

Chapter 1: Free Human union

FHU : History

After first contact with the Centauri Earth underwent a brief golden period of contentment and prosperity, the problems that nearly caused World War Four disappeared and all of Humanity comes together. This was not to last for ever however. Squabbling between Senators in EarthGov strained the relations between the EA's members, other people were not happy with the way the EA was being run, regardless of who was President. During this time the Belt Alliance saw a huge increase in its number of workers, as people left Earth in droves in what was later called the 'gold rush'. This voluntary depopulation annoyed some Senators, so much so that they were able to force through a law placing a limit on the amount of people that could leave Earth. This very unpopular law only lasted two years before being abolished but caused the first stirrings of resentment towards EarthGov. Other people disliked the more authoritarian streak that had emerged in EarthGov.

Also during this period the EA's fleet became more streamlined, using only a few types of ships from major manufacturers. Almost overnight the call for military ships dried up to a trickle, and those that were built were constructed mainly by British and American firms. Smaller contractors and corporations faced bankruptcy and extinction. Many firms petitioned to the EA that the Ship Selection Board was discriminating against other contractors by refusing to give them ship contracts. EarthGov ignored these petitions. This set the scene for the creation of the FHU. In 2165 a small conglomeration of companies and people met with House Radda representatives.

They met with the intent of either moving to Centauri space, which would not be tolerated, or moving out of the EA to set up a separate colony. The House Radda representative was under orders to make a deal with the Humans, and when the Humans asked about using one of House Raddas small colonies near the Markab boarder House Radda quickly agreed.

The colony called Beta 16 by the Centauri was nothing more than a small mining outpost with minimal facilities for large numbers of people, it would cost a great deal of money to bring the colony up to habitable standards, but money was one thing the humans had and the Centauri needed.

Over the period of 2167 to 2173 the fledgling FHU built up the facilities on Beta 16, which was re-named, to Home. More dome colonies were constructed as well as mining facilities and orbital yards. The first colonists were moved in as soon as the deal with House Radda was confirmed, and the first companies and corporations also moved in. By 2169 Home was self sufficient as a colony, and the FHU was also working on two more ex House Radda systems, now called Terra Firma and Liberty.

By 2185 all three systems were up and running,

Once the diplomatic fallout had settled between the EA and Centauri, the EA severed all links with the FHU and went so far to destroy the jump beacon linking the EA to the FHU. Any people living in the FHU were denied citizenship in the EA, and would never be allowed to return. This didn't stop over three million people leaving the EA for the FHU though.

The FHU built up its space force using older but still effective designs, and in a short time built up quite a fleet for what was in essence a minor power. Through the BA the FHU began escorting convoys and running supplies for any and all customers

Free Human Union

This built good relation between the FHU and the League races. The FHU also turned to the Narns to supply more advanced technology, such as metals and weapons. The period prior to the Dilgar war saw FHU ships escorting and running convoys throughout known space.

During the Dilgar war the FHU along with the IML decided to support the League against the Dilgar. The FHU never formed any battle fleets, but began blockade-running operations as soon as possible. The FHU and Pak'Ma'Ra worked together in their convoys, the Pak ships would haul the cargo and the FHU ships would cover them. FHU space was never threatened, but was subject to a recon in force whilst the Dilgar were attacking Markab. This attack caused heavy damage before being trapped and destroyed. After the Dilgar war the FHU underwent a renaissance of technology, FHU ships were outfitted with Dilgar weapons and helped the League in its reconstruction. The FHU was heavily involved in evacuating human colonies and providing escorts during the disastrous Minbari War. There were a few times when FHU ships fought along side EA ships, but the result was the same as when an EA ship challenged the Minbari.

During the War of Retribution the FHU supplied material aid to the Narns. And when the war turned against the Narns the FHU accepted Narn refugees, both civilian and military. This caused the Centauri to station a fleet near FHU space in case any more Narns attempted to flee. Helping the Narns annoyed the Centauri, but pleased the House Radda personnel in FHU space.

The Shadow War affected the FHUs fleet but not its colonies.. The Shadows first tried to tempt the FHU with promises of power and protection. The FHU soundly ignored the Shadows representatives, and were to later suffer attacks from the Cascor and Vree.

Both races had been led to believe by the Shadows that the FHU was responsible for raiders in their space, as well as helping the Pak'Ma'Ra with a biological weapons programme. The FHU fleet and convoys also suffered from the occasional Shadow attack, but the Shadows generally ignored the FHU when the Army of Light was formed. After the Shadow War the FHU concentrated on rebuilding and helping League races involved in that terrible conflict.

During the EA Civil War the FHU was minimally involved, although it did take in refugees and 'rogue' warships. During this time there were a few skirmishes with loyalist ships and squadrons but these were rare. During this period the FHU and BA grew very close, and formed defence treaties and many trade agreements, the FHU also gave the BA space to redevelop itself and carry out weapons developments and refits. When Clarke declared that all BA ships had to surrender to the loyalists all that could get away fled to the FHU. Captain Sherridan asked the FHU for help, but the FHU declined, many people were still bitter with the EA's decision to isolate the FHU from Earth. "Let them sort out their own problems" slogan seen on many posters and bill boards in FHU space during the Civil War.

After the civil war the FHU turned down the opportunity to join the ISA because the EA threatened to veto any vote to allow the FHU into the ISA. The FHU continues as an independent nation, still escorting convoys and protecting other races interests at a very competitive price.

The government

The FHU Government is modelled upon the lines of a Republic, all three colonies have a four yearly elected leader and these three meet every Earth standard month to set and agree on policy. This form of government appears to be factional but its actually quite effective and there have never been any political problems in the FHU. The current administration has seen the FHU through the League Wars, the Shadow War and the EA Civil War, in each conflict the FHU emerged economically stable and with its military intact. The FHU has made tentative approaches to the new EA Government, but these are only baby steps towards some form of reconciliation. The EA has recently opened an Embassy on Home.

The only major problem the Government has is a small group that has an official political wing. The so called Neo Soviet Union believes that the FHU should revert to Communism and become a true Communist state. This has struck a cord with some civilians, but not enough to present a serious challenge to the Government. The NSU believes in a political approach, but some radicals within the group have been blamed for some terrorist acts within FHU space including the explosion on the Seydlitz space station which killed 40 crew and one diplomat.

The Military

The crews of the Free Human Union Space Force (FHUSF) warships are volunteers and professionals, and is based on traditional naval lines rather than the army/navy hybrid of the EA. There are eight non-commissioned ranks, and 8 commissioned ranks. The FHUSF High Command is on the Seydlitz Starbase in orbit over Home, and from there the Admiral of the Fleet, Admiral Sir John Betty the third commands the entire FHUSF.

The FHUSF consists of 4 battlegroups, the Home Fleet is kept within the Home system, the 1st Fleet is charged with defence of the FHU from external threats and usually has the latest ships. The 1st Fleet is lead by the FHUS Varyag. The 2nd Fleet is charged with the defence of Terra Firma and is led by the FHUS Oriel, the 3rd Fleet led by the FHUS Kirov is stationed in Liberty, and the 4th Expeditionary fleet is used as a mobile reserve force and is commanded by the FHUS Dzerzhinsky. The FHU trains its fleets regularly and often trains with League nations fleets. The 4th Fleet has been deployed to Narn space to help the Narns defend their territory until they rebuilt the fleet.

The FHU fleet doctrine is based around defending against an EA attack on one or more of their colonies and holdings. Exercises with the League have involved Cascor fighters modified to broadcast the signature of larger EA fighters and act accordingly. The FHU also trains extensively in convoy operation and pirate suppression. With the near union with the Belt Alliance the FHU has the most experience with anti-raider operations of any space going force, even the Minbari and Rangers cant match the FHUs expertise in this area.

Due to its largely civilian nature the FHU also makes use of civilian reservists. The Civilian Defence Force (CDF) uses common freighter hulls like the Bulk Freighter and standard Transport but fits them with weapons. The Raider Galleon design was cloned and many FHU Bulk Freighters are nicknamed East Indiamen after the famous sailing ships of the British Empire, capable of carrying goods and defending themselves against pirates. The capable Wolf Raider has also been cloned, but replaces the Particle cannons with Bolters. The CDF is also provides most of the fighter pilots for the FHU fleet itself. The only professional fighter squadrons are the 1st Chiorny Oriols (Black Eagles) and Jagdgeschwader 1 (The Red Barons). For ground forces the FHU uses mainly Russian designed equipment, and once again is a volunteer force. The Army takes second place to the space forces in terms of funding and equipment but the FHU still has a quite capable army.

Ship for the FHUSF and CDF

Bismark Class Heavy Cruiser

The Bismark designed by Krupps was put forward as a competitor to the Hyperion class being proposed by Ingalls an American firm. The EA selected the Hyperion even though the Bismark was superior in some respects. The hull eventually became the most important ship in the FHU and one of its most important warships. The hull has seen many upgrades and weapon changes, from its original Bil-pro weapons, through to Dilgar bolters and pulsars. The biggest weakness of the Bismark is its rather weak anti fighter armament, and it is under gunned when compared to some races main ships like the EA Omega. This aside the Bismark is a respectable cruiser for such a small 'race'. With its advanced modular design the Bismark is easily upgradeable and is very easy to repair. The Bismark is considered a match for many League cruisers, and can give a Hyperion a run for its money. The Deneth have offered to buy the Bismark plans off the FHU but this was refused, as the Deneth have strong links to raiders and other pirates. Due to its upgradeable nature the Bismark is promised a long life in FHU service.

Sharnhorst Class Bomber

Bismark variant (limited deployment 33%)

The Sharnhorst bomber is a variant of the mighty Bismark design to perform long-ranged attack . Its main weapon is a Dual bil-pro cannon made for planetary Bombardement . Its also equiped with long range missile rack for long ranged ingagement .

Kremlin Class Heavy Cruiser

Limited deployment (limited 33%)

The Kremlin is the most powerful ship in the FHU, and would be classed as a Dreadnought in many races fleets. With its five heavy weapon mounts a Kremlin can smash anything in its path. Somewhat lacking in anti fighter defences, the Kremlin carries a dozen fighters of any size in its sizeable hanger. The ships main weapon the Hellfire torpedo caused controversy when the specifications of the weapon were released. The Hellfire is a massive missile, bigger than any fighter barring the Drazi Sky Serpent. Launched individually the Hellfire is controlled by an operator on the Kremlin.

This was no problem, the main problem was the Hellfire's warhead. The torpedo has a 1 kiloton nuclear warhead, which causes massive damage to any ship caught in the blast. The weapon was nearly banned as a WMD but the FHU made a political statement of never using the Hellfire against ground targets. During the Civil War the firepower of a Kremlin was displayed when a loyalist Omega pursued a crippled rebel Hyperion into FHU space. The Kremlin Gangut responded to the incursion and was offering assistance to the Hyperions crew when the Omega arrived and opened fire. The Kremlin caused enough damage to the Omega to force it to turn away from the Hyperion, but it was still firing. One Hellfire strike against the bow of the Omega led to the crew abandoning the ship and being interned in the FHU for the remainder of the war. These ships are quite rare, and are always the flagship of any FHU formation

Ship for the FHUSF and CDF

Varyag class command ship.

Limited deployment :only 4 exist

During the league wars in the build up to the Shadow war the FHU found that races involved in the fighting had specialised command ships, such as the Primus Maximus, or the Iroki Kal. The FHU wanted a ship that could be a fleet leader, in other words they wanted a command ship.

A study was done to see what would be desirable for a command ship, instead of building a new hull the FHU modified 4 Kremlin class heavy cruisers whilst they were being built. The Varyag, Orel, Kirov and Dzerzhinsky were placed in seperate berths and totally modified.

The massive Hellfire torpedo launcher, as well as the re-load rack were removed, the two forward Hvy Bolters were replaced by the expensive Quad Pulsar, a third QP was added in the space freed up by the removal of the Hellfire. The FHU also removed the two ER missile racks, and managed to cram two more Quad Pulsars into their mounts, giving the Varyags an un-precedented five Quad Pulsars.. This freed up a massive ammount of internal space in the ships hull, and this ment that the hanger could be enlarged. Eventually the FHU managed to fit 36 fighters into a cramped and overly complex hanger area deep in the hull of the ships. The aft missile rack as well as one of the primary class D racks were also sacrificed to free up the space needed for the hangar. The FHU increased the sensors to 7, and installed 3 scatter pulsars (1 port, 1 Stbd, and 1 aft). The project was very expensive and the FHU Government had to bail the project out twice, the main expense was the increased armour on the ships hull (+1 to all structure and weapons), as it cost a great deal of credits to get the correct machinery of the Narns.

Due to the increased sensors and improved command facilities, the Varyag's crews were more efficient (no init penalty) and the fleet commander had access to a wide range of data, thus allowing for better control of the fleet. The ships lacked the raw direct firepower of the Kremlin class, but thanks to their enlarged hanger and long ranged firepower these 4 ships were very welcom additions to the FHU.

Unfortuatly the cost of the 4 ships ment that the FHU would not be converting any further Kremlins for the forseable future. Thus keeping the 4 ships unique in the FHU fleet.

Minsk Class Fleet Carrier

Limited deployment: only 4 exist

The Minsk is the FHUSFs biggest carrier. A new construction hull, the Minsk has been deployed to fill the biggest gap in the FHUSF, its lack of deployable fighters. The Minsk carries 56 fighters which are launched from a single massive hangar. The Minsk can launch 12 fighters at once. The ship is well protected with 4 medium bolters, 5 scatter pulsars, and eight light particle beams. The cost of these ships means that the FHU will not deploy any more than the current ships the Minsk, Tashkent, Berezina and Sovetskiy Soyuz. These large ships look quite like the old EA Avenger class, a fact that was probably chose to irritate the EA.

Ship for the FHUSF and CDF

Kaiser Class Destroyer

The Kaiser was for a long time the biggest ship in the FHU. The design was competing against the Chandley class Corvette that later became the Olympus class. In some respects the Kaiser is superior to the Olympus, it carries a flight of 6 fighters and is cheaper to build, but it lacks the firepower of an Olympus, and the firepower factor cost the Kaiser designers the EA contract. The most common combat ship in the FHU Kaisers often operates in pairs, or as a group of three when with a Bismark. The Kaiser has seen the same number of upgrades as the Bismark, and although an old design is still a capable ship by modern standards.

Sturmgeschutz Class Escort Carrier

Kaiser uncommon Variant

The most common carrier in the FHU fleet the Sturmgeschutz Escort Carrier. The Sturmgeschutz is based on the Kaiser hull and has enlarged hanger facilities at the expense of weapons. The Sturmgeschutz can hold 18 fighters, twelve of which must be lights. To defend itself the Sturmgeschutz has two medium bolters and four scatter pulsars. The ship lacks the class SO missile racks of the Kaiser class, but this frees up enough internal space for the fighters. A popular ship in the FHU the Sturmgeschutz is well liked by its crews and is a lynchpin of the FHU because its the only ship in the FHUSF that is available in large numbers that carries a decent number of fighters without having to rely on Bismarks.

Terpitz Class Heavy Escort

Uncommon Kaiser Hull

The Terpitz is another variant of the versatile Kaiser hull. The Terpitz is designed to defend other ships against fighters, and its primary weapon in this role is its four class D missile racks which replace the Class S racks and downgrade the heavy bolters to med laser.. The class D rack is a capable weapon system and is loved by the FHU as its one of the few weapons that can take down a large fighter with a single hit. The main drawback to the Terpitz is that the Class D racks ammo takes up a lot of internal space, which results in a crowded and cramped vessel.

Nanuchka Class Scout

Rare Kaiser Hull

The Nanuchka class scout is the third variant of the Kaiser hull and is the rarest of the three. The ship classified as a Sudno Suyazyy or Communications ship but its real role is ELINT. The EA didnt know about the Nanuchka's ELINT abilities until a Hyperion that was sneaking up on a FHU convoy was jumped by three Bismarks. The only ship in the region before the Bismarks arrived was the Nanuchka, and the Hyperion was well outside its supposed sensor range. The FHU fitted the Nanuchka with the same sensor suite as the Deneth Watcher class scout, which was purchased at great cost from the Deneth. This sensor suite is weak compared to any other races ELINT ship and is weaker than the ancient Oracle class's sensors but it serves the FHU well.

The sensors replace the fighter bay on the Nanuchka, and the weapons fit has been radically altered. The ship has two medium lasers instead of the Hvy bolters and replaces its Class S racks with two valuable and expensive Class L racks. This gives the ship some standoff firepower. To save space the medium bolters were replaced by light particle beams. All additional power was re-routed to the sensor suite.

Ship for the FHUSF and CDF

Lenin Class Corvette

The Lenin originally competed against the Laretas design, and could have been the police ship of the EA. Unfortunately the Lenin was more expensive than the Laretas, and this made the Fleet Selection Boards decision so much easier. The Lenin can fit three medium scale weapons and two light weapons which means that the Lenin packs quite a punch for its size. Modified many times, the original ship carried Bil-pro weapons, and in its current incarnation is loaded with Dilgar bolters. The Lenin is slower than many MCVs as it sacrifices speed for firepower, and its armour is quite weak but its crews love it.

Riga Class Escort

The Riga is based on the old Lenin hull, and was originally classed as a Lenin hull, but the number of changes made it a new class. The Lenin has served the FHU as a patrol and interdiction vessel for decades, and even though it's seen many updates it's starting to show its age. The Lenin is vulnerable to fighters, as it's not fast enough to evade even the slowest assault fighter. The Riga was designed to be a fighter killer after FHU officers saw Brakiri Halilks in action. The prototype was simply a Lenin hull that had its weapons swapped out. The Riga replaces the Lenin's 3 Medium bolters with 3 Energy Pulsars, but it kept the Lenin's light bolters. Initial trials showed the design to have great promise as a escort and harasser, it was proposed to replace the light bolters with scatter pulsars, but the bolters were kept because of their superior damage against ships. The end result was a very capable if low-tech fighter killer

Home Early Base.

The original FHU starbase was built onto a heavily modified standard EA Civilian platforms hull. The FHU armed it with the best weapons they had at the time and crammed as many weapons onto the station. The station has a very respectable Bil-Pro punch, and carries four flights of fighters. The main problem with the Home Class Base was the slow firing speed of its Bil-Pro weapons and their limited range, which meant a hostile force could stand off at range and destroy the base at their leisure.

Seydlitz Orbital Platform

The FHU purchased the plans for a Orion Base of a corrupt business contact on Proxima, and began construction on the largest project ever made by the FHU. The Seydlitz when completed formed the lynchpin in the defence grid of Home, and plans are underway to construct Seydlitz Class Platforms at Terra Firma and Liberty. Although based on an essentially Civilian platform the Seydlitz is well armed and carries an impressive number of fighters, with Bolters, Pulsars and Hellfire Torpedoes making up the stations main armament.

Ship fro the FHUSF and CDF

Emden Class Merchant Raider -

Limited Deployment 33%

The Emden Class Raider is a unique vessel even in the FHU. Compared to other FHU ships whos designs are many decades old the Emden is a brand new design. It also combines the capabilities of a cruiser and carrier on one hull. But instead of being a main combat unit the Emden was designed for one role. Merchant raiding. Armed with four Burst Beams purchased off the Narns in late 2248 the Emden can disable ships quickly and packs enough offensive firepower to drive off or destroy and convoy escort. Capable of carrying a dozen fighters the Emden is a capable warship in all respects. The ship also has a moderately sized cargo bay for storage off 'acquired' goods, and a jump drive provides strategic mobility. Unfortunately for the FHU the cost of this ships construction and the inclusion of so many features makes the Emden a rare ship in the FHUSF.

East Indiaman

During the few first years of the deal with House Radda the FHU need a ship that was able to transport and defend cargo it was name after the famous ship the British Empire, capable of carrying goods and defending themselves against pirates. Armed with either Bolters or Blast Cannons and a dozen light fighters the East Indiaman is quite capable of defending itself from raiders and small warships and in groups can force larger warships to disengage.

Patrol ship

After the Exodus from Earth the FHU found itself with a huge number of surplus Standard Freighter hulls. Rather than sell off these hulls or scrap them the Freighter was converted to become the FHUs first 'warship'. Armed initially with Bil-Pro weapons and later with Bolters the Patrol Ship could have been the inspiration behind the Raiders Wolf Raider design.

Alpha Class Fighter

The Alfa was the first human space fighter to be mass-produced. Incredibly basic the fighter is nothing more than an engine with a gun and cockpit attached. Considered quite capable when designed the Alfa is almost extinct today. Some are preserved in museums, others are held by major corporations to act as escorts for important shipments, and a few are used by the FHU. The Alfas original machine gun armament was stripped out as quickly as possible and the few in service now mount two light particle guns (as on the Senti).

The only role the Alfa is used for is as a trainer, which it has served admirably as for the past 30 years. Some reserve units are still fielding the Alfa, but it is hopelessly outclassed in the modern period the FHU is due to retire the Alfa entirely by the start of next year, where the Beta will take over the reserve and trainer role.

Ship for the FHUSF and CDF

Beta Class Fighter

A slight modification to the Alfa chassis, the major difference between the Alfa and Beta is that the Beta is atmosphere capable. As with the Alfa the Beta is used by some companies and the FHU but only sparingly. The Beta design was later replaced by the Delta series as soon as the Delta was design, the latest version of the Delta is the Sentinel, which the FHU makes extensive use of. The Beta was re-fitted with more capable weapons, and perversely was fitted with the plasma weapons of early Centauri fighters with the intention of using it as an assault fighter. To send such a weak fighter at a ship is suicide and its pilots did not appreciate this role.

As with the Alfa, the Beta is a relic of a bygone age. With the Alfa due to be retired, the Beta is filling its role as a basic trainer, and is used entirely by reserve units. No frontline fighter wing uses either the Alfa or Beta.

ME-409 Stosser Medium Fighter

The Messerschmitt Corporation designed the Stosser to be the next fighter for Earth Force, and was designed as an interceptor. The design eventually lost out to the larger and tougher Starfury range of fighters put forward by McDonald Douglas and Lockheed. Although disheartened Messerschmitt continued to tinker and change the design, confident that the EA would see the need for an interceptor fighter. Unfortunately for Messerschmitt the Stosser was never accepted, and facing financial ruin the company decided to move off of Earth and into the FHU. Along with other smaller corporations Messerschmitt became one of the major contractors for the fledgling FHU Space Force (FHUSF).

The Stosser Mk12 is the current service model serving with the FHUSF. A capable fighter, it has been compared to the Narn Gorith medium fighter, both in capabilities and design. Its improved light bolters give it good firepower, and its high thrust makes it fast and manoeuvrable. The designs only faults are its high production costs, and rather average armour. One growing source of income has been the export of fighters to large companies and groups who are unwilling to rely on Government forces. The Stosser has been at the frontline of this export drive along with the Delta Sentinel. The BA purchased the Sentinel design and is buying up twelve flights of Stossers as soon as a deal can be confirmed. The Sorinthians have also purchased the Sentinel, along with the TFS and IML.

Mk 9 serve as CDF main fighter
Replace speed to 9
Change weapon to light bolter 1d6+2

SU-2000 Taifun Class Advanced Fighter

The Taifun is the latest in the long line of Sukhoi air and space fighters. Like the jet fighters made by Sukhoi on Earth in the 20th and 21st Century the Taifun is a large and impressive fighter. The Taifun was developed solely for the FHU as their answer to more powerful League fighters and the EA Thunderbolt. Armed with two bolters cannon the Taifun has the same firepower as a Aurora Starfury, the Taifun also has four missile hard points which often mount two dogfight missiles and two class FL (Fighter long ranged) missiles. For strike missions the Taifun can hold two FH missiles instead of the usual four. The Taifun is a large fighter, much like the Sukhoi fighters from the 20th Century. The Taifun is atmosphere capable and looks like a ground based fighter that has been adapted to space flight. The Taifun's performance is also impressive, it's as fast as a Thunderbolt, and has Aurora scale armour as well as a very capable computer system (5+ OB). The only drawback to this superb fighter is its price tag.

Ship for the FHUSF and CDF

For a flight of SU-2000s the FHU could build a squadron of Delta Sentinels. This price tag will ensure that the SU-2000 will remain a rare sight within the FHU for the foreseeable future, although 12 of the fighters are based on each of the four Varyag class Command Ship.

MiG-1200 Floh Interceptor

The Floh is an odd design even in the somewhat eclectic FHU fleet. The MiG-1200 was designed for speed, the craft is very fast, but it lacks manoeuvrability and the high speed means the Floh lacks endurance.

The MiG Bureau designed the Floh as a hit and run fighter, its two light particle beams give it an adequate punch against hostile craft, and once its made its strike the Floh would use its formidable speed to escape pursuit.

Although not a loved fighter the FHU use the Floh as it was intended, to intercept and harass enemy fighters, to generally tie down the enemy craft whilst other fighters move in. The Floh as previously mentioned lacks manoeuvrability, and also has a weak body with little capacity to take damage, but this is off set by its very small forward profile and thick front armour.

To have a early version (2192)

Speed at 8

And use ultralight particle gun

Other FHU fighter

Delta V (common but being phased out of service or upgraded to Delta Sentinels)

Delta Sentinel (originally developed by the FHU, it serves as their main fighter)

Double Delta (Used in limited numbers, many are captured hulls)

Starfox (much liked by the FHU, but uncommon due to its size and cost)

Some wild rumor that FHU have hidden somewhere some Dilgar thorun fighter but its very unlikely ...

OSATS AND MINES:

In the early years after the foundation of the FHU the FHU Government realised how vulnerable they truly were, their fleet was still under construction and the House Radda forces were stretched thin guarding all three systems. To solve this problem the FHU bought a large number of mines and OSATs to make up their Orbital Defence Grid. As time passed and the FHU improved upon its economy, this grid was updated where possible.

OSATs Before 2225

: The FHU purchased the same OSATs as the Alacan Cacaras OSATs off the Abbai. These were quickly refitted with Cutting Lasers and called the Defender Class. In 2226 the Medium Laser was purchased off the Narns and put on the existing Defender Grid, roughly 50% of all Defenders received the Medium Laser Upgrade, whilst the other half kept the Laser Cutter. These OSATs are still in service today, but are often seen protected low key installations.

OSATs After 2234

: After the holocaust of the Dilgar War the FHU were held in good standing with the League because of their actions in the War. The FHU approached the Pak'Ma'Ra with the intention of purchasing copies of the Paks stripped down Thor'Ka OSATs. The Pak quickly gave the FHU the plans, but refused to allow the FHU to purchase the designs of the Mega Plasma Cannon, which the FHU hoped to arm the OSAT with. The FHU quickly produced a copy of the OSAT called the Avenger OSAT. The first Avenger was armed with two Laser Cutters and one Medium laser, but this proved unsatisfactory, a version mounting a Heavy Bolter proved to be successful as did a version with a Quad Pulsar. In 2256 the Pak'Ma'Ra sold the design of the Mega Plasma to the FHU, but said it could only be based on the OSAT. The FHU agreed but found the Mega Plasma Cannon an expensive and time consuming weapon to produce, and so this type of mine remains rare.

Ship for the FHUSF and CDF

FHU Mines:

The FHU has a large array of mines in its inventory, most are either the stock Civilian Mines or conversions of Pak'Ma'Ra Mines.

Before 2225:

Civilian Defender Proximity Mine - See SOTF 1 page 76 for rules.

Civilian Paladin Captor Mine - See SOTF 1 page 76 for rules.

After 2234:

The FHU had by now purchased standard Pak'Ma'Ra mines and converted them to FHU tech levels, they also produced a family of mines based on the original Pak hulls.

Type-P66 Proximity Mine: Cost 13, damage 14, Sig 5

Type-P80 Proximity Mine: Cost 21, damage 14 (resolved as plasma), Sig 5

Type-C-AA CAPTOR Mine: cost 17, range 7, accuracy +4, damage 12, Sig 4.

Type-C-AB CAPTOR Mine: cost 30, range 5, accuracy +5, damage 25, Sig 3.

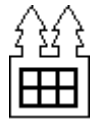
Type-D1 DEW Mine: Cost 32, range 7, accuracy +4, sig 4(1), armour 1, fires a Medium Plasma Cannon.

Type-D2 DEW Mine: Cost 40, range 8, accuracy +4, sig 4(1), armour 1, fires a Medium Bolter.

Type-D3 DEW Mine: Cost 55, range 10, accuracy +6, sig 4(3), armour 2, fires a Quad Pulsar.

All FHU mines after 2234 have the Friend or Foe Recognition system.

Class ER Missile rack: The Class ER was developed by both the FHU and House Radda. A capable missile rack, it combines the features of both the Class L and R racks into one launcher, it has superior fire controls against Capital ships but has difficulty tracking Medium ships and cant fire at Fighters. The biggest drawback to the ER Rack is its vulnerability to criticals, all critical hits on the ER rack get a +4 modifier to their roll.



Hellfire Torpedo: A massive missile system the Hellfire is the most powerful weapon in the FHU. The Hellfire missile itself is bigger than any fighter with the possible exception of the Drazi Fanged Serpent. Coated in thick armour the Hellfire is designed to get to its target no matter what. Armed with a 1 kiloton nuclear warhead a hit from a Hellfire can do terrific amounts of damage.



Rules: The Hellfire is treated like a super heavy fighter and moves the same time as fighters, using the profile provided. To detonate the missile it simply must move into the hex of a hostile ship. Damage is caused immediatly in flash mode. The Hellfire requires one full turn to arm itself, because of this it can not be fired and detonated in the same turn.

Spinal Blast Cannon: Only mounted on the Kremlin Mk 2 the SBC was a gigantic weapon capable of causing a devastating ammount of damage, combined with a good range and fire control the SBC was one of the most powerful weapons developed by the FHU. It fell out of favour due to its slow rate of fire, terrible firing arc which was made worse by the lack of maneuverability of the Kremlin hull, and the constant need for maintenance. It was replaced with the more reliable and cheaper Heavy Bolter.



Chapter 2: Centauri House Radda

House Radda : History

On June 6th 2156 the Centauri Garut Explorer Light of the Emperor entered the Sol system. It immediately detected signs of a relatively advanced race, they had colonised their moon and one of the planets in system, and the 3rd planet from the sun was teeming with life. The Garut's commander deemed the race advanced enough to be contacted peacefully rather than conquered and made his report to his House Lord.

Three days later a Royal Navy taskforce jumped in near Jupiter and began extensive sweeps of the system. On the 14th of June the EA Tycho class Cruiser Kidd stumbled across the Centauri ships. And human history was forever changed.

Once successful first contact had been made, the Centauri noble house, House Radda was one of the first to make a major trade agreement with the EA. House Radda had been losing power and prestige for the last 200 years, this was mainly due to poor leadership and bad economic decisions. House Radda only survived because it had the monopoly on the construction of the Garut Class explorer and had extensive particle weapon production facilities (mainly for ground forces) in the Houses home system of Ragesh. House Radda also controlled Quadrant 01 and Beta 3, as well as a quartet of small systems near the Markab/Vree border.

Once proper relations had been made with the Humans, House Radda led from the front in making diplomatic and trade connections with the Terrans. It was them who sold the EA jump drive technology, as well as build the first jump gate located near the moon

This generosity was mainly fueled by House Radda's economic position in the Centarumn. House Radda needed hard cash and it needed it now, and the Humans were viewed as the best way of making a quick buck. Unfortunately this did not improve House Radda's standing in the Republic, the Humans were viewed as un-developed and should only be given a limited amount of help from the Centauri. Such 'garage sales' to younger races were later banned by the Centarumn and the Emperor, but it was too late, House Radda had already sold the EA the technology, and had already spent the money. To make matters worse, when a financial audit of the House turned up many anomalies in dealings with the Humans (mainly regarding non taxation of goods sold to the EA) House Radda refused to help the audit, it used a back out clause in old Centauri Law, in that a house has every right over its assets, and can do what it pleases with them.

Not wanting to create a bureaucratic nightmare the audit team backed down, but made a strong report to the Centarumn. When information of this report leaked out, House Radda began to move supplies and personnel to their secret systems and other locations to provide the Nobles with a bolt hole 'just in case'.

House Radda also supported the separatist rising on Earth. The separatist first contacted the Centauri through the BA. Although it took decades, and millions of credits the fledgling FHU started planning to leave the EA. House Radda initially loaned the FHU a small system near the Markab border. The system boasted one life sustaining but very unpleasant planet and two un-remarkable Mars like planets four gas giants and a large asteroid belt. From this starting point the FHU with heavy BA and House Radda help built up a small self supporting colony, complete with factories and mining facilities. The FHU then moved on loaning another two systems off of House Radda. The Centauri considered these systems of little importance. Because of this House Radda did not inform the Centarumn of its actions with the FHU.

Centauri House Radda

House Raddas fortunes had been waning for almost half a century before going to the Sol system, after first contact their coffers swelled, but inefficient and weak leadership led to the squandering of this fortune. The FHU offered House Radda a lifeline in the form of hard cash and supplies as well as any equipment that House Radda might want. Lord Reza could not turn down the FHU offer, as he would not see his house decline into obscurity. He also saw the FHU as a opportunity to create a small nation state that could help House Radda if anything untoward was to happen to the house in the Centarum.

The FHU built up their 3 systems all the time moving people who wanted to leave the EA of their own free will. Smaller corporations and military manufacturers were the most important movers to the FHU, these moved mainly for financial reasons. The EA finally noticed that something was up in 2187 when it was noticed that corporations were disappearing off of Earth and her colonies as well quite a large number of people. But the EA could not figure out where they were going, it was assumed they were going off prospecting, or establishing facilities off world.

In 2189 the EA finally discovered what had happened between the FHU and the Centauri. Purely by accident a Tycho(g) class cruiser jumped into what it assumed was an un-inhabited system only to find that it was swarming with human designed merchant vessels as well as various industrial facilities. To make matters worse there was a Centauri Optine in orbit over the main colony world, and more importantly it was a House Radda ship. The EA wasted little time in issuing a diplomatic complaint directly to the Centarumn. This totally stunned the Centaurmn and the Emperor as they had now knowledge of House Raddas involvement with the FHU.

The Houses recent good fortunes were attributed to profitable trade deals with the EA and other League Races.

Almost overnight all House Radda accounts were frozen, any House Radda personnel on Centauri Prime were placed under arrest and a fleet was sent to the centre of House Raddas power. In reality the only personnel detained were minor staff and servants as the vast majority of House Raddas leadership had fled Centauri space and headed towards the FHU, others had fled as far as their bank accounts would take them.

House Radda already a setting sun, now was eclipsed never to shine again. The few houses that were still supporters of Radda abandoned them, less they court the Emperors displeasure. House Radda became a Pariah overnight, and was financially ruined, but it was not the end of the House yet.

The house was saved from extinction by the one ace House Radda had up its sleeve, black mail. Thanks to the supprisingly large number of Garuts in the House fleet (6 ships) there was little that House Radda didnt know about other houses sytems and programes, such as black projects, both military and economic as well as other houses safe havens and any other dirty little secrets the Houses had. House Raddas spies were very good (their charges also helped with the downfall of the House). A few subtle threats to corrupt Centauri officials, and a large series of bribes ensured that the House survived in some form. Lord Reza had committed suicide after learning that his house had its assets frozen and his son Rezarri took over as House Lord. Even with this subterfuge, House Radda was forced to admit to helping the FHU to EarthGov, and was forced to pay reperations to Earth.Finnaly the vast majority of the House Radda fleet, fully three quarters of its fleet was taken over by the Centarum, only a few Orieni era ships as well as the Garuts managed to escape to the Houses bolt hole in FHU space.

Centauri House Radda

Members of EarthGov said that the FHU was a rogue state and should be treated as such. Plans were drawn up to invade the FHU and re-educate the FHU people. Some even went as far as to label people living in the FHU as traitors to Earth. Instead cooler heads prevailed, and the EA severed all contact with the FHU both diplomatically and economically.

The EA decided that it would rather let the FHU get crushed by another power, or collapse economically and Governmentally, to come crawling back to the EA (with three more systems for the EA) rather than bloody its hands fighting a small fish, and its own people (there also happened to be an election coming up).

House Radda now only exists as a few scattered Nobels and followers spread throughout FHU space. House Radda was instrumental in forging trade deals with the Brakiri and Vree, who were both looking for new markets, thus helping the FHU through the problems caused by the houses fall from grace.

House Radda Fleet

Although a vast majority of the House Radda Fleet was detained by the Centarumn a number of warships and support vessels managed to escape to FHU territory, most importantly the 6 Garuts owned by House Radda escaped, these massive ships were carrying most of the House Radda personnel and much of their goods, and equipment. The most important Radda ship classes or individual vessels are as follows:

Ship of House Radda

CRS Radda's Might -

Optine II Class Battlecruiser.

The Radda's Might was the Flagship of the House Radda fleet, and was the ship on which Lord Lorrotu committed suicide. Now in orbit over Home the Might rarely moves, and has fired its weapons twice in the last 20 years.

CRS Radda's Vengeance -

Celerian II Warcruiser

The second biggest warship to flee to the FHU the Vengeance is a truly ancient ship but is still servicable and takes part regularly in FHU exercises along with the Balcirons, and usually act as the 'hostile' force in these exercises.

Balciron II Destroyers

A total of nine Balciron II Destroyers escaped from Centauri space, and they form the mainstay of the surviving House Radda 'fighting' strenght. More active than the Radda's Might, the Balcirons have been involved in escort duties as well as diplomatic transports.

Falenna II Garrison Ships

Only three of these ships remain in House Radda service, two others were scrapped to keep these two running. Neither has moved for thirty years and are classed by the FHU as hulks.

Ship of House Radda

Garut Class Explorers

All 6 of House Raddas Garut Class ships are still in service, one of them the CRS Eyes of the Republic is often used by the FHU as a supply point for battlegroups out of FHU space. It was with the assistance of the Republic that the FHU tracked down and destroyed the Pirate band called the Junk Yard Dogs. Operating in Narn space after the War of Retribution the Narns didnt have the forces to spare to track down the Raiders, so they called in the FHU. After a two week long search aided by the Garut, the FHU discovered the Junk Yard Dogs main base hidden deep within an asteroid belt. The FHU fleet jumped right on top of the Raiders catching them totally by surprise, not one Raider ship escaped and the Leader of the Raiders was captured, and later executed by the Narns.

Please note that the upgraded Centauri ships used here can be found on the B5 Wars Repository and the SCSs were done by Sebastian aka SXS 75.

Planet

Home:

This small unpleasant Planet a former House Radda mining facility during the orieni war. The ecosystem is bearily capable to substain life its atmosphere is thick , green , smelly . The FHU was more that happy to colonize the planet 9 the House Radda never understand with the FHU official where so happy to have this smelly , ugly un friendly planet . But this would become there home . Force to live under dome city (storm and other climatic event force to FHU to put even the smallest colony neither in dome or as a fortifed instalation even the field are protected) Most culture are sea culture the planet as no life form except plant)

Terra firma and liberty:

Those two planet are unremarkable mars like planet . those are mostly miming and military outpost and shipyard 90% of the infrastucture are inside former miming shaft . there a artificial atmosphere inside the miming shaft gift from Centauri technology

Those two planet are geostable so earthquake are not existant

Allied Cascor Commonwealth before and after the shadow war and the Pakmara Dictat

Enemy : Earth alliance

Centauri Republic

Dilgar

Cascor and vree during the shadow war

Friendly ;all league race at the exception of the Descarie

: the Narn Regime

Unfriendly :minbari as a request of EA

client : evrybody you are the money

CREDIT

Credit : Well well where to begin
Aog thx for producing that excellent
game that make me a slave :)

Nicolas Koumdrous : man thx for all
that time you have help me

Ben Rubery : thx for the bil-pro and
all the idea

Anthony Pakizer : thx you so much
for all the silhouette btw all silhou-
ette are from mr pakinzer ALL of
them

Tyrel Lohr : thx for all my demand
you have help me a lot thx for mak-
ing that book what its look like tyrel
is the guy who did the final render
thx many time (if that god d.....
machine could do what i told,,,,,))

the last addition of this great bunch
of people that i can call friend .

Steve Cross :
Man you are the one that make that
book a reality you did survive my
limited english
And you turn all my idea into the
great text that is in this book thx

THX you all for everything
its the first not the last

**BE AFRAID BE
VERY AFRAID**

Name: _____ Counter: _____



Fhu/ Germany Bismark Cruiser mk1

SPECS

Class: Capital Ship
In Service: 2135
Point Value: 500
Ramming Factor: 180
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 4/3 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +2

WEAPON DATA

Super Heavy Bil-Pro Cannon Mk1

Class: Bil-Pro
Mode: Standard
Damage: 4d10+15
Range Penalty: -1 per 3 hexes
Fire Control: +2/-1/--
Intercept Rating: --
Rate of Fire: 1 per 7 turns
OR
High Explosive Round
Mode: Flash
Damage: 4d10+8

Triple Heavy Bil-Pro Cannon Battery

Class: Bil-Pro
Mode: Standard
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/--
Intercept Rating: --
Rate of Fire: 3 per 5 turns
OR
High Explosive Round
Mode: Flash
Damage: 3d10+6

Chatter Cannon

Class: Bil-Pro
Mode: Standard
Damage: 1d6+3
Range Penalty: -3 per hex
Fire Control: +1/+1/+3
Intercept Rating: -1 (ballistic only)
Rate of Fire: 1 per turn

SPECIAL NOTES

Special Hull Arrangement
(No Aft Hits or Structure)
Antique sensor

SENSOR DATA

Defensive EW

Target #	1	2	3	4	5	6
Target #1						
Target #2						
Target #3						
Target #4						
Target #5						
Target #6						

FORWARD HITS

1-4: Retro Thrust
5-7: Light Chatter cannon
8-9: Super Bilpro cannon
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

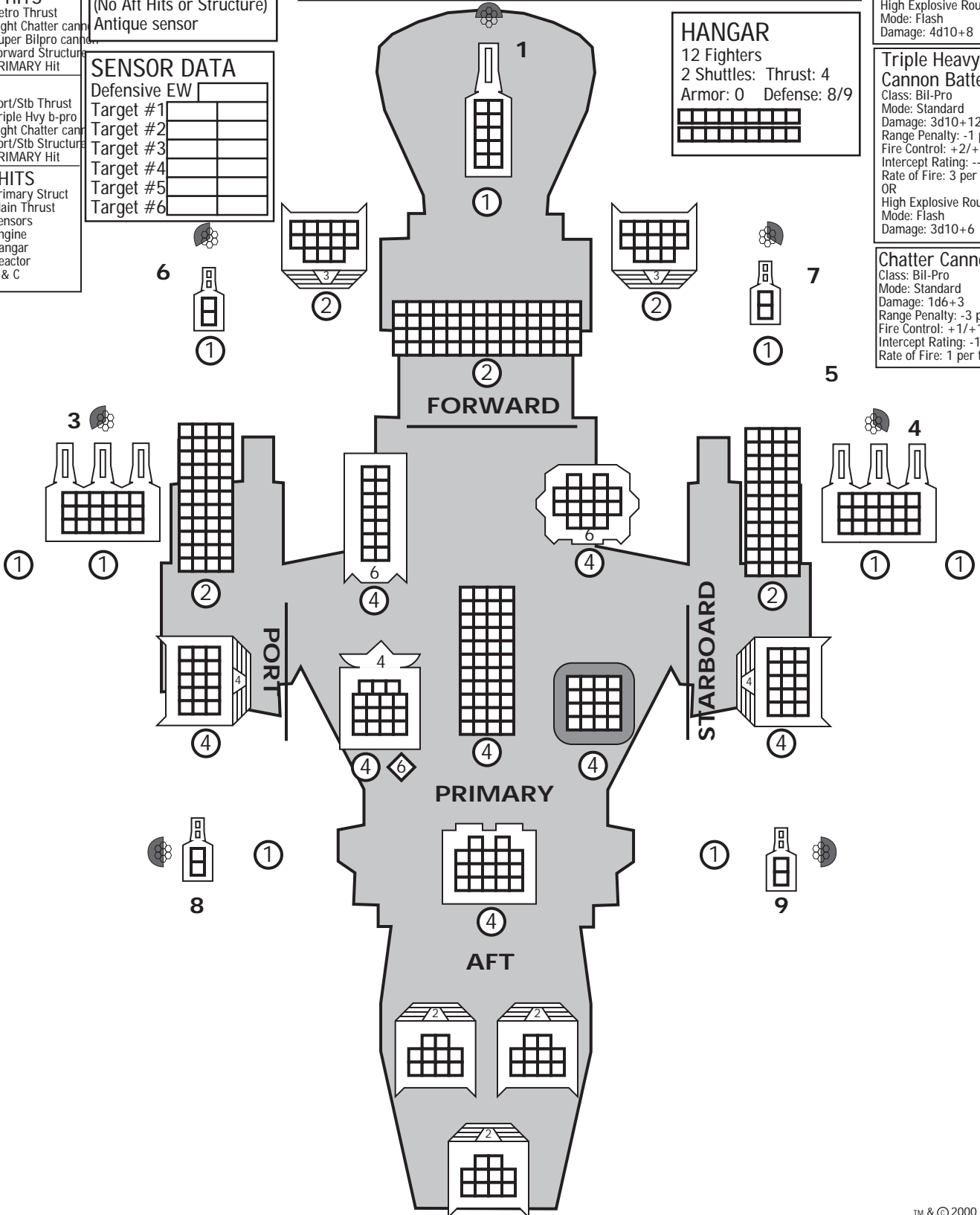
1-4: Port/Stb Thrust
5-8: Triple Hvy b-pro
9: Light Chatter cannon
10-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10-12: Main Thrust
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C

HANGAR

12 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/9



Name: _____ Counter: _____



Free Human Union Bismark Cruiser MK3

SPECS

Class: Capital Ship
In Service: 2168
Point Value: 600
Ramming Factor: 180
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 1X Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: -2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

SPECIAL NOTES

Special Hull Arrangement
(No Aft Hits or Structure)
Antique sensor

FORWARD HITS

1-4: Retro Thrust
5-7: Light Blast Cannon
8-9: Heavy blast cannon
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-7: Med Blast Cannon
8-10: Heavy Blast Cannon
11: Light blast cannon
12-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-12: Main Thrust
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C

HANGAR

12 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/9

WEAPON DATA

Light Blast Cannon
Class: Matter
Modes: Pulse
Damage: 3 1d3 times
Maximum Pulses: 4
Grouping Range: +1 per 5
Range Penalty: -1 per hex
Fire Control: +2/+1/+0
Intercept Rating: -1
Rate of Fire: 1 per turn

Medium Blast Cannon
Class: Matter
Modes: Pulse
Damage: 5 1d3 times
Maximum Pulses: 5
Grouping Range: +1 per 5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Heavy Blast Cannon
Class: Matter
Modes: Pulse
Damage: 8 1d6 times
Maximum Pulses: 6
Grouping Range: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

bil-pro cannon Ammunition

Weapon #1
[Barrel icon]

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4Range
Penalty: -1 per hex
Fire Control: +3/+4/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

Super Heavy Bil-Pro Cannon Mk2

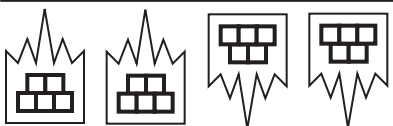
Class: Bil-Pro
Mode: Standard
Damage: 4d10+15
Range Penalty: -1 per 4 hexes
Fire Control: +3/+1/-
Intercept Rating: --
Rate of Fire: 1 per 5 turns
OR
High Explosive Round
Mode: Flash
Damage: 4d10+8

SENSOR DATA

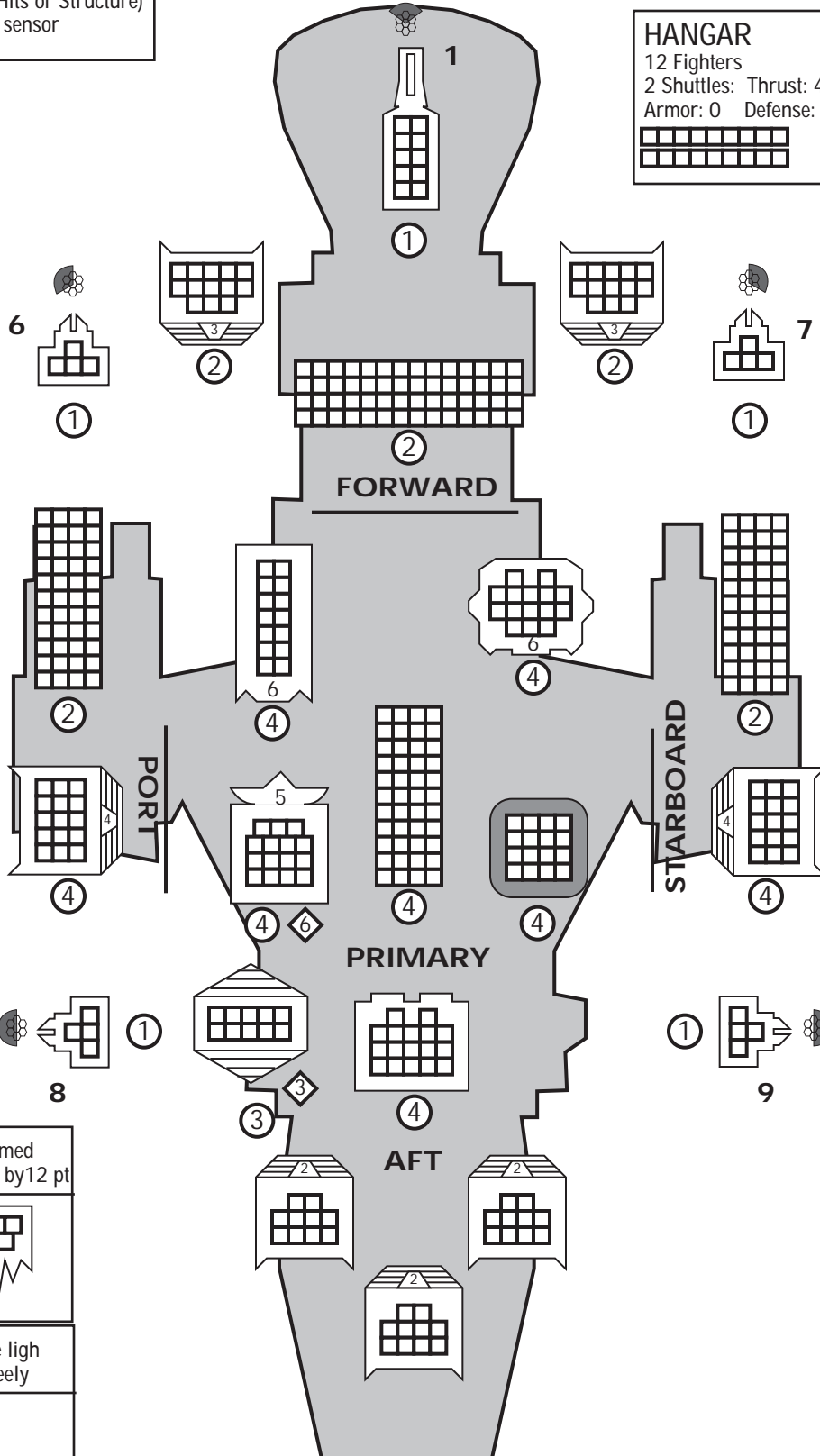
Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

alternate weapon (replace med bolter by med plasma cannon educe by12 pt)



alternate weapon (rreplace ligh blast cannon by light part beam freely)



Name: _____ Counter: _____



Free Human Union Bismark Cruiser MK-4

SPECS

Class: Capital Ship
In Service: 2235
Point Value: 625
Ramming Factor: 180
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 1X Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: -2

WEAPON DATA

Heavy Bolter

Class: Particle
Modes: Standard
Damage: 24
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Bolter

Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Light Bolter

Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

Class-SO Missile Rack

Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

SPECIAL NOTES

Special Hull Arrangement
(No Aft Hits or Structure)

bil-pro cannon Ammunition

Weapon #1
[Bar chart with 10 segments]

HANGAR

12 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/9

FORWARD HITS

1-4: Retro Thrust
5-7: Light Blast Cannon
8-9: Super Bil-pro cannon
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-7: Med Blast Cannon
8-10: Heavy Blast Cannon
11: Light blast cannon
12-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-11: Main Thrust
12-13: Sensors
14-15: engine drive
15-16: jump drive
17-18: Hangar
19: Reactor
20: C & C

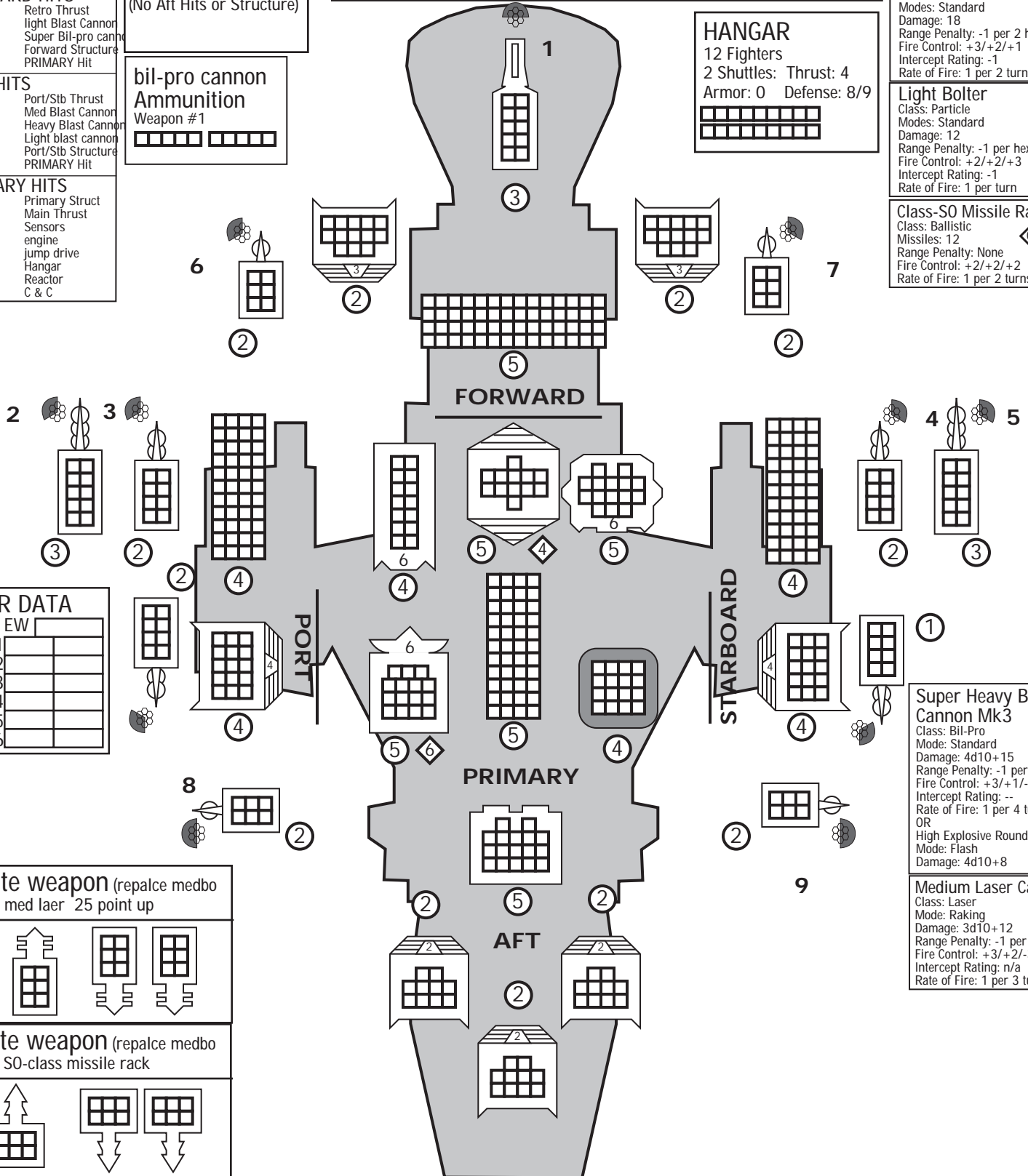
SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

alternate weapon (repalce medbo
bolter with med laer 25 point up



alternate weapon (repalce medbo
bolter with SO-class missile rack



Name: _____ Counter: _____



Free Human Union Bismark Cruiser MK-6

SPECS

Class: Capital Ship
In Service: 2260
Point Value: 650
Ramming Factor: 180
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 1X Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: -2
Initiative Bonus: -2

WEAPON DATA

Heavy Bolter

Class: Particle
Modes: Standard
Damage: 24
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Bolter

Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Medium Laser Cannon

Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Quad Pulsar

Class: Particle
Modes: Pulse
Damage: 14 1d3 times
Maximum Pulses: 4
Pulse Grouping: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Scatter-Pulsar

Class: Particle
Modes: Pulse
Damage: 6 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Mega Plasma Cannon

Class: Plasma
Modes: Standard
Dmg: 6d10+12 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

SPECIAL NOTES

Special Hull Arrangement
(No Aft Hits or Structure)

FORWARD HITS

1-4: Retro Thrust
5-7: Scatter pulsar
8-9: Mag Gun
10-18: Forward Structure
19-20: PRIMARY HIT

SIDE HITS

1-4: Port/Stb Thrust
5-7: Med Bolter
8-10: Heavy bolter
11: light scatter
12-18: Port/Stb Structure
19-20: PRIMARY HIT

PRIMARY HITS

1-8: Primary Struct
9-11: Main Thrust
12-13: Sensors
14-15: Engine
16: Jump engine
17-18: Hangar
19: Reactor
20: C & C

HANGAR

12 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/9



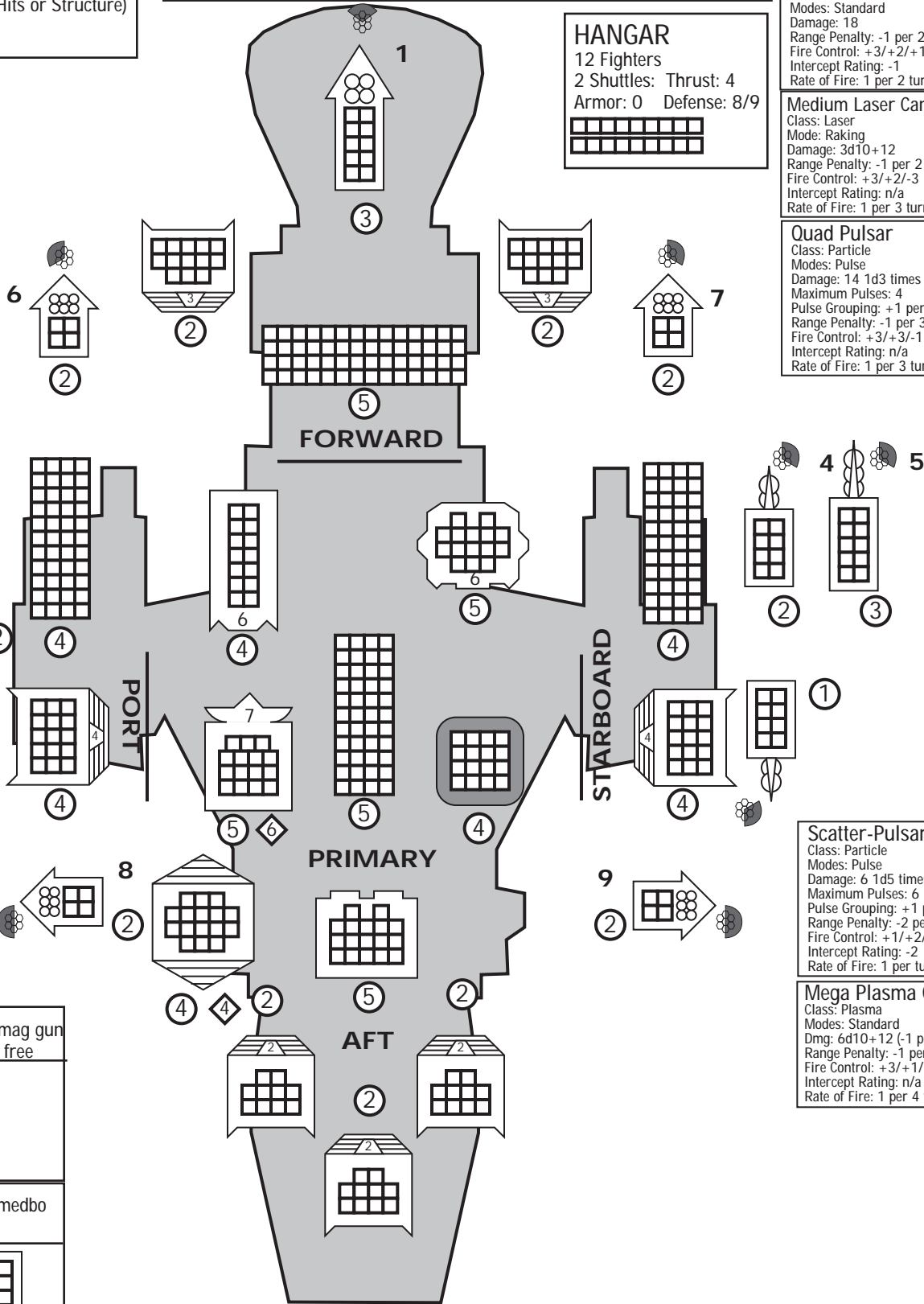
SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

alternate weapon (replace mag gun
by mega plasma or ranged fuser for free)



alternate weapon (repalce medbo
bolter with med laer 25 point up)



Free Human Union kremlin Monitor mk-1


SPECS					MANEUVERING					COMBAT STATS				
Class: Capital Ship					Turn Cost: 4/3 Speed					Fwd/Aft Defense: 16				
In Service: 2132					Turn Delay: 4/3 Speed					Stb/Port Defense: 18				
Point Value::880					Accel/Decel Cost: 5 Thrust					Engine Efficiency: 4/1				
Ramming Factor: 280					Pivot Cost: 4+4 Thrust					Extra Power: 0				
Jump Delay: N/A					Roll Cost: 3+3 Thrust					Initiative Penalty: -2				
Speed	1	2	3	4	5	6	7	8	9	10	11	12		
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16		
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16		


WEAPON DATA


Super Heavy Torpedo


Class: Ballistic
 Mode: flash
 Damage: 80
 Range Penalty: None
 Max Range: 35 hexes
 Fire Control: +1/-1/--
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 4 torpedoes, they take full turn
 before hitting the ship

Class-ER Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: None (+10)
 Fire Control: +4/+2/--
 Rate of Fire: 1 per turn

Super Heavy Bil-Pro Cannon Battery 

Class: Bil-Pro
Mode: Standard
Damage: 4d10+15
Range Penalty: -1 per 3 hexes
Fire Control: +2/-1/--
Intercept Rating: --
Rate of Fire: 2 per 7 turns
OR
High Explosive Round 
Mode: Flash
Damage: 4d10+8

**Medium Bil-Pro
Cannon Battery** 

Class: Bil-Pro
Mode: Standard
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-
Intercept Rating: --
Rate of Fire: 2 per 3 turns
OR
High Explosive Round 
Mode: Flash
Damage: 2d10+2

Triple Chatter Cannon
 Class: Bil-Pro
 Mode: Standard
 Damage: 1d6+3
 Range Penalty: -3 per hex
 Fire Control: +1/+1/+3
 Intercept Rating: -1 (ballistic only)
 Rate of Fire: 3 per turn

Class-D Missile Rack
 Class: Ballistic
 Missiles: 25
 Range Penalty: None
 Fire Control: +1/+1/+3
 Rate of Fire: 1 per turn
Special: Fires only missiles of types A-I

Hellfire Torpedo	
Cost: free	Defense: 6/6
Thrust: 6	Offense: 0
Armor: 5	No Weapons

The diagram shows a rocket on the left and four 5x5 grids on the right. The grids are labeled 1, 2, 3, and 4. Grid 1 is at the top left, grid 2 is at the top right, grid 3 is at the bottom left, and grid 4 is at the bottom right.

FORWARD HITS	
1-5:	Retro Thrust
6-7:	dual hvy Bil-pro C
8-9:	Class ER missile r
10-11:	Super torpedo
12-18:	Forward Struct
19-20:	PRIMARY Hit

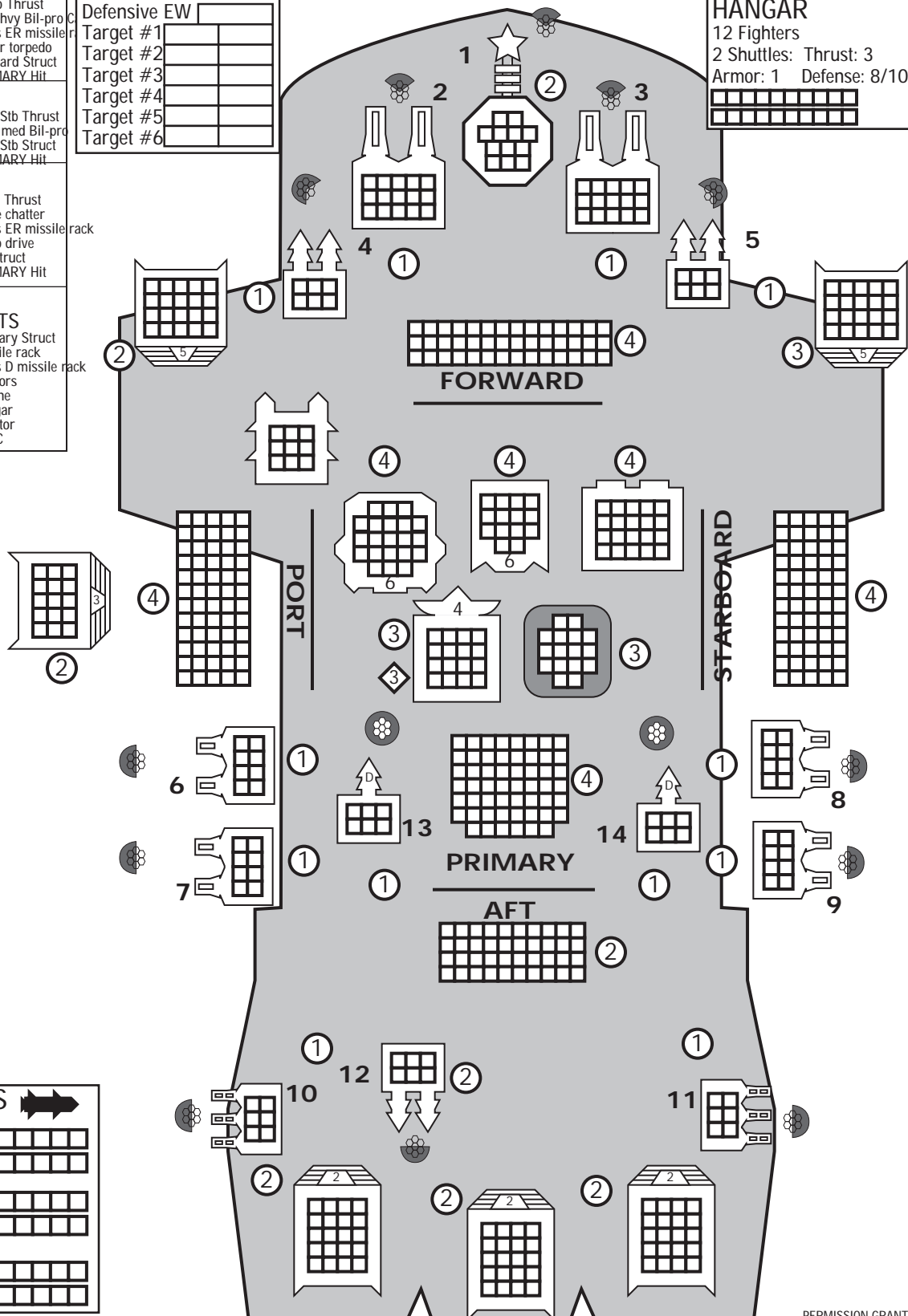
SIDE HITS

1-4:	Port/Stb Thrust
5-9:	Dual med Bil-pro
10-18:	Port/Stb Struct
19-20:	PRIMARY Hit

AFT HITS	
1-6:	Main Thrust
7-8:	triple chatter
9-10:	Class ER missile rack
11-12:	Jump drive
13-18:	Aft Struct
19-20:	PRIMARY Hit

PRIMARY HITS	
1-7:	Primary Struct
8-9:	missile rack
10-11:	Class D missile rack
12-13:	Sensors
14-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C & C

SENSOR DATA		
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



MISSILES

Rack #4

Rack #5

Rack #12

Free Human Union kremlin Monitor mk-2

SPECS

Class: Capital Ship
In Service: 2235
Point Value: 880
Ramming Factor: 280
Jump Delay: N/A

MANEUVERING

Turn Cost: 4/3 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: 0
Initiative Penalty: -2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

Super Heavy Torpedo
Class: Ballistic
Mode: flash
Damage: 80
Range Penalty: None
Max Range: 35 hexes
Fire Control: +1/-1/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
4 torpedo, they take full turn before hitting the ship

Class-ER Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +4/+2/-1
Rate of Fire: 1 per turn

Light Blast Cannon
Class: Matter
Modes: Pulse
Damage: 3 1d3 times
Maximum Pulses: 4
Grouping Range: +1 per 5
Range Penalty: -1 per hex
Fire Control: +2/+1/+0
Intercept Rating: -1
Rate of Fire: 1 per turn

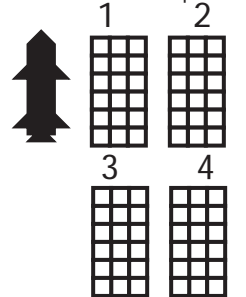
Medium Blast Cannon
Class: Matter
Modes: Pulse
Damage: 5 1d5 times
Maximum Pulses: 5
Grouping Range: +1 per 5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Spinal Blast Cannon
Class: Matter
Modes: Pulse
Damage: 20 1d3 times
Maximum Pulses: 4
Grouping Range: +1 per 5
Range Penalty: -1 per 4 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 5 turns

Class-D Missile Rack
Class: Ballistic
Missiles: 25
Range Penalty: None
Fire Control: +1/+1/+3
Rate of Fire: 1 per turn
Special: Fires only missiles of types A/I

Hellfire Torpedo

Cost: free Defense: 6/6
Thrust: 6 Offense: 0
Armor: 5 No Weapons



FORWARD HITS

1-5: Retro Thrust
6-7: Spinal Blast Cannon
8-9: Class ER missile rack
10-11: Super torpedo
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-9: med blast cannon
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: light Blast cannon
9-10: Class ER missile rack
11-12: Jump drive
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-9: missile rack
10-11: Class D missile rack
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

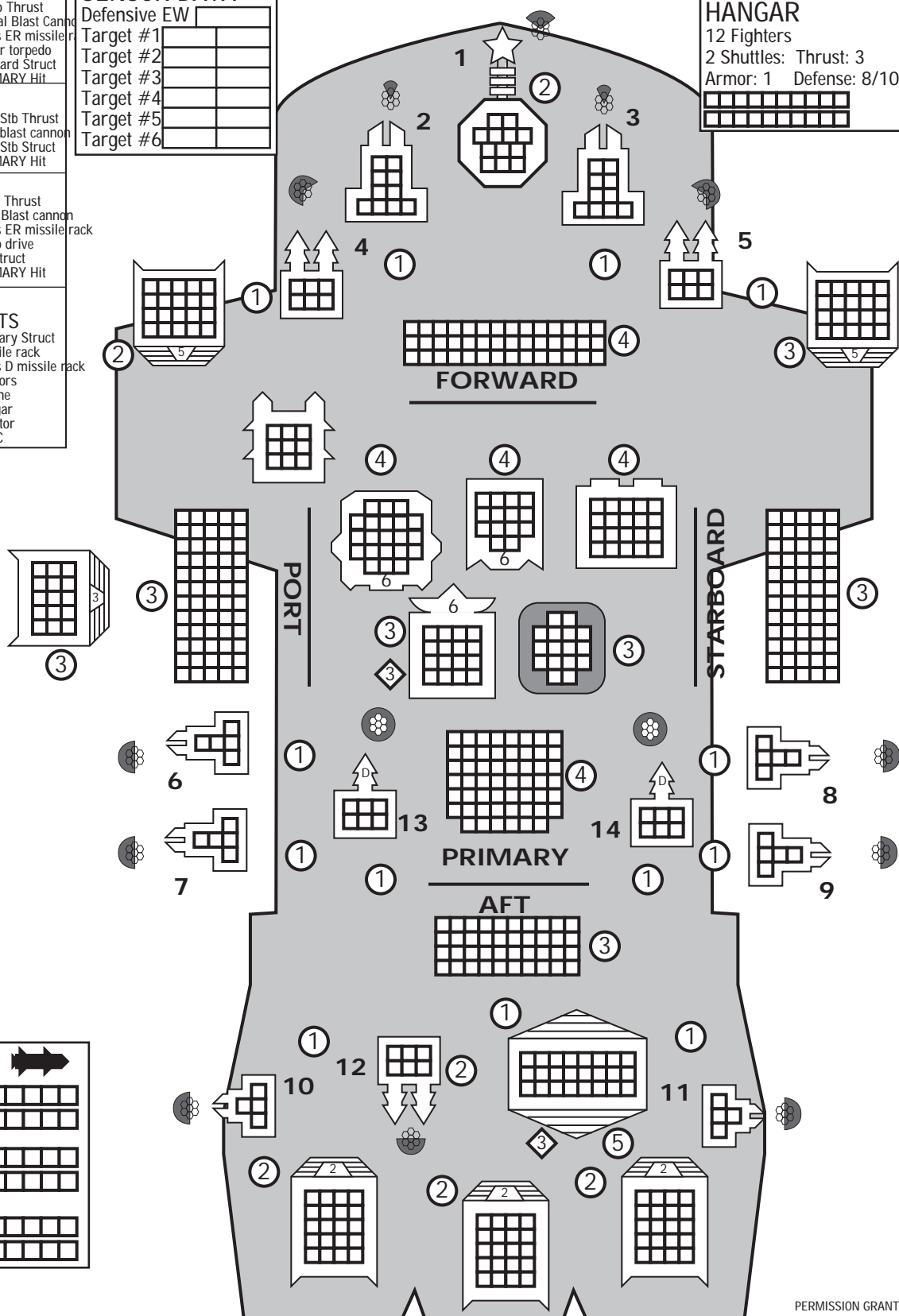
Target #2

Target #3

Target #4

Target #5

Target #6



MISSILES

Rack #4



Rack #5



Rack #12



Free Human Union Kremlin Monitor mk-3

SPECS

Class: Capital Ship
In Service: 2241
Point Value: 980
Ramming Factor: 280
Jump Delay: N/A

MANEUVERING

Turn Cost: 4/3 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: 0
Initiative Penalty: -2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Super Heavy Torpedo
Class: Ballistic
Mode: flash
Damage: 80
Range Penalty: None
Max Range: 35 hexes
Fire Control: +1/-1/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
4 torpedo, they take full turn before hitting the ship

Class-ER Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +4/+2/-
Rate of Fire: 1 per turn

Heavy Bolter
Class: Particle
Modes: Standard
Damage: 24
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

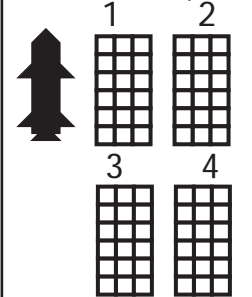
Medium Bolter
Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Light Bolter
Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

Class-D Missile Rack
Class: Ballistic
Missiles: 25
Range Penalty: None
Fire Control: +1/+1/+3
Rate of Fire: 1 per turn
Special: Fires only missiles of types A-I

Hellfire Torpedo

Cost: free Defense: 6/6
Thrust: 6 Offense: 0
Armor: 5 No Weapons



FORWARD HITS

1-5: Retro Thrust
6-7: Heavy Bolter Cannon
8-9: Class ER missile rack
10-11: Super torpedo
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-9: med Bolter cannon
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: light Bolter cannon
9-10: Class ER missile rack
11-12: Jump drive
13-18: Aft Struct
19-20: PRIMARY Hit

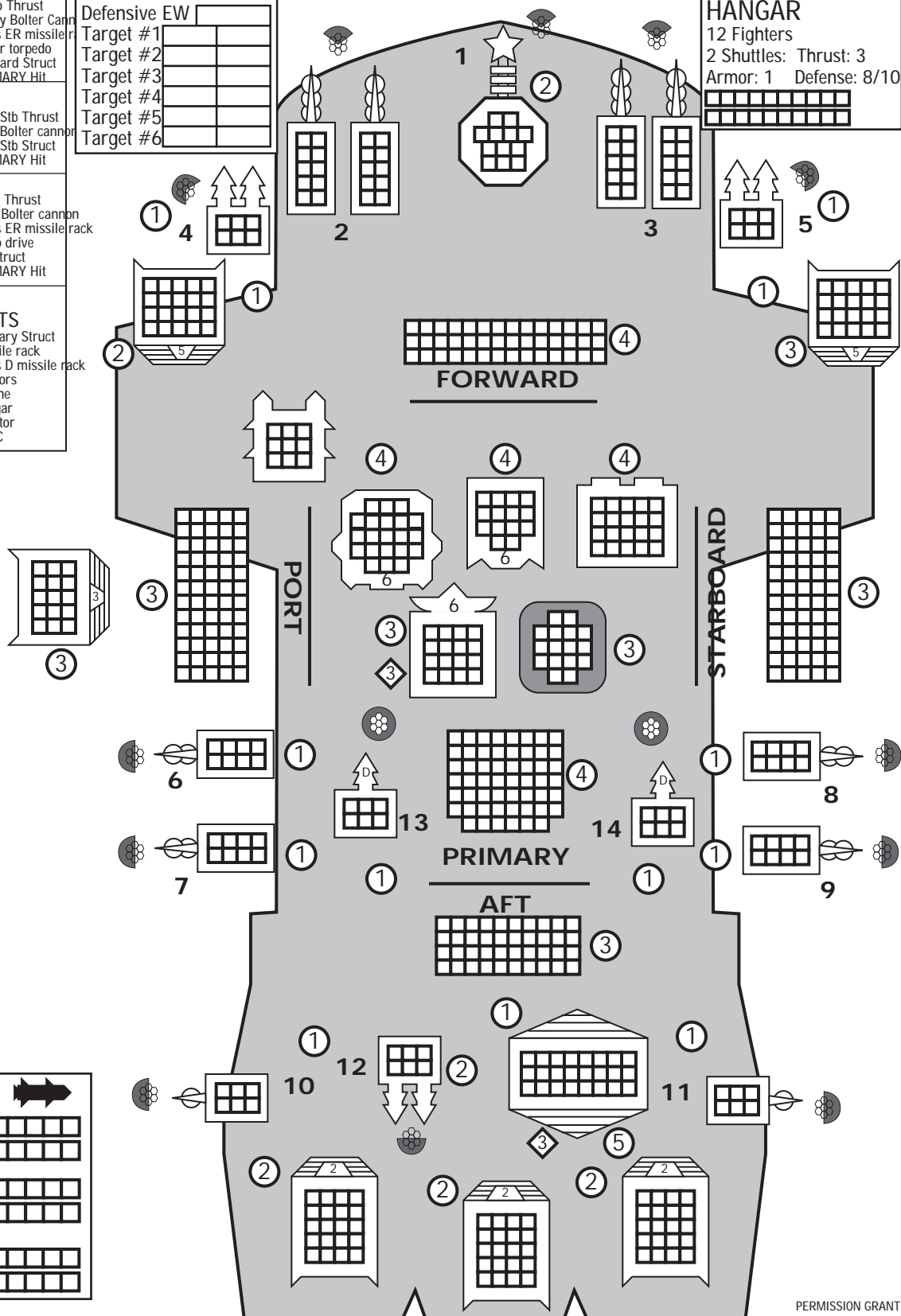
PRIMARY HITS

1-7: Primary Struct
8-9: missile rack
10-11: Class D missile rack
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



MISSILES

Rack #4



Rack #5



Rack #12



SPECIAL NOTES

Command bonus +2
+1init to friendly ship
within 5 hex
limited 1per fleet
only 4 exist

Free Human Union Varyag Command Ship**SPECS**

Class: Capital Ship
In Service: 2241
Point Value::1000
Ramming Factor: 280
Jump Delay: N/A

MANEUVERING

Turn Cost: 4/3 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: 0
Initiative Penalty:

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA**Medium Bolter**

Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Light Bolter

Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

Quad Pulsar

Class: Particle
Modes: Pulse
Damage: 14 1d3 times
Maximum Pulses: 4
Pulse Grouping: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Scatter-Pulsar

Class: Particle
Modes: Pulse
Damage: 6 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust
6-11: Quad pulsar
12-18: Forward Struct
19-20: PRIMARY HIT

SIDE HITS

1-4: Port/Stb Thrust
5-9: med Bolter cannon
10-11: Scatter pulsar
12-18: Port/Stb Struct
19-20: PRIMARY HIT

AFT HITS

1-6: Main Thrust
7-8: light Bolter cannon
9-10: Scatter Pulsar
11-12: Jump drive
13-18: Aft Struct
19-20: PRIMARY HIT

PRIMARY HITS

1-8: Primary Struct
9-10: Class D missile rack
11-12: Sensors
13-14: Engine
15-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

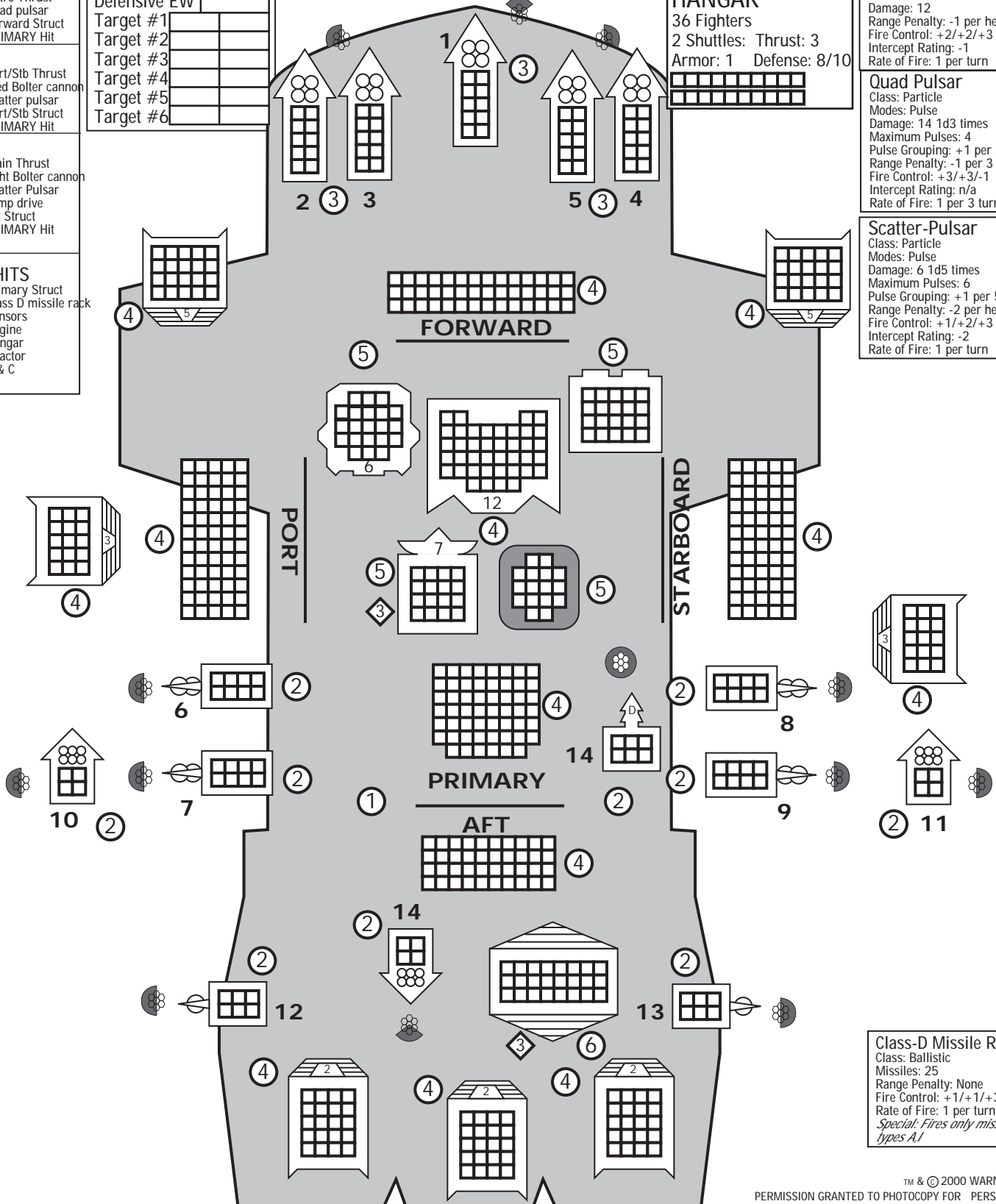
Target #6

HANGAR

36 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10

**Class-D Missile Rack**

Class: Ballistic
Missiles: 25
Range Penalty: None
Fire Control: +1/+1/+3
Rate of Fire: 1 per turn
Special: Fires only missiles of types A/I

Name: _____ Counter: _____



Free Human Union Sharnhorst Bomber

SPECS

Class: Capital Ship
In Service: 2260
Point Value: 750
Ramming Factor: 180
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 1X Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 5+5 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: -6
Initiative Bonus: -2

WEAPON DATA

Heavy Bolter
Class: Particle
Modes: Standard
Damage: 24
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Bolter
Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Medium Laser Cannon
Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Class-L Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

SPECIAL NOTES

Special Hull Arrangement (No Aft Hits or Structure) cannot redirect power from main cannon, can only affect the power shortage.

FORWARD HITS

1-4: Retro Thrust
5-7: Scatter pulsar
8-9: Bilpro
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

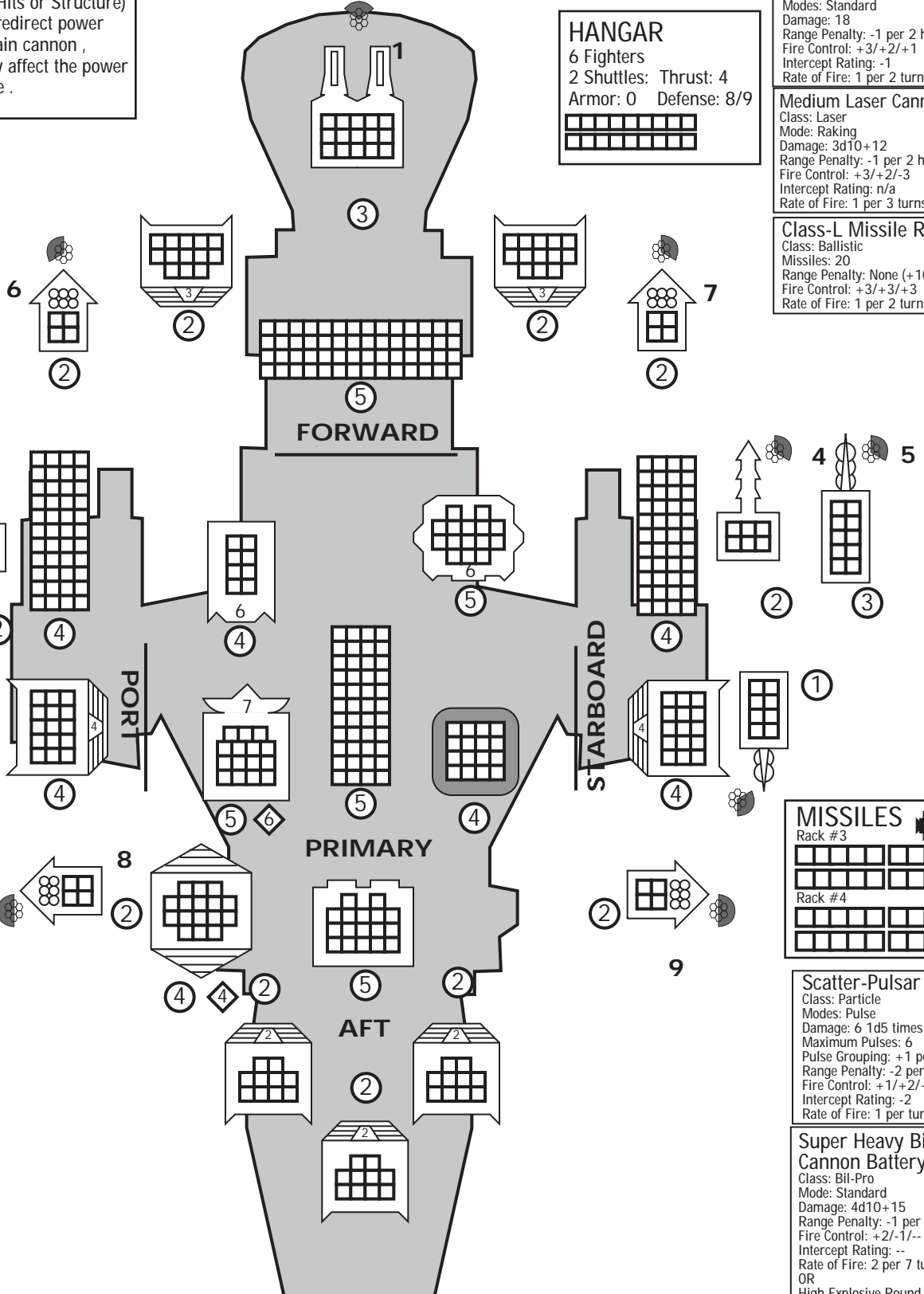
1-4: Port/Stb Thrust
5-7: missile rack
8-10: Heavy bolter
11: light scatter
12-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-11: Main Thrust
12-13: Sensors
14-15: Engine
16: Jump engine
17-18: Hangar
19: Reactor
20: C & C

HANGAR

6 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/9



SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

MISSILES

Rack #3	
Rack #4	

Scatter-Pulsar

Class: Particle
Modes: Pulse
Damage: 6 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Super Heavy Bil-Pro Cannon Battery

Class: Bil-Pro
Mode: Standard
Damage: 4d10+15
Range Penalty: -1 per 3 hexes
Fire Control: +2/-1/--
Intercept Rating: --
Rate of Fire: 2 per 7 turns
OR
High Explosive Round
Mode: Flash
Damage: 4d10+8

Fhu Minsk Heavy Carrier

SPECS

Class: Capital Ship
In Service: 2246
Point Value: 625
Ramming Factor: 260
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 5/4 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14 (11)
Stb/Port Defense: 17 (14)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

WEAPON DATA

Medium Bolter

Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4Range
Penalty: -1 per hex
Fire Control: +3/+4/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

Scatter-Pulsar

Class: Particle
Modes: Pulse
Damage: 6 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

SPECIAL NOTES

Restricted Deployment (10%)
Only 4 Exist

FORWARD HITS

1-4: Retro Thrust
5-6: Lt Particle beam
7: med bolter
8-10: scatter pulsar
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-5: Med bolter
6-7: Lt particle cannon
8-10: scatter pulsar
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Light particle beam
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Struct
11-12: Jump Engine
13-14: Sensors
15-16: Engine
17: Primary Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

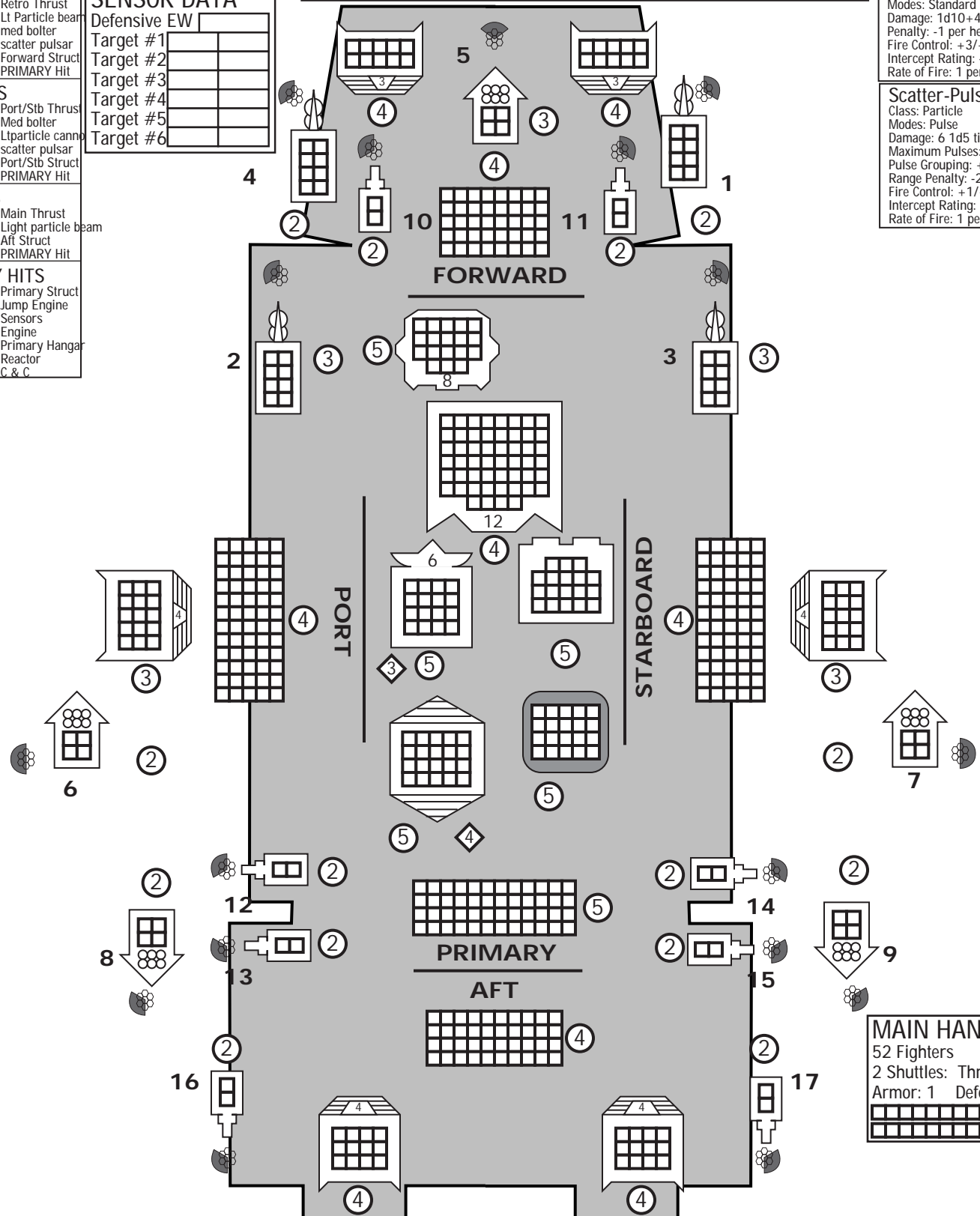
Target #2

Target #3

Target #4

Target #5

Target #6



MAIN HANGAR

52 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10









FHU /Germany Kaiser/ frigate Mk1

SPECS					MANEUVERING					COMBAT STATS				
Class: Hvy Combat Vsl					Turn Cost: 1 xSpeed					Fwd/Aft Defense: 13				
In Service: 2134					Turn Delay:1 XSpeed					Stb/Port Defense: 15				
Point Value: 400					Accel/Decel Cost: 2 Thrust					Engine Efficiency: 2/1				
Ramming Factor: 150					Pivot Cost: 2+2 Thrust					Extra Power: 0				
Jump Delay: N/A					Roll Cost: 1+1 Thrust					Initiative Bonus: +7				
Speed	1	2	3	4	5	6	7	8	9	10	11	12		
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12		
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12		

WEAPON DATA

Class-SO Missile Rack
 Class: Ballistic
 Missiles: 12
 Range Penalty: None
 Fire Control: +2/+2/+2
 Rate of Fire: 1 per 2 turns

Triple Med Bil-Pro
Cannon Battery 
 Class: Bil-Pro
 Mode: Standard
 Damage: 2d10+7
 Range Penalty: -1 per hex
 Fire Control: +2/+1/-
 Intercept Rating: --
 Rate of Fire: 3 per 3 turns
 OR
 High Explosive Round 
 Mode: Flash
 Damage: 2d10+2

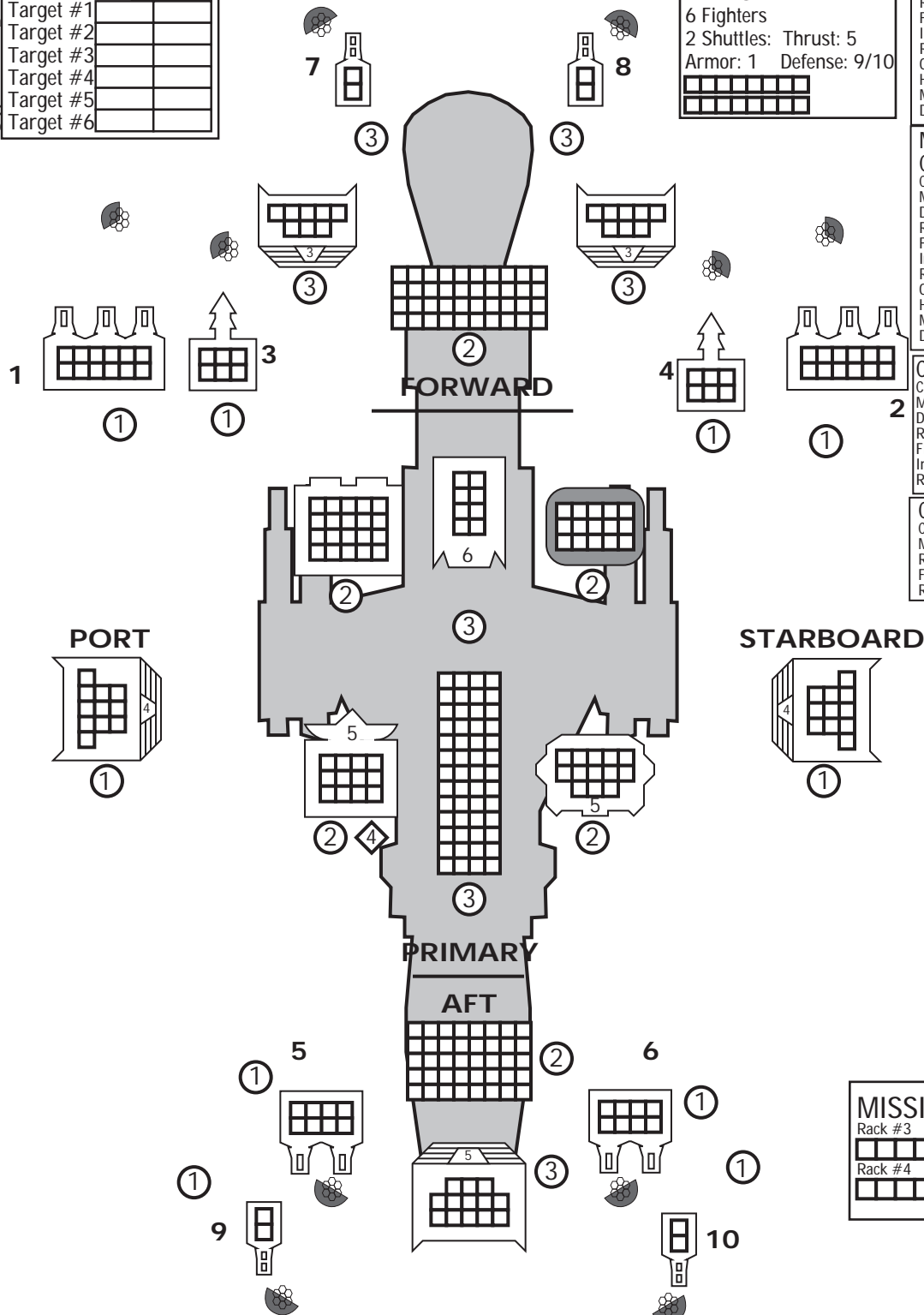
**Medium Bil-Pro
Cannon Battery** 
Class: Bil-Pro
Mode: Standard
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/--
Intercept Rating: --
Rate of Fire: 2 per 3 turns
OR
High Explosive Round 
Mode: Flash
Damage: 2d10+2

Chatter Cannon
 Class: Bil-Pro
 Mode: Standard
 Damage: 1d6+3
 Range Penalty: -3 per hex
 Fire Control: +1/+1+3
 Intercept Rating: -1 (ballistic only)
 Rate of Fire: 1 per turn

Class-S Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: None
 Fire Control: +3/+3/+3
 Rate of Fire: 1 per 2 turns

FORWARD HITS	
1-4:	Retro Thrust
5-6:	Light chatter Cannon
7-8:	Class SO Missile
9-10:	Tri-med-bil-pro Cannon
11-18:	Forward Struct
19-20:	PRIMARY Hit
AFT HITS	
1-6:	Main Thrust
7-8:	Dual med bil-pro Cannon
9-10:	Light chatter Cannon
11-18:	Aft Struct
19-20:	PRIMARY Hit
PRIMARY HITS	
1-9:	Primary Struct
10-12:	Port/Stb Thrust
13-14:	Sensors
15:	Primary Engine
16-17:	Hangar
18-19:	Reactor
20:	C & C

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



FHU Kaiser frigate Mk2

SPECS

Class: Hvy Combat Vsl
In Service: 2220
Point Value: 440
Ramming Factor: 150
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +7

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

6 Fighters
2 Shuttles Thrust: 5
Armor: 1 Defense: 9/10

WEAPON DATA

Class-SO Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

Light Blast Cannon

Class: Matter
Modes: Pulse
Damage: 3 1d3 times
Maximum Pulses: 4
Grouping Range: +1 per 5
Range Penalty: -1 per hex
Fire Control: +2/+1/+0
Intercept Rating: -1
Rate of Fire: 1 per turn

Medium Blast Cannon

Class: Matter
Modes: Pulse
Damage: 3 1d3 times
Maximum Pulses: 5
Grouping Range: +1 per 5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Heavy Blast Cannon

Class: Matter
Modes: Pulse
Damage: 8 1d6 times
Maximum Pulses: 6
Grouping Range: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Class-D Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn
Special: Fires only missiles of types A, I

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-4: Retro Thrust
5-6: Light Blast Cannon
7-8: Class SO Missile
9-10: Heavy Blast Cannon
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Medium Blast Cannon
9-10: Light Blast Cannon
11-18: Aft Struct
19-20: PRIMARY Hit

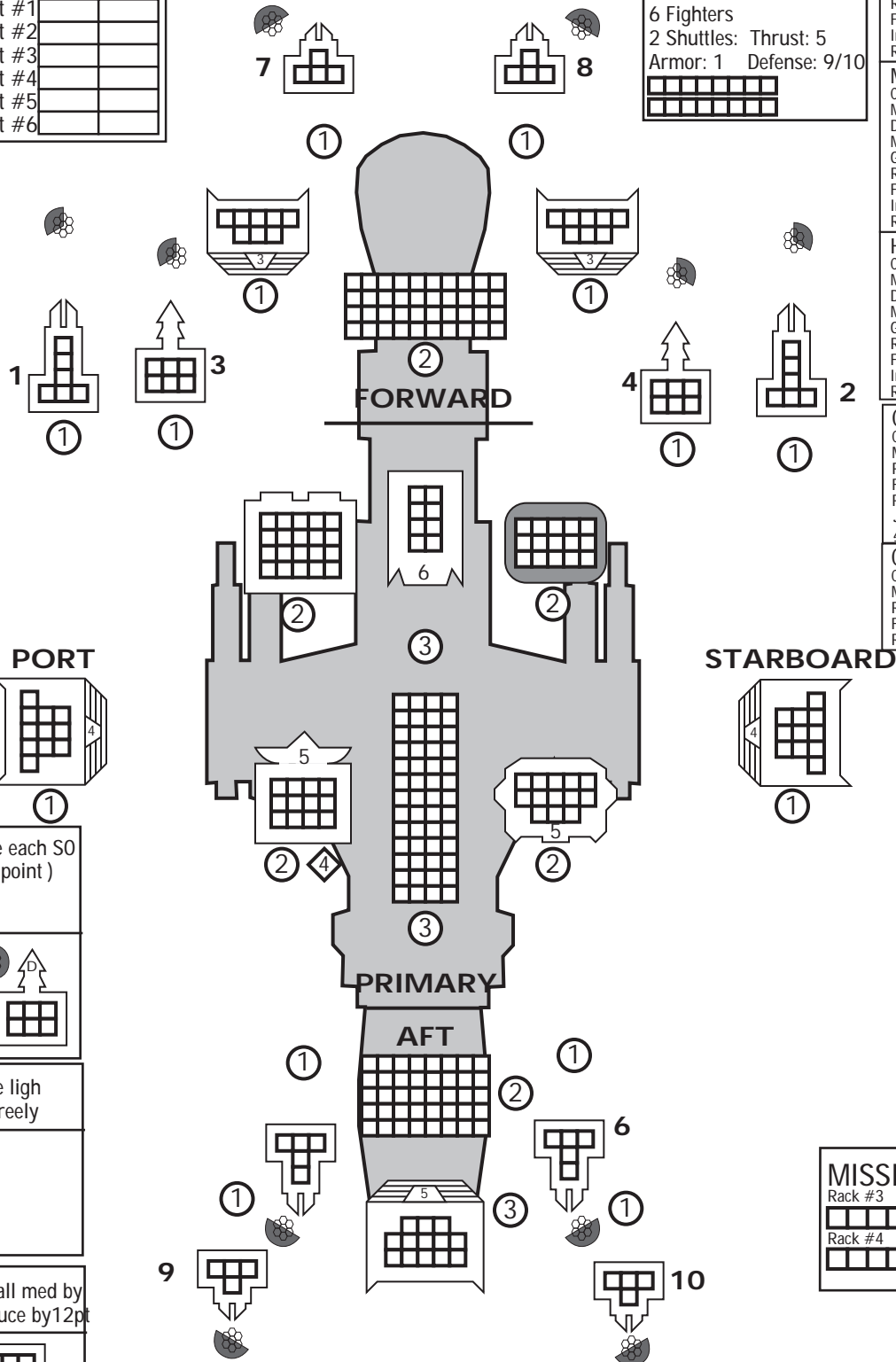
PRIMARY HITS

1-9: Primary Struct
10-12: Port/Stb Thrust
13-14: Sensors
15: Primary Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

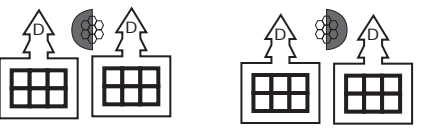
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



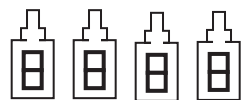
PORT

STARBOARD

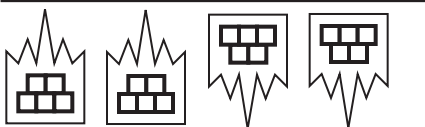
alternate weapon (replace each SO rack with 2 D-class rack for 10 point)



alternate weapon (replace light blast cannon by light part beam freely)



alternate weapon (replace all med by weapon by med plasma cannon reduce by 12pt)



MISSILES

Rack #3																			
Rack #4																			

Name: _____ Counter: _____



FHU Nanuchka scout

SPECS

Class: Hvy Combat Vsl
In Service: 2250
Point Value: 450
Ramming Factor: 150
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +7

WEAPON DATA

Medium Laser Cannon
Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Class-L Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Light Bolter

Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4Range
Penalty: -1 per hex
Fire Control: +3/+4/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

Scatter-Pulsar

Class: Particle
Modes: Pulse
Damage: 6 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

SPECIAL NOTES

Limited Deployment (33%)
ELINT Ship

FORWARD HITS

1-4: Retro Thrust
5-6: Light Bolter Cannon
7-8: Class S0 Missile
9-10: Heavy bolter Cannon
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Medium Bolter Cannon
9-10: Light bolter Cannon
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-12: Port/Stb Thrust
13-14: Sensors
15: Primary Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

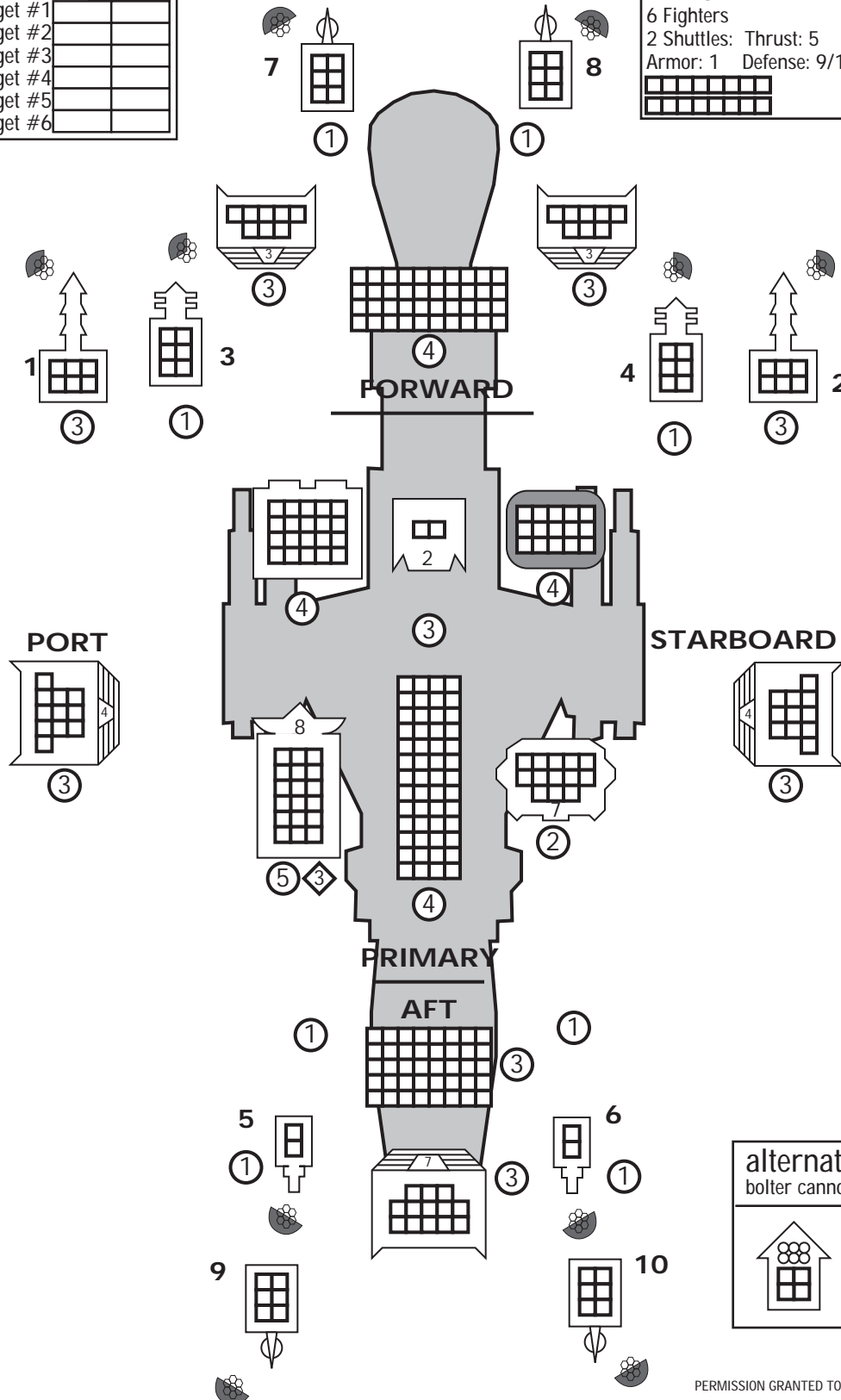
Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

6 Fighters
2 Shuttles: Thrust: 5
Armor: 1 Defense: 9/10



MISSILES

Rack #1									
Rack #2									

alternate weapon (replace light bolter cannon by scatter Pulsar +20)



Name: _____ Counter: _____



FHU Sturmgeschutz Escort Carrier

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2240	Turn Delay: 1/2 Speed	Stb/Port Defense: 15
Point Value: 450	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	Initiative Bonus: +7
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA

Med. Plasma Cannon
 Class: Plasma
 Modes: Standard
 Dmg: 3d10+4 (-1 per 2 hexes)
 Range Penalty: -1 per hex
 Fire Control: +3/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Scatter-Pulsar
 Class: Particle
 Modes: Pulse
 Damage: 6 1d5 times
 Maximum Pulses: 6
 Pulse Grouping: +1 per 5
 Range Penalty: -2 per hex
 Fire Control: +1/+2/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

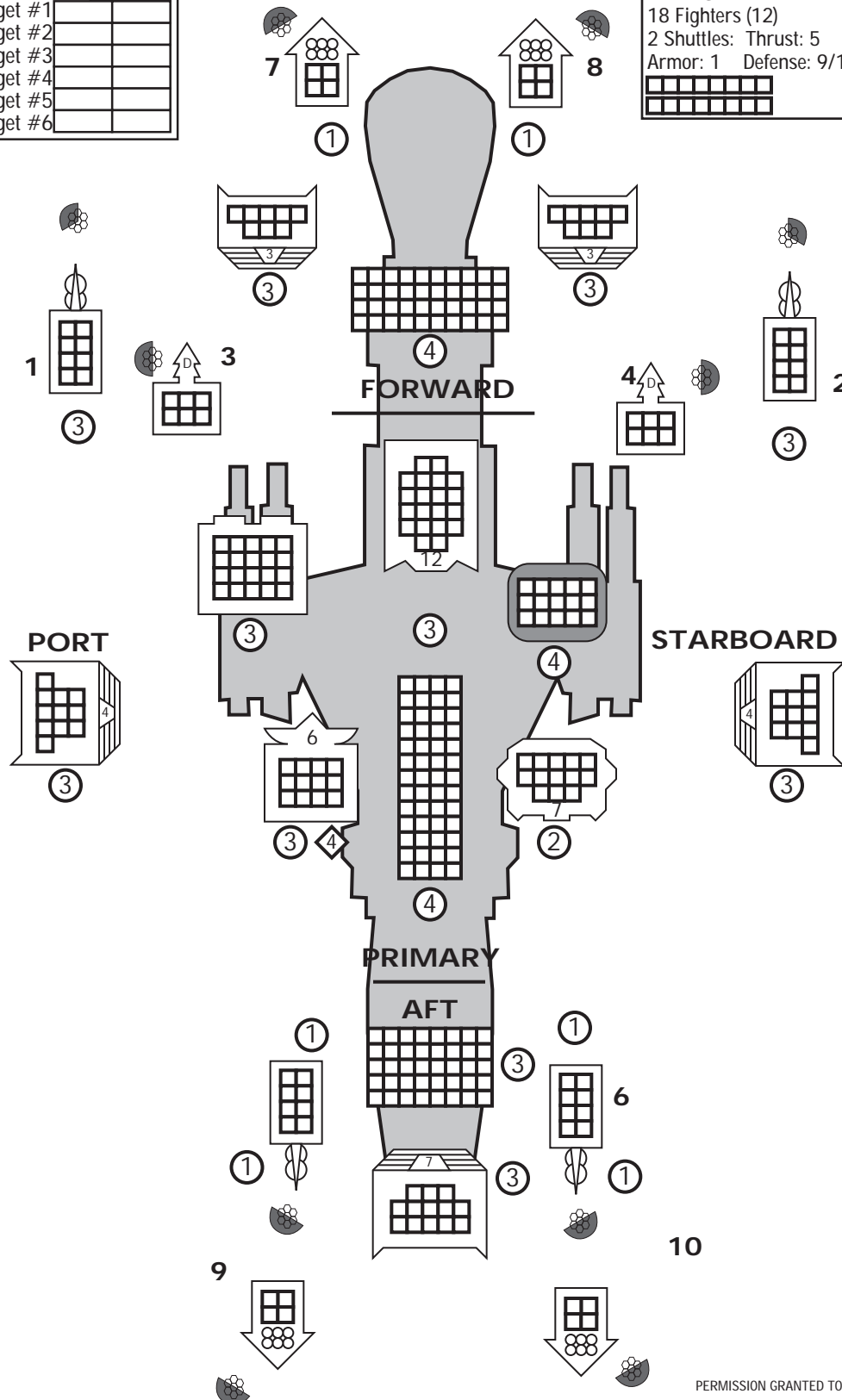
Medium Bolter
 Class: Particle
 Modes: Standard
 Damage: 18
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Class-D Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: None
 Fire Control: +3/+3/+3
 Rate of Fire: 1 per turn
Special: Fires only missiles of types A, C, I, or Z.

FORWARD HITS
1-4: Retro Thrust
5-6: Light Bolter Cannon
7-8: Class SO Missile
9-10: Heavy bolter Cannon
11-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Medium Bolter Cannon
9-10: Light bolter Cannon
11-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-9: Primary Struct
10-12: Port/Stb Thrust
13-14: Sensors
15: Primary Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
 18 Fighters (12)
 2 Shuttles: Thrust: 5
 Armor: 1 Defense: 9/10



Name: _____ Counter: _____



FHU Terpitescort Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 2245
Point Value: 650
Ramming Factor: 150
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +7

WEAPON DATA

Class-D Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn
Special: Fires only missiles of types A, F, I, or C.

Medium Laser Cannon

Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Scatter-Pulsar

Class: Particle
Modes: Pulse
Damage: 6 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Light Bolter

Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
5-6: Light Bolter Cannon
7-8: d rack
9-10: Med laser Cannon
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: light rack
9-10: Light bolter Cannon
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-12: Port/Stb Thrust
13-14: Sensors
15: Primary Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

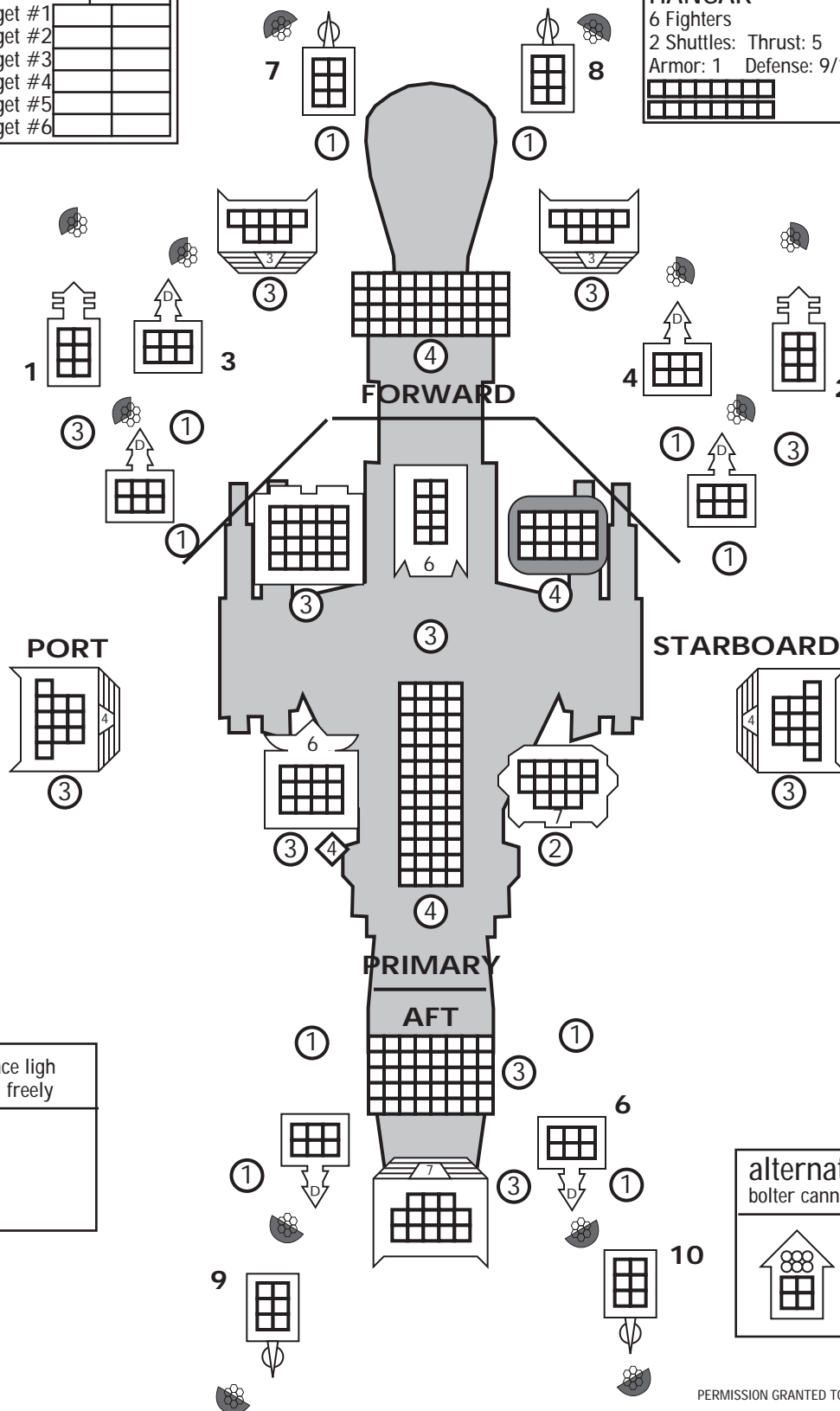
Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

HANGAR

6 Fighters
2 Shuttles Thrust: 5
Armor: 1 Defense: 9/10



alternate weapon (replace light
blast cannon by light part beam freely)



alternate weapon (replace light
bolter cannon by scatter Pulsar +20)



FHU Lenin Corvette mk1

SPECS

Class: Medium Ship
In Service: 2129
Point Value: 380
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

HANGAR

0 Fighters
1 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



WEAPON DATA

Class-ED Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +1/+1/+3
Rate of Fire: 1 per turn
Special: Fires only missiles of types A/I

Medium Bil-Pro Cannon

Class: Bil-Pro
Mode: Standard
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/--
Intercept Rating: --
Rate of Fire: 1 per 3 turns
OR
High Explosive Round
Mode: Flash
Damage: 2d10+2

Heavy Bil-Pro Cannon

Class: Bil-Pro
Mode: Standard
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/--
Intercept Rating: --
Rate of Fire: 1 per 5 turns
OR
High Explosive Round
Mode: Flash
Damage: 3d10+6

Chatter Cannon

Class: Bil-Pro
Mode: Standard
Damage: 1d6+3
Range Penalty: -3 per hex
Fire Control: +1/+1/+3
Intercept Rating: -1 (ballistic only)
Rate of Fire: 1 per turn

FORWARD HITS

1-6: Retro Thrust
7-8: hvy Bil-pro Cannon
9-10: Light chatter
11: Ed-class missile
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Med Bil-pro Cannon
9-10: Engine
11: ED-Missile rack
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

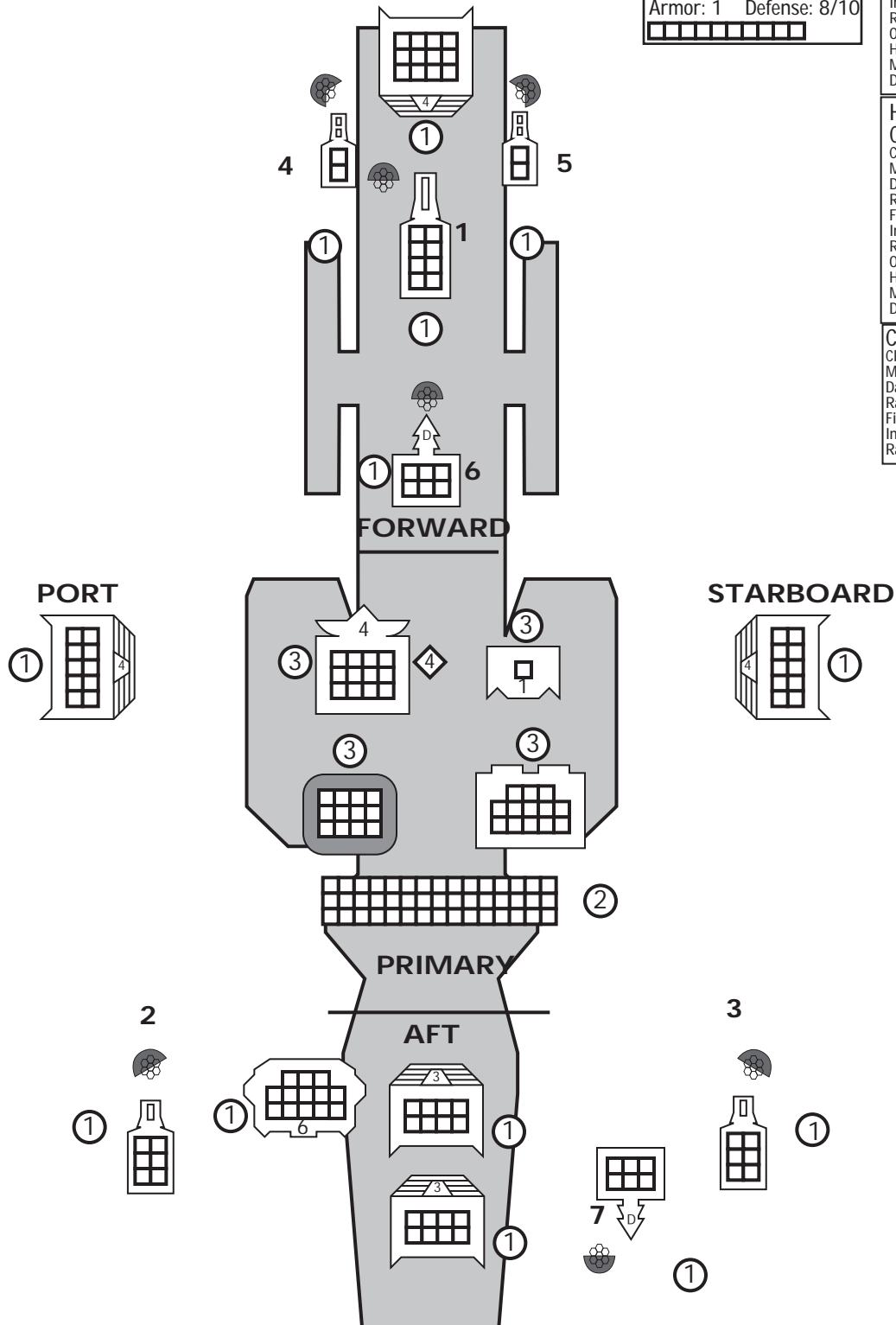
1-9: Port/Stb Thrust
10-12: Sensors
13: Hangar
14-16: Reactor
17-20: C & C

SPECIAL NOTES

Antique sensor
Mines sweeper bonus +3

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



FHU Lenin Corvette Mk-2

SPECS

Class: Medium Ship
In Service: 2168/2172
Point Value: 360
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

HANGAR

0 Fighters
1 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



WEAPON DATA

Class-D Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn
Special: Fires only missiles of types A, F, I, or C.

Light Blast Cannon

Class: Matter
Modes: Pulse
Damage: 3 1d3 times
Maximum Pulses: 4
Grouping Range: +1 per 5
Range Penalty: -1 per 5
Fire Control: +2/+1/+0
Intercept Rating: -1
Rate of Fire: 1 per turn

Medium Blast Cannon

Class: Matter
Modes: Pulse
Damage: 5 1d5 times
Maximum Pulses: 5
Grouping Range: +1 per 5
Range Penalty: -1 per 5 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4Range
Penalty: -1 per hex
Fire Control: +3/+4/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-6: Retro Thrust
7-8: Med blast cannon
9-10: light blast cannon
11: Ed-class missile
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Med Blast cannon
9-10: Engine
11: ED-Missile rack
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

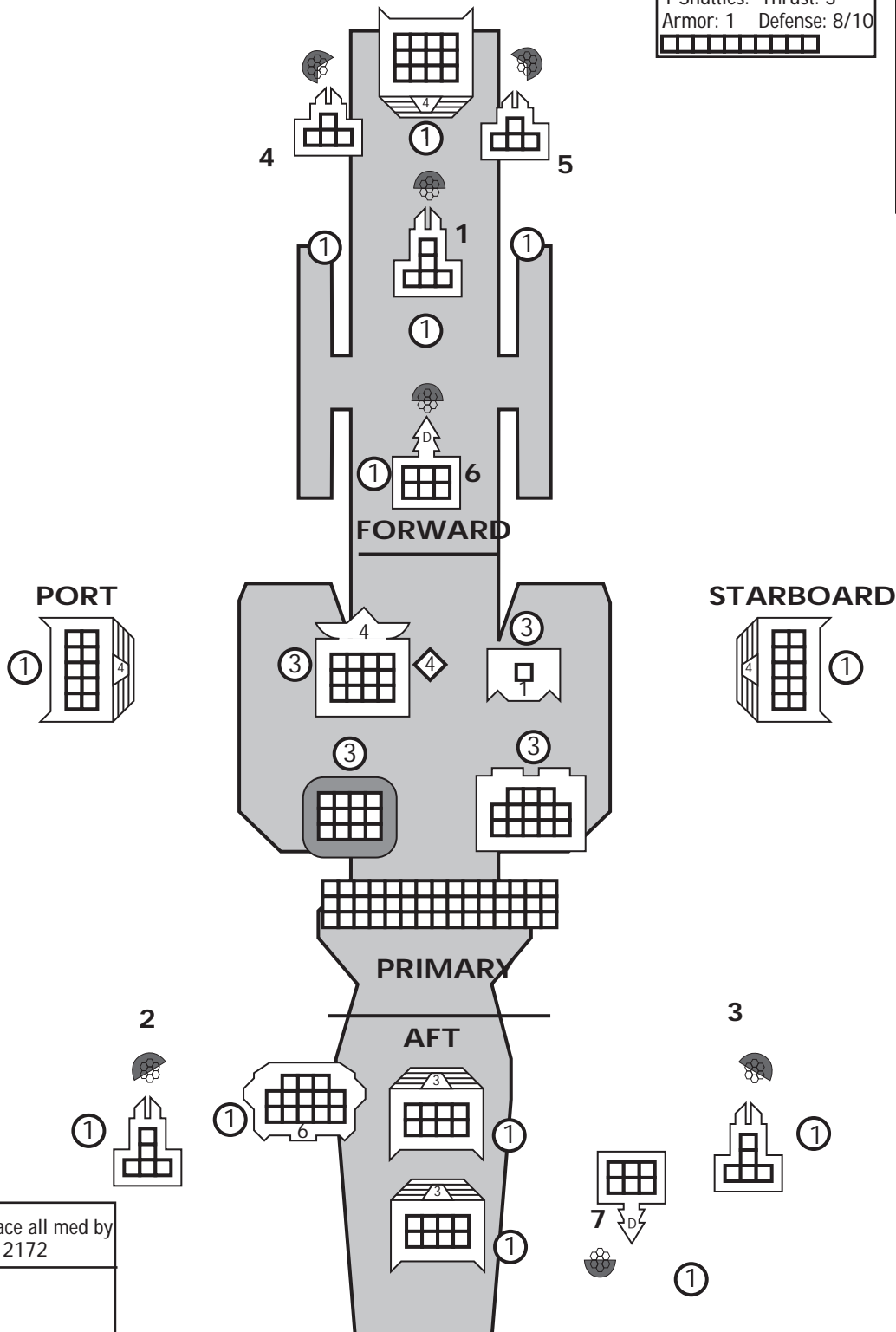
1-9: Port/Stb Thrust
10-12: Sensors
13: Hangar
14-16: Reactor
17-20: C & C

SPECIAL NOTES

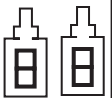
Antique sensor
Mines sweeper bonus +3

SENSOR DATA

Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



Replace light blast cannon by
light particle beam freely
2172



alternate weapon (replace all med by
weapon by med plasma cannon 2172)



FHU Lenin Corvette Mk-3

SPECS

Class: Medium Ship
In Service: 2235
Point Value: 400
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

HANGAR

0 Fighters
1 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

WEAPON DATA

Class-D Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn
Special: Fires only missiles of types A, F, I, or C.

Medium Bolter

Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Light Bolter

Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4Range
Penalty: -1 per hex
Fire Control: +3/+4/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-6: Retro Thrust
7-8: Med Bolter
9-10: light Bolter
11: Ed-class missile
12-17: Structure
18-20: PRIMARY Hit

SPECIAL NOTES

Mines sweeper bonus +3

AFT HITS

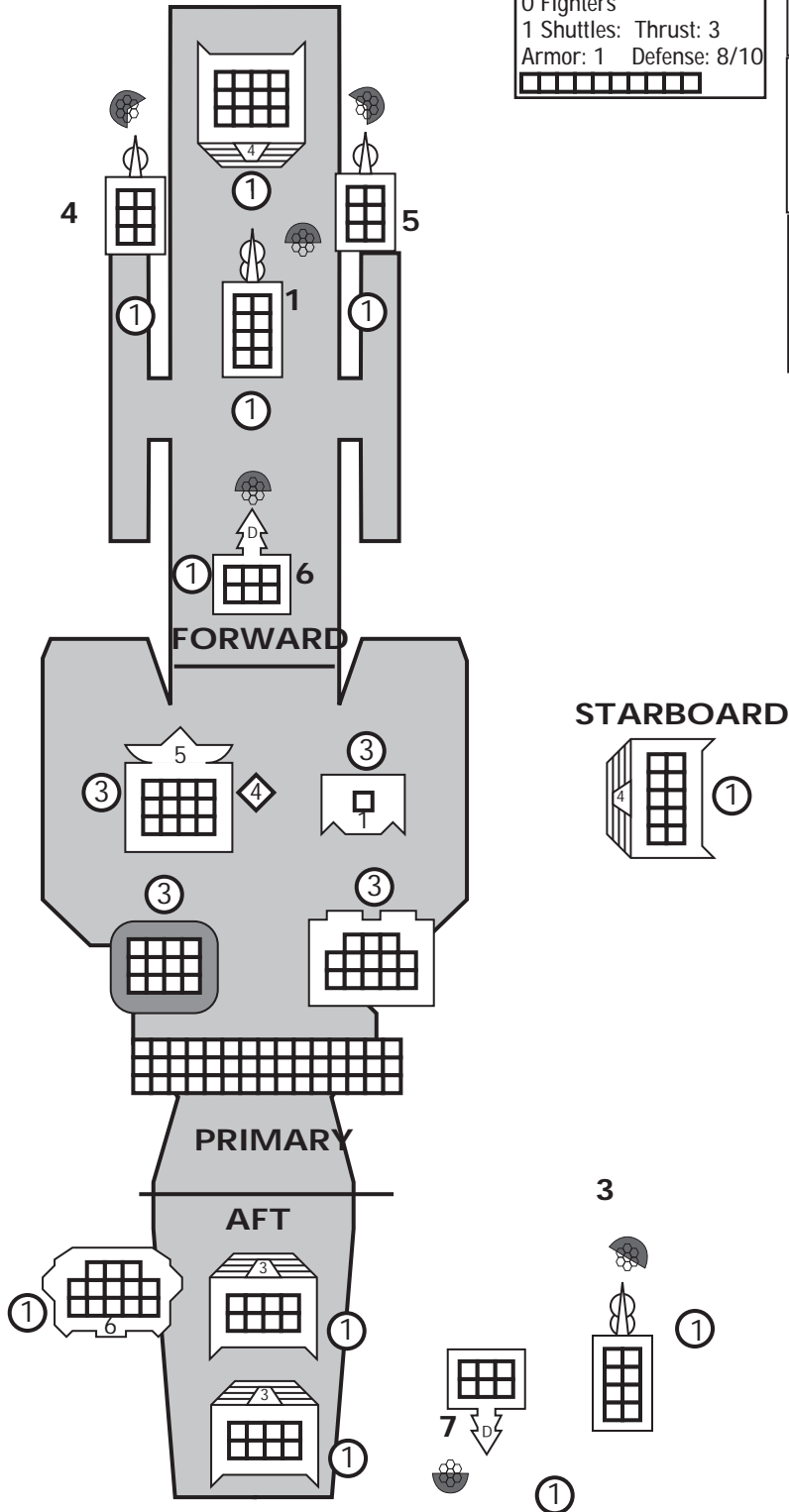
1-6: Main Thrust
7-8: Med Bolter
9-10: Engine
11: ED-Missile rack
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

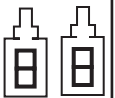
1-9: Port/Stb Thrust
10-12: Sensors
13: Hangar
14-16: Reactor
17-20: C & C

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



Replace light blast cannon by light particle beam freely



alternate weapon (replace all med by weapon by med plasma c



FHU Riga Corvette

SPECS

Class: Medium Ship
In Service: 2242
Point Value: 380
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

WEAPON DATA

Energy Pulsar

Class: Particle
Modes: Pulse
Damage: 10 1d2 times
Maximum Pulses: 3
Pulse Grouping: +1 per 5
Range Penalty: -1 per hex
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Scatter-Pulsar

Class: Particle
Modes: Pulse
Damage: 6 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-6: Retro Thrust
7-8: Med Bolter
9-10: light Bolter
11: Ed-class missile
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Med Bolter
9-10: Engine
11: ED-Missile rack
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-9: Port/Stb Thrust
10-12: Sensors
13: Hangar
14-16: Reactor
17-20: C & C

SPECIAL NOTES

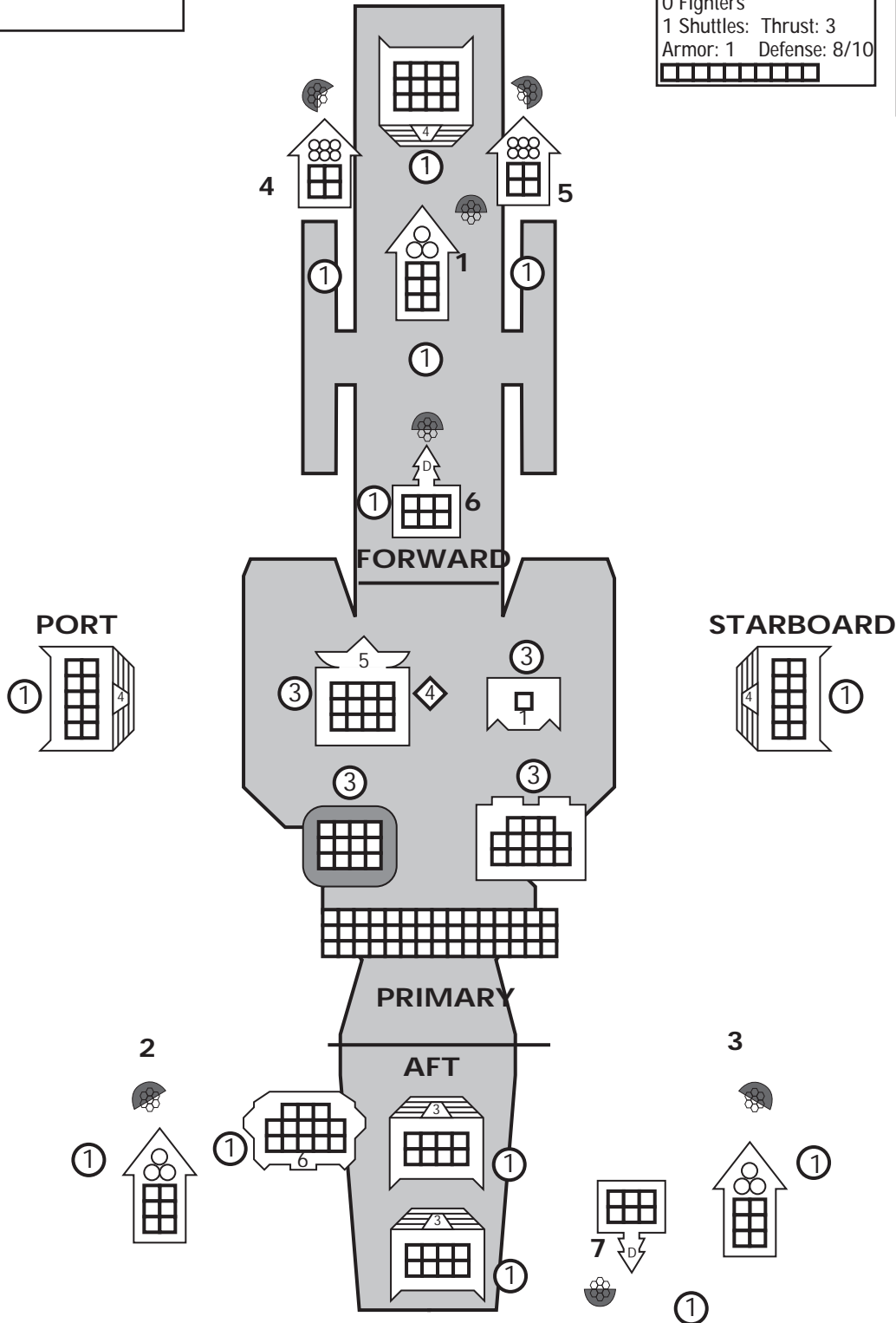
Mines sweeper bonus +4

HANGAR

0 Fighters
1 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10





SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



Fhu (CDF) Patrol Ship Mk1

SPECS					MANEUVERING					COMBAT STATS				
Class: Medium Ship					Turn Cost: 1 x Speed					Fwd/Aft Defense: 13				
In Service: 2225					Turn Delay: 1 x Speed					Stb/Port Defense: 15				
Point Value: 325					Accel/Decel Cost: 3 Thrust					Engine Efficiency: 3/1				
Ramming Factor: 80					Pivot Cost: N/A					Extra Power: -2				
Jump Delay: N/A					Roll Cost: N/A					Initiative Bonus: 0				
Speed	1	2	3	4	5	6	7	8	9	10	11	12		
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12		
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12		

WEAPON DATA	
Chatter Cannon	
Class: Bil-Pro	
Mode: Standard	
Damage: 1d6+3	
Range Penalty: -3 per hex	
Fire Control: +1/+1/+3	
Intercept Rating: -1 (ballistic only)	
Rate of Fire: 1 per turn	
Medium Blast Cannon	
Class: Matter	
Mode: Pulse	
Damage: 5 1d5 times	
Maximum Pulses: 5	
Grouping Range: +1 per 5	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/+0	
Intercept Rating: -1	
Rate of Fire: 1 per 2 turns	

FORWARD HITS

1-6:	Retro Thrust
7-8:	med bolter 1-2
9-10:	light bolter 5-6
11-17:	Structure
18-20:	PRIMARY Hit

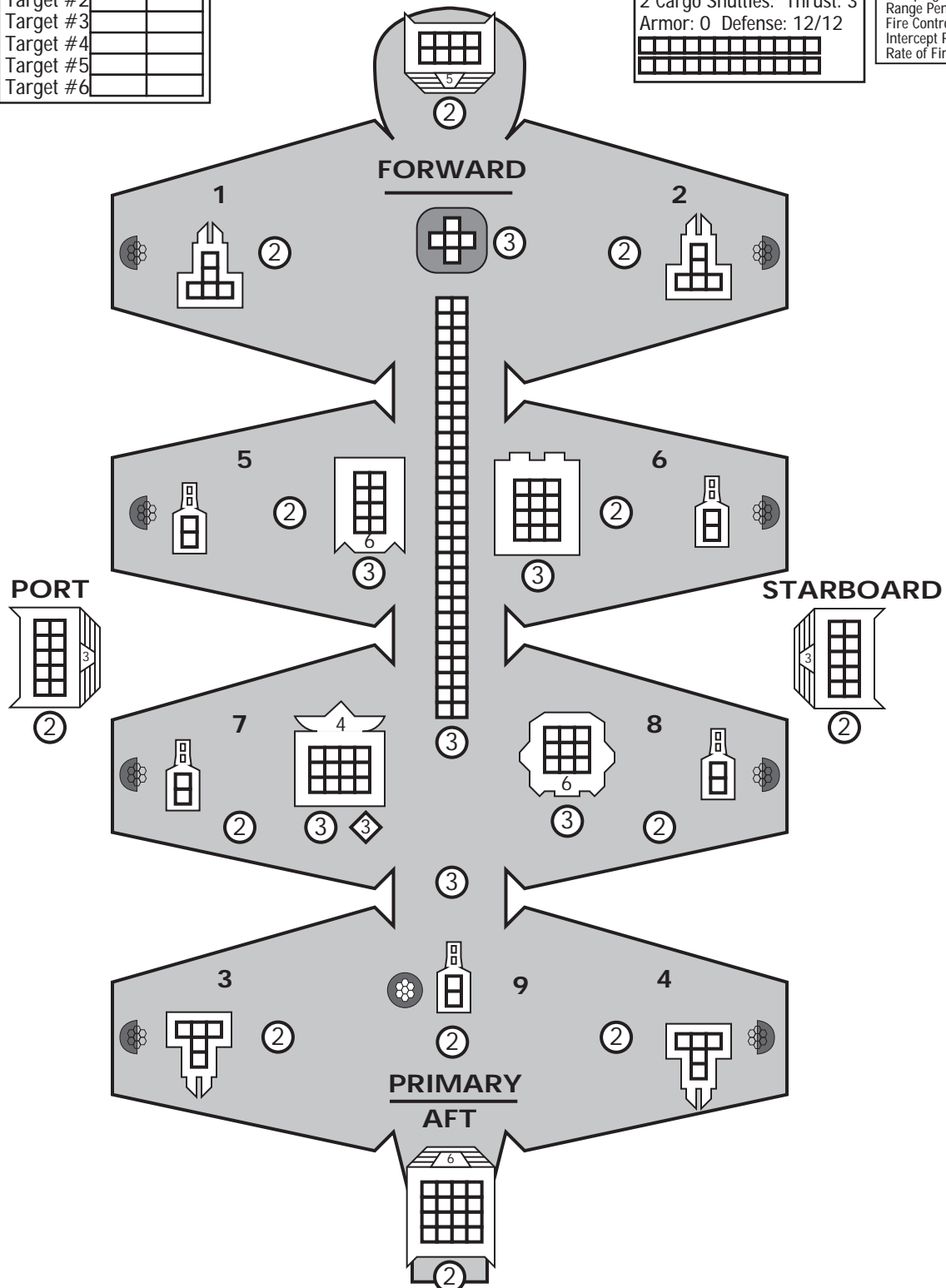
AFT HITS
 1-6: Main Thrust
 7-8: med bolter 3-4
 9-10: Scatter Pulsar 7-8
 11-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

1-7:	Port/Stb Thrust
8-9:	Scatter Pulsar
10-12:	Sensors
13-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C & C

SENSOR DATA		
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR
6 Fighters
2 Cargo Shuttles: Thrust: 3
Armor: 0 Defense: 12/12



Fhu (CDF) Patrol Ship

SPECS

Class: Medium Ship
In Service: 2235
Point Value: 400
Ramming Factor: 80
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: -2
Initiative Bonus: 0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Medium Bolter
Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Light Bolter

Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

Scatter-Pulsar

Class: Particle
Modes: Pulse
Damage: 6 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-6: Retro Thrust
7-8: med bolter 1-2
9-10: light bolter 5-6
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: med bolter 3-4
9-10: Scatter Pulsar 7-8
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
8-9: Scatter Pulsar
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

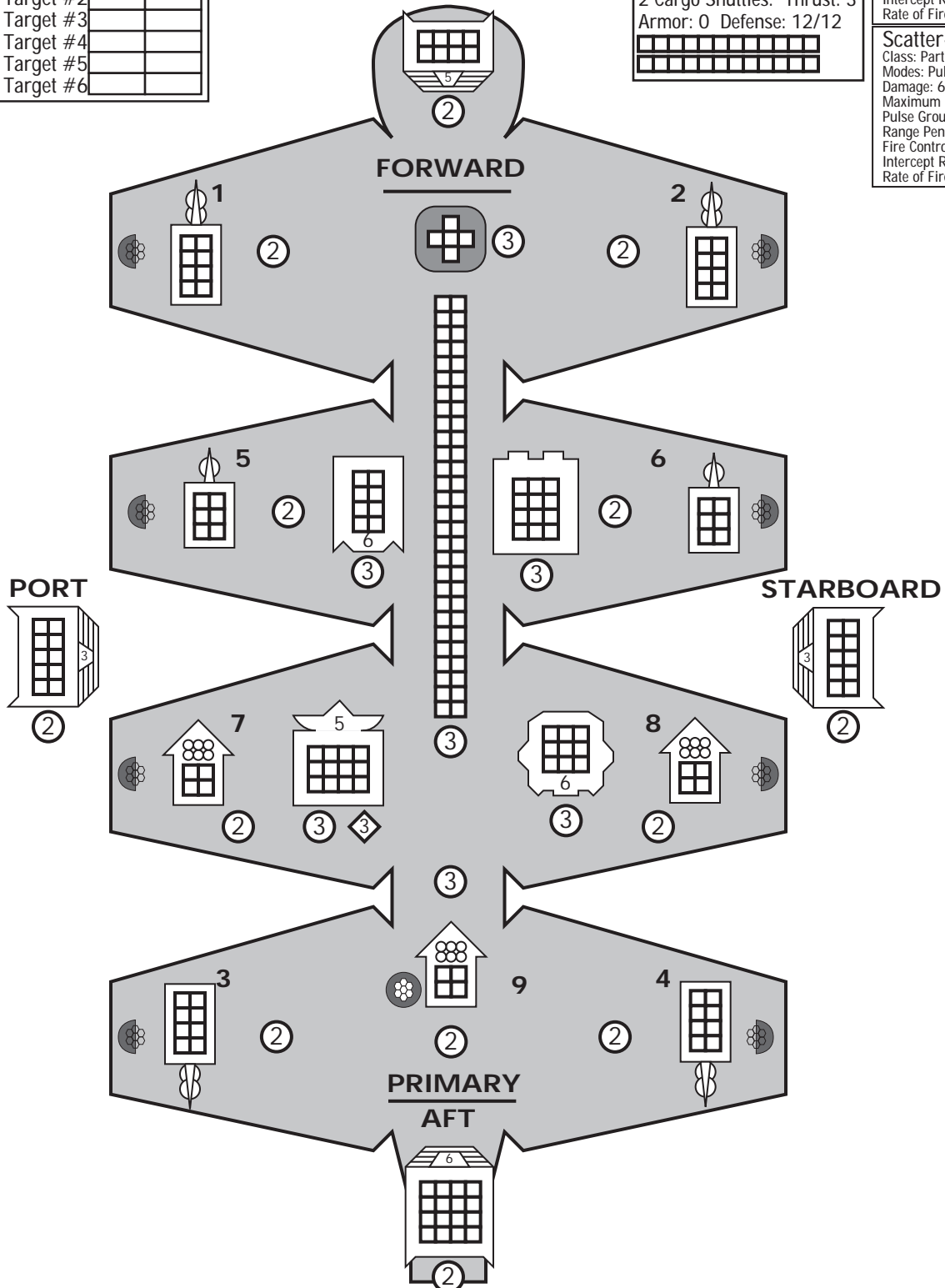
Target #4

Target #5

Target #6

HANGAR

6 Fighters
2 Cargo Shuttles: Thrust: 3
Armor: 0 Defense: 12/12



Fhu Emden Merchant Raider

SPECS

Class: Capital Ship
In Service: 2248
Point Value: 680
Ramming Factor: 270
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Lt Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+4Range
Penalty: -1 per hex
Fire Control: +3/+4/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

Medium Bolter

Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Heavy Bolter

Class: Particle
Modes: Standard
Damage: 24
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Laser Cannon

Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

FORWARD HITS

1-6: Retro Thrust
7-8: Heavy Bolter
9-10: Lt particle beam
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-8: Med laser Cannon
9-12: Burst Beam
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Med Bolter
10-12: Lt particle Beam
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-10: Jump Engine
11-12: Cargo
13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

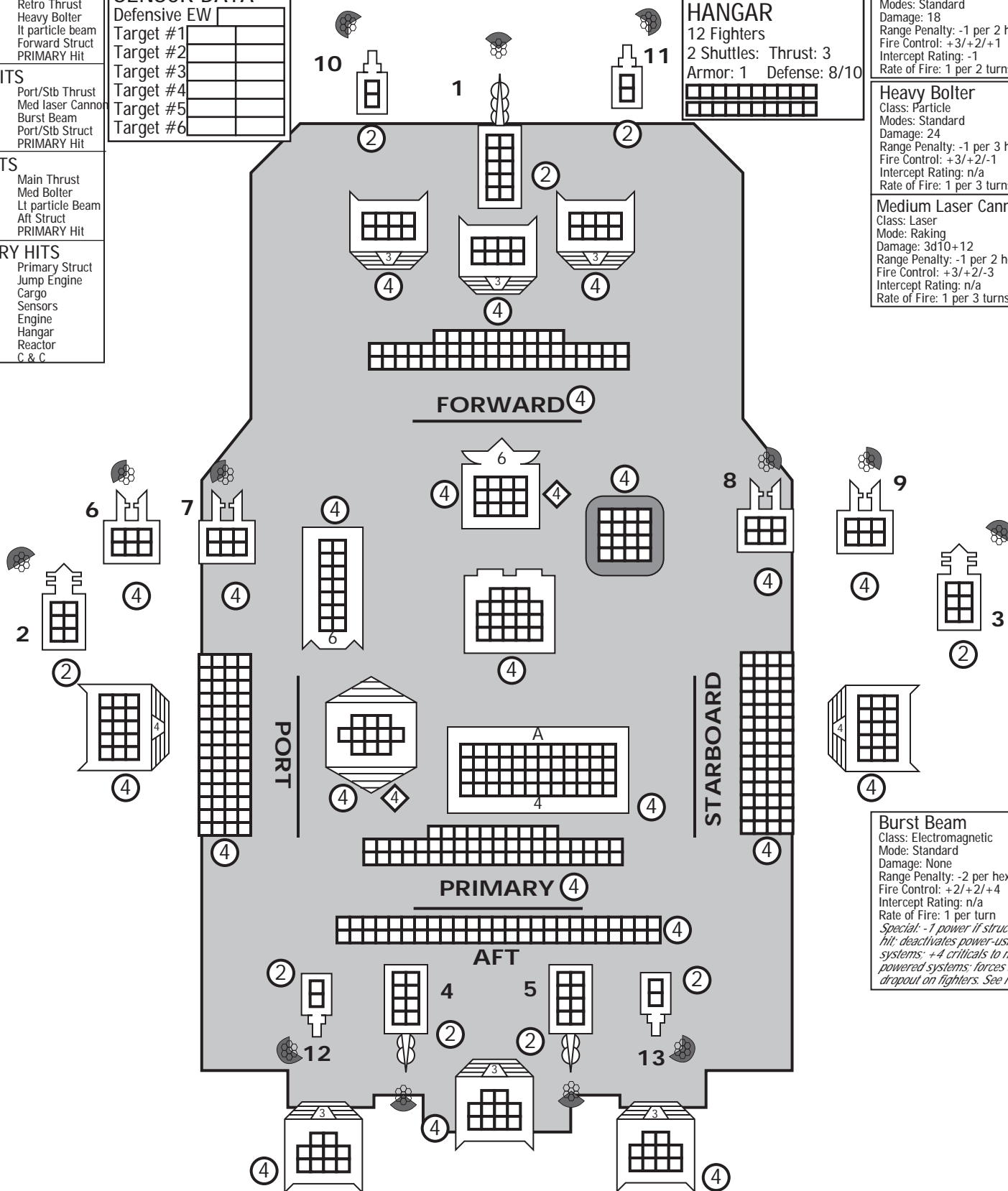
Target #6

HANGAR

12 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



Fhu/CFD East Indianmen Cruiser mk1

SPECS

Class: Hvy Combat Vsl
In Service: 2190
Point Value: 450
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: -2
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

Heavy Blast Cannon
Class: Matter
Modes: Pulse
Damage: 8 1d6 times
Maximum Pulses: 6
Grouping Range: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Medium Blast Cannon
Class: Matter
Modes: Pulse
Damage: 5 1d5 times
Maximum Pulses: 5
Grouping Range: +1 per 5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Light Blast Cannon
Class: Matter
Modes: Pulse
Damage: 3 1d3 times
Maximum Pulses: 4
Grouping Range: +1 per 5
Range Penalty: -1 per hex
Fire Control: +2/+1/+0
Intercept Rating: -1
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
5-6: Lt Blast Canon
7-8: Med Blast Canon
9-10: Heavy Blast Canon
11-13: Cargo A
14-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-8: Light Blast Canon
9-11: Cargo B
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7-11: Cargo
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

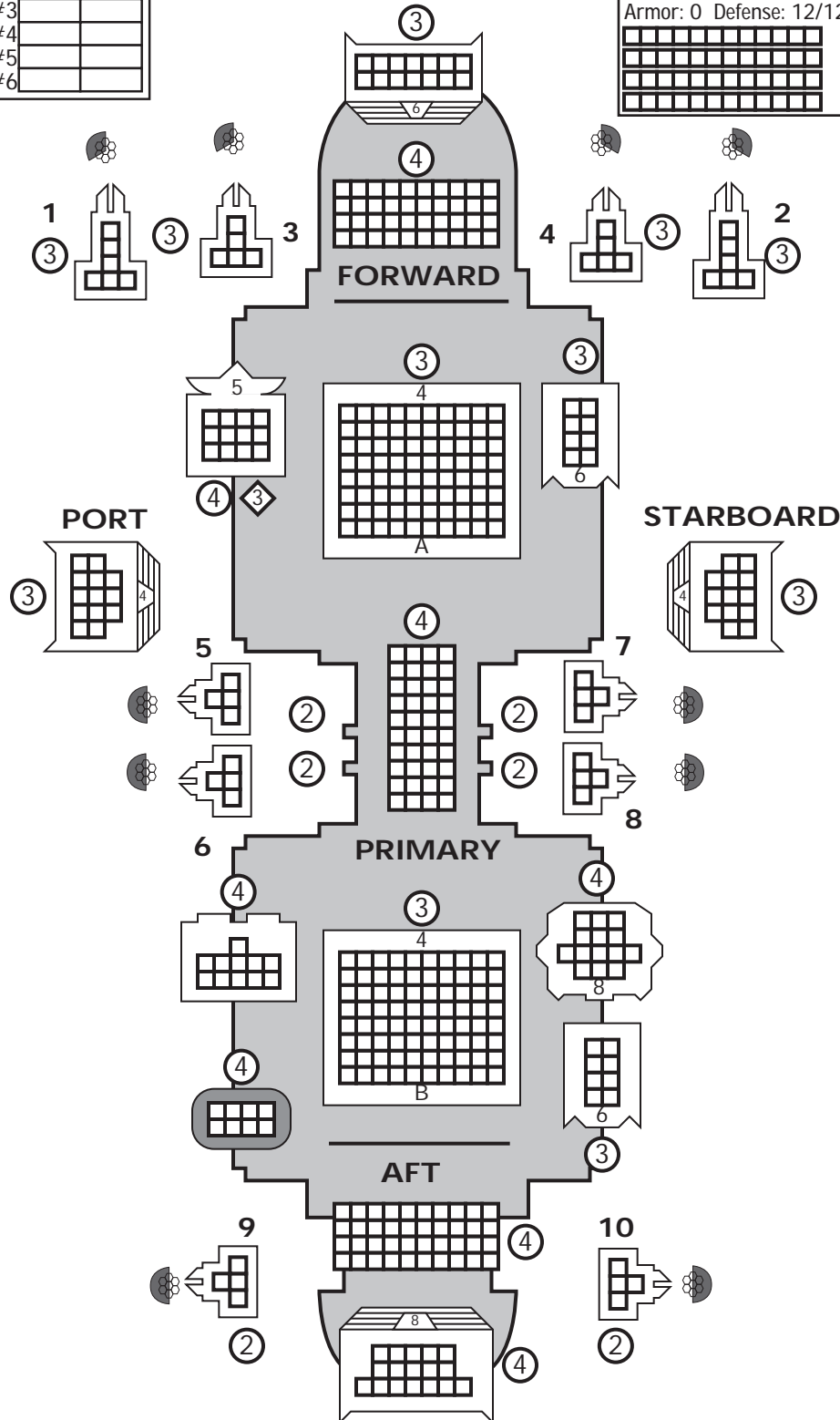
Target #4

Target #5

Target #6

HANGARS

6 Fighters Each
2 Cgo Shtls Each: Thrust: 3
Armor: 0 Defense: 12/12



Fhu/CFD East Indianmen Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2235
Point Value: 450
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: -2
Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

Heavy Bolter

Class: Particle
Modes: Standard
Damage: 24
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Bolter

Class: Particle
Modes: Standard
Damage: 18
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Light Bolter

Class: Particle
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +2/+2/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

Scatter-Pulsar

Class: Particle
Modes: Pulse
Damage: 6 1d5 times
Maximum Pulses: 6
Pulse Grouping: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
5-6: Light Bolter
7-8: med bolter
9-10: Heavy Bolter
11-13: Cargo A
14-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Light Bolter
7-8: Scatter pulsar
9-11: Cargo B
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7-11: Cargo
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

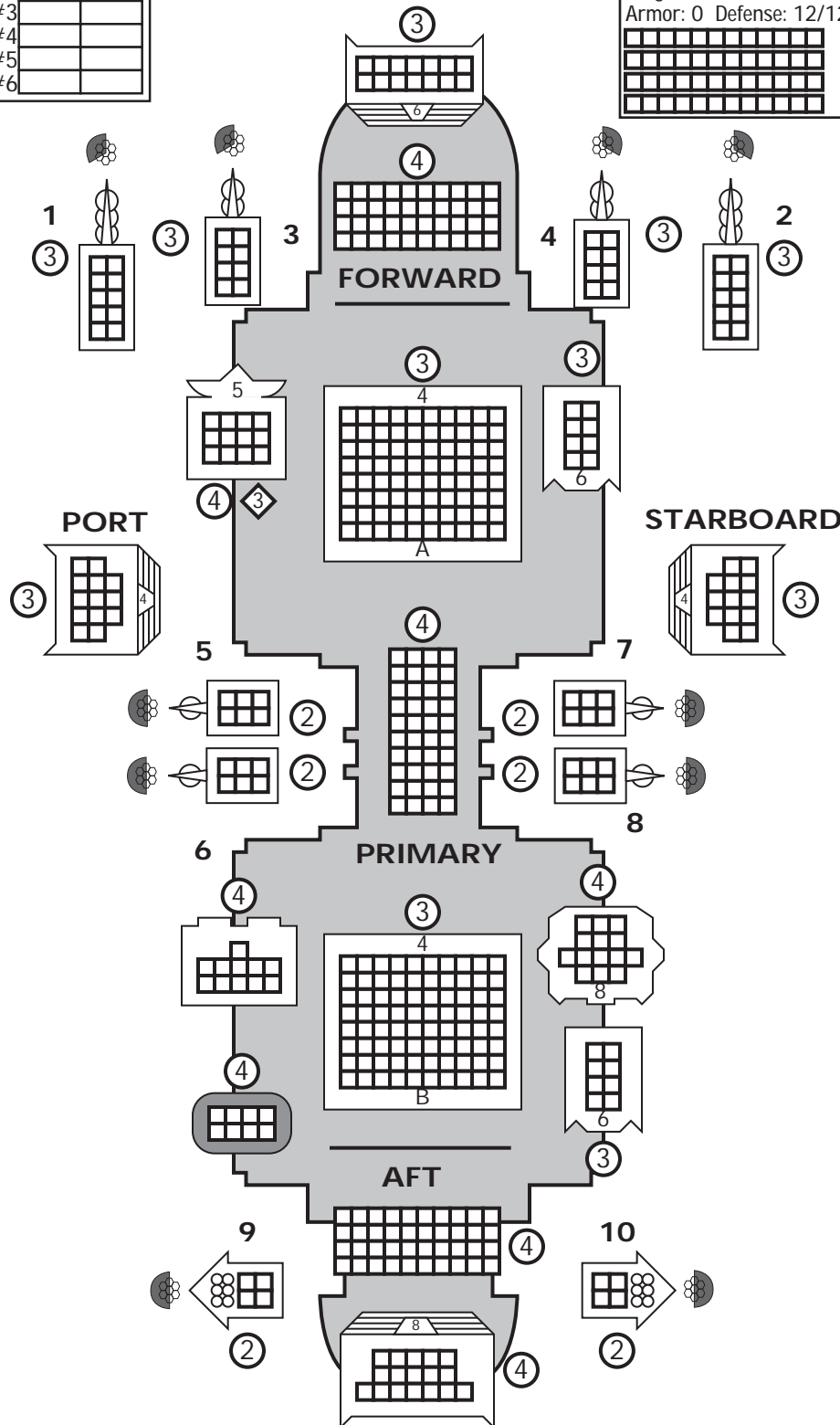
Target #6

HANGARS

6 Fighters Each

2 Cgo Shtls Each: Thrust: 3

Armor: 0 Defense: 12/12



Fhu Home early base

SPECS

Class: Capital Base
In Service: 2180
Point Value: 800
Ramming Factor: 400
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 18
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

HANGARS

6 Fighters Each
1 Shuttle Each: Thrust: 3
Armor: 1 Defense: 8/10

WEAPON DATA

Triple Super Hvy Bil-Pro Cannon Battery

Class: Bil-Pro
Mode: Standard
Damage: 4d10+15
Range Penalty: -1 per 3 hexes
Fire Control: +2/-1/-
Intercept Rating: --
Rate of Fire: 3 per 7 turns
OR
High Explosive Round
Mode: Flash
Damage: 4d10+8

Triple Chatter Cannon

Class: Bil-Pro
Mode: Standard
Damage: 1d6+3
Range Penalty: -3 per hex
Fire Control: +1/+1/+3
Intercept Rating: -1 (ballistic only)
Rate of Fire: 3 per turn

SECTION HITS

1: triple chatter
2-3: Dual heavy bil-pro
4-8: Cargo
9: Hangar
10: Reactor
11-18: Section Structure
19-20: PRIMARY Hit

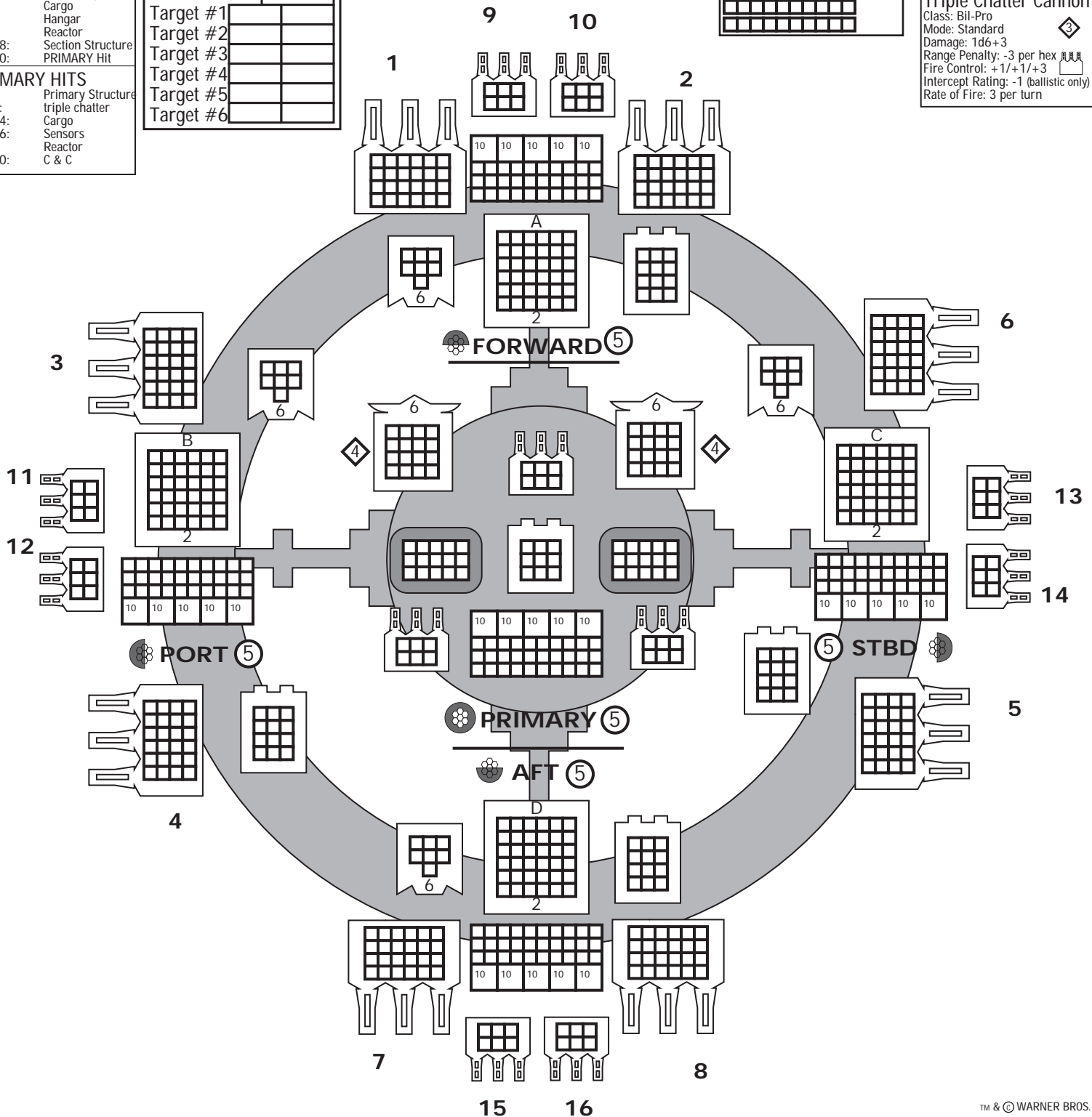
PRIMARY HITS

1-8: Primary Structure
9-10: triple chatter
11-14: Cargo
15-16: Sensors
17: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



Fhu Seydlitz Orbital Platform (g)

SPECS

Class: Enormous Base
 In Service: 2240
 Point Value: 2300
 Ramming Factor: 750
 Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
 Turn Delay: N/A
 Accel/Decel Cost: N/A
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 20
 Stb/Port Defense: 20
 Engine Efficiency: N/A
 Extra Power: 0
 Initiative Bonus: N/A

WEAPON DATA

Heavy Bolter

Class: Particle
 Modes: Standard
 Damage: 24
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+2/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Quad Pulsar

Class: Particle
 Modes: Pulse
 Damage: 14 1d3 times
 Maximum Pulses: 4
 Pulse Grouping: +1 per 5
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+3/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Scatter-Pulsar

Class: Particle
 Modes: Pulse
 Damage: 6 1d5 times
 Maximum Pulses: 6
 Pulse Grouping: +1 per 5
 Range Penalty: -2 per hex
 Fire Control: +1/+2/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Medium Bolter

Class: Particle
 Modes: Standard
 Damage: 18
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Super Heavy Torpedo

Class: Ballistic
 Mode: flash
 Damage: 80
 Range Penalty: None
 Max Range: 35 hexes
 Fire Control: +1/-1/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns
 4 torpedo, they take full turn before hitting the ship

SECTION HITS

1: Hvy bolter
 2: Hvy Pulse Cannon
 3: Medium bolter
 4-5: Scatter pulsar
 6: Hangar
 7: Reactor
 8-18: Section Structure
 19-20: PRIMARY Hit

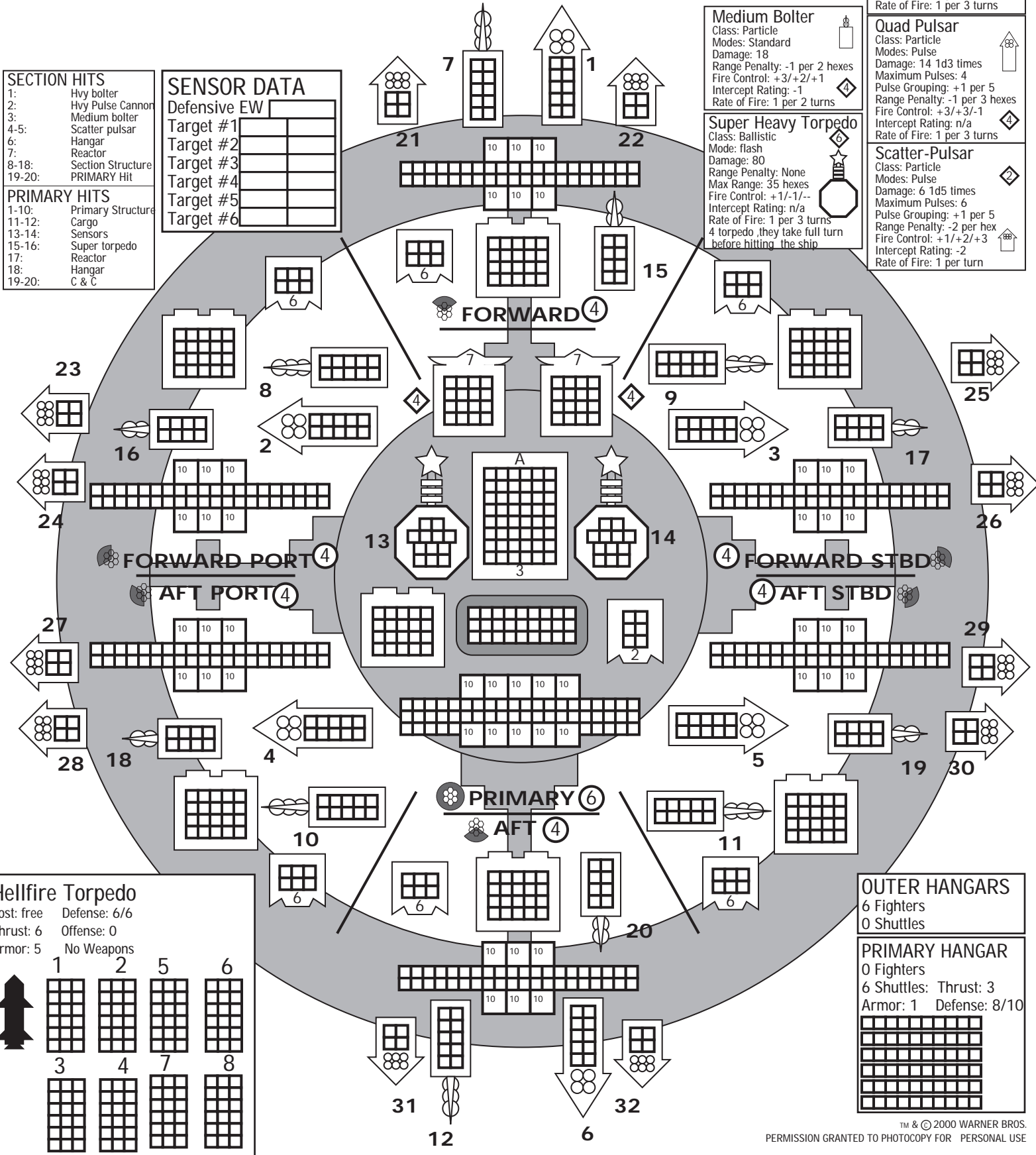
PRIMARY HITS

1-10: Primary Structure
 11-12: Cargo
 13-14: Sensors
 15-16: Super torpedo
 17: Reactor
 18: Hangar
 19-20: C & C

SENSOR DATA

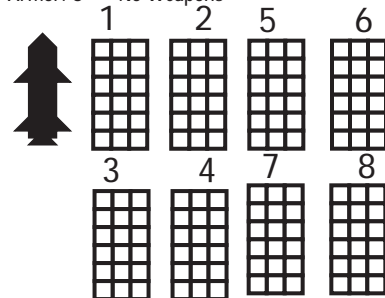
Defensive EW

Target #1
 Target #2
 Target #3
 Target #4
 Target #5
 Target #6



Hellfire Torpedo

Cost: free Defense: 6/6
 Thrust: 6 Offense: 0
 Armor: 5 No Weapons

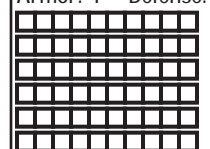


OUTER HANGARS

6 Fighters
 0 Shuttles

PRIMARY HANGAR

0 Fighters
 6 Shuttles: Thrust: 3
 Armor: 1 Defense: 8/10



FHU Avenger Defense Satellites (4)

SPECS

Class: OSAT
 In Service: 2225
 Point Value: 220 each
 Ramming Factor: 20
 Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
 Turn Delay: N/A
 Accel/Decel Cost: N/A
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 11
 Stb/Port Defense: 11
 Engine Efficiency: N/A
 Extra Power: +2
 Initiative Bonus: +10

WEAPON DATA

Med. Plasma Cannon
 Class: Plasma
 Modes: Standard
 Dmg: 3d10+4 (-1 per 2 hexes)
 Range Penalty: -1 per hex
 Fire Control: +3/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Mega Plasma Cannon
 Class: Plasma
 Modes: Standard
 Dmg: 6d10+12 (-1 per 2 hexes)
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Lt Particle Beam

Class: Particle
 Modes: Standard
 Damage: 1d10+4Range
 Penalty: -1 per hex
 Fire Control: +3/+4/+5
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Heavy Bolter

Class: Particle
 Modes: Standard
 Damage: 24
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+2/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Medium Bolter

Class: Particle
 Modes: Standard
 Damage: 18
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Light Bolter

Class: Particle
 Modes: Standard
 Damage: 12
 Range Penalty: -1 per hex
 Fire Control: +2/+2/+3
 Intercept Rating: -1
 Rate of Fire: 1 per turn

Medium Laser Cannon

Class: Laser
 Mode: Raking
 Damage: 3d10+12
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Quad Pulsar

Class: Particle
 Modes: Pulse
 Damage: 14 1d3 times
 Maximum Pulses: 4
 Pulse Grouping: +1 per 5
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+3/-1
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Laser Cutter

Class: Laser
 Modes: Raking (6)
 Damage: 4d10+2
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

PRIMARY HITS

1-9: Primary Struct
 10-11: Thruster
 12: heavy weapon
 13-14: med weapon
 15-16: light weapon
 17-18: Sensors
 19-20: Reactor

SENSOR DATA

Defensive EW

Target #1

Target #2

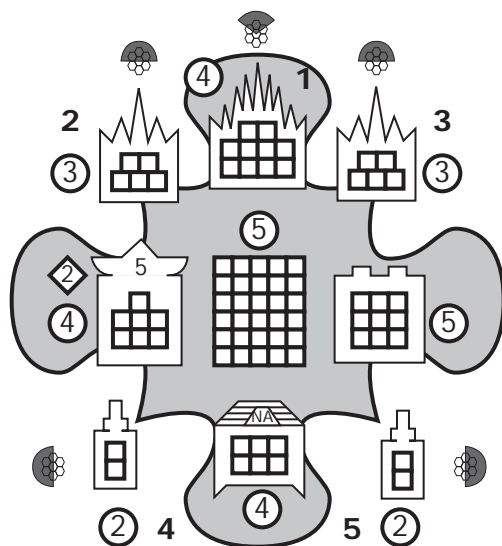
Target #3

Target #4

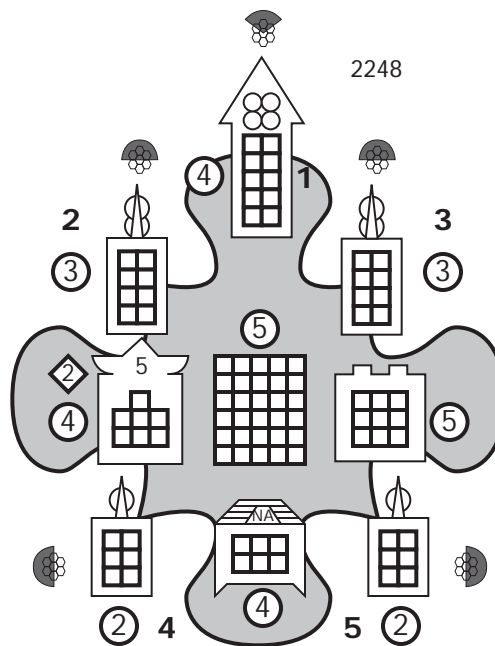
Target #5

Target #6

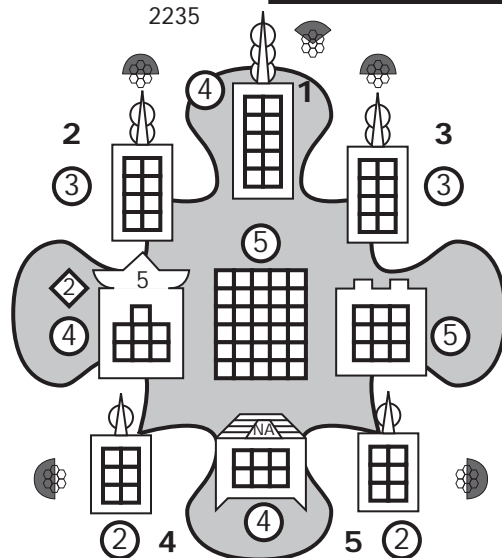
2225



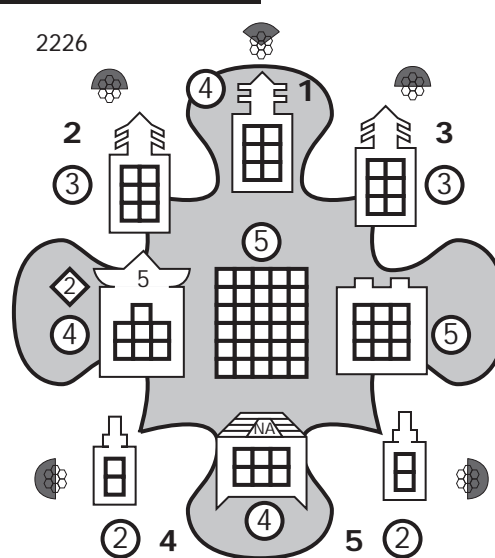
2248



2235



2226



Abbai /FHU Defender OSAT (4)

SPECS

Class: OSAT
In Service: 2170/2206
Point Value: 100/125
Ramming Factor: 15
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 7
Stb/Port Defense: 7
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

Laser Cutter

Class: Laser
Modes: Raking (6)
Damage: 4d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Medium Laser Cannon

Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Laser Cannon

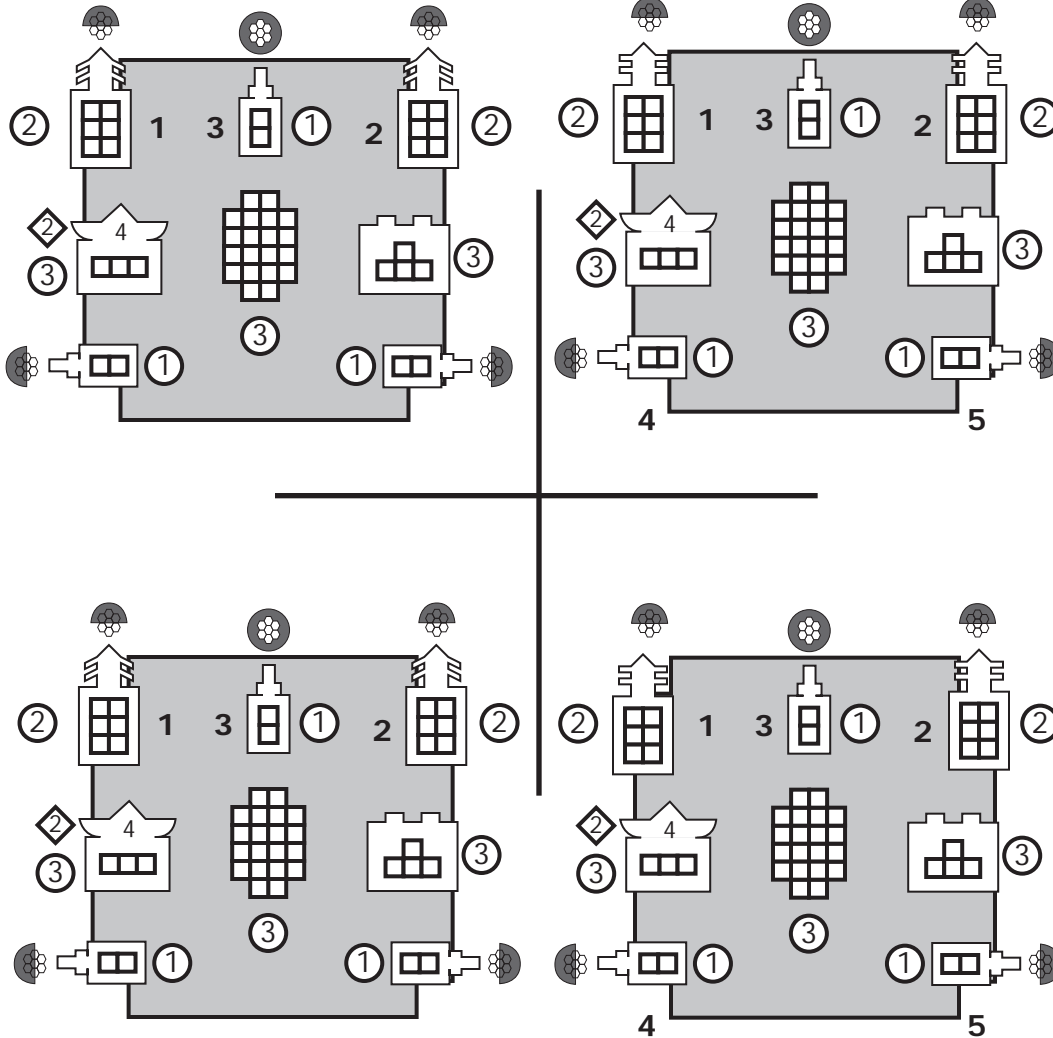
Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

PRIMARY HITS

1-10: Primary Struct
11-13: Laser
14-15: Light Particle Beam
16-17: Sensors
18-20: Reactor

SENSOR DATA

Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



The upgrade
weapon can be upgrade free
since this fighter is so old
we cant upgrade the OB or IB
but thrust can.

2155-5 thrust

2169-6 thrust

2201-7 thrust

but 7 point of thrust is the
max

as far as weapon
plasma balster 2180
ultralight Particle beam 2190
light particle gun 2210

Fhu alpha Serie Fighters

SPECS

Class: Heavy Fighters
In Service: 2155
Point Value: 32each
Ramming Factor: 18
Jinking Limit: 6 Levels

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 8
Stb/Port Defense: 8
Free Thrust: 5
Offensive Bonus: +2
Initiative Bonus: +10

WEAPON DATA

Plasma blaster
Number of Guns: 2 (Linked)
Damage: 1d3+2 -1/hex
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

WEAPON DATA

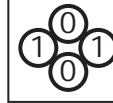
Ultralight Particle Beam
Number of Guns: 2 (Linked)
Damage: 1d6+1
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

WEAPON DATA

Light Particle Gun
Number of Guns: 2 (Linked)
Damage: 1d6+2
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn



ARMOR



Flight Level Combat

5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

Flight #1



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

WEAPON DATA

Light Particle Gun
Number of Guns: 2 (Linked)
Damage: 1d6+2
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

Phi beta Serie Fighters

SPECS

Class: Heavy Fighters
In Service: 2185
Point Value: 38 each
Ramming Factor: 18
Jinking Limit: 6 Levels

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

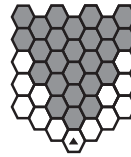
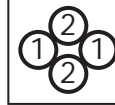
Fwd/Aft Defense: 8
Stb/Port Defense: 7
Free Thrust: 7
Offensive Bonus: +3
Initiative Bonus: +14

WEAPON DATA

Plasma blaster
Number of Guns: 2 (Linked)
Damage: 1d3+2 -1/hex
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

WEAPON DATA

Ultralight Particle Beam
Number of Guns: 2 (Linked)
Damage: 1d6+1
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

**ARMOR****Flight Level Combat**

5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

Flight #1



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Fhu / Mig 1200 Floh Light Fighters

SPECS

Class: Light Fighters
In Service: 2235
Point Value: 28 each
Ramming Factor: 14
Jinking Limit: 10 Lvl

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 6
Stb/Port Defense: 5
Free Thrust: 16
Offensive Bonus: +3
Initiative Bonus: +17

WEAPON DATA

light Bolter
Number of Guns: 2 (Linked)
Damage: 1d6+2
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

WEAPON DATA

Ultralight Particle Beam
Number of Guns: 2 (Linked)
Damage: 1d6+1
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn



ARMOR



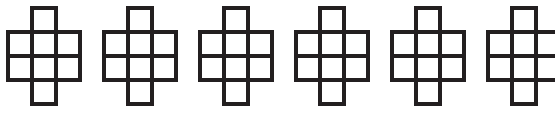
Flight Level Combat

5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

Flight #1



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



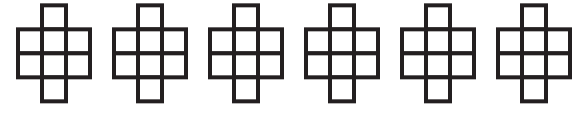
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



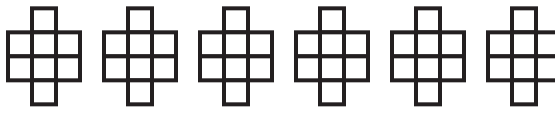
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



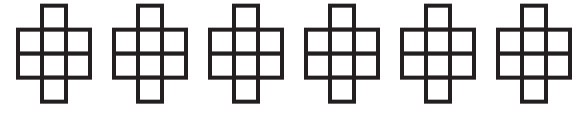
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



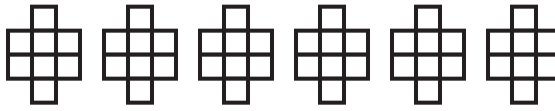
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



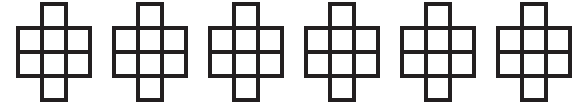
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



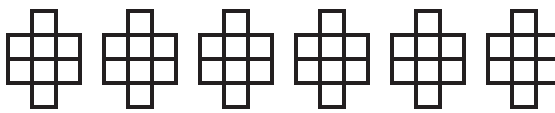
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



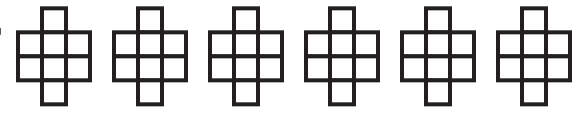
Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Ftr #1 Ftr #2 Ftr #3 Ftr #4 Ftr #5 Ftr #6



Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Fhu Me 409 Stosser Medium Fighters mk12

SPECS

Class: Med. Fighters
In Service: 2230
Point Value: 40 each
Ramming Factor: 18
Jinking Limit: 8 Lvl

MANEUVERING

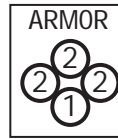
Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 7
Stb/Port Defense: 9
Free Thrust: 12
Offensive Bonus: +4
Initiative Bonus: +16

WEAPON DATA

(impr)light bolter
Number of Guns: 2 (Linked)
Class: particle
Damage: 1d6+3
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: 1 per turn



Flight Level Combat

5 or more above = 0 Hit
3-4 above = 1/6 Hit
1-2 above = 1/3 Hit
0-2 below = 1/2 Hit
3-4 below = 2/3 Hit
5-6 below = 5/6 Hit
7 or more below = All Hit

SPECIAL NOTES

Can carry 4 Y-missiles

Flight #1



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #2



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #3



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #4



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #5



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #6



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #7



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

Flight #8



Ftr #1	Ftr #2	Ftr #3	Ftr #4	Ftr #5	Ftr #6

Dropped Out
Ftr Destroyed

Initiative	Speed	Thrust Used	Jinking	Notes

