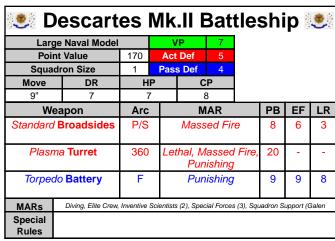
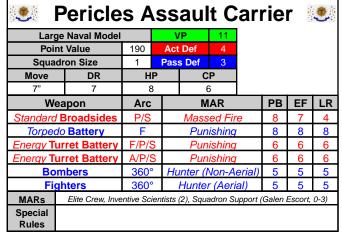


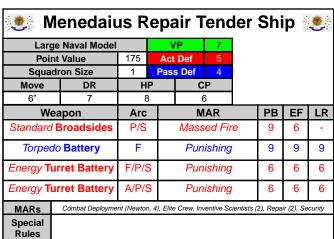
Diophantus Fleet Carrier Dreadnought												
Large Naval Model				<b>VP</b> 17								
Poir	Point Value		Ac	t Def	6							
Squadron Size		1	Pass Def		6							
Move	DR	Н	HP CP									
6"	9	1	0	8								
We	Weapon			MAR		РВ	EF	LR				
Standard	Standard Broadsides			Massed Fire			18	14	6			
Plasma F	ixed Weapon	F	Lethal, Massed Fire, Punishing		20	-	-					
Torped	do Battery	F	F Punish		Punishing		12	12	12			
Во	mbers	360	° H	Hunter (Non-Aerial)			6	6	6			
Fiç	Fighters			Hunter (Aerial)				6	6			
MARs	Diving, Elite Crev	v, Inventiv	e Scier	ntists (2), S	Squadron	Suppor	t (Galer	n Escort	, 0-3)			
Special Rules	·											

Aristotle Battleship											
Larg	Large Naval Model			VP	10						
Poi	Point Value		Ac	t Def	4						
Squa	dron Size	1	Pas	Pass Def							
Move	DR	Н	IP	С	P						
6"	8	8	8	6							
We	Weapon		;	MAR			PB	EF	LR		
Standard	Standard Broadsides		;	Massed		e	9	6	4		
Plasma <b>F</b>	ixed Weapon	F			Lethal, Massed Fire, Punishina		16	1	-		
Energy T	urret Battery	F/P/			Punishing		11	11	11		
Energy To	Energy Turret Battery		S	S Punishing			11	11	11		
MARs	Diving, Elite Crew, Inventive Scientists (2), Kinetic Generator, Squadron Support (Galen										
Special Rules											

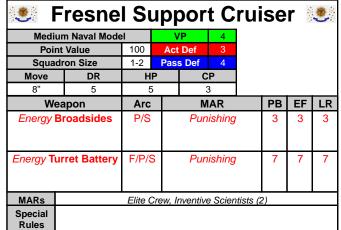
	escart	es	Mk	k.I E	3at	tle	shi	p	
Lar	ge Naval Model		1	VP					
Poi	nt Value	170	Ac	Def	5				
Squa	dron Size	1	Pass Def		4				
Move	DR	Н	Р	CP					
9"	7	7	7 7						
W	Weapon			MAR			PB	EF	LR
Standard	Standard Broadsides			Massed Fire		æ.	8	6	3
Torpe	do Battery	F		Punishing		1	8	8	8
Energy <b>T</b>	urret Battery	F/P/S	S	Punishing		•	11	11	11
Energy <b>T</b>	Energy Turret Battery		S	Punishing		•	6	6	6
MARs	Diving, Elite Crew, Inventive Scientists (2), Squadron Support (Galen Escort, 0-3)							, 0-3)	
Special Rules	Hit and Run This Mor performing is remaining completing its Remain	ng move. I							



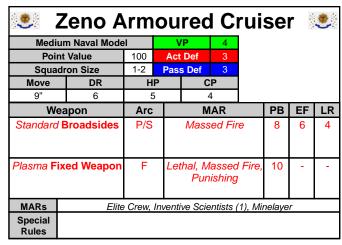


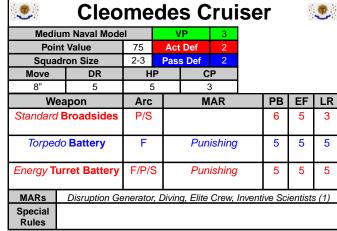


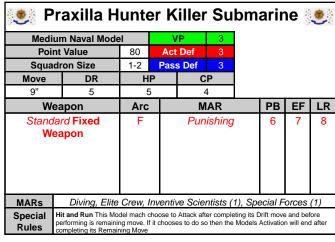
Hippasus Battlecruiser												
Medi	um Naval Mode	el	١	/P	5							
Poi	nt Value	135	Act	Def	4							
Squa	Squadron Size		Pas	s Def	5							
Move	DR	H	IP	СР								
8"	6	Ű	6	5								
Weapon		Arc	Arc		AR		РВ	EF	LR			
Standard	Standard Broadsides						8	5	2			
Torpe	do Battery	F		Punishing			8	8	8			
Energy T	urret Battery	F/P/S		Punishing			7	7	7			
Energy T	Energy Turret Battery		S	Punishing			7	7	7			
MARs	Disruption Generate	or, Diving,	Elite Cre	w, Inventive	e Scientis	ts (3), Sc	quadron .	Support	(Galen			
Special Rules												

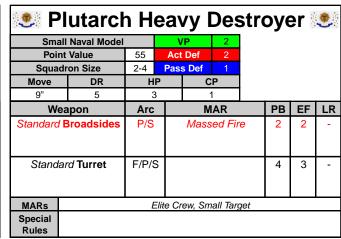


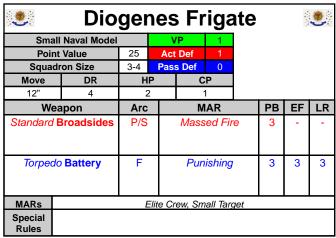
Kepler Light Carrier											
Med	lium Naval Mode	el	1	/P	4						
Po	int Value	90	Act Def		2						
Squ	Squadron Size		Pass Def		2						
Move	DR	Н	IP CP								
8"	5	5	5 3								
V	Weapon			MAR		РВ	EF	LR			
Standar	Standard Broadsides			Massed Fire			8	6	4		
В	Bombers		H	Hunter (Non-Aerial)			5	5	-		
F	Fighters			Hunter (Aerial)			5	5	-		
MARs	Diving, Elite Crev	v, Inventiv	e Scien	tists (1), S	quadron	Suppor	t (Galer	Escort,	, 0-3)		
Special Rules											

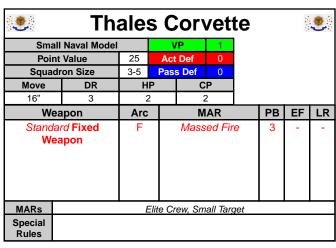


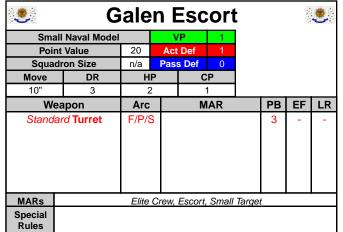


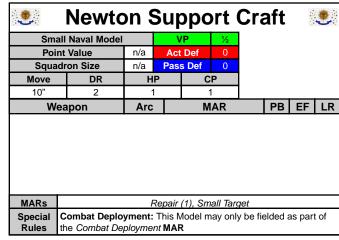


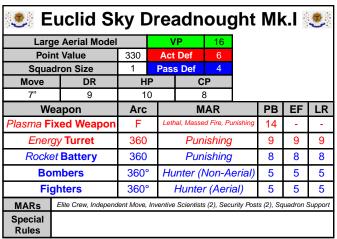


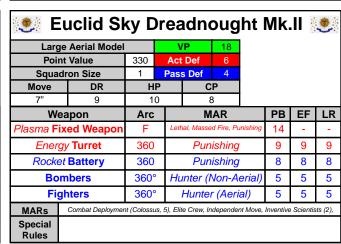


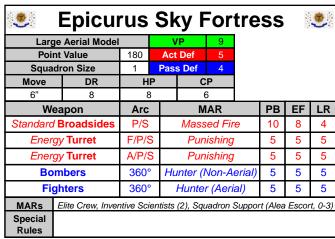


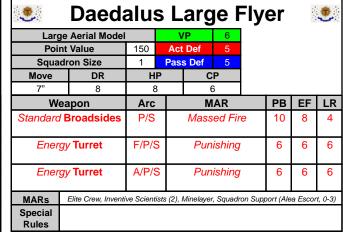


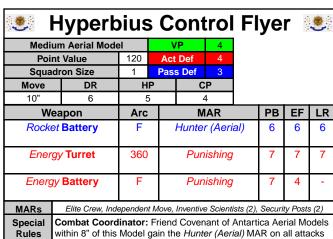




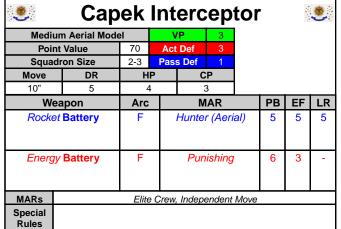








Icarus Medium Flyer											
Medi	um Aerial Mode	el	I <b>VP</b> 3								
Poi	nt Value	60	Act		ef	4					
Squa	Squadron Size		Pass Def		Def	3					
Move	DR	Н	Р	СР							
8"	5	į	5	3							
Weapon		Arc		MAR			РΒ	EF	LR		
Standard	Standard Broadsides		P/S					6	4	-	
Ener	gy Turret	F/P/S			Pun	ishing	1	5	5	5	
Energy Battery		F					6	4	1		
MARs		Elite (	Crew	, Inve	entive	Scien	tists (	1)			
Special Rules											



	Ptolemy Bomber										
Mediu	m Aerial Mode	el	I VP 3								
Poin	t Value	55	Act	Def	3						
Squad	Iron Size	2-3	Pass Def		1						
Move	Move DR		HP		CP						
12"	5	4	4 2								
We	Weapon		MAR			РВ	EF	LR			
Bombs		360		Pun	ishing		7	1	1		
MARs	Ei	ite Crev	v, Inde	penden	t Move	, Mine	layer				
Special Rules											

