

# FLEET SPACE STATIONS



## FLEET SPACE STATIONS

You may pay the points listed to include a Fleet Space Station in your Fleet. These Fleet Space Stations exist outside of your normal Fleet Roster, though you may only take a single Fleet Space Station this way. Faction specific Fleet Space Stations may only be included in a Fleet of that faction.

After placing scenery, before the first Planning Phase, place your Fleet Space Station on your side of the board, at least 12" away from your deployment zone, 6" away from any Cluster, Space Station, or board edge, and 3" away from any Debris Field.

Once placed, a Fleet Space Station cannot be moved or turned for any reason.

Only the player that paid points for a Fleet Space Station may benefit from any purchased upgrades or may use any of its weapons. A player cannot shoot at their own Fleet Space Station unless it is controlled by an opponent.

Fleet Space Stations may gain and lose Spikes as if they were a ship.

There are several upgrades for your Fleet Space Stations depending on their listed Hardpoints. You might want to upgrade especially large Fleet Space Stations more than once. While these individual sprawling stations make for great looking models, they are more suited for narrative play. Simply agree with your opponent before the game starts. For more competitive games we recommend following the rules listed.

## FLEET SPACE STATION ACTIVATION

You may activate a controlled Fleet Space Station once per turn as if it were part of a Battlegroup with no changes made to the Battlegroup's Strategy Rating. Fleet Space Stations must be given orders alongside their chosen Battlegroup as if they were a Group in that Battlegroup. The only Orders that may be given to Fleet Space Stations are Standard Orders, Weapons Free, and Silent Running. Any movement and turning from Orders and special rules is ignored.

Controlled Fleet Space Stations may use their Launch Assets during the Launch segment as if they were a Group.



# SMALL SPACE STATION

## ORBITAL SATELLITE

30 PTS

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SMALL SPACE STATION	6"	4"	0"	8	3+	5	-	-	-

### HARDPOINTS

This station may take 1 option from the Space Station Armaments list.

This station may be upgraded with 1 of the following:

- Astrobotanical Lab for +30 points
- Defence Grid for +80 points

# MEDIUM SPACE STATION

## ORBITAL HUB

55 PTS

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
MEDIUM SPACE STATION	6"	6"	0"	12	3+	8	-	-	-

### HARDPOINTS

This station may take up to 2 options from the Space Station Armaments list.

This station may be upgraded with 1 of the following:

- Astrobotanical Lab for +30points
- Defence Grid for +80 points

# LARGE SPACE STATION

## ORBITAL CITY

90 PTS

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
LARGE SPACE STATION	6"	8"	0"	16	3+	12	-	-	-

### HARDPOINTS

This station may take up to 3 options from the Space Station Armaments list.

This station may be upgraded with up to **2** of the following:

- Astrobotanical Labs for +30 points each
- Defence Grids for +80 points each





## SPACE STATION ARMAMENTS WEAPON SYSTEMS

COST	TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
15	LASER ARMAMENT	3+	2	1	F/S/R	BURNTHROUGH (4), FLASH
10	MASS DRIVER ARMAMENT	3+	2	1	F/S/R	-
5	MISSILE ARMAMENT	3+	4	1	F/S/R	CLOSE ACTION

## STRUCTURES - UP TO 1 OF EACH MAY BE TAKEN

COST	TYPE
10	DEEP SPACE TRACKING
15	SCANNER UPLINK

### DEEP SPACE TRACKING

*This Space Station is equipped with extreme long-range scanners, allowing it to detect energy fluxuations from deep space. While these systems usually ignore low-key signals, boosted signatures are treated with high priority.*

When this Space Station targets enemy ships, Spikes on those ships have double their normal effect. So a Minor Spike increases the ship's Signature by 12" and a Major Spike increases it by 24" when targeted by this Space Station.

### SCANNER UPLINK

*This station's scanners are fitted with an uplink that can relay information to nearby ships at a moment's notice.*

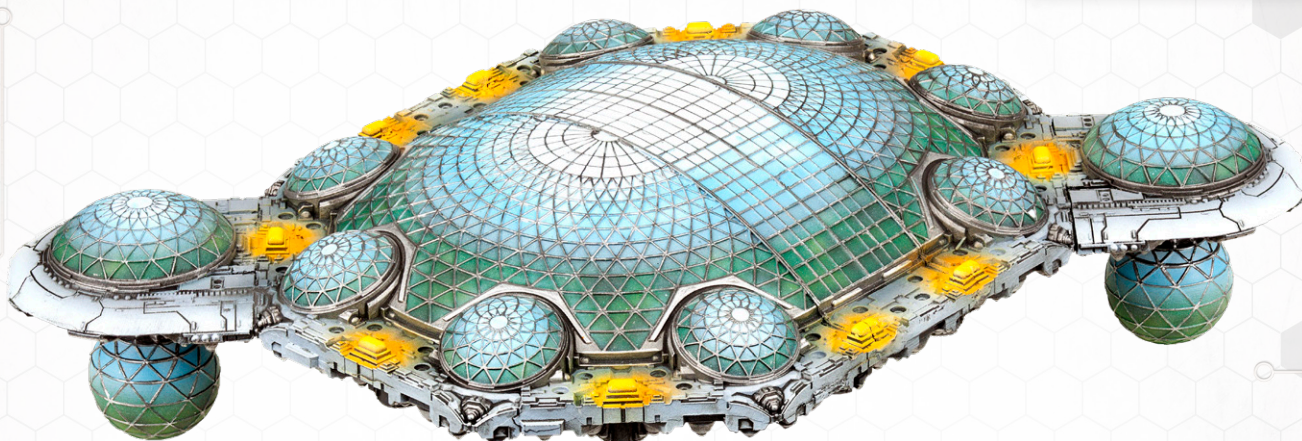
This Space Station's Scan range is increased by 3". In addition, friendly ships within 3" of one or more Space Stations with this special rule increase their Scan range by 3". This special rule ceases to function while this Space Station is controlled by an enemy player.



# ASTROBOTANICAL LAB

## EXO-GREENHOUSE

+30 PTS



### SIGNATURE BLOOM

*It takes a lot of power to run a botanical station, and the organic readouts it produces are often overwhelming to ships' sensors. In practice, any ships close-by are very effectively screened from scans unless their own power signature outweighs that of the station itself. The only way to stop this is to get in and switch off the hydroponics!*

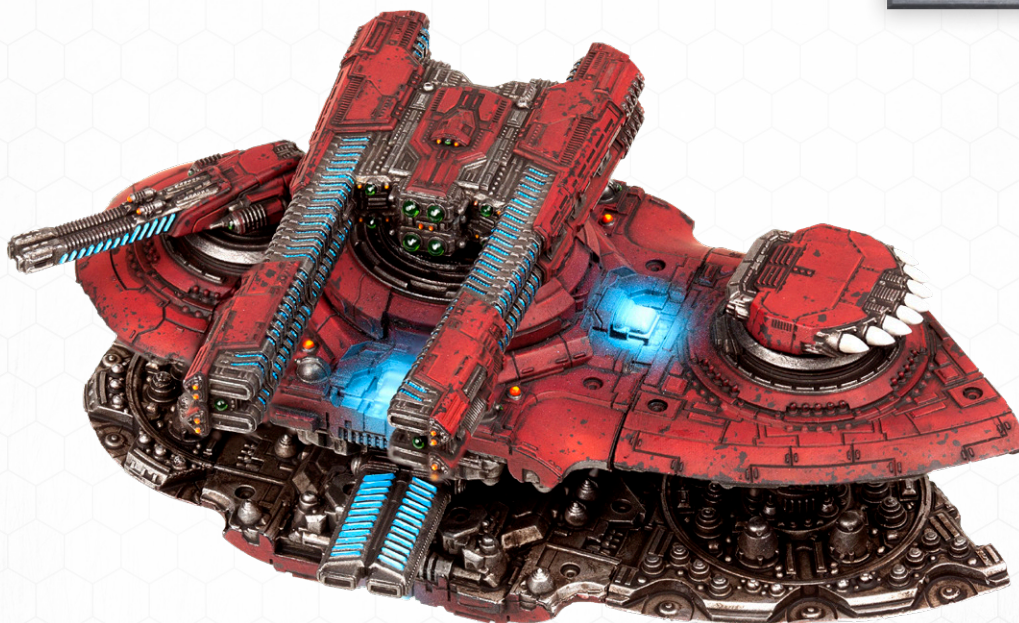
Friendly ships within 6" of this Space Station are *Hidden* within its Bloom. Enemy ships targeting these Hidden ships ignore any Minor Spikes when measuring range. However, Major Spikes are still used as normal.

This special rule ceases to function while this Space Station is controlled by an enemy player.

# DEFENCE GRID

## MILITARY SPACE STATION

+80 PTS



TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
35-KL QUAD MASS DRIVER	3+	0	4	F/S/R	FUSILLADE (4)
9K-S MASS DRIVER	2+	4	1	F/S/R	-
9K-S MASS DRIVER	2+	4	1	F/S/R	-
NC-16 MISSILES	3+	6	1	F/S/R	CLOSE ACTION
NC-16 MISSILES	3+	6	1	F/S/R	CLOSE ACTION



# UCM DEFENCE HANGAR

SMALL SPACE STATION

60 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
DEFENCE HANGAR	6"	4"	0"	8	3+	2	-	-	LAUNCH

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	4	-

# UCM MUNITIONS PLATFORM

SMALL SPACE STATION

60 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
MUNITIONS PLATFORM	6"	4"	0"	8	3+	2	-	-	LAUNCH

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

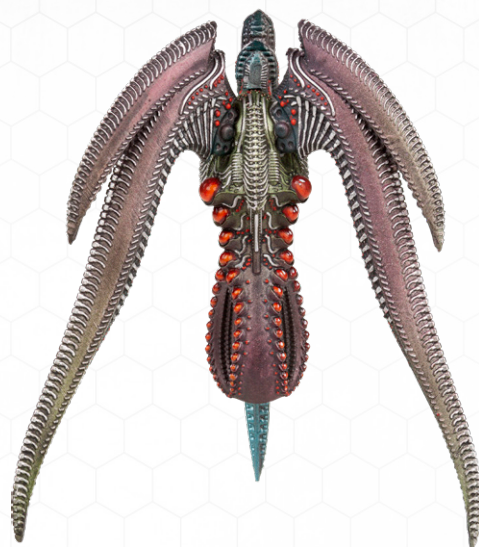
TYPE	THRUST	LOCK	ATTACK	DAMAGE	SPECIAL
TORPEDO	9"	2+	4	2	-



# SCOURGE EPHYRA

SMALL SPACE STATION

65 PTS



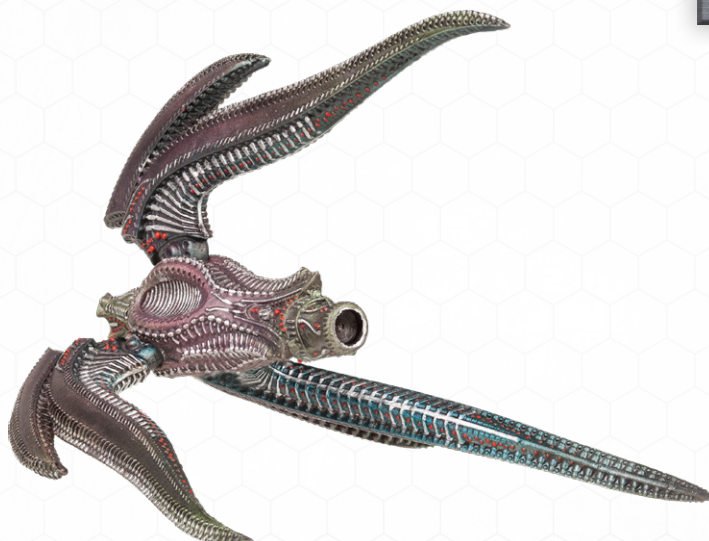
NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
EPHYRA	6"	4"	0"	8	3+	3	-	-	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS WARD	4+	3	2	F/S/R	CLOSE ACTION, SCALD

# SCOURGE NEMATOCYST

SMALL SPACE STATION

85 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
NEMATOCYST	12"	6"	0"	8	3+	3	-	-	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
VOLCANO LANCE	3+	2	2	F/S/R	BLOOM, BURNTHROUGH (8), FLASH



# PHR DEFENCE HALO

## LARGE SPACE STATION

145 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ORBITAL SPIRE	8"	6"	0"	16	3+	8	-	-	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
QUAD SUPERNOVA LASER	3+	4	1	F/S/R	BURNTHROUGH (12), FLASH
STATION TURRET RING	4+	6	1	F/S/R	CLOSE ACTION

### STATION TURRET RING

When you make an attack with this weapon, roll once and apply the roll to all enemy ships within range.

# PHR ORBITAL SPIRE

## LARGE SPACE STATION

145 PTS

NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ORBITAL SPIRE	8"	6"	0"	16	3+	8	-	-	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
NEUTRON MISSILES	2+	2D3+2	2	F/S/R	CRIPPLING, CLOSE ACTION
STATION TURRET RING	4+	6	1	F/S/R	CLOSE ACTION

### STATION TURRET RING

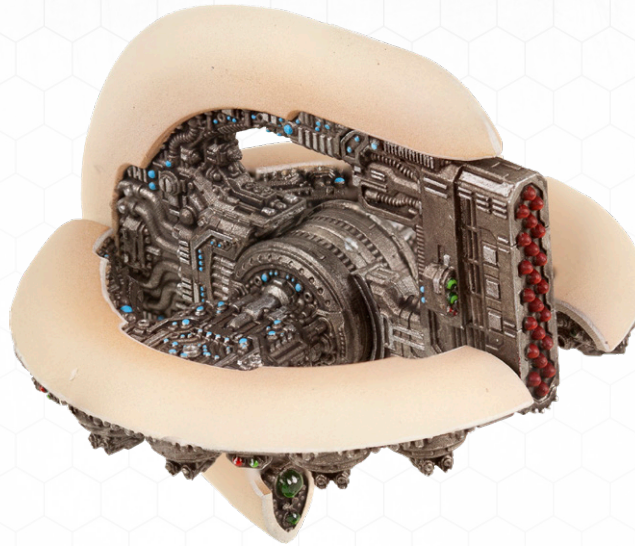
When you make an attack with this weapon, roll once and apply the roll to all enemy ships within range.



# PHR ORBITAL PICKET

SMALL SPACE STATION

75 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ORBITAL PICKET	6"	4"	0"	9	3+	4	-	-	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
NEUTRON MISSILES	2+	D3+2	2	F/S/R	CLOSE ACTION, CRIPPLING
STATION TURRET RACK	4+	3	1	F/S/R	CLOSE ACTION

## STATION TURRET RACK

When you make an attack with this weapon, roll once and apply the roll to all enemy ships within range.

# PHR ORBITAL OUTPOST

SMALL SPACE STATION

75 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ORBITAL OUTPOST	6"	4"	0"	9	3+	4	-	-	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
TRIPLE SUPERNOVA LASER	4+	3	1	F/S/R	BURNTHROUGH (9), FLASH
STATION TURRET RACK	4+	3	1	F/S/R	CLOSE ACTION

## STATION TURRET RACK

When you make an attack with this weapon, roll once and apply the roll to all enemy ships within range.



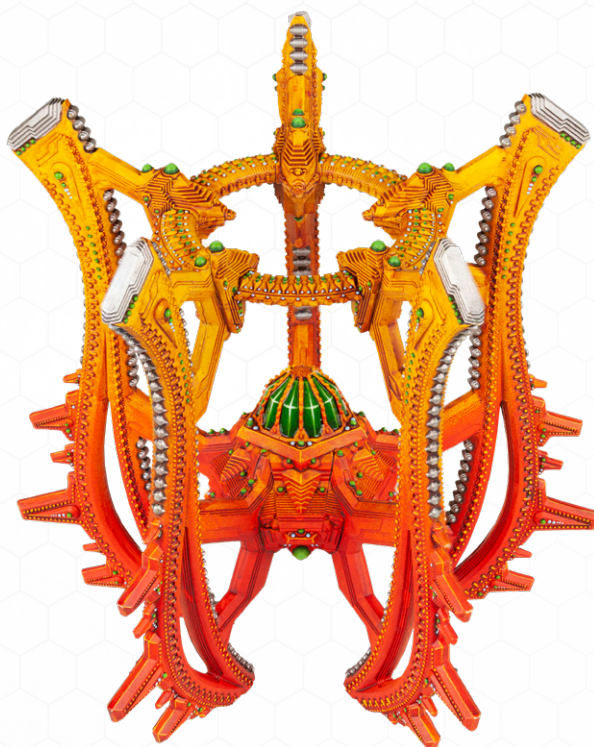
## SPACE STATION SHIELDS

The player that paid points for a Shaltari Space Station can choose to raise its shields when it fires its weapons.

# SHALTARI ANCHOR

LARGE SPACE STATION

120 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
ANCHOR	12"	6"/20"	0"	12	4+/4+	12	-	-	VOIDGATE-0

### VOIDSPACE ANCHOR

Enemy ships starting their activation within 6" of this Space Station may only go on Station Keeping Orders (regardless of whether they're able to take Special Orders or not, and regardless of what Special Orders the Battlegroup has taken).

# SHALTARI SHURIKEN

LARGE SPACE STATION

150 PTS

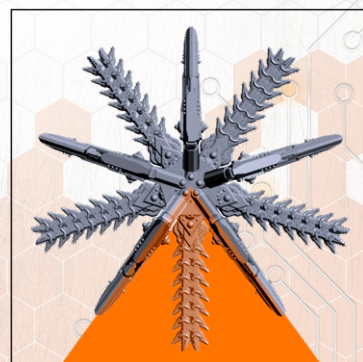
NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SHURIKEN	12"	6"/20"	0"	12	4+/4+	12	-	-	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
DISINTEGRATOR BANK	3+	8	1	*	-

### DISINTEGRATOR BANK

Instead of the normal Arcs, Shaltari Shurikens have their own Arcs. A Shuriken has 5 Arcs, each 72 degrees. The easiest way to define these Arcs is to follow the lines of adjacent vertical vanes, measured from the flight stand as normal. Follow these Arcs when shooting instead of the normal rules for Arcs.

The Shuriken's Disintegrator Bank can be fired up to 5 times per round, but each must use a different Arc.





# SHALTARI GATESTATION

SMALL STATION

75 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
GATESTATION	4"	6"/18"	0"	10	4+/4+	4	-	-	-
TYPE			LOCK	ATTACK	DAMAGE	ARC	SPECIAL		
CHARGED AURA			6+	4	1	F/S/R	CLOSE ACTION		
LOAD			LAUNCH	SPECIAL					
GATES			2	-					

## VOIDGATE NODE

This Gatestation's Gates may only be used while you control it.

# SHALTARI GRAV HOOK

SMALL STATION

75 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
GRAV HOOK	4"	6"/18"	0"	10	4+/4+	4	-	-	-

## GRAVITY MANIPULATOR

Friendly ships that start their movement within this station's Scan range measure their movement from any point at the edge of this space station's Scan range, retaining their facing. Enemy ships that start their movement within this station's Scan range measure their movement from this station (distances are measured from the flight stem), retaining their facing.

This special rule ceases to function while you do not control this station.



# RESISTANCE GRAND STATION

MEDIUM SPACE STATION

85 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
GRAND STATION	6"	6"	0"	12	3+	4	-	-	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
HEAVY VENT CANNON TURRET	3+	2	2	F/S/R	UNSTABLE, FUSILLADE (1), SCALD
XN-31-S MASS DRIVER TURRET PAIR	2+	2	1	F/S/R	-
XN-31-S MASS DRIVER TURRET PAIR	2+	2	1	F/S/R	-

# RESISTANCE ASTROBOTANICAL OURPOST

MEDIUM SPACE STATION

85 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
GRAND STATION	6"	6"	0"	12	3+	4	-	-	-

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
HEAVY VENT CANNON TURRET	3+	2	2	F/S/R	UNSTABLE, FUSILLADE (1), SCALD

## SIGNATURE BLOOM

Friendly ships within 6" of this Space Station are *Hidden* within its Bloom. Enemy ships targeting these Hidden ships ignore any Minor Spikes when measuring range. However, Major Spikes are still used as normal.

This special rule ceases to function while this Space Station is controlled by an enemy player.