

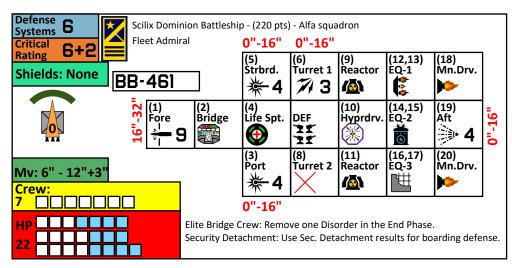
Scilix Dominion Test Fleet

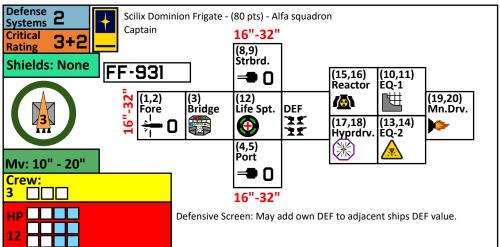
Created by the Quantum Rebellion Fleet Manager software

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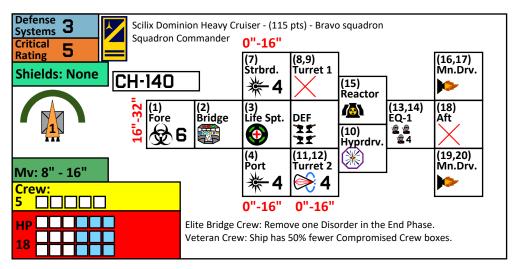
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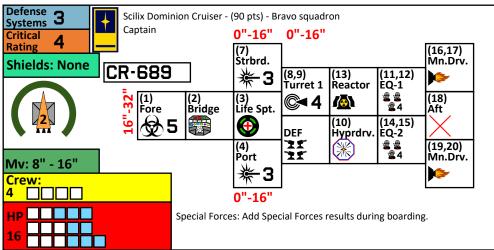


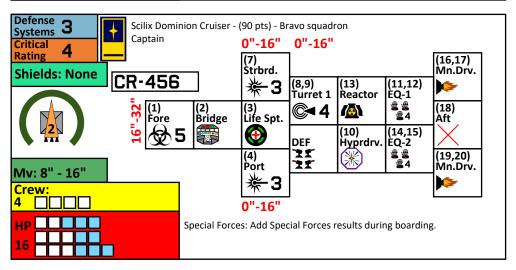


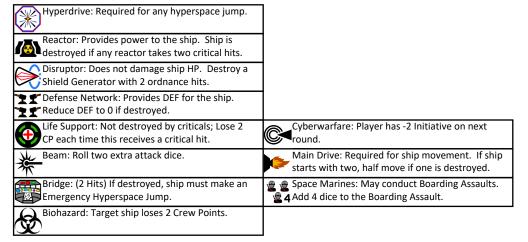


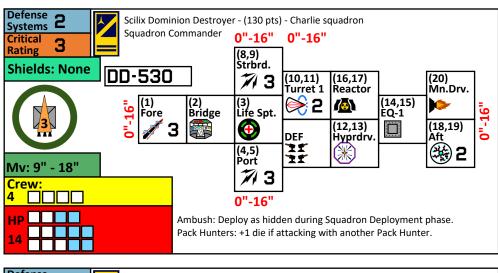
Hyperdrive: Required for any hyperspace jump.	Electronic Countermeasures: Gain Hvy Cover against torpedo attacks. Add +1 to Hack Beacon.
Reactor: Provides power to the ship. Ship is destroyed if any reactor takes two critical hits.	Autocannon: Ordnance counts as 2 Hits
T Defense Network: Provides DEF 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.	

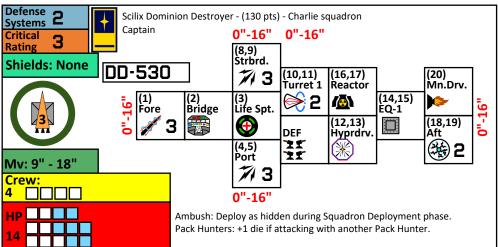


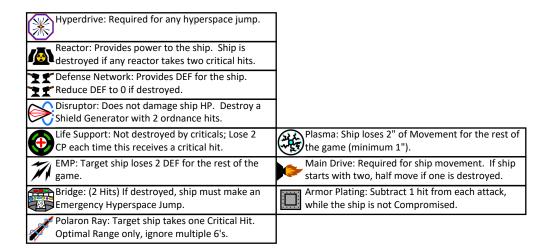














Oberian Concordat Test Fleet

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