

ROMULUS

DREADNOUGHT

500 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ROMULUS	16"	14"	6"	30	2+	18	1	S2	DREADNOUGHT

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
HYPERNOVA LASER	3+	5	1	F(N)	BURNTHROUGH (14), OC
ENERGY GLAIVE BATTERY, STARBOARD	3+	6	1	S(R)	LINKED-1, OC
ENERGY GLAIVE BATTERY, STARBOARD	3+	6	1	S(R)	LINKED-1, OC
ENERGY GLAIVE BATTERY, STARBOARD	3+	6	1	S(R)	LINKED-1, OC
ENERGY GLAIVE BATTERY, PORT	3+	6	1	S(L)	LINKED-2, OC
ENERGY GLAIVE BATTERY, PORT	3+	6	1	S(L)	LINKED-2, OC
ENERGY GLAIVE BATTERY, PORT	3+	6	1	S(L)	LINKED-2, OC
HORNET DRONES	3+	5	1	F/S/R	CLOSE ACTION

Known ships of the class: *Starheart, Hammer of Purpose, Deus Ex Machina, Forgefire, Atom's Mistress*

PHR Dreadnoughts are colossal enough to accommodate a fully intermeshed power management system, encompassing virtually all of its weapons, core functions and drives.

The Romulus packs kilometre-long, double-decker broadsides of Energy Glaives: next-gen directed energy weapons. At standard power they may discharge simultaneously, but on overcharge a single system's lethality is doubled, overcoming fire arc limitations against a single target. Its enormous prow Hypernova Laser may also be overcharged, to devastating, ship-melting effect.

PHR ROMULUS DREADNOUGHT
LENGTH: 1912M
BEAM: 603M
HEIGHT: 513M
DISPLACEMENT: 74,396,000M ³

REMUS

DREADNOUGHT

460 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
REMUS	16"	14"	6"	30	2+	18	1	S2	DREADNOUGHT, LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
ENERGY GLAIVE BATTERY, STARBOARD	3+	6	1	S(R)	LINKED-1, OC
ENERGY GLAIVE BATTERY, STARBOARD	3+	6	1	S(R)	LINKED-1, OC
ENERGY GLAIVE BATTERY, PORT	3+	6	1	S(L)	LINKED-2, OC
ENERGY GLAIVE BATTERY, PORT	3+	6	1	S(L)	LINKED-2, OC
APOCALYPSE CANNON, BARREL 1	2+	2	1	F	BOMBARDMENT, OC, LINKED-3
APOCALYPSE CANNON, BARREL 2	2+	2	1	F	BOMBARDMENT, OC, LINKED-3
APOCALYPSE CANNON, BARREL 3	2+	2	1	F	BOMBARDMENT, OC, LINKED-3
APOCALYPSE CANNON, BARREL 4	2+	2	1	F	BOMBARDMENT, OC, LINKED-3
HORNET DRONE HIVE	3+	10	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
TORPEDO	4	L(4)*

APOCALYPSE CANNON (ALL BARRELS)

When you Overcharge these weapons, if this ship is on the Weapons Free Special Order, they triple their damage instead of doubling their damage..

*The Remus is Limited to 4 Torpedoes total, and may fire all of them in one round.

Known ships of the class: *Purity of Power, Deliverance, Heaven's Judgement, Queen of Ends, Apocalypse*

The Remus's Apocalypse Cannon is one of the most potent bombardment weapons in existence. Unlike nukes, there is no stopping this behemoth from reducing whole cities to glass. Using its power management system, the entire Dreadnought's output can be unleashed through the barrels of this cruiser-sized weapon, guaranteeing the removal of anything from the map.

PHR REMUS DREADNOUGHT
LENGTH: 1846M
BEAM: 603M
HEIGHT: 541M
DISPLACEMENT: 76,964,000M ³

HERACLES

BATTLESHIP

285 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
HERACLES	10"	10"	6"	22	3+	10	1	S	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
DARK MATTER CANNON	2+	4	2	F(N)	BLOOM, CRIPPLING
HEAVY CALIBRE TRIPLE BROADSIDE	4+	6	2	S(L)	CALIBRE (H&S), LINKED-1
HEAVY CALIBRE TRIPLE BROADSIDE	4+	6	2	S(R)	CALIBRE (H&S), LINKED-1
HORNET DRONES	3+	5	1	F/S/R	CLOSE ACTION

Known ships of the class: *Enlightenment, Renaissance, Queen Boudicca, Code Eternal*

The Heracles Class battleship is a truly awesome vessel and one of the most resilient battleships yet encountered in the Reconquest. Its vast and stocky hull is built around an enormous broadside array of heavy calibre mass drivers, its beam wide enough to conceal these massive weapons within. The ship's characteristic and ominous silhouette is increased by a complex series of manoeuvre fins, lending this leviathan a surprisingly graceful appearance for such a brutal tool of destruction.

In addition to its broadsides, the Heracles also features the dreaded Dark Matter Cannon, an enormous prow mounted weapon as monumentally destructive as it is advanced. In addition to the extensive damage it can inflict, a single shot is dangerous enough to cause crippling effects to the largest of vessels, making it an awesome foil to enemy battleships. The Heracles also sports superlative levels of point defence in addition to close action weapons of extreme potency. The combination of these attributes makes this ship an obvious choice as flagship for admirals lucky enough to have access to one, if not a rock around which a full scale attack can be based.

PHR HERACLES BATTLESHIP
LENGTH: 1,623M
BEAM: 637M
HEIGHT: 339M
DISPLACEMENT: 27,692,000M ³

MINOS

BATTLESHIP

285 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
MINOS	10"	10"	6"	22	3+	10	1	S	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
HEAVY CALIBRE TRIPLE BROADSIDE	4+	6	2	S(L)	CALIBRE (H&S), LINKED-1
HEAVY CALIBRE TRIPLE BROADSIDE	4+	6	2	S(R)	CALIBRE (H&S), LINKED-1
NEUTRON MISSILES	2+	4	2	F/S/R	CLOSE ACTION, CRIPPLING

LOAD	LAUNCH	SPECIAL
TORPEDO	1	L(1)
TORPEDO	1	L(1)

Known ships of the class: *Progress, Revelations, Great Axiom, Truth's Instrument*

The Minos Class battleship is just as formidably vast and deadly as its related class, the Heracles. It mounts the same extensive heavy calibre broadside, making it just as dangerous against the largest enemies. However, the Minos features an entirely different prow armament. Primarily and most obviously, it carries a pair of Nightfish torpedoes, massive ordnance the size of small ships designed to resist all point defence with sheer armour thickness and mass. These peerless weapons may be loosed independently or simultaneously - the latter being the most awe-inspiring, as hits from a pair of these behemoths may be enough to cripple a mighty battleship outright.

PHR MINOS BATTLESHIP
LENGTH: 1,623M
BEAM: 637M
HEIGHT: 339M
DISPLACEMENT: 27,928,000M ³

Once its torpedoes are launched, the Minos usually adopts an ultra-aggressive approach in order to bring its secondary prow weapons into play. These are the ultra-advanced neutron missiles, perhaps the most dangerous close action weapons yet encountered by the UCM. These are designed to inflict appalling carnage once an enemy ship is penetrated, damaging core systems and causing crippling effects that would normally only be encountered with massive hull damage. These missiles are probably fiendishly difficult to produce, even for the Republic, reserving them for use on mighty ships such as the Minos.

KAIROS

BATTLESHIP

285 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
KAIROS	10"	10"	10"	22	3+	10	1	S	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
LASER MULTI-LANCE	5+	7	1	F	CALIBRE (L)
LASER MULTI-LANCE	5+	7	1	F	CALIBRE (L)
NEUTRON MISSILES	2+	4	2	F/S/R	CLOSE ACTION, CRIPPLING

Known ships of the class: *Destiny's Fist, Triumph of Shangri-La, Godslayer, Queen of Its Will*

The Kairos class has only just been observed in combat, and its superstructure suggests it is part of the Grand Fleet's new family of battleships. Utilising the same advanced power core as the Sarpedon, the Kairos forgoes the Meganova lasers in favour of additional drives for a massive increase in combat speed. Indeed, unlike most PHR leviathans, this Kairos is one of the fastest battleships in known space. It uses this speed, primarily, to achieve firing range for its crest-mounted battery of neutron missiles - battleship-grade munitions which can inflict crippling damage to any target. Once in the fray, the class' hull-mounted multi-lance lasers can mop up any escort vessels fleeing the flaming wreck of the Kairos' latest victim.

Such a fighting profile makes the Kairos best suited to hyper-aggressive admirals who choose to lead from the front and by example - not as uncommon a trait as one might expect from the stereotypically serene post-humans.

RHADAMANTHUS

BATTLESHIP

295 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
RHADAMANTHUS	10"	10"	10"	22	3+	10	1	S	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
HEAVY CALIBRE BROADSIDE ARRAY	3+	3	2	S(L)	CALIBRE (H&S)
HEAVY CALIBRE BROADSIDE ARRAY	3+	3	2	S(R)	CALIBRE (H&S)
NEUTRON MISSILES	2+	4	2	F/S/R	CLOSE ACTION, CRIPPLING
HORNET DRONE HIVE	3+	10	1	F/S/R	CLOSE ACTION

Known ships of the class: *Silencer, Expeditious Judgement, Code Enforcer, Lightning Tree*

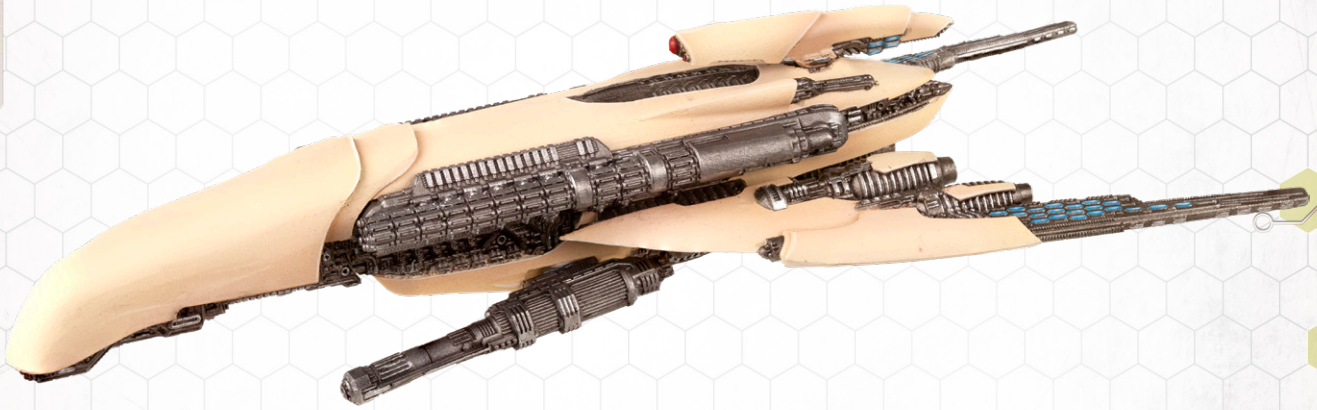
This class has been operating since just prior to the opening salvos of the Battle For Earth. The UCMF previously gave this a unique superstructure designation, which it now shares with the Kairos and Sarpedon. However, unlike those vessels, the Rhadamanthus uses the PHR's older power core structure, most likely because it simply wasn't needed or because it was rushed into service. Augmenting the fearsome neutron missiles with even more close action weaponry, this is the PHR's most aggressive battleship, since these weapon's low power consumption allow it to achieve the same blistering thrust as the Kairos.

The class has been observed on multiple occasions at the head of so-called 'javelin' strikes - lightning assaults on certain, enigmatic surface positions before rapid and unexplained retreats. Some suggest that limited ammunition payload may explain this, but senior operatives of the Office of Naval Intelligence suspect that's just wishful thinking.

SARPEDON

BATTLESHIP

260 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SARPEDON	16"	10"	6"	22	3+	10	1	S	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
TWIN MEGANOVA LASER	3+	2	2	F(N)	BURNTHROUGH (10), FLASH
LASER MULTI-LANCE	5+	7	1	F	CALIBRE (L), LINKED-1
LASER MULTI-LANCE	5+	7	1	F	CALIBRE (L), LINKED-1
HORNET DRONES	3+	5	1	F/S/R	CLOSE ACTION

Known ships of the class: *Triumvir, Four Suns, Shining Path, Dawn glaive*

Following the same design ethos as their dreadnoughts, all of the Sarpedon battleship's main weapons are energy-based. One of the Republic Grand Fleet's latest creations, scans suggest that this class features a state of the art, single-unit power core with an output/volume ratio twice that of anything the UCMF can field. This allows the mounting of four, colossal energy weapons. Firstly, a linked pair of Meganova lasers provide superlative ship-slicing capability - even another battleship may be crippled by a single, sustained burn. Secondly, two hull-mounted multi-lance lasers can bracket and pulverise smaller ships with frightening ease.

In the limited time that the UCMF have been able to observe this class, it seems its only weakness may be extreme heat buildup over sustained combat, although this is only an issue if any adversaries remain to return fire.

AGAMEMNON

BATTLECRUISER

185 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
AGAMEMNON	8"	6"	10"	15	3+	7	1	H	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
LIGHT CALIBRE BROADSIDE	4+	5	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(R)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(R)	CALIBRE (L), LINKED-1
MEDIUM CALIBRE DOUBLE BROADSIDE	4+	8	1	S(L)	CALIBRE (M), LINKED-2
MEDIUM CALIBRE DOUBLE BROADSIDE	4+	8	1	S(R)	CALIBRE (M), LINKED-2
HORNET DRONES	3+	5	1	F/S/R	CLOSE ACTION

Known ships of the class: *Thermopylae, Phalanx (Leonidas Class) Leonardo da Vinci, Syracuse, Borealis (Agamemnon Class)*

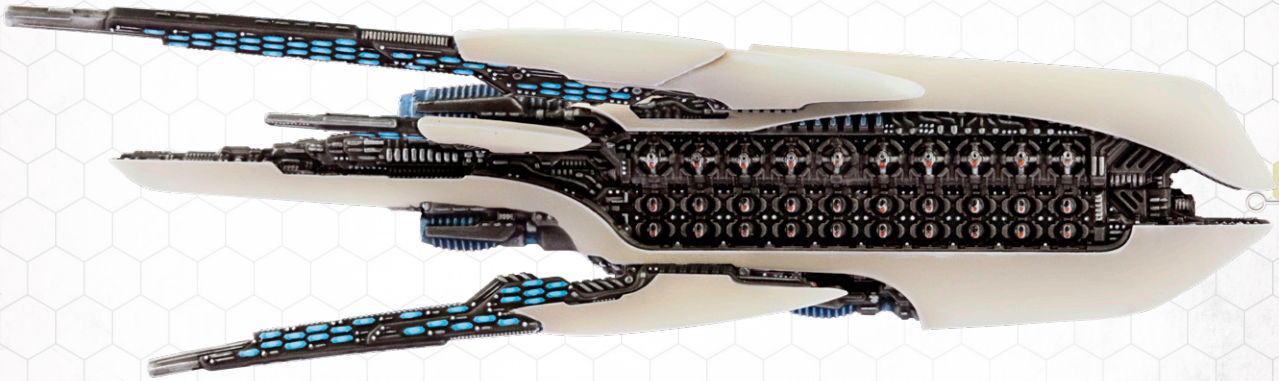
The Leonidas and Agamemnon are two fearsome battlecruisers of equivalent capability, the latter being more common. Perhaps the Leonidas is built in a smaller shipyard or different planet to the Agamemnon, although that is mere speculation, since little is known about the PHR home planet/s. Both ships feature awesome firepower in some ways exceeding that of a UCM battleship, should a captain be in a position to unleash both of their ruinous broadsides to full and disastrous effect.

Both classes feature a double-decker, full length mixed mass driver broadside of light and heavy calibre weapons, allowing them to lay waste to multiple foes with imperious ease. However, they lack any meaningful firepower on the front quarter, making them best employed in the heart of an engagement. This contrasts with the expected role of battlecruisers in the UCM, where flanking, hunting and avoidance are crucial. PHR battlecruisers seem to be laid out to be an efficient broadside platform, where superior toughness can be expected to get these lethal ships to the heart of any engagement.

LEONIDAS

BATTLECRUISER

185 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
LEONIDAS	8"	6"	10"	15	3+	7	1	H	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
LIGHT CALIBRE BROADSIDE	4+	5	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(R)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(R)	CALIBRE (L), LINKED-1
MEDIUM CALIBRE DOUBLE BROADSIDE	4+	8	1	S(L)	CALIBRE (M), LINKED-2
MEDIUM CALIBRE DOUBLE BROADSIDE	4+	8	1	S(R)	CALIBRE (M), LINKED-2
HORNET DRONES	3+	5	1	F/S/R	CLOSE ACTION

COUNTS AS

This ship counts as an Agamemnon Battlecruiser.

Known ships of the class: *Thermopylae, Phalanx (Leonidas Class) Leonardo da Vinci, Syracuse, Borealis (Agamemnon Class)*

The Leonidas and Agamemnon are two fearsome battlecruisers of equivalent capability, the latter being more common. Perhaps the Leonidas is built in a smaller shipyard or different planet to the Agamemnon, although that is mere speculation, since little is known about the PHR home planet/s. Both ships feature awesome firepower in some ways exceeding that of a UCM battleship, should a captain be in a position to unleash both of their ruinous broadsides to full and disastrous effect.

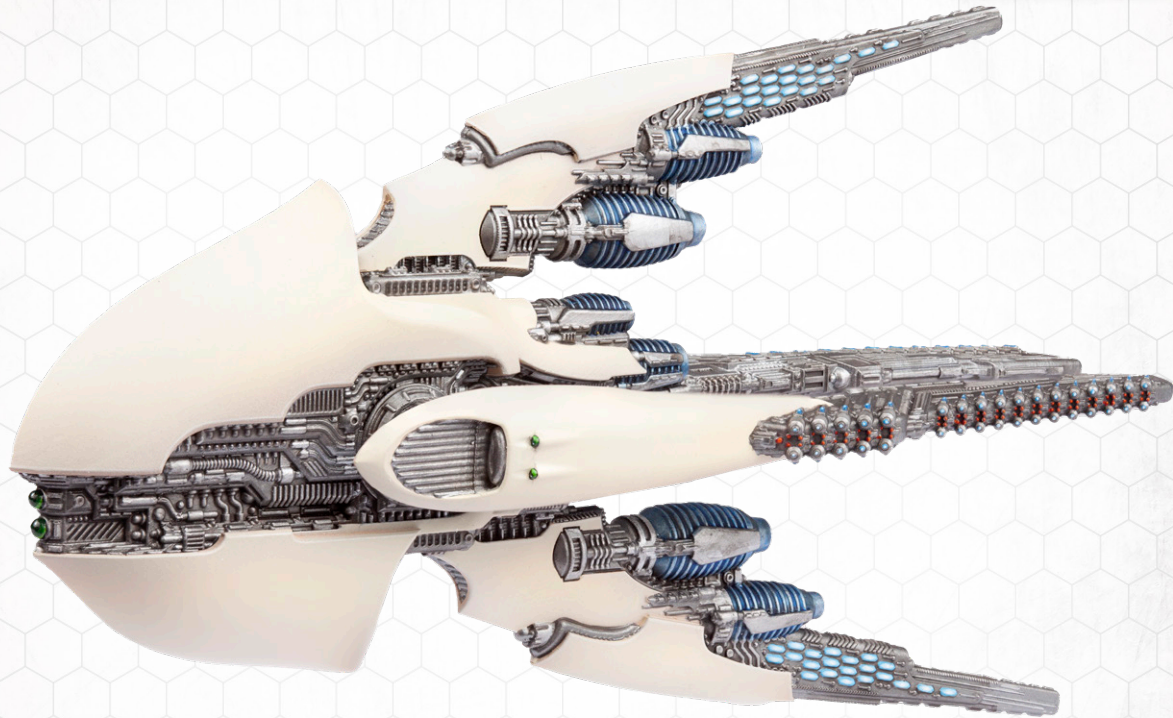
Both classes feature a double-decker, full length mixed mass driver broadside of light and heavy calibre weapons, allowing them to lay waste to multiple foes with imperious ease. However, they lack any meaningful firepower on the front quarter, making them best employed in the heart of an engagement. This contrasts with the expected role of battlecruisers in the UCM, where flanking, hunting and avoidance are crucial. PHR battlecruisers seem to be laid out to be an efficient broadside platform, where superior toughness can be expected to get these lethal ships to the heart of any engagement.

PHR LEONIDAS BATTLECRUISER
LENGTH: 1177M
BEAM: 318M
HEIGHT: 344M
DISPLACEMENT: 13,737,000M ³

AGRIPPA

INTERFERENCE CRUISER

175 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
AGRIPPA	8"	6"	12"	15	3+	7	1	H	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
HOLOGRAPHIC DRONES	5+	7	1	S(L)	CLOSE ACTION (SWARMER), LINKED-1
HOLOGRAPHIC DRONES	5+	7	1	S(R)	CLOSE ACTION (SWARMER), LINKED-1

HOLO-DEBRIS FIELD

Holo-debris Field: At the end of this ship's activation, if this ship is on the Weapons Free or Station Keeping Special Order you may place a Dense Debris Field within 3" of this ship. These debris fields are removed at the end of the Roundup phase and are circular with a 4" diameter (a D6 or custom template are perfect tokens to represent these). Friendly ships and Launch Assets ignore these Debris Fields.

Known ships of the class: *Actium, Cloak of Purple, Emperor's Hand, Rusemaker*

The Agrippa is an unusual ship with a unique capability. Based on the new *Pompeius*-type vertical battlecruiser hull, this vessel's two horizontal fins present layered banks of strange launch tubes. These fire small drones which project and control clouds of tinier drones - together they form EM "skins" to mimic the signature of debris chunks. For the enemy this field frustrates targeting, masking PHR fleet movements and protecting ships hiding within.

Should an enemy captain get wise to the subterfuge and fly in, the drones detonate, proving as destructive as debris. Friendly ships of course can fly right though. The Agrippa is of *special interest* to the Office of Naval Intelligence - the class's true purpose in the Earth theatre may be concealment of certain Republic operations from its Triumvirate allies.

Since the Agrippa's drones are essentially advanced projectile mines, they can be used offensively when necessary. A storm of drones can be spat forth, peppering the target with waves of surface detonations.

PHR AGRIPPA INTERFERENCE CRUISER
LENGTH: 1252M
BEAM: 226M
HEIGHT: 674M
DISPLACEMENT: 23,452,000M ³

PRIAM

BATTLECRUISER

200 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
PRIAM	8"	6"	10"	15	3+	7	1	H	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
LIGHT CALIBRE BROADSIDE	4+	5	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(R)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(R)	CALIBRE (L), LINKED-1
HORNET DRONES	3+	5	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	4	-

Known ships of the class: *Innovation, Invention (Scipio Class) Walls of Troy, Trinity, Bibliotheca (Priam Class)*

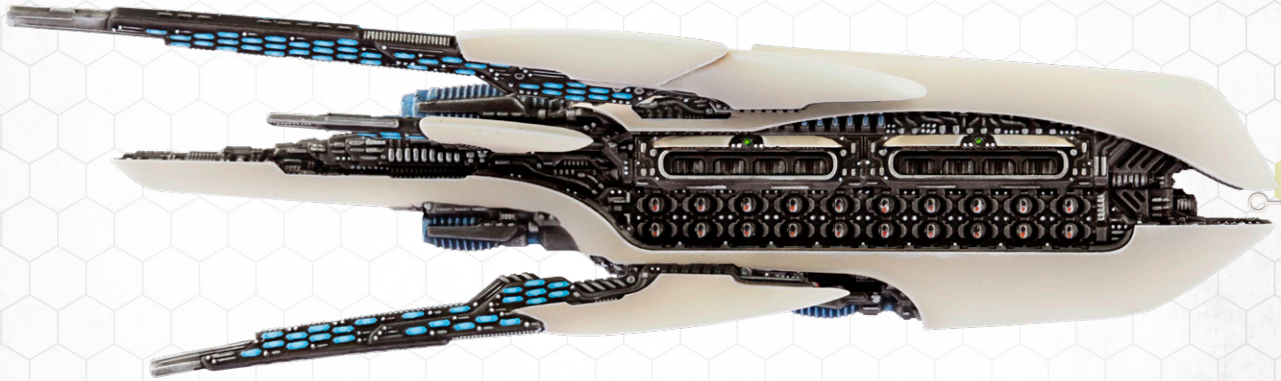
The Scipio and Priam are two battlecruiser-carrier hybrids of equivalent performance, the latter being more frequently encountered. Much like the Leonidas and the Agamemnon, the differences in hull design may be down to shipyard, planet of origin or to another unknown factor. Both vessels are equally dangerous opponents and have similar mission profiles. Generally, the Scipio and Priam are tasked with destroying large groups of enemy light vessels and merchant shipping, making their roles closer to that of traditional battlecruisers.

They are equipped with an extensive light calibre broadside, configured for excellent target acquisition and multiple engagement of smaller ships. In concert with this, these vessels include cavernous launch bays the equal of a Bellerophon heavy carrier. Since lighter ships with poor point defence are particularly vulnerable to bombers, this supports the ship's primary role. In addition, the ability to throw up an enormous swarm of fighters allows the Scipio or Priam to protect friendly ships, often the lighter escorts that may accompany it on interdiction missions behind enemy lines.

SCIPIO

BATTLECRUISER

200 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SCIPIO	8"	6"	10"	15	3+	7	1	H	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
LIGHT CALIBRE BROADSIDE	4+	5	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(R)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(R)	CALIBRE (L), LINKED-1
HORNET DRONES	3+	5	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	4	-

COUNTS AS

This ship counts as a Priam Battlecruiser.

Known ships of the class: *Innovation, Invention (Scipio Class) Walls of Troy, Trinity, Bibliotheca (Priam Class)*

The Scipio and Priam are two battlecruiser-carrier hybrids of equivalent performance, the latter being more frequently encountered. Much like the Leonidas and the Agamemnon, the differences in hull design may be down to shipyard, planet of origin or to another unknown factor. Both vessels are equally dangerous opponents and have similar mission profiles. Generally, the Scipio and Priam are tasked with destroying large groups of enemy light vessels and merchant shipping, making their roles closer to that of traditional battlecruisers.

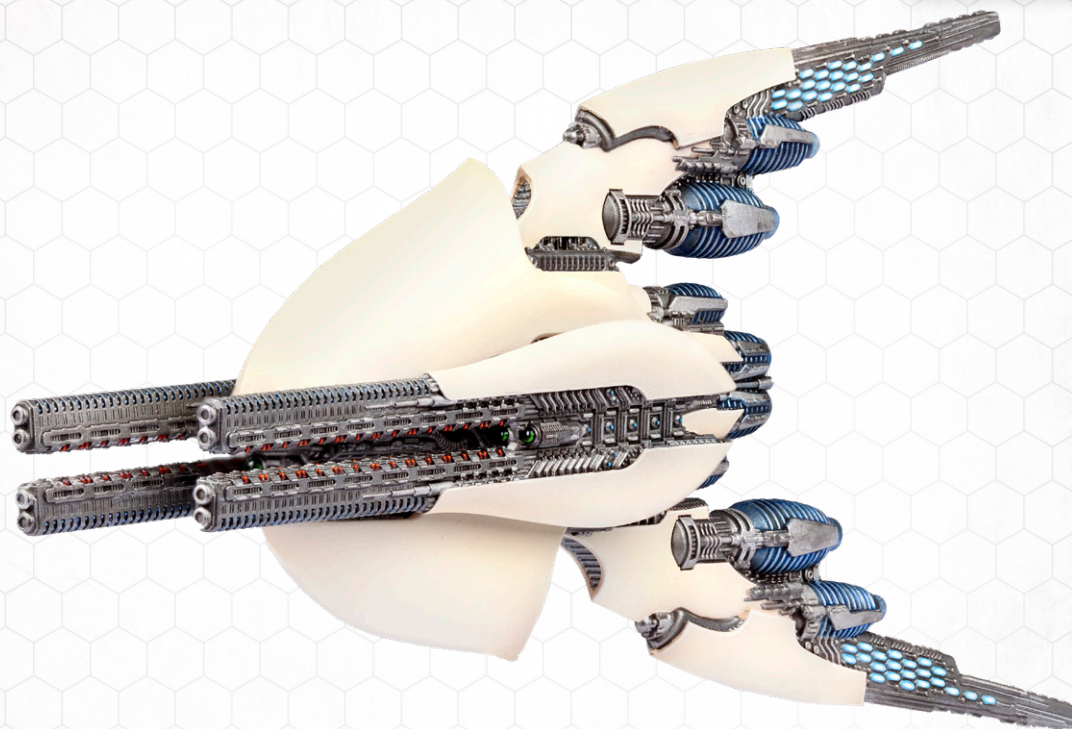
They are equipped with an extensive light calibre broadside, configured for excellent target acquisition and multiple engagement of smaller ships. In concert with this, these vessels include cavernous launch bays the equal of a Bellerophon heavy carrier. Since lighter ships with poor point defence are particularly vulnerable to bombers, this supports the ship's primary role. In addition, the ability to throw up an enormous swarm of fighters allows the Scipio or Priam to protect friendly ships, often the lighter escorts that may accompany it on interdiction missions behind enemy lines.

PHR SCIPIO BATTLECRUISER
LENGTH: 1177M
BEAM: 318M
HEIGHT: 344M
DISPLACEMENT: 13,737,000M ³

POMPEIUS

BATTLECRUISER

180 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
POMPEIUS	8"	6"	12"	15	3+	7	1	H	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
HEAVY QUAD BATTERY	4+	4	2	F	CALIBRE (H&S), FUSILLADE (4)
HORNET DRONES	3+	5	1	F/S/R	CLOSE ACTION

Known ships of the class: *Pharsalus, Ides of March, Ballista, Iron Chariot*

The Pompeius was the first of a new wave of Republic battlecruisers with a novel superstructure. Unveiled in the third month of the battle for Earth, the Pompeius' distinctive vertical configuration and massed engine banks quickly earned the grudging respect of the Admiralty. It's understood that this new hull has an even smaller crew requirement than the Agamemnon-type, barely more than a UCM frigate while matching one in speed and rivalling a battleship in firepower.

The Pompeius is built around some of the largest mass drivers built by the PHR - each as long as a frigate and it packs four of them. These are mounted in a quad, forward-facing battery, making the Pompeius a focused sledgehammer.

The guns' massive calibre and cumbersome traverse makes them most dangerous against the heaviest targets, when a single salvo at maximum power can cripple a battleship.

PHR POMPEIUS BATTLECRUISER
LENGTH: 1306M
BEAM: 231M
HEIGHT: 674M
DISPLACEMENT: 24,007,000M ³

ACHILLES

HEAVY CRUISER

165 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ACHILLES	8"	6"	7"	14	3+	5	1	H	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
HEAVY CALIBRE DOUBLE BROADSIDE	4+	4	2	S(L)	CALIBRE (H&S)
HEAVY CALIBRE DOUBLE BROADSIDE	4+	4	2	S(R)	CALIBRE (H&S)
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
TORPEDO	1	L(1)

Known ships of the class: Gailileo, Iliad, Unheeled, Titan's Ire

The Achilles class heavy cruiser utilises the same basic hull configuration as its cousin the Hector although its weapons loadout gives it a more specialised role.

The vessel's main broadsides are made up of four massive heavy mass drivers each – weapons focused on maximum lethality against the largest of ships. Their massive high velocity projectiles can inflict frightening damage against heavy armour, although their cumbersome nature makes them less effective against smaller, more nimble targets. The Achilles is also equipped with a single, gigantic torpedo - ordnance the size of a small ship designed to explode internally, causing catastrophic hull damage to the target.

This weapons configuration lends the Achilles its primary mission parameter which is to hunt down and destroy the largest and most dangerous enemy ships. This aim is often set to be achieved early on in an engagement, as once its devastating torpedo has been fired, the Achilles is somewhat under-gunned compared to the Hector, which is perhaps better suited to protracted engagements against regular enemies. However, eight heavy mass drivers are of course a threat no enemy admiral can ignore.

PHR ACHILLES HEAVY CRUISER
LENGTH: 990M
BEAM: 262M
HEIGHT: 321M
DISPLACEMENT: 8,467,000M ³

BELLEROPHON

HEAVY CRUISER

180 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
BELLEROPHON	8"	6"	7"	14	3+	5	1	H	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
TWIN SUPERNOVA LASER	3+	2	2	F(N)	BURNTHROUGH (6), FLASH
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	4	-

Known ships of the class: *Alexander's Ambition, Socrates, Fireheart, Salamis*

The Bellerophon is the closest the PHR currently has to a conventional, dedicated fleet carrier in its arsenal. However, it is heavier, tougher and better armed than most equivalents, making it a truly formidable threat on the battlefield. A pair of prow mounted Supernova lasers grants the Bellerophon an anti-ship armament that equals most cruiser's primary weapons by slicing through the thickest of armour to the core of a capital ship.

However, this is not what makes the Bellerophon most dangerous but rather its strike craft launch capacity. Its capacious internal hangars house row upon row of highly advanced PHR fighters and bombers, presenting a deadly threat or effective shield to any ship within their impressive range. These craft are some of the most effective yet encountered in the Reconquest, the bombers in particular posing a grave threat to all ships with less than top of the line point defence capability or a significant fighter CAP. Besides the Bellerophon's low combat speed, its only real disadvantage is its high cost both in resources and manpower, making it a thankfully uncommon sight in PHR fleets.

PHR BELLEROPHON HEAVY CRUISER
LENGTH: 1082M
BEAM: 262M
HEIGHT: 321M
DISPLACEMENT: 8,228,000M ³

PROTOTYPE BELLEROPHON

HEAVY CRUISER

180 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
PROTOTYPE BELLEROPHON	8"	6"	7"	14	3+	5	1	H	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
TWIN SUPERNOVA LASER	3+	2	2	F(N)	BURNTHROUGH (6), FLASH
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	4	-

COUNTS AS

This ship counts as a Bellerophon Heavy Cruiser.

Known ships of the class: *Ross' Agenda, Coldflame, Frumentatio*

The PHR's mode of shipbuilding is still largely unknown to the UCM, though vessels observed in the field display little in the way of variation or aging, suggesting most are new and of the latest pattern. Lately though, the Office of Naval Intelligence has received scattered reports of new classes of cruiser. They seem to roughly match existing ships in observable performance, so the Admiralty has designated these rarities as 'prototype' sub-classes for the present.

The first such ship observed was a more integrated, sleeker version of the Bellerophon Heavy Cruiser. Accompanied by three strike carriers, the vessel scored several precise low-orbit Scourge monitor kills over Mt Kilimanjaro with its bomber compliment and twin lasers before slipping away into a larger PHR formation in high orbit. Theory suggests that use of these new ships is currently confined to a special operations branch of the Grand Fleet. The class may have non-combat abilities unique to it, though none have yet been observed.

PHR PROTOTYPE BELLEROPHON
LENGTH: UNKNOWN
BEAM: UNKNOWN
HEIGHT: UNKNOWN
DISPLACEMENT: UNKNOWN

HECTOR

HEAVY CRUISER

155 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
HECTOR	8"	6"	7"	14	3+	5	1	H	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
TWIN SUPERNOVA LASER	3+	2	2	F(N)	BURNTHROUGH (6), FLASH
MEDIUM CALIBRE DOUBLE BROADSIDE	4+	8	1	S(L)	CALIBRE (M), LINKED-1
MEDIUM CALIBRE DOUBLE BROADSIDE	4+	8	1	S(R)	CALIBRE (M), LINKED-1
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

Known ships of the class: *Einstein's Equation, Odyssey, Am Become Death, Cicero*

The Hector class heavy cruiser is the standard ship of its classification in the Grand Fleet and a formidable foe for anything but a battleship to face. It is armed primarily with 20 medium calibre mass drivers in double broadside layout, giving the Hector excellent all-round anti-ship capability when positioned with skill. In addition, it is equipped with a pair of prow mounted Supernova lasers, giving the vessel a powerful forward facing attack that makes the Hector far more dangerous than most PHR ships from the forward quarter.

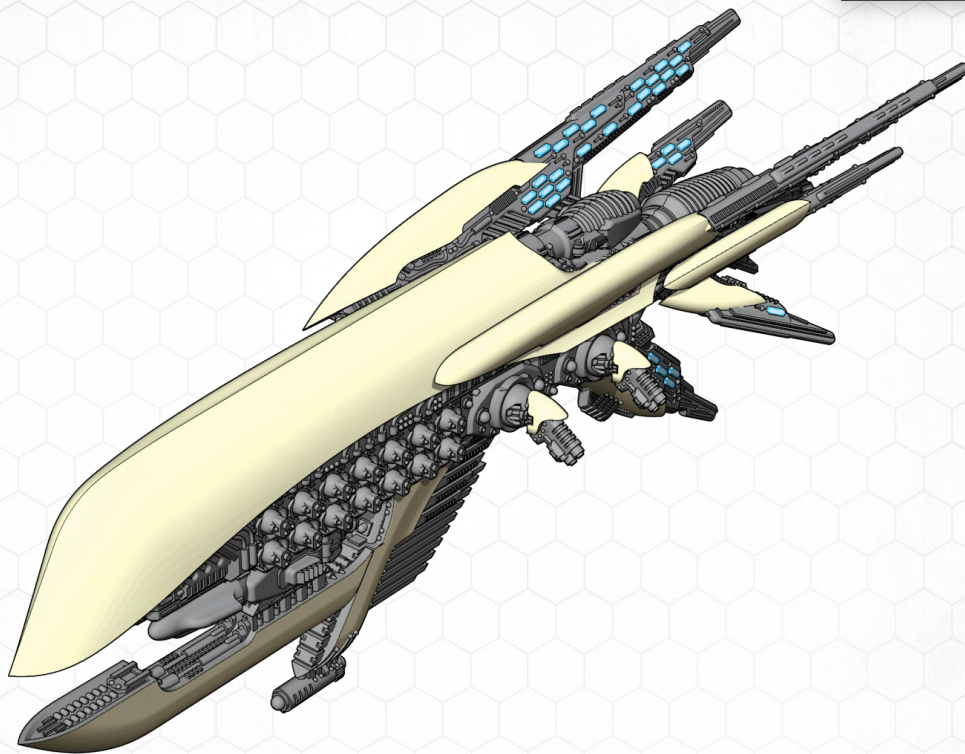
Like other PHR heavy cruisers, the Hector also features a reinforced and enhanced hull design, giving it a survivability above that of standard cruisers as well as enemy equivalents, which can rarely match Republic ships for toughness. Besides the need for careful manoeuvre coupled with a lack of speed, the Hector has few weaknesses and can generally be expected to deal with most opposition and emerge victorious, making it a staple of full scale PHR taskforces across the Reconquest.

PHR HECTOR HEAVY CRUISER
LENGTH: 1,082M
BEAM: 262M
HEIGHT: 321M
DISPLACEMENT: 8,329,000M ³

SISYPHUS

HEAVY CRUISER

140 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SISYPHUS	8"	6"	7"	14	3+	5	1	H	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
BOMBARDMENT BATTERY	3+	6	1	F/S/R	BOMBARDMENT
LIGHT CALIBRE BROADSIDE	4+	5	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(R)	CALIBRE (L), LINKED-1
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
TORPEDO	1	L(1)

Known ships of the class: *Old Boulder, Ruined King, Ephyra's Fist, Hubris*

Along with the clandestine Prototype cruisers witnessed by the UCM, an additional cruiser type has been seen amongst posthuman fleets. Though not quite as obvious as the Prototype vessels, it seems that this class has been seeing trials to evaluate its performance. Currently it has been witnessed accompanying Strike Carriers and Troopships, clearing a dropsite and threatening smaller ships that try to make it close. Current PHR tactics are to use the ship to bully its enemies away from critical locations with its anti-capital torpedo, and bombardment of emplaced ground formations.

It's unknown what brought on the development of this cruiser, perhaps the PHR is getting increasingly more interested in holding ground than they have been in the past. Possibly due to the increasing amount of ground they intent to capture and keep. Indeed, these ships are being seen in increasingly large numbers whenever the PHR want to dig their heels into a new location currently occupied by light amounts of enemy ships and personnel.

PHR SISYPHUS HEAVY CRUISER
LENGTH: 990M
BEAM: 262M
HEIGHT: 321M
DISPLACEMENT: 8,467,000M ³

ORPHEUS

ASSAULT TROOPSHIP

135 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ORPHEUS	8"	6"	7"	13	3+	5	1	M	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
SUPERNOVA LASER	3+	2	1	F(N)	BURNTHROUGH (3), FLASH
LIGHT CALIBRE DOUBLE BROADSIDE	4+	10	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE DOUBLE BROADSIDE	4+	10	1	S(R)	CALIBRE (L), LINKED-1
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
BULK LANDERS	2	-

Known ships of the class: *A Thousand Fathoms, Marie Curie, Actium, Newton's Apple*

The Assault Troopship is a type of vessel currently unique to the Republic's Grand Fleet, although UCM naval architects are paying close attention. The Orpheus class is both a troopship and fully capable warship. It includes a capacious hangar for bulk landers, allowing it to drop thousands of ground troops and heavy surface assets direct from low orbit.

It also sports the firepower of a cruiser, allowing it to defend itself and attack enemy ships if required. It is believed that this strategy resulted from low numbers and thus the necessity to preserve lives at the expense of high cost. Indeed, an Orpheus is more akin to a heavy cruiser in tonnage than the lighter, more efficient troopship designs of other races. Its armament of a prow mounted supernova laser and massed light calibre broadside makes it equivalent to an Ajax class cruiser in firepower while being able to take more punishment in return. This secures the planetfall of the Republic's precious ground forces even while under full orbital counter-assault.

PHR ORPHEUS ASSAULT TROOPSHIP
LENGTH: 990M
BEAM: 262M
HEIGHT: 321M
DISPLACEMENT: 9,515,000M ³

PROTOTYPE ORPHEUS

ASSAULT TROOPSHIP

135 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
PROTOTYPE ORPHEUS	8"	6"	7"	13	3+	5	1	M	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
SUPERNOVA LASER	3+	2	1	F(N)	BURNTHROUGH (3), FLASH
LIGHT CALIBRE DOUBLE BROADSIDE	4+	10	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE DOUBLE BROADSIDE	4+	10	1	S(R)	CALIBRE (L), LINKED-1
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
BULK LANDERS	2	-

Known ships of the class: *Pale October, Newton's Cradle, Full Fathom Five*

One of the most well-rounded and useful ships in the Republic's arsenal is the Orpheus Assault Troopship. Armed with a supernova laser, close-assault drones and massed, low-calibre broadsides, the class can trouble most foes of equivalent size while proving a menace to smaller vessels. In addition, the Orpheus' cavernous hold harbours scores of bulk landers for heavy surface landings. This mix of abilities presumably made it attractive to the as-yet unnamed branch of the Grand Fleet that has lately been flying a new pattern of this class.

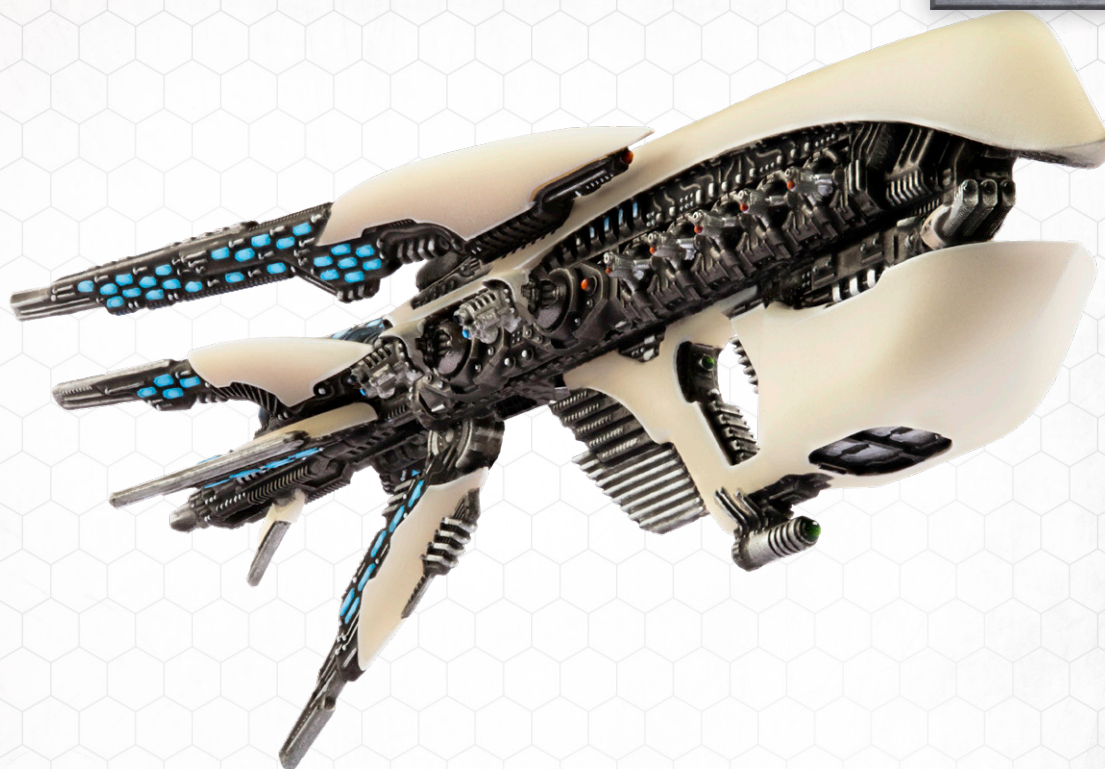
First observed alone in a discrete landing operation over the nuclear-scorched banks of the Potomac near Washington DC, an area of little strategic value, the vessel made short work of a local, routine Scourge picket, landed a sizable armoured force, stayed on station for four hours, withdrew its surface assets then slipped away. Colonial requests for information and clarification have met with silence, a regrettably frequent response from their allies in recent months.

PHR PROTOTYPE ORPHEUS ASSAULT TROOPSHIP
LENGTH: UNKNOWN
BEAM: UNKNOWN
HEIGHT: UNKNOWN
DISPLACEMENT: UNKNOWN

GANYMEDE

ASSAULT TROOPSHIP

135 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
GANYMEDE	8"	6"	7"	13	3+	5	1	M	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
BOMBARDMENT BATTERY	3+	6	1	F/S/R	BOMBARDMENT
MEDIUM CALIBRE BROADSIDE	4+	4	1	S(L)	CALIBRE (M), LINKED-1
MEDIUM CALIBRE BROADSIDE	4+	4	1	S(R)	CALIBRE (M), LINKED-1
MEDIUM CALIBRE TURRET	4+	3	1	F	-
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
BULK LANDERS	2	-

Known ships of the class: *Argo, Great Library, Copernicus, Judgement of Zeus*

The Ganymede is a sister class to the Orpheus, and shares its general design doctrine and basic hull although its armament and mission profile differs. Primarily, the Ganymede is configured to attack through orbital bombardment, preparing the surface battlefield for its infantry payload and supporting them on the surface. It achieves this by sacrificing some ship-ship firepower in favour of heavy bombard cannons.

This essentially makes the Ganymede two ships in one, affording a PHR admiral options even when outnumbered or under-resourced. However, this makes the class somewhat specialised, as these qualities are wasted if deployed in an area with no legitimate ground targets. However, it still has access to a respectable number of ship-ship medium mass drivers for protection against orbital assets, superior in firepower to its contemporaries in other races.

PHR GANYMEDE ASSAULT TROOPSHIP

LENGTH: 990M

BEAM: 262M

HEIGHT: 321M

DISPLACEMENT:
9,587,000M³

AJAX

CRUISER

95 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
AJAX	8"	6"	8"	11	3+	5	1-2	M	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
SUPERNOVA LASER	3+	2	1	F(N)	BURNTHROUGH (3), FLASH
LIGHT CALIBRE BROADSIDE	4+	5	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(R)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(R)	CALIBRE (L), LINKED-1
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

Known ships of the class: *Searing Truth, Archimedes, Fatal, Turing's Cipher*

The Ajax class cruiser has clearly been designed for a specific role – the mass annihilation of smaller enemy ships. Its primary armament is two extensive light-calibre broadside batteries, each with two independent targeting systems, allowing the Ajax to engage multiple foes with a single broadside. The sheer volume of fire these weapons can unleash coupled with their superior traverse speed compensates for their lack of stopping power, making them ideal for use against this vessel's intended prey. If the ship is positioned carefully, a double broadside can pose a serious threat to four enemy frigates simultaneously, ensuring that it is never outgunned by its quarry.

In order to keep the Ajax flexible and able to deal with any foe it is also equipped with a prow mounted Supernova laser, a sustained beam energy weapon capable to slicing through to the core of a capital ship. This weapon is often employed in the early stages of an engagement while on approach and when surrounded by enemies, where all the vessel's weapons can be unleashed to disproportionate effect.

PHR AJAX CRUISER
LENGTH: 1013M
BEAM: 262M
HEIGHT: 311M
DISPLACEMENT: 8,139,000M ³

PERSEUS

CRUISER

105 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
PERSEUS	8"	6"	8"	11	3+	5	1	M	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
LIGHT CALIBRE BROADSIDE	4+	5	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(R)	CALIBRE (L), LINKED-2
HEAVY CALIBRE BROADSIDE	4+	2	2	S(L)	CALIBRE (H&S), LINKED-1
HEAVY CALIBRE BROADSIDE	4+	2	2	S(R)	CALIBRE (H&S), LINKED-2
MEDIUM CALIBRE TURRET	4+	3	1	F	-
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

Known ships of the class: *Knowing Virtue, Nikola Tesla, Hoplite's Helm, Trident of Neptune*

The Perseus class cruiser is perhaps one of the most flexible ships in the entire PHR fleet. Its diverse weapon loadout includes light, medium and heavy calibre mass drivers, ensuring that the vessel almost always has a weapon tailor made to engage any adversary, from frigates to battleships. While this approach makes the class highly adaptable, it does cost it in lethality potential against a single target, as inevitably some weapons will be poorly suited. Instead, the Perseus is best employed in the centre of the PHR fleet where it can unleash its weapons against multiple and varied foes, maximising its effectiveness, especially when outnumbered. To fully devastate larger targets, the Perseus typically combines fire with other ships, making it a good choice for supplementing the weapons of more focused vessels such as the Ajax and the Achilles.

While less common than the more conventional Orion, the Perseus is nevertheless a frequent thorn in the side of the UCM, particularly in disruptive operations. In this style of attack, a single Perseus can damage up to five targets simultaneously, causing costly delays and repairs across a whole battlegroup and slowing the pace of a campaign where the PHR wishes to silence, a regrettably frequent response from their allies in recent months.

PHR PERSEUS CRUISER
LENGTH: 1013M
BEAM: 262M
HEIGHT: 311M
DISPLACEMENT: 8,251,000M ³

ORION

CRUISER

107 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ORION	8"	6"	8"	11	3+	5	1-2	M	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
MEDIUM CALIBRE DOUBLE BROADSIDE	4+	8	1	S(L)	CALIBRE (M), LINKED-1
MEDIUM CALIBRE DOUBLE BROADSIDE	4+	8	1	S(R)	CALIBRE (M), LINKED-1
MEDIUM CALIBRE TURRET	4+	3	1	F	-
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

Known ships of the class: *Mind of Asimov, Aristotle, Marathon, Journeyman*

The Orion class is the standard ship of the line for the Republic's Grand Fleet and is the most common cruiser-level vessel in its arsenal. Its primary armament is completely made up of medium calibre mass drivers, excellent all-round anti-ship weapons capable of engaging a wide range of opponents. Most of these formidable weapons are laid out in a twin broadside configuration, with an additional turret mounted array at the prow. This gives the Orion excellent capability, flexibility and lethality.

Like almost all PHR cruisers, the Orion is substantially tougher and heavier than its equivalents from other races, highlighting the Republic's intention to make every life count to the maximum in the crucible of combat. This aim normally takes precedence over a warship's speed, allowing an opponent to assume this as their only meaningful advantage in battle. This doctrine is probably central to the PHR's plans in this war, as most UCM analysts agree that the post-humans are likely to be sorely lacking in manpower when compared to the Colonies.

PHR ORION CRUISER
LENGTH: 1013M
BEAM: 262M
HEIGHT: 311M
DISPLACEMENT: 8,139,000M ³

IKARUS

VANGUARD CARRIER

115 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
IKARUS	8"	6"	8"	11	3+	5	1-2	M	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
MEDIUM CALIBRE BROADSIDE	4+	4	1	S(L)	CALIBRE (M), LINKED-1
MEDIUM CALIBRE BROADSIDE	4+	4	1	S(R)	CALIBRE (M), LINKED-1
MEDIUM CALIBRE TURRET	4+	3	1	F	-
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	2	-

Known ships of the class: *Red Cliffs, Plato, Tower of Knowledge, Dark Prince*

The Ikarus class is an unusual ship as it carries the rare designation of vanguard carrier, a variant of the more common fleet carrier. Vessels of this designation have a strike craft launch capacity but are more often found at the front and centre of a battle line rather than at the rear, since they also carry significant regular firepower. The Ikarus includes two reduced medium mass driver broadsides in addition to a traversable front turret – weapons chosen for their universally dangerous output.

While unleashing its many mass drivers against enemy ships, the Ikarus can also launch waves of fighters and bombers. Its typically forward position allows these long range assets to strike at enemy rearguard elements, making the class a highly useful tool much prized by PHR admirals. A vanguard positioning also makes it ideal for deploying fighter screens to protect ships in the forefront of the formation. Its lower launch capacity also allows the usually limited number of available pilots to be spread more evenly throughout a fleet rather than concentrated in dedicated carriers, if the battle plan calls for it.

PHR IKARUS VANGUARD CARRIER
LENGTH: 1013M
BEAM: 262M
HEIGHT: 311M
DISPLACEMENT: 8,005,000M ³

THESEUS

LIGHT CRUISER

90 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
THESEUS	8"	6"	10"	9	3+	4	1-3	M	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
LIGHT CALIBRE BROADSIDE	4+	5	1	S(L)	CALIBRE (L), LINKED-1
LIGHT CALIBRE BROADSIDE	4+	5	1	S(R)	CALIBRE (L), LINKED-2
MEDIUM CALIBRE BROADSIDE	4+	4	1	S(L)	CALIBRE (M), LINKED-1
MEDIUM CALIBRE BROADSIDE	4+	4	1	S(R)	CALIBRE (M), LINKED-2
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

Known ships of the class: *Hypatia, Phaeton, Voltaire, Bright Mind*

The Theseus class is one of the few examples of its designation in the Republic's Grand Fleet as light cruisers appear not to be in vogue among PHR naval architects. However, the Theseus has proven capable and has successfully carved itself a niche in the Republic's strategies. Its lack of prow weapon is compensated for by improved speed, allowing it to keep pace with the lighter ships typically employed in PHR raiding parties and flanking formations.

The Theseus carries a mixed-calibre payload, matching banks of light mass drivers with medium ones. This gives the class enhanced flexibility at the expense of ultimate firepower. This loadout is also configured to be independently targeting, allowing it to engage multiple targets with a single broadside while on the move. This enhances its peripheral role on the battlefield as it can engage the multiple small ships most likely sent to thwart its formation's mission.

PHR THESEUS LIGHT CRUISER
LENGTH: 990M
BEAM: 262M
HEIGHT: 311M
DISPLACEMENT: 7,438,000M ³

EUROPA

FRIGATE

40 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
EUROPA	8"	3"	10"	5	3+	3	2-4	L	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
MEDIUM CALIBRE BANK	4+	3	1	S(L)	LINKED-1
MEDIUM CALIBRE BANK	4+	3	1	S(R)	LINKED-1
MOSQUITO DRONES	4+	2	1	F/S/R	CLOSE ACTION

Known ships of the class: *Steadfast, Countenance of Janus, Open Future, Cold Warrior*

The Europa class is the standard gun-armed frigate in the Republic's Grand Fleet. Indeed, it is perhaps the most common of all full-sized PHR fighting vessels yet encountered in the Reconquest. It offers a powerful combination of enhanced toughness, defences and increased firepower when compared to its contemporaries fielded by other races, at the expense of speed and some tactical flexibility.

It is armed with two banks of four medium-calibre mass drivers, making it one of the few known vessels of frigate tonnage with a broadside armament. The limited traverse mountings of the guns allows for efficient use of space and increased firepower in much the same manner as larger PHR ships. As a result, skilful manoeuvre allows a captain to unleash both broadsides on two targets, effectively putting out twice the firepower of its UCM equivalent, the Toulon. The downside of this arrangement is that the Europa has no long ranged weapons covering its forward quarter, making positioning and advance planning crucial for ensuring maximum lethality.

PHR EUROPA FRIGATE
LENGTH: 667M
DISPLACEMENT: 3,089,000M ³

PANDORA

FRIGATE

40 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
PANDORA	8"	3"	10"	5	3+	3	2-4	L	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
SUPERNOVA LASER	3+	2	1	F(N)	BURNTHROUGH (3), FLASH
MOSQUITO DRONES	4+	2	1	F/S/R	CLOSE ACTION

Known ships of the class: *Cyclopean Gaze, Brightflame, Lance of Athena, Illuminator*

The Pandora class frigate is a highly advanced vessel and one of the smallest yet encountered to be equipped with a sustained burn type anti-ship laser.

Such weapons require considerable power to reach yield, highlighting the efficiency and potency of PHR fusion generators. At this time it would certainly be impossible for the UCM to match this achievement in miniaturisation with anything like the same destructive energies this marvel is capable of bringing to bear. Fortunately for its enemies, the difficulty of creating such a vessel is evident in its relative scarcity when compared to other PHR ships.

In battle, the Pandora fulfils a very different role and mode of attack to the Europa. Its single long ranged weapon is integrated into its hull and restricted to a narrow fire arc at the prow, resulting in a more focused form of attack that tends to single out a specific high value target. Like most such weapons, the Pandora's Supernova laser generates significant heat on the target, marking it for the guns of other waiting PHR ships, lending the Pandora a secondary support role.

PHR PANDORA FRIGATE
LENGTH: 657M
DISPLACEMENT: 2,957,000M ³

CALYPSO

FRIGATE

37 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
CALYPSO	8"	3"	10"	5	3+	3	1-2	L	RARE

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
MOSQUITO DRONES	4+	2	1	F/S/R	CLOSE ACTION

ADVANCED ECM SUITE

Once per turn, after an enemy group has allocated Attack Dice, you may pick a friendly ship within 4" of the Calypso. Add 1 to the lock value of the groups Attack Dice allocated to this ship. Subsequent attacks by other groups are not affected. In order to be affected, ships must be on the same orbital layer as the Calypso, in addition the calypso can choose to target itself. This is cumulative with other Advanced ECM Suites. This rule may not be used against Launch Assets nor weapons with the Close Action special rule.

Known ships of the class: *Foe Confounded, Deep Blue, Waves of Lamarr, Inviolata*

The Calypso class frigate is a highly unusual vessel and one of the most effective demonstrations of the Republic's mastery of electronic warfare, in this case through the use of a highly advanced ECM suite. This system is designed to confuse and disrupt an enemy's targeting equipment, causing substantial loss of accuracy. This effect can be leveraged against a single enemy ship firing at the Calypso or more importantly, a ship in the vicinity of the Calypso. This makes it an excellent escort vessel for larger, high value targets such as flagships and carriers.

The downside to this system is that it takes up a considerable amount of hull space. Indeed, its underslung emitter plates are highly visible, making this ship easy to identify, if not to deal with. As a result, it carries few weapons of its own. Most admirals agree though that this is a small price to pay for reducing the effectiveness of enemy fire and potentially rendering a mighty battleship's primary weapon impotent at a crucial moment in the battle.

PHR CALYPSO FRIGATE

LENGTH: 657M

DISPLACEMENT:

3,325,000M³

ANDROMEDA

ESCORT CARRIER

47 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ANDROMEDA	8"	3"	10"	5	3+	3	2-4	L	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	1	-

Known ships of the class: *Young Mother, Columbus, Wright Flyer, Shoal Princess*

The Andromeda class escort carrier is a vessel of frigate tonnage which features a launch hangar for strike craft, an unusual feature for such a small ship. Its role in battle is usually to seek out and destroy enemy rearguard assets with waves of lethal bombers through their longer range and by gaining an advantageous launch position with its superior speed over larger PHR fleet carriers. Its secondary role is to provide close protection fighter screens for friendly ships as required.

The creation of such a vessel stems for the Republic's smaller reserve of manpower and seemingly focused mission in this war, sometimes calling for small, elite strike forces on occasions where sheer might is unnecessary. Andromedas are a frequent fixture in PHR raiding parties which normally only consist of small ships. In these missions, the escort carriers are able to keep up with the other vessels in the taskforce while providing a vital support and long range strike role.

PHR ANDROMEDA ESCORT CARRIER
LENGTH: 657M
DISPLACEMENT: 3,212,000M ³

MEDEA

STRIKE CARRIER

39 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
MEDEA	8"	3"	10"	5	3+	3	1-2	L	ATMOSPHERIC, LAUNCH, OPEN

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
BOMBARDMENT TURRET	4+	2	1	F/S	BOMBARDMENT
MOSQUITO DRONES	4+	2	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
DROPSHIPS	1	-

BOMBARDMENT TURRET

This weapon may be fired from atmosphere with no penalties to it's lock value.

Known ships of the class: *Castor, Homeshell, Hellbringer, Alesia*

The Medea class strike carrier is a first wave assault vessel and the primary means of planetfall for the PHR's dropships. These small craft are deployed into the upper atmosphere, delivering the PHR's armoured forces direct to the frontline.

They excel at attacking redoubts and routing out enemy ground troops. Most notably, the vast majority of the highly advanced type 1-5 Battle Walkers that are so infamous deploy in this manner.

In addition, the Medea features a small but effective pair of under-slung mass drivers to support its ground forces directly. While not as devastating as true bombardment weapons, these guns can nevertheless be called upon to for close support missions, dropping precision ordnance on the foes of the Republic. It is designed to stay on station for some time after its drop is complete, assisting the PHR's perennially outnumbered forces.

PHR MEDEA STRIKE CARRIER

LENGTH: 654M

DISPLACEMENT:

3,214,000M³

CASTOR

MONITOR

50 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
CASTOR	10"	4"	5"	5	2+	3	2-3	L	MONITOR

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
QUAD BATTERY	4+	4	1	F	FUSILLADE-4
MOSQUITO DRONES	4+	2	1	F/S/R	CLOSE ACTION

Known ships of the class: *Cogent Reason, Bedrock, Moonshield*

The general performance profile of a typical defence monitors would seem to fit the PHR well – that of high armour, low speed. However, since the PHR have almost exclusively been on the offensive thus far, very few of them have been seen in action. Most of what the UCM knew of PHR monitors was gleaned from spies over the Tlalocan Moons, where the PHR has now established a permanent base, which naturally needs defending. After beachheads were established in the Battle for Earth, the PHR brought in Castor class monitors to defend their landing zones, illustrating that the PHR were behind their warnings that this war would be a longer-haul than the UCM were hoping for.

The Castor, much like its Colonial opposite number - the Istanbul - features heavy calibre mass drivers, able to lay down considerable cross-orbital defensive fire. Its vertical hull is quite unusual for a PHR ship, and allows these weapons to pivot around a central arc.

PHR CASTOR MONITOR
LENGTH: 432M
DISPLACEMENT: 7,157,000M ³

POLLUX

ESCORT FRIGATE

45 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
POLLUX	8"	4"	8"	5	2+	3	1-3	L	AEGIS (7)

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

Known ships of the class: *Conferred Divinity, Halo Nine, Aegis*

Although based on the Castor class monitor's superstructure, this Pollux is officially classified as an escort frigate, due to its mission profile. This class was designed exclusively for close-protection missions around bulky, high value targets, where its low speed would still be sufficient to keep up. Typically they protect battleships, though occasionally heavy cruisers or assault ships, if they can afford to let off some speed.

The Pollux excels at this mission through extensive point-defence arrays – enough to make it extremely difficult for any strike craft or close action attacks to get through. These differ from standard, sub-cutaneous PHR types in that they are physically visible, illustrating their increased potency. Due to the large power consumption of the arrays, the Pollux relies on close action missiles for offensive armament.

PHR POLLUX ESCORT FRIGATE
LENGTH: 688M
DISPLACEMENT: 6,622,000M ³

ARIADNE

DESTROYER

65 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ARIADNE	8"	4"	8"	7	3+	3	1-2	L2	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
TWIN HEAVY CALIBRES	3+	2	1	F	CALIBRE (H&S)
MOSQUITO DRONES	4+	2	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
BULK LANDER	1	-

Known ships of the class: *Strikehome, Myrmidon, Known Purpose*

The Ariadne is the sister class to the Electra and is laid out in a multi-role configuration more in keeping with typical PHR fleet doctrine. Primarily, it is an early stage planetary assault ship designed to compliment strike carriers. Unlike these ships however, the Ariadne is large enough to carry bulk landers, allowing the advance deployment of large infantry groups and defence batteries. It is more numerous and flexible than its lumbering cousins the Ganymede and the Orpheus, making it useful for a variety of smaller drop operations.

Since it is likely to be outnumbered, the Ariadne also includes a formidable armament in a pair of heavy calibre mass drivers. These weapons allow the class to defend itself against the heaviest of opposition and puts it in stark contrast to the basic "meat crate" type troopships favoured by most other races. This well armed, compact vessel exemplifies the character of PHR vessels, despite its lack of customary broadside armament.

PHR ARIADNE DESTROYER

LENGTH: 666M

DISPLACEMENT:

5,848,000M³

ELECTRA

DESTROYER

65 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ELECTRA	8"	4"	8"	7	3+	3	2-3	L2	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
TWIN HEAVY CALIBRES	3+	2	1	F	CALIBRE (H&S)
TWIN HEAVY CALIBRES	3+	2	1	F	CALIBRE (H&S)
MOSQUITO DRONES	4+	2	1	F/S/R	CLOSE ACTION

Known ships of the class: *Trident of Poseidon, Harpe, Sword of Damocles*

PHR destroyers are larger and bulkier than those of other races and the heavily armed Electra class is no exception. Indeed, by UCM reckoning it could almost be classed a light cruiser. It is armed with four heavy calibre mass drivers in two pairs. These massive guns are devastating when unleashed against large vessels, the Electra's preferred prey.

The fixed setup of these formidable weapons is unusual for a PHR ship, especially since they are limited to the forward arc. Naval Intelligence theorises that this is due to the sheer size of the guns, precluding the usual broadside setup due to the comparatively small size of the destroyer's hull. Whatever the reason, this setup makes the Electra a highly focused and aggressive ship, favouring frontal assaults against single targets. This makes them especially useful in decapitation strikes, although they are less flexible when faced with superior numbers than other PHR vessels.

PHR ELECTRA DESTROYER
LENGTH: 666M
DISPLACEMENT: 5,325,000M ³

JASON

BLOCKADE RUNNER

65 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
JASON	8"	2"	12"	6	4+	2	1-3	L2	RARE

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
TWIN HEAVY CALIBRES	3+	2	1	F	CALIBRE (H&S)
KINGFISHER DRONES	3+	5	1	F/S/R	RE-ENTRY, CLOSE ACTION

Known ships of the class: *Ghost Warrior, Longship, Carl Sagan*

The blockade runner is a type of ship almost unique to the PHR and a staple feature in their shadowy and mysterious operations. Although based on a destroyer type hull, blockade runners feature reduced armament in favour of expansive and powerful drives. This makes them abnormally fast - so much so that they leave almost anything else in space in their wake. This contrasts starkly with most PHR ships and proves that the Republic is perfectly capable of building ships that can outrun almost anything, but simply choose to focus on firepower predominantly. Blockade runners also dispense with the heavy armour common on PHR ships in favour of a subcutaneous layer of spectrum dampers, reducing its signature to that of a much smaller ship.

PHR JASON BLOCKADE RUNNER
LENGTH: 691M
DISPLACEMENT: 5,848,000M ³

The Jason class is not poorly armed however, featuring as it does a pair of heavy mass drivers and especially advanced anti-atmospheric close action weaponry.

Coupled with its incredible speed, this makes it an ideal infiltration and early strike vessel, capable of slipping past vastly superior forces to get to its target. So impressive has been the Jason's performance that the Admiralty has tasked its naval architects to deliver an equivalent to the UCMF.

ODYSSEUS

BLOCKADE RUNNER

80 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ODYSSEUS	8"	2"	12"	6	4+	2	1-2	L2	LAUNCH, RARE

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
WASP DRONES	3+	3	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
BULK LANDER	1	-

Known ships of the class: *Neil Armstrong, Yuri Gagarin, Pathfinder*

The Odysseus is, unusually for the PHR, a very focused and inflexible design. Its only mission profile is high speed and low-observable insertion of bulk infantry formations, supplies and defence batteries to advance targets. It achieves this through incredible combat speed, low signature and capacity for bulk landers, at the expense of almost all offensive capability save close action weaponry. It is not designed to face any significant combat, but rather to break past it and get to unguarded targets of opportunity.

They are typically employed to establish remote beachheads and to bolster existing ones. The latter has been especially relevant of late to the beleaguered forces of Aurelia Felix on the Cradle World of Shangri-La. Trapped behind enemy lines and with a UCMF blockade fleet in place, only these lightning fast ships have thus far succeeded in keeping her forces resupplied significantly. Although the PHR has smaller and stealthier ships, the ability to the Odysseus to bring down bulk tonnage to a secure landing zone has been instrumental in her force's survival thus far.

PHR ODYSSEUS BLOCKADE RUNNER
LENGTH: 691M
DISPLACEMENT: 6,680,000M ³

PEGASUS

NANO-HIVE CUTTER

45 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
PEGASUS	6"	3"	14"	5	4+	2	2-3	L	OUTLIER, REGENERATE (6)

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
NANO DRONES	4+	6	1	F/S	CLOSE ACTION (SWARMER)

Known ships of the class: *Pegasus, Righteous Blade, Huntress, Mercury*

The Pegasus is unusual for a Republic vessel in that it offers extreme speed and can only strike at close range. It makes its kills though deploying swarms of armed nano-drones, quick and tiny enough to be difficult for point defences to counter. The unmanned drones have a very limited envelope though, making this behave like a conventional close action weapon rather than a carrier.

On paper this highly aggressive combatant suits the PHR's most hot-headed captains, but the vessel's support role requires anything but.

More than almost any other Republic vessel, the Pegasus is infamous for operating far from any friendly ships to prey on outliers and merchantmen, especially in the days before the Triumvirate. The vessel is apt for long deployments far from repair facilities since its drones can also regenerate the Pegasus' sleek hull.

A careful, patient captain can use its great speed to make choice kills then lie in wait while their ship regains full potency.

PHR PEGASUS NANO-HIVE CUTTER
LENGTH: 722M
DISPLACEMENT: 5,177,000M ³

OURANIA

SWIFTLINK

30 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
OURANIA	8"	3"	14"	5	4+	2	1-3	L	OUTLIER, RARE

TARGETING LINK

If a friendly firing ship can measure its Weapons Range to this ship (discounting any spikes), it may use this ship to extend the range of its attacks. If it does, it measures Weapons Range from the Ouriana using the Ouriana's Scan. Attacks made this way must still be in the weapon arc of the firing ship and can only have range extended once this way. This rule has no effect on Close Action weapons and Bombardment weapons. All penalties for shooting through Orbital Layers still apply to the firing ship.

Known ships of the class: *Eye of the Sphere, Ornithes Areioi, Nightsun, Fargaze*

The Ourania is a highly-specialised, unarmed vessel designed for frontline spearhead operations. In combat, the Ourania can use its great speed to get ahead of the rest of the fleet and close with priority targets. It then uses its oversized, advanced targeting link to relay gunnery information to larger ships towards the rear, greatly increasing their effective range. A single Ourania might dart forward early in an engagement, suddenly allowing a dreadnought to plot a firing solution from an unexpected position. The Ourania has always been hated by the UCMF's Admiralty, something not forgotten in these days of fragile cooperation.

Being unarmed and not much tougher than a frigate, such a role requires a crew with zealous devotion to the Republic and the White Sphere, as well as the skill to use the Ourania's small signature and massive engines to evade return fire.

PHR OURANIA
SWIFTLINK

LENGTH: 722M

DISPLACEMENT:

5,209,000M³

ECHO

CORVETTE

30 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ECHO	8"	2"	12"	2	4+	2	1-3	L	ATMOSPHERIC, OUTLIER, STEALTH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
MEDIUM CALIBRE TURRET	4+	2	1	F	-
VESPA DRONES	4+	3	1	F/S/R	AIR TO AIR, CLOSE ACTION

Known ships of the class: *Silence, Isolator, Cloudhunter, Mist Cleaver*

The Echo class corvette is a small, atmospheric-capable vessel of sub-frigate tonnage designed to prow the atmosphere for vulnerable prey, such as strike carriers. Armed with a heavy missile payload, the Echo is adept at decimating the larger targets which it hunts. It is also armed with a pair of mass drivers buried within its streamlined hull, making it a threat to enemy ships at range when fighting in the void. In combination, this makes the Echo more heavily armed than any equivalent ship of another race.

It is also rare among PHR ships in that it is designed with stealth in mind. This means that Echo's can fire some of their weapons while silent running, making them capable void operators due to their mass driver armament, which can be fired at ranges from which the enemy cannot hope to return fire.

HARPOCRATES

GUERRILLA LIGHTER

30 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
HARPOCRATES	6"	2"	10"	2	5+	2	1-2	L	ATMOSPHERIC, OUTLIER

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
EM WARFARE SUITE	5+	1	0	F/S	CLOSE ACTION (BEAM),

EM WARFARE SUITE

If this weapon hits, the target ship receives an Engines Disabled token or a Weapons Offline token. Engines Disabled reduces Thrust by 50% (rounded up), and the ship may not turn or change orbit, but can be repaired as normal. Weapons Offline prevents a ship from firing any weapons and launching any launch assets the next time it would be able to. Subsequent activations the ship may fire and launch assets as normal.

Known ships of the class: *The Veil, Labyrinth 1,2 and 3, Retiaritus*

The PHR's new Harpocrates Lighter takes Post-human mastery of electronic warfare and builds a whole ship around it. It has a single role: to render a target ship deaf, blind and hobbled without firing a shot.

At close range only, its powerful EM field projection panels can be focused to lash an enemy ship so severely that its targeting systems wash out and its core goes into low yield standalone mode lest it collapse, forcing the drives to idle state. The only downside is that the collapse in the target's warfighting stance makes it difficult to target, necessitating this as a specialist weapon for where preserving precious Republic souls matter more than reducing the enemy to scrap from afar.

PHR HARPOCRATES GUERRILLA LIGHTER
LENGTH: 429M
DISPLACEMENT: 1,854,000M ³

PTS

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL

LOAD	LAUNCH	SPECIAL

Known ships of the class:

PHR ORPHEUS ASSAULT TROOPSHIP
LENGTH: UNKNOWN
BEAM: UNKNOWN
HEIGHT: UNKNOWN
DISPLACEMENT: UNKNOWN