Musai [S]

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

Chivvay [S]

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						

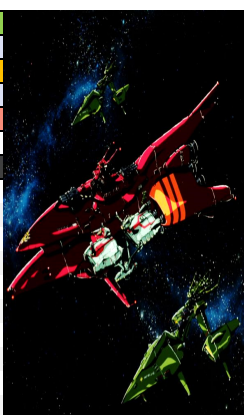| Warship & Captain Traits		
This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X	Defense Array

Papua [S]

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						

Pazock [S]

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						

Musai (0080) [S]

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

Tivvay (0080) [S]
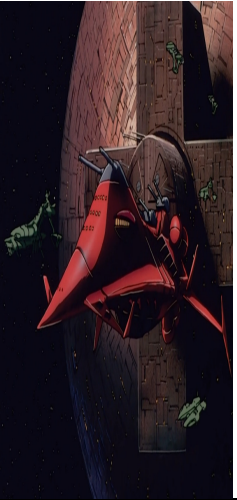
Unit Name	Type	Repair	Catapults	Performance	Frame	Points
Tivvay (0080) [S]	Warship	-	0	4	2	250
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
Captain Killing	-	9	Titanic	8	5	-12
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
16"	10"	2	8	3d10	+1	+1	10000

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	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	Maniacal Captain

MechaStellar VER 9

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

Unit Name	Type	Repair	Catapults	Performance	Frame	Points
Gwaden [S]	Warship	400HP	0	5	4	650
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"	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 Main Gun [E]	5	64"	3	RF+2	6	700
*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
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

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

Zanzibar

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**	**HP**
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

Gwazine [S]

Unit Name	Type	Repair	Catapults	Performance	Frame	Points
Gwazine [S]	Warship	300HP	0	3	4	650
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**	**HP**
24"	4"	6	8	3d10	+0	+0	15000

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 Main Gun [E]	5	64"	3	RF+2	6	700
*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
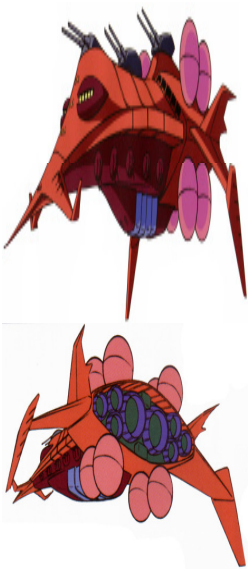
Gaw Carrier [G]

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**	**HP**
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	Double DMG to buildings*						

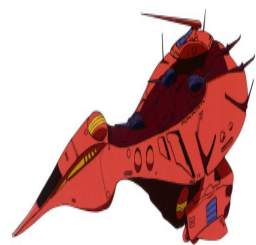| Warship & Captain Traits		
Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Flying Warship	Enemies without Fly must spend Move-10" to Melee attack this unit.	Trait +V

Gwadan [S]

Unit Name	Type	Repair	Catapults	Performance	Frame	Points
Gwadan [S]	Warship	700HP	4	5	4	800
Battle-Hardened CAPT	Power	EQ Slots	Size 4	Speed+	Armor+	Cost+
Neo Zeon Captain	-	30	Immense	3	3	1
Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP

Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
36"	6"	6	9	4d10	+0	+0	17500

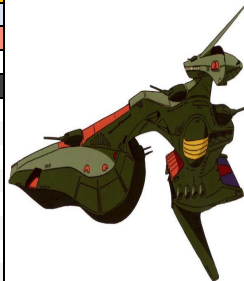| Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Ship Main Gun [E]	5	64"	3	RF+2	6	700
Only [M] or [Barriers] may Block | Recharge 1						
Ship Main Gun [E]	5	64"	3	RF+2	6	700
Only [M] or [Barriers] may Block | Recharge 1						
Ship Main Gun [E]	5	64"	3	RF+2	6	700
Only [M] or [Barriers] may Block | Recharge 1						
Ship Main Gun [E]	5	64"	3	RF+2	6	700
Only [M] or [Barriers] may Block | Recharge 1						
Ship 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] 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
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
Expert Gunnery Crew	+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	CAPT I

Sadalahn

Unit Name	Type	Repair	Catapults	Performance	Frame	Points
Sadalahn	Warship	400HP	4	6	4	1000
Battle-Hardened CAPT	Power	EQ Slots	Size 4	Speed+	Armor+	Cost+
New Zeon Captain	-	43	Immense	5	3	13

Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
36"	8"	6	9	4d10	+2	+0	15500

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Ship Main Gun [E][360]	6	64"	3	RF+2	6	700
Only [M] or [Barriers] may Block | Recharge 1						
Ship Main Gun [E][360]	6	64"	3	RF+2	6	700
Only [M] or [Barriers] may Block | Recharge 1						
TL Large MPC [E]	4	64"	2	RF+2	5	700
Only [M] or [Barriers] may Block						
TL Large MPC [E]	4	64"	2	RF+2	5	700
Only [M] or [Barriers] may Block						
TL Large MPC [E]	4	64"	2	RF+2	5	700
Only [M] or [Barriers] may Block						
TL Large MPC [E]	4	64"	2	RF+2	5	700
Only [M] or [Barriers] may Block						
Ship Missiles III [X]	3	48"	6	-	3	800
Reloads during the next round.						
[AA] Lasers IV [E][360]	8	24"	7	-	4	200
Overwatch VII						

Warship & Captain Traits

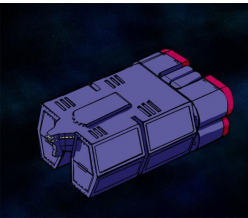|		
Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Minovsky Craft	[Ground] Enemies without Fly must spend Move-10" to melee attack this unit. [Space] Evade+1. Full Throttle instead gives Move+5"	Trait +V
Fearless Captain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

Gwanban [S]

Unit Name	Type	Repair	Catapults	Performance	Frame	Points
Gwanban [S]	Warship	600HP	2	6	3	600
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
Neo Zeon 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

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
Large MPC [E][360]	4	64"	2	RF+1	5	700
Only [M] or [Barriers] may Block						
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						
[AA] Beams [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).	Trait -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

Endra

Unit Name	Type	Repair	Catapults	Performance	Frame	Points
Endra	Warship	300HP	2	6	1	400
Basic Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
Neo Zeon Captain	-	7	Titanic	3	3	-17

Sensors	Move	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
24"	8"	6	9	4d10	+2	+0	6500

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]	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 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

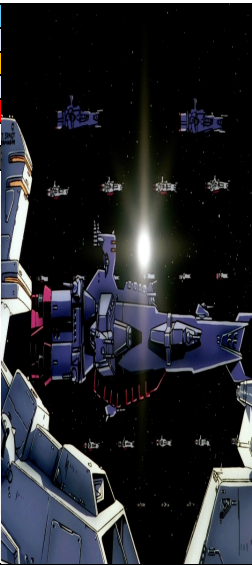|		
Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Minovsky Craft	[Ground] Enemies without Fly must spend Move-10" to melee attack this unit. [Space] Evade+1. Full Throttle instead gives Move+5"	Trait +V

Unit Name	Type	Repair	Catapults	Performance	Frame	Points
Salamis [S]	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

Unit Name	Type	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

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

Unit Name	Type	Repair	Catapults	Performance	Frame	Points
Columbus [S]	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
Magellan [S]	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
Magellan (0083) [S]	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
+1 to Precision and Barrage (Max 3). Reduce Rapid Fire penalties by 1.	CAPT I	Expert Gunnery Crew

White Base (350pt)
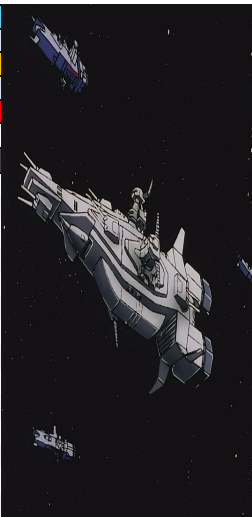
Unit Name	Type	Repair	Catapults	Performance	Frame	Points
White Base	Warship	400HP	2	2	3	350
Skilled Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
LTJG Bright Noa	-	17	Titanic	2	1	-12
Sensors	Fly	Actions	Shooting	AA DEF	Evade d10	ARM Sv	HP
16"	6"	3	7	2d10	+0	+0	12000

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	

White Base (Jaburo Refit) (500pt)

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	HP
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	

Thoroughbred (Variant) - Captain Kilstein - 450pts.

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

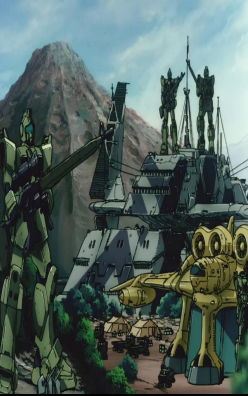|		
Warship Jamming	Enemy Warships gain no benefit from Target Lock against this unit. Enemies cannot target this unit before its first activation unless within 16"	Trait +V
Expert Engineering Division	When this unit activates choose a weapons bonus for this turn: All weapons gain +1 PEN or +100 DMG.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

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

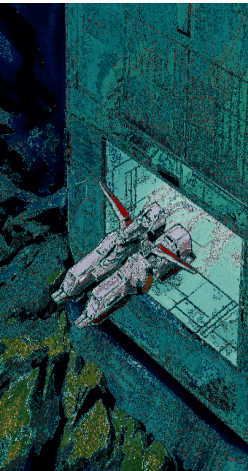Instead of Renowned Captain use the Brash Captain trait below.

Warship & Captain Traits

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

Big Tray [G] (100pt)

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	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)						
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	

Grey Phantom

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						

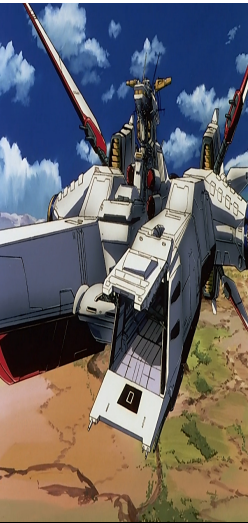| Warship & Captain Traits		
Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Minovsky Craft	[Ground] Enemies without Fly must spend Move-10" to melee attack this unit. [Space] Evade+1. Full Throttle instead gives Move+5"	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

The Albion

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

Birmingham [S]

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

Salamis Kai [S]

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	+3 HIT/DEF	+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

Alexandria [S]

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
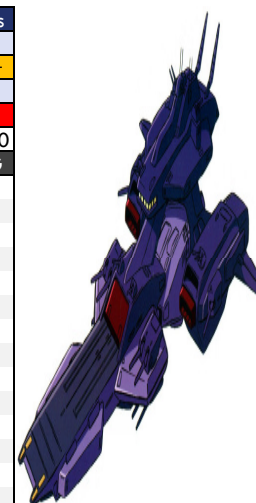
Hario (Alexandria) [S]

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
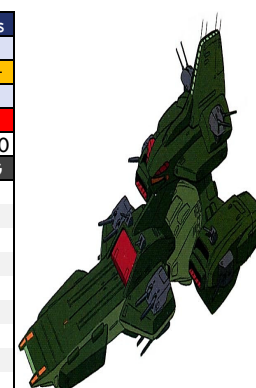
Unit Name	Type	Repair	Catapults	Performance	Frame	Points
Dogosse Giar	Warship	600HP	12	7	4	950
Battle-Hardened CAPT	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
Colonel Bask Om	-	46	Titanic	2	4	26
Sensors	**Fly**	**Actions**	**Shooting**	**AA DEF**	**Evade d10**	**ARM Sv**	**HP**
24"	5"	4	10	5d10	+2	+0	17000

Weapons	EQ	Range	Attacks	Close Range	PEN	DMG
LR Main Gun [E]	7	80"	3	RF+2	6	700
Only [M] or [Barriers] may Block | Recharge 1						
LR Main Gun [E]	7	80"	3	RF+2	6	700
Only [M] or [Barriers] may Block | Recharge 1						
LR Main Gun [E]	7	80"	3	RF+2	6	700
Only [M] or [Barriers] may Block | Recharge 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 during the next round.						
[AA] Beams III [E][360]	4	24"	5	-	5	300
Overwatch V						

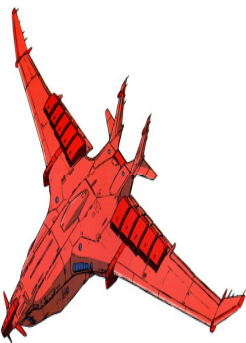| Warship & Captain Traits		
Defense Array	This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3).	Trait -X
Haughty Captain	Vs Shooting attacks improve the bonus to Dodge & Guard by 1. (Max 3) Gain +1 Block versus weapons within 16"	CAPT II

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

Unit Name	Type	Repair	Catapults	Performance	Frame	Points
Nahel Argama	Warship	1000HP	3	6	3	600
Basic Captain	Power	EQ Slots	Size 3	Speed+	Armor+	Cost+
Federation Captain	-	19	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
Hyper MPC [E]	5	72"	5	RF+3 Hits	8	700
*[M-3] to use	AOE: 5" Wide Line	Req. 4 Actions	Skip your next Turn*						
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 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 MPC [E]	1	64"	2	RF+1	5	500
Only [M] or [Barriers] may Block						
Ship IDF Missiles III [X]	6	64"	10	RF-4	3	300
*Indirect Fire (R:32" to 40"+Sensors)	Reloads next Round*						
[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
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

Unit Name	Type	Repair	Catapults	Performance	Frame	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						

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
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