

SHIPS OF THE LINE

FLEET:

COMMANDER:

FACTION:

PLAYER:

Paror: 6

Eldar

Enn

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Ikazuchi	V			0000 0000		Lasers - C	4	18	F
CLASS	TYPE	COST	HULL DAMAGE			WEAPONS	STR	RAN	ARC
Shadow	C	436	000000 000000	000000 000000	000000 000000	Spines - C Fighters	4 18	18 -	S -
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER				
12	7	2	2	3	5				
OFFICERS: Winta Teskey (i) May swap initiative with all ordnance.									

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Inazuma	V			0000 0000		Lasers - C	8	18	F
CLASS	TYPE	COST	HULL DAMAGE			WEAPONS	STR	RAN	ARC
Eclipse	C	392	000000 000000	000000 000000	000000 000000	Spines - C	8	18	S
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER				
12	7	2	2	3	5				
OFFICERS: Jimmy McMath (i): instead of rolling for scenario objective, this fleet may choose, after enemy determines objective.									

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Hamanami	V			0000 0000		Lasers - D	2	12	L/F/R
CLASS	TYPE	COST	HULL DAMAGE			WEAPONS	STR	RAN	ARC
Hellbore	D	228	000000 000000	000000 000000	000000 000000	Lasers - D Spines - D	4 4	12 12	F S
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER				
6	7	2	1	6	10	Missiles	-	-	-
OFFICERS:									

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Hayanami	V			0000 0000		Lasers - D	2	12	L/F/R
CLASS	TYPE	COST	HULL DAMAGE			WEAPONS	STR	RAN	ARC
Hellbore	少	228	000000 000000	000000 000000	000000 000000	Lasers - D Spines - D	4 4	12 12	F S
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER				
6	7	2	1	6	10	Missiles	-	-	-
OFFICERS:									

JUMP WAR

ESCORTS AND FREIGHTERS

FLEET:

COMMANDER:

FACTION:

PLAYER:

Eldar

Erin

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Amatsukaze	V			□□□□ □□□□		Lasers - E	6	12	F
Tokitsukaze	V			□□□□ □□□□					
Hatsukaze	G			□□□□ □□□□					
				□□□□ □□□□					
				□□□□ □□□□					
				□□□□ □□□□					
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER	CLASS	TYPE	COST	
1	7	2	3	12	18	Aconite	E	60	

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Asagumo	V			□□□□ □□□□		Spine - E	2	12	S
Yamagumo	G			□□□□ □□□□					
Natsugumo	G			□□□□ □□□□					
				□□□□ □□□□					
				□□□□ □□□□					
				□□□□ □□□□					
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER	CLASS	TYPE	COST	
1	7	2	2	12	18	Hombrek	E	41	

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Suzutsuki	G			□□□□ □□□□		Mines	4	-	-
Akizuki	G			□□□□ □□□□		Lasers - E	3	12	F
Terusuki	G			□□□□ □□□□					
				□□□□ □□□□					
				□□□□ □□□□					
				□□□□ □□□□					
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER	CLASS	TYPE	COST	
1	7	2	2	10	15	Nightshade	E	59	

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