however each Squadron has the Command Distance of its own Faction.

For example, a Kurak Support Fleet with Hawker Industries as its Core Faction will have a Fleet Tactics Bonus of 3 and the Hawker Industries Squadrons within the Fleet will have a Command Distance of 6". However, a Terquai Squadron joining the Fleet will keep the Terquai Command Distance of 7".

## Patrol Fleets

If the agreed MFV is 800 Points or less, your Fleet is classed as a Patrol Fleet. You may select your Squadrons from the following list:

Tier 1	
Between 1 and 2 Squadrons, chosen from the following:	
Up to 1	Battleship
Up to 2	Carriers
Up to 1	Battlecruiser
Up to 1	Gunship Squadron
Up to 1	Heavy Cruiser Squadron
Up to 1	Assault Carrier

Tier 2	
Between 1 and 2 Squadrons, chosen from the following:	
Up to 2	Cruiser Squadrons
Up to 1	Destroyer Squadron
Up to 2	Assault or Torpedo Cruiser Squadrons

Tier 3	
Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Frigate Squadrons
Up to 2	Corvette Squadrons

## Battle Fleets

If the agreed MFV is between 801 and 1200 Points, your Fleet is classed as a Battle Fleet. You may select your Squadrons from the following list:

Tier 1	
Between 1 and 3 Squadrons, chosen from the following:	
Up to 2	Battleships
Up to 1	Battle Carrier
Up to 1	Battlecruiser Squadron
Up to 1	Dreadnought
Up to 3	Carriers
Up to 2	Assault Carriers

Tier 2	
Between 1 and 3 Squadrons, chosen from the following:	
Up to 3	Cruiser Squadrons
Up to 2	Heavy Cruiser Squadrons
Up to 1	Gunship Squadron
Up to 1	Destroyer Squadron
Up to 3	Assault or Torpedo Cruiser Squadrons

Tier 3	
Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Frigate Squadrons
Up to 3	Corvette Squadrons

## Grand Fleets

If the agreed MFV is between 1201 and 2000 Points, your Fleet is classed as a Grand Fleet. You may select your Squadrons from the following list:

Tier 1	
Between 2 and 4 Squadrons, chosen from the following:	
Up to 3	Battleships
Up to 4	Carriers
Up to 2	Battlecruiser Squadrons
Up to 2	Dreadnoughts
Up to 2	Battle Carriers
Up to 3	Assault Carriers

Tier 2	
Between 2 and 4 Squadrons, chosen from the following:	
Up to 4	Cruiser Squadrons
Up to 3	Heavy Cruiser Squadrons
Up to 2	Gunship Squadrons
Up to 2	Destroyer Squadrons
Up to 4	Assault or Torpedo Cruiser Squadrons

Tier 3	
Between 3 and 5 Squadrons, chosen from the following:	
Up to 5	Frigate Squadrons
Up to 5	Corvette Squadrons

## Mighty Armadas

If the agreed MFV is in excess of 2000 Points the force is divided into separate Fleets, each with its own Admiral, TACs, etc. Each Fleet may also select a different Core Faction. A force of between 2001 and 2800 Points is formed into one Grand Fleet and one Patrol Fleet, while a force of between 2801 and 3200 Points is divided into one Grand Fleet and one Battle Fleet and so on.


Provided the minimum requirements for each Fleet can be met, you may divide your MFV between the Fleets as you see fit. For example, a 2300 Point force could contain a 1900 Point Grand Fleet and a 400 Point Patrol Fleet, or a 1500 Point Grand Fleet and an 800 Point Patrol Fleet.

**Important Note:** This document is intended to provide you with the various statistics needed to use our spaceship models with the Firestorm Armada 2.0 rules. This Fleet Manual is what we refer to as a 'living document', meaning that as new models are created their statistics will be added and the document will expand.

Additionally, should any errata be found with printed materials they will be reflected in this document. As such, you should always use the statistics found in this document as the default statistics when you are playing Firestorm Armada. Please refer back to this download on a regular basis to ensure that you are playing with the latest version of statistics.

# BATTLESHIP

## Excelsior Class

<b>Designation</b>		BATTLESHIP					
<b>Name</b>		Excelsior					
<b>Size class</b>		Large Capital					
<b>Squadron size</b>		1					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
6	12	6"	8	7	5	6	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
170		2		0		2"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Starboard / Port				6	7	5	-
Fore (Fixed)				9	10	8	7
Turrets (Any)				8	10	6	4
<b>Cyberwarfare Weapons</b>				10"	20"	30"	40"
Any				8	9	5	-
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Fore				7	7	8	8
<b>MARs</b>							
Weapon Shielding							
<b>Hardpoints</b>				Points			
Select up to THREE from the following:							
0-1: Include the Cyberwarfare Weapons				+20			
0-2: +1" Mv				+5			
0-1: +1 HP				+10			
0-1: Gain the Ops Centre MAR				+5			
<b>Upgrades</b>				Points			
Upgrade the Turrets to Nuclear Weapons				+15			
Gain the Secured Bulkheads MAR				+5			
<b>Accompaniment</b>				Points			
0-3 Alliance of Kurak Escorts				Variable			

**Important Note:** Weapons systems listed in red are not fitted to the vessel as standard, but may be taken by using a Hardpoint option.

### HAWKER INDUSTRIES FLEET STATISTICS

<b>Fleet Tactics Bonus</b>	<b>3</b>
<b>Command Distance</b>	<b>6"</b>


# CARRIER

## Regent Class

<b>Designation</b>		CARRIER					
<b>Name</b>		Regent					
<b>Size class</b>		Large Capital					
<b>Squadron size</b>		I					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
5	9	6"	7	6	4	5	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
130		I		8		2"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Starboard / Port				6	7	5	-
Turrets (Any)				6	8	4	-
<b>Cyberwarfare Weapons</b>				10"	20"	30"	40"
Any				8	9	5	-
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Fore				5	5	6	6
<b>MARs</b>							
Deck Crews							
<b>Hardpoints</b>							Points
Select up to TWO from the following:							
0-1: Include the Cyberwarfare Weapons							+20
0-1: +2" Command Distance							+10
0-1: +1 HP							+10
0-1: Gain the Ops Centre MAR							+5
<b>Upgrades</b>							Points
Upgrade the Turrets to Nuclear Weapons							+15
Gain the Weapon Shielding MAR							+10
<b>Accompaniment</b>							Points
0-2 Resolute Class Cruisers							+60 each
0-3 Alliance of Kurak Escorts							Variable


# CRUISER

## Resolute Class

<b>Designation</b>		CRUISER						
<b>Name</b>		Resolute						
<b>Size class</b>		Medium Capital						
<b>Squadron size</b>		2-3						
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>	
4	7	8"	5	5	3	3	0	
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>		
60		I		0		1"		
<b>Primary Weapons</b>				8"	16"	24"	32"	
Starboard / Port				4	5	3	-	
Turrets (Any)				4	6	-	-	
<b>Torpedo Weapons</b>				12"	24"	36"	48"	
Fore				4	4	5	5	
<b>MARs</b>								
Protected Systems								
<b>Upgrades</b>						Points		
Upgrade the Turrets to Nuclear Weapons						+5		
Gain the Weapon Shielding MAR						+10		


# FRIGATE

## Endeavour Class

<b>Designation</b>		FRIGATE							
<b>Name</b>		Endeavour							
<b>Size class</b>		Small							
<b>Squadron size</b>		2-4							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
4	6	10"	2	3	1	2	0		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
35		0		0		0"			
<b>Primary Weapons</b>				8"	16"	24"	32"		
Starboard / Port				4	5	3	-		
Turrets (Any)				1	2	-	-		
<b>Torpedo Weapons</b>				12"	24"	36"	48"		
Fore				3	3	4	4		
<b>MARs</b>									
Difficult Target, Scout									


# ESCORT

## Stalwart Class

<b>Designation</b>		ESCORT							
<b>Name</b>		Stalwart							
<b>Size class</b>		Small							
<b>Squadron size</b>		1-3							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
4	5	8"	2	3	0	3	0		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
20		0		0		0"			
<b>MARs</b>									
Difficult Target									

# BATTLE CARRIER

## Shautrai Class

<b>Designation</b>		<b>BATTLE CARRIER</b>					
<b>Name</b>		<b>Shautrai</b>					
<b>Size class</b>		<b>Large Capital</b>					
<b>Squadron size</b>		<b>1</b>					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
<b>7</b>	<b>10</b>	<b>6"</b>	<b>9</b>	<b>6</b>	<b>3</b>	<b>8</b>	<b>0</b>
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
<b>195</b>		<b>2</b>		<b>9</b>		<b>2"</b>	
<b>Kinetic Weapons</b>				<b>12"</b>	<b>24"</b>	<b>36"</b>	<b>48"</b>
Fore (Fixed)				<b>8</b>	<b>10</b>	<b>5</b>	<b>2</b>
<b>Beam Weapons</b>				<b>10"</b>	<b>20"</b>	<b>30"</b>	<b>40"</b>
Starboard / Port				<b>9</b>	<b>12</b>	<b>5</b>	<b>3</b>
<b>Torpedo Weapons</b>				<b>12"</b>	<b>24"</b>	<b>36"</b>	<b>48"</b>
Fore				<b>7</b>	<b>7</b>	<b>7</b>	<b>7</b>
<b>MARs</b>							
Bigger Batteries							
<b>Hardpoints</b>						Points	
Select up to TWO from the following:							
0-1: +3 Wing Capacity						+5	
0-1: +2" Mv						+5	
0-1: +1 Shield						+15	
0-1: +2 PD						+5	
<b>Upgrades</b>						Points	
Gain the Point Defence Barrage MAR						+5	
Give the Beam Weapons the Split Fire MAR						+5	
Gain the Deck Crews MAR						+10	
<b>Accompaniment</b>						Points	
0-2 Hokita Class Cruisers						+60 each	

### RYUSHI FLEET STATISTICS

<b>Fleet Tactics Bonus</b>	<b>1</b>
<b>Command Distance</b>	<b>8"</b>

# CARRIER

## Onnisha Class




<b>Designation</b>		<b>CARRIER</b>					
<b>Name</b>		<b>Onnisha</b>					
<b>Size class</b>		<b>Large Capital</b>					
<b>Squadron size</b>		<b>I</b>					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
6	9	6"	7	5	3	7	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
120		I		6		2"	
<b>Kinetic Weapons</b>				12"	24"	36"	48"
Fore (Fixed)				6	8	3	-
<b>Beam Weapons</b>				10"	20"	30"	40"
Starboard / Port				8	10	5	-
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Fore				6	6	6	6
<b>MARs</b>							
Bigger Batteries							
<b>Hardpoints</b>						Points	
Select up to TWO from the following:							
0-1: +3 Wing Capacity						+5	
0-1: +2 Crew						+5	
0-1: +1 Shield						+10	
<b>Upgrades</b>						Points	
Gain the Deck Crews MAR						+10	
Give the Beam Weapons the Split Fire MAR						+5	
<b>Accompaniment</b>						Points	
0-2 Hokita Class Cruisers						+60 each	




# CRUISER

## Hokita Class

<b>Designation</b>		CRUISER					
<b>Name</b>		Hokita					
<b>Size class</b>		Medium Capital					
<b>Squadron size</b>		2-4					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
4	7	8"	4	4	2	4	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
60		I		0		I"	
<b>Beam Weapons</b>				10"	20"	30"	40"
Starboard / Port				6	8	3	-
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Fore				4	4	4	4
<b>MARs</b>							
Bigger Batteries							
<b>Upgrades</b>						Points	
Gain the Point Defence Barrage MAR						+5	


# CORVETTE

## Akkarai Class

<b>Designation</b>		CORVETTE					
<b>Name</b>		Akkarai					
<b>Size class</b>		Small					
<b>Squadron size</b>		3-6					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
3	4	13"	2	0	0	2	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
20		0		0		0"	
<b>Beam Weapons</b>				10"	20"	30"	40"
Fore				4	2	-	-
<b>MARs</b>							
Elusive Target, Unmanned							

# BATTLESHIP

## Ganak and Sanarl Class


<b>Designation</b>		BATTLESHIP					
<b>Name</b>		Ganak, Sanarl					
<b>Size class</b>		Large Capital					
<b>Squadron size</b>		1					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
6	10	6"	10	8	4	6	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
190		3		4		2"	
<b>Gravitational Weapons</b>				8"	16"	24"	32"
Fore (Fixed)				8	9	8	6
<b>Primary Weapons</b>				8"	16"	24"	32"
Starboard / Port				11	14	9	6
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Starboard / Port				8	8	8	8
Fore				8	8	8	8
<b>MARs</b>							
Protected Systems							
<b>Hardpoints</b>				Points			
Select up to TWO from the following:							
0-1: +1 CR				+10			
0-1: +2 Wing Capacity				Free			
0-1: Gain the Self Repair MAR				+15			
<b>Upgrades</b>				Points			
Give the Torpedoes the High Energy MAR				+5			
<b>Accompaniment</b>				Points			
0-3 Alliance of Kurak Escorts				Variable			

### TARAKIAN FLEET STATISTICS

<b>Fleet Tactics Bonus</b>	1
<b>Command Distance</b>	7"


# CRUISER

## Rulak and Sulan Class

<b>Designation</b>		CRUISER					
<b>Name</b>		Rulak, Sulan					
<b>Size class</b>		Medium Capital					
<b>Squadron size</b>		2-4					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
4	6	8"	5	4	2	3	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
60		I		0		I"	
<b>Gravitational Weapons</b>				8"	16"	24"	32"
Fore (Fixed)				5	6	5	4
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Starboard / Port				5	5	5	5
Fore				5	5	5	5
<b>MARs</b>							
-							
<b>Upgrades</b>							<b>Points</b>
Gain the Protected Systems MAR							+5
Give the Torpedoes the High Energy MAR							+5

# FRIGATE


## Kurar and Tarl Class

<b>Designation</b>		FRIGATE					
<b>Name</b>		Kurar, Tarl					
<b>Size class</b>		Small					
<b>Squadron size</b>		2-5					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
3	5	10"	2	2	I	I	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
30		I		0		0"	
<b>Gravitational Weapons</b>				8"	16"	24"	32"
Fore (Fixed)				3	4	3	2
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Starboard / Port				4	3	2	I
<b>MARs</b>							
Difficult Target							

# DREADNOUGHT

## Resulka Class



<b>Designation</b>		<b>DREADNOUGHT</b>							
<b>Name</b>		<b>Resulka</b>							
<b>Size class</b>		<b>Large Capital</b>							
<b>Squadron size</b>		<b>1</b>							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
<b>7</b>	<b>12</b>	<b>6"</b>	<b>10</b>	<b>8</b>	<b>8</b>	<b>8</b>	<b>6</b>		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
<b>270</b>		<b>1</b>		<b>0</b>		<b>2"</b>			
<b>Primary Weapons</b>				<b>8"</b>	<b>16"</b>	<b>24"</b>	<b>32"</b>		
<b>Gun Racks</b>				<b>15</b>	<b>18</b>	<b>16</b>	<b>5</b>		
<b>Beam Weapons</b>				<b>10"</b>	<b>20"</b>	<b>30"</b>	<b>40"</b>		
<b>Fore</b>				<b>11</b>	<b>13</b>	<b>5</b>	<b>-</b>		
<b>Torpedo Weapons</b>				<b>12"</b>	<b>24"</b>	<b>36"</b>	<b>48"</b>		
<b>Any</b>				<b>8</b>	<b>8</b>	<b>8</b>	<b>8</b>		
<b>MARs</b>									
Elite Crew, Launch Tubes, Reinforced (Port, Starboard)									
<b>Hardpoints</b>								<b>Points</b>	
Select up to THREE from the following:									
0-1: +3 Wing Capacity								<b>+5</b>	
0-2: +1" Mv								<b>+5</b>	
0-1: +1 Shield								<b>+15</b>	
0-1: Gain the Second Assault MAR								<b>+10</b>	
<b>Upgrades</b>								<b>Points</b>	
Gain the Special Forces MAR								<b>+5</b>	
Give the Torpedo Weapons the Corrosive MAR								<b>+10</b>	
Give the Primary Weapons the High Energy MAR								<b>+5</b>	
<b>Accompaniment</b>								<b>Points</b>	
0-3 Alliance of Kurak Escorts								<b>Variable</b>	


### TERQUAI FLEET STATISTICS

<b>Fleet Tactics Bonus</b>	<b>2</b>
<b>Command Distance</b>	<b>7"</b>

# ASSAULT CARRIER


## Alkonost Class



<b>Designation</b>		ASSAULT CARRIER					
<b>Name</b>		Alkonost					
<b>Size class</b>		Large Capital					
<b>Squadron size</b>		I					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
7	9	7"	7	7	7	5	5
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
170		I		4		1"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Gun Racks				9	12	10	3
<b>Beam Weapons</b>				10"	20"	30"	40"
Fore				8	10	2	-
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Any				7	7	7	7
<b>MARs</b>							
Reinforced (Port, Starboard), Sector Shielding							
<b>Hardpoints</b>						Points	
Select up to TWO from the following:							
0-1: Gain the Planetfall (3) MAR, reduce Wing Capacity to 0						FREE	
0-1: +2 Wing Capacity						+5	
0-1: +2" Mv						+5	
0-1: Gain the Second Assault MAR						+10	
0-1: +1 Shield Rating						+10	
<b>Upgrades</b>						Points	
Gain the Special Forces MAR						+5	
Give the Torpedo Weapons the Corrosive MAR						+10	
Give the Primary Weapons the High Energy MAR						+5	
<b>Accompaniment</b>						Points	
0-3 Alliance of Kurak Escorts						Variable	
0-1 Akulkan or Aural Assault Cruiser						+65 points	


# ASSAULT CRUISER

## Akulkan, Arual Class

<b>Designation</b>		ASSAULT CRUISER					
<b>Name</b>		Akulkan, Arual					
<b>Size class</b>		Medium Capital					
<b>Squadron size</b>		2-3					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
5	6	9"	4	4	6	3	4
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
65		I		0		1"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Gun Racks				4	7	6	-
<b>Beam Weapons</b>				10"	20"	30"	40"
Fore				6	7	-	-
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Gun Racks				4	4	4	4
<b>MARs</b>							
High Energy (Primary), Reinforced (Port, Starboard), Sector Shielding							
<b>Hardpoints</b>						Points	
Select up to ONE from the following:							
0-1: Gain the Launch Tubes MAR						+5	
0-1: Gain the Second Assault MAR						+10	
<b>Upgrades</b>						Points	
Gain the Special Forces MAR						+5	


# TORPEDO CRUISER

## Makalu and Turale Class

<b>Designation</b>		TORPEDO CRUISER					
<b>Name</b>		Makalu, Turale					
<b>Size class</b>		Medium Capital					
<b>Squadron size</b>		2-3					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
5	6	8"	4	3	3	3	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
60		I		0		1"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Gun Racks				4	8	7	2
<b>Beam Weapons</b>				10"	20"	30"	40"
Fore				5	6	-	-
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Gun Racks				7	7	7	7
<b>MARs</b>							
Reinforced (Port, Starboard)							
<b>Hardpoints</b>						Points	
Select up to ONE from the following:							
0-1: Gain the Sector Shielding MAR						+5	
0-1: 2" Mv						+5	
<b>Upgrades</b>						Points	
Give the Primary Weapons the High Energy MAR						+5	
Give the Torpedoes the Corrosive MAR						+10	

# FRIGATE


## Sular Class

<b>Designation</b>		FRIGATE					
<b>Name</b>		Sular					
<b>Size class</b>		Small					
<b>Squadron size</b>		2-4					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
4	5	11"	2	2	2	1	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
25		0		0		0"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Gun Racks				3	5	1	-
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Any				3	3	3	3
<b>MARs</b>							
Difficult Target, Reinforced (Port, Starboard)							
<b>Upgrades</b>						Points	
Gain the Pack Hunters MAR						+5	



# BATTLESHIP

## Predator Class


<b>Designation</b>		<b>BATTLESHIP</b>					
<b>Name</b>		<b>Predator</b>					
<b>Size class</b>		<b>Large Capital</b>					
<b>Squadron size</b>		<b>1</b>					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
6	11	7"	10	8	5	7	5
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
180		0		0		2"	
<b>Beam Weapons</b>				10"	20"	30"	40"
Starboard / Port				12	14	6	4
Fore				8	9	7	6
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Starboard / Port				8	8	6	6
Fore				8	8	6	6
<b>MARs</b>							
Double Mines, Vulnerable							
<b>Hardpoints</b>						Points	
Select up to THREE from the following:							
0-2: +2 AP						+10	
0-2: +1" Mv						+5	
0-1: +2 MN						+10	
0-1: Remove the Vulnerable MAR						+15	
<b>Upgrades</b>						Points	
Gain the Second Assault MAR						+10	
Give the Beam Weapons the High Energy MAR						+5	

### VEYDRETH FLEET STATISTICS

<b>Fleet Tactics Bonus</b>	<b>2</b>
<b>Command Distance</b>	<b>6"</b>


# GUNSHIP

## Onslaught and Prowler Class

<b>Designation</b>		GUNSHIP					
<b>Name</b>		Onslaught, Prowler					
<b>Size class</b>		Medium Capital					
<b>Squadron size</b>		2-3					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
5	7	9"	4	4	4	3	4
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
75		0		0		1"	
<b>Beam Weapons</b>				10"	20"	30"	40"
Starboard / Port				6	9	5	-
<b>Primary Weapons</b>				8"	16"	24"	32"
Fore				5	7	4	-
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Fore				5	5	4	4
<b>MARs</b>							
Double Mines, Vulnerable							
<b>Hardpoints</b>						Points	
Select up to ONE of the following:							
0-1: -1" Turn Limit						+5	
0-1: Gain the Ambush (1) MAR						+10	
<b>Upgrades</b>						Points	
Give the Beam Weapons the High Energy MAR						+5	

# HEAVY CRUISER


## Carnivore Class

<b>Designation</b>		HEAVY CRUISER					
<b>Name</b>		Carnivore					
<b>Size class</b>		Medium Capital					
<b>Squadron size</b>		2-3					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
5	8	7"	6	5	4	5	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
85		0		0		1"	
<b>Beam Weapons</b>				10"	20"	30"	40"
Starboard / Port				6	7	4	-
<b>Primary Weapons</b>				8"	16"	24"	32"
Fore				6	7	5	3
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Fore				7	7	5	5
<b>MARs</b>							
-							
<b>Upgrades</b>						Points	
Gain the Bigger Batteries MAR						+5	

# ASSAULT CRUISER


## Stalker Class



<b>Designation</b>		<b>ASSAULT CRUISER</b>					
<b>Name</b>		Stalker					
<b>Size class</b>		Medium Capital					
<b>Squadron size</b>		2-3					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
4	7	10"	4	5	6	3	4
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
60		0		0		1"	
<b>Beam Weapons</b>				10"	20"	30"	40"
Starboard / Port				6	7	4	-
<b>Primary Weapons</b>				8"	16"	24"	32"
Fore				4	6	3	-
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Fore				5	5	4	4
<b>MARs</b>							
-							
<b>Hardpoints</b>							Points
Select up to ONE of the following:							
0-1: Gain the Launch Tubes MAR							+10
0-1: Gain the Ambush (1) MAR							+10
<b>Upgrades</b>							Points
Gain the Second Assault MAR							+10


# DESTROYER

## Hunter and Savage Class

<b>Designation</b>		DESTROYER					
<b>Name</b>		Hunter, Savage					
<b>Size class</b>		Medium Capital					
<b>Squadron size</b>		2-3					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
4	7	8"	4	4	3	3	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
70		0		0		1"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Starboard / Port				5	7	-	-
<b>Beam Weapons</b>				10"	20"	30"	40"
Fore				2	4	7	5
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Any				5	5	4	4
<b>MARs</b>							
Stealth Systems							
<b>Upgrades</b>						Points	
Give the Beam Weapons the High Energy MAR						+5	
Gain the Ambush (2) MAR						+10	


# CORVETTE

## Reaver Class

<b>Designation</b>		CORVETTE					
<b>Name</b>		Reaver					
<b>Size class</b>		Small					
<b>Squadron size</b>		2-5					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
3	4	12"	2	2	2	1	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
25		0		0		0"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Gun Racks				4	4	-	-
Fore (Fixed)				3	4	1	-
<b>MARs</b>							
Elusive Target							
<b>Upgrades</b>						Points	
Gain +3 MN						+5	

# DREADNOUGHT

## Hulaka Class

<b>Designation</b>		<b>DREADNOUGHT</b>						
<b>Name</b>		<b>Hulaka</b>						
<b>Size class</b>		<b>Large Capital</b>						
<b>Squadron size</b>		<b>1</b>						
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>	
<b>7</b>	<b>11</b>	<b>6"</b>	<b>10</b>	<b>8</b>	<b>6</b>	<b>6</b>	<b>0</b>	
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>		
<b>320</b>		<b>2</b>		<b>4</b>		<b>2"</b>		
<b>Beam Weapons</b>				<b>10"</b>	<b>20"</b>	<b>30"</b>	<b>40"</b>	
Starboard / Port				<b>12</b>	<b>16</b>	<b>6</b>	<b>-</b>	
Fore (Fixed)				<b>14</b>	<b>18</b>	<b>11</b>	<b>8</b>	
<b>Torpedo Weapons</b>				<b>12"</b>	<b>24"</b>	<b>36"</b>	<b>48"</b>	
Fore				<b>8</b>	<b>8</b>	<b>9</b>	<b>9</b>	
<b>MARs</b>								
Elite Crew, Energy Transfer (Beam, 2), Impervious, Reinforced (Fore)								
<b>Hardpoints</b>						<b>Points</b>		
Select up to THREE from the following:								
0-1: +1 Shield Rating						<b>+15</b>		
0-1: -1" Turn Limit						<b>+10</b>		
0-2: +1" Mv						<b>+5</b>		
0-1: +4 Wing Capacity						<b>+5</b>		
<b>Upgrades</b>						<b>Points</b>		
Give the Beam Weapons the Corrosive MAR						<b>+15</b>		
Give the Beam Weapons the Split Fire MAR						<b>+5</b>		
<b>Accompaniment</b>						<b>Points</b>		
0-3 Alliance of Kurak Escorts						<b>Variable</b>		


### XELOCIAN FLEET STATISTICS

<b>Fleet Tactics Bonus</b>	<b>1</b>
<b>Command Distance</b>	<b>6"</b>

# BATTLESHIP

## Kindartu Class




<b>Designation</b>		BATTLESHIP						
<b>Name</b>		Kindartu						
<b>Size class</b>		Large Capital						
<b>Squadron size</b>		I						
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>	
6	10	7"	8	7	4	5	0	
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>		
185		2		1		2"		
<b>Beam Weapons</b>				10"	20"	30"	40"	
Starboard / Port				8	10	3	-	
Fore (Fixed)				11	15	8	5	
<b>Torpedo Weapons</b>				12"	24"	36"	48"	
Fore				7	7	8	8	
<b>MARs</b>								
Energy Transfer (Beam, I), Reinforced (Fore)								
<b>Hardpoints</b>							Points	
Select up to TWO from the following:								
0-1: +1 Shield Rating							+15	
0-1: -1" Turn Limit							+10	
0-1: +2" Mv							+10	
0-1: +3 Wing Capacity							+5	
<b>Upgrades</b>							Points	
Give the Beam Weapons the Corrosive MAR							+15	
Give the Beam Weapons the Split Fire MAR							+5	
<b>Accompaniment</b>							Points	
0-3 Alliance of Kurak Escorts							Variable	




# CRUISER

## Hantari and Tindaku Class

<b>Designation</b>		CRUISER							
<b>Name</b>		Hantari, Tindaku							
<b>Size class</b>		Medium Capital							
<b>Squadron size</b>		2-4							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
4	6	9"	4	4	3	3	0		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
65		2		0		1"			
<b>Beam Weapons</b>				10"	20"	30"	40"		
Starboard / Port				4	5	2	-		
Fore (Fixed)				5	6	4	3		
<b>Torpedo Weapons</b>				12"	24"	36"	48"		
Fore				4	4	5	5		
<b>MARs</b>									
Energy Transfer (Beam, I), Protected Systems, Reinforced (Fore)									
<b>Upgrades</b>								<b>Points</b>	
Give the Beam Weapons the Corrosive MAR								+10	

# FRIGATE


## Karn and Shaniri Class

<b>Designation</b>		FRIGATE							
<b>Name</b>		Karn, Shaniri							
<b>Size class</b>		Small							
<b>Squadron size</b>		2-5							
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>		
3	5	12"	2	3	1	1	0		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
20		1		0		0"			
<b>Beam Weapons</b>				10"	20"	30"	40"		
Starboard / Port				2	3	2	-		
Fore (Fixed)				3	4	2	-		
<b>MARs</b>									
Difficult Target									

# ESCORT

## Larshan Class



<b>Designation</b>		ESCORT					
<b>Name</b>		Larshan					
<b>Size class</b>		Small					
<b>Squadron size</b>		1-3					
<b>DR</b>	<b>CR</b>	<b>Mv</b>	<b>HP</b>	<b>CP</b>	<b>AP</b>	<b>PD</b>	<b>MN</b>
3	5	10"	2	2	0	1	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
20		1		0		0"	
<b>Beam Weapons</b>				10"	20"	30"	40"
Fore (Fixed)				3	2	-	-
<b>MARs</b>							
Difficult Target, Reinforced (Fore)							
<b>Hardpoints</b>						Points	
Select up to ONE from the following:							
0-1: +1 PD						Free	
0-1 Change Designation to Corvette, Mv to 13", Squadron Size to 3-6 and Gain the Energy Transfer (Beam, 1) MAR						Free	