

SHIPS OF THE LINE

FLEET:

COMMANDER:

FACTION:

PLAYER:

Favor: 5

KRN

Kate

NAME			DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Retraitt			E			0000 0000	1	Spine-C	6	18	S
CLASS	TYPE	COST	HULL DAMAGE								
Reinforce	C	552	000000	000000	000000	000000		Laser-C	6	18	L/F/R
			000000	000000	000000	000000		Laser-C	3	18	L/A/R
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER						
16	7	2	1	2	4			Fighters	18	-	-
OFFICERS: Antonio Wilmer (2) may launch ordinance while drawing fire.											

NAME			DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Aspekt			V			0000 0000	D	Spine-D	4	12	S
CLASS	TYPE	COST	HULL DAMAGE								
Margaro	D	328	000000	000000	000000	000000		Laser-D	5	12	L/F/R
			000000	000000	000000	000000		Laser-D	3	12	L/A/R
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER						
8	7	2	1	4	6			Righters	12	-	-
OFFICERS: Margarita Sundgot (2) may supp initiative with friendly ships + squadrons											

NAME			DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
						0000 0000					
CLASS	TYPE	COST	HULL DAMAGE								
			000000	000000	000000	000000					
			000000	000000	000000	000000					
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER						
OFFICERS:											

NAME			DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
						0000 0000					
CLASS	TYPE	COST	HULL DAMAGE								
			000000	000000	000000	000000					
			000000	000000	000000	000000					
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER						
OFFICERS:											

JUMP WAR

ESCORTS AND FREIGHTERS

FLEET:

COMMANDER:

FACTION:

PLAYER:

KRN

Kate

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Slitbar	V			0000	*	Spine-D	4	12	S
Kraftig	G			0000	*	Laser-D	2	12	L/F/R
Klangfull	V			0000	*	Laser-D	2	12	F/L/A
				0000		Laser-D	2	12	F/R/A
				0000		Laser-D	2	12	L/A/R
				0000					
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER	CLASS	TYPE	COST	
8	7	2	1	5	8	Karrion	D	268	

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Skydd	E			0000		Laser-E	2	12	L/F/R
Slipad	G			0000	*	Laser-E	2	12	L/A/R
				0000					
				0000					
				0000					
				0000					
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER	CLASS	TYPE	COST	
1	7	2	1	10	15	Gerakke	E	55	

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
				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