

Minas Gerais Class

Electronics: 4
Armor: 15

Maneuver: 2
Screen: 3

Size: 17

Particle Accelerators Penetration Values:

GJ Rating	Number	Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
11800	6	40	29	16	7
400	20	7	5	3	1

Target Values:

Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
17	13	9	4

Point Defense Values (Per Battery):

Weapon:	Close (0-4)	Medium (5-8)	Batteries
Lasers	8	4	6
Fusion Guns	12		6

Jump: 2
Jump time: 5
Crew: 158
Troops: 40
Power: 4,580
Mass: 15,100
Cost: 2,385

Missiles:
8 ton tubes: 15

Cargo: 378
Passengers: 20

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-2	3	4-8	9	10-18	19	20

Number of rolls per hit: 0

Roll for additional damage rolls: 16

Basic Damage:

Basic damage number: 2

Roll to increase number by 1: 9

Missile Values:

Maneuver: 4
Control Unit: 4

Defense: 1
Cost: 2

Size: 6

Penetration:

Missile G	6	5	4	3	2	1
Warhead value			10	11	11	11

Conference of the Americas Combined Naval Forces pocket battleship. Ships in class: Minas Gerais, Almirante Cochrane.

River Class DD

Electronics: 4
Armor: 0

Maneuver: 6
Screen: 0

Size: 14

Particle Accelerators Penetration Values:

GJ Rating	Number	Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
500	4	8	6	3	1

Target Values:

Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
14	11	7	4

Point Defense Values (Per Battery):

Weapon:	Close (0-4)	Medium (5-8)	Batteries
Lasers	8	4	2
Fusion Guns	12		2

Jump: 2
Jump time: 2
Crew: 35
Troops: 0
Power: 190
Mass: 1650
Cost: 154

Missiles:
30 ton tubes: 6

Cargo: 41
Passengers: 5

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-4	5	6-7	8-9	10-11	12-15	16-20

Number of rolls per hit: 2

Roll for additional damage rolls: 9

Basic Damage:

Basic damage number: 7

Roll to increase number by 1: 8

Missile Values:

Maneuver: 5
Control Unit: 5

Defense: 1
Cost: 4

Size: 8

Penetration:

Missile G	6	5	4	3	2	1
Warhead value		18	19	20	21	22

A British design widely produced for export, with some ordered by the RCWN. Ships in class include the following. Royal and Commonwealth Worlds Navies: Saint Lawrence, Murray, Mersey, Tyne, Thames, Test. AIA: Amazon, Tocantins, Orinoco, Parana, Madeira, Tapajos, Colorado, Salado, Rio Bravo, Magdalena. RTL: Mekong, Irrawaddy, Red River, Black River, Salween, Indragiri, Chao Phraya, Tapi, Perlis, Golok, Mahakam, Barito.

Spica Class Missile Boat

Electronics: 4
Armor: 0

Maneuver: 5
Screen: 0

Size: 13

Particle Accelerators Penetration Values:

GJ Rating	Number	Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
350	3	7	5	3	1

Target Values:

Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
13	10	7	3

Point Defense Values (Per Battery):

Weapon:	Close (0-4)	Medium (5-8)	Batteries
Lasers	6	3	2
Fusion Guns	12		1

Jump: 2
Jump time: 2
Crew: 22
Troops: 0
Power: 130
Mass: 875
Cost: 101

Missiles:

15 ton tubes: 4

Cargo: 22
Passengers: 0

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-4	5	6-7	8-11	12-13	14-17	18-20

Number of rolls per hit: 3

Roll for additional damage rolls: 8

Basic Damage:

Basic damage number: 10

Roll to increase number by 1: 3

Missile Values:

Maneuver: 4
Control Unit: 4

Defense: 1
Cost: 2

Size: 7

Penetration:

Missile G	6	5	4	3	2	1
Warhead value			14	15	15	16

Europa Fédérée design, but also used by the AIA. Ships in class include the following. EF: Spica, Saggiario, Sirio, Pallade, Pegaso, Procione, Calipso, Calliope, Cassiopea, Cigno, Climene, Clio, Airone, Alcione, Ardea, Arpia. IAI: Canopus, Rigel, Hadar, Cru, Achernar, Pictor, Dorado, Volans, Hydrus, Carina, Toscana.