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Tournament Pack



A Source Book For
A CALL TO ARMS
BABYLON 5 SPACE COMBAT

Babylon 5 Created by J. Michael Straczynski



TOURNAMENT PACK

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Contents

Introduction	2
Running Tournaments	3
Scenarios	6
Fleet Lists	9
Earth Alliance	9
Minbari Federation	12
Centauri Republic	15
Narn Regime	18
Interstellar Alliance	21
Shadows	22
Vorlons	23
Abbai Matriarchy	24
Brakiri Syndicracy	25
Drazi Freehold	27
Vree Conglomerate	28
Raiders	29
Dilgar Imperium	30



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INTRODUCTION

Welcome, Admiral, to the Tournament Fleet Lists for A Call to Arms! With this book, you will be able to fight any opponent on equal terms, knowing that just your own ability and his will be all that separates you from victory.

This book also gives you guidelines for running your own tournaments, with a full set of rules that can be considered 'official'. These are the rules that Mongoose Publishing uses when we run tournaments at our office, so you can be sure that you are playing on the same level playing field wherever you are in the world. This will be important when we come to launch our International A Call to Arms League. . .

Why New Lists?

So, is anything wrong with the fleet lists found in A Call to Arms or Sky Full of Stars? Well, not really! The lists you have been using up to now showcase the various fleets at their very best, giving you the widest options and enough choices to keep a campaign running for a very, very long time.

However, after studying several tournaments using the original fleet lists, we began to notice some disparities. Fleets that performed perfectly well in campaign games began to seem lacking in hard-edged, competitive tournament games. By the same token, some ships that were kept in check by the way campaigns worked suddenly found themselves freed in tournament games and became a real menace to other shipping (yes, I am looking at the White Stars here – they are balanced in campaigns because

they are constantly forced to fight low priority battles but if left unchecked at Raid level. . .).

Now, we are an easy-going bunch of chaps here at Mongoose. We much prefer to engage in a long-running campaign over the course of a month or more than battle for a trophy (well, some of us, that is. . .). On the other hand, we love running tournaments for fans at our offices and we acknowledge that not everyone has the time or inclination to dedicate the hours needed to run a long campaign. Clearly something needed to be done!

After careful consultation with players we spoke to at tournaments and listening to feedback from the Mongoose internet forums, we compiled a new set of lists that were finely balanced at just Raid level battles, thus ensuring no fleet could steal a march on another just because there were no long-reaching campaign

ramifications. You hold the results in your hand.

Using These Lists

First off, please let us point out that these tournament lists are no more 'official' than those found in Sky Full of Stars. The latter should be used for tournaments and 'friendly' games. Pull these tournament lists out when you are fighting in earnest at an event or club – the last thing we want is for people to stop playing campaigns (which is where, I believe, A Call to Arms is at its best).

That said, if you ever feel the need to prove just who the superior Admiral is, gather a 5 point Raid fleet using the lists in this book and fight on, secure in the knowledge that it won't be your fleet that lets you down.



Dilgar ships engage the Earth Alliance

RUNNING TOURNAMENTS

Setting up a tournament for A Call to Arms is a relatively easy process but if you are in charge, make sure you know the rules and can answer any question readily if you need to solve disputes between players! For this reason, it is usually best if the person running the tournament does not compete.

The guidelines given in this chapter are not hard and fast rules, and organisers may like to consider variations on the theme to create their own unique tournament atmosphere. So long as all the players involved are aware of any changes made, this is just fine by us!

A tournament usually consists of a series of games played over one or two days. Three or four games can be run on a tournament day without the players getting too tired or hurried to finish. You will need a place to run the tournament, large enough to hold enough tables to get everyone playing at the same time without waiting for a spare table, and enough players to make the tournament a worthwhile event – a minimum of 6 players is recommended, though a tournament can handle many more if you are well organised. Some tournaments have been known to run with well over one hundred people!

Using the 5 point Raid level fleets suggested here, it is best to allow two hours for each game, with a break of 10-15 minutes in-between each to collate the results. Allow a break

halfway through the day of about half an hour for lunch.

What the Players Need

To save the sanity of the person running the tournament, it is always best if players bring their own dice and tape measures with their fleets. In addition, they will also need;

- Books One and Two from the Call to Arms box set, the Sky Full of Stars supplement, and this book
- A 5 point Raid level fleet, as either miniatures or counters (we tend to allow people to use the old Fleet Action miniatures if they wish)
- Two copies of their Fleet Roster (one to be handed in to the person running the tournament)
- Some money for food and drink – or a packed lunch!

All fleets must be chosen from one of the lists in this book or any other fleet list endorsed by the person running the tournament. All ships are assumed to have a Crew Quality of 4 (though ISA fleets still get their normal bonus). Only rules from the Call to Arms box set, Sky Full of Stars and this book should be used (note that some fleets in this book do not get all the special rules they do in Sky Full of Stars – when playing in a tournament, this book always takes priority!).

Playing the Tournament

It is up to the tournament organiser to decide how to pair players off in each game. However, we have found the best method is the 'Swiss' system.

At the start of the tournament, assign players to opponents randomly. At the start of each round subsequent to that, pair off the two highest scoring players to fight one another, then the next two highest scoring, and so on.

Once players have been assigned an opponent, they should meet at their table and introduce themselves. One should then roll a dice to decide which scenario they will play. A roll of 1-3 means the Call to Arms scenario is

Raid Level Fleets

As you will know from the standard A Call to Arms rules, two Fleet Allocation Points at Raid level will buy a Battle level ship and four points will buy a War level ship. However, players may also spend a single Fleet Allocation Point at Raid level on the following choices.

- 2 Skirmish level choices
- 3 Patrol level choices
- 1 Skirmish and 1 Patrol level choice

used, a 4-5 means Space Superiority and a 6 will result in Annihilation being played. All three scenarios can be found in this book, suitably tweaked for tournament play.

This all done, players will deploy their fleets as normal and begin playing until the pre-arranged time limit is up. After this, their scores are totalled up and they move on to the next round and a new opponent.

Scoring Points

Players can score Tournament Points in a variety of ways – though hammering your opponent’s fleet into dust is a good way to start! The winner of the tournament will be the player who amasses the most Tournament Points at its conclusion, though we must stress that the aim of the event should be for everyone to have fun and not simply a vehicle for the winner’s ego.

Points are scored as follows.

Admiralship

Victory Points are scored in games as normal and the margin of victory one player has over another will earn him a certain number of Tournament Points, as shown in the table below. A maximum of 20 Tournament Points are available in every round.

Victory Points are scored as shown on page 7 of Sky Full of Stars. Ships making Tactical Withdrawals, either off the table or into hyperspace, may not return during the battle and will give Victory Points to their opponent (though not as many as if they had been

destroyed, so remember that discretion is often the better part of valour!).

The Gentleman’s Award

Things can get a little . . . tense during tournament games and it always pays to keep a cool head. To encourage this, players will rate each game according to how much they enjoyed it – after all, the whole point of the tournament is to have fun!

It is usually a good idea to reward considerate play and so we suggest that each player rates every opponent he plays as Poor, Good or Great. For every Good game rating a player gains throughout the tournament, he will earn 5 Tournament Points. Every Great game earns him 10. A Poor game should earn him nothing but the added attention of the judges. . .

Organisers should keep an eye on how players are marking each other throughout the tournament, and pull a player to one side if he continually marks opponents either very well or very badly.

The basic rule for players is this – play nicely and you won’t fall behind.

Babylon 5 Trivia Quiz

As a bit of fun and a change of pace, we often hold a Babylon 5 trivia round in our tournaments, with 20 questions about the Babylon 5 universe and Call to Arms game system – ranging from the easy to the very obscure! A Tournament Point is scored for every question answered correctly.

One thing to be careful of here – if you are an organiser planning to have a trivia round in your tournament, make sure you get your answers right! You can be sure that you will have at least a few people turning up who know more about Babylon 5 than you do, so double check all your questions. If you have any doubts, it is probably better not to have a trivia round at all.

Best Painted Fleet

Here at Mongoose, we love to see exceptionally well painted models and we often give a special award for the best painted fleet taking part in the tournament, as chosen by our judges. However, this is ‘outside’ the normal tournament scoring system and is completely separate.

Whether players paint their fleets as a master artist or use the counters that come in the box set, it should have no effect on their standing in the tournament as a whole. But it is nice to recognise good work when someone makes the effort.

Questions During Play

The whole point of a tournament is to play a few games, have fun and meet with other people who share a love of Babylon 5. That said, even the most well mannered gamers can have a difference of opinion in what a rule actually means, especially when their entire fleet is at stake!

To avoid arguments, players should be advised to consult the rulebooks during play. There is absolutely nothing wrong with politely asking an opponent to point out any given rule or statistic in order to make sure the game is being played according to the rules. If a player can resolve any rules dispute between himself and his

Game Result	Victor	Vanquished
Draw	10	10
Win by less than 10 VPs	13	7
Win by 10 VPs or more	17	3
Fleet completely destroyed	20	0

opponent, both will enjoy the game a great deal more.

If a player needs to call a judge over to resolve a dispute, he should be more than welcome. However, the players should understand before the tournament starts that, for good or ill, the judge's decision is final. Arguing with a judge is a bad idea.

A Last Word

The point of a tournament is not to win, it is not for a player to scoop all the prizes and it is not a chance for the organiser to show favouritism towards friends.

Simply put, a tournament is about having fun. Competitive games can often fray tempers in the heat of the

moment but if players cannot shake hands after a game is done, then something is very wrong. Organisers should always be ready to step into any debate that starts with raised voices, but also be prepared to let players resolve the matter themselves if it seems they can do so without a shouting match starting.

After all, we are all mature gamers, right?

When Mongoose runs a tournament, we usually put together a tournament pack for players that explains all the rules we will be using during the games, so players are well-informed before they turn up. You can download the latest tournament pack from the Call to Arms section of our web site at <http://www.mongoosepublishing.com>.

If you fancy playing in a tournament rather than being saddled with running one (it can seem a long day at times – believe us, we know!), then see if you can visit Mongoose Publishing when we run one of our regular tournaments or open days. We always post news of these on our web site.

Alternatively, you can collar one of our Mongoose Infantry demo teams (just select the Demo Team tab near the top of our web site) to run a tournament down at your local store. Your tournament scores will be entered into the Mongoose Database, and at the end of every year, we will announce the overall, international A Call to Arms champion!



Space Stations can make great additional scenery

Annihilation

For those safe in the headquarters of High Command, wars in space are slow, studied affairs, a far cry from the terror and unleashing of mighty energies that make a typical battle. There have been times in history, however, when the raw emotion of the fight has worked its way up to the highest levels. During these times of total war, it is not enough that a strategically important objective be taken. Nothing less than the total and utter destruction of the enemy will do, to wipe their fleets from the map and boil their planets with weapons of mass destruction.

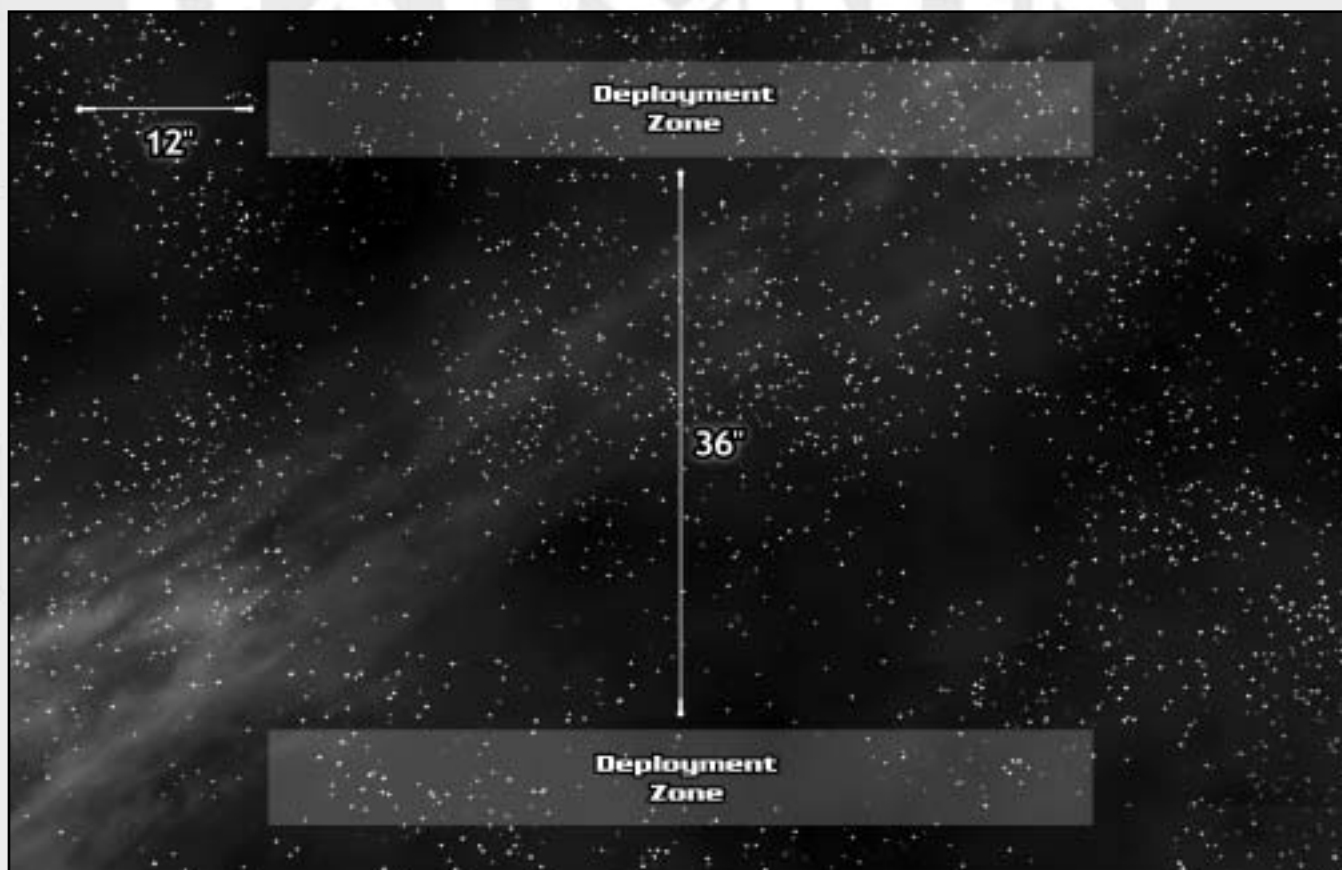
Fleets: Players have random Fleet Allocation Points and choose their fleets freely.

Pre-Battle Preparation: Roll for Initiative as normal – the losing fleet will be forced to set up first. The fleets are deployed anywhere in their own deployment zones as shown on the scenario map. Stellar debris is generated randomly.

Scenario Rules: Both players roll a dice. The highest rolling player may hold up to two ships in hyperspace as a reserve. They may be brought into battle as detailed in the Advanced Rules in Book One.

Game Length: Until the victory conditions have been met or until the time limit is reached, whichever comes first.

Victory and Defeat: For the fleets involved in this battle, damage sustained by their own ships is of little importance so long as the enemy suffers more. This battle will continue until all the ships on one side have been destroyed. The winner is the fleet with at least one ship remaining on the table.



Call to Arms

Every war has its first shots fired. In space, this often happens when two fleets have been put on high alert and hostilities are expected. Many patrols are sent out to gain intelligence on the enemy and when two opposing patrols meet, neither are likely to ask questions. The war begins with the small clash of these patrolling ships.

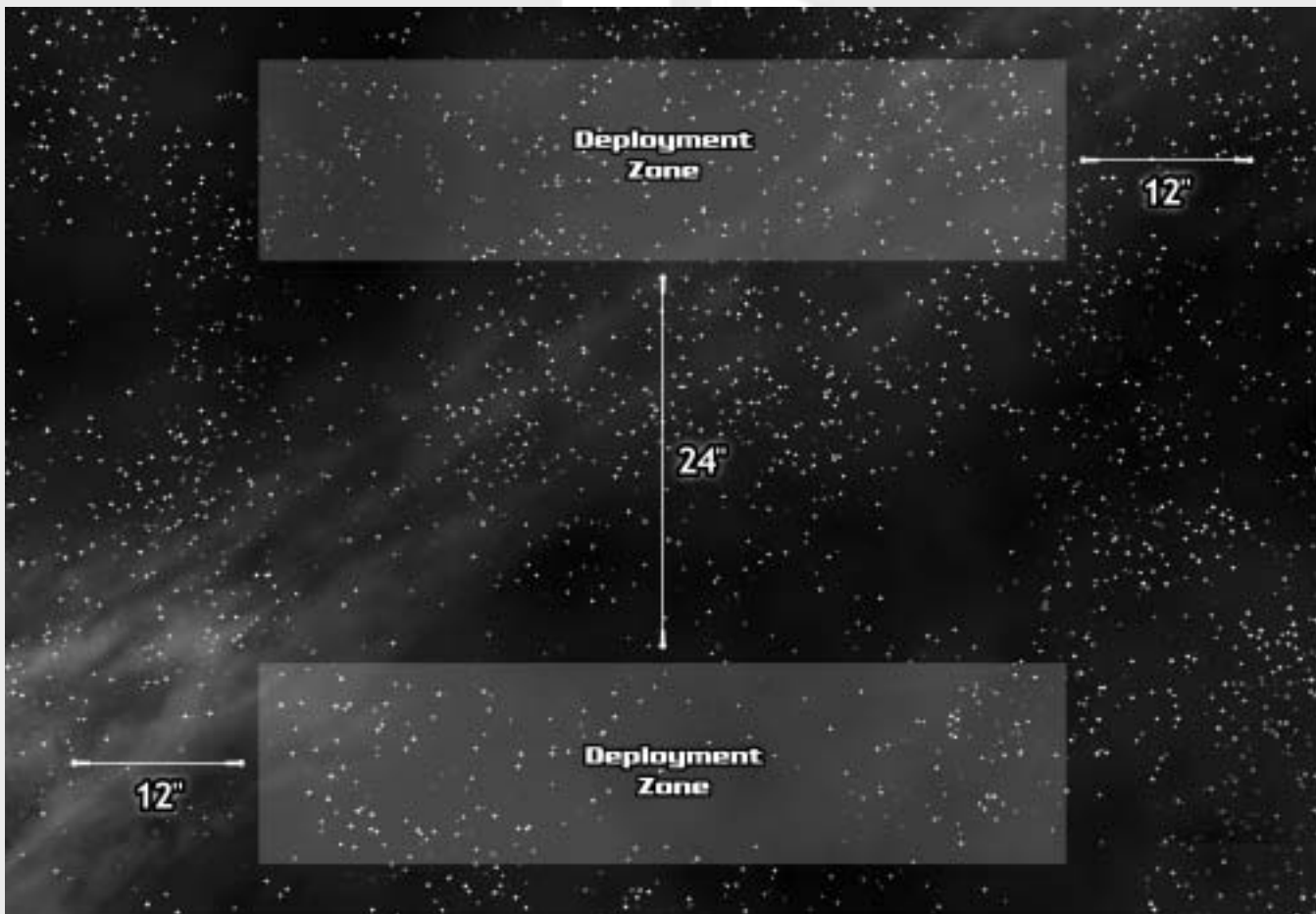
Fleets: Players have random Fleet Allocation Points and choose their fleets freely.

Pre-Battle Preparation: Roll for Initiative – the losing fleet will be forced to set up first. The fleets are deployed anywhere in their own deployment zones as shown on the scenario map. This clash takes place in deep space and so no stellar debris or planets are required unless both players agree to their use.

Scenario Rules: None.

Game Length: 10 turns, or until either side has no ships on the table (Running Adrift, destroyed and surrendered ships do not count as viable ships).

Victory and Defeat: This scenario uses Victory Points in order to determine who wins.



Space Superiority

Once open war has been declared, opposing fleets will begin fighting for strategically important areas of each star system. In some cases, space itself may be possessed by a victorious fleet and this can be vital to the fleets of supply ships that will be required to keep the warships operational. These battles of space superiority can be vicious and may in themselves ultimately decide the winner of the war.

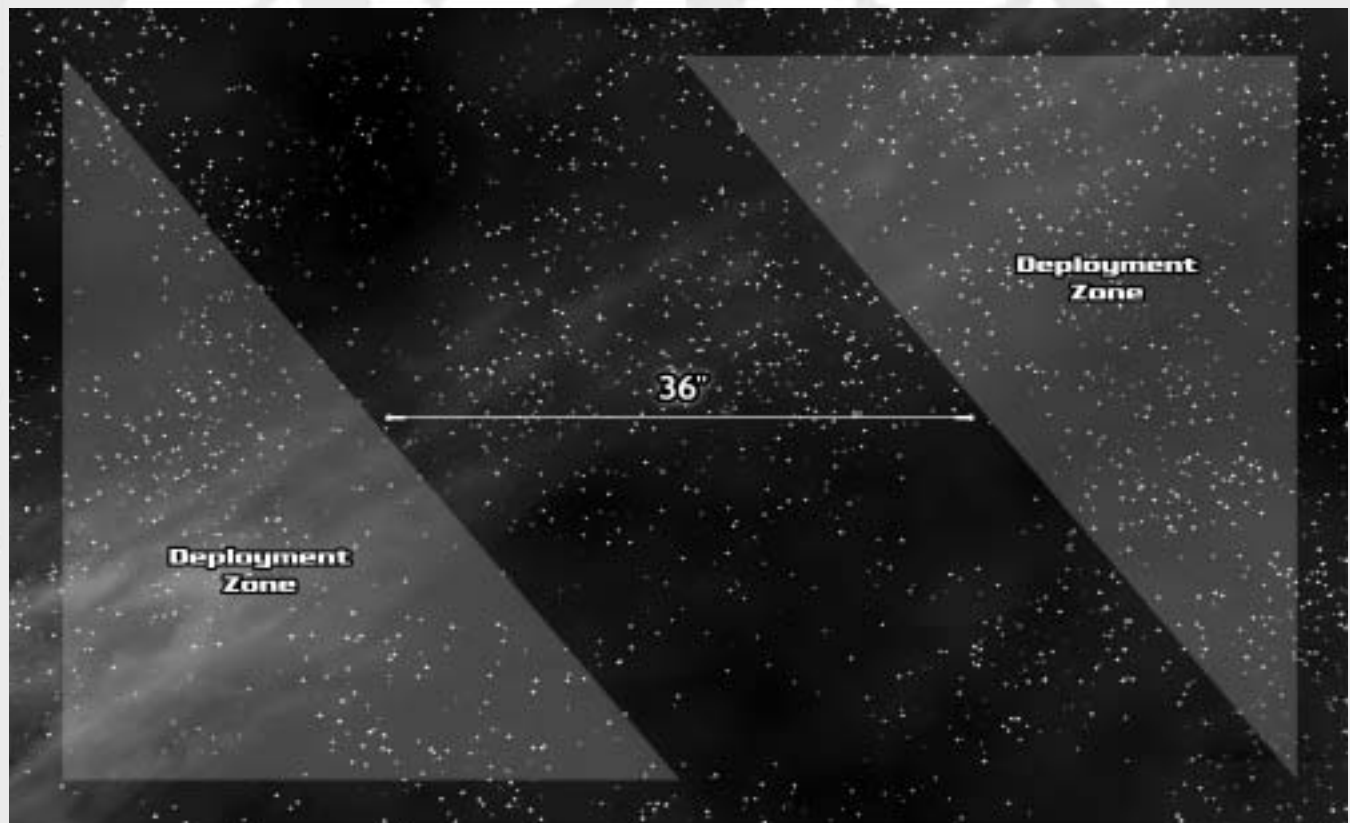
Fleets: Players have random Fleet Allocation Points and choose their fleets freely. Both players are permitted to keep up to half their ships in hyperspace, so long as they have at least one ship in hyperspace with the Jump Point or Advanced Jump Point trait.

Pre-Battle Preparation: Roll for Initiative as normal – the losing fleet will be forced to set up first. The fleets are deployed anywhere in their own deployment zones as shown on the scenario map. Stellar debris is generated randomly.

Scenario Rules: Both players roll a dice. The highest rolling player may hold up to one ship in hyperspace as a reserve. They may be brought into battle as detailed in the Advanced Rules in Book One.

Game Length: 10 turns.

Victory and Defeat: This scenario uses Victory Points in order to determine who wins. However, divide the battlefield up into a grid, where each grid square is 24" by 24". If a player has at least one ship in a square and no enemy ships, then he gains a bonus of 5 VPs. Crippled ships and those Running Adrift or on a Skeleton Crew may not claim a square in this manner. For the purposes of tactical withdrawal, each short edge is considered to belong to the player who deployed along its length. Long table edges are considered neutral.



Earth Alliance

Patrol	Skirmish	Raid	Battle	War
Hermes	Artemis	Chronos	Apollo	Poseidon
Starfury Wing (3)	Olympus	Delphi	Avenger	Shadow Omega
Tethys	Oracle	Hyperion	Omega	Warlock
Thunderbolt Wing (3)	Sagittarius	Nova	Orestes	

Fleet list

The chart above forms the tournament fleet list for the Earth Alliance.

Initiative: +1

Auxiliary Craft: Flights of smaller craft may be purchased separately

and used as units in their own right. Some ships are noted as carrying one or more flights on board. These flights may be deployed at any time before or during the battle as normal and do not cost anything extra – the cost of these flights is included in that of their parent ships. Any ship carrying one or

more Starfury flights may replace any number of them for Thunderbolts.

Additional Special Rules: Some ships are marked with an asterix. These ships have additional special rules that can be found in their entry within Sky Full of Stars.

Apollo Bombardment Cruiser *

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	6	38/8	46/9	2	None	Interceptors 4, Jump Point
Weapon		Range	Arc	AD	Special		
Advanced Missile Rack		30	F	8	Precise, Slow-Loading, Super AP		
Advanced Missile Rack		30	A	2	Precise, Slow-Loading, Super AP		
Particle Beams		5	T	6	Anti-Fighter, Weak		

Artemis Heavy Frigate

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	5	18/5	22/6	2	None	Interceptors 3
Weapon		Range	Arc	AD	Special		
Railgun		12	F	6	AP, Double Damage		
Railgun		12	A	4	AP, Double Damage		
Particle Beams		5	P	6	Anti-Fighter, Twin-Linked, Weak		
Particle Beams		5	S	6	Anti-Fighter, Twin-Linked, Weak		

Avenger Heavy Carrier

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	5	40/10	50/12	6	8 Starfury Flights	Carrier 4, Command +1, Fleet Carrier, Interceptors 3, Jump Point
Weapon		Range	Arc	AD	Special		
Medium Plasma Cannon		8	F	8	AP		
Light Pulse Cannon		8	F	6			
Light Pulse Cannon		8	A	6			
Light Pulse Cannon		8	P	4			
Light Pulse Cannon		8	S	4			

Chronos Attack Frigate

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	6	20/5	18/5	4	None	Interceptors 3
Weapon			Range	Arc	AD	Special	
Railgun			12	T	6	AP, Double Damage	
Heavy Pulse Cannon			12	F	8	Twin-Linked	
Heavy Pulse Cannon			12	A	6	Twin-Linked	
Heavy Pulse Cannon			12	P	6	Twin-Linked	
Heavy Pulse Cannon			12	S	6	Twin-Linked	
Particle Beams			5	P	4	Anti-Fighter, Weak	
Particle Beams			5	S	4	Anti-Fighter, Weak	

Delphi Advanced Scout *

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/45°	5	18/6	17/6	0	1 Starfury Flight	Interceptors 3, Jump Point, Scout, Stealth 5+
Weapon			Range	Arc	AD	Special	
Medium Pulse Cannon			10	F	4		
Medium Pulse Cannon			10	A	4		
Particle Beams			5	P	6	Anti-Fighter, Weak	
Particle Beams			5	S	6	Anti-Fighter, Weak	

Hermes Transport

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/45°	4	10/3	12/3	1	1 Starfury Flight	Interceptors 1, Jump Point
Weapon			Range	Arc	AD	Special	
Missile Rack			30	F	2	Precise, Slow-Loading, Super AP	
Particle Beams			5	F	6	Anti-Fighter, Weak	
Particle Beams			5	P	4	Anti-Fighter, Weak	
Particle Beams			5	S	4	Anti-Fighter, Weak	

Hyperion Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	5	24/6	30/6	3	1 Starfury Flight	Interceptors 3, Jump Point
Weapon			Range	Arc	AD	Special	
Heavy Laser Cannon			18	B	4	Beam, Double Damage, Super AP	
Heavy Laser Cannon			18	B (a)	2	Beam, Double Damage, Super AP	
Medium Pulse Cannon			10	F	6		
Medium Pulse Cannon			10	A	6		
Medium Pulse Cannon			10	P	6		
Medium Pulse Cannon			10	S	6		
Medium Plasma Cannon			8	F	4	AP, Twin-Linked	
Particle Beams			5	T	4	Anti-Fighter, Weak	

Nova Dreadnought *

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	5	36/9	45/12	2	4 Starfury Flights	Interceptors 2, Jump Point
Weapon			Range	Arc	AD	Special	
Laser/Pulse Array			12	F	8	Twin-Linked	
Laser/Pulse Array			12	A	8	Twin-Linked	
Laser/Pulse Array			12	P	12	Twin-Linked	
Laser/Pulse Array			12	S	12	Twin-Linked	

Olympus Corvette

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	4	28/6	32/6	3	None	Interceptors 2
Weapon			Range	Arc	AD	Special	
Railgun			12	T	4	AP, Double Damage	
Medium Pulse Cannon			10	F	6	Twin-Linked	
Medium Pulse Cannon			10	P	6	Twin-Linked	
Medium Pulse Cannon			10	S	6	Twin-Linked	
Missile Rack			30	F	2	Precise, Slow-Loading, Super AP	

Omega Heavy Destroyer

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	6	40/10	60/14	4	4 Starfury Flights	Interceptors 4, Jump Point
Weapon		Range	Arc	AD	Special		
Heavy Laser Cannon		30	B	4	Beam, Double Damage, Super AP		
Heavy Laser Cannon		30	B (a)	2	Beam, Double Damage, Super AP		
Heavy Pulse Cannon		12	F	10	Twin-Linked		
Medium Pulse Cannon		10	A	4	Twin-Linked		
Medium Pulse Cannon		10	P	4	Twin-Linked		
Medium Pulse Cannon		10	S	4	Twin-Linked		
Particle Beams		5	P	4	Anti-Fighter		
Particle Beams		5	S	4	Anti-Fighter		

Oracle Scout Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/45°	4	16/5	22/6	0	None	Interceptors 2, Jump Point, Scout, Stealth 3+
Weapon		Range	Arc	AD	Special		
Medium Laser Cannon		15	B	2	Beam, Super AP		
Missile Rack		30	T	1	Precise, Slow-Loading, Super AP		
Particle Beams		5	F	4	Anti-Fighter, Weak		
Particle Beams		5	A	4	Anti-Fighter, Weak		
Particle Beams		5	P	4	Anti-Fighter, Weak		
Particle Beams		5	S	4	Anti-Fighter, Weak		

Orestes System Monitor

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
4	1/45°	6	48/10	55/12	2	2 Starfury Flights	Interceptors 3
Weapon		Range	Arc	AD	Special		
Heavy Laser Cannon		25	B	3	Beam, Double Damage, Super AP		
Medium Laser Cannon		15	B	3	Beam, Super AP		
Medium Laser Cannon		15	B (a)	3	Beam, Super AP		
Railgun		12	F	4	AP, Double Damage		
Medium Pulse Cannon		10	P	10	Twin-Linked		
Medium Pulse Cannon		10	S	10	Twin-Linked		
Particle Beams		5	T	6	Anti-Fighter, Weak		

Poseidon Super Carrier

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
5	1/45°	4	95/25	120/30	10	16 Starfury Flights	Carrier 8, Command +3, Fleet Carrier, Interceptors 6, Jump Point
Weapon		Range	Arc	AD	Special		
Medium Pulse Cannon		10	F	8			
Medium Pulse Cannon		10	A	8			
Medium Pulse Cannon		10	P	8			
Medium Pulse Cannon		10	S	8			
Particle Beams		5	T	8	Anti-Fighter, Weak		

Sagittarius Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	5	28/7	26/6	1	None	Interceptors 2
Weapon		Range	Arc	AD	Special		
Missile Rack		30	F	2	Precise, Slow-Loading, Super AP		
Missile Rack		30	A	2	Precise, Slow-Loading, Super AP		
Missile Rack		30	P	6	Precise, Slow-Loading, Super AP		
Missile Rack		30	S	6	Precise, Slow-Loading, Super AP		
Particle Beams		5	T	6	Anti-Fighter, Weak		

Shadow Omega

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	6	65/12	70/14	3	4 Thunderbolt Flights	Advanced Jump Point, Flight Computer, Interceptors 4, Self-Repairing 1d6
Weapon			Range	Arc	AD	Special	
Molecular Slicer Beam			35	B	6	Beam, Super AP, Triple Damage	
Heavy Phasing Pulse Cannon			12	F	8	AP, Double Damage	
Heavy Phasing Pulse Cannon			12	A	8	AP, Double Damage	
Light Multi-Phased Cutter			8	P	8	AP, Mini-Beam, Twin-Linked	
Light Multi-Phased Cutter			8	S	8	AP, Mini-Beam, Twin-Linked	

Starfury Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
12	SM	4	+2	-	-	-	Afterburner, Dodge 2+, Fighter
Weapon			Range	Arc	AD	Special	
Uni-Pulse Cannon			2	T	2	Twin-Linked	

Tethys Cutter

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/90°	4	8/2	10/2	0	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Medium Pulse Cannon			10	F	6		
Light Pulse Cannon			8	F	2		
Light Pulse Cannon			8	P	2		
Light Pulse Cannon			8	S	2		

Thunderbolt Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
10	SM	5	+1	-	-	-	Afterburner, Dodge 2+, Fighter
Weapon			Range	Arc	AD	Special	
Gatling Pulse Cannon			2	T	2		
Missile Rack			4	T	2	AP	

Warlock Advanced Destroyer *

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	6	70/18	80/20	6	2 Starfury Flights 2 Thunderbolt Flights	Advanced Jump Point, Command +1, Interceptors 5
Weapon			Range	Arc	AD	Special	
Heavy Particle Cannon			30	B	6	Beam, Super AP, Triple Damage	
Railgun			20	F	4	AP, Double Damage	
Railgun			20	A	4	AP, Double Damage	
Laser/Pulse Array			15	F	10	Twin-Linked	
Laser/Pulse Array			15	A	6	Twin-Linked	
Laser/Pulse Array			15	P	6	Twin-Linked	
Laser/Pulse Array			15	S	6	Twin-Linked	
Missile Rack			30	F	6	Precise, Slow-Loading, Super AP	
Particle Beam			5	T	6	Anti-Fighter, Weak	

Minbari Federation

Patrol	Skirmish	Raid	Battle	War
Flyer Wing (3) Nial Wing (2) Tishat Wing (2)	Torotha	Leshath Tigara	Morshin Tinashi Troligan	Neshatan Sharlin

Fleet list

The chart above forms the tournament fleet list for the Minbari Federation.

Initiative: +4

Auxiliary Craft: Flights of smaller craft may be purchased separately and used as units in their own right. Some ships are noted as carrying one or more flights on board. These flights may be deployed at any time before

or during the battle as normal and do not cost anything extra – the cost of these flights is included in that of their parent ships. Any ship carrying one or more Nial flights may replace any number of them for Tishats.

Flyer Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
12	SM	3	+0	-	-	-	Dodge 4+, Fighter, Stealth 5+
Weapon			Range	Arc	AD	Special	
Light Fusion Cannon			2	T	3	AP	

Leshath Heavy Scout

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	4	22/9	26/10	3	1 Nial or Flyer Flight	Advanced Jump Point, Flight Computer, Scout, Stealth 5+
Weapon			Range	Arc	AD	Special	
Fusion Cannon			18	F	8	AP, Mini-Beam	
Fusion Cannon			18	A	6	AP, Mini-Beam	
Fusion Cannon			18	P	6	AP, Mini-Beam	
Fusion Cannon			18	S	6	AP, Mini-Beam	

Morshin Carrier

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	4	36/14	34/14	4	1 Flyer Flight 8 Nial Flights	Advanced Jump Point, Carrier 4, Command +1, Fleet Carrier, Flight Computer, Stealth 5+
Weapon			Range	Arc	AD	Special	
Fusion Cannon			18	F	6	AP, Mini-Beam	
Fusion Cannon			18	A	4	AP, Mini-Beam	
Fusion Cannon			18	P	2	AP, Mini-Beam	
Fusion Cannon			18	S	2	AP, Mini-Beam	

Nial Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
16	SM	3	+3	-	-	-	Dodge 2+, Fighter, Stealth 4+
Weapon			Range	Arc	AD	Special	
Light Fusion Cannon			2	T	3	AP	

Neshatan Gunship

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	5	42/18	50/22	5	None	Advanced Jump Point, Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Neutron Laser			30	F	6	Beam, Double Damage, Precise, Super AP	
Neutron Laser			30	A	4	Beam, Double Damage, Precise, Super AP	
Fusion Cannon			18	F	8	AP, Mini-Beam, Twin-Linked	
Fusion Cannon			18	A	6	AP, Mini-Beam, Twin-Linked	
Fusion Cannon			18	P	6	AP, Mini-Beam, Twin-Linked	
Fusion Cannon			18	S	6	AP, Mini-Beam, Twin-Linked	

Sharlin War Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	5	42/18	56/24	5	1 Flyer Flight 4 Nial Flights	Advanced Jump Point, Flight Computer, Stealth 5+
Weapon			Range	Arc	AD	Special	
Neutron Laser			30	F	6	Beam, Double Damage, Precise, Super AP	
Neutron Laser			30	A	2	Beam, Double Damage, Precise, Super AP	
Fusion Cannon			18	F	8	AP, Mini-Beam	
Fusion Cannon			18	A	8	AP, Mini-Beam	
Fusion Cannon			18	P	8	AP, Mini-Beam	
Fusion Cannon			18	S	8	AP, Mini-Beam	

Tigara Attack Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	5	24/10	36/15	3	1 Nial Flight	Advanced Jump Point, Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Molecular Disruptor			8	F	6	AP, Double Damage	
Molecular Disruptor			8	A	4	AP, Double Damage	
Molecular Disruptor			8	P	4	AP, Double Damage	
Molecular Disruptor			8	S	4	AP, Double Damage	
Antimatter Converter			4	F	6	Double Damage, Super AP	
Fusion Cannon			18	F	4	AP, Mini-Beam	
Fusion Cannon			18	A	4	AP, Mini-Beam	
Fusion Cannon			18	P	4	AP, Mini-Beam	
Fusion Cannon			18	S	4	AP, Mini-Beam	

Tinashi Warship

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	5	34/14	38/15	4	None	Advanced Jump Point, Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Neutron Laser			25	F	4	Beam, Double Damage, Precise, Super AP	
Fusion Cannon			18	F	8	AP, Mini-Beam, Twin-Linked	
Fusion Cannon			18	A	6	AP, Mini-Beam, Twin-Linked	
Fusion Cannon			18	P	6	AP, Mini-Beam, Twin-Linked	
Fusion Cannon			18	S	6	AP, Mini-Beam, Twin-Linked	

Tishat Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
16	SM	3	+4	-	-	-	Dodge 2+, Fighter, Stealth 4+
Weapon			Range	Arc	AD	Special	
Light Fusion Cannon			2	T	1	AP	

Torotha Assault Frigate

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/45°	4	16/7	18/8	2	None	Advanced Jump Point, Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Molecular Disruptor			6	F	4	AP, Double Damage	
Fusion Cannon			12	F	4	AP, Mini-Beam	
Fusion Cannon			12	A	2	AP, Mini-Beam	

Troligan Armoured Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	5	48/22	55/24	4	1 Flyer Flight	Advanced Jump Point, Flight Computer, Stealth 4+
Weapon			Range	Arc	AD	Special	
Neutron Laser			30	F	2	Beam, Double Damage, Precise, Super AP	
Fusion Cannon			18	F	8	AP, Mini-Beam	
Fusion Cannon			18	A	6	AP, Mini-Beam	
Fusion Cannon			18	P	6	AP, Mini-Beam	
Fusion Cannon			18	S	6	AP, Mini-Beam	

Centauri Republic

Patrol	Skirmish	Raid	Battle	War
Corvan Haven Razik Wing (4) Rutarian Wing (2) Sentri Wing (4)	Darkner Kutai Maximus Morgrath Vorchan	Altarian Balvarin Centurion Dargan Demos Sulust	Primus Secundus	Octurion

Fleet list

The chart above forms the tournament fleet list for the Centauri Republic.

Initiative: +3

Auxiliary Craft: Flights of smaller craft may be purchased separately and used as units in their own right.

Some ships are noted as carrying one or more flights on board. These flights may be deployed at any time before or during the battle as normal and do not cost anything extra – the cost of these flights is included in that of their parent ships. Any ship carrying one or more Sentri flights may replace any number of them for Raziks. Up

to four Sentri flights may be replaced by four Rutarian flights as a single Skirmish choice. This may be done multiple times.

Fleet Special Rules: Centauri Republic fleets use the Fighting Narr rules found on page 66 of Sky Full of Stars.

Altarian Destroyer

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	6	28/6	32/7	3	1 Sentri Flight	Jump Point
Weapon			Range	Arc	AD	Special	
Matter Cannon			15	F	6	AP, Double Damage	
Matter Cannon			15	A	4	AP, Double Damage	
Twin Particle Array			8	F	8	Twin-Linked	
Twin Particle Array			8	A	6	Twin-Linked	
Twin Particle Array			8	P	4	Twin-Linked	
Twin Particle Array			8	S	4	Twin-Linked	

Balvarin Carrier

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	5	55/12	60/12	4	6 Sentri Flights	Carrier 2, Fleet Carrier, Jump Point
Weapon			Range	Arc	AD	Special	
Twin Particle Array			8	F	8	Twin-Linked	
Twin Particle Array			8	A	6	Twin-Linked	
Twin Particle Array			8	P	8	Twin-Linked	
Twin Particle Array			8	S	8	Twin-Linked	

Centurion Attack Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	5	30/8	32/7	4	None	Jump Point
Weapon			Range	Arc	AD	Special	
Matter Cannon			15	F	4	AP, Double Damage	
Battle Laser			25	F	2	Beam, Double Damage, Super AP	
Twin Particle Array			8	F	10	Twin-Linked	
Twin Particle Array			8	P	6	Twin-Linked	
Twin Particle Array			8	S	6	Twin-Linked	

Corvan Scout

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/45°	4	12/4	12/4	1	1 Senti Flight	Interceptors 1, Jump Point, Scout, Stealth 4+
Weapon			Range	Arc	AD	Special	
Twin Particle Array			8	F	4	Twin-Linked	
Twin Particle Array			8	A	4	Twin-Linked	
Twin Particle Array			8	P	4	Twin-Linked	
Twin Particle Array			8	S	4	Twin-Linked	

Dargan Strike Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	1/45°	5	32/8	32/8	3	2 Senti Flights	Jump Point
Weapon			Range	Arc	AD	Special	
Matter Cannon			15	F	6	AP, Double Damage	
Battle Laser			25	F	2	Beam, Double Damage, Super AP	
Twin Particle Array			8	F	6	Twin-Linked	
Twin Particle Array			8	A	4	Twin-Linked	
Twin Particle Array			8	P	2	Twin-Linked	
Twin Particle Array			8	S	2	Twin-Linked	

Darkner Fast Attack Frigate

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/45°	4	22/6	26/6	2	None	Jump Point
Weapon			Range	Arc	AD	Special	
Battle Laser			20	F	2	Beam, Double Damage, Super AP	
Matter Cannon			8	F	4	AP, Double Damage	

Demos Heavy Warship

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/45°	5	18/4	22/5	1	None	Interceptors 1, Jump Point
Weapon			Range	Arc	AD	Special	
Plasma Accelerator			12	F	4	AP, Double Damage	
Heavy Array			8	F	6	Double Damage, Twin-Linked	
Ballistic Torpedoes			15	F	2	Super AP, Triple Damage	

Haven Patrol Boat

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/90°	4	8/2	6/2	1	None	Dodge 5+
Weapon			Range	Arc	AD	Special	
Matter Cannon			8	F	2	AP, Double Damage	
Twin Particle Array			4	F	3	Twin-Linked	
Twin Particle Array			4	A	3	Twin-Linked	
Twin Particle Array			4	P	2	Twin-Linked	
Twin Particle Array			4	S	2	Twin-Linked	

Kutai Gunship

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	4	10/3	12/4	1	None	Dodge 5+
Weapon			Range	Arc	AD	Special	
Matter Cannon			12	F	6	AP, Double Damage	
Twin Particle Array			4	F	6	Twin-Linked	

Maximus Frigate

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	6	16/5	18/6	1	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Twin Particle Array			8	F	10	Twin-Linked	
Particle Gun			4	T	4	Anti-Fighter, Weak	

Morgrath Frigate

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	5	16/5	18/6	1	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Plasma Stream			10	F	2	AP, Beam	
Matter Cannon			12	F	2	AP, Double Damage	
Twin Particle Array			8	T	6	Twin-Linked, Weak	

Octurion Battleship

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	6	70/18	85/22	8	4 Senti Flights	Command +2, Interceptors 3, Jump Point
Weapon			Range	Arc	AD	Special	
Battle Laser			35	F	6	Beam, Double Damage, Super AP	
Battle Laser			35	A	2	Beam, Double Damage, Super AP	
Matter Cannon			15	F	10	AP, Double Damage	
Matter Cannon			15	A	6	AP, Double Damage	
Matter Cannon			15	P	8	AP, Double Damage	
Matter Cannon			15	S	8	AP, Double Damage	
Twin Particle Array			10	F	16	Twin-Linked	
Twin Particle Array			10	A	8	Twin-Linked	
Twin Particle Array			10	P	10	Twin-Linked	
Twin Particle Array			10	S	10	Twin-Linked	

Primus Battlecruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	6	45/12	60/15	5	2 Senti Flights	Interceptors 2, Jump Point
Weapon			Range	Arc	AD	Special	
Battle Laser			25	F	6	Beam, Double Damage, Super AP	
Twin Particle Array			8	F	10	Twin-Linked	
Twin Particle Array			8	A	4	Twin-Linked	
Twin Particle Array			8	P	6	Twin-Linked	
Twin Particle Array			8	S	6	Twin-Linked	

Razik Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
12	SM	2	+3	-	-	-	Dodge 2+, Fighter
Weapon			Range	Arc	AD	Special	
Light Particle Gun			2	T	2	Weak	

Rutarian Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
12	SM	4	+2	-	-	-	Dodge 3+, Fighter, Stealth 3+
Weapon			Range	Arc	AD	Special	
Light Particle Gun			2	T	2	Weak	
Ion Bolt			4	T	1	Double Damage, Precise	

Secundus Battlecruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	6	45/12	65/19	10	None	Interceptors 3, Jump Point
Weapon			Range	Arc	AD	Special	
Heavy Array			15	F	12	Double Damage, Twin-Linked	
Twin Particle Array			8	F	10	Twin-Linked	
Twin Particle Array			8	A	10	Twin-Linked	
Twin Particle Array			8	P	10	Twin-Linked	
Twin Particle Array			8	S	10	Twin-Linked	

Senti Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
12	SM	3	+2	-	-	-	Dodge 2+, Fighter
Weapon			Range	Arc	AD	Special	
Light Particle Gun			2	T	3	Weak	

Sulust Escort Destroyer

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	1/45°	5	35/6	38/7	3	None	Interceptors 2
Weapon			Range	Arc	AD	Special	
Battle Laser			20	F	3	Beam, Double Damage, Super AP	
Twin Particle Array			8	F	8	Twin-Linked	
Twin Particle Array			8	P	4	Twin-Linked	
Twin Particle Array			8	S	4	Twin-Linked	

Vorchan Warship

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
14	2/45°	5	15/5	20/6	1	None	Jump Point
Weapon			Range	Arc	AD	Special	
Plasma Accelerator			12	F	4	AP, Double Damage	
Twin Particle Array			8	F	8	Twin-Linked	

Narn Regime

Patrol	Skirmish	Raid	Battle	War
Frazi Wing (3) Gorith Wing (3) Sho'Kos	G'Karith Ka'Toc Sho'Kar Thentus	Dag'Kar Rongoth T'Loth	G'Quan Var'Nic	Bin'Tak

Fleet list

The chart above forms the tournament fleet list for the Narn Regime.

Initiative: +2

Auxiliary Craft: Flights of smaller craft may be purchased separately

and used as units in their own right. Some ships are noted as carrying one or more flights on board. These flights may be deployed at any time before or during the battle as normal and do not cost anything extra – the cost of these flights is included in that of their parent ships. Any ship carrying one

or more Frazi flights may replace any number of them for Goriths.

Fleet Special Rules: Narn Regime fleets use the Fighting Centauri rules found on page 82 of Sky Full of Stars.

Bin'Tak Dreadnought

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
5	1/45°	6	90/17	99/23	8	3 Frazi Flights	Command +1, Jump Point
Weapon			Range	Arc	AD	Special	
Mag Gun			20	F	2	Beam, Super AP, Triple Damage	
Heavy Laser Cannon			25	B	6	Beam, Double Damage, Super AP	
Heavy Laser Cannon			25	B (a)	4	Beam, Double Damage, Super AP	
Energy Mine			30	F	8	Energy Mine, Slow-Loading	
Energy Mine			30	F	8	Energy Mine, Slow-Loading	
Ion Torpedo			30	F	4	Precise, Super AP	
Twin Particle Array			8	F	16	Twin-Linked, Weak	
Twin Particle Array			8	A	4	Twin-Linked, Weak	
Twin Particle Array			8	P	8	Twin-Linked, Weak	
Twin Particle Array			8	S	8	Twin-Linked, Weak	
Light Pulse Cannon			8	F	8		
Light Pulse Cannon			8	A	4		
Light Pulse Cannon			8	P	6		
Light Pulse Cannon			8	S	6		

Dag'Kar Missile Frigate

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
5	1/45°	4	30/6	38/8	4	None	
Weapon			Range	Arc	AD	Special	
Energy Mine			30	F	4	Energy Mine, Slow-Loading	
Energy Mine			30	F	4	Energy Mine, Slow-Loading	
Energy Mine			30	F	4	Energy Mine, Slow-Loading	
Energy Mine			30	F	4	Energy Mine, Slow-Loading	
Ion Torpedo			30	F	2	Precise, Super AP	

Frazi Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
10	SM	4	+0	-	-	-	Dodge 3+, Fighter
Weapon			Range	Arc	AD	Special	
Particle Gun			2	T	4		

G'Karith Patrol Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	4	24/4	28/5	4	1 Frazi Flight	Jump Point
Weapon			Range	Arc	AD	Special	
Pulsar Mine			20	F	4	Energy Mine	
Pulsar Mine			20	A	4	Energy Mine	
Medium Pulse Cannon			10	F	10		
Light Pulse Cannon			8	A	4		
Light Pulse Cannon			8	P	4		
Light Pulse Cannon			8	S	4		

Gorith Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
10	SM	3	+1	-	-	-	Dodge 2+, Fighter
Weapon			Range	Arc	AD	Special	
Particle Gun			2	T	2		

G'Quan Heavy Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	6	60/13	70/19	8	2 Frazi Flights	Jump Point
Weapon			Range	Arc	AD	Special	
Heavy Laser Cannon			25	B	4	Beam, Double Damage, Super AP	
Energy Mine			30	F	6	Energy Mine, Slow-Loading	
Energy Mine			30	F	6	Energy Mine, Slow-Loading	
Twin Particle Array			8	F	10	Twin-Linked, Weak	
Twin Particle Array			8	A	10	Twin-Linked, Weak	
Twin Particle Array			8	P	10	Twin-Linked, Weak	
Twin Particle Array			8	S	10	Twin-Linked, Weak	
Light Pulse Cannon			8	F	6		
Light Pulse Cannon			8	A	6		
Light Pulse Cannon			8	P	6		
Light Pulse Cannon			8	S	6		

Ka'Toc Battle Destroyer

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	1/45°	5	20/5	27/6	2	1 Frazi Flight	
Weapon			Range	Arc	AD	Special	
Mag Gun			12	F	1	Beam, Super AP, Triple Damage	
Heavy Laser Cannon			20	B	2	Beam, Double Damage, Super AP	
Light Pulse Cannon			8	F	6		
Light Pulse Cannon			8	A	6		
Light Pulse Cannon			8	P	6		
Light Pulse Cannon			8	S	6		

Rongoth Destroyer

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	6	40/8	55/9	5		
Weapon			Range	Arc	AD	Special	
Heavy Pulse Cannon			12	F	12		
Twin Particle Array			8	F	8	Twin-Linked, Weak	
Twin Particle Array			8	A	8	Twin-Linked, Weak	
Light Pulse Cannon			8	A	6		
Light Pulse Cannon			8	P	6		
Light Pulse Cannon			8	S	6		

Sho'Kar Light Scout Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	4	18/4	25/5	1	1 Frazi Flight	Jump Point, Scout, Stealth 3+
Weapon			Range	Arc	AD	Special	
Burst Beam			12	F	3	AP, Beam	
Twin Particle Array			8	F	6	Twin-Linked, Weak	
Light Pulse Cannon			8	F	4		
Light Pulse Cannon			8	A	4		
Light Pulse Cannon			8	P	2		
Light Pulse Cannon			8	S	2		

Sho'Kos Patrol Cutter

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/45°	4	12/3	10/3	1		Dodge 5+
Weapon			Range	Arc	AD	Special	
Burst Beam			4	F	3	Beam, Precise	
Medium Pulse Cannon			6	F	2		
Light Pulse Cannon			4	T	4	Weak	

Thentus Frigate

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	5	24/5	28/6	4		
Weapon			Range	Arc	AD	Special	
Burst Beam			12	F	2	AP, Beam	
Medium Laser Cannon			15	B	2	Beam, Double Damage, Super AP	
Twin Particle Array			8	F	4	Twin-Linked, Weak	
Twin Particle Array			8	A	4	Twin-Linked, Weak	
Twin Particle Array			8	P	6	Twin-Linked, Weak	
Twin Particle Array			8	S	6	Twin-Linked, Weak	

T'Loth Assault Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	5	60/12	90/21	12	1 Frazi Flight	Jump Point
Weapon			Range	Arc	AD	Special	
Heavy Plasma Cannon			18	B	6	AP, Double Damage	
Light Pulse Cannon			8	F	10		
Light Pulse Cannon			8	A	10		
Light Pulse Cannon			8	P	10		
Light Pulse Cannon			8	S	10		

Var'Nic Long Range Destroyer

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
9	2/45°	6	44/11	58/14	3	1 Frazi Flight	Jump Point
Weapon			Range	Arc	AD	Special	
Medium Laser Cannon			20	B	4	Beam, Double Damage, Super AP	
Ion Torpedo			30	F	4	Super AP	
Heavy Pulse Cannon			12	F	6		
Twin Particle Array			8	F	8	Twin-Linked, Weak	
Light Pulse Cannon			8	A	6		

Interstellar Alliance

Patrol	Skirmish	Raid	Battle	War
Nial Wing (2) Starfury Wing (3) Thunderbolt Wing (3)		White Star	WSC-2	Victory

Fleet list

The chart above forms the tournament fleet list for the Interstellar Alliance.

Initiative: +2

Auxiliary Craft: Flights of smaller craft may be purchased separately and used as units in their own right.

Some ships are noted as carrying one or more flights on board. These flights may be deployed at any time before or during the battle as normal and do not cost anything extra – the cost of these flights is included in that of their parent ships. Any ship carrying one or more Starfury flights may replace any number of them for Thunderbolts.

Additional Special Rules: Some ships are marked with an asterix. These ships have additional special rules that can be found in their entry within Sky Full of Stars.

Fleet Special Rules: Interstellar Alliance fleets use the Rangers rules found on page 97 of Sky Full of Stars.

Nial Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
16	SM	3	+3	-	-	-	Dodge 2+, Fighter, Stealth 4+
Weapon			Range	Arc	AD	Special	
Light Fusion Cannon			2	T	3	AP	

Starfury Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
12	SM	4	+2	-	-	-	Afterburner, Dodge 2+, Fighter
Weapon			Range	Arc	AD	Special	
Uni-Pulse Cannon			2	T	2	Twin-Linked	

Thunderbolt Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
10	SM	5	+1	-	-	-	Afterburner, Dodge 2+, Fighter
Weapon			Range	Arc	AD	Special	
Gatling Pulse Cannon			2	T	2		
Missile Rack			4	T	2	AP	

Victory Destroyer *

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	6	75/15	90/20	4	3 Starfury Flights 3 Thunderbolt Flights	Advanced Jump Point, Afterburner, Carrier 2, Command +1, Flight Computer, Interceptors 4
Weapon			Range	Arc	AD	Special	
Lightning Cannon			30	B	8	Beam, Precise, Super AP, Triple Damage	
Neutron Laser			30	F	6	Beam, Double Damage, Precise, Super AP	
Neutron Laser			30	A	2	Beam, Double Damage, Precise, Super AP	
Heavy Pulse Cannon			12	T	12	Twin-Linked	
Fusion Cannon			18	T	6	AP, Mini-Beam	

White Star

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
15	2/90°	5	10/3	12/3	1	1 Nial Flight	Adaptive Armour, Advanced Jump Point, Dodge 4+, Flight Computer, Self-Repairing 1
Weapon			Range	Arc	AD	Special	
Improved Neutron Laser			15	F	1	Beam, Precise, Super AP, Triple Damage	
Molecular Pulsar			10	F	4	Anti-Fighter, AP, Double Damage	

WSC-2 White Star

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/90°	5	12/3	12/3	1	1 Nial Flight	Adaptive Armour, Advanced Jump Point, Dodge 4+, Flight Computer, Self-Repairing 2
Weapon			Range	Arc	AD	Special	
Improved Neutron Laser			15	F	2	Beam, Precise, Super AP, Triple Damage	
Molecular Pulsar			10	F	8	Anti-Fighter, AP, Double Damage	
Missile Rack			30	F	2	Precise, Slow-Loading, Super AP	

Shadows

Patrol	Skirmish	Raid	Battle	War
Shadow Fighter Wing (3)		Shadow Scout	Shadow Hunter	Shadow Ship

Fleet list

The chart above forms the tournament fleet list for the Shadows.

Initiative: +6

Auxiliary Craft: Flights of smaller craft may be purchased separately and

used as units in their own right. Some ships are noted as being able to carry one or more flights on board. These flights may be deployed at any time before or during the battle as normal but unlike other fleets, they must be paid for separately and are not included in the ship's Priority Level.

Fleet Special Rules: Shadow fleets use the Hyperspace Mastery, Damage Resistance, Special Actions, Superior Technology, Superb Manoeuvrability, Jump Point Disruptor, and Fighter Dispersal Tube rules found on page 105 of Sky Full of Stars.

Shadow Fighter Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
12	SM	4	+0	-	-	-	Advanced Jump Point, Dodge 3+, Fighter
Weapon			Range	Arc	AD	Special	
Polarity Cannon			2	T	2	AP, Double Damage	

Shadow Hunter

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	SM	6	150	-	-	3 Shadow Fighter Flights	Advanced Jump Point, Flight Computer, Self-Repairing 2d6
Weapon			Range	Arc	AD	Special	
Molecular Slicer Beam			15	F	5	Beam, Precise, Super AP, Triple Damage	
Fighter Dispersal Tube			30	F	-		

Shadow Scout

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
9	SM	5	75	-	-	None	Advanced Jump Point, Flight Computer, Scout, Self-Repairing 1d6, Stealth 4+
Weapon			Range	Arc	AD	Special	
Phasing Pulse Cannon			8	F	6	Anti-Fighter, Double Damage, Super AP	

Shadow Ship

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	SM	6	200	-	-	6 Shadow Fighter Flights	Advanced Jump Point, Flight Computer, Self-Repairing 3d6
Weapon			Range	Arc	AD	Special	
Molecular Slicer Beam			18	T	6	Beam, Precise, Super AP, Triple Damage	
Jump Point Disruptor			18	T	-		
Fighter Dispersal Tube			30	T	-		

Vorlons

Patrol	Skirmish	Raid	Battle	War
Vorlon Fighter Wing (3)	Vorlon Transport	Vorlon Destroyer	Vorlon Light Cruiser	Vorlon Heavy Cruiser

Fleet list

The chart above forms the tournament fleet list for the Vorlons.

Initiative: +4

Fleet Special Rules: Vorlon fleets use the Damage Resistance, Special

Actions, and Superior Technology rules found on page 111 of Sky Full of Stars.

Vorlon Destroyer

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/90°	5	60	-	-	None	Adaptive Armour, Advanced Jump Point, Flight Computer, Self-Repairing 1d6
Weapon			Range	Arc	AD	Special	
Discharge Gun			18	F	5	AP, Beam, Double Damage, Precise	

Vorlon Fighter Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
9	SM	4	+0	-	-	-	Dodge 3+, Fighter
Weapon			Range	Arc	AD	Special	
Discharge Gun			3	T	1	Anti-Fighter, AP, Beam, Precise	

Vorlon Heavy Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
5	1/45°	5	200	-	-	None	Adaptive Armour, Advanced Jump Point, Flight Computer, Self-Repairing 2d6
Weapon			Range	Arc	AD	Special	
Lightning Cannon			24	F	5	Beam, Precise, Super AP, Triple Damage	
Discharge Gun			18	F	6	AP, Beam, Double Damage, Precise	

Vorlon Light Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	5	125	-	-	None	Adaptive Armour, Advanced Jump Point, Flight Computer, Self-Repairing 2d6
Weapon			Range	Arc	AD	Special	
Lightning Cannon			15	F	4	Beam, Precise, Super AP, Triple Damage	

Vorlon Transport

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/90°	5	40	-	-	None	Adaptive Armour, Advanced Jump Point, Flight Computer, Self-Repairing 1d6
Weapon			Range	Arc	AD	Special	
Discharge Gun			12	F	3	AP, Beam, Double Damage, Precise	

Abbai Matriarchy

Patrol	Skirmish	Raid	Battle	War
Kotha Wing (6) Shyarie Tiraca	Milani	Bimith	Lakara	

Fleet list

The chart above forms the tournament fleet list for the Abbai Matriarchy.

Initiative: -2

Auxiliary Craft: Flights of smaller craft may be purchased separately

and used as units in their own right. Some ships are noted as carrying one or more flights on board. These flights may be deployed at any time before or during the battle as normal and do not cost anything extra – the cost of these flights is included in that of their parent ships.

Fleet Special Rules: Abbai Matriarchy fleets use the Comms Disruptors rules found on page 117 of Sky Full of Stars.

Bimith Defender

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	5	40/8	52/9	2	None	Interceptors 4
Weapon			Range	Arc	AD	Special	
Quad Particle Array			8	F	12	Twin-Linked	
Quad Particle Array			8	A	12	Twin-Linked	
Quad Particle Array			8	P	16	Twin-Linked	
Quad Particle Array			8	S	16	Twin-Linked	

Kotha Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
8	SM	3	+0	-	-	-	Dodge 3+, Fighter
Weapon			Range	Arc	AD	Special	
Ultra-Light Particle Gun			2	T	1	Weak	

Lakara Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	6	54/12	66/14	2	None	Interceptors 8, Jump Point
Weapon			Range	Arc	AD	Special	
Combat Laser			15	F	6	AP, Beam, Precise	
Quad Particle Array			8	F	14	Twin-Linked	
Quad Particle Array			8	A	14	Twin-Linked	
Quad Particle Array			8	P	14	Twin-Linked	
Quad Particle Array			8	S	14	Twin-Linked	

Milani Carrier

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	5	26/6	29/7	1	4 Kotha Flights	Interceptors 3
Weapon			Range	Arc	AD	Special	
Combat Laser			12	F	3	AP, Beam, Precise	
Quad Particle Array			8	F	6	Twin-Linked	
Quad Particle Array			8	P	8	Twin-Linked	
Quad Particle Array			8	S	8	Twin-Linked	

Shyarie Jammer Frigate

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	5	15/4	18/5	1	None	Interceptors 3, Scout
Weapon			Range	Arc	AD	Special	
Comms Disruptors			15	F	5	Super AP	
Comms Disruptors			15	A	3	Super AP	
Comms Disruptors			15	P	4	Super AP	
Comms Disruptors			15	S	4	Super AP	

Tiraca Attack Frigate

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
9	2/45°	4	19/4	25/5	1	None	Interceptors 2
Weapon			Range	Arc	AD	Special	
Combat Laser			12	F	1	AP, Beam, Precise	
Quad Particle Array			8	F	5	Twin-Linked	
Quad Particle Array			8	P	4	Twin-Linked	
Quad Particle Array			8	S	4	Twin-Linked	

Brakiri Syndicracy

Patrol	Skirmish	Raid	Battle	War
Falkosi Wing (4)	Ikorta	Halik	Avioki Brokados	Tashkat

Fleet list

The chart above forms the tournament fleet list for the Brakiri Syndicracy.

Initiative: +0

Auxiliary Craft: Flights of smaller craft may be purchased separately and used as units in their own right. Some ships are noted as carrying one or more flights on board. These flights

may be deployed at any time before or during the battle as normal and do not cost anything extra – the cost of these flights is included in that of their parent ships.

Avioki Heavy Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	6	64/10	68/10	4	None	Jump Point
Weapon			Range	Arc	AD	Special	
Graviton Beam			24	F	8	AP, Beam, Double Damage, Slow-Loading	
Graviton Pulsar			12	F	10	AP	
Gravitic Bolt			3	T	4	Anti-Fighter, Weak	

Brokados Battle Carrier

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	5	72/12	75/12	4	4 Falkosi Flights	Carrier 2, Command +1, Fleet Carrier, Interceptors 1, Jump Point
Weapon			Range	Arc	AD	Special	
Heavy Laser Cannon			20	B	2	AP, Beam, Double Damage	
Graviton Pulsar			12	F	6	AP	
Graviton Pulsar			12	A	2	AP	
Graviton Pulsar			12	P	6	AP	
Graviton Pulsar			12	S	6	AP	
Gravitic Bolt			3	T	4	Anti-Fighter, Weak	

Falkosi Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
16	SM	3	+0	-	-	-	Dodge 2+, Fighter
Weapon			Range	Arc	AD	Special	
Light Gravitic Bolt			2	T	1	AP	

Halik Frigate

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	5	36/8	42/8	3	None	
Weapon			Range	Arc	AD	Special	
Graviton Pulsar			12	F	10	AP	
Graviton Pulsar			12	A	10	AP	
Graviton Pulsar			12	P	8	AP	
Graviton Pulsar			12	S	8	AP	
Gravitic Bolt			3	T	6	Anti-Fighter, Weak	

Ikorta Light Assault Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	5	22/6	24/7	10	None	Interceptors 2
Weapon			Range	Arc	AD	Special	
Grav Cannon			18	F	2	Precise, Super AP	
Graviton Pulsar			12	F	6	AP	
Graviton Pulsar			12	A	2	AP	
Graviton Pulsar			12	P	4	AP	
Graviton Pulsar			12	S	4	AP	
Gravitic Bolt			3	T	2	Anti-Fighter, Weak	

Tashkat Advanced Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	6	78/12	80/12	5	None	Interceptors 5, Jump Point
Weapon			Range	Arc	AD	Special	
Graviton Shifter			6	F	-	Gravitic Shifter	
Graviton Shifter			6	F	-	Gravitic Shifter	
Graviton Beam			24	F	8	AP, Beam, Double Damage, Slow-Loading	
Graviton Pulsar			12	F	10	AP	
Graviton Pulsar			12	A	6	AP	
Graviton Pulsar			12	P	10	AP	
Graviton Pulsar			12	S	10	AP	
Gravitic Bolt			3	T	6	Anti-Fighter, Weak	

Drazi Freehold

Patrol	Skirmish	Raid	Battle	War
Sky Serpent Wing (2) Star Snake Wing (4) Sunhawk	Strikehawk Warbird		Stormfalcon	

Fleet list

The chart above forms the tournament fleet list for the Drazi Freehold.

Initiative: +1

Auxiliary Craft: Flights of smaller craft may be purchased separately

and used as units in their own right. Some ships are noted as carrying one or more flights on board. These flights may be deployed at any time before or during the battle as normal and do not cost anything extra – the cost of these flights is included in that of their parent ships.

Fleet Special Rules: Drazi Freehold fleets use the Aggression, and Sky Hook Catapult rules found on page 135 of Sky Full of Stars.

Sky Serpent Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
8	SM	5	-1	-	-	-	Dodge 4+, Fighter
Weapon			Range	Arc	AD	Special	
Twin Particle Array			2	T	4	Twin-Linked	
Missile Rack			4	T	4	AP	

Star Snake Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
14	SM	4	+0	-	-	-	Dodge 2+, Fighter
Weapon			Range	Arc	AD	Special	
Light Particle Gun			2	T	2	Weak	

Stormfalcon Heavy Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	6	48/12	60/18	5	1 Sky Serpent Flight 2 Star Snake Flights	Jump Point
Weapon			Range	Arc	AD	Special	
Solar Cannon			18	B	4	Beam, Slow-Loading, Super AP, Triple Damage	
Particle Cannon			15	B	4	Beam, Super AP	
Heavy Particle Blaster			8	F	4	Double Damage	
Particle Repeater			12	F	8	Twin-Linked	

Strikehawk Battle Carrier

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/45°	6	20/5	24/6	3	1 Sky Serpent Flight	
Weapon			Range	Arc	AD	Special	
Particle Cannon			15	B	3	Beam, Super AP	
Particle Repeater			10	B	6	Twin-Linked	

Sunhawk Battlecruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/45°	4	14/4	16/5	2	None	
Weapon			Range	Arc	AD	Special	
Particle Cutter			12	B	2	AP, Beam	
Particle Blaster			8	B	4	Twin-Linked	
Particle Beam			4	F	2	Anti-Fighter, Weak	

Warbird Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/45°	6	18/4	20/5	3	None	
Weapon			Range	Arc	AD	Special	
Particle Cannon			15	B	3	Beam, Super AP	
Particle Repeater			10	B	8	Twin-Linked	
Particle Beam			4	F	4	Anti-Fighter, Weak	

Vree Conglomerate

Patrol	Skirmish	Raid	Battle	War
Tzymm Wing (3) Vaarl Xaar	Xorr	Kill		

Fleet list

The chart above forms the tournament fleet list for the Vree Conglomerate.

Fleet Special Rules: Vree Conglomerate fleets use the Telepathy and Super Manoeuvrability rules found on page 144 of Sky Full of Stars.

Initiative: +0

Tzymm Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
12	SM	4	+1	-	-	-	Dodge 3+, Fighter
Weapon			Range	Arc	AD	Special	
Light Antimatter Cannon			4	T	2	AP	
Twin Light Antiproton Gun			2	T	3	Twin-Linked, Weak	

Vaarl Scout Saucer

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/90°	3	10/3	12/4	1	None	Jump Point, Scout, Stealth 5+
Weapon			Range	Arc	AD	Special	
Antimatter Cannon			10	T	2	Super AP	
Antiproton Gun			5	T	4	Anti-Fighter	

Xaar Patrol Boat

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/90°	4	8/3	10/4	1	None	Dodge 5+
Weapon			Range	Arc	AD	Special	
Antimatter Cannon			10	T	4	Super AP	
Antiproton Gun			5	T	4	Anti-Fighter	

Xill Battle Saucer

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/90°	5	30/7	35/8	1	None	Jump Point
Weapon			Range	Arc	AD	Special	
Antimatter Cannon			10	T	6	Super AP	
Antimatter Shredder			20	T	4	Double Damage, Super AP	
Antiproton Gun			5	F	3	Anti-Fighter, Twin-Linked	
Antiproton Gun			5	A	3	Anti-Fighter, Twin-Linked	
Antiproton Gun			5	P	3	Anti-Fighter, Twin-Linked	
Antiproton Gun			5	S	3	Anti-Fighter, Twin-Linked	

Xorr War Saucer

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/90°	4	18/6	20/6	1	None	
Weapon			Range	Arc	AD	Special	
Twin Antimatter Cannon			10	T	6	Super AP, Twin-Linked	
Antimatter Cannon			10	T	4	Super AP	
Antiproton Gun			5	F	2	Anti-Fighter	
Antiproton Gun			5	A	2	Anti-Fighter	
Antiproton Gun			5	P	2	Anti-Fighter	
Antiproton Gun			5	S	2	Anti-Fighter	

Raiders

Patrol	Skirmish	Raid	Battle	War
Delta-V Wing (6) Double-V Wing (4) Modified Freighter	Strike Carrier	Battlewagon		

Fleet list

The chart above forms the tournament fleet list for the Raiders.

Initiative: +0

Auxiliary Craft: Flights of smaller craft may be purchased separately

and used as units in their own right. Some ships are noted as carrying one or more flights on board. These flights may be deployed at any time before or during the battle as normal and do not cost anything extra – the cost of these flights is included in that of their parent ships.

Fleet Special Rules: Raiders fleets use the Allied Fleets rules found on page 153 of Sky Full of Stars.

Battlewagon

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	6	35/8	40/10	4	4 Delta-V Flights	Interceptors 2, Jump Point
Weapon			Range	Arc	AD	Special	
Medium Laser Cannon			20	B	3	Beam, Double Damage, Super AP	
Medium Pulse Cannon			10	F	10		
Twin Particle Array			8	A	6	Twin-Linked, Weak	
Particle Beam			4	F	4	Anti-Fighter, Weak	
Particle Beam			4	A	4	Anti-Fighter, Weak	
Particle Beam			4	P	4	Anti-Fighter, Weak	
Particle Beam			4	S	4	Anti-Fighter, Weak	

Delta-V Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
8	SM	3	+0	-	-	-	Dodge 2+, Fighter
Weapon			Range	Arc	AD	Special	
Light Particle Gun			2	T	2	Weak	

Double-V Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
8	SM	4	-1	-	-	-	Dodge 3+, Fighter
Weapon			Range	Arc	AD	Special	
Twin-Linked Light Particle Gun			2	T	4	Twin-Linked, Weak	
Missile Rack			4	T	2	AP	

Modified Freighter

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
4	1/45°	5	12/3	12/3	1	None	
Weapon			Range	Arc	AD	Special	
Medium Pulse Cannon			8	F	3		
Medium Pulse Cannon			8	A	3		
Medium Pulse Cannon			8	P	3		
Medium Pulse Cannon			8	S	3		
Particle Beam			4	T	2	Anti-Fighter, Weak	

Strike Carrier

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	4	32/7	54/12	3	4 Delta-V Flights	Carrier 4, Jump Point
Weapon			Range	Arc	AD	Special	
Medium Pulse Cannon			10	F	8		
Medium Pulse Cannon			10	P	4		
Medium Pulse Cannon			10	S	4		
Particle Beam			4	F	6	Anti-Fighter, Weak	
Particle Beam			4	A	6	Anti-Fighter, Weak	
Particle Beam			4	P	6	Anti-Fighter, Weak	
Particle Beam			4	S	6	Anti-Fighter, Weak	

Dilgar Imperium

Patrol	Skirmish	Raid	Battle	War
Jashakar Thorun Dartfighter Wing (3)	Ochlavita Omelos	Rohric Targrath	Garasoch Kahtrik Tikrit Wahant	Mankhat Mishakur

Fleet list

The chart above forms the tournament fleet list for the Dilgar Imperium.

Initiative: +2

Auxiliary Craft: Flights of smaller craft may be purchased separately

and used as units in their own right. Some ships are noted as carrying one or more flights on board. These flights may be deployed at any time before or during the battle as normal and do not cost anything extra – the cost of these flights is included in that of their parent ships.

Fleet Special Rules: Dilgar Imperium fleets use the Pentacon Formations, Fighter Support, Mass Drivers, and Masters of Destruction rules found on page 12 of the Dilgar Imperium Fleet Book.

Garasoch Heavy Carrier

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
4	1/45°	5	54/8	60/10	8	10 Thorun Dartfighter Flights	Carrier 2, Jump Point
Weapon			Range	Arc	AD	Special	
Heavy Bolters			15	F	4	AP, Double Damage	
Pulsars			10	F	8		
Light Pulsars			8	F	4		
Light Pulsars			8	A	4		
Light Pulsars			8	P	4		
Light Pulsars			8	S	4		

Jashakar Scout

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/45°	4	14/2	16/4	2	None	Scout
Weapon			Range	Arc	AD	Special	
Light Bolters			5	F	6	Double Damage	
Light bolters			5	A	2	Double Damage	

Kahtrik Assault Ship

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
4	1/45°	6	48/7	50/8	8	2 Thorun Dartfighter Flights	None
Weapon			Range	Arc	AD	Special	
Mass Driver			10	F	10	AP, Mass Driver, Slow-Loading, Triple Damage	
Mass Driver			10	F	10	AP, Mass Driver, Slow-Loading, Triple Damage	
Heavy Bolters			15	F	10	AP, Double Damage	
Pulsars			10	F	6		
Light Pulsars			8	F	6		
Light Pulsars			8	A	6		
Light Pulsars			8	P	6		
Light Pulsars			8	S	6		
Disruptor Torpedoes			20	F	4	AP, Double Damage, Slow-Loading	
Disruptor Torpedoes			20	F	4	AP, Double Damage, Slow-Loading	

Mankhat Dreadnought

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	6	54/6	56/8	8	None	Jump Point
Weapon			Range	Arc	AD	Special	
Mass Driver			10	F	10	AP, Mass Driver, Slow-Loading, Triple Damage	
Heavy Bolters			15	F	10	AP, Double Damage	
Heavy Bolters			15	A	10	AP, Double Damage	
Heavy Bolters			15	P	10	AP, Double Damage	
Heavy Bolters			15	S	10	AP, Double Damage	
Light Pulsars			8	F	6		
Light Pulsars			8	A	6		
Light Pulsars			8	P	6		
Light Pulsars			8	S	6		
Disruptor Torpedoes			20	F	8	AP, Double Damage, Slow-Loading	

Mishakur Dreadnought

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	6	45/6	52/8	8	None	Command +1, Jump Point
Weapon			Range	Arc	AD	Special	
Mass Driver			10	F	10	AP, Mass Driver, Slow-Loading, Triple Damage	
Mass Driver			10	F	10	AP, Mass Driver, Slow-Loading, Triple Damage	
Heavy Bolters			15	F	12	AP, Double Damage	
Heavy Bolters			15	A	6	AP, Double Damage	
Light Pulsars			8	F	6		
Light Pulsars			8	A	6		
Light Pulsars			8	P	6		
Light Pulsars			8	S	6		
Disruptor Torpedoes			20	F	6	AP, Double Damage, Slow-Loading	

Ochlavita Destroyer

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	5	22/4	18/4	3	None	None
Weapon			Range	Arc	AD	Special	
Quad Pulsars			8	F	8	Twin-Linked	
Laser Cannon			20	B	1	Beam, Double Damage, Super AP	
Energy Pulsars			10	F	4	Twin-Linked	
Bolters			10	A	2	AP, Double Damage	
Scatter Pulsars			2	T	4	Anti-Fighter	

Omelos Light Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/45°	5	20/4	22/5	3	None	None
Weapon			Range	Arc	AD	Special	
Pulsars			10	F	8		
Light Pulsars			8	F	6		
Light Pulsars			8	A	6		
Light Pulsars			8	P	6		
Light Pulsars			8	S	6		
Disruptor Torpedoes			20	F	4	AP, Double Damage, Slow-Loading	

Rohric Assault Ship

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
5	2/45°	6	28/5	32/6	6	1 Thorun Dartfighter Flight	None
Weapon			Range	Arc	AD	Special	
Mass Driver			10	F	10	AP, Mass Driver, Slow-Loading, Triple Damage	
Heavy Bolters			15	F	8	AP, Double Damage	
Light Pulsars			8	F	5		
Light Pulsars			8	A	5		
Light Pulsars			8	P	5		
Light Pulsars			8	S	5		
Disruptor Torpedoes			20	F	6	AP, Double Damage, Slow-Loading	

Targrath Strike Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/45°	5	32/6	34/6	4	None	None
Weapon			Range	Arc	AD	Special	
Bolters			10	F	12	AP, Double Damage	
Energy Pulsars			10	A	4	Twin-Linked	

Thorun Dartfighter Flight

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
16	SM	4	+0	-	-	-	Afterburner, Dodge 2+, Fighter
Weapon			Range	Arc	AD	Special	
Twin Bolt Cannon			2	T	1	Double Damage, Twin-Linked	

Tikrit Heavy Cruiser

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	1/45°	6	40/4	44/5	5	None	None
Weapon			Range	Arc	AD	Special	
Heavy Bolters			15	F	12	AP, Double Damage	
Heavy Bolters			15	A	12	AP, Double Damage	
Light Pulsars			8	T	5		

Wahant Heavy Assault Ship

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
4	1/45°	6	50/8	56/8	8	2 Thorun Dartfighter Flights	None
Weapon			Range	Arc	AD	Special	
Mass Driver			10	F	10	AP, Mass Driver, Slow-Loading, Triple Damage	
Mass Driver			10	F	10	AP, Mass Driver, Slow-Loading, Triple Damage	
Light Pulsars			8	F	10		
Light Pulsars			8	A	10		
Light Pulsars			8	P	10		
Light Pulsars			8	S	10		
Disruptor Torpedoes			20	F	8	AP, Double Damage, Slow-Loading	
Disruptor Torpedoes			20	A	8	AP, Double Damage, Slow-Loading	
Heavy Bolters			15	F	10	AP, Double Damage	