



## **Scilix Dominion Test Fleet**

**Created by the Quantum Rebellion  
Fleet Manager software**

**(c)2021 Michael Seely**

**Copies of these fleets may be made  
for home use.**



Defense Systems

6

Critical Rating

6+2

Scilix Dominion Battleship - (220 pts) - Alfa squadron

Fleet Admiral

Shields: None

BB-461

0

16"-32"

(1) Fore

9

(2) Bridge

(4) Life Spt.

(3) Port

4

(5) Strbrd.

4

(6) Turret 1

3

(8) Turret 2

(9) Reactor

(10) Hyprdrv.

(11) Reactor

(12,13) EQ-1

(14,15) EQ-2

(16,17) EQ-3

(18) Mn.Drv.

(19) Aft

4

(20) Mn.Drv.

0"-16"

0"-16"

Mv: 6" - 12"+3"

Crew: 7

HP 22

Elite Bridge Crew: Remove one Disorder in the End Phase.

Security Detachment: Use Sec. Detachment results for boarding defense.

Defense Systems

2

Critical Rating

3+2

Scilix Dominion Frigate - (80 pts) - Alfa squadron

Captain

Shields: None

FF-931

3

16"-32"

(1,2) Fore

0

(3) Bridge

(12) Life Spt.

(4,5) Port

0

(8,9) Strbrd.

0

(15,16) Reactor

(17,18) Hyprdrv.

(10,11) EQ-1

(13,14) EQ-2

(19,20) Mn.Drv.

16"-32"

16"-32"

Mv: 10" - 20"

Crew: 3


HP 12

Defensive Screen: May add own DEF to adjacent ships DEF value.

	Hyperdrive: Required for any hyperspace jump.		Electronic Countermeasures: Gain Hvy Cover against torpedo attacks. Add +1 to Hack Beacon.
	Reactor: Provides power to the ship. Ship is destroyed if any reactor takes two critical hits.		Autocannon: Ordnance counts as 2 Hits
	Defense Network: Provides DEF for the ship. Reduce DEF to 0 if destroyed.		Scatter: Ignore Light Cover. Heavy Cover counts as Light Cover.
	EMP: Target ship loses 2 DEF for the rest of the game.		Main Drive: Required for ship movement. If ship starts with two, half move if one is destroyed.
	Life Support: Not destroyed by criticals; Lose 2 CP each time this receives a critical hit.		Reinforced Hull: Add 2 to the ships CR value. Ignore critical hits to this location.
	Beam: Roll two extra attack dice.		Auxiliary Power Unit: Provides extra power for various systems.
	Bridge: (2 Hits) If destroyed, ship must make an Emergency Hyperspace Jump.		Secondary Drive: Add 3 to the ships MV value.
	High Velocity: Ship has -1 Critical Rating (CR) for the rest of the game.		

Defense Systems3

Critical Rating5



Scilix Dominion Heavy Cruiser - (115 pts) - Bravo squadron  
Squadron Commander

0"-16"

0"-16"

0"-16"

0"-16"

Shields: None

CH-140

Mv: 8" - 16"

Crew: 5

HP 18

(1) Fore6

(2) Bridge

(3) Life Spt.4

(4) Port4

(7) Strbrd.4

(8,9) Turret 1

(10) Hyprdrv.

(11,12) Turret 24

(13,14) EQ-14

(15) Reactor

(16,17) Mn.Drv.


(18) Aft

(19,20) Mn.Drv.

Elite Bridge Crew: Remove one Disorder in the End Phase.  
Veteran Crew: Ship has 50% fewer Compromised Crew boxes.

Defense Systems3

Critical Rating4



Scilix Dominion Cruiser - (90 pts) - Bravo squadron  
Captain

0"-16"

0"-16"

0"-16"

Shields: None

CR-689

Mv: 8" - 16"

Crew: 4

HP 16

(1) Fore5

(2) Bridge

(3) Life Spt.4

(4) Port3

(7) Strbrd.3

(8,9) Turret 14

(10) Hyprdrv.

(11,12) EQ-14

(13) Reactor

(14,15) EQ-24

(16,17) Mn.Drv.


(18) Aft

(19,20) Mn.Drv.

Special Forces: Add Special Forces results during boarding.

Defense Systems3

Critical Rating4



Scilix Dominion Cruiser - (90 pts) - Bravo squadron  
Captain

0"-16"

0"-16"

0"-16"

Shields: None

CR-456

Mv: 8" - 16"

Crew: 4

HP 16

(1) Fore5

(2) Bridge

(3) Life Spt.4

(4) Port3

(7) Strbrd.3

(8,9) Turret 14

(10) Hyprdrv.

(11,12) EQ-14

(13) Reactor


(14,15) EQ-24


(16,17) Mn.Drv.


(18) Aft


(19,20) Mn.Drv.


Special Forces: Add Special Forces results during boarding.


Hyperdrive: Required for any hyperspace jump.


Reactor: Provides power to the ship. Ship is destroyed if any reactor takes two critical hits.


Disruptor: Does not damage ship HP. Destroy a Shield Generator with 2 ordnance hits.


Defense Network: Provides DEF for the ship. Reduce DEF to 0 if destroyed.


Life Support: Not destroyed by criticals; Lose 2 CP each time this receives a critical hit.


Beam: Roll two extra attack dice.

Bridge: (2 Hits) If destroyed, ship must make an Emergency Hyperspace Jump.

Biohazard: Target ship loses 2 Crew Points.

Cyberwarfare: Player has -2 Initiative on next round.

Main Drive: Required for ship movement. If ship starts with two, half move if one is destroyed.

Space Marines: May conduct Boarding Assaults. 4 Add 4 dice to the Boarding Assault.

Defense Systems 2

Critical Rating 3

Scilix Dominion Destroyer - (130 pts) - Charlie squadron

Squadron Commander

Shields: None

DD-530

Mv: 9" - 18"

Crew: 4

HP 14

(8,9) Strbrd. 3

(10,11) Turret 1 2

(16,17) Reactor

(20) Mn.Drv.

(14,15) EQ-1

(18,19) Aft 2

(12,13) Hyprdrv.

(4,5) Port 3

(1) Fore 3

(2) Bridge

(3) Life Spt.

Ambush: Deploy as hidden during Squadron Deployment phase.

Pack Hunters: +1 die if attacking with another Pack Hunter.

Defense Systems 2

Critical Rating 3

Scilix Dominion Destroyer - (130 pts) - Charlie squadron

Captain

Shields: None

DD-530

Mv: 9" - 18"

Crew: 4

HP 14

(8,9) Strbrd. 3

(10,11) Turret 1 2

(16,17) Reactor

(20) Mn.Drv.

(14,15) EQ-1

(18,19) Aft 2

(12,13) Hyprdrv.

(4,5) Port 3

(1) Fore 3

(2) Bridge

(3) Life Spt.

Ambush: Deploy as hidden during Squadron Deployment phase.

Pack Hunters: +1 die if attacking with another Pack Hunter.

	Hyperdrive: Required for any hyperspace jump.
	Reactor: Provides power to the ship. Ship is destroyed if any reactor takes two critical hits.
	Defense Network: Provides DEF for the ship. Reduce DEF to 0 if destroyed.
	Disruptor: Does not damage ship HP. Destroy a Shield Generator with 2 ordnance hits.
	Life Support: Not destroyed by criticals; Lose 2 CP each time this receives a critical hit.
	EMP: Target ship loses 2 DEF for the rest of the game.
	Bridge: (2 Hits) If destroyed, ship must make an Emergency Hyperspace Jump.
	Polaron Ray: Target ship takes one Critical Hit. Optimal Range only, ignore multiple 6's.
	Plasma: Ship loses 2" of Movement for the rest of the game (minimum 1").
	Main Drive: Required for ship movement. If ship starts with two, half move if one is destroyed.
	Armor Plating: Subtract 1 hit from each attack, while the ship is not Compromised.



## **Oberian Concordat Test Fleet**

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Defense Systems 4

Critical Rating 5

Oberian Concordiat Battlecruiser - (225 pts) - Alfa squadron  
Fleet Admiral

Shields: 1 Arc

BC-911

Mv: 7" - 14"

Crew: 5

HP 22

(5) Strbrd. 4

(6,7) Turret 1

(11) Reactor

(14,15) EQ-1

(19) Mn.Drv.

(1) Fore 5

(2) Bridge

(4) Life Spt.

DEF

(12) Hyprdrv.

(17,18) EQ-2

(16) Aft 3

(3) Port 4

(9,10) Turret 2 4

(13) Reactor

(20) Mn.Drv.

16"-32"

16"-32" 12"-48"

0"-16"

Elite Bridge Crew: Remove one Disorder in the End Phase.

No Vulnerable Sector: Ignore the Vulnerable Sector rules.

Security Detachment: Use Sec. Detachment results for boarding defense.

Defense Systems 2

Critical Rating 3

Oberian Concordiat Corvette - (35 pts) - Alfa squadron  
Captain

Shields: None

K-353

Mv: 12" - 24"

Crew: 2

HP 8

(8,9) Strbrd. 3

(15,16) Reactor

(10,11,12) EQ-1

(19,20) Mn.Drv.

(1,2) Fore 3

(3,4) Bridge

(13,14) Life Spt.

DEF

(17,18) Hyprdrv.

(4,5) Port 3

16"-32"

12"-48"

Defensive Screen: May add own DEF to adjacent ships DEF value.

Defense Systems 2

Critical Rating 3

Oberian Concordiat Corvette - (35 pts) - squadron  
Captain

Shields: None

K-353

Mv: 12" - 24"

Crew: 2

HP 8

(8,9) Strbrd. 3

(15,16) Reactor

(10,11,12) EQ-1

(19,20) Mn.Drv.

(1,2) Fore 3

(3,4) Bridge

(13,14) Life Spt.

DEF

(17,18) Hyprdrv.

(4,5) Port 3

16"-32"

12"-48"

Defensive Screen: May add own DEF to adjacent ships DEF value.

	Automated Repair: During the End Phase, this ship repairs 2 HP, or 3 HP with an APU.
	Hyperdrive: Required for any hyperspace jump.
	Reactor: Provides power to the ship. Ship is destroyed if any reactor takes two critical hits.
	Dark Matter Torpedo: Ignore LOS. Ship loses 2 HP; damage cannot be reduced by DEF.
	Defense Network: Provides DEF for the ship. Reduce DEF to 0 if destroyed.
	Life Support: Not destroyed by criticals; Lose 2 CP each time this receives a critical hit.
	Bridge: (2 Hits) If destroyed, ship must make an Emergency Hyperspace Jump.
	Nuclear: Target ship gains a Disorder marker.
	Autocannon: Ordnance counts as 2 Hits
	EMP Torpedo: Ignore LOS. Ship loses 2 DEF for the rest of the game.
	Scatter: Ignore Light Cover. Heavy Cover counts as Light Cover.
	Main Drive: Required for ship movement. If ship starts with two, half move if one is destroyed.
	Shield Generator: Prevent all inbound & outbound attacks in one arc. Choose arc when activating.

Defense Systems 5

Critical Rating 6+2

Shields: None

CV-878

0" - 16"

(1) Fore 5

(2) Bridge

(3,4) Port 4

(5) Life Spt.

(6,7) Strbrd. 4

(8) Turret 1 5

DEF

(10) Reactor

(11) Hyprdrv.

(12) Reactor

(13,14) EQ-1

(17,18) EQ-2

(19) Mn.Drv.

(15,16) Hangar

(20) Mn.Drv.

Mv: 6" - 12"

Hangar Capacity 6

Crew: 6

HP 18

Expert Engineers: Repair one Critical Hit in the End Phase on a 4,5,6.

Redundant Systems: Ship has 50% fewer Compromised HP boxes

Defense Systems 2

Critical Rating 3

Shields: None

DD-908

16" - 32"

(1) Fore 5

(2) Bridge

(4,5) Port 5

(3) Life Spt.

(8,9) Strbrd. 5

DEF

(10,11) Turret 1

(12,13) Hyprdrv.

(16,17) Reactor

(14,15) EQ-1

(20) Mn.Drv.

(18,19) Aft

Mv: 9" - 18"

Crew: 4

HP 14

Defense Systems 2

Critical Rating 3

Shields: None

FF-825

16" - 32"

(1,2) Fore 4

(3) Bridge

(4,5) Port 4

(12) Life Spt.

(8,9) Strbrd. 4

DEF

(15,16) Reactor

(17,18) Hyprdrv.

(10,11) EQ-1

(13,14) EQ-2

(19,20) Mn.Drv.

Mv: 10" - 20"

Crew: 3

HP 12

Defensive Screen: May add own DEF to adjacent ships DEF value.

	Reinforced Hull: Add 2 to the ships CR value. Ignore critical hits to this location.		Armor Plating: Subtract 1 hit from each attack, while the ship is not Compromised.
	Hyperdrive: Required for any hyperspace jump.		Autocannon: Ordnance counts as 2 Hits
	Reactor: Provides power to the ship. Ship is destroyed if any reactor takes two critical hits.		High Velocity: Ship has -1 Critical Rating (CR) for the rest of the game.
	Defense Network: Provides DEF for the ship. Reduce DEF to 0 if destroyed.		Hangar Bay: Add 4 Fighters to CV or LS, 3 Fighters to CVL or SS, or 2 to non-carriers.
	Torpedo: Ignore LOS. Roll 2 extra attack dice.		Main Drive: Required for ship movement. If ship starts with two, half move if one is destroyed.
	Life Support: Not destroyed by criticals; Lose 2 CP each time this receives a critical hit.		Catapult Launchers: May launch Fighter Squadrons at beginning of ships Movement phase.
	Bridge: (2 Hits) If destroyed, ship must make an Emergency Hyperspace Jump.		
	Plasma: Ship loses 2" of Movement for the rest of the game (minimum 1").		



Defense Systems 4

Critical Rating 4

Oberian Concordiat Light Carrier - (90 pts) - Charlie squadron  
Squadron Commander

Shields: None

CVL-649

Mv: 7" - 14"

Hangar Capacity 4+3

Crew: 4

HP 14

(8,9) Strbrd. 6

(10,11) Reactor

(17) Mn.Drv.

(1,2) Fore 6

(2) Bridge

(3) Life Spt.

DEF

(12,13) Hyprdrv.

(16) EQ-1

(18,19) Hangar

(4,5) Port 6

(14,15) Reactor

(20) Mn.Drv.

16"-32"

16"-32"

Elite Bridge Crew: Remove one Disorder in the End Phase.

Target Resolution: Adjacent ships reduce enemy cover one level.

Defense Systems 2+2

Critical Rating 3

Oberian Concordiat Frigate - (60 pts) - squadron  
Captain

Shields: None

FF-743

Mv: 10" - 20"

Crew: 3

HP 12

(8,9) Strbrd. 4

(15,16) Reactor

(10,11) EQ-1

(19,20) Mn.Drv.

(1,2) Fore 4

(3) Bridge

(12) Life Spt.

DEF

(17,18) Hyprdrv.

(13,14) EQ-2

(4,5) Port 4

0"-16"

0"-16"

Defensive Screen: May add own DEF to adjacent ships DEF value.

Defense Systems 2+2

Critical Rating 3

Oberian Concordiat Frigate - (60 pts) - Charlie squadron  
Captain

Shields: None

FF-743

Mv: 10" - 20"

Crew: 3

HP 12

(8,9) Strbrd. 4

(15,16) Reactor

(10,11) EQ-1

(19,20) Mn.Drv.

(1,2) Fore 4

(3) Bridge

(12) Life Spt.

DEF

(17,18) Hyprdrv.

(13,14) EQ-2

(4,5) Port 4

0"-16"

0"-16"

Defensive Screen: May add own DEF to adjacent ships DEF value.

Defense Systems 2+2

Critical Rating 3

Oberian Concordiat Frigate - (60 pts) - squadron  
Captain

Shields: None

FF-743

Mv: 10" - 20"

Crew: 3

HP 12

(8,9) Strbrd. 4

(15,16) Reactor

(10,11) EQ-1

(19,20) Mn.Drv.

(1,2) Fore 4

(3) Bridge

(12) Life Spt.

DEF

(17,18) Hyprdrv.

(13,14) EQ-2

(4,5) Port 4

0"-16"

0"-16"

Defensive Screen: May add own DEF to adjacent ships DEF value.

	Main Drive: Required for ship movement. If ship starts with two, half move if one is destroyed.	
	Hangar Bay: Add 4 Fighters to CV or LS, 3 Fighters to CVL or SS, or 2 to non-carriers.	
	Hyperdrive: Required for any hyperspace jump.	
	Reactor: Provides power to the ship. Ship is destroyed if any reactor takes two critical hits.	
	Defense Network: Provides DEF for the ship. Reduce DEF to 0 if destroyed.	
	Life Support: Not destroyed by criticals; Lose 2 CP each time this receives a critical hit.	
	Bridge: (2 Hits) If destroyed, ship must make an Emergency Hyperspace Jump.	
	Autocannon: Ordnance counts as 2 Hits	