

Galactica (BS75)

DAMAGE CONTROL				COLUMBIA-class Battlecarrier			
BONUS				DEFENSE		GENERAL	
DC CHECK			1	SEC FRC	8	MASS	640
STRUCTURAL DAMAGE				P DEF	4	SIZE	4
SYSTEMS				ARMOUR	8	HULL	80
BRIDGE		ENGINE		FIRE CTRL		ENGINE	
P DEF		LF SUP		FC	3	DELTA	2
				ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Rail Gun, Heavy	4	F/P/S	-	1d10	1d10+3	12
2 (F)	Missile, Nuklear Warhead	1	N/A	5	1d10+2	1d10+2	12
3 (P)	Autocannon, Gatling	4	F/P/S	-	1d6	1d6	3
4 (P)	Viper Mk II	4	6	6	6	6	-
5 (S)	Viper Mk II	4	6	6	6	6	-
6 (S)	Raptor	2	6	6	-	-	-
SPECIAL / NOTES							

Faction rules: Leave No-one Behind, Tough
 Role: +1 to FC & DCB, DC checks for all systems, Unlimited Launch for FTRs
 Gatling: Autonomous, Fighter Killer, Rapid Fire
 Raptor: Boarding (2), Recon

Galactica (BS75) MK II

DAMAGE CONTROL				COLUMBIA-class Battlecarrier			
BONUS				DEFENSE		GENERAL	
DC CHECK			1	SEC FRC	8	MASS	792
STRUCTURAL DAMAGE				P DEF	4	SIZE	4
SYSTEMS				ARMOUR	8	HULL	89
BRIDGE		ENGINE		FIRE CTRL		ENGINE	
P DEF		LF SUP		FC	4	DELTA	2
				ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Rail Gun, Heavy	4	F/P/S	-	1d10	1d10+3	12
2 (F)	Missile, Nuklear Warhead	1	N/A	5	1d10+2	1d10+2	12
3 (P)	Autocannon, Gatling	4	F/P/S	-	1d6	1d6	3
4 (P)	Viper Mk II	4	6	6	6	6	-
5 (S)	Viper Mk II	4	6	6	6	6	-
6 (S)	Raptor	2	6	6	-	-	-
SPECIAL / NOTES							

Faction rules: Leave No-one Behind, Tough
 Role: +1 to FC & DCB, DC checks for all systems, Unlimited Launch for FTRs
 Gatling: Autonomous, Fighter Killer, Rapid Fire
 Raptor: Boarding (2), Recon

Pegasus (BS 62)

DAMAGE CONTROL				MERCURY-class Flagship			
BONUS				DEFENSE		GENERAL	
DC CHECK		0		SEC FRC	9	MASS	828
STRUCTURAL DAMAGE				P DEF	5	SIZE	5
				ARMOUR	9	HULL	91
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	3	DELTA	2
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Rail Gun, Heavy	4	F/P/S	-	1d10	1d10+3	12
2 (F)	Missile, Nuklear Warhead	1	N/A	6	1d10+2	1d10+2	12
3 (P)	Autocannon, Gatling	5	F/P/S	-	1d6	1d6	3
4 (P)	Viper Mk VII	5	6	6	6	6	-
5 (S)	Viper Mk VII	5	6	6	6	6	-
6 (S)	Raptor	3	6	6	6	-	-
SPECIAL / NOTES							

Faction rules: Leave No-one Behind, Tough

Role: If there is at least 1 flagship present in a fleet, that fleet receives +3 to its initiative rolls

Gatling: Autonomous, Fighter Killer, Rapid Fire

Raptor: Boarding (2), Recon

Pegasus (BS 62) MK II

DAMAGE CONTROL				MERCURY-class Flagship			
BONUS				DEFENSE		GENERAL	
DC CHECK		0		SEC FRC	9	MASS	980
STRUCTURAL DAMAGE				P DEF	5	SIZE	5
				ARMOUR	9	HULL	99
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	3	DELTA	2
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Rail Gun, Heavy	5	F/P/S	-	1d10	1d10+3	12
2 (F)	Missile, Nuklear Warhead	1	N/A	6	1d10+2	1d10+2	12
3 (P)	Autocannon, Gatling	5	F/P/S	-	1d6	1d6	3
4 (P)	Viper Mk VII	5	6	6	6	6	-
5 (S)	Viper Mk VII	5	6	6	6	6	-
6 (S)	Raptor	3	6	6	6	-	-
SPECIAL / NOTES							

Faction rules: Leave No-one Behind, Tough

Role: If there is at least 1 flagship present in a fleet, that fleet receives +3 to its initiative rolls

Gatling: Autonomous, Fighter Killer, Rapid Fire

Raptor: Boarding (2), Recon

Valkyrie (BS41)

DAMAGE CONTROL				AESIR-class Carrier			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	6	MASS	397
STRUCTURAL DAMAGE				P DEF	3	SIZE	3
				ARMOUR	6	HULL	63
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	2	DELTA	2
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Disruptor, Heavy	3	F/P/S	-	1d10	1d10	9
2 (F)	-	1	F	-	-	-	-
3 (P)	Autocannon, Gatling	3	P/S	-	1d6	1d6	3
4 (P)	Viper Mk II	3	6	6	6	-	-
5 (S)	Viper Mk II	3	6	6	6	-	-
6 (S)	-	1	6	-	-	-	-
SPECIAL / NOTES							

Faction rules: Leave No-one Behind, Tough
 Role: Unlimited Fighter launch per turn, and Double Fighter Range
 Gatling: Autonomous, Fighter Killer, Rapid Fire

Valkyrie (BS41) MK II

DAMAGE CONTROL				AESIR-class Carrier			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	6	MASS	476
STRUCTURAL DAMAGE				P DEF	3	SIZE	3
				ARMOUR	6	HULL	69
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	2	DELTA	2
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Disruptor, Heavy	3	F/P/S	-	1d10	1d10	9
2 (F)	-	1	F	-	-	-	-
3 (P)	Autocannon, Gatling	3	P/S	-	1d6	1d6	3
4 (P)	Viper Mk II	3	6	6	6	-	-
5 (S)	Viper Mk II	3	6	6	6	-	-
6 (S)	-	1	6	-	-	-	-
SPECIAL / NOTES							

Faction rules: Leave No-one Behind, Tough
 Role: Unlimited Fighter launch per turn, and Double Fighter Range
 Gatling: Autonomous, Fighter Killer, Rapid Fire

Rebel Basestar

DAMAGE CONTROL				REBEL BASESTAR-class Carrier			
BONUS				DEFENSE		GENERAL	
DC CHECK	0			SEC FRC	8	MASS	490
STRUCTURAL DAMAGE				P DEF	2	SIZE	4
SYSTEMS				ARMOUR	7	HULL	70
BRIDGE		ENGINE		FIRE CTRL		ENGINE	
P DEF		LF SUP		FC	3	DELTA	2
				ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Mag Cannon	3	F/P/S	-	1d10	1d10+1	10
2 (F)	Missile, Nuklear Warhead	1	N/A	3	1d10+2	1d10+2	12
3 (P)	Missile, Cluster	2	N/A	8	1d6	1d6	6
4 (P)	Raider Mk III	3	6	6	6	-	-
5 (S)	Raider Mk III	3	6	6	6	-	-
6 (S)	Heavy Raider	1	6	-	-	-	-
SPECIAL / NOTES							

Faction rules: Leave No-one Behind, Tough
 Role: Unlimited Fighter launch per turn, and Double Fighter Range
 Raider III: Cyber-Infiltration
 Heavy Raider: Boarding (3)

Rebel Basestar MK II

DAMAGE CONTROL				REBEL BASESTAR-class Carrier			
BONUS				DEFENSE		GENERAL	
DC CHECK	0			SEC FRC	8	MASS	449
STRUCTURAL DAMAGE				P DEF	2	SIZE	3
SYSTEMS				ARMOUR	6	HULL	67
BRIDGE		ENGINE		FIRE CTRL		ENGINE	
P DEF		LF SUP		FC	3	DELTA	2
				ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Mag Cannon	3	F/P/S	-	1d10	1d10+1	10
2 (F)	Missile, Nuklear Warhead	1	N/A	3	1d10+2	1d10+2	12
3 (P)	Missile, Cluster	2	N/A	8	1d6	1d6	6
4 (P)	Raider Mk III	3	6	6	6	-	-
5 (S)	Raider Mk III	3	6	6	6	-	-
6 (S)	Heavy Raider	1	6	-	-	-	-
SPECIAL / NOTES							

Faction rules: Leave No-one Behind, Tough
 Role: Unlimited Fighter launch per turn, and Double Fighter Range
 Raider III: Cyber-Infiltration
 Heavy Raider: Boarding (3)

Colonial One

DAMAGE CONTROL				Small Freighter-class Freighter			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	3	MASS	250
STRUCTURAL DAMAGE				P DEF	0	SIZE	3
				ARMOUR	0	HULL	50
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	0	DELTA	2
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Cargo Bay	1	N/A	-	-	-	-
2 (F)	Cargo Bay	1	N/A	-	-	-	-
3 (P)	Cargo Bay	1	N/A	-	-	-	-
4 (P)	Cargo Bay	1	N/A	-	-	-	-
5 (S)	Cargo Bay	1	N/A	-	-	-	-
6 (S)	Cargo Bay	1	N/A	-	-	-	-
SPECIAL / NOTES							


Faction rules: Leave No-one Behind, Tough
 Special: President of the Twelve Colonies of Kobol

Daru Mozu

DAMAGE CONTROL				Small Freighter-class Freighter			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	3	MASS	250
STRUCTURAL DAMAGE				P DEF	0	SIZE	3
				ARMOUR	0	HULL	50
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	0	DELTA	2
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Cargo Bay	1	N/A	-	-	-	-
2 (F)	Cargo Bay	1	N/A	-	-	-	-
3 (P)	Cargo Bay	1	N/A	-	-	-	-
4 (P)	Cargo Bay	1	N/A	-	-	-	-
5 (S)	Cargo Bay	1	N/A	-	-	-	-
6 (S)	Cargo Bay	1	N/A	-	-	-	-
SPECIAL / NOTES							


Faction rules: Leave No-one Behind, Tough

Rising Star

DAMAGE CONTROL								Small Freighter-class Freighter			
BONUS								DEFENSE		GENERAL	
DC CHECK			0					SEC FRC	3	MASS	250
STRUCTURAL DAMAGE								P DEF	0	SIZE	3
								ARMOUR	0	HULL	50
SYSTEMS								FIRE CTRL		ENGINE	
BRIDGE		ENGINE						FC	0	DELTA	2
P DEF		LF SUP						ION D		CUR V	
HARDPOINTS											
CRIT	WEAPONS	#	ARC					MAG	ATT	PEN	H DMG
1 (F)	Cargo Bay	1	N/A	-	-	-	-				
2 (F)	Cargo Bay	1	N/A	-	-	-	-				
3 (P)	Cargo Bay	1	N/A	-	-	-	-				
4 (P)	Cargo Bay	1	N/A	-	-	-	-				
5 (S)	Cargo Bay	1	N/A	-	-	-	-				
6 (S)	Cargo Bay	1	N/A	-	-	-	-				
SPECIAL / NOTES											

Faction rules: Leave No-one Behind, Tough

Olympic Carrier

DAMAGE CONTROL								Small Freighter-class Freighter			
BONUS								DEFENSE		GENERAL	
DC CHECK			0					SEC FRC	3	MASS	250
STRUCTURAL DAMAGE								P DEF	0	SIZE	3
								ARMOUR	0	HULL	50
SYSTEMS								FIRE CTRL		ENGINE	
BRIDGE		ENGINE						FC	0	DELTA	2
P DEF		LF SUP						ION D		CUR V	
HARDPOINTS											
CRIT	WEAPONS	#	ARC					MAG	ATT	PEN	H DMG
1 (F)	Cargo Bay	1	N/A	-	-	-	-				
2 (F)	Cargo Bay	1	N/A	-	-	-	-				
3 (P)	Cargo Bay	1	N/A	-	-	-	-				
4 (P)	Cargo Bay	1	N/A	-	-	-	-				
5 (S)	Cargo Bay	1	N/A	-	-	-	-				
6 (S)	Cargo Bay	1	N/A	-	-	-	-				
SPECIAL / NOTES											

Faction rules: Leave No-one Behind, Tough

Enkidu

DAMAGE CONTROL				Small Freighter-class Freighter			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	3	MASS	250
STRUCTURAL DAMAGE				P DEF	0	SIZE	3
				ARMOUR	0	HULL	50
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	0	DELTA	2
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Cargo Bay	1	N/A	-	-	-	-
2 (F)	Cargo Bay	1	N/A	-	-	-	-
3 (P)	Cargo Bay	1	N/A	-	-	-	-
4 (P)	Cargo Bay	1	N/A	-	-	-	-
5 (S)	Cargo Bay	1	N/A	-	-	-	-
6 (S)	Cargo Bay	1	N/A	-	-	-	-
SPECIAL / NOTES							

Faction rules: Leave No-one Behind, Tough

Faru Sadin

DAMAGE CONTROL				Small Freighter-class Freighter			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	3	MASS	250
STRUCTURAL DAMAGE				P DEF	0	SIZE	3
				ARMOUR	0	HULL	50
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	0	DELTA	2
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Cargo Bay	1	N/A	-	-	-	-
2 (F)	Cargo Bay	1	N/A	-	-	-	-
3 (P)	Cargo Bay	1	N/A	-	-	-	-
4 (P)	Cargo Bay	1	N/A	-	-	-	-
5 (S)	Cargo Bay	1	N/A	-	-	-	-
6 (S)	Cargo Bay	1	N/A	-	-	-	-
SPECIAL / NOTES							



Faction rules: Leave No-one Behind, Tough

Zephyr

DAMAGE CONTROL				Small Freighter-class Freighter			
BONUS							
DC CHECK			0	DEFENSE		GENERAL	
STRUCTURAL DAMAGE				SEC FRC	3	MASS	250
				P DEF	0	SIZE	3
SYSTEMS				ARMOUR	0	HULL	50
BRIDGE		ENGINE		FIRE CTRL		ENGINE	
P DEF		LF SUP		FC	0	DELTA	2
				ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Cargo Bay	1	N/A	-	-	-	-
2 (F)	Cargo Bay	1	N/A	-	-	-	-
3 (P)	Cargo Bay	1	N/A	-	-	-	-
4 (P)	Cargo Bay	1	N/A	-	-	-	-
5 (S)	Cargo Bay	1	N/A	-	-	-	-
6 (S)	Cargo Bay	1	N/A	-	-	-	-
SPECIAL / NOTES							


Faction rules: Leave No-one Behind, Tough

Botanical Cruiser

DAMAGE CONTROL				Small Freighter-class Freighter			
BONUS							
DC CHECK			0	DEFENSE		GENERAL	
STRUCTURAL DAMAGE				SEC FRC	3	MASS	250
				P DEF	0	SIZE	3
SYSTEMS				ARMOUR	0	HULL	50
BRIDGE		ENGINE		FIRE CTRL		ENGINE	
P DEF		LF SUP		FC	0	DELTA	2
				ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Cargo Bay	1	N/A	-	-	-	-
2 (F)	Cargo Bay	1	N/A	-	-	-	-
3 (P)	Cargo Bay	1	N/A	-	-	-	-
4 (P)	Cargo Bay	1	N/A	-	-	-	-
5 (S)	Cargo Bay	1	N/A	-	-	-	-
6 (S)	Cargo Bay	1	N/A	-	-	-	-
SPECIAL / NOTES							


Faction rules: Leave No-one Behind, Tough

Astral Queen

DAMAGE CONTROL								Small Freighter-class Freighter			
BONUS								DEFENSE		GENERAL	
DC CHECK			0					SEC FRC	3	MASS	250
STRUCTURAL DAMAGE								P DEF	0	SIZE	3
								ARMOUR	0	HULL	50
SYSTEMS								FIRE CTRL		ENGINE	
BRIDGE		ENGINE						FC	0	DELTA	2
P DEF		LF SUP						ION D		CUR V	
HARDPOINTS											
CRIT	WEAPONS	#	ARC					MAG	ATT	PEN	H DMG
1 (F)	Cargo Bay	1	N/A	-	-	-	-				
2 (F)	Cargo Bay	1	N/A	-	-	-	-				
3 (P)	Cargo Bay	1	N/A	-	-	-	-				
4 (P)	Cargo Bay	1	N/A	-	-	-	-				
5 (S)	Cargo Bay	1	N/A	-	-	-	-				
6 (S)	Cargo Bay	1	N/A	-	-	-	-				
SPECIAL / NOTES											


Faction rules: Leave No-one Behind, Tough

Cloud 9

DAMAGE CONTROL								Small Freighter-class Freighter			
BONUS								DEFENSE		GENERAL	
DC CHECK			0					SEC FRC	3	MASS	250
STRUCTURAL DAMAGE								P DEF	0	SIZE	3
								ARMOUR	0	HULL	50
SYSTEMS								FIRE CTRL		ENGINE	
BRIDGE		ENGINE						FC	0	DELTA	2
P DEF		LF SUP						ION D		CUR V	
HARDPOINTS											
CRIT	WEAPONS	#	ARC					MAG	ATT	PEN	H DMG
1 (F)	Cargo Bay	1	N/A	-	-	-	-				
2 (F)	Cargo Bay	1	N/A	-	-	-	-				
3 (P)	Cargo Bay	1	N/A	-	-	-	-				
4 (P)	Cargo Bay	1	N/A	-	-	-	-				
5 (S)	Cargo Bay	1	N/A	-	-	-	-				
6 (S)	Cargo Bay	1	N/A	-	-	-	-				
SPECIAL / NOTES											


Faction rules: Leave No-one Behind, Tough

Colonial Mover

DAMAGE CONTROL								Small Freighter-class Freighter			
BONUS								DEFENSE		GENERAL	
DC CHECK			0	SEC FRC		3	MASS		250		
STRUCTURAL DAMAGE				P DEF		0	SIZE		3		
				ARMOUR		0	HULL		50		
SYSTEMS				FIRE CTRL		ENGINE					
BRIDGE			ENGINE			FC		0	DELTA		2
P DEF			LF SUP			ION D			CUR V		
HARDPOINTS											
CRIT	WEAPONS			#	ARC	MAG	ATT	PEN	H DMG		
1 (F)	Cargo Bay			1	N/A	-	-	-	-		
2 (F)	Cargo Bay			1	N/A	-	-	-	-		
3 (P)	Cargo Bay			1	N/A	-	-	-	-		
4 (P)	Cargo Bay			1	N/A	-	-	-	-		
5 (S)	Cargo Bay			1	N/A	-	-	-	-		
6 (S)	Cargo Bay			1	N/A	-	-	-	-		
SPECIAL / NOTES											

Faction rules: Leave No-one Behind, Tough

Celestra

DAMAGE CONTROL								Small Freighter-class Freighter			
BONUS								DEFENSE		GENERAL	
DC CHECK			0	SEC FRC		3	MASS		250		
STRUCTURAL DAMAGE				P DEF		0	SIZE		3		
				ARMOUR		0	HULL		50		
SYSTEMS				FIRE CTRL		ENGINE					
BRIDGE			ENGINE			FC		0	DELTA		2
P DEF			LF SUP			ION D			CUR V		
HARDPOINTS											
CRIT	WEAPONS			#	ARC	MAG	ATT	PEN	H DMG		
1 (F)	Cargo Bay			1	N/A	-	-	-	-		
2 (F)	Cargo Bay			1	N/A	-	-	-	-		
3 (P)	Cargo Bay			1	N/A	-	-	-	-		
4 (P)	Cargo Bay			1	N/A	-	-	-	-		
5 (S)	Cargo Bay			1	N/A	-	-	-	-		
6 (S)	Cargo Bay			1	N/A	-	-	-	-		
SPECIAL / NOTES											

Faction rules: Leave No-one Behind, Tough

Aurora

DAMAGE CONTROL				Small Freighter-class Freighter			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	3	MASS	250
STRUCTURAL DAMAGE				P DEF	0	SIZE	3
				ARMOUR	0	HULL	50
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	0	DELTA	2
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Cargo Bay	1	N/A	-	-	-	-
2 (F)	Cargo Bay	1	N/A	-	-	-	-
3 (P)	Cargo Bay	1	N/A	-	-	-	-
4 (P)	Cargo Bay	1	N/A	-	-	-	-
5 (S)	Cargo Bay	1	N/A	-	-	-	-
6 (S)	Cargo Bay	1	N/A	-	-	-	-
SPECIAL / NOTES							

Faction rules: Leave No-one Behind, Tough

Prometheus

DAMAGE CONTROL				Small Freighter-class Freighter			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	3	MASS	250
STRUCTURAL DAMAGE				P DEF	0	SIZE	3
				ARMOUR	0	HULL	50
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	0	DELTA	2
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Cargo Bay	1	N/A	-	-	-	-
2 (F)	Cargo Bay	1	N/A	-	-	-	-
3 (P)	Cargo Bay	1	N/A	-	-	-	-
4 (P)	Cargo Bay	1	N/A	-	-	-	-
5 (S)	Cargo Bay	1	N/A	-	-	-	-
6 (S)	Cargo Bay	1	N/A	-	-	-	-
SPECIAL / NOTES							

Faction rules: Leave No-one Behind, Tough

DAMAGE CONTROL				Q Ship-class Q-Ship			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	6	MASS	250
STRUCTURAL DAMAGE				P DEF	0	SIZE	3
				ARMOUR	0	HULL	50
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	0	DELTA	2
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Autocannon, Heavy	3	F/P/S	-	1d6	1d6	6
2 (F)	Cargo Bay	1	N/A	-	-	-	-
3 (P)	Cargo Bay	1	N/A	-	-	-	-
4 (P)	Autocannon, Gatling	3	F/P/S	-	1d6	1d6	3
5 (S)	Cargo Bay	1	N/A	-	-	-	-
6 (S)	Autocannon, Gatling	3	A/P/S				
SPECIAL / NOTES							

Faction rules: Leave No-one Behind, Tough
Heavy Autocannon: Rapid Fire
Gatling: Autonomous, Fighter Killer, Rapid Fire

DAMAGE CONTROL				Q Ship-class Q-Ship			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	6	MASS	250
STRUCTURAL DAMAGE				P DEF	0	SIZE	3
				ARMOUR	0	HULL	50
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	0	DELTA	2
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Autocannon, Heavy	3	F/P/S	-	1d6	1d6	6
2 (F)	Cargo Bay	1	N/A	-	-	-	-
3 (P)	Cargo Bay	1	N/A	-	-	-	-
4 (P)	Autocannon, Gatling	3	F/P/S	-	1d6	1d6	3
5 (S)	Cargo Bay	1	N/A	-	-	-	-
6 (S)	Autocannon, Gatling	3	A/P/S				
SPECIAL / NOTES							

Faction rules: Leave No-one Behind, Tough
Heavy Autocannon: Rapid Fire
Gatling: Autonomous, Fighter Killer, Rapid Fire



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