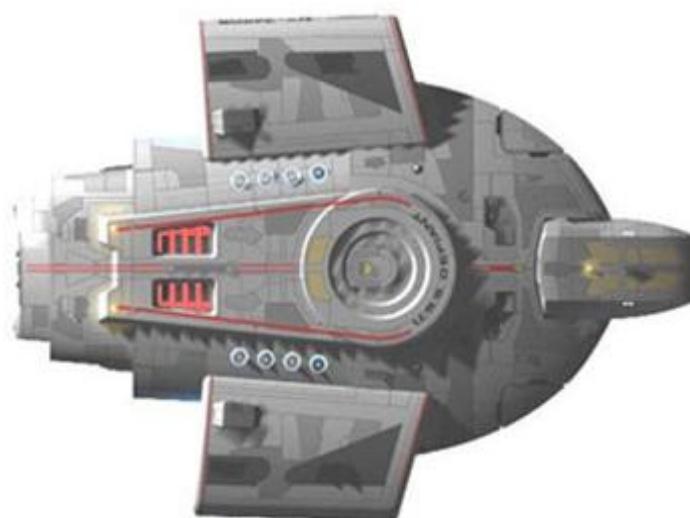


FEDERATION ESCORT D (Level 8)

Specifically designed to counter the Hive threat, the Escort D class is incredibly well armed. Although designated as an escort, this vessel class is a warship through-and-through, despite its small size. The Escort D class is the only Federation vessel to carry a cloaking device, and also features new technology such as ablative armor and quantum torpedoes.



ACTION POINTS 10 Crew 50 (2 combat units)		THRUST 5 ⁺ FTL Capable 2/6	AGILITY 4 Average	DEFENCE 11 Medium (170m)	HIT POINTS 120
Crit	System	Cost	Details		
1	Sensor Array	2	Able to maintain sensor lock on 4 simultaneous targets. +4 bonus to sensor checks.		
2	Deflector Shields	4	Advanced auto-modulated regenerative deflector shields. Rating 10, Shield Points 80. Recharge at double rate. Immune to shield disruption technology.		
3	Transporters x2	2	Range 4.		
4	Engineering Department	2	Repair Rating 10.		
5	Pulse Phaser Cannons x4	1 each	+2 to hit, 1d8 damage, 4 forward. Range 10.		
6	Quantum Torpedoes x2	3	4d8 damage, 2 forward. Range 15.		
7	Cloaking Device	6	Prevents visual detection of the vessel. Cannot fire or be targeted while cloaked. The AP cost is the cost to maintain the cloak.		
91-119 Scratched		61-90 Damaged	31-60 Battered	1-30 Crippled	
No effect		AP 8, Thrust 3	AP 5, Thrust 2	AP 2, Thrust 0	



FEDERATION FRIGATE (Level 5)

The most common and longest-serving Federation starship design, the Federation Frigate fulfills both exploratory and scientific functions as well as military patrol missions.



ACTION POINTS 10 Crew 360 (2 combat units)		THRUST 4 ^r FTL Capable 2/6	AGILITY 2 Clumsy	DEFENCE 8/6 Large (237m)	HIT POINTS 60
Crit	System	Cost	Details		
1	Sensor Array	2	Able to maintain sensor lock on 2 simultaneous targets. +2 bonus to sensor checks.		
2	Deflector Shields	3	Military grade deflector shields. Rating 5, Shield Points 40.		
4	Transporter	2	Range 4.		
5	Engineering Department	2	Repair Rating 10.		
6	Sick Bay	2	Repair Rating 5.		
7	Dual Phaser Banks x6	1 each	+2 to hit, 1d6 damage, 6 forward. Range 8		
8	Photon Torpedoes x2	2 each	2d6 damage, 1 forward, 1 aft. Range 10.		
46-59 Scratched		31-45 Damaged	16-30 Battered	1-15 Crippled	
No effect		AP 8, Thrust 3	AP 8, Thrust 2, Shields Down	AP 8, Thrust 0, Weapons Down	

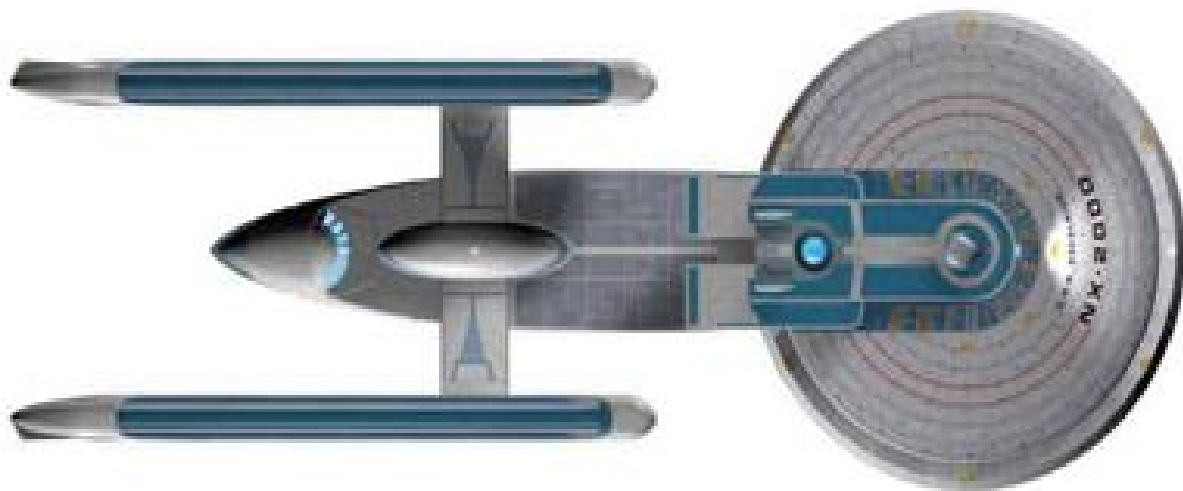


FEDERATION HEAVY CRUISER B (Level 6)

One of the longest-serving starship designs in the Federation, the Heavy Cruiser B is often the ship of choice for flag officers. More advanced than the model A, this ship is more of a battleship. This vessel type is also one of the most refitted ship models in the Federation, and upgraded versions are common.



ACTION POINTS 14 Crew 750 (3 combat units)		THRUST 4 ^r FTL Capable 2/6	AGILITY 2 Clumsy	DEFENCE 8/6 Large (467m)	HIT POINTS 90
Crit	System	Cost	Details		
1	Sensor Array	2	Able to maintain sensor lock on 2 simultaneous targets. +2 bonus to sensor checks.		
2	Deflector Shields	3	Quadri-transducer deflector shields. Rating 8, Shield Points 60.		
3	Tractor Beam	3	Size Small or lower, rating 6. Range 10.		
4	Transporters x2	2 each	Range 4.		
5	Engineering Department	2	Repair Rating 10.		
6	Sick Bay	2	Repair Rating 5.		
7	Dual Phaser Banks x8	1 each	+2 to hit, 1d6 damage, 5 forward, 1 port, 1 starboard, 1 aft. Range 8		
8	Photon Torpedoes x4	2 each	2d6 damage, 2 forward, 2 aft. Range 10.		
64-84 Scratched		42-63 Damaged	21-41 Battered	1-20 Crippled	
No effect		AP 10, Thrust 3	AP 7, Thrust 2, Shields Down	AP 3, Thrust 0, Weapons Down	



FEDERATION HEAVY CRUISER E (Level 10)

The largest, most advanced version of the Heavy Cruiser, the E model displays new technology such as quantum torpedoes, ablative armor, auto-modulated shields, and more. The E model is designed as a warship, with exploration being a secondary function.



ACTION POINTS 16 Crew 855 (6 combat units)		THRUST 5 ⁺ FTL Capable 2/6	AGILITY 2 Clumsy	DEFENCE 8/6 Large (685m)	HIT POINTS 120
Crit	System	Cost	Details		
1	Sensor Array	2	Able to maintain sensor lock on 4 simultaneous targets. +4 bonus to sensor checks.		
2	Deflector Shields	4	Advanced auto-modulated regenerative deflector shields. Rating 12, Shield Points 100. Recharge at double rate.		
3	Tractor Beam	3	Size Small or lower, rating 6. Range 12.		
4	Transporters x4	2 each	Range 4.		
5	Engineering Department	2	Repair Rating 12.		
6	Sick Bays x2	2	Repair Rating 10 (includes medical holographic officer).		
7	Phaser Banks x16 (in 5 arrays of 3 and 1 array of 4)	1 each or 2 each array	+2 to hit, 1d8 damage, 7 forward (in one array of 3 and one array of 4), 3 port (in one array), 3 starboard (in one array), 6 aft (in two arrays of 3). Range 10.		
8	Photon Torpedoes x3	2 each	3d6 damage, 3 forward, 3 aft. Range 12.		
9	Quantum Torpedo	3	4d8 damage, 1 forward. Range 15.		
91-119 Scratched		61-90 Damaged	31-60 Battered	1-30 Crippled	
No effect		AP 12, Thrust 3	AP 8, Thrust 2	AP 4, Thrust 0	

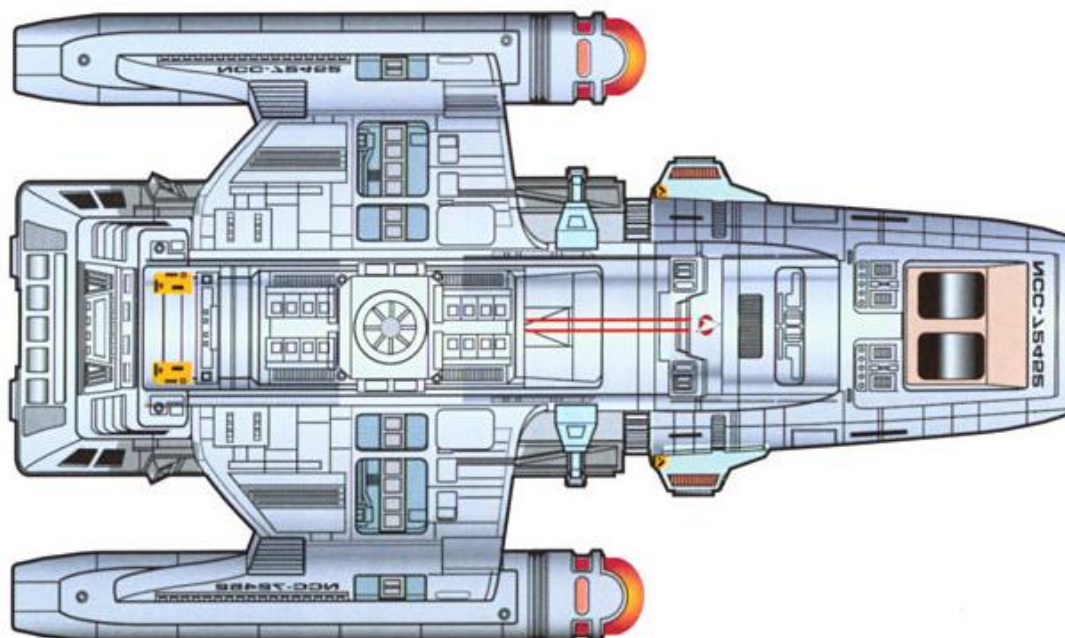


FEDERATION SUPPORT VESSEL (Level 2)

A light multi-purpose craft capable of operating as a long-range personal or cargo transport, an agile mobile defense platform, or a high-speed reconnaissance vehicle.



ACTION POINTS 4 Crew 6 [1 combat unit]		THRUST 5 ⁺ FTL Capable 2/2	AGILITY 4 Average	DEFENCE 14 Small (20m)	HIT POINTS 15
Crit	System	Cost	Details		
1	Sensor Array	2	+2 bonus to sensor checks.		
2	Deflector Shields	2	Rating 5, Shield Points 30.		
3	Transporter	2	Range 4.		
5	Phaser Emitters x2	1	+2 to hit, 1d6 damage, 1 forward, 1 aft. Range 8.		
6	Photon Torpedo	2	2d6 damage, forward. Range 10.		
7	Tractor Beam	4	Rating 4, Size Large or smaller (capable of towing starships).		
13-15 Scratched		8-11 Damaged	4-7 Battered	1-4 Crippled	
No effect		AP 3, Thrust 3	AP 2, Thrust 2	AP 1, Thrust 0	

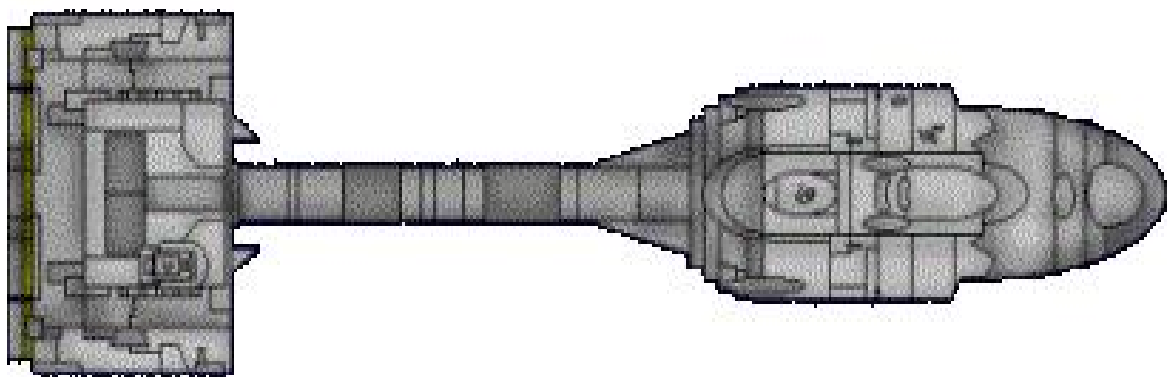


REBEL ESCORT FRIGATE (Level 6)

Used in two configurations – as a warship and as a hospital ship – these frigates are the backbone of the Rebel fleet. Originally used by the Imperials for use against starfighters, many have been captured and refitted by the Rebels.



ACTION POINTS 10 Crew 920 (6 combat units)		THRUST 4 ^r FTL Capable 2/6	AGILITY 2 Clumsy	DEFENCE 8/6 Large (300m)	HIT POINTS 100
Crit	System	Cost	Details		
1	Launch Fighters [<i>in warship configuration</i>]	2	Launch a squadron of fighters from its complement of 2 squadrons.		
2	Deflector Shields	3	Military-grade deflector shields. Rating 5, Shield Points 40.		
3	Tractor Beams x2	3	Size Small or lower, rating 6. Range 8.		
5	Engineering Department	2	Repair Rating 10.		
6	Sick Bay [<i>x4 in hospital ship configuration</i>]	2	Repair Rating 5.		
7	Turbolaser Cannons x12	1 each	1d6 damage, 6 forward, 3 port, 3 starboard. Range 8		
8	Defence Grid	4	Laser cannons. Aura 4, Damage 1d6.		
64-84 Scratched		42-63 Damaged	21-41 Battered	1-20 Crippled	
No effect		AP 10, Thrust 3	AP 7, Thrust 2, Shields Down	AP 3, Thrust 0, Weapons Down	



REBEL CRUISER (Level 9)

Massive passenger liners converted for military use, these cruisers represent the first time the Rebels were able to directly face Imperial Destroyers. With very strong shielding, the Rebel Cruiser does not possess the sheer offensive output of an Imperial Destroyer, but does have better all-round firing arcs.



ACTION POINTS 15 Crew 4000 (10 combat units)	THRUST 3 ^r FTL Capable 2/6	AGILITY 1 Lumbering	DEFENCE 6/4 Huge (1200m)	HIT POINTS 220
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Crit	System	Cost	Details
1	Launch Fighters	2	Launch a squadron of fighters from its complement of 4 squadrons.
2	Deflector Shields	3	Military-grade deflector shields. Rating 10, Shield Points 80.
3	Tractor Beams x6	3	Size Small or lower, rating 6. Range 8.
5	Engineering Department	2	Repair Rating 10.
6	Sick Bay	2	Repair Rating 5.
7	Turbolaser Cannons x24	1 each	1d6 damage, 6 forward, 6 port, 6 starboard, 6 aft. Range 8
8	Defence Grid	4	Laser cannons. Aura 6, Damage 1d6.

64-84 Scratched	42-63 Damaged	21-41 Battered	1-20 Crippled
No effect	AP 10, Thrust 3	AP 7, Thrust 2, Shields Down	AP 3, Thrust 0, Weapons Down

