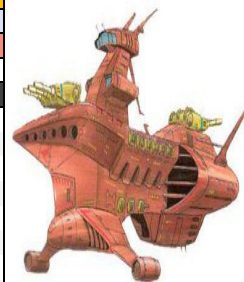




Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Musai [S]	Warship	-	0	2	1	100	
Basic Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Zeon Captain	-	9	Titanic	2	-	-17	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
20"	7"	3	7	2d10	+0	+0	7000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship Missiles I [X]	1	48"	4	-	3	600	
		Reloads during the next round.					
[AA]Missiles II [X][360]	2	24"	5	-	-	100	
		Overwatch V Hits Reloads next Round					

Warship & Captain Traits

Defense Array This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3). Trait -X



Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Chivvay [S]	Warship	-	0	2	2	150	
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Barom	-	10	Titanic	5	2	-17	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
16"	9"	2	7	2d10	+1	+0	8500
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Triple MPC [E] [360]	5	64"	3	RF+3	5	500	
		Only [M] or [Barriers] may Block					
Ship Missiles II [X]	2	48"	5	-	3	700	
		Reloads during the next round.					
[AA]Missiles [X][360]	1	24"	4	-	-	100	
		Overwatch IV Hits Reloads next Round					
[AA] Guns [K][360]	2	24"	6	-	-	200	
		Overwatch VI					

Warship & Captain Traits

This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3). Trait -X Defense Array

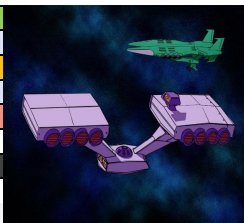


Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Papua [S]	Warship	600HP	0	0	1	50	
Basic Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Zeon Captain	-	2	Titanic	5	-	-17	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
16"	10"	1	6	1d10	+0	+0	4500
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
[AA] Guns [K][360]	2	24"	6	-	-	200	
		Overwatch VI					

Overwatch VI

Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Pazock [S]	Warship	600HP	0	2	1	100	
Basic Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Zeon Captain	-	2	Titanic	5	-	-17	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
16"	10"	1	7	2d10	+1	+0	4500
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
[AA] Guns [K][360]	2	24"	6	-	-	200	
		Overwatch VI					

Overwatch VI



Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Musai (0080) [S]	Warship	-	0	4	1	100	
Basic Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Zeon Captain	-	5	Titanic	5	3	-17	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
16"	8"	2	8	3d10	+2	+0	7500
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
[AA]Missiles [X][360]	1	24"	4	-	-	100	
		Overwatch IV Hits Reloads next Round					

Warship & Captain Traits

Defense Array This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3). Trait -X

Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Tivvay (0080) [S]	Warship	-	0	4	2	250	
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Captain Killing	-	9	Titanic	8	5	-12	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
16"	10"	2	8	3d10	+1	+1	10000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
HP Triple MPC [E][360]	6	64"	3	RF+3	6	500	
		Only [M] or [Barriers] may Block					
Ship Missiles II [X]	2	48"	5	-	3	700	
		Reloads during the next round.					
[AA] Guns [K][360]	2	24"	6	-	-	200	
		Overwatch VI					

Warship & Captain Traits

This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3). Trait -X
 When activated if HP<50% or [M=0] gain [M+2] OR 2 actions. CAPT I
 When this unit is destroyed gain [M+3]. Maniacal Captain

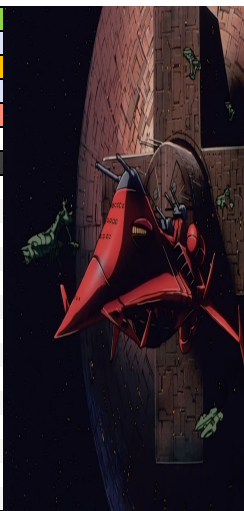




Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Musai (0083) [S]	Warship	-	4	5	1	200	
Basic Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Zeon Captain	-	12	Titanic	2		-14	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	7"	3	9	4d10	+1	+0	7000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
[AA]Missiles [X][360]	1	24"	4	-	-	100	
		Overwatch IV Hits Reloads next Round					
[AA] Guns [K][360]	2	24"	6	-	-	200	
		Overwatch VI					

Warship & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
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Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Gwaden	Warship	400HP	0	5	4	750	
Battle-Hardened CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Aiguille Delaz	-	30	Titanic		1	-9	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	4"	6	9	4d10	+1	+0	15000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Ship Main Gun [E]	5	64"	2	RF+4	6	1000	
		Only [M] or [Barriers] may Block Recharge 1					
Ship Main Gun [E]	5	64"	2	RF+4	6	1000	
		Only [M] or [Barriers] may Block Recharge 1					
Ship Main Gun [E]	5	64"	2	RF+4	6	1000	
		Only [M] or [Barriers] may Block Recharge 1					
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
[AA] Guns III [K] [360]	6	24"	8	-	-	200	
		Overwatch VIII					

Warship & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X	Defense Array
Stoic Captain	When activated if HP<50% or your [M=0] gain [M+3] or +3 Actions. Each time a weapon is destroyed gain +1 Action permanently.	CAPT II	Stoic Captain



Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Zanzibar II	Warship	700HP	0	5	3	500	
Battle-Hardened CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Deatroaf Kocsel	-	19	Titanic	5		-9	
Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	10"	4	9	4d10	+2	+0	8500
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Antiship Missile [X]	1	48"	3	RF-1	3	1000	
		Single Use +3 Hits vs Size 2+ Units					
[AA] Guns II [K] [360]	4	24"	7	-	-	200	
		Overwatch VII					

Warship & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Grim Captain	When this unit activates if HP<50% or your [M=0] gain [M+2] or +2 Actions. When this unit is destroyed gain [M+3].	CAPT I
Steadfast Crew	When activated if HP<50% or [M=0] gain [M+2] OR 2 actions. When this unit is destroyed gain [M+3].	CAPT I



Unit Name	Type	Repair	Catapults	Performance	Frame	Points
Zanzibar	Warship	400HP	0	4	3	350
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
Char's 2nd in Command	-	10	Titanic	5		-17
Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv
20"	10"	4	8	3d10	+2	+0
8500						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Ship Artillery [K]	3	48"	5	RF-2	-	600
		Indirect Fire (R:32" to 40"+Sensors)				
Ship MPC [E]	1	64"	2	RF+1	5	500
		Only [M] or [Barriers] may Block				
Ship MPC [E]	1	64"	2	RF+1	5	500
		Only [M] or [Barriers] may Block				
Ship MPC [E]	1	64"	2	RF+1	5	500
		Only [M] or [Barriers] may Block				
Ship MPC [E]	1	64"	2	RF+1	5	500
		Only [M] or [Barriers] may Block				
Antiship Missile [X]	1	48"	3	RF-1	3	1000
		Single Use +3 Hits vs Size 2+ Units				
[AA] Guns [K][360]	2	24"	6	-	-	200
		Overwatch VI				

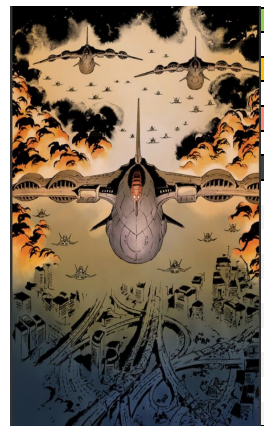
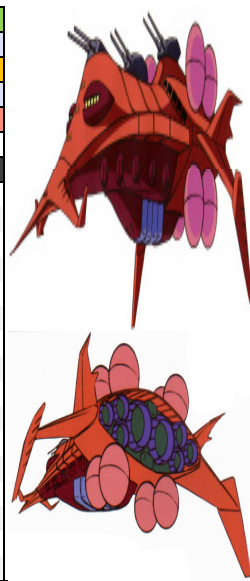
Warship & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Discerning Captain	When the Round starts give 2 allies within LOS or Sensors a Focus action to use on their next turn. Units are capped at 3 Focus actions per turn.	CAPT I

Unit Name	Type	Repair	Catapults	Performance	Frame	Points
Gwazine	Warship	300HP	0	3	4	750
Battle-Hardened CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
Gihren Zabi	-	30	Titanic		1	-4
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv
24"	4"	6	8	3d10	+0	+0
15000						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Ship Main Gun [E]	5	64"	2	RF+4	6	1000
		Only [M] or [Barriers] may Block Recharge 1				
Ship Main Gun [E]	5	64"	2	RF+4	6	1000
		Only [M] or [Barriers] may Block Recharge 1				
Ship Main Gun [E]	5	64"	2	RF+4	6	1000
		Only [M] or [Barriers] may Block Recharge 1				
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500
		Only [M] or [Barriers] may Block				
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500
		Only [M] or [Barriers] may Block				
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500
		Only [M] or [Barriers] may Block				
[AA] Guns III [K] [360]	6	24"	8	-	-	200
		Overwatch VIII				

Warship & Captain Traits

This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X	Defense Array
At the start of the Round give up to 5 allies within LOS or Sensors range a Focus action to use on their next turn.	CAPT II	Strategic Captain



Unit Name	Type	Repair	Catapults	Performance	Frame	Points
Gaw Carrier [G]	Warship	-	0	1	1	100
Basic Captain	Power	EQ Slots	Size 2	Speed+	Armor+	Cost+
Zeon Captain	-	8	Colossal	3	2	-9
Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv
16"	7"	2	7	2d10	+0	+0
6500						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Ship TL MPC [E]	2	64"	2	RF+2	5	500
		Only [M] or [Barriers] may Block				
Ship TL MPC [E]	2	64"	2	RF+2	5	500
		Only [M] or [Barriers] may Block				
[AA] Guns [K][360]	2	24"	6	-	-	200
		Overwatch VI				
Bombing Run [X]	2	8"	10	-	2	300
		Rear Arc Only				

Warship & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Flying Warship	Enemies without Fly must spend Move-10" to Melee attack this unit.	Trait +V

Unit Name	Type	Repair	Catapults	Performance	Frame	Points
Big Tray [G]	Warship	-	0	1	1	100
Basic Captain	Power	EQ Slots	Size 2	Speed+	Armor+	Cost+
Federation Captain	-	13	Colossal		3	-4
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv
20"	3"	2	7	2d10	+0	+0
9000						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Ship Hi-Power MPC [E]	3	64"	2	RF+2	6	500
		Only [M] or [Barriers] may Block				
Ship Tri-Artillery [K]	4	48"	6	RF-3	-	600
		Indirect Fire (R:32" to 40"+Sensors)				
Ship Tri-Artillery [K]	4	48"	6	RF-3	-	600
		Indirect Fire (R:32" to 40"+Sensors)				
[AA] Guns [K][360]	2	24"	6	-	-	200
		Overwatch VI				

Warship & Captain Traits

This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X	Defense Array
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Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
<i>Salamis [S]</i>	Warship	-	0	2	1	90	
Basic Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Federation Captain	-	11	Titanic		1	-18	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
16"	4"	3	7	2d10	+0	+0	9000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ship MPC [E][360]	2	64"	2	RF+1	5	500	
		Only [M] or [Barriers] may Block					
Ship MPC [E][360]	2	64"	2	RF+1	5	500	
		Only [M] or [Barriers] may Block					
Ship MPC [E][360]	2	64"	2	RF+1	5	500	
		Only [M] or [Barriers] may Block					
Ship Missiles II [X]	2	48"	5	-	3	700	
		Reloads during the next round.					
[AA]Missiles [X][360]	1	24"	4	-	-	100	
		Overwatch IV Hits Reloads next Round					
[AA] Guns [K][360]	2	24"	6	-	-	200	
		Overwatch VI					

Warship & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait	-X
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Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
<i>Salamis (0083) [S]</i>	Warship	-	0	3	1	180	
Basic Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Federation Captain	-	15	Titanic	2	2	-11	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
16"	6"	3	8	3d10	+0	+0	9000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship MPC [E][360]	2	64"	2	RF+1	5	500	
		Only [M] or [Barriers] may Block					
Ship MPC [E][360]	2	64"	2	RF+1	5	500	
		Only [M] or [Barriers] may Block					
Ship Missiles II [X]	2	48"	5	-	3	700	
		Reloads during the next round.					
[AA]Missiles [X][360]	1	24"	4	-	-	100	
		Overwatch IV Hits Reloads next Round					
[AA] Lasers [E][360]	2	24"	4	-	4	200	
		Overwatch IV					

Warship & Captain Traits

This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait	-X	Defense Array
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Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
<i>Columbus [S]</i>	Warship	700HP	0	0	1	50	
Basic Captain	Power	EQ Slots	Size 2	Speed+	Armor+	Cost+	
Federation Pilot	-	2	Colossal	1		-12	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
16"	6"	1	6	1d10	+0	+0	5500
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
[AA] Guns [K][360]	2	24"	6	-	-	200	
		Overwatch VI					

Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
<i>Magellan (0083) [S]</i>	Warship	-	0	4	2	360	
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Federation Captain	-	15	Titanic	2	1	-16	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
16"	6"	5	8	3d10	+1	+0	10000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship Missiles I [X]	1	48"	4	-	3	600	
		Reloads during the next round.					
[AA] Lasers [E][360]	2	24"	4	-	4	200	
		Overwatch IV					

Warship & Captain Traits

This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait	-X	Defense Array
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Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
<i>Magellan [S]</i>	Warship	-	0	3	2	330	
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Wakkein	-	15	Titanic	2	1	-16	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
16"	6"	5	8	3d10	+0	+0	10000
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship Missiles I [X]	1	48"	4	-	3	600	
		Reloads during the next round.					
[AA] Guns [K][360]	2	24"	6	-	-	200	
		Overwatch VI					

Warship & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait	-X
Expert Gunnery Crew	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	CAPT I	



Unit Name	Type	Repair	Catapults	Performance	Frame	Points
White Base	Warship	400HP	2	2	3	350
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
LTJG Bright Noa	-	17	Titanic	2	1	-12
Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv
16"	6"	3	7	2d10	+0	+0
12000						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Ship TL MPC [E]	2	64"	2	RF+2	5	500
		Only [M] or [Barriers] may Block				
Ship TL MPC [E]	2	64"	2	RF+2	5	500
		Only [M] or [Barriers] may Block				
Ship Artillery [K]	3	48"	5	RF-2	-	600
		Indirect Fire (R:32" to 40"+Sensors)				
Missiles III [X][360]	4	48"	6	-	3	800
		Reloads during the next round.				
Missiles III [X][360]	4	48"	6	-	3	800
		Reloads during the next round.				
[AA] Guns [K][360]	2	24"	6	-	-	200
		Overwatch VI				

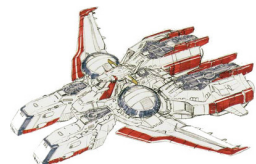
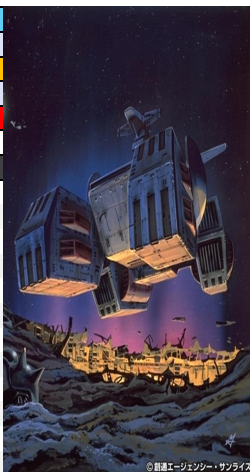
Warship & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Minovsky Craft	[Ground] Enemies without Fly must spend Move-10" to melee attack this unit. [Space] Evade+1. Full Throttle instead gives Move+5"	Trait +V
Renowned Captain	Gain [M+1] or [I+1] or +1 Action when this unit activates.	CAPT I

Unit Name	Type	Repair	Catapults	Performance	Frame	Points
White Base (Jaburo Refit)	Warship	400HP	2	4	3	500
Battle-Hardened CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
LT Bright Noa & Mirai	-	17	Titanic	2	1	-12
Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv
16"	6"	3	8	3d10	+1	+0
12000						
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Ship Hi-Power MPC [E]	3	64"	2	RF+2	6	500
		Only [M] or [Barriers] may Block				
Ship TL MPC [E]	2	64"	2	RF+2	5	500
		Only [M] or [Barriers] may Block				
Ship TL MPC [E]	2	64"	2	RF+2	5	500
		Only [M] or [Barriers] may Block				
Missiles III [X][360]	4	48"	6	-	3	800
		Reloads during the next round.				
Missiles III [X][360]	4	48"	6	-	3	800
		Reloads during the next round.				
[AA] Guns [K][360]	2	24"	6	-	-	200
		Overwatch VI				

Warship & Captain Traits

This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X	Defense Array
[Ground] Enemies without Fly must spend Move-10" to melee attack this unit. [Space] Evade+1. Full Throttle instead gives Move+5"	Trait +V	Minovsky Craft
Immune to Blindside NT Flash: Once per game gain +3 Blocks this turn.	Trait +V	Newtype I
Gain +2 Momentum or +2 Influence or +2 Actions when this unit activates.	CAPT II	Legendary Captain



Blanc Rival (Variant) 450pts		
This variant uses the White Base 400pt profile with the following changes		
Move+4, HP-2000 and lose 1x Missiles III		
Instead of Renowned Captain use the Brash Captain trait below.		

Warship & Captain Traits

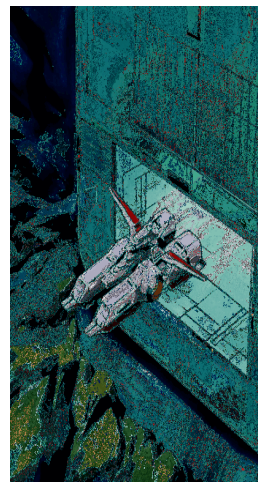
Brash Captain	Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3)	CAPT I
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Thoroughbred (Variant) - Captain Kilstein - 500pts		
This variant uses the White Base 500pt profile with the following changes		
This unit has the Warship Jamming trait featured below.		
A Skilled Captain instead of a Battle-Hardened with the Expert Engineering Trait.		

Warship & Captain Traits

Enemy Warships gain no benefit from Target Lock against this unit. Enemies cannot target this unit before its first activation unless within 16"	Trait +V	Warship Jamming
When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.	CAPT I	Expert Engineering Division

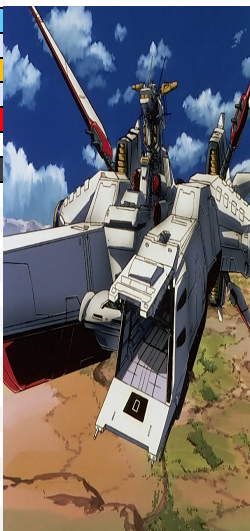




Unit Name		Type	Repair	Catapults	Performance	Frame	Points
Grey Phantom		Warship	400HP	2	4	3	450
Skilled Captain		Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
Captain Stuart		-	17	Titanic	2	2	-7
Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	6"	3	8	3d10	+1	+0	13000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Ship Hi-Power MPC [E]	3	64"	2	RF+2	6	500	
Only [M] or [Barriers] may Block							
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block							
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block							
Ship IDF Missiles II [X]	4	64"	8	RF-4	2	300	
Indirect Fire (R:32" to 40"+Sensors) Reloads next Round							
Ship IDF Missiles II [X]	4	64"	8	RF-4	2	300	
Indirect Fire (R:32" to 40"+Sensors) Reloads next Round							
[AA] Guns [K][360]	2	24"	6	-	-	200	
Overwatch VI							

Warship & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Minovsky Craft	[Ground] Enemies without Fly must spend Move-10" to melee attack this unit. [Space] Evade+1. Full Throttle instead gives Move+5"	Trait +V
Discerning Captain	When the Round starts give 2 allies within LOS or Sensors a Focus action to use on their next turn. Units are capped at 3 Focus actions per turn.	CAPT I



Unit Name		Type	Repair	Catapults	Performance	Frame	Points
The Albion		Warship	400HP	2	6	3	500
Skilled Captain		Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
Captain Synapse		-	12	Titanic	6	4	-12
Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	9"	4	9	4d10	+3	+0	12000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block							
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block							
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block							
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block							
TL Secondary Gun [E]	2	48"	4	RF-1	5	400	
[AA] Lasers [E][360]	2	24"	4	-	4	200	
Overwatch IV							

Warship & Captain Traits

This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X	Defense Array
[Ground] Enemies without Fly must spend Move-10" to melee attack this unit. [Space] Evade+1. Full Throttle instead gives Move+5"	Trait +V	Minovsky Craft
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	CAPT I	Expert Gunnery Crew



Unit Name		Type	Repair	Catapults	Performance	Frame	Points
Birmingham [S]		Warship	-	0	5	3	650
Battle-Hardened CAPT		Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
Green Wyatt		-	24	Titanic	6	1	-9
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	10"	5	9	4d10	+2	+0	9000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block							
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block							
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block							
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block							
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block							
Ship Missiles III [X]	3	48"	6	-	3	800	
Reloads during the next round.							
Ship Missiles III [X]	3	48"	6	-	3	800	
Reloads during the next round.							
TL Secondary Gun [E]	2	48"	4	RF-1	5	400	
[AA] Lasers II [E][360]	4	24"	5	-	4	200	
Overwatch V							

Warship & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Fearless Captain	When activated if HP<50% or your [M=0] gain [M+3] or +3 Actions. Each time a weapon is destroyed gain +1 Action permanently.	CAPT II



Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Salamis Kai [S]	Warship	300HP	1	5	1	150	
Basic Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Titans Captain	-	12	Titanic	1	1	-14	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	5"	2	9	4d10	+1	+0	8500
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship MPC [E][360]	2	64"	2	RF+1	5	500	
		Only [M] or [Barriers] may Block					
Ship MPC [E][360]	2	64"	2	RF+1	5	500	
		Only [M] or [Barriers] may Block					
Ship Missiles II [X]	2	48"	5	-	3	700	
		Reloads during the next round.					
[AA] Guns [K][360]	2	24"	6	-	-	200	
		Overwatch VI					

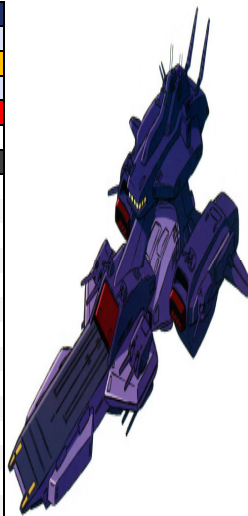
Warship & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
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Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Alexandria [S]	Warship	300HP	4	5	3	400	
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Gady Kinsey	-	12	Titanic	5	2	-14	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	9"	4	9	4d10	+2	+0	10500
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship MPC [E]	1	64"	2	RF+1	5	500	
		Only [M] or [Barriers] may Block					
Ship MPC [E]	1	64"	2	RF+1	5	500	
		Only [M] or [Barriers] may Block					
[AA] Guns [K][360]	2	24"	6	-	-	200	
		Overwatch VI					

Warship & Captain Traits

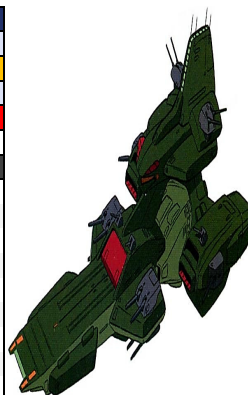
This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X	Defense Array
When the Round starts give 2 allies within LOS or Sensors a Focus action to use on their next turn. Units are capped at 3 Focus actions per turn.	CAPT I	Discerning Captain



Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Hario (Alexandria) [S]	Warship	300HP	4	5	3	600	
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Ted Ayachi	-	22	Titanic	5	2	-4	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	9"	6	9	4d10	+2	+0	10500
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E][360]	3	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
		Only [M] or [Barriers] may Block					
Ship MPC [E][360]	2	64"	2	RF+1	5	500	
		Only [M] or [Barriers] may Block					
Ship MPC [E][360]	2	64"	2	RF+1	5	500	
		Only [M] or [Barriers] may Block					
[AA] Guns II [K] [360]	4	24"	7	-	-	200	
		Overwatch VII					

Warship & Captain Traits

This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X	Defense Array
When activated if HP<50% or [M=0] gain [M+2] OR 2 actions. When this unit is destroyed gain [M+3].	CAPT I	Steadfast Crew





Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Argama	Warship	1000HP	2	6	3	700	
Battle-Hardened CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
CAPT Bright Noa	-	20	Titanic	7	4	3	
Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	10"	4	9	4d10	+3	+0	11500
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Ship Main Gun [E]	5	64"	2	RF+4	6	1000	
	Only [M] or [Barriers] may Block Recharge 1						
Ship Main Gun [E]	5	64"	2	RF+4	6	1000	
	Only [M] or [Barriers] may Block Recharge 1						
Ship MPC [E][360]	2	64"	2	RF+1	5	500	
	Only [M] or [Barriers] may Block						
Ship MPC [E]	1	64"	2	RF+1	5	500	
	Only [M] or [Barriers] may Block						
Ship MPC [E]	1	64"	2	RF+1	5	500	
	Only [M] or [Barriers] may Block						
Ship Missiles II [X]	2	48"	5	-	3	700	
	Reloads during the next round.						
[AA]Missiles IV [X][360]	4	24"	7	-	-	100	
Overwatch VII Hits Reloads next Round							

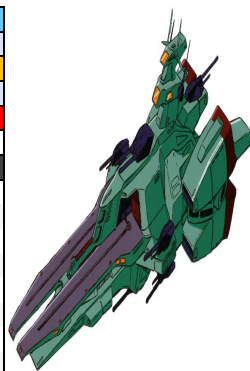
Warship & Captain Traits

Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Minovsky Craft	[Ground] Enemies without Fly must spend Move-10" to melee attack this unit. [Space] Evade+1. Full Throttle instead gives Move+5"	Trait +V
Legendary Captain	Gain +2 Momentum or +2 Influence or +2 Actions when this unit activates.	CAPT II

Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Radish [S]	Warship	300HP	3	5	2	450	
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
CDR Henken Bekkener	-	13	Titanic	6	2	-9	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	10"	5	9	4d10	+2	+0	8000
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Ship Hi-Power MPC [E]	3	64"	2	RF+2	6	500	
	Only [M] or [Barriers] may Block						
Ship Hi-Power MPC [E]	3	64"	2	RF+2	6	500	
	Only [M] or [Barriers] may Block						
Ship MPC [E][360]	2	64"	2	RF+1	5	500	
	Only [M] or [Barriers] may Block						
Ship MPC [E]	1	64"	2	RF+1	5	500	
	Only [M] or [Barriers] may Block						
Ship MPC [E]	1	64"	2	RF+1	5	500	
	Only [M] or [Barriers] may Block						
Ship MPC [E]	1	64"	2	RF+1	5	500	
	Only [M] or [Barriers] may Block						
[AA] Beams [E] [360]	2	24"	3	-	5	300	
Overwatch III							

Warship & Captain Traits

This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X	Defense Array
When activated if HP<50% or [M=0] gain [M+2] OR 2 actions. When this unit is destroyed gain [M+3].	CAPT I	Devoted Captain



Unit Name	Type	Repair	Catapults	Performance	Frame	Points	
Salamis Kai [S]	Warship	300HP	1	5	1	150	
Basic Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
AEUG Captain	-	12	Titanic	1	1	-14	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	6"	2	9	4d10	+1	+0	8500
Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
	Only [M] or [Barriers] may Block						
Ship TL MPC [E]	2	64"	2	RF+2	5	500	
	Only [M] or [Barriers] may Block						
Ship MPC [E][360]	2	64"	2	RF+1	5	500	
	Only [M] or [Barriers] may Block						
Ship MPC [E][360]	2	64"	2	RF+1	5	500	
	Only [M] or [Barriers] may Block						
Ship Missiles II [X]	2	48"	5	-	3	700	
	Reloads during the next round.						
[AA] Guns [K][360]	2	24"	6	-	-	200	
Overwatch VI							

Warship & Captain Traits

This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X	Defense Array
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