

Defense Systems 5
Critical Rating 5
Shields: 1 Arc

Oberian Concordat Battlecruiser - (220 pts) - Alfa squadron
Fleet Admiral
Hull Size: Class 7

BC-911

Mv: 7" - 14"
Crew: 5
HP: 22

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

Elite Bridge Crew: Remove one Disorder in the End Phase.
Operations Center: Roll an extra d20 die when determining initiative.
Redundant Systems: Ship has 50% fewer Compromised HP boxes

Defense Systems 3
Critical Rating 3
Shields: None

Oberian Concordat Corvette - (35 pts) - Alfa squadron
Captain
Hull Size: Class 1

K-353

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

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

Oberian Concordat Corvette - (35 pts) - Alfa squadron
Captain
Hull Size: Class 1

K-353

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

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

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

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

Defense Systems 6
Critical Rating 6+2
Shields: None

CV-878

Oberian Concordat Fleet Carrier - (220 pts) - Bravo squadron
 Squadron Commander
 Hull Size: Class 7

0"-16"

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

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

0"-16"

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

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

DD-908

Oberian Concordat Destroyer - (50 pts) - Bravo squadron
 Captain
 Hull Size: Class 3

16"-32"

(8,9) Strbrd. 5
 (10,11) Turret 1
 (12,13) DEF 5
 (16,17) Reactor
 (14,15) EQ-1
 (18,19) Aft
 (20) Mn.Drv.

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

16"-32"

Mv: 9" - 18"
 Crew: 4
 HP 14

Defense Systems 3
Critical Rating 3
Shields: None

FF-825

Oberian Concordat Frigate - (20 pts) - Bravo squadron
 Captain
 Hull Size: Class 2

16"-32"

(8,9) Strbrd. 4
 (15,16) Reactor
 (17,18) Hyprdrv.
 (10,11) EQ-1
 (13,14) EQ-2
 (19,20) Mn.Drv.

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

16"-32"

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 results 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 5
Critical Rating 4
Shields: None

CVL-649

Oberian Concordat Light Carrier - (90 pts) - Charlie squadron
Squadron Commander
Hull Size: Class 5

16"-32"

(8,9) Strbrd. 6
(10,11) Reactor
(17) Mn.Drv.

(1) Fore 6
(2) Bridge
(3) Life Spt.
(6,7) DEF
(12,13) Hyprdrv.
(16) EQ-1
(18,19) Hangar

(4,5) Port 6
(14,15) Reactor
(20) Mn.Drv.

16"-32"

Mv: 7" - 14"
Hangar Capacity 4+3
Crew: 4
HP 14

Elite Bridge Crew: Remove one Disorder in the End Phase.
Flight Deck Crews: Relaunch one returned Fighter this turn.

Defense Systems 3+2
Critical Rating 3
Shields: None

FF-743

Oberian Concordat Frigate - (65 pts) - Charlie squadron
Captain
Hull Size: Class 2

0"-16"

(8,9) Strbrd. 4
(15,16) Reactor
(10,11) EQ-1
(19,20) Mn.Drv.

(1,2) Fore 4
(3) Bridge
(12) Life Spt.
(6,7) DEF
(17,18) Hyprdrv.
(13,14) EQ-2

(4,5) Port 4

0"-16"

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

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

Defense Systems 3+2
Critical Rating 3
Shields: None

FF-743

Oberian Concordat Frigate - (65 pts) - Charlie squadron
Captain
Hull Size: Class 2

0"-16"

(8,9) Strbrd. 4
(15,16) Reactor
(10,11) EQ-1
(19,20) Mn.Drv.

(1,2) Fore 4
(3) Bridge
(12) Life Spt.
(6,7) DEF
(17,18) Hyprdrv.
(13,14) EQ-2

(4,5) Port 4

0"-16"

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

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

Defense Systems 3+2
Critical Rating 3
Shields: None

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Oberian Concordat Frigate - (65 pts) - Charlie squadron
Captain
Hull Size: Class 2

0"-16"

(8,9) Strbrd. 4
(15,16) Reactor
(10,11) EQ-1
(19,20) Mn.Drv.

(1,2) Fore 4
(3) Bridge
(12) Life Spt.
(6,7) DEF
(17,18) Hyprdrv.
(13,14) EQ-2

(4,5) Port 4

0"-16"

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

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

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.

Point Defense Screen: Add 2 points to the ships DEF value.

Auxiliary Power Unit: Provides extra power for various systems.

Beam: Roll two extra attack dice.

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

Autocannon: Ordnance results counts as 2 Hits