	11.5	\ I	-		C	D (-	
		Name	Туре	Repair	Catapults	Performance	Frame	
5	Musc	ai [S]	Warship	-	0	2	1	100
	Basic (Basic Captain		EQ Slots	Size 3	Speed+	Armor+	Cost+
	Zeon Captain		-	9	Titanic	2		-1 <i>7</i>
-SI III	Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
100 M	20"	7"	3	7	2d10	+0	+0	7000
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
₹ 1 /JU	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 Mis	ssiles I [X]	1	48"	4	-	3	600
				Reloads o	during the ne	xt round.		
	[AA]Missile	s II [X][360]	2	24"	5	-	-	100
			0	verwatch V	Hits Reload	ds next Round		
		Warshi	p & Capta	iin Traits				
Defense Assess	This unit m	ay use at mo	ost one we	apon and c	one [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	-	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
Wea	ipons	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 o	during the ne	xt round.		
[AA]Missil	es [X][360]	1	24"	4	-	-	100
		0	verwatch IV	Hits Reload	ds next Round		
[AA] Gun	ıs [K][360]	2	24"	6	-	-	200
		Overwatch VI					



Warchin	& Captain Traits	
warsiiip	- & Capiain Haiis	

This unit may use at most one weapon and one [AA] weapon against targets

Smaller than Colossal (Size 3).

Trait

-X smaller than Colossal (Size 3).

Defense Array



Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points
Рари	ıa [S]	Warship	600HP	0	0	1	50
Basic	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
Zeon (Captain	1	2	Titanic	5		-1 <i>7</i>
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	НP
36113013	MOVE	Actions	Jilooiiiig		Evade a 10		111
16"	10"		6	1d10	+0	+0	4500
16"		1 EQ	,			+0	
16" Wea	10"	1	6	1d10	+0	+0	4500

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 @ @ @ V
Wed	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
[AA] Gur	ıs [K][360]	2	24"	6	-	-	200	
			(Overwatch V	1			



	I Inda	NI	T	D	Committee	Df	F	Deter
		Name	Туре	Repair	Catapults	Performance	Frame	
	Musai (0	080) [S]	Warship	-	0	4	1	100
			Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
	Zeon Captain Sensors Move		-	5	Titanic	5	3	-1 <i>7</i>
. // . 🐞	Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
<u></u>	16"	8"	2	8	3d10	+2	+0	7500
-ár	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					
	[AA]Missil	es [X][360]	1	24"	4	-	-	100
			0	verwatch IV	Hits Reload	ds next Round		
25.500								
		Warshi	p & Capto	in Traits				
5	This unit m	ay use at m	ost one we	apon and c	one [AA] wed	ipon against t	argets	Trait
Defense Array		•		nan Colossa				-X
					•			

Unit I	Name	Туре	Repair	Catapults	Performance	Frame	Points	
Tivvay (C	080) [S]	Warship	ı	0	4	2	250	
Skilled	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Captai	n Killing	-	9	Titanic	8	5	-12	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	N. C.
16"	10"	2	8	3d10	+1	+1	10000	1
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	A STATE OF THE STA
HP Triple N	NPC [E][360]	6	64"	3	RF+3	6	500	
			Only [M]	or [Barriers]	may Block			
Ship Mis	siles II [X]	2	48"	5	-	3	700	
			Reloads o	during the ne	xt round.			3
[AA] Gun	s [K][360]	2	24"	6	-	-	200	
			(Overwatch V	1			
								12 KO
			,	Warship & C	aptain Traits			
This unit m	ay use at mo	ost one we	apon and o	one [AA] wed	apon against t	argets	Trait	D ()
		smaller th	nan Colossa	I (Size 3).			-X	Defense Array
Who	en activated				OR 2 actions			
				d gain [M+3			CAPT I	Maniacal Captain
-					-1-			

	Unit	Unit Name Musai (0083) [S] V		Repair	Catapults	Performance	Frame	Points
	Musai (0	083) [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
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Ship TL M	PC [E][360]	3	64"	2	RF+2	5	500
A P				Only [M]	or [Barriers]	may Block		
- A	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
			0	verwatch IV	Hits Reload	ds next Round		
ソロモン海域	[AA] Gun	ıs [K][360]	2	24"	6	-	-	200
				(Overwatch V	1		
		Warshi	p & Capto	in Traits				
D.C A	This unit m				one [AA] wed	apon against t	argets	Trait
Defense Array			smaller th	nan Colossa	I (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
1 1 1 1 7 6 7	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
Marie Marie	Ship TL MI	PC [E][360]	3	64"	2	RF+2	5	500
900 1/2/600				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		
	Ship TL	MPC [E]	2	64"	2	RF+2	5	500
				Only [M]	or [Barriers]	may Block		
A CONTRACTOR	Ship TL	MPC [E]	2	64"	2	RF+2	5	500
Market VIVI				Only [M]	or [Barriers]	may Block		
	Ship TL	MPC [E]	2	64"	2	RF+2	5	500
M. A.A.				Only [M]	or [Barriers]	may Block		
	Antiship I	Missile [X]	1	48"	3	RF-1	3	1000
42			S	ingle Use	+3 Hits vs 3	Size 2+ Units		
	[AA] Guns	II [K] [360]	4	24"	7	-	-	200
					Overwatch VI	1		
			p & Capto					
Defense Array	This unit m	ay use at mo	ost one we	apon and a	one [AA] wed	apon against t	argets	Trait
Derense Array			smaller tl	nan Colossa	l (Size 3).			-X
Brash Captain	Vs Shooti	ing attacks in	nprove the	bonus to E	odge and G	Guard by 1 (M	ax 3)	CAPT I
Steadfast Crew	Wh			_] gain [M+2] ed gain [M+3	OR 2 actions 3].	•	CAPT I

Unit Name	Туре	Repair	Catapults	Performance	Frame	Points	
Gwaden [S]	Warship		0	5	4	650	
Battle-Hardened CAP		EQ Slots	Size 3	Speed+	Armor+	Cost+	
Aiguille Delaz	_	30	Titanic		1	-9	
Sensors Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	WWW.W.Edn
24" 4"	6	9	4d10	+1	+0	15000	
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ship Main Gun [E]	5	64"	3	RF+2	6	700	
	Only	[M] or [Bar	riers] may Blo	ock Recharge	e 1		
Ship Main Gun [E]	5	64"	3	RF+2	6	700	
	Only	[M] or [Bar	riers] may Blo	ock Recharge	e 1		1
Ship Main Gun [E]	5	64"	3	RF+2	6	700	
	Only	[M] or [Bar	riers] may Blo	ock Recharge	e 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	
		C	Overwatch VI	11			
				aptain Traits			
This unit may use at	most one we	eapon and o	one [AA] wed	apon against t	argets	Trait	Defense Array
		nan Colossa				-X	Detelise Array
When activated	f HP<50%	or your [M=	=0] gain [M+	·3] or +3 Action	ons.	CAPT	Stoic Captain
Each time a w	eapon is de	stroyed ga	in +1 Action	permanently.		II	Sidic Capitalli

	Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points
	Zan	zibar	Warship	400HP	0	4	3	350
	Skilled	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
(30)	Char's 2nd	in Command	-	10	Titanic	5		-1 <i>7</i>
(ASSESSAL)	Sensors	Fly	Actions	Shooting	AA DEF		ARM Sv	HP
(多人)	20"	10"	4	8	3d10	+2	+0	8500
A STATE OF THE STA		pons	EQ	Range	Attacks	Close Range	PEN	DMG
acts.	Ship Ar	illery [K]	3	48"	5	RF-2	-	600
					(R:32" to 40			
	Ship A	۸PC [E]	1	64"	2	RF+1	5	500
				,	or [Barriers]	•	_	
	Ship A	APC [E]	1	64"	2	RF+1	5	500
0 7	.	400 FE	_	,	or [Barriers]	•	_	
	Ship A	APC [E]	1	64"	2	RF+1	5	500
	C1 .	4DC [E]	,		or [Barriers]	•	_	500
	Ship /	APC [E]	ı	64"	Z	RF+1	5	500
	A		,	48"	or [Barriers]	may Block RF-1	3	1000
	Antiship	Missile [X]	1		3		3	1000
	[A A] C	s [K][360]	2	ingle Use 24"		Size 2+ Units		200
200	[AA] Gur	is [K][30U]	2		6 Overwatch V	-	-	200
					Overwatch v			
		Warshi	p & Capto	in Traits				
	This unit m				one [AA] wee	apon against t	araets	Trait
Defense Array	11113 01111 11	a, ose ar me		nan Colossa		apon againsi i	argers	-X
	\M/han tha [Pound starts			•	a Focus actio	n to uso	
Discerning Captain			•			tions per turn		CAPT I

	I lista I	NI	T	Danasta	Cartananilta	Df	E	Dainta
The state of the s		Name	Type	Repair	Catapults	Performance	Frame	Points 100
and the same of th		rrier [G] Captain	Warship Power	EQ Slots	Size 2	Speed+	Armor+	Cost+
		Captain	-	8	Colossal	3	2	-9
	Sensors	Fly	Actions	Shooting		Evade d10	ARM Sv	HP
The state of the s	16"	7"	2	7	2d10	+0	+0	6500
	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		
THE THE WAY WAS A STATE OF THE	[AA] Gun	s [K][360]	2	24"	6	-	-	200
				(Overwatch V	1		
	Bombin	g Run [X]	2	8"	10	-	2	300
THE PARTY OF THE P			Red	r Arc Only	Double DA	NG to building	s	
		Warshi	p & Capto	in Traits				
Defense Array	This unit m	ay use at m		apon and c		apon against t	argets	Trait -X
Flying Warship	Enem	ies without F			,	attack this un	it.	Trait +V

								1400 - 1700
Unit	Name	Туре	Repair	Catapults		Frame	Points	. 11 .
Gwaz	ine [S]	Warship	300HP	0	3	4	650	
Battle-Hard	dened CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Gihre	n Zabi	-	30	Titanic		1	-4	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	
24"	4"	6	8	3d10	+0	+0	15000	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ship Ma	in Gun [E]	5	64"	3	RF+2	6	700	
		Only	[M] or [Bari	riers] may Blo	ock Recharge	e 1		
Ship Ma	in Gun [E]	5	64"	3	RF+2	6	700	
·		Only	[M] or [Bari	riers] may Blo	ock Recharge	e 1		
Ship Ma	in Gun [E]	5	64"	3	RF+2	6	700	
		Only	[M] or [Bari	riers] may Blo	ock Recharge	e 1		
Ship TL M	PC [E][360]	3	64"	2	RF+2	5	500	
·			Only [M]	or [Barriers]	may Block			
Ship TL M	PC [E][360]	3	64"	2	RF+2	5	500	
·			Only [M]	or [Barriers]	may Block			
Ship TL M	PC [E][360]	3	64"	2	RF+2	5	500	
· ·			Only [M]	or [Barriers]	may Block			
[AA] Guns	III [K] [360]	6	24"	8	-	-	200	
			C	Overwatch VI	II.			
			,	Warship & C	aptain Traits			
This unit m	nay use at m	ost one we	apon and a	one [AA] wed	apon against t	argets	Trait	D ()
	•	smaller th	nan Colossa	I (Size 3).		-	-X	Defense Array
At the sto		•	•	s within LOS neir next turn	or Sensors rar	nge a	CAPT II	Strategic Captain





Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points				
Gwad	an [S]	Warship	700HP	4	5	4	800				
Battle-Hard	dened CAPT	Power	EQ Slots	Size 4	Speed+	Armor+	Cost+				
Neo Zeo	n Captain	-	30	Immense	3	3	1				
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP				
36"	6"	6	9	4d10	+0	+0	17500				
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG				
Ship Ma	in Gun [E]	5	64"	3	RF+2	6	700				
		Only	[M] or [Barı	riers] may Blo	ock Recharge	e 1					
Ship Main Gun [E]		5	64"	3	RF+2	6	700				
		Only	[M] or [Barı	riers] may Blo	ock Recharge	e 1					
Ship Ma	in Gun [E]	5	64"	3	RF+2	6	700				
		Only [M] or [Barriers] may Block Recharge 1									
Ship Ma	in Gun [E]	5	64"	3	RF+2	6	700				
		Only	[M] or [Barı	riers] may Blo	ock Recharge	e 1					
Ship TL MI	PC [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] Laser	s 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						
Defense Array	smaller than Colossal (Size 3).						
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					
pert Gunnery Crew	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	CAPT I					

11.5	K I	-		C . I.	D (-	D • •
	Name	Туре	Repair	Catapults	Performance		Points
	alahn	Warship	400HP	4	6	4	1000
	dened CAPT	Power	EQ Slots	Size 4		Armor+	Cost+
	n Captain	-	43	Immense	5	3	13
Sensors	Move	Actions	Shooting	AA DEF	Evade d10		HP
36"	8"	6	9	4d10	+2	+0	15500
	apons	EQ	Range	Attacks	Close Range		DMG
Ship Main	Gun [E][360]	6	64"	3	RF+2	6	700
		Only		riers] may Blo	ock Recharg	e 1	
Ship Main	Gun [E][360]	6	64"	3	RF+2	6	700
		Only		riers] may Blo	ock Recharg		
TL Larg	e MPC [E]	4	64"	2	RF+2	5	700
			Only [M]	or [Barriers]	may Block		
TL Large	e MPC [E]	4	64"	2	RF+2	5	700
			Only [M]	or [Barriers]	may Block		
TL Large	e MPC [E]	4	64"	2	RF+2	5	700
Ū			Only [M]	or [Barriers]	may Block		
TL Large	e MPC [E]	4	64"	2	RF+2	5	700
Ŭ			Only [M]	or [Barriers]	may Block		
TL Large	e MPC [E]	4	64"	2	RF+2	5	700
Ŭ			Only [M]	or [Barriers]	may Block		
Ship Mis	siles III [X]	3	48"	6	-	3	800
- 1			Reloads o	during the ne	xt round.		
[AA] Laser	s IV [E][360]	8	24"	7	-	4	200
				Overwatch VI	1		
			,	Warship & C	aptain Traits		
This unit n	nav use at ma	ost one we			apon against t	araets	Trait
11113 01111 11	ia, osc ai iii		nan Colossa		apon againsi i	argers	-X
10 11	F						
[Ground]		•	•		elee attack th	iis unit.	Trait
				stead gives			+V
When	activated if	HP<50%	or your [M=	=0] gain [M+	·3] or +3 Action	ons.	CAPT
Ea	ch time a we	apon is de	stroyed ga	in +1 Action	permanently.		II



	Unit	Name	Type	Repair	Catapults	Pertormance	Frame	Points
	Gwanban [S]		Warship	600HP	2	6	3	600
	Skilled	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
	Neo Zeo	n Captain	-	14	Titanic	7	4	-7
	Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
,	24"	10"	6	9	4d10	+3	+0	11500
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
V	Large MP	C [E][360]	4	64"	2	RF+1	5	700
				Only [M]	or [Barriers]	may Block		
	Long Rang	ge MPC [E]	4	80"	2 RF+1		6	500
				Only [M]	or [Barriers]	may Block		
	Long Rang	ge MPC [E]	4	80"	2	RF+1	6	500
				Only [M]	or [Barriers]	may Block		
	[AA] Bear	ns [E][360]	2	24"	3	-	5	300
				(Overwatch III			

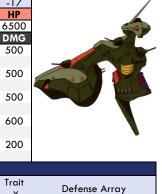
	Warship & Captain Traits					
Defense Array	This unit may use at most one weapon and one [AA] weapon against targets					
	smaller than Colossal (Size 3).	-X				
Maniacal Captain	When activated if HP $<$ 50% or [M $=$ 0] gain [M $+$ 2] OR 2 actions. When this unit is destroyed gain [M $+$ 3].	CAPT I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

Unit 1	Unit Name		Repair	Catapults	Performance	Frame	Points	
Enc	dra	Warship	300HP	2 6		1	400	
Basic (Captain	Power	EQ Slots	Size 3	Size 3 Speed+		Cost+	
Neo Zeoi	n Captain	-	7	Titanic	3		-17	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	
24"	8"	6	9	4d10	+2	+0	6500	
Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ship MPC	Ship MPC [E][360]		64"	2	RF+1	5	500	
			Only [M]	or [Barriers]	may Block			
Ship M	Ship MPC [E]		64"	2	RF+1	5	500	
			Only [M]	or [Barriers]	may Block			
Ship M	NPC [E]	1	64"	2	RF+1	5	500	
			Only [M]	or [Barriers]	may Block			
Ship Mis	siles I [X]	1	48"	4	-	3	600	
			Reloads o	during the ne	xt round.			
[AA] Lase	[AA] Lasers [E][360]		24"	4	-	4	200	
_	Overwatch IV							
				Warship & C	aptain Traits			

This unit may use at most one weapon and one [AA] weapon against targets

smaller than Colossal (Size 3). [Ground] Enemies without Fly must spend Move-10" to melee attack this unit.

[Space] Evade+1. Full Throttle instead gives Move+5"



Minovsky Craft

-X

Trait

+V

A Part of the Part	Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points		
	Salar	nis [S]	Warship	-	0	2	1	90		
7, 4	Basic (Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+		
	Federatio	n Captain	-	11	Titanic		1	-18		
	Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP		
The same of the sa	16"	4"	3	7	2d10	+0	+0	9000		
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG		
V	Ship MP	C [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 MPC [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 during the next round.									
	[AA]Missil	es [X][360]	1	24"	4	-	-	100		
			0	verwatch IV	Hits Reloa	ds next Round				
	[AA] Gun	s [K][360]	2	24"	6	-	-	200		
				(Overwatch V	I				
		Warshi	p & Capto	iin Traits						
Defense Array	This unit m	ay use at m	ost one we	apon and c	one [AA] wed	apon against t	argets	Trait		
Defense Array			smaller th	nan Colossa	I (Size 3).			-X		

	Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points		
	Columbus [S]		Warship	700HP	0	0	1	50		
	Basic Captain		Power	EQ Slots	Size 2	Speed+	Armor+	Cost+		
2 1111	Federa	tion Pilot	-	2	Colossal	1		-12		
	Sensors	Sensors Move Actions Shooting AA DEF Ev		Evade d10	ARM Sv	HP				
	16"	6"	1	6	1d10	+0	+0	5500		
	Wea	ipons	EQ	Range	Attacks	Close Range	PEN	DMG		
	[AA] Gur	ıs [K][360]	2	24"	6	-	-	200		
	Overwatch VI									

U CONTRACTOR OF THE CONTRACTOR	Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points				
	Magel	lan [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				
		PC [E][360]	3	64"	2	RF+2	5	500				
TO THE WAY				Only [M]								
	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				
TO TO THE REAL PROPERTY.				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 Mis	siles I [X]	1	48"	4	-	3	600				
A CONTRACTOR OF THE PARTY OF TH	·			Reloads o	during the ne	xt round.						
APP APP APP	[AA] Gun	s [K][360]	2	24"	6	-	-	200				
March 1978				(Overwatch V	1						
		Warshi	p & Capta	in Traits								
Defense America	This unit m	ay use at mo	ost one we	apon and c	one [AA] wed	ipon against t	argets	Trait				
Defense Array			smaller th	an Colossa	l (Size 3).			-X				
Expert Gunnery Crew	+1 to Pr	ecision and l	Barrage (<i>N</i>	Λαx 3). Re	duce Rapid F	ire 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	DIST.
Weapons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ship TL MPC [E]	2	64"	2	RF+2	5	500	Sign that this
		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	- T - T - T - T - T - T - T - T - T - T
		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]	mav Block			VIII THE
Ship Missiles II [X]	2	48"	5	-	3	700	3
			during the ne	xt round.			sipa, sipa, sipa
[AA]Missiles [X][360]	1	24"	4	-	_	100	
[]	. 0		Hits Reloa	ds next Round			The State of the S
[AA] Lasers [E][360]	2	24"	4	-	4	200	
[77] [430]			Overwatch IV	,		200	
				aptain Traits			The state of the s
This unit may use at m	ost one we				araets	Trait	
inis onii may ose ai m		•		apon againsi i	urgers	-X	Defense Arro
	smaller ti	nan Colossa	ii (Size S).			-^	

Unit Name	Туре	Repair	Catapults	Performance	Frame	Points	
Magellan (0083) [S	[3] Warship	_	0	4	2	360	
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Federation Captain	n -	15	Titanic	2	1	-16	* W/*
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	No
Ship TL MPC [E][360	0] 3	64"	2	RF+2	5	500	
		Only [M]	or [Barriers]	may Block			
Ship TL MPC [E][360	0] 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	201
		Reloads o	during the ne	xt round.			120
[AA] Lasers [E][360)] 2	24"	4	-	4	200	
		(Overwatch IV	/			
			Warship & C	aptain Traits			
This unit may use at	most one we	eapon and o	one [AA] wed	apon against t	argets	Trait	Defense Array
	smaller tl	han Colossa	l (Size 3).			-X	Detelise Array
+1 to Precision ar	nd Barrage (/	Max 3). Re	duce Rapid F	ire penalties l	by 1.	CAPT I	Expert Gunnery Crew

	Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points
	White	e Base	Warship	400HP	2	2	3	350
	Skilled	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
	LTJG Br	ight Noa	-	17	Titanic	2	1	-12
	Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
	16"	6"	3	7	2d10	+0	+0	12000
		pons	EQ	Range	Attacks	Close Range		DMG
	Ship TL	MPC [E]	2	64"	2	RF+2	5	500
				,	or [Barriers]	•		
	Ship TL	MPC [E]	2	64"	2	RF+2	5	500
				,	or [Barriers]	•		
	Ship Ar	tillery [K]	3	48"	5	RF-2	-	600
					(R:32" to 40	"+Sensors)		
	Missiles I	II [X][360]	4	48"	6	-	3	800
The state of the s					during the ne	xt round.		
Marite Commence	Missiles I	II [X][360]	4	48"	6	-	3	800
					during the ne	xt round.		
A SHE SE	[AA] Gur	ıs [K][360]	2	24"	6	-	-	200
THE RESERVE					Overwatch V	1		
			p & Capto					
Defense Array	This unit m	ay use at m		apon and on nan Colossa		apon against t	argets	Trait -X
Minovsky Craft	[Ground]	Enemies with			•	elee attack th	is unit.	Trait
Time tany crair		[Space] Evo	ade+1. Fu	II Throttle in	nstead gives	Move+5"		+V
Renowned Captain	(Gain [M+1]	or [l+1] oı	+1 Action	when this uni	it activates.		CAPT I

	Thoroughbred (Variant) - Captain Kilstein - 450pts.	
	This variant uses the White Base 500pt profile with the following char	nges
	This unit has the Warship Jamming trait featured below.	
	A Skilled Captain instead of a Battle-Hardened with the Expert Engineering	g Trait.
	Warship & Captain Traits	
Warship Jamming	Enemy Warships gain no benefit from Target Lock against this unit.	Trait
warship Janining	Enemies cannot target this unit before its first activation unless within 16"	+V
Expert Engineering Division	When this unit activates choose a weapons bonus for this turn: All weapons agin +1 PFN or +100 DMG.	CAPT I

Unit Name	Torre	D	Castananilea	Performance	Evene	Points				
White Base (Jaburo Refit	Type Warship	Repair 400HP	Catapults 2	Performance Δ	Frame 3	500				
Battle-Hardened CAP		EQ Slots	Size 3		Armor+	Cost+				
LT Bright Noa & Mire		17	Titanic	Speed+ 2	1	-12				
Sensors Fly	Actions	Shooting	AA DEF	_	ARM Sv	HP				
16" 6"	3	8 8	3d10	+1	+0	12000				
Weapons	EQ	Range	Attacks	Close Range	_	DMG				
Ship Hi-Power MPC [·	64"	2	RF+2	6	500				
Ship the ower Mr C [L] J	• .	or [Barriers]		U	300				
Ship TL MPC [E]	2	64"	or [burriers] i	RF+2	5	500				
Ship it Mr C [L]	300									
Ship TL MPC [E]	2	64"	or [Barriers] : 2	RF+2	5	500				
Ship it will C [L]			or [Barriers]		,	300				
Missiles III [X][360]	4	48"	or [barriers] :	ilidy block	3	800	THE THE PARTY OF T			
Missiles iii [X][500]	7		during the ne	vt round	3	000	The state of the s			
Missiles III [X][360]	4	48"	6 A		3	800				
Missiles iii [X][500]	7		during the ne	vt round	3	000				
[AA] Guns [K][360]	2	24"	6 A		_	200				
			Overwatch V	-		200	○製造エージェンシー・サンライズ			
				aptain Traits			◎動機エーフェンノー・リノフィス			
This unit may use at	most one we			_	araota	Trait				
This offit may use at		•		apon againsi i	urgers	-X	Defense Array			
10 11 5		nan Colossa	•							
[Ground] Enemies w	,	•			is unit.	Trait	Minovsky Craft			
[Space] Evade+1. Full Throttle instead gives Move+5" +V										
	Immune to Blindside Tro									
NT Flas	sh: Once per	game gair	+3 Blocks tl	nis turn.		+V	Newtype I			
Gain +2 Momentur	n or +2 Influ	uence or +2	Actions whe	n this unit activ	rates.	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

Vs Shooting attacks improve the bonus to Dodge and Guard by 1 (Max 3) CAPT I Brash Captain

Unit	Name	Туре	Repair	Catapults	Performance	Frame	Points	
Big Tr	ay [G]	Warship	-	0	1	1	100	
Basic (Captain	Power	ver EQ Slots Size 2 Speed+		Speed+	Armor+	Cost+	
Federatio	on Captain	-	13	Colossal		3	-4	
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	
20"	3"	2	7	2d10	+0	+0	9000	
Wed	ipons	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-A	artillery [K]	4	48"	6	RF-3	-	600	
		1	ndirect Fire	(R:32" to 40	"+Sensors)			
Ship Tri-A	rtillery [K]	4	48"	6	RF-3	-	600	
		1	ndirect Fire	(R:32" to 40	"+Sensors)			
[AA] Guns [K][360]		2	24"	6	-	-	200	
			(Overwatch V	1			
			,	Warship & C	aptain 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	Туре	Repair	Catapults	Performance	Frame	Points			
	Grey P	hantom	Warship	400HP	2	4	3	450			
10 1	Skilled	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+			
4 2 5 5 6 6 7	Captai	n Stuart	-	17	Titanic	2	2	-7			
	Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP			
有意理 [[多文]] [[1]]	24"	6"	3	8	3d10	+1	+0	13000			
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG			
	Ship Hi-Po	wer MPC [E]	3	64"	2	RF+2	6	500			
				Only [M]	or [Barriers] i	may Block	RF+2 6 500 Block RF+2 5 500 Block RF+2 5 500 Block RF+2 5 300 Block RF-4 2 300				
	Ship TL	MPC [E]	2	64"	2	RF+2	5	500			
				,	or [Barriers] i	•					
	Ship TL	MPC [E]	2	64"	2		5	500			
ALC:					or [Barriers] i	•					
	Ship IDF M	Nissiles II [X]	4	64"	8						
110			ndirect Fire	•	40"+Sensors)	Reloads ne	xt Round				
	Ship IDF M	Aissiles II [X]	4	64"	8	RF-4	2	300			
			ndirect Fire	•	40"+Sensors)	Reloads ne	xt Round				
A STATE OF THE STA	[AA] Gun	ıs [K][360]	2	24"	6	-	-	200			
					Overwatch VI						
			p & Capto			<u> </u>		_			
Defense Array	This unit m	iay use at m		eapon and c nan Colossa		apon against t	argets	Trait -X			
Address of Confi	[Ground]	[Ground] Enemies without Fly must spend Move-10" to melee attack this unit.									
Minovsky Craft		[Space] Evo	ade+1. Fu	II Throttle in	nstead gives	Move+5"		+V			
Discerning Captain			•			a Focus actions per turn		CAPT I			

	Unit I	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
. 16	Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
So the	24"	10"	5	9	4d10	+2	+0	9000
	Wea	pons	EQ	Range	Attacks	Close Range	PEN	DMG
	Ship TL MF	PC [E][360]	3	64"	2	RF+2	5	500
				Only [M]	or [Barriers]	may Block		
	Ship TL MF	PC [E][360]	3	64"	2	RF+2	5	500
				Only [M]	or [Barriers] i	may Block		
	Ship TL	MPC [E]	2	64"	2	RF+2	5	500
300				Only [M]	or [Barriers]	may Block		
000	Ship TL	MPC [E]	2	64"	2	RF+2	5	500
141/1				Only [M]	or [Barriers]	may Block		
8/3/	Ship TL	MPC [E]	2	64"	2	RF+2	5	500
				Only [M]	or [Barriers]	may Block		
	Ship Miss	iles III [X]	3	48"	6	-	3	800
				Reloads o	during the ne	xt round.		
N. Maria	Ship Miss	iles III [X]	3	48"	6	-	3	800
				Reloads o	during the ne	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
				(Overwatch V			
		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
Detelise Allay				nan Colossa				-X
Fearless Captain	When	activated if I	HP<50%	or your [M=	0] gain [M+	3] or +3 Action	ons.	CAPT
reuriess Cupium	Eac	h time a wed	apon is de	stroyed ga	in +1 Action	permanently.		II

								\
Unit N		Туре	Repair	Catapults	Performance		Points	A STATE OF THE STA
The Al		Warship	400HP	2	6	3	500	
Skilled C	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Captain S	Synapse	-	12	Titanic	6	4	-12	The state of the s
Sensors	Fly	Actions	Shooting	AA DEF		ARM Sv	HP	
24"	9"	4	9	4d10	+3	+0	12000	
Weap	ons	EQ	Range	Attacks	Close Range	PEN	DMG	
Ship TL A	MPC [E]	2	64"	2	RF+2	5	500	
			Only [M]	or [Barriers]	may Block			
Ship TL A	۸PC [E]	2	64"	2	RF+2	5	500	
			Only [M]	or [Barriers]	may Block			
Ship TL A	۸PC [E]	2	64"	2	RF+2	5	500	
			Only [M]	or [Barriers]	may Block			
Ship TL A	۸PC [E]	2	64"	2	RF+2	5	500	
			Only [M]	or [Barriers]	may Block			
L Seconda	ry Gun [E]	2	48"	4	RF-1	5	400	
				-				
[AA] Lasers	s [E][360]	2	24"	4	-	4	200	18.
_			(Overwatch IV	•			
								0.415
			,	Warship & C	aptain Traits			
This unit ma	y 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	Detense Array
		•	•	ove-10" to m istead gives	elee attack th	is unit.	Trait +V	Minovsky Craft
	· · ·			<u> </u>	ire penalties l	by 1.	CAPT I	Expert Gunnery Crew



Defense Array

Туре	Repair	Catapults	Performance	Frame	Points
Warship	300HP	1	5	1	150
Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
-	12	Titanic	1	1	-14
Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
2	9	4d10	+3 HIT/DEF	+0	8500
EQ	Range	Attacks	Close Range	PEN	DMG
2	64"	2	RF+2	5	500
	Only [M]	or [Barriers] :	may Block		
2	64"	2	RF+2	5	500
	Only [M]	or [Barriers] :	may Block		
2	64"	2	RF+1	5	500
	Only [M]	or [Barriers]	may Block		
2	64"	2	RF+1	5	500
	Only [M]	or [Barriers]	may Block		
2	48"	5	-	3	700
	Reloads o	during the nex	xt round.		
2	24"	6	-	-	200
		Overwatch VI	I		
	Warship Power - Actions 2 EQ 2 2 2	Warship 300HP	Warship 300HP 1 Power EQ Slots Size 3 - 12 Titanic Actions Shooting AA DEF 2 9 4d10 EQ Range Attacks 2 64" 2 Only [M] or [Barriers] 2 48" 5 Reloads during the next 2 24" 6	Warship 300HP 1 5	Warship 300HP 1 5 1

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

Unit Name	Туре	Repair	Catapults	Performance	Frame	Points	11
Alexandria [S]	Warship	300HP	4	5	3	400	. 11
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	Name of the last o
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 V	I			
Alexandria [S] Warship 300HP 4 5 3 400							
This unit may use at m	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
When the Round starts				s a Focus actio	n to use		
	•					CAPT I	Discerning Captain

Hario (Ale	xandria) [S]	Warship	300HP	4	5	3	600	\\
Skilled	Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+	
Ted	Ayachi	-	22	Titanic	5	2	-4	411
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP	
24"	9"	6	9	4d10	+2	+0	10500	
Wed	ipons	EQ	Range	Attacks	Close Range	PEN	DMG	The Car
Ship TL M	PC [E][360]	3	64"	2	RF+2	5	500	
			Only [M]	or [Barriers]	may Block			2000
Ship TL M	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	
			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 MP	C [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			
[AA] Guns	II [K] [360]	4	24"	7	-	-	200	
				Overwatch VI	1			
				Warship & C	aptain Traits			
This unit m	nay use at m	ost one we	apon and a	one [AA] wed	apon against t	argets	Trait	D. ()
	•	smaller th	han Colossa	I (Size 3).		-	-X	Defense Array
Wh	en activated	if HP<50	% or [M=0] gain [M+2]	OR 2 actions		CAPT I	Steadfast Crew
	Wh	en this unit	is destroye	ed gain [M+3	3].		J, (1 1 1	oledarasi elew

Type Repair Catapults Performance Frame Points

Unit Name



Defense Array

Haughty Captain

1	Unit Name	Туре	Repair	Catapults	Performance	Frame	Points				
ĺ	Dogosse Giar	Warship	600HP	12	7	4	950				
ĺ	Battle-Hardened CAP	F Power	EQ Slots	Size 3	Speed+	Armor+	Cost+				
	Colonel Bask Om	-	46	Titanic	2	4	26				
ı	Sensors Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP				
	24" 5"	4	10	5d10	+2	+0	17000				
	Weapons	EQ	Range	Attacks	Close Range	PEN	DMG				
	LR Main Gun [E]	7	80"	3	RF+2	6	700				
		Only		riers] may Blo	ock Recharg	e 1					
١	LR Main Gun [E]	7	80"	3	RF+2	6	700				
		Only	Only [M] or [Barriers] may Block Recharge 1								
	LR Main Gun [E]	7	80"	3	RF+2	6	700				
		Only	[M] or [Bari	riers] may Blo	ock Recharge	e 1					
	Long Range MPC [E]	4	80"	2	RF+1	6	500				
			Only [M]	or [Barriers]	may Block						
	Long Range MPC [E]	4	80"	2	RF+1	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 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 o	during the ne	xt round.						
	[AA] Beams III [E][360)] 4	24"	5	-	5	300				
			(Overwatch V							
	Wars	hip & Capto	iin Traits								
	This unit may use at	most one we	apon and a	one [AA] wed	apon against t	argets	Trait				
	,		nan Colossa				-X				
	Vs Shooting attack				ard by 1. (Ma	1x 3)	CAPT				
	_	•		pons within 1		V _j	II				
_		III I DIOCK	versus wed	Pons willin i	0						



			-		G . I.		I =		
	Unit Name		Туре	Repair	Catapults	Performance	Frame		
	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"	3	RF+2	6	700	
	Only [M] or [Barriers] may Block Recharge 1								
	Ship Main Gun [E]		5	64"	3	RF+2	6	700	
	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					may Block			
	Ship MPC [E]		1	64"	2	RF+1	5	500	
	Ship MPC [E]		1	64"	or [Barriers] : 2	RF+1	5	500	
			Only [M] or [Barriers] may Block						
	Ship Mis	siles II [X]	2	48"	5	-	3	700	
				Reloads o	xt round.				
	[AA]Missile	s IV [X][360]	4	24"	7	-	-	100	
	L a grandone	[][]		erwatch VII	Hits Reloa	ds next Round			
		Warshi	p & Capta						
	This unit m				one [AA] wed	apon against t	araets	Trait	
Defense Array		,		nan Colossa			3	-X	
	[Ground] Enemies without Fly must spend Move-10" to melee attack this unit.								
Minovsky Craft	[Space] Evade+1. Full Throttle instead gives Move+5"								
		[opace] Lvc	ac - 1. 10	ii iiii oiile ii	isicaa gives	71101010		+V	
Legendary Captain	lary Captain $Gain +2$ Momentum or $+2$ Influence or $+2$ Actions when this unit activates.						CAPT		
, , ,								II	

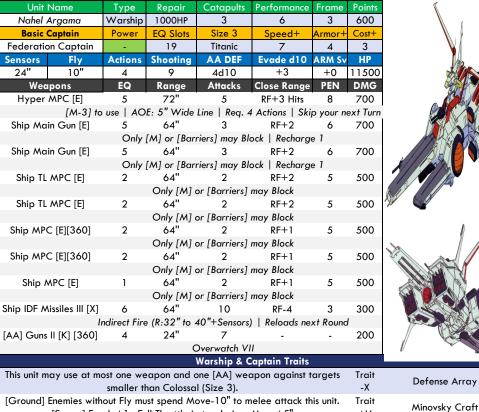
	Unit Name		туре	kepair	Carapuits	Performance	rrame	Points
	Audhulma (Garuda)		Warship	500HP	2	5	2	450
	Battle-Hardened CAPT		Power	EQ Slots	Size 2	Speed+	Armor+	Cost+
	Hayato Kobayashi		-	6	Colossal	4	2	-9
	Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
	24"	8"	4	9	4d10	+2	+0	8000
	Weapons		EQ	Range	Attacks	Close Range	PEN	DMG
	Ship Missiles II [X]		2	48"	5	-	3	700
	Reloads during the next round.							
	[AA] Lasers II [E][360]		4	24"	5	-	4	200
	Overwatch V							
		Warshi	p & Capta	iin Traits				
Deferre Arm	This unit may use at most one weapon and one [AA] weapon against targets							
Defense Array	smaller than Colossal (Size 3).							
Minandor Conft	[Ground] Enemies without Fly must spend Move-10" to melee attack this unit.							Trait
Minovsky Craft	[Space] Evade+1. Full Throttle instead gives Move+5"							+٧
Danas and Cambain	Cotto FAA 1 11 co FI 1 11 co 1 1 Autoro a horality and a reco							
Renowned Captain	Gain $[M+1]$ or $[I+1]$ or $+1$ Action when this unit activates.							CAPT I
	When the Round starts give 2 allies within LOS or Sensors a Focus action to use						CAPTI	

on their next turn. Units are capped at 3 Focus actions per turn.

Discerning Captain

Renair Catapults Performance Frame Points

	_				_	_	1
Unit Name	Туре	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	
5p 5 [2]	-	Only [M]	or [Barriers]	may Block			
Ship MPC [E]	1	64"	2	RF+1	5	500	
0.11p // 11 C [2]			or [Barriers]			500	
Ship MPC [E]	1	64"	2	RF+1	5	500	
Ship Wil C [L]		~ .	or [Barriers]			500	
[AA] Beams [E][360]	2	24"	3	may block	5	300	
[AA] beams [L][500]			Overwatch II	, -	,	300	
T1 4 4:	_			aptain Traits			
This unit may use at m		-		apon against t	argets	Trait	Defense Array
smaller than Colossal (Size 3).						-X	
When activated	if HP<50	% or [M=0]] gain [M+2]	OR 2 actions		CAPT I	Devoted Captain
Wh	en this unit	is destroye	ed gain [M+3	3].		CAFII	Devoted Capitalii



[Space] Evade+1. Full Throttle instead gives Move+5"

