

| Ship Name | Frame | Performance | Type | Role | Repair | Equipment | Hangar | Titanic | Low Cost | Total Points |
|--|-----------------|--|---------------|--------------------|-----------------|------------|----------------------------------|-------------|------------------|--------------|
| <i>Musai Class [S]</i> | 1 | 2 | Warship | Cruiser | N/A | 12 | 5 | Size 4 | 7 | 100 |
| Trained Captain | Sensors | Actions | AA DEF | Shooting | ARM Save | HP | Evade d10 | Move | Reinforce | Speed |
| Zeon Captain | 14" | 2 | 1d10 | 7 | + | 5000 | + | 6" | -1 | 2 |
| Weapons | EQ Slots | Max Range | Shots | Close Range | ARM PEN | DMG | Special | | | |
| Warship TL MPC | 2 | 64" | 2 | RF+2 | 6 | 500 | Only [M] or [Barriers] may Block | | | |
| Warship TL MPC | 2 | 64" | 2 | RF+2 | 6 | 500 | Only [M] or [Barriers] may Block | | | |
| Warship TL MPC | 2 | 64" | 2 | RF+2 | 6 | 500 | Only [M] or [Barriers] may Block | | | |
| Warship Missile Barrage I | 1 | 40" | 2 | - | - | 500 | Reloads during the next round. | | | |
| [AA] MicroMissiles V | 5 | 32" | 6 Hits | - | - | 200 | Reloads during the next round. | | | |
| Warship & Captain Traits <i>(Cost modifiers are already included in Total Points)</i> | | | | | | | | | | |
| Defense Array | Trait-X | This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3). | | | | | | | | |
| No Forward Catapult | Trait-I | The [Launch] action will instead deploys the unit adjacent to the ship. | | | | | | | | |



| Ship Name | Frame | Performance | Type | Role | Repair | Equipment | Hangar | Titanic | Low Cost | Total Points |
|--|-----------------|--|---------------|--------------------|-----------------|------------|----------------------------------|-------------|------------------|--------------|
| <i>Falmel Musai Class [S]</i> | 1 | 2 | Warship | Cruiser | N/A | 12 | 5 | Size 4 | 7 | 150 |
| Skilled Captain | Sensors | Actions | AA DEF | Shooting | ARM Save | HP | Evade d10 | Move | Reinforce | Speed |
| Lieutenant Dren | 14" | 2 | 1d10 | 7 | + | 5000 | + | 6" | -1 | 2 |
| Weapons | EQ Slots | Max Range | Shots | Close Range | ARM PEN | DMG | Special | | | |
| Warship TL MPC | 2 | 64" | 2 | RF+2 | 6 | 500 | Only [M] or [Barriers] may Block | | | |
| Warship TL MPC | 2 | 64" | 2 | RF+2 | 6 | 500 | Only [M] or [Barriers] may Block | | | |
| Warship TL MPC | 2 | 64" | 2 | RF+2 | 6 | 500 | Only [M] or [Barriers] may Block | | | |
| Warship Missile Barrage I | 1 | 40" | 2 | - | - | 500 | Reloads during the next round. | | | |
| [AA] MicroMissiles V | 5 | 32" | 6 Hits | - | - | 200 | Reloads during the next round. | | | |
| Warship & Captain Traits <i>(Cost modifiers are already included in Total Points)</i> | | | | | | | | | | |
| Defense Array | Trait-X | This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3). | | | | | | | | |
| No Forward Catapult | Trait-I | The [Launch] action will instead deploys the unit adjacent to the ship. | | | | | | | | |
| Discerning Captain | Captain I | At the start of the Round give an ally within LOS or Sensors range a Focus action to use on its next turn. | | | | | | | | |



| Ship Name | Frame | Performance | Type | Role | Repair | Equipment | Hangar | Titanic | Low Cost | Total Points |
|--|-----------------|--|---------------|--------------------|-----------------|------------|----------------------------------|-------------|------------------|--------------|
| <i>Salamis Class [S]</i> | 1 | 2 | Warship | Cruiser | N/A | 10 | 4 | Size 4 | 10 | 90 |
| Trained Captain | Sensors | Actions | AA DEF | Shooting | ARM Save | HP | Evade d10 | Move | Reinforce | Speed |
| Federation Captain | 14" | 2 | 1d10 | 7 | + | 5800 | + | 5" | | 1 |
| Weapons | EQ Slots | Max Range | Shots | Close Range | ARM PEN | DMG | Special | | | |
| Warship MPC | 1 | 64" | 2 | RF+1 | 6 | 500 | Only [M] or [Barriers] may Block | | | |
| Warship MPC | 1 | 64" | 2 | RF+1 | 6 | 500 | Only [M] or [Barriers] may Block | | | |
| Warship MPC | 1 | 64" | 2 | RF+1 | 6 | 500 | Only [M] or [Barriers] may Block | | | |
| Warship Missile Barrage II | 2 | 40" | 4 | - | - | 500 | Reloads during the next round. | | | |
| Warship Missile Barrage II | 2 | 40" | 4 | - | - | 500 | Reloads during the next round. | | | |
| [AA] MicroMissiles | 1 | 32" | 2 Hits | - | - | 200 | Reloads during the next round. | | | |
| [AA] MicroMissiles | 1 | 32" | 2 Hits | - | - | 200 | Reloads during the next round. | | | |
| [AA] Guns | 1 | 24" | 6 | - | - | 200 | - | | | |
| Warship & Captain Traits <i>(Cost modifiers are already included in Total Points)</i> | | | | | | | | | | |
| Defense Array | Trait-X | This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3). | | | | | | | | |
| Warship 360 Firing Arc II | Trait+II | Two of your Mega Particle Cannons (MPC) may each choose a bonus target in the rear arc when firing. | | | | | | | | |
| No Forward Catapult | Trait-I | The [Launch] action will instead deploys the unit adjacent to the ship. | | | | | | | | |



| Ship Name | Frame | Performance | Type | Role | Repair | Equipment | Hangar | Titanic | Low Cost | Total Points |
|--|-----------------|--|---------------|--------------------|-----------------|------------|----------------------------------|-------------|------------------|--------------|
| <i>Salamis Class [S]</i> | 1 | 2 | Warship | Cruiser | N/A | 10 | 4 | Size 4 | 10 | 140 |
| Skilled Captain | Sensors | Actions | AA DEF | Shooting | ARM Save | HP | Evade d10 | Move | Reinforce | Speed |
| Federation Captain | 14" | 2 | 1d10 | 7 | + | 5800 | + | 5" | | 1 |
| Weapons | EQ Slots | Max Range | Shots | Close Range | ARM PEN | DMG | Special | | | |
| Warship MPC | 1 | 64" | 2 | RF+1 | 6 | 500 | Only [M] or [Barriers] may Block | | | |
| Warship MPC | 1 | 64" | 2 | RF+1 | 6 | 500 | Only [M] or [Barriers] may Block | | | |
| Warship MPC | 1 | 64" | 2 | RF+1 | 6 | 500 | Only [M] or [Barriers] may Block | | | |
| Warship Missile Barrage II | 2 | 40" | 4 | - | - | 500 | Reloads during the next round. | | | |
| Warship Missile Barrage II | 2 | 40" | 4 | - | - | 500 | Reloads during the next round. | | | |
| [AA] MicroMissiles | 1 | 32" | 2 Hits | - | - | 200 | Reloads during the next round. | | | |
| [AA] MicroMissiles | 1 | 32" | 2 Hits | - | - | 200 | Reloads during the next round. | | | |
| [AA] Guns | 1 | 24" | 6 | - | - | 200 | - | | | |
| Warship & Captain Traits <i>(Cost modifiers are already included in Total Points)</i> | | | | | | | | | | |
| Defense Array | Trait-X | This unit may use at most one weapon and one [AA] weapon against targets smaller than Colossal (Size 3). | | | | | | | | |
| Warship 360 Firing Arc II | Trait+II | Two of your Mega Particle Cannons (MPC) may each choose a bonus target in the rear arc when firing. | | | | | | | | |
| No Forward Catapult | Trait-I | The [Launch] action will instead deploys the unit adjacent to the ship. | | | | | | | | |
| Expert Gunnery Crew | Captain I | When this unit activates gain either +1 Accuracy or +8" Max Shooting Range this turn. | | | | | | | | |

