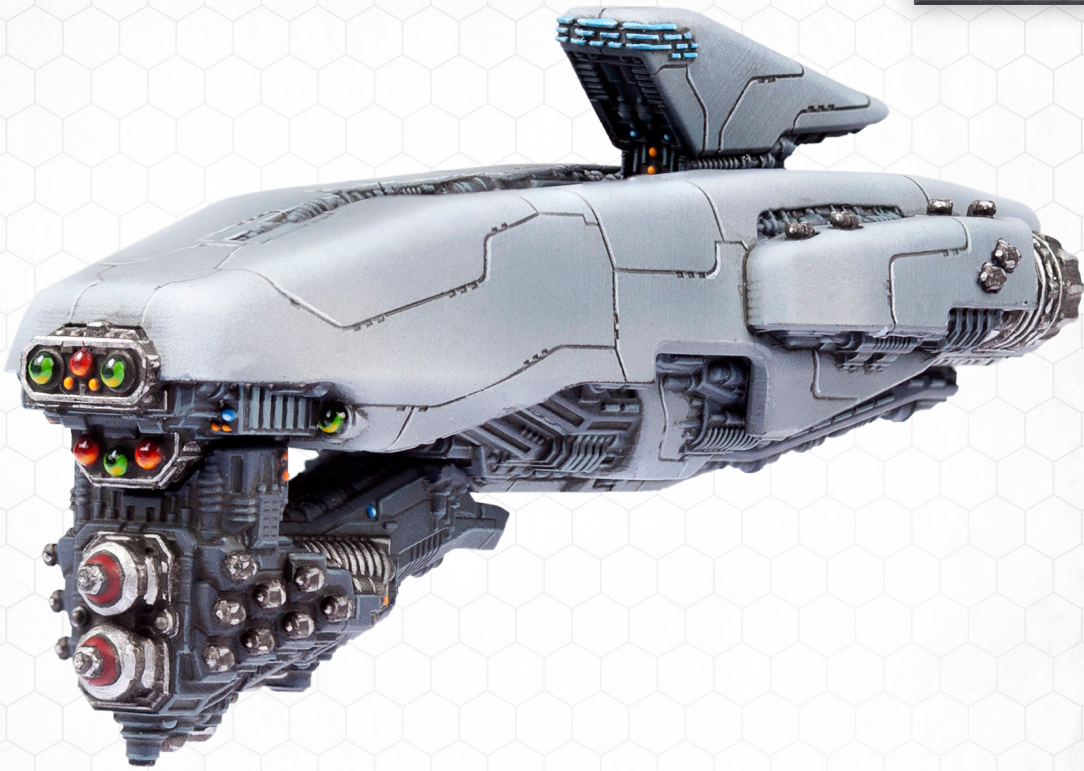


RESISTANCE ARMSTRONG

DESTROYER

60 PTS



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

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

Recorded ships of the class: *Apollo 11, Tranquillity, 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:
13,058,000M³**

RESISTANCE ALDRIN

COLONY SHIP

75 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|--------|------|-----|--------|------|----|----|-----|----|--------------------------------------|
| ALDRIN | 6" | 4" | 9" | 6 | 2+ | 2 | 1-2 | L2 | ABLATIVE ARMOUR, ATMOSPHERIC, 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:
1 1,745,000M³**

RESISTANCE COLLINS

SUPPORT CARRIER

40 PTS



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

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

REPAIR & REFUEL: Any Fighters on the same orbital layer and within 4" of this ship 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: 3,441,000M³