

Defense Systems 7
Critical Rating 6+2
Shields: None

Neem Cascade Battleship - (240 pts) - Alfa squadron
 Fleet Admiral
 Hull Size: Class 8

BB-273

Mv: 6" - 12"
 Crew: 7
 HP: 22

16"-32"
 0"-16" 12"-48"

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

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

Defense Systems 3
Critical Rating 3
Shields: None

Neem Cascade Corvette - (30 pts) - Alfa squadron
 Captain
 Hull Size: Class 1

K-532

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

16"-32"
 16"-32"

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

Defensive Screen: May add own DEF to adjacent ships DEF value.
 Difficult Target: This ship has heavy cover when attacked.

Defense Systems 3
Critical Rating 3
Shields: None

Neem Cascade Corvette - (30 pts) - Alfa squadron
 Captain
 Hull Size: Class 1

K-555

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

16"-32"
 16"-32"

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

Defensive Screen: May add own DEF to adjacent ships DEF value.
 Difficult Target: This ship has heavy cover when attacked.

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| Reactor: Provides power to the ship. Ship is destroyed if any reactor takes two critical hits. | Armor Plating: Subtract 1 hit from each attack, while the ship is not Compromised. |
| Biohazard Torpedo: Ignore LOS. Ship loses 2 CP; damage cannot be reduced by DEF or Armor. | Autocannon: Ordnance results counts as 2 Hits |
| Defense Network: Provides DEF for the ship. Reduce DEF to 0 if destroyed. | Main Drive: Required for ship movement. If ship starts with two, half move if one is destroyed. |
| EMP Torpedo: Ignore LOS. Ship loses 2 DEF for the rest of the game. | Reinforced Hull: Add 2 to the ships CR value. Ignore critical hits to this location. |
| Life Support: Not destroyed by criticals; Lose 2 CP each time this receives a critical hit. | Aperture Beacon: Other ships may use this ship to make a Short Range Jump. |
| Beam: Roll two extra attack dice. | Automated Repair: During the End Phase, this ship repairs 2 HP, or 3 HP with an APU. |
| Bridge: (2 Hits) If destroyed, ship must make an Emergency Hyperspace Jump. | Hyperdrive: Required for any hyperspace jump. |
| Gravitational: Push or Pull target ship 6" in any direction. Ship facing does not change. | |

Defense Systems 6
Critical Rating 6
Shields: None

Neem Cascade Fleet Carrier - (210 pts) - Bravo squadron
Squadron Commander
Hull Size: Class 7

CV-42

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

0"-16"
16"-32"
12"-48"

(6,7) Strbrd. 3
(8) Turret 1 7
(9) DEF
(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 4
(2) Bridge
(3,4) Port 3
(5) Life Spt.

Flight Deck Crews: Relaunch one returned Fighter this turn.
Redundant Systems: Ship has 50% fewer Compromised HP boxes

Defense Systems 3
Critical Rating 3
Shields: None

Neem Cascade Frigate - (90 pts) - Bravo squadron
Captain
Hull Size: Class 2

FF-328

Mv: 10" - 20"
Crew: 3
HP 12

0"-16"
16"-32"

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

(1,2) Fore 4
(3) Bridge

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

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| | 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. |
| | Nuclear: Target ship gains a Disorder marker. |
| | 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"). |

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| | Armor Plating: Subtract 1 hit from each attack, while the ship is not Compromised. |
| | 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 3
Critical Rating 3
Shields: None

Neem Cascade Destroyer - (85 pts) - Charlie squadron
Squadron Commander
Hull Size: Class 3

0"-16"

DD-31

Mv: 9" - 18"

Crew: 4

HP 14

Expert Navigators: Do not take Disorder from Split-S or GravShot.

Diagram description: A ship layout for DD-31. The hull is 16 units wide and 9 units high. The front section (1-3) contains a Fore (3), Bridge (2), and Life Spt. (3). The middle section (4-5) contains a Port (3). The rear section (6-7) contains DEF (2) and Hyprdrv. (2). The top section (8-9) contains a Strbrd. (3). The bottom section (10-11) contains Turret 1 (4). The right side (12-13) contains a Reactor (2). The far right (14-15) contains EQ-1 (2). The very far right (16-17) contains a Mn.Drv. (2). The bottom right (18-19) contains an Aft (2) which is crossed out with a red X.

Defense Systems 3
Critical Rating 3
Shields: None

Neem Cascade Corvette - (65 pts) - Charlie squadron
Captain
Hull Size: Class 1

0"-16"

K-387

Mv: 12" - 24"

Crew: 2

HP 8

Defensive Screen: May add own DEF to adjacent ships DEF value.
Difficult Target: This ship has heavy cover when attacked.

Diagram description: A ship layout for K-387. The hull is 16 units wide and 12 units high. The front section (1-2) contains a Fore (3). The middle section (3-4) contains a Bridge (2). The top section (5-6) contains a Life Spt. (3). The bottom section (7-8) contains DEF (2). The right side (9-10) contains a Port (3). The far right (11-12) contains a Reactor (2). The bottom right (13-14) contains EQ-1 (2). The very far right (15-16) contains a Mn.Drv. (2).

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Critical Rating 3
Shields: None

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Captain
Hull Size: Class 1

0"-16"

K-387

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Defense Systems 3
Critical Rating 3
Shields: None

Neem Cascade Destroyer - (85 pts) - Charlie squadron
Captain
Hull Size: Class 3

0"-16"

DD-31

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Crew: 4

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- Stealth Systems: When attacked, ship has Light Cover under 20", and Heavy Cover over 20".
- 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.
- Bridge: (2 Hits) If destroyed, ship must make an Emergency Hyperspace 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.