



JANE'S FIGHTING STARSHIPS

Babylon 5: Earth Alliance

Credits and Thanks

Original FULL THRUST designed and written by: *Jon Tuffley*

CROSS DIMENSIONS developed by: *Hugh Fisher*

CONTINUUM: THE CROSS DIMENSIONS SUPPLEMENT by: *Jim Klein and the E.C.S.W.*

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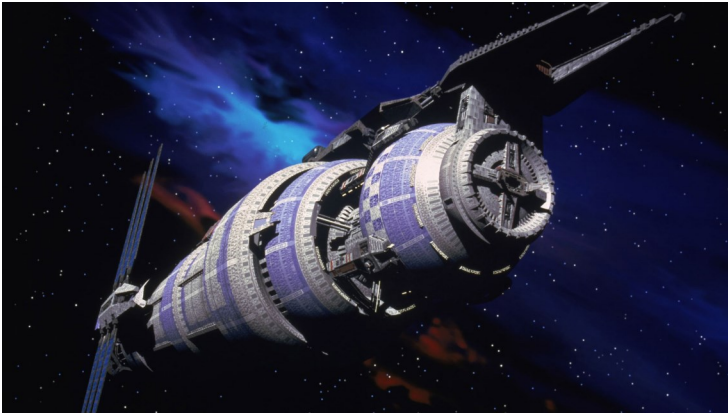
A Brief History on the Earth Alliance:

The Earth Alliance was founded in 2085 by the countries of Australia, the United Kingdom, Canada, Ireland, the Netherlands, Japan, New Zealand, South Africa, and the United States in the aftermath of World War III to replace the ineffectual United Nations. The founding nations also made a strong attempt to explore space by setting up bases on the moon and a colony on Mars by 2090.

After making first contact with the Centauri, the Earth Alliance saw massive growth. With technology purchased from the Centauri (chiefly with artistic and cultural items), the Alliance was able to technologically advance hundreds of years in just a few decades. Humans began establishing footholds in other star systems. After the expansion brought Earth into conflict with a number of alien races, a military organization called EarthForce was created by the Alliance to protect Earth and her colonies from alien attack. In 2231, in response to pleas for help from the League of Non-Aligned Worlds, the Earth Alliance became a galactic superpower when it declared war on the Dilgar.

After the war with the Dilgar, the Earth Alliance continued to expand until 2245, when first contact was made with the Minbari, in which a cultural misunderstanding ended in disaster. Misinterpreting a sign of respect for a hostile act, an Earthforce ship opened fire on a Minbari cruiser, unleashing a war raged on for almost three years until mankind was beaten back to its home solar system. The last battle of the war was the Battle of the Line, where on the verge of total victory over the Earth Alliance, the Minbari abruptly surrendered under mysterious circumstances.

In the years after the Earth-Minbari War, the Earth Alliance began a massive effort to rebuild its military strength. Great emphasis was placed upon the development of new and improved weapons and warships. By 2257 a planetary defense grid protected the Earth; the defense grid consisted of orbital platforms armed with anti-ship missiles, particle-beam cannons, and plasma energy cannons. Additionally,



larger and more powerful warships, such as the new Omega-class Destroyers, were built, and a new class of fighter was developed that was faster and better-armed than the older versions, and which could fly into a planetary atmosphere as well as space. The Earth Alliance also hoped to prevent another war by starting the Babylon Project.

The first three Babylon stations were sabotaged or destroyed by anti-alien terrorists from Earth. The Babylon 4 station was successfully built, but it mysteriously vanished just a few hours before coming on-line. Finally, the Babylon 5 station was built and opened in 2257 to interstellar commerce and diplomacy.

Despite the attempts at reaching common ground with other races, an increasing number of xenophobic groups sprouted up all over the Earth Alliance. Groups such as Homeguard began to attack aliens. Secretly aided by the Psi Corps and the Shadows, Vice President Morgan Clark devised a plan to assassinate President Luis Santiago. In 2258 Santiago was killed when Earthforce One exploded at the transfer point by Io. Shortly after this, Clark assumed the office of the President of the Earth Alliance. With an increasing hand in policy, the Ministry of Peace and its enforcement arm, Nightwatch soon began to weed out people who were not completely loyal to Clark and his administration. The Earth Alliance continued to take a turn towards an Orwellian-esque government.

In 2260 Commander Susan Ivanova, B5's executive officer, uncovered solid proof that Clark had planned and participated in President Santiago's death. When this evidence was presented to the Earth Senate, Clark suddenly declared martial law and suspended the Earth Alliance Constitution, using an attack on an EarthForce research facility as cause to enact such orders. Now a dictator in all but name, Clark disbanded the Earth Senate, placed military troops in charge of all the Earth's major cities, crushed any open opposition, and seized control of the news media, such as the Interstellar Network News. He used the news media to spread propaganda supporting his views and to broadcast the lie that he declared martial law to prevent aliens from taking control of the Earth. Such traditional rights as freedom of speech, freedom of the press, and free elections were all abolished by Clark.

General William Hague, the Chairman of the Earthforce Joint Chiefs of Staff, soon suspected a conspiracy around Santiago's death. This group soon began to expand, as many within started to become skeptical of the events surrounding the death of the President. Evidence was presented to the Earth Senate and coupled with the alien sighting at Ganymede, Clark declared martial law throughout Earth Central, citing threats to Earth security. Shortly afterwards he issued an executive order disbanding the Senate, then when the Senators refused to cooperate, his elite guard opened fire on the Senate building. Meanwhile, Hague and a number of ships rebelled and went on the run, though Hague himself was later killed in action.

On Mars, the provisional government refused to carry out the martial law order. In response, Clark ordered the bombing of civilian targets on the Mars Colony, which in turn prompted the colonies at Proxima III and Orion VII to break away from the Alliance. In an effort to prevent this from going public, the administration took control of the Interstellar Network News, though not before a brief stellar cast was made, telling people of the secessions before they could pull the plug. At the same time, an Earthforce task force was diverted to Babylon 5 with orders to arrest the command staff



and put the station under the control of Nightwatch. Babylon 5 joined with Orion VII and Proxima III and declared itself an independent state. The EAS Churchill and EAS Alexander joined Babylon 5 in repelling the assault. The Churchill was destroyed during the engagement and the Loyalist forces were eventually only turned back by the appearance of three Minbari warcruisers, led by Delenn aboard the White Star.

Early in the following year, Clark ordered that Babylon 5 be added to the forbidden list for trade and travel, setting up a blockade and embargo to isolate the station from the Earth Alliance. Warships loyal to Clark opened fire on civilians trying to escape, killing thousands. Sheridan took a fleet of White Stars to Proxima and liberated the colony. As the fleet advanced, more ships would defect to Sheridan's side and join the fight against Clark.

The fleet of defecting Earth Alliance ships traveled to Mars to fight an assembled Clark-loyal fleet commanded by General Robert Leftcourt. With the help of cybernetically modified telepaths, the Clark-loyal fleet of over 30 Omega class destroyers was disabled, thus allowing Sheridan to head straight for Earth without having to fight. After this, the fleet arrived at Earth and destroyed the weapons platforms that Clark had turned towards Earth in an attempt to destroy the entire population. Although this was not without losses, as many ships were destroyed to the Earth planet defense grid. Clark committed suicide and Susanna Luchenko of the Russian Consortium was named the new President of the Earth Alliance. Shortly after this, Mars was granted its independence.

President Luchenko and the newly reformed democratic government of the Earth Alliance joined the Interstellar Alliance in 2262 not long after its initial formation by John Sheridan and Delenn. The deal was that Earth would join if she allowed Mars' independence and withdrew all troops from the rebellious colonies that wished to remain independent after the civil war and Earth would receive artificial gravity technology from the Minbari upon entrance to the Alliance. By 2267 Earth had gained enough access to advanced technology to take part in a joint research and development program with the Minbari for a large scale tactical warship. The results were the Warlock class destroyer and the Victory class destroyer.



In that year the Drakh attacked Earth, but their attack failed and their forces destroyed. However the Drakh were successful in starting a serious plague that would kill all humans on Earth within 5 years if not stopped. The Alliance then loaned out the use of the surviving Victory class prototype the IAS Excalibur to the Earth Alliance to help find a cure to the plague.

For “Fluff purposes”, you can separate your fleet based on the era of the Earth Alliance:

—Early Years (2220-2249) covers the formation of Earth Force up to the end of the Earth-Minbari War.

—Dawn of the Third Age (2250-2266) covers the recovery from the Earth-Minbari War, the building of the Babylon stations, the Babylon 5 series & movies up to..

—Crusade Era (2267+) is the era during the Crusade Series and beyond.

Early Years (2220-2249):

Artemis-class Frigate
Avenger-class Heavy Carrier
Hermes-class Transport
Hyperion-class Cruiser (and variants)
Nova-class Dreadnaught
Olympus-class Corvette (and variants)
Oracle-class Scout Cruiser (and variants)
Orestes-class System Monitor
Sagittarius-class Cruiser
Tethys-class Cutter

Crusade Era (2267+):

Apollo-class Cruiser (and variants)
Chronos-class Attack Frigate
Delphi-class Advanced Scout (and variants)
The *Excalibur* Destroyer
Hermes-class Transport
Hyperion-class Cruiser (and variants)
Marathon-class Advanced Cruiser
Omega-class Destroyer
Poseidon-class Super Carrier
Warlock-class Advanced Destroyer

Dawn of the Third Age (2250-2266):

Artemis-class Frigate
Avenger-class Heavy Carrier
Hermes-class Transport
Hyperion-class Cruiser (and variants)
Nova-class Dreadnaught
Olympus-class Corvette (and variants)
Omega-class Destroyer
Oracle-class Scout Cruiser (and variants)
Poseidon-class Super Carrier
Warlock-class Advanced Destroyer

Special Rules:

Battle Riders:

Most older Earth ships don't come with Jump Engines (FTL). To compensate for this in the NPV calculation, the points cost of the FTL is added onto any ship without FTL. This is denoted by the (+ X BR) on the NPV value.

Fire Arcs:

The design, construction, and physics of many weapons limits their effective arcs. While some weapons can be mounted in such a way that they can fire in any directions, most are limited in their field of fire. There are six 60-degree arcs around a ship. These are normally situated so that the front 60-degree arc faces directly forward, extending 30- degrees to either side of the centerline.

This is known as the front arc. To left and right are the left-forward and right- forward arcs. Behind them are the left-rear and right-rear arcs. Directly behind the ship is the rear arc. This is called the Alpha orientation and is considered the 'default' for most ships.

Fire arcs can be offset by 30 degrees. This is most often done in ships configured for broadside-combat, as opposed to front-assault combat. This is called the Beta orientation.

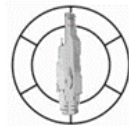
*Note on the rules used: This fleet book was written with the Full Thrust: Continuum rules in mind. The carriers all have Launch Tubes/Flight Deck icons associated with the hangars. If your group does not use these then simply disregard them. Many SSDs also have a note about using '0' Mass ADFCs. Again if your group does not use this rule feel free to disregard this upgrade.

Earth Alliance Ships are not subject to the 'Critical Hits on Hangar Bays' rule. Their carrier bays have more compartmentalization than most are willing to incorporate into their designs.

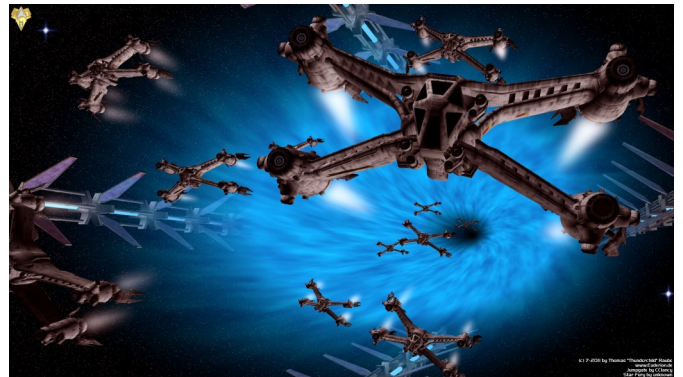
Tips for printing these SSDs: These SSDs are formatted to fit on letter sized paper. Just print as "Portrait" orientation, and fold the paper in half and you are ready.



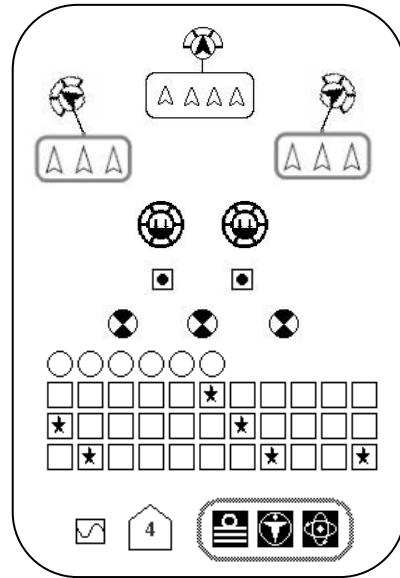
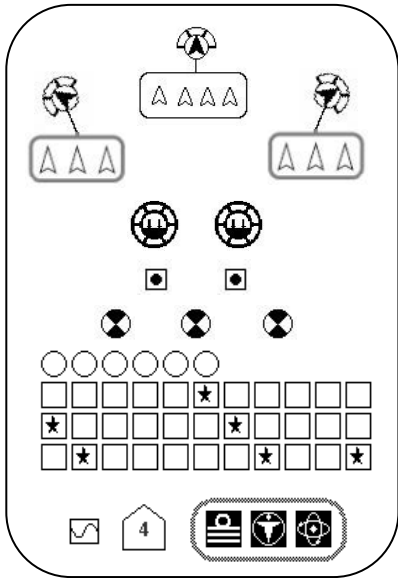
Alpha orientation



Beta orientation



EA Apollo class Bombardment Cruiser



ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Apollo class Bombardment Cruiser



In Service: 2267+
TMF: 120
NPV: 448

MISSILES

Range 24 MU
 Salvo: D6 in salvo, D6 DP each



Twin Particle Array

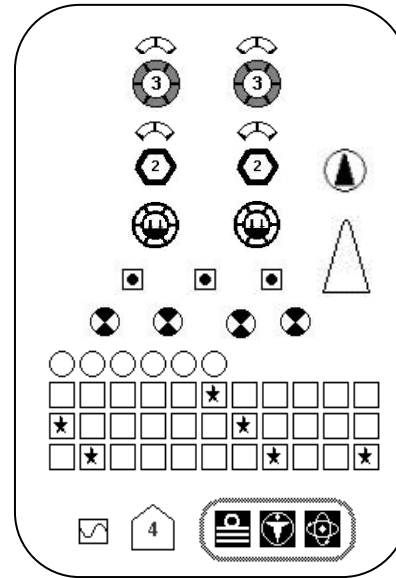
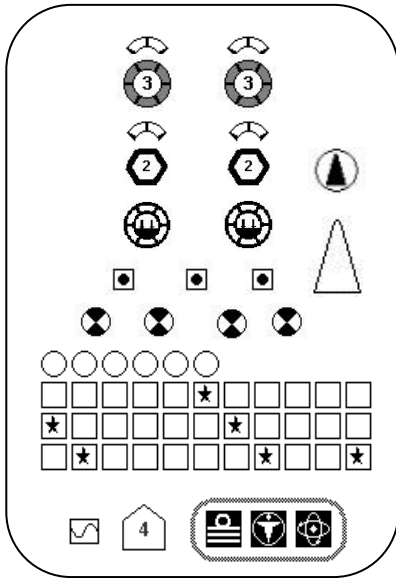
2 Beam Dice out to 24 mu
 May be used as PDS limited to arcs of turret

PDS (Point Defense System)

Roll 4 or 5 = Kill one fighter or missile
 Roll 6 = Kill two fighters or missiles and reroll
 Anti-Ship Mode—Roll 6 = 1 point of damage



EA Apollo class Strike Cruiser



ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Apollo class Strike Cruiser



In Service: 2267+
TMF: 120
NPV: 475



Standard Range K-Gun

6 mu 12 mu 18 mu 24 mu 30 mu
 Hit 2+ 3+ 4+ 5+ 6
 If hit scored, roll again; roll **GREATER** than K-gun class = DP equal to class, roll **LESS THAN OR EQUAL** to class = DP equal to class x 2. Natural roll of 6 is always =DP. First DP on armor, remainder penetrates.



Twin Particle Array

2 Beam Dice out to 24 mu
 May be used as PDS limited to arcs of turret



Beam Batteries



Roll 4 or 5 = 1 point of damage
 Roll 6 = 2 points of damage and reroll
 Penetrating—All initial damage is on armor, all reroll damage is on hull.

PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range: 0-12 12-24 24-36

Class 3 Battery 3 2 1

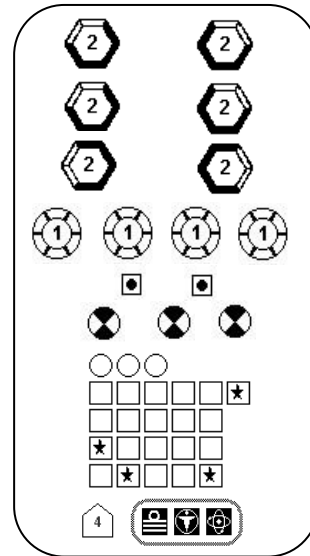
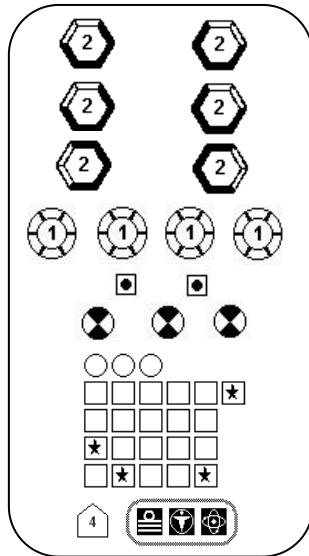
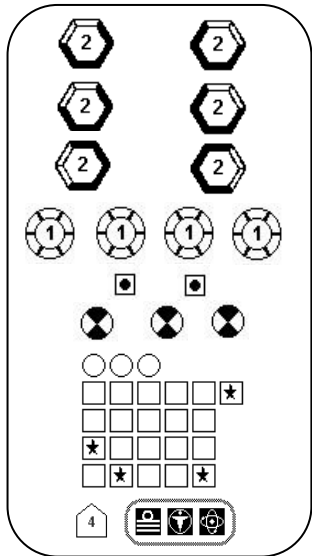
PDS (Point Defense System)

Roll 4 or 5 = Kill one fighter or missile
 Roll 6 = Kill two fighters or missiles and reroll



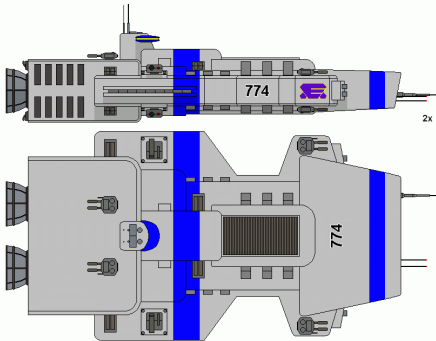
Anti-Ship Mode—Roll 6 = 1 point of damage

EA Artemis class Heavy Frigate



ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Artemis Class Heavy Frigate



In Service: 2190+
TMF: 70
NPV: 268+ 14 BR

Standard Range K-Gun

6 mu 12 mu 18 mu 24 mu 30 mu
 Hit 2+ 3+ 4+ 5+ 6
 If hit scored, roll again; roll **GREATER** than K-gun class = DP equal to class, roll **LESS THAN OR EQUAL** to class = DP equal to class x 2. Natural roll of 6 is always =DP. First DP on armor, remainder penetrates.



Beam Batteries



Roll 4 or 5 = 1 point of damage
 Roll 6 = 2 points of damage and reroll
 Penetrating—All initial damage is on armor, all reroll damage is on hull.

PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range: 0-12

Class 1 Battery 1



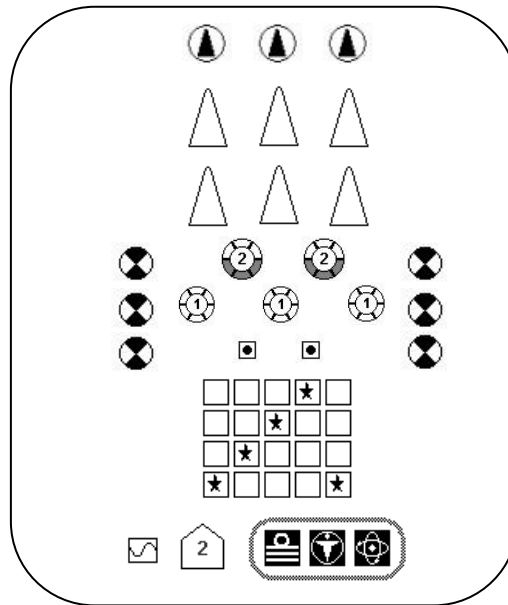
PDS (Point Defense System)

Roll 4 or 5 = Kill one fighter or missile

Roll 6 = Kill two fighters or missiles and reroll

Anti-Ship Mode—Roll 6 = 1 point of damage

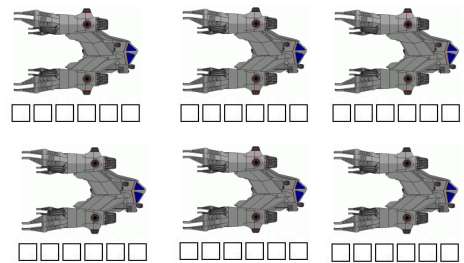
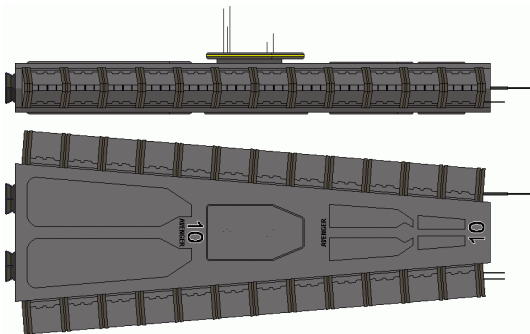
EA Avenger class Heavy Carrier



ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Avenger class Heavy Carrier

In Service: 2240-2266
TMF: 100
NPV: 470



PDS (Point Defense System)

Roll 4 or 5 = Kill one fighter or missile
 Roll 6 = Kill two fighters or missiles and reroll
 Anti-Ship Mode—Roll 6 = 1 point of damage

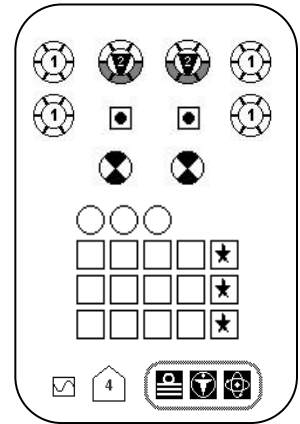
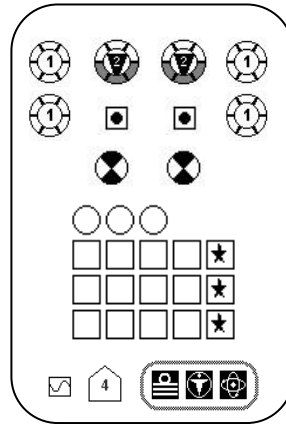
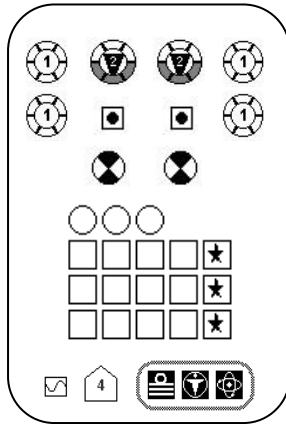
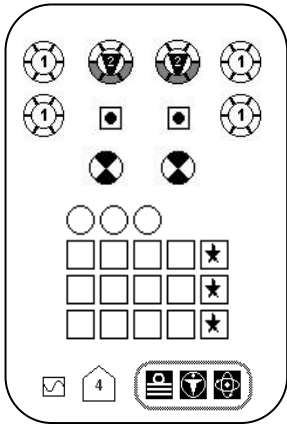


Beam Batteries

Roll 4 or 5 = 1 point of damage
 Roll 6 = 2 points of damage and reroll
 Penetrating—All initial damage is on armor, all reroll damage is on hull.
 PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).
 Dice at range: 0-12 12-24 24-36
 Class 1 Battery 1
 Class 2 Battery 2 1



EA Chronos class Attack Frigate



ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Chronos class Attack Frigate



In Service: 2268+
TMF: 50
NPV: 192

GRASERS Semi Armor Piercing

Dice at range: 0-12 12-24 24-36

Class 1 Battery 1

Class 2 Battery 2 1

Hit damage

Damage is D3 per hit.



PDS (Point Defense System)

Roll 4 or 5 = Kill one fighter or missile

Roll 6 = Kill two fighters or missiles and reroll

Anti-Ship Mode—Roll 6 = 1 point of damage



Beam Batteries

Roll 4 or 5 = 1 point of damage

Roll 6 = 2 points of damage and reroll

Penetrating—All initial damage is on armor, all reroll damage is on hull.

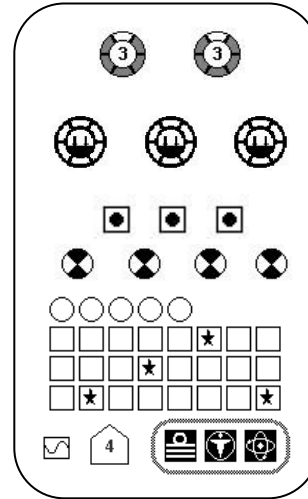
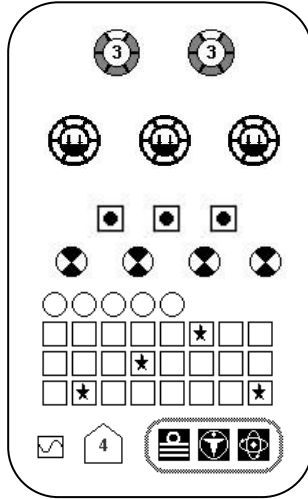
PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range: 0-12 12-24 24-36

Class 1 Battery 1



EA Delphi class Frigate



ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Delphi class Frigate



In Service: 2268+
TMF: 80
NPV: 306

Beam Batteries

Roll 4 or 5 = 1 point of damage
 Roll 6 = 2 points of damage and reroll
 Penetrating—All initial damage is on armor, all reroll damage is on hull.
 PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).
 Dice at range: 0-12 12-24 24-36
 Class 3 Battery 3 2 1



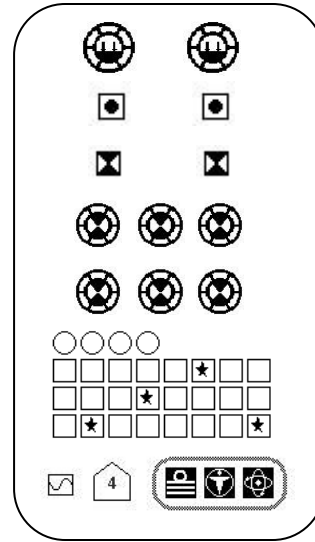
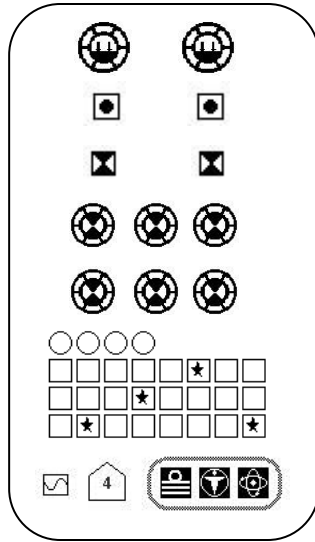
PDS (Point Defense System)

Roll 4 or 5 = Kill one fighter or missile
 Roll 6 = Kill two fighters or missiles and reroll
 Anti-Ship Mode—Roll 6 = 1 point of damage



Twin Particle Array
 2 Beam Dice out to 24 mu
 May be used as PDS limited to arcs of turret

EA Delphi class Advanced Scout



ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Delphi class Advanced Scout



In Service: 2268+
TMF: 80
NPV: 318

ADS (Area Defense System)

12MU range, fires twice at 6MU. Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll).



ADFC (Area Defense Fire Control)

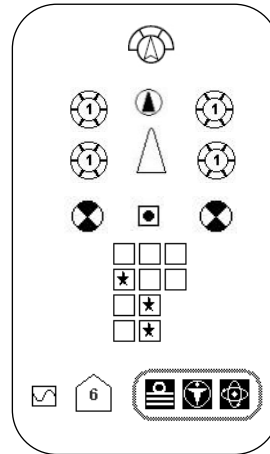
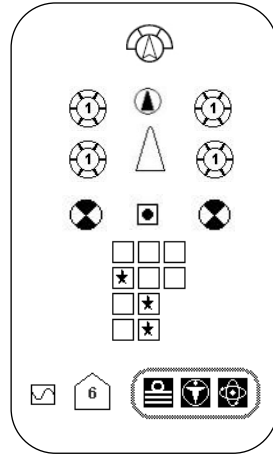
Allows ship to share PDS/ADS with any friendly ship within 6mu



Twin Particle Array

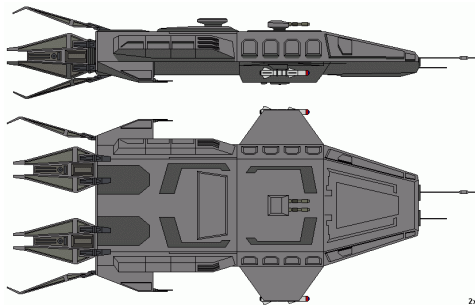
2 Beam Dice out to 24 mu
 May be used as PDS limited to arcs of turret

EA Hermes class Transport

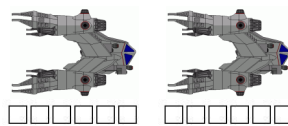


ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Hermes class Transport



In Service 2168+
TMF: 50
NPV: 189



MISSILES

Range 24 MU
 Salvo: D6 in salvo, D6 DP each



PDS (Point Defense System)

Roll 4 or 5 = Kill one fighter or missile
 Roll 6 = Kill two fighters or missiles and reroll
 Anti-Ship Mode—Roll 6 = 1 point of damage



Beam Batteries

Roll 4 or 5 = 1 point of damage
 Roll 6 = 2 points of damage and reroll
 Penetrating—All initial damage is on armor, all reroll damage is on hull.

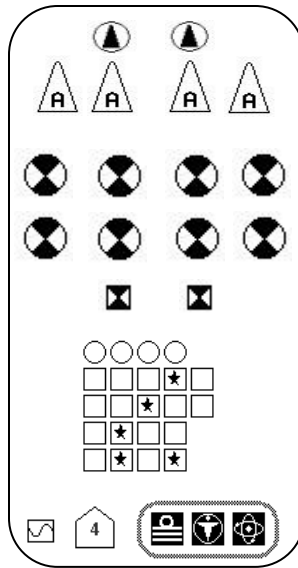


PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range: 0-12

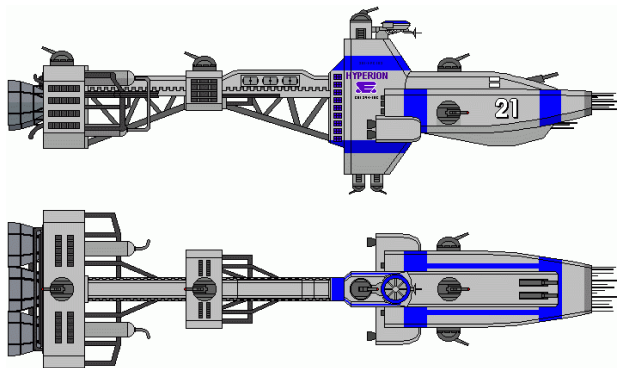
Class 1 Battery 1

EA Hyperion class Assault Cruiser



ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Hyperion class Assault Cruiser



In Service: 2230+
TMF: 90
NPV: 390



PDS (Point Defense System)

Roll 4 or 5 = Kill one fighter or missile
 Roll 6 = Kill two fighters or missiles and reroll



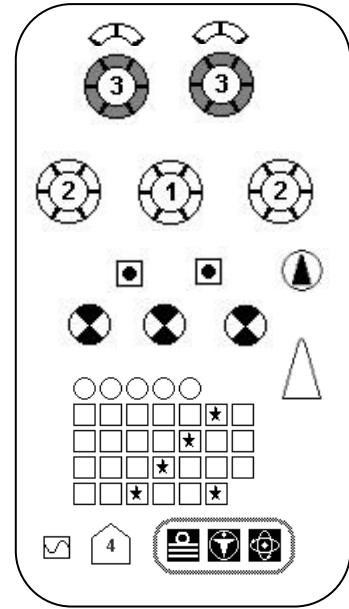
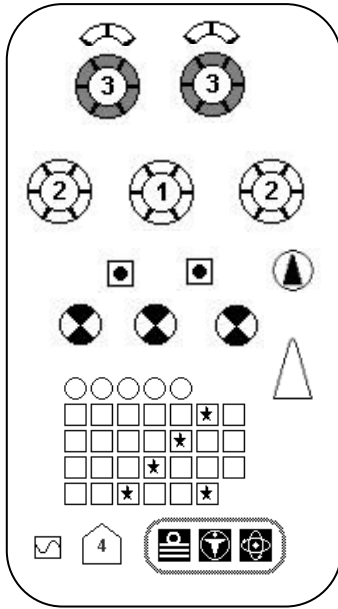
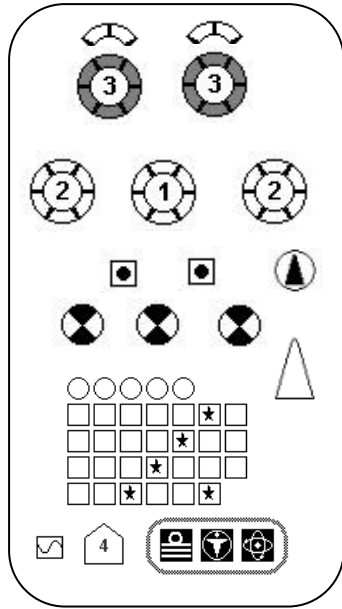
Anti-Ship Mode—Roll 6 = 1 point of damage

ADFC (Area Defense Fire Control)

Allows ship to share PDS/ADS with any friendly ship within 6mu

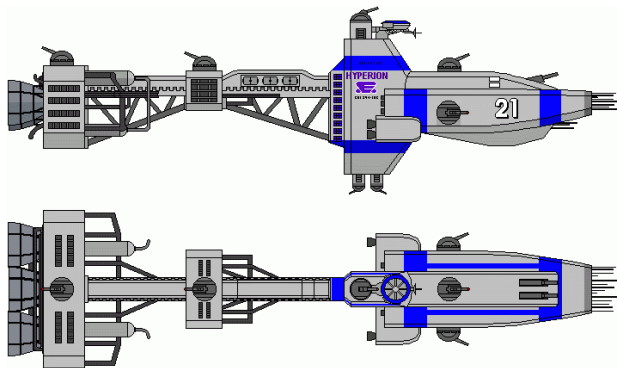


EA Hyperion class Heavy Cruiser

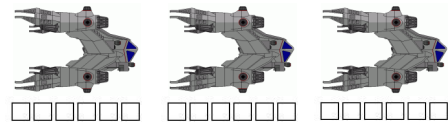


ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Hyperion class Heavy Cruiser



In Service: 2246+
TMF: 90
NPV: 321



Beam Batteries

Roll 4 or 5 = 1 point of damage

Roll 6 = 2 points of damage and reroll

Penetrating—All initial damage is on armor, all reroll damage is on hull.

PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range: 0-12 12-24 24-36

Class 1 Battery 1

Class 2 Battery 2 1

Class 3 Battery 3 2 1



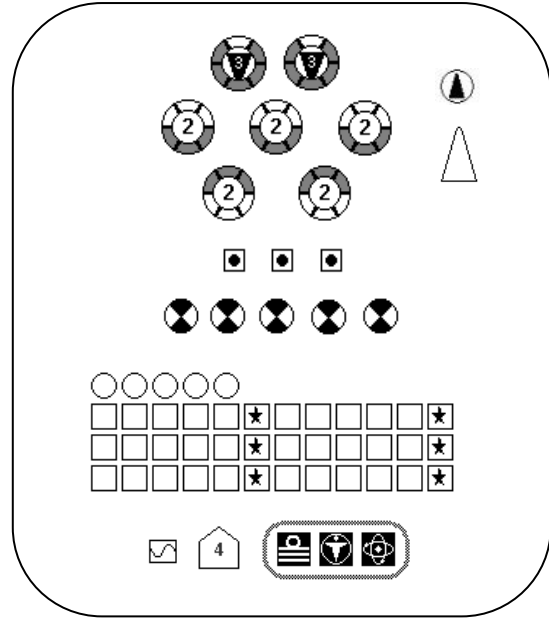
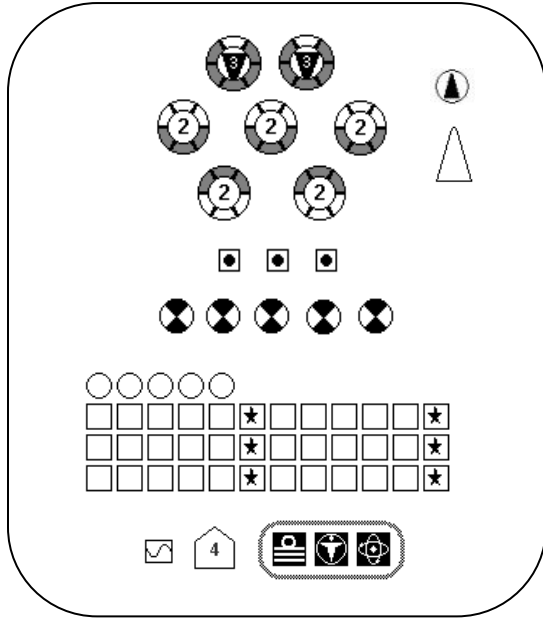
PDS (Point Defense System)

Roll 4 or 5 = Kill one fighter or missile

Roll 6 = Kill two fighters or missiles and reroll

Anti-Ship Mode—Roll 6 = 1 point of damage

EA Marathon class Advanced Cruiser

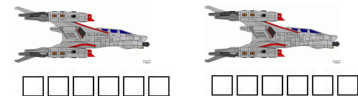


ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Marathon class Advanced Cruiser



In Service: 2266+
TMF: 120
NPV: 476



GRASERS Semi Armor Piercing
Dice at range: 0-12 12-24 24-36
Class 1 Battery 1
Class 2 Battery 2 1
Class 3 Battery 3 2 1
Hit damage
Damage is D3 per hit.



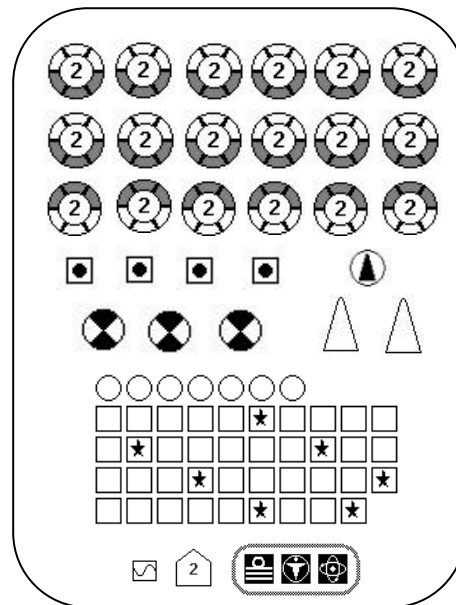
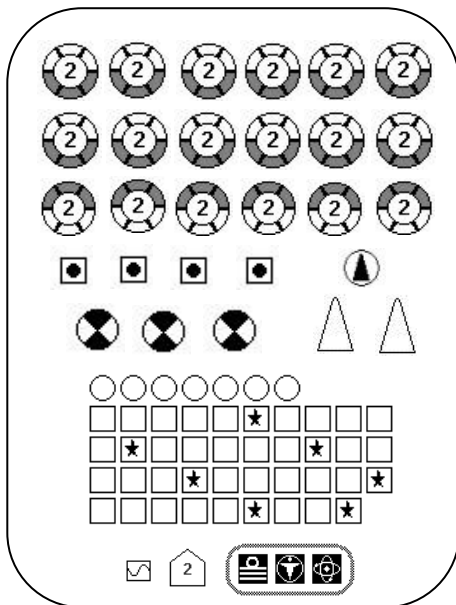
PDS (Point Defense System)
Roll 4 or 5 = Kill one fighter or missile
Roll 6 = Kill two fighters or missiles and reroll
Anti-Ship Mode—Roll 6 = 1 point of damage



Beam Batteries
Roll 4 or 5 = 1 point of damage
Roll 6 = 2 points of damage and reroll
Penetrating—All initial damage is on armor, all reroll damage is on hull.
PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).
Dice at range: 0-12 12-24
Class 1 Battery 1 2

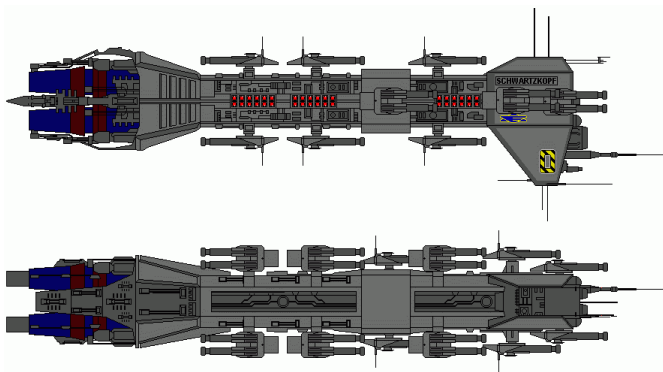


EA Nova class Dreadnought

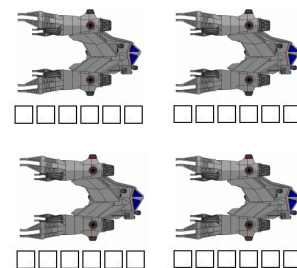


ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Nova class Dreadnought



In Service: 2241+
TMF: 130
NPV: 488



Beam Batteries

Roll 4 or 5 = 1 point of damage
 Roll 6 = 2 points of damage and reroll
 Penetrating—All initial damage is on armor, all reroll damage is on hull.
 PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).
 Dice at range: 0-12 12-24
 Class 2 Battery 2 1

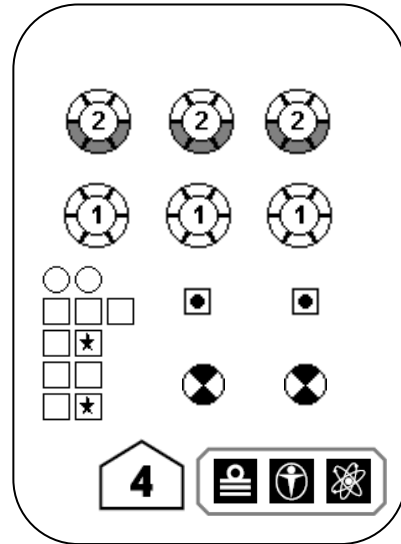
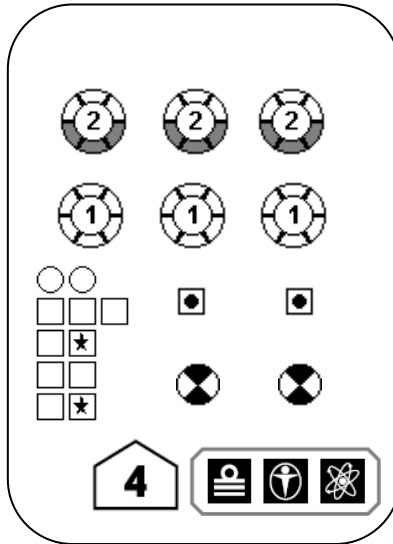
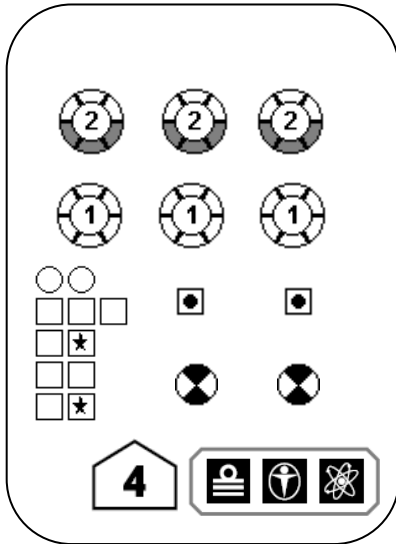


PDS (Point Defense System)

Roll 4 or 5 = Kill one fighter or missile
 Roll 6 = Kill two fighters or missiles and reroll
 Anti-Ship Mode—Roll 6 = 1 point of damage

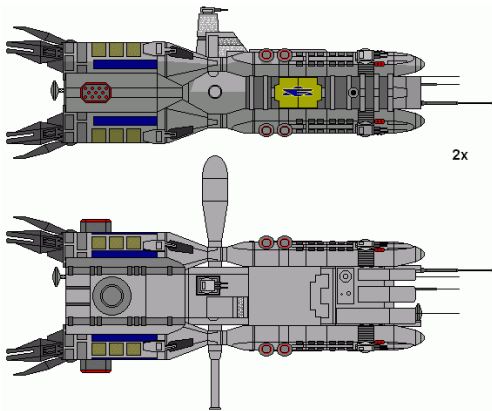


EA Olympus class Corvette



ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd	Turn 8	Spd

EA Olympus class Corvette



In Service: 2202-2265
TMF: 30
NPV: 105 + 6 BR

Beam Batteries

Roll 4 or 5 = 1 point of damage
 Roll 6 = 2 points of damage and reroll
 Penetrating—All initial damage is on armor,
 all reroll damage is on hull.



PDS mode (Class 1) - Roll 5 or 6 = kill one
 fighter or missile (reroll on 6).

Dice at range: 0-12 12-24

Class 1 Battery 1
 Class 2 Battery 2 1

PDS (Point Defense System)

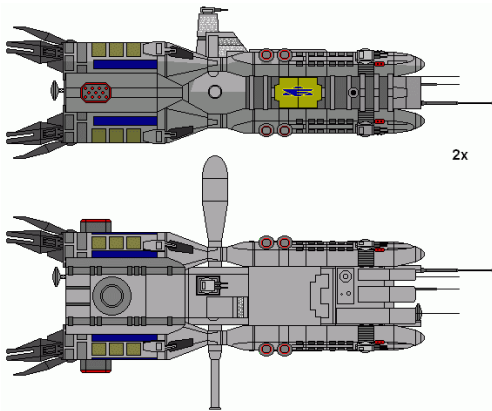
Roll 4 or 5 = Kill one fighter or missile
 Roll 6 = Kill two fighters or missiles and reroll
 Anti-Ship Mode—Roll 6 = 1 point of damage



EA Olympus class Escort Corvette

ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd	Turn 8	Spd

EA Olympus class Escort Corvette



In Service: 2202-2265
TMF: 30
NPV: 121 + 6 BR

Beam Batteries

Roll 4 or 5 = 1 point of damage
 Roll 6 = 2 points of damage and reroll
 Penetrating—All initial damage is on armor, all reroll damage is on hull.
 PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).
 Dice at range: 0-12
 Class 1 Battery 1



PDS (Point Defense System)

Roll 4 or 5 = Kill one fighter or missile
 Roll 6 = Kill two fighters or missiles and reroll
 Anti-Ship Mode—Roll 6 = 1 point of damage

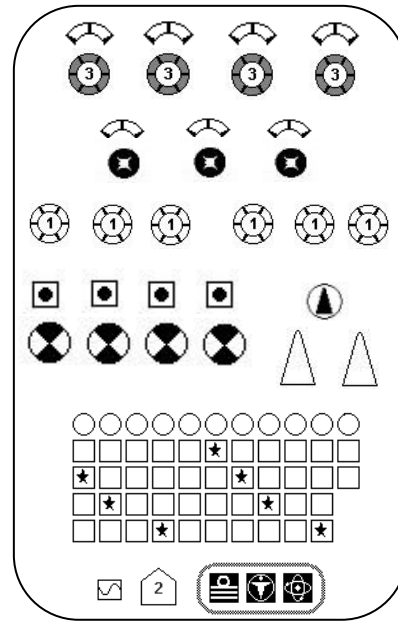
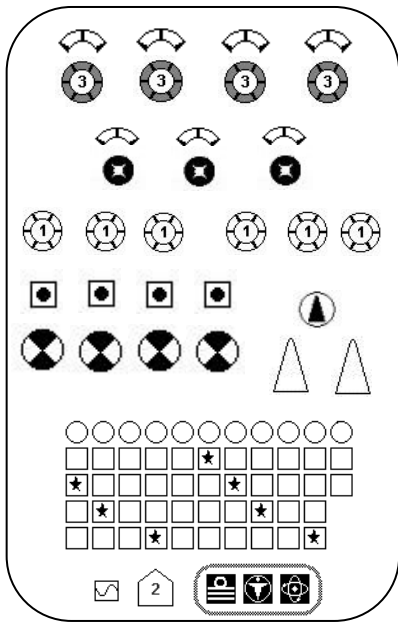


ADFC (Area Defense Fire Control)

Allows ship to share PDS/ADS with any friendly ship within 6mu

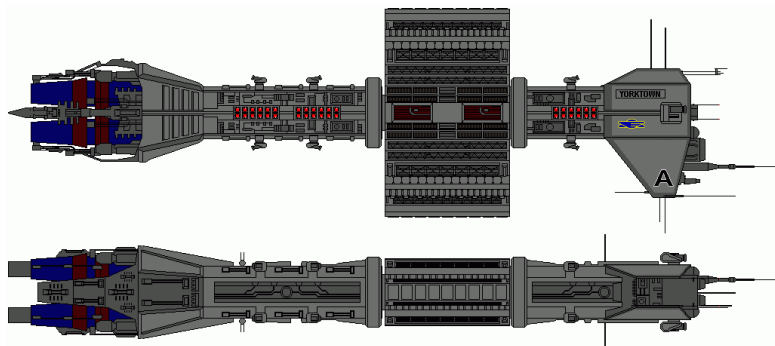


EA Omega class Destroyer

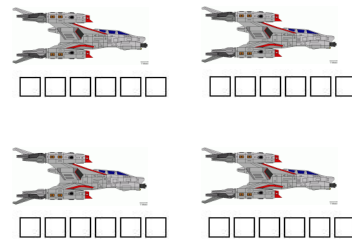


ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Omega class Destroyer



In Service: 2250+
TMF: 140
NPV: 519



Beam Batteries

Roll 4 or 5 = 1 point of damage
 Roll 6 = 2 points of damage and reroll
 Penetrating—All initial damage is on armor, all reroll damage is on hull.
 PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).
 Dice at range: 0-12 12-24 24-36
 Class 1 Battery 1
 Class 2 Battery 2 1
 Class 3 Battery 3 2 1

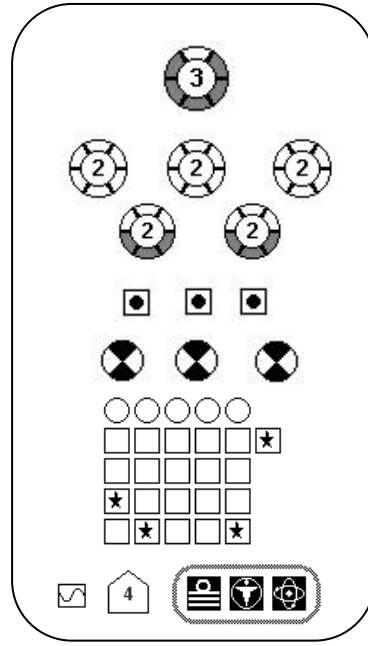
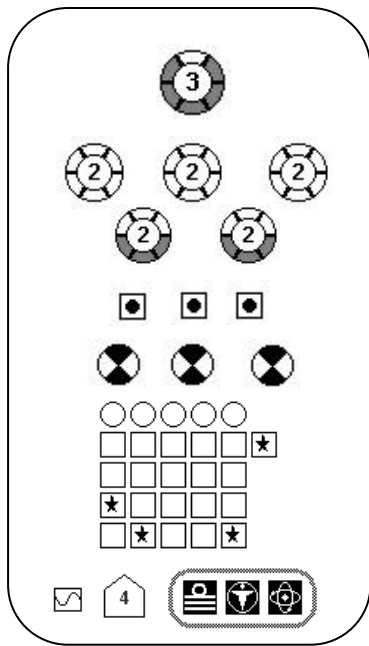


PDS (Point Defense System)
 Roll 4 or 5 = Kill one fighter or missile
 Roll 6 = Kill two fighters or missiles and reroll
 Anti-Ship Mode—Roll 6 = 1 point of damage



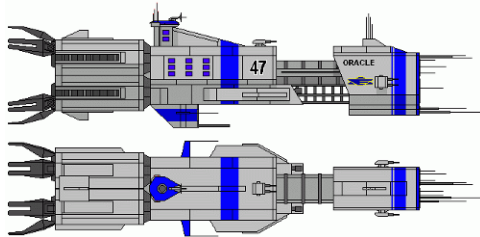
Pulse Torpedoes (Semi Armor Piercing)
 6 mu 12 mu 18 mu 24 mu 30 mu
 Hit 2+ 3+ 4+ 5+ 6
 DP 106, ignores shields

EA Oracle class Frigate



ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Oracle class Frigate



In Service: 2216+
TMF: 70
NPV: 243

Beam Batteries

Roll 4 or 5 = 1 point of damage
 Roll 6 = 2 points of damage and reroll
 Penetrating—All initial damage is on armor, all reroll damage is on hull.
 PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).
 Dice at range: 0-12 12-24 24-36
 Class 1 Battery 1
 Class 2 Battery 2 1
 Class 3 Battery 3 2 1

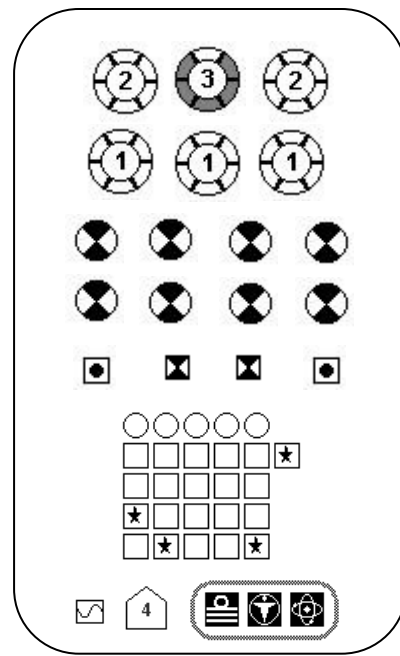
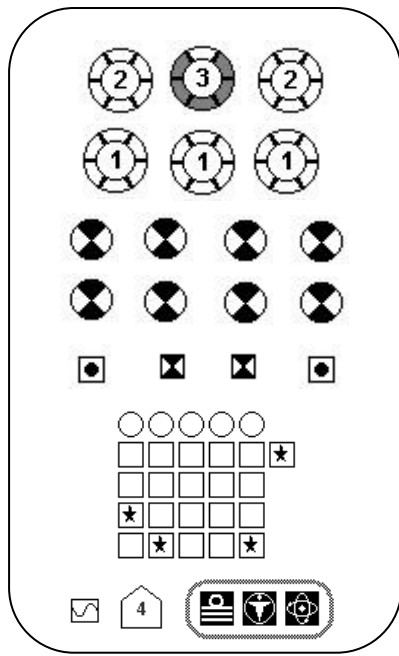


PDS (Point Defense System)

Roll 4 or 5 = Kill one fighter or missile
 Roll 6 = Kill two fighters or missiles and reroll
 Anti-Ship Mode—Roll 6 = 1 point of damage

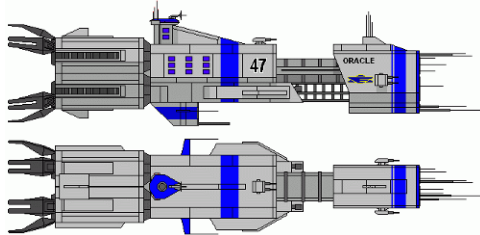


EA Oracle class Scout Cruiser



ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Oracle class Scout Cruiser



In Service: 2216+
TMF: 70
NPV: 251

Beam Batteries

Roll 4 or 5 = 1 point of damage

Roll 6 = 2 points of damage and reroll

Penetrating—All initial damage is on armor, all reroll damage is on hull.

PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).

Dice at range: 0-12 12-24 24-36

Class 1 Battery 1

Class 2 Battery 2 1

Class 3 Battery 3 2 1



PDS (Point Defense System)



Roll 4 or 5 = Kill one fighter or missile

Roll 6 = Kill two fighters or missiles and reroll

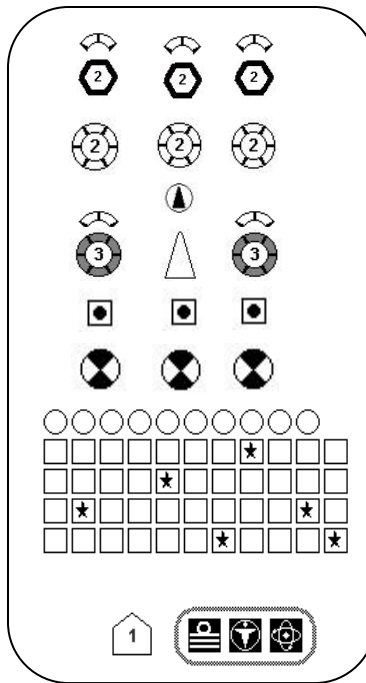
Anti-Ship Mode—Roll 6 = 1 point of damage



ADFC (Area Defense Fire Control)

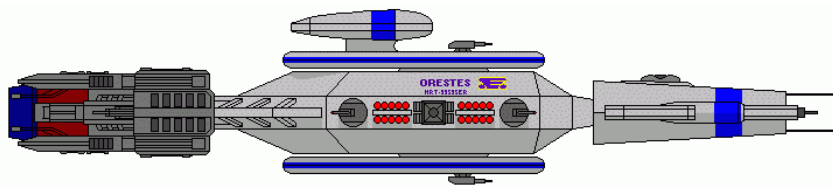
Allows ship to share PDS/ADS with any friendly ship within 6mu

EA Orestes class System Monitor

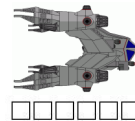


ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Orestes class System Monitor



In Service: 2228+
TMF: 110
NPV: 417 + 22 BR



Beam Batteries

Roll 4 or 5 = 1 point of damage
 Roll 6 = 2 points of damage and reroll
 Penetrating—All initial damage is on armor, all reroll damage is on hull.
 PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).
 Dice at range: 0-12 12-24 24-36
 Class 1 Battery 1
 Class 2 Battery 2 1
 Class 3 Battery 3 2 1



Standard Range K-Gun

6 mu 12 mu 18 mu 24 mu 30 mu
 Hit 2+ 3+ 4+ 5+ 6
 If hit scored, roll again; roll GREATER than K-gun class = DP equal to class, roll LESS THAN OR EQUAL to class = DP equal to class x 2. Natural roll of 6 is always

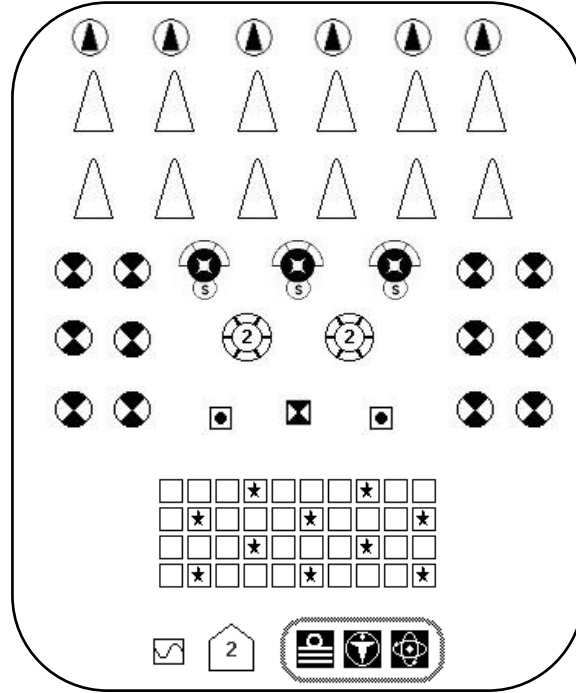


PDS (Point Defense System)

Roll 4 or 5 = Kill one fighter or missile
 Roll 6 = Kill two fighters or missiles and reroll

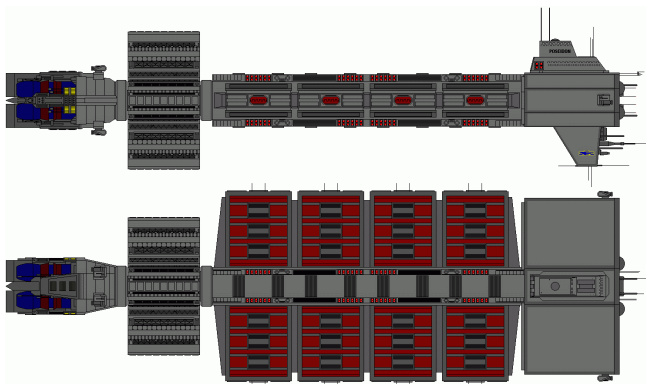


EA Poseidon class Super Carrier

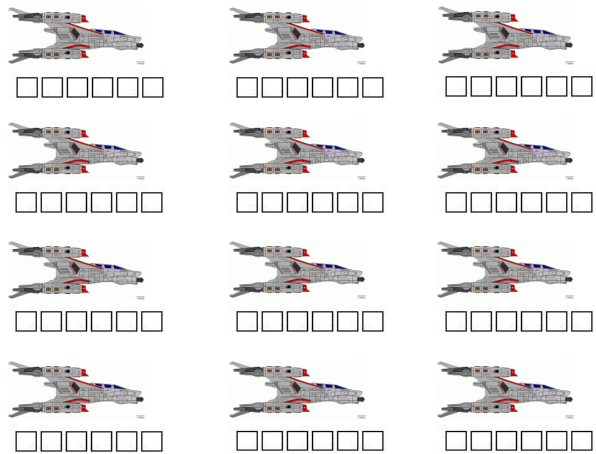


ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Poseidon class Super Carrier



In Service: 2255+
TMF: 200
NPV: 946



Beam Batteries

Roll 4 or 5 = 1 point of damage
 Roll 6 = 2 points of damage and reroll
 Penetrating—All initial damage is on armor, all reroll damage is on hull.
 Dice at range: 0-12 12-24
 Class 2 Battery 2 1



PDS (Point Defense System)

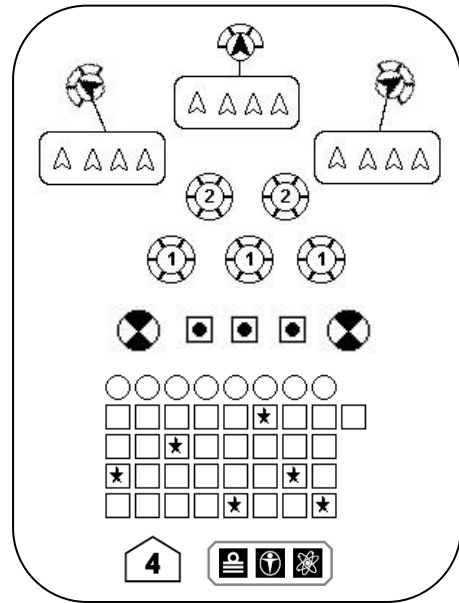
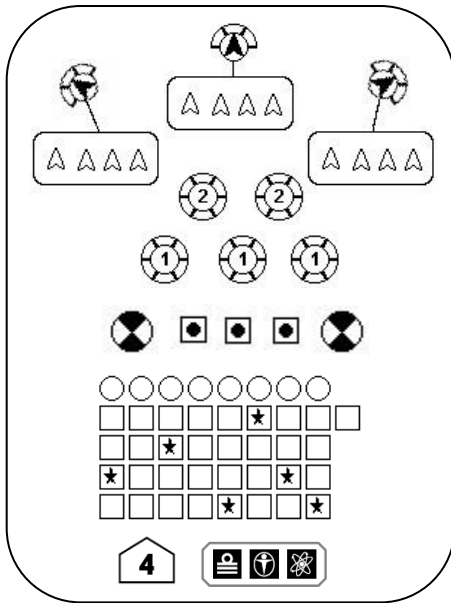
Roll 4 or 5 = Kill one fighter or missile
 Roll 6 = Kill two fighters or missiles and reroll



Short Range Pulse Torpedoes (Semi Armor Piercing)

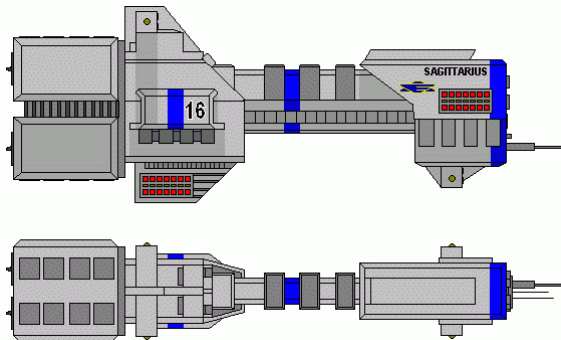
4 mu 8 mu 12 mu 16 mu 20 mu
 Hit 2+ 3+ 4+ 5+ 6
 DP 106, ignores shields

EA Sagittarius class Missile Cruiser



ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Sagittarius class Missile Cruiser



In Service: 2230+
TMF: 110
NPV: 380+22 BR

Beam Batteries

Roll 4 or 5 = 1 point of damage
 Roll 6 = 2 points of damage and reroll
 Penetrating—All initial damage is on armor, all reroll damage is on hull.
 PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).
 Dice at range: 0-12 12-24
 Class 1 Battery 1
 Class 1 Battery 2 1



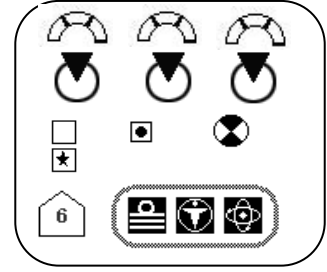
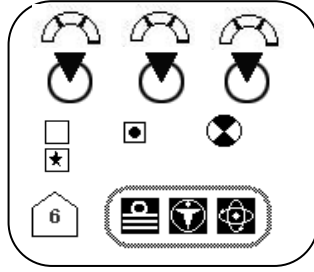
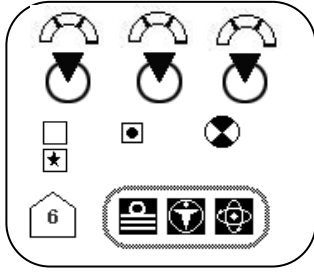
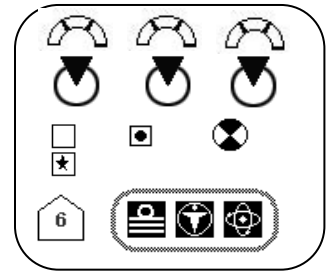
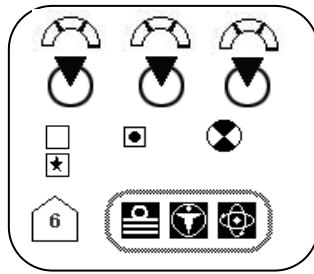
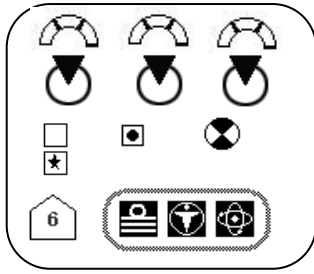
MISSILES

Range 24 MU
 Salvo: D6 in salvo, D6 DP each

PDS (Point Defense System)

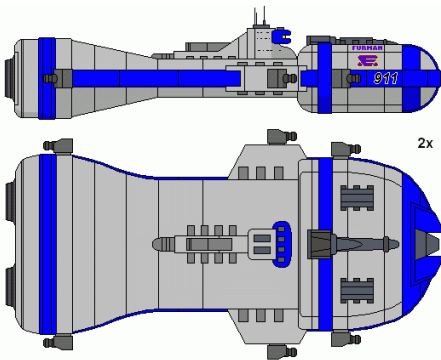
Roll 4 or 5 = Kill one fighter or missile
 Roll 6 = Kill two fighters or missiles and reroll
 Anti-Ship Mode—Roll 6 = 1 point of damage

EA Tethys class Police Cutter



ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd	Turn 8	Spd

EA Tethys class Police Cutter



In Service: 2230+
TMF: 10 ea
NPV: 36 ea + 1 ea BR
111 per stand

SUBMUNITION PACK

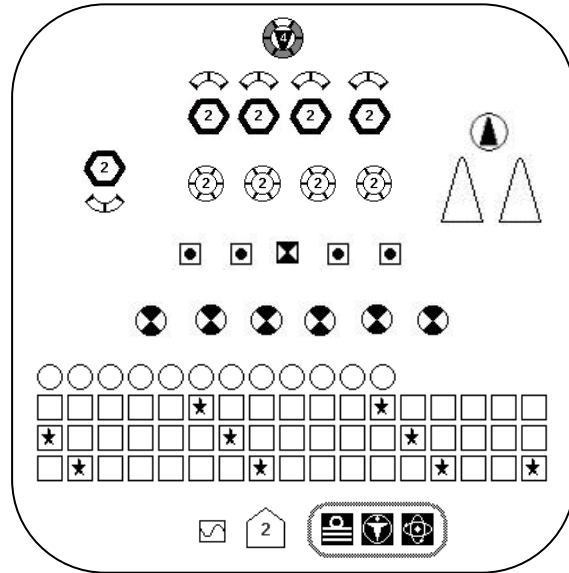
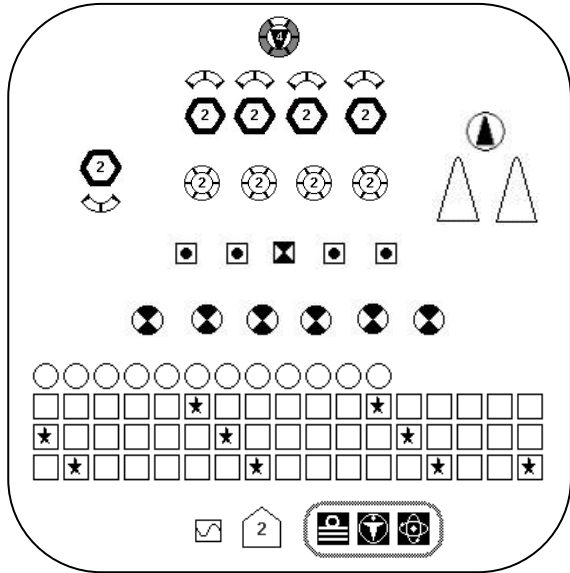
Dice at range: 0-6 6-12 12-18
 One Shot 3 2 1



PDS (Point Defense System)

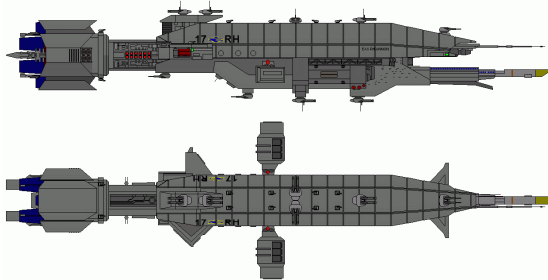
Roll 4 or 5 = Kill one fighter or missile
 Roll 6 = Kill two fighters or missiles and reroll
 Anti-Ship Mode—Roll 6 = 1 point of damage

EA Warlock class Advanced Destroyer

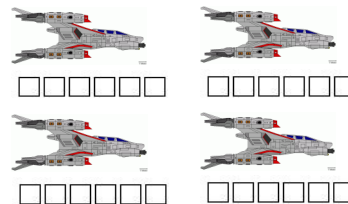


ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Warlock class Advanced Destroyer



In Service: 2261+
TMF: 170
NPV: 718



Beam Batteries

Roll 4 or 5 = 1 point of damage
 Roll 6 = 2 points of damage and reroll
 Penetrating—All initial damage is on armor, all reroll damage is on hull.
 PDS mode (Class 1) - Roll 5 or 6 = kill one fighter or missile (reroll on 6).
 Dice at range: 0-12 12-24 24-36
 Class 1 Battery 1
 Class 2 Battery 2 1



PDS (Point Defense System)

Roll 4 or 5 = Kill one fighter or missile
 Roll 6 = Kill two fighters or missiles and reroll
 Anti-Ship Mode—Roll 6 = 1 point of damage



STANDARD RANGE K-GUN

6 mu 12 mu 18 mu 24 mu 30 mu
 Hit 2+ 3+ 4+ 5+ 6
 If hit scored, roll again; roll GREATER than K-gun class = DP equal to class, roll LESS THAN OR EQUAL to class = DP equal to class x 2. Natural roll of 6 is always =DP. First DP



GRASERS Semi Armor Piercing

Dice at range: 0-12 12-24 24-36 36-48

Class 1 Battery 1
 Class 2 Battery 2 1
 Class 3 Battery 3 2 1
 Class 4 Battery 4 3 2 1

Hit damage
 Damage is D3 per hit.

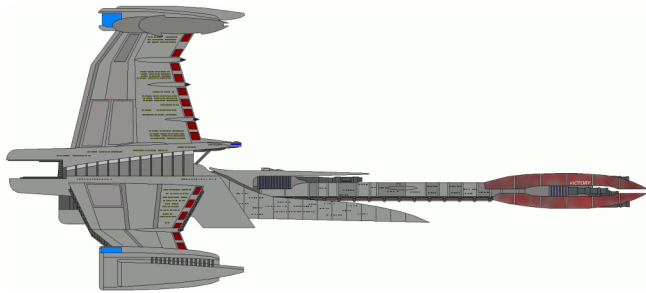


EA Victory class Destroyer

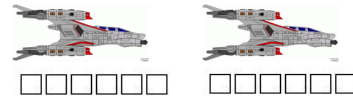
2

ID:	Turn 1	Spd	Turn 2	Spd	Turn 3	Spd	Turn 4	Spd	Turn 5	Spd	Turn 6	Spd	Turn 7	Spd

EA Victory class Destroyer



In Service: 2266+
TMF: 275
NPV: 1236



GRASERS Semi Armor Piercing
 Dice at range: 0-12 12-24 24-36
Class 1 Battery 1
Class 2 Battery 2 1
Class 3 Battery 3 2 1
Hit damage
 Damage is D3 per hit.



Twin Particle Array
 2 Beam Dice out to 24 mu
 May be used as PDS limited to arcs of turret

ADS (Area Defense System)
 12MU range, fires twice at 6MU. Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll).



Medium Beam Spinal Mount
 36mu Range, 1.5 mu Width
 DP = 12 BD for each weapon.
 May only fire every other turn, ship may not maneuver the turn after firing. All must fire at the same time.