

Resurrection Ship

DAMAGE CONTROL				RESURRECTION-class Battleline			
BONUS				DEFENSE		GENERAL	
DC CHECK			2	SEC FRC	8	MASS	689
STRUCTURAL DAMAGE				P DEF	4	SIZE	4
				ARMOUR	6	HULL	83
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	1	DELTA	2
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)		1	N/A	-	-	-	-
2 (F)		1	N/A	-	-	-	-
3 (P)		1	N/A	-	-	-	-
4 (P)		1	N/A	-	-	-	-
5 (S)		1	N/A	-	-	-	-
6 (S)		1	N/A	-	-	-	-
SPECIAL / NOTES							

Faction rules: Initiative Rolls +3

Role: The ship may make damage control checks for every damaged system, DCB +2

Resurrection Chamber: re-roll

Resurrection Ship MK II

DAMAGE CONTROL				RESURRECTION-class Battleline			
BONUS				DEFENSE		GENERAL	
DC CHECK			2	SEC FRC	8	MASS	689
STRUCTURAL DAMAGE				P DEF	4	SIZE	4
				ARMOUR	6	HULL	83
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	1	DELTA	2
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	RC: Re-roll All Deflected Hits	1	N/A	-	-	-	-
2 (F)	RC: Re-roll All Misses	1	N/A	-	-	-	-
3 (P)	RC: Draw 2 Cards And Choose Event	1	N/A	-	-	-	-
4 (P)	RC: Double Critical Hits	1	N/A	-	-	-	-
5 (S)	RC: Move Twice	1	N/A	-	-	-	-
6 (S)	RC: Draw 2 Cards And Choose Event	1	N/A	-	-	-	-
SPECIAL / NOTES							

Faction rules: Initiative Rolls +3

Role: The ship may make damage control checks for every damaged system, DCB +2

Resurrection Chamber: re-roll

Basestar I

DAMAGE CONTROL				COMMAND BASESTAR-class Flagship			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	8	MASS	593
STRUCTURAL DAMAGE				P DEF	2	SIZE	4
				ARMOUR	8	HULL	77
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)	Mag Cannon	2	F/P/S	-	1d10	1d10+1	10
2 (F)	Mag Cannon	2	F/P/S	-	1d10	1d10+1	10
3 (P)	Missile, Nuklear Warhead	1	N/A	5	1d10+2	1d10+2	12
4 (P)	Missile, Cluster	2	6	10	1d6	1d6	6
5 (S)	Raider Mk III	4	6	6	6	6	-
6 (S)	Heavy Raider	2	6	6	-	-	-
SPECIAL / NOTES							

Faction rules: Initiative Rolls +3

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

Raider III: Cyber-Infiltration

Heavy Raider: Boarding (3)

Basestar I MK II

DAMAGE CONTROL				COMMAND BASESTAR-class Flagship			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	8	MASS	757
STRUCTURAL DAMAGE				P DEF	4	SIZE	4
				ARMOUR	8	HULL	87
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)	Mag Cannon	4	F/P/S	-	1d10	1d10+1	10
2 (F)	Missile, Nuklear Warhead	1	N/A	5	1d10+2	1d10+2	12
3 (P)	Missile, Cluster	3	N/A	15	1d6	1d6	6
4 (P)	Raider Mk III	4	6	6	6	6	-
5 (S)	Raider Mk III	4	6	6	6	6	-
6 (S)	Heavy Raider	2	6				
SPECIAL / NOTES							

Faction rules: Initiative Rolls +3

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

Raider III: Cyber-Infiltration

Heavy Raider: Boarding (3)

Basestar II

DAMAGE CONTROL				BASESTAR-class Carrier			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	8	MASS	593
STRUCTURAL DAMAGE				P DEF	2	SIZE	4
				ARMOUR	7	HULL	77
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)	Mag Cannon	3	F/P/S	-	1d10	1d10+1	10
2 (F)	Missile, Nuklear Warhead	1	N/A	4	1d10+2	1d10+2	12
3 (P)	Missile, Cluster	2	N/A	10	1d6	1d6	6
4 (P)	Raider Mk III	4	6	6	6	6	-
5 (S)	Raider Mk III	4	6	6	6	6	-
6 (S)	Heavy Raider	2	6	6	-	-	-
SPECIAL / NOTES							

Faction rules: Initiative Rolls +3
 Role: Unlimited Fighter launch per turn, and Double Fighter Range
 Raider III: Cyber-Infiltration
 Heavy Raider: Boarding (3)

Basestar II MK II

DAMAGE CONTROL				BASESTAR-class Carrier			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	8	MASS	593
STRUCTURAL DAMAGE				P DEF	2	SIZE	4
				ARMOUR	7	HULL	77
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)	Mag Cannon	4	F/P/S	-	1d10	1d10+1	10
2 (F)	Missile, Nuklear Warhead	1	N/A	4	1d10+2	1d10+2	12
3 (P)	Missile, Cluster	3	N/A	12	1d6	1d6	6
4 (P)	Raider Mk III	4	6	6	6	6	-
5 (S)	Raider Mk III	4	6	6	6	6	-
6 (S)	Heavy Raider	2	6				
SPECIAL / NOTES							

Faction rules: Initiative Rolls +3
 Role: Unlimited Fighter launch per turn, and Double Fighter Range
 Raider III: Cyber-Infiltration
 Heavy Raider: Boarding (3)

Basestar III

DAMAGE CONTROL				LIGHT BASESTAR-class RDF			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	4	MASS	240
STRUCTURAL DAMAGE				P DEF	1	SIZE	2
				ARMOUR	5	HULL	49
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	2	DELTA	3
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Disruptor, Heavy	2	F/P/S	-	1d10	1d10	9
2 (F)	Missile, Cluster	1	F/P/S	5	1d6	1d6	6
3 (P)	-	1	N/A	-	-	-	-
4 (P)	Raider Mk III	2	6	6	-	-	-
5 (S)	Raider Mk III	2	6	6	-	-	-
6 (S)	Heavy Raider	1	6	-	-	-	-
SPECIAL / NOTES							

Faction rules: Initiative Rolls +3

Role: RDF ships may make 1 additional turn during each movement phase

Raider III: Cyber-Infiltration

Heavy Raider: Boarding (3)

Basestar III MK II

DAMAGE CONTROL				LIGHT BASESTAR-class RDF			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	4	MASS	240
STRUCTURAL DAMAGE				P DEF	1	SIZE	2
				ARMOUR	5	HULL	49
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	2	DELTA	3
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Disruptor, Heavy	2	F/P/S	-	1d10	1d10	9
2 (F)	Missile, Cluster	2	N/A	6	1d6	1d6	6
3 (P)	-	1	N/A	-	-	-	-
4 (P)	Raider Mk III	2	6	6	-	-	-
5 (S)	Raider Mk III	2	6	6	-	-	-
6 (S)	Heavy Raider	1	6	-	-	-	-
SPECIAL / NOTES							

Faction rules: Initiative Rolls +3

Role: RDF ships may make 1 additional turn during each movement phase

Raider III: Cyber-Infiltration

Heavy Raider: Boarding (3)

Basestar V

DAMAGE CONTROL				HEAVY BASESTAR-class Carrier			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	8	MASS	792
STRUCTURAL DAMAGE				P DEF	3	SIZE	4
				ARMOUR	8	HULL	89
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)	Disruptor	4	F/P/S	-	1d10	1d10	7
2 (F)	Disruptor	4	F/P/S	-	1d10	1d10	7
3 (P)	Autocannon, Gatling	4	F/P/S	-	1d6	1d6	3
4 (P)	Raider Mk I	4	6	6	6	6	-
5 (S)	Raider Mk I	4	6	6	6	6	-
6 (S)	Raider Mk I	4	6	6	6	6	-
SPECIAL / NOTES							

Faction rules: Initiative Rolls +3
 Role: Unlimited Fighter launch per turn, and Double Fighter Range
 Gatling: Autonomous, Fighter Killer, Rapid Fire

Basestar V MK II

DAMAGE CONTROL				HEAVY BASESTAR-class Carrier			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	8	MASS	941
STRUCTURAL DAMAGE				P DEF	3	SIZE	5
				ARMOUR	9	HULL	97
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)	Disruptor, Heavy	5	N/A	-	1d10	1d10	9
2 (F)	Missile, Nuklear Warhead	1	N/A	4	1d10+2	1d10+2	12
3 (P)	Autocannon, Gatling	5	N/A	-	1d6	1d6	3
4 (P)	Raider Mk I	5	6	6	6	6	-
5 (S)	Raider Mk I	5	6	6	6	6	-
6 (S)	Raider Mk I	5	6				
SPECIAL / NOTES							

Faction rules: Initiative Rolls +3
 Role: Unlimited Fighter launch per turn, and Double Fighter Range
 Gatling: Autonomous, Fighter Killer, Rapid Fire

Basestar IV

DAMAGE CONTROL				LIGHT BASESTAR-class RDF			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	4	MASS	240
STRUCTURAL DAMAGE				P DEF	1	SIZE	2
				ARMOUR	5	HULL	49
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	2	DELTA	3
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Disruptor, Heavy	2	F/P/S	-	1d10	1d10	9
2 (F)	Missile, Cluster	1	F/P/S	5	1d6	1d6	6
3 (P)	-	1	N/A	-	-	-	-
4 (P)	Raider Mk III	2	6	6	-	-	-
5 (S)	Raider Mk III	2	6	6	-	-	-
6 (S)	Heavy Raider	1	6	-	-	-	-
SPECIAL / NOTES							

Faction rules: Initiative Rolls +3
 Role: RDF ships may make 1 additional turn during each movement phase
 Raider III: Cyber-Infiltration
 Heavy Raider: Boarding (3)

Basestar IV MK II

DAMAGE CONTROL				LIGHT BASESTAR-class RDF			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	4	MASS	240
STRUCTURAL DAMAGE				P DEF	1	SIZE	2
				ARMOUR	5	HULL	49
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	2	DELTA	3
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Disruptor, Heavy	2	F/P/S	-	1d10	1d10	9
2 (F)	Missile, Cluster	2	N/A	6	1d6	1d6	6
3 (P)	-	1	N/A	-	-	-	-
4 (P)	Raider Mk III	2	6	6	-	-	-
5 (S)	Raider Mk III	2	6	6	-	-	-
6 (S)	Heavy Raider	1	6	-	-	-	-
SPECIAL / NOTES							

Faction rules: Initiative Rolls +3
 Role: RDF ships may make 1 additional turn during each movement phase
 Raider III: Cyber-Infiltration
 Heavy Raider: Boarding (3)

Satellite Alpha

DAMAGE CONTROL							COMM SATELLITE-class Satellite			
BONUS							DEFENSE		GENERAL	
DC CHECK					0		SEC FRC	2	MASS	40
STRUCTURAL DAMAGE							P DEF	1	SIZE	1
							ARMOUR	2	HULL	20
SYSTEMS							FIRE CTRL		ENGINE	
BRIDGE			ENGINE				FC	0	DELTA	1
P DEF			LF SUP				ION D		CUR V	
HARDPOINTS										
CRIT	WEAPONS			#	ARC	MAG	ATT	PEN	H DMG	
1 (F)	Comm Relais			1	N/A	-	-	-	-	
2 (F)	Comm Relais			1	N/A	-	-	-	-	
3 (P)	Comm Relais			1	N/A	-	-	-	-	
4 (P)	Comm Relais			1	N/A	-	-	-	-	
5 (S)	Comm Relais			1	N/A	-	-	-	-	
6 (S)	Comm Relais			1	N/A	-	-	-	-	
SPECIAL / NOTES										

Faction rules: Initiative Rolls +3
Role: Stationary

Satellite Beta

DAMAGE CONTROL							COMM SATELLITE-class Satellite			
BONUS							DEFENSE		GENERAL	
DC CHECK					0		SEC FRC	2	MASS	40
STRUCTURAL DAMAGE							P DEF	1	SIZE	1
							ARMOUR	2	HULL	20
SYSTEMS							FIRE CTRL		ENGINE	
BRIDGE			ENGINE				FC	0	DELTA	1
P DEF			LF SUP				ION D		CUR V	
HARDPOINTS										
CRIT	WEAPONS			#	ARC	MAG	ATT	PEN	H DMG	
1 (F)	Comm Relais			1	N/A	-	-	-	-	
2 (F)	Comm Relais			1	N/A	-	-	-	-	
3 (P)	Comm Relais			1	N/A	-	-	-	-	
4 (P)	Comm Relais			1	N/A	-	-	-	-	
5 (S)	Comm Relais			1	N/A	-	-	-	-	
6 (S)	Comm Relais			1	N/A	-	-	-	-	
SPECIAL / NOTES										

Faction rules: Initiative Rolls +3
Role: Stationary

Satellite Gamma

DAMAGE CONTROL							COMM SATELLITE-class Satellite			
BONUS							DEFENSE		GENERAL	
DC CHECK					0		SEC FRC	2	MASS	40
STRUCTURAL DAMAGE							P DEF	1	SIZE	1
							ARMOUR	2	HULL	20
SYSTEMS							FIRE CTRL		ENGINE	
BRIDGE			ENGINE				FC	0	DELTA	1
P DEF			LF SUP				ION D		CUR V	
HARDPOINTS										
CRIT	WEAPONS			#	ARC	MAG	ATT	PEN	H DMG	
1 (F)	Comm Relais			1	N/A	-	-	-	-	
2 (F)	Comm Relais			1	N/A	-	-	-	-	
3 (P)	Comm Relais			1	N/A	-	-	-	-	
4 (P)	Comm Relais			1	N/A	-	-	-	-	
5 (S)	Comm Relais			1	N/A	-	-	-	-	
6 (S)	Comm Relais			1	N/A	-	-	-	-	
SPECIAL / NOTES										

Faction rules: Initiative Rolls +3
Role: Stationary

Satellite Delta

DAMAGE CONTROL							COMM SATELLITE-class Satellite			
BONUS							DEFENSE		GENERAL	
DC CHECK					0		SEC FRC	2	MASS	40
STRUCTURAL DAMAGE							P DEF	1	SIZE	1
							ARMOUR	2	HULL	20
SYSTEMS							FIRE CTRL		ENGINE	
BRIDGE			ENGINE				FC	0	DELTA	1
P DEF			LF SUP				ION D		CUR V	
HARDPOINTS										
CRIT	WEAPONS			#	ARC	MAG	ATT	PEN	H DMG	
1 (F)	Comm Relais			1	N/A	-	-	-	-	
2 (F)	Comm Relais			1	N/A	-	-	-	-	
3 (P)	Comm Relais			1	N/A	-	-	-	-	
4 (P)	Comm Relais			1	N/A	-	-	-	-	
5 (S)	Comm Relais			1	N/A	-	-	-	-	
6 (S)	Comm Relais			1	N/A	-	-	-	-	
SPECIAL / NOTES										

Faction rules: Initiative Rolls +3
Role: Stationary

Jarhtak IV

DAMAGE CONTROL				COMM STATION-class Station			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	10	MASS	1000
STRUCTURAL DAMAGE				P DEF	4	SIZE	5
				ARMOUR	6	HULL	100
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	2	DELTA	1
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Ion Cannon	3	N/A	-	1d10	-	0
2 (F)	Autocannon, Gatling	5	N/A	-	1d6	1d6	3
3 (P)	Raider Mk I	5	6	6	6	6	-
4 (P)	Comm Relais	1	N/A	-	-	-	-
5 (S)	Comm Relais	1	N/A	-	-	-	-
6 (S)	Comm Relais	1	N/A	-	-	-	-
SPECIAL / NOTES							

Faction rules: Initiative Rolls +3

Role: Stationary

Ion Cannon: Subtract Ion Damage of FC before Shooting

Autocannon: Autonomous, Fighter Killer, Rapid Fire

Betageuze VII

DAMAGE CONTROL				MINING STATION-class Station			
BONUS				DEFENSE		GENERAL	
DC CHECK			0	SEC FRC	10	MASS	1000
STRUCTURAL DAMAGE				P DEF	4	SIZE	5
				ARMOUR	6	HULL	100
SYSTEMS				FIRE CTRL		ENGINE	
BRIDGE		ENGINE		FC	2	DELTA	1
P DEF		LF SUP		ION D		CUR V	
HARDPOINTS							
CRIT	WEAPONS	#	ARC	MAG	ATT	PEN	H DMG
1 (F)	Ion Cannon	3	N/A	-	1d10	-	0
2 (F)	Disruptor	3	N/A	-	1d10	1d10	7
3 (P)	Autocannon, Gatling	5	N/A	-	1d6	1d6	3
4 (P)	Raider Mk I	5	6	6	6	6	-
5 (S)	Cargo Bay	1	N/A	-	-	-	-
6 (S)	Comm Relais	1	N/A	-	-	-	-
SPECIAL / NOTES							

Faction rules: Initiative Rolls +3

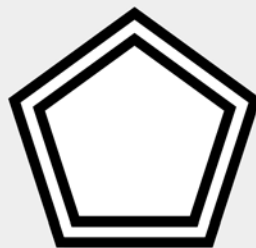
Role: Stationary

Ion Cannon: Subtract Ion Damage of FC before Shooting

Autocannon: Autonomous, Fighter Killer, Rapid Fire



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