	11		-	ъ.	C . I.	D (-	D • •
		Name	Туре	Repair	Catapults	Performance	Frame	Points
	Musc	ai [S]	Warship	-	0	2	1	100
	Basic (Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
	Zeon (Captain	1	9	Titanic	2		-1 <i>7</i>
A	Sensors Move A		Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
457	20"	7"	3	7	2d10	+0	+0	7000
	Wea	pons	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					
6	Ship Mis	siles I [X]	1	48"	4	-	3	600
				Reloads o	during the ne	xt round.		
100	[AA]Missile	s II [X][360]	2	24"	5	-	-	100
			0	verwatch V	Hits Reload	ds next Round		
		Warshi	p & Capto	in Traits				
D. C A	This unit m	ay use at mo	ost one we	apon and c	ne [AA] wed	apon against t	argets	Trait
Defense Array			smaller th	nan Colossa	l (Size 3).	_		-X

Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points	
Chivv	ay [S]	Warship - 0		2	2	150		
Skilled	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Ва	rom	-	10	Titanic	5	2	-1 <i>7</i>	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	
16"	9"	2	7	2d10	+1	+0	8500	
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Triple MP	C [E] [360]	5	64"	3	RF+3	5	500	
			Only [M]	or [Barriers]	may Block			
Ship Mis	siles II [X]	2	48"	5	-	3	700	
		Reloads during the next round.						
[AA]Missil	es [X][360]	1	24"	4	-	-	100	
		0	verwatch IV	Hits Reload	ds next Round			
[AA] Gur	ıs [K][360]	2	24"	6	-	-	200	
			(Overwatch V	1			

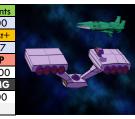


Warship & Captain Traits		
This unit may use at most one weapon and one [AA] weapon against targets	Trait	D-f A
smaller than Colossal (Size 3)	_Y	Defense Array



Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points	
Рари	a [S] Warship 600HP 0		0	0	1	50		
Basic	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Zeon (Captain	-	2	Titanic	5		-1 <i>7</i>	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	
16"	10"	1	6	1d10	+0	+0	4500	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
[AA] Gur	s [K][360]	2	24"	6	-	-	200	
Overwatch VI								

Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points	
Pazo	ck [S]	Warship	600HP	0	2	1	100	
Basic	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Zeon (Captain	-	2	Titanic	5		-1 <i>7</i>	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	
16"	10"	1	7	2d10	+1	+0	4500	V.COEO
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	The state of the s
[AA] Gur	s [K][360]	2	24"	6	-	-	200	
			(Overwatch V	1			



	Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points	
	Musai (C	080) [S]	Warship	ı	0	4	1	100	
	Basic	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
	Zeon (Captain	-	5	Titanic	5	3	-1 <i>7</i>	
. // .			Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	
<u> </u>	16" 8"		2	8	3d10	+2	+0	7500	
-57	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]Missil	es [X][360]	1	24"	4	-	-	100	
			0	verwatch IV	Hits Reload	ds next Round			
		Warshi	p & Capto	iin Traits					
Defense Arrest	This unit m	This unit may use at most one weapon and one [AA] weapon against targets							
Defense Array			smaller th	nan Colossa	l (Size 3).			-X	

Tivvay (0080) [S] Warship - 0 4 2 250	
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	
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	
16" 10" 2 8 3d10 +1 +1 10000	0 35.0
Weapons EQ Range Attacks Close Range PEN DMG	
HP Triple MPC [F][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	100
Overwatch VI	K
	No.
	1
12.	
Warship & Captain Traits	
This unit may use at most one weapon and one [AA] weapon against targets Trait	
smaller than Colossal (Size 3). Defense Arra	
When activated if HP<50% or [M=0] gain [M+2] OR 2 actions.	
When this unit is destroyed gain [M+3]. CAPT I Maniacal Capto	ın

26 vetaki - 18 km 12 km 1	Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points
	Musai (0	083) [S]	Warship	ı	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
// 1	24"	7"	3	9	4d10	+1	+0	7000
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Ship TL M	PC [E][360]	3	64"	2	RF+2	5	500
A PARTY				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]Missil	es [X][360]	1	24"	4	-	-	100
			O	verwatch IV	Hits Reload	ds next Round		
ソロモン海域	[AA] Gur	ıs [K][360]	2	24"	6	-	-	200
				(Overwatch VI	1		
		Warshi	p & Capta	in Traits				
Defense Array	This unit m	ay use at mo	ost one we	apon and c	one [AA] wed	ipon against t	argets	Trait
Defense Affay			smaller th	nan Colossa	l (Size 3).			-X

	Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points
	Zanzi	ibar II	Warship	700HP	0	5	3	500
	Battle-Hard	lened CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
	Deatro	af Kocsel	-	19	Titanic	5		-9
	Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
	24"	10"	4	9	4d10	+2	+0	8500
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
The state of the s	Ship TL MI	PC [E][360]	3	64"	2	RF+2	5	500
900 1/2/2019				Only [M]	or [Barriers]	may Block		
	Ship TL MI	PC [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		
THE PARTY OF THE P	Ship TL	MPC [E]	2	64"	2	RF+2	5	500
				Only [M]	or [Barriers]	may Block		
The state of the s	Ship TL	MPC [E]	2	64"	2	RF+2	5	500
The state of the s				Only [M]	or [Barriers]	may Block		
	Ship TL	MPC [E]	2	64"	2	RF+2	5	500
				Only [M]	or [Barriers]	may Block		
	Antiship I	Missile [X]	1	48"	3	RF-1	3	1000
12			S	ingle Use	+3 Hits vs S	Size 2+ Units		
	[AA] Guns	II [K] [360]	4	24"	7	-	-	200
					Overwatch VI	I		
		Warshi	p & Capto	iin Traits				
Defense Array	This unit m	ay use at mo	ost one we	eapon and o	one [AA] wed	apon against t	argets	Trait
Defense Array			smaller t	nan Colossa	l (Size 3).			-X
Grim Captain	When this	unit activate:	s if HP<50	0% or your	[M=0] gain	[M+2] or +2 A	Actions.	CAPTI
Crim Capiani		Whe	en this unit	is destroye	ed gain [M+3	3].		CALLI
Steadfast Crew	Wh	en activated	if HP<50	% or [M=0] gain [M+2]	OR 2 actions		CAPTI
Sieddidsi Crew		Who	en this unit	is destroye	ed gain [M+3	3].		CALL

Unit No	ıme	Туре	Repair	Catapults	Performance	Frame	Points	MANAGEMENT OF THE PROPERTY OF		7
Gwade	en	Warship	400HP	0	5	4	750	(AUX/)		7
Battle-Harder	ned CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	////////		. 4
Aiguille [Delaz	-	30	Titanic		1	-9		Was E	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP		Was -dr	
24"	4"	6	9	4d10	+1	+0	15000	A WAX		1
Weapo	ns	EQ	Range	Attacks	Close Range	PEN	DMG	1	TA A	
Ship Main	Gun [E]	5	64"	2	RF+4	6	1000		Vol.	1
		Only	[M] or [Bar	riers] may Blo	ock Recharge	e 1			11-30	1
Ship Main	Gun [E]	5	64"	2	RF+4	6	1000	The state of the s		
		Only	[M] or [Bar	riers] may Blo	ock Recharge	e 1		Ser.		
Ship Main	Gun [E]	5	64"	2	RF+4	6	1000			
		Only	[M] or [Bar	riers] may Blo	ock Recharge	e 1			yin	
Ship TL MPC	[E][360]	3	64"	2	RF+2	5	500			
			Only [M]	or [Barriers]	may Block				ALT:	
Ship TL MPC	[E][360]	3	64"	2	RF+2	5	500			
				or [Barriers]						A.
Ship TL MPC	[E][360]	3	64"	2	RF+2	5	500		TLZ	8
				or [Barriers] i	may Block					
[AA] Guns III	[K] [360]	6	24"	8	-	-	200			
				Overwatch VII						
					aptain Traits					
This unit may	use at mo		•		apon against t	argets	Trait	Defense	Array	
			nan Colossa				-X	20101130	, u ,	
			, -		3] or +3 Action		CAPT	Stoic Co	aptain	
Each 1	time a we	apon is de	stroyed ga	in +1 Action	permanently.		ll l		1	

			-	.	C . I.	5 (-	
		Name 	Туре	Repair	Catapults	Performance	Frame	Points
		zibar	Warship	400HP	0	4	3	350
(All II)		Captain	Power	EQ Slots	Size 3		Armor+	
	Char's 2nd	in Command	-	10	Titanic	5		-1 <i>7</i>
(ANSARA)	Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
海水	20"	10"	4	8	3d10	+2	+0	8500
A CONTRACTOR OF THE PARTY OF TH	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Ship Ar	tillery [K]	3	48"	5	RF-2	-	600
			I.	ndirect Fire	(R:32" to 40	"+Sensors)		
	Ship A	APC [E]	1	64"	2	RF+1	5	500
				Only [M]	or [Barriers]	may Block		
	Ship A	APC [E]	1	64"	2	RF+1	5	500
D CALL IN THE STATE OF				Only [M]	or [Barriers]	may Block		
	Ship A	APC [E]	1	64"	2	RF+1	5	500
				Only [M]	or [Barriers]	may Block		
	Ship A	APC [E]	1	64"	2	RF+1	5	500
				Only [M]	or [Barriers]	may Block		
	Antiship	Missile [X]	1	48"	3	, RF-1	3	1000
	· ·		S	ingle Use	+3 Hits vs S	Size 2+ Units		
The second second	[AA] Gun	s [K][360]	2	24"	6	-	-	200
	, , , , ,			(Overwatch V	1		
		Warshi	p & Capto	in Traits				
	This unit m		· · · · ·		ne [AA] wed	apon against t	araets	Trait
Defense Array		,		nan Colossa			9	-X
	When the F	Round starts				a Focus actio	n to use	
Discerning Captain			-			tions per turn.		CAPT I
	011 1		0.1113 0	о сарреи (a. o . ocos ac			

				_		1
						a - 11 11 - de
Warship		, ,	3	4	750	
Power	EQ Slots	0.00	Speed+	Armor+	Cost+	
-	30	Titanic		1	-4	and the same of th
Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	
6	8	3d10	+0	+0	15000	
EQ	Range	Attacks	Close Range	PEN	DMG	
5	64"	2	RF+4	6	1000	
Only	[M] or [Bar	riers] may Blo	ock Recharge	e 1		
5	64"	2	RF+4	6	1000	/-
Only	[M] or [Bar	riers] may Blo	ock Recharge	e 1		
5	64"	2	RF+4	6	1000	
Only	[M] or [Bar	riers] may Blo	ock Recharge	e 1		1
3	64"	2	RF+2	5	500	
	Only [M]	or [Barriers]	may Block			
3	64"	2	RF+2	5	500	
	Only [M]	or [Barriers]	may Block			
3	64"	2	RF+2	5	500	
	Only [M]	or [Barriers]	mav Block			
6	24"	8	-	-	200	
	C	verwatch VI	11			
		Warship & C	aptain Traits			
ost one we				araets	Trait	
	•				-X	Defense Array
•	•			nge a	CAPT II	Strategic Captain
	Actions 6 EQ 5 Only 5 Only 3 3 3 6 ost one we smaller thund give u	Warship 300HP Power EQ Slots - 30	Warship 300HP 0	Warship 300HP 0 3	Warship 300HP 0 3 4	Warship 300HP 0 3 4 750

The same of the same of	Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points	
	Gaw Co	ırrier [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	HP	
The state of the s	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							
THE STATE OF THE S	Ship TL	MPC [E]	2	64"	2	RF+2	5	500	
M. W. SHE				Only [M]	or [Barriers]	may Block			
THE THE WILLIAM STATES	[AA] Guns [K][360]		2	24"	6	-	-	200	
				(Overwatch VI	!			
	Bombin	g 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).								
Flying Warship									

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+ Federatic Captain - 13 Colossal 3 -4 Sensors Move Actions Shooting AA DEF Evade d10 ARM Sv HP 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) 2 24" 6 - - 200 Overwatch VI Warship & Captain Traits			_				_		
Basic Captain Power Power EQ Slots Size 2 Speed+ Armor+ Cost+ Armor+ Cost+ Sensors Federation Captain - 13 Colossal 3 -4 ARM SV HP 20" 3" 2 7 2d10 +0 +0 9000 Weapons EQ Range Attacks Close Range PEN DMG PEN DMG Ship Hi-Power MPC [E] 3 64" 2 RF+2 6 500 Only [M] or [Barriers] may Block RF-3 - 600 Ship Tri-Artillery [K] 4 48" 6 RF-3 - 600 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) Overwatch VI [AA] Guns [K][360] 2 24" 6 - 200 24" 6 - 200 Overwatch VI Warship & Captain Traits This unit may use at most one weapon and one [AA] weapon against targets Trait Defense Array	Unit	Name	Type	Repair	Catapults	Performance	Frame	Points	
This unit may use at most one weapon and one [AA] Sensors Move Actions Shooting AA DEF Evade d10 ARM SV HP	Big Tr	ray [G]	Warship	ı	0	1	1	100	
Sensors Move	Basic	Captain	Power	EQ Slots	Size 2	Speed+	Armor+	Cost+	serles.
20" 3" 2 7 2d10 +0 +0 9000	Federation	on Captain	-	13	Colossal		3	-4	A THE RESERVE TO THE
Weapons EQ Range Attacks Close Range PEN DMG	Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	MAM
Ship Hi-Power MPC [F] 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 Trait Defense Array	20"	3"	2	7	2d10	+0	+0	9000	The state of the s
Only [M] or [Barriers] may Block Ship Tri-Artillery [K]	Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ship Tri-Artillery [K]	Ship Hi-Po	wer MPC [E]	3	64"	2	RF+2	6	500	
Indirect Fire (R:32" to 40"+Sensors) Ship Tri-Artillery [K]				Only [M]	or [Barriers]	may Block			
Ship Tri-Artillery [K]	Ship Tri-A	Artillery [K]	4	48"	6	RF-3	-	600	Au/ 1 / 11 30 0
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 Trait Defense Array			I.	ndirect Fire	(R:32" to 40	"+Sensors)			ONE A DELL'EST
[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 Trait Defense Array	Ship Tri-A	Artillery [K]	4	48"	6	RF-3	-	600	
Overwatch VI Warship & Captain Traits This unit may use at most one weapon and one [AA] weapon against targets Trait Defense Array			I.	ndirect Fire	(R:32" to 40	"+Sensors)			
Warship & Captain Traits This unit may use at most one weapon and one [AA] weapon against targets Trait Defense Array	[AA] Gur	ns [K][360]	2	24"	6	-	-	200	
This unit may use at most one weapon and one [AA] weapon against targets Trait Defense Array				(Overwatch V	I			
Detense Array					Warship & C	aptain Traits			
smaller than Colossal (Size 3).	This unit m	nay use at mo	ost one we	apon and a	one [AA] wed	apon against t	argets	Trait	Defense Armen
	smaller than Colossal (Size 3).								Defense Array

	Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points	
MU I	Salan	nis [S]	Warship	-	0	2	1	90	
11/1/2	Basic (Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
() A	Federation Captain		-	11	Titanic		1	-18	
	Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	
To leave the same of the same	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 MP	C [E][360]	2	64"	2	RF+1	5	500	
				Only [M]	or [Barriers]	may Block			
	Ship MP0	C [E][360]	2	64"	2	RF+1	5	500	
				Only [M]	or [Barriers]	may Block			
To the state of th	Ship Mis	siles II [X]	2	48"	5	-	3	700	
A PA				Reloads o	during the ne	xt round.			
	[AA]Missil	es [X][360]	1	24"	4	-	-	100	
313 115			0	erwatch IV	Hits Reloa	ds next Round			
W. I. V.	[AA] Gun	s [K][360]	2	24"	6	-	-	200	
X	Overwatch VI								
Warship & Captain Traits									
Defense Assess	This unit may use at most one weapon and one [AA] weapon against targets								
Defense Array			smaller th	an Colossa	l (Size 3).			-X	

		Performance	Catapults	Repair	Туре	Unit Name					
Columbus [S] Warship 700HP 0 1 50	1 50	0	0	700HP	Warship	Columbus [S]					
Basic Captain Power EQ Slots Size 2 Speed+ Armor+ Cost-	rmor+ Cost+	Speed+	Size 2	EQ Slots	Power	Basic Captain					
Federation Pilot - 2 Colossal 1 -12	-12	1	Colossal	2	-	Federation Pilot		2.44			
Sensors Move Actions Shooting AA DEF Evade d10 ARM Sv HP	RM Sv HP	Evade d10	AA DEF	Shooting	Actions	Move	Sensors				
16" 6" 1 6 1d10 +0 +0 5500	+0 5500	+0	1d10	6	1	6"	16"				
Weapons EQ Range Attacks Close Range PEN DMC	PEN DMG	Close Range	Attacks	Range	EQ	ipons	Wed	4			
[AA] Guns [K][360] 2 24" 6 200	- 200	-	6	24"	2	ıs [K][360]	[AA] Gur				
Overwatch VI		7	Overwatch V	(

LIN CONTRACTOR OF THE PARTY OF	Unit	Unit Name		Repair	Catapults	Performance	Frame	Points
	Magel	llan [S]	Warship	-	0	3	2	330
	Skilled	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
	Wa	kkein	-	15	Titanic	2	1	-16
	Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
	16"	6"	5	8	3d10	+0	+0	10000
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Ship TL MI	PC [E][360]	3	64"	2	RF+2	5	500
The state of the s				Only [M]	or [Barriers]	may Block		
10 11 1	Ship TL MI	PC [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
Ca Li				Only [M]	or [Barriers]	may Block		
	Ship TL	MPC [E]	2	64"	2	RF+2	5	500
				Only [M]	or [Barriers]	may Block		
	Ship Mis	ssiles I [X]	1	48"	4	-	3	600
I GALL				Reloads o	during the ne	xt round.		
	[AA] Gun	ıs [K][360]	2	24"	6	-	-	200
				(Overwatch VI	1		
	Warship & Captain Traits							
Defense Array	This unit may use at most one weapon and one [AA] weapon against targets							
Defense Array	smaller than Colossal (Size 3).							
Expert Gunnery Crew	+1 to Pr	ecision and l	Barrage (<i>N</i>	Max 3). Red	duce Rapid F	Fire penalties l	by 1.	CAPT I

Unit Name	Туре	Repair	Catapults	Performance	Frame	Points	
Salamis (0083) [S]	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	1 DOC MARK
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ship TL MPC [E]	2	64"	2	RF+2	5	500	Sing the :
		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	- 1 / Const
		Only [M]	or [Barriers]	may Block			
Ship MPC [E][360]	2	64"	2	RF+1	5	500	
1 11 1		Only [M]	or [Barriers]	may Block			
Ship MPC [E][360]	2	64"	2	RF+1	5	500	
		Only [M]	or [Barriers]	may Block			/ Stilling
Ship Missiles II [X]	2	48"	5	-	3	700	3
omp // nones in [//]	_		during the ne	xt round.		, 00	the star of
[AA]Missiles [X][360]	1	24"	4	-	_	100	
[/ traffication [/t][cool	•		•	ds next Round		100	The State of the S
[AA] Lasers [E][360]	2	24"	/ Kelou	as next Rooma	4	200	
[AA] Lusers [L][500]			Overwatch IV	,		200	
				aptain Traits			Y Ro
This unit may use at m	aat ana wa				ara ata	Trait	
This unit may use at m		•		apon against t	argets		Defense Ar
	smaller fi	nan Colossa	i (Size 3).			-X	

Unit Nan	ne	Туре	Repair	Catapults	Performance	Frame	Points	*		
Magellan (008	83) [S]	Warship	-	0	4	2	360			
Skilled Cap	otain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+			
Federation C	aptain	_	15	Titanic	2	1	-16			
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP			
16"	6"	5	8	3d10	+1	+0	10000			
Weapon	ıs	EQ	Range	Attacks	Close Range	PEN	DMG	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 MP	C [E]	2	64"	2	RF+2	5	500			
			Only [M]	or [Barriers]	may Block					
Ship TL MP	C [E]	2	64"	2	RF+2	5	500			
			Only [M]	or [Barriers]	may Block					
Ship TL MP	C [E]	2	64"	2	RF+2	5	500			
·			Only [M]	or [Barriers]	may Block					
Ship Missiles	s I [X]	1	48"	4	-	3	600	304.		
·			Reloads o	during the ne	xt round.					
[AA] Lasers [E][360]	2	24"	4	-	4	200			
			(Overwatch IV	,					
	Warship & Captain Traits									
This unit may u	use at mo	ost one we				argets	Trait	Deferre Arm		
		smaller th	nan Colossa	l (Size 3).			-X	Defense Array		
+1 to Precisi	ion and E	Barrage (A	Max 3). Re	duce Rapid F	Fire penalties l	by 1.	CAPT I	Expert Gunnery Crew		

White Base Warship 400HP 2 2 3 350	A					1				
Skilled Captain		Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points	
LTJG Bright Noa		White	e Base	Warship	400HP	2	2	3	350	
Sensors Fly Actions Shooting AA DEF Evade d10 ARM SV HP		Skilled	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
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.		LTJG Br	ight Noa	-	1 <i>7</i>	Titanic	2	1	-12	
Weapons EQ Range Attacks Close Range PEN DMG		Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	
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.		16"	6"	3	7	2d10	+0	+0	12000	
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.		Wea	pons	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 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.		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.			Only [M] or [Barriers] may Block							
Ship Artillery [K] 3 48" 5 RF-2 - 600 Indirect Fire (R:32" to 40"+Sensors) 48" 6 - 3 800 Reloads during the next round.		Ship TL	MPC [E]	2	64"	2	RF+2	5	500	
Missiles III [X][360] All Indirect Fire (R:32" to 40"+Sensors) 48" 6 - 3 800 Reloads during the next round.					Only [M] or [Barriers] may Block					
Missiles III [X][360] 4 48" 6 - 3 800 Reloads during the next round.		Ship Art	illery [K]	3	48"	5	RF-2	-	600	
Reloads during the next round.	3			I	ndirect Fire	(R:32" to 40	"+Sensors)			
		Missiles II	II [X][360]	4	48"	6	-	3	800	
10 1 H EVITO (O) 4 (O)	Mary Mary Mary Mary				Reloads o	during the ne	xt round.			
Missiles III [X][360] 4 48" 6 - 3 800		Missiles II	II [X][360]	4	48"	6	-	3	800	
Reloads during the next round.			Reloads during the next round.							
[AA] Guns [K][360] 2 24" 6 200	A STATE OF THE STA	[AA] Gun	s [K][360]	2	24"	6	-	-	200	
Overwatch VI	27/ 8 107				(Overwatch V	I			
Warship & Captain Traits			Warshi	p & Capta	in Traits					
This unit may use at most one weapon and one [AA] weapon against targets Trait	D ()	This unit m	ay use at m	ost one we	apon and a	one [AA] wed	apon against t	argets	Trait	
Defense Array smaller than Colossal (Size 3). -X	Detense Array	.,								
[Ground] Enemies without Fly must spend Move-10" to melee attack this unit. Trait		[Ground] Enemies without Fly must spend Move-10" to melee attack this unit.								
Minovsky Craft [Space] Evade+1. Full Throttle instead gives Move+5" +V	Minovsky Craft	· · ·							+V	
Renowned Captain Gain $[M+1]$ or $[l+1]$ or $+1$ Action when this unit activates. CAPT	Renowned Captain	Gain $[M+1]$ or $[I+1]$ or $+1$ Action when this unit activates.						CAPTI		

Uni	t Name	Туре	Repair	Catapults	Performance	Frame	Points	
White Bo	ISE (Jaburo Refit)	Warship	400HP	2	4	3	500	
Battle-Ha	rdened CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
LT Bright	Noa & Mirai	-	1 <i>7</i>	Titanic	2	1	-12	
Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	
16"	6"	3	8	3d10	+1	+0	12000	HILL I
We	eapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ship Hi-P	ower MPC [E]	3	64"	2	RF+2	6	500	A STATISTICS OF THE STATE OF TH
			Only [M]	or [Barriers]	may Block			
Ship T	TL MPC [E]	2	64"	2	RF+2	5	500	
			Only [M]	or [Barriers]	may Block			
Ship T	TL MPC [E]	2	64"	2	RF+2	5	500	
			Only [M]	or [Barriers]	may Block			THE THE PARTY OF T
Missiles	III [X][360]	4	48"	6	-	3	800	
			Reloads o	during the ne	xt round.			
Missiles	III [X][360]	4	48"	6	-	3	800	
			Reloads o	during the ne	xt round.			
[AA] Gu	uns [K][360]	2	24"	6	-	-	200	#
			(Overwatch V	l			◎創造エージェンシー・サンライ
				Warship & C	aptain Traits			
This unit	may use at mo	ost one we	apon and a	one [AA] wed	apon against t	argets	Trait	D ()
		smaller th	an Colossa	I (Size 3).			-X	Defense Array
[Ground	Enemies with	out Fly mu	st spend Mo	ove-10" to m	elee attack th	nis unit.	Trait	
	[Space] Evade+1. Full Throttle instead gives Move+5" +V							Minovsky Craft
	[0]0000] = 0	Trait						
	Immune to Blindside Tr NT Flash: Once per game gain +3 Blocks this turn. +							Newtype I
	141 110311.	Once per	game gam	i i o blocks ii	113 10111.		CAPT	
Gain +	Gain $+2$ Momentum or $+2$ Influence or $+2$ Actions when this unit activates.							Legendary Captain
							II	



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

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"

When this unit activates choose a weapons bonus for this turn:

All weapons gain +1 PEN or +100 DMG.

Trait +V Warship Jamming

CAPT I Expert Engineering Division

	Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points	
	Grey P	hantom	Warship	400HP	2	4	3	450	
	Skilled	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
	Captai	in 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	
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
	Ship Hi-Pov	wer MPC [E]	3	64"	2	RF+2	6	500	
NA SAN		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	
race 1				Only [M]	or [Barriers]	may Block			
	Ship IDF N	Aissiles II [X]	4	64"	8	RF-4	2	300	
440		I.	ndirect Fire	e (R:32" to	40"+Sensors)	Reloads ne	xt Round		
	Ship IDF N	Aissiles II [X]	4	64"	8	RF-4	2	300	
		I.	ndirect Fire	e (R:32" to	40"+Sensors)	Reloads ne	xt Round		
AND HARMAN	[AA] Gun	ıs [K][360]	2	24"	6	-	-	200	
				(Overwatch V	1			
		Warshi	p & Capto	in Traits					
Defense Array	This unit m	nay use at m	ost one we	eapon and o	one [AA] wed	ıpon against t	argets	Trait -X	
Defense Array	smaller than Colossal (Size 3).								
Minovsky Craft	[Ground] Enemies without Fly must spend Move-10" to melee attack this unit.								
7.morsky cran	[Space] Evade+1. Full Throttle instead gives Move+5" When the Round starts give 2 allies within LOS or Sensors a Focus action to use								
Discerning Captain			_					CAPTI	
2.000g Capiani	on t	their next tur	n. Units a	re capped	at 3 Focus ac	tions per turn.			

	Unit Name		Туре	Repair	Catapults	Performance	Frame	Points		
	Birming	ham [S]	Warship	-	0	5	3	650		
	Battle-Hard	lened CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+		
	Green	Wyatt	-	24	Titanic	6	1	-9		
. Dis	Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP		
Os III	24"	10"	5	9	4d10	+2	+0	9000		
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
	Ship TL M	PC [E][360]	3	64"	2	RF+2	5	500		
69.0				Only [M]	or [Barriers]	may Block				
	Ship TL M	PC [E][360]	3	64"	2	RF+2	5	500		
				Only [M]	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		
AND THE STATE OF T				Only [M]	or [Barriers]	may Block				
	Ship TL	MPC [E]	2	64"	2	RF+2	5	500		
1	·			Only [M]	or [Barriers]	may Block				
E	Ship Mis	siles III [X]	3	48"	6	, <u>-</u>	3	800		
	·			Reloads o	during the nex	xt round.				
No. of the second	Ship Mis	siles III [X]	3	48"	6	-	3	800		
	•			Reloads o	during the nex	xt round.				
	TL Second	ary Gun [E]	2	48"	4	RF-1	5	400		
A 1		, ,			-					
	[AA] Laser	s II [E][360]	4	24"	5	-	4	200		
	- 1			(Overwatch V					
	Warship & Captain Traits									
D ()	This unit may use at most one weapon and one [AA] weapon against targets									
Defense Array	smaller than Colossal (Size 3).									
Facility County	When	activated if I	HP<50%	or your [M=	0] gain [M+	3] or +3 Actio	ons.	CAPT		
Fearless Captain	Each time a weapon is destroyed gain +1 Action permanently.						П			
								1		

Unit Name	Туре	Repair	Catapults	Performance	Frame	Points	A SECTION AND ADDRESS OF THE PERSON ADDRESS OF THE PERSON AND ADDRESS OF THE PERSON ADDRESS OF
The Albion	Warship	400HP	2	6	3	500	M. Maria
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Captain Synapse	-	12	Titanic	6	4	-12	and the state of t
Sensors Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv		4 4
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	′			
							0.00
				aptain Traits			
This unit may use at mo	ost one we	apon and a	one [AA] wed	apon against t	argets	Trait	Defense Array
	smaller th	nan Colossa	l (Size 3).			-X	Defense Array
[Ground] Enemies with	out Fly mu	st spend Mo	ove-10" to m	elee attack th	is unit.	Trait	Minovsky Craft
[Space] Evo	ıde+1. Fu	ll Throttle in	nstead gives	Move+5"		+V	Willovsky Clair
+1 to Precision and I	Barrage (<i>l</i>	Лах 3). Re	duce Rapid F	Fire penalties	by 1.	CAPT I	Expert Gunnery Crew



Defense Array

Unit I	Name	Туре	Repair	Catapults	Performance	Frame	Points			
Salamis	Salamis Kai [S]		300HP	ĺ	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			
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
Ship TL	Ship TL MPC [E]		64"	2	RF+2	5	500			
			Only [M]	or [Barriers] i	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] i	may Block					
Ship MP0	C [E][360]	2	64"	2	RF+1	5	500			
·			Only [M] or [Barriers] may Block							
Ship Mis	siles II [X]	2	48"	5	-	3	700			
			Reloads o	during the nex	xt round.					
[AA] Gun	ıs [K][360]	2	24"	6	-	-	200			
			(Overwatch VI	I					

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

Unit Name	T	Donair	Costonoulto	Performance	Frame	Points	1
Alexandria [S]	Type Warship	Repair 300HP	Catapults 4	5	3	400	11
Skilled Captain	Power	EQ Slots	Size 3		Armor+		الباد
Gady Kinsey		12	Titanic	5 Speed 1	2	-14	Y
Sensors Move	Actions	Shooting	AA DEF		ARM Sv		4/3
24" 9"	4	9	4d10	+2	+0	10500	7/2/
Weapons	EQ	Range	Attacks	Close Range	_	DMG	
Ship TL MPC [E]	2	64"	2	RF+2	5	500	a of the first
			or [Barriers]				
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 V	l			
			Warship & C	Captain Traits			
This unit may use at m	ost one we	apon and a	one [AA] wed	apon against t	argets	Trait	Defense Array
	smaller th	nan Colossa	l (Size 3).			-X	Detelise Alluy
When the Round starts	give 2 alli	es within LC	S or Sensors	a Focus actio	n to use	CAPT I	Discerning Captain
on their next tu	rn. Units a	re capped	at 3 Focus ac	ctions per turn.		CAPIT	Discerning Capitalii

Unit Name	Туре	Repair	Catapults	Performance	Frame	Points	11
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	Al A
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	NAC-6
Ship TL MPC [E][36	0] 3	64"	2	RF+2	5	500	
		Only [M]	or [Barriers]	may Block			470/48/98
Ship TL MPC [E][36	0] 3	64"	2	RF+2	5	500	
		Only [M]	or [Barriers]	may Block			~ // ASS N
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] [36	0] 4	24"	7	-	-	200	
		(Overwatch VI	1			
			Warship & C	aptain Traits			
This unit may use a	t most one w	eapon and a	one [AA] wed	apon against t	argets	Trait	D. (A
	smaller t	han Colossa	l (Size 3).			-X	Defense Array
When activa	ted if HP<50)% or [M=0] gain [M+2]	OR 2 actions		C . DT .	0. 16 . 0
1						CAPT I	Steadfast Crew

When this unit is destroyed gain [M+3].



Steadfast Crew

	Unit Name		Туре	Repair	Catapults	Performance	Frame	Points	
	Arg	jama	Warship	1000HP	2	6	3	700	
	Battle-Har	dened 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" Weapons		4	9	4d10	+3	+0	11500	
			EQ	Range	Attacks	Close Range	PEN	DMG	
	Ship Ma	in Gun [E]	5	64"	2	RF+4	6	1000	
			Only	[M] or [Bar	riers] may Blo	ock Recharge	e 1		
	Ship Ma	in Gun [E]	5	64"	2	RF+4	6	1000	
			Only	[M] or [Bar	riers] may Blo	ock Recharge	e 1		
	Ship MP	C [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 Mis	siles II [X]	2	48"	5	-	3	700	
				Reloads o	during the ne	xt round.			
	[AA]Missile	s IV [X][360]	4	24"	7	-	-	100	
			Overwatch VII Hits Reloads next Round						
		Warshi	p & Capto	in Traits					
D ()	This unit m	nay use at mo	ost one we	apon and a	ne [AA] wed	pon against t	argets	Trait	
Defense Array			smaller th	nan Colossa	I (Size 3).			-X	
	[Ground]	Enemies with	out Fly mu	st spend M	ove-10" to m	elee attack th	is unit.	Trait	
Minovsky Craft			•	•	stead aives			+V	
					The state of the s			CAPT	
Legendary Captain	Gain +2	Momentum	or +2 Influ	ence or +2	Actions whe	n this unit activ	vates.	II	

								_
Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points	1/1
Rad	ish [S]	Warship	300HP	3	5	2	450	
Skilled	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
CDR Henk	en Bekkener	-	13	Titanic	6	2	-9	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	AN
24"	10"	5	9	4d10	+2	+0	8000	
Wed	apons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ship Hi-Po	wer MPC [E]	3	64"	2	RF+2	6	500	
			Only [M]	or [Barriers]	may Block			
Ship Hi-Po	wer MPC [E]	3	64"	2	RF+2	6	500	
			Only [M]	or [Barriers]	may Block			
Ship MP	C [E][360]	2	64"	2	RF+1	5	500	BI Blog T
·			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] Bea	ms [E] [360]	2	24"	3	, <u>-</u>	5	300	
			(Overwatch III				
			,	Warship & C	aptain Traits			
This unit n	nay use at mo	ost one we				araets	Trait	
	This unit may use at most one weapon and one [AA] weapon against targets Trait smaller than Colossal (Size 3). Defense Array							
\A/k	en activated				OP 2 actions		,,	
When activated if HP<50% or [M=0] gain [M+2] OR 2 actions.								

When this unit is destroyed gain [M+3].

Unit Name	Linit N	Jamo	Tuna	Repair	Catapults	Porformanco	Erama	Points	17
Basic Captain					Calapolis		rrame		. A/ d
AEUG Captain					I		- 1		A STATE
Sensors Move Actions Shooting AA DEF Evade d10 ARM SV HP	Basic C	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	94
24" 6" 2 9 4d10 +1 +0 8500	AEUG (Captain	-	12	Titanic	1	1	-14	
Weapons EQ Range Attacks Close Range PEN DMG	Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	AUTEZ
Ship TL MPC [E] 2 64" 2 RF+2 5 500	24"	6"	2	9	4d10	+1	+0	8500	
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 MPC [E][360] 2 64" 5 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 Trait Defense Array	Wea	pons	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 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 Trait Defense Array	Ship TL	MPC [E]	2	64"	2	RF+2	5	500	
Only [M] or [Barriers] may Block				Only [M]	or [Barriers]	may Block			
Ship MPC [E][360]	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 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 Trait Defense Array				Only [M]	or [Barriers]	may Block			
Ship MPC [E][360]	Ship MPC	[E][360]	2	64"	2	RF+1	5	500	A Date
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 Trait Defense Array				Only [M]	or [Barriers]	may Block			
Ship Missiles II [X]	Ship MPC	[E][360]	2	64"	2	RF+1	5	500	Will have been a second
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 Trait Defense Array				Only [M]	or [Barriers]	may Block			7
[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 Trait Defense Array	Ship Miss	iles II [X]	2	48"	5	-	3	700	
Overwatch VI Warship & Captain Traits This unit may use at most one weapon and one [AA] weapon against targets Trait Defense Array				Reloads (during the ne	xt round.			
Warship & Captain Traits This unit may use at most one weapon and one [AA] weapon against targets Trait Defense Array	[AA] Guns	[K][360]	2	24"	6	-	-	200	
This unit may use at most one weapon and one [AA] weapon against targets Trait				(Overwatch V	I			
Detense Array					Warship & C	aptain Traits			
smaller than Colossal (Size 3).	This unit mo	ay use at mo	ost one we	apon and a	one [AA] wed	apon against t	argets	Trait	Defense Array
			smaller th	nan Colossa	l (Size 3).			-X	Defense Array
					•				

CAPT I

Devoted Captain