

**Defense Systems 7**  
**Critical Rating 6+2**  
**Shields: None**

Scilix Dominion Battleship - (220 pts) - Alfa squadron  
 Fleet Admiral  
 Hull Size: Class 8

**BB-461**

Mv: 6" - 12"+3" Hangar Capacity 2

Crew: 7

HP 22

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

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

0"-16" 0"-16" 16"-32" 0"-16"

**Defense Systems 3**  
**Critical Rating 3+2**  
**Shields: None**

Scilix Dominion Frigate - (80 pts) - Alfa squadron  
 Captain  
 Hull Size: Class 2

**FF-931**

Mv: 10" - 20"

Crew: 3

HP 12

Defensive Screen: May add own DEF to adjacent ships DEF value.  
 Redundant Systems: Ship has 50% fewer Compromised HP boxes

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

16"-32" 16"-32"

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 results 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.	Hangar Bay: Add 4 Fighters to CV or LS, 3 Fighters to CVL or SS, or 2 to non-carriers.
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 Systems** 4  
**Critical Rating** 5  
**Shields: None**  
**CH-140**  
 Scilix Dominion Heavy Cruiser - (115 pts) - Bravo squadron  
 Squadron Commander  
 Hull Size: Class 5  
 0"-16"  
 16"-32"  
 (7) Strbrd. 4  
 (8,9) Turret 1  
 (15) Reactor  
 (16,17) Mn.Drv.  
 (1) Fore 6  
 (2) Bridge  
 (3) Life Spt.  
 (5,6) DEF  
 (10) Hyprdrv.  
 (13,14) EQ-1  
 (18) Aft  
 (4) Port 4  
 (11,12) Turret 2 4  
 (19,20) Mn.Drv.  
**Mv: 8" - 16"**  
**Crew:** 5  
**HP** 18  
 Elite Bridge Crew: Remove one Disorder in the End Phase.  
 Veteran Crew: Ship has 50% fewer Compromised Crew boxes.

**Defense Systems** 4  
**Critical Rating** 4  
**Shields: None**  
**CR-689**  
 Scilix Dominion Cruiser - (90 pts) - Bravo squadron  
 Captain  
 Hull Size: Class 4  
 0"-16"  
 16"-32"  
 (7) Strbrd. 3  
 (8,9) Turret 1  
 (13) Reactor  
 (11,12) EQ-1  
 (16,17) Mn.Drv.  
 (1) Fore 5  
 (2) Bridge  
 (3) Life Spt.  
 (5,6) DEF  
 (10) Hyprdrv.  
 (14,15) EQ-2  
 (18) Aft  
 (4) Port 3  
 (19,20) Mn.Drv.  
**Mv: 8" - 16"**  
**Crew:** 4  
**HP** 16  
 Special Forces: Add Special Forces results during boarding.

**Defense Systems** 4  
**Critical Rating** 4  
**Shields: None**  
**CR-456**  
 Scilix Dominion Cruiser - (90 pts) - Bravo squadron  
 Captain  
 Hull Size: Class 4  
 0"-16"  
 16"-32"  
 (7) Strbrd. 3  
 (8,9) Turret 1  
 (13) Reactor  
 (11,12) EQ-1  
 (16,17) Mn.Drv.  
 (1) Fore 5  
 (2) Bridge  
 (3) Life Spt.  
 (5,6) DEF  
 (10) Hyprdrv.  
 (14,15) EQ-2  
 (18) Aft  
 (4) Port 3  
 (19,20) Mn.Drv.  
**Mv: 8" - 16"**  
**Crew:** 4  
**HP** 16  
 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: Destroy a Shield Generator or Hyperdrive module.  
 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.

Space Marines: May conduct Boarding Assaults. Add 4 dice to the Boarding Assault.  
 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.  
 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  
Mv: 9" - 18"  
Crew: 4  
HP 14

Scilix Dominion Destroyer - (120 pts) - Charlie squadron  
Squadron Commander  
Hull Size: Class 3

DD-530

0"-16" (8,9) Strbrd. 3  
0"-16" (10,11) Turret 1 2  
0"-16" (16,17) Reactor  
0"-16" (20) Mn.Drv.  
0"-16" (18,19) Aft 2  
0"-16" (14,15) EQ-1  
0"-16" (6,7) DEF 2  
0"-16" (12,13) Hyprdrv.  
0"-16" (4,5) Port 3  
0"-16" (1) Fore 3  
0"-16" (2) Bridge  
0"-16" (3) Life Spt.

Ambush: Deploy as hidden during Squadron Deployment phase.  
Expert Navigators: Do not take Disorder from Split-S or GravShot.  
Pack Hunters: +1 die if attacking with another Pack Hunter.

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

Scilix Dominion Destroyer - (120 pts) - Charlie squadron  
Captain  
Hull Size: Class 3

DD-530

0"-16" (8,9) Strbrd. 3  
0"-16" (10,11) Turret 1 2  
0"-16" (16,17) Reactor  
0"-16" (20) Mn.Drv.  
0"-16" (18,19) Aft 2  
0"-16" (14,15) EQ-1  
0"-16" (6,7) DEF 2  
0"-16" (12,13) Hyprdrv.  
0"-16" (4,5) Port 3  
0"-16" (1) Fore 3  
0"-16" (2) Bridge  
0"-16" (3) Life Spt.

Ambush: Deploy as hidden during Squadron Deployment phase.  
Expert Navigators: Do not take Disorder from Split-S or GravShot.  
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: Destroy a Shield Generator or Hyperdrive module.
- 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: If inside Optimal Range, target ship takes a Critical Hit.

- 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.