

Jovian Chronicles 2e Mechanical Catalog Errata

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August 2, 2005

1 Introduction

This errata applies to the Mechanical Catalog from Jovian Chronicles 2e, DP9-920C. Some designs included here were not present in that book, but are here for completeness. If any errors are found in this document, please mail both of the above authors or post on the official Dream Pod 9 forum (<http://www.dp9forum.com>)

1.1 Notation

Weapons with a “cXX” following their ammo count use clips for their ammo. Clips do not have to be manually changed in combat, nor are they overly vulnerable to weapons fire. Their only advantage is that they make it very easy for tech crews to add ammo to or remove ammo from the weapon, within reason. The “XX” is the default size of the clip - adding or removing multiples of this much ammo is even easier than adding or removing ammo in general.

The exact difficulty is up to the GM, though he should remember that it is not totally trivial – the tech crews still need to find places to bolt the clips on where they are out of the way of enemy fire and easy to reach. The exact consequences of burdening a machine down with too much ammo (usually defined as more than six additional clips) are also left up to the GM, but may include reduced speed, reduced maneuver, or the addition of the Hazardous Ammo/Fuel Storage Weakness. TV must be paid for this additional ammo as usual, if TV is being used.

Note that a vehicle must have a functional Manipulator Arm or appropriate Tool Arm to change clips. If a vehicle loses all appropriate arms, its effective ammo load for any clip-fed weapons should drop to at most one clip.

2 Changelog

- Heavy exo-armor speed dropped back down. I had it too high before. Affected: Vindicator (now 9/18), Cerberus (now 9/18), Kaminari (now 8/16), Bael (now 9/17)
- Vindicator’s AMS now has Defensive.
- Added production types.
- Fixed Lancer Bomber. (As best I could)
- Martian missile canisters now Acc -1.
- Fixed weapons that formerly had clips – all are now assumed to carry two, unless otherwise noted.
- Fixed Ebiiru’s drives – they were far too weak before. I think the Inari and Mule are fine?
- Corrected Ryu – missing Link notation on head pulse lasers.
- Added optional Target Designator to Sparrow Recon Drone.
- Added clip notation.

- Gave Heavy exo-armors Reinforced Systems: Chassis to attempt to offset vulnerability due to lowered speed. (Vindicator, Cerberus, Bael, Kaminari affected)

3 Mechanical Catalog Errata

EAL-04A Pathfinder Alpha									
Production Type:		Mass Production (3 lemon dice)							
Size:		11							
* Threat Value (TV):		3936							
* Defensive Threat Value (DTV):		1412							
Movement:		Walk 6/12 Space 14/28							
Maneuver:		+0							
Armor:		22/44/66							
* Miscellaneous Threat Value (MTV):		5351							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		700 hrs							
Reaction Mass:		500 BP							
Perks & Flaws:		Accessories: Autopilot, 2x Life Support (Limited), Escape System(Pod), Searchlight (FF, 200m); Arms: 2x Manipulator Arm (11, can punch); Armor: HEAT Resistant (4); Communications (+0/15km), Satellite Uplink; Hostile Environment Protection: Vacuum, Radiation(4); Information Warfare: ECCM(4/5km); Reinforced Systems: Crew, Backups; Sensors (+2/5km); Negative Features: Large Sensor Profile (2); Weakness: Exposed Auxiliaries							
* Offensive Threat Value (OTV):		5046							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	652A Particle Cannon	E	F	+1	x15	3	0	HP, Hw, Red; AD(1), HEAT	U
2	MMJ-4 Missiles	M	F	-1	x20	5	0	HP, Red, Sk(1), Smt(2); HEAT; Link	1
2	PL4 Plasma Lance	E	F	+0	x20	M	0	AC, Conc(0 act), Dur(5), HH, Red; HEAT	1

EAL-04A Pathfinder CT									
Production Type:		Mass Production (3 lemon dice)							
Size:		11							
* Threat Value (TV):		3166							
* Defensive Threat Value (DTV):		1469							
Movement:		Walk 6/12 Space 14/29							
Maneuver:		+0							
Armor:		22/44/66							
* Miscellaneous Threat Value (MTV):		6043							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		700 hrs							
Reaction Mass:		700 BP							
Perks & Flaws:		Accessories: Autopilot, 2x Life Support (Limited), Escape System(Pod), Searchlight (200m, Fixed); Arms: 2x Manipulator Arm (11, can punch); Armor: HEAT Resistant (4); Communications (+2/20km), Satellite Uplink; Hostile Environment Protection: Vacuum, Radiation(4); Information Warfare: ECCM(4/5km); Reinforced Systems: Crew, Backups; Sensors (+2/5km); Negative Features: Large Sensor Profile (2); Weaknesses: Exposed Auxiliaries							
* Offensive Threat Value (OTV):		1986							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	792R Particle Cannon	E	F	+1	x16	5	0	HH, Hw, Red; AD(1), HEAT	30
2	MMJ-4 Missiles	M	F	-1	x20	5	0	HP, Red, Sk(1), Smt(2); HEAT; Link	1
2	PL4 Plasma Lance	E	F	+0	x20	M	0	AC, Conc(0 act), Dur(5), HH, Red; HEAT	1

EAL-04A Pathfinder RC									
Production Type:		Mass Production (3 lemon dice)							
Size:		11							
* Threat Value (TV):		5530							
* Defensive Threat Value (DTV):		1412							
Movement:		Walk 6/12 Space 14/28							
Maneuver:		+0							
Armor:		22/44/66							
* Miscellaneous Threat Value (MTV):		10525							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		700 hrs							
Reaction Mass:		900 BP							
Perks & Flaws:		Accessories: Autopilot, 2x Life Support (Limited), Escape System(Pod), Searchlight (200m, Fixed); Arms: 2x Manipulator Arm (11, Can Punch); Armor: HEAT Resistant (4); Communications (+0/15km), Satellite Uplink; Features: Fuel Efficient (x1.5); Hostile Environment Protection: Vacuum, Radiation (4); Information Warfare: ECCM (4/5km); Reinforced Systems: Crew, Backups; Sensors (+4/10km); Negative Features: Large Sensor Profile (2); Weaknesses: Exposed Auxiliaries							
* Offensive Threat Value (OTV):		4654							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	652A Particle Cannon	E	F	+1	x15	3	0	HP, Hw, Red; AD(1), HEAT	U
2	PL4 Plasma Lance	E	F	+0	x20	M	0	AC, Conc(0 act), Dur(5), HH, Red; HEAT	1

EAL-04A Pathfinder ST									
Production Type:		Mass Production (3 lemon dice)							
Size:		11							
* Threat Value (TV):		3828							
* Defensive Threat Value (DTV):		1412							
Movement:		Walk 6/12 (5/10 with MD-5555) Space 14/28 (13/26 with MD-5555)							
Maneuver:		+0 (-1 with MD-5555)							
Armor:		22/44/66							
* Miscellaneous Threat Value (MTV):		6487							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		700 hrs							
Reaction Mass:		500 BP							
Perks & Flaws:									
Accessories: Autopilot, 2x Life Support (Limited), Escape System(Pod), Searchlight (200m, Fixed); Arms: 2x Manipulator Arm (11, can punch); Armor: HEAT Resistant (4); Communications (+0/15km), Satellite Uplink; Hostile Environment Protection: Vacuum, Radiation(4); Information Warfare: ECCM(4/5km); Reinforced Systems: Crew, Backups; Sensors (+2/10km); Negative Features: Large Sensor Profile (2); Weaknesses: Exposed Auxiliaries									
* Offensive Threat Value (OTV):		3584							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MD-5555 Massdriver	P	F	+0	x20	10	1	AP, HP, Red; Cl(A), Hv; Snpr	60c30
2	PL4 Plasma Lance	E	F	+0	x20	M	0	AC, Conc(0 act), Dur(5), HH, Red; HEAT	1

EAM-03A Retaliator Alpha									
Production Type:		Mass Production (3 lemon dice)							
Size:		12							
* Threat Value (TV):		2064							
* Defensive Threat Value (DTV):		1373							
Movement:		Walk 6/11 Space 12/24							
Maneuver:		+0							
Armor:		26/56/78							
* Miscellaneous Threat Value (MTV):		2159							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		450 hrs							
Reaction Mass:		400 BP							
Perks & Flaws:									
Accessories: Autopilot, Escape System (Pods), 2x Life Support (Limited); Arms: 2x Manipulator Arm (12, can punch); Armor: HEAT Resistant (4); Communications (0/10km); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Crew, Backups; Sensors (0/2km); Negative Features: Large Sensor Profile (2); Weaknesses: Exposed Systems									
* Offensive Threat Value (OTV):		2660							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	JAW-11A Railgun	P	F	0	x16	5	0	AP, HP, Red	40c20
6	LMJ-4 Missiles	M	F	+0	x16	2	0	G, HP, IF, Red; HEAT; Link	1
4	MMJ-4 Missiles	M	F	-1	x20	5	0	HP, Red, Sk(1), Smt(2); HEAT; Link	1
2	PL4 Plasma Lance	E	F	+0	x20	M	0	AC, Conc(0 act), Dur(5), HH, Red; HEAT	1

EAH-01A Vindicator Alpha									
Production Type:		Mass Production (3 lemon dice)							
Size:		14							
* Threat Value (TV):		5963							
* Defensive Threat Value (DTV):		1089							
Movement:		Walk 3/5 Space 9/18							
Maneuver:		-1							
Armor:		32/64/96							
* Miscellaneous Threat Value (MTV):		3241							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		700 hrs							
Reaction Mass:		750 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (14, can punch); Armor: HEAT Resistant (4); Communications (0/10km); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Chassis, Crew, Backups; Sensors (0/2km); Negative Features: Large Sensor Profile (2)							
* Offensive Threat Value (OTV):		13559							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	JAW-15 Massdriver	P	F	0	x20	5	5	HP, Red	100c50
1	JO 54L Laser Cannon	E	F	0	x10	8	0	HP, Red; AD(1), HEAT	U
10	HMJ-6 Heavy Missiles	M	F	-2	x30	5	0	Red, Sk(1), Smt(2); HEAT; Link	1
2	LMJ-1 Light Missile Launchers	M	F	+0	x10	3	5	G, IF, Red; HEAT; Link	20
3	PL-3B Plasma Lance	E	F	+0	x20	M	0	AC, Conc(0 act), Dur(5), HH, Red; HEAT	1
2	AM-1 Antimissile Systems	E	F	+1	x5	1	5	AM, Red; Def, HEAT; Link	U

EAL-04NA Hector									
Production Type:		Mass Production (3 lemon dice)							
Size:		10							
* Threat Value (TV):		4277							
* Defensive Threat Value (DTV):		1892							
Movement:		Space 15/30							
Maneuver:		+1							
Armor:		19/38/57							
* Miscellaneous Threat Value (MTV):		5015							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		700 hrs							
Reaction Mass:		600 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System(Pod), 2x Life Support(Limited), Searchlights (F, 200m, Fixed); Arms: 2x Manipulator Arm (10, Can Punch); Communications (0/15km), Satellite Uplink; Features: Easy to Modify (Movement, AUX); Hostile Environment Protection: Vacuum, Radiation (3); Information Warfare: ECCM(4/5km); Reinforced Systems: Crew, Backups; Sensors (+2/5km); Negative Features: Large Sensor Profile (1); Weaknesses: Exposed Movement, Exposed Auxiliaries;							
* Offensive Threat Value (OTV):		5926							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	652A Particle Cannon	E	F	+1	x15	3	0	HH, Hw, Red; AD(1), HEAT	U
2	MMJ-8 Missiles	M	F	-1	x25	6	0	HP, Red, Sk(1); HEAT; Link	1
2	PL-3A Plasma Lance	E	F	0	x20	M	0	AC, Dur(5), Red; HEAT	1
1	Shield	P	F	0	x10	M	0	Red, Shld; Def	-
1	Arclight-3 PDS	E	T	+1	x2	1	6	AM, Red; Def, HEAT	U

EAH-07 Stormrider									
Production Type:		Early Production (3 lemon dice)							
Size:		12							
* Threat Value (TV):		8336							
* Defensive Threat Value (DTV):		2364							
Movement:		Walk 5/10 Space 15/30							
Maneuver:		+1 (0 Walk)							
Armor:		24/48/72							
* Miscellaneous Threat Value (MTV):		6753							
Crew:		Living 1, Computer 2 (Dumb 3) (3 actions)							
Deployment Range:		750 hrs							
Reaction Mass:		500 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (12, Can Punch); Armor: HEAT Resistant (5); Communications (0/10km); Hostile Environment Protection: All, Radiation (5); Information Warfare: Decoy System (2, visual & sensors), ECM (2/5km), Stealth (2); Reinforced Systems: Crew, Backups; Sensors (+2/5km); Movement Flaws: Decreased Maneuver (Walk, 1)							
* Offensive Threat Value (OTV):		15890							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	992S Particle Cannon	E	F	+1	x15	5	0	HP, Hw, Red; AD(1), HEAT	U
16	MMJ-2LR Missiles	M	F	-1	x20	6	0	Sk(1); HEAT; Link	1
1	Scatter Launcher	P	FF	+1	x10	3	2	Red, Sctr	10
1	Arclight-4 PDS	E	T	+2	x2	1	6	AM, Red; Def, HEAT	U
2	PL-3B Plasma Lance	E	F	0	x20	M	0	AC, Conc(0 act), Dur(5), HH, Red; HEAT	1

EAT-02LRS Sensei									
Production Type:		Mass Production (3 lemon dice)							
Size:		11							
* Threat Value (TV):		5690							
* Defensive Threat Value (DTV):		1089							
Movement:		Walk 6/11 Space 11/22							
Maneuver:		+0							
Armor:		22/44/66							
* Miscellaneous Threat Value (MTV):		3272							
Crew:		Living 2, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		500 hrs							
Reaction Mass:		500 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System(Pods), 2x Life Support (Limited); Arms: 2x Manipulator Arm (11, Can Punch); Armor: HEAT Resistant (5), Reinforced (2,F); Communications (+0/10km); Hostile Environment Protection: Vacuum, Radiation (5); Reinforced Systems: Crew, Backups; Sensors (+1/4km); Negative Features: Large Sensor Profile (2)							
* Offensive Threat Value (OTV):		12708							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	6522 Particle Cannon	E	F	+1	x15	5	0	Hw, Red; AD(1), HEAT; Link, Snpr	U
1	Arclight-3 PDS	E	T	+1	x2	1	6	AM, Red; Def, HEAT	U
2	PL4 Plasma Lance	E	F	+0	x20	M	0	AC, Conc(0 act), Dur(5), HH, Red; HEAT	1

IM-09 Lancer									
Production Type:		Mass Production (3 lemon dice)							
Size:		10							
* Threat Value (TV):		1400							
* Defensive Threat Value (DTV):		712							
Movement:		Space 16/32							
Maneuver:		-2							
Armor:		20/40/60							
* Miscellaneous Threat Value (MTV):		1034							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		100 hrs							
Reaction Mass:		200 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Communications (0/10km); Features: Easy to Modify (Systems); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Crew, Backups; Sensors (0/2km); Weaknesses: Exposed Systems							
* Offensive Threat Value (OTV):		2454							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	ACMS	P	T	+2	x6	1	4	AM, Red; Def	120
2	MMJ6D Wing Missiles	M	FF	-1	x15	3	0	G, IF, Red; HEAT; Link	5
12	MMJ-2LR Missiles	M	FF	-1	x20	6	0	HP, Sk(1); HEAT; Link	1
4	HMJ-6 Missiles	M	FF	-2	x30	5	0	HP, Red, Sk(1); HEAT; Link	1

IM-09 Pilum Lancer									
Production Type:		Mass Production (3 lemon dice)							
Size:		10							
* Threat Value (TV):		1780							
* Defensive Threat Value (DTV):		712							
Movement:		Space 16/32							
Maneuver:		-2							
Armor:		20/40/60							
* Miscellaneous Threat Value (MTV):		1034							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		100 hrs							
Reaction Mass:		200 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Communications (0/10km); Features: Easy to Modify (Systems); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Crew, Backups; Sensors (0/2km); Weaknesses: Exposed Systems							
* Offensive Threat Value (OTV):		3593							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	ACMS	P	T	+2	x6	1	4	AM, Red; Def	120
2	MMJ6D Wing Missiles	M	FF	-1	x15	3	0	G, IF, Red; HEAT; Link	5
28	MMJ-2LR Missiles	M	FF	-1	x20	6	0	HP, Sk(1); HEAT; Link	1
1	QFS Laser	E	FF	+1	x12	4	0	HP; AD(1), HEAT	U

IM-09 Lancer Bomber									
Production Type:		Mass Production (3 lemon dice)							
Size:		10							
* Threat Value (TV):		1441							
* Defensive Threat Value (DTV):		712							
Movement:		Space 16/32							
Maneuver:		-2							
Armor:		20/40/60							
* Miscellaneous Threat Value (MTV):		1034							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		100 hrs							
Reaction Mass:		200 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Communications (0/10km); Features: Easy to Modify (Systems); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Crew, Backups; Sensors (0/2km); Weaknesses: Exposed Systems							
* Offensive Threat Value (OTV):		2576							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	ACMS	P	T	+2	x6	1	+4	AM, Red; Def	120
2	MMJ6D Wing Missiles	M	FF	-1	x15	3	+0	G, IF, Red; HEAT; Link	5
4	MMJ-4 Missiles	M	FF	-1	x20	5	+0	HP, Red, Sk(1), Smt(2); HEAT; Link	1
20	RJ-56 Rockets	M	FF	-2	x30	3	+0	HP, IF, Red; HEAT; Link	1

IM-09 Lightning Lancer									
Production Type:		Mass Production (3 lemon dice)							
Size:		10							
* Threat Value (TV):		2104							
* Defensive Threat Value (DTV):		712							
Movement:		Space 16/32							
Maneuver:		-2							
Armor:		20/40/60							
* Miscellaneous Threat Value (MTV):		3146							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		100 hrs							
Reaction Mass:		200 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Communications (0/10km); Features: Easy to Modify (Systems); Hostile Environment Protection: Vacuum, Radiation (4); Information Warfare: ECM (5/5km), ECCM (5/5km); Reinforced Systems: Crew, Backups; Sensors (+1/5km); Weaknesses: Exposed Systems							
* Offensive Threat Value (OTV):		2454							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	ACMS	P	T	+2	x6	1	+4	AM, Red; Def	120
2	MMJ6D Wing Missiles	M	FF	-1	x15	3	+0	G, IF, Red; HEAT; Link	5
12	MMJ-2LR Missiles	M	FF	-1	x20	6	0	HP, Sk(1); HEAT; Link	1
4	HMJ-6 Missiles	M	FF	-2	x30	5	0	HP, Red, Sk(1); HEAT; Link	1

IM-09 Seeker Lancer									
Production Type:		Mass Production (3 lemon dice)							
Size:		10							
* Threat Value (TV):		1385							
* Defensive Threat Value (DTV):		712							
Movement:		Space 16/32							
Maneuver:		-2							
Armor:		20/40/60							
* Miscellaneous Threat Value (MTV):		1034							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		100 hrs							
Reaction Mass:		200 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Communications (0/10km); Features: Easy to Modify (Systems); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Crew, Backups; Sensors (0/2km); Weaknesses: Exposed Systems							
* Offensive Threat Value (OTV):		2409							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	ACMS	P	T	+2	x6	1	4	AM, Red; Def	120
2	MMJ6D Wing Missiles	M	FF	-1	x15	3	0	G, IF, Red; HEAT; Link	5
6	MMJ-2LR Missiles	M	FF	-1	x20	6	0	HP, Red, Sk(1); HEAT; Link	1
4	HMJ-6 Missiles	M	FF	-2	x30	5	0	HP, Red, Sk(1); HEAT; Link	1
1	JO-4 Target Designator	E	FF	+0	x0	3	0	TD, Red	U

Falconer									
Production Type:		2							
Size:		Mass Production (3 lemon dice)							
* Threat Value (TV):		592							
* Defensive Threat Value (DTV):		416							
Movement:		Walk 2/4 Space 8/15							
Maneuver:		+1 (+0 Walk)							
Armor:		6/12/18							
* Miscellaneous Threat Value (MTV):		999							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		150 km							
Reaction Mass:		240 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Seat), 2x Life Support(Limited); Arms: 2x Manipulator Arm (2, can punch), 2x Tool Arm (1, can punch); Armor: HEAT-Resistant (2); Communications (-1/10km); Hostile Environment Protection: Vacuum, Radiation (3); Reinforced Systems: Crew, Backups; Sensors (-1/2km); Movement Flaws: Decreased Maneuver (1, Walk)							
* Offensive Threat Value (OTV):		361							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Rifle	P	F	+0	x6	4	2	HH, Red	40c20
4	Light Missile	M	F	-2	x5	3	0	Red; HEAT	1
2	Heavy Missile	M	F	-2	x8	5	0	Red; HEAT	1
1	Plasma Lance	E	F	+0	x6	M	0	HH, AC, Conc(1), HEAT	6

Javelin-Class Missile Cruiser							
Components:		1x Main Hull, 1x Drive Section, 2x KKC Turret					
Total Movement:		Space 3/5, Maneuver -4					
Total Reaction Mass:		7500 BPs					
Total Size:		41 (2300 tons)					
Main Hull							
* Basic Attributes: Size 37, Movement: Towed by Drive Sections, Armor: 60/120/180, Crew: Living 53, Computer 1 (Dumb, Level 4) (7 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Autopilot, Catapult (3), Escape System (Pods), 2x Life Support (Full); Communications (+0, 15km), Satellite Uplink; Features: Accomodations (3500 m ³ , spacious), Cargo Bay (3000 m ³ , supplies + 1 Atlas OTV), Cargo Bay (325 m ³ , 6 Space Dart Missiles), Laboratory (Craft (Cooking), 1), Sick Bay (2); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Backups, Chassis, 2x Crew; Sensors (+1, 4km); Negative Features: Large Sensor Profile (3)							
* Offensive/Defensive Systems: 1x Light Missile Bay (Arc: F), 1x PDS (Arc: T (ranged), FF (shield))							
Drive Section							
* Basic Attributes: Size 30, Movement: 7/14 (0.7/1.4 Gs), Armor: 50/100/150, Crew: Living 6 (4 actions), Deployment Range: 1500 hrs, Reaction Mass: 21000 BPs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 2x Chassis, 2x Crew, 2x Movement; Negative Features: Large Sensor Profile (1)							
* Offensive/Defensive Systems: None.							
KKC Turret							
* Basic Attributes: Size 12, Movement: Towed by Drive Sections, Armor: 25/50/75, Crew: Living 3 (3 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, Chassis 2x Crew							
* Offensive/Defensive Systems: 3x Heavy KKC (Linked, Arc: One turret L, One turret R)							
Space Dart Missile							
* Basic Attributes: Size 6, Movement: Space 30/60, Maneuver -3, Armor 15/30/45, Crew: Computer 1 (Dumb, Level 2), Deployment Range: 500 hrs, Reaction Mass: 300 BPs							
* Perks & Flaws: Accessories: Autopilot, Power Booster (2), Communications (+1, 5km); Hostile Environment Protection: Vacuum, Radiation (4); Sensors (+0, 2km); Negative Features: Difficult to Modify (All), Sensor Dependent; Weaknesses: Exposed Auxiliaries							
* Offensive/Defensive Systems: 1x Space Dart Warhead							
Name	Type	Acc	DM	BR	ROF	Perks & Flaws	Ammo
PDS (ranged)	E	+1	x8	1	6	AM, Red; HEAT	Unl
PDS (shield)	E	+1	x20	M	0	E-Sh(P, F), Red; Def, HEAT	Unl
Light Missile Bay	M	-2	x30	5	5	Conc(1 act), G, IF, 2x Red; HEAT	64
Heavy KKC	P	-2	x30	7	3	AP, 2x Red	300
Space Dart Warhead	P	-2	x60	0	+0	AE(0), Red; HEAT	1

Thunderbolt-Class Cruiser							
Components:		1x Main Hull, 2x Drive Section, 2x KKC Turret, 1x PBC Turret					
Total Movement:		Space 3/5, Maneuver -4					
Total Reaction Mass:		4000 BPs					
Total Size:		56 (4700 tons)					
Main Hull							
* Basic Attributes: Size 47, Movement: Towed by Drive Sections, Armor 65/130/195, Crew: Living 74, Computer 1 (Dumb, Level 2) (8 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Autopilot, Escape System (Pods), Life Support (Full); Communications (-1, 10km); Features: Accomodations (2000 m ³ , cramped), Cargo Bay (4500 m ³ , supplies + 1 Atlas OTV), Laboratory (Craft (Cooking), 0), Sick Bay(1); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Backups, 2x Chassis, 2x Crew; Sensors (+0, 2km); Negative Features: Large Sensor Profile (4)							
* Offensive/Defensive Systems: 1x PDS (Arc: T (ranged), FF (shield)), 1x Light Missile Bay							
Drive Section							
* Basic Attributes: Size 30, Movement: 7/14 (0.7/1.4 Gs), Armor: 55/110/165, Crew: Living 6 (4 actions), Deployment Range: 1500 hrs, Reaction Mass: 11200 BPs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, Chassis, 2x Crew, 2x Movement; Negative Features: Large Sensor Profile (2)							
* Offensive/Defensive Systems: None.							
KKC Turret							
* Basic Attributes: Size 12, Movement: Towed by Drive Sections, Armor: 25/50/75, Crew: Living 3 (3 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, Chassis 2x Crew							
* Offensive/Defensive Systems: 3x Heavy KKC (Linked, Arc: One turret L, One turret R)							
PBC Turret							
* Basic Attributes: Size 22, Movement: Towed by Drive Sections, Armor: 30/60/90, Crew: Living 8 (5 actions),Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, 2x Chassis, 2x Crew							
* Offensive/Defensive Systems: 1x Thunderbolt Heavy PBC (Arc: FF)							
Name	Type	Acc	DM	BR	ROF	Perks & Flaws	Ammo
PDS (ranged)	E	+1	x8	1	6	AM, Red; HEAT	Unl
PDS (shield)	E	+0	x20	M	0	E-Sh(P, F), Red; Def, HEAT	Unl
Light Missile Bay	M	-2	x30	5	5	Conc(1 act), G, IF, 2x Red; HEAT	32
Heavy KKC	P	-2	x30	7	3	AP, 2x Red	355
Thunderbolt Heavy PBC (Capacitors)	E	-3	x50	12	+0	Hw, Red; AD(3), HEAT, PH(2); Snpr	15*
Thunderbolt Heavy PBC (Generator)	E	-3	x35	9	+0	Hw, Red; AD(2), HEAT; Snpr	U*

* - Note: The Thunderbolt's reactor can recharge its PBC's capacitors, but the process takes several hours. During this time, the weapon may still be fired in the secondary mode, which draws power directly from the ship's generators.

Athena-Class Destroyer							
Components:		1x Main Hull, 2x Advanced Drive Section, 2x Wing, 2x KKC Turret					
Total Movement:		Space 4/8, Maneuver -3					
Total Reaction Mass:		15000 BPs					
Total Size:		52 (4000 tons)					
Main Hull							
* Basic Attributes: Size 38, Movement: Towed by Drive Sections, Armor 45/90/135, Crew: Living 41, Computer 1 (Dumb, Level 4) (7 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Autopilot, Escape System (Pods), Life Support (Full); Communications (+0, 12km), Satellite Uplink; Features: Accomodations (2500 m ³ , average), Cargo Bay (4000 m ³ , provisions + 1 Atlas OTV), Fuel Efficient (2x), Laboratory (Craft (Cooking), 0), Sick Bay(1); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Backups, 2x Crew; Sensors (+0, 2km); Negative Features: Large Sensor Profile (3)							
* Offensive/Defensive Systems: PDS (Arc: T (ranged), FF (shield)), 2x Light Missile Bay (Linked, Arc: F), 2x Heavy KKC (Linked, Arc: F)							
Advanced Drive Section							
* Basic Attributes: Size 30, Movement: 11/21, Armor: 45/90/135, Crew: Living 8 (5 actions), Deployment Range: 1500 hrs, Reaction Mass: 39375 BPs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Features: Fuel Efficient (2x); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, 2x Crew, 2x Movement; Negative Features: Large Sensor Profile (2)							
* Offensive/Defensive Systems: None.							
Wing Section							
* Basic Attributes: Size 25, Movement: Towed by Drive Section, Armor 25/50/75, Crew: Living 6 (4 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support(Full); Features: Fuel Efficient (2x); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Chassis, Crew; Negative Features: Large Sensor Profile (2)							
* Offensive/Defensive Systems: 1x Heavy KKC (Arc: F), 1x Heavy Laser (Arc: FF)							
KKC Turret							
* Basic Attributes: Size 10, Movement: Towed by Drive Section, Armor 20/40/60, Crew: Living 3 (3 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support(Full); Features: Fuel Efficient (2x); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, Chassis, Crew							
* Offensive/Defensive Systems: 2x Heavy KKC (Linked, Arc: One turret L, One turret R)							
Name	Type	Acc	DM	BR	ROF	Perks & Flaws	Ammo
PDS (ranged)	E	+1	x10	1	6	AM, Red; HEAT	Unl
PDS (shield)	E	+1	x20	M	0	E-Sh(P, F), Red; Def, HEAT	Unl
Heavy KKC	P	-2	x30	7	3	AP, Red	250
Heavy Laser	E	-2	x35	15	+0	2x Red; AD(2), HEAT, PH(1); Snpr	U
Light Missile Bay	M	-2	x30	5	5	Conc(1 act), G, IF, Red; HEAT	32

Valiant-Class Strike Carrier							
Components:	1x Main Hull, 4x Advanced Drive Section, 2x Habitat, 2x KKC Turret						
Total Movement:	Space 4/8, Maneuver -5						
Total Reaction Mass:	15000						
Total Size:	82 (15500 tons)						
Main Hull							
* Basic Attributes: Size 67, Movement: Towed by Drive Section, Armor: 90/180/270, Crew: Living 163, Computer 1 (Dumb, Level 4) (9 actions), Passengers 30, Deployment Range: 1500 hrs							
* Perks & Flaws: Autopilot, 6x Catapult (4), Escape System (Pods), 3x Life Support (Full); Communications (+1, 15km), Satellite Uplink; Features: Cargo Bay (17000 m ³ , supplies + 4 Atlas OTV), 6x Cargo Bay (3500 m ³ , 1 size 14 vehicle per), Fuel Efficient (2x), Laboratory (Technical Sciences (Mechanical), 2), Laboratory (Technical Sciences (Electronic), 2), Technical Sciences (Computer), 1); Hostile Environment Protection: Vacuum, Radiation (5); Reinforced Systems: 2x Ammo/Fuel, 2x Backups, 2x Chassis, 3x Crew; Sensors (+1, 5km); Negative Features: Large Sensor Profile (6)							
* Offensive/Defensive Systems: 1x PDS (Arc: T (ranged), FF (shield)), 1x Spinal Laser (Arc: FF), 1x Heavy Missile Bay (Arc: F)							
Habitat Section							
* Basic Attributes: Size 37, Movement: Towed by Drive Section, Armor: 60/120/180, Crew: Living 3 (3 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Escape System (Pods), 2x Life Support (Full); Features: Accomodations (7500 m ³), Fuel Efficient (2x), Laboratory (Craft (Cooking), 1), Sick Bay (2); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Chassis, 3x Crew; Negative Features: Large Sensor Profile (2)							
* Offensive/Defensive Systems: None.							
KKC Turret							
* Basic Attributes: Size 12, Movement: Towed by Drive Section, Armor: 20/40/60, Crew: Living 3 (3 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Features: Fuel Efficient (2x); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 2x Crew							
* Offensive/Defensive Systems: 3x Heavy KKC (Linked, Arc: One turret L, One turret R)							
Advanced Drive Section							
* Basic Attributes: Size 34, Movement: 14/28, Armor: 60/120/180, Crew: Living 8 (5 actions), Deployment Range: 1500 hrs, Reaction Mass: 52500 BPs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Features: Fuel Efficient (2x); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 3x Crew, 3x Movement; Negative Features: Large Sensor Profile (3)							
* Offensive/Defensive Systems: None.							
Name	Type	Acc	DM	BR	ROF	Perks & Flaws	Ammo
PDS (ranged)	E	+1	x10	1	6	AM, 2x Red; HEAT	Unl
PDS (shield)	E	+1	x30	M	0	E-Sh(P, F), 2x Red; Def, HEAT	Unl
Spinal Laser	E	-3	x80	10	-2	4x Red; AD(2), HEAT, PH(4); Snpr	4*
Heavy KKC	P	-2	x30	7	3	AP, 2x Red	300*
Heavy Missile Bay	M	-2	x40	5	5	Conc(1 act), G, IF, 2x Red; HEAT	64*

* - Note: The Spinal Laser's power capacitors can be recharged by the Valiant in-flight, but this takes several hours. The Valiant usually carries enough missiles to reload its forward heavy bay three or four times, but the bay's actual ready magazines only hold 64 missiles, to prevent a lucky hit from destroying the ship's entire stores. Reloading takes about half an hour. Similarly, each KKC can be completely reloaded two or three times.

Godsfire-Class Supercarrier								
Components:		1x Forward Hull, 1x Main Hull, 2x Habitat Section, 2x PBC Turret, 2x KKC Turret, 4x Drive Section						
Total Movement:		Space 2/4, Maneuver -5						
Total Reaction Mass:		7500 BPs						
Total Size:		75 (12,000 tons)						
Main Hull								
* Basic Attributes: Size 51, Movement: Towed by Drive Sections, Armor: 85/170/255, Crew: Living 212, Computer 1 (Dumb, Level 4) (9 actions), Deployment Range: 2000 hrs								
* Perks & Flaws: Accessories: Autopilot, Escape System (Pods), 2x Life Support (Full); Communications (+1, 15km), Satellite Uplink; Features: Cargo Bay (30,000 m ³ , supplies), Cargo Bay (2600 m ³ , 5 Atlas OTVs + 30 Falconer exo-suits) Laboratory (Technical Sciences (Mechanical), 1), Laboratory (Technical Sciences (Electrical), 1), Laboratory (Technical Sciences (Computer), 1); Hostile Environment Protection: Vacuum, Radiation (5); Reinforced Systems: 2x Ammo/Fuel, 2x Backups, 3x Chassis, 2x Crew; Sensors (+2, 6km); Negative Features: Large Sensor Profile (7)								
* Offensive/Defensive Systems: 1x PDS (Arc: T (ranged), FF (shield))								
Forward Hull								
* Basic Attributes: Size 40, Movement: Towed by Drive Sections, Armor: 85/170/255, Crew: Living 162 (9 actions), Passengers 50, Deployment Range: 2000 hrs								
* Perks & Flaws: Accessories: 4x Catapult (4), Escape System (Pods), 2x Life Support (Full); Communications (+1, 12km); Features: Cargo Bay (35,000 m ³ , 12 size 14 vehicles); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, Backups, 2x Chassis, 2x Crew; Sensors (+1, 6km); Negative Features: Large Sensor Profile (4)								
* Offensive/Defensive Systems: 1x PDS (Arc: T (ranged), FF (shield)), 1x Heavy Missile Bay (Arc: F)								
Habitat Section								
* Basic Attributes: Size 38, Movement: Towed by Drive Sections, Armor: 65/130/195, Crew: Living 4 (4 actions), Deployment Range: 2000 hrs								
* Perks & Flaws: Accessories: Escape System (Pods), 3x Life Support (Full); Features: Accomodations (8500 m ³), Laboratory (Craft (Cooking), 2), Sick Bay (4); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Chassis, 2x Crew; Negative Features: Large Sensor Profile (2)								
* Offensive/Defensive Systems: None								
Drive Section								
* Basic Attributes: Size 30, Movement: 7/14 (0.7/1.4 Gs), Armor: 65/130/195, Crew: Living 6 (4 actions), Deployment Range: 2000 hrs, Reaction Mass: 26250 BPs								
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 2x Chassis, 2x Crew, 3x Movement; Negative Features: Large Sensor Profile (2)								
* Offensive/Defensive Systems: None.								
PBC Turret								
* Basic Attributes: Size 15, Movement: Towed by Drive Sections, Armor: 40/80/120, Crew: Living 4 (4 actions), Deployment Range: 2000 hrs								
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, Chassis, 2x Crew; Negative Features: Large Sensor Profile (1)								
* Offensive/Defensive Systems: 3x Heavy PBC (Linked, Arc: One turret L, One turret R)								
KKC Turret								
* Basic Attributes: Size 12, Movement: Towed by Drive Sections, Armor: 20/40/60, Crew: Living 3 (3 actions), Deployment Range: 2000 hrs								
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, Chassis, 2x Crew								
* Offensive/Defensive Systems: 3x Light KKC (Linked, Arc: One turret L, One turret R)								
Name		Type	Acc	DM	BR	ROF	Perks & Flaws	Ammo
PDS (ranged)		E	+1	x10	1	6	AM, 2x Red, HEAT	Unl

Godsfire-Class Supercarrier, Cont'd.							
PDS (shield)	E	+1	x25	M	0	E-Sh(P, F), 2x Red; Def, HEAT	Unl
Heavy Missile Bay	M	-2	x40	5	5	Conc(1 act), G, IF, 2x Red; HEAT	64
Light KKC	P	-2	x25	6	3	AP, 2x Red	350
Heavy PBC	E	-3	x50	13	0	Hw, 3x Red; AD(3), HEAT; Snpr	U

CEA-05 Wyvern									
Production Type:		Mass Production (3 lemon dice)							
Size:		13							
* Threat Value (TV):		2132							
* Defensive Threat Value (DTV):		1096							
Movement:		Walk 3/6 Space 12/24							
Maneuver:		-1							
Armor:		32/64/98							
* Miscellaneous Threat Value (MTV):		1985							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		500 hrs							
Reaction Mass:		450 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (13, can punch); Communications (0/10km); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Crew, Backups; Sensors (-1/3km); Negative Features: Large Sensor Profile (2)							
* Offensive Threat Value (OTV):		3315							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Zapper Mk2 AMS	E	F	+1	x3	1	6	AM, Red; Def, HEAT	U
2	LACW-1 Massdriver	P	F	0	x5	1	4	AI, Red	240
1	LACW-8 Bazooka	M	F	0	x17	5	0	Sk(1), HH, Red; HEAT	12c6
2	3-M3 Heavy Missile	M	F	-2	x30	5	0	HP, Red, Sk(1), Smt(2); HEAT; Link	1
2	3-MC2 Rocket Canister	M	F	-1	x10	2	4	IF, Red; HEAT; Link	16

CEA-05 Wyvern Command									
Production Type:		Mass Production (3 lemon dice)							
Size:		13							
* Threat Value (TV):		2294							
* Defensive Threat Value (DTV):		1129							
Movement:		Walk 3/6 Space 12/25							
Maneuver:		-1							
Armor:		32/64/98							
* Miscellaneous Threat Value (MTV):		2247							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		500 hrs							
Reaction Mass:		450 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (13, can punch); Communications (0/20km); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Crew, Backups; Sensors (+1/3km); Negative Features: Large Sensor Profile (2)							
* Offensive Threat Value (OTV):		3506							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Zapper Mk2 AMS	E	F	+1	x3	1	6	AM, Red; Def, HEAT	U
2	LACW-1 Massdriver	P	F	0	x5	1	4	AI, Red	240
1	LACW-3 Massdriver Rifle	P	F	0	x12	3	2	HH, Red	150c50
2	3-M3 Heavy Missile	M	F	-2	x30	5	0	HP, Red, Sk(1), Smt(2); HEAT; Link	1
2	3-MC2 Rocket Canister	M	F	-1	x10	2	4	IF, Red; HEAT; Link	16

CEA-05 Wyvern Marine									
Production Type:		Mass Production (3 lemon dice)							
Size:		13							
* Threat Value (TV):		2835							
* Defensive Threat Value (DTV):		1185							
Movement:		Walk 3/6 Space 12/24							
Maneuver:		-1							
Armor:		34/68/102							
* Miscellaneous Threat Value (MTV):		2462							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		500 hrs							
Reaction Mass:		650 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (13, can punch); Communications (0/10km); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Crew, Backups; Sensors (-1/3km); Negative Features: Large Sensor Profile (2)							
* Offensive Threat Value (OTV):		4859							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Zapper Mk2 AMS	E	F	+1	x3	1	6	AM, Red; Def, HEAT	U
2	LACW-1 Massdriver	P	F	0	x5	1	4	AI, Red	240
1	LACW-8 Bazooka	M	F	0	x17	5	0	Sk, HH, Red, HEAT	12c6
1	LACW-3 Massdriver Rifle	P	F	0	x12	3	2	HH, Red	350c50
2	3-M3 Heavy Missile	M	F	-2	x30	5	0	HP, Red, Sk(1), Smt(2); HEAT; Link	1
2	3-MC2 Rocket Canister	M	F	-1	x10	2	4	IF, Red; HEAT; Link	16
1	Hummer Knife	P	F	+0	x7	M	0	AP, Conc(1 act), HH, Red	U

CEA-05 Wyvern Bomber									
Production Type:		Mass Production (3 lemon dice)							
Size:		13							
* Threat Value (TV):		2553							
* Defensive Threat Value (DTV):		1096							
Movement:		Walk 3/6 (1/2 with 2 x 3-N7) Space 12/24 (10/20 with 2 x 3-N7)							
Maneuver:		-1							
Armor:		32/64/98							
* Miscellaneous Threat Value (MTV):		1985							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		500 hrs							
Reaction Mass:		450 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (13, can punch); Communications (0/10km); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Crew, Backups; Sensors (-1/3km); Negative Features: Large Sensor Profile (2)							
* Offensive Threat Value (OTV):		4579							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Zapper Mk2 AMS	E	F	+1	x3	1	6	AM, Red; Def, HEAT	U
2	LACW-1 Massdriver	P	F	0	x5	1	4	AI, Red	240
2	3-N7 Missile Canisters	M	F	-2	x30	6	3	HP, IF, Red; HEAT, Hvy; Link	9
1	RP-32 Rocket Pod	M	F	-1	x20	3	5	HH, IF, Red; HEAT	32
2	3-M3 Heavy Missile	M	F	-2	x30	5	0	HP, Red, Sk(1), Smt(2); HEAT; Link	1
2	3-MC2 Rocket Canister	M	F	-1	x10	2	4	IF, Red; HEAT; Link	16

CEA-01 Syreen									
Production Type:		Mass Production (3 lemon dice)							
Size:		12							
* Threat Value (TV):		1474							
* Defensive Threat Value (DTV):		692							
Movement:		Space 15/30							
Maneuver:		-2							
Armor:		22/44/66							
* Miscellaneous Threat Value (MTV):		1670							
Crew:		Living 1, Computer 1 (Dumb 1) (3 actions)							
Deployment Range:		300 hrs							
Reaction Mass:		350 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (10, can punch); Communications (-1/10km); Hostile Environment Protection: Vacuum, Radiation (3); Information Warfare: ECCM (3/2km); Reinforced Systems: Crew, Backups; Sensors (-1/2km); Negative Features: Difficult to Modify (Movement), Large Sensor Profile (3); Weaknesses: Fragile Chassis, Hazardous Ammo/Fuel Storage							
* Offensive Threat Value (OTV):		2060							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	ACLDS(range)	E	F	0	x12	3	2	Red; AD(1), HEAT	Unl.
-	ACLDS(defense)	E	F	0	x16	M	0	Red, Smt(1); HEAT	Unl.
4	LAC-1 Missiles	M	F	+1	x5	1	0	G, HP, IF, Red; HEAT; Link	1
6	A3 Missiles	M	F	0	x15	3	0	G, HP, IF, Red; HEAT; Link	1
2	CSH-4 Missiles	M	F	-1	x25	5	0	G, HP, IF, Red; HEAT; Link	1

CEA-09 Cerberus									
Production Type:		Early Production (3 lemon dice)							
Size:		14							
* Threat Value (TV):		3935							
* Defensive Threat Value (DTV):		1264							
Movement:		Walk 3/6 Space 9/18							
Maneuver:		-1							
Armor:		35/70/105							
* Miscellaneous Threat Value (MTV):		4616							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		300 hrs							
Reaction Mass:		350 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (14, can punch); Communications (0/20km); Hostile Environment Protection: Vacuum, Radiation (4); Information Warfare: ECM (4/3km), ECCM (4/3km); Reinforced Systems: Chassis, Crew, Backups; Sensors (+2/3km); Negative Features: Large Sensor Profile (2)							
* Offensive Threat Value (OTV):		5925							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	LACW-11 Massdriver Cannon	P	F	0	x20	8	2	AP, HH, Red; Snpr	40c20
2	LACW-1M Head Massdriver	P	F	0	x8	1	4	AM, Red; Link	200
1	MW-1 Plasma Lance	E	F	0	x20	M	0	AC, HH, Conc(0 act), Dur(3), Red; HEAT	1
1	Hummer Knife	P	F	0	x7	M	0	AP, HH, Conc(1 act), Red	U

CEA-12 Megaera Fury									
Production Type:		Mass Production (3 lemon dice)							
Size:		13							
* Threat Value (TV):		2754							
* Defensive Threat Value (DTV):		1476							
Movement:		Space 15/30							
Maneuver:		0							
Armor:		24/48/72							
* Miscellaneous Threat Value (MTV):		1983							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		500 hrs							
Reaction Mass:		350 BP							
Perks & Flaws:		Accessories: Autopilot, Ejection System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (10, can punch); Communications (0/10km); Hostile Environment Protection: Vacuum, Radiation (3); Information Warfare: Decoy System (2, sensors & visual); Reinforced Systems: Crew, Backups; Sensors (0/3km); Negative Features: Large Sensor Profile (1); Weaknesses: Fragile Chassis;							
* Offensive Threat Value (OTV):		4804							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Hecatonchires	E	T	+1	x15	3	2	Red; AD(1), HEAT	U
-	Hecatonchires (AM)	E	T	+1	x2	1	6	AM, Red; Def, HEAT	U
6	A9 Medium Missiles	M	F	0	x15	5	0	HP, Red, Sk(1); HEAT	1
1	Railgun	P	FF	0	x17	6	0	HP, Snpr; MR(-2)	10

CEA-12 Alecto Fury									
Production Type:		Mass Production (3 lemon dice)							
Size:		13							
* Threat Value (TV):		3631 + 2xSparrow Recon Drone							
* Defensive Threat Value (DTV):		1476							
Movement:		Space 15/30							
Maneuver:		0							
Armor:		24/48/72							
* Miscellaneous Threat Value (MTV):		6593							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		500 hrs							
Reaction Mass:		700 BP							
Perks & Flaws:		Accessories: Autopilot, Ejection System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arms (10, can punch); Communications (+1/20km), Satellite Uplink; Features: 2x Cargo Bay (open, 10 m ² , Sparrow Recon Drones); Hostile Environment Protection: Vacuum, Radiation (3); Information Warfare: Decoy System (2, sensors & visual), ECCM (3/3km); Reinforced Systems: Crew, Backups; Sensors (+2/12km); Negative Features: Large Sensor Profile (1); Weaknesses: Fragile Chassis, Exposed Auxiliaries;							
* Offensive Threat Value (OTV):		2823							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Hecatonchires	E	T	+0	x15	3	2	Red; AD(1), HEAT	U
-	Hecatonchires (AM)	E	T	+0	x2	1	6	AM, Red; Def, HEAT	U

CEA-12 Tisiphone Fury									
Production Type:		Mass Production (3 lemon dice)							
Size:		13							
* Threat Value (TV):		2484 + 6xShrike Anti-Ship Torpedo							
* Defensive Threat Value (DTV):		976							
Movement:		Space 15/30 (14/27 w/Shrikes)							
Maneuver:		0							
Armor:		24/48/72							
* Miscellaneous Threat Value (MTV):		2241							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		500 hrs							
Reaction Mass:		350 BP							
Perks & Flaws:		Accessories: Autopilot, Ejection System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (10, can punch); Communications (0/10km); Features: 2x Cargo Bay (open, 30m ² , Shrike Torpedo Drones); Hostile Environment Protection: Vacuum, Radiation (3); Information Warfare: Decoy System (2, sensors & visual); Reinforced Systems: Crew, Backups; Sensors (0/3km); Negative Features: Large Sensor Profile (1); Weaknesses: Fragile Chassis;							
* Offensive Threat Value (OTV):		4233							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Hecatonchires	E	T	+1	x15	3	2	Red; AD(1), HEAT	U
-	Hecatonchires (AM)	E	T	+1	x2	1	6	AM, Red; Def, HEAT	U
2	Plsama Cutter	E	FF	-2	x40	M	0	Red, HEAT	1

RP-44 Sparrow Recon Drone									
Production Type:		Mass Production (3 lemon dice)							
Size:		4							
* Threat Value (TV):		517							
* Defensive Threat Value (DTV):		271							
Movement:		Space 10/20							
Maneuver:		-1							
Armor:		2/4/6							
* Miscellaneous Threat Value (MTV):		1281							
Crew:		Computer 1 (Dumb Level 4, drone) (2 actions)							
Deployment Range:		50 hrs							
Reaction Mass:		100 BPs							
Perks & Flaws:									
Accessories: Autopilot; Communications (+1/10km), Satellite Uplink; Hostile Environment Protection: Radiation (3), Vacuum; Sensors (+2/10km); Weaknesses: Exposed Auxiliaries									
* Offensive Threat Value (OTV):		0							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
*	MH-1 Target Designator	E	F	+0	x0	3	0	TD, Red	U

* - Add MH-1 Target Designator (OTV+270, TV=607)

SR-15 Shrike Anti-Ship Torpedo									
Production Type:		Mass Production (3 lemon dice)							
Size:		3							
* Threat Value (TV):		824							
* Defensive Threat Value (DTV):		2406							
Movement:		Space 20/40 MPs (2.0/4.0 Gs)							
Maneuver:		+1							
Armor:		2/4/6							
* Miscellaneous Threat Value (MTV):		47							
Crew:		1 dumb computer. (level 1, drone) (2 actions)							
Deployment Range:		50 hrs							
Reaction Mass:		80 BP							
Perks & Flaws:									
Accessories: Autopilot; Communications (-1/10km); Hostile Environment Protection: Radiation (3), Vacuum; Sensors (+1/2km); Negative Features: Overheating, Vulnerable to Haywire Effects;									
* Offensive Threat Value (OTV):		19							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Warhead	P	FF	-2	x50	M	0	AE(0); HEAT	1
*	Scatter Bomb	P	FF	-2	x25	M	0	AE(1)	1
*	Tactical Nuke	P	FF	+1	x12	M	0	MD	1

* - Replace Warhead with Scatter Bomb (OTV-9, TV=821) or Tactical Nuke (OTV+20, TV=830)

CF-03 Wraith									
Production Type:		Mass Production (3 lemon dice)							
Size:		12							
* Threat Value (TV):		2860							
* Defensive Threat Value (DTV):		1563							
Movement:		Space 13/25 Flight 20/40 (Stall 0)							
Maneuver:		-2							
Armor:		30/60/90							
* Miscellaneous Threat Value (MTV):		4034							
Crew:		Living 2, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		2000 hrs							
Reaction Mass:		250 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Communications (+1/10km); Features: Re-entry Systems (Permanent), Stratospheric Flight; Hostile Environment Protection: Vacuum, Radiation (3); Reinforced Systems: Crew, Backups; Sensors (0/2km);							
* Offensive Threat Value (OTV):		2983							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	Xander X10 PA	E	FF	0	x10	4	0	HP, Hw, Red; AD(1), HEAT; Link	U
3	MH-3 Heavy Missiles	M	FF	-2	x30	5	0	HP, Red, Sk(1), Smt(2); HEAT; Link	1

CF-03 Wraith-D									
Production Type:		Mass Production (3 lemon dice)							
Size:		12							
* Threat Value (TV):		2060							
* Defensive Threat Value (DTV):		1877							
Movement:		Space 13/25 Flight 20/40 (Stall 0)							
Maneuver:		-1							
Armor:		24/48/90							
* Miscellaneous Threat Value (MTV):		4034							
Crew:		Living 2, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		2000 hrs							
Reaction Mass:		250 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System(Pod), 2x Life Support (Limited); Communications (+1/10km); Features: Re-entry Systems (Permanent), Stratospheric Flight; Hostile Environment Protection: Vacuum, Radiation (3); Reinforced Systems: Crew, Backups; Sensors (0/2km);							
* Offensive Threat Value (OTV):		270							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MH-1 Target Designator	E	F	+0	x0	3	0	TD, Red	U

CF-03 Wraith-F									
Production Type:		Mass Production (3 lemon dice)							
Size:		12							
* Threat Value (TV):		3442							
* Defensive Threat Value (DTV):		1563							
Movement:		Space 13/25 Flight 20/40 (Stall 0)							
Maneuver:		-2							
Armor:		30/60/90							
* Miscellaneous Threat Value (MTV):		7334							
Crew:		Living 2, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		2000 hrs							
Reaction Mass:		250 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System(Pod), 2x Life Support (Limited); Communications (+1/10km); Features: Re-entry Systems (Permanent), Stratospheric Flight; Hostile Environment Protection: Vacuum, Radiation (3); Information Warfare: ECM (5/5km), ECCM (5/5km); Reinforced Systems: Crew, Backups; Sensors (+2/5km);							
* Offensive Threat Value (OTV):		1429							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	F78 Cannon	P	FF	+0	x10	3	5	HP, Red	200
6	MV-2 Homing Missiles	M	FF	-2	x25	5	0	EH, HP, Red, Sk(1); HEAT; Link	1

CF-03 Wraith-S									
Production Type:		Mass Production (3 lemon dice)							
Size:		12							
* Threat Value (TV):		2903							
* Defensive Threat Value (DTV):		1863							
Movement:		Space 18/35 Flight 20/40 (Stall 0)							
Maneuver:		-2							
Armor:		30/60/90							
* Miscellaneous Threat Value (MTV):		4044							
Crew:		Living 2, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		2000 hrs							
Reaction Mass:		450 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System(Pod), 2x Life Support (Limited); Communications (+1/10km); Features: Re-entry Systems (Permanent), Stratospheric Flight; Hostile Environment Protection: Vacuum, Radiation (3); Reinforced Systems: Crew, Backups; Sensors (0/2km); Negative Features: Fuel Inefficient (2)							
* Offensive Threat Value (OTV):		2802							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	Xander X10 PA	E	FF	0	x10	4	0	HP, Hw, Red; AD(1), HEAT; Link	U
2	K3 Rocket Pod	M	FF	-1	x20	3	5	HP, IF, Red; HEAT; Link	32

CF-03 Wraith-Si									
Production Type:		Mass Production (3 lemon dice)							
Size:		12							
* Threat Value (TV):		2783							
* Defensive Threat Value (DTV):		1863							
Movement:		Space 18/35 Flight 20/40 (Stall 0)							
Maneuver:		-2							
Armor:		30/60/90							
* Miscellaneous Threat Value (MTV):		4044							
Crew:		Living 2, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		2000 hrs							
Reaction Mass:		450 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System(Pod), 2x Life Support (Limited); Communications (+1/10km); Features: Re-entry Systems (Permanent), Stratospheric Flight; Hostile Environment Protection: Vacuum, Radiation (3); Reinforced Systems: Crew, Backups; Sensors (0/2km); Negative Features: Fuel Inefficient (2)							
* Offensive Threat Value (OTV):		2442							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	F90 Vulcan Cannon	P	FF	0	x13	4	2	Red; Link	100
2	K3 Rocket Pod	M	FF	-1	x20	3	5	HP, IF, Red; HEAT; Link	32

CS-04 Minotaur									
Production Type:		4 (1300 kg)							
Size:		Mass Production (3 lemon dice)							
* Threat Value (TV):		328							
* Defensive Threat Value (DTV):		116							
Movement:		Walk 2/4 Space 6/11							
Maneuver:		+0							
Armor:		8/16/24							
* Miscellaneous Threat Value (MTV):		659							
Crew:		Living 1 (2 actions)							
Deployment Range:		150 km							
Reaction Mass:		150 BP							
Perks & Flaws:		Accessories: 2x Life Support(Limited); Arms: 2x Manipulator Arm (4, can punch); Armor: HEAT-Resistant (2); Communications (+0/10km); Hostile Environment Protection: Vacuum, Radiation (3); Sensors (+0/2km); Reinforced Systems: Crew, Backups; Negative Features: Sensor Dependand; Weaknesses: Weak Point (Walker Movement, 2)							
* Offensive Threat Value (OTV):		207							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	AC4 Rifle	P	F	+0	x5	2	2	HH, Red	40c20
2	N6 Grenade	M	F	+0	x10	0/0/0/1	0	AE(0), AI, HH, Red; HEAT	1
*	ACH-16 Hvy Rifle	P	F	+0	x8	5	0	AP, HH; Hvy	16c8
1	Hummer Blade	P	F	+0	x4	M	0	AP, HH	U

* - Swap AC4 Rifle for ACH-16 Heavy Rifle: OTV to 254, TV to 343

Bricriu-Class Corvette							
Components:		1x Main Hull, 1x Drive Section, 2x Particle Beam Turret, 2x KKC Turret					
Total Movement:		Space 3/5, Maneuver -3					
Total Reaction Mass:		6000 BPs					
Total Size:		41 (2000 tons)					
Main Hull							
* Basic Attributes: Size 34, Movement: Towed by Drive Section, Armor: 50/100/150, Crew: Living 27, Computer 1 (6 actions), Deployment Range 1000 hrs							
* Perks & Flaws: Accessories: Autopilot, Escape System (Pods), Life Support (Full), Communications (+0, 10km); Features: Accomodations (700 m ³ , cramped), Cargo Bay (1800 m ³ , supplies), Laboratory (Craft (Cooking), 0), Sick Bay (1); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Backups, Chassis, 2x Crew; Sensors (+0, 4km); Negative Features: Large Sensor Profile (3)							
* Offensive/Defensive Systems: PDS (Arc: T (ranged), FF (shield))							
Drive Section							
* Basic Attributes: Size 30, Movement: 7/14 (0.7/1.4 Gs), Armor: 50/100/150, Crew: Living 6 (4 actions), Deployment Range: 1000 hrs, Reaction Mass: 16800 BPs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, Crew, Movement; Negative Features: Large Sensor Profile (2)							
* Offensive/Defensive Systems: None.							
Particle Beam Turret							
* Basic Attributes: Size 12, Movement: Towed by Drive Section, Armor: 20/40/60, Crew: Living 3 (3 actions), Deployment Range: 1000 hrs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (3); Reinforced Systems: Ammo/Fuel, Crew							
* Offensive/Defensive Systems: 3x Light PBC (Linked, one turret L, one turret R)							
KKC Turret							
* Basic Attributes: Size 10, Movement: Towed by Drive Section, Armor: 15/30/45, Crew: Living 3 (3 actions), Deployment Range: 1000 hrs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (3); Reinforced Systems: Ammo/Fuel, Crew							
* Offensive/Defensive Systems: 3x Light KKC (Linked, one turret L, one turret R)							
Name	Type	Acc	DM	BR	ROF	Perks & Flaws	Ammo
PDS(ranged)	E	+1	x8	1	6	AM, Red; HEAT	U
PDS(shield)	E	+1	x20	M	0	E-Sh(P, F), Red; Def, HEAT	U
Light PBC	E	-1	x20	5	0	Hw, Red; AD(1), HEAT	U
Light KKC	P	-2	x25	6	3	AP, Red	300

Hachiman-Class Destroyer							
Components:		1x Main Hull, 2x PBC Turret, 2x Laser Turret, 2x Drive Section					
Total Movement:		Space 3/5, Maneuver -4					
Total Reaction Mass:		6000 BPs					
Total Size:		Total Size: 55 (4500 tons)					
Main Hull							
* Basic Attributes: Size 47, Movement: Towed by Drive Sections, Armor 55/110/165, Crew: Living 65, Computer 1 (Dumb 3) (8 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Autopilot, Escape System (Pods), Life Support (Full); Communications (+0, 12km); Features: Accomodations (3000 m ³ , average), Cargo Bay (4900 m ³ , supplies + 2 Atlas OTVs), Laboratory (Craft (Cooking), 0), Sick Bay (2); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, Backups, 2x Chassis, 2x Crew; Sensors (+0, 4km); Negative Features: Large Sensor Profile (4)							
* Offensive/Defensive Systems: 2x Light Missile Bay (Linked, Arc: F), 1x PDS (Arc: T (ranged), FF (shield))							
Drive Section							
* Basic Attributes: Size 30, Movement: 7/14 (0.7/1.4 Gs), Armor: 50/100/150, Crew: Living 6 (4 actions), Deployment Range: 1500 hrs, Reaction Mass: 16800 BPs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, Crew, 2x Movement; Negative Features: Large Sensor Profile (2)							
* Offensive/Defensive Systems: None.							
PBC Turret							
* Basic Attributes: Size 14, Movement: Towed by Drive Sections, Armor: 35/70/105, Crew: Living 5 (4 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, Chassis, 2x Crew							
* Offensive/Defensive Systems: 3x Medium PBC (Linked, Arc: One turret L, One turret R)							
Laser Turret							
* Basic Attributes: Size 12, Movement: Towed by Drive Sections, Armor: 25/50/75, Crew: Living 3 (3 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, Chassis, 2x Crew							
* Offensive/Defensive Systems: 3x Medium Laser (Linked, Arc: One turret L, One turret R)							
Name	Type	Acc	DM	BR	ROF	Perks & Flaws	Ammo
PDS(ranged)	E	+1	x8	1	6	AM, Red; HEAT	U
PDS(shield)	E	+1	x23	M	0	E-Sh(P, F), Red; Def, HEAT	U
Medium PBC	E	-2	x35	9	0	Hw, Red; AD(2), HEAT	U
Medium Laser	E	-1	x25	10	0	Red; AD(1), HEAT	U
Light Missile Bay	M	-2	x30	5	5	Conc(1 act), G, IF, Red, HEAT	32

Uller-Class Missile Cruiser							
Components:		1x Main Hull, 2x Missile Battery, 4x Drive Section					
Total Movement:		Space 3/5, Maneuver -4					
Total Reaction Mass:		6000 BPs					
Total Size:		67 (8000 tons)					
Main Hull							
* Basic Attributes: Size 56, Movement: Towed by Drive Sections, Armor 65/130/195, Crew: Living 44, Computer 1 (Dumb, Level 3) (7 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Autopilot, Catapult (5), Escape System (Pods), 2x Life Support (Full); Communications (+0, 15km), Satellite Uplink; Features: Accomodations (4000 m ³ , spacious), Cargo Bay (3700 m ³ , supplies + 2 Atlas OTVs), Cargo Bay (450 m ³ , 8 Harpoon missiles), Laboratory (Craft (Cooking), 1), Sick Bay (2); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 2x Backups, 2x Chassis, 2x Crew; Sensors (+1, 8km); Large Sensor Profile (5)							
* Offensive/Defensive Systems: 2x Light Missile Bay (Linked, Arc: F), 1x PDS (Arc: T (ranged), FF (shield))							
Drive Section							
* Basic Attributes: Size 30, Movement: 7/14 (0.7/1.4 Gs), Armor: 50/100/150, Crew: Living 5 (4 actions), Deployment Range: 1500 hrs, Reaction Mass: 16800 BPs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 2x Crew, 2x Movement; Negative Features: Large Sensor Profile (3)							
* Offensive/Defensive Systems: None.							
Missile Battery							
* Basic Attributes: Size 13, Movement: Towed by Drive Sections, Armor 35/70/105, Crew: Living 3 (3 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 2x Crew							
* Offensive/Defensive Systems: 1x Heavy Missile Bay (Arc: F)							
Harpoon Missile							
* Basic Attributes: Size 5, Movement: Space 30/60, Maneuver: -3, Armor 15/30/45, Crew: Computer 1 (Dumb, Level 2), Deployment Range: 550 hrs, Reaction Mass: 330 BPs							
* Perks & Flaws: Accessories: Autopilot, Power Booster (3); Communications (+0, 10km); Hostile Environment Protection: Vacuum, Radiation (3); Sensors (+1, 3km); Negative Features: Sensor Dependent; Weaknesses: Exposed Auxiliaries							
* Offensive/Defensive Systems: 1x Harpoon Warhead (Arc: F)							
Name	Type	Acc	DM	BR	ROF	Perks & Flaws	Ammo
PDS(ranged)	E	+1	x8	1	6	AM, Red; HEAT	U
PDS(shield)	E	+1	x25	M	0	E-Sh(P, F), Red; Def, HEAT	U
Light Missile Bay	M	-2	x30	5	5	Conc(1 act), G, IF, Red; HEAT	50*
Heavy Missile Bay	M	-2	x40	5	5	G, IF, Redundant, HEAT	50*
Harpoon Warhead	P	-2	x65	0	0	AE(0), 2x Red; HEAT	1

* - Note: The Uller's fluff says it carries 50 of each sort of missile, but this is far too little. Thus I've made it 50 per bay. Like the Valiant, it carries reloads in it's internal cargo bays - but in this case, there's only one or two full reloads.

Tengu-Class Carrier							
Components:		1x Main Hull, 2x Drive Section, 2x Missile Launcher. Optional: 2x Modular Hangar					
Total Movement:		Space 3/5, Maneuver -4					
Total Reaction Mass:		6500 BPs					
Total Size:		53 (4000 tons), 53 (4080 tons) w/bays					
Main Hull							
* Basic Attributes: Size 44, Movement: Towed by Drive Sections, Armor: 50/100/150, Crew: Living 71, Computer 1 (Dumb 3) (8 actions), Passengers 16, Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Autopilot, 2x Catapult (4), Escape System (Pods), 2x Life Support (Full); Communications(+1, 15km), Satellite Uplink; Features: Accomodations (4000 m ³ , average), Cargo Bay(1500 m ³ , 2 size 14 vehicles), Cargo Bay(6000 m ³ , supplies + 2 Atlas OTVs), Laboratory (Craft (Cooking), 0), Laboratory (Technical Sciences (Mechanics), 1), Laboratory (Technical Sciences (Electronics), 1), Technical Sciences (Computer), 0), Sick Bay (2); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Backups, Chassis, 2x Crew; Sensors (+0, 4km); Negative Features: Large Sensor Profile (4)							
* Offensive/Defensive Systems: 2xPDS(Arc: T (ranged), FF (shield))							
Drive Section							
* Basic Attributes: Size 30, Movement: 7/14 (0.7/1.4 Gs), Armor: 50/100/150, Crew: Living 6 (4 actions), Deployment Range: 1500 hrs, Reaction Mass: 18200 BPs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Ammo/Fuel, Crew, 2x Movement; Negative Features: Large Sensor Profile (2)							
* Offensive/Defensive Systems: None.							
Missile Launcher							
* Basic Attributes: Size 12, Movement: Towed by Drive Sections, Armor: 30/60/90, Crew: Living 10 (5 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation(4); Reinforced Systems: Ammo/Fuel, 2x Crew							
* Offensive/Defensive Systems: 1xLight Missile Bay (Arc: F)							
Modular Hangar							
* Basic Attributes: Size 10, Movement: Towed by Drive Sections, Armor: 30/60/90, Crew: Living 3 (4 actions), Deployment Range: 1500 hrs							
* Perks & Flaws: Accessories: Catapult(4), Escape System (Pods), Life Support (Full); Features: Cargo Bay (700 m ³ , 1 size 14 vehicle); Hostile Environment Protection: Vacuum, Radiation(4); Reinforced Systems: Chassis, 2x Crew							
* Offensive/Defensive Systems: None.							
Name	Type	Acc	DM	BR	ROF	Perks & Flaws	Ammo
PDS(ranged)	E	+1	x8	1	6	AM, Red; HEAT	U
PDS(shield)	E	+1	x25	M	0	E-Sh(P, F), Red; Def, HEAT	U
Light Missile Bay	M	-2	x30	5	5	Conc(1 act), G, IF, Red; HEAT	64

Poseidon-Class Battleship							
Components:	1x Main Hull, 2x PBC Turret, 4x KKC Turret, 2x Habitat Section, 4x Drive Section						
Total Movement:	Space 2/4, Maneuver -5						
Total Reaction Mass:	6000						
Total Size:	71 (10,000 tons)						
Main Hull							
* Basic Attributes: Size 54, Movement: Towed by Drive Sections, Armor: 90/180/270, Crew: Living 261, Computer 1 (Dumb, Level 4) (10 actions), Passengers 35, Deployment Range: 2000 hrs							
* Perks & Flaws: Accessories: Autopilot, Escape System (Pods), 2x Life Support (Full); Communications (+1, 15km), Satellite Uplink; Features: Cargo Bay (16000 m ³ , supplies + 4 Atlas OTVs), 2x Cargo Bay (3000 m ³ , 4 size 14 vehicles), Laboratory (Technical Sciences (Mechanics), 1), Laboratory (Technical Sciences (Electronics), 1), Laboratory (Technical Sciences (Computer), 1); Hostile Environment Protection: Vacuum, Radiation (5); Reinforced Systems: 2x Ammo/Fuel, 2x Backups, 3x Chassis, 2x Crew; Sensors (+1, 4km); Negative Features: Large Sensor Profile (8)							
* Offensive/Defensive Systems: 1x Heavy Missile Bay, 1x PDS (Arc: T (ranged), FF (shield))							
Drive Section							
* Basic Attributes: Size 30, Movement: 7/14 (0.7/1.4 Gs), Armor: 60/120/180, Crew: Living 6 (4 actions), Deployment Range: 2000 hrs, Reaction Mass: 21000 BPs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 2x Crew, 2x Movement; Negative Features: Large Sensor Profile (3)							
* Offensive/Defensive Systems: None.							
Habitat Section							
* Basic Attributes: Size 35, Movement: Towed by Drive Sections, Armor: 50/100/150, Crew: Living 3 (3 actions), Deployment Range: 2000 hrs							
* Perks & Flaws: Accessories: Escape System (Pods), 2x Life Support (Full); Features: Accomodations (5250 m ³ , average), Laboratory (Craft (Cooking), 1), Sick Bay (3); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Chassis, 3x Crew; Negative Features: Large Sensor Profile (3)							
* Offensive/Defensive Systems: None.							
PBC Turret							
* Basic Attributes: Size 15, Movement: Towed by Drive Sections, Armor: 40/80/120, Crew: Living 6 (4 actions), Deployment Range: 2000 hrs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, 2x Chassis, 2x Crew							
* Offensive/Defensive Systems: 3x Heavy PBC (Linked, Arc: One turret L, One turret R)							
KKC Turret							
* Basic Attributes: Size 10, Movement: Towed by Drive Sections, Armor: 20/40/60, Crew: Living 3 (3 actions), Deployment Range: 2000 hrs							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support (Full); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: 2x Ammo/Fuel, Chassis, 2x Crew							
* Offensive/Defensive Systems: 2x Light KKC (Linked, Arc: Two turrets L, Two turrets R)							
Name	Type	Acc	DM	BR	ROF	Perks & Flaws	Ammo
PDS(ranged)	E	+1	x10	1	6	AM, Red; HEAT	U
PDS(shield)	E	+1	x30	M	0	E-Sh(P, F), Red; Def, HEAT	U
Heavy Missile Bay	M	-2	x40	5	5	Conc(0 act), G, IF, 3x Red; HEAT	96
Light KKC	P	-2	x25	6	3	AP, 2x Red	300
Heavy PBC	E	-3	x50	13	0	Hw, 3x Red; AD(3), HEAT; Snpr	U

HA-101 Brimstone									
Production Type:		Mass Production (3 lemon dice)							
Size:		12							
* Threat Value (TV):		2431							
* Defensive Threat Value (DTV):		2214							
Movement:		Walk 2/4 Space 14/28							
Maneuver:		+1 (-1 Walk)							
Armor:		26/52/78							
* Miscellaneous Threat Value (MTV):		2244							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		150hrs							
Reaction Mass:		200 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (12, can punch); Armor: HEAT Resistant (2); Communications (0/10km); Hostile Environment Protection: Extreme Heat, Vacuum, Radiation (3); Reinforced Systems: Crew, Backups; Sensors (0/2km); Movement Flaws: Decreased Maneuver(2, Walk); Negative Features: Large Sensor Profile(R3)							
* Offensive Threat Value (OTV):		2835							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	FESTar-12 Rifle	P	F	0	x10	4	2	HH, Red	180c60
6	M10 Light Missiles	M	F	+0	x15	3	0	HP, Red, Sk(1), Smt(2); HEAT; Link	1
2	M30 Heavy Missiles	M	F	-2	x30	5	0	HP, Red, Sk(1), Smt(2); HEAT; Link	1
2	L6 Plasma Lances	E	F	0	x12	M	0	AC, Conc(0 act), Dur(3), HH, Red; HEAT	1

HA-101 Brimstone Close Support									
Production Type:		Mass Production (3 lemon dice)							
Size:		12							
* Threat Value (TV):		2628							
* Defensive Threat Value (DTV):		2214							
Movement:		Walk 2/4 Space 14/28							
Maneuver:		+1 (-1 Walk)							
Armor:		26/52/78							
* Miscellaneous Threat Value (MTV):		2244							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		150hrs							
Reaction Mass:		200 BP							
Perks & Flaws:		Autopilot, Escape System(Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (12, can punch); Armor: HEAT Resistant (2); Communications (0/10km); Hostile Environment Protection: Extreme Heat, Vacuum, Radiation (3); Reinforced Systems: Crew, Backups; Sensors (0/2km); Movement Flaws: Decreased Maneuver (2, Walk); Negative Features: Large Sensor Profile (3)							
* Offensive Threat Value (OTV):		3427							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
14	M10 Light Missiles	M	F	+0	x15	3	0	HP, Red, Sk(1), Smt(2); HEAT; Link	1
6	M30 Heavy Missiles	M	F	-2	x30	5	0	HP, Red, Sk(1), Smt(2); HEAT; Link	1
2	L6 Plasma Lances	E	F	0	x12	M	0	AC, Conc(0 act), Dur(3), HH, Red; HEAT	1

HA-101 Brimstone Electronic Fighter									
Production Type:		Mass Production (3 lemon dice)							
Size:		12							
* Threat Value (TV):		2822							
* Defensive Threat Value (DTV):		2214							
Movement:		Walk 2/4 Space 14/28							
Maneuver:		+1 (-1 Walk)							
Armor:		26/52/78							
* Miscellaneous Threat Value (MTV):		4701							
Crew:		Living 2, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		150hrs							
Reaction Mass:		200 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (12, can punch); Armor: HEAT Resistant (2); Communications (0/10km); Hostile Environment Protection: Extreme Heat, Vacuum, Radiation (3); Information Warfare: ECM (4/4km), ECCM (4/4km); Reinforced Systems: Crew, Backups; Sensors (0/4km); Movement Flaws: Decreased Maneuver (2, Walk); Negative Features: Large Sensor Profile (3)							
* Offensive Threat Value (OTV):		1550							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	FESTar-12 Rifle	P	F	0	x10	4	2	HH, Red	180c60
2	L6 Plasma Lances	E	F	0	x12	M	0	AC, Conc(0 act), Dur(3), HH, Red; HEAT	1

HA-101 Brimstone S&R									
Production Type:		Mass Production (3 lemon dice)							
Size:		12							
* Threat Value (TV):		2054							
* Defensive Threat Value (DTV):		2214							
Movement:		Walk 2/4 Space 14/28							
Maneuver:		+1 (-1 Walk)							
Armor:		26/52/78							
* Miscellaneous Threat Value (MTV):		2386							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		150hrs							
Reaction Mass:		700 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (12, can punch); Armor: HEAT Resistant (2); Communications (0/10km); Hostile Environment Protection: Extreme Heat, Vacuum, Radiation (3); Reinforced Systems: Crew, Backups; Sensors (+1/2km); Movement Flaws: Decreased Maneuver (2, Walk); Large Sensor Profile (3)							
* Offensive Threat Value (OTV):		1565							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	FESTar-12 Rifle	P	F	0	x10	4	2	HH, Red	180c60
2	L6 Plasma Lances	E	F	0	x12	M	0	AC, Conc(0 act), Dur(3), HH, Red; HEAT	1
1	L6 Plasma Lance	E	F	0	x12	M	0	AC, Dur(3), HP, Red; HEAT	1

Agares Fighter									
Production Type:		Early Production (3 lemon dice)							
Size:		8							
* Threat Value (TV):		1677							
* Defensive Threat Value (DTV):		1156							
Movement:		Space 15/30							
Maneuver:		+0							
Armor:		16/32/48							
* Miscellaneous Threat Value (MTV):		939							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		250hrs							
Reaction Mass:		350 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Communications (+0/10km); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Crew, Backups; Sensors (+0/2km); Weaknesses: Exposed Movement							
* Offensive Threat Value (OTV):		2937							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Sirocco Laser	E	T	+1	x15	3	0	Red; HEAT, AD(2)	U
-	Sirocco AM Mode	E	T	+1	x2	1	4	AM, Red; Def, HEAT	U
4	MAS Mk3 Missiles	M	FF	-1	x20	5	0	HP, Red, 2x Sk; HEAT; Link	1

HA-102 Bael									
Production Type:		Early Production (3 lemon dice)							
Size:		14							
* Threat Value (TV):		2715							
* Defensive Threat Value (DTV):		1460							
Movement:		Walk 3/6 Space 9/17							
Maneuver:		+0 (-1 Walk)							
Armor:		32/64/96							
* Miscellaneous Threat Value (MTV):		3490							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		250hrs							
Reaction Mass:		400 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (14, can punch); Armor: HEAT Resistant (4); Communications (+0/15km); Hostile Environment Protection: Extreme Heat, Vacuum, Radiation (4); Reinforced Systems: Chassis, Crew, Backups; Sensors (+1/2km); Movement Flaws: Decreased Maneuver (1, Walk); Negative Features: Difficult to Modify (Maneuver, Aux), Large Sensor Profile (3)							
* Offensive Threat Value (OTV):		3197							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	Hvy. Railgun	P	F	-1	x28	6	0	AP, HH, Red; Cl(U); Sniper	25
4	Mt40 Torpedos	M	F	-2	x30	5	0	HP, Red, Sk(2), Smt(2); HEAT; Link	1
2	L6A Plasma Lance	E	F	+0	x12	M	0	AC, Conc(0 act), Dur(4), HH, Red; HEAT	1
4	M10 Light Missile	M	F	-1	x15	3	0	Red, Sk(1), Sm(2); HEAT; Link	1

G-1 Ryu									
Production Type:		Mass Production (3 lemon dice)							
Size:		11							
* Threat Value (TV):		2200							
* Defensive Threat Value (DTV):		1845							
Movement:		Walk 6/11 Space 11/22							
Maneuver:		+1							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		1896							
Crew:		Living 1, Computer 1 (Dumb 3) (3 actions)							
Deployment Range:		500hrs							
Reaction Mass:		300 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (11, can punch); Armor: HEAT Resistant (2); Communications (+0/10km); Hostile Environment Protection: Vacuum, Radiation (3); Reinforced Systems: Crew, Backups; Sensors (+0/2km); Negative Features: Large Sensor Profile (1)							
* Offensive Threat Value (OTV):		2859							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	P8 Head Pulse Laser	E	F	0	x5	1	3	AI, AM, Red; HEAT; Link	240
1	K-675R Massdriver Rifle	P	F	0	x12	3	2	HH, Red	200
4	ALM-16 Med. Missiles	M	F	-1	x16	3	0	HP, Red, Sk(1), Smt(2); HEAT; Link	1
2	Xidar-4 Plasma Lance	E	F	0	x16	M	0	AC, Conc(0 act), Dur(5), HH, Red; HEAT	1

G-1 Ryu Interceptor									
Production Type:		Mass Production (3 lemon dice)							
Size:		11							
* Threat Value (TV):		2376							
* Defensive Threat Value (DTV):		1845							
Movement:		Walk 6/11 Space 11/22							
Maneuver:		+1							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		1896							
Crew:		Living 1, Computer 1 (Dumb 3) (3 actions)							
Deployment Range:		500hrs							
Reaction Mass:		300 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (11, can punch); Armor: HEAT Resistant (2); Communications (+0/10km); Hostile Environment Protection: Vacuum, Radiation (3); Reinforced Systems: Crew, Backups; Sensors (+0/2km); Negative Features: Large Sensor Profile (1)							
* Offensive Threat Value (OTV):		3386							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	P8 Head Pulse Laser	E	F	0	x5	1	3	AI, AM, Red; HEAT; Link	240
1	A6 Particle Cannon	E	F	0	x12	3	0	HH, Hw, Red; AD(1), HEAT	U
4	ALM-16 Med. Missiles	M	F	-1	x16	3	0	Hp, Red, Sk(1), Smt(2); HEAT; Link	1
2	Xidar-4 Plasma Lance	E	F	0	x16	M	0	AC, Conc(0 act), Dur(5), HH, Red; HEAT	1

G-1 Ryu Anti-ship									
Production Type:		Mass Production (3 lemon dice)							
Size:		11							
* Threat Value (TV):		1806							
* Defensive Threat Value (DTV):		1845							
Movement:		Walk 6/11 (5/9 w/AHM-4s) Space 11/22 (10/20 w/AHM-4s)							
Maneuver:		+1 (+0 w/AHM-4s)							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		1896							
Crew:		Living 1, Computer 1 (Dumb 3) (3 actions)							
Deployment Range:		500hrs							
Reaction Mass:		300 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm (11, can punch); Armor: HEAT Resistant (2); Communications (+0/10km); Hostile Environment Protection: Vacuum, Radiation (3); Reinforced Systems: Crew, Backups; Sensors (+0/2km); Negative Features: Large Sensor Profile (1)							
* Offensive Threat Value (OTV):		1677							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	P8 Head Pulse Laser	E	F	0	x5	1	3	AI, AM, Red; HEAT; Link	240
1	AHM-4 Heavy Missile	M	F	-2	x40	3	2	Red, Smt(2); Cl(A), Hvy, HEAT	10
2	Xidar-4 Plasma Lance	E	F	0	x16	M	0	AC, Conc(0 act), Dur(5), HH, Red; HEAT	1

G-1 Ryu Gunslinger									
Production Type:		Mass Production (3 lemon dice)							
Size:		11							
* Threat Value (TV):		2655							
* Defensive Threat Value (DTV):		1845							
Movement:		Walk 6/11 Space 11/22							
Maneuver:		+1							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		1896							
Crew:		Living 1, Computer 1 (Dumb 3) (3 actions)							
Deployment Range:		500hrs							
Reaction Mass:		300 BP							
Perks & Flaws:		Autopilot, Escape System(Pod), 2x Life Support (Limited); 2x Manipulator Arm(11, can punch); HEAT-Resistant (2); Communications(+0/10km); Hostile Environment Protection: Vacuum, Radiation (3); Reinforced Crew, Backups; Sensors(+0/2km); Large Sensor Profile(R1)							
* Offensive Threat Value (OTV):		4225							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	P8 Head Pulse Laser	E	F	0	x5	1	3	AM, AI, Red; HEAT; Link	240
2	K-675R Massdriver Rifle	P	F	0	x12	3	2	Red, HH; Link	400
2	Xidar-4 Plasma Lance	E	F	0	x16	M	0	AC, Conc(0 act), Dur(5), HH, Red; HEAT	1

GF-09 Brunnhilde									
Production Type:		Mass Production (3 lemon dice)							
Size:		13							
* Threat Value (TV):		5177							
* Defensive Threat Value (DTV):		3926							
Movement:		Space 15/30 Flight Ground							
Maneuver:		+0							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		3383							
Crew:		Living 2, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		400 hrs							
Reaction Mass:		700 BPs							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pods), 2x Life Support (Limited); Armor: HEAT Resistant (2); Communications (+1/10km); Features: Re-Entry System (Permanent), Stratospheric Flight; Hostile Environment Protection: Extreme Heat, Vacuum, Radiation(4); Reinforced Systems: Crew, Backups; Sensors (+1/2km); Movement Flaws: Decreased Maneuver (1, Air), Decreased Maneuver (2, Ground), Requires Airstrip;							
* Offensive Threat Value (OTV):		8222.36							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	A12 Beam Guns	E	FF	+0	x16	4	0	Hw, Red; AD(1)HEAT; Link	U
1	D2a AM Laser	E	T	+1	x4	1	6	AM, Red; Def, HEAT	U
2	P4454 Double Laser	E	R	0	x6	2	2	Red; HEAT; Link	U
4	AHM-6 Heavy Missile	M	F	-2	x35	3	0	Conc(1 act), HP, Red, Smt(2); HEAT; Link	1
4	ALM-19 Medium Missile	M	F	-1	x20	4	0	Conc(1 act), HP, Red, Smt(2); HEAT; Link	1
2	ALM-22 Light Missile	M	F	+0	x15	4	0	Conc(1 act), HP, Red, Sk(1), Smt(2); HEAT; Link	1

G-4 Kaminari									
Production Type:		Mass Production (3 lemon dice)							
Size:		14							
* Threat Value (TV):		3495							
* Defensive Threat Value (DTV):		1542							
Movement:		Walk 3/5 Space 8/16							
Maneuver:		+0 (-1 Walk)							
Armor:		34/68/102							
* Miscellaneous Threat Value (MTV):		3007							
Crew:		Living 1, Computer 1 (Dumb 3) (3 actions)							
Deployment Range:		400hrs							
Reaction Mass:		400 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (Limited); Arms: 2x Manipulator Arm(14, can punch); Armor: HEAT Resistant (3); Communications (+1/10km); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Backups, Chassis, Crew; Sensors (+1/2km); Movement Flaws: Decreased Maneuver (1, Walk); Negative Features: Large Sensor Profile (1)							
* Offensive Threat Value (OTV):		5935							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MC62 Bazooka	M	F	+0	x24	4	2	HH, Red; HEAT	120
-	Plasma Bayonet	E	F	+0	x24	M	0	AC, Dur(5), HH, Red; HEAT	1
2	TGI Missile Pod	M	F	-2	x30	3	2	Conc(0 act), Red; HEAT; Link	7
2	Vulcan Cannon	P	FF	+0	x4	1	5	AI, Red; Link(A)	500
1	MV10 Lt. Massdriver	P	F	+0	x5	1	4	AI, Red; Link(A)	400
1	D2 AM Laser	E	T	+1	x4	1	6	AM, Red; Def, HEAT	U

G-1 Ryu Bonebreaker									
Production Type:		Mass Production (3 lemon dice)							
Size:		11							
* Threat Value (TV):		1859							
* Defensive Threat Value (DTV):		1394							
Movement:		Walk 6/12 Space 16/32							
Maneuver:		+1							
Armor:		23/46/69							
* Miscellaneous Threat Value (MTV):		2239							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		500 hrs							
Reaction Mass:		350 BP							
Perks & Flaws:		Accessories: Autopilot, Escape System (Pod), 2x Life Support (limited); Arms: 2x Manipulator Arm (11, can punch); Armor: HEAT-Resistant (3); Communications (+1/10km); Hostile Environment Protection: Vacuum, Radiation (4); Reinforced Systems: Backups, Crew; Sensors (+1/2km); Movement Flaws: Unstable; Negative Features: Large Sensor Profile (1)							
* Offensive Threat Value (OTV):		1944							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	P8 Head Pulse Laser	E	F	0	x5	1	3	AI, AM, Red; HEAT; Link	240
2	Krauss L-225 Shotgun	P	F	+0	x14	2	+0	AI, HH, Sctr	8
1	Xidar-4+ Plasma Lance	E	F	+0	x18	M	+0	AC, Dur(10), HH, Red; HEAT; Link(A)	1
1	Hummer Blades	P	T	+0	x10	M	+0	AP, 2x Red; Link(A)	U

MEAM-01 Defender									
Production Type:		Mass Production (3 lemon dice)							
Size:		12							
* Threat Value (TV):		2493							
* Defensive Threat Value (DTV):		561							
Movement:		Walk 2/4 Space 7/14							
Maneuver:		-1							
Armor:		25/50/75							
* Miscellaneous Threat Value (MTV):		2023							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		250 hrs							
Reaction Mass:		400 BP							
Perks & Flaws:		Accessories: Autopilot, 2x Life Support (Limited), Escape System (Pod); Arms: 2x Manipulator Arm (12, can punch); Armor: HEAT Resistant (2); Communications (-1/10km); Features: Easy to Modify (Auxiliaries); Hostile Environment Protection: Vacuum, Radiation (3); Reinforced Systems: Crew, Backups; Sensors (-1/2km); Negative Features: Large Sensor Profile (2)							
* Offensive Threat Value (OTV):		4893							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	MM-324 Beam Cannon	P	F	+1	x15	3	0	HP, Hw, Red; AD(2), HEAT	U
4	GPM-3 Missile	M	F	-1	x20	4	0	HP, Red, Sk(1), Smt(2); HEAT; Link	1
2	MJC-1 Missile Canister	M	F	-1	x10	3	4	G, HP, IF, Red, HEAT	16

MEAL-02 Explorer									
Production Type:		Mass Production (3 lemon dice)							
Size:		11							
* Threat Value (TV):		1454							
* Defensive Threat Value (DTV):		462							
Movement:		Walk 2/4 Space 6/12							
Maneuver:		-1							
Armor:		23/46/69							
* Miscellaneous Threat Value (MTV):		1782							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		300 hrs							
Reaction Mass:		400 BP							
Perks & Flaws:		Accessories: Autopilot, 2x Life Support (Limited), Escape System (Pod); Arms: 2x Manipulator Arm (12, can punch); Communications (-1/10km); Hostile Environment Protection: Vacuum, Radiation (3); Reinforced Systems: Crew, Backups; Sensors (+1/2km); Negative Features: Large Sensor Profile (3)							
* Offensive Threat Value (OTV):		2120							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	RJ-3 Railgun	P	F	+1	x15	3	0	AP, HP, Red	50
2	GPM-3 Missile	M	F	-1	x20	4	0	HP, Red, Sk, Smt(2); HEAT; Link	1
6	GPM-1 Missile	M	F	+1	x5	3	0	G, HP, IF, Red; HEAT; Link	1
2	MJC-1 Missile Canister	M	F	-1	x10	3	4	G, HP, IF, Red; HEAT	16

FE-109 Falke (Federation)									
Production Type:		Mass Production (3 lemon dice)							
Size:		12							
* Threat Value (TV):		2485							
* Defensive Threat Value (DTV):		1588							
Movement:		Flight 20/40 Space 13/26							
Maneuver:		-2							
Armor:		30/60/90							
* Miscellaneous Threat Value (MTV):		3567							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		2000 hrs							
Reaction Mass:		200 BP							
Perks & Flaws:		Accessories: Autopilot, 2x Life Support (Limited), Escape System (Pod); Communications (+0/10km); Features: Re-Entry System (Permanent), Stratospheric Flight; Hostile Environment Protection: Vacuum, Radiation (3); Reinforced Systems: Crew, Backups; Sensors(+0/2km)							
* Offensive Threat Value (OTV):		2352							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
2	KK-44 Lasers	E	FF	+1	x10	4	0	A/T(A/G), Red; AD(1), HEAT; Link	U
1	PFK-21 Heavy Missile Pod	M	F	-2	x30	4	0	HP, Red, Sk(1); HEAT; Link	2
1	PFK-16 Light Missile Pod	M	F	-1	x15	5	0	A/T(A/G), HP, Red, Sk(1); HEAT; Link	4

RF-21 Charger (Republic)									
Production Type:		Mass Production (3 lemon dice)							
Size:		12							
* Threat Value (TV):		2710							
* Defensive Threat Value (DTV):		1642							
Movement:		Flight 20/40 Space 14/28							
Maneuver:		-2							
Armor:		30/60/90							
* Miscellaneous Threat Value (MTV):		2869							
Crew:		Living 1, Computer 1 (Dumb 2) (3 actions)							
Deployment Range:		1500 hrs							
Reaction Mass:		250 BP							
Perks & Flaws:		Accessories: Autopilot, 2x Life Support (Limited), Escape System (Pod); Communications (+0/10km); Features: Re-Entry System (Permanent), Stratospheric Flight; Hostile Environment Protection: Vacuum, Radiation (3); Reinforced Systems: Crew, Backups; Sensors (+0/2km)							
* Offensive Threat Value (OTV):		3619							
Qty	Name	Type	Arc	Acc	DM	BR	RoF	Perks & Flaws	Ammo
1	KR2 Heavy Railgun	P	FF	0	x20	5	-1	AP, A/T(A/G), Red; Sniper	20
2	RLT Lasers	E	FF	+1	x12	4	0	Red; AD(1), HEAT; Link	U
2	Diamondback Light Missile	M	F	-1	x15	5	0	A/T(A/G), EH, HP, Redund, Sk; HEAT; Link	1
2	Viper Heavy Missile	M	F	-2	x30	4	0	HP, Red, Sk(1); HEAT; Link	1

Ebiiru Cargo Hauler							
Components:		1xMain Hull, 4xDrive Section, 1xTree, 2xCrew Modules, 1xPressurized Cargo Module					
Total Movement:		Space 5/9 (unloaded), Maneuver -5					
Total Reaction Mass:		1670 EBPs					
Total Size:		54 (4400 tons)					
Main Hull							
* Basic Attributes: Size 45, Movement: Space 0.001/0.002 G, Maneuver -5, Armor: 50/100/150, Crew: Living 8, Computer 1 (Dumb 3) (5 actions), Deployment Range 5000 hrs, Reaction Mass: 49,600 BPs							
* Perks & Flaws: Accessories: Autopilot, Escape System (Pods), Life Support(Full)x2; Communications(+0/12km), Satellite Uplink; Features: Accomodations (2000 m ³), Laboratory: Cooking (R0), Sick Bay(R1); Hostile Env. Protection: Vacuum, Radiation(R4); Sensors(-1/4km); Reinforced: Backups, Crew; Neg. Features: Large Sensor Profile (R4)							
* Offensive/Defensive Systems: PDS (Arc: T (ranged), FF (shield))							
Crew Module							
* Basic Attributes: Size 17, Movement: Towed by Drive Sections, Armor: 20/40/80, Deployment Range: 5000 hrs							
* Perks & Flaws: Accessories: Escape System(Pods), Life Support(Full)x2; Features: Accomodations (6000 m ³), Laboratory: Cooking (R0); Hostile Env. Protection: Vacuum, Radiation(R5); Reinforced: Backups, Crew(x2)							
* Offensive/Defensive Systems: None.							
Tree Section							
* Basic Attributes: Size 14, Movement: Towed by Drive Sections, Armor: 20/40/80, Deployment Range: 5000 hrs							
* Perks & Flaws: Arms: 8xTool Arm(R20, cannot punch)							
* Offensive/Defensive Systems: None.							
Pressurized Cargo Module							
* Basic Attributes: Size 16, Movement: Towed by Drive Sections, Armor: 20/40/60, Deployment Range: 5000 hrs							
* Perks & Flaws: Accessories: Life Support(Full); Features: Cargo Bay (6000 m ³), Hostile Env. Protection: Vacuum, Radiation (R3)							
* Offensive/Defensive Systems: None.							
Drive Section							
* Basic Attributes: Size 23, Movement: Space 15/30, Maneuver: -5, Armor: 30/60/90, Crew: Living 1 (2 actions), Deployment Range: 5000 hrs, Reaction Mass: 100 BPs (draws off main hull)							
* Perks & Flaws: Accessories: Escape System (Pods), Life Support(Full)x2; Hostile Env. Protection: Vacuum, Radiation (R4); Reinforced: Backups, Crew(x2)							
* Offensive/Defensive Systems: None.							
Name	Type	Acc	DM	BR	ROF	Perks & Flaws	Ammo
PDS (ranged)	E	+0	x8	1	0	AM; HEAT	Unl
PDS (shield)	E	+0	x16	M	0	E-Sh(P, F); Def, HEAT	Unl

Inari-Class Passenger Liner							
Components:	1xMain Hull, 2xDrive Section, 2xCargo Section OR 2xAlternate Cargo Section						
Total Movement:	Space 3/5 (unloaded), Maneuver -5						
Total Reaction Mass:	3250 EBPs						
Total Size:	68 (9043 tons)						
Main Hull							
* Basic Attributes: Size 60, Movement: Towed by Drive Sections, Armor: 80/160/240, Crew: Living 24, Computer 1 (Dumb 4) (6 actions), Passengers 350, Deployment Range 3000 hrs							
* Perks & Flaws: Accessories: Autopilot, Escape System (Pods), Life Support (Full)x2; Armor: Brittle; Communications (-2/10km), Satellite Uplink; Features: Accomodations (25,000 m ³), Cargo Bay (20,000 m ³), Laboratory: Cooking (R0); Hostile Env. Protection: Vacuum, Radiation(R5); Sensors(-2/2km); Reinforced: Backups, Crew(x2); Neg. Feature: Large Sensor Profile (R5)							
* Offensive/Defensive Systems: PDS (Arc: T (ranged), FF (shield))							
Drive Section							
* Basic Attributes: Size 30, Movement: Space 15/30, Maneuver: -5, Armor: 50/100/150, Crew: Living 6 (4 actions), Deployment Range: 3000 hrs, Reaction Mass: 19500 BPs							
* Perks & Flaws: Accessories: Escape System(Pods), Life Supoprt(Full)x2; Hostile Env. Protection: Vacuum, Radiation (R4); Reinforced: Backups, Crew							
* Offensive/Defensive Systems: None.							
Cargo Section							
* Basic Attributes: Size 30, Movement: Space 3/6, Maneuver: -5, Armor: 50/100/150, Deployment Range: 3000 hrs, Reaction Mass: 3900 BPs							
* Perks & Flaws: Accessories: Life Support(Full)x2; Features: Cargo Bay (30,000 m ³); Hostile Env. Protection: Vacuum, Radiation (R4)							
* Offensive/Defensive Systems: None.							
Alternate Cargo Section							
* Basic Attributes: Size 16, Movement: Towed by Drive Sections, Armor: 50/100/150, Deployment Range: 3000 hrs							
* Perks & Flaws: Features: Cargo Bay (40,000 m ³ , liquified gasses); Hostile Env. Protection: Vacuum							
* Offensive/Defensive Systems: None.							
Name	Type	Acc	DM	BR	ROF	Perks & Flaws	Ammo
PDS (ranged)	E	+0	x6	1	4	AM; HEAT	Unl
PDS (shield)	E	+1	x20	M	0	E-Sh(P, F); Def, HEAT	Unl

Mule-Class Bulk Freighter							
Components:	1xMain Hull, 2xDrive Section, 4xCargo Section OR 4xAlternate Cargo Section						
Total Movement:	Space 4/8 (unloaded), Maneuver -4						
Total Reaction Mass:	6000 EBPs						
Total Size:	33 (1033 tons)						
Main Hull							
* Basic Attributes: Size 26, Movement: Towed by Drive Sections, Armor: 50/100/150, Crew: Living 10, Computer 1 (Dumb 3) (5 actions), Deployment Range: 1000 hrs							
* Perks & Flaws: Accessories: Autopilot, Escape System (Pods), Life Support(Full)x2; Communications (-2/10km); Feature: Accomodations(500 m ³); Hostile Env. Protection: Vacuum, Radiation(R4); Sensors(-2/2km); Reinforced: Backups, Crew; Neg. Feature: Large Sensor Profile (R5)							
* Offensive/Defensive Systems: PDS (Arc: T(ranged), FF(shield))							
Drive Section							
* Basic Attributes: Size 15, Movement: Space 20/40, Maneuver: -4, Armor: 20/40/60, Crew: Living 3 (3 actions), Deployment Range: 1000 hrs, Reaction Mass: 30000 BPs							
* Perks & Flaws: Accessories: Life Support(Full)x2; Hostile Env. Protection: Vacuum, Radiation(R4); Reinforced: Crew							
* Offensive/Defensive Systems: None.							
Cargo Section							
* Basic Attributes: Size 14, Movement: Towed by Drive Sections, Armor: 30/60/90; Deployment Range: 1000 hrs							
* Perks & Flaws: Features: Cargo Bay (4000 m ³); Hostile Env. Protection: Vacuum, Radiation (R4)							
* Offensive/Defensive Systems: None.							
Alternate Cargo Section(*)							
* Basic Attributes: Size 20, Movement: Towed by Drive Sections, Armor: 50/100/150; Deployment Range: 1000 hrs							
* Perks & Flaws: Accessories: Life Support(Full)x2; Features: Accomodations(1000 m ³), Cargo Bay (4000 m ³); Hostile Env. Protection: Vacuum, Radiation (R4)							
* Offensive/Defensive Systems: None.							
Name	Type	Acc	DM	BR	ROF	Perks & Flaws	Ammo
PDS (ranged)	E	+0	x5	1	2	AM; HEAT	Unl
PDS (shield)	E	+1	x15	M	0	E-Sh(P, F); Def, HEAT	Unl

* - Note: Replacing all cargo section with alternate cargo section changes Total Move to Space 3/5, with 3750 EBPs. Note that while these BP numbers may seem high for a craft with “a limited reaction mass capacity”, any cargo moved around (and the Mule can move a LOT) will substantially reduce these numbers.