

### 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.

**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.

## 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.

**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.