

In addition to the three major races which make up the Zenian League; the Dindrenzi Federation, the Relthoza and the Directorate, numerous smaller factions joined the League to expand their domains, increase their influence or earn great wealth from the coming war. 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 Zenian cause, and their own unique vessels and tactics that they bring to battle.

An elite organisation with strong ties to the notoriously war-mongering '*Church of the Dramos Angels*', the Rense System Navy (RSN) are a powerful driving force within the Zenian League. Counting the cream of the Dindrenzi navy amongst their crews, these highly motivated men and women lead the invasion from the front lines and often from deep within enemy territory. Works Raptor, the foremost developer of military technology within the Directorate have dispatched many of their cutting edge vessels to war zones across the sector. Knowing the value live-fire test data can be to their research, they are always armed with the latest, most destructive weapons their tireless laboratories can devise.

Hungry to increase their standing within the galaxy, the Kedorians have brought their giant, city-like ships to battle with Kurak forces. With high-powered laser batteries covering every face, and advanced fold-space drives at their core, the Kedorians will see their civilisation rise to galactic prominence. Finally, a race of mercenaries and plunderers for many centuries, the Ba'Kash thrive on conflict. Fighting under the Zenian banner gives them freedom to raid and pillage with abandon, with strong allies at their back, and ancient foes, the Sorylian Collective, ahead, prospects amongst the Ba'Kash clans have never seemed brighter.

Fleet Building

The models in this Fleet Manual can be used in two different ways. They can be taken alongside models from the Dindrenzi Federation, Directorate or Relthoza as part of an Alliance Fleet, or they can be fielded as a dedicated Zenian 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 Dindrenzi Federation, Directorate and Relthoza 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 Zenian Support Fleets.

Zenian Support Fleets

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

As you will see when looking through the following Statistics Profiles, the models within this Manual are grouped into different factions; the Ba'Kash, the Kedorians, the Rense System Navy and Works Raptor. To construct a Zenian 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 Zenian 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 Ba'Kash Cruisers and an RSN 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 Ba'Kash Battle Carrier can be accompanied by '0-3 Zenian League Escorts'. These may come from any race or faction within the Zenian League, including the Dindrenzi Federation, Directorate or Relthoza, for the listed points cost. These are the only models from these major races allowed within a Zenian Support Fleet.

Fleet Statistics and Tactical Ability Cards

Zenian Support Fleets may choose their Tactical Ability Cards from the general or Zenian League 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 Zenian Support Fleet with the Rense System Navy as its Core Faction will have a Fleet Tactics Bonus of 3 and the Rense System Navy Squadrons within the Fleet will have a Command Distance of 6". However, a Ba'Kash Squadron joining the Fleet will keep the Ba'Kash 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 1	Battle Carrier
Up to 1	Battlecruiser
Up to 2	Carriers
Up to 1	Assault Carrier
Up to 1	Heavy Cruiser Squadron

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	Destroyer Squadron
Up to 2	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 2	Battlecruiser Squadrons
Up to 4	Carriers
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 3	Destroyer Squadrons
Up to 3	Assault or Torpedo Cruiser Squadrons

Tier 3	
Between 3 and 5 Squadrons, chosen from the following:	
Up to 5	Frigate Squadrons
Up to 4	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.

BATTLE CARRIER

Karrak Class


Designation		BATTLE CARRIER						
Name		Karrak						
Size class		Large Capital						
Squadron size		1						
DR	CR	Mv	HP	CP	AP	PD	MN	
7	11	7"	9	7	7	6	6	
Points Cost		Shield Rating		Wings		Turn Limit		
200		0		6		2"		
Scatter Weapons				8"	16"	24"	32"	
Fore				15	12	4	-	
Beam Weapons				10"	20"	30"	40"	
Starboard / Port				10	8	5	-	
Torpedo Weapons				12"	24"	36"	48"	
Fore				8	8	7	-	
MARs								
Retractable Plating (Fore Scatter)								
Hardpoints						Points		
Select up to TWO from the following:								
0-1: +2 MN						+5		
0-1: +2" Mv						+10		
0-1: +3 Wing Capacity						+5		
0-1: +2 AP						+5		
Upgrades						Points		
Gain the Weapon Shielding MAR						+15		
Gain the Second Assault MAR						+15		
Accompaniment						Points		
0-3 Zenian League Escorts						Variable		

BA'KASH FLEET STATISTICS

Fleet Tactics Bonus	2
Command Distance	7"


HEAVY CRUISER

Tanvak and Varnak Class

Designation		HEAVY CRUISER					
Name		Tanvak, Varnak					
Size class		Medium Capital					
Squadron size		2-3					
DR	CR	Mv	HP	CP	AP	PD	MN
5	8	8"	5	6	5	3	4
Points Cost		Shield Rating		Wings		Turn Limit	
80		0		0		1"	
Scatter Weapons				8"	16"	24"	32"
Fore				9	8	2	-
Beam Weapons				10"	20"	30"	40"
Starboard/Port				5	4	2	-
Torpedo Weapons				12"	24"	36"	48"
Fore				8	8	-	-
MARs							
Retractable Plating (Fore Scatter)							
Upgrades							Points
Gain the Weapon Shielding MAR							+10


CRUISER

Hashvar and Sharnak Class

Designation		CRUISER					
Name		Hashvar, Sharnak					
Size class		Medium Capital					
Squadron size		2-3					
DR	CR	Mv	HP	CP	AP	PD	MN
4	7	9"	5	5	4	3	4
Points Cost		Shield Rating		Wings		Turn Limit	
55		0		0		1"	
Scatter Weapons				8"	16"	24"	32"
Fore				6	6	3	-
Beam Weapons				10"	20"	30"	40"
Starboard/Port				6	5	4	-
Torpedo Weapons				12"	24"	36"	48"
Fore				5	5	4	-
MARs							
Pack Hunters, Retractable Plating (Fore Scatter)							
Upgrades						Points	
Gain the Weapon Shielding MAR						+10	


DESTROYER

Tashak and Varnor Class

Designation		DESTROYER					
Name		Tashak, Varnor					
Size class		Medium Capital					
Squadron size		2					
DR	CR	Mv	HP	CP	AP	PD	MN
4	7	10"	5	4	5	4	0
Points Cost		Shield Rating		Wings		Turn Limit	
70		0		0		1"	
Scatter Weapons				8"	16"	24"	32"
Starboard/Port				6	5	4	-
Fore				8	7	4	-
MARs							
Ambush (2)							
Upgrades						Points	
Gain the Special Forces MAR						+5	


FRIGATE

Kelor and Shek Class

Designation		FRIGATE					
Name		Kelor, Shek					
Size class		Small					
Squadron size		2-5					
DR	CR	Mv	HP	CP	AP	PD	MN
3	5	12"	2	2	2	1	0
Points Cost		Shield Rating		Wings		Turn Limit	
25		0		0		0"	
Primary Weapons				8"	16"	24"	32"
Fore				5	4	2	-
MARs							
Difficult Target, Retractable Plating (Fore Primary)							

BATTLESHIP

Dei-Nak Class


Designation		BATTLESHIP					
Name		Dei-Nak					
Size class		Large Capital					
Squadron size		1					
DR	CR	Mv	HP	CP	AP	PD	MN
5	11	2"	9	6	5	7	0
Points Cost		Shield Rating		Wings		Turn Limit	
220		2		0		0"	
Primary Weapons				8"	16"	24"	32"
Starboard/Port				10	14	7	4
Fore				10	14	7	4
Aft				10	14	7	4
MARs							
Shunt Matrix (4), Superior Design							
Hardpoints						Points	
Select up to TWO from the following:							
0-2: +1 Shield						+15	
0-1: +3" Mv						+5	
0-1: +2 CP						Free	
Upgrades						Points	
Upgrade Primary Weapons to Beam Weapons						+15	
Gain the Energy Transfer (All, 2) MAR						+10	

KEDORIAN FLEET STATISTICS

Fleet Tactics Bonus	2
Command Distance	7"


CARRIER

Zhou-Nor Class

Designation		CARRIER					
Name		Zhou-Nor					
Size class		Large Capital					
Squadron size		I					
DR	CR	Mv	HP	CP	AP	PD	MN
5	10	3"	8	8	4	6	0
Points Cost		Shield Rating		Wings		Turn Limit	
155		2		8		0"	
Primary Weapons				8"	16"	24"	32"
Starboard/Port				8	12	6	-
Fore				8	12	6	-
Aft				8	12	6	-
MARs							
Dirty Secrets							
Hardpoints						Points	
Select up to ONE from the following:							
0-1: +3" Mv						+5	
0-1: Gain the Shunt Matrix (4) MAR						+20	
Upgrades						Points	
Upgrade Primary Weapons to Beam Weapons						+10	
Gain the Energy Transfer (All, 2) MAR						+10	


CRUISER

Zai-Dan Class

Designation		CRUISER					
Name		Zai-Dan					
Size class		Medium Capital					
Squadron size		1-2					
DR	CR	Mv	HP	CP	AP	PD	MN
4	8	4"	4	4	4	3	0
Points Cost		Shield Rating		Wings		Turn Limit	
80		2		0		0"	
Primary Weapons				8"	16"	24"	32"
Starboard/Port				7	8	3	-
Fore				7	8	3	-
Aft				7	8	3	-
MARs							
Energy Transfer (All, 2), Shunt Matrix (5)							
Upgrades						Points	
Upgrade Primary Weapons to Beam Weapons						+5	


DESTROYER

Gai-Shar Class

Designation		DESTROYER					
Name		Gai-Shar					
Size class		Medium Capital					
Squadron size		1-2					
DR	CR	Mv	HP	CP	AP	PD	MN
4	8	6"	4	3	1	3	0
Points Cost		Shield Rating		Wings		Turn Limit	
75		1		0		0"	
Torpedo Weapons				12"	24"	36"	48"
Any				-	6	6	6
Any				-	6	6	6
MARs							
Stealth Systems							


FRIGATE

Zer-Nak Class

Designation		FRIGATE					
Name		Zer-Nak					
Size class		Small					
Squadron size		2-4					
DR	CR	Mv	HP	CP	AP	PD	MN
3	5	10"	2	1	1	1	0
Points Cost		Shield Rating		Wings		Turn Limit	
30		1		0		0"	
Beam Weapons				10"	20"	30"	40"
Starboard/Port				3	4	-	-
Fore				3	4	-	-
Aft				3	4	-	-
MARs							
Difficult Target, Energy Transfer (All, 1)							

DREADNOUGHT

Banshee and Revenant Class

Designation		DREADNOUGHT							
Name		Banshee, Revenant							
Size class		Large Capital							
Squadron size		1							
DR	CR	Mv	HP	CP	AP	PD	MN		
8	12	6"	10	7	8	8	7		
Points Cost		Shield Rating		Wings		Turn Limit			
290		1		0		2"			
Kinetic Weapons				12"	24"	36"	48"		
Fore (Fixed)				12	13	11	7		
Beam Weapons				10"	20"	30"	40"		
Starboard / Port				9	9	6	4		
Fore				12	12	-	-		
Torpedo Weapons				12"	24"	36"	48"		
Fore				7	7	8	8		
MARs									
Dirty Secrets, Elite Crew, Ops Centre, Superior Design									
Hardpoints								Points	
Select up to THREE from the following:									
0-1: +2" Mv								+10	
0-1: -1" Turn Limit								+10	
0-1: +1 Shield								+15	
0-1: +4 Wing Capacity								+5	
Upgrades								Points	
Gain the Special Forces MAR								+5	
Give the Kinetic Weapons the Precision Strike MAR								+5	
Give the Fore Beam Weapon the High Energy MAR								+5	
Accompaniment								Points	
0-3 Siren or Harpy Class Escorts								+25 each	
0-3 Zenian League Escorts								Variable	


RENSE SYSTEM NAVY FLEET STATISTICS

Fleet Tactics Bonus	3
Command Distance	6"

BATTLESHIP


Spectre and Spirit Class



Designation		BATTLESHIP					
Name		Spectre, Spirit					
Size class		Large Capital					
Squadron size		I					
DR	CR	Mv	HP	CP	AP	PD	MN
7	11	7"	8	7	6	7	7
Points Cost		Shield Rating		Wings		Turn Limit	
190		I		4		2"	
Kinetic Weapons				12"	24"	36"	48"
Fore (Fixed)				11	12	10	7
Beam Weapons				10"	20"	30"	40"
Starboard / Port				9	9	6	4
Fore				7	7	-	-
Torpedo Weapons				12"	24"	36"	48"
Fore				6	6	7	7
MARs							
Elite Crew, Superior Design							
Hardpoints						Points	
Select up to TWO from the following:							
0-1: +2" Mv						+10	
0-1: -1" Turn Limit						+10	
0-1: +2 AP						+5	
0-1: Gain the Ops Centre MAR						+5	
Upgrades						Points	
Gain the Special Forces MAR						+5	
Give the Kinetic Weapons the Precision Strike MAR						+5	
Accompaniment						Points	
0-3 Siren or Harpy Class Escorts						+25 each	
0-1 Cerberus or Hellhound Class Heavy Cruisers						+90 each	
0-3 Zenian League Escorts						Variable	


CARRIER

Argus and Garuda Class

Designation		CARRIER						
Name		Argus, Garuda						
Size class		Large Capital						
Squadron size		1						
DR	CR	Mv	HP	CP	AP	PD	MN	
6	9	7"	7	6	4	6	0	
Points Cost		Shield Rating		Wings		Turn Limit		
120		0		8		2"		
Beam Weapons				10"	20"	30"	40"	
Starboard / Port				5	7	3	-	
Fore				6	7	4	-	
Torpedo Weapons				12"	24"	36"	48"	
Fore				5	5	5	5	
MARs								
Elite Crew								
Hardpoints						Points		
Select up to TWO from the following:								
0-1: +4 Wing Capacity						+5		
0-1: +1 Shield						+10		
0-1: Gain the Deck Crews MAR						Free		
0-1: Gain the Quick Launch MAR						+5		
Upgrades						Points		
Gain the Torpedo Spook MAR						+5		
Accompaniment						Points		
0-3 Siren or Harpy Class Escorts						+25 each		
0-2 Spook or Shrike Class Cruisers						+70 each		
0-3 Zenian League Escorts						Variable		


HEAVY CRUISER

Cerberus and Hellhound Class

Designation		HEAVY CRUISER					
Name		Cerberus, Hellhound					
Size class		Medium Capital					
Squadron size		2-3					
DR	CR	Mv	HP	CP	AP	PD	MN
5	8	8"	5	4	3	4	0
Points Cost		Shield Rating		Wings		Turn Limit	
90		0		0		1"	
Kinetic Weapons				12"	24"	36"	48"
Fore (Fixed)				8	9	7	4
Beam Weapons				10"	20"	30"	40"
Starboard / Port				4	5	3	-
Torpedo Weapons				12"	24"	36"	48"
Fore				4	4	5	5
MARs							
Elite Crew							
Hardpoints						Points	
Select up to ONE from the following:							
0-1: Gain the Torpedo Spook MAR						+5	
0-1: Special Forces						+5	
Upgrades						Points	
Give the Kinetic Weapons the Precision Strike MAR						+5	


CRUISER

Shrike and Spook Class

Designation		CRUISER					
Name		Shrike, Spook					
Size class		Medium Capital					
Squadron size		2-3					
DR	CR	Mv	HP	CP	AP	PD	MN
4	7	9"	4	4	3	3	0
Points Cost		Shield Rating		Wings		Turn Limit	
70		Cloaking Field		0		1"	
Beam Weapons				10"	20"	30"	40"
Starboard / Port				4	5	3	-
Fore				8	8	-	-
Torpedo Weapons				12"	24"	36"	48"
Fore				5	5	5	5
MARs							
Elite Crew, Torpedo Spook							


DESTROYER

Firebird and Phoenix Class

Designation		DESTROYER					
Name		Firebird, Phoenix					
Size class		Medium Capital					
Squadron size		2-3					
DR	CR	Mv	HP	CP	AP	PD	MN
4	6	10"	4	4	2	4	0
Points Cost		Shield Rating		Wings		Turn Limit	
80		0		0		0"	
Beam Weapons				10"	20"	30"	40"
Fore				4	7	7	5
Torpedo Weapons				12"	24"	36"	48"
Any				5	5	5	5
MARs							
Ambush (2), Elite Crew, Manoeuvrable, Stealth Systems							
Upgrades						Points	
Gain the Torpedo Spook MAR						+5	
Give the Beam Weapons the Precision Strike MAR						+5	


FRIGATE

Bulwark and Hellion Class

Designation		FRIGATE						
Name		Bulwark, Hellion						
Size class		Small						
Squadron size		2-4						
DR	CR	Mv	HP	CP	AP	PD	MN	
3	6	10"	2	2	1	1	0	
Points Cost		Shield Rating		Wings		Turn Limit		
25		0		0		0"		
Beam Weapons				10"	20"	30"	40"	
Starboard/Port				3	4	-	-	
Fore				3	5	-	-	
MARs								
Difficult Target, Elite Crew								


ESCORT

Siren and Harpy Class

Designation		ESCORT						
Name		Harpy, Siren						
Size class		Small						
Squadron size		1-3						
DR	CR	Mv	HP	CP	AP	PD	MN	
4	5	9"	2	2	0	3	0	
Points Cost		Shield Rating		Wings		Turn Limit		
25		0		0		0"		
MARs								
Difficult Target, Elite Crew, Target Resolution								

ASSAULT CARRIER


Attrition Class

Designation		ASSAULT CARRIER							
Name		Attrition							
Size class		Large Capital							
Squadron size		1							
DR	CR	Mv	HP	CP	AP	PD	MN		
6	10	8"	7	5	8	5	8		
Points Cost		Shield Rating		Wings		Turn Limit			
160		0		6		2"			
Beam Weapons				10"	20"	30"	40"		
Starboard / Port				8	7	-	-		
Fore				10	12	7	-		
Torpedo Weapons				12"	24"	36"	48"		
Any				8	8	8	8		
MARs									
Ablative Plating, Difficult Target, Stealth Systems									
Hardpoints				Points					
Select up to TWO from the following:									
0-1: +2 AP				+5					
0-1: +2" Mv				+10					
0-1: Gain the Second Assault MAR				+15					
0-1: Gain the Launch Tubes MAR				+10					
Upgrades				Points					
Gain the Special Forces MAR				+10					
EITHER Give the Torpedo Weapons the Corrosive MAR				+10					
OR Give the Torpedo Weapons the Decimator Warheads MAR				+10					
OR Give the Torpedo Weapons the Biohazard Ammo MAR				+5					
Accompaniment				Points					
0-2 Tyranny Class Corvettes				+25 each					

WORKS RAPTOR FLEET STATISTICS	
Fleet Tactics Bonus	2
Command Distance	6"


BATTLECRUISER

Opressor Class

Designation		BATTLECRUISER						
Name		Opressor						
Size class		Large Capital						
Squadron size		1-2						
DR	CR	Mv	HP	CP	AP	PD	MN	
5	9	8"	6	4	5	4	6	
Points Cost		Shield Rating		Wings		Turn Limit		
120		0		0		2"		
Beam Weapons				10"	20"	30"	40"	
Starboard / Port				6	5	-	-	
Fore				8	10	5	-	
Torpedo Weapons				12"	24"	36"	48"	
Any				7	7	7	7	
MARs								
Ablative Plating, Difficult Target, Stealth Systems								
Hardpoints						Points		
Select up to ONE from the following:								
0-1: +3 Wing Capacity						+5		
0-1: +2" Mv						+10		
0-1: Gain the Second Assault MAR						+10		
0-1: Gain the Launch Tubes MAR						+5		
Upgrades						Points		
Gain the Special Forces MAR						+10		
EITHER Give the Torpedo Weapons the Corrosive MAR						+10		
OR Give the Torpedo Weapons the Decimator Warheads MAR						+10		
OR Give the Torpedo Weapons the Biohazard Ammo MAR						+5		
Accompaniment						Points		
If the Squadron contains only ONE model, it may be accompanied by:								
0-1 Interdictor Class Torpedo Cruisers						+65 each		
0-2 Tyranny Class Corvettes						+25 each		


TORPEDO CRUISER

Interdictor Class

Designation		TORPEDO CRUISER					
Name		Interdictor					
Size class		Medium Capital					
Squadron size		2-4					
DR	CR	Mv	HP	CP	AP	PD	MN
5	6	8"	4	4	2	3	0
Points Cost		Shield Rating		Wings		Turn Limit	
65		0		0		1"	
Beam Weapons				10"	20"	30"	40"
Starboard / Port				5	4	-	-
Fore				5	6	3	-
Torpedo Weapons				12"	24"	36"	48"
Any				6	6	6	6
MARs							
Difficult Target, Stealth Systems							
Hardpoints						Points	
Select up to ONE of the following:							
0-1: Give the Torpedo Weapons the Decimator Warheads MAR						+10	
0-1: Give the Torpedo Weapons the Biohazard Ammo MAR						+5	
0-1: Give the Torpedo Weapons the Corrosive MAR						+10	


DESTROYER

Nullifier Class

Designation		DESTROYER					
Name		Nullifier					
Size class		Medium Capital					
Squadron size		2					
DR	CR	Mv	HP	CP	AP	PD	MN
4	6	7"	4	4	2	3	0
Points Cost		Shield Rating		Wings		Turn Limit	
80		0		0		0"	
Beam Weapons				10"	20"	30"	40"
Starboard / Port				6	5	-	-
Torpedo Weapons				12"	24"	36"	48"
Starboard / Port				6	6	9	9
MARs							
Difficult Target, Hidden Killer, Stealth Systems							
Hardpoints							Points
Select up to ONE of the following:							
0-1: Give the Torpedo Weapons the Decimator Warheads MAR							+10
0-1: Give the Torpedo Weapons the Biohazard Ammo MAR							+5
0-1: Give the Torpedo Weapons the Corrosive MAR							+10

CORVETTE

Tyranny Class

Designation		CORVETTE					
Name		Tyranny					
Size class		Small					
Squadron size		2-4					
DR	CR	Mv	HP	CP	AP	PD	MN
3	5	15"	2	2	1	1	0
Points Cost		Shield Rating		Wings		Turn Limit	
25		0		0		0"	
Beam Weapons				10"	20"	30"	40"
Fore (Fixed)				4	3	-	-
MARs							
Elusive Target							
Hardpoints							Points
Select up to ONE of the following:							
0-1: +2 AP							+5
0-1: Gain the Scout MAR							Free