

SHIPS OF THE LINE

FLEET:

COMMANDER:

FACTION:

PLAYER:

Favor: 9

MEF

Maurice

NAME			DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Gal'Efors			E			0000 0000	2	Lasers-C	6	18	all
CLASS	TYPE	COST	HULL DAMAGE								
Gal'Ethor	C	688	0000 0000	0000 0000	0000 0000			Lasers-C	12	18	4/F/R
								Fighters	12	-	-
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER						
16	7	2	1	3	5						
OFFICERS: Jake BH (4) ship counts as having one more hull box for capturing fighters.											

NAME			DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Ven'Tril			V			0000 0000	X	Lasers-D	4	12	4/F/R
CLASS	TYPE	COST	HULL DAMAGE								
Ven'Tam	D	316	0000 0000	0000 0000	0000 0000			Lasers-D	2	12	F
								Fighters	12	-	-
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER						
8	7	2	2	5	8						
OFFICERS:											

NAME			DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Ven'Tur			V			0000 0000	X	Lasers-D	4	12	4/F/R
CLASS	TYPE	COST	HULL DAMAGE								
Ven'Tam	D	316	0000 0000	0000 0000	0000 0000			Lasers-D	2	12	F
								Fighters	12	-	-
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER						
8	7	2	2	5	8						
OFFICERS:											

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

JUMP WAR

ESCORTS AND FREIGHTERS

FLEET:

COMMANDER:

FACTION:

PLAYER:

MEP

Maurice

NAME		DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Ba'Nadade		G		X	0000 0000	1	Lasers - E	4	12	L/F/K
Ba'Ned		G		X	0000 0000		Mines	4	-	-
Ba'Nal		V		X	0000 0000					
Ba'Nana		G		X	0000 0000					
					0000 0000					
					0000 0000					
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER	CLASS	TYPE		COST	
1	7	2	1	12	18	Ba'Negua	E		70	

NAME		DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Ba'Reom		G		X	0000 0000		Spine - E	1	12	S
Ba'Racuda		G		X	0000 0000		Laser - E	4	12	4/F/K
					0000 0000					
					0000 0000					
					0000 0000					
					0000 0000					
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER	CLASS	TYPE		COST	
1	7	2	1	12	18	Ba'Rada	E		58	

NAME			DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
						0000 0000					
						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