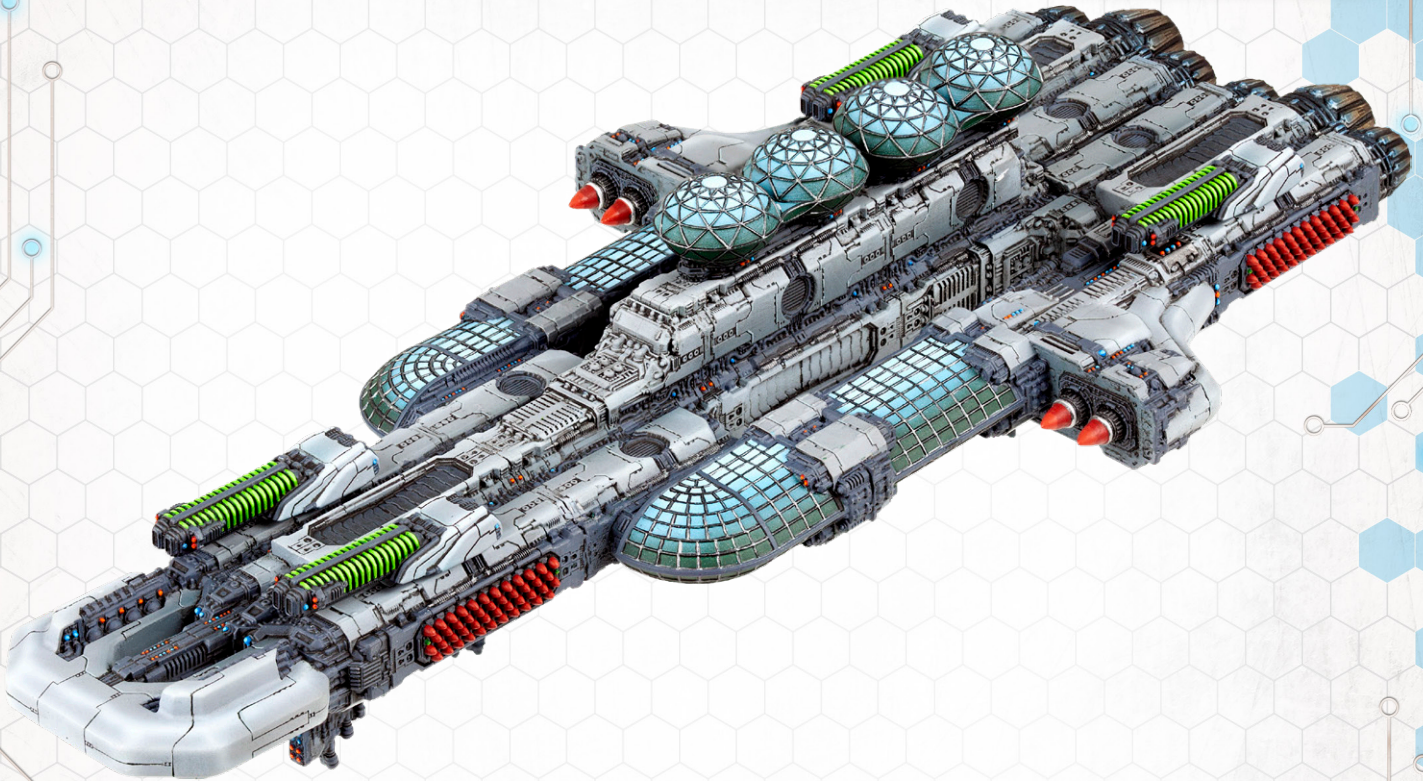


# COLONISER

INTERSTELLAR DREADNOUGHT

250 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
COLONISER	10"	16"	4"	35	3+	15	1	S2	DREADNOUGHT, SUBSYSTEM NETWORK
TYPE				LOCK	ATTACK	DAMAGE	ARC	SPECIAL	
NC-16 MISSILES				3+	4	1	F/S/R	CLOSE ACTION	

## HARDPOINTS

This ship must take 8 options from the Dreadnought Systems list, up to 4 of which may be Broadside.

**Recorded ships of the class:** *Esperance, Trinidad, (Independents), Conquistador, Kabal's Heart (Kalium)*

A noteworthy Coloniser was the **Supernova** - colloquially known as the "HMS S\*\*tstorm". During the battle of Vega-4 this derelict colonyship was lashed with as many Heavy Vent Cannons as the hull could support and crewed by a skeleton crew of heroes who knew they were not coming back. The Supernova then drifted into the mass of the enemy fleet and unleashed superheated plasma until there was almost nothing left of either fleet.

## DREADNOUGHT SYSTEMS

### BROADSIDES

COST	TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
25	N-31 HYBRID GUN BATTERY	4+	5	1	S(L)	LINKED-1
		4+	5	1	S(R)	LINKED-1
15	NC-16 MISSILE BATTERY	3+	8	1	S(L)	CLOSE ACTION, LINKED-2
		3+	8	1	S(R)	CLOSE ACTION, LINKED-2

### LAUNCH

COST	LOAD	LAUNCH	SPECIAL
25	FIGHTERS & BOMBERS	3	-
20	BULK LANDER & FIRE SHIP	1	-
25	TORPEDO	1	L (2)

### TURRETS

COST	TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
40	10K MASS DRIVER	2+	1	3	F/S	FUSILLADE-1
55	DUAL HEAVY VENT CANNON TURRET	2+	4	2	F/S	FUSILLADE-2, SCALD, UNSTABLE

### STRUCTURES - 1 ONLY

COST	TYPE	EFFECT
20	SCANNER ARRAY	INCREASE SCAN BY 4"

# EXPLORER

## INTERSTELLAR ARK

190 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
EXPLORER	8"	14"	5"	28	3+	12	1	S2	SUBSYSTEM NETWORK
TYPE				LOCK	ATTACK	DAMAGE	ARC	SPECIAL	
NC-16 MISSILES				3+	3	1	F/S/R	CLOSE ACTION	

### HARDPOINTS

This ship must take 6 options from the Dreadnought Systems list, up to 3 of which may be Broadside.

**Recorded ships of the class:** Sao Gabriel, Santa Maria, Gauss (Independents) Seedling, Nostrum, Sulla (Kalium)

Explorers are battleship-sized beasts, built from more standard modules than Pathfinders. Larger exploration fleets would typically be headed by one. Although most would morph over their storied lives, each was once famous among Earth's populace. Supremely tough, adaptable and repairable, each is valued by Resistance admirals, who usually max-out the platform's armament.

Rarely, they survive in their original configuration - finding the lonely, becalmed **Edensphere** was a revelation to the UCM - a self-sustaining Amazon ecosystem, she is a final testament to Earth's lost biodiversity. Most Explorers are brutal chop-shop jobs of multiple ships with working modules swapped in for expediency. In their first day's fighting during the Battle for Earth, the Vega Scrapfleet famously jumped the crippled **Santa Maria** back to their staging area and had her back in action within 48 hours, looking quite different.

The grandest of these dinosaurs are known as Colonisers - among the largest ships ever built by mankind, they exceed modern dreadnoughts in displacement. Once they carried whole populations toward their new lives, now they end them en-mass.

RESISTANCE EXPLORER INTERSTELLAR ARK
LENGTH: VARIABLE
BEAM: VARIABLE
HEIGHT: VARIABLE
DISPLACEMENT: VARIABLE

# PATHFINDER

## INTERSTELLAR RAFT

130 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
PATHFINDER	6"	10"	6"	20	3+	8	1-2	S	SUBSYSTEM NETWORK

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
NC-16 MISSILES	3+	3	1	F/S/R	CLOSE ACTION

### HARDPOINTS

This ship must take 4 options from the Dreadnought Systems list, up to 2 of which may be Broadside.

**Recorded ships of the class:** *Nina, Pinta, Vostok (Independents)*  
*Spear of Will, Lightbringer, Searcher (Kalium)*

Among mankind's oldest FTL-capable ships, Pathfinders offer resistance admirals extreme toughness and flexibility in a battlecruiser-sized package. These mighty vessels once boldly plied new space, often commanding smaller exploration fleets on random jump expeditions. Missions lasting years made bulk essential, since aid or resupply was never assured, given the rarity of FTL-capable ships in those heady days. Once humanity broke from their unequal alliance with the Shaltari, alien raids were a frequent problem.

Central to the design brief was reparability in the field and mission-specific configuration. Unlike most ships, whole sections of superstructure can be swapped out for specialist modules, including weapons, storage, hangars, refineries, factories, cores and even vast bio-domes to seed empty planets with Earth's fauna and flora. Since every expedition was unique, no two Pathfinders are identical. Today, these ancient vessels perfectly suit the Resistance and are frequently armed beyond their historic configurations. Like most pre-war designs, Kalium still builds Pathfinders, although why they have built quite so many of these fighting exploration ships vexes the UCM's High Council.

#### RESISTANCE PATHFINDER INTERSTELLAR RAFT

LENGTH: VARIABLE

BEAM: VARIABLE

HEIGHT: VARIABLE

DISPLACEMENT:

VARIABLE

# RESISTANCE TRIDENT/ELYSIUM

## GRAND BATTLESHIP

## 340 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
TRIDENT/ELYSIUM	8"	10"	6"	24	2+	10	1	S	ABLATIVE ARMOUR, LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
9K MASS DRIVER TURRETS	2+	4	1	F/S(L)	FUSILLADE-4
9K MASS DRIVER TURRETS	2+	4	1	F/S(R)	FUSILLADE-4
N-12 ARTILLERY CANNON BATTERY	4+	10	1	S(L)	LINKED-1, LOW POWER
N-12 ARTILLERY CANNON BATTERY	4+	10	1	S(R)	LINKED-1, LOW POWER
NC-16 MISSILES	3+	3	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
TORPEDO	1	L(4)

**Recorded ships of the class:** *Trident, Mars, Jupiter (Independents) Kabal's Hand, Belladonna, Kahn (Kalium)*

Grand battleships are smaller precursors to modern dreadnoughts. Pre-war, they were the largest fighting vessels in mankind's arsenal. Exorbitantly costly and ultimately white elephants, they were held back from frontline engagements too often to capitalise on their prodigious firepower and incredible durability. However, this has allowed several to survive to the present day.

The oldest design was the Trident, produced exclusively in its namesake's yards by Trident Industrial. Later, the superstructure was reconfigured into a more modern, stern-heavy configuration, designated Elysium class. They were produced for over ninety years before the Scourge invasion, so many variations and modifications exist.

Both mount broadsides of the largest chemically fired guns ever built. Though primitive, they have negligible power consumption, making these ships surprisingly flexible in combat. The oldest of these ships had eight more of these mounted on turrets, but were generally refitted with newer Titanmetall 9K twin mass divers long before the Scourge invasion. Topping off this impressive armament is a single torpedo tube with an internal magazine sufficient for four of these ship-killing munitions.

RESISTANCE TRIDENT GRAND BATTLESHIP
LENGTH: 1,346M
BEAM: 693M
HEIGHT: 527M
DISPLACEMENT: 58,064,000M <sup>3</sup>

RESISTANCE ELYSIUM GRAND BATTLESHIP
LENGTH: 1,347M
BEAM: 693M
HEIGHT: 447M
DISPLACEMENT: 58,779,000M <sup>3</sup>

# OLYMPUS/EDEN

## GRAND BATTLESHIP

360 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
OLYMPUS/EDEN	8"	10"	6"	24	2+	10	1	S	ABLATIVE ARMOUR, LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
9K MASS DRIVER TURRETS	2+	4	1	F/S(L)	FUSILLADE-4
9K MASS DRIVER TURRETS	2+	4	1	F/S(R)	FUSILLADE-4
MEGA VENT CANNON BATTERY	2+	4	2	S(L)	FUSILLADE-2, LINKED-1, SCALD, UNSTABLE
MEGA VENT CANNON BATTERY	2+	4	2	S(R)	FUSILLADE-2, LINKED-1, SCALD, UNSTABLE
NC-16 MISSILES	3+	3	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
TORPEDO	1	L(4)

**Recorded ships of the class:** *Ozymandias, Venus, Neptune (Independents)*  
*Foecrusher, Widowmaker (Kalium)*

The Olympus and Eden class grand battleships share several characteristics with the more common Trident and Elysium classes. They all feature four enormous twin mass driver turrets, a large torpedo launch capacity and almost legendary toughness.

Initially, the Olympus class was developed alongside the Trident. However, it was a low production experimental test bed for a new weapons system: the vent cannon. This was the first vessel to feature these unstable yet devastating energy weapons, and it paid the price in several catastrophic accidents. Later, the Eden class was developed alongside the Elysium, but few improvements to weapon stability could be made. Anything that siphons unregulated energy direct from a ship's core is always going to be dangerous!

Pre-war, these ships were outnumbered five to one by conventionally armed grand battleships so are rare, especially given the number lost to "incidents". However, Kalium focused considerable effort into vent canon technology, given its potency and their disregard for the lives of individuals. As such, the Kabal actually has more Edens than it does Elysiums. It operates a few Olympuses, though these are all legacy ships built over Olympus before the Scourge invasion.

RESISTANCE OLYMPUS GRAND BATTLESHIP
LENGTH: 1,346M
BEAM: 693M
HEIGHT: 527M
DISPLACEMENT: 58,853,000M <sup>3</sup>

RESISTANCE EDEN GRAND BATTLESHIP
LENGTH: 1,416M
BEAM: 693M
HEIGHT: 447M
DISPLACEMENT: 58,779,000M <sup>3</sup>

# AMAZON

## GRAND BATTLESHIP

360 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
AMAZON	8"	10"	6"	24	2+	10	1	S	ABLATIVE ARMOUR,

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
SPINAL MASS ANNIHILATOR	2+	2	6	F(N)	CRIPPLING, FLASH, FUSILLADE-1
HEAVY VENT CANNON TURRET	3+	2	2	F/S(L)	FUSILLADE-1, SCALD, UNSTABLE
HEAVY VENT CANNON TURRET	3+	2	2	F/S(R)	FUSILLADE-1, SCALD, UNSTABLE
NC-16 MISSILE BATTERY TURRETS	3+	6	1	F/S/R	CLOSE ACTION

### SPINAL MASS ANNIHILATOR

Critical hits from this weapon ignore Passive Countermeasures as well as Armour. If a firing procedure containing unsaved damage from this weapon would cause a ship of L, L2, M, or H tonnage to be destroyed, remove that ship from the game without rolling for catastrophic damage.

**Recorded ships of the class:** *Amazon, Vega, Leonardo (Independents), Nightblade (Kalium)*

The Amazon class grand battleship is an unusual warship in that it was never commissioned by the pre-war EAA navy. Rather, the class was the brainchild of Trident Industrial's increasingly unhinged CEO, Ingram Chi. Although it utilises Trident's typical superstructure, its internals are re-worked to accommodate an enormous, ship-length mass driver simply called 'The Annihilator'. Over 200 years later, this remains the longest and highest calibre accelerator weapon ever built into a human starship. Given the uprated power core matrix needed to hurl bulk-lander-sized hunks of jacketed lead downrange, the class also mounts a pair of formidable, if unstable, heavy vent cannon turrets.

Trident kept TIS Amazon as flagship of its private fleet, since the navy never accepted its bloated cost or ruinous service rates. Still, it is rumoured that Ingram Chi ordered the construction of six other Amazons, so confident was he of orders, which explains the recent sightings of two examples among the Vega Scrapfleet and one in Kalium's navy.

# ARGONAUT

## GRAND BATTLESHIP

325 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ARGONAUT	8"	10"	6"	24	2+	10	1	S	ABLATIVE ARMOUR, LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
N-12 ARTILLERY CANNON BATTERY	4+	10	1	S(L)	LINKED-1, LOW POWER
N-12 ARTILLERY CANNON BATTERY	4+	10	1	S(R)	LINKED-1, LOW POWER
NC-16 MISSILE BATTERY TURRETS	3+	6	1	F/S/R	CLOSE ACTION
NC-16 MISSILE BATTERY TURRETS	3+	6	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
TORPEDO	1	L(2)
TORPEDO	1	L(2)
TORPEDO	1	L(2)

**Recorded ships of the class:** *Argo, Golden Fleece, Spear of Ajax, Cyclone Bringer (Independents), Mistress of Ruin, Hellstorm (Kalium)*

The Argonaut class was once the answer to an EAA procurement order for an endurance-oriented flagship for exploration fleets. At the time, all other grand battleships had vast power requirements, necessitating overloaded cores and frequent refits during operations.

In answer, all the Argonaut's weapons consume minimal power at rest and not much more when fired. Indeed, this approach was so successful that space was freed up for additional munitions. The class' main weakness is finite ammunition, making it best suited to lengthy patrols with occasional bouts of combat. This trait made the class one of the great survivors of the Scourge invasion - it is the most common grand battleship still extant, not that any of these leviathans can be called common.

In battle, broadsides of chemically-fired cannons are complimented by a frightening array of close action missiles. However, the class' main threat is its triple torpedo tubes, allowing a simultaneous spread of three of these ship-killing munitions, with a second ready in internal loading compartments.

# MYRMIDON

GRAND BATTLESHIP

335 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
MYRMIDON	12"	10"	6"	24	2+	10	1	S	ABLATIVE ARMOUR

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
HEAVY VENT CANNONS	3+	4	2	F	FUSILLADE-2, SCALD, UNSTABLE
N-12 ARTILLERY CANNON BATTERY	4+	10	1	S(L)	LINKED-1, LOW POWER
N-12 ARTILLERY CANNON BATTERY	4+	10	1	S(R)	LINKED-1, LOW POWER
NC-16 MISSILE BATTERY TURRETS	3+	6	1	F/S/R	CLOSE ACTION
NC-16 MISSILE BATTERY TURRETS	3+	6	1	F/S/R	CLOSE ACTION

## SCANNING SYSTEMS

At the start of this ship's activation, you may use its Scanning Systems. If you do, it gains a Major Spike, then either put a Minor Spike on up to two different enemy ships on the tabletop, or automatically reveal up to two different ships on Silent Running as if they were targeted by a successful Active Scan order.

**Recorded ships of the class:** *Aurora Major, Enchantress, The Far Keep (Independents), Kabal's Arbiter, Justice (Kalium)*

The Myrmidon was a late-production offshoot of the popular Argonaut class. Just prior to the Scourge invasion, the Argonaut had been produced by three major corporations for over four decades, each using a proprietary, evolving superstructure. As a result, no two Myrmidons are exactly alike, and some diverge wildly.

The Myrmidon was considered more of an all-rounder, keeping the same power matrix as typical grand battleships but channelling most of that combat energy into two heavy vent cannon turrets. Almost total firing capability can be extracted while under significant thrust, possible due to the low power consumption of the ship's other weapons. Remaining power could be channelled into an archaic but potent scanning array to paint enemy targets for the hungry guns of friendly vessels.

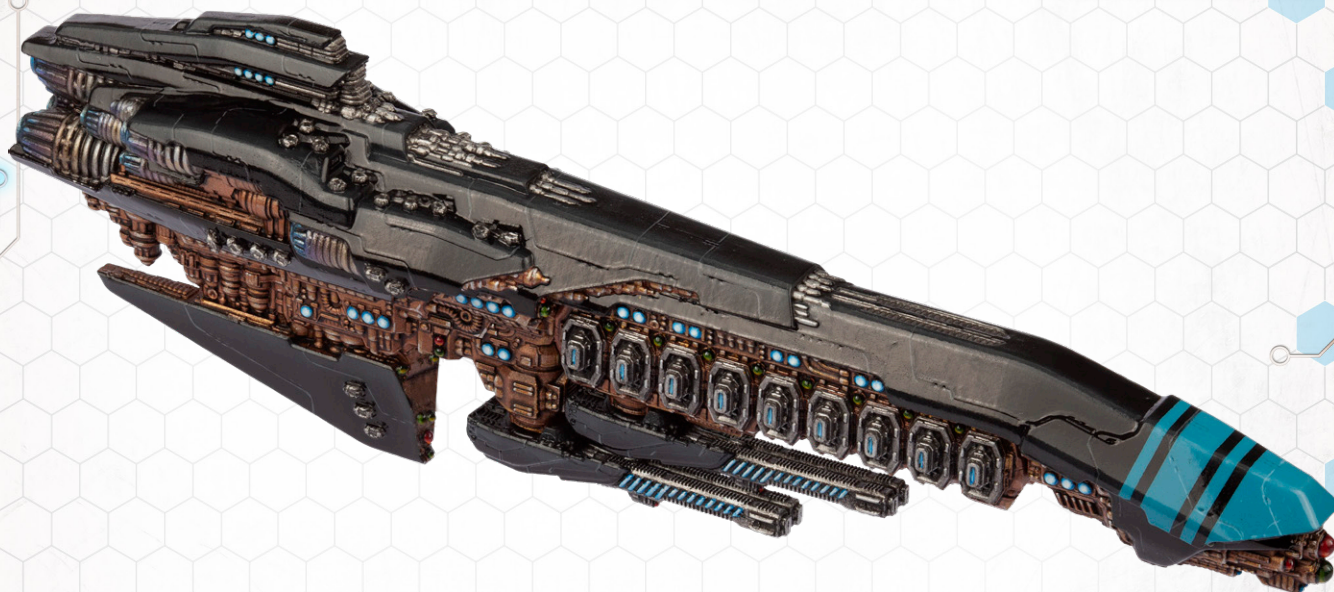
This range of capabilities made the class popular among cavalier admirals who were willing to overlook the danger posed by vent canon technology to their own crews. It is telling that Kalium is the only body known to still build Myrmidons.



# PHALANX

## BATTLECRUISER

200 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
PHALANX	6"	8"	6"	17	2+	5	1	H	ABLATIVE ARMOUR

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
9K TWIN MASS DRIVER TURRETS	2+	4	1	F/S	FUSILLADE-4
N-31 HYBRID GUN LONG BATTERY	4+	12	1	S(L)	LINKED-1
N-31 HYBRID GUN LONG BATTERY	4+	12	1	S(R)	LINKED-1
NC-4 MISSILES	4+	4	1	F/S(R)	CLOSE ACTION

**Recorded ships of the class:** *Last Bastion, Reliance, Starblade (Independents)*  
*Hammer of Might, Decimator (Kalium)*

Sharing many superstructure elements with the smaller Centurion Grand Cruiser, the Phalanx was one of the largest standardised classes produced by Trident Industrial, though today it's only built in Kalium's yards. Pre-war Battlecruisers differ from modern types in that they are slower and offer less firepower in manoeuvre, but far superior toughness. Indeed, it's best to think of them as pocket-battleships rather than specialist, aggressive ships.

The Phalanx is armed with long broadsides of transition mass drivers and four Titanmetall 9K mass drivers in two traversable turrets. In combination, the class can unleash withering fire against multiple targets, given the right positioning.

RESISTANCE AMAZON  
GRAND BATTLESHIP

LENGTH: 1,195M

BEAM: 202M

HEIGHT: 372M

DISPLACEMENT:

18,282,000M<sup>3</sup>

# TRIBUNE

## BATTLECRUISER

210 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
TRIBUNE	6"	8"	6"	17	2+	5	1	H	ABLATIVE ARMOUR, LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
9K MASS DRIVER TURRET	2+	2	1	F/S	FUSILLADE-2
N-11 TWIN ARTILLERY CANNON TURRETS	4+	6	1	F/S	LOW POWER
NC-16 MISSILE BANK	3+	5	1	S(L)	CLOSE ACTION
NC-16 MISSILE BANK	3+	5	1	S(R)	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
BULK LANDER & FIRE SHIP	1	-
FIGHTERS & BOMBERS	3	-

**Recorded ships of the class:** *Caesar's Eagle, Bashir's Prize (Independents) Gladiator, Lord Regent, Junta (Kalium)*

The Tribune is heavier, slower and tougher than modern battlecruisers. It shares a superstructure and one mass driver turret with the more common Phalanx class. The remainder of its firepower comes from two conventional cannon turrets and an increased close action capability.

However, the Tribune is unusual for a full combat ship of this size in that it features capacity for bulk landers. Its only real modern descendants are the PHR's assault troopships. In addition though, the Tribune has a significant flight deck, making it a fleet carrier as well. In combination, the Tribune is a jack of all trades, able to adapt to fluid combat situations better than most ships.

RESISTANCE TRIBUNE BATTLECRUISER
LENGTH: 1,195M
BEAM: 202M
HEIGHT: 372M
DISPLACEMENT: 18,217,000M <sup>3</sup>

# SENATOR

## BATTLECRUISER

160 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SENATOR	12"	8"	6"	17	2+	5	1	H	ABLATIVE ARMOUR

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
VX BOMB	2+	3	2	F	BOMBARDMENT, L(3)
NC-16 MISSILE SALVO	3+	8	1	F/S/R	CLOSE ACTION

### VX BOMB

If this weapon does damage to a Sector, remove all Ground Assets (friendly and enemy) from that Sector and any Sectors in the same Cluster.

### SWACS

Friendly ships may fire their Close Action weapons against enemy ships within 12" of this ship using their normal Weapon Range (Scan + Sig).

#### Recorded ships of the class:

*Project 26-02, Dark Side of the Moon, Regretful Necessity (Independents)*  
*Kabal's Judgement, Ultimate Certainty, Streetsweeper (Kalium)*

The Senator was classified at the time of the Scourge invasion and for good reason. The class was an affront to many EAA government cornerstones. Though records were lost in the invasion, historians believe the Senator was secretly developed by Earth Fleet Command's shadowy Section Green, without civilian government knowledge. If true the military was preparing contingencies for city-wide insurrections; if not the government was. Some whisper that a military coup was tabled and this was an anti-uprising deterrent, though the Scourge put paid to anyone's plans. Though comparatively rare then, most Senators survived the invasion since friendly fire on a biblical scale would have resulted if such terrors were used in "defence". Kalium is rumoured to build these new - disquieting, if unsurprising.

The Senator carries three armoured VX nerve agent torpedoes packed with dispersal cluster bomblets. If detonated over a city, any contact with the agent results in spasms, vomiting, paralysis and asphyxiation, leaving infrastructure untouched. As a terror weapon, the Senator carries no significant long range anti-ship firepower, but does include powerful missile turrets for close defence. Combat doctrine stressed the use of the Senator's then advanced detector array to warn of enemy vessels, or roving reporters after the scandal of the century.

RESISTANCE SENATOR  
BATTLECRUISER

LENGTH: 1276M

BEAM: 202M

HEIGHT: 400M

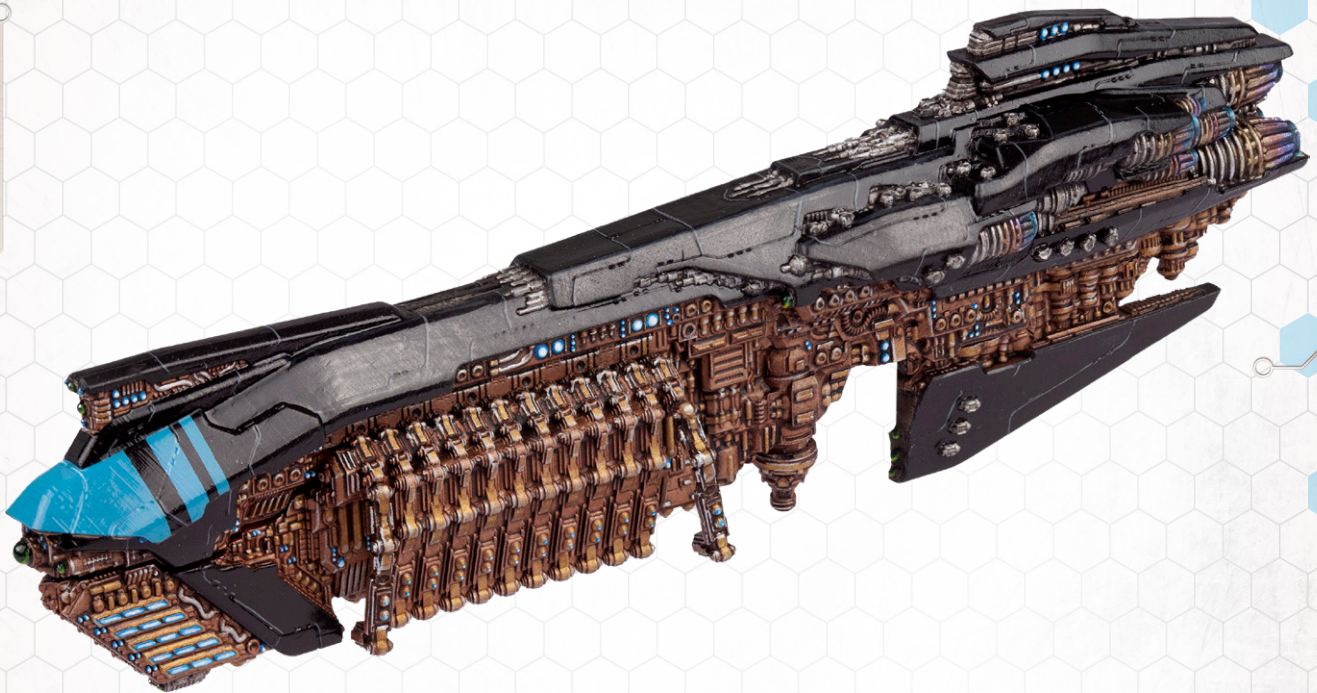
DISPLACEMENT:

19,600,000M<sup>3</sup>

# TRIUMVIR

## REPAIR CRUISER

190 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
TRIUMVIR	5"	8"	6"	17	2+	5	1	H	ABLATIVE ARMOUR, LAUNCH, RARE

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
NC-4 MISSILES	4+	4	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	6	-

### REPAIR BAY

Any friendly ships rolling Damage Control within 6" of this ship add +2 to their roll.

### BOX OF SCRAPS

At the end of this ship's activation, pick one friendly ship within 6" in line of sight (including this one). Place a Box Of Scraps token next to that ship. The next time that ship would be destroyed, it isn't. Instead remove the Box Of Scraps token and that ship remains in play with D3 Hull Points remaining. Box Of Scraps tokens persist through rounds but a ship may only have 1 Box Of Scraps token

**Recorded ships of the class:** *Brunel, Eiffel, Stephenson (Independents)*  
*People's Beneficence, Kabal's Wisdom, As One (Kalium)*

The Triumvir has been one of the most valued ships to the Resistance since escaping the Scourge invasion. Shipyards mostly being a lost luxury, any repairs had to be run in the void with the help of other ships - the Triumvir's specialty. Though a military vessel with fighting armour and battlecruiser tonnage, most of its superstructure is dominated by an insectile bank of extending service armatures. Long-term, Triumvirs can run complex repairs that take weeks. In battle they inject expanding, rapid-cure polymer foam into hull breaches, armour cracks and voided areas, keeping a ship in the fight longer. Despite their value beyond the battlespace, many Resistance admirals gladly risk fielding Triumvirs for the sake of the greater good.

To support its activities, the Triumvir has a large internal hangar for various service craft from shuttles to engineering barges.

Triumvirs that go to battle tend to replace some of these with regular fighters and bombers to add offensive and escort capability.

RESISTANCE TRIUMVIR REPAIR CRUISER
LENGTH: 1192M
BEAM: 202M
HEIGHT: 372M
DISPLACEMENT: 22,290,000M <sup>3</sup>

# PALATINE

## COMMAND BARGE

185 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
PALATINE	12"	4"	8"	15	2+	12	1	H	ABLATIVE ARMOUR, DETECTOR

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
N-12 ARTILLERY CANNON TURRETS	4+	8	1	F	-
NC-3 MISSILES	4+	2	1	F/S/R	CLOSE ACTION

### MAGELLAN LIFEBOATS

If this ship is destroyed with an Admiral assigned to it, you may transfer your Admiral to another friendly ship of H or S Tonnage within 18".

### ADVANCED ARTILLERY

This ship may fire its N-12 Artillery Cannons while on the Max Thrust and Silent Running Special Orders.

### REMNANT

This ship may be used in UCM or PHR fleets in addition to Resistance fleets. In UCM and PHR fleets, it gains the Rare special rule.

**Recorded ships of the class:** *-River Queen, Twilight Spectre, Eclipse (UCM), Domus Aurea, Samuda, AAA (PHR), Kabal's Raiment [né Versailles], Kabal's Insight [né Midas] (Kalium), Bruised Beautiful [né Atlantique], Daughter of Eden (Vega Scrapfleet), Gilded Trident, In Diamond Clad (Independents)*

Pre-war System Admirals had unconscionable budgets and could procure ships for their battlefleet with little oversight from Earth. When it came to their personal ship, this created the conditions for a strange offering from the naval yards: opulence. Trident Industrial met this need lavishly with the Palatine Class Command Barge. An unusual ship of battlecruiser tonnage, it shares the typical style on the outside, but inside, no expense was spared.

Marble, ebony and craftsmanship are terms you don't hear in military circles. Indeed, a single Palatine cost more than three Grand Battleships to build. The class features twelve overlaid lifeboats of unique design, the Magellan, each closer to an armoured yacht than an escape craft. Even the ship's guns use expensive, low-observable shells to reduce the ship's signature in combat.

To offset this fabulous cost, Trident Industrial offered vessels to the private sector; owners included planetary governors, corporate titans and infamous syndicate heads.

Though rare, a high proportion survived the Scourge invasion and the hard centuries that followed due to quality, their excessive point defences, and the fact that owners weren't generally the sorts to go down fighting. Since everything on the Palatine was overbuilt to the highest standards, survivors are still prized, capable ships. Their bygone splendour and the hand-ground perfection of their optics even make them worthwhile to the Republic's Grand Fleet, which operates several, mostly the former property of prophesy-spooked CEOs. Kalium possesses two which the UCM is aware of, although apparently their more opulent spaces have been painted grey—they're still Shangrilanian inlay underneath. The UCM has five on their lists, including River Queen, which is reserved for Presidential use. Such ships could be built today, but the cost would make no military sense—it never did.

#### RESISTANCE PALATINE COMMAND BARGE

LENGTH: 585M

BEAM: 188M

HEIGHT: 127M

DISPLACEMENT:

22,331,000M<sup>3</sup>

# CENTURION

## GRAND CRUISER

135 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
CENTURION	4"	6"	7"	15	2+	3	1-2	H	ABLATIVE ARMOUR

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
XN-31 MASS DRIVER TURRET PAIR	2+	2	1	F/S	FUSILLADE-2
N-31 HYBRID GUN BATTERY (STARBOARD)	4+	8	1	S(L)	LINKED-1
N-31 HYBRID GUN BATTERY (PORT)	4+	8	1	S(R)	LINKED-1
NC-3 MISSILES	4+	2	1	F/S/R	CLOSE ACTION

### REMNANT

This ship may be used in UCM or PHR fleets in addition to Resistance fleets. In UCM and PHR fleets, they gain the Rare special rule.

**Recorded ships of the class:** *Pilum, Fontaine's Miracle, Myriad (Independents), Proudcore, Industry, Fist of Iron (Kalium)*

The Centurion was the most common standardised vessel of cruiser tonnage in the pre-war EAA Terran Grand Fleet. In those days the definition of Cruiser was somewhat broader; today, such a bulky vessel is designated as a Grand Cruiser, a classification not really in use with the UCMF. In bulk (though not in firepower), it is more akin to a modern Heavy Cruiser. It has truly excellent ceramic armour plating that outclasses all but defence monitors in the modern UCMF. The Centurion also features many of the typical advantages and disadvantages of vintage naval architecture. Originally manufactured by Trident Industrial over Olympus Prime, the design was soon licensed to Earth-based Equatorial Yards Inc. Only the licensed Earth pattern is still built today, by Kalium, though it also operates legacy Olympus Centurions.

Its simple but effective all-gun primary armament provides an excellent blend of destructive power and reliability. The class requires low weapon maintenance - a welcome factor that certainly isn't the case with some of the more esoteric and experimental armaments in mankind's pre-war arsenal.

Its primary armament is broadsides of transition mass drivers, alongside an oversized twin pure mass driver turret, more in keeping with modern UCMF gunnery, albeit with much heavier projectiles.

#### RESISTANCE CENTURION GRAND CRUISER

LENGTH: 940M

BEAM: 202M

HEIGHT: 349M

DISPLACEMENT:

12,455,000M<sup>3</sup>

# GLADIATOR

## GRAND CRUISER

150 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
GLADIATOR	4"	6"	7"	15	2+	3	1-2	H	ABLATIVE ARMOUR, RARE

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
HEAVY VENT CANNON TURRET	3+	2	2	F/S	FUSILLADE-1, SCALD, UNSTABLE
HEAVY VENT CANNONS	3+	4	2	F	FUSILLADE-2, SCALD, UNSTABLE
NC-3 MISSILES	4+	2	1	F/S/R	CLOSE ACTION

**Recorded ships of the class:** *Atomheart, Fusion Queen (Independents), Incinerator, Hell's Fury, Vengefire (Kalium)*

The Gladiator was a limited production test-bed for Vent Cannon technology, developed from the Centurion class by Equatorial Yards inc. At the time, it was hoped that they could eventually replace all guns that used physical munitions. However, the number of accidents and dangerous internal meltdowns convinced the EAA to shelve the concept of an all-Vent-Cannon ship such as the Gladiator, since it has no other weapons should the core grow unstable.

RESISTANCE GLADIATOR GRAND CRUISER
LENGTH: 940M
BEAM: 202M
HEIGHT: 349M
DISPLACEMENT: 12,455,000M <sup>3</sup>

The Resistance has been able to overlook these flaws, given the advantages the class offers. Without physical munitions, it never needs ammunition resupply so can operate offensively more or less indefinitely, providing its cores are maintained. Also, Vent Cannons are especially devastating, if unreliable. Such power is particularly attractive to Kalium – the rogue Colony has produced fully three times the number of this class than were laid-down before the Scourge invasion.

# LIGHT CRUISER

55 PTS

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
LIGHT CRUISER	4"	4"	9"	8	5+	2	2-3	M	SUBSYSTEM NETWORK

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
NC-3 MISSILES	4+	2	1	F/S/R	CLOSE ACTION

**HARDPOINTS:** This ship must take 3 options from the Cruiser Systems list.

# CRUISER

65 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
CRUISER	4"	6"	7"	10	5+	2	1-2	M	SUBSYSTEM NETWORK

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
NC-3 MISSILES	4+	2	1	F/S/R	CLOSE ACTION

**HARDPOINTS:** This ship must take 4 options from the Cruiser Systems list.

# HEAVY CRUISER

90 PTS

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
HEAVY CRUISER	6"	6"	5"	12	5+	2	1	H	SUBSYSTEM NETWORK

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
NC-3 MISSILES	4+	2	1	F/S/R	CLOSE ACTION

**HARDPOINTS:** This ship must take 5 options from the Cruiser Systems list.



# CRUISER SYSTEMS

Unless otherwise noted, a Resistance Light Cruiser, Cruiser, or Heavy Cruiser must obey the following rules when choosing options from their Systems list:

- **No more than 2 options may be taken from the Broadsides category.**
- **No more than 1 of each option may be taken from the Structures category.**

## BROADSIDES

COST	TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
5	N-31 HYBRID GUN BANK	4+	4	1	S(L)	LINKED-1
		4+	4	1	S(R)	LINKED-1
0	N-8 ARTILLERY CANNON BANK	5+	6	1	S(L)	LINKED-2, LOW POWER
		5+	6	1	S(R)	LINKED-2, LOW POWER
5	NC-16 MISSILE BANK	3+	5	1	S(L)	CLOSE ACTION, LINKED-3
		3+	5	1	S(R)	CLOSE ACTION, LINKED-3

COST	LOAD	LAUNCH	SPECIAL
10	FIGHTERS & BOMBERS	3	-
10	BULK LANDER & FIRE SHIP	1	-

## TURRETS

COST	TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
5	XN-31 MASS DRIVER TURRET	2+	1	1	F/S	FUSILLADE-1
5	N-11 ARTILLERY CANNON TURRET	4+	3	1	F/S	LOW POWER
5	N-109 BOMBARDMENT MORTAR TURRET	2+	2	1	F/S/R	BOMBARDMENT
10	VENT CANNON TURRET	3+	3	1	F/S	FUSILLADE-1, SCALD, UNSTABLE

## STRUCTURES

COST	TYPE	EFFECT
5	SCANNER ARRAY	INCREASE SCAN BY 4"
10	ABLATIVE ARMOUR	GAIN ABLATIVE ARMOUR SPECIAL RULE.
15	DRIVE REFIT	INCREASE THRUST BY 3".

**Recorded ships of the class:** *Martian Wind, Defiance, Equatorial (Independents), Hardrada, Necromancer, Purgatory (Kalium)*

Designs for Resistance cruisers are widely varied, to the point where listing each variation ever sighted would be as expansive as a list of each individual admiral in the galaxy. As such, it's best to describe them in general terms, focused more on their capabilities and armaments than form.

In this context, a "cruiser" means anything from a Heavy Cruiser to a Light Cruiser, as the UCM would classify them. A further complication is the optional presence of ablative armour panels, adding the classification of "armoured" to the description. Typically, all Resistance cruisers offer respectable survivability, low cost and a broad choice of weaponry. However, their outdated designs do show in poor scan range and limited point defence.

Some of these vessels have been adapted from civilian service, generally by adding weapons. Such modified ships often have ablative armour added to overcome their relatively weak designs. Kalium also produces many such low-spec vessels for direct military use, which perform similarly to these adapted ships. This keeps costs low, giving the Kabal numbers to boast over.

# KALIUM KNC-5

LINE CRUISER

80 PTS



1.0

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
KALIUM KNC-5	4"	4"	9"	8	5+	2	2-3	M	SUBSYSTEM NETWORK

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
NC-16 MISSILE BANK	3+	5	1	S(L)	CLOSE ACTION, LINKED-3
NC-16 MISSILE BANK	3+	5	1	S(R)	CLOSE ACTION, LINKED-3
VENT CANNON TURRET	3+	3	1	F/S	FUSILLADE-1, SCALD, UNSTABLE
VENT CANNON TURRET	3+	3	1	F/S	FUSILLADE-1, SCALD, UNSTABLE
NC-3 MISSILES	4+	2	1	F/S/R	CLOSE ACTION

## KALIUM KNC-5

This ship follows all the normal rules for a Resistance Light Cruiser with one NC-16 Missile Bank and two Vent Cannon Turrets.

### Recorded ships of the class: *Heartbleeder, Souleater, Rend II*

Generally, Kalium's ruling Kabal prefers to replicate proven pre-war designs than to innovate, with a focus on numbers. However, after Kalium's first major blooding in the opening stages of the Battle for Earth, deficiencies became apparent. Visitors to UCM vessels brought back memories (and hushed whispers) that their ships might not be as advanced as their Kabal proclaimed. While combat performance was solid, helped by the iron discipline of their career-sailors, the lack of modern 'dressings' in crew areas verged on embarrassing. Clunky 2D viewscreens, general lack of lighting and spartan comforts were more visible than inefficient drives and un-optimised construction.

Kalium's latest vessels, while essentially the same underneath, have a more modern, distinct appearance as well as countless internal refinements. Kalium still does not favour colourful class names, though. A 'KNC-5' (Kalium Navy Cruiser, Type 5) is one of their most common, new line cruisers, armed with a pair of vent cannon turrets and a potent close action missile array.

RESISTANCE KALIUM KNC-5 LINE CRUISER
LENGTH: 1009M
BEAM: 214M
HEIGHT: 256M
DISPLACEMENT: 10,854,000M <sup>3</sup>

# KALIUM KNC-12

FLEET CARRIER

85 PTS



1.0

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
KALIUM KNC-12	4"	4"	9"	8	5+	2	2-3	M	LAUNCH, SUBSYSTEM NETWORK

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
VENT CANNON TURRET	3+	3	1	F/S	FUSILLADE-1, SCALD, UNSTABLE
NC-3 MISSILES	4+	2	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	6	-

## KALIUM KNC-12

This ship follows all the normal rules for a Resistance Light Cruiser with one Vent Cannon Turret and two Fighters & Bombers.

### Recorded ships of the class: *Beton Brut, Chaimberlain Powelbon, Du Hast*

Kalium's newest vessels' unique aesthetic suggests a deliberate attempt by the Kabal to 'brand' their forces, or at least to make them distinct from the old, tired ships of Resistance fleets. Certainly, the brutalist design speaks of utility, strength and a total disdain for beauty - not that the UCM cares much for those either, but at least they don't seem to revel in them. The KNC-12 Fleet Carrier is one of the more common, offering excellent, cost-efficient utility to any admiral by way of a potent (if unsafe) vent cannon turret and a double set of launch bays.

Unlike the Shaltari, Kalium has no shortage of pilots.

The increasing percentage of these newest vessels in recent engagements speaks of the extreme speed at which the Kabal can build ships - helped, no doubt, by the multitudes under the whip of penal servitude. Their manufacturing capacity is also fearsome, as scattered reports of the class operating under the flag of several Resistance fleets now exist, suggesting that Kalium's resupply arrangements, as the only manufacturer of old military hardware, have expanded greatly in recent months.

RESISTANCE KALIUM KNC-12 FLEET CARRIER
LENGTH: 1009M
BEAM: 237M
HEIGHT: 315M
DISPLACEMENT: 9,886,000M <sup>3</sup>

# FRIGATE

25 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
FRIGATE	4"	2"	11"	4	5+	1	3-6	L	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
NC-1 MISSILES	4+	1	1	F/S/R	CLOSE ACTION

**HARDPOINTS:** This ship must take 1 option from the Frigate Systems list.

# HEAVY FRIGATE

35 PTS

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
HEAVY FRIGATE	4"	2"	9"	5	3+	1	2-4	L	ABLATIVE ARMOUR,

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
NC-1 MISSILES	4+	1	1	F/S/R	CLOSE ACTION

**HARDPOINTS:** This ship must take 1-2 options from the Frigate Systems list.

# STRIKE CARRIER

30 PTS

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
STRIKE CARRIER	4"	2"	11"	4	5+	1	1-2	L	ATMOSPHERIC, LAUNCH, OPEN

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
NC-1 MISSILES	4+	1	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
DROPSHIPS	1	-

**HARDPOINTS:** This ship may choose to take up to 1 option from the Frigate Systems list.

# FRIGATE SYSTEMS

## TURRETS

COST	TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
0	N-31 HYBRID GUN TURRET	4+	2	1	F/S	SQUADRON-3
5	NC-16 MISSILE TURRET	3+	5	1	F/S/R	CLOSE ACTION
5	LIGHT VENT CANNON TURRET	3+	2	1	F/S	UNSTABLE, SCALD

## STRUCTURES

COST	TYPE	EFFECT
10	SENSOR DOME	GAIN DETECTOR SPECIAL RULE.

**Recorded ships of the class:** *Little Marvel, Perseverance, Listener (Independents), Switchblade, Noble Conscript, Guardsman (Kalium)*

As with cruisers, the sheer variety of frigate designs in service with the Resistance is staggering. Similarly, it's best to discuss them in terms of capability and armament. Many of these ships were originally civilian-grade, but have since had weapons added in response to dire need.

All Resistance frigates are faster than cruisers, offering a first strike/ flanking option. They are often used to seek and destroy key enemy vessels early in an engagement, to protect the larger ships in the fleet. Their weapons basically define their role and mode of attack, be that aggressive close-action or standoff fire. In this context, the term "frigate" also encompasses Strike Carriers and unarmed Electronic Warfare Ships.

A common pre-war practice was the production of Heavy Frigates, heavily armoured often with two main weapon systems. These have fallen out of favour with the UCMF due to high cost and the drain of dual weapons systems on engine power.



# ARMSTRONG

## DESTROYER

70 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ARMSTRONG	6"	4"	9"	6	3+	6	2-3	L2	ABLATIVE ARMOUR

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
HF-8 CLEARANCE LASER	*	2	2	F	BURNTHROUGH (6), MAULER
NC-3 MISSILES	4+	2	1	F/S/R	CLOSE ACTION

### Recorded ships of the class: *Apollo 11, Tranquility, Saturn*

The Armstrong, Aldrin and Collins are some of the earliest human starships still in service; dating back to the late 24th century, they were designed for endurance exploration. Every UCM Colony was discovered by hit and miss expeditions, requiring many semi-random foldpace jumps until a usable world could be found, explored and given a node. Such dependable hardiness ensured three centuries' service. In size and capability they equal a modern destroyer, though in displacement they are more akin to cruisers due to multiple redundancies, cavernous storage and antique tech.

The Armstrong class was usually the first ship to make a jump before others followed its onboard node. This was due to its prodigious laser cluster, charged to obliterate any hazards at the jump point. Later, Armstrongs would begin the long, arduous task of clearing orbital debris before surface landings. Today, weapons designed to atomise thousands of tons of asteroid are better put to use in the much more immediate task of slicing hulls and fighting back enemy fighters, bombers and munitions.

#### ARMSTRONG DESTROYER

LENGTH: 651M

DISPLACEMENT:

13,058,000M<sup>3</sup>

# ALDRIN

## COLONY SHIP

75 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ALDRIN	6"	4"	9"	6	3+	2	1-2	L2	ABLATIVE ARMOUR, LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
NC-3 MISSILES	4+	2	1	F/S/R	CLOSE ACTION

LOAD	LAUNCH	SPECIAL
BULK LANDERS	2	-

### Recorded ships of the class: *Endeavour, Endurance, Odyssey*

In many cases, the first humans to set foot on one of the UCM's colonies did so from a bulk lander deployed by an Aldrin class colony ship. These hardy ships formed the vanguard of most expeditions and were deployed when a world looked suitable for habitation or exploitation. Bulk landers were preferred to dropships in those halcyon days, since advanced opposition was unlikely and heavy machinery was always needed planetside.

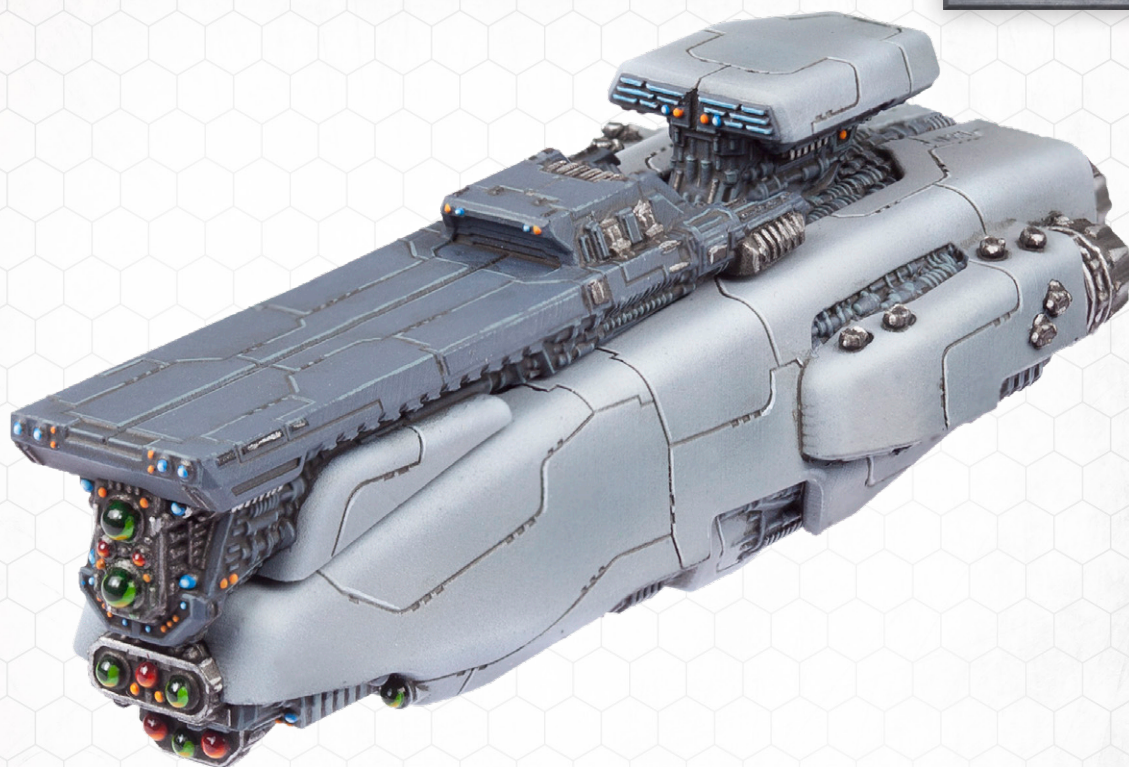
Today, the Aldrin offers the capacity of a troopship in a package the size of a destroyer, possible since these ships were never designed for open warfare so offer additional space. Being below cruiser sized, they can also operate in atmosphere, protecting them from void weapons fire. Built to a standard not seen since the exploration days, they can withstand abuse no modern civilian vessel could survive.

ALDRIN COLONY SHIP
LENGTH: 651M
DISPLACEMENT: 11,745,000M <sup>3</sup>

# COLLINS

## SUPPORT CARRIER

30 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
COLLINS	6"	4"	9"	6	3+	2	1-3	L2	ABLATIVE ARMOUR, OPEN

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
NC-3 MISSILES	4+	2	1	F/S/R	CLOSE ACTION

### REPAIR & REFUEL

Friendly Fighters within 6" of this ship on any orbital layer are not removed when the PD bonus they conferred is used.

### Recorded ships of the class: *Wasp, Gemini, Eagle*

The expeditionary fleets of the late 24th century were designed for endurance and self-sufficiency in unexplored space. Stocky Collins support carriers carried swarms of resupply tankers to keep the fleet's shuttles, cartographers and escorts in the air when far from their carriers. These aging exploration vessels proved priceless in the Resistance's years evading the Scourge, finding refuge and hunting resources - every aspect of their design matched the challenge.

Support Carriers were especially prized - any sensible admiral maintained a fighter picket for early warning and defence. In addition, the tough fuel haulers and engineering wings support carriers could deploy were endlessly useful - that so many creaking dinosaurs still comprise Resistance fleets is a testament to their value. In combat, these unsung heroes can keep a fighter screen fuelled and re-armed long after unsupported squadrons would need to bug-out. Although the Collins is able to launch a mass of smaller ships, it lacks the internal space to house a fleet of its own, filled with fuel tanks and masses of repair bays. So more often than not, a Collins is seen aiding the defence of larger carriers.

COLLINS SUPPORT CARRIER
LENGTH: 470M
DISPLACEMENT: 3,441,000M <sup>3</sup>



# HYPERYACHT AURORUM

DESTROYER FOR HIRE

90 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
HYPERYACHT AU-RORUM	6"	4"	9"	6	4+	2	1	L2	LAUNCH, STEALTH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
9K SNUB MASS DRIVERS	2+	4	1	F	-

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	2	-

## MERCENARY

This ship may be used in any Fleet, but you may only include a single Hyperyacht Aurorum in your fleet, regardless of game size. This ship's Fighters & Bombers use the stats of its parent fleet (if you included this ship in a Scourge Fleet, its Fighters & Bombers would follow the Scourge Fighters & Bombers rules).

### Only ship of the class - Hyperyacht Aurorum

Hyperyacht Aurorum, launched 2493, was commissioned by Caesar Dun, boss of the East Eden Syndicate. She was uniquely built to impeccable standards, riddled with unregistered spaces, and armed far beyond EAA-sanctioned levels. While using her peerless stealth capabilities to evade justice, he unwittingly dodged the Scourge invasion. After months of shadowing a survivor flotilla, Caesar was garrotted by his lieutenant, who took Aurorum to join the refugees.

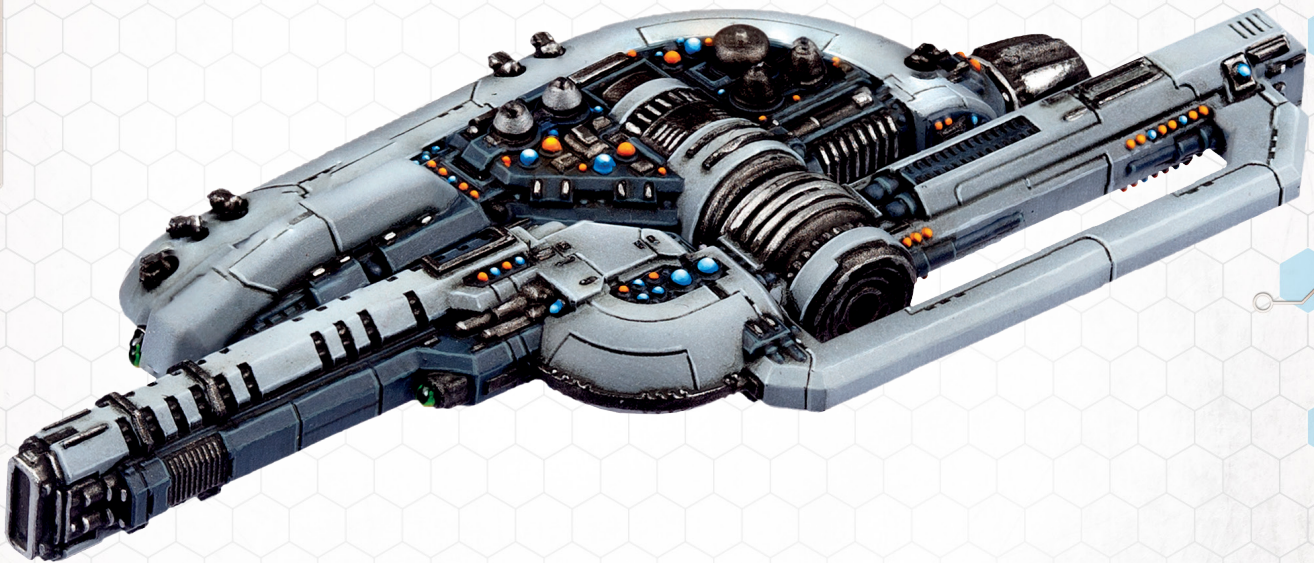
Today, Aurorum serves as the flagship of Karl Stieglitz, head of the galaxy's most infamous mercenaries: The Decapitators. This privateer flotilla earned dark renown during the Battle of Earth in the vanguard of the Vega Scrapfleet but is now a gun for hire. Stieglitz has already been approached by Kalium and, it is rumoured, the PHR. The UCM has yet to decide how to respond.

HYPERYACHT AURORUM
LENGTH: 778M
BEAM: 254M
HEIGHT: 614M
DISPLACEMENT: 13,760,000M <sup>3</sup>

# NEWTON

## KILL-SAT

45 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
NEWTON	8"	4"	4"	4	4+	2	2-3	L	MONITOR

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
XN-40 "GODRAY" ORBITAL MASS DRIVER	3+	1	3	F	ALT-1, PARTICLE
XN-40 "GODRAY" ORBITAL MASS DRIVER (BOMBARDMENT)	2+	1	3	F	ALT-1, BOMBARDMENT

**Recorded ships of the class:** *His Apple, Principia, Spear of Gabriel (Independents)*  
*Forgehammer, Portcullis, Rampart (Kalium)*

The Newton was the most common pre-war naval defence monitor in the service of mankind. Unlike modern monitors, the class is visually closer to a space station than a ship, suiting its near-static mission profile. With the speed of the Scourge invasion, few could manoeuvre into a firing position - unfortunate since it packs an enormous mass driver for a frigate-sized vessel. The XN-40 "Godray" was designed to destroy incoming targets long before they could return fire. It sits on a swivel mount, allowing not only tracking of deep space, but precise bombardment of surface targets. Pre-war this was largely used to quell any thoughts of insurrection or to level inhospitable landscape prior to surface exploration.

Today, the Newton still brings incredible firepower for its cost, at the price of speed and survivability. This gives it a valued place on the gun line of any Resistance or Kalium admiral capable of harnessing this ship's strengths. Although unwieldy to bring to a forward position, its bombardment and anti-shipping firepower can lend the class a new lease of life in an offensive role.

RESISTANCE NEWTON  
KILL-SAT

LENGTH: 643M

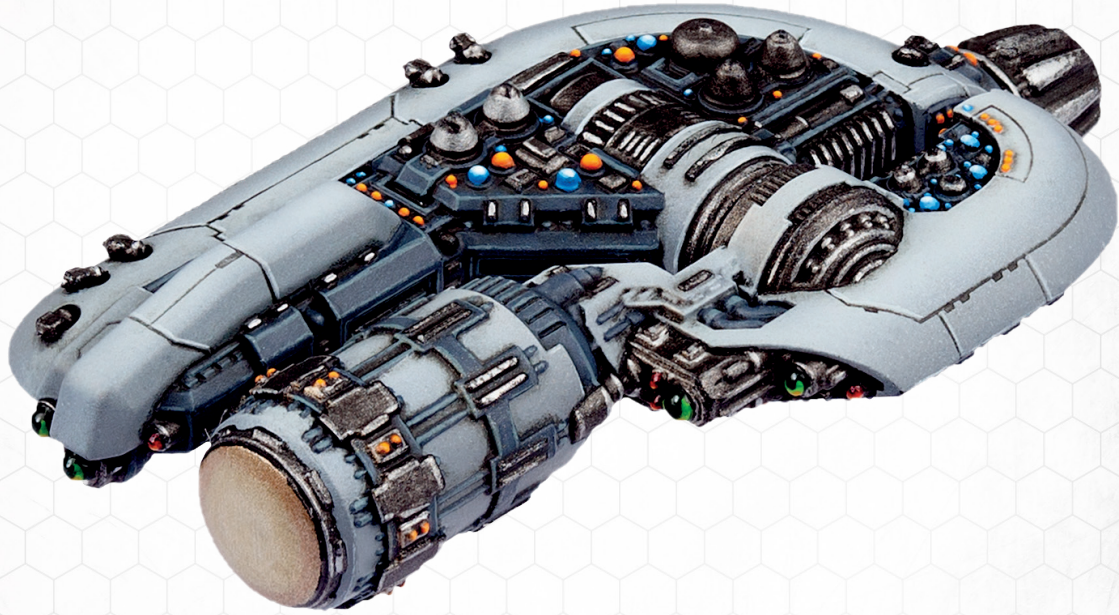
DISPLACEMENT:

4,245,000M<sup>3</sup>

# GALILEO

## ORBITAL TELESCOPE

50 PTS



2.1

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
GALILEO	12"	4"	4"	4	4+	2	1-2	L	DETECTOR, MONITOR, OPEN, RARE

### SPACE TELESCOPE

When this ship uses the Active Scan special order, the target ship receives a Major Spike instead of a Minor Spike. If the target ship is on Silent Running and successfully revealed, it receives a Minor Spike. Additionally, place a Telescope token on that ship. A ship may have only 1 Telescope token. You may remove the Telescope token when the ship's Group is targeted by a single friendly group. If so, the firing Group's weapon systems targeting that ship score Critical hits when exceeding their Lock value by one rather than the usual two.

*For example, a weapon with a 3+ Lock will cause a Critical hit on a 4+ and a weapon with a 5+ Lock will cause a Critical hit on a 6+.*

**Recorded ships of the class:** *Amber Eye, Hubble IX, Magellan (Independents) All-Seeing, Lens of Truth, Nightpiercer (Kalium)*

Galileo orbital telescopes are among the oldest human ships still flying. In the earliest days of foldspace exploration, jumps to un-noded locations had to be conducted in drive-wearing 'hops' or random inaccuracy would result. Surveying potential jump locations for potential and celestial threats necessitated a ship built around a gigantic, high-power scanner. Speed was unimportant, so the superstructure of the more common Newton class monitor was chosen as an efficient, low-cost base. Never a military vessel, the Galileo is unarmed besides basic point defence.

Surviving Galileos were vital to stranded Resistance fleets forced to use archaic jump-hops to seek the meagre resources not already discovered and either captured by the Scourge or (as with the Colonies) had their node codes changed. Being able to detect enemy activity from a vast distance is also of great use to those small remnant fleets hiding in the cracks of the galaxy - lest they be ambushed. At battlespace level, such observational power can be turned on in-system targets to achieve extraordinary definition unachievable with smaller hardware. This can augment Resistance vessels' older scanning technology and aid a skilled captain in targeting vulnerable spots on enemy ships.

RESISTANCE GALILEO  
SPACE TELESCOPE

LENGTH: 468M

DISPLACEMENT:

3,775,000M<sup>3</sup>

# SAGITTARII

## CUTTER

30 PTS



1.1

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SAGITTARII	4"	4"	16"	5	4+	1	1-3	L	OUTLIER

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
N-12 ARTILLERY CANNONS	4+	4	1	F	SQUADRON-3

### Recorded ships of the class:

*PHammerfall, Surging Spear, Swiftstar, Tentative V (Independents)*  
*Kabal's Knife, First Message, Wrathful (Kalium)*

The Sagittarii is essentially an engine bank with a weapons suite attached to the prow. Extraordinarily fast (especially for a Resistance vessel), almost all the ship's power is consumed by the drives, necessitating a low power primary armament.

Fortunately, pre-war designers still used crude, chemical-based guns and they mounted four of the largest in fixed-forward positions. Though much fatter, the N-12 cannon offers destructive parity with modern medium mass rivers.

Built in various configurations over the years, the Sagittarii is a typical pre-war cutter, if 'typical' can even be applied to such a specialist ship. Cutters were bulkier and actually more common in the EAA Navy than in the modern UCMF, since speed could compensate for inferior scanning technology in first strike missions. Many escaped the Scourge invasion using that speed and have been valued assets to the Resistance ever since. Kalium's Kabal appreciate the brutal simplicity of the design, so still manufacture them new in state-run yards.

RESISTANCE SAGITTARII CUTTER

LENGTH: 571 M

DISPLACEMENT:

6,128,000M<sup>3</sup>

# BALEARES

## POCKET CARRIER

40 PTS



1.0

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
BALEARES	4"	4"	16"	5	4+	3	1-3	L	LAUNCH, OUTLIER

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	2	-

### Recorded ships of the class:

*Far Erie, Windbringer, Racing Steed (Independents)*  
*Vlad Carmichael, Insurrection's End, Sender of Will (Kalium)*

Add a massive engine bank to a set of launch bays and you have the Balears, a carrier whose strike craft are self-powered. Even today, the Balears is one of the fastest carriers in mankind's fleets and embodies the concept of the pre-war pocket carrier.

Typically, a carrier will operate beyond line of sight or shielded within the fleet to strike at the enemy's centre. Since almost nothing can keep pace with the Balears, it fights quite differently and offers unusual advantages. Balears captains use their speed to break out from the main fleet, surge forward and launch their daring waves at small, rearguard support vessels. These targets usually offer little point defence, making them vulnerable to strike craft though they are usually beyond their range - not so with the Balears.

RESISTANCE BALEARES  
POCKET CARRIER

LENGTH: 551M

DISPLACEMENT:

7,160,000M<sup>3</sup>

# MUNIFEX

## CORVETTE

20 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
MUNIFEX	4"	2"	12"	2	5+	1	1-4	L	ATMOSPHERIC, OUTLIER

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
NCA-1 MISSILES	4+	4	1	F/S/R	AIR TO AIR, CLOSE ACTION, SQUADRON-3

**Recorded ships of the class:** *Great Wall, Marston's Run (Independents), Hellhunter, Poison Dagger (Kalium)*

Although the Resistance does operate corvettes, very few survived the Scourge invasion. Being designed to operate from atmosphere, they were the very furthest ships from any jump point and had to face the first waves of Scourge corvettes and Strike Carriers. Those that did escape were generally forced to withdraw early on due to combat damage.

However, such small ships require modest orbital slips to construct. As a result of the obvious need to protect their Strike Carriers, many Resistance fleets with the resources have attempted to build new ones, with mixed success. Certainly, the Vega Scrapfleet has proved capable, and of course Kalium builds these hunter-killers in large quantities. The Munifex is a fairly typical corvette – fast, atmospheric-capable and designed to kill Strike Carriers, as well as their opposite numbers. It is armed with specialist missiles, much like the UCM's Santiago class.

# SENECA

## DETONATOR

22 PTS



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

LOAD	LAUNCH	SPECIAL
FIRE SHIPS	3	-

### EXPLOSIVE

When this ship is destroyed, it suffers Catastrophic Damage as if it had Hull 6 (D3").

**Recorded ships of the class:** *Surprise, Abra Kadabra, Boombox (Independents) DS-1, DS-2 etc, (Kallium, no prose names bestowed)*

Though lacking in military resources, most fleets scattered by the Scourge invasion had a high proportion of merchantmen - rightly more likely to run than engage. Forced to be inventive, ragtag Resistance groups sought to repurpose civilian vessels to military ends. Haulers often make poor gun platforms but offer capacious internal holds. When combined with 'repurposed' shuttles, yachts and small transports, a formidable weapon can result: the Detonator, a hive of remote-operated, explosive-packed fire ships. The most common vessel is a Seneca class - unweildy and utilitarian, it offered pre-war traders the largest storage for the lowest cost, although many other patterns are in service in this unlikely role.

Crewing a repurposed flimsy brick fizzing with improvised time bombs is not for the sane and/or skittish. These individuals are treated with wary respect when on shore leave, notable in the bar due to singed hair - if they've survived to douse their burns in booze. In the service of Kallium, Detonators are employed in an altogether more sinister, regimented fashion, which says a lot of how much the Kabal values flesh and blood.

RESISTANCE SENECA DETONATOR
LENGTH: 470M
DISPLACEMENT: 3,441,000M <sup>3</sup>