


	Interstellar Alliance	2270+
	White Star Carrier	
Turns:	2/45°	Hull: 5
Speed:	12	Troops: 1
Special:	Adaptive Armor, Advanced Jump Point, Carrier 4, Dodge 5, Fleet Carrier, Flight Computer, Self Repair 1D6	
Craft:	8 White Star Fighters	
		
Notes:		
Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA
Name:	Crew Quality:	



White Star Carrier					
Weapon	Arc	Range	AD	Special	
Improved Neutron Laser	F	24	2	B, Precise, SAP, TD	
Molecular Pulsar	F	15	6	AP, DD, Precise	
Molecular Pulsar	P	15	6	AP, DD, Precise	
Molecular Pulsar	S	15	6	AP, DD, Precise	
Molecular Pulsar	A	15	6	AP, DD, Precise	
Damage: 36 / 6					
Crew: 48 / 12					
Notes:					
Speed -1	Speed -2	Speed -4			
-1AD	Weapons 4+	-1 Arc			
Speed 0 No SA	No SA	No Weapons			
No DC	-1 Arc	No SA			
Name:	Crew Quality:				

	Interstellar Alliance	2266+
	Victory-class Destroyer	
Turns:	1/45°	Hull: 6
Speed:	10	Troops: 6
Special:	Adaptive Armor, Advanced Jump Point, Afterburner, Carrier 2, Command 1, Flight Computer, Interceptors 6	
Craft:	3 Starfury Flights, 3 Thunderbolt Flights	
		
Notes:		
Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA
Name:	Crew Quality:	

Victory-class Destroyer					
Weapon	Arc	Range	AD	Special	
Lightning Cannon*	B	20	10	B, Precise, SAP, TD	
Neutron Laser	F	30	6	B, DD, Precise, SAP	
Neutron Laser	A	30	4	B, DD, Precise, SAP	
Fusion Cannon	T	18	10	AP, Mini-Beam	
Heavy Pulse Cannon	T	12	20	Twin-Linked	
Damage: 100 / 16					
Crew: 110 / 20					
Notes:					
Speed -1	Speed -2	Speed -4			
-1AD	Weapons 4+	-1 Arc			
Speed 0 No SA	No SA	No Weapons			
No DC	-1 Arc	No SA			
Name:	Crew Quality:				

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	White Star Carrier	
Turns:	2/45°	Hull: 5
Speed:	12	Troops: 1
Special:	Adaptive Armor, Advanced Jump Point, Carrier 4, Dodge 5, Fleet Carrier, Flight Computer, Self Repair 1D6	
Craft:	8 White Star Fighters	
		
Notes:		
Speed -1	Speed -2	Speed -4
-1AD	Weapons 4+	-1 Arc
Speed 0 No SA	No SA	No Weapons
No DC	-1 Arc	No SA
Name:	Crew Quality:	

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Molecular Pulsar	P	15	6	AP, DD, Precise	
Molecular Pulsar	S	15	6	AP, DD, Precise	
Molecular Pulsar	A	15	6	AP, DD, Precise	
Damage: 36 / 6					
Crew: 48 / 12					
Notes:					
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Speed:	10	Troops: 6
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-1AD	Weapons 4+	-1 Arc
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Name:	Crew Quality:	

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Crew: 110 / 20					
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Speed -1	Speed -2	Speed -4			
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Name:	Crew Quality:				