

Jovian Chronicles Mechanical Catalog (SilCore):

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By: Nick Pilon (npilon@gmail.com) and John Buckmaster (dp9.rules.support@gmail.com)

The Mechanical Catalog in JC 2e is badly garbled. None of the conversions are without errors or take any advantage of the features of the new SilCore VCS. As the full list of corrections to these designs would be longer than the Mechanical Catalog section itself, we have simply opted to provide the complete designs in the errata. The majority of the following conversions are taken from the upcoming Silhouette Miniatures Rules, so feedback is most definitely appreciated. In all cases, exo-armor/fighter storage has been calculated assuming a size of 14, which is generally the maximum size found on the designs in this book. Some of the designs have also been tweaked to correct longstanding errors or better fit their fluff.

Type abbreviations: P – Physical/Matter, E – Energy, M – Missile.

Changes in this Version:

- All Plasma Lances now have more ammo. 5 was far too little for what used to be LU(5), 10 is more reasonable.
- The Pathfinder Sniper now actually has a sniper weapon. Its Clumsy rating has been corrected.
- The Vindicator's movement is now more reasonable.
- The Lancer and Stormrider's MMJ-2LRs and the Bomber's RJ-56 are actually useful. Minor TV corrections.
- The Ryu Anti-Ship now has one Clumsy, Heavy missile launcher instead of ten.
- Warship missile batteries are now capable of indirect fire.
- Warship stats in general have been redone from scratch. The old ones really didn't make any sense in a lot of ways. If you want the guidelines used to make the designs, please e-mail npilon@gmail.com. To make this work, we've added the stats for the other eight "basic warships" from the original mechanical catalog to this file. They can be found at the end.
- Tweaked the ammo on the Wyvern Command's LACW-3. The Wyvern Marine's ammo was intentionally left alone.

EAL-04A Pathfinder Alpha (Jovian Confederation)									
Size:		11							
*Threat Value (TV):		3967							
*Defensive Threat Value (DTV):		1412							
Movement:		Walk 6/12							
		Space 14/28							
Maneuver:		+0							
Armor:		22/44/66							
*Miscellaneous Threat Value (MTV):		5351							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		700 hrs							
Reaction Mass:		500 BP							
Perks & Flaws: Autopilot, Life Support (Limited)x2, Escape System(Pod), Searchlight (F, 200m, Fixed); 2xManipulator Arm (11, Can Punch); HEAT-Resistant (R4); Communications (+0/15km), Satellite Uplink; Hostile Env. Protection: Vacuum, Radiation(R4); ECCM(R4/5km); Reinforced Crew, Backups; Sensors(+2/5km); Large Sensor Profile (2); Exposed Auxiliaries									
*Offensive Threat Value (OTV):		5139							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	652A Particle Cannon	E	F	+1	x15	3	0	Hp, Hw, Redund, HEAT, AD(1)	U
2	MMJ-4 Missiles	M	F	-2	x20	5	0	Link, Sk, Sm(2), Redund, Hp, HEAT	1
2	PL4 Plasma Lance	E	F	+0	x20	M	0	AC, HH, Conc(1), Redund, HEAT	10

EAL-04A Pathfinder CT (Jovian Confederation)										
Size:		11								
*Threat Value (TV):		3197								
*Defensive Threat Value (DTV):		1469								
Movement:		Walk 6/12								
		Space 14/29								
Maneuver:		+0								
Armor:		22/44/66								
*Miscellaneous Threat Value (MTV):		6043								
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)								
Deployment Range:		700 hrs								
Reaction Mass:		700 BP								
Perks & Flaws: Autopilot, Life Support (Limited)x2, Escape System(Pod), Searchlight (200m, Fixed); 2xManipulator Arm (11, Can Punch); HEAT-Resistant (R4); Communications (+2/20km), Satellite Uplink; Hostile Env. Protection: Vacuum, Radiation(R4); ECCM(R4/5km); Reinforced Crew, Backups; Sensors(+2/5km); Large Sensor Profile (2); Exposed Auxiliaries										
*Offensive Threat Value (OTV):		2079								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
1	792R Particle Cannon	E	F	+1	x16	5	0	HH, Hw, Redund, HEAT, AD(1)	30	
2	MMJ-4 Missiles	M	F	-2	x20	5	0	Link, Sk, Sm(2), Redund, Hp, HEAT	1	
2	PL4 Plasma Lance	E	F	+0	x20	M	0	AC, HH, Conc(1), Redund, HEAT	10	

EAL-04A Pathfinder RC (Jovian Confederation)										
Size:		11								
*Threat Value (TV):		5610								
*Defensive Threat Value (DTV):		1412								
Movement:		Walk 6/12								
		Space 14/28								
Maneuver:		+0								
Armor:		22/44/66								
*Miscellaneous Threat Value (MTV):		10525								
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)								
Deployment Range:		700 hrs								
Reaction Mass:		900 BP								
Perks & Flaws: Autopilot, Life Support (Limited)x2, Escape System(Pod), Searchlight (200m, Fixed); 2xManipulator Arm (11, Can Punch); HEAT-Resistant (R4); Communications (+0/15km), Satellite Uplink; Fuel Efficient (x1.5); Hostile Env. Protection: Vacuum, Radiation(R4); ECCM(R4/5km); Reinforced Crew, Backups; Sensors(+4/10km); Large Sensor Profile (2); Exposed Auxiliaries										
*Offensive Threat Value (OTV):		4894								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
1	652A Particle Cannon	E	F	+1	x15	3	0	Hp, Hw, Redund, HEAT, AD(1)	U	
2	PL4 Plasma Lance	E	F	+0	x20	M	0	AC, Conc(1), Redund, HEAT	10	

EAL-04A Pathfinder ST (Jovian Confederation)									
Size:		11							
*Threat Value (TV):		3291							
*Defensive Threat Value (DTV):		1412							
Movement:		Walk 6/12 (5/10 with MD-5555)							
		Space 14/28 (13/26 with MD-5555)							
Maneuver:		+0 (-1 with MD-5555)							
Armor:		22/44/66							
*Miscellaneous Threat Value (MTV):		6487							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		700 hrs							
Reaction Mass:		500 BP							
Perks & Flaws: Autopilot, Life Support (Limited)x2, Escape System(Pod), Searchlight (200m, Fixed); 2xManipulator Arm (11, Can Punch); HEAT-Resistant (R4); Communications (+0/15km), Satellite Uplink; Hostile Env. Protection: Vacuum, Radiation(R4); ECCM(R4/5km); Reinforced Crew, Backups; Sensors(+2/10km); Large Sensor Profile (2); Exposed Auxiliaries									
*Offensive Threat Value (OTV):		2129							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	MD-5555 Massdriver	P	F	+0	x20	10	+1	Sniper, AP, Hp, Redundant, Clumsy(All), Heavy	30
2	PL4 Plasma Lance	E	F	+0	x20	M	0	AC, HH, Conc(1), Redund, HEAT	10

EAM-03A Retaliator Alpha (Jovian Confederation)										
Size:			12							
*Threat Value (TV):			1863							
*Defensive Threat Value (DTV):			1373							
Movement:			Walk 6/11							
			Space 12/24							
Maneuver:			+0							
Armor:			26/56/78							
*Miscellaneous Threat Value (MTV):			1807							
Crew:			Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:			450 hrs							
Reaction Mass:			400 BP							
Perks & Flaws: Autopilot, Escape System (Pods), Life Support (Limited)x2; 2xManipulator Arm (12, Can Punch); Communications(0/10km); Hostile Env. Protection: Vacuum, Radiation (R4); Reinforced Crew, Backups; Sensors(0/2km); Large Sensor Profile (R2); Exposed Systems										
*Offensive Threat Value (OTV):			2410							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
1	JAW-11A Railgun	P	F	0	x16	5	0	AP, Hp, Redund	20	
6	LMJ-4 Missiles	M	F	-1	x16	2	0	Link, Sk, Sm(2), Hp, Redund, HEAT	1	
4	MMJ-4 Missiles	M	F	-2	x20	5	0	Link, Sk, Sm(2), Hp, Redund, HEAT	1	
2	PL-4 Plasma Lance	E	F	0	x20	M	0	AC, HH, Conc(1), Redund, HEAT	10	

EAH-01A Vindicator Alpha (Jovian Confederation)									
Size:		14							
*Threat Value (TV):		5331							
*Defensive Threat Value (DTV):		1089							
Movement:		Walk 3/5							
		Space 12/24							
Maneuver:		-1							
Armor:		32/64/96							
*Miscellaneous Threat Value (MTV):		2736							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		700 hrs							
Reaction Mass:		750 BP							
Perks & Flaws: Autopilot, Escape System(Pod), Life Support (Limited)x2; 2xManipulator Arm (14, Can Punch); HEAT-Resistant (R4); Communications(0/10km); Hostile Env. Protection: Vacuum, Radiation(R4); Reinforced Crew, Backups; Sensors(0/2km); Large Sensor Profile(R2)									
*Offensive Threat Value (OTV):		12169							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	JAW-15 Massdriver	P	F	0	x20	5	5	Redundant, Hardpoint	50
1	JO 54L Laser Cannon	E	F	0	x10	8	0	Redund, Hp, AD(1), HEAT	U
10	HMJ-6 Heavy Missiles	M	F	-2	x30	5	0	Link, Redund, Sk, Sm(2), HEAT	1
2	LMJ-1 Light Missile Launchers	M	F	-1	x10	3	5	Link, Redund, G, IF, HEAT	20
3	PL-3B Plasma Lance	E	F	0	x20	M	0	Redundant, Hand-Held, AC, Concealed(1 action), HEAT	10
2	AM-1 Antimissile Systems	E	F	+1	x5	1	5	Redundant, AM, Link, HEAT	U

EAH-07 Stormrider (Jovian Confederation)									
Size:		12							
*Threat Value (TV):		8416							
*Defensive Threat Value (DTV):		2364							
Movement:		Walk 5/10							
		Space 15/30							
Maneuver:		+1 (0 Walk)							
Armor: 24/48/72									
*Miscellaneous Threat Value (MTV):		6753							
Crew:		Living 1, Computer 2 (Dumb 3) (3 actions)							
Deployment Range:		750 hrs							
Reaction Mass:		500 BP							
Perks & Flaws: Autopilot, Escape System(Pod), Life Support(Limited)x2; 2xManipulator Arms(12, Can Punch); HEAT-Resistant(R5); Communications(0/10km); Hostile Env. Protection: All, Radiation(5); Decoy System(2, visual & sensors), ECM(2/5km), Stealth(R2); Reinforced Crew, Backups; Sensors (+2/5km); Decreased Maneuver (Walk, 1)									
*Offensive Threat Value (OTV):		16130							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
2	Beam Cannon	E	F	+1	x15	5	0	Hardpoint, Redundant, Haywire, HEAT, AD(1)	U
16	MMJ-2LR Missiles	M	F	-1	x20	6	0	Linked, Seeking, HEAT	1
1	Scatter Launcher	P	FF	+1	x10	3	2	Redundant, Scatter	10
1	Arclight-4 PDS	E	T	+2	x2	1	6	Redundant, AM, HEAT, Def	U
2	PL-3B Plasma Lance	E	F	0	x20	M	0	AC, Redundant, Hand-Held, Concealed (1 action), HEAT	10

IM-09 Lancer (Jovian Confederation)										
Size:		10								
*Threat Value (TV):		1400								
*Defensive Threat Value (DTV):		712								
Movement:		Space 16/32								
Maneuver:		-2								
Armor:		20/40/60								
*Miscellaneous Threat Value (MTV):		1034								
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)								
Deployment Range:		100 hrs								
Reaction Mass:		200 BP								
Perks & Flaws: Autopilot, Escape System(Pod), Life Support(Limited)x2; Communications(0/10km); Easy to Modify: Systems; Hostile Env. Protection: Vacuum, Radiation(R4); Reinforced Crew, Backups; Sensors(0/2km); Exposed Systems										
*Offensive Threat Value (OTV):		2454								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
1	ACMS	P	T	+2	x6	1	4	Redundant, AM, Def	120	
2	MMJ6D Wing Missiles	M	FF	-1	x15	3	0	Linked, Redundant, Guided, IF, HEAT	5	
12	MMJ-2LR Missiles	M	FF	-1	x20	6	0	Linked, Hardpoint, Seeking, HEAT	1	
4	HMJ-6 Missiles	M	FF	-2	x30	5	0	Linked, Hardpoint, Redundant, Seeking, HEAT	1	

IM-09 Pilum Lancer (Jovian Confederation)									
Size:		10							
*Threat Value (TV):		1780							
*Defensive Threat Value (DTV):		712							
Movement:		Space 16/32							
Maneuver:		-2							
Armor:		20/40/60							
*Miscellaneous Threat Value (MTV):		1034							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		100 hrs							
Reaction Mass:		200 BP							
Perks & Flaws: Autopilot, Escape System(Pod), Life Support(Limited)x2; Communications(0/10km); Easy to Modify: Systems; Hostile Env. Protection: Vacuum, Radiation(R4); Reinforced Crew, Backups; Sensors(0/2km); Exposed Systems									
*Offensive Threat Value (OTV):		3593							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	ACMS	P	T	+2	x6	1	4	Redundant, AM, Defensive	120
2	MMJ6D Wing Missiles	M	FF	-1	x15	3	0	Link, Redundant, Guided, IF, HEAT	5
28	MMJ-2LR Missiles	M	FF	-1	x20	6	0	Linked, Hardpoint, Seek, HEAT	1
1	QFS Laser	E	FF	+1	x12	4	0	Hardpoint, AD(1), HEAT	U

IM-09 Lancer Bomber (Jovian Confederation)									
Size:		10							
*Threat Value (TV):		1427							
*Defensive Threat Value (DTV):		712							
Movement:		Space 16/32							
Maneuver:		-2							
Armor:		20/40/60							
*Miscellaneous Threat Value (MTV):		1034							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		100 hrs							
Reaction Mass:		200 BP							
Perks & Flaws: Autopilot, Escape System(Pod), Life Support(Limited)x2; Communications(0/10km); Easy to Modify: Systems; Hostile Env. Protection: Vacuum, Radiation(R4); Reinforced Crew, Backups; Sensors(0/2km); Exposed Systems									
*Offensive Threat Value (OTV):		2534							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	ACMS	P	T	+2	x6	1	+4	Redundant, AM, Defensive	120
2	MMJ6D Wing Missiles	M	FF	-1	x15	3	+0	Linked, Redundant, G, IF, HEAT	5
4	MMJ-4 Missiles	M	FF	-2	x20	5	+0	Linked, Hardpoint, Seeking, Smart (2), HEAT	1
1	RJ-56 Rocket Pod	M	FF	-2	x25	3	+4	Indirect Fire, Hardpoint, Redundant, HEAT	20

IM-09 Lightning Lancer (Jovian Confederation)									
Size:		10							
*Threat Value (TV):		2104							
*Defensive Threat Value (DTV):		712							
Movement:		Space 16/32							
Maneuver:		-2							
Armor:		20/40/60							
*Miscellaneous Threat Value (MTV):		3146							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		100 hrs							
Reaction Mass:		200 BP							
Perks & Flaws: Autopilot, Escape System(Pod), Life Support(Limited)x2; Communications(0/10km); Easy to Modify: Systems; Hostile Env. Protection: Vacuum, Radiation(R4); ECM(5/5km), ECCM(5/5km); Reinforced Crew, Backups; Sensors(+1/5km); Exposed Systems									
*Offensive Threat Value (OTV):		2454							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	ACMS	P	T	+2	x6	1	+4	Redundant, AM, Def	120
2	MMJ6D Wing Missiles	M	FF	-1	x15	3	+0	Link, Redundant, G, IF, HEAT	5
12	MMJ-2LR Missiles	M	FF	-1	x20	6	0	Hp, Link, Seeking, HEAT	1
4	HMJ-6 Missiles	M	FF	-2	x30	5	0	Hp, Link, Redund, Seek, HEAT	1

CEA-01 Syreen (CEGA)										
Size:		12								
*Threat Value (TV):		1414								
*Defensive Threat Value (DTV):		692								
Movement:		Space 15/30								
Maneuver:		-2								
Armor:		22/44/66								
*Miscellaneous Threat Value (MTV):		1670								
Crew:		Living 1, Computer 1 (Dumb 1) (3 actions)								
Deployment Range:		300 hrs								
Reaction Mass:		350 BP								
Perks & Flaws: Autopilot, Escape System (Pod), Life Support (Limited)x2; 2xManipulator Armo (10, Can Punch); Communications(-1/10km); Hostile Env. Protection: Vacuum, Radiation(R3); ECCM(3/2km); Reinforced Crew, Backups; Sensors(-1/2km); Difficult to Modify (Movement), Large Sensor Profile(R3); Fragile Chassis, Hazardous Ammo/Fuel Storage										
*Offensive Threat Value (OTV):		1879								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
1	ACLDS(range)	E	F	0	x12	3	2	Redundant, HEAT, AD(1)	Unl.	
-	ACLDS(defense)	E	F	0	x16	M	0	Redundant, Sm(1), HEAT	Unl.	
4	LAC-1 Missiles	M	F	+1	x5	1	0	Link, Redundant, G, IF, HEAT	1	
6	A3 Missiles	M	F	0	x15	3	0	Link, Redundant, G, IF, HEAT	1	
2	CSH-4 Missiles	M	F	-1	x25	5	0	Link, Redundant, G, IF, HEAT	1	

CEA-05 Wyvern (CEGA)									
Size:		13							
*Threat Value (TV):		1966							
*Defensive Threat Value (DTV):		1096							
Movement:		Walk 3/6							
		Space 12/24							
Maneuver:		-1							
Armor:		32/64/98							
*Miscellaneous Threat Value (MTV):		1985							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		500 hrs							
Reaction Mass:		450 BP							
Perks & Flaws: Autopilot, Escape System (Pod), Life Support (Limited)x2; 2xManipulator Arm(13, Can Punch); Communications(0/10km); Hostile Env. Protection: Vacuum, Radiation(R4); Reinforced Crew, Backups; Sensors(-1/3km); Large Sensor Profile (R2)									
*Offensive Threat Value (OTV):		2818							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Zapper Mk2 AMS	E	F	+1	x3	1	6	AM, Redundant, Def, HEAT	U
2	LACW-1 Massdriver	P	F	0	x5	1	4	AI, Redundant	240
1	LACW-8 Bazooka	M	F	0	x15	5	0	Seeking, HH, Redundant, HEAT	6
2	3-M3 Heavy Missile	M	F	-2	x30	5	0	Link, Redundant, Seeking, Smart (2), Hardpoint, HEAT	1
2	3-MC2 Rocket Canister	M	F	-1	x6	1	5	Link, IF, Redundant, HEAT	20

CEA-05 Wyvern Command (CEGA)									
Size:		13							
*Threat Value (TV):		2245							
*Defensive Threat Value (DTV):		1129							
Movement:		Walk 3/6							
		Space 12/25							
Maneuver:		-1							
Armor:		32/64/98							
*Miscellaneous Threat Value (MTV):		2247							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		500 hrs							
Reaction Mass:		450 BP							
Perks & Flaws: Autopilot, Escape System (Pod), Life Support (Limited)x2; 2xManipulator Arm(13, Can Punch); Communications(0/20km); Hostile Env. Protection: Vacuum, Radiation(R4); Reinforced Crew, Backups; Sensors(+1/3km); Large Sensor Profile (R2)									
*Offensive Threat Value (OTV):		3360							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Zapper Mk2 AMS	E	F	+1	x3	1	6	AM, Redundant, Def, HEAT	U
2	LACW-1 Massdriver	P	F	0	x5	1	4	AI, Redundant	240
1	LACW-3 Massdriver Rifle	P	F	0	x10	3	+3	Hand-Held, Redundant	150
2	3-M3 Heavy Missile	M	F	-2	x30	5	0	Link, Redundant, Seeking, Smart (2), Hardpoint, HEAT	1
2	3-MC2 Rocket Canister	M	F	-1	x6	1	5	Link, IF, Redundant, HEAT	20

CEA-05 Wyvern Marine (CEGA)									
Size:		13							
*Threat Value (TV):		2485							
*Defensive Threat Value (DTV):		1185							
Movement:		Walk 3/6							
		Space 12/24							
Maneuver:		-1							
Armor:		34/68/102							
*Miscellaneous Threat Value (MTV):		2462							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		500 hrs							
Reaction Mass:		650 BP							
Perks & Flaws: Autopilot, Escape System (Pod), Life Support (Limited)x2; 2xManipulator Arm(13, Can Punch); Communications(0/10km); Hostile Env. Protection: Vacuum, Radiation(R4); Reinforced Crew(x2), Backups; Sensors(-1/3km); Large Sensor Profile (R2)									
*Offensive Threat Value (OTV):		3808							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Zapper Mk2 AMS	E	F	+1	x3	1	6	AM, Redundant, Def, HEAT	U
2	LACW-1 Massdriver	P	F	0	x5	1	4	AI, Redundant	240
1	LACW-8 Bazooka	M	F	0	x15	5	0	Sk, HH, Redundant, HEAT	6
1	LACW-3 Massdriver Rifle	P	F	0	x10	3	+3	HH, Redundant	100
2	3-M3 Heavy Missile	M	F	-2	x30	5	0	Linked, Redundant, Seeking, Smart(2), Hardpoint, HEAT	1
2	3-MC2 Rocket Canister	M	F	-1	x6	1	5	Link, IF, Redundant, HEAT	20
1	Hummer Knife	P	F	+0	x7	M	0	AP, Concealed(1 action), Redundant, Hand-Held	U

CEA-05 Wyvern Bomber (CEGA)									
Size:		13							
*Threat Value (TV):		2477							
*Defensive Threat Value (DTV):		1096							
Movement:		Walk 3/6 (1/2 with 2 x 3-N7)							
		Space 12/24 (10/20 with 2 x 3-N7)							
Maneuver:		-1							
Armor:		32/64/98							
*Miscellaneous Threat Value (MTV):		1985							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		500 hrs							
Reaction Mass:		450 BP							
Perks & Flaws: Autopilot, Escape System (Pod), Life Support (Limited)x2; 2xManipulator Arm(13, Can Punch); Communications(0/10km); Hostile Env. Protection: Vacuum, Radiation(R4); Reinforced Crew, Backups; Sensors(-1/3km); Large Sensor Profile (R2)									
*Offensive Threat Value (OTV):		4351							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Zapper Mk2 AMS	E	F	+1	x3	1	6	AM, Redundant, Def, HEAT	U
2	LACW-1 Massdriver	P	F	0	x5	1	4	AI, Redundant	240
2	3-N7 Missile Canisters	M	F	-2	x30	6	3	Link, IF, Hp, Redund, Hvy, HEAT	9
1	RJ-56 Rocket Pod	M	F	-1	x20	2	5	IF, HH, Redundant, HEAT	20
2	3-M3 Heavy Missile	M	F	-2	x30	5	0	Link, Redundant, Seeking, Smart (2), Hardpoint, HEAT	1
2	3-MC2 Rocket Canister	M	F	-1	x6	1	5	Link, IF, Redundant, HEAT	20

CEA-09 Cerberus (CEGA)										
Size:		14								
*Threat Value (TV):		3323								
*Defensive Threat Value (DTV):		1264								
Movement:		Walk 3/6								
		Space 13/25								
Maneuver:		-1								
Armor:		35/70/105								
*Miscellaneous Threat Value (MTV):		3966								
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)								
Deployment Range:		300 hrs								
Reaction Mass:		350 BP								
Perks & Flaws: Autopilot, Escape System (Pod), Life Support (Limited)x2; 2xManipulator Arm(14, Can Punch); Communications(0/20km); Hostile Env. Protection: Vacuum, Radiation(4); ECM(4/3km), ECCM(4/3km); Reinforced Crew, Backups; Sensors(+2/3km); Large Sensor Profile(R2)										
*Offensive Threat Value (OTV):		4740								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
1	LACW-11 Massdriver Cannon	P	F	0	x20	8	2	Redundant, AP, Hand-Held, Sniper	20	
2	LACW-1M Head Massdriver	P	F	0	x8	1	4	Link, Redundant, AM	200	
1	MW-1 Plasma Lance	E	F	0	x20	M	0	Redundant, AC, HH, Concealed (1 action), HEAT	6	
1	Hummer Knife	P	F	0	x7	M	0	Redund, AP, HH, Conc(1)	U	

CEA-12 Megaera Fury (CEGA)									
Size:		13							
*Threat Value (TV):		2754							
*Defensive Threat Value (DTV):		1476							
Movement:		Space 15/30							
Maneuver:		0							
Armor:		24/48/72							
*Miscellaneous Threat Value (MTV):		1983							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		500 hrs							
Reaction Mass:		350 BP							
Perks & Flaws: Autopilot, Ejection System (Pod), Life Support(Limited)x2; 2xManipulator Arms (10, Can Punch); Communications(0/10km); Hostile Env. Protection: Vacuum, Radiation(R3); Decoy System (2, sensors & visual); Reinforced Crew, Backups; Sensors(0/3km); Large Sensor Profile(R1); Fragile Chassis;									
*Offensive Threat Value (OTV):		4804							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Hecatonchires	E	T	+1	x15	3	2	Redundant, HEAT, AD(1)	U
-	Hecatonchires (AM)	E	T	+1	x2	1	6	Redundant, AM, Def, HEAT	U
6	A9 Medium Missiles	M	F	0	x15	5	0	Hp, Redundant, Sk, HEAT	1
1	Railgun	P	FF	0	x17	6	0	Hp, MR(-2), Sniper	10

CEA-12 Alecto Fury (CEGA)									
Size:		13							
*Threat Value (TV):		3631 + 2xSparrow Recon Drone							
*Defensive Threat Value (DTV):		1476							
Movement:		Space 15/30							
Maneuver:		0							
Armor:		24/48/72							
*Miscellaneous Threat Value (MTV):		6593							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		500 hrs							
Reaction Mass:		700 BP							
Perks & Flaws: Autopilot, Ejection System (Pod), Life Support(Limited)x2; 2xManipulator Arms (10, Can Punch); Communications(+1/20km), Satellite Uplink; 2xCargo Bay (open, 10 m^2, Sparrow Recon Drones); Hostile Env. Protection: Vacuum, Radiation(R3); Decoy System (2, sensors & visual), ECCM(3/3km); Reinforced Crew, Backups; Sensors(+2/12km); Large Sensor Profile(R1); Fragile Chassis, Exposed Auxiliaries;									
*Offensive Threat Value (OTV):		2823							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Hecatonchires	E	T	+0	x15	3	2	Redund, HEAT, AD(1)	U
-	Hecatonchires (AM)	E	T	+0	x2	1	6	Redund, AM, Def, HEAT	U

RP-44 Sparrow Recon Drone (CEGA)									
Size:		4							
*Threat Value (TV):		517							
*Defensive Threat Value (DTV):		270.68							
Movement:		Space 10/20							
Maneuver:		-1							
Armor:		2/4/6							
*Miscellaneous Threat Value (MTV):		1281							
Crew:		Computer 1 (Dumb Level 4, drone) (2 actions)							
Deployment Range:		50 hrs							
Reaction Mass:		100 BPs							
Perks & Flaws: Autopilot; Communications (+1, 10km), Satellite Uplink; Hostile Env. Protection: Radiation (3), Vacuum; Sensors (+2, 10km); Exposed Auxiliaries									
*Offensive Threat Value (OTV):		0							

CEA-12 Tisiphone Fury (CEGA)									
Size:	13								
*Threat Value (TV):	2484 + 6xShrike Anti-Ship Torpedo								
*Defensive Threat Value (DTV):	976								
Movement:	Space 10/20								
Maneuver:	0								
Armor:	24/48/72								
*Miscellaneous Threat Value (MTV):	2241								
Crew:	Living 1, Computer 1 (Dumb 2) (3 actions)								
Deployment Range:	500 hrs								
Reaction Mass:	350 BP								
Perks & Flaws: Autopilot, Ejection System (Pod), Life Support(Limited)x2; 2xManipulator Arms (10, Can Punch); Communications(0/10km); 2xCargo Bay (open, 30m^2, Shrike Torpedo Drones); Hostile Env. Protection: Vacuum, Radiation(R3); Decoy System (2, sensors & visual); Reinforced Crew, Backups; Sensors (0/3km); Large Sensor Profile(R1); Fragile Chassis;									
*Offensive Threat Value (OTV):	4233								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Hecatonchires	E	T	+1	x15	3	2	Redund, HEAT, AD(1)	U
-	Hecatonchires (AM)	E	T	+1	x2	1	6	Redund, AM, Def, HEAT	U
2	Plsama Cutter	E	FF	-2	x40	M	0	Redund, HEAT	1

SR-15 Shrike Anti-Ship Torpedo (CEGA)									
Size:	3								
*Threat Value (TV):	824								
*Defensive Threat Value (DTV):	2406								
Movement:	Space 20/40 MPs (2.0/4.0 Gs)								
Maneuver:	+1								
Armor:	2/4/6								
*Miscellaneous Threat Value (MTV):	47								
Crew:	1 dumb computer. (level 1, drone) (2 actions)								
Deployment Range:	50 hrs								
Reaction Mass:	80 BP								
Perks & Flaws: Autopilot; Communications (-1, 10km); Hostile Env. Protection: Radiation (3), Vacuum; Sensors (+1, 2km); Overheating, Vulnerable to Haywire Effects;									
*Offensive Threat Value (OTV):	19								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Warhead	P	FF	-2	x50	M	0	AE(0), HEAT	1
*	Scatter Bomb	P	FF	-2	x25	M	0	AE(1)	1
*	Tactical Nuke	P	FF	+1	x12	M	0	MD	1
* - Replace Warhead with Scatter Bomb (OTV-9, TV=821) or Tactical Nuke (OTV+20, TV=830) Note that Tactical Nuclear warheads will rarely, if ever, be used, as their deployment will attract the attention (and wrath) of SolaPol and the USN.									

CF-03 Wraith (CEGA)										
Size:		12								
*Threat Value (TV):		2860								
*Defensive Threat Value (DTV):		1563								
Movement:		Space 13/25								
		Flight 20/40 (Stall 0)								
Maneuver:		-2								
Armor:		30/60/90								
*Miscellaneous Threat Value (MTV):		4034								
Crew:		Living 2, Computer 1 (Dumb 2) (3 actions)								
Deployment Range:		2000 hrs								
Reaction Mass:		250 BP								
Perks & Flaws: Autopilot, Escape System(Pod), Life Support(Limited)x2; Communications(+1/10km); Re-entry Systems (Permanent), Stratospheric Flight; Hostile Env. Protection: Vacuum, Radiation (3); Reinforced Crew, Backups; Sensors(0/2km);										
*Offensive Threat Value (OTV):		2983								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
2	Xander X10 PA	E	FF	0	x10	4	0	Link, Redund, Hw, Hp, HEAT,AD(1)	U	
3	MH-3 Heavy Missiles	M	FF	-2	x30	5	0	Link, Redund, Sk, Hp, Sm(2), HEAT	1	

CF-03 Wraith-F (CEGA)									
Size:		12							
*Threat Value (TV):		3442							
*Defensive Threat Value (DTV):		1563							
Movement:		Space 13/25							
		Flight 20/40 (Stall 0)							
Maneuver:		-2							
Armor:		30/60/90							
*Miscellaneous Threat Value (MTV):		7334							
Crew:		Living 2, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		2000 hrs							
Reaction Mass:		250 BP							
Perks & Flaws: Autopilot, Escape System(Pod), Life Support(Limited)x2; Communications(+1/10km); Re-entry Systems (Permanent), Stratospheric Flight; Hostile Env. Protection: Vacuum, Radiation (3); ECM(5/5km), ECCM (5/5km); Reinforced Crew, Backups; Sensors(+2/5km);									
*Offensive Threat Value (OTV):		1429.2							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	F78 Cannon	P	FF	+0	x10	3	+5	Hardpoint, Redundant	200
6	MV-2 Homing Missiles	M	FF	-2	x25	5	0	Link, Hp, Redundant, Seeking, E-Homing, HEAT	1

CF-03 Wraith-S (CEGA)										
Size:		12								
*Threat Value (TV):		2903								
*Defensive Threat Value (DTV):		1863								
Movement:		Space 18/35								
		Flight 20/40 (Stall 0)								
Maneuver:		-2								
Armor:		30/60/90								
*Miscellaneous Threat Value (MTV):		4044								
Crew:		Living 2, Computer 1 (Dumb 2) (3 actions)								
Deployment Range:		2000 hrs								
Reaction Mass:		450 BP								
Perks & Flaws: Autopilot, Escape System(Pod), Life Support(Limited)x2; Communications(+1/10km); Re-entry Systems (Permanent), Stratospheric Flight; Hostile Env. Protection: Vacuum, Radiation (3); Reinforced Crew, Backups; Sensors(0/2km); Fuel Inefficient(R2)										
*Offensive Threat Value (OTV):		2802								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
2	Xander X10 PA	E	FF	0	x10	4	0	Link, Redundant, Hw, Hp, HEAT, AD(1)	U	
2	K3 Rocket Pod	M	FF	-1	x6	2	5	Link, Redundant, Hp, IF, HEAT	32	

HA-101 Brimstone (Mercury)									
Size:		12							
*Threat Value (TV):		2346							
*Defensive Threat Value (DTV):		2214							
Movement:		Walk 2/4							
		Space 14/28							
Maneuver:		+1 (-1 Walk)							
Armor:		26/52/78							
*Miscellaneous Threat Value (MTV):		2244							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		150hrs							
Reaction Mass:		200 BP							
Perks & Flaws: Autopilot, Escape System(Pod), Life Support(Limited)x2; 2xManipulator Arm(12, Can Punch); HEAT-Resistant(R2); Communications(0/10km); Hostile Env. Protection: Extreme Heat, Vacuum, Radiation (R3); Reinforced Crew, Backups; Sensors(0/2km); Large Sensor Profile(R3); Decreased Maneuver(2, Walk);									
*Offensive Threat Value (OTV):		2580							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	FESTar-12 Rifle	P	F	0	x10	4	2	Redund, HH	180
6	M10 Light Missiles	M	F	-1	x15	3	0	Redund, Hp, Sk, Sm(2), HEAT	1
2	M30 Heavy Missiles	M	F	-2	x30	5	0	Redund, Hp, Sk, Sm(2), HEAT	1
2	L6 Plasma Lances	E	F	0	x12	M	0	Redund, HH, AC, Conc(1), HEAT	6

HA-101 Brimstone Close Support (Mercury)

Size:	12								
*Threat Value (TV):	2405								
*Defensive Threat Value (DTV):	2214								
Movement:	Walk 2/4								
	Space 14/28								
Maneuver:	+1 (-1 Walk)								
Armor:	26/52/78								
*Miscellaneous Threat Value (MTV):	2244								
Crew:	Living 1, Computer 1 (Dumb 2) (3 actions)								
Deployment Range:	150hrs								
Reaction Mass:	200 BP								
Perks & Flaws: Autopilot, Escape System(Pod), Life Support(Limited)x2; 2xManipulator Arm(12, Can Punch); HEAT-Resistant(R2); Communications(0/10km); Hostile Env. Protection: Extreme Heat, Vacuum, Radiation (R3); Reinforced Crew, Backups; Sensors(0/2km); Large Sensor Profile(R3); Decreased Maneuver(2, Walk);									
*Offensive Threat Value (OTV):	2756								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
14	M10 Light Missiles	M	F	-1	x15	3	0	Redund, Hp, Sk, Sm(2), HEAT	1
6	M30 Heavy Missiles	M	F	-2	x30	5	0	Redund, Hp, Sk, Sm(2), HEAT	1
2	L6 Plasma Lances	E	F	0	x12	M	0	Redund, HH, AC, Conc(1), HEAT	6

HA-101 Brimstone Electronic Fighter (Mercury)										
Size:		12								
*Threat Value (TV):		2841								
*Defensive Threat Value (DTV):		2214								
Movement:		Walk 2/4								
		Space 14/28								
Maneuver:		+1 (-1 Walk)								
Armor:		26/52/78								
*Miscellaneous Threat Value (MTV):		4701								
Crew:		Living 2, Computer 1 (Dumb 2) (3 actions)								
Deployment Range:		150hrs								
Reaction Mass:		200 BP								
Perks & Flaws: Autopilot, Escape System(Pod), Life Support(Limited)x2; 2xManipulator Arm(12, Can Punch); HEAT-Resistant(R2); Communications(0/10km); Hostile Env. Protection: Extreme Heat, Vacuum, Radiation (R3); ECM(4/4km), ECCM(4/4km); Reinforced Crew, Backups; Sensors(0/4km); Large Sensor Profile (R3); Decreased Maneuver(2, Walk);										
*Offensive Threat Value (OTV):		1608								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
1	FESTar-12 Rifle	P	F	0	x10	4	2	Redundant, HH	180	
2	L6 Plasma Lances	E	F	0	x12	M	0	Redundant, HH, AC, Conc(1), HEAT	6	

HA-101 Brimstone Search & Rescue (Mercury)									
Size:		12							
*Threat Value (TV):		2085							
*Defensive Threat Value (DTV):		2214							
Movement:		Walk 2/4							
		Space 14/28							
Maneuver:		+1 (-1 Walk)							
Armor:		26/52/78							
*Miscellaneous Threat Value (MTV):		2386							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		150hrs							
Reaction Mass:		700 BP							
Perks & Flaws: Autopilot, Escape System(Pod), Life Support(Limited)x2; 2xManipulator Arm(12, Can Punch); HEAT-Resistant(R2); Communications(0/10km); Hostile Env. Protection: Extreme Heat, Vacuum, Radiation (R3); Reinforced Crew, Backups; Sensors(+1/2km); Large Sensor Profile(R3); Decreased Maneuver(2, Walk);									
*Offensive Threat Value (OTV):		1656							
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	FESTar-12 Rifle	P	F	0	x10	4	2	Redundant, HH	180
2	L6 Plasma Lances	E	F	0	x12	M	0	Redundant, HH, AC, Conc(1), HEAT	6
1	L6 Plasma Lance	E	F	0	x12	M	0	Redundant, Hp, AC, Conc(1), HEAT	6

G-1 Ryu (Venus)										
Size:		11								
*Threat Value (TV):		2251								
*Defensive Threat Value (DTV):		1845								
Movement:		Walk 6/11								
		Space 11/22								
Maneuver:		+1								
Armor:		25/50/75								
*Miscellaneous Threat Value (MTV):		1896								
Crew:		Living 1, Computer 1 (Dumb 3) (3 actions)								
Deployment Range:		500hrs								
Reaction Mass:		300 BP								
Perks & Flaws: Autopilot, Escape System(Pod), Life Support(Limited)x2; 2xManipulator Arm(11, Can Punch); HEAT-Resistant (R2); Communications(+0/10km); Hostile Env. Protection: Vacuum, Radiation (3); Reinforced Crew, Backups; Sensors(+0/2km); Large Sensor Profile(R1)										
*Offensive Threat Value (OTV):		3013								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
2	P8 Head Pulse Laser	E	F	0	x5	1	3	Redund, AM, AI, HEAT	240	
1	K-675R Massdriver Rifle	P	F	0	x12	3	2	Redund, HH	200	
4	ALM-16 Med. Missiles	M	F	-1	x16	3	0	Redund, Hp, Sk, Sm(2), HEAT	1	
2	Xidar-4 Plasma Lance	E	F	0	x16	M	0	Redund, AC, Conc(1), HH, HEAT	10	

G-1 Ryu Interceptor (Venus)										
Size:		11								
*Threat Value (TV):		2427								
*Defensive Threat Value (DTV):		1845								
Movement:		Walk 6/11								
		Space 11/22								
Maneuver:		+1								
Armor:		25/50/75								
*Miscellaneous Threat Value (MTV):		1896								
Crew:		Living 1, Computer 1 (Dumb 3) (3 actions)								
Deployment Range:		500hrs								
Reaction Mass:		300 BP								
Perks & Flaws: Autopilot, Escape System(Pod), Life Support(Limited)x2; 2xManipulator Arm(11, Can Punch); HEAT-Resistant (R2); Communications(+0/10km); Hostile Env. Protection: Vacuum, Radiation (3); Reinforced Crew, Backups; Sensors(+0/2km); Large Sensor Profile(R1)										
*Offensive Threat Value (OTV):		3540								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
2	P8 Head Pulse Laser	E	F	0	x5	1	3	Redund, AM, AI, HEAT	240	
1	A6 Particle Cannon	E	F	0	x12	3	0	Redund, HH, Hw, HEAT, AD(1)	U	
4	ALM-16 Med. Missiles	M	F	-1	x16	3	0	Redund, Hp, Sk, Sm(2), HEAT	1	
2	Xidar-4 Plasma Lance	E	F	0	x16	M	0	Redund, AC, Conc(1), HH, HEAT	10	

G-1 Ryu Anti-ship (Venus)										
Size:		11								
*Threat Value (TV):		1857								
*Defensive Threat Value (DTV):		1845								
Movement:		Walk 6/11 (5/9 with AHM-4s)								
		Space 11/22 (10/20 with AHM-4s)								
Maneuver:		+1 (+0 with AHM-4s)								
Armor:		25/50/75								
*Miscellaneous Threat Value (MTV):		1896								
Crew:		Living 1, Computer 1 (Dumb 3) (3 actions)								
Deployment Range:		500hrs								
Reaction Mass:		300 BP								
Perks & Flaws: Autopilot, Escape System(Pod), Life Support(Limited)x2; 2xManipulator Arm(11, Can Punch); HEAT-Resistant (R2); Communications(+0/10km); Hostile Env. Protection: Vacuum, Radiation (3); Reinforced Crew, Backups; Sensors(+0/2km); Large Sensor Profile(R1)										
*Offensive Threat Value (OTV):		1830								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
2	P8 Head Pulse Laser	E	F	0	x5	1	3	Redundant, AM, AI, HEAT	240	
1	AHM-4 Heavy Missile Battery	M	F	-2	x40	3	2	Redundant, Smart(2), Clumsy, Heavy, HEAT	10	
2	Xidar-4 Plasma Lance	E	F	0	x16	M	0	Redund, AC, Conc(1), HH, HEAT	10	

G-1 Ryu Gunslinger (Venus)										
Size:		11								
*Threat Value (TV):		2706								
*Defensive Threat Value (DTV):		1845								
Movement:		Walk 6/11								
		Space 11/22								
Maneuver:		+1								
Armor:		25/50/75								
*Miscellaneous Threat Value (MTV):		1896								
Crew:		Living 1, Computer 1 (Dumb 3) (3 actions)								
Deployment Range:		500hrs								
Reaction Mass:		300 BP								
Perks & Flaws: Autopilot, Escape System(Pod), Life Support(Limited)x2; 2xManipulator Arm(11, Can Punch); HEAT-Resistant (R2); Communications(+0/10km); Hostile Env. Protection: Vacuum, Radiation (3); Reinforced Crew, Backups; Sensors(+0/2km); Large Sensor Profile(R1)										
*Offensive Threat Value (OTV):		4378								
Qty	Name	Type	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
2	P8 Head Pulse Laser	E	F	0	x5	1	3	Redund, AM, AI, HEAT	240	
2	K-675R Massdriver Rifle	P	F	0	x12	3	2	Link, Redund, HH	400	
2	Xidar-4 Plasma Lance	E	F	0	x16	M	0	Redund, AC, Conc(1), HH,HEAT	10	

CS-04 Minotaur (CEGA)										
Size:		4								
*Threat Value (TV):		309								
*Defensive Threat Value (DTV):		116								
Movement:		Walk 2/4								
		Space 6/11								
Maneuver:		+0								
Armor:		8/16/24								
*Miscellaneous Threat Value (MTV):		659.25								
Crew:		Living 1 (2 actions)								
Deployment Range:		150 km								
Reaction Mass:		150 BP								
Perks & Flaws: Life Support(Limited)x2; 2xManipulator Arm (R4, can punch); HEAT-Resistant (R2); Communications (+0/10km); Hostile Env. Protection: Vacuum, Radiation (R3); Sensors(+0/2km); Reinforced Crew, Backups; Sensor Dependant; Weak Point: Walker Movement (R2)										
*Offensive Threat Value (OTV):		150.34								
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo	
1	AC4 Rifle	P	F	+0	x5	2	2	HH,Redund	20	
2	N6 Grenade	M	F	-1	x10	M	0	HH,AE(0),AI,Redund,HEAT	1	
*	ACH-16 Hvy Rifle	P	F	+0	x8	5	0	HH,AP,Heavy	8	
1	Hummer Blade	P	F	+0	x4	M	0	HH,AP	U	
* - Swap AC4 Rifle for ACH-16 Heavy Rifle: OTV to 159.34, TV to 312										

Falconer (Jovian Confederation)										
Size:		2								
*Threat Value (TV):		580								
*Defensive Threat Value(DTV):		416								
Movement:		Walk 2/4								
		Space 8/15								
Maneuver:		+1 (+0 Walk)								
Armor:		6/12/18								
*Miscellaneous Threat Value (MTV):		999								
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)								
Deployment Range:		150 km								
Reaction Mass:		240 BP								
Perks & Flaws: Autopilot, Escape System (Seat), Life Support(Limited)x2; 2xManipulator Arm (R2, can punch), 2xTool Arm (R1, can punch); HEAT-Resistant (R2); Communicatons (-1/10km); Hostile Env. Protection: Vacuum, Radiation(R3); Sensors(-1/2km); Reinforced Crew, Backups; Decreased Maneuver (R1, Walk)										
*Offensive Threat Value (OTV):		326								
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo	
1	Rifle	P	F	+0	x6	4	2	HH,Redund	20	
4	Light Missile	M	F	-2	x5	3	0	Redund,HEAT	1	
2	Heavy Missile	M	F	-2	x8	5	0	Redund,HEAT	1	
1	Plasma Lance	E	F	+0	x6	M	0	HH,AC,Conc(1),HEAT	6	

Bricriu-Class Corvette (CEGA)							
Components:	1x Main Hull, 1x Drive Section, 2x Particle Beam Turret, 2x KKC Turret						
Total Movement:	Space 3/5, Maneuver -3						
Total Reaction Mass:	6000 BPs						
Main Hull:							
Basic Attributes: Size 34, Movement: Towed by Drive Section, Armor: 50/100/150, Crew: Living 18, Computer 1 (6 actions), Deployment Range 1000 hrs							
Perks & Flaws: Accessories: Autopilot, Escape System (Pods), Life Support (Full), Communications (+0, 10km); Features: Accomodations (540 m^3), Cargo Bay (1500 m^3, supplies), Laboratory (Craft (Cooking), 0), Sick Bay (1); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Backups, Chassis, 2x Crew; Sensors (+0, 4km); Negative Features: Large Sensor Profile (3)							
Offensive/Defensive Systems: PDS (Arc: T (ranged), FF (shield))							
Drive Section:							
Basic Attributes: Size 30, Movement: 7/14 (0.7/1.4 Gs), Armor: 50/100/150, Crew: Living 6 (4 actions), Deployment Range: 1000 hrs, Reaction Mass: 16800 BPs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, Crew, Movement; Negative Features: Large Sensor Profile (2)							
Offensive/Defensive Systems: None.							
Particle Beam Turret:							
Basic Attributes: Size 12, Movement: Towed by Drive Section, Armor: 20/40/60, Crew: Living 3 (3 actions), Deployment Range: 1000 hrs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (3); Reinforced Systems: Ammo/Fuel, Crew							
Offensive/Defensive Systems: 3x Light PBC (Linked, one turret L, one turret R)							
KKC Turret:							
Basic Attributes: Size 10, Movement: Towed by Drive Section, Armor: 15/30/45, Crew: Living 3 (3 actions), Deployment Range: 1000 hrs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (3); Reinforced Systems: Ammo/Fuel, Crew							
Offensive/Defensive Systems: 3x Light KKC (Linked, one turret L, one turret R)							
Name	Type	Acc	DM	BR	RoF	Perks & Flaws	Ammo
PDS(ranged)	E	+1	x8	1	6	Redundant, AM, HEAT	U
PDS(shield)	E	+1	x20	M	0	Redundant, E-Shield(Matter, Allows Fire), Def, HEAT	U
Light PBC	E	-1	x20	5	0	Redundant, Haywire, HEAT, AD(1)	U
Light KKC	P	-2	x25	6	3	Redundant, AP	300

Tengu-Class Carrier (CEGA)							
Components:	1x Main Hull, 2x Drive Section, 2x Missile Launcher. Optional: 2x Modular Hangar						
Total Movement:	Space 3/5, Maneuver -4						
Total Reaction Mass:	6500 BPs						
Main Hull:							
Basic Attributes: Size 37, Movement: Towed by Drive Sections, Armor: 50/100/150, Crew: Living 78, Computer 1 (Dumb 3) (8 actions), Passengers 16, Deployment Range: 1500 hrs							
Perks & Flaws: Accessories: Autopilot, 2x Catapult (4), Escape System (Pods), 2x Life Support (Full); Communications(+1, 15km), Satellite Uplink; Features: Accomodations (4000 m^3), Cargo Bay(1500 m^3, 2 size 14 vehicles), Cargo Bay(5500 m^3, supplies), Laboratory (Craft (Cooking), 0), Laboratory (Technical Sciences (Mechanics), 1), Laboratory (Technical Sciences (Electronics), 1), Technical Sciences (Computer), 0), Sick Bay (2); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Backups, Chassis, 2x Crew; Sensors (+0, 4km); Negative Features: Large Sensor Profile (4)							
Offensive/Defensive Systems: 2xPDS(Arc: T (ranged), FF (shield))							
Drive Section:							
Basic Attributes: Size 30, Movement: 7/14 (0.7/1.4 Gs), Armor: 50/100/150, Crew: Living 6 (4 actions), Deployment Range: 1500 hrs, Reaction Mass: 18200 BPs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, Crew, 2x Movement; Negative Features: Large Sensor Profile (2)							
Offensive/Defensive Systems: None.							
Missile Launcher:							
Basic Attributes: Size 12, Movement: Towed by Drive Sections, Armor: 30/60/90, Crew: Living 10 (5 actions), Deployment Range: 1500 hrs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation(4); Reinforced Systems: Ammo/Fuel, 2x Crew							
Offensive/Defensive Systems: 1xLight Missile Bay (Arc: F)							
Modular Hangar:							
Basic Attributes: Size 10, Movement: Towed by Drive Sections, Armor: 30/60/90, Crew: Living 3 (4 actions), Deployment Range: 1500 hrs							
Perks & Flaws: Accessories: Catapult(4), Escape System (Pods), Life Support (Full); Features: Cargo Bay (700 m^3, 1 size 14 vehicle); Hostile Environment Protection: Vacuum, Radiation(4); Reinforced Systems: Chassis, 2x Crew							
Offensive/Defensive Systems: None.							
Name	Type	Acc	DM	BR	RoF	Perks & Flaws	Ammo
PDS(ranged)	E	+1	x8	1	6	Redundant, AM, HEAT	U
PDS(shield)	E	+1	x25	M	0	Redundant, E-Shield(Matter, Allows Fire), Def, HEAT	U
Light Missile Bay	M	-2	x30	5	5	Redundant, Concealed (0 actions), Guided, IF, HEAT	64

Athena-Class Destroyer (Jovian Confederation)							
Components:	1x Main Hull, 2x Advanced Drive Section, 2x Wing, 2x KKC Turret						
Total Movement:	Space 4/8, Maneuver -3						
Total Reaction Mass:	15000 BPs						
Main Hull:							
Basic Attributes: Size 37, Movement: Towed by Drive Sections, Armor 45/90/135, Crew: Living 26, Computer 1 (Dumb, Level 4) (6 actions), Deployment Range: 1500 hrs							
Perks & Flaws: Accessories: Autopilot, Escape System (Pods), Life Support (Full); Communications (+0, 12km), Satellite Uplink; Features: Accomodations (1800 m^3), Cargo Bay (3500 m^3, provisions), Fuel Efficient (2x), Laboratory (Craft (Cooking), 0), Sick Bay(1); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Backups, 2x Crew; Sensors (+0, 2km); Negative Features: Large Sensor Profile (3)							
Offensive/Defensive Systems: PDS (Arc: T (ranged), FF (shield)), 2x Light Missile Bay (Linked, Arc: F), 2x Heavy KKC (Linked, Arc: F)							
Advanced Drive Section:							
Basic Attributes: Size 30, Movement: 11/21, Armor: 45/90/135, Crew: Living 8 (5 actions), Deployment Range: 1500 hrs, Reaction Mass: 39375 BPs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Features: Fuel Efficient (2x); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, 2x Crew, 2x Movement; Negative Features: Large Sensor Profile (2)							
Offensive/Defensive Systems: None.							
Wing Section:							
Basic Attributes: Size 25, Movement: Towed by Drive Section, Armor 25/50/75, Crew: Living 6 (4 actions), Deployment Range: 1500 hrs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support(Full); Features: Fuel Efficient (2x); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Chassis, Crew; Negative Features: Large Sensor Profile (2)							
Offensive/Defensive Systems: 1x Heavy KKC (Arc: F), 1x Heavy Laser (Arc: FF)							
KKC Turret:							
Basic Attributes: Size 10, Movement: Towed by Drive Section, Armor 20/40/60, Crew: Living 3 (3 actions), Deployment Range: 1500 hrs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support(Full); Features: Fuel Efficient (2x); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, Chassis, Crew							
Offensive/Defensive Systems: 2x Heavy KKC (Linked, Arc: One turret L, One turret R)							
Name	Type	Acc	DM	BR	RoF	Perks & Flaws	Ammo
PDS (ranged)	E	+1	x10	1	6	Redundant, AM, HEAT	Unl
PDS (shield)	E	+1	x20	M	0	E-Shield(Matter, Allows Fire), Redundant, Defensive, HEAT	Unl
Heavy KKC	P	-2	x30	7	3	Redundant, AP	250
Heavy Laser	E	-2	x35	10	+0	Sniper, 2x Redundant, AD(2), PH(1), HEAT	U
Light Missile Bay	M	-2	x30	5	5	Redundant, Concealed (0 actions), Guided, IF, HEAT	32

Valiant-Class Strike Carrier (Jovian Confederation)							
Components:	1x Main Hull, 4x Advanced Drive Section, 2x Habitat, 2x KKC Turret						
Total Movement:	Space 4/8, Maneuver -5						
Total Reaction Mass:	15000						
Main Hull:							
Basic Attributes: Size 66, Movement: Towed by Drive Section, Armor: 90, Crew: Living 174, Computer 1 (Dumb, Level 4) (9 actions), Passengers 30, Deployment Range: 1500 hrs							
Perks & Flaws: Autopilot, 6x Catapult (4), Escape System (Pods), 3x Life Support (Full); Communications (+1, 15km), Satellite Uplink; Features: Cargo Bay (17000 m ³ , supplies), 6x Cargo Bay (3500 m ³ , 1 size 14 vehicle per), Fuel Efficient (2x), Laboratory (Technical Sciences (Mechanical), 2), Laboratory (Technical Sciences (Electronic), 2), Technical Sciences (Computer), 1); Hostile Environment Protection: Vacuum, Radiation (5); Reinforced Systems: 2x Ammo/Fuel, 2x Backups, 2x Chassis, 3x Crew; Sensors (+1, 5km); Negative Features: Large Sensor Profile (6)							
Offensive/Defensive Systems: 1x PDS (Arc: T (ranged), FF (shield)), 1x Spinal Laser (Arc: FF), 1x Heavy Missile Bay (Arc: F)							
Habitat Section:							
Basic Attributes: Size 37, Movement: Towed by Drive Section, Armor: 60/120/180, Crew: Living 3 (3 actions), Deployment Range: 1500 hrs							
Perks & Flaws: Accessories: Escape System (Pods), 2x Life Support (Full); Features: Accomodations (4300 m ³), Fuel Efficient (2x), Laboratory (Craft (Cooking), 1), Sick Bay (2); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Chassis, 3x Crew; Negative Features: Large Sensor Profile (2)							
Offensive/Defensive Systems: None.							
KKC Turret:							
Basic Attributes: Size 12, Movement: Towed by Drive Section, Armor: 20/40/60, Crew: Living 3 (3 actions), Deployment Range: 1500 hrs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Features: Fuel Efficient (2x); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 2x Crew							
Offensive/Defensive Systems: 3x Heavy KKC (Linked, Arc: One turret L, One turret R)							
Advanced Drive Section:							
Basic Attributes: Size 34, Movement: 14/28, Armor: 60/120/180, Crew: Living 8 (5 actions), Deployment Range: 1500 hrs, Reaction Mass: 52500 BPs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Features: Fuel Efficient (2x); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 3x Crew, 3x Movement; Negative Features: Large Sensor Profile (3)							
Offensive/Defensive Systems: None.							
Name	Type	Acc	DM	BR	RoF	Perks & Flaws	Ammo
PDS (ranged)	E	+1	x10	1	6	2x Redundant, AM, HEAT	Unl
PDS (shield)	E	+1	x30	M	0	E-Shield(Matter, Allows Fire), 2x Redundant, Defensive, HEAT	Unl
Spinal Laser	E	-5	x80	10	-2	Sniper, 4x Redundant, AD(2), HEAT, PH(4)	6*
Heavy KKC	P	-2	x30	7	3	2x Redundant, AP	300
Heavy Missile Bay	M	-2	x40	5	5	2x Redundant, Guided, IF, HEAT	64**

* - Note: The Spinal Laser's power capacitors can be recharged by the Valiant in-flight, but this takes several hours.

** - Note: The Valiant usually carries enough missiles to reload its forward heavy bay three or four times, but the bay's actual ready magazines only hold 64 missiles, to prevent a lucky hit from destroying the ship's entire stores. Reloading takes about half an hour.

Ebiiru Cargo Hauler (Civilian)							
Components:	1xMain Hull, 4xDrive Section, 1xTree, 2xCrew Modules, 1xPressurized Cargo Module						
Total Movement:	Space 2/4, Maneuver -5						
Reaction Mass:	1670 EBPs						
Main Hull:							
Basic Attributes: Size 45, Movement: Space 0.001/0.002 G, Maneuver -5, Armor: 50/100/150, Crew: Living 8, Computer 1 (Dumb 3) ((5 actions), Deployment Range 5000 hrs, Reaction Mass: 49,600 BPs							
Perks & Flaws: Accessories: Autopilot, Escape System (Pods), Life Support(Full)x2; Communications (+0/12km), Satellite Uplink; Features: Accommodations (2000 m^3), Laboratory: Cooking (R0), Sick Bay (R1); Hostile Env. Protection: Vacuum, Radiation(R4); Sensors(-1/4km); Reinforced: Backups, Crew; Neg. Features: Large Sensor Profile (R4)							
Offensive/Defensive Systems: PDS (Arc: T (ranged), FF (shield))							
Crew Module:							
Basic Attributes: Size 17, Movement: Towed by Drive Sections, Armor: 20/40/80, Deployment Range: 5000 hrs							
Perks & Flaws: Accessories: Escape System(Pods), Life Support(Full)x2; Features: Accommodations (6000 m^3), Laboratory: Cooking (R0); Hostile Env. Protection: Vacuum, Radiation(R5); Reinforced: Backups, Crew(x2)							
Tree Section:							
Basic Attributes: Size 14, Movement: Towed by Drive Sections, Armor: 20/40/80, Deployment Range: 5000 hrs							
Perks & Flaws: Arms: 8xTool Arm(R20, cannot punch)							
Pressurized Cargo Module:							
Basic Attributes: Size 16, Movement: Towed by Drive Sections, Armor: 20/40/60, Deployment Range: 5000 hrs							
Perks & Flaws: Accessories: Life Support(Full); Features: Cargo Bay (6000 m^3), Hostile Env. Protection: Vacuum, Radiation (R3)							
Drive Section:							
Basic Attributes: Size 16, Movement: Space 15/30, Maneuver: -5, Armor: 30/60/90, Crew: Living 1 (2 actions), Deployment Range: 5000 hrs, Reaction Mass: 100 BPs (draws off main hull)							
Perks & Flaws: Accessories: Escape System (Pods), Life Support(Full)x2; Hostile Env. Protection: Vacuum, Radiation (R4); Reinforced: Backups, Crew(x2)							
Name	Type	Acc	DM	BR	RoF	Perks & Flaws	Ammo
PDS (ranged)	E	+0	x8	1	0	AM,HEAT	Unl
PDS (shield)	E	+0	x16	M	0	E-Shield(Phys),Def,HEAT	Unl

Inari-Class Passenger Liner (Civilian)							
Components:	1xMain Hull, 2xDrive Section, 2xCargo Section OR 2xAlternate Cargo Section						
Total Movement:	Space 3/5, Maneuver -5						
Reaction Mass:	3250 EBPs						
Main Hull:							
Basic Attributes: Size 60, Movement: Towed by Drive Sections, Armor: 80/160/240, Crew: Living 24, Computer 1 (Dumb 4) (6 actions), Passengers 350, Deployment Range 3000 hrs							
Perks & Flaws: Accessories: Autopilot, Escape System (Pods), Life Support (Full)x2; Armor: Brittle; Communications (-2/10km), Satellite Uplink; Features: Accommodations (25,000 m ³), Cargo Bay (20,000 m ³), Laboratory: Cooking (R0); Hostile Env. Protection: Vacuum, Radiation(R5); Sensors(-2/2km); Reinforced: Backups, Crew(x2); Neg. Feature: Large Sensor Profile (R5)							
Offensive/Defensive Systems: PDS (Arc: T (ranged), FF (shield))							
Drive Section:							
Basic Attributes: Size 30, Movement: Space 15/30, Maneuver: -5, Armor: 50/100/150, Crew: Living 6 (4 actions), Deployment Range: 3000 hrs, Reaction Mass: 19500 BPs							
Perks & Flaws: Accessories: Escape System(Pods), Life Support(Full)x2; Hostile Env. Protection: Vacuum, Radiation (R4); Reinforced: Backups, Crew							
Cargo Section:							
Basic Attributes: Size 30, Movement: Space 3/6, Maneuver: -5, Armor: 50/100/150, Deployment Range: 3000 hrs, Reaction Mass: 3900 BPs							
Perks & Flaws: Accessories: Life Support(Full)x2; Features: Cargo Bay (30,000 m ³); Hostile Env. Protection: Vacuum, Radiation (R4)							
Alternate Cargo Section:							
Basic Attributes: Size 16, Movement: Towed by Drive Sections, Armor: 50/100/150, Deployment Range: 3000 hrs							
Perks & Flaws: Features: Cargo Bay (40,000 m ³ , liquefied gases); Hostile Env. Protection: Vacuum							
Name	Type	Acc	DM	BR	RoF	Perks & Flaws	Ammo
PDS (ranged)	E	+0	x6	1	4	AM,HEAT	Unl
PDS (shield)	E	+1	x20	M	0	Def,E-Shield(Phys),HEAT	Unl

Mule-Class Bulk Freighter (Civilian)							
Components:	1xMain Hull, 2xDrive Section, 4xCargo Section OR 4xAlternate Cargo Section						
Total Movement:	Space 4/8, Maneuver -4						
Reaction Mass:	6000 EBPs						
Main Hull:							
Basic Attributes: Size 26, Movement: Towed by Drive Sections, Armor: 50/100/150, Crew: Living 10, Computer 1 (Dumb 3) (5 actions), Deployment Range: 1000 hrs							
Perks & Flaws: Accessories: Autopilot, Escape System (Pods), Life Support(Full)x2; Communications (-2/10km); Feature: Accommodations(500 m ³); Hostile Env. Protection: Vacuum, Radiation(R4); Sensors (-2/2km); Reinforced: Backups, Crew; Neg. Feature: Large Sensor Profile (R5)							
Offensive/Defensive Systems: PDS (Arc: T(ranged), FF(shield))							
Drive Section:							
Basic Attributes: Size 15, Movement: Space 20/40, Maneuver: -4, Armor: 20/40/60, Crew: Living 3 (3 actions), Deployment Range: 1000 hrs, Reaction Mass: 30000 BPs							
Perks & Flaws: Accessories: Life Support(Full)x2; Hostile Env. Protection: Vacuum, Radiation(R4); Reinforced: Crew							
Cargo Section:							
Basic Attributes: Size 14, Movement: Towed by Drive Sections, Armor: 30/60/90; Deployment Range: 1000 hrs							
Perks & Flaws: Features: Cargo Bay (4000 m ³); Hostile Env. Protection: Vacuum, Radiation (R4)							
Alternate Cargo Section(*):							
Basic Attributes: Size 20, Movement: Towed by Drive Sections, Armor: 50/100/150; Deployment Range: 1000 hrs							
Perks & Flaws: Accessories: Life Support(Full)x2; Features: Accommodations(1000 m ³), Cargo Bay (4000 m ³); Hostile Env. Protection: Vacuum, Radiation (R4)							
Name	Type	Acc	DM	BR	RoF	Perks & Flaws	Ammo
PDS (ranged)	E	+0	x5	1	2	AM,HEAT	Unl
PDS (shield)	E	+1	x15	M	0	Def,E-Shield(Phys),HEAT	Unl

(*) - Replacing all cargo section with alternate cargo section changes Total Move to Space 3/5, with 3750 EBPs. Note that while these BP numbers may seem high for a craft with "a limited reaction mass capacity", any cargo moved around (and the Mule can move a LOT) will substantially reduce these numbers.

Hachiman-Class Destroyer (CEGA)							
Components:				1x Main Hull, 2x PBC Turret, 2x Laser Turret, 2x Drive Section			
Total Movement:				Space 3/5, Maneuver -4			
Total Reaction Mass:				6000 BPs			
Main Hull:							
Basic Attributes: Size 39, Movement: Towed by Drive Sections, Armor 55/110/165, Crew: Living 47, Computer 1 (Dumb 3) (7 actions), Deployment Range: 1500 hrs							
Perks & Flaws: Accessories: Autopilot, Escape System (Pods), Life Support (Full); Communications (+0, 12km); Features: Accomodations (2000 m^3), Cargo Bay (3000 m^3, supplies), Laboratory (Craft (Cooking), 0), Sick Bay (2); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, Backups, 2x Chassis, 2x Crew; Sensors (+0, 4km); Negative Features: Large Sensor Profile (4)							
Offensive/Defensive Systems: 2x Light Missile Bay (Linked, Arc: F), 1x PDS (Arc: T (ranged), FF (shield))							
Drive Section:							
Basic Attributes: Size 30, Movement: 7/14 (0.7/1.4 Gs), Armor: 50/100/150, Crew: Living 6 (4 actions), Deployment Range: 1500 hrs, Reaction Mass: 16800 BPs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, Crew, 2x Movement; Negative Features: Large Sensor Profile (2)							
Offensive/Defensive Systems: None.							
PBC Turret:							
Basic Attributes: Size 14, Movement: Towed by Drive Sections, Armor: 35/70/105, Crew: Living 5 (4 actions), Deployment Range: 1500 hrs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, Chassis, 2x Crew							
Offensive/Defensive Systems: 3x Medium PBC (Linked, Arc: One turret L, One turret R)							
Laser Turret:							
Basic Attributes: Size 12, Movement: Towed by Drive Sections, Armor: 25/50/75, Crew: Living 3 (3 actions), Deployment Range: 1500 hrs							
Perks & Flaws; Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, Chassis, 2x Crew							
Offensive/Defensive Systems: 3x Medium Laser (Linked, Arc: One turret L, One turret R)							
Name	Type	Acc	DM	BR	RoF	Perks & Flaws	Ammo
PDS(ranged)	E	+1	x8	1	6	Redundant, AM, HEAT	U
PDS(shield)	E	+1	x23	M	0	Redundant, E-Shield(Matter, Allows Fire), Def, HEAT	U
Medium PBC	E	-2	x30	7	0	Redundant, Haywire, HEAT, AD(2)	U
Medium Laser	E	-1	x25	8	0	Redundant, HEAT, AD(1)	U
Light Missile Bay	M	-2	x30	5	5	Redundant, Concealed (0 actions), Guided, IF, HEAT	32

Uller-Class Missile Cruiser (CEGA)							
Components:	1x Main Hull, 2x Missile Battery, 4x Drive Section						
Total Movement:	Space 3/5, Maneuver -4						
Total BPs:	6000 BPs						
Main Hull:							
Basic Attributes: Size 52, Movement: Towed by Drive Sections, Armor 65/130/195, Crew: Living 34, Computer 1 (Dumb, Level 3) (7 actions), Deployment Range: 1500 hrs							
Perks & Flaws: Accessories: Autopilot, Catapult (5), Escape System (Pods), 2x Life Support (Full); Communications (+0, 15km), Satellite Uplink; Features: Accomodations (2000 m^3), Cargo Bay (2500 m^3, supplies), Cargo Bay (450 m^3, 8 Harpoon missiles), Laboratory (Craft (Cooking), 1), Sick Bay (2); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 2x Backups, 2x Chassis, 2x Crew; Sensors (+1, 8km); Large Sensor Profile (5)							
Offensive/Defensive Systems: 2x Light Missile Bay (Linked, Arc: F), 1x PDS (Arc: T (ranged), FF (shield))							
Drive Section:							
Basic Attributes: Size 30, Movement: 7/14 (0.7/1.4 Gs), Armor: 50/100/150, Crew: Living 5 (4 actions), Deployment Range: 1500 hrs, Reaction Mass: 16800 BPs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 2x Crew, 2x Movement; Negative Features: Large Sensor Profile (3)							
Offensive/Defensive Systems: None.							
Missile Battery:							
Basic Attributes: Size 13, Movement: Towed by Drive Sections, Armor 35/70/105, Crew: Living 3 (3 actions), Deployment Range: 1500 hrs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 2x Crew							
Offensive/Defensive Systems: 1x Heavy Missile Bay (Arc: F)							
Harpoon Missile:							
Basic Attributes: Size 5, Movement: Space 30/60, Maneuver: -3, Armor 15/30/45, Crew: Computer 1 (Dumb, Level 2), Deployment Range: 550 hrs							
Perks & Flaws: Accessories: Autopilot, Power Booster (3); Communications (+0, 10km); Hostile Environment Protection: Vacuum, Radiation (3); Sensors (+1, 3km); Weaknesses: Exposed Auxiliaries							
Offensive/Defensive Systems: 1x Harpoon Warhead (Arc: F)							
Name	Type	Acc	DM	BR	RoF	Perks & Flaws	Ammo
PDS(ranged)	E	+1	x8	1	6	Redundant, AM, HEAT	U
PDS(shield)	E	+1	x25	M	0	Redundant, E-Shield(Matter, Allows Fire), Def, HEAT	U
Light Missile Bay	M	-2	x30	5	5	Redundant, Concealed (0 actions), Guided, IF, HEAT	64
Heavy Missile Bay	M	-2	x40	5	5	Redundant, Guided, IF, HEAT	128
Harpoon Warhead	P	-2	x65	0	0	2x Redundant, AE(0), HEAT	1

Poseidon-Class Battleship (CEGA)							
Components:	1x Main Hull, 2x PBC Turret, 4x KKC Turret, 2x Habitat Section, 4x Drive Section						
Total Movement:	Space 2/4, Maneuver -5						
Total Reaction Mass:	6000						
Main Hull:							
Basic Features: Size X, Movement: Towed by Drive Sections, Armor: 90/180/270, Crew: Living 161, Computer 1 (Dumb, Level 4) (9 actions), Passengers 35, Deployment Range: 2000 hrs							
Perks & Flaws: Accessories: Autopilot, Escape System (Pods), 2x Life Support (Full); Communications (+1, 15km), Satellite Uplink; Features: Cargo Bay (9000 m ³ , supplies), 2x Cargo Bay (3000 m ³ , 4 size 14 vehicles), Laboratory (Technical Sciences (Mechanics), 1), Laboratory (Technical Sciences (Electronics), 1), Laboratory (Technical Sciences (Computer), 1); Hostile Environment Protection: Vacuum, Radiation (5); Reinforced Systems: 2x Ammo/Fuel, 2x Backups, 3x Chassis, 2x Crew; Sensors (+1, 4km); Negative Features: Large Sensor Profile (8)							
Offensive/Defensive Systems: 1x Heavy Missile Bay, 1x PDS (Arc: T (ranged), FF (shield))							
Drive Section:							
Basic Attributes: Size 30, Movement: 7/14 (0.7/1.4 Gs), Armor: 60/120/180, Crew: Living 6 (4 actions), Deployment Range: 2000 hrs, Reaction Mass: 21000 BPs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 2x Crew, 2x Movement; Negative Features: Large Sensor Profile (3)							
Offensive/Defensive Systems: None.							
Habitat Section:							
Basic Attributes: Size 35, Movement: Towed by Drive Sections, Armor: 50/100/150, Crew: Living 3 (3 actions), Deployment Range: 2000 hrs							
Perks & Flaws: Accessories: Escape System (Pods), 2x Life Support (Full); Features: Accomodations (4000 m ³), Laboratory (Craft (Cooking), 1), Sick Bay (3); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Chassis, 3x Crew; Negative Features: Large Sensor Profile (3)							
Offensive/Defensive Systems: None.							
PBC Turret:							
Basic Attributes: Size 15, Movement: Towed by Drive Sections, Armor: 40/80/120, Crew: Living 6 (4 actions), Deployment Range: 2000 hrs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 2x Chassis, 2x Crew							
Offensive/Defensive Systems: 3x Heavy PBC (Linked, Arc: One turret L, One turret R)							
KKC Turret:							
Basic Attributes: Size 10, Movement: Towed by Drive Sections, Armor: 20/40/60, Crew: Living 3 (3 actions), Deployment Range: 2000 hrs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, Chassis, 2x Crew							
Offensive/Defensive Systems: 2x Light KKC (Linked, Arc: Two turrets L, Two turrets R)							
Name	Type	Acc	DM	BR	RoF	Perks & Flaws	Ammo
PDS(ranged)	E	+1	x10	1	6	Redundant, AM, HEAT	U
PDS(shield)	E	+1	x30	M	0	Redund, E-Shield(Matter, Allows Fire), Def,HEAT	U
Heavy Missile Bay	M	-2	x40	5	5	3x Redundant, Guided, IF, HEAT	96
Light KKC	P	-2	x25	6	3	2x Redundant, AP	300
Heavy PBC	E	-3	x40	9	0	3x Redundant, Haywire, HEAT, AD(3)	U

Javelin-Class Missile Cruiser (Jovian Confederation)							
Components:	1x Main Hull, 1x Drive Section, 2x KKC Turret						
Total Movement:	Space 3/5, Maneuver -4						
Total Reaction Mass:	7500 BPs						
Main Hull:							
Basic Attributes: Size 34, Movement: Towed by Drive Sections, Armor: 60/120/180, Crew: Living 28, Computer 1 (Dumb, Level 4) (6 actions), Deployment Range: 1500 hrs							
Perks & Flaws: Accessories: Autopilot, Catapult (3), Escape System (Pods), 2x Life Support (Full); Communications (+0, 15km), Satellite Uplink; Features: Accomodations (2000 m ³), Cargo Bay (1600 m ³ , supplies), Cargo Bay (325 m ³ , 6 Space Dart Missiles), Laboratory (Craft (Cooking), 1), Sick Bay (2); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Backups, Chassis, 2x Crew; Sensors (+1, 4km); Negative Features: Large Sensor Profile (3)							
Offensive/Defensive Systems: 1x Light Missile Bay (Arc: F), 1x PDS (Arc: T (ranged), FF (shield))							
Drive Section:							
Basic Attributes: Size 30, Movement: 7/14 (0.7/1.4 Gs), Armor: 50/100/150, Crew: Living 6 (4 actions), Deployment Range: 1500 hrs, Reaction Mass: 21000 BPs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 2x Chassis, 2x Crew, 2x Movement; Negative Features: Large Sensor Profile (1)							
Offensive/Defensive Systems: None.							
KKC Turret:							
Basic Attributes: Size 12, Movement: Towed by Drive Sections, Armor: 25/50/75, Crew: Living 3 (3 actions), Deployment Range: 1500 hrs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, Chassis 2x Crew							
Offensive/Defensive Systems: 3x Heavy KKC (Linked, Arc: One turret L, One turret R)							
Space Dart Missile:							
Basic Attributes: Size 6, Movement: Space 30/60, Maneuver -3, Armor 15/30/60, Crew: Computer 1 (Dumb, Level 2), Deployment Range: 500 hrs							
Perks & Flaws: Accessories: Autopilot, Power Booster (2), Communications (+1, 5km); Hostile Environment Protection: Vacuum, Radiation (4); Sensors (+0, 2km); Negative Features: Difficult to Modify (All), Sensor Dependent; Weaknesses: Exposed Auxiliaries							
Offensive/Defensive Systems: 1x Space Dart Warhead							
Name	Type	Acc	DM	BR	RoF	Perks & Flaws	Ammo
PDS (ranged)	E	+1	x8	1	6	Redundant, AM, HEAT	Unl
PDS (shield)	E	+1	x20	M	0	E-Shield(Matter, Allows Fire), Redundant, Defensive, HEAT	Unl
Light Missile Bay	M	-2	x30	5	5	2x Redundant, Concealed (1 actions), Guided, IF, HEAT	64
Heavy KKC	P	-2	x30	7	3	2x Redundant, AP	300
Space Dart Warhead	P	-2	x60	0	+0	Redundant, AE(0), HEAT	1

Thunderbolt-Class Cruiser (Jovian Confederation)							
Components:				1x Main Hull, 2x Drive Section, 2x KKC Turret, 1x PBC Turret			
Total Movement:				Space 3/5, Maneuver -4			
Total Reaction Mass:				4000 BPs			
Main Hull:							
Basic Attributes: Size 53, Movement: Towed by Drive Sections, Armor 65/130/195, Crew: Living 54, Computer 1 (Dumb, Level 2) (7 actions), Deployment Range: 1500 hrs							
Perks & Flaws: Accessories: Autopilot, Escape System (Pods), Life Support (Full); Communications (-1, 10km); Features: Accomodations (1500 m^3), Cargo Bay (1750 m^3, supplies), Laboratory (Craft (Cooking), 0), Sick Bay(1); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Backups, 2x Chassis, 2x Crew; Sesnsors (+0, 2km); Negative Features: Large Sensor Profile (4)							
Perks/Flaws: 1x PDS (Arc: T (ranged), FF (shield)), 1x Light Missile Bay							
Drive Section:							
Basic Attributes: Size 30, Movement: 7/14 (0.7/1.4 Gs), Armor: 55/110/165, Crew: Living 6 (4 actions), Deployment Range: 1500 hrs, Reaction Mass: 11200 BPs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, Chassis, 2x Crew, 2x Movement; Negative Features: Large Sensor Profile (2)							
Offensive/Defensive Systems: None.							
KKC Turret:							
Basic Attributes: Size 12, Movement: Towed by Drive Sections, Armor: 25/50/75, Crew: Living 3 (3 actions), Deployment Range: 1500 hrs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, Chassis 2x Crew							
Offensive/Defensive Systems: 3x Heavy KKC (Linked, Arc: One turret L, One turret R)							
PBC Turret:							
Basic Attributes: Size 22, Movement: Towed by Drive Sections, Armor: 30/60/90, Crew: Living 8 (5 actions),Deployment Range: 1500 hrs							
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, 2x Chassis, 2x Crew							
Offensive/Defenive Systems: 1x Thunderbolt Heavy PBC (Arc: FF)							
Name	Type	Acc	DM	BR	RoF	Perks & Flaws	Ammo
PDS (ranged)	E	+1	x8	1	6	Redundant, AM, HEAT	Unl
PDS (shield)	E	+0	x20	M	0	E-Shield(Matter, Allows Fire), Redundant, Defensive, HEAT	Unl
Light Missile Bay	M	-2	x30	5	5	2x Redundant, Concealed (1 actions), Guided, IF, HEAT	32
Heavy KKC	P	-2	x30	7	3	2x Redundant, AP	355
Thunderbolt Heavy PBC (Capacitors)	E	-3	x40	9	+0	Redundant, Haywire, HEAT, AD(3), PH(2)	15*
Thunderbolt Heavy PBC (Generator)	E	-3	x30	7	+0	Redundant, Haywire, HEAT, AD(2)	U*

* - Note: The Thunderbolt's reactor can recharge it's PBC's capacitors, but the process takes several hours. During this time, the weapon may still be fired in the secondary mode, which draws power directly from the ship's generators.

Godsfire-Class Supercarrier (Jovian Confederation)	
Components:	1x Forward Hull, 1x Main Hull, 2x Habitat Section, 2x PBC Turret, 2x KKC Turret, 4x Drive Section
Total Movement:	Space 2/4, Maneuver -5
Total Reaction Mass:	7500 BPs
Main Hull:	
Basic Attributes: Size 51, Movement: Towed by Drive Sections, Armor: 85/170/255, Crew: Living 242, Computer 1 (Dumb, Level 4) (9 actions), Deployment Range: 2000 hrs	
Perks & Flaws: Accessories: Autopilot, Escape System (Pods), 2x Life Support (Full); Communications (+1, 15km), Satellite Uplink; Features: Cargo Bay (30,000 m ³ , supplies), Laboratory (Technical Sciences (Mechanical), 1), Laboratory (Technical Sciences (Electrical), 1), Laboratory (Technical Sciences (Computer), 1); Hostile Environment Protection: Vacuum, Radiation (5); Reinforced Systems: 2x Ammo/Fuel, 2x Backups, 3x Chassis, 2x Crew; Sensors (+2, 6km); Negative Features: Large Sensor Profile (7)	
Offensive/Defensive Systems: 1x PDS (Arc: T (ranged), FF (shield))	
Forward Hull:	
Basic Attributes: Size 40, Movement: Towed by Drive Sections, Armor: 85/170/255, Crew: Living 162 (9 actions), Passengers 50, Deployment Range: 2000 hrs	
Perks & Flaws: Accessories: 4x Catapult (4), Escape System (Pods), 2x Life Support (Full); Features: Cargo Bay (35,000 m ³ , 12 size 14 vehicles); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 2x Chassis, 2x Crew; Negative Features: Large Sensor Profile (4)	
Offensive/Defensive Systems: 1x PDS (Arc: T (ranged), FF (shield)), 1x Heavy Missile Bay (Arc: F)	
Habitat Section:	
Basic Attributes: Size 38, Movement: Towed by Drive Sections, Armor: 65/130/195, Crew: Living 4 (4 actions), Deployment Range: 2000 hrs	
Perks & Flaws: Accessories: Escape System (Pods), 3x Life Support (Full); Features: Accomodations (8500 m ³), Laboratory (Craft (Cooking), 2), Sick Bay (4); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Chassis, 2x Crew; Negative Features: Large Sensor Profile (2)	
Offensive/Defensive Systems: None	
Drive Section:	
Basic Attributes: Size 30, Movement: 7/14 (0.7/1.4 Gs), Armor: 65/130/195, Crew: Living 6 (4 actions), Deployment Range: 2000 hrs, Reaction Mass: 26250 BPs	
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 2x Chassis, 2x Crew, 3x Movement; Negative Features: Large Sensor Profile (2)	
Offensive/Defensive Systems: None.	
PBC Turret:	
Basic Attributes: Size 15, Movement: Towed by Drive Sections, Armor: 40/80/120, Crew: Living 4 (4 actions), Deployment Range: 2000 hrs	
Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, Chassis, 2x Crew; Negative Features: Large Sensor Profile (1)	
Offensive/Defensive Systems: 3x Heavy PBC (Linked, Arc: One turret L, One turret R)	
KKC Turret:	
Basic Attributes: Size 12, Movement: Towed by Drive Sections, Armor: 20/40/60, Crew: Living 3 (3 actions), Deployment Range: 2000 hrs	

Godsfire-Class Supercarrier (Jovian Confederation)

Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, Chassis, 2x Crew

Offensive/Defensive Systems: 3x Light KKC (Linked, Arc: One turret L, One turret R)

Name	Type	Acc	DM	BR	RoF	Perks & Flaws	Ammo
PDS (ranged)	E	+1	x10	1	6	2x Redundant, AM, HEAT	Unl
PDS (shield)	E	+1	x25	M	0	E-Shield(Matter, Allows Fire), 2x Redundant, Defensive, HEAT	Unl
Heavy Missile Bay	M	-2	x40	5	5	2x Redundant, Guided, IF, HEAT	64
Light KKC	P	-2	x25	6	3	2x Redundant, AP	350
Heavy PBC	E	-3	x40	9	0	3x Redundant, Haywire, HEAT, AD(3)	U