

SHIPS OF THE LINE

FLEET:

COMMANDER:

FACTION:

PLAYER:

Favor: 6

Directorate

Dan

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Spreckels	E			0000 0000		spine-c	8	18	S
CLASS	TYPE	COST	HULL DAMAGE			fighters missiles	18	-	-
Overseer	C	628	000000 000000	000000 000000	000000 000000				
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER				
16	7	2	4	2	4				
OFFICERS: Robin Sweet (4): if this ship is <u>able</u> after combat, earn one favor.									

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Stanford	V			0000 0000		Lasers - C	16	18	4/F/2
CLASS	TYPE	COST	HULL DAMAGE			Missiles	-	-	-
Justice	C	482	000000 000000	000000 000000	000000 000000				
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER				
14	7/8F	2	1	2	4				
OFFICERS: Roy Maverick (3): When choosing a target, this ship is not required to choose the closest target in range.									

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Mellon	V			0000 0000		L-D	6	12	4/F
CLASS	TYPE	COST	HULL DAMAGE			Ms1	-	-	-
Vanguard	D	264	000000 000000	000000 000000	000000 000000				
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER				
8	7/8F	2	1	4	6				
OFFICERS:									

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Carnegie	E			0000 0000		L-D	6	12	4/F
CLASS	TYPE	COST	HULL DAMAGE			Ms1	-	-	-
Vanguard	D	264	000000 000000	000000 000000	000000 000000				
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER				
8	7/8F	2	1	4	6				
OFFICERS: Prince Clara (2): the jump zone is one grade less risky for this ship.									

JUMP WAR

ESCORTS AND FREIGHTERS

FLEET:

COMMANDER:

FACTION:

PLAYER:

Directorate

Dan

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Vanderbilt	V			0000 0000	X	Laser - E	4	12	F
Gould	E			0000 0000					
Harriman	V			0000 0000					
				0000 0000					
				0000 0000					
				0000 0000					
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER	CLASS	TYPE	COST	
1	7	2	2	10	15	Enforcer	Escort	47	

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
				0000 0000					
				0000 0000					
				0000 0000					
				0000 0000					
				0000 0000					
				0000 0000					
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER	CLASS	TYPE	COST	

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
				0000 0000					
				0000 0000					
				0000 0000					
				0000 0000					
				0000 0000					
				0000 0000					
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER	CLASS	TYPE	COST	

ORDINANCE	GUNN	INIT	ARMOR	THRUST	PATROL	BLAST
MISSILE E	d8	d8	7	6	—	1/0"
MISSILE D	d10	d8	8	8	—	d4/1"
MISSILE C	d10	d8	8	8	—	d6/2"
MISSILE B	—	d8	8	8	—	3xE
MINES	d10	d4	6	12	—	—
FIGHTERS	d10	d6	6	8	3	—

JUMP WAR