

Hazat Explorer, <i>Stalker</i> class		
Class: Explorer	Initiative: +4 (+1 maneuver jets, +3 thrust)	
Size: Small (46 m long)	Maneuver: +4 (+ 1 maneuver jets, +3 thrust)	
Grade: Lander	Defense: 24 (+1 maneuver jets, +2 thrust, +10 armor)	
Crew: 4 (minimum: 1)	Battle Shield Points: 40 (DR 10)	
Marines: 2 (launch rate: 1)	Hull Points: 120 (DR 10)	
Passengers: 1	Speed	Standard Shield Points
Cargo Capacity: 30 tons	Ramming (12 squares/action)	0
Life Support: 3 months	Attack (6 squares/action)	20
Sensors: 5 (Infrared)	0	40
Weapon: Light Lasers (2); Fire Arc: 1 front, 1 turret; Attack Bonus: +5 (+1 size, +4 fire control); Damage: 3d10x2; Range: 18. Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +3 (+1 size, +2 fire control); Damage: Grapple; Range: 2.		

Imperial Explorer "<i>Gamma Ray</i>" Modified Hazat Explorer, <i>Stalker</i> class		
Class: Explorer	Initiative: +3 (+1 maneuver jets, +2 thrust)	
Size: Small (46 m long)	Maneuver: +3 (+ 1 maneuver jets, +2 thrust)	
Grade: Lander	Defense: 23 (+1 maneuver jets, +2 thrust, +10 armor)	
Crew: 4 (minimum: 1)	Battle Shield Points: 40 (DR 10)	
Marines: 2 (launch rate: 1)	Hull Points: 120 (DR 10)	
Passengers: 1	Speed	Standard Shield Points
Cargo Capacity: 30 tons	Ramming (12 squares/action)	0
Life Support: 3 months	Attack (6 squares/action)	20
Sensors: 5 (EMS)	0	40
Weapon: Light Lasers (2 fire-linked); Fire Arc: Front; Attack Bonus: +5 (+1 size, +4 fire control); Damage: 4d10x2; Range: 18. Weapon: Light Blaster; Fire Arc: Turret; Attack Bonus: +7 (+1 size, +6 fire control); Damage: 4d10x2; Range: 12. Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +5 (+1 size, +4 fire control); Damage: Grapple; Range: 2.		

League Escort, <i>Sentry</i> class		
Class: Escort	Initiative: +3 (+1 maneuver jets, +2 thrust)	
Size: Small (48 m long)	Maneuver: +3 (+ 1 maneuver jets, +2 thrust)	
Grade: Lander	Defense: 23 (+1 maneuver jets, +2 thrust, +10 armor)	
Crew: 11 (minimum: 1)	Battle Shield Points: 40 (DR 10)	
Marines: 5 (launch rate: 1)	Hull Points: 160 (DR 10)	
Passengers: 1	Speed	Standard Shield Points
Cargo Capacity: 40 tons	Ramming (12 squares/action)	0
Life Support: 4 months	Attack (6 squares/action)	20
Sensors: 5 (EMS)	0	40
Weapon: Light Lasers (6); Fire Arc: 1 front, 1 turret, 2 left, 2 right; Attack Bonus: +7 (+1 size, +6 fire control); Damage: 3d10x2; Range: 18. Weapon: Grapple Guns (2) ; Fire Arc: 1 right, 1 left; Attack Bonus: +7 (+1 size, +6 fire control); Damage: Grapple; Range: 2.		

Decados Raider, <i>Reaper</i> class		
Class: Raider	Initiative: +3 (+1 maneuver jets, +2 thrust)	
Size: Small (41 m long)	Maneuver: +3 (+ 1 maneuver jets, +2 thrust)	
Grade: Lander	Defense: 23 (+1 maneuver jets, +2 thrust, +10 armor)	
Crew: 9 (minimum: 1)	Battle Shield Points: 40 (DR 10)	
Marines: 4 (launch rate: 1)	Hull Points: 160 (DR 10)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 40 tons	Ramming (12 squares/action)	0
Life Support: 4 months	Attack (6 squares/action)	20
Sensors: 5 (Densometer)	0	40
Weapon: Light Lasers (4); Fire Arc: 1 front, 1 turret, 1 left, 1 right; Attack Bonus: +5 (+1 size, +4 fire control); Damage: 3d10x2; Range: 18. Weapon: Grapple Guns (2); Fire Arc: 1 right, 1 left; Attack Bonus: +5 (+1 size, +4 fire control); Damage: Grapple; Range: 2.		

Inquisition Frigate, <i>Hearth</i> class ("<i>The Rack</i>")		
Class: Frigate	Initiative: -1 (+0 maneuver jets, -1 thrust)	
Size: Medium (68 m long)	Maneuver: -1 (+0 maneuver jets, -1 thrust)	
Grade: Atmosphere	Defense: 19 (+0 maneuver jets, -1 thrust, +10 armor)	
Crew: 24 (minimum: 2)	Battle Shield Points: 120 (DR 15)	
Marines: 6 (launch rate: 2)	Hull Points: 240 (DR 15)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 60 tons	Ramming (12 squares/action)	0
Life Support: 6 months	Ramming (9 squares/action)	20
Sensors: 7 (Infrared)	Attack (6 squares/action)	40
	Cruising (3 squares/action)	60
	0	80
Weapon: Heat Blasters (8); Fire Arc: 4 left, 4 right; Attack Bonus: +4 (+0 size, +4 fire control); Damage: 4d10x2; Range: 15. Weapon: Gremlin Guns (2); Fire Arc: 2 fore turret; Attack Bonus: +4 (+0 size, +4 fire control); Damage: System damage (-5 to actions for 4 turns); Range: 9. Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +4 (+0 size, +4 fire control); Damage: Grapple; Range: 2.		

League Freighter, <i>Free Trader</i> class		
Class: Escort	Initiative: +3 (+1 maneuver jets, +2 thrust)	
Size: Small (48 m long)	Maneuver: +3 (+ 1 maneuver jets, +2 thrust)	
Grade: Lander	Defense: 23 (+1 maneuver jets, +2 thrust, +10 armor)	
Crew: 5 (minimum: 1)	Battle Shield Points: 0	
Marines: 0	Hull Points: 160 (DR 10)	
Passengers: 3	Speed	Standard Shield Points
Cargo Capacity: 330 tons	Ramming (12 squares/action)	0
Life Support: 4 months	Attack (6 squares/action)	20
Sensors: 5 (Laser radar)	0	40
Weapon: Light Laser; Fire Arc: Turret; Attack Bonus: +3 (+1 size, +2 fire control); Damage: 3d10x2; Range: 18. Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +3 (+1 size, +2 fire control); Damage: Grapple; Range: 2.		

Fast Freighter, <i>Courier</i> class		
Class: Fast Freighter	Initiative: -3 (-1 maneuver jets, -2 thrust)	
Size: Medium (65 m long)	Maneuver: -3 (-1 maneuver jets, -2 thrust)	
Grade: Void	Defense: 17 (-1 maneuver jets, -2 thrust, +10 armor)	
Crew: 8 (minimum: 1)	Battle Shield Points: 0	
Marines: 1 (launch rate: 1)	Hull Points: 320 (DR 15)	
Passengers: 4	Speed	Standard Shield Points
Cargo Capacity: 640 tons	Ramming (12 squares/action)	0
Life Support: 10 months	Ramming (9 squares/action)	20
Sensors: 5 (Laser Radar)	Attack (6 squares/action)	40
	Cruising (3 squares/action)	60
	0	80
Weapon: Light Laser; Fire Arc: Front; Attack Bonus: +2 (+0 size, +2 fire control); Damage: 3d10x2; Range: 18.		

Small Freighter, <i>Caravan</i> class		
Class: Small Freighter	Initiative: -5 (-1 maneuver jets, -4 thrust)	
Size: Medium (90 m long)	Maneuver: -5 (-1 maneuver jets, -4 thrust)	
Grade: Void	Defense: 15 (-1 maneuver jets, -4 thrust, +10 armor)	
Crew: 9 (minimum: 3)	Battle Shield Points: 0	
Marines: 1 (launch rate: 1)	Hull Points: 400 (DR 15)	
Passengers: 5	Speed	Standard Shield Points
Cargo Capacity: 910 tons	Ramming (9 squares/action)	0
Life Support: 10 months	Attack (6 squares/action)	40
Sensors: 4 (Laser Radar)	Cruising (3 squares/action)	80
	0	120
Weapon: Light Laser; Fire Arc: Front; Attack Bonus: +2 (+0 size, +2 fire control); Damage: 3d10x2; Range: 18.		

Large Freighter, <i>Ambrim 5700</i> class		
Class: Large Freighter	Initiative: -6 (-2 maneuver jets, -4 thrust)	
Size: Large (150 m long)	Maneuver: -6 (-2 maneuver jets, -4 thrust)	
Grade: Void	Defense: 14 (-2 maneuver jets, -4 thrust, +10 armor)	
Crew: 17 (minimum: 5)	Battle Shield Points: 0	
Marines: 2 (launch rate: 1)	Hull Points: 600 (DR 20)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 1390 tons	Attack (6 squares/action)	0
Life Support: 15 months	Cruising (3 squares/action)	60
Sensors: 4 (Laser Radar)	0	120
Weapon: Light Lasers (2 fire-linked); Fire Arc: 2 front; Attack Bonus: +2 (+0 size, +2 fire control); Damage: 4d10x2; Range: 18.		

Small Shuttle, <i>Seagull</i> Class		
Class: Shuttle	Initiative: +5 (+2 maneuver jets, +3 thrust)	
Size: Diminutive (10 m long)	Maneuver: +5 (+2 maneuver jets, +3 thrust)	
Grade: Lander (Range 100 AU)	Defense: 25 (+2 maneuver jets, +3 thrust, +10 armor)	
Crew: 1	Battle Shield Points: 0	
Marines: 0	Hull Points: 40 (DR 5)	
Passengers: 4	Speed	Standard Shield Points
Cargo Capacity: 10 tons	Ramming (12 squares/action)	0
Life Support: 1 month	Attack (6 squares/action)	10
Sensors: 4 (Radar)	0	20
Weapon: Light Laser; Fire Arc: Front; Attack Bonus: +6 (+4 size, +2 fire control); Damage: 3d10x2; Range: 18.		

Imperial Heavy Starfighter, <i>Archangel</i> class		
Class: Starfighter	Initiative: +6 (+2 maneuver jets, +4 thrust)	
Size: Tiny (15 m long)	Maneuver: +6 (+2 maneuver jets, +4 thrust)	
Grade: Lander (Range 50 AU)	Defense: 26 (+2 maneuver jets, +4 thrust, +10 armor)	
Crew: 1	Battle Shield Points: 40 (DR 5)	
Marines: 0	Hull Points: 80 (DR 5)	
Passengers: 0	Speed	Standard Shield Points
Cargo Capacity: 0,05 tons	Ramming (12 squares/action)	0
Life Support: ½ month	Attack (6 squares/action)	10
Sensors: 5 (Neutrinos)	0	20
Weapon: Light Blasters (2 fire-linked); Fire Arc: Front; Attack Bonus: +10 (+2 size, +8 fire control); Damage: 5d10x2; Range: 12.		

Small Starfighter, <i>Mosquito</i> class		
Class: Starfighter	Initiative: +6 (+2 maneuver jets, +4 thrust)	
Size: Diminutive (8 m long)	Maneuver: +6 (+2 maneuver jets, +4 thrust)	
Grade: Lander (Range 20 AU)	Defense: 26 (+2 maneuver jets, +4 thrust, +10 armor)	
Crew: 1	Battle Shield Points: 0	
Marines: 0	Hull Points: 40 (DR 5)	
Passengers: 0	Speed	Standard Shield Points
Cargo Capacity: 0,05 tons	Ramming (12 squares/action)	0
Life Support: ½ month	Attack (6 squares/action)	10
Sensors: 3 (Laser Radar)	0	20
Weapon: Light Laser; Fire Arc: Front; Attack Bonus: +8 (+4 size, +4 fire control); Damage: 3d10x2; Range: 18.		

Starfighter, <i>Wasp</i> 3 class		
Class: Starfighter	Initiative: +4 (+1 maneuver jets, +3 thrust)	
Size: Tiny (13 m long)	Maneuver: +4 (+1 maneuver jets, +3 thrust)	
Grade: Lander (Range 100 AU)	Defense: 24 (+1 maneuver jets, +3 thrust, +10 armor)	
Crew: 1	Battle Shield Points: 0	
Marines: 0	Hull Points: 80 (DR 5)	
Passengers: 0	Speed	Standard Shield Points
Cargo Capacity: 0,1 tons	Ramming (12 squares/action)	0
Life Support: ½ month	Attack (6 squares/action)	10
Sensors: 4 (Laser Radar)	0	20
Weapon: Light Lasers (2 fire-linked); Fire Arc: Front; Attack Bonus: +6 (+2 size, +4 fire control); Damage: 4d10x2; Range: 18.		

Torpedo Bomber, <i>Bumblebee</i> class		
Class: Starfighter	Initiative: +3 (+1 maneuver jets, +2 thrust)	
Size: Tiny (20 m long)	Maneuver: +3 (+1 maneuver jets, +2 thrust)	
Grade: Lander (Range 100 AU)	Defense: 23 (+1 maneuver jets, +2 thrust, +10 armor)	
Crew: 1	Battle Shield Points: 0	
Marines: 0	Hull Points: 80 (DR 5)	
Passengers: 0	Speed	Standard Shield Points
Cargo Capacity: 0,2 tons	Ramming (12 squares/action)	0
Life Support: ½ month	Attack (6 squares/action)	10
Sensors: 5 (Infrared)	0	20
Weapon: Light Lasers (2 fire-linked); Fire Arc: Front; Attack Bonus: +6 (+2 size, +4 fire control); Damage: 4d10x2; Range: 18.		
Weapon: Rocket Launchers (2 fire-linked, 5 rockets each); Fire Arc: Front; Damage: 5d10x2 (ignores shield); Missile Quality: +5.		

Hawkwood Frigate, <i>Hornet</i> class		
Class: Frigate	Initiative: +1 (+1 maneuver jets, +0 thrust)	
Size: Medium (84 m long)	Maneuver: +1 (+1 maneuver jets, +0 thrust)	
Grade: Atmosphere	Defense: 21 (+1 maneuver jets, +0 thrust, +10 armor)	
Crew: 27 (minimum: 2)	Battle Shield Points: 80 (DR 15)	
Marines: 9 (launch rate: 2)	Hull Points: 240 (DR 15)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 60 tons	Ramming (12 squares/action)	0
Life Support: 6 months	Ramming (9 squares/action)	20
Sensors: 5 (Densometer)	Attack (6 squares/action)	40
	Cruising (3 squares/action)	60
	0	80
Weapon: Light Lasers (8); Fire Arc: 4 left, 4 right; Attack Bonus: +6 (+0 size, +6 fire control); Damage: 3d10x2; Range: 18.		
Weapon: Missile Launchers (2 fire-linked, 5 missiles each); Fire Arc: Turret; Damage: 7d10 (ignores shield); Missile Quality: +10.		
Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +6 (+0 size, +6 fire control); Damage: Grapple; Range: 2.		

Al-Malik Explorer, <i>Odyssey</i> class		
Class: Explorer	Initiative: +6 (+2 maneuver jets, +4 thrust)	
Size: Small (44 m long)	Maneuver: +6 (+ 2 maneuver jets, +4 thrust)	
Grade: Lander	Defense: 26 (+2 maneuver jets, +4 thrust, +10 armor)	
Crew: 3 (minimum: 1)	Battle Shield Points: 40 (DR 10)	
Marines: 0	Hull Points: 120 (DR 10)	
Passengers: 5	Speed	Standard Shield Points
Cargo Capacity: 30 tons	Ramming (12 squares/action)	0
Life Support: 3 months	Attack (6 squares/action)	20
Sensors: 5 (EMS)	0	40
Weapon: Light Laser; Fire Arc: Front; Attack Bonus: +3 (+1 size, +2 fire control); Damage: 3d10x2; Range: 18.		
Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +3 (+1 size, +2 fire control); Damage: Grapple; Range: 2.		

Decados Galliot, <i>Lucretzia</i> class		
Class: Galliot	Initiative: +3 (+1 maneuver jets, +2 thrust)	
Size: Medium (64 m long)	Maneuver: +3 (+1 maneuver jets, +2 thrust)	
Grade: Atmosphere	Defense: 23 (+1 maneuver jets, +2 thrust, +10 armor)	
Crew: 28 (minimum: 2)	Battle Shield Points: 0	
Marines: 20 (launch rate: 5)	Hull Points: 280 (DR 15)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 70 tons	Ramming (12 squares/action)	0
Life Support: 7 months	Ramming (9 squares/action)	20
Sensors: 5 (Infrared)	Attack (6 squares/action)	40
	Cruising (3 squares/action)	60
	0	80
Weapon: Light Blasters (4); Fire Arc: 2 left, 2 right; Attack Bonus: +4 (+0 size, +4 fire control); Damage: 4d10x2; Range: 12.		
Weapon: EM Pulse Gun; Fire Arc: Turret; Attack Bonus: +4 (+0 size, +4 fire control); Damage: 3d10 (overpower); Range: 18.		
Weapon: Grapple Guns (5); Fire Arc: 1 front, 2 left, 2 right; Attack Bonus: +4 (+0 size, +4 fire control); Damage: Grapple; Range: 2.		

Hawkwood Explorer, <i>Wayfarer</i> class		
Class: Explorer	Initiative: +6 (+2 maneuver jets, +4 thrust)	
Size: Small (41 m long)	Maneuver: +6 (+ 2 maneuver jets, +4 thrust)	
Grade: Lander	Defense: 26 (+2 maneuver jets, +4 thrust, +10 armor)	
Crew: 4 (minimum: 1)	Battle Shield Points: 40 (DR 10)	
Marines: 0	Hull Points: 120 (DR 10)	
Passengers: 4	Speed	Standard Shield Points
Cargo Capacity: 30 tons	Ramming (12 squares/action)	0
Life Support: 3 months	Attack (6 squares/action)	20
Sensors: 5 (Densometer)	0	40
Weapon: Light Laser; Fire Arc: Turret; Attack Bonus: +5 (+1 size, +4 fire control); Damage: 3d10x2; Range: 18.		
Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +5 (+1 size, +4 fire control); Damage: Grapple; Range: 2.		

Brother Battle Assault Lander, Redeemer class		
Class: Assault Lander	Initiative: -1 (+1 maneuver jets, -2 thrust)	
Size: Medium (65 m long)	Maneuver: -1 (+1 maneuver jets, -2 thrust)	
Grade: Lander	Defense: 19 (+1 maneuver jets, -2 thrust, +10 armor)	
Crew: 13 (minimum: 2)	Battle Shield Points: 160 (DR 15)	
Marines: 4 (launch rate: 1)	Hull Points: 320 (DR 15)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 80 tons	Ramming (12 squares/action)	0
Life Support: 8 months	Ramming (9 squares/action)	20
Sensors: 4 (Laser Radar)	Attack (6 squares/action)	40
	Cruising (3 squares/action)	60
	0	80
Weapon: Light Laser; Fire Arc: Turret; Attack Bonus: +6 (+0 size, +6 fire control); Damage: 3d10x2; Range: 18.		
Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +4 (+0 size, +4 fire control); Damage: Grapple; Range: 2.		

Decados Assault Lander, Defiler class		
Class: Assault Lander	Initiative: -1 (+1 maneuver jets, -2 thrust)	
Size: Large (120 m long)	Maneuver: -1 (+1 maneuver jets, -2 thrust)	
Grade: Lander	Defense: 19 (+1 maneuver jets, -2 thrust, +10 armor)	
Crew: 26 (minimum: 4)	Battle Shield Points: 160 (DR 20)	
Marines: 6 (launch rate: 2)	Hull Points: 400 (DR 20)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 100 tons	Ramming (12 squares/action)	0
Life Support: 10 months	Ramming (9 squares/action)	40
Sensors: 5 (EMS)	Attack (6 squares/action)	80
	Cruising (3 squares/action)	120
	0	160
Weapon: Medium Slug Guns (4); Fire Arc: 2 left, 2 right; Attack Bonus: +5 (-1 size, +6 fire control); Damage: 6d10x2 (shield negates); Range: 14.		
Weapon: EM Pulse Guns (2 fire-linked); Fire Arc: Turret; Attack Bonus: +5 (-1 size, +6 fire control); Damage: 4d10 (overpower); Range: 18.		
Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +3 (-1 size, +4 fire control); Damage: Grapple; Range: 2.		

Al-Malik Destroyer, <i>Efreet</i> class		
Class: Destroyer	Initiative: +1 (+0 maneuver jets, +1 thrust)	
Size: Large (120 m long)	Maneuver: +1 (+0 maneuver jets, +1 thrust)	
Grade: Atmosphere	Defense: 21 (+0 maneuver jets, +1 thrust, +10 armor)	
Crew: 40 (minimum: 4)	Battle Shield Points: 120 (DR 20)	
Marines: 11 (launch rate: 3)	Hull Points: 400 (DR 20)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 100 tons	Ramming (12 squares/action)	0
Life Support: 10 months	Ramming (9 squares/action)	40
Sensors: 7 (Neutrinos)	Attack (6 squares/action)	80
	Cruising (3 squares/action)	120
	0	160
Weapon: Rocket Launchers (14, 7 rockets each); Fire Arc: 7 left, 7 right; Damage: 4d10x2 (ignores shield); Missile Quality: +5. Weapon: Missile Launchers (2x2 fire-linked, 5 missiles each); Fire Arc: 2x2 turret; Damage: 7d10 (ignores shield); Missile Quality: +10. Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +4 (-1 size, +4 fire control); Damage: Grapple; Range: 2.		

Li Halan Frigate, <i>Iskati</i> class		
Class: Frigate	Initiative: +0 (+1 maneuver jets, -1 thrust)	
Size: Medium (60 m long)	Maneuver: +0 (+1 maneuver jets, -1 thrust)	
Grade: Atmosphere	Defense: 20 (+1 maneuver jets, -1 thrust, +10 armor)	
Crew: 26 (minimum: 2)	Battle Shield Points: 80 (DR 15)	
Marines: 10 (launch rate: 2)	Hull Points: 240 (DR 15)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 60 tons	Ramming (12 squares/action)	0
Life Support: 6 months	Ramming (9 squares/action)	20
Sensors: 5 (Laser Radar)	Attack (6 squares/action)	40
	Cruising (3 squares/action)	60
	0	80
Weapon: Medium Lasers (10); Fire Arc: 5 left, 5 right; Attack Bonus: +6 (+0 size, +6 fire control); Damage: 4d10x2; Range: 24. Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +4 (+0 size, +4 fire control); Damage: Grapple; Range: 2.		

Decados Cruiser, <i>Grigori</i> class		
Class: Frigate	Initiative: -1 (+0 maneuver jets, -1 thrust)	
Size: Large (140 m long)	Maneuver: -1 (+0 maneuver jets, -1 thrust)	
Grade: Void	Defense: 19 (+0 maneuver jets, -1 thrust, +10 armor)	
Crew: 53 (minimum: 7)	Battle Shield Points: 200 (DR 20)	
Marines: 8 (launch rate: 3)	Hull Points: 560 (DR 20)	
Marauders: 3	Speed	Standard Shield Points
Passengers: 4	Ramming (9 squares/action)	0
Cargo Capacity: 140 tons	Ramming (6 squares/action)	60
Life Support: 14 months	Attack (3 squares/action)	120
Sensors: 7 (EMS)	Cruising (0 squares/action)	180
Weapon: Light Meson Cannons (6); Fire Arc: 2x3 turret; Attack Bonus: +7 (-1 size, +8 fire control); Damage: 7d10x2 (overpower); Range: 11. Weapon: Light Lasers (6); Fire Arc: 3 left, 3 right; Attack Bonus: +5 (-1size, +6 fire control); Damage: 3d10x2; Range: 18. Weapon: Medium Blasters (6); Fire Arc: 3 left, 3 right; Attack Bonus: +5 (-1 size, +6 fire control); Damage: 5d10x2; Range: 18. Weapon: Gatling Lasers (6); Fire Arc: 3 left, 3 right; Attack Bonus: +7 (-1 size, +8 fire control); Damage: 2d10x2 (shield ignores); Range: 2. Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +5 (-1 size, +6 fire control); Damage: Grapple; Range: 2.		

Imperial Dreadnought, <i>Maestekulos</i> class		
Class: Dreadnought	Initiative: -3 (-1 maneuver jets, -2 thrust)	
Size: Huge (250 m long)	Maneuver: -3 (-1 maneuver jets, -2 thrust)	
Grade: Void	Defense: 17 (-1 maneuver jets, -2 thrust, +10 armor)	
Crew: 79 (minimum: 9)	Battle Shield Points: 320 (DR 25)	
Marines: 16 (launch rate: 8)	Hull Points: 1000 (DR 25)	
Marauders: 10	Speed	Standard Shield Points
Passengers: 6	Ramming (9 squares/action)	0
Cargo Capacity: 250 tons	Ramming (6 squares/action)	80
Life Support: 25 months	Attack (3 squares/action)	160
Sensors: 8 (Neutrinos)	Cruising (0 squares/action)	240
Weapon: Meson Cannon; Fire Arc: Front; Attack Bonus: +6 (-2 size, +8 fire control); Damage: 15d10+70x2 (overpower); Range: 7. Weapon: Heavy Blasters (9); Fire Arc: 3x3 turret; Attack Bonus: +4 (-2 size, +6 fire control); Damage: 6d10x2; Range: 24. Weapon: Medium Lasers (10); Fire Arc: 5 left, 5 right; Attack Bonus: +4 (-2 size, +6 fire control); Damage: 4d10x2; Range: 24. Weapon: Heavy Lasers (10); Fire Arc: 5 left, 5 right; Attack Bonus: +4 (-2 size, +6 fire control); Damage: 5d10x2; Range: 36. Weapon: Gatling Lasers (2); Fire Arc: 1 left, 1 right; Attack Bonus: +4 (-2 size, +6 fire control); Damage: 2d10x2 (shield ignores); Range: 2. Weapon: Grapple Guns (4); Fire Arc: 2 left, 2 right; Attack Bonus: +4 (-2 size, +6 fire control); Damage: Grapple; Range: 2.		

Imperial Cruiser, <i>Vladimir</i> class		
Class: Cruiser	Initiative: +0 (+1 maneuver jets, -1 thrust)	
Size: Large (160 m long)	Maneuver: +0 (+1 maneuver jets, -1 thrust)	
Grade: Void	Defense: 20 (+1 maneuver jets, -1 thrust, +10 armor)	
Crew: 53 (minimum: 7)	Battle Shield Points: 240 (DR 20)	
Marines: 8 (launch rate: 3)	Hull Points: 560 (DR 20)	
Marauders: 3	Speed	Standard Shield Points
Passengers: 4	Ramming (9 squares/action)	0
Cargo Capacity: 140 tons	Ramming (6 squares/action)	60
Life Support: 14 months	Attack (3 squares/action)	120
Sensors: 8 (Neutrinos)	Cruising (0 squares/action)	180
Weapon: Light Lasers (10); Fire Arc: 5 left, 5 right; Attack Bonus: +5 (-1size, +6 fire control); Damage: 3d10x2; Range: 18. Weapon: Heavy Lasers (6); Fire Arc: 3 left, 3 right; Attack Bonus: +5 (-1size, +6 fire control); Damage: 5d10x2; Range: 36. Weapon: Heavy Blasters (6); Fire Arc: 2x3 turret; Attack Bonus: +7 (-1 size, +8 fire control); Damage: 6d10x2; Range: 24. Weapon: Gatling Lasers (2); Fire Arc: 1 left, 1 right; Attack Bonus: +5 (-1 size, +6 fire control); Damage: 2d10x2 (shield ignores); Range: 2. Weapon: Grapple Guns (4); Fire Arc: 2 left, 2 right; Attack Bonus: +5 (-1 size, +6 fire control); Damage: Grapple; Range: 2.		

Decados Dreadnought, <i>Anikrunta</i> class		
Class: Dreadnought	Initiative: -2 (+0 maneuver jets, -2 thrust)	
Size: Huge (270 m long)	Maneuver: -2 (+0 maneuver jets, -2 thrust)	
Grade: Void	Defense: 18 (+0 maneuver jets, -2 thrust, +10 armor)	
Crew: 85 (minimum: 9)	Battle Shield Points: 240 (DR 25)	
Marines: 16 (launch rate: 8)	Hull Points: 1000 (DR 25)	
Marauders: 10	Speed	Standard Shield Points
Passengers: 6	Ramming (9 squares/action)	0
Cargo Capacity: 250 tons	Ramming (6 squares/action)	80
Life Support: 25 months	Attack (3 squares/action)	160
Sensors: 8 (Neutrinos)	Cruising (0 squares/action)	240
Weapon: Meson Cannon; Fire Arc: Front; Attack Bonus: +6 (-2 size, +8 fire control); Damage: 15d10+70x2 (overpower); Range: 7. Weapon: Light Meson Cannons (9); Fire Arc: 3x3 turret; Attack Bonus: +7 (-1 size, +8 fire control); Damage: 7d10x2 (overpower); Range: 11. Weapon: Heavy Blasters (8); Fire Arc: 4 left, 4 right; Attack Bonus: +4 (-2 size, +6 fire control); Damage: 6d10x2; Range: 24. Weapon: Medium Lasers (6); Fire Arc: 3 left, 3 right; Attack Bonus: +4 (-2 size, +6 fire control); Damage: 4d10x2; Range: 24. Weapon: Gremlin Guns (2); Fire Arc: 1 left, 1 right; Attack Bonus: +4 (-2 size, +6 fire control); Damage: System damage (-5 to actions for 4 turns); Range: 9. Weapon: Gatling Lasers (4); Fire Arc: 2 left, 2 right; Attack Bonus: +4 (-2 size, +6 fire control); Damage: 2d10x2 (shield ignores); Range: 2. Weapon: Grapple Guns (4); Fire Arc: 2 left, 2 right; Attack Bonus: +4 (-2 size, +6 fire control); Damage: Grapple; Range: 2.		

Hazat Frigate, <i>Scorpion</i> class		
Class: Frigate	Initiative: +0 (+0 maneuver jets, +0 thrust)	
Size: Medium (84 m long)	Maneuver: +0 (+0 maneuver jets, +0 thrust)	
Grade: Atmosphere	Defense: 20 (+0 maneuver jets, +0 thrust, +10 armor)	
Crew: 25 (minimum: 2)	Battle Shield Points: 80 (DR 15)	
Marines: 14 (launch rate: 3)	Hull Points: 240 (DR 15)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 60 tons	Ramming (12 squares/action)	0
Life Support: 6 months	Ramming (9 squares/action)	20
Sensors: 5 (Infrared)	Attack (6 squares/action)	40
	Cruising (3 squares/action)	60
	0	80
Weapon: Medium Blasters (2 fire-linked); Fire Arc: Turret; Attack Bonus: +6 (+0 size, +6 fire control); Damage: 6d10x2; Range: 18. Weapon: Light Lasers (6); Fire Arc: 3 left, 3 right; Attack Bonus: +4 (+0 size, +4 fire control); Damage: 3d10x2; Range: 18. Weapon: Grapple Guns (3); Fire Arc: 1 front, 1 left, 1 right; Attack Bonus: +4 (+0 size, +4 fire control); Damage: Grapple; Range: 2.		

Al-Malik Frigate, <i>Spider</i> class		
Class: Frigate	Initiative: +1 (+0 maneuver jets, +1 thrust)	
Size: Medium (65 m long)	Maneuver: +1 (+0 maneuver jets, +1 thrust)	
Grade: Atmosphere	Defense: 21 (+0 maneuver jets, +1 thrust, +10 armor)	
Crew: 26 (minimum: 2)	Battle Shield Points: 80 (DR 15)	
Marines: 9 (launch rate: 2)	Hull Points: 240 (DR 15)	
Passengers: 2	Speed	Speed
Cargo Capacity: 60 tons	Ramming (12 squares/action)	0
Life Support: 6 months	Ramming (9 squares/action)	20
Sensors: 7 (EMS)	Attack (6 squares/action)	40
	Cruising (3 squares/action)	60
	0	80
Weapon: Rocket Launchers (8, 7 rockets each); Fire Arc: 4 left, 4 right; Damage: 4d10x2 (ignores shield); Missile Quality: +5. Weapon: Missile Launchers (2 fire-linked, 5 missiles each); Fire Arc: Turret; Damage: 7d10 (ignores shield); Missile Quality: +10. Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +4 (+0 size, +4 fire control); Damage: Grapple; Range: 2.		

Luxury Liner		
Class: Luxury Liner	Initiative: -5 (-1 maneuver jets, -4 thrust)	
Size: Large (150 m long)	Maneuver: -5 (-1 maneuver jets, -4 thrust)	
Grade: Void	Defense: 15 (-1 maneuver jets, -4 thrust, +10 armor)	
Crew: 9 (minimum: 3)	Battle Shield Points: 0	
Marines: 8 (launch rate: 2)	Hull Points: 600 (DR 20)	
Passengers: 120	Speed	Standard Shield Points
Cargo Capacity: 200 tons	Attack (6 squares/action)	0
Life Support: 15 months	Cruising (3 squares/action)	60
Sensors: 4 (Laser Radar)	0	120

Decados Frigate, <i>Mantis</i> class		
Class: Frigate	Initiative: -1 (+0 maneuver jets, -1 thrust)	
Size: Medium (50 m long)	Maneuver: -1 (+0 maneuver jets, -1 thrust)	
Grade: Atmosphere	Defense: 19 (+0 maneuver jets, -1 thrust, +10 armor)	
Crew: 24 (minimum: 2)	Battle Shield Points: 0	
Marines: 9 (launch rate: 2)	Hull Points: 240 (DR 15)	
Passengers: 2	Speed	Speed
Cargo Capacity: 60 tons	Ramming (12 squares/action)	0
Life Support: 6 months	Ramming (9 squares/action)	20
Sensors: 4 (Infrared)	Attack (6 squares/action)	40
	Cruising (3 squares/action)	60
	0	80
Weapon: Medium Blasters (2 fire-linked); Fire Arc: Turret; Attack Bonus: +6 (+0 size, +6 fire control); Damage: 6d10x2; Range: 18. Weapon: Medium Blasters (8); Fire Arc: 4 left, 4 right; Attack Bonus: +4 (+0 size, +4 fire control); Damage: 5d10x2; Range: 18. Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +4 (+0 size, +4 fire control); Damage: Grapple; Range: 2.		

Hazat Destroyer, <i>Manticore</i> class		
Class: Destroyer	Initiative: +0 (+0 maneuver jets, +0 thrust)	
Size: Large (140 m long)	Maneuver: +0 (+0 maneuver jets, +0 thrust)	
Grade: Atmosphere	Defense: 20 (+0 maneuver jets, +0 thrust, +10 armor)	
Crew: 38 (minimum: 4)	Battle Shield Points: 160 (DR 20)	
Marines: 16 (launch rate: 4)	Hull Points: 400 (DR 20)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 100 tons	Ramming (12 squares/action)	0
Life Support: 10 months	Ramming (9 squares/action)	40
Sensors: 6 (EMS)	Attack (6 squares/action)	80
	Cruising (3 squares/action)	120
	0	160
Weapon: Medium Blasters (2x2 fire-linked); Fire Arc: 2x2 turret; Attack Bonus: +5 (-1 size, +6 fire control); Damage: 6d10x2; Range: 18. Weapon: Light Blasters (12); Fire Arc: 6 right, 6 left; Attack Bonus: +5 (-1 size, +6 fire control); Damage: 4d10x2; Range: 12. Weapon: Grapple Guns (3); Fire Arc: 1 front, 1 left, 1 right; Attack Bonus: +4 (+0 size, +4 fire control); Damage: Grapple; Range: 2.		

Hawkwood Destroyer, Griffin class		
Class: Destroyer	Initiative: +1 (+1 maneuver jets, +0 thrust)	
Size: Large (115 m long)	Maneuver: +1 (+1 maneuver jets, +0 thrust)	
Grade: Atmosphere	Defense: 21 (+1 maneuver jets, +0 thrust, +10 armor)	
Crew: 40 (minimum: 4)	Battle Shield Points: 120 (DR 20)	
Marines: 11 (launch rate: 3)	Hull Points: 400 (DR 20)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 100 tons	Ramming (12 squares/action)	0
Life Support: 10 months	Ramming (9 squares/action)	40
Sensors: 5 (Densometer)	Attack (6 squares/action)	80
	Cruising (3 squares/action)	120
	0	160
Weapon: Light Lasers (14); Fire Arc: 7 left, 7 right; Attack Bonus: +5 (-1 size, +6 fire control); Damage: 3d10x2; Range: 18. Weapon: Missile Launchers (2x2 fire-linked, 5 missiles each); Fire Arc: 2x2 turret; Damage: 7d10 (ignores shield); Missile Quality: +10. Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +3 (-1 size, +4 fire control); Damage: Grapple; Range: 2.		

Decados Destroyer, Tupok'ta class		
Class: Destroyer	Initiative: -1 (+0 maneuver jets, -1 thrust)	
Size: Large (120 m long)	Maneuver: -1 (+0 maneuver jets, -1 thrust)	
Grade: Atmosphere	Defense: 19 (+0 maneuver jets, -1 thrust, +10 armor)	
Crew: 34 (minimum: 4)	Battle Shield Points: 80 (DR 20)	
Marines: 12 (launch rate: 3)	Hull Points: 400 (DR 20)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 100 tons	Ramming (12 squares/action)	0
Life Support: 10 months	Ramming (9 squares/action)	40
Sensors: 6 (Infrared)	Attack (6 squares/action)	80
	Cruising (3 squares/action)	120
	0	160
Weapon: Medium Slug Guns (12); Fire Arc: 6 left, 6 right; Attack Bonus: +5 (-1 size, +6 fire control); Damage: 6d10x2 (shield negates); Range: 14. Weapon: EM Pulse Guns (2x2 fire-linked); Fire Arc: 2x2 turret; Attack Bonus: +5 (-1 size, +6 fire control); Damage: 4d10 (overpower); Range: 18. Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +3 (-1 size, +4 fire control); Damage: Grapple; Range: 2.		

Li Halan Destroyer, <i>Dragon</i> class		
Class: Destroyer	Initiative: +0 (+1 maneuver jets, -1 thrust)	
Size: Large (130 m long)	Maneuver: +0 (+1 maneuver jets, -1 thrust)	
Grade: Atmosphere	Defense: 20 (+1 maneuver jets, -1 thrust, +10 armor)	
Crew: 36 (minimum: 4)	Battle Shield Points: 160 (DR 20)	
Marines: 12 (launch rate: 3)	Hull Points: 400 (DR 20)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 100 tons	Ramming (12 squares/action)	0
Life Support: 10 months	Ramming (9 squares/action)	40
Sensors: 5 (Densometer)	Attack (6 squares/action)	80
	Cruising (3 squares/action)	120
	0	160
Weapon: Medium Lasers (2 fire-linked); Fire Arc: Turret; Attack Bonus: +5 (-1 size, +6 fire control); Damage: 5d10x2; Range: 24. Weapon: Medium Lasers (14); Fire Arc: 7 left, 7 right; Attack Bonus: +5 (-1 size, +6 fire control); Damage: 4d10x2; Range: 24. Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +3 (-1 size, +4 fire control); Damage: Grapple; Range: 2.		

Hawkwood Assault Lander, <i>Vindicator</i> class		
Class: Assault Lander	Initiative: -1 (+1 maneuver jets, -2 thrust)	
Size: Large (100 m long)	Maneuver: -1 (+1 maneuver jets, -2 thrust)	
Grade: Lander	Defense: 19 (+1 maneuver jets, -2 thrust, +10 armor)	
Crew: 26 (minimum: 4)	Battle Shield Points: 160 (DR 20)	
Marines: 6 (launch rate: 2)	Hull Points: 400 (DR 20)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 100 tons	Ramming (12 squares/action)	0
Life Support: 10 months	Ramming (9 squares/action)	40
Sensors: 5 (Densometer)	Attack (6 squares/action)	80
	Cruising (3 squares/action)	120
	0	160
Weapon: Light Lasers (6); Fire Arc: 3 left, 3 right; Attack Bonus: +3 (-1size, +4 fire control); Damage: 3d10x2; Range: 18. Weapon: Missile Launchers (2 fire-linked, 5 missiles each); Fire Arc: Turret; Damage: 7d10 (ignores shield); Missile Quality: +10. Weapon: Grapple Gun; Fire Arc: Front; Attack Bonus: +3 (-1 size, +4 fire control); Damage: Grapple; Range: 2.		

Muster Galliot, <i>Van Owen</i> class		
Class: Galliot	Initiative: +4 (+2 maneuver jets, +2 thrust)	
Size: Medium (85 m long)	Maneuver: +4 (+2 maneuver jets, +2 thrust)	
Grade: Atmosphere	Defense: 24 (+2 maneuver jets, +2 thrust, +10 armor)	
Crew: 31 (minimum: 2)	Battle Shield Points: 80 (DR 15)	
Marines: 20 (launch rate: 5)	Hull Points: 280 (DR 15)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 70 tons	Ramming (12 squares/action)	0
Life Support: 7 months	Ramming (9 squares/action)	20
Sensors: 5 (Laser Radar)	Attack (6 squares/action)	40
	Cruising (3 squares/action)	60
	0	80
Weapon: Light Blasters (4); Fire Arc: 2 left, 2 right; Attack Bonus: +4 (+0 size, +4 fire control); Damage: 4d10x2; Range: 12. Weapon: Grapple Guns (7); Fire Arc: 1 front, 3 left, 3 right; Attack Bonus: +4 (+0 size, +4 fire control); Damage: Grapple; Range: 2.		

Avestite Galliot, <i>Halvor</i> class		
Class: Galliot	Initiative: +2 (+1 maneuver jets, +1 thrust)	
Size: Medium (78 m long)	Maneuver: +2 (+1 maneuver jets, +1 thrust)	
Grade: Atmosphere	Defense: 22 (+1 maneuver jets, +1 thrust, +10 armor)	
Crew: 26 (minimum: 2)	Battle Shield Points: 80 (DR 15)	
Marines: 20 (launch rate: 5)	Hull Points: 280 (DR 15)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 70 tons	Ramming (12 squares/action)	0
Life Support: 7 months	Ramming (9 squares/action)	20
Sensors: 7 (Infrared)	Attack (6 squares/action)	40
	Cruising (3 squares/action)	60
	0	80
Weapon: Heat Blasters (4); Fire Arc: 2 left, 2 right; Attack Bonus: +4 (+0 size, +4 fire control); Damage: 4d10x2; Range: 15. Weapon: Tractor Beam; Fire Arc: Front; Attack Bonus: +4 (+0 size, +4 fire control); Damage: Special (decelerates target ship by one category per turn); Range: 7. Weapon: Grapple Guns (4); Fire Arc: 2 left, 2 right; Attack Bonus: +4 (+0 size, +4 fire control); Damage: Grapple; Range: 2.		

Hawkwood Galliot, <i>Darius</i> class		
Class: Galliot	Initiative: +2 (+1 maneuver jets, +1 thrust)	
Size: Medium (85 m long)	Maneuver: +2 (+1 maneuver jets, +1 thrust)	
Grade: Atmosphere	Defense: 22 (+1 maneuver jets, +1 thrust, +10 armor)	
Crew: 30 (minimum: 2)	Battle Shield Points: 80 (DR 15)	
Marines: 20 (launch rate: 5)	Hull Points: 280 (DR 15)	
Passengers: 2	Speed	Standard Shield Points
Cargo Capacity: 70 tons	Ramming (12 squares/action)	0
Life Support: 7 months	Ramming (9 squares/action)	20
Sensors: 5 (Densometer)	Attack (6 squares/action)	40
	Cruising (3 squares/action)	60
	0	80
Weapon: Light Lasers (8); Fire Arc: 4 left, 4 right; Attack Bonus: +4 (+0 size, +4 fire control); Damage: 3d10x2; Range: 18.		
Weapon: Grapple Guns (5); Fire Arc: 1 front, 2 left, 2 right; Attack Bonus: +4 (+0 size, +4 fire control); Damage: Grapple; Range: 2.		

Imperial Small Starfighter, <i>Paladin</i> class		
Class: Starfighter	Initiative: +6 (+2 maneuver jets, +4 thrust)	
Size: Diminutive (10 m long)	Maneuver: +6 (+2 maneuver jets, +4 thrust)	
Grade: Lander (Range 40 AU)	Defense: 26 (+2 maneuver jets, +4 thrust, +10 armor)	
Crew: 1	Battle Shield Points: 20 (DR 5)	
Marines: 0	Hull Points: 40 (DR 5)	
Passengers: 0	Speed	Standard Shield Points
Cargo Capacity: 0,05 tons	Ramming (12 squares/action)	0
Life Support: ½ month	Attack (6 squares/action)	10
Sensors: 5 (Neutrinos)	0	20
Weapon: Light Lasers (2 fire-linked); Fire Arc: Front; Attack Bonus: +10 (+4 size, +6 fire control); Damage: 4d10x2; Range: 18.		

Escort Shuttle, <i>Pelican</i> Class		
Class: Shuttle	Initiative: +5 (+1 maneuver jets, +4 thrust)	
Size: Small (22 m long)	Maneuver: +5 (+1 maneuver jets, +4 thrust)	
Grade: Lander (Range 120 AU)	Defense: 25 (+1 maneuver jets, +4 thrust, +10 armor)	
Crew: 3 (Minimum 1)	Battle Shield Points: 40 (DR 5)	
Marines: 0	Hull Points: 80 (DR 5)	
Passengers: 8	Speed	Standard Shield Points
Cargo Capacity: 20 tons	Ramming (12 squares/action)	0
Life Support: 2 month	Attack (6 squares/action)	20
Sensors: 4 (Radar)	0	40
Weapon: Light Laser; Fire Arc: Front; Attack Bonus: +4 (+2 size, +2 fire control); Damage: 3d10x2; Range: 18.		
Weapon: Light Laser; Fire Arc: Turret; Attack Bonus: +4 (+2 size, +2 fire control); Damage: 3d10x2; Range: 18.		