

Lexington-Furious Class Battlecruiser

Electronics: 5
Armor: 12

Maneuver: 4
Screen: 5

Size: 19

Particle Accelerators Penetration Values:

GJ Rating	Number	Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
16350	6	47	35	19	3
550	12	9	6	4	2

Target Values:

Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
19	14	9	5

Point Defense Values (Per Battery):

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

Jump: 4
Jump time: 7
Crew: 315
Troops: 40
Power: 7,500
Mass: 42,000
Cost: 4,652

Missiles:
8 ton tubes: 20

Cargo: 1,050
Passengers: 20

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-5	6	7-10	11	12-18	19	20

Number of rolls per hit: 0

Roll for additional damage rolls: 10

Basic Damage:

Basic damage number: 1

Roll to increase number by 1: 9

Missile Values:

Maneuver: 5
Control Unit: 5

Defense: 1
Cost: 2

Size: 6

Penetration:

Missile G	6	5	4	3	2	1
Warhead value		9	10	10	10	11

Joint Anglo-US project. Three ships in class: Furious (RCWN), Lexington and Saratoga (EUSN).

Battle Class Heavy Cruiser

Electronics: 7
Armor: 11

Maneuver: 3
Screen: 4

Size: 17

Particle Accelerators Penetration Values:

GJ Rating	Number	Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
2250	10	18	13	7	3
600	12	9	7	4	2

Target Values:

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

Point Defense Values (Per Battery):

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

Jump: 4
Jump time: 5
Crew: 131
Troops: 0
Power: 2,330
Mass: 11,600
Cost: 1,445

Missiles:
8 ton tubes: 20

Cargo: 290
Passengers: 0

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-3	4	5-8	9-10	11-16	17-19	20

Number of rolls per hit: 0

Roll for additional damage rolls: 19

Basic Damage:

Basic damage number: 2

Roll to increase number by 1: 16

Missile Values:

Maneuver: 5
Control Unit: 5

Defense: 1
Cost: 2

Size: 6

Penetration:

Missile G	6	5	4	3	2	1
Warhead value		9	10	10	10	11

Joint Anglo-American project. Ships in class for EUSN: Mobile Bay, Manila Bay, Cape Esperance, Cape St. George. Ships in class for RCWN: Quiberon Bay, Ushant. Three units also purchased by AIA: Carabobo, Pichincha, Itaparica.

Island Class Heavy Cruiser

Electronics: 6
Armor: 14

Maneuver: 3
Screen: 5

Size: 17

Particle Accelerators Penetration Values:

GJ Rating	Number	Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
1550	16	15	11	6	3

Target Values:

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

Point Defense Values (Per Battery):

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

Jump: 4
Jump time: 4
Crew: 109
Troops: 20
Power: 2,010
Mass: 10,500
Cost: 1,254

Missiles:
8 ton tubes: 20

Cargo: 263
Passengers: 0

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-4	5	6-9	10	11-17	18-19	20

Number of rolls per hit: 1

Roll for additional damage rolls: 0

Basic Damage:

Basic damage number: 2

Roll to increase number by 1: 19

Missile Values:

Maneuver: 6
Control Unit: 6

Defense: 1
Cost: 2

Size: 6

Penetration:

Missile G	6	5	4	3	2	1
Warhead value	8	8	9	9	10	10

Radical departure from usual heavy cruiser formula of having both high and low power batteries. Ships in class include: St. John, St. Thomas, St. Criox, Wake.

Guardian Class Destroyer Escort

Electronics: 4
Armor: 0

Maneuver: 4
Screen: 0

Size: 13

Particle Accelerators Penetration Values:

GJ Rating	Number	Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
400	4	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	8	4	2
Fusion Guns	12		1

Jump: 2
Jump time: 3
Crew: 24
Troops: 0
Power: 160
Mass: 900
Cost: 110

Missiles:
20 ton tubes: 4

Cargo: 23
Passengers: 0

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-3	4	5-6	7-9	10-12	13-16	17-20

Number of rolls per hit: 3

Roll for additional damage rolls: 7

Basic Damage:

Basic damage number: 10

Roll to increase number by 1: 0

Missile Values:

Maneuver: 4
Control Unit: 4

Defense: 1
Cost: 3

Size: 8

Penetration:

Missile G	6	5	4	3	2	1
Warhead value			16	17	18	18

Joint Anglo-US project, designed primarily for merchant escort rather than fleet actions. Ships in class include the following. EUSN: Cerebus, Champion, Defender, Escort, Guardian, Keeper, Paladin, Preserver, Protector, Safeguard, Sentinel, Shepherd, Trustee, Warden, Watchdog, Lifeguard. RCWN: Watchman, Myrmidon, Haven, Sanctuary, Holder, Steward, Senechal. RTL: Luzon, Mindanao, Panay, Borneo, Sumatra, Java, Pulau Ujong, Leyte, Celebes, Flores, Bali, Samar.

Tripoli Class Assault Transport

Electronics: 5
Armor: 6

Maneuver: 2
Screen: 0

Size: 17

Particle Accelerators Penetration Values:

GJ Rating	Number	Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
600	4	9	7	4	2

Target Values:

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

Point Defense Values (Per Battery):

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

Jump: 4
Jump time: 5
Crew: 90
Troops: 750
Power: 300
Mass: 11,500
Cost: 553

Cargo: 1,500
Passengers: 20

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-7	8-10	11-12	13-14	15-16	17-20	--

Number of rolls per hit: 0

Roll for additional damage rolls: 19

Basic Damage:

Basic damage number: 2

Roll to increase number by 1: 16

Ships in class: Tripoli, Iwo Jima. Ship's boats consist of 2 30 tonne armed cutters and 10 75 tonne armored landing ships.

Jupiter Class Fleet Tanker

Electronics: 5
Armor: 0

Maneuver: 2
Screen: 0

Size: 18

Particle Accelerators Penetration Values:

GJ Rating	Number	Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
600	4	9	7	4	2

Target Values:

Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
18	13	9	4

Point Defense Values (Per Battery):

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

Jump: 4
Jump time: 6
Crew: 126
Troops: 0
Power: 300
Mass: 25,000
Cost: 962

Cargo: 14,000
Passengers: 10

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-9	10-14	15	16	17	18-20	--

Number of rolls per hit: 0

Roll for additional damage rolls: 13

Basic Damage:

Basic damage number: 1

Roll to increase number by 1: 18

Two armed 30 tonne cutters as ship's boats. Five ships in class: Jupiter, Neptune, Uranus, Posiedon, Zeus (RCWN).

Endeavor-Enterprise Class Fleet Auxiliary

Electronics: 5
Armor: 0

Maneuver: 2
Screen: 0

Size: 17

Particle Accelerators Penetration Values:

GJ Rating	Number	Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)
600	4	9	7	4	2

Target Values:

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

Point Defense Values (Per Battery):

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

Jump: 4
Jump time: 5
Crew: 72
Troops: 0
Power: 300
Mass: 11,500
Cost: 524

Cargo: 6,000
Passengers: 60

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)
1-7	8-10	11-12	13-14	15-16	17-20	

Number of rolls per hit: 0

Roll for additional damage rolls: 19

Basic Damage:

Basic damage number: 2

Roll to increase number by 1: 16

Ships in class: Endeavor, Venture (EUSN) and Enterprise (RCWN). Two 30 tonne armed cutters as ship's boats.