

# DROPFLEET

COMMANDER



FAMOUS ADMIRALS

# FAMOUS ADMIRALS

Some Admirals have risen to legendary status, becoming household names, and are often held in fear, awe or infamy. These mighty individuals may occasionally be featured in battles. Famous Admirals may have several special abilities and may even change the Fleet Roster to suit the unique fighting style for which they are famous.

Before a battle, all players must agree to the use of Famous Admirals before they can be chosen. A Famous Admiral costs points which must be taken into account when assembling your fleet.

Famous Admirals may only be used in **Clash or Battle** sized games.

## FLAGSHIPS

Each Admiral has a specific Flagship and must be placed in that specific ship class. When a Command Ability or Passive Ability refers to a Flagship, it is the ship that Famous Admiral is mounted in. Famous Admirals gain no bonuses to their AV for being in ships of a certain Tonnage and are **always their stated AV**.

The points cost for each Famous Admiral includes the associated cost for their flagship.

Famous Admirals count towards the points used for maximum Battlegroup cost.

## ADMIRAL COMMAND ABILITIES

Famous Admirals may have a special unique Command Ability, these are powerful effects that consume a Command Card to use. When you play a Command Ability, discard a Command Card (of your choice) from your hand. If you have no Command Cards, you cannot use a Famous Admiral's Command Ability.

Command Abilities are set out identically to Command Cards, with Play, Target, and Effect sections. Command Abilities cannot be discarded but are treated the same way a Command Card would for interactions with other rules and effects (such as the Espionage Command Card).

## ADMIRAL PASSIVE ABILITIES

In addition to a Command Ability, Famous Admirals may have a Passive Ability. These are always active, even if the Admiral is yet to enter play, or has been destroyed.



# UCM FAMOUS ADMIRALS

## “GRANITE” HALSEY

ADMIRAL OF THE FLEET

540 PTS



ADMIRAL VALUE	POINTS	FLAGSHIP
7	540	WASHINGTON SUPERCARRIER
<b>COMMAND ABILITY: MASTER TACTICIAN</b>		
<b>PLAY:</b> When you reveal a Battlegroup Card.	<b>TARGET:</b> The revealed Battlegroup Card.	<b>EFFECT:</b> Increase or decrease the Strategy Rating of that Battlegroup Card by 4 for this turn.
<b>PASSIVE ABILITY: FIGHTER COMMAND</b>		
Increase your Fleets Launch Capacity by 5.		

Head of the most powerful institution mankind has ever known, Supreme Admiral Jacob 'Granite' Halsey is famous for his steely, brisk, borderline-offensive, flare. His rank grants him a permanent seat on the High Council, but his record there is of extensive truancy, not that anyone dares raise that. A career-sailor, his career began as a teenage rating aboard the ageing grand battleship UCMS Virginia, which he would, thirty-two years later, captain. His remaining on the bridge to the last as the venerable ship was wrecked by Shaltari privateers earned him a promotion to commodore, along with facial scarring and a lifetime's hatred for the 'filthy rotten stinking echidnas'. After another two decade's service as the UCMF's most battle-hardened, pre-Reconquest commander, he attained mastery of the entire UCMF.

Preferring to lead from the front, Halsey was present in the opening hours of the Battle for Earth, where, for the ninth time in his career, he had his CIC destroyed around him. Forced to command from the Shield of Aurum's auxiliary CIC, he remained a pivotal force in that titanic engagement, personally scoring nineteen capital ship kills in the first forty-eight hours.

Halsey is a fixture on whichever frontline is hottest, and although he's burst some more blood vessels on his pockmarked face, he's at the razor's edge of command.

# UCM FAMOUS ADMIRALS

## HAVELOCK

ADMIRAL

310 PTS



ADMIRAL VALUE	POINTS	FLAGSHIP
5	310	NEW YORK BATTLESHIP
COMMAND ABILITY: BALLISTIC PREDICTION		
<b>PLAY:</b> When a friendly ship of tonnage H or S fires its UF-4200 or UF-6400 Mass Drivers.	<b>TARGET:</b> The friendly firing ship.	<b>EFFECT:</b> The targeted ship gains a -1 Lock bonus to either its UF-4200 or UF6400 Mass Drivers until the end of its activation.
PASSIVE ABILITY:		
None		

Famous for her ice-cold head and killer instinct, June Havelock, 39, is the youngest admiral in the UCMF. Credited with spearheading the assault on D-Day—Earth from her battleship *Carpe Noctum*, she scored the most crucial kill of the day: the Scourge super-dreadnought *Darkheart*. One of the leading admirals of Battlefleet Sol, she regularly deputises supreme command above Earth. Thus far, Grand Admiral Halsey's respect and patronage has not been misplaced.

Havelock climbed far, quickly. At the outbreak of the Reconquest, she was a lowly Lieutenant Commander aboard the cruiser UCMS *Regalia*, and was deemed competent if unspectacular. While the fires of war have never yet taken her head, the crucible of combat has forged her. Forced to take command of the crippled *Regalia* on D+3—Eden, Havelock successfully rammed the Scourge battleship *Sorn's Nemesis*, destroying her and emerging as the only officer commanding to survive a ramming action that year.

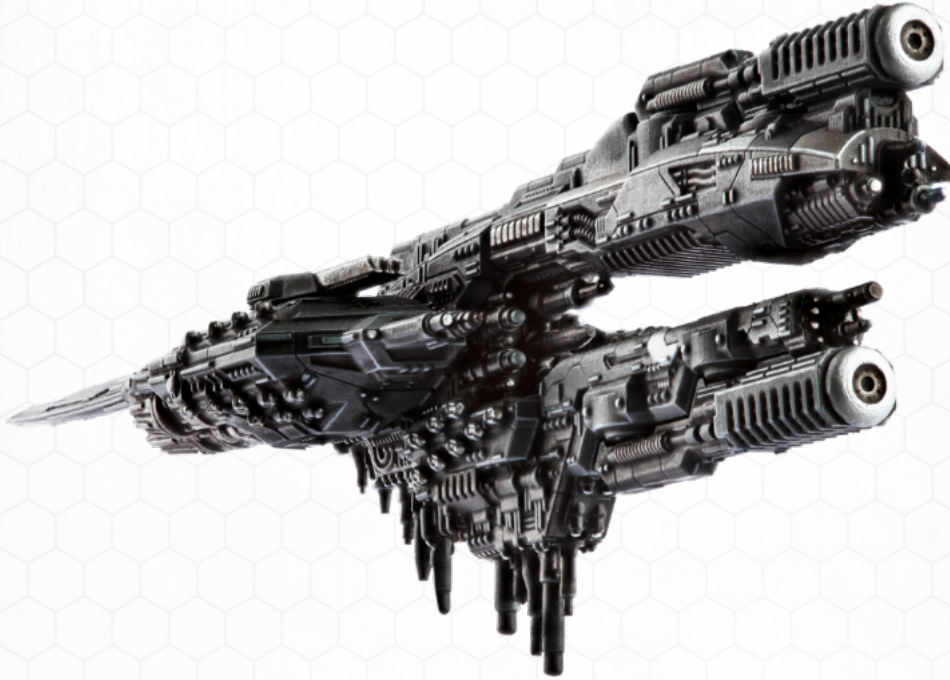
Today, she is one of the most decorated officers in the fleet and one of a handful to have been present at over four D-Days. Although she commands from a carrier-type battleship, she is noteworthy for her gunnery skills, since she values skilled crew in that area in particular.

# UCM FAMOUS ADMIRALS

TAYNE

COMMODORE

200 PTS



ADMIRAL VALUE	POINTS	FLAGSHIP
3	200	ST PETERSBURG
COMMAND ABILITY: CLOSE QUARTER BATTLE		
<b>PLAY:</b> When a friendly ship fires a weapon with the Close Action special rule.	<b>TARGET:</b> That friendly ship.	<b>EFFECT:</b> The fired Close Action weapon and one other weapon system gain Linked for that attack. This Linked cannot be the same as any other Linked weapons on the firing ship and those weapons must fire on the same target.
PASSIVE ABILITY: STRESSFUL MANOEUVRE		
When firing its Cobra Heavy Lasers, this Admirals Flagship may suffer 1 point of Hull damage (with no saves of any kind) to change the Arc of both Cobra Heavy Lasers to F.		

Commodore Tobias Tayne is one of the UCMF's rising stars. An aggressive admiral that has seen through many engagements in command of one of the original run of St Petersburg Heavy Cruisers. He played a pivotal role in the defence of Ferrum from the Scourge's surprise attack; his Battlegroup protected half a continent from Scourge attack and ensured the safety of several important Ferrum Motors factories.

Despite his valiant efforts, his original St Petersburg, the Aurum Eyes was irreparably damaged and consigned to scrap. For his efforts he was given a promotion to Commodore and assigned a new ship. Retaining most of his original crew, they settled into this latest-gen cruiser, the Aurum Eyes II.

Having spent the battle over Ferrum pushing the Aurum Eyes to its absolute limit and beyond, Tayne and his crew know exactly what the class is capable of. Due to this, they're a lot more willing to push the ship to the point just before structural failure to ensure their Cobra Lasers have the enemy in their sights.

# SCOURGE FAMOUS ADMIRALS

## LORD OF FLIES

FLEET OVERLORD

550 PTS



ADMIRAL VALUE	POINTS	FLAGSHIP
6	550	NOSFERATU DREADNOUGHT
COMMAND ABILITY: KNOWLEDGE POOL		
<b>PLAY:</b> At the end of this Flagship's activation.	<b>TARGET:</b> The Controlling Player.	<b>EFFECT:</b> Draw a Command Card.
PASSIVE ABILITY: WINGED BULWARK		
Increase the Launch of this Flagship's Fighters & Bombers to 10. Fighters and Bombers launched by this ship may not be assigned to ships outside their Thrust.		

The ship known as the Lord of Flies was one of the Scourge Dreadnoughts assigned to the Earth home fleet. It was last seen escorting a small battlegroup of unknown ship types to Earth's outer marker before jumping to an unknown destination.

During the bulk of the fighting however, it was front and centre of one of the Scourge home fleets. Despite managing to take out several important UCM ships as well as inflicting damage on both the Shield of Aurum and Carpe Noctum, most of its battlegroup was destroyed in return fire.

Falling back after the Shield of Aurum, Carpe Noctum, and their respective battlegroups destroyed the Darkheart, the Lord of Flies took on a more defensive role. Clearly the Scourge were wounded by the loss of the Darkheart and adjusted their battle tactics accordingly. Approximately 8 hours after the destruction of the Darkheart, the Lord of Flies made a course change that took it over Geneva, where it rendezvoused with a small fleet of ships not yet known to the UCM.

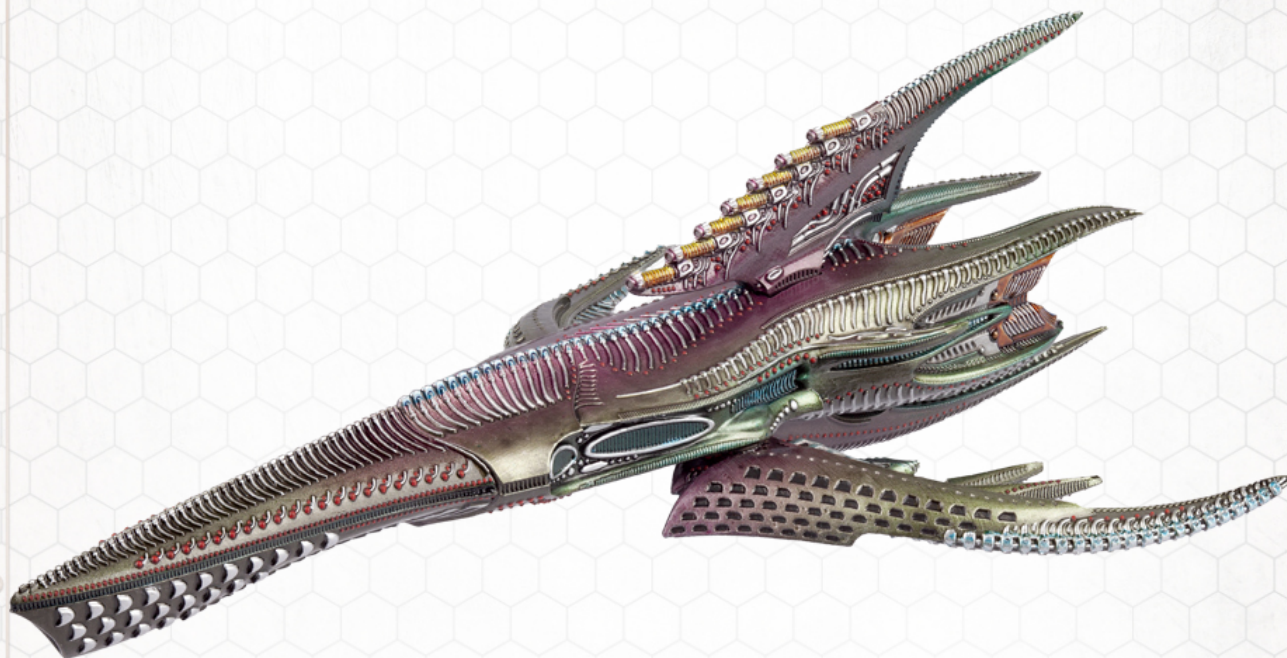
Admiral Havelock ordered all of her remaining Lima frigates to pursue and maintain an active scan on the unknown vessels. The Lord of Flies managed to hinder efforts by having its fighters and bombers swarm and obscure the mystery ships, which were summarily left behind when it, along with the unknown ships made their foldspace jumps elsewhere.

# SCOURGE FAMOUS ADMIRALS

## FLAYER

FLEET CHAMPION

250 PTS



ADMIRAL VALUE	POINTS	FLAGSHIP
4	250	SHADOW BATTLECRUISER
COMMAND ABILITY: CLOSE IN AND PERSONAL		
<b>PLAY:</b> When a friendly Battlegroup is given a Max Thrust Special Order.	<b>TARGET:</b> One Group in that Battlegroup.	<b>EFFECT:</b> Ships in the target Group may fire a single Close Action weapon system during their activation this turn. Those ships may not use Launch Assets as per the Max Thrust Special Order.
PASSIVE ABILITY:		
This Flagship gains the Beast Special Rule.		

Flayer was one of the ships seen during the Scourge's attack on Ferrum, though was assumed destroyed as UCM reinforcements arrived from Niccolum. Commodore Tayne's Battlegroup Alumina Grit was the group responsible for defending the planet from Flayer's Battlegroup. The two Battlegroups would clash on more than one occasion, with both inflicting heavy casualties on each other in each bout. It was assumed that Flayer was eliminated during the last charge of the Aurum Eyes.

That assumption was later proven wrong, as a second Flayer seemingly appeared over Alumina. Though completely different ships of the same pattern, their battle tactics were near identical to the original Flayer above Ferrum. This ship however, made it from the combat zone intact and later would reappear over Wolfrum.

Once again, Commodore Tayne and Flayer would lock horns. Despite their best efforts, neither of them could put a killing blow on the other, though many ships would meet their ends as collateral damage from these bouts. By the end of the battle over Wolfrum, Flayer would be unaccounted for, this time assumed alive and operational.

# SCOURGE FAMOUS ADMIRALS

## BABA YAGA

FLEET MASTER

335 PTS



ADMIRAL VALUE	POINTS	FLAGSHIP
5	335	DAEMON BATTLESHIP
COMMAND ABILITY: DEATH DISPENSER		
<b>PLAY:</b> When you place a Ground Asset token.	<b>TARGET:</b> One Sector.	<b>EFFECT:</b> Place an additional Ground Asset token of a different type on that sector.
PASSIVE ABILITY: DEATH MISTRESS		
Whenever a Group of L or L2 Tonnage is destroyed, draw a Command Card then place a Command Card from your hand on the bottom of your Command Card Deck.		

Baba Yaga is one of the oldest Scourge vessels witnessed by the UCM. One of the original ships that assaulted Eden Prime, analysis of data brought back to the UCM by stealth recon ships prior to the reconquest show that Baba Yaga was still present high above Eden Prime.

High resolution scans of its hull show extensive repairs of battle damage, though reports from the exodus state that Baba Yaga saw very little combat during the initial invasion. Admiralty believe that this battle damage was gained during the Scourge's subjugation of the reptilian race they parasitised before humanity, as the damage patterns do not match anything either humanity, or the Shaltari were able to inflict at the time.

During the reconquest of Eden Prime, Baba Yaga and its battlegroup were responsible for sending over 20,000 sailors to their deaths, before falling back to points unknown. Sporadic sightings of Baba Yaga have been reported over various combat theatres. The ship always appears and inflicts a heavy death toll before disappearing again.

UCM Admiralty have designated Baba Yaga as a priority target to be taken out with extreme prejudice.



# PHR FAMOUS ADMIRALS

CLAUDIA RHEE

HIGH DIRECTOR

370 PTS



ADMIRAL VALUE	POINTS	FLAGSHIP
6	370	HERACLES BATTLESHIP
COMMAND ABILITY: HIGH-G MANOEUVRE		
<b>PLAY:</b> When a friendly Battlegroup is given a Max Thrust Special Order.	<b>TARGET:</b> One Group in that Battlegroup.	<b>EFFECT:</b> The targeted Group gains Vectors until the end of the turn.
PASSIVE ABILITY: MEDUSA		
This Flagship's Hornet Drones gain Fusilade (5).		

Claudia Rhee is a rarity amongst the PHR. Once a Siren, her tactical aptitude and control over countless Familiars gained her a place as a Medusa, one of the most elite members of the already elite Siren Corps. She earned her place in the captains chair when her ship was ambushed by Shaltari pirates. Their initial volley had struck right through the ship's CIC, killing many of the command crew and leaving vital systems unmanned. Acting immediately, Claudia networked her Familiars with the ships' systems, restored order and brought weapons to bear. Her quick thinking saved the lives of many that day and while the ship itself was unsalvageable, Claudia was approached with an offer that would one day see her commanding not only her own ship, but an entire fleet.

As the daughter of Octavia Rhee, there has been high expectations of her since the day she was born. Fortunately for her she has exceeded every single one of them. She was able to control multiple Familiars by the time her peers were only just able to operate a single Familiar. She aced every single combat proficiency test thrown at her and her field operation record is impeccable.

Though despite all of this she still lives in her mother's shadow, made even darker by her recent sacrifice in the Shangri-La system. While Claudia is determined to make those responsible pay, the alliances made before the Battle of Earth make this a difficult prospect as of late. It is only a matter of time, however, before that all breaks down, countless simulations calculated by her Familiars have shown her that over and over again.

# PHR FAMOUS ADMIRALS

## JAVELIN

DIRECTOR

215 PTS



ADMIRAL VALUE	POINTS	FLAGSHIP
4	215	ACHILLES HEAVY CRUISER
COMMAND ABILITY: STAND FIRM		
<b>PLAY:</b> When scoring Critical Locations.	<b>TARGET:</b> This Flagship.	<b>EFFECT:</b> Double this Flagship's SR until the end of the next turn.
PASSIVE ABILITY: SELF REPAIRING ARMOUR SYSTEMS		
This Flagship cannot have the Armour Cracked Crippling Damage effect (though still takes damage if it rolls it).		

Director Javelin is a man of few words, and seemingly fewer actions. Every fleet movement, every communication, always short and to the point. He is not a man to mince words or waste effort on the superfluous. The UCM believe that Javelin is more machine than man, that his cold calculating persona is a complete lack of humanity.

The truth is that Javelin is rather lacking in many of the extra augmentations PHR admirals get to further interface with their ships. Making him more human than his peers. His cold stoicism comes from his natural temperament when dealing with the unknown, and his caution comes from the knowledge his high-level clearance burdens him with.

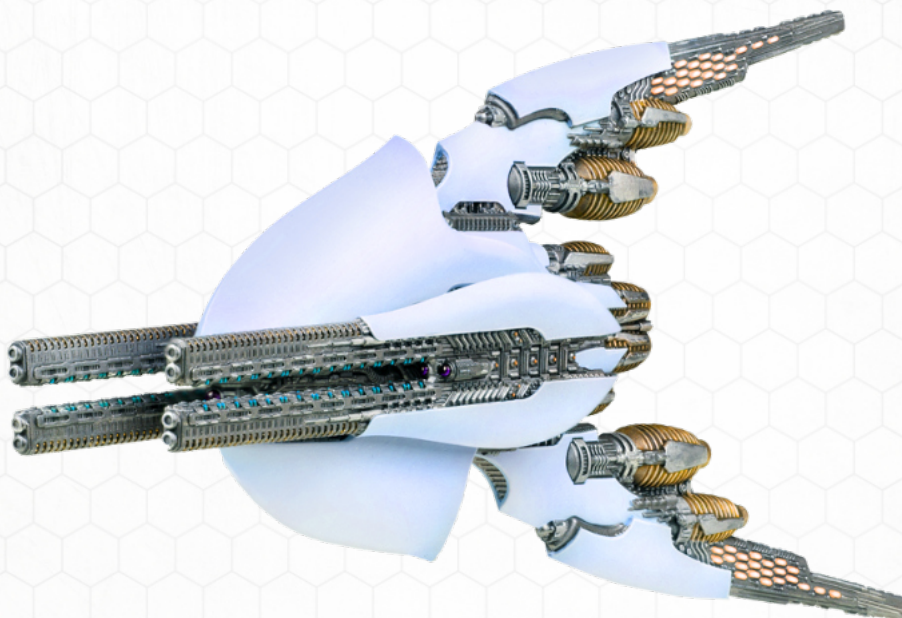
He values PHR life incredibly highly and will defend them with singular efficiency, even going so far as to force the hand of his superiors to allow prototype self-repairing armour systems to be installed on-board his flagship. Thanks to the extra durability this provides his flagship, Javelin is able to plant his feet, so to speak, on critical locations

# PHR FAMOUS ADMIRALS

## HELENA OF ASGARD

FLEET VIZIER

260 PTS



ADMIRAL VALUE	POINTS	FLAGSHIP
3	260	POMPEIUS BATTLECRUISER
COMMAND ABILITY: EXPERIMENTAL MUNITIONS		
<b>PLAY:</b> When this Flagship fires its Heavy Quad Battery.	<b>TARGET:</b> This Flagship.	<b>EFFECT:</b> This Flagship's Heavy Quad Battery loses all listed special rules and gains Calibre (L) for the rest of the turn.
PASSIVE ABILITY: CULL THE WEAK		
Hull Damage inflicted by this ship's Heavy Quad Battery against ships of L or L2 tonnage is also inflicted to other ships in the target's group.		

Helena of Asgard is one of the most aggressive ranking officers active in the Asgard System. Part of the force tasked with destroying as many UCM Strike Carriers as possible. Retreating groups learned to steer clear of her flagship's Heavy Quad Battery lest the entire group be obliterated.

While the UCM believe Helena is part of the external PHR forces, the truth is that Helena is an Asgard native. During the PHR's initial dealings with the resistance forces on Asgard Prime a young Helena started a rapport with PHR naval personnel, listening to tales of sights she would never see staying put on her home planet. Resolved to go with the returning PHR forces she sneaked aboard an outbound PHR transport. To her new allies, however, her infiltration attempt was painfully obvious.

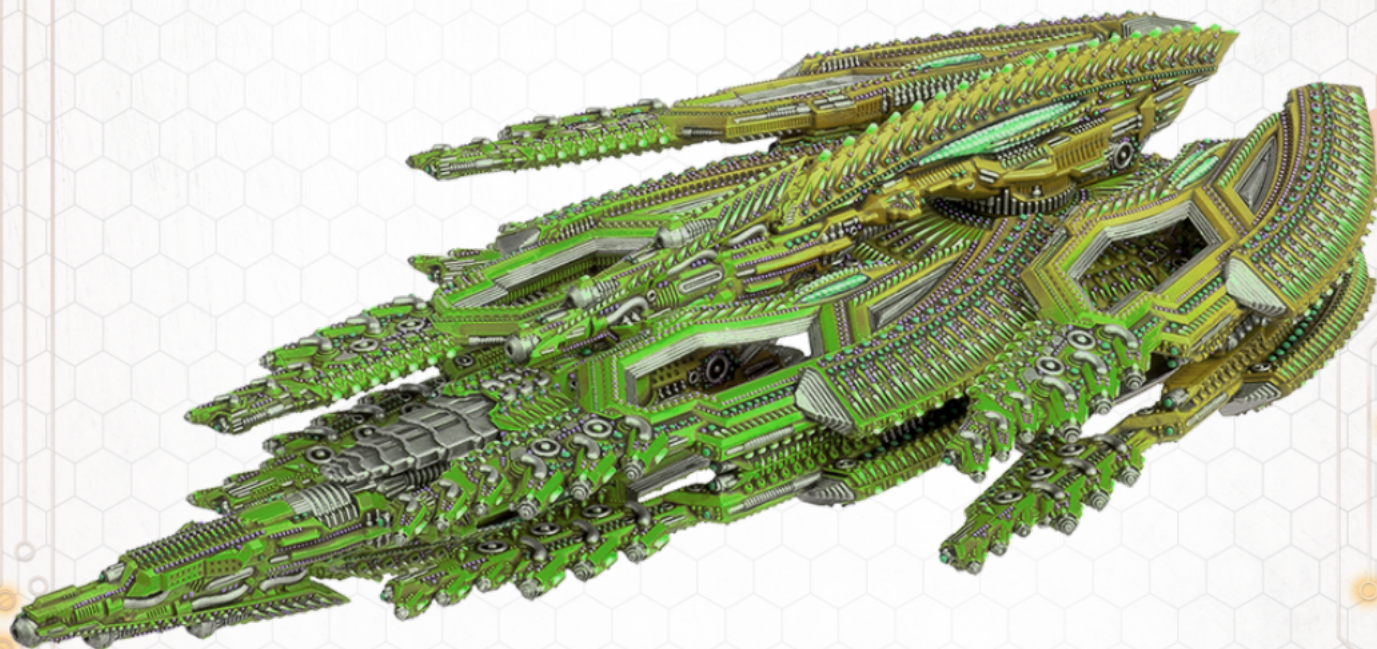
Although among plenty of other Asgardians that had decided to join their PHR allies, Helena showed great enthusiasm and promise in fleet-based operations. Proving herself again and again, Helena returned to Asgard Prime shortly before the ambush on the UCM fleet.

# SHALTARI FAMOUS ADMIRALS

## QUETZALCOATL

PRIME STARCHIEF

590 PTS



ADMIRAL VALUE	POINTS	FLAGSHIP
7	590	URANIUM DREADNOUGHT
COMMAND ABILITY: RADIOACTIVITY		
<b>PLAY:</b> Whenever a non-Dreadnought Ship would roll for Catastrophic Damage.	<b>TARGET:</b> The Ship suffering Catastrophic Damage.	<b>EFFECT:</b> The target automatically receives a Radiation Burst result without rolling.
PASSIVE ABILITY:		
None		

Prime Starchief Quetzalcoatl has been a bane of UCM and PHR forces for the entirety of the Reconquest. Far too often the forces of one of the branches of Humanity will be winning an engagement against the Scourge only for Quetzalcoatl to arrive with his fleet and engage the existing combatants. In short order Quetzalcoatl annihilates the Capital Ships in the area and will then quickly leave the engagement, handing the Scourge a crucial victory.

However, the very next day, as the Scourge seem close to victory, he'll reappear and destroy any Scourge Capital ships before they're able to retaliate and again leaves the area, handing victory to whoever is facing them. Quetzalcoatl's interference as part of a tribe that has not formally made itself known to the UCM shows that there are yet more Shaltari tribes that seek to prolong the conflict between Humanity and the Scourge.

No attempts at communication have succeeded, and he has been given a threat level of the highest priority, however currently, no one from the UCM or PHR have managed even the most cursory of communications with them, only gleaming the name from Pungari mercenaries that have themselves, only heard of Quetzalcoatl in name and reputation.

# SHALTARI FAMOUS ADMIRALS

## THE TWINS OF AARU

310 PTS



ADMIRAL VALUE	POINTS	FLAGSHIP
4	310	TWO AMBER CRUISERS
COMMAND ABILITY: CUNNING POSITIONING		
<b>PLAY:</b> Whenever a Ship of Tonnage M moves during its activation.	<b>TARGET:</b> The moving Ship.	<b>EFFECT:</b> The moving Ship gains Vektored until the end of its activation.
PASSIVE ABILITY: TWIN ADMIRALS		
This Admiral counts as being in both Amber Cruisers in this Group. These Ambers gain Open and do not form a group with other Ambers in the same Battlegroup.		

The twins have been sighted working alongside various tribes. Which has led UCM intelligence to believe they are some type of mercenary within Shaltari culture. However, their modus operandi is the same every time. Arriving in a pair of Amber class cruisers they will work with other cruisers and, via methods unknown to the UCM at this time, will increase the maneuverability of those ships giving the Shaltari fleet an unexpected advantage.

They are never seen separated, and even if one is destroyed, the next time they engage in fleet combat they'll be back together as a pair of Ambers. Causing chaos and disrupting even the most carefully laid plans by the Reconquest forces.

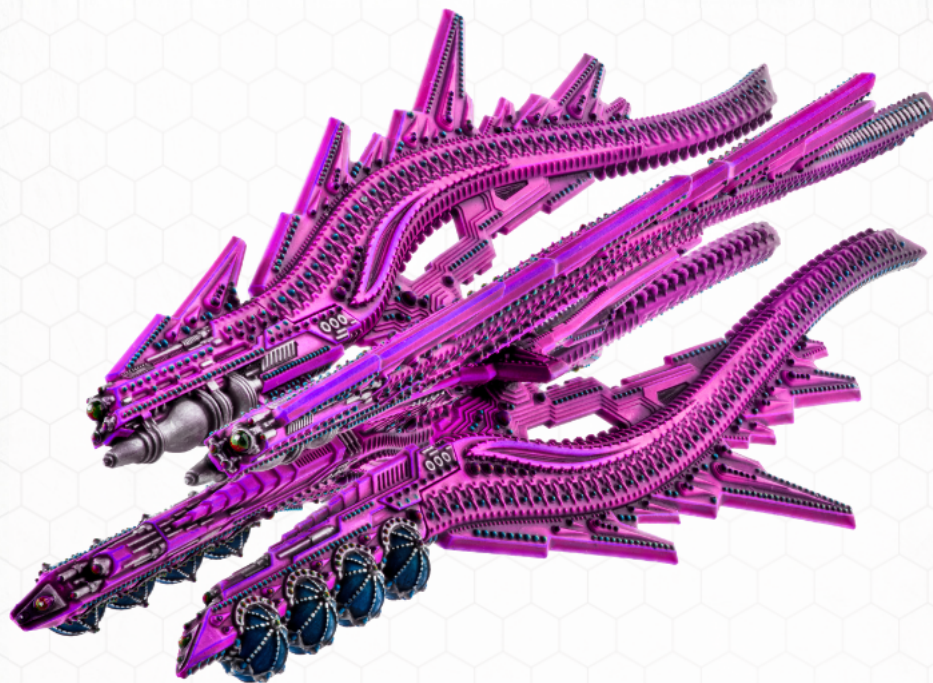
Any Communication with the Twins has seen them actively mocking and teasing any forces they are battling, seemingly enjoying the chaos they cause and the destruction with a relish that seems unnerving.

# SHALTARI FAMOUS ADMIRALS

SETH

STARCHIEF

265 PTS



ADMIRAL VALUE	POINTS	FLAGSHIP
5	265	SAPPHIRE BATTLECRUISER
COMMAND ABILITY: MASTER OF GRAVITY		
<b>PLAY:</b> After Battlegroup Cards are revealed, before any Groups are activated.	<b>TARGET:</b> One Group in a Battlegroup that has not activated this turn.	<b>EFFECT:</b> Fully turn all ships in that group as if they were hit by an attack with Impel. Those ships gain Vectored until the end of the turn.
PASSIVE ABILITY: GRAVITATIONAL DRAW		
This Flagship may change orbital layers while moving regardless of order.		
Whenever this Flagship's Gravity Coils would cause a ship to turn due to the Impel rule, draw a Command Card, then discard a Command Card.		

Starchief Seth is part of a Shaltari Tribe that specializes in the use of Gravity weapons. The use of these esoteric Shaltari weapons is incredibly hard to plan against, it's easier to defend against a weapon that destroys you, but one that has you turning the wrong way and flying towards your own fleet is much more difficult.

Seth exemplifies these battle tactics of his tribe, his gravity weapons are more powerful than usual, a potentially unique modification in the otherwise standardized Shaltari arsenal. His ship will go in and out of orbital levels without any effort, allowing him to stage ambushes where, with a few well-placed shots, leaves an enemy battle plan in tatters.

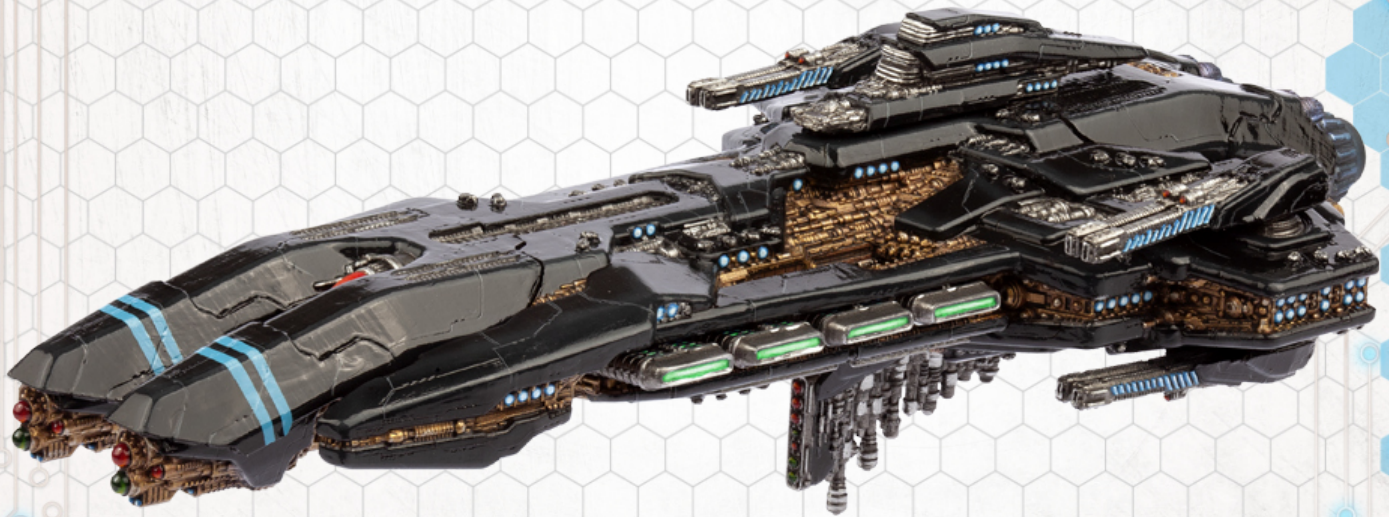
His Sapphire Battlecruiser is a dreaded sight for any Reconquest leader, as soon as he is spotted, they know their best laid plans are already laid to waste. As often with the Shaltari, communication is erratic, and Seth has been known to engage in quite active communication at times, seemingly acting friendly, right up till he can activate his gravity weapons.

# RESISTANCE FAMOUS ADMIRALS

NGUEN

KALLIUM MASTER ARTIFICER

460 PTS



ADMIRAL VALUE	POINTS	FLAGSHIP
6	460	OLYMPUS GRAND BATTLESHIP
<b>COMMAND ABILITY: VENT CANNON MASTERY</b>		
<b>PLAY:</b> When a friendly ship fires a Vent weapon system with a random number of Attacks.	<b>TARGET:</b> That weapon system.	<b>EFFECT:</b> That weapon system scores the maximum value for the random number of Attacks. Ignore the effects of Unstable for that attack.
<b>PASSIVE ABILITY: EXTENSIVE REACTOR MODIFICATIONS</b>		
If damage from this Flagship's Mega Vent Cannon Batteries Unstable rule would destroy it, use the Dreadnought Catastrophic Damage table instead of the normal table.		

Originally conscripted from one of the poorest locales on Kalium, Nguen has seen a meteoric rise through the ranks of the Kalium navy. He has proven himself time and time again for the Kabal, his first command would see him trade blows with the Shaltari in anti-piracy actions protecting valuable in-system shipping routes.

Since his start as a Vent Cannon technician, Nguen has gained an intimate understanding of the technology and physics behind the devastating weapons. Preferring commands on ships equipped with the unstable weapons, he's reduced scores of ships to molten metal, very few of which were his own.

The defining point of his career was the destruction of a trio of scourge battlecruisers with his previous command, a Gladiator class Grand Cruiser. Suffering serious damage after the destruction of one and the crippling of another, a final volley of vent fire overloaded the ships reactor. Ordering the ship to fly at full thrust towards the third and the call to abandon ship, Nguen would soon watch the reactor consume both his ship and the enemy battlecruiser from the relative safety of his escape vessel.

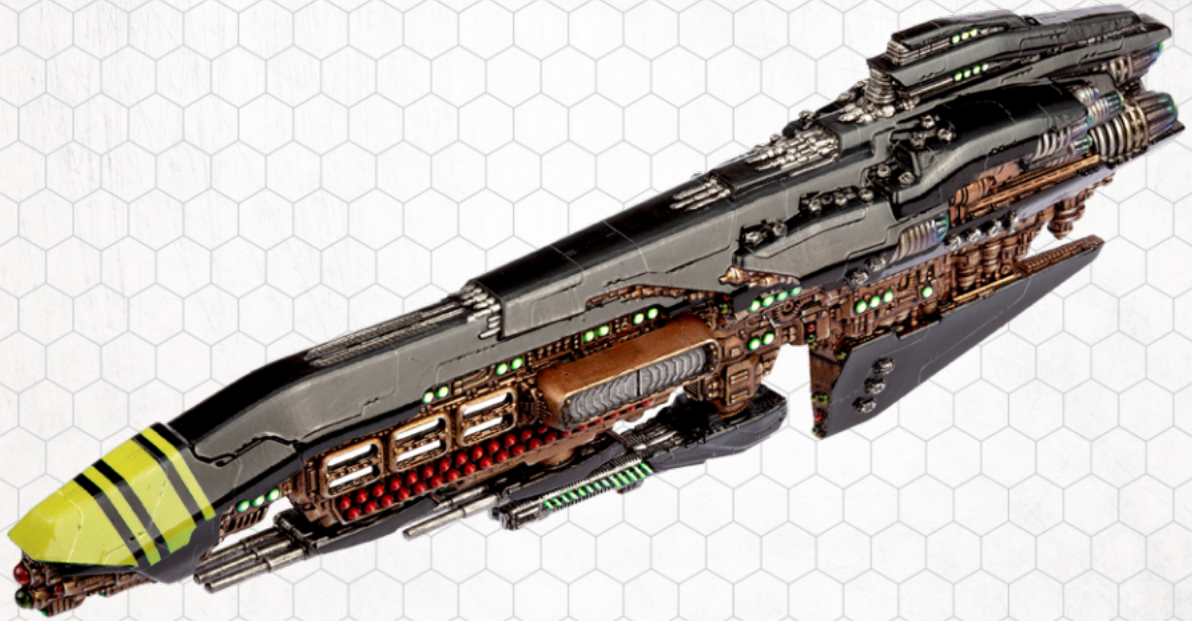
Upon his return to Kalium, Nguen and his surviving crew would be assigned to the nearly complete Grosses Messer, overseeing its final reactor adjustments and being tasked with a live fire shakedown cruise.

# RESISTANCE FAMOUS ADMIRALS

## HAGEN

HIGH TECHNICIAN

270 PTS



ADMIRAL VALUE	POINTS	FLAGSHIP
4	270	TRIBUNE BATTLECRUISER
<b>COMMAND ABILITY: REINFORCE SYSTEMS</b>		
<b>PLAY:</b> When a friendly Ship of Tonnage H or S would suffer Crippling Damage.	<b>TARGET:</b> The Ship suffering Crippling Damage.	<b>EFFECT:</b> The target automatically receives a Hull Breach result without rolling.
<b>PASSIVE ABILITY: HIDDEN MUNITIONS</b>		
This Flagship gains the following Launch Asset (which does not count for Launch Cap).		
LOAD	LAUNCH	SPECIAL
TORPEDO	1	L(2)

The Flagship of the independent High Technician known as Hagen is believed to have once belonged to the Kalium Kabal. Though quite why they would relinquish a working Battlecruiser to independents is currently unknown to UCM intelligence. Any chance to communicate and question those in Hagen's fleet state that it was "empty when we found it" and that the ship is "legitimate salvage".

Regardless of how these independents acquired this ship, they seem more than capable of using and maintaining it. Having taken part in the battles above Luna, the Fortune's Fancy scored Hagen and his fleet several Scourge kills. The Fortune's Fancy is suspected to be highly modified, capable of carrying its standard launch compliment, along with a pair of internally stored torpedoes. Observations by the UCMF Saccharine show that these torpedoes are launched in the crudest way possible. Simply being allowed to float outwards from the bulk lander bays and fired while free floating.

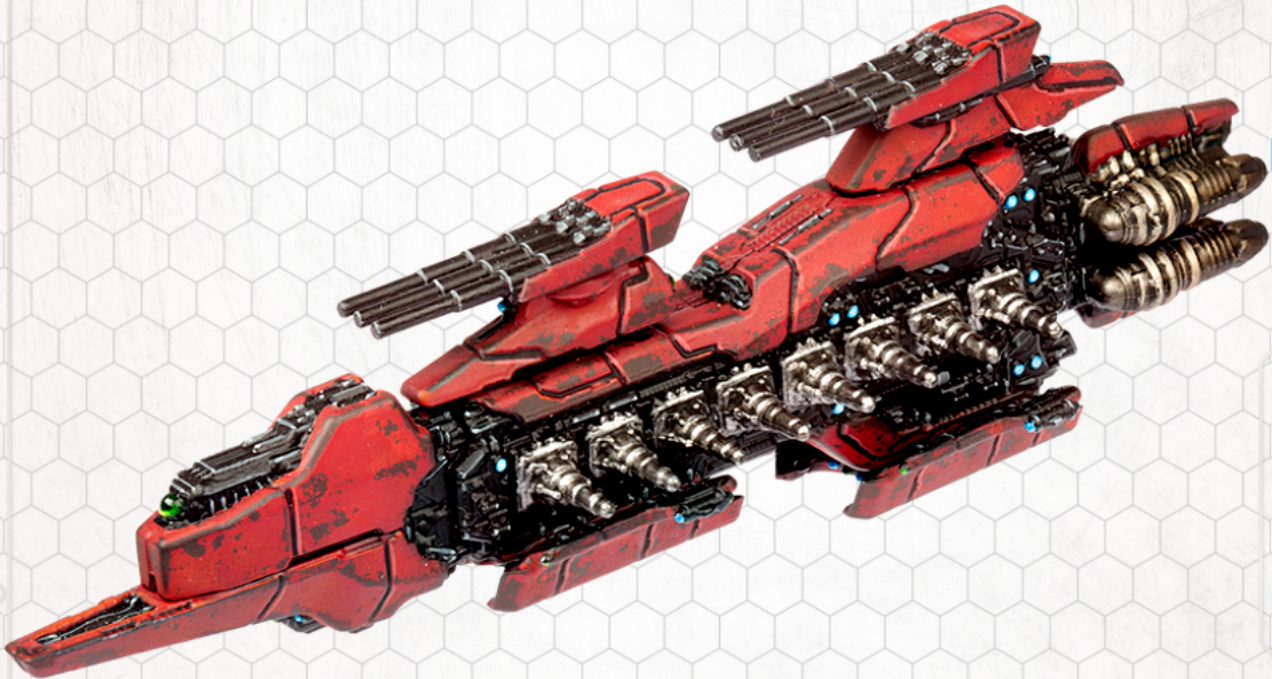


# RESISTANCE FAMOUS ADMIRALS

## “TYPHOON” VASQUEZ

HEAD ENGINEER

175 PTS



ADMIRAL VALUE	POINTS	FLAGSHIP
3	175	RESISTANCE HEAVY ARTILLERY CRUISER
<b>COMMAND ABILITY: BOOTLEG PROTOTYPE BULLETS</b>		
<b>PLAY:</b> Whenever you fire a weapon with the Low Power special rule.	<b>TARGET:</b> That weapon system.	<b>EFFECT:</b> That weapon system (and only that weapon system) gains Particle for that attack.
<b>PASSIVE ABILITY: BULLET BARON</b>		
<p>Typhoon Vasquez's Flagship is a Resistance Heavy Cruiser with two N-8 Artillery Cannon Banks, two N-11 Artillery Cannon Turrets, Ablative Armour, and a Scanner Array (that's been heavily jury rigged and does not take up a hardpoint).</p> <p style="text-align: center;">Both N-11 Artillery Cannon Turrets gain Linked-1.</p>		

Typhoon Vasquez is the Head Engineer of the Red Baron, a pre-war ship used as a test-bed for various ammunition types designed for then-current Artillery Cannons. Vasquez's Battlegroup contains a large number of industrial ships, including the Andar Errente, a pre-war Industrial Raft. Thanks to copious amounts of manufacturing ability, Vasquez is able to be very liberal with the application of the various bootleg munitions produced by his fleet.

Vasquez's combat capable ships were present at the Battle for Earth and managed to score several Scourge kills. The Red Baron spent most of the engagement firing on any and every cylinder it could find. Vasquez's battle tactics seemed to either be genius, drawing most of the Scourge return fire towards the Red Baron and its ablative armour, or the absolute lunacy of being on constant weapons-free.