


















|   |   |                      |                |                |               |              |               |              |             |               |
|---|---|----------------------|----------------|----------------|---------------|--------------|---------------|--------------|-------------|---------------|
| <b>Defense Systems</b> 14   |  Dynex Protectorate Battleship - (295 pts) - Echo squadron<br>Fleet Admiral<br>Hull Size: Class 8 | <b>0"-8" 12"-48"</b> |                |                |               |              |               |              |             |               |
| <b>Critical Rating</b> 6  |   | (5) Strbrd. 8        | (6) Turret 1 8 | (9) Reactor    | (12,13) Armor | (18) Mn.Drv. |               |              |             |               |
| <b>Ship Movement Values</b>   |   | <b>BB-</b>           |                |                |               |              |               |              |             |               |
| L:0-6   | M:6-12  | H:12-18              |                |                |               |              |               |              |             |               |
|   | <b>Attack Bonus</b> 8   | <b>0"-16"</b>        | (1) Fore 14    | (2) Bridge     | (4) Life Spt. | (7) DEF      | (10) Hyprdrv. | (14,15) Hull | (19) Aft 10 | <b>0"-16"</b> |
|   |   |                      | (3) Port 8     | (8) Turret 2 8 | (11) Reactor  | (16,17) ECM  | (20) Mn.Drv.  |              |             |               |
| <b>HP</b> 26  |   |                      |                |                |               |              |               |              |             |               |
| <b>Crew: 7</b>  |   |                      |                |                |               |              |               |              |             |               |
| Operations Center: Roll an extra d20 die when determining initiative.<br>Veteran Crew: Ship has 50% fewer Compromised Crew boxes. |   |                      |                |                |               |              |               |              |             |               |

|   |  |
|---|--|
|  Reactor Quantum: Take a Disorder on first critical hit. Second hit destroys the ship. |  None: No equipment installed. Critical hits affect next lower numbered location.         |
|  Nuclear Torpedo: Ignore LOS. Target ship gains one Disorder marker.                   |  Autocannon: Ignore shields on defending ship; cannot attack through own shields.         |
|  Defense Network: Provides DEF for the ship. If destroyed, DEF is reduced to a d4.     |  Main Drive: Movement reduced to half if one engine remains, otherwise ship cannot move.  |
|  EMP Torpedo: Ignore LOS. Target ship gains a Signal Interference (-2 DEF) marker.     |  Electronic Countermeasures: Increase DEF two steps vs. torpedoes. Add +1 to Hack Beacon. |
|  Life Support: Not destroyed by criticals; Lose 2 CP each time this module is hit.     |  Reinforced Hull: Add 2 to the Torpedo CR. Reroll critical hits to this space.            |
|  EMP: Ship gains a Signal Interference (-2 DEF) marker.                                |  Armor Plating: Add a d4 bonus defense die for each armor module.                         |
|  Bridge: (2 Hits) If destroyed, ship must make an Emergency Hyperspace Jump.           |  Hyperdrive: Required for any hyperspace jump. If hit, roll for Hyperdrive Overload.      |
|  High Velocity: Ship has -2 Critical Rating (CR) for this attack.                      |  |

**Defense Systems 10** Dynex Protectorate Fleet Carrier - (160 pts) - Bravo squadron  
**Critical Rating 6** Squadron Commander  
 Hull Size: Class 7 **0"-8"**

**Ship Movement Values** CV-  
 L:0-6 M:6-12 H:12-18

**Attack Bonus 6** **8"-16"**

**HP 22**

**Crew: 6**

**Hangar Capacity 6+4**

Flight Deck Crews: Relaunch up to two Fighters that returned this turn.  
 Redundant Systems: Ship has 50% fewer Compromised HP boxes  
 Vulnerable Design: On a Critical Hit, destroy a second adjacent location.

|                        |                     |                  |
|------------------------|---------------------|------------------|
| (6,7) Strbrd. <b>6</b> | (10) Reactor        | (19) Mn.Drv.     |
| (8) Turret 1 <b>6</b>  | (11) Hyprdrv.       | (13,14) Hangar   |
| (9) DEF                | (12) Reactor        | (15,16) Hangar   |
| (1,2) Fore <b>8</b>    | (3,4) Port <b>6</b> | (17,18) Catapult |
| (3) Bridge             |                     | (20) Mn.Drv.     |
| (5) Life Spt.          |                     |                  |

**Defense Systems 6** Dynex Protectorate Frigate - (70 pts) - Bravo squadron  
**Critical Rating 3** Captain  
 Hull Size: Class 2 **0"-16"**

**Ship Movement Values** FF-  
 L:0-10 M:10-20 H:20-30

**HP 16**

**Crew: 3**

Defensive Screen: Apply DEF for adjacent ship attacked by direct-fire.

|                        |                 |             |                  |
|------------------------|-----------------|-------------|------------------|
| (8,9) Strbrd. <b>4</b> | (15,16) Reactor | (10,11) ECM | (19,20) Mn.Drv.  |
| (1,2) Fore <b>10</b>   | (3) Bridge      | (6,7) DEF   | (17,18) Hyprdrv. |
| (4,5) Port <b>4</b>    |                 | (13,14) APU |                  |
| (12) Life Spt.         |                 |             |                  |

**Defense Systems 6** Dynex Protectorate Frigate - (70 pts) - Bravo squadron  
**Critical Rating 3** Captain  
 Hull Size: Class 2 **0"-16"**

**Ship Movement Values** FF-  
 L:0-10 M:10-20 H:20-30

**HP 16**

**Crew: 3**

Defensive Screen: Apply DEF for adjacent ship attacked by direct-fire.

|                        |                 |             |                  |
|------------------------|-----------------|-------------|------------------|
| (8,9) Strbrd. <b>6</b> | (15,16) Reactor | (10,11) APU | (19,20) Mn.Drv.  |
| (1,2) Fore <b>6</b>    | (3) Bridge      | (6,7) DEF   | (17,18) Hyprdrv. |
| (4,5) Port <b>6</b>    |                 | (13,14) ECM |                  |
| (12) Life Spt.         |                 |             |                  |

|  |  |
|--|--|
| <b>Reactor:</b> Take a Disorder on first critical hit. Second hit destroys the ship.     | <b>Auxiliary Power Unit:</b> If destroyed, reduce all dice by one step. Counts as a Reactor hit. |
| <b>None:</b> No equipment installed. Critical hits affect next lower numbered location.  | <b>Electronic Countermeasures:</b> Increase DEF two steps vs. torpedoes. Add +1 to Hack Beacon.  |
| <b>Defense Network:</b> Provides DEF for the ship. If destroyed, DEF is reduced to a d4. | <b>Autocannon:</b> Ignore shields on defending ship; cannot attack through own shields.          |
| <b>Cyberwarfare:</b> Player has -3 Initiative on next round.                             | <b>Main Drive:</b> Movement reduced to half if one engine remains, otherwise ship cannot move.   |
| <b>Life Support:</b> Not destroyed by criticals; Lose 2 CP each time this module is hit. | <b>Catapult Launchers:</b> May launch Fighter Squadrons before ship moves.                       |
| <b>EMP:</b> Ship gains a Signal Interference (-2 DEF) marker.                            | <b>Hangar Bay:</b> Add 4 Fighters to CV or LS, 3 Fighters to CVL or SS, or 2 to non-carriers.    |
| <b>Bridge:</b> (2 Hits) If destroyed, ship must make an Emergency Hyperspace Jump.       | <b>Hyperdrive:</b> Required for any hyperspace jump. If hit, roll for Hyperdrive Overload.       |
| <b>Nuclear:</b> Target ship gains a Disorder marker.                                     |  |

**Defense Systems 8** Dynex Protectorate Frigate - (75 pts) - Charlie squadron  
**Critical Rating 3** Captain  
 Hull Size: Class 2 **0"-16"**

**Ship Movement Values** **FF-**  
 L:0-10 | M:10-20 | H:20-30

**Attack Bonus 4** **8"-16"**

(1,2) Fore **10** (3) Bridge

(12) Life Spt. (6,7) DEF

(15,16) Reactor (10,11) APU

(17,18) Hyprdrv. (13,14) Marines

(19,20) Mn.Drv.

(8,9) Strbrd. **4**

(4,5) Port **4**

HP 16

**Crew: 3**

Special Forces: Space Marines roll a d10 instead of d6 during Boarding.

**Defense Systems 6** Dynex Protectorate Frigate - (75 pts) - Charlie squadron  
**Critical Rating 3** Captain  
 Hull Size: Class 2 **0"-16"**

**Ship Movement Values** **FF-**  
 L:0-10 | M:10-20 | H:20-30

**Attack Bonus 4** **8"-16"**

(1,2) Fore **10** (3) Bridge

(12) Life Spt. (6,7) DEF

(15,16) Reactor (10,11) APU

(17,18) Hyprdrv. (13,14) Marines

(19,20) Mn.Drv.

(8,9) Strbrd. **4**

(4,5) Port **4**

HP 16

**Crew: 3**

Special Forces: Space Marines roll a d10 instead of d6 during Boarding.

**Defense Systems 6** Dynex Protectorate Frigate - (75 pts) - Charlie squadron  
**Critical Rating 3** Captain  
 Hull Size: Class 2 **0"-16"**

**Ship Movement Values** **FF-**  
 L:0-10 | M:10-20 | H:20-30

**Attack Bonus 4** **8"-16"**

(1,2) Fore **10** (3) Bridge

(12) Life Spt. (6,7) DEF

(15,16) Reactor (10,11) APU

(17,18) Hyprdrv. (13,14) Marines

(19,20) Mn.Drv.

(8,9) Strbrd. **4**

(4,5) Port **4**

HP 16

**Crew: 3**

Special Forces: Space Marines roll a d10 instead of d6 during Boarding.

**Defense Systems 6** Dynex Protectorate Frigate - (75 pts) - Charlie squadron  
**Critical Rating 3** Captain  
 Hull Size: Class 2 **0"-16"**

**Ship Movement Values** **FF-**  
 L:0-10 | M:10-20 | H:20-30

**Attack Bonus 4** **8"-16"**

(1,2) Fore **10** (3) Bridge

(12) Life Spt. (6,7) DEF

(15,16) Reactor (10,11) APU

(17,18) Hyprdrv. (13,14) Marines

(19,20) Mn.Drv.

(8,9) Strbrd. **4**

(4,5) Port **4**

HP 16

**Crew: 3**

Special Forces: Space Marines roll a d10 instead of d6 during Boarding.

Hyperdrive: Required for any hyperspace jump. If hit, roll for Hyperdrive Overload.

Reactor: Take a Disorder on first critical hit. Second hit destroys the ship.

Defense Network: Provides DEF for the ship. If destroyed, DEF is reduced to a d4.

None: No equipment installed. Critical hits affect next lower numbered location.

Life Support: Not destroyed by criticals; Lose 2 CP each time this module is hit.

Autocannon: Ignore shields on defending ship; cannot attack through own shields.

Space Marines: Add one attack die for each marine when making a Boarding Assault.

Bridge: (2 Hits) If destroyed, ship must make an Emergency Hyperspace Jump.

Auxiliary Power Unit: If destroyed, reduce all dice by one step. Counts as a Reactor hit.

Biohazard: Target ship loses 1 Crew Point.

|                             |                       |   |                           |
|-----------------------------|-----------------------|---|---------------------------|
| Defense Systems <b>8</b>    |                       | Dynex Protectorate Heavy Cruiser - (150 pts) - Delta squadron |                           |
| Critical Rating <b>5</b>    |                       | Squadron Commander<br>Hull Size: Class 5                      |                           |
| <b>Ship Movement Values</b> |                       | <b>CH-</b>  |                           |
| L:0-8                       | M:8-16                | H:16-24   |                           |
|                             | Attack Bonus <b>6</b> | (1) Fore <b>12</b>  | (2) Bridge                |
|                             |                       | (3) Life Spt.   | (5,6) DEF                 |
| HP <b>22</b>                |                       | (4) Port <b>6</b>   | (11,12) Turret 2 <b>6</b> |
|                             |                       | (7) Strbrd. <b>6</b>  | (8,9) Turret 1 <b>6</b>   |
| Crew: 5                     |                       | (10) Hyprdrv.   | (15) Reactor              |
|                             |                       | (13,14) APU   | (16,17) Mn.Drv.           |
|                             |                       | (18) Aft <b>6</b>   | (19,20) Mn.Drv.           |

0"-16" 12"-48" 8"-16"

Redundant Systems: Ship has 50% fewer Compromised HP boxes  
Veteran Crew: Ship has 50% fewer Compromised Crew boxes.

|                             |                       |   |                           |
|-----------------------------|-----------------------|---|---------------------------|
| Defense Systems <b>6</b>    |                       | Dynex Protectorate Heavy Cruiser - (150 pts) - Delta squadron |                           |
| Critical Rating <b>5</b>    |                       | Captain<br>Hull Size: Class 5                                 |                           |
| <b>Ship Movement Values</b> |                       | <b>CH-</b>  |                           |
| L:0-8                       | M:8-16                | H:16-24   |                           |
|                             | Attack Bonus <b>6</b> | (1) Fore <b>12</b>  | (2) Bridge                |
|                             |                       | (3) Life Spt.   | (5,6) DEF                 |
| HP <b>22</b>                |                       | (4) Port <b>6</b>   | (11,12) Turret 2 <b>6</b> |
|                             |                       | (7) Strbrd. <b>6</b>  | (8,9) Turret 1 <b>6</b>   |
| Crew: 5                     |                       | (10) Hyprdrv.   | (15) Reactor              |
|                             |                       | (13,14) APU   | (16,17) Mn.Drv.           |
|                             |                       | (18) Aft <b>6</b>   | (19,20) Mn.Drv.           |

0"-16" 12"-48" 8"-16"

Redundant Systems: Ship has 50% fewer Compromised HP boxes  
Veteran Crew: Ship has 50% fewer Compromised Crew boxes.

|  |   |  |
|--|---|--|
|  | Reactor: Take a Disorder on first critical hit. Second hit destroys the ship.     |  |
|  | Torpedo: Ignore LOS. Reduce the CR of the enemy ship by 1 on this turn.           |  |
|  | Defense Network: Provides DEF for the ship. If destroyed, DEF is reduced to a d4. |  |
|  | Dark Matter Torpedo: Ignore LOS. Target ship has -2 hits on its next attack.      |  |
|  | Life Support: Not destroyed by criticals; Lose 2 CP each time this module if hit. |  |
|  | Beam: Increase attack die one step if using Coordinated Fire mode.                |  |
|  | Bridge: (2 Hits) If destroyed, ship must make an Emergency Hyperspace Jump.       |  |
|  | Disruptor: Destroy a Shield Generator or cause a Hyperdrive Overload.             |  |