Galactica (BS75)



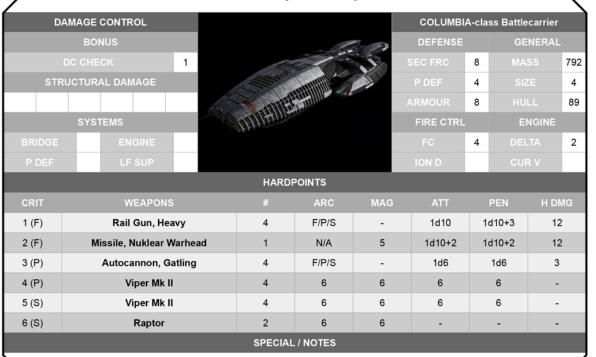
Faction rules: Leave No-one Behind, Tough

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



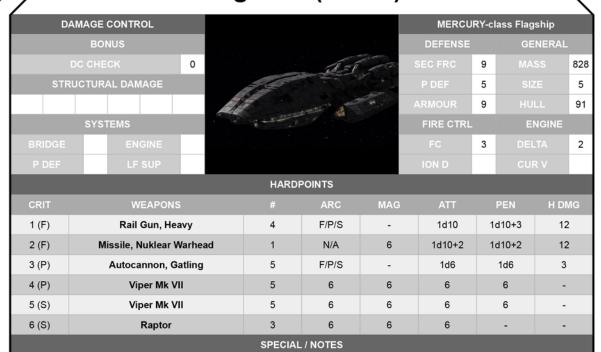
Faction rules: Leave No-one Behind, Tough

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)



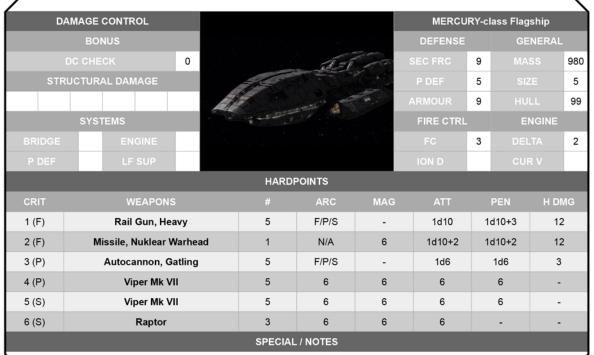
Faction rules: Leave No-one Behind, Tough

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



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)

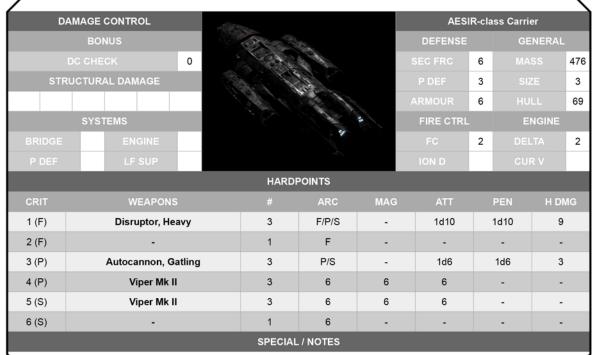


Faction rules: Leave No-one Behind, Tough

Role: Unlimited Fighter launch per turn, and Double Fighter Range

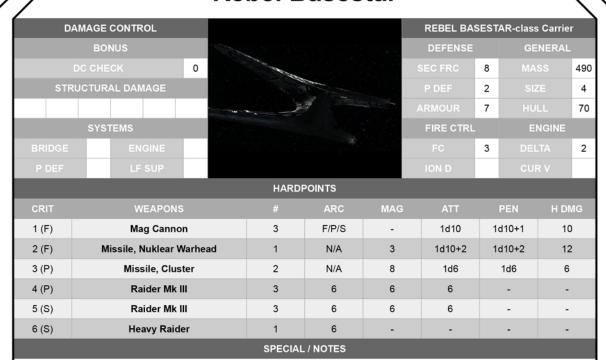
Gatling: Autonomous, Fighter Killer, Rapid Fire

Valkyrie (BS41) MK II



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

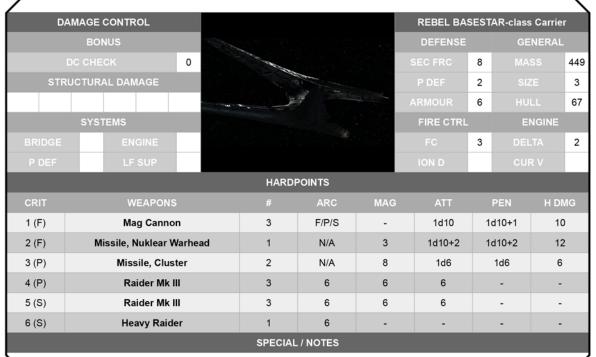


Faction rules: Leave No-one Behind, Tough

Role: Unlimited Fighter launch per turn, and Double Fighter Range

Raider III: Cyber-Infiltration Heavy Raider: Boarding (3)

Rebel Basestar MK II

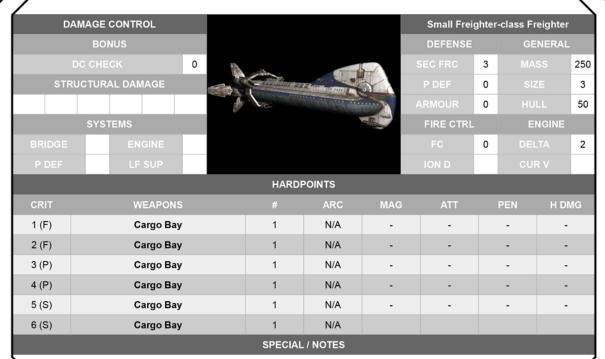


Faction rules: Leave No-one Behind, Tough

Role: Unlimited Fighter launch per turn, and Double Fighter Range

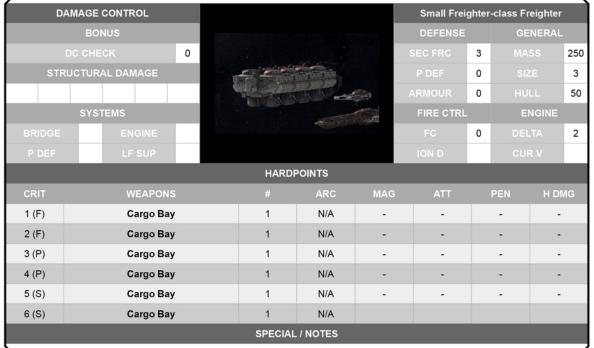
Raider III: Cyber-Infiltration Heavy Raider: Boarding (3)

Colonial One



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

Daru Mozu



Rising Star

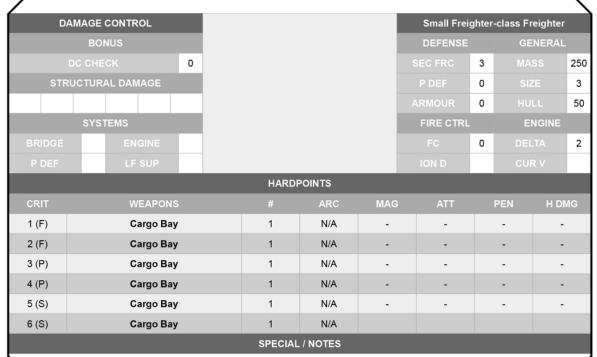


Faction rules: Leave No-one Behind, Tough

Olympic Carrier

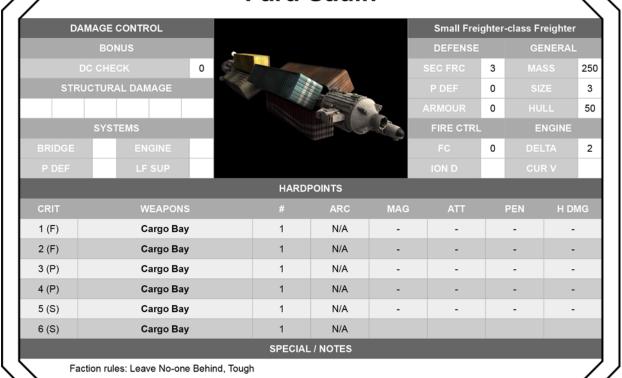


Enkidu



Faction rules: Leave No-one Behind, Tough

Faru Sadin

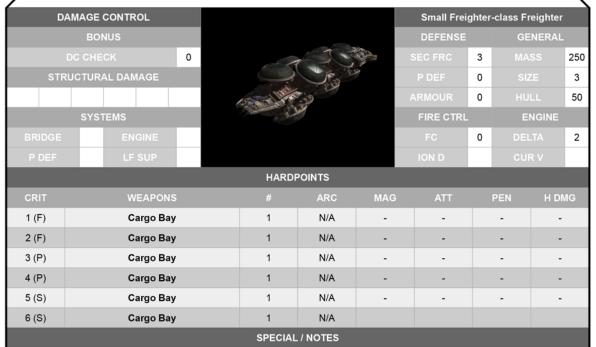


Zephyr



Faction rules: Leave No-one Behind, Tough

Botanical Cruiser



Astral Queen

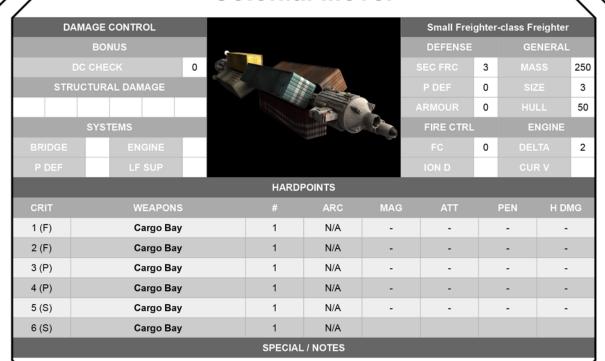


Faction rules: Leave No-one Behind, Tough

Cloud 9

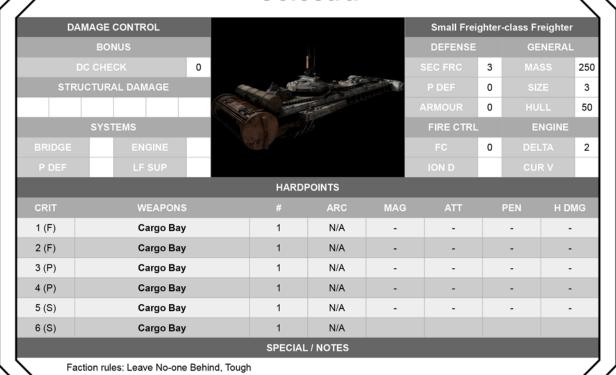


Colonial Mover

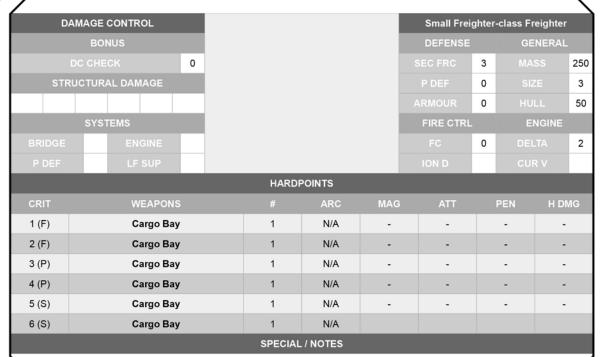


Faction rules: Leave No-one Behind, Tough

Celestra

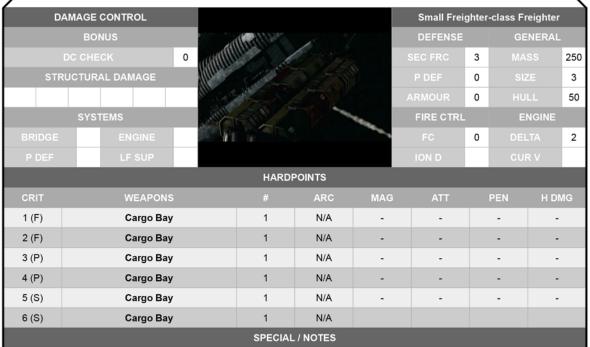


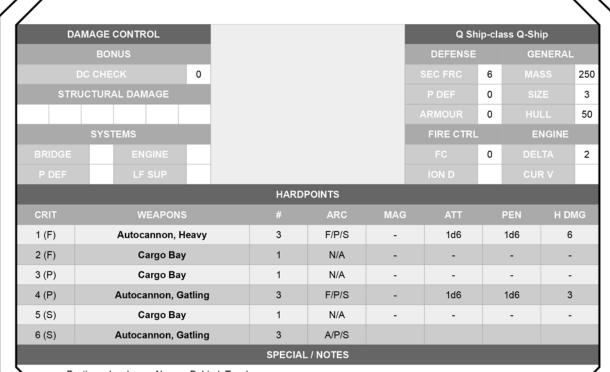
Aurora



Faction rules: Leave No-one Behind, Tough

Prometheus





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	GI	GENERAL			
DC CHECK 0								SEC FRC 6		MASS		25		
STRUCTURAL DAMAGE									P DEF	0	SI	ZE	3	
								ARMOUR		HULL		50		
SYSTEMS									FIRE CTRL		ENGINE			
BRIDGE ENGINE									0	DE	LTA	2		
P DEF LF SUP									ION D		CUR V			
						HARDI	POINTS							
CRIT	WEAPONS					ARC	MAG	ATT		PEN H		VIG		
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)	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							

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



