

SHIPS OF THE LINE

FLEET:

COMMANDER:

FACTION:

PLAYER:

Favor : II

TRN

Terry

NAME		DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Audacity		V			0000 0000		Spine - C	8	18	S
CLASS	TYPE	COST	HULL DAMAGE				Laser - C	10	18	L/F/R
Conquest	C	712	000000 000000	000000 000000	000000 000000		Laser - C	7	18	L/A/R
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER		Fighters	6	—	—
16	7	2	3	2	4		Missiles	—	—	—
OFFICERS: Florence Bates (3) If Audacity is disabled, ignore one damage/turn.										

NAME		DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Perseus		V			0000 0000		Spine - D	4	12	S
CLASS	TYPE	COST	HULL DAMAGE				Laser - D	6	12	L/F/R
Orion	D	352	000000 000000	000000 000000	000000 000000		Laser - D	6	12	L/A/R
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER		Fighters	6	—	—
8	7	2	1	6	10					
OFFICERS: Mildred Knight (2). When P. would be displaced by the collisions rule, the other ship is displaced instead.										

NAME		DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Alesia		E			0000 0000		Spine - D	6	12	S
CLASS	TYPE	COST	HULL DAMAGE				Laser - D	5	12	L/F/R
Nasada	D	325	000000 000000	000000 000000	000000 000000		Laser - D	2	12	L/A/R
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER		Missiles	—	—	—
8	7	2	2	4	6		Fighters	3	—	—
OFFICERS: Sandra Guest (1) escapes.										

NAME		DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Thermopylae		V			0000 0000		Spine - D	6	12	S
CLASS	TYPE	COST	HULL DAMAGE				Laser - D	5	12	L/F/R
Nasada	D	325	000000 000000	000000 000000	000000 000000		Laser - D	2	12	L/A/R
HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER		Missiles	—	—	—
8	7	2	2	4	6		Fighters	3	—	—
OFFICERS:										

JUMP WAR

ESCORTS AND FREIGHTERS

FLEET:

COMMANDER:

FACTION:

PLAYER:

TRN

Terry

NAME	DISC	INIT	GUNN	EXP	T.EXP	WEAPONS	STR	RAN	ARC
Young	G			□□□□ □□□□		Laser - E	4	12	2/F/R
				□□□□ □□□□		Laser - E	2	12	4/A/R
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HULL	ARMOR	SHIELDS	P.D.	THRUST	OVER	CLASS	TYPE	COST	
1	7	2	2	10	15	Northampton	E	67	

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

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