

Defense Systems 6
Critical Rating 6
Shields: None

CV-349

Acru Imperium Fleet Carrier - (200 pts) - Alfa squadron
Fleet Admiral
Hull Size: Class 7

16"-32"

12"-48"

16"-32"

16"-32"

Mv: 6" - 12"
Hangar Capacity 6+4
Crew: 6
HP 18

(6,7) Strbrd. 3
(8) Turret 1 5
(9) DEF 3
(10) Reactor
(11) Hyprdrv.
(12) Reactor
(13,14) EQ-1
(17,18) EQ-2
(19) Mn.Drv.
(15,16) Hangar
(20) Mn.Drv.

(1) Fore 6
(2) Bridge
(3,4) Port 3
(5) Life Spt. 3

Expert Engineers: Repair Critical Hits in the End Phase on a 4,5,6.
Flight Deck Crews: Relaunch one returned Fighter this turn.
Security Detachment: Use Sec. Detachment results for boarding defense.

Defense Systems 3
Critical Rating 3
Shields: None

K-750

Acru Imperium Corvette - (70 pts) - Alfa squadron
Captain
Hull Size: Class 1

0"-16"

16"-32"









0"-16"






Mv: 12" - 24"
Crew: 2
HP 8

(8,9) Strbrd. 3
(15,16) Reactor
(17,18) Hyprdrv.
(10,11,12) EQ-1
(19,20) Mn.Drv.

(1,2) Fore 3
(3,4) Bridge
(13,14) Life Spt. 3
(4,5) Port 3
(6,7) DEF 3

Difficult Target: This ship has heavy cover when attacked.
Target Resolution: Adjacent ships reduce enemy cover one level.

	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.
	Dark Matter Torpedo: Ignore LOS. Ship loses 2 HP; damage cannot be reduced by DEF or Armor.
	Life Support: Not destroyed by criticals; Lose 2 CP each time this receives a critical hit.
	Gravitational: Push or Pull target ship 6" in any direction. Ship facing does not change.
	Bridge: (2 Hits) If destroyed, ship must make an Emergency Hyperspace Jump.
	Dark Matter: Target ship loses 2 HP. Damage cannot be reduced by DEF or Armor.

	Aperture Beacon: Other ships may use this ship to make a Short Range Jump.
	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.
	Catapult Launchers: May launch Fighter Squadrons at beginning of ships Movement phase.
	Hangar Bay: Add 4 Fighters to CV or LS, 3 Fighters to CVL or SS, or 2 to non-carriers.

Defense Systems 5		Acru Imperium Battlecruiser - (150 pts) - Bravo squadron	
Critical Rating 5		Squadron Commander	Hull Size: Class 7
Shields: None		BC-740	
Mv: 7" - 14"	Hangar Capacity 2	Crew: 5	
HP 22	Armed Crew: Add 2 dice to the boarding defense pool. Redundant Systems: Ship has 50% fewer Compromised HP boxes		

(5) Strbrd. 4	(6,7) Turret 1 4	(11) Reactor	(14,15) EQ-1	(19) Mn.Drv.
(1) Fore 5	(2) Bridge	(4) Life Spt.	(8) DEF	(12) Hyprdrv.
(3) Port 4	(9,10) Turret 2 3	(13) Reactor	(17,18) EQ-2	(16) Aft
				(20) Mn.Drv.

0"-16" 0"-16"

Defense Systems 5		Acru Imperium Battlecruiser - (150 pts) - Bravo squadron	
Critical Rating 5		Captain	Hull Size: Class 7
Shields: None		BC-740	
Mv: 7" - 14"	Hangar Capacity 2	Crew: 5	
HP 22	Armed Crew: Add 2 dice to the boarding defense pool. Redundant Systems: Ship has 50% fewer Compromised HP boxes		

(5) Strbrd. 4	(6,7) Turret 1 4	(11) Reactor	(14,15) EQ-1	(19) Mn.Drv.
(1) Fore 5	(2) Bridge	(4) Life Spt.	(8) DEF	(12) Hyprdrv.
(3) Port 4	(9,10) Turret 2 3	(13) Reactor	(17,18) EQ-2	(16) Aft
				(20) Mn.Drv.

0"-16" 0"-16"

	Reactor: Provides power to the ship. Ship is destroyed if any reactor takes two critical hits.
	Disruptor: Destroy a Shield Generator or Hyperdrive module.
	Defense Network: Provides DEF for the ship. Reduce DEF to 0 if destroyed.
	EMP: Target ship loses 2 DEF for the rest of the game.
	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.
	Polaron Ray: If inside Optimal Range, target ship takes a Critical Hit.

	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.

Defense Systems **3**
Critical Rating **3**
Shields: None
Mv: 9" - 18"
Crew: 4
HP: 14

Acru Imperium Destroyer - (100 pts) - Charlie squadron
Squadron Commander
Hull Size: Class 3

DD-548

0"-16" (8,9) Strbrd. 3
12"-48" (10,11) Turret 1 3 (16,17) Reactor
0"-16" (1) Fore 4 (2) Bridge (3) Life Spt. (6,7) DEF 2 (12,13) Hyprdrv. (14,15) EQ-1 (18,19) Aft (20) Mn.Drv.

0"-16" (4,5) Port 3

Pack Hunters: +1 die if attacking with another Pack Hunter.
Veteran Crew: Ship has 50% fewer Compromised Crew boxes.

Defense Systems **3**
Critical Rating **3**
Shields: None
Mv: 9" - 18"
Crew: 4
HP: 14

Acru Imperium Destroyer - (100 pts) - Charlie squadron
Captain
Hull Size: Class 3

DD-544

0"-16" (8,9) Strbrd. 3
12"-48" (10,11) Turret 1 3 (16,17) Reactor
0"-16" (1) Fore 4 (2) Bridge (3) Life Spt. (6,7) DEF 2 (12,13) Hyprdrv. (14,15) EQ-1 (18,19) Aft (20) Mn.Drv.

0"-16" (4,5) Port 3

Pack Hunters: +1 die if attacking with another Pack Hunter.
Veteran Crew: Ship has 50% fewer Compromised Crew boxes.

Defense Systems **3**
Critical Rating **3**
Shields: None
Mv: 9" - 18"
Crew: 4
HP: 14

Acru Imperium Destroyer - (100 pts) - Charlie squadron
Captain
Hull Size: Class 3

DD-548

0"-16" (8,9) Strbrd. 3
12"-48" (10,11) Turret 1 3 (16,17) Reactor
0"-16" (1) Fore 4 (2) Bridge (3) Life Spt. (6,7) DEF 2 (12,13) Hyprdrv. (14,15) EQ-1 (18,19) Aft (20) Mn.Drv.

0"-16" (4,5) Port 3

Pack Hunters: +1 die if attacking with another Pack Hunter.
Veteran Crew: Ship has 50% fewer Compromised Crew boxes.

	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.
	EMP Torpedo: Ignore LOS. Ship loses 2 DEF for the rest of the game.
	Life Support: Not destroyed by criticals; Lose 2 CP each time this receives a critical hit.
	Cyberwarfare: Player has -2 Initiative on next round.
	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").

	Biohazard Torpedo: Ignore LOS. Ship loses 2 CP; damage cannot be reduced by DEF or Armor.
	Main Drive: Required for ship movement. If ship starts with two, half move if one is destroyed.
	Maneuvering Thrusters: May pivot up to 45 degrees before moving, or 90 degrees if at Full Stop.