Defense Systems 12

Critical Rating 7

Neem Cascade Dreadnought - (300 pts) - Alfa squadron
Fleet Admiral
Hull Size: Class 9

DN-

Ship Movement Values

L:0-6	M:6-12	H:12-18

Attack Bonus 10

0"-16"

8"-16" 12"-48"

(1) Fore ⊨ 14	(2) Bridge	(4) Life Spt. ⊕	(7) DEF	(10) Hyprdrv.	(14,15) APU	(19) Aft ≋ 6

(5) Strbrd. ☣ 10	(6) Turret 1 ◄ 8	(9) Reactor ☢	(12,13) Marines	(18) Mn.Drv.

(3) Port ☣ 10	(8) Turret 2 ≋ 8	(11) Reactor ☢	(16,17) Marines	(20) Mn.Drv.

8"-16"

8"-16" 8"-16"

HP 30

Crew: 8

Operations Center: Roll an extra d20 die when determining initiative.
Redundant Systems: Ship has 50% fewer Compromised HP boxes
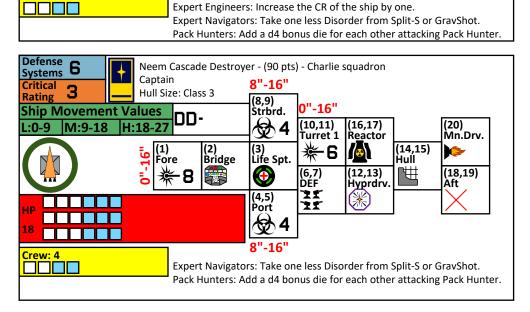Veteran Troops: Space Marines gain a d4 die during Boarding Assaults.

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

Gravitational: Push/Pull target ship 6" in any direction, and any facing.

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

Torpedo: Ignore LOS. Reduce the CR of the enemy ship by 1 on this turn.

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

Biohazard: Target ship loses 1 Crew Point.

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

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

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

Main Drive: Movement reduced to half if one engine remains, otherwise ship cannot move.

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

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

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

Neem Cascade Fleet Carrier - (195 pts) - Bravo squadron

Defense Systems 8
Critical Rating 6

Squadron Commander
Hull Size: Class 7

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

Attack Bonus 6

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

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

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
Veteran Pilots: Lose one Fighter token per four intercepts, not three.
Vulnerable Design: On a Critical Hit, destroy a second adjacent location.

Neem Cascade Frigate - (55 pts) - Bravo squadron

Defense Systems 8
Critical Rating 3

Captain
Hull Size: Class 2

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

0"-16"
0"-16"
0"-16"

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

HP 16

Crew: 3

Defensive Screen: Apply DEF for adjacent ship attacked by direct-fire.
Target Resolution: Adjacent ship rolls twice and takes best result.

Neem Cascade Frigate - (45 pts) - Bravo squadron

Defense Systems 8
Critical Rating 3

Captain
Hull Size: Class 2

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

0"-16"
0"-16"
0"-16"

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

HP 16

Crew: 3

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

Reference Table

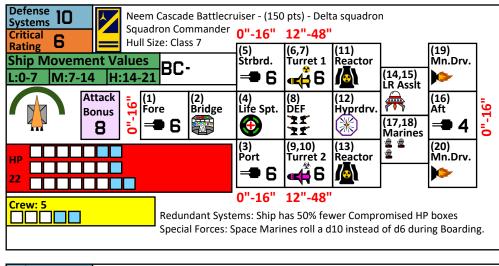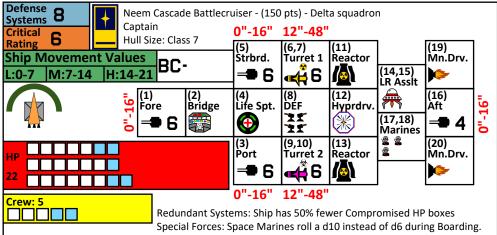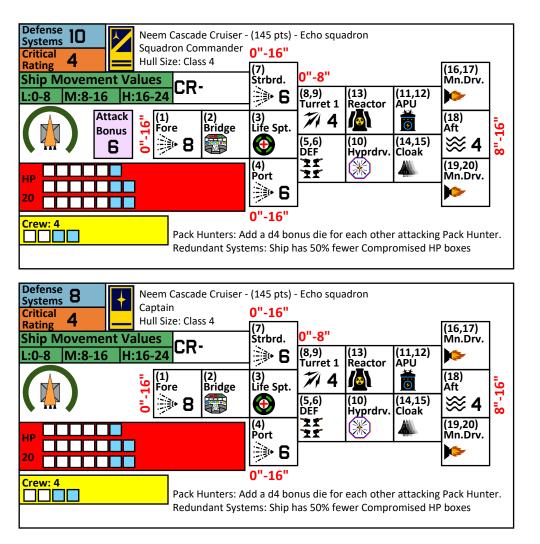| Hyperdrive: Required for any hyperspace jump. If hit, roll for Hyperdrive Overload. | |
Reactor: Take a Disorder on first critical hit. Second hit destroys the ship.	Auxiliary Power Unit: If destroyed, reduce all dice by one step. Counts as a Reactor hit.
None: No equipment installed. Critical hits affect next lower numbered location.	Chaff Launcher: Gain a d6 bonus defense die when attacked by torpedoes.
Defense Network: Provides DEF for the ship. If destroyed, DEF is reduced to a d4.	Autocannon: Ignore shields on defending ship; cannot attack through own shields.
EMP Torpedo: Ignore LOS. Target ship gains a Signal Interference (-2 DEF) marker.	Main Drive: Movement reduced to half if one engine remains, otherwise ship cannot move.
Life Support: Not destroyed by criticals; Lose 2 CP each time this module if hit.	Catapult Launchers: May launch Fighter Squadrons before ship moves.
Bridge: (2 Hits) If destroyed, ship must make an Emergency Hyperspace Jump.	Hangar Bay: Add 4 Fighters to CV or LS, 3 Fighters to CVL or SS, or 2 to non-carriers.
Plasma: On next activation, ship drifts forward 4" and cannot otherwise move or turn.	

Ship Card 1

Defense Systems: 8
Critical Rating: 3

Neem Cascade Destroyer - (105 pts) - Charlie squadron
Squadron Commander
Hull Size: Class 3

Ship Movement Values
L:0-9	M:9-18	H:18-27

DD-

Attack Bonus: 6

8"-16"
0"-16"
0"-16"
8"-16"

(8,9) Strbrd. ☣ 4	(10,11) Turret 1 ☀ 6	(16,17) Reactor ☢	(14,15) Hull	(20) Mn.Drv.
(1) Fore ☀ 8	(2) Bridge	(3) Life Spt. ⊕	(6,7) DEF	(12,13) Hyprdrv.	(18,19) Aft ✕
		(4,5) Port ☣ 4			

HP 18

Crew: 4

Expert Engineers: Increase the CR of the ship by one.
Expert Navigators: Take one less Disorder from Split-S or GravShot.
Pack Hunters: Add a d4 bonus die for each other attacking Pack Hunter.

Ship Card 2

Defense Systems: 6
Critical Rating: 3

Neem Cascade Destroyer - (105 pts) - Charlie squadron
Captain
Hull Size: Class 3

Ship Movement Values
L:0-9	M:9-18	H:18-27

DD-

8"-16"
0"-16"
0"-16"
8"-16"

(8,9) Strbrd. ☣ 4	(10,11) Turret 1 ☀ 6	(16,17) Reactor ☢	(14,15) Hull	(20) Mn.Drv.
(1) Fore ☀ 8	(2) Bridge	(3) Life Spt. ⊕	(6,7) DEF	(12,13) Hyprdrv.	(18,19) Aft ✕
		(4,5) Port ☣ 4			

HP 18

Crew: 4

Expert Engineers: Increase the CR of the ship by one.
Expert Navigators: Take one less Disorder from Split-S or GravShot.
Pack Hunters: Add a d4 bonus die for each other attacking Pack Hunter.

Ship Card 3

Defense Systems: 6
Critical Rating: 3

Neem Cascade Destroyer - (90 pts) - Charlie squadron
Captain
Hull Size: Class 3

Ship Movement Values
L:0-9	M:9-18	H:18-27

DD-

8"-16"
0"-16"
0"-16"
8"-16"

(8,9) Strbrd. ☣ 4	(10,11) Turret 1 ☀ 6	(16,17) Reactor ☢	(14,15) Hull	(20) Mn.Drv.
(1) Fore ☀ 8	(2) Bridge	(3) Life Spt. ⊕	(6,7) DEF	(12,13) Hyprdrv.	(18,19) Aft ✕
		(4,5) Port ☣ 4			

HP 18

Crew: 4

Expert Navigators: Take one less Disorder from Split-S or GravShot.
Pack Hunters: Add a d4 bonus die for each other attacking Pack Hunter.

Legend

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.

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

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

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

Biohazard: Target ship loses 1 Crew Point.

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

Beam: Increase attack die one step if using Coordinated Fire mode.

Main Drive: Movement reduced to half if one engine remains, otherwise ship cannot move.

Reinforced Hull: Add 2 to the Torpedo CR. Reroll critical hits to this space.

Neem Cascade Battlecruiser - (150 pts) - Delta squadron

Defense Systems 10
Critical Rating 6

Squadron Commander
Hull Size: Class 7

Ship Movement Values BC-
L:0-7 | M:7-14 | H:14-21

Attack Bonus 8

0"-16" | 12"-48"

(5) Strbrd. 6	(6,7) Turret 1 6	(11) Reactor	(19) Mn.Drv.
(1) Fore 6	(2) Bridge	(4) Life Spt.	(8) DEF	(12) Hyprdrv.	(14,15) LR Asslt	(16) Aft 4
(3) Port 6	(9,10) Turret 2 6	(13) Reactor	(17,18) Marines	(20) Mn.Drv.

0"-16" 0"-16"
0"-16" | 12"-48"

HP 22

Crew: 5

Redundant Systems: Ship has 50% fewer Compromised HP boxes
Special Forces: Space Marines roll a d10 instead of d6 during Boarding.

Neem Cascade Battlecruiser - (150 pts) - Delta squadron

Defense Systems 8
Critical Rating 6

Captain
Hull Size: Class 7

Ship Movement Values BC-
L:0-7 | M:7-14 | H:14-21

0"-16" | 12"-48"

(5) Strbrd. 6	(6,7) Turret 1 6	(11) Reactor	(19) Mn.Drv.
(1) Fore 6	(2) Bridge	(4) Life Spt.	(8) DEF	(12) Hyprdrv.	(14,15) LR Asslt	(16) Aft 4
(3) Port 6	(9,10) Turret 2 6	(13) Reactor	(17,18) Marines	(20) Mn.Drv.

0"-16" 0"-16"
0"-16" | 12"-48"

HP 22

Crew: 5

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

Biohazard Torpedo: Ignore LOS. Target ship loses 1 CP.

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

Nuclear Torpedo: Ignore LOS. Target ship gains one Disorder marker.

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

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

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

Main Drive: Movement reduced to half if one engine remains, otherwise ship cannot move.

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

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

Long Range Assault Craft: May board other ships within 12". Requires Space Marines.

Neem Cascade Cruiser - (145 pts) - Echo squadron — Squadron Commander

Defense Systems 10		Neem Cascade Cruiser - (145 pts) - Echo squadron
Critical Rating 4		Squadron Commander — Hull Size: Class 4

Ship Movement Values — CR-
L:0-8 | **M:8-16** | **H:16-24**

Attack Bonus 6

0"-16"

(7) Strbrd. 6 0"-8"
(1) Fore 8 0"-16"
(2) Bridge
(3) Life Spt.
(4) Port 6 0"-16"

(8,9) Turret 1 4
(13) Reactor
(11,12) APU
(5,6) DEF
(10) Hyprdrv.
(14,15) Cloak

(16,17) Mn.Drv.
(18) Aft 4 8"-16"
(19,20) Mn.Drv.

HP 20

Crew: 4

Pack Hunters: Add a d4 bonus die for each other attacking Pack Hunter.
Redundant Systems: Ship has 50% fewer Compromised HP boxes

Neem Cascade Cruiser - (145 pts) - Echo squadron — Captain

Defense Systems 8		Neem Cascade Cruiser - (145 pts) - Echo squadron
Critical Rating 4		Captain — Hull Size: Class 4

Ship Movement Values — CR-
L:0-8 | **M:8-16** | **H:16-24**

0"-16"

(7) Strbrd. 6 0"-8"
(1) Fore 8 0"-16"
(2) Bridge
(3) Life Spt.
(4) Port 6 0"-16"

(8,9) Turret 1 4
(13) Reactor
(11,12) APU
(5,6) DEF
(10) Hyprdrv.
(14,15) Cloak

(16,17) Mn.Drv.
(18) Aft 4 8"-16"
(19,20) Mn.Drv.

HP 20

Crew: 4

Pack Hunters: Add a d4 bonus die for each other attacking Pack Hunter.
Redundant Systems: Ship has 50% fewer Compromised HP boxes

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.

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

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

EMP: Ship gains a Signal Interference (-2 DEF) marker.

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

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

Scatter: Reduce enemy defense dice from terrain by two steps (d4 minimum).

Gravitational: Push/Pull target ship 6" in any direction, and any facing.

Main Drive: Movement reduced to half if one engine remains, otherwise ship cannot move.

Cloaking Device: Skip combat when cloaked. On decloak: Attack:give d6. Defend:gain d4.

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