

# **FIRESTORM ARMADA**



# **MARAUDERS STATISTICS**

**August 17th 2014  
Version 2.0 Compliant**

The models in this Fleet Manual can be used in two different ways. With the exception of the Pathogen, they can be taken as Mercenaries alongside models from any other Fleet (where they occupy the 25% Allies slot), or they can be fielded as a dedicated Marauder Fleet that will only contain models from within this Manual.

**Important Note:** Any Mercenaries taken fill the same 'quarter' of your Maximum Fleet Value as allied models. You cannot spend one quarter on Allied Squadrons, one quarter on Mercenary Squadrons and one quarter on Natural Allies, instead you can field up to one quarter Allied and Mercenary Squadrons, up to one quarter Natural Allies and must field at least one half of the MFV from your main fleet.

## Marauder Fleets

Marauder Fleets do not contain any models from the major races or alliance factions, 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: OmniDyne Special Operations (OSO – including OmniDyne and Corsairs), Syndicated Traders League (STL – including Syndicate and Traders), the Oroshan, and the Pathogen. To construct a Marauder 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, 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 Marauder Fleet will often contain Squadrons from several different factions, a single Squadron can only contain models from ONE race or faction.

### Fleet Statistics and Tactical Ability Cards

Marauder Fleets may choose their Tactical Ability Cards from the general or Marauder 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 Marauder Fleet with the Syndicated Traders League as its Core Faction will have

a Fleet Tactics Bonus of 2 and the Syndicate Squadrons within the Fleet will have a Command Distance of 6".

### Pathogen

Models from the Pathogen **CANNOT** be taken in any Fleet unless Pathogen is the Core Faction. If Pathogen is chosen as the Core Faction, no models from any other faction may be taken.

### OmniDyne Special Operations (OSO)

OSO are loosely aligned with the Zenian League. As such, they may be taken as part of any fleet in the Zenian League (including core races) for the points indicated. They may also be fielded by fleets within the Alliance of Kurak, but in this case they cost the points indicated in brackets on their profile.

OSO OmniDyne are also Natural Allies with the Directorate, and up to 50% of your Maximum Fleet Value (rounded down) may be spent on OmniDyne models within a Directorate fleet. However, if a fleet contains any OmniDyne models, it may not include Works Raptor models (see Table on Page 4).

### Syndicated Traders League (STL)

The STL are loosely aligned with the Alliance of Kurak. As such, they may be taken as part of any fleet in the Alliance of Kurak (including core races) for the points indicated. They may also be fielded by fleets within the Zenian League, but in this case they cost the points indicated in brackets on their profile.

The STL are also Natural Allies with the Terran Alliance, and up to 50% of your Maximum Fleet Value (rounded down) in a Terran Alliance fleet may be spent on STL Syndicate or STL Traders models. Due to lingering animosity between the Aquans and the Syndicate, any fleet containing Aquan models may field STL Syndicate models, but at the bracketed cost (see Table on Page 4).

### Escorts

Where a ship profile in another book specifies an Alliance of Kurak or Zenian League Escort, this may also be substituted by any OSO or STL ship with an Escort designation. The appropriate cost should be paid according to whether the faction is aligned with the fleet in question (where the standard cost is paid) or not (where the bracketed cost is paid).

## Mercenaries

In any other Fleet, you may spend up to one quarter of your Maximum Fleet Value (rounded down) on models chosen from within this Fleet Manual, apart from those belonging to Pathogen.

Your Fleet's minimum required Squadrons from each Tier **MUST** be from your main fleet, and your Fleet Admiral must be placed on a Tier 1 model from within your main fleet.

Each Squadron uses the Command Distance of its race or faction and your Fleet's Fleet Tactics Bonus is the LOWEST from the races which make up your Fleet. Finally, if you take Mercenaries in your Fleet, only General Tactical Ability Cards may be used.

Otherwise, each Squadron is chosen as normal, using up the relevant Squadron selection for its Tier and paying the required Points Cost (ensuring the correct points are paid depending on whether the fleet is from the Alliance of Kurak or Zenian League) – as shown on the Table on Page 4 – with all Upgrades, Hard Points and accompaniments available for purchase.

## Marauder 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	Carrier Squadrons
Up to 1	Battle Carrier
Up to 1	Captured Large Squadron
Up to 1	Battlecruiser

Tier 2	
Between 1 and 2 Squadrons, chosen from the following:	
Up to 2	Cruiser Squadrons
Up to 2	Captured Medium Squadrons
Up to 1	Gunship Squadron

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

**Important Note:** In a Patrol Fleet, a Battlecruiser's Squadron Size is reduced to 1, if is not 1 already.

## Marauder 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 2	Battle Carriers
Up to 1	Battle Station
Up to 2	Battlecruiser Squadrons
Up to 1	Dreadnought
Up to 3	Carrier Squadrons
Up to 2	Captured Large Squadrons

Tier 2	
Between 1 and 3 Squadrons, chosen from the following:	
Up to 3	Cruiser Squadrons
Up to 2	Gunship Squadrons
Up to 3	Captured Medium Squadrons

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

## Marauder 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 3	Battle Carriers
Up to 2	Battle Stations
Up to 3	Battlecruiser Squadrons
Up to 4	Carrier Squadrons
Up to 2	Dreadnoughts
Up to 3	Captured Large Squadrons

Tier 2	
Between 2 and 4 Squadrons, chosen from the following:	
Up to 4	Cruiser Squadrons
Up to 2	Gunship Squadrons
Up to 4	Captured Medium Squadrons

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

## Marauder 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.

## The Syndicated Traders League

---

Since its origins in the Rift, The Syndicate has become a force to be reckoned with in the larger confines of the Storm Zone. The shady Vylia'sal Syndicate extended its hold and infiltration of the former Rift Traders League, using subterfuge, political scheming and ultimately, brute force.

Using the legitimate trading front of the RTL, the Syndicate grew even larger and more powerful, forging stronger links with Terran Alliance worlds, leaders and even military assets. Eventually it grew to the point where it transformed itself into an organisation that could stand outside of the shelter of the Rift, confident in its position as a partner to the strongest galactic powers. Thus was born the Syndicated Traders League (STL).

This could not have come at a better time for Tauris, since the loss (and presumed destruction) of the Supermax-89 facility on one of its more dangerous enforcement missions.

Nevertheless, his political manoeuvring with key Terran players has given him access to a number of older and previously decommissioned Reformer-class stations which he has used to great effect – so much so that even Terran Admirals have fielded these assets themselves.

This newly-wielded legitimacy meant Tauris Vylia'sal could even broker an uneasy amnesty from the many Aquan Sebrutan warrants held against him. This is not something that pleased the Aquan hierarchy, but the unbridled political power Tauris wields amongst many of the Alliance of Kurak members, including the powerful Terrans, now meant they had little choice in the matter. He is not welcomed by the Aquans, but he is tolerated – for the time being, at least.

Stronger ties with the Kurak Alliance have allowed Tauris to strengthen his position against OmniDyne's interference in his dealings in the Rift and further afield.

Although this rivalry has continued to simmer, the STL and OmniDyne factions will cooperate for mutual benefit, usually when some venture of dubious legality and high profitability is involved. This is probably down to the relentless pursuit of personal power of both Tauris and OmniDyne's successful CEO Asger Nerivar – two individuals of equal drive, ruthlessness and complete amorality.

## OmniDyne Special Operations (OSO)

---

Since rising from his former COO position to CEO, Nerivar has gone from strength to strength. Cleverly gaining knowledge of the Rift from the Corsairs in exchange for Directorate weapons technology, he provided OmniDyne with both a source of valuable income and a tactical advantage against the Syndicate operating in the Rift. This appeared to provide the various Corsair factions with a convenient money-laundering outlet, but also gradually made them more dependent on OmniDyne for supplies, ammunition and political backup.

Harnessing these forces, and with carefully drawn mercenary contracts with the Oroshan, Nerivar turned OmniDyne's fortunes around. From the prospect of breakup, absorption and asset stripping (to say nothing of contractual termination of its management), he crafted a new rising star within the Directorate group of companies. Paying its outstanding debts was, of course, the last thing that the management of the Directorate giant Works Raptor wanted, and Nerivar has made many enemies amongst its senior management.

Hark Williams board members, however, saw the great opportunity OmniDyne's "special" interests and methods of doing business presented, and invested in the growing company – even inviting Nerivar to present personally to the board on several





occasions. The influx of ready capital allowed OmniDyne to expand further, reinventing itself as “OmniDyne Special Operations”. With a reputation for taking contracts rejected by other Directorate companies (for a price), the new OSO quickly proved its ability to deliver results, providing no questions were asked.

Fortunately for Nerivar, his powerful new acquaintances prevent a direct method of Works Raptor “deposing” him, and their management is content to wait until a more favourable set of market conditions again swing OmniDyne’s assets within reach of their steely financial jaws. Works Raptor still show their solidarity with their corporate associates, of course, although somehow their ships never seem to be available or in the right quadrant when assistance is requested....

The actual reality of the inner workings of OSO are, as many suspect (yet never voice

publically for fear of their lives), borderline or completely illegal. OmniDyne maintains and supplies large groups of corsairs and pirates – not only in the rift, but from across the battlefields and backwaters that exist or have developed across the Storm Zone.

These fleets are often comprised of the lowest lawless scum that accumulates around the edge of civilised systems – all are welcome in OSOs Contract Fulfilment Divisions.

They are supplied (at a healthy profit margin, of course) with Directorate weapons and supplies to enhance whatever ships they have. The weapons supplied may be legacy models, the supplies beyond their standard usage recommendations, but they still produce a formidable force of ships, few ever quite the same, and usually untraceable to their corporate overlords.

## The Oroshan

---

This large pool of essentially expendable forces has meant a scaling back of contracts for the capable but relatively expensive Oroshan mercenaries in the Storm Zone. Being staunch but pragmatic warriors at heart, many bloodtribes have expanded out from the Directorate systems where their contracts were once more plentiful. It is now increasingly common to see elements of the Hwyyirna working for the Alliance of Kurak as well as for the Zenian League.

## A Union of Mercenaries

---

Despite the closer ties that the STL have with the Alliance of Kurak, and the OSO's inclusion as part of the Directorate, these nefarious organisations are willing to work for almost anyone for the right price, even their supposed enemies. In dark corners of systems, on missions of suspicious or malign intent, unmarked OmniDyne ships will fight for Terran masters, and sleek Syndicate ships glide noiselessly beside cloaked Relthoza fleets. Dindrenzi forces stretched thin on an attack deep into Alliance space may shore up their defences with former Trading vessels, paid for by the day into STL coffers. Elsewhere Corsairs will happily ally with either Veydreth or Ba'Kash raiders to plunder rich colonies whilst their masters are away fighting on the front lines.

In short, the Marauders have black hearts and fickle loyalties, turned easily by the glint of riches and the temptation of quick profit. Their appearance on the field of battle can bring relief for some, but there is always the fear of the knife in the back... even for those paying their way.

## The Pathogen

---

The lack of a moral compass is not the only driver for a Corsairs' readiness to sign up for OSO contracts, however, nor the sole reason for Tauris' willingness to cosy up to the Terran Alliance. Across the length and breadth of the Rift, and increasingly in nearby systems, there are whispers of a nameless horror, tales of death-ships with no crew, and vessels that never return from routine runs. Men have been discovered in escape pods, their bodies alive, but their minds driven over the brink into insanity by the things they have witnessed.

Whatever their allegiances, the tidal force that increasingly drives this flotsam out of the Rift and into the wider Storm Zone are the Neomorphs known as the Pathogen. No longer a simple fusion of organic and inorganic forged by a Directorate-engineered military nanovirus, but a new order of life with unknown purposes and unfathomable reason.

Their attacks follow no known or predictable strategies, despite analysis by some of the best military AI systems in the sector. What is certain is that they grow stronger by the day, taking ships and vanishing, transforming them beyond primitive twisted artefacts into disturbing and increasingly consistent forms.

Whatever their true intent, these strange ships arrive without warning, uncommunicative but for bursts of incoherent static and meaningless chatter, firing weapons whose munitions change and shift the very nature of what they touch. All who have encountered them know that there is only one solution, one way to deal with this new form of life – and that is to offer it death, by any means possible.

Where the threat of the Pathogen will end is also uncertain – will it be contained and exterminated, expand to a steady state and remain passive, or become so dangerous it may even unite the warring factions in the Storm Zone against it?





### Marauders Faction Table

Faction	OSO		STL		Oroshan	Pathogen	
	Omnidyne	Corsairs	Syndicate	Traders			
Alliance of Kurak	Aquan	(Bracket)	(Bracket)	(Bracket) <sup>1</sup>	Standard	Standard	X
	Terran	(Bracket)	(Bracket)	Standard <sup>2</sup>	Standard <sup>2</sup>	Standard	X
	Sorylian & Minor Races	(Bracket)	(Bracket)	Standard	Standard	Standard	X
Zenian League	Dindrenzi, Relthoza & Minor races	Standard	Standard	(Bracket)	(Bracket)	Standard	X
	Directorate	Standard <sup>3</sup>	Standard	(Bracket)	(Bracket)	Standard	X
	Works Raptor	X <sup>4</sup>	Standard	(Bracket)	(Bracket)	Standard	X
Marauders	OSO, STL & Oroshan	Standard	Standard	Standard	Standard	Standard	X
	Pathogen	X	X	X	X	X	Standard

<sup>1</sup> A fleet containing any Aquan models **MUST** pay the bracketed cost for Syndicate models

<sup>2</sup> A Terran fleet may take up to 50% STL models

<sup>3</sup> Directorate fleets may take up to 50% OmniDyne models

<sup>4</sup> A fleet containing Works Raptor models **MAY NOT** contain any OmniDyne models





**MARAUDERS**

*Often wishing to cripple and capture, rather than simply destroy their prey, marauder gunners know precisely where to place their shots in order to knock out a vessel's engines.*



**Target their Engines**

Once this Turn, when you are about to roll on the Propulsion Systems damage table (either a **D3** or a **D6**), instead you may automatically count the result as a 'Main Drive Failure Critical Hit Effect'.

**2**

RETRIEVAL COST

**MARAUDERS**

*Worms and viruses tailored to scramble a vessel's close range sensors can give a clear run for boarding shuttles and short range spacecraft.*



**Virus Strike**

Select **ONE** model within **16"** of your Admiral's Vessel.

The model's Point Defence is Disabled.

This can be repaired as normal.

**2**

RETRIEVAL COST

**MARAUDERS**

*Blackmail, bribery and the whole gamut of extortion techniques are fair game for Captains in the fleets of pirates and criminal cartels.*



**Inducement**

Select **ONE** Squadron with a model within **16"** of your Admiral's Vessel.

The Squadron must take an immediate Disorder Test.


If you lower your Battle Log by **ONE** before the Test is made, the Squadron requires an additional success to pass.

**2**

RETRIEVAL COST

**MARAUDERS**

*"Kindly inform engineering that if the Fold Space Drive is not online within the next thirty seconds, they can consider their contracts terminated."*



**Bug Out**

Choose **ONE** Squadron in your Fleet. Place an FSD Marker on that Squadron.

This card cannot affect models with the No FSD **MAR**.

**2**

RETRIEVAL COST

The above TAC Cards have been created to supplement your TAC card deck. Spartan Games gives permission to print out for personal use.

# BATTLESHIP

## Phantom Class

<b>Designation</b>		<b>BATTLESHIP</b>				<b>Logo</b> <b>TBC</b>	
<b>Name</b>		<b>Phantom</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>8</b>	<b>6</b>	<b>4</b>	<b>6</b>	<b>0</b>
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
180 (195)		2		4		1"	
<b>Beam Weapons</b>				10"	20"	30"	40"
Fore				7	9	6	5
<b>Primary Weapons</b>				8"	16"	24"	32"
Gun Racks				9	9	6	6
Turrets (Any)				10	11	8	7
<b>MARs</b>							
Dirty Secrets, Elite Crew							
<b>Hardpoints</b>						Points	
Select up to TWO from the following:							
0-1: +1 Shield						+15	
0-1: +1" Mv						+5	
0-1: +2 Wing Capacity						Free	
0-1: Gain the Quick Launch MAR						+5	
<b>Upgrades</b>						Points	
Gain the Countermeasures MAR						+10	
Give the Beam Weapons the Decimator Warheads MAR						+5	
<b>Accompaniment</b>						Points	
0-2 Shadow Class Frigates						+25 (30) each	

### THE SYNDICATE FLEET STATISTICS

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

# BATTLECRUISER

## Spur Class

<b>Designation</b>		<b>BATTLECRUISER</b>				Logo TBC	
<b>Name</b>		Spur					
<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	9	7"	6	5	3	4	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
140 (150)		I		2		1"	
<b>Beam Weapons</b>				10"	20"	30"	40"
Fore				9	11	8	6
<b>Primary Weapons</b>				8"	16"	24"	32"
Gun Racks				7	7	4	4
Turrets (Any)				7	8	5	4
<b>MARs</b>							
Elite Crew							
<b>Hardpoints</b>						Points	
Select up to ONE from the following:							
0-1: +1 Shield						+10	
0-1: +2" Mv						+5	
0-1: +4 Wing Capacity						+5	
<b>Upgrades</b>						Points	
Gain the Countermeasures MAR						+10	
Give the Beam Weapons the Decimator Warheads MAR						+10	
<b>Accompaniment</b>						Points	
0-2 Shadow Class Frigates						+25 (30) each	

# GUNSHIP

## Wraith Class

<b>Designation</b>		<b>GUNSHIP</b>				Logo TBC	
<b>Name</b>		<b>Wraith</b>					
<b>Size class</b>		<b>Medium Capital</b>					
<b>Squadron size</b>		<b>1-2</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>
5	7	7"	5	4	3	5	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
90 (95)		I		0		1"	
<b>Beam Weapons</b>				10"	20"	30"	40"
Fore				7	9	6	5
<b>Primary Weapons</b>				8"	16"	24"	32"
Turrets (Any)				7	8	5	4
<b>MARs</b>							
Elite Crew							
<b>Hardpoints</b>						Points	
Select up to ONE from the following:							
0-1: +1 Shield						+10	
0-1: +2" Mv						+5	
<b>Upgrades</b>						Points	
Give the Beam Weapons the <i>Decimator Warheads</i> MAR						+5	



# FRIGATE

## Shadow Class

<b>Designation</b>		FRIGATE				Logo TBC	
<b>Name</b>		Shadow					
<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	11"	2	2	1	2	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
25 (30)		1		0		0"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Turrets (Any)				5	6	2	-
<b>MARs</b>							
Difficult Target, Elite Crew							

# DREADNOUGHT

## Foundry Class

<b>Designation</b>		<b>DREADNOUGHT</b>				Logo TBC	
<b>Name</b>		Foundry					
<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>
7	12	5"	10	10	6	8	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
270 (290)		2		4		2"	
<b>Beam Weapons</b>				10"	20"	30"	40"
Fore				14	16	10	9
Starboard / Port				8	10	6	4
<b>Cyberwarfare Weapons</b>				10"	20"	30"	40"
Fore				12	12	10	10
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Fore				11	11	9	9
<b>MARs</b>							
Protected Systems, Superior Design							
<b>Hardpoints</b>						Points	
Select up to FOUR from the following:							
0-2: +1 Shield						+15	
0-1: Gain the Self Repair MAR						+10	
0-1: Include the Cyberwarfare Weapons, which have the Assault Robot Torpedoes MAR						+15	
0-1: Include the Torpedo Weapons						+20	
0-2: +4 Wing Capacity						+5	
<b>Upgrades</b>						Points	
Give all Torpedo Weapons the Biohazard Ammo MAR						+10	
<b>Accompaniment</b>						Points	
0-2 Synergy Class Corvettes						+15 (20) each	

### OMNIDYNE FLEET STATISTICS

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

# BATTLESHIP

## Executive Class

<b>Designation</b>		<b>BATTLESHIP</b>				Logo TBC	
<b>Name</b>		<b>Executive</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	11	6"	8	7	5	6	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
165 (180)		2		0		2"	
<b>Beam Weapons</b>				10"	20"	30"	40"
Fore				10	14	8	6
Starboard / Port				6	8	5	4
<b>Cyberwarfare Weapons</b>				10"	20"	30"	40"
Fore				11	11	9	9
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Fore				10	10	8	8
<b>MARs</b>							
Superior Design							
<b>Hardpoints</b>						Points	
Select up to THREE from the following:							
0-1: +1 Shield						+15	
0-1: +2" Mv						+10	
0-1: Include the Cyberwarfare Weapons, which have the Assault Robot Torpedoes MAR						+15	
0-1: Include the Torpedo Weapons						+20	
0-2: +3 Wing Capacity						+5	
<b>Upgrades</b>						Points	
Gain the Countermeasures MAR						+5	
Give all Torpedo Weapons the Biohazard Ammo MAR						+10	
<b>Accompaniment</b>						Points	
0-2 Synergy Class Corvettes						+15 (20) each	

# GUNSHIP

## Auditor Class

<b>Designation</b>		<b>GUNSHIP</b>				Logo TBC	
<b>Name</b>		<b>Auditor</b>					
<b>Size class</b>		<b>Medium Capital</b>					
<b>Squadron size</b>		<b>2 (see Note below)</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>
4	8	8"	5	5	3	4	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
75 (80)		I		0		I"	
<b>Beam Weapons</b>				10"	20"	30"	40"
Fore				8	10	6	4
<b>Cyberwarfare Weapons</b>				10"	20"	30"	40"
Fore				9	9	7	7
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Fore				8	8	6	6
<b>MARs</b>							
-							
<b>Hardpoints</b>						Points	
Select up to ONE from the following:							
0-1: Include the Cyberwarfare Weapons, which have the Assault Robot Torpedoes MAR						+10	
0-1: Include the Torpedo Weapons						+10	
<b>Upgrades</b>						Points	
Give all Torpedo Weapons the Biohazard Ammo MAR						+5	

**NOTE:** If fielded in a fleet containing only OSO or OSO & Directorate models, Squadron size is 2-3 models.




# CORVETTE

## Synergy Class

<b>Designation</b>		<b>CORVETTE</b>				Logo TBC	
<b>Name</b>		Synergy					
<b>Size class</b>		Small					
<b>Squadron size</b>		2-6					
<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	10"	2	1	0	1	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
15 (20)		0		0		0"	
<b>Torpedo Weapons</b>				12"	24"	36"	48"
<b>Fore</b>				3	3	2	-
<b>Cyberwarfare Weapons</b>				10"	20"	30"	40"
<b>Fore</b>				3	3	2	-
<b>MARs</b>							
Elusive Target, Pack Hunters							
<b>Hardpoints</b>						Points	
Select up to ONE from the following:							
0-1: Gain the Torpedo Weapons						Free	
0-1: Include the Cyberwarfare Weapons, which have the Assault Robot Torpedoes MAR						Free	
0-1: +1 PD, gain the Bigger Batteries MAR						Free	

# DREADNOUGHT

## Armageddon Class


<b>Designation</b>		<b>DREADNOUGHT</b>						
<b>Name</b>		Armageddon						
<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"	11	8	8	6	0	
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>		
290		2		0		2"		
<b>Beam Weapons</b>				10"	20"	30"	40"	
Fore				10	12	7	5	
Turrets (Any)				12	10	5	2	
<b>Primary Weapons</b>				8"	16"	24"	32"	
Starboard / Port				8	10	6	-	
<b>Torpedo Weapons</b>				12"	24"	36"	48"	
Any				10	10	8	8	
<b>MARs</b>								
Elite Crew, Impervious								
<b>Hardpoints</b>						Points		
Select up to THREE from the following:								
0-1: Gain the Second Assault MAR						+10		
0-1: +2" Mv						+10		
0-1: +2 AP						+10		
0-1: Gain the Weapon Shielding MAR						+15		
0-1: +4 Wing Capacity						+5		
<b>Upgrades</b>						Points		
Gain the <i>Special Forces</i> MAR						+10		
Give the Beam Weapons the <i>High Energy</i> MAR						+5		
Give the Torpedo Weapons the <i>Decimator Warheads</i> MAR						+5		
<b>Accompaniment</b>						Points		
0-3 Grief Class Escorts						+15 each		

### THE OROSHAN FLEET STATISTICS

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


# BATTLE CARRIER

## Harbinger Class

<b>Designation</b>		<b>BATTLE CARRIER</b>					
<b>Name</b>		Harbinger					
<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	11	6"	9	6	6	5	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
200		I		5		2"	
<b>Beam Weapons</b>				10"	20"	30"	40"
Fore				8	10	6	4
Turrets (Any)				10	8	5	2
<b>Primary Weapons</b>				8"	16"	24"	32"
Starboard / Port				8	10	6	-
<b>MARs</b>							
Elite Crew, Quick Launch							
<b>Hardpoints</b>						Points	
Select up to TWO from the following:							
0-I: +1 Shield						+15	
0-I: +2" Mv						+10	
0-I: Gain the Weapon Shielding MAR						+10	
0-I: +4 Wing Capacity						+5	
<b>Upgrades</b>						Points	
Gain the <i>Special Forces</i> MAR						+5	
Give the Beam Weapons the <i>High Energy</i> MAR						+5	
<b>Accompaniment</b>						Points	
0-3 Grief Class Escorts						+15 each	

# CRUISER


## Defiler Class

<b>Designation</b>		CRUISER					
<b>Name</b>		Defiler					
<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	10"	4	4	4	3	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
65		I		0		1"	
<b>Beam Weapons</b>				10"	20"	30"	40"
Fore				6	8	4	2
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Any				4	4	3	3
<b>Hardpoints</b>							Points
Select up to ONE from the following:							
0-1: Gain the Pack Hunters MAR							+5
0-1: Give the Beam Weapons the High Energy MAR							+5
<b>MARs</b>							
-							
<b>Upgrades</b>							Points
Give the Torpedo Weapons the <i>Decimator Warheads</i> MAR							+5




# FRIGATE

## Slayer Class

<b>Designation</b>		FRIGATE							
<b>Name</b>		Slayer							
<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	6	10"	2	1	2	1	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 (Fixed)				3	4	1	-		
<b>MARs</b>									
Difficult Target, Pack Hunters									

# ESCORT

## Grief Class

<b>Designation</b>		ESCORT							
<b>Name</b>		Grief							
<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	6	10"	2	1	0	0	0		
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>			
15		0		0		0"			
<b>Primary Weapons</b>				8"	16"	24"	32"		
Starboard / Port				2	4	-	-		
<b>MARs</b>									
Difficult Target									
<b>Hardpoints</b>								Points	
Select up to ONE from the following:									
0-1: +2 PD								+5	
0-1: +2 AP								+5	
<b>Upgrades</b>								Points	
Gain the Special Forces MAR								+5	

# BATTLE STATION

## Reformer Class

<b>Designation</b>		<b>BATTLE STATION</b>				<b>Logo</b> <b>TBC</b>	
<b>Name</b>		<b>Reformer</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>6</b>	<b>12</b>	<b>2/6"</b>	<b>11</b>	<b>10</b>	<b>10</b>	<b>7</b>	<b>0</b>
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
220 (240)		2		9		0"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Turrets (Any)				12	12	7	-
Turrets (Any)				12	12	7	-
<b>Gravitational Weapons</b>				8"	16"	24"	32"
Turrets (Any)				9	7	5	3
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Any				8	10	10	8
<b>MARs</b>							
Launch Tubes, Bigger Batteries, Secured Bulkheads, Tractor Beam							
<b>Hardpoints</b>						<b>Points</b>	
Select up to THREE of the following:							
0-2: +2" Movement						+5	
0-1: +1 Shield Rating						+15	
0-1: +2 PD						+5	
0-1: Gain the Second Assault MAR						+10	
<b>Upgrades</b>						<b>Points</b>	
Gain the Sector Shielding MAR						+5	
<b>Accompaniment</b>						<b>Points</b>	
0-3 Penitentiary Class Escorts						+20 (25) each	

### TRADER'S LEAGUE FLEET STATISTICS

<b>Fleet Tactics Bonus</b>	<b>1</b>
<b>Command Distance</b>	<b>5"</b>

## New Model Assigned Rule

### Tractor Beam

Any Gravitational Weapons on a model with the Tractor Beam MAR can only be used for Control, not for Damage.

However, the model can declare a Boarding Assault against a model which it, and its Squadron, only targets with Gravitational Weapons used for Control.

# CARRIER

## Prospector Class

<b>Designation</b>		<b>CARRIER</b>				Logo TBC	
<b>Name</b>		<b>Prospector</b>					
<b>Size class</b>		<b>Large Capital</b>					
<b>Squadron size</b>		<b>1-2</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>
5	8	6"	6	5	2	6	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
75 (85)		I		5		2"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Turrets (Any)				5	7	4	-
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Any				6	5	5	-
<b>MARs</b>							
Bigger Batteries							
<b>Hardpoints</b>						Points	
Select up to TWO from the following:							
0-1: +2" Movement						+5	
0-1: Gain the Point Defence Barrage MAR						+5	
0-1: +2" Command Distance						Free	
<b>Upgrades</b>						Points	
Gain the Sector Shielding MAR						+5	
<b>Accompaniment</b>						Points	
0-4 Militia Class Frigates						+20 (25) each	
0-2 Opportunity Class Cruisers						+40 (45) each	

# CRUISER

## Opportunity Class

<b>Designation</b>		CRUISER				Logo TBC	
<b>Name</b>		Opportunity					
<b>Size class</b>		Medium Capital					
<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>
4	6	9"	3	5	I	3	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
40 (45)		0		0		2"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Turrets (Any)				3	6	5	-
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Any				6	4	-	-
<b>MARs</b>							
Sector Shielding							

# FRIGATE

## Militia Class

<b>Designation</b>		FRIGATE					
<b>Name</b>		Militia					
<b>Size class</b>		Small					
<b>Squadron size</b>		2-6					
<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	5	10"	2	2	0	2	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
20 (25)		0		0		0"	
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Any				5	4	-	-
<b>MARs</b>							
Difficult Target							

**Important Note:** Although the Opportunity Class Cruiser has a Shield Rating of **0**, it can still use its Sector Shielding. When it does so, its Shield Rating in the chosen arc is increased to **I** while its Shield Rating in the other arcs remains at **0**.

# ESCORT

## Penitentiary Class

<b>Designation</b>		ESCORT				Logo TBC	
<b>Name</b>		Penitentiary					
<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	1	2	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
20 (25)		0		0		0"	
<b>Gravitational Weapons</b>				8"	16"	24"	32"
<b>Turrets (Any)</b>				4	3	2	1
<b>MARs</b>							
Difficult Target, Tractor Beam							

# BATTLE CARRIER

## Racketeer Class

<b>Designation</b>		<b>BATTLE CARRIER</b>				Logo TBC	
<b>Name</b>		Racketeer					
<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	6	7	5	7
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
160 (170)		I		4		2"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Fore				9	10	6	4
Fore				9	10	6	4
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Starboard / Port				7	7	7	7
Any Arc				7	7	7	7
<b>MARs</b>							
Disengage Freight, Retractable Plating (Primary Weapons)							
<b>Hardpoints</b>				<b>Points</b>			
Select up to THREE of the following:							
0-1: +2" Mv, -1 CR				Free			
0-1: +1 CR, +1" Turn Limit				Free			
0-1: +2 Wing Capacity, -2 MN				Free			
0-1: +4 Wing Capacity, remove the Disengage Freight MAR				Free			
0-1: +2" Command Distance OR gain the Deck Crews MAR				+5			
0-1: +1 Shield Rating, gain the Vulnerable MAR				Free			
0-1: Gain the Launch Tubes and Second Assault MARs, remove the Starboard / Port Torpedo Weapons				Free			
0-1: Add Any Arc Torpedoes, but remove second Fore Primary Weapon.				Free			
<b>Upgrades</b>				<b>Points</b>			
Gain the Double Mines MAR				+10			
Gain the Assault Blitz MAR				+5			
<b>Accompaniment</b>				<b>Points</b>			
0-3 Cutthroat or Outlaw Class Frigates				+20 (25) each			

# CRUISER

## Brigand Class

<b>Designation</b>		<b>CRUISER</b>				Logo TBC	
<b>Name</b>		<b>Brigand</b>					
<b>Size class</b>		<b>Medium Capital</b>					
<b>Squadron size</b>		<b>2-3</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>
4	6	10"	4	5	4	3	4
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
45 (50)		0		0		1"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Fore				5	7	2	-
Fore				4	5	4	-
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Starboard / Port				5	5	5	5
<b>MARs</b>							
Agile, Retractable Plating (Primary Weapons)							
<b>Hardpoints</b>						Points	
Select up to TWO of the following:							
0-1: +1 CR, -2" Mv						Free	
0-1: +1 DR, +1" Turn Limit						Free	
0-1: +1 Shield Rating, -2 CP						+5	
0-1: Include the second Fore Primary Weapon, remove the Retractable Plating MAR						+10	
0-1: Gain the Launch Tubes and Second Assault MARs, remove the Torpedo Weapons						Free	
<b>Upgrades</b>						Points	
Gain the Assault Blitz MAR						+5	

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



# FRIGATE

## Outlaw and Cutthroat Class

<b>Designation</b>		FRIGATE				Logo TBC	
<b>Name</b>		Outlaw, Cutthroat					
<b>Size class</b>		Small					
<b>Squadron size</b>		2-6					
<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	5	12"	2	3	1	1	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
20 (25)		0		0		0"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Fore				3	4	2	-
<b>MARs</b>							
Agile, Difficult Target, Retractable Plating (Primary Weapons)							
<b>Hardpoints</b>						Points	
Select up to ONE from the following:							
0-1: +3 MN, -2" Mv						+5	
0-1: +1 AP, -1 CP						Free	
<b>Upgrades</b>						Points	
Gain the Assault Blitz MAR						+5	

## New Model Assigned Rule

### Infestation

A model with the Infestation MAR gains a 'Boarding Assault Launched' Marker after launching a boarding assault as normal, but at the end of its next activation this marker is removed, and the model may perform another Boarding Assault if desired during its following activation. It may also never be captured by a boarding assault, only damaged or destroyed.

Additionally, if a model with the Infestation MAR chooses to Capture another model in a Boarding Assault, that model immediately replaces its stats with those of the Captured Pathogen model in its size class, with current HP and Wings the lower of either of the ships at time of capture, or the new Pathogen Class ship – this applies even if the target of the Boarding Assault is a Small vessel that would ordinarily be destroyed. Any Wings remaining on the Captured ship are replaced by Pathogen SRS as described in that section below.

It joins the Squadron of the model which captured it, and is not required to charge its Fold Space Drives when it next activates. If the Squadron that initiated the Boarding Assault now exceeds its unit size or legal composition, it will split into 2 squadrons, sized as the Pathogen player chooses within the legal composition limits.

Any ship with a "Captured" designation no longer has any effect on the Battle Log when reduced to half HP or destroyed.

## New Coherence Effect Rule

### Infestation Weapons (Coherence Effect)

If ALL Weapons contributing to an Attack are Infestation Weapons, the attacking ship does not count as having fired at the target for the purposes of boarding, and may launch a boarding assault directed at the target during the same activation.

## Pathogen Specific Rules

### Pathogen Squadrons

Due to their unique method of acquiring squadrons, Pathogen ships have a standard squadron size and a second number in parenthesis that shows their

upper squadron size limit including captured vessels (which also includes captured ships initially taken as accompaniments). Therefore a squadron of Aureus Class Frigates may be taken as a squadron of 2-6 ships, but have a maximum squadron size of 8, including captured ships.

Captured Pathogen ships may form irregular squadrons between size classes – for example, one Mitosis Medium and one Stem Small is a valid Squadron for Pathogen ships. Captured ships **do not** fill the minimum core requirements for a Pathogen Fleet, but may be taken during fleet building.

### Pathogen SRS

The Pathogen may not take standard SRS types, but only Pathogen SRS. These are a unique and deadly blend of other SRS properties, carrying their infection over longer distances. They have the profile:

**Pathogen SRS, 12" Range, AD 2; AP 2; PD 2, Cost: 10 Points**

They may make intercept moves against other SRS tokens, and hit other SRS tokens on a 4, 5 or 6. If after any dogfight in which the Pathogen SRS were not all Destroyed or Driven Off, and provided they destroyed one or more enemy tokens in that combat, then the Pathogen squadron may recover a single lost SRS (this may not cause them to exceed their original flight size).

For example, 3 Pathogen SRS are attacked by a flight of 2 interceptors. The Pathogen roll 6, 6, 5, 3, 3 & 1 whereas the interceptors achieve 6, 5, 2 and 1. The interceptors are destroyed, and the Pathogen are reduced to a strength of 2. However, as the Pathogen were not driven away and they destroyed at least 1 interceptor, they can recover one token, and so are at a strength of 3.

Additionally, if the SRS are involved in a boarding assault which results in the capture of an enemy ship, that ship is captured according to the rules in the Infestation MAR, and joins the SRS' parent carriers squadron (subject to size and composition limits as before).

# DREADNOUGHT

## Hanta Class

<b>Designation</b>		<b>DREADNOUGHT</b>				Logo TBC	
<b>Name</b>		Hanta					
<b>Size class</b>		Large Capital					
<b>Squadron size</b>		1 (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>
7	11	6"	12	6	12	5	7
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
270		0		3		2"	
<b>Infestation Weapons</b>				8"	16"	24"	32"
Starboard / Port				16	17	11	6
Fore				8	11	7	-
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Any				7	7	8	-
<b>MARs</b>							
Infestation, Self Repair, Unmanned							
<b>Upgrades</b>						Points	
Give the Torpedo and Mine Weapons the Biohazard Ammo MAR						+5	
<b>Accompaniment</b>						Points	
0-3 Stem Class Small						+15 each	
0-1 Mitosis Class Medium						+40 each	

PATHOGEN FLEET STATISTICS	
<b>Fleet Tactics Bonus</b>	1
<b>Command Distance</b>	5"

# BATTLESHIP

## Botulinus Class

<b>Designation</b>		<b>BATTLESHIP</b>				Logo TBC	
<b>Name</b>		Botulinus					
<b>Size class</b>		Large Capital					
<b>Squadron size</b>		I (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>
6	10	6"	10	5	10	4	6
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
175		0		3		2"	
<b>Infestation Weapons</b>				8"	16"	24"	32"
Starboard / Port				12	14	8	4
Fore				6	8	5	-
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Any				7	7	8	-
<b>MARs</b>							
Infestation, Self Repair, Unmanned							
<b>Upgrades</b>							Points
Give the Torpedo and Mine Weapons the Biohazard Ammo MAR							+5
<b>Accompaniment</b>							Points
0-3 Stem Class Small							+15 each
0-2 Mitosis Class Medium							+40 each

# CARRIER

## Naeglaria Class

<b>Designation</b>		CARRIER					Logo TBC	
<b>Name</b>		Naeglaria						
<b>Size class</b>		Large Capital						
<b>Squadron size</b>		1 (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>	
5	8	6"	9	5	6	4	4	
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>		
100		0		6		2"		
<b>Infestation Weapons</b>				8"	16"	24"	32"	
Starboard / Port				4	5	-	-	
Fore				6	8	5	-	
<b>Torpedo Weapons</b>				12"	24"	36"	48"	
Any				7	7	8	-	
<b>MARs</b>								
Infestation, Self Repair, Unmanned								
<b>Upgrades</b>						Points		
Give the Torpedo and Mine Weapons the Biohazard Ammo MAR						+5		
<b>Accompaniment</b>						Points		
0-4 Stem Class Small						+15 each		
0-2 Mitosis Class Medium						+40 each		

# CAPTURED LARGE

## Contagion Class

<b>Designation</b>		CAPTURED LARGE *					Logo TBC	
<b>Name</b>		Contagion						
<b>Size class</b>		Large Capital						
<b>Squadron size</b>		1 (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>	
5	8	6"	8	6	5	5	3	
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>		
80		0		3		2"		
<b>Primary Weapons</b>				8"	16"	24"	32"	
Starboard / Port				4	5	2	-	
Fore				4	6	2	-	
<b>Torpedo Weapons</b>				12"	24"	36"	48"	
Any				5	5	6	-	
<b>MARs</b>								
Infestation, Unmanned								
<b>Accompaniment</b>						Points		
0-4 Stem Class Small						+15 each		
0-2 Mitosis Class Medium						+40 each		

\* A Squadron made up of ships with a "Captured" designation has no effect on the Battle Log when reduced to half HP or destroyed.

# CRUISER

## Chaga Class

<b>Designation</b>		CRUISER				Logo TBC	
<b>Name</b>		Chaga					
<b>Size class</b>		Medium Capital					
<b>Squadron size</b>		2-4 (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>
4	6	8"	5	3	5	2	3
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
55		0		0		1"	
<b>Infestation Weapons</b>				8"	16"	24"	32"
Starboard / Port				4	5	-	-
Fore				5	6	-	-
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Any				4	5	-	-
<b>MARs</b>							
Infestation, Self Repair, Unmanned							
<b>Upgrades</b>						Points	
Give the Torpedo and Mine Weapons the Biohazard Ammo MAR						+5	
<b>Accompaniment</b>						Points	
0-4 Stem Class Small						+15 each	
0-2 Mitosis Class Medium						+40 each	



# CAPTURED MEDIUM

## Mitosis Class

<b>Designation</b>		<b>CAPTURED MEDIUM</b>				Logo TBC	
<b>Name</b>		Mitosis					
<b>Size class</b>		Medium Capital					
<b>Squadron size</b>		2-6 (8)					
<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"	4	4	2	3	2
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
40		0		0		1"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Starboard / Port				2	3	-	-
Fore				3	4	-	-
<b>Torpedo Weapons</b>				12"	24"	36"	48"
Any				3	4	-	-
<b>MARs</b>							
Infestation, Unmanned							
<b>Accompaniment</b>						Points	
0-4 Stem Class Small						+15 each	

# FRIGATE

## Aureus Class

<b>Designation</b>		FRIGATE				Logo TBC	
<b>Name</b>		Aureus					
<b>Size class</b>		Small					
<b>Squadron size</b>		2-6 (8)					
<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	11"	2	1	2	1	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
20		0		0		0"	
<b>Infestation Weapons</b>				8"	16"	24"	32"
Fore				3	4	-	-
<b>MARs</b>							
Difficult Target, Infestation, Unmanned							
<b>Accompaniment</b>						<b>Points</b>	
0-4 Stem Class Small						+15 each	
0-1 Mitosis Class Medium						+40 each	

# CAPTURED SMALL

## Stem Class

<b>Designation</b>		CAPTURED SMALL				Logo TBC	
<b>Name</b>		Stem					
<b>Size class</b>		Small					
<b>Squadron size</b>		2-8					
<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	11"	2	2	1	2	0
<b>Points Cost</b>		<b>Shield Rating</b>		<b>Wings</b>		<b>Turn Limit</b>	
15		0		0		0"	
<b>Primary Weapons</b>				8"	16"	24"	32"
Fore				1	2	-	-
<b>MARs</b>							
Difficult Target, Infestation, Unmanned							