

FULL THRUST

FORTRESS COMMAND



JANE'S FORTRESS

COMMAND

**Human planetary defenses,
bases, civilian warships and
civilian facilities**

2165- 2194

Full Thrust- Fleet Book 3



<http://emeraldcoastskunkworks.wordpress.com/>

Credits and Thanks

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This fleet book covers system defense forces, bases, and civilian facilities. I have made compatibility with the official GZG game universe a priority. Some units require rules from the Full Thrust: Project Continuum ruleset.

System defense forces may be broken down into two categories: mobile forces, and fixed planetary defenses. Mobile forces are non-FTL warships fielded by the local planetary government as a supplement to the national navies. Police ships, as covered in the Civilian fleet book, may also participate in system defense with the agreement of all players.

Planetary defenses include a variety of platforms, including orbital defense platforms, defense satellites, and ground bases. This book will attempt to cover the most commonly encountered units. The units covered in this book should not be considered the only units that may be encountered; players may of course feel free to field units of their own design. However, the units presented here should be adequate to design a challenging planetary defense scenario.

I have provided generic units that are usable by any faction. There are also faction-specific units, and players may use them to better represent the flavor of their chosen factions if they wish.

Note: Due to play balance issues inherent to orbital defense platforms, system defense ships, and defense satellites, it is suggested that the cost of these units be increased by 10% when they are being used by the defender (but not the cost of defending FTL-equipped naval warships or fighters mounted on aforementioned units). For a real challenge use their base cost when choosing forces.

I was unable to comprehensively play test every unit under every possible situation, so consider these rules and units subject to change.

Authors notes:

This was a challenging fleet book to put together. Aside from making sure that all materials were compatible with the official GZG Full Thrust universe, attempting to mesh several different types of units was a lot of work. I had limited play test resources (no local group of players, mainly solitaire testing), so it is possible I have missed some wrinkle that will only become evident when more players use the new units and rules. For which I apologize in advance. As such, consider this fleet book a work in progress, subject to updates as needed.

Assaulting a planet requires a different unit mix than a general fleet battle, and so players must adapt to this reality. To make this process a little easier, I would suggest that the defending player give general information on what types of units are present before the attacker selects his units. Call it human intelligence, or covert electronic intelligence; at the least the attacker should have some idea as to what types of fixed defenses are present, whether those be missile ground bases, pulse torpedo ground bases, fighter bases, size and types of orbital defense platforms, etc. The players may disagree of course, and require the attacker to choose his units blindly.

I strongly suggest that players attacking planets with missile equipped ground bases or orbital defense platforms bring plenty of Point Defense Systems and ADFC equipped ships due to the sheer missile firepower that these units can deploy.

Certain types of attacking units will have a difficult time versus ground bases; an all beam weapon faction will need to select units able to effectively assault ground bases like missile units, monitors, assault transports, etc. Ground bases can be powerful, but suffer from limited firing arcs, inability to mutually support other bases, and lack of mobility.

System defense ships add an additional layer of options for the defending player; used wisely they can be very useful. Remember that they are somewhat more fragile than a standard warship and play conservatively with them until you gain experience with them.

Monitors are an interesting unit type. On the one hand, they suffer from limited mobility, but on the other hand they are hardy units with heavy firepower. They are well suited to fixed defense or planetary bombardment, where speed and high maneuverability is not necessary. They provide a good base hull for many variants.

Bases provide needed area control, supply points, and commerce centers. Along with civilian infrastructure, they form the backbone of an interstellar empire. They require a new mindset to effectively defend, due to their fixed nature, and present a new set of challenges for players.

Lastly, the addition of civilian infrastructure gives players something to fight over or defend. Without the vital support infrastructure they provide, navies will have a difficult time staying functional for very long.

I hope that this fleet book will give players a whole new realm of scenario possibilities, as well as perhaps make campaign games more relevant – the need to defend or attack infrastructure and bases can make or break an interstellar campaign.



Here are some SSD icons from the Full Thrust: Project Continuum rulebook and which are used in this fleet book:



Advanced Area Fire Control



Area Screen



Engineer (treat as extra Damage Control Parties)



Heavy Graser



Fighter launch tube



Long range Pulse Torpedo launcher



Salvo Missile launcher



Enhanced Sensors



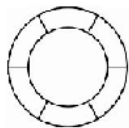
Superior Sensors



Stealth-1 option (not purchased)



Stealth-1 option (purchased)



Turret



Follow arrow to same line on next hull section when scoring damage.



Ortillery battery. See page 89 for more details.

Orbital defense platforms:



Orbital defense platforms are ship-like units that are designed to defend planets from attack. They may not move from their position once the scenario begins, unless the players are using rules to move them in a defined orbital path. If so, the unit moves in accordance with those rules, but may not use thrust to change its orbit; it may only turn.

Many orbital defense platforms and defense satellites have thrust-1 drives (thrust-2 in some rare cases). These drives are intended to turn the bases to engage enemy ships; they may only turn in place. To ensure compatibility with the Full Thrust: Project Continuum rules, a thrust-1 unit may only make a 30 degree every other turn, and a thrust-2 unit may make one 30 degree turn each turn. If all players agree, then the drives may be considered advanced drives (at no extra cost) for maneuver purposes only since the unit may not change its position, thus allowing faster turns.

Also note that because the drives are maneuvering thrusters, not drives capable of moving the unit, the restriction on aft fire for a unit that used thrust to turn is removed. Any weapon that can bear on the aft arc may fire into that arc at any time.

Orbital defense platforms, defense satellites, and ground bases may be equipped with Stealth-1 as found in the Full Thrust: Project Continuum rules. The SSDs provided do not have Stealth-1 installed; the cost to upgrade is noted on the SSD.

A hollow diamond is positioned next to the end of the second row of hull boxes. If Stealth-1 is purchased, fill in this box. When the second row of hull boxes is completely checked off the Stealth-1 feature is destroyed.

All units that carry fighters are assumed to be immune to hangar bay explosions due to damage, with the exception of the ESU.

ESU carrier operation doctrine has always emphasized speed and efficiency over safety. That tendency, coupled with fairly crude hangar bay damage control, renders the bays particularly susceptible to secondary explosions. All ESU units that carry fighters are subject to the rules for 'critical hits to hangar bays' in the Project Continuum rulebook unless players are specifically not using those rules. The ESU units in this rulebook have the reduced hangar cost taken into account. If not using the 'critical hits to hangar bays rules', increase the cost of the unit by 6 for each hangar bay.

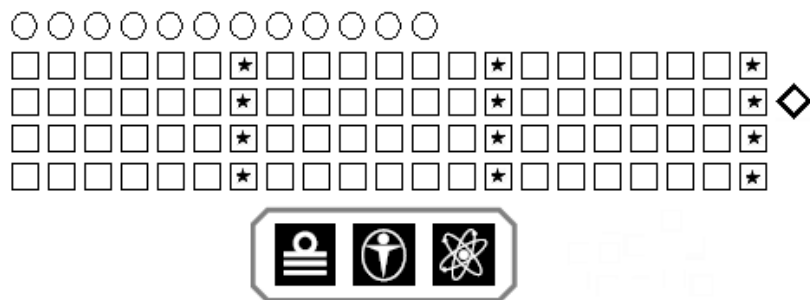
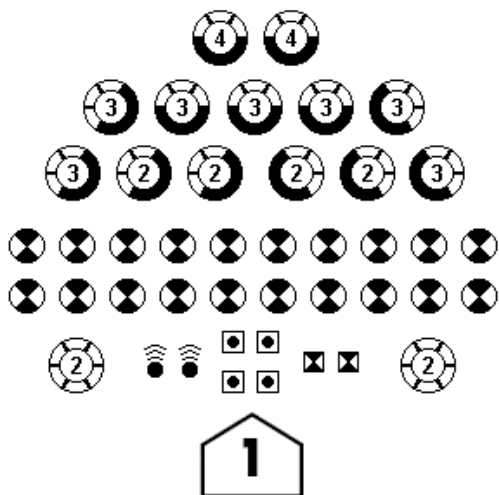
SSDs may be extracted from the document by right clicking on the image and saving it for use in an editing program or Windows Paint.

LARGE ORBITAL DEFENSE PLATFORM



There are no suggested miniatures for this type of unit. The picture above is a scratch built unit that the author built to represent the ESU spinal mount defense platform. Players may use whatever miniature they wish to represent the large defense platform unit.

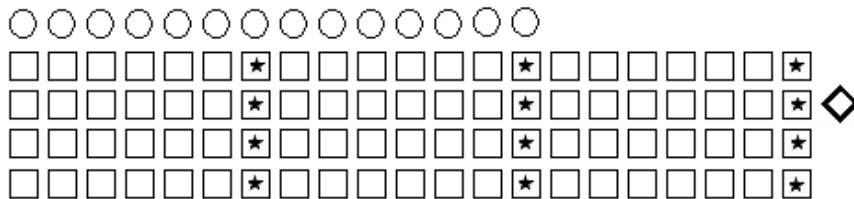
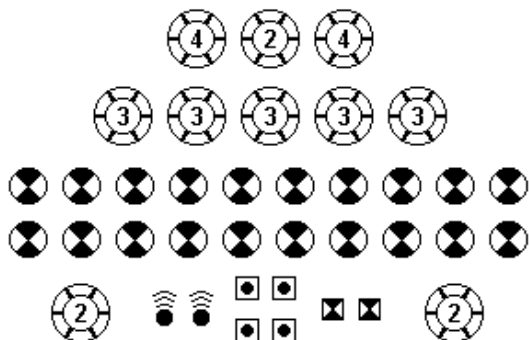
Generic beam orbital defense platform (large)
 NPV 860, CPV 1196, mass 240
 Stealth-1 upgrade +192 pts



May add one ADFC for no mass and an additional 8 points

This is a generic large beam orbital defense platform. It is lavishly equipped with point defenses and Area Defense Fire Control systems. It has a heavy beam weapon loadout.

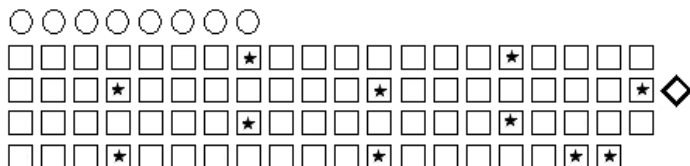
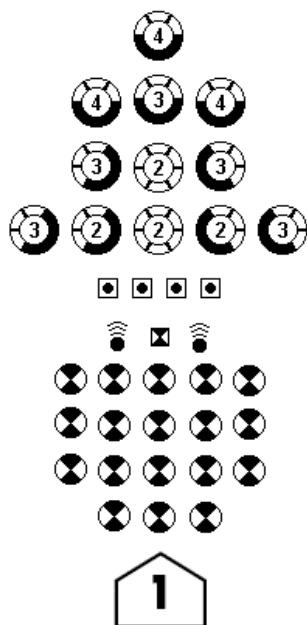
Generic beam orbital defense platform (large)
 360 degree version
 NPV 870, CPV 1206, mass 240
 Stealth-1 upgrade +196 pts




May add one ADFC for no mass and an additional 8 points

This is a generic large beam orbital defense platform. All weapons have 360 degree arcs and it is lavishly equipped with point defenses and Area Defense Fire Control systems. It has a heavy beam loadout.

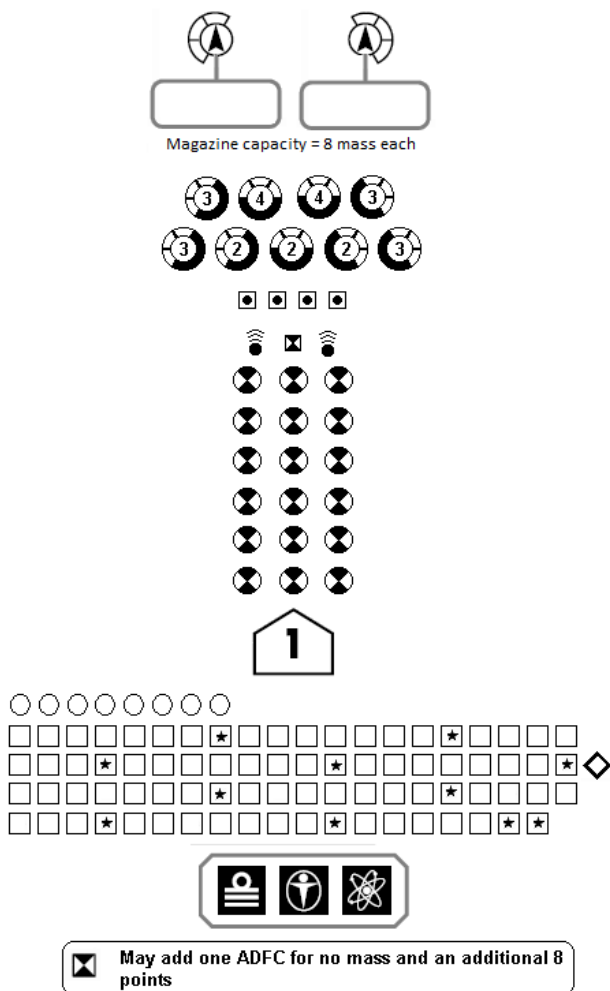
ESU beam orbital defense platform (large)
 NPV 788, CPV 1052, mass 220
 Stealth-1 upgrade +174



 May add one ADFC for no mass and an additional 8 points

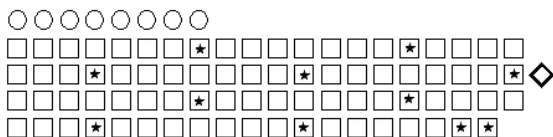
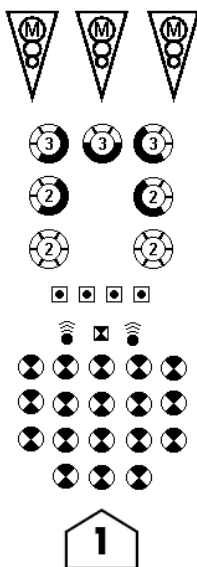
This is an ESU large beam orbital defense platform. It has a heavy beam weapon loadout and thick armor.

ESU general orbital defense platform (large)
 NPV 788, CPV 1052, mass 220
 Stealth-1 upgrade +174 pts



This is an ESU large general orbital defense platform. It has a heavy beam weapon loadout, thick armor, and two Salvo Missile launchers.

ESU spinal mount orbital defense platform (large)
 NPV 836, CPV 1100, mass 220
 Stealth-1 upgrade +174 pts

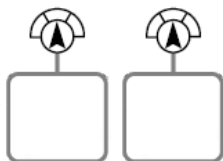


May add one ADFC for no mass and an additional 8 points

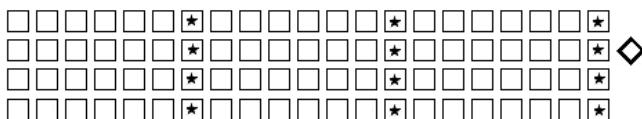
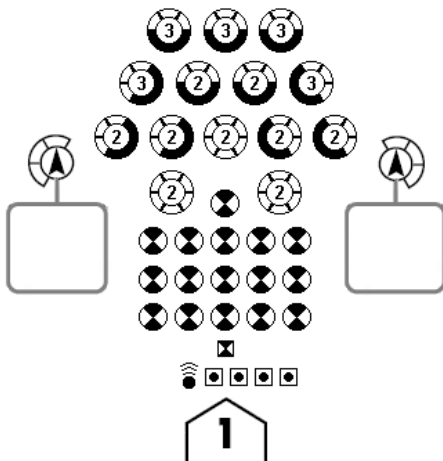
This unit mounts triple beam spinal mounts, backed up with significant secondary armaments.

It is capable of inflicting 36 dice of beam dice damage to a single target or may engage one target per spinal mount cannon assuming adequate fire controls.

FSE general orbital defense platform (large)
 NPV 839, CPV 1138, mass 230
 Stealth-1 upgrade +168 pts



Magazine capacity = 12 mass each



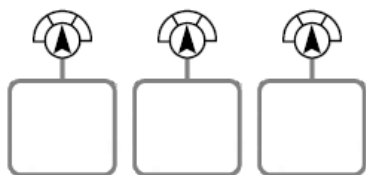
May add one ADFC for no mass and an additional 8 points

This is an FSE large general orbital defense platform. It has a moderate beam weapon loadout, and 4 Salvo Missile launchers.

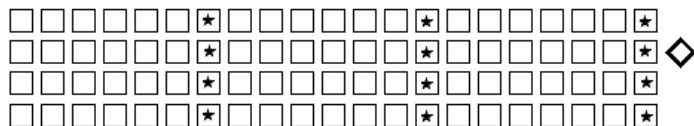
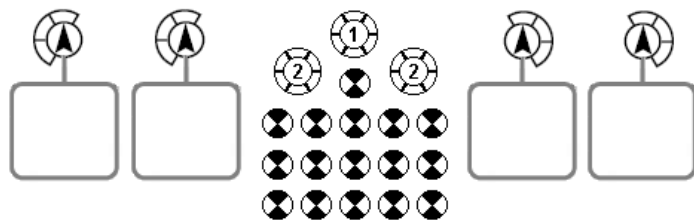
FSE missile orbital defense platform (large)

NPV 838, CPV 1137, mass 230

Stealth-1 upgrade +168 pts



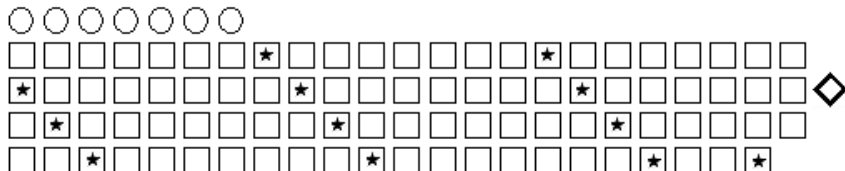
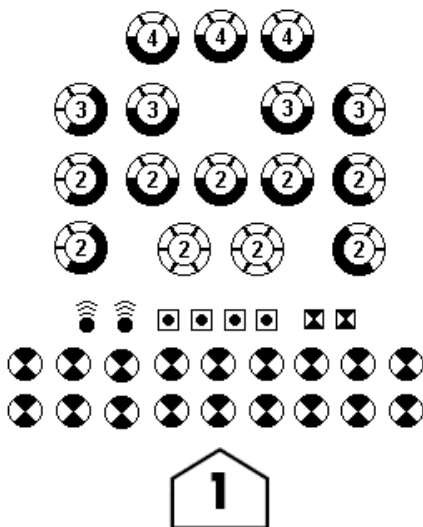
Magazine capacity = 12 mass each




May add one ADFC for no mass and an additional 8 points

This is an FSE large missile orbital defense platform. It has a light beam weapon loadout, but carries an unprecedented 7 Salvo Missile launchers.

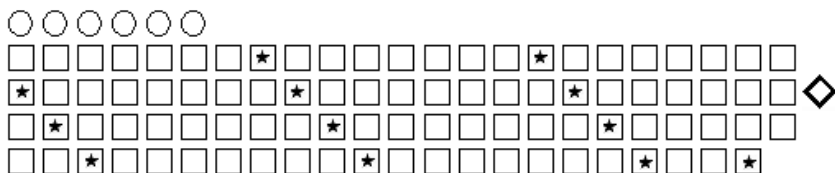
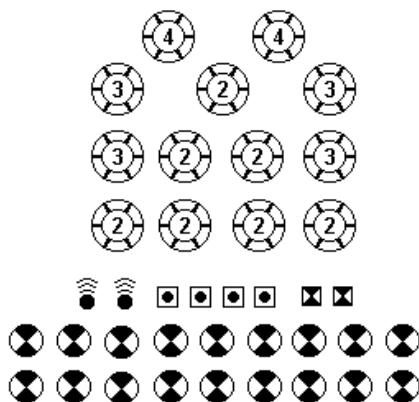
NAC beam orbital defense platform (large)
 NPV 858, CPV 1194, mass 240
 Stealth-1 upgrade +196 pts




 **May add one ADFC for no mass and an additional 8 points**

This is an NAC large beam orbital defense platform. It has a strong beam weapon loadout, and is lavishly equipped with point defenses and Area Defense Fire Controls.

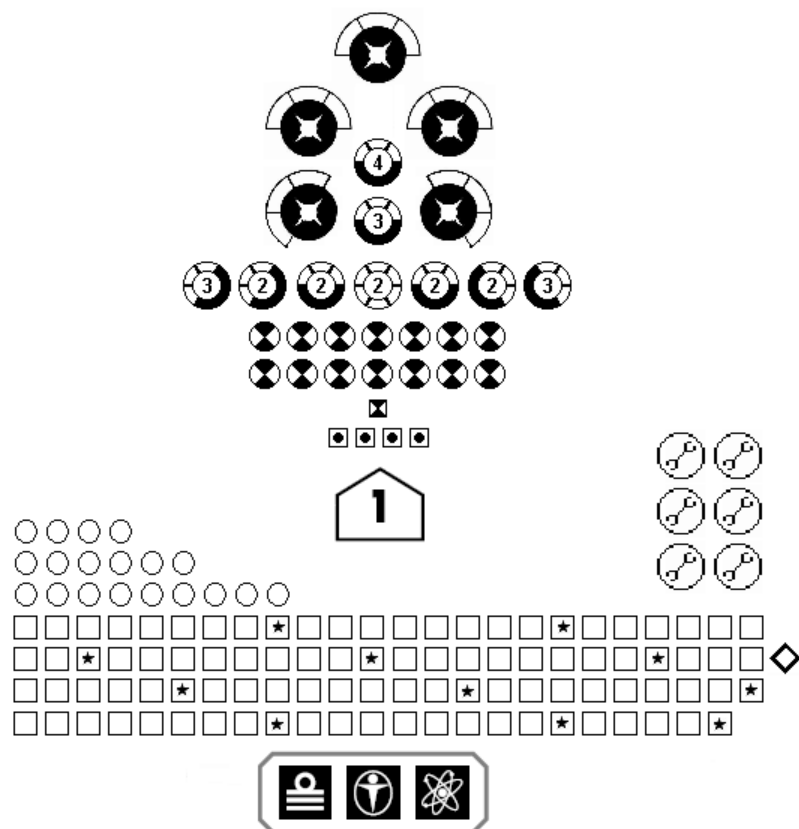
NAC beam orbital defense platform (large)
 360 degree version
 NPV 871, CPV 1207, mass 240
 Stealth-1 upgrade +194 pts




 **May add one ADFC for no mass and an additional 8 points**

This is a NAC large beam orbital defense platform. All weapons have 360 degree arcs and it is lavishly equipped with point defenses and Area Defense Fire Control systems. It has a heavy beam loadout.

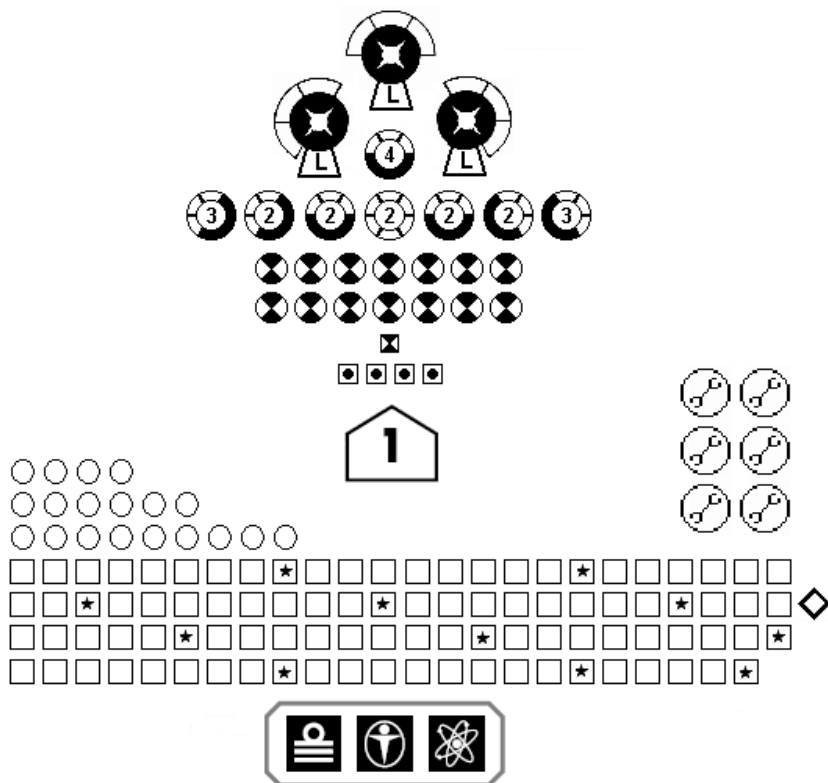
NSL general orbital defense platform (large)
 NPV 803, CPV 1054, mass 216
 Stealth-1 upgrade +228 pts



 May add one ADFC for no mass and an additional 8 points

This is an NSL large general orbital defense platform. It has a moderate beam weapon loadout, and many Pulse Torpedo mounts. It is also heavily armored with thick layered armor.

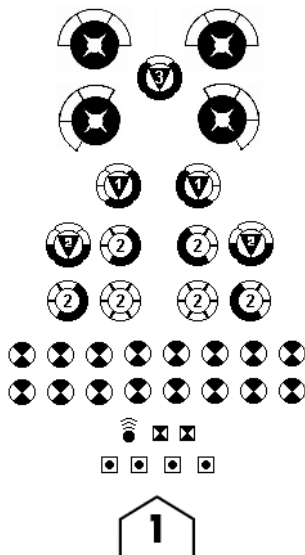
NSL LR general orbital defense platform (large)
 NPV 803, CPV 1054, mass 216
 Stealth-1 upgrade +228 pts



 **May add one ADFC for no mass and an additional 8 points**

This is an NSL large Long Range Pulse Torpedo orbital defense platform. It has a moderate beam weapon loadout and three Long Range Pulse Torpedo mounts. It is also heavily armored with thick layered armor.

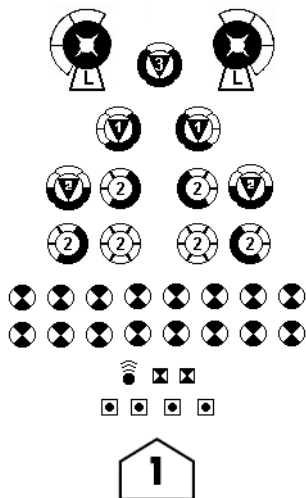
UNSC general orbital defense platform (large)
 NPV 1000, CPV 1321, mass 236
 Stealth-1 upgrade +180 pts




May add one ADFC for no mass and an additional 8 points

This is an UNSC large general orbital defense platform. It is armed with numerous Heavy Graser mounts and a generous Pulse Torpedo loadout.

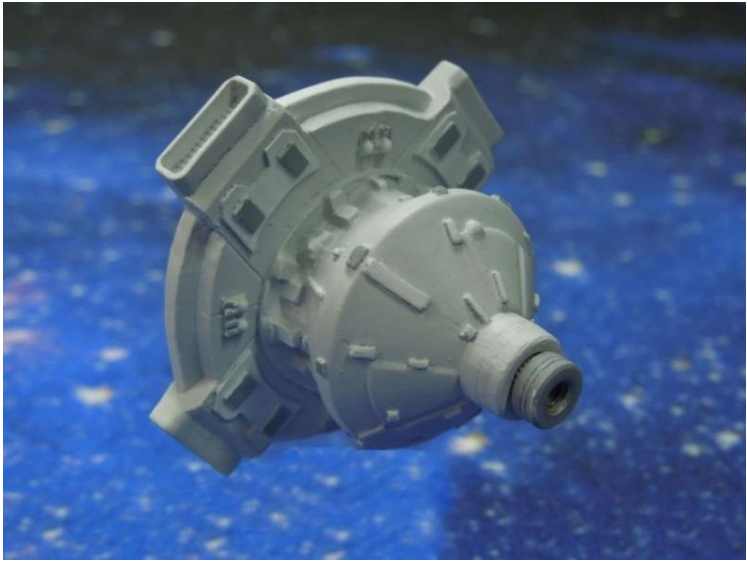
UNSC LR general orbital defense platform (large)
 NPV 1000, CPV 1321, mass 236
 Stealth-1 upgrade +180 pts



 May add one ADFC for no mass and an additional 8 points

This is an UNSC large Long Range general orbital defense platform. It is armed with numerous Heavy Graser mounts and two Long Range Pulse Torpedo launchers.

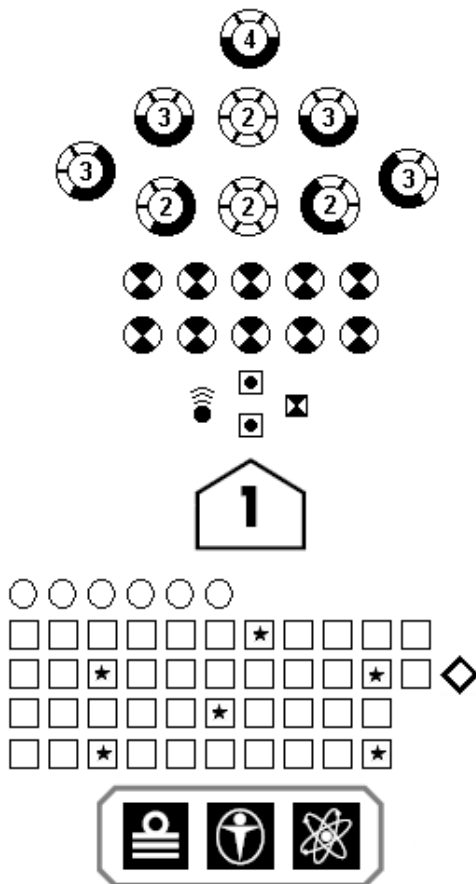
MEDIUM ORBITAL DEFENSE PLATFORM



[Ravenstar Pike Station \(mounted sideways\)](#)

Medium orbital defense platforms tend to be mass 120 – 130. There are many versions, including 360 degree beam variants, Pulse Torpedo, Heavy Graser, and missile armed variants.

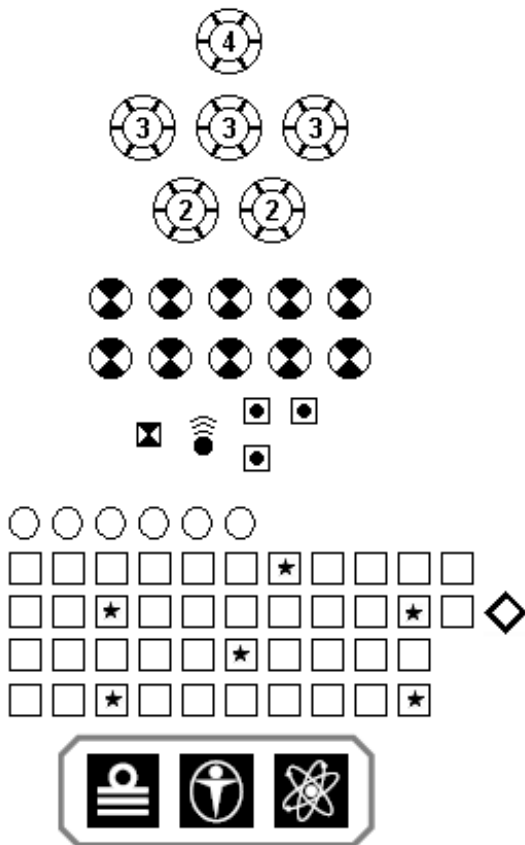
Generic beam orbital defense platform (medium)
NPV 430, CPV 454, mass 120
Stealth-1 upgrade +96 pts



May add one ADFC for no mass and an additional 8 points

This is a generic medium beam orbital defense platform. It has a powerful beam weapon loadout.

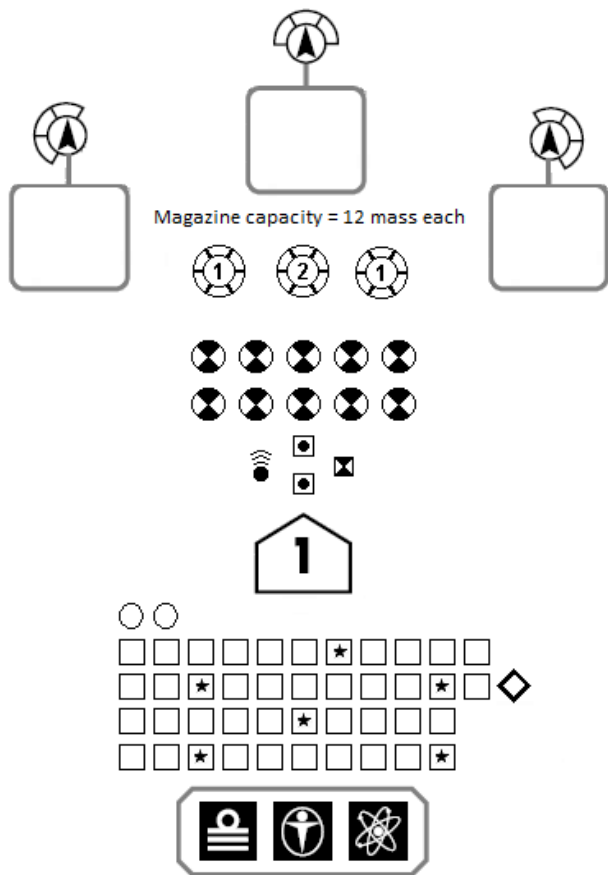
Generic beam orbital defense platform (medium)
 360 degree version
 NPV 437, CPV 461, mass 120
 Stealth-1 upgrade +96 pts



May add one ADFC for no mass and an additional 8 points

This is a generic medium beam orbital defense platform. All weapons have 360 degree arcs.

Generic missile orbital defense platform (medium)
 NPV 434, CPV 458, mass 120
 Stealth-1 upgrade +88 pts



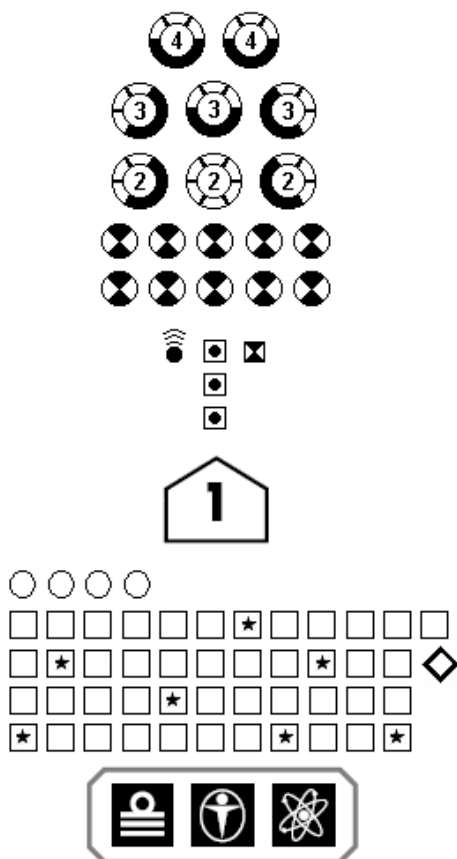
May add one ADFC for no mass and an additional 8 points

This is a generic medium missile orbital defense platform. It mounts 3 Salvo Missile launchers with generous magazine capacity.

ESU beam orbital defense platform (medium)

NPV 450, CPV 481, mass 125

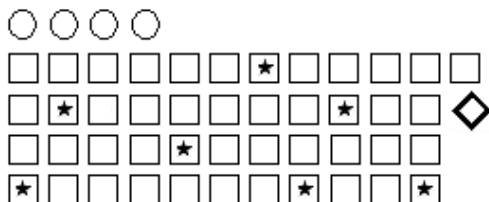
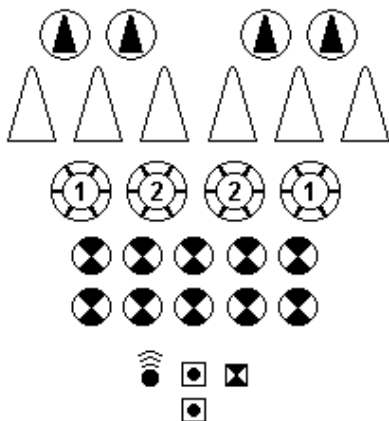
Stealth-1 upgrade +98 pts



May add one ADFC for no mass and an additional 8 points

This is an ESU medium beam orbital defense platform. It has a powerful beam weapon loadout.

ESU fighter orbital defense platform (medium)
 NPV 419, CPV 353 (+ fighters), mass 125
 Stealth-1 upgrade +98 pts



May add one ADFC for no mass and an additional 8 points

This unit is subject to the Project Continuum rule 'critical hits to hangar bays' unless players are specifically not using that rule. If not using that rule, increase the cost of this unit by 36 points.

This is an ESU medium fighter orbital defense platform. It carries 6 fighter squadrons and has a modest beam weapon loadout.

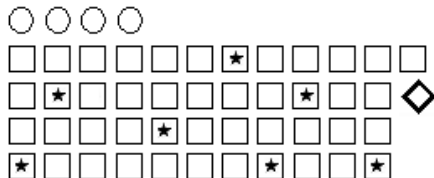
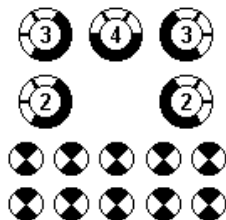
ESU general orbital defense platform (medium)

NPV 449, CPV 480, mass 125

Stealth-1 upgrade +98 pts



Magazine capacity = 8 mass each



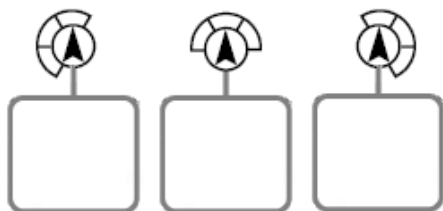
May add one ADFC for no mass and an additional 8 points

This is an ESU medium general orbital defense platform. It has a moderate beam weapon loadout, and mounts 2 Salvo Missile launchers.

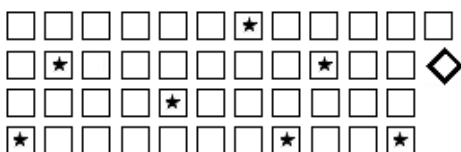
ESU missile orbital defense platform (medium)

NPV 449, CPV 480, mass 125

Stealth-1 upgrade +98 pts



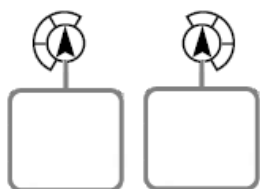
Magazine capacity = 12 mass each



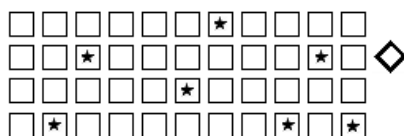
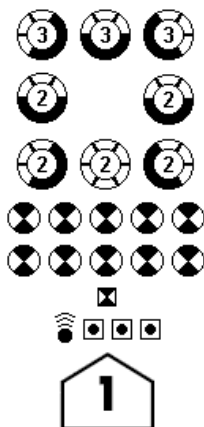
May add one ADFC for no mass and an additional 8 points

This is an ESU medium missile orbital defense platform. It has a light beam weapon loadout, and 3 Salvo Missile launchers with generous magazines.

FSE general orbital defense platform (medium)
NPV 459, CPV 492, mass 126
Stealth-1 upgrade +88 pts



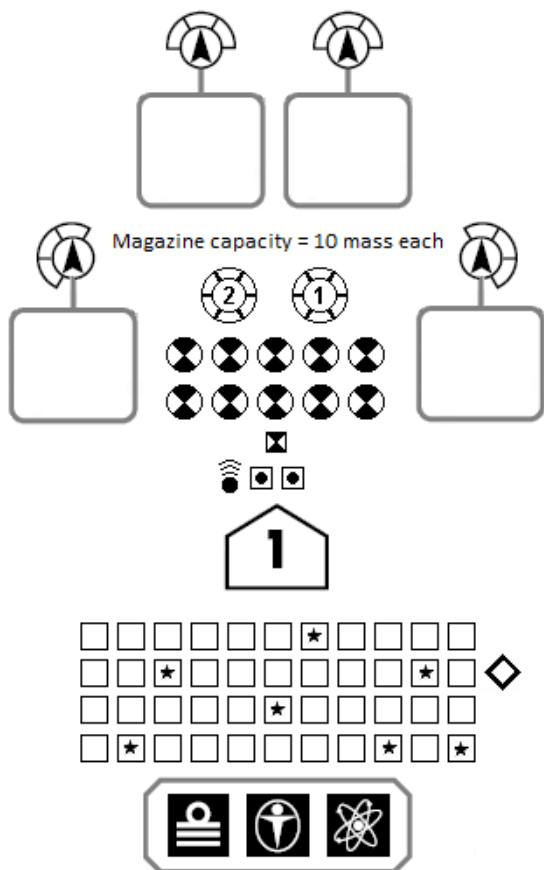
Magazine capacity = 10 mass each



May add one ADFC for no mass and an additional 8 points

This is an FSE medium general orbital defense platform. It has a moderate beam weapon loadout and 2 Salvo Missile launchers.

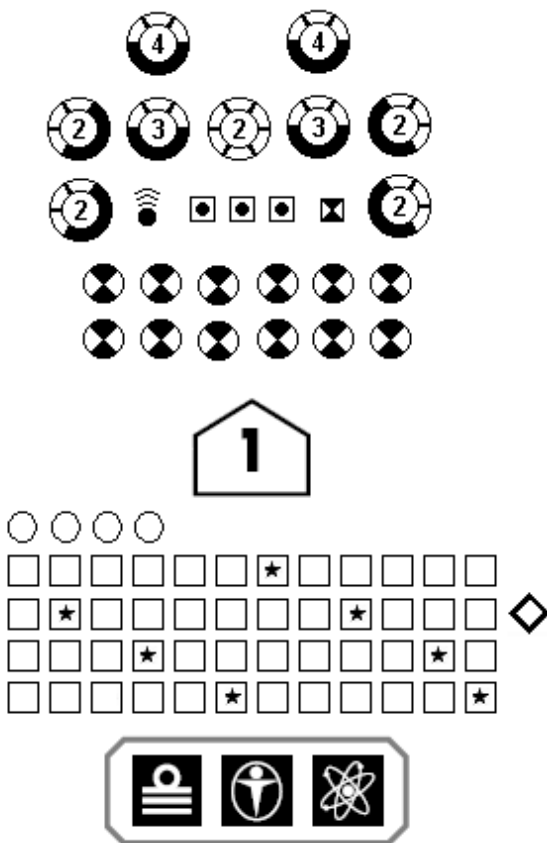
FSE missile orbital defense platform (medium)
 NPV 458, CPV 491, mass 126
 Stealth-1 upgrade +88 pts



May add one ADFC for no mass and an additional 8 points

This is an FSE medium missile orbital defense platform. It has a light beam weapon loadout, and 4 Salvo Missile launchers.

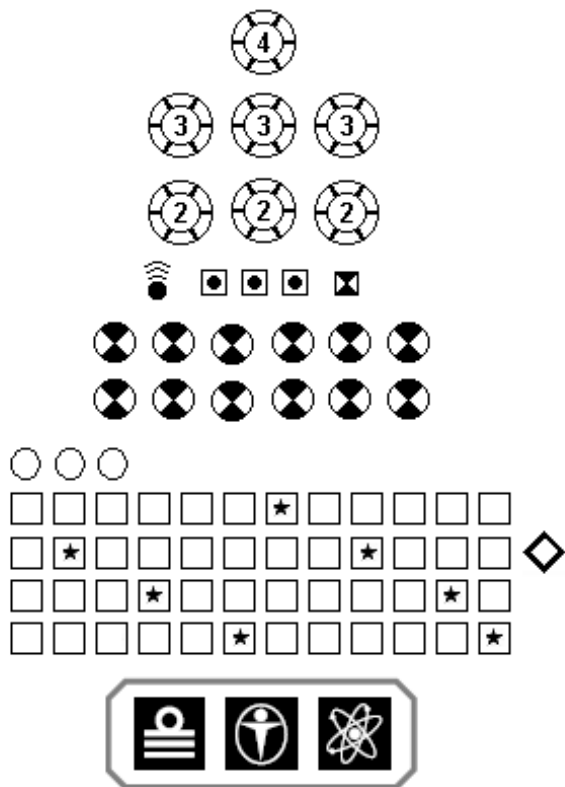
NAC beam orbital defense platform (medium)
 NPV 459, CPV 495, mass 128
 Stealth-1 upgrade +104 pts



May add one ADFC for no mass and an additional 8 points

This is an NAC medium beam weapon orbital defense platform. It has a strong beam weapon loadout.

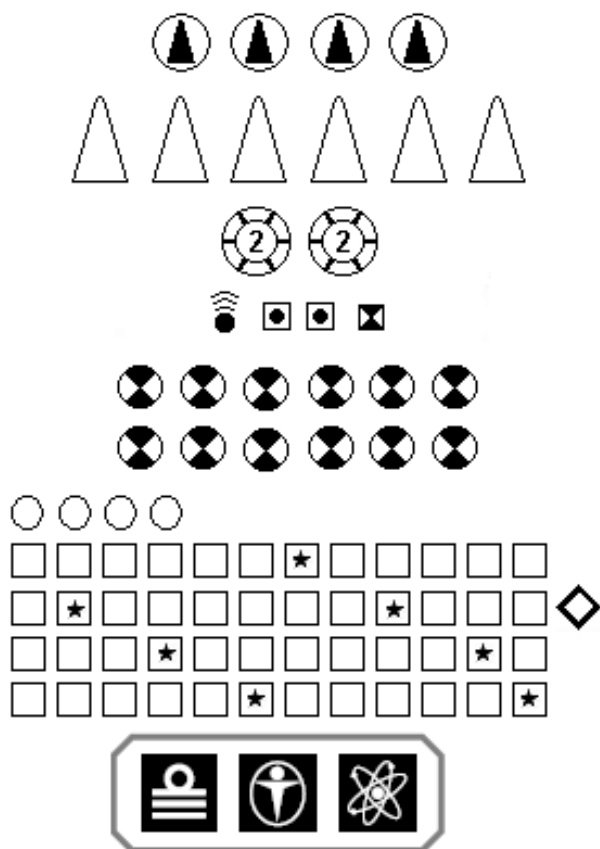
NAC beam orbital defense platform (medium)
 360 degree version
 NPV 466, CPV 502, mass 128
 Stealth-1 upgrade +102 pts



May add one ADFC for no mass and an additional 8 points

This is an NAC medium beam weapon orbital defense platform. All weapons have 360 degree arcs. It has powerful beam weapon loadout.

NAC fighter orbital defense platform (medium)
 NPV 464, CPV 400 (+ fighters), mass 128
 Stealth-1 upgrade +104 pts



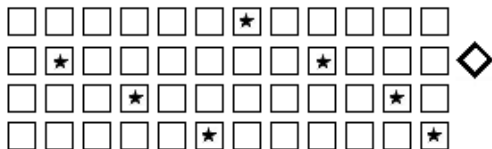
May add one ADFC for no mass and an additional 8 points

This is an NAC medium fighter orbital defense platform. It carries 6 fighter squadrons, and has a light beam weapon loadout.

NAC Pulse Torpedo orbital defense platform (medium)

NPV 460, CPV 496, mass 128

Stealth-1 upgrade +104 pts



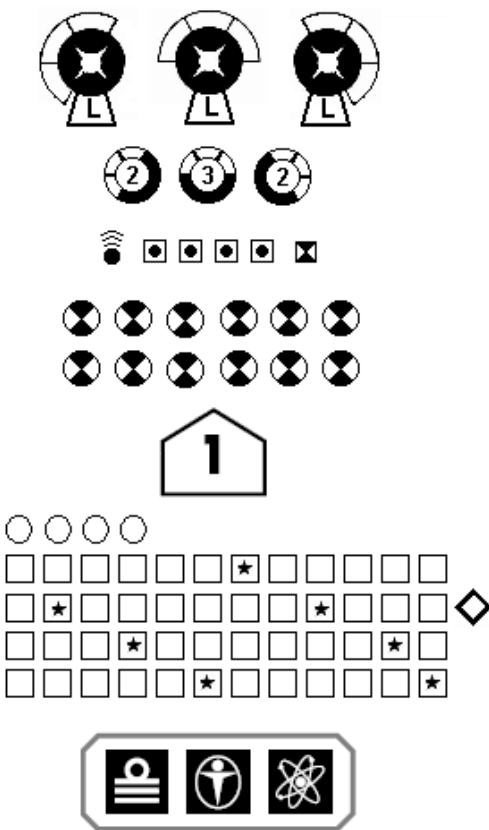
May add one ADFC for no mass and an additional 8 points

This is an NAC medium Pulse Torpedo orbital defense platform. It has a modest beam weapon loadout and 6 Pulse Torpedo launchers.

NAC LR Pulse Torpedo orbital defense platform (medium)

NPV 460, CPV 496, mass 128

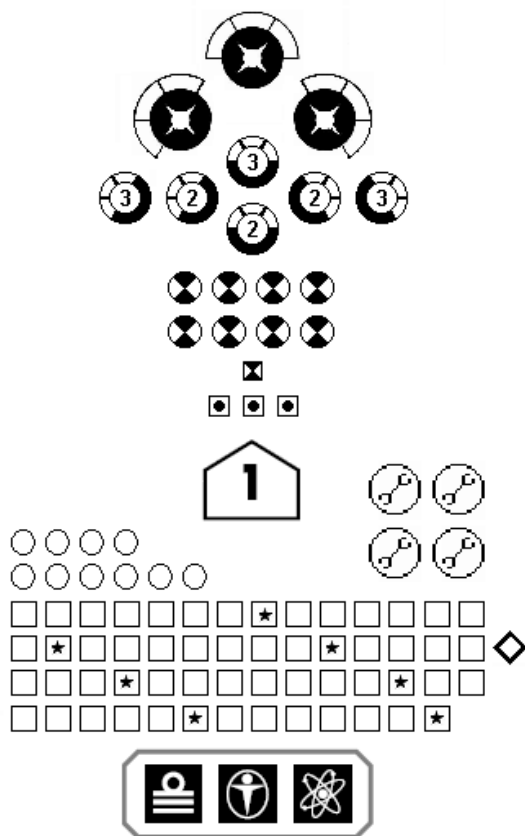
Stealth-1 upgrade +104 pts




May add one ADFC for no mass and an additional 8 points

This is an NAC medium Long Range Pulse Torpedo orbital defense platform. It has a modest beam weapon loadout and 3 Long Range Pulse Torpedo launchers.

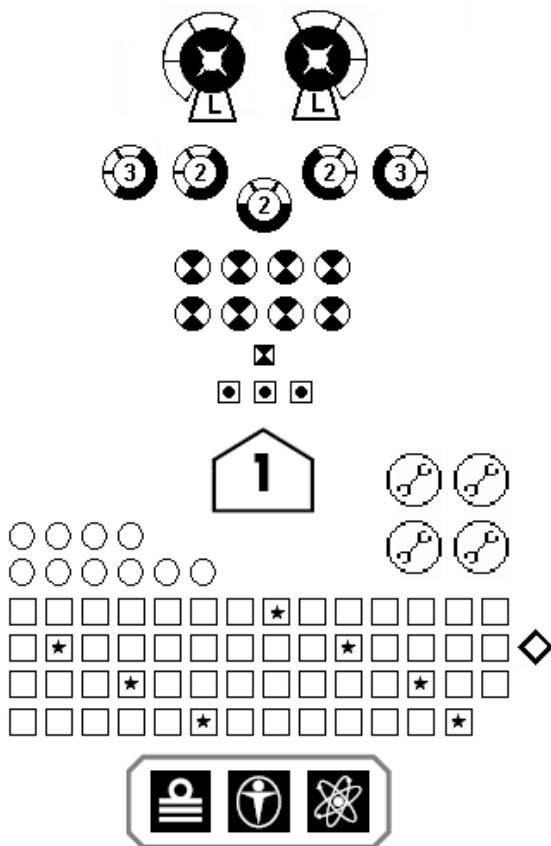
NSL general orbital defense platform (medium)
 NPV 486, CPV 519, mass 126
 Stealth-1 upgrade +130 pts



 **May add one ADFC for no mass and an additional 8 points**

This is an NSL medium general orbital defense platform. It has a moderate beam weapon loadout and 3 Pulse Torpedo launchers. It is protected by thick layered armor.

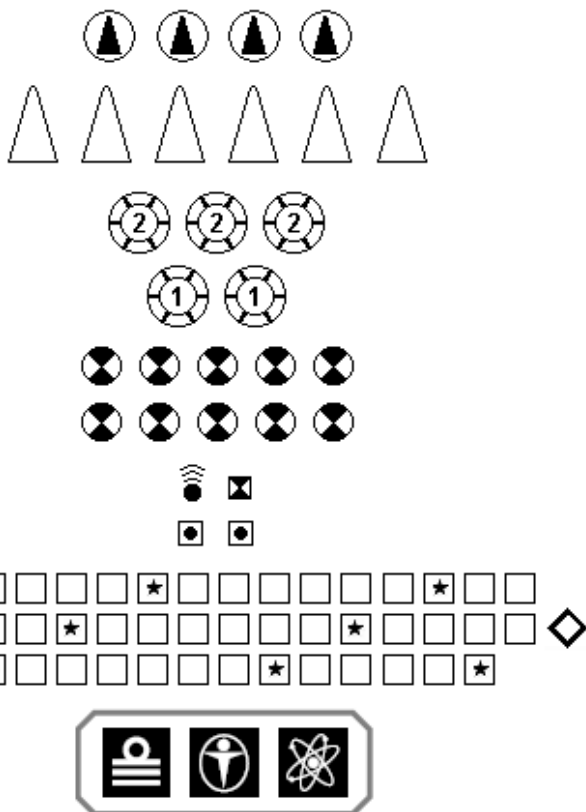
NSL LR general orbital defense platform (medium)
 NPV 486, CPV 519, mass 126
 Stealth-1 upgrade +130 pts



May add one ADFC for no mass and an additional 8 points

This is an NSL medium general orbital defense platform. It has a moderate beam weapon loadout and 2 Long Range Pulse Torpedo launchers. It is protected by thick layered armor.

UNSC fighter orbital defense platform (medium)
 NPV 508, CPV 448 (+ fighters), mass 126
 Stealth-1 upgrade +94 pts



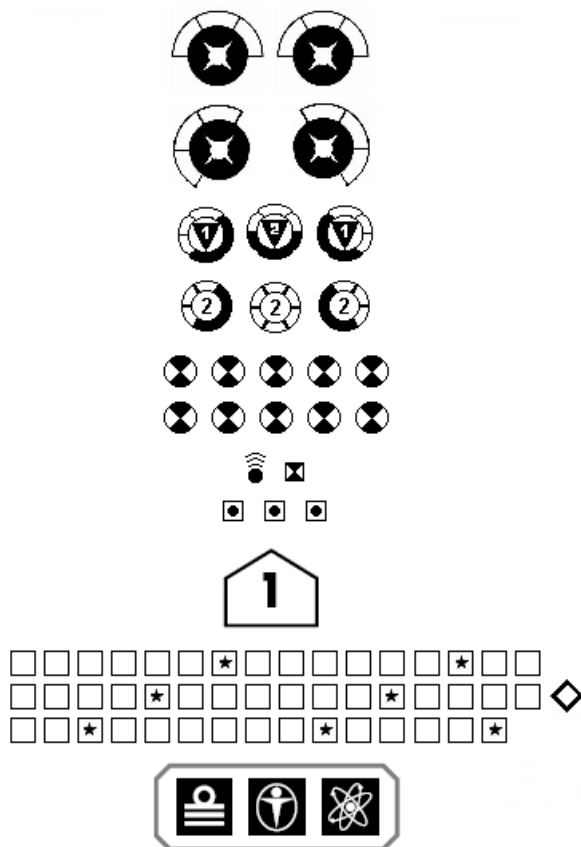
May add one ADFC for no mass and an additional 8 points

This is an UNSC medium fighter orbital defense platform. It has a modest beam weapon loadout and carries 6 fighter squadrons.

UNSC general orbital defense platform (medium)

NPV 524, CPV 557, mass 126

Stealth-1 upgrade +94 pts



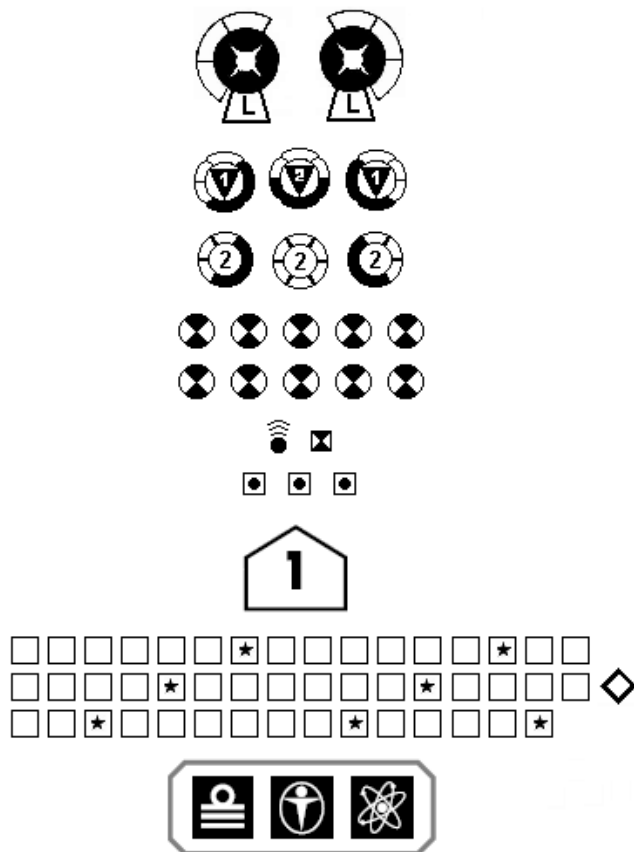
May add one ADFC for no mass and an additional 8 points

This is an UNSC medium general orbital defense platform. It has a modest beam weapon loadout and numerous Heavy Graser and Pulse Torpedo launchers.

UNSC LR general orbital defense platform (medium)

NPV 524, CPV 557, mass 126

Stealth-1 upgrade +94 pts



May add one ADFC for no mass and an additional 8 points

This is an UNSC medium Long Range general orbital defense platform. It has a modest beam weapon loadout, numerous Heavy Graser mounts and 2 Long Range Pulse Torpedo launchers.

SMALL ORBITAL DEFENSE PLATFORM



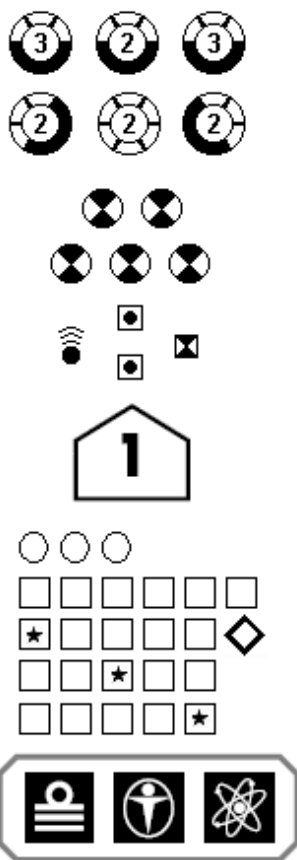
[Spartan Directorate Neutralizer defense platform](#)



[Spartan Terran Alliance Security class defense platform](#)

Small orbital defense platforms tend to be mass 60 - 70. There are many versions, including 360 degree beam variants, Pulse Torpedo, Heavy Graser, and missile armed variants.

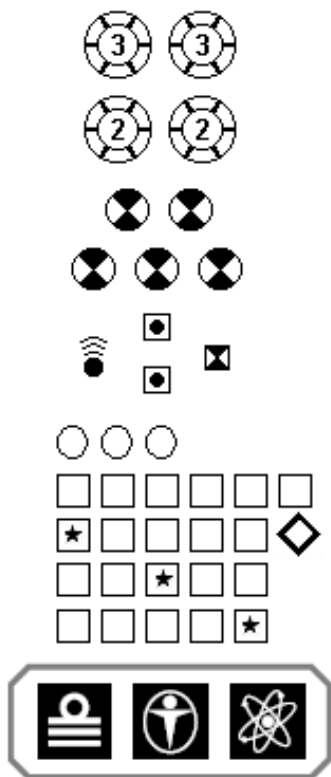
Generic beam orbital defense platform (small)
 NPV 217, CPV 193, mass 60
 Stealth-1 upgrade +48 pts



May add one ADFC for no mass and an additional 8 points

This is a generic small beam orbital defense platform. It has a moderate beam weapon loadout.

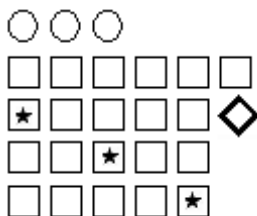
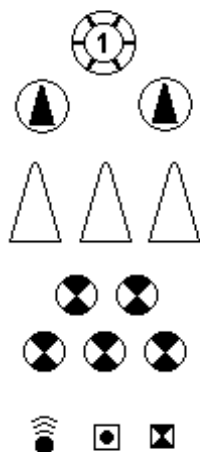
Generic beam orbital defense platform (small)
 360 degree version
 NPV 220, CPV 196, mass 60
 Stealth-1 upgrade +48 pts




May add one ADFC for no mass and an additional 8 points

This is a generic small beam orbital defense platform. All weapons have 360 degree arcs. It has a moderate beam weapon loadout.

Generic fighter orbital defense platform (small)
 NPV 219, CPV 172 (+ fighters), mass 60
 Stealth-1 upgrade +48 pts



 **May add one ADFC for no mass and an additional 8 points**

This is a generic small fighter orbital defense platform. It has a very light beam weapon loadout and carries 3 fighter squadrons.

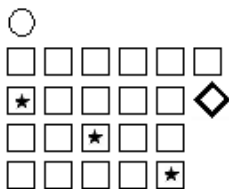
Generic missile orbital defense platform (small)

NPV 219, CPV 195, mass 60

Stealth-1 upgrade +44 pts



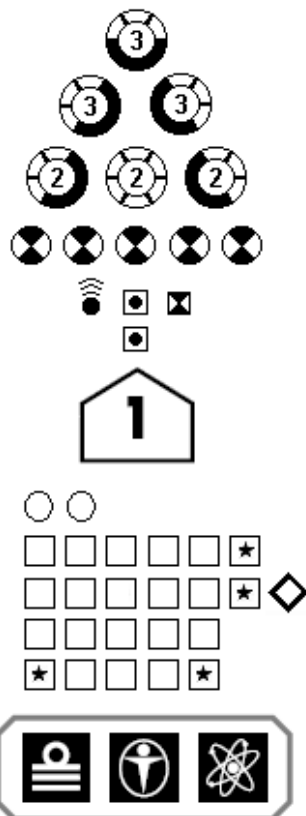
Magazine capacity = 8 mass each



May add one ADFC for no mass and an additional 8 points

This is a generic small missile orbital defense platform. It has a very light beam weapon loadout, and 2 Salvo Missile launchers.

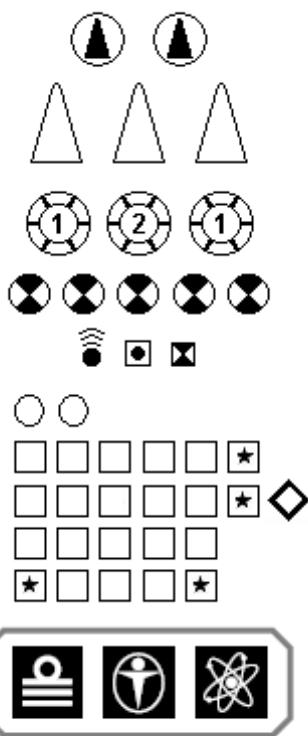
ESU beam orbital defense platform (small)
 NPV 233, CPV 210, mass 64
 Stealth-1 upgrade +48 pts




May add one ADFC for no mass and an additional 8 points

This is an ESU small beam orbital defense platform. It has a moderate beam weapon loadout.

ESU fighter orbital defense platform (small)
 NPV 217, CPV 169 (+ fighters), mass 64
 Stealth-1 upgrade +48 pts

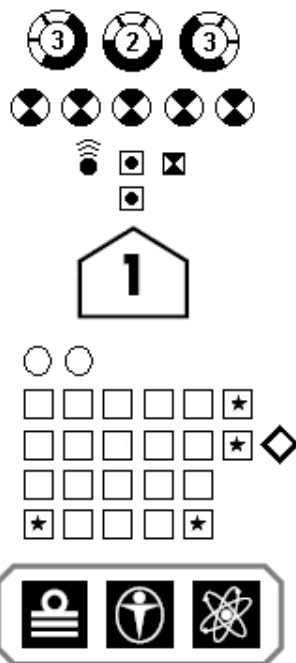
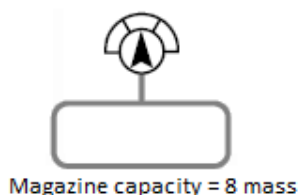


 **May add one ADFC for no mass and an additional 8 points**

This unit is subject to the Project Continuum rule 'critical hits to hangar bays' unless players are specifically not using that rule. If not using that rule, increase the cost of this unit by 18 points.

This is an ESU small fighter defense platform. It has a light beam weapon loadout, and carries 3 fighter squadrons.

ESU general orbital defense platform (small)
NPV 233, CPV 210, mass 64
Stealth-1 upgrade +48 pts



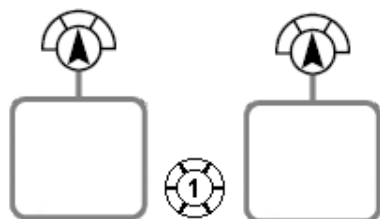
May add one ADFC for no mass and an additional 8 points

This is an ESU small general orbital defense platform. It has a modest beam weapon loadout, and a Salvo Missile launcher.

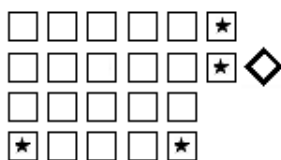
ESU missile orbital defense platform (small)

NPV 233, CPV 210, mass 64

Stealth-1 upgrade +46 pts



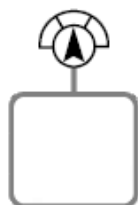
Magazine capacity = 10 mass each



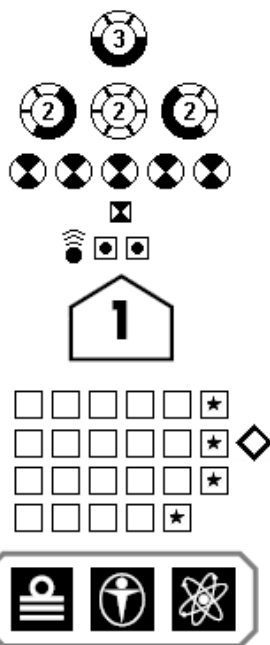
May add one ADFC for no mass and an additional 8 points

This is an ESU small missile orbital defense platform. It has a very light beam weapon loadout, and 2 Salvo Missile launchers.

FSE general orbital defense platform (small)
NPV 234, CPV 211, mass 64
Stealth-1 upgrade +46 pts



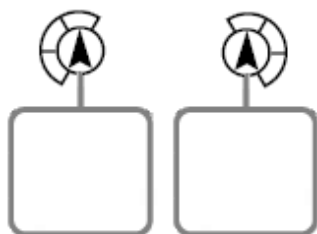
Magazine capacity = 10 mass



May add one ADFC for no mass and an additional 8 points

This is an FSE small general orbital defense platform. It has a moderate beam weapon loadout, and a Salvo Missile launcher.

FSE missile orbital defense platform (small)
 NPV 234, CPV 211, mass 64
 Stealth-1 upgrade +46 pts



Magazine capacity = 10 mass each



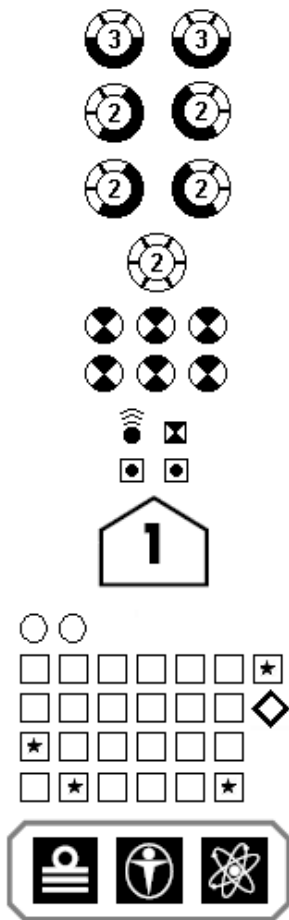
May add one ADFC for no mass and an additional 8 points

This is an FSE small missile orbital defense platform. It has 2 Salvo Missile launchers.

NAC beam orbital defense platform (small)

NPV 238, CPV 216, mass 66

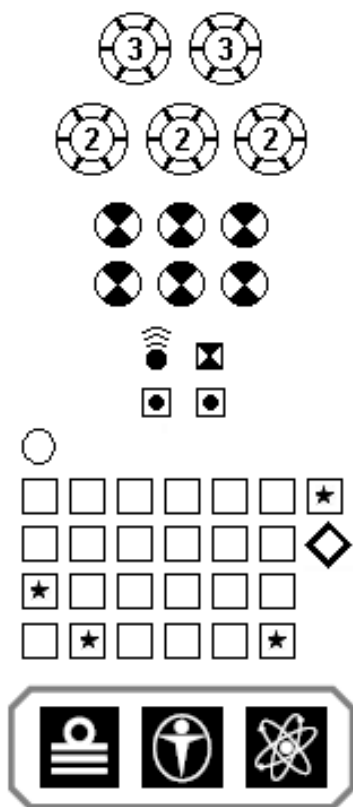
Stealth-1 upgrade +54 pts



May add one ADFC for no mass and an additional 8 points

This is an NAC small beam weapon orbital defense platform. It has a strong beam weapon loadout.

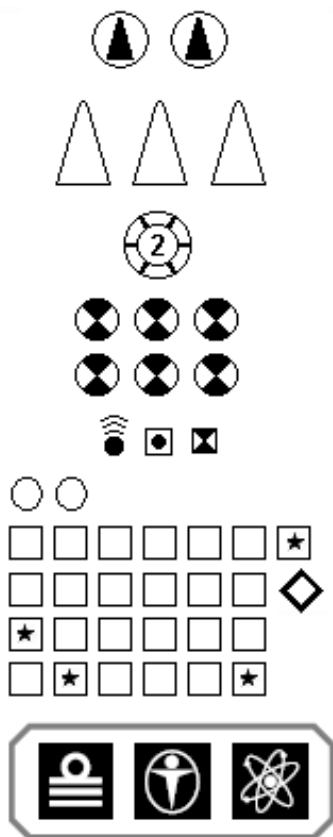
NAC beam orbital defense platform (small)
 360 degree version
 NPV 242, CPV 220, mass 66
 Stealth-1 upgrade +52 pts



May add one ADFC for no mass and an additional 8 points

This is an NAC small beam weapon orbital defense platform. All weapons have 360 degree arcs.

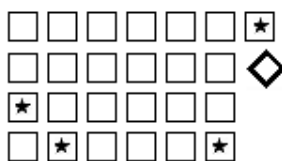
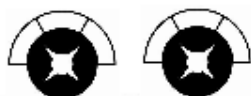
NAC fighter orbital defense platform (small)
NPV 240, CPV 192 (+ fighters), mass 66
Stealth-1 upgrade +54 pts



May add one ADFC for no mass and an additional 8 points

This is an NAC small fighter orbital defense platform. It has a very light beam weapon loadout, and carries 3 fighter squadrons.

NAC Pulse Torpedo orbital defense platform (small)
 NPV 239, CPV 217, mass 66
 Stealth-1 upgrade +54 pts



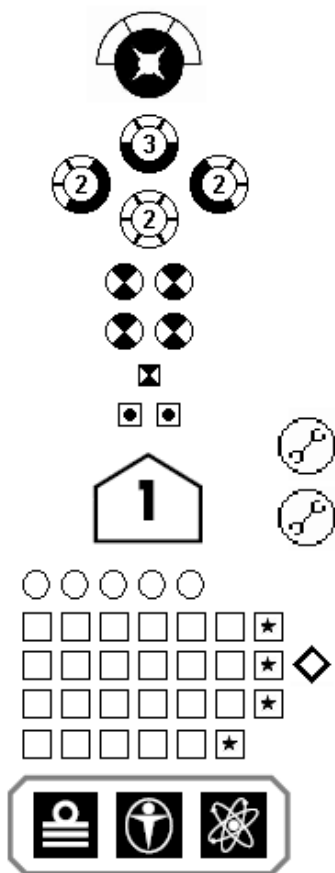
May add one ADFC for no mass and an additional 8 points

This is an NAC small Pulse Torpedo orbital defense platform. It has a moderate beam weapon loadout, and 2 Pulse Torpedo launchers.

NSL general orbital defense platform (small)

NPV 227, CPV 203, mass 62

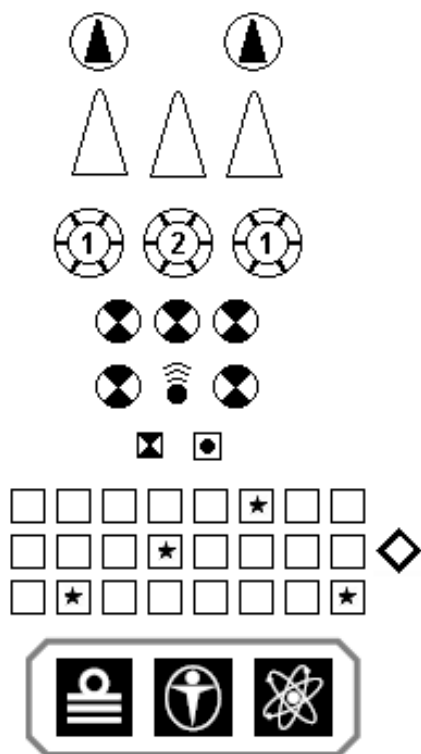
Stealth-1 upgrade +64 pts



May add one ADFC for no mass and an additional 8 points

This is an NSL small general orbital defense platform. It has a moderate beam weapon loadout, and a Pulse Torpedo launcher.

UNSC fighter orbital defense platform (small)
 NPV 259, CPV 211 (+ fighters), mass 64
 Stealth-1 upgrade +48 pts



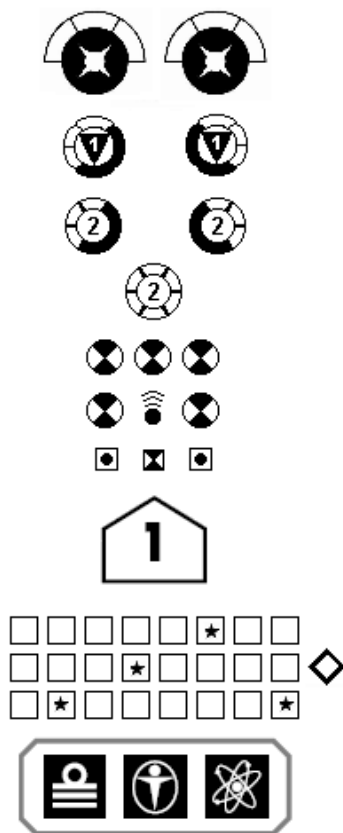
May add one ADFC for no mass and an additional 8 points

This is an UNSC small fighter orbital defense platform. It has a very light beam weapon loadout, and carries 3 fighter squadrons.

UNSC general orbital defense platform (small)

NPV 263, CPV 240, mass 64

Stealth-1 upgrade +48 pts



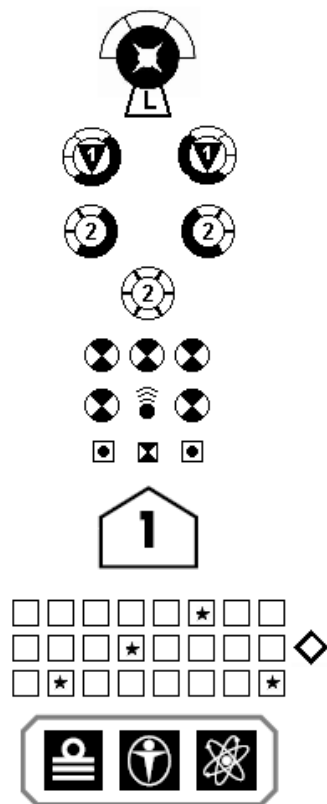
May add one ADFC for no mass and an additional 8 points

This is an UNSC small general orbital defense platform. It has a light beam weapon loadout, and has both Heavy Grasers and 2 Pulse Torpedo launchers.

UNSC LR general orbital defense platform (small)

NPV 263, CPV 240, mass 64

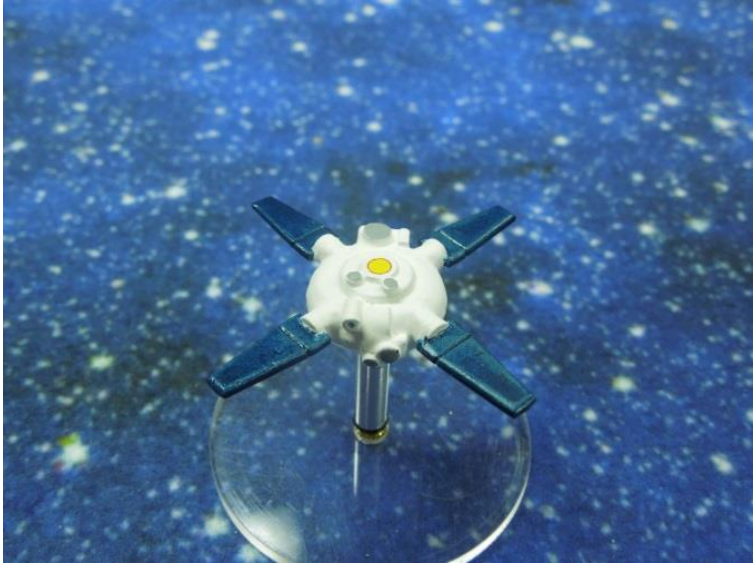
Stealth-1 upgrade +48 pts



May add one ADFC for no mass and an additional 8 points

This is an UNSC small Long Range general orbital defense platform. It has a light beam weapon loadout, and has both Heavy Grasers and a Long Range Pulse Torpedo launcher.

MICRO DEFENSE PLATFORM



[Ground Zero Games V15-107C grav drone \(without missiles\)](#)

Micro orbital defense platforms tend to be mass 30 - 40. There are several varieties, including 360 degree beams, Pulse Torpedo, and missile armed variants.

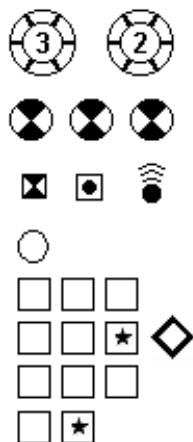
Generic beam orbital defense platform (micro)
NPV 116, CPV 94, mass 32
Stealth-1 upgrade +26 pts



May add one ADFC for no mass and an additional 8 points

This is a generic micro beam orbital defense platform. It has a modest beam weapon loadout.

Generic beam orbital defense platform (micro)
360 degree version
NPV 119, CPV 97, mass 32
Stealth-1 upgrade +24 pts



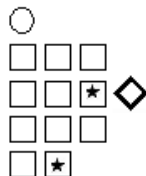
May add one ADFC for no mass and an additional 8 points

This is a generic micro beam orbital defense platform. All weapons have 360 degree arcs.

Generic missile orbital defense platform (micro)
NPV 117, CPV 95, mass 32
Stealth-1 upgrade +24 pts



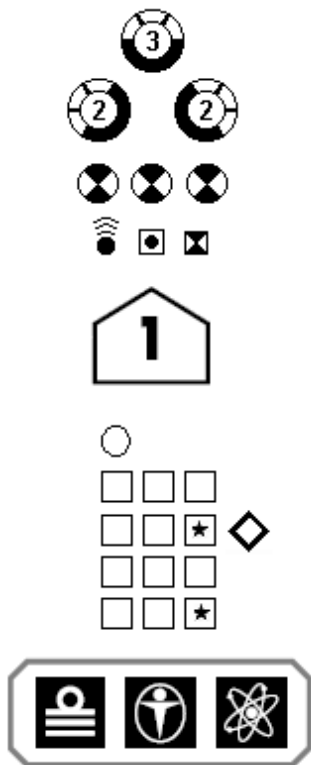
Magazine capacity = 6 mass



May add one ADFC for no mass and an additional 8 points

This is a generic micro missile orbital defense platform. It has a very light beam weapon loadout, and a Salvo Missile launcher.

ESU beam orbital defense platform (micro)
NPV 120, CPV 98, mass 33
Stealth-1 upgrade +26 pts



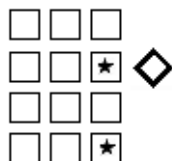
May add one ADFC for no mass and an additional 8 points

This is an ESU micro beam orbital defense platform. It has a modest beam weapon loadout.

ESU missile orbital defense platform (micro)
NPV 121, CPV 99, mass 33
Stealth-1 upgrade +24 pts



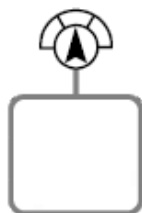
Magazine capacity = 8 mass



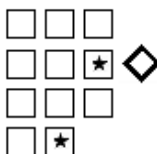
May add one ADFC for no mass and an additional 8 points

This is an ESU micro missile orbital defense platform. It has a Salvo Missile launcher.

FSE missile orbital defense platform (micro)
NPV 118, CPV 96, mass 32
Stealth-1 upgrade +22 pts



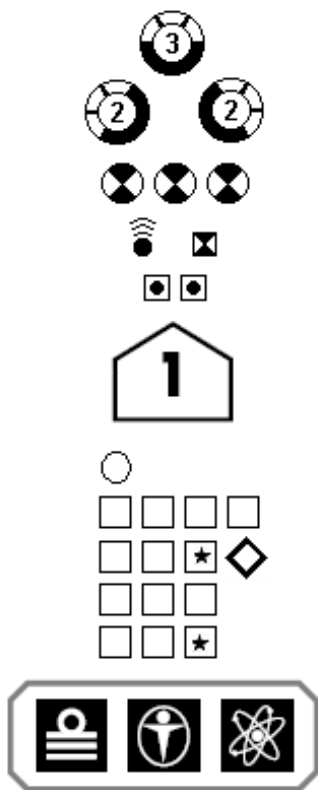
Magazine capacity = 10 mass



May add one ADFC for no mass and an additional 8 points

This is an FSE micro missile orbital defense platform. It has a Salvo Missile launcher.

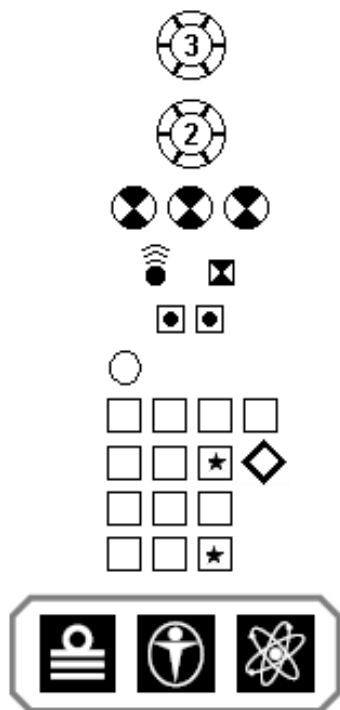
NAC beam orbital defense platform (micro)
NPV 128, CPV 105, mass 35
Stealth-1 upgrade +28 pts



May add one ADFC for no mass and an additional 8 points

This is an NAC micro beam orbital defense platform. It has a modest beam weapon loadout.

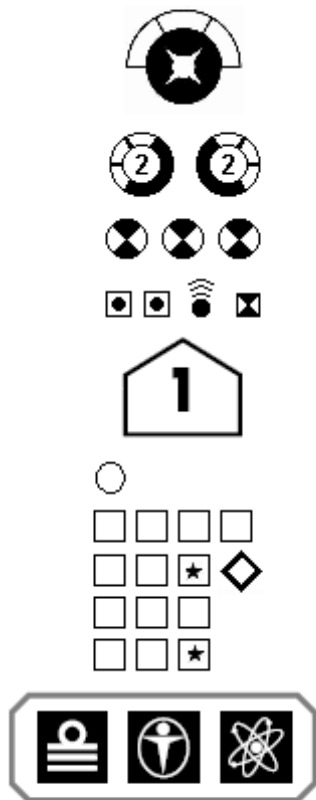
NAC beam orbital defense platform (micro)
360 degree version
NPV 130, CPV 107, mass 35
Stealth-1 upgrade +28 pts



May add one ADFC for no mass and an additional 8 points

This is an NAC micro beam orbital defense platform. All weapons have 360 degree arcs.

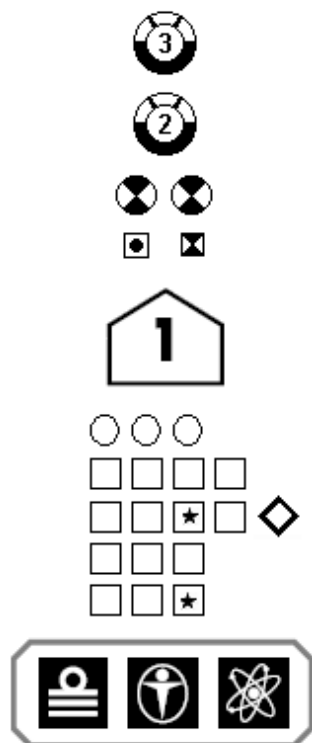
NAC Pulse Torpedo orbital defense platform (micro)
NPV 128, CPV 105, mass 35
Stealth-1 upgrade +28 pts




May add one ADFC for no mass and an additional 8 points

This is an NAC micro Pulse Torpedo orbital defense platform. It has a light beam weapon loadout, and a Pulse Torpedo launcher.

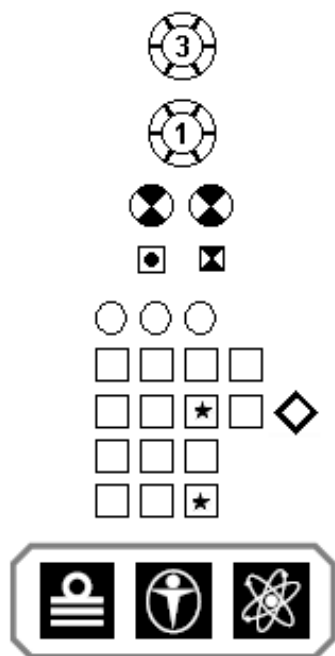
NSL general orbital defense platform (micro)
NPV 112, CPV 90, mass 32
Stealth-1 upgrade +34 pts



 **May add one ADFC for no mass and an additional 8 points**

This is an NSL micro general orbital defense platform. It has a light beam weapon loadout.

NSL general orbital defense platform (micro)
360 degree version
NPV 114, CPV 92, mass 32
Stealth-1 upgrade +34 pts



May add one ADFC for no mass and an additional 8 points

This is an NSL micro general orbital defense platform. All weapons have 360 degree arcs.

DEFENSE SATELLITES



Modified Ground Zero Games V15-70 mini hover drone with V15-ACC29 missile pods

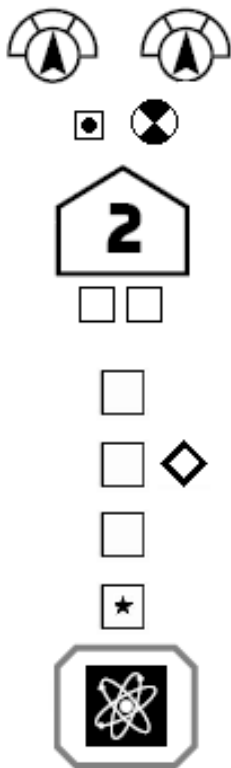


Modified Ground Zero Games V15-70 mini hover drone with Brigade Models British gun turret

Defense satellites are a common sight around inhabited worlds. The most common types are beam-3 equipped, and Salvo Missile armed. While they can be fragile units, they add substantial defensive firepower at a modest cost.

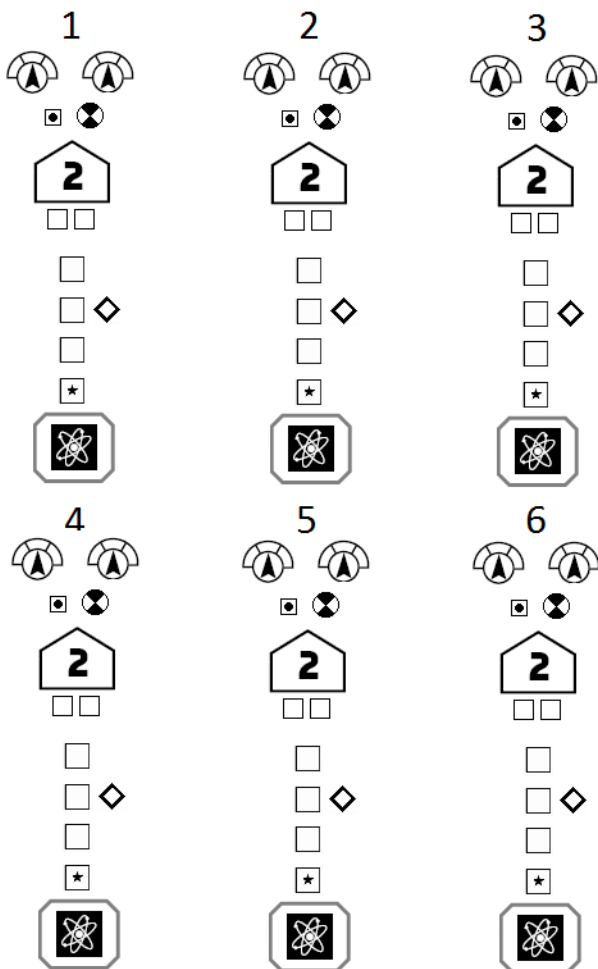
Many are also equipped with Stealth-1 to enhance their survivability, but poorer planets tend to skip this option.

Generic missile satellite (unmanned)
NPV 67, CPV 52, mass 18
Stealth-1 upgrade +8 pts



This is a typical missile armed defense satellite. Due to their fragility, missile armed defense satellites are armed with extended range Salvo Missiles.

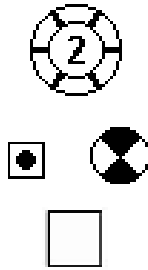
Generic missile satellite (unmanned), group of 6
NPV 402, CPV 312
Stealth-1 upgrade +48 pts



This is a typical missile armed defense satellite deployment group. Due to their fragility, missile armed defense satellites are armed with extended range Salvo Missiles.

Generic beam-2 satellite (unmanned)

NPV 24, CPV 19, mass 6



This is an early beam-2 armed defense satellite. Originally designed as a cheap defensive upgrade, its lack of range turned out to be its Achilles heel. Attacking ships merely needed to engage it with beam-3 fire or Salvo Missiles outside its defensive range.

This lack of range and its inherent fragility was a critical liability during the Kravak War, where the Martian defense grid, which consisted mainly of these satellites, was destroyed by K-gun fire.

Generic beam-2 satellite (unmanned)
Group of 6
NPV 144, CPV 114

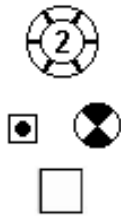
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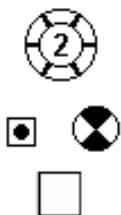
2



3



4



5

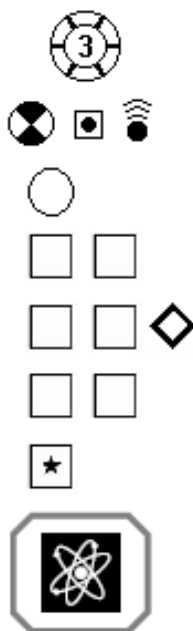


6



This is a typical missile armed defense satellite deployment group. These early beam-2 armed satellites were a failure, and were replaced with more powerful beam-3 armed defense satellites.

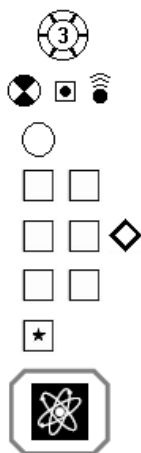
Generic beam-3 satellite (unmanned)
NPV 73, CPV 57. mass 20
Stealth upgrade +16 pts



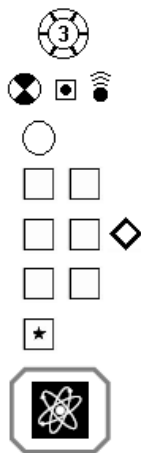
The beam-3 defense satellite replaced the inherently flawed beam-2 satellite in the latter stages of the Kravak War. It had a much larger hull and a 360 degree beam-3 gave it badly needed defensive range.

Generic beam-3 satellite (unmanned) Group of 6
NPV 438, CPV 342
Stealth-1 upgrade +96 pts

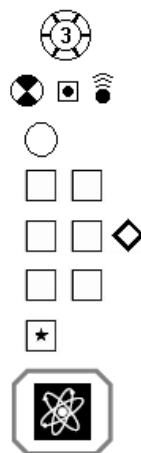
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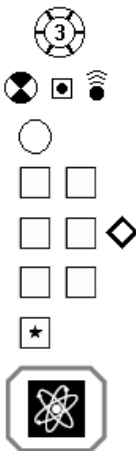
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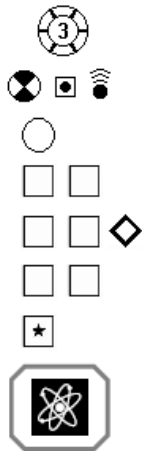
3



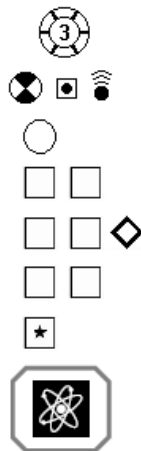
4



5

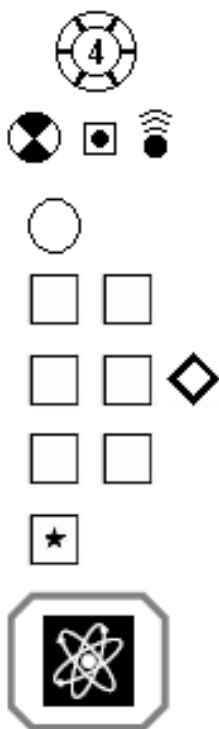


6



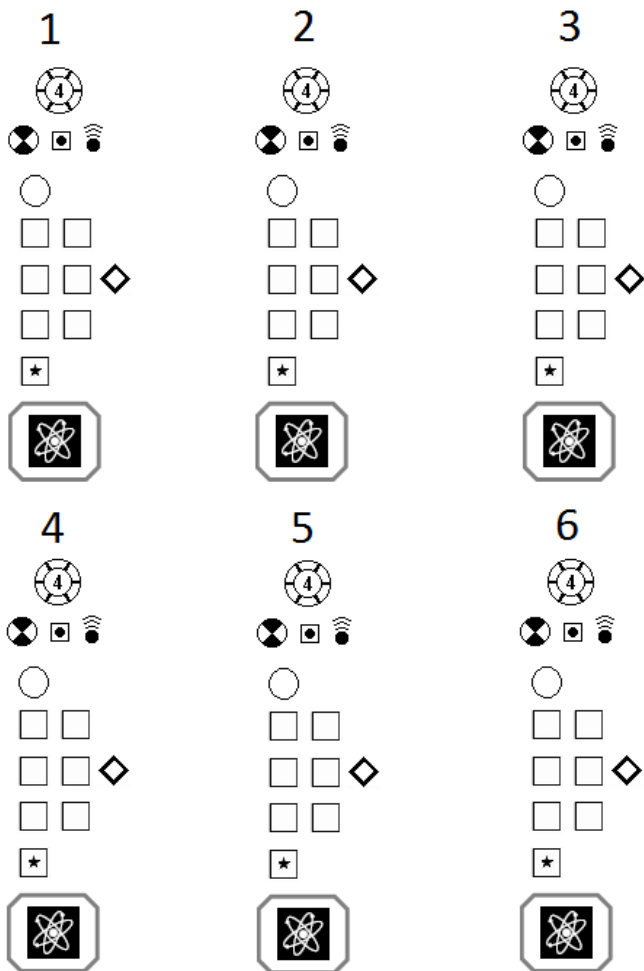
This is a typical beam-3 defense satellite deployment group.

Generic beam-4 satellite (unmanned)
NPV 109, CPV 88, mass 29
Stealth-1 upgrade +16 pts



The beam-4 defense satellite is an interesting unit. It mounts a 360 degree beam-4, but has the same hull value and screen as the smaller beam-3 satellite. It is normally only seen orbiting faction homeworlds or vitally important planets, due to its expense.

Generic beam-4 satellite (unmanned) Group of 6
NPV 654, CPV 528
Stealth-1 upgrade +96 pts



This is a typical beam-4 defense satellite deployment group.

Ground bases:



Ground bases can be of a wide variety of types. The most common are anti-ship defenses such as Pulse Torpedoes or Salvo Missile launchers. There are also fighter bases, as well as colony defense bases (which are covered later in this fleet book).

Stealth-1 is available for ground bases as noted on the SSD by paying the Stealth-1 upgrade cost.

Marines are shown on many ground base SSDs, and are included in the cost of the unit. If players are not using Marines, deduct 5 points per Marine not used in the scenario.

The rules for attacking or defending these installations depend on the kind of atmosphere the planet in question has. These are broken into five distinct categories:

Vacuum: The Earth's Moon for example. No changes to the existing Full Thrust rules.

Thin atmosphere: Mars for example. Atmosphere counts as a level 1 standard screen.

Standard atmosphere: Earth for example. The atmosphere counts as a level 1 standard screen plus a level 1 advanced screen.

Fighters/gunboats suffer no damage from the atmosphere. Pulse Torpedoes, both outgoing fire and incoming fire, would be affected. Missiles fired from the surface at a space target are not affected by the atmosphere, but missiles fired from space at a ground base subtract one damage point per die of damage that hits.

Thick atmosphere: Venus for example. The atmosphere counts as a level 2 advanced screen. Fighters/gunboats suffer no damage from the atmosphere. Missiles are affected as are any other weapons that would be modified by advanced screens. In this case both incoming and outbound missiles are affected, losing two damage points per die of damage that hits due to the destructive nature of the atmosphere.

Heavy atmosphere: Upper layers of Jupiter's atmosphere for example. Atmosphere counts as level 3 advanced screen meaning you subtract three from K-Gun doubling rolls, missile damage, etc. Plasma bolt launchers will not function at all and penetrating weapons do not get a re-roll on a 6. Fighters may not operate at all. Gunboats will be destroyed at a rate of 1D3-1 per squadron at the end of any turn they are still operating in the atmosphere.

Atmospheric effects are applied to both incoming and outgoing fire, except where noted.

Point Defense Systems mounted on ground bases always operate normally and are not affected by atmosphere. They also operate normally against fighters in space and incoming missiles.

A selection of beam and Heavy Graser bases has been provided, though they typically are sited on planets with no atmosphere due to the severe atmospheric degradation of their fire.

A planet's atmosphere may be so thick that targeting a planetary base may be difficult due to distortion, planetary weather etc. See below:

Thin or standard atmosphere: No range modification for ground based weapons. An attacking unit must be within 24mu to detect and fire on a ground base. Stealth hulls on ground bases will modify this range as appropriate.

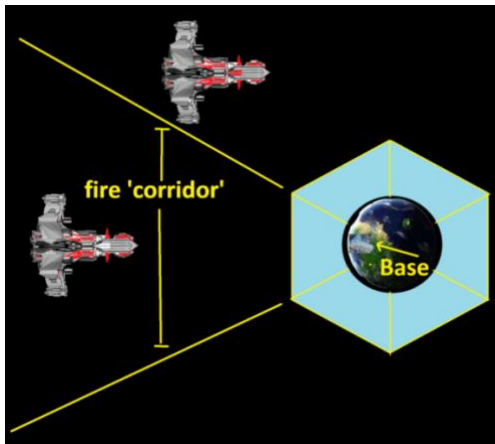
Thick atmosphere: Targets must be within 12mu for both the attacker and defender to fire at each other.

Heavy atmosphere: As above but range reduced to 6mu.

Note that Enhanced Sensors will add 6mu to the maximum engagement range and Superior Sensors will add 12mu.

Setting up and using ground bases. It is suggested that players use a hexagonal template the same size as the planet the ground bases are to be mounted on. Place ground bases on each hex side as desired.

Ground bases have a 60 degree firing arc, and may only fire at targets within this arc, and may only be fired upon by units within the same 60 degree firing arc. **Exception: ground bases with missile launchers continue to use their normal 180 degree firing arc as the missiles can obviously be steered to a certain degree.**



Ground bases sited on planets with atmosphere of thin or denser may not mount screens; the atmosphere prevents the screen generators from functioning. Bases on planets with no atmosphere commonly do mount screens; most ground base SSDs provided have an optional screen-2 upgrade available for use on planets with no atmosphere **ONLY**.

Example of a combat sequence when ground bases are involved: A ground base is sited on a planet with a standard atmosphere. It mounts 4 Pulse Torpedo launchers, and engages an attacking ship at range 18. Each Pulse Torpedo that hits rolls d6-1 damage to account for the atmospheric degradation of the shot. Meanwhile, the attacking ship fires 8 dice of beams at the base. The atmosphere counts as a level 1 standard and level 1 advanced screen. Effectively this results in the ground base being attacked through a screen-2.

A ground base is firing missiles at an attacking missile armed ship. The ground base may fire at any target within its 180 degree firing arc – missiles can be steered, unlike beam weapon fire. If the defenders missiles hit, they do damage normally. Each enemy attacking missile that hits rolls 1d6-1 for damage to account for the effects of the atmosphere.

In many cases, the combination of atmospheric effects plus the targets screen level will result in an effective screen level of 3 or more. Screen-3 is the maximum level possible. Screen-3 has the effect of reducing beam and other energy weapon fire damage to “1 hit” on a die roll of 5 or 6, and re-rolls on a roll of 6 are not allowed.

Example: A ground base on a planet with a standard atmosphere is firing Heavy Grasers at a target ship that has screen-1 installed. Add two to the screen level of the target ship, resulting in an effective screen level of “3”.

Fighters based upon a planetary surface use combat endurance launching and boosting to orbit. This is an undefined rules area, and players may ignore this to simplify matters, or may use the following rule:

Fighters launching from an airless planet use 1 point of combat endurance doing so. Fighters launching from a planet with a thin or standard atmosphere use 2 points of combat endurance to do so.

GUNBOATS launching from a planet with a thick atmosphere use 3 points of combat endurance to do so. Note that this will reduce their total combat endurance from the normal 6. Re-entering the atmosphere to land costs fighters or gunboats NO combat endurance. Players at their option may purchase the Long Range modification for planet-based fighters at a cost of 1 point per fighter (6 per squadron of 6 fighters).

Fighters launching from a planetary surface or re-entering the atmosphere require 1 turn to do so, and may not fire or be fired upon during this time. This is not strictly accurate, but is simpler. Simply put a marker or note that the fighters are launching or landing and do not allow them to fire or be fired upon this turn.

Example: A squadron of 6 fighters is launching from a planetary base to engage an incoming enemy fleet. The planet has a standard atmosphere. The fighters must reduce their combat endurance by 2, leaving them 4 once they spend a turn boosting from the surface. If the player had purchased the Long Range modification, they would have 7 points of combat endurance (the Long Range modification provides 9 points of combat endurance and you then subtract 2 points of combat endurance for boosting from the planet surface). Put a marker or note that the fighters are launching and may not fire or be fired upon this turn.

Fighters that have entered the atmosphere to engage ground bases are NOT subject to the effects of atmosphere on their weapons fire nor do they receive any benefit from it. They are assumed to have engaged at such short range that the atmosphere has no effect on weapons fire. They expend an additional combat endurance every turn they are in atmosphere to reflect the increased fuel consumption required to operate in atmosphere. If they run low on combat endurance and are unable to spend the required endurance to return to space, they are forced to land and are captured by enemy forces. The purchase of the Long Range modification for fighters intended to conduct ground attacks is strongly recommended.

To provide better play balance when using ground bases due to the “free” screen level protection provided by the atmosphere, I suggest the players use one of the following optional rules: 1) increase the cost of ground bases (but not their fighters/gunboats) by 10%, or 2) increase the base cost of a ground base by the modifier for the atmosphere type. Add 5% to the base cost for thin atmosphere, 12.5% for standard atmosphere, +14% for thick atmosphere.



Ortillery:

Ortillery systems were touched upon in Full Thrust: Project Continuum. These rules, in conjunction with the rules for ground bases, will add some depth to the game. Ortillery systems are launchers for solid metal inert missile like objects (often called ‘rocks’ by ship crews) and are launched ballistically. Since these weapons have no active drives, active targeting scanners or communication arrays and do not radiate any kind of EM field, they are very difficult to target and shoot down, often requiring visual targeting. Because they are launched ballistically and not guided to the target their only practical use is attacking planetary targets. Even “stationary” orbital

defense platforms and satellites have positional stabilizers for correcting their orbits and can easily avoid these weapons.

Ortillery system attacks work the same as Salvo Missiles and use the same mechanics though as mentioned above they may only target ground bases. They have a maximum range of 24mu, modified by atmosphere. Also they will ignore any screens, standard or advanced, mounted on the target base. They ARE affected by planetary atmosphere effects, as there is always a chance the atmosphere may cause one to burn up, fracture and go off course, etc.

Because they generate no drive flare or EM field of any kind each PDS die/system will only score a hit on a die roll of a "6", which kills one missile, and there is no re-roll. Fighters may attempt to shoot them down as any other missile using the rules above. ADFC systems on ground bases may not be used to support other ground bases.

Each Ortillery battery is assumed to have enough ammunition for the duration of the scenario. Additionally, players may load Ortillery salvos into Salvo Missile launchers/racks in place of a missile salvo on a one for one basis. These are expended in the same way as Salvo Missile ammunition. Note that it is possible to exchange an extended range Salvo Missile salvo for an extended range Ortillery salvo.

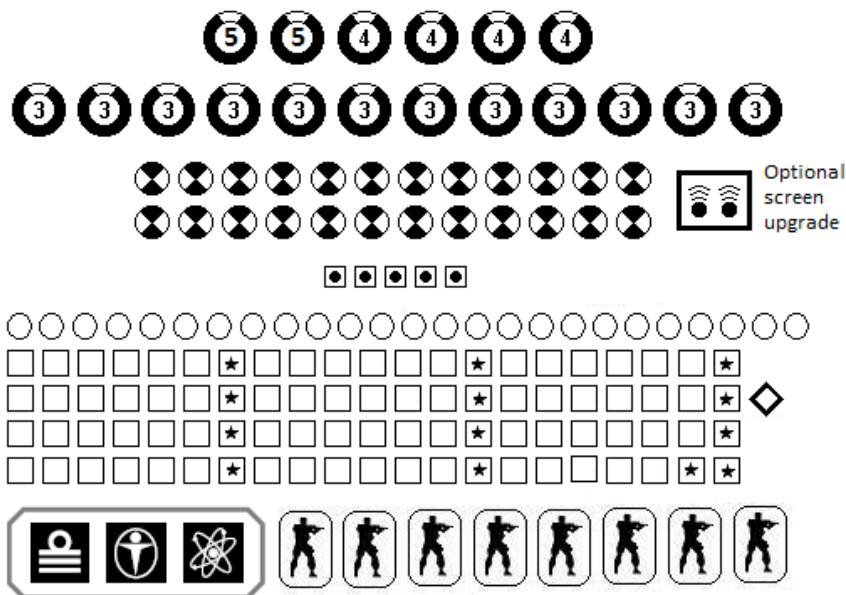


LARGE GROUND BASES

Generic beam ground base (large)

NPV 936, CPV 1311, mass 250

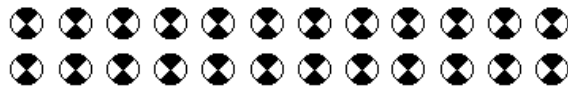
Stealth-1 upgrade +218 pts



Screen-2 upgrade for use on airless bodies only;
the unit cost increases to NPV 1048, CPV 1543.

This is a typical generic large beam base. It is intended for use on airless bodies and normally has the screen-2 upgrade. Players may use this base in other atmospheres without the screen upgrade at their option.

UNSC Heavy Graser ground base (large)
 NPV 750, CPV 864, mass 168
 Stealth-1 upgrade +168 pts



Optional
 screen
 upgrade



Screen-2 upgrade for use on airless bodies only; the unit cost increases to NPV 826, CPV 989.

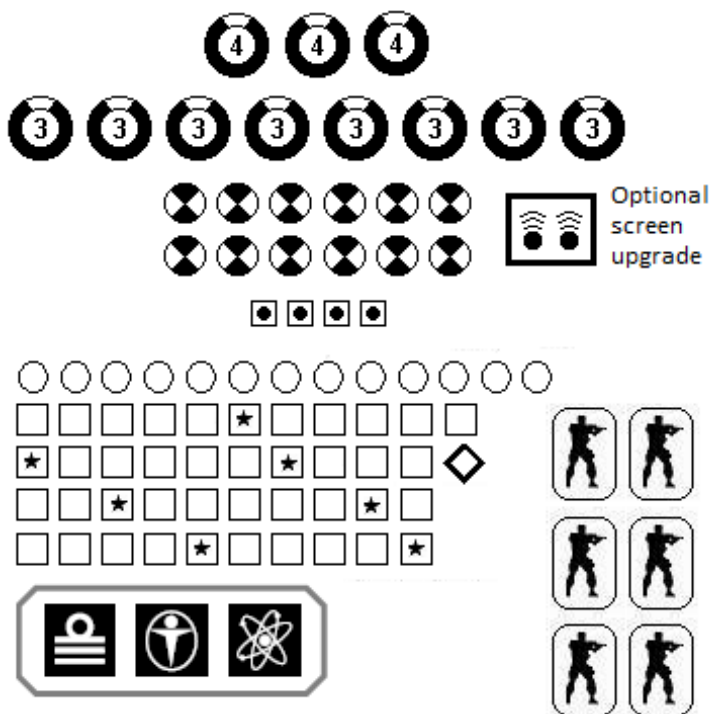
This is an UNSC large Heavy Graser ground base. It is intended for use on airless bodies and normally has the screen-2 upgrade. Players may use this base in other atmospheres without the screen upgrade at their option.

MEDIUM GROUND BASES

Generic beam ground base (medium)

NPV 484, CPV 517, mass 126

Stealth-1 upgrade +108 pts



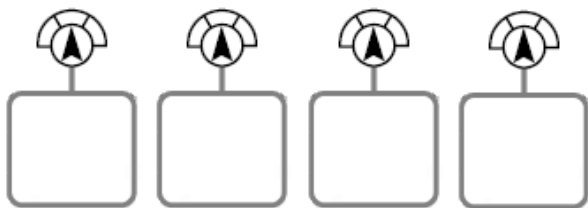
Screen-2 upgrade for use on airless bodies only;
the unit cost increases to NPV 540, CPV 596.

This is a typical generic medium beam base. It is intended for use on airless bodies and normally has the screen-2 upgrade. Players may use this base in other atmospheres without the screen upgrade at their option.

Generic ground missile base (medium)

NPV 486, CPV 519, mass 126

Stealth-1 upgrade +102 pts



Magazine capacity = 12 mass each



Optional
screen
upgrade



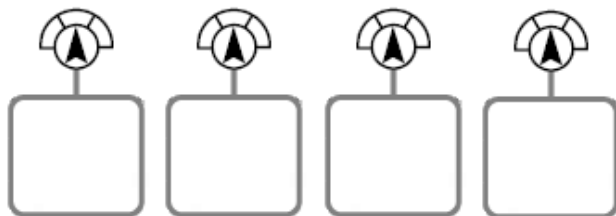
Screen-2 upgrade for use on airless bodies only;
the unit cost increases to NPV 542, CPV 598.

This is a typical generic medium missile ground base. It is armed with Salvo Missiles, and has a large magazine capacity.

ESU missile ground base (medium)

NPV 542, CPV 609, mass 146

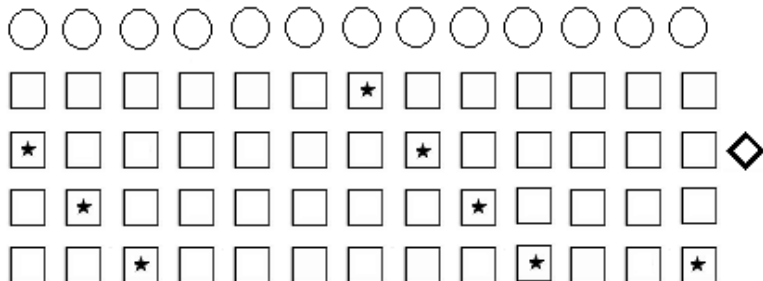
Stealth-1 upgrade +130 pts



Magazine capacity = 14 mass each



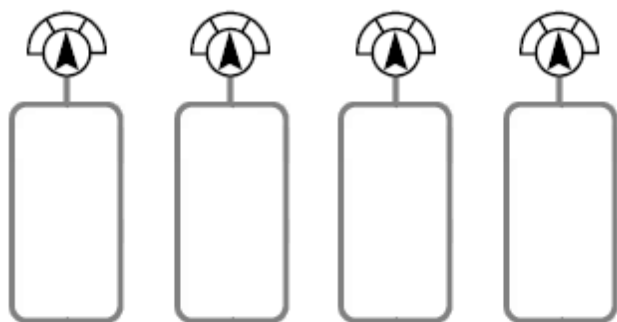
Optional
screen
upgrade



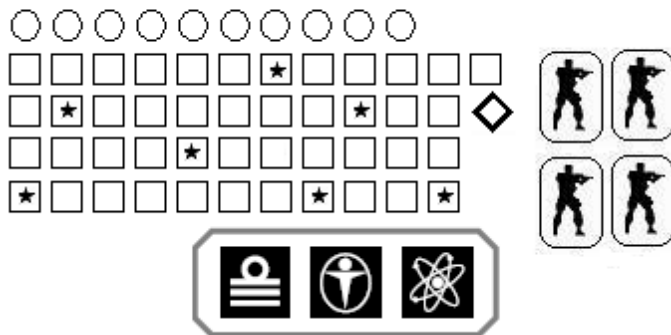
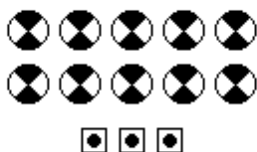
Screen-2 upgrade for use on airless bodies only;
the unit cost increases to NPV 606, CPV 706.

This is an ESU medium missile ground base. It is armed with Salvo Missiles, and has a massive magazine capacity.

FSE missile ground base (medium)
NPV 516, CPV 561, mass 136
Stealth-1 upgrade +110 pts



Magazine capacity = 14 mass each



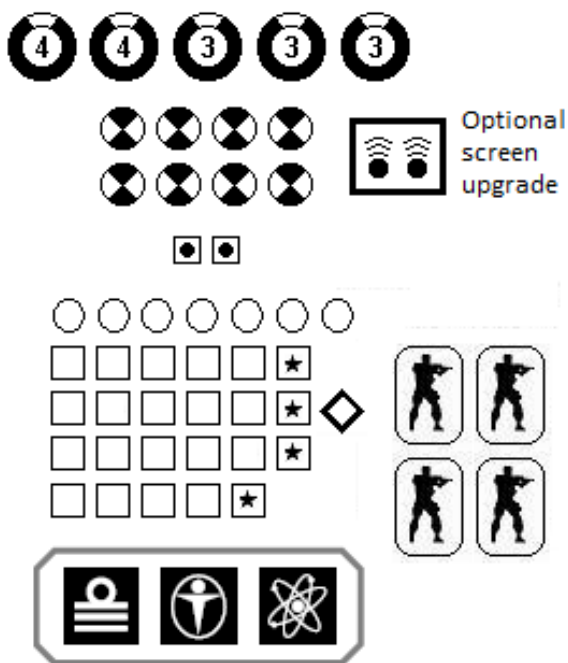
This is an FSE medium missile ground base. It has a powerful array of Salvo Missile launchers and has a massive magazine capacity.

SMALL GROUND BASES

Generic beam ground base (small)

NPV 264, CPV 242, mass 68

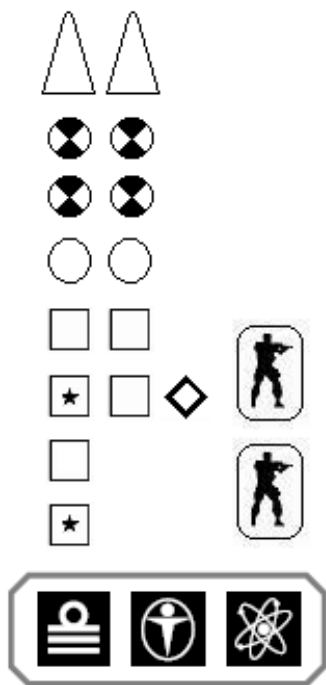
Stealth-1 upgrade +60 pts



Screen-2 upgrade for use on airless bodies only;
the unit cost increases to NPV 296, CPV 278.

This is a typical generic small beam base. It is intended for use on airless bodies and normally has the screen-2 upgrade. Players may use this base in other atmospheres without the screen upgrade at their option.

Generic fighter ground base (small)
NPV 98, CPV 75 (+ fighters), mass 24
Stealth-1 upgrade +16 pts



This is a typical generic small fighter ground base. It houses 2 fighter squadrons.

Generic ground missile base (small)

NPV 266, CPV 244, mass 68

Stealth-1 upgrade +56 pts



Magazine capacity = 12 mass each



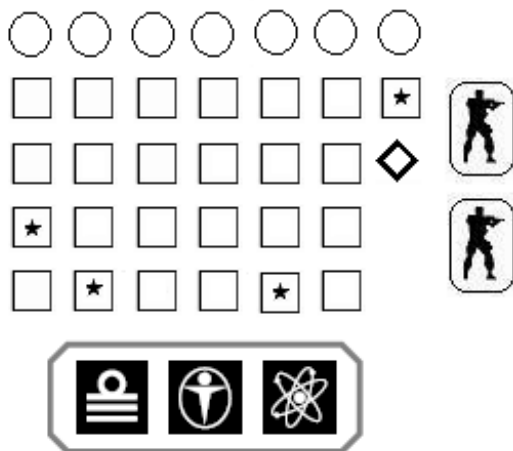
Screen-2 upgrade for use on airless bodies only;
the unit cost increases to NPV 298, CPV 280.

This is a typical generic small missile ground base. It is armed with Salvo Missiles, and has a large magazine capacity.

ESU missile ground base (small)
 NPV 276, CPV 257, mass 74
 Stealth-1 upgrade +64 pts



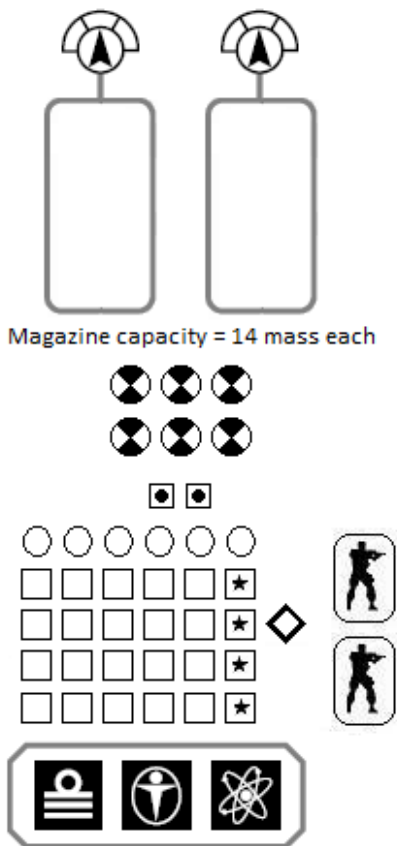
Magazine capacity = 14 mass each



Screen-2 upgrade for use on airless bodies only;
 the unit cost increases to NPV 308, CPV 293.

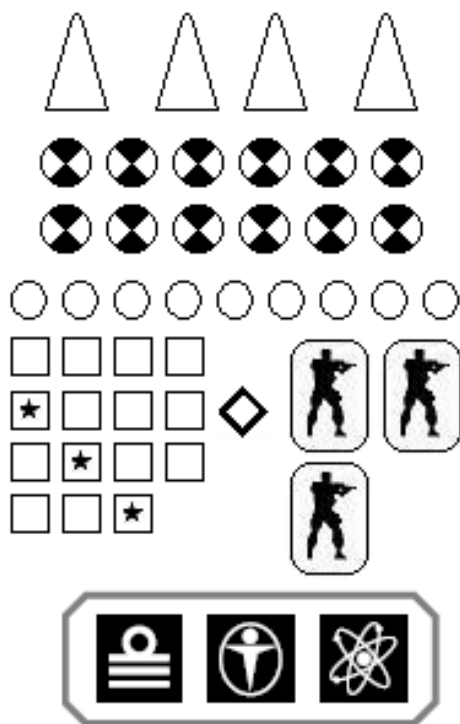
This is an ESU small missile ground base. It is armed with Salvo Missiles, and has a massive magazine capacity.

FSE missile ground base (small)
NPV 270, CPV 250, mass 72
Stealth-1 upgrade +60 pts



This is an FSE small missile ground base. It is armed with Salvo Missiles, and has a massive magazine capacity.

NAC fighter ground base (small)
NPV 231, CPV 184, mass 60
Stealth-1 upgrade +48 pts

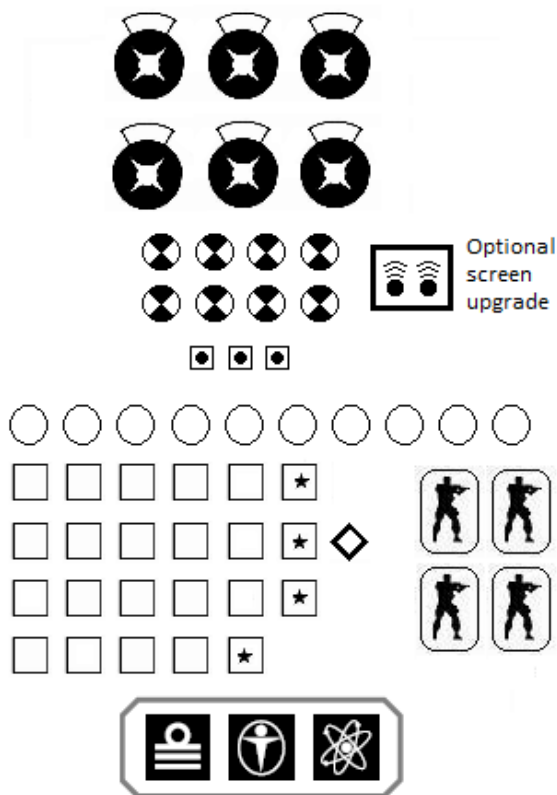


This is an NAC small fighter ground base. It houses 4 fighter squadrons.

NAC Pulse Torpedo ground base

NPV 262, CPV 240, mass 68

Stealth-1 upgrade +66 pts



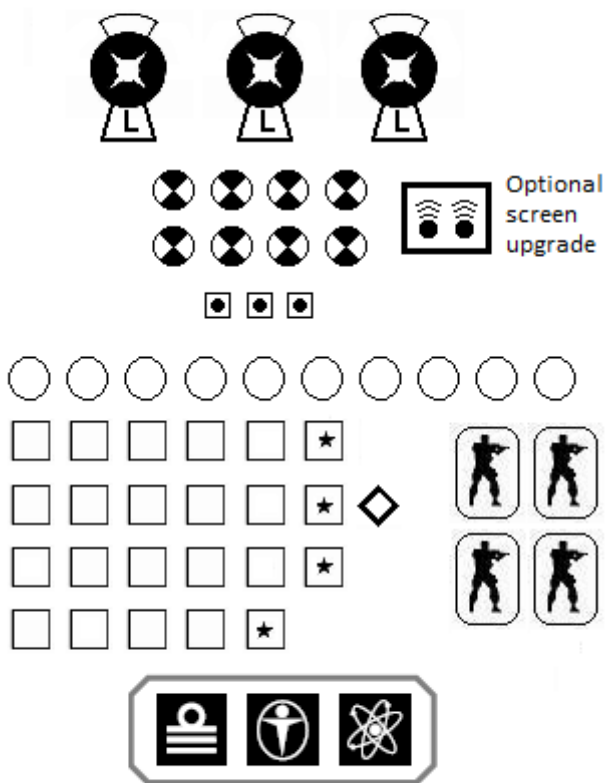
Screen-2 upgrade for use on airless bodies only;
the unit cost increases to NPV 294, CPV 276.

This is an NAC Pulse Torpedo ground base. It has 6 Pulse Torpedoes.

NAC LR Pulse Torpedo ground base

NPV 262, CPV 240, mass 68

Stealth-1 upgrade +66 pts



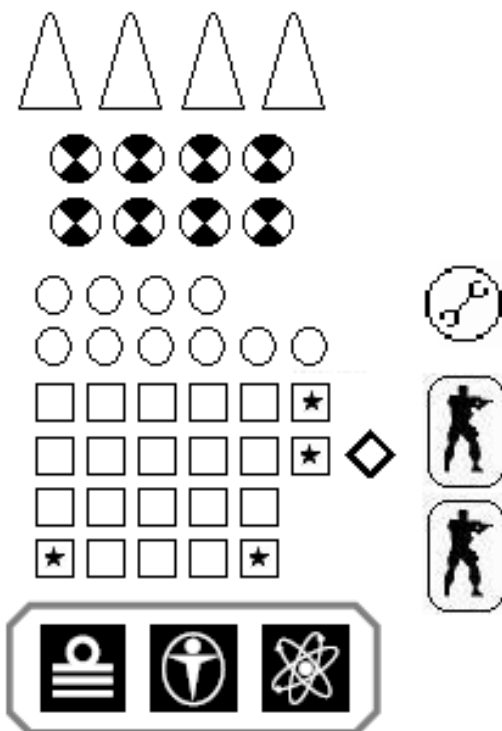
Screen-2 upgrade for use on airless bodies only;
the unit cost increases to NPV 294, CPV 276.

This is an NAC Long Range Pulse Torpedo ground base. It has 3 Long Range Pulse Torpedoes.

NSL fighter ground base (small)

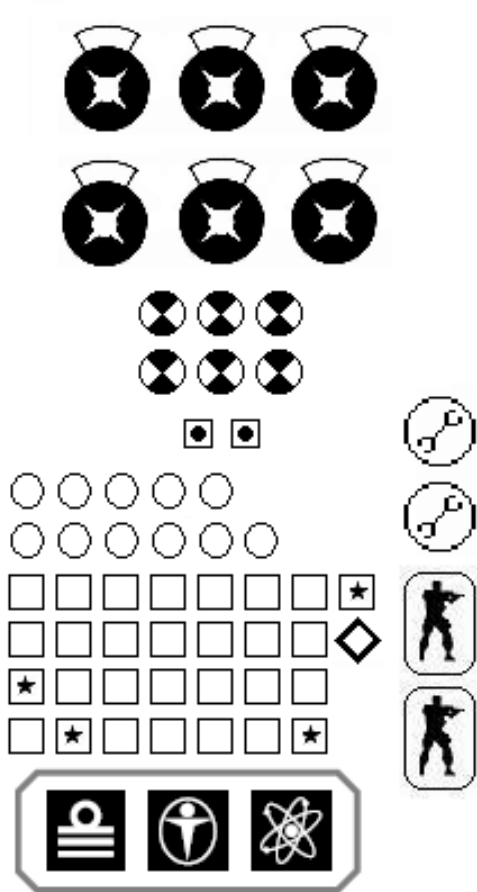
NPV 247, CPV 199, mass 64

Stealth-1 upgrade +64 pts



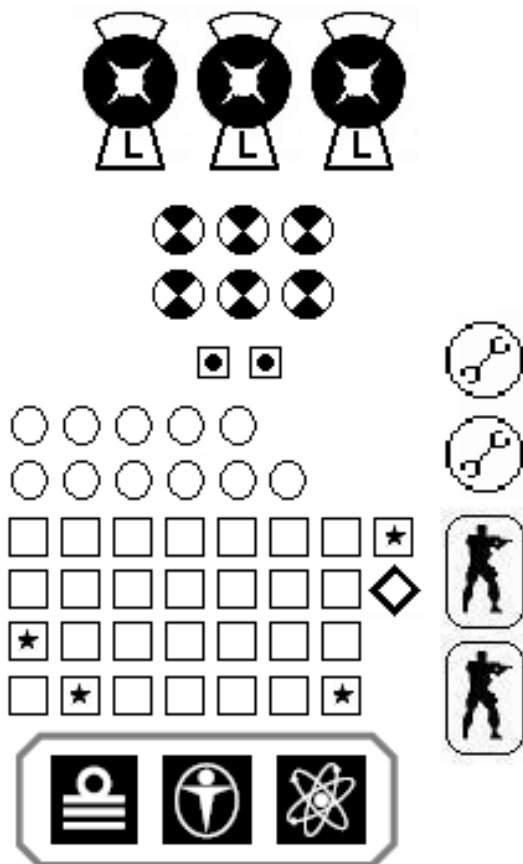
This is an NSL small fighter ground base. It houses 4 fighter squadrons.

NSL Pulse Torpedo ground base
NPV 280, CPV 260, mass 72
Stealth-1 upgrade +80 pts



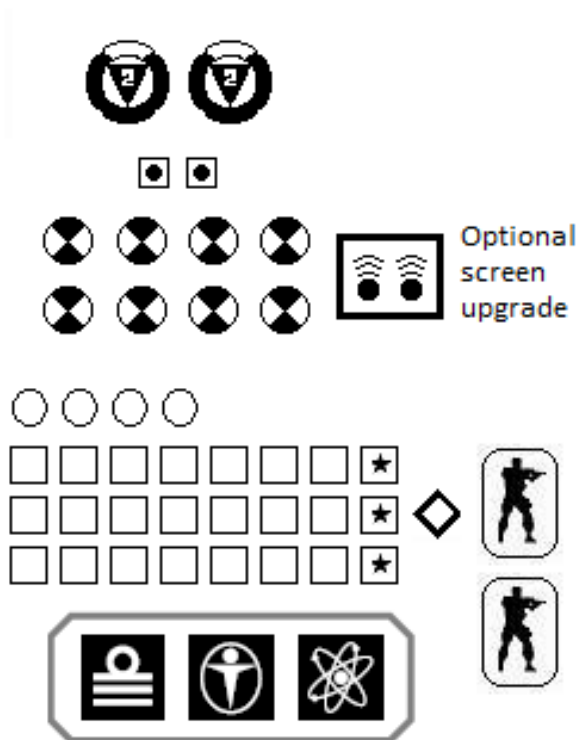
This is an NSL Pulse Torpedo ground base. It has 6 Pulse Torpedoes.

NSL LR Pulse Torpedo ground base
NPV 280, CPV 260, mass 72
Stealth-1 upgrade +80 pts



This is an NSL Long Range Pulse Torpedo ground base. It has 3 Long Range Pulse Torpedoes.

UNSC Heavy Graser ground base (small)
 NPV 250, CPV 225, mass 56
 Stealth-1 upgrade +56 pts



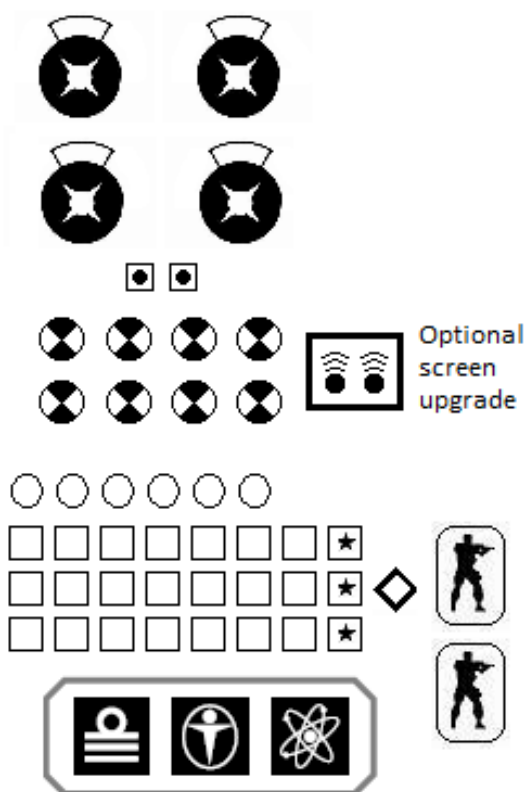
Screen-2 upgrade for use on airless bodies only;
 the unit cost increases to NPV 274, CPV 250.

This is an UNSC small Heavy Graser ground base. It is intended for use on airless bodies and normally has the screen-2 upgrade. Players may use this base in other atmospheres without the screen upgrade at their option.

UNSC Pulse Torpedo ground base (small)

NPV 230, CPV 205, mass 56

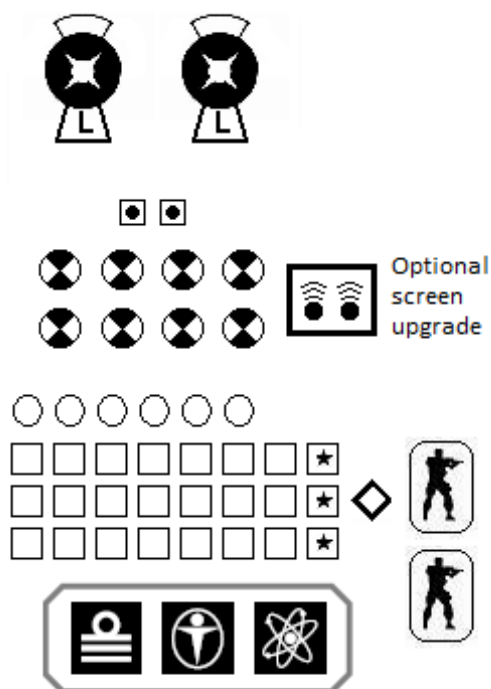
Stealth-1 upgrade +60 pts



Screen-2 upgrade for use on airless bodies only;
the unit cost increases to NPV 254, CPV 230.

This is an UNSC small Pulse Torpedo ground base. It has 4 Pulse Torpedoes.

UNSC LR Pulse Torpedo ground base (small)
NPV 230, CPV 205, mass 56
Stealth-1 upgrade +60 pts



Screen-2 upgrade for use on airless bodies only;
the unit cost increases to NPV 254, CPV 230.

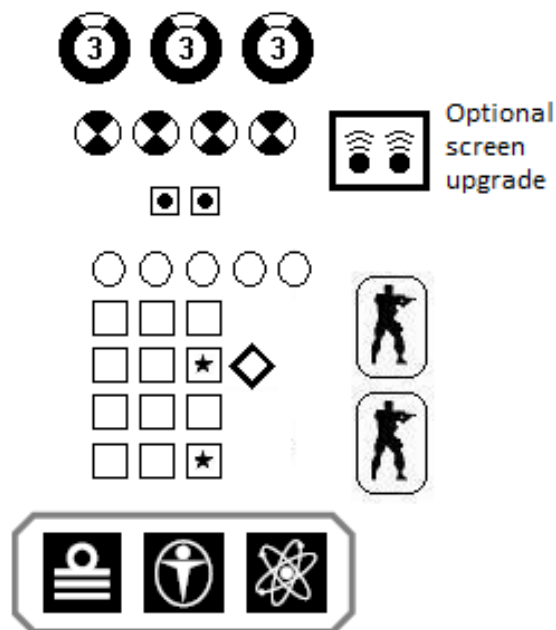
This is an UNSC small Long Range Pulse Torpedo ground base. It has 2 Long Range Pulse Torpedoes.

MICRO GROUND BASES

Generic beam ground base (micro)

NPV 135, CPV 112, mass 35

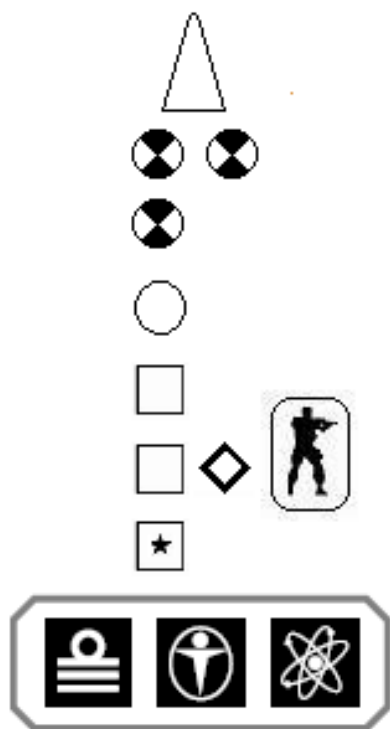
Stealth-1 upgrade +34 pts



Screen-2 upgrade for use on airless bodies only;
the unit cost increases to NPV 151, CPV 127.

This is a typical generic micro beam base. It is intended for use on airless bodies and normally has the screen-2 upgrade. Players may use this base in other atmospheres without the screen upgrade at their option.

Generic fighter ground base (micro)
NPV 53, CPV 41 (+ fighters), mass 13
Stealth-1 upgrade +8 pts



This is a typical generic micro fighter ground base. It houses 1 fighter squadron.

Generic ground missile base (micro)
NPV 136, CPV 113, mass 35
Stealth-1 upgrade +30 pts



Magazine capacity = 12 mass



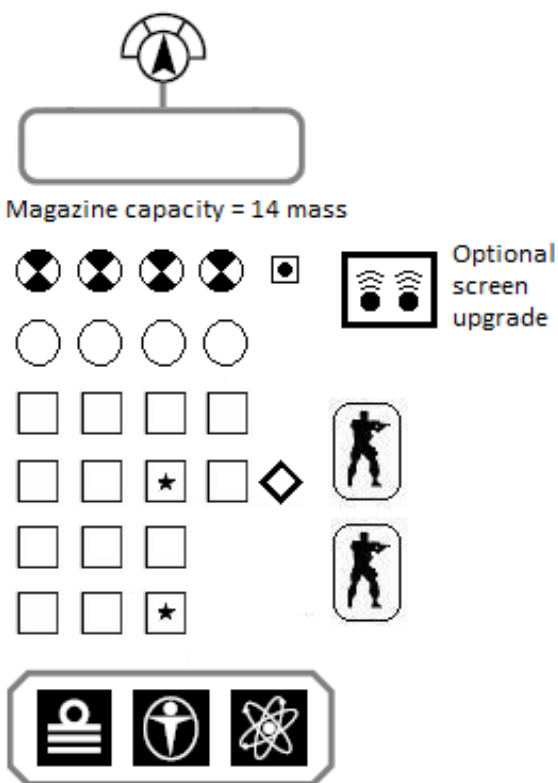
Optional
screen
upgrade



Screen-2 upgrade for use on airless bodies only;
the unit cost increases to NPV 152, CPV 128.

This is a typical generic micro missile ground base. It is armed with a Salvo Missile launcher, and has a large magazine capacity.

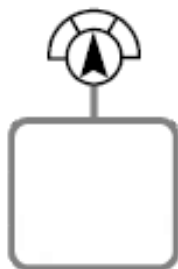
ESU missile ground base (micro)
NPV 153, CPV 129, mass 40
Stealth-1 upgrade +36 pts



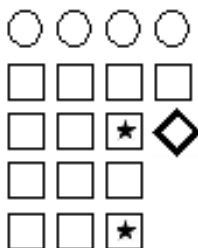
Screen-2 upgrade for use on airless bodies only;
the unit cost increases to NPV 169, CPV 144.

This is an ESU micro missile ground base. It is armed with a Salvo Missile launcher, and has a massive magazine capacity.

FSE missile ground base (micro)
NPV 138, CPV 115, mass 36
Stealth-1 upgrade +34 pts

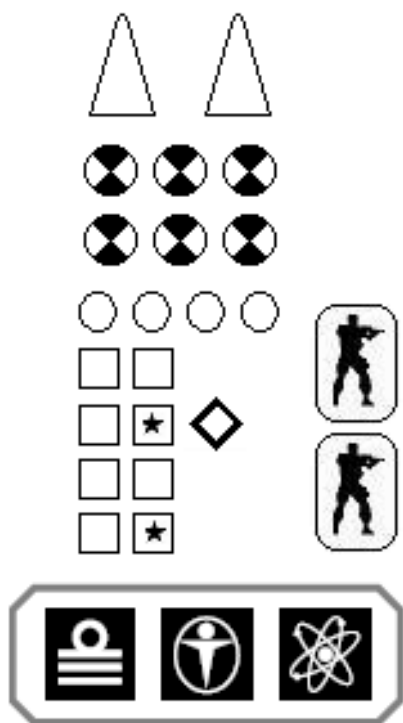


Magazine capacity = 12 mass



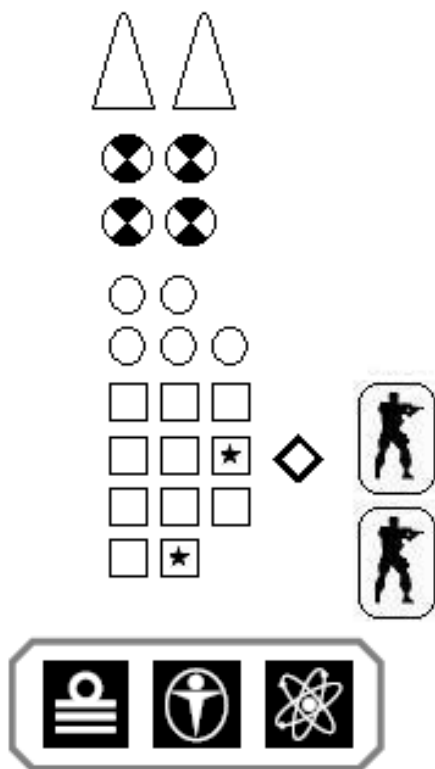
This is an FSE micro missile ground base. It is armed with a Salvo Missile launcher and has a large magazine capacity.

NAC fighter ground base (micro)
NPV 118, CPV 91, mass 30
Stealth-1 upgrade +24 pts



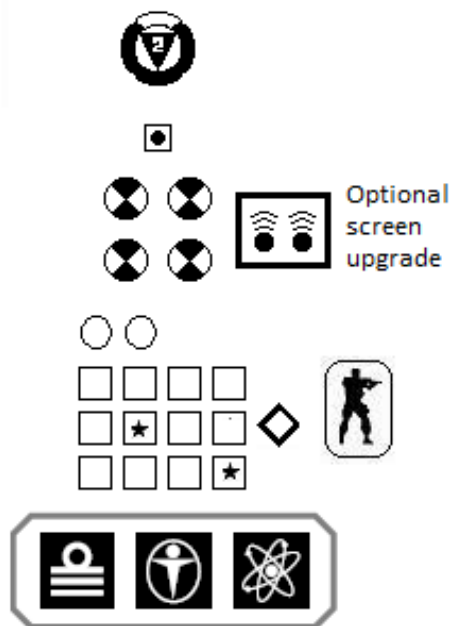
This is an NAC micro fighter ground base. It houses 2 fighter squadrons.

NSL fighter ground base (micro)
NPV 126, CPV 98, mass 32
Stealth-1 upgrade +32 pts



This is an NSL micro fighter ground base. It houses 2 fighter squadrons.

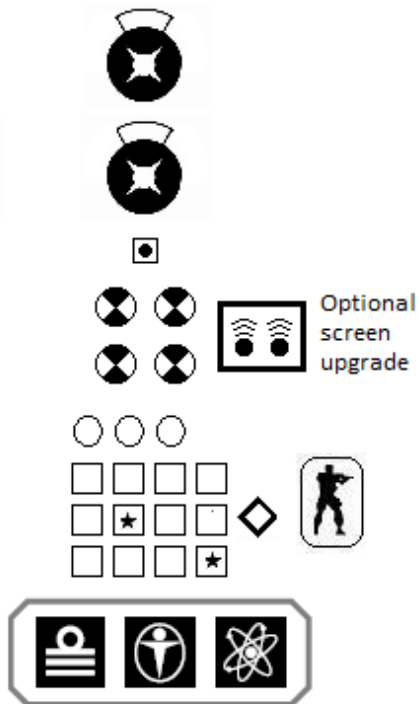
UNSC Heavy Graser ground base (micro)
NPV 125, CPV 105, mass 28
Stealth-1 upgrade +28 pts



Screen-2 upgrade for use on airless bodies only;
the unit cost increases to NPV 137, CPV 116.

This is an UNSC micro Heavy Graser ground base. It is intended for use on airless bodies and normally has the screen-2 upgrade. Players may use this base in other atmospheres without the screen upgrade at their option.

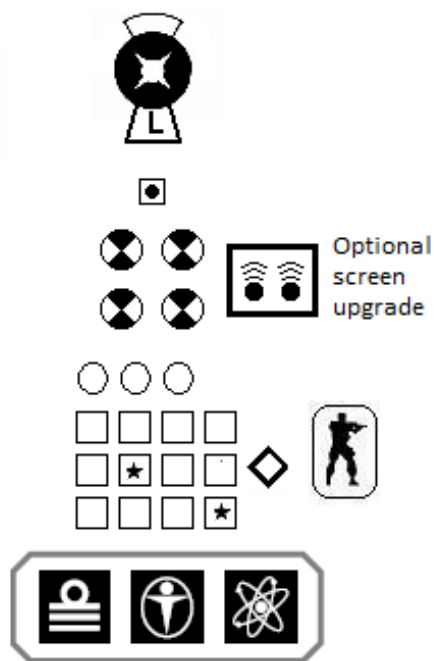
UNSC Pulse Torpedo ground base (micro)
NPV 115, CPV 95, mass 28
Stealth-1 upgrade +30 pts



Screen-2 upgrade for use on airless bodies only;
the unit cost increases to NPV 127, CPV 106.

This is an UNSC micro Pulse Torpedo ground base. It has 2 Pulse Torpedoes.

UNSC LR Pulse Torpedo ground base (micro)
NPV 115, CPV 95, mass 28
Stealth-1 upgrade +30 pts



Screen-2 upgrade for use on airless bodies only;
the unit cost increases to NPV 127, CPV 106.

This is an UNSC micro Long Range Pulse Torpedo ground base. It has a Long Range Pulse Torpedo.

Civilian warships, aka “system defense ships”:

System defense ships are civilian government owned sublight warships. They are a recent phenomenon that began to appear towards the end of the Kravak War. System governments, upset by the withdrawal of the national navies to defend Sol, decided that they needed protection against raiding Kravak forces. Unable to obtain yard space in military shipyards, they were forced to adapt civilian hulls for wartime usage.

System defense ships tend to be more heavily armed, and have larger hulls than standard military vessels due to their lack of FTL drives. These hulls are not quite as durable as a comparable military hull, tending to suffer premature system degradation due to damage, owing to their conversion from civilian ship designs.

At this time, only the NAC and FSE allow their individual systems to construct and keep these ships, but it is possible other factions will eventually decide to permit it as well. The NAC, with ongoing fleet budget cuts after the Kravak War, recognized a blessing in disguise and encouraged their various system governments to shoulder more of the costs of system defense. The FSE adopted more of a wait and see approach, but did not discourage their systems from building these ships. The ESU would be very unlikely to allow their star systems to construct such vessels due to the undesirable sense of local autonomy that they would encourage.



Brigade Models British battlecruiser (used as large system defense ship)



Brigade Models British heavy cruiser (used as medium system defense ship)

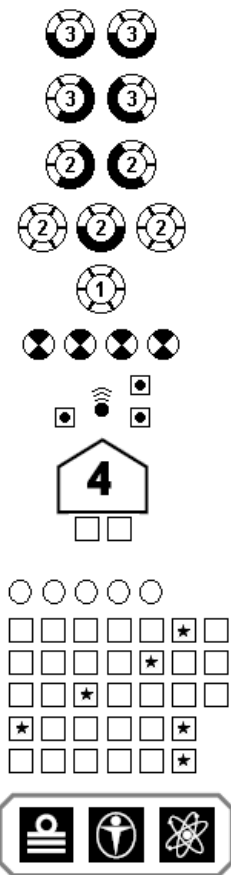


Brigade Models British light cruiser (used as small system defense ship)

LARGE SYSTEM DEFENSE SHIPS

Generic beam system defense ship (large)

NPV 367, CPV 378, mass 110



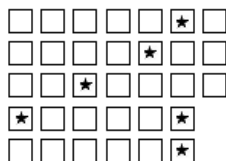
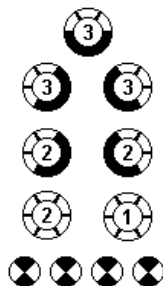
May add one ADFC for no mass and an additional 8 points

This is a generic large beam system defense ship. It has a heavy beam weapon loadout.

Generic general system defense ship (large)
NPV 367, CPV 378, mass 110



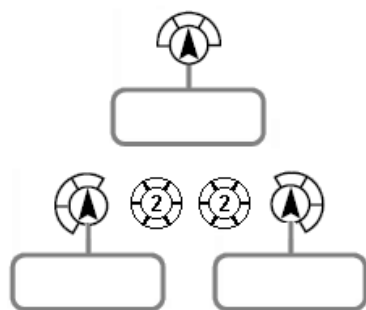
Magazine capacity = 8 mass



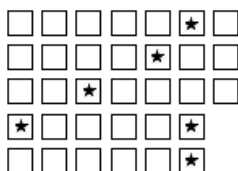
May add one ADFC for no mass and an additional 8 points


This is a generic large general system defense ship. It has a moderate beam weapon loadout, and a Salvo Missile launcher.

Generic missile system defense ship (large)
NPV 367, CPV 378, mass 110



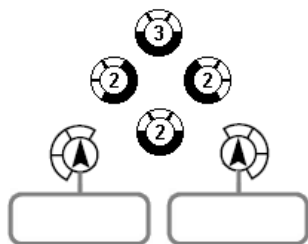
Magazine capacity = 8 mass each



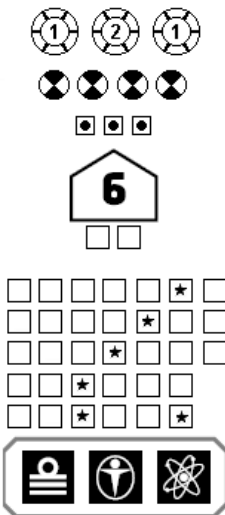
 May add one ADFC for no mass and an additional 8 points

This is a generic large missile system defense ship. It has a light beam weapon loadout, and has 3 Salvo Missile launchers.

FSE general system defense ship (large)
NPV 361, CPV 372, mass 110



Magazine capacity = 8 mass each

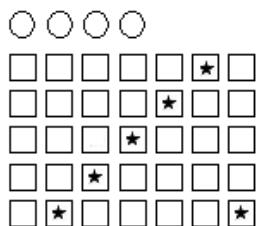
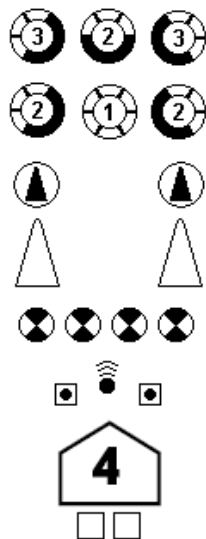


May add one ADFC for no mass and an additional 8 points

This is an FSE large general missile system defense ship. It has a light beam weapon loadout, and 2 Salvo Missile launchers.

Note the high thrust rating, which is more typical of FSE naval hulls.

NAC light carrier system defense ship (large)
 NPV 364, CPV 339, mass 110

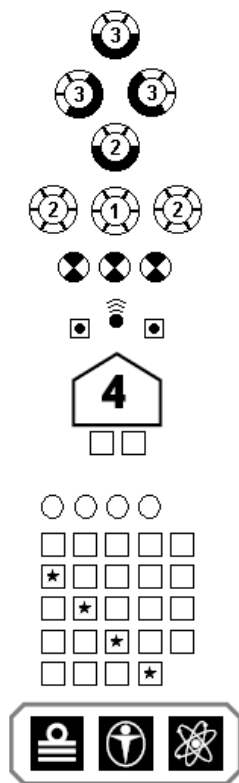


May add one ADFC for no mass and an additional 8 points

This is a NAC large light carrier system defense ship. It has a modest beam weapon loadout. It carries 2 fighter squadrons.

MEDIUM SYSTEM DEFENSE SHIPS

Generic beam system defense ship (medium)
NPV 266, CPV 250, mass 80



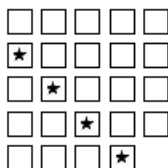
May add one ADFC for no mass and an additional 8 points

This is a generic medium beam system defense ship. It has a strong beam weapon loadout.

Generic general system defense ship (medium)
NPV 266, CPV 250, mass 80



Magazine capacity = 6 mass



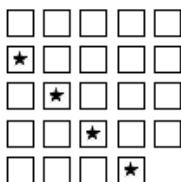
May add one ADFC for no mass and an additional 8 points

This is a generic medium general system defense ship. It has a moderate beam weapon loadout and a Salvo Missile launcher.

Generic missile system defense ship (medium)
NPV 267, CPV 251, mass 80



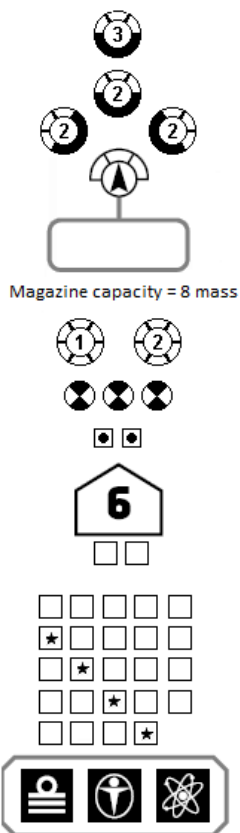
Magazine capacity = 8 mass each



May add one ADFC for no mass and an additional 8 points

This is a generic medium missile system defense ship. It has a light beam weapon loadout and 2 Salvo Missile launchers.

FSE general system defense ship (medium)
NPV 262, CPV 246, mass 80

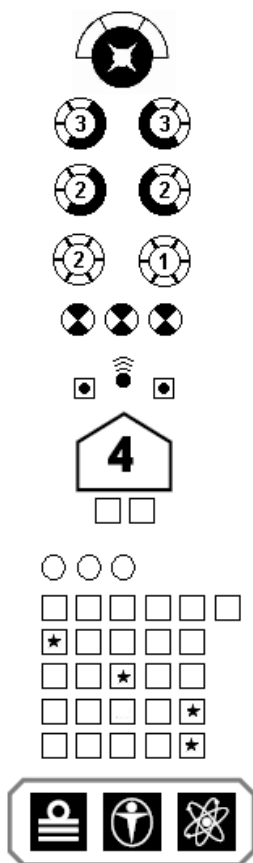



 **May add one ADFC for no mass and an additional 8 points**

This is a FSE medium general system defense ship. It has a moderate beam weapon loadout and a Salvo Missile launcher.

Note the high thrust rating, which is more typical of FSE naval hulls.

NAC Pulse Torpedo system defense ship (medium)
 NPV 264, CPV 248, mass 80

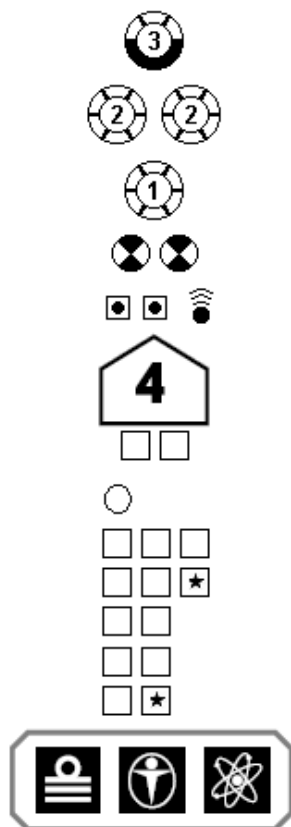


 **May add one ADFC for no mass and an additional 8 points**

This is a NAC medium Pulse Torpedo system defense ship. This version is armed with a surplus Pulse Torpedo that had been removed from NAC capital ships undergoing upgrade to Heavy Grasers. It also carries a moderate beam armament.

SMALL SYSTEM DEFENSE SHIPS

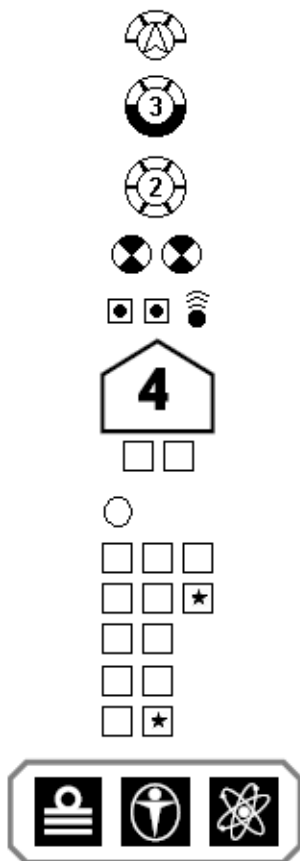
Generic beam system defense ship (small)
NPV 135, CPV 111, mass 40



May add one ADFC for no mass and an additional 8 points

This is a generic small beam system defense ship. It has a moderate beam weapon loadout.

Generic general system defense ship (small)
NPV 135, CPV 111, mass 40



May add one ADFC for no mass and an additional 8 points

This is a generic small general system defense ship. It has a moderate beam weapon loadout and a Salvo Missile rack.

Generic missile system defense ship (small)
NPV 134, CPV 110, mass 40



Magazine capacity = 8 mass



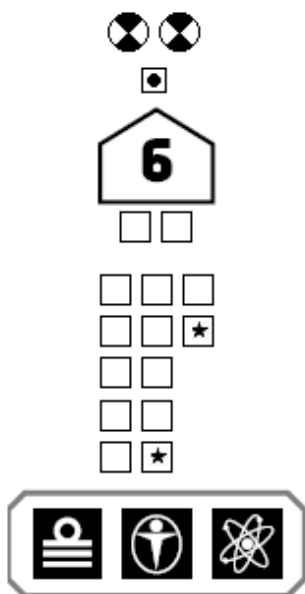
May add one ADFC for no mass and an additional 8 points

This is a generic small missile system defense ship. It has a very light beam weapon loadout and a Salvo Missile launcher.

FSE general system defense ship (small)
NPV 131, CPV 107, mass 40



Magazine capacity = 6 mass

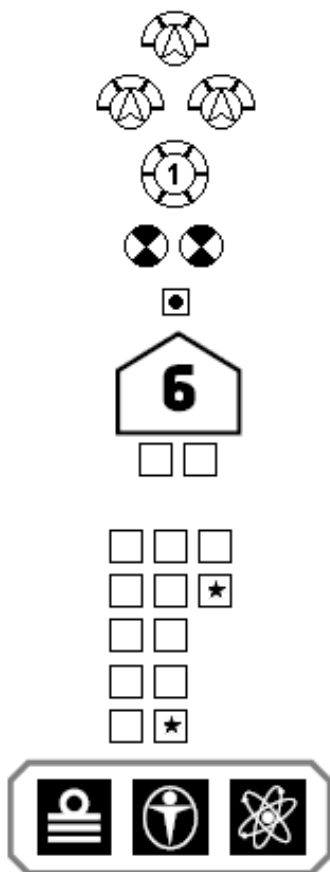


May add one ADFC for no mass and an additional 8 points

This is a FSE small general system defense ship. It has a light beam weapon loadout and a Salvo Missile launcher.

FSE assault system defense ship (small)

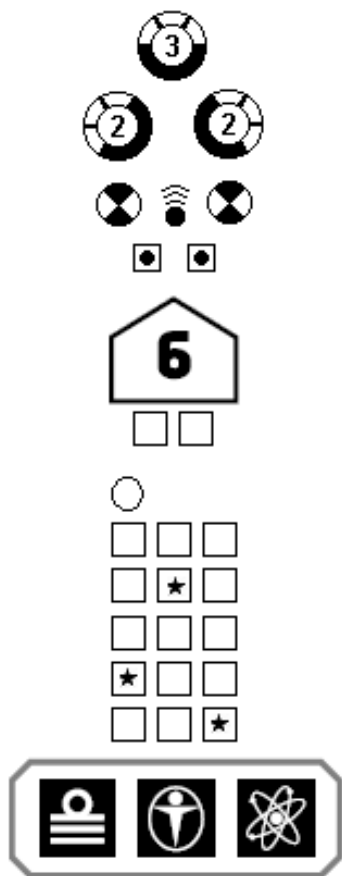
NPV 131, CPV 107, mass 40



May add one ADFC for no mass and an additional 8 points

This is a FSE small assault system defense ship. It is designed for a rapid assault with its 3 Salvo Missile racks, and then it must withdraw to reload its missile racks.

NAC beam system defense ship (small)
NPV 149, CPV 124, mass 46



May add one ADFC for no mass and an additional 8 points

This is an NAC small beam system defense ship. It has a moderate beam weapon loadout and high thrust.

Monitors:



[Iron Wind Metals Mjolnir \(20-195\) battle cruiser](#)

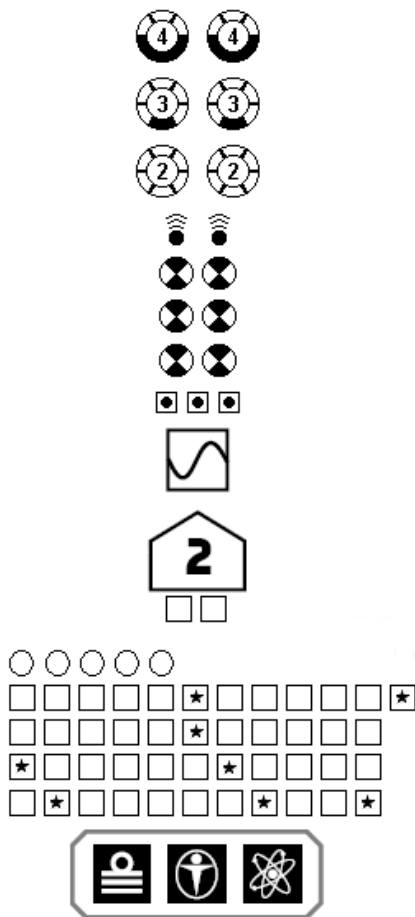


[Iron Wind Metals Agamemnon Heavy Cruiser](#)

Monitors are warships that are owned by the various national governments which are used to guard key locations. This could be patrolling vulnerable FTL entry areas, stiffening local defenses, or guarding a newly formed colony until proper defenses can be set up.

They are slow, well armored, and have wider than usual beam arcs to help compensate for their poor maneuverability. There are numerous variants of this class.

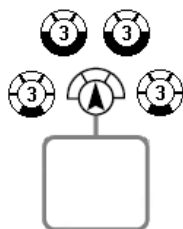
Generic beam monitor
NPV 523, CPV 598, mass 150



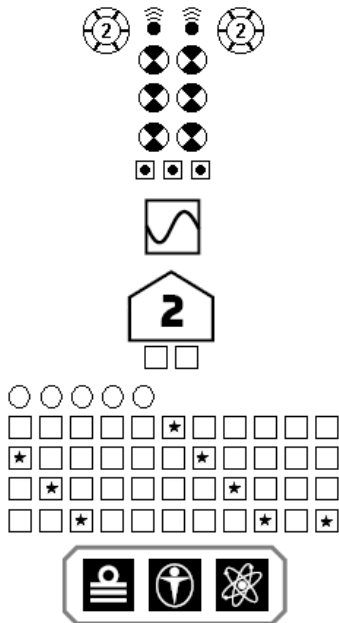
May add one ADFC for no mass and an additional 8 points

This is a generic beam monitor. It has a strong beam weapon loadout and wider than usual weapons arcs to compensate for its sluggish turn ability.

Generic general monitor
NPV 524, CPV 599, mass 150



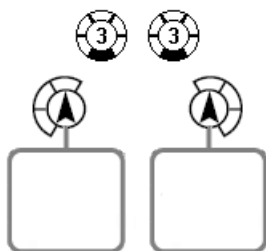
Magazine capacity = 10 mass



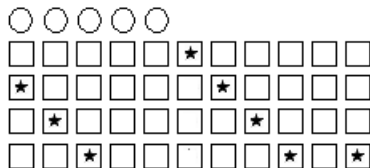
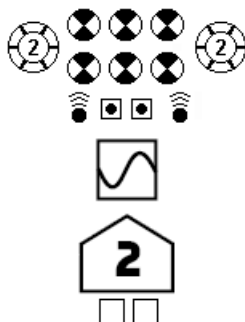
May add one ADFC for no mass and an additional 8 points

This is a generic general monitor. It has a moderate beam weapon loadout and wider than usual weapons arcs to compensate for its sluggish turn ability. It also carries a Salvo Missile launcher.

Generic missile monitor
NPV 523, CPV 598, mass 150



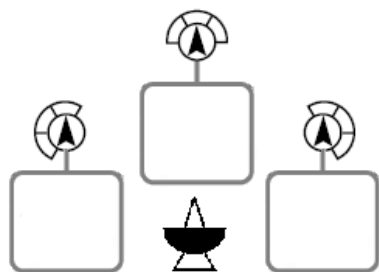
Magazine capacity = 10 mass each



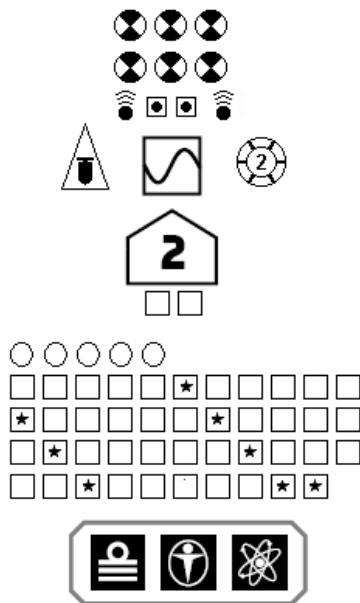
May add one ADFC for no mass and an additional 8 points


This is a generic missile monitor. It has a moderate beam weapon loadout and wider than usual weapons arcs to compensate for its sluggish turn ability. It also carries 2 Salvo Missile launchers.

Generic missile bombardment monitor
 NPV 528, CPV 603, mass 150



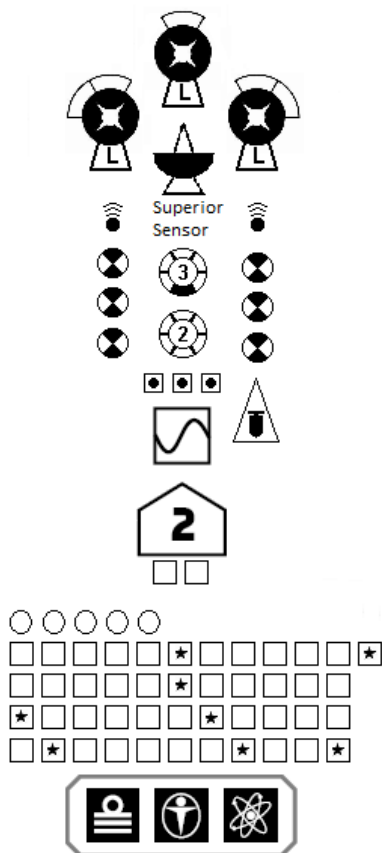
Magazine capacity = 10 mass each



 May add one ADFC for no mass and an additional 8 points

This is a modified missile monitor hull which has been adapted to the planetary bombardment role. It has a light beam weapon loadout. It carries 3 Salvo Missile launchers and an Orillery battery.

Generic LR Pulse Torpedo bombardment monitor
 NPV 527, CPV 602, mass 150



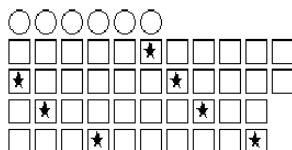
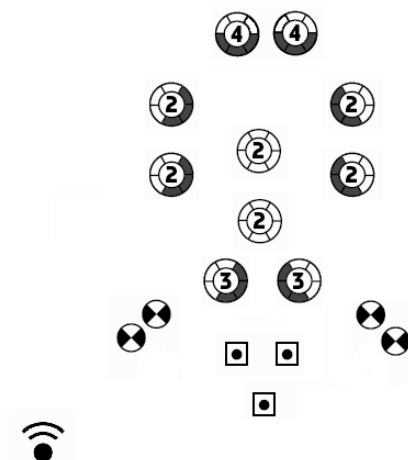
May add one ADFC for no mass and an additional 8 points

This is a generic Long Range Pulse Torpedo bombardment monitor; it has been adapted to the planetary bombardment role. It has a modest beam weapon loadout. It also carries 3 Long Range Pulse Torpedo launchers, and an Ortilery battery.

ESU MONITOR

NPV 487 CPV 543 MASS 140

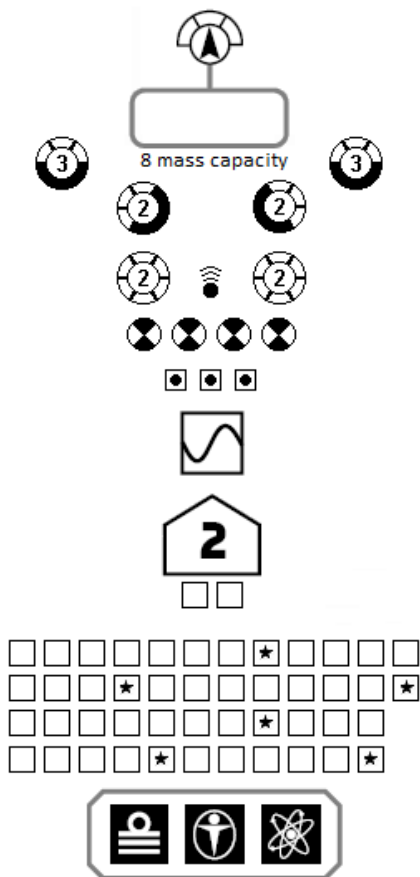
ID: _____ Name: _____



May add one ADFC
for no mass and an
additional 8 points

This is an ESU beam monitor that was converted from a Kalinov-A battleship. It has a powerful beam weapon loadout. This monitor is rare; the ESU relies mainly upon its modified Petrograd battleships for internal security and guard duty.

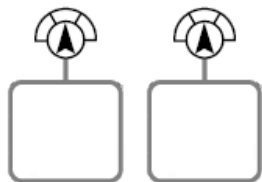
ESU internal security monitor
NPV 397, CPV 416, mass 116



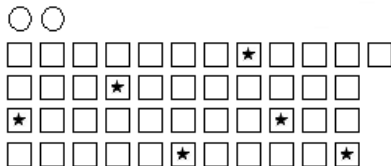
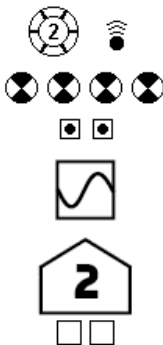
May add one ADFC for no mass and an additional 8 points


This is an ESU internal security monitor. It is a converted Petrograd class battleship. It has a moderate beam weapon loadout, increased PDS mounts, and a Salvo Missile launcher. Living conditions remain cramped and Spartan.

ESU internal security monitor
 (bombardment variant)
 NPV 395, CPV 414, mass 116



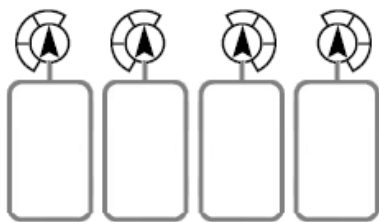
Magazine capacity = 12 mass each



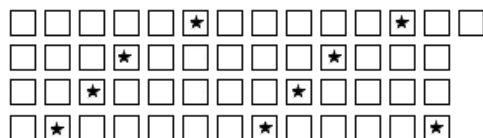
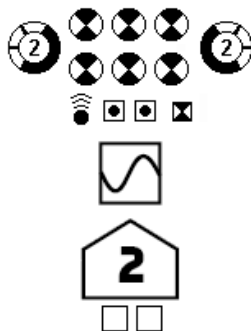
 May add one ADFC for no mass and an additional 8 points

This is a variant of the ESU internal security monitor that features a second Salvo Missile launcher and larger missile magazines. It is lightly armed with beam weapons and should be escorted.

FSE missile monitor
NPV 597, CPV 716, mass 170



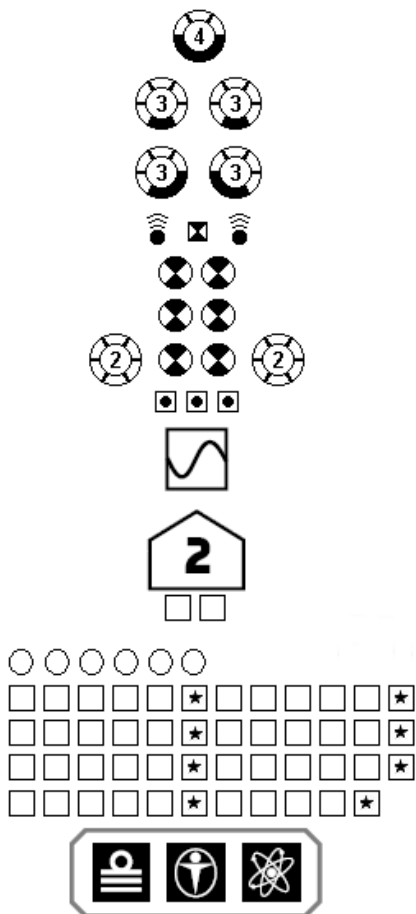
Magazine capacity = 12 mass each



May add one ADFC for no mass and an additional 8 points

This is an FSE missile monitor. It was converted from a battle dreadnaught hull. It has a light beam weapon loadout and 4 Salvo Missile launchers with large magazines.

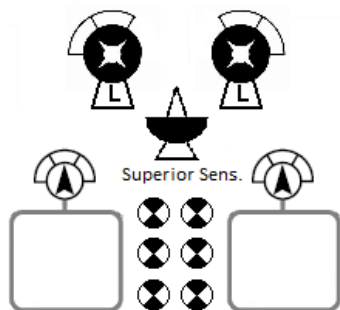
NAC beam monitor
NPV 560, CPV 656, mass 160



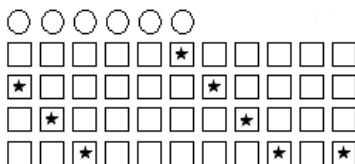
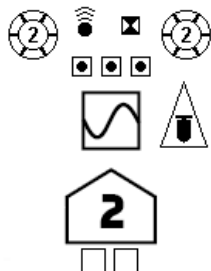
May add one ADFC for no mass and an additional 8 points


This is a NAC beam monitor. It has a strong beam weapon loadout with good weapon arcs. It is unusual in that it mounts an Area Defense Fire Control to defend nearby ships.

NAC LR Pulse Torpedo/missile bombardment monitor
 NPV 560, CPV 656, mass 160



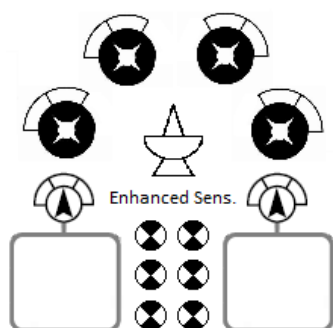
Magazine capacity = 10 mass each



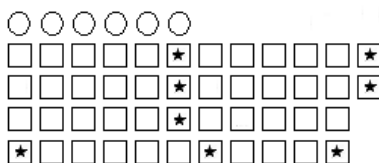
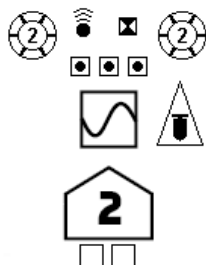
 **May add one ADFC for no mass and an additional 8 points**


This is an NAC missile monitor configured for planetary bombardment and Long Range Pulse Torpedo attack. It has reduced screens and a light beam weapon loadout.

NAC LR Pulse Torpedo/missile bombardment monitor
 Variant A
 NPV 563, CPV 659, mass 160



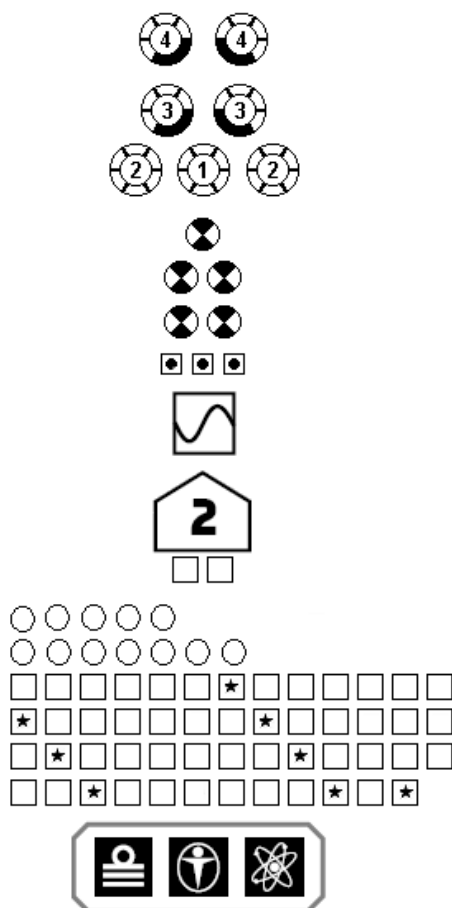
Magazine capacity = 10 mass each



 May add one ADFC for no mass and an additional 8 points

This is an uncommon variant of the NAC missile bombardment monitor that is configured with 4 standard Pulse Torpedoes instead of 2 Long Range torpedoes. It has not yet seen combat.

NSL beam monitor
NPV 544, CPV 619, mass 150



May add one ADFC for no mass and an additional 8 points

This is an NSL beam monitor. It has a strong beam weapon loadout, and wider than usual weapon arcs to compensate for its sluggish turn rate. It has thick layered armor for protection

Civilian facilities and ships:

There are a wide variety of civilian facilities that may be encountered or used in scenarios. Many of these are critical space infrastructure, and some are simply civilian recreational or research centers.

Civilian facilities tend to have 5 or even 6 row hulls, and may have some minimal combat abilities. Many rely on the local police and system governments to keep the area safe.

Many of these facilities were difficult to find miniatures for, and so players may need to make their own.

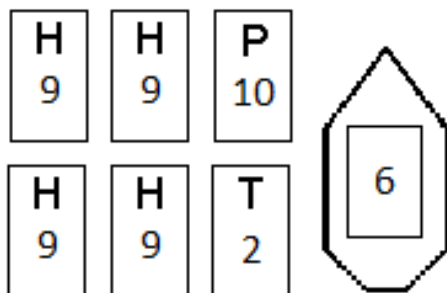
ASTEROID TRADING POST



[Combat-Scenery UK's Armada Asteroid Base](#)

Asteroid trading posts are an essential part of the asteroid mining community. Serving as a port of call for miners, the facility handles maintenance and fueling needs, conducts trade, and has limited recreational facilities. It has a troop complement, oftentimes private police forces or militias to help maintain order.

Asteroid trading base
NPV 227, CPV 145, mass 100



RELAY SATELLITE (COMM SAT)

Relay satellite (comm sat)

NPV 17, CPV 14, mass 4



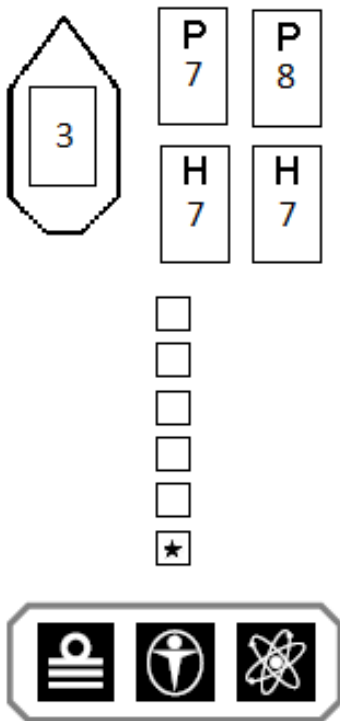
E= relay equipment, costed as
Enhanced Sensor

Relay satellites perform an important function: relaying message traffic. They are a common sight throughout Human space, and are normally ignored by passers-by. However, they do have their uses in special scenarios

They are normally small units, with poor defenses, and are unattractive targets for theft or piracy.

GENERIC CIVILIAN FACILITY

Generic civilian facility
(Research station, Casino/resort, etc)
NPV 46, CPV 7, mass 40



This SSD may be used for a variety of civilian non-combat facilities, including research facilities, resort/casinos, space hotels, etc.

These facilities tend to be unarmed, and are dependent on the local government or police to keep them safe.

LISTENING POST



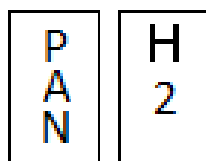
Ground Zero Games Power Module (used as Listening Post)

Listening posts conduct a vital function – that of long range detection of ship traffic. They are also tied into the local police tracking network to assist in vectoring police assets during anti-pirate operations.

Many of the personnel assigned to these stations are those who are out of favor or who had disciplinary problems, so they are not always the most reliable of crews.

Listening post

NPV 41, CPV 28, mass 12



PAN = solar panel array

ORBITAL REFUELLING PLATFORM



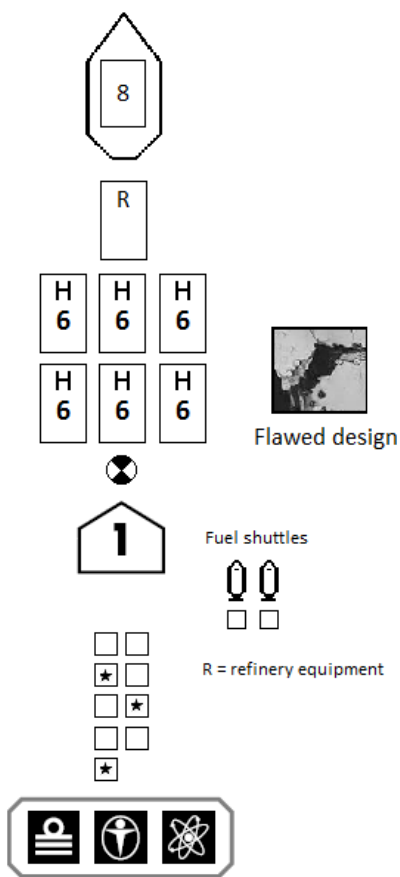
[Ravenstar Orbital refueling platform](#)

Orbital refueling platforms perform the vital function of ship refueling. They are dirty, dangerous, and prone to accidents.

They are deployed in orbit around gas giant planets and they normally carry 2 fuel scoop shuttles to collect hydrogen for processing. Fuel shuttles weight 4 mass, carry 2 mass of fuel for processing, and cost 4 points per shuttle.

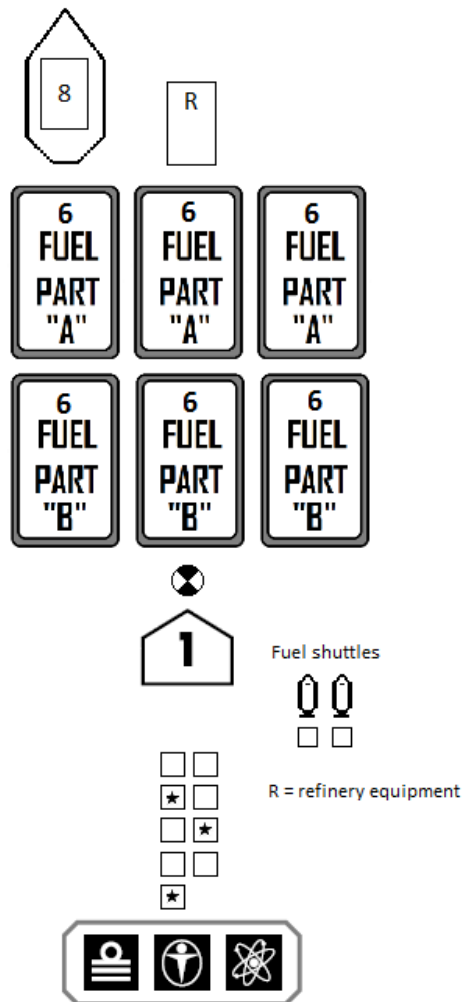
There are two SSDs provided. One uses the “Flawed Design” icon to represent the dangers inherent in volatile fuels. The second uses the optional “Part A and Part B” rules from Jim Klein’s “House Rules” document.

Orbital refuelling platform
NPV 72, CPV 20, mass 63 (+ 8 for fuel shuttles)



This version of the orbital refuelling platform uses the “Flawed Design” icon from the Project Continuum rules to represent the dangers inherent in volatile fuels. It is frequently jokingly referred to as the “Deepwater Horizon” class in reference to a 21st Century oil facility that was poorly maintained and precipitated a major environmental pollution incident.

Orbital refuelling platform
 NPV 90, CPV 25, mass 63 (+ 8 for fuel shuttles)



This SSD of the orbital refueling facility uses the optional "Part A and Part B" rules from Jim Klein's "House Rules" document to represent the dangers inherent in volatile fuels

ORBITAL TRANSFER STATIONS



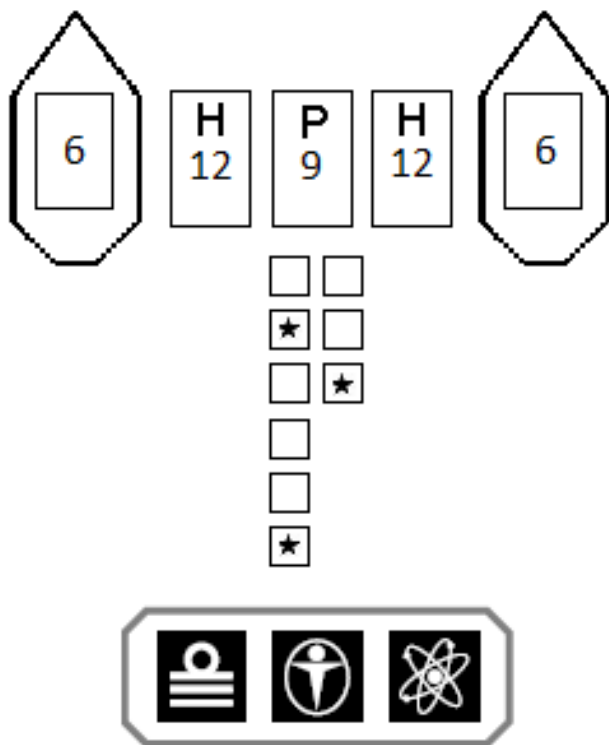
[Ravenstar Jansen station \(used as large orbital transfer station\)](#)



[Ravenstar Freeman Repair station \(used as small orbital transfer station\)](#)

Orbital transfer stations serve as platforms for passenger ships to dock and unload their passengers and cargo. The passengers and cargo are then loaded on shuttles that take them to their final destination. Occasionally, small freighters also dock here, but they typically dock at orbital warehouses instead.

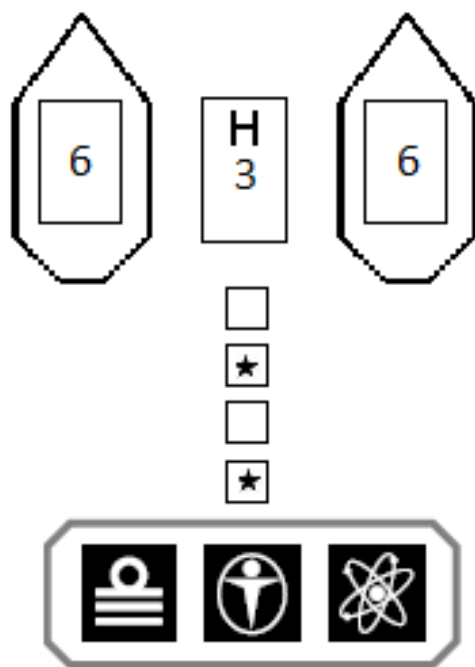
Orbital transfer station (large)
NPV 69, CPV 10, mass 60



The large orbital transfer station is capable of docking up to 4 small ships or 2 large ships at once. It has 2 shuttle bays for passenger and cargo shuttles. It also has short term passenger rooms and entertainment facilities.

Orbital transfer station (small)

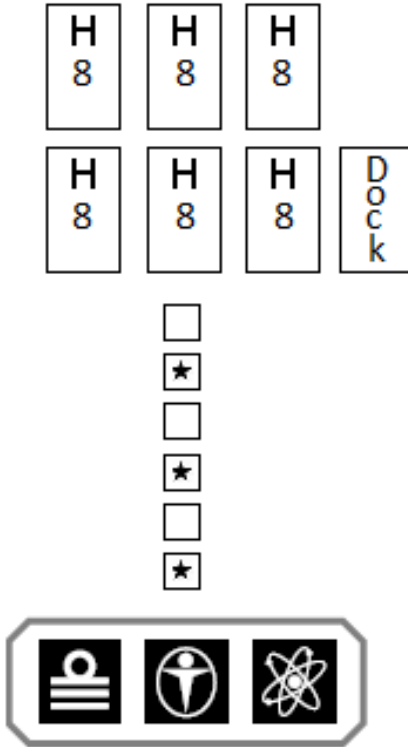
NPV 33, CPV 9, mass 25



The small orbital transfer station is capable of docking one ship at a time. It has 2 shuttle bays for passenger and cargo shuttles. Unlike its larger cousin, it has no significant passenger accommodations or entertainment facilities.

ORBITAL WAREHOUSES

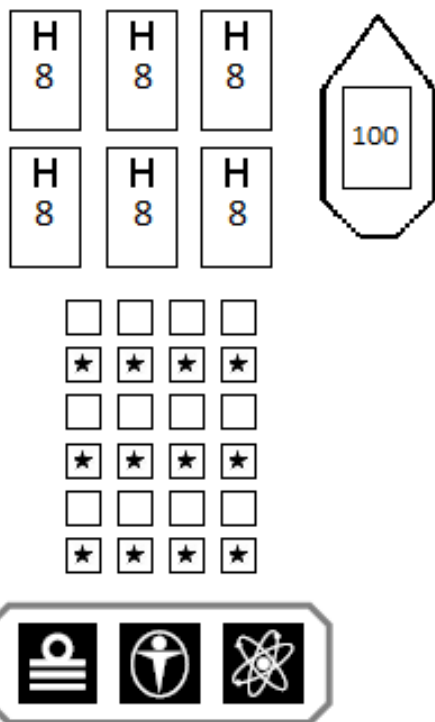
Orbital warehouse (external dock)
NPV 66, CPV 7, mass 56



These facilities serve as unloading and storage facilities for freighters. The freighter unloads at the warehouse, and then the cargo is loaded onto smaller shuttles or freighters for transport to its final destination.

This version has external docking facilities for unloading.

Orbital warehouse (internal dock)
NPV 246, CPV 30, mass 222



These facilities serve as unloading and storage facilities for freighters. The freighter unloads at the warehouse, and then the cargo is loaded onto smaller shuttles or freighters for transport to its final destination.

This version has a large internal bay that can accommodate a large (mass 100) freighter.

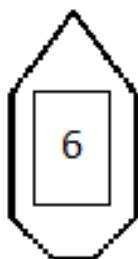
PLANETARY COLONIES



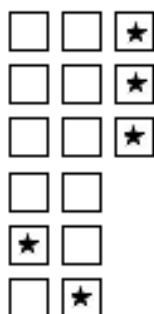
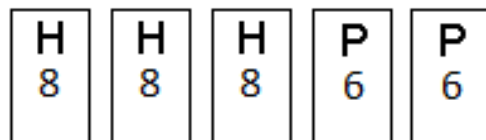
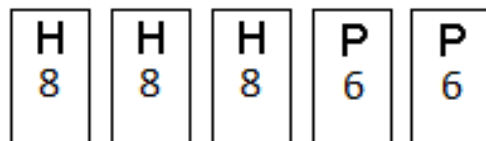
Planetary colonies tend to be modular affairs, many initially consisting of a specially modified large freighter. The freighter lands, and is dismantled to form the nucleus of the new colony. This is represented by the “small” colony SSD. The addition of a second modified freighter forms a “medium” colony. Large colonies consist of 3 or more freighter’s worth of infrastructure and are not shown here.

Colonies may also have Colony Defense Units attached to them.

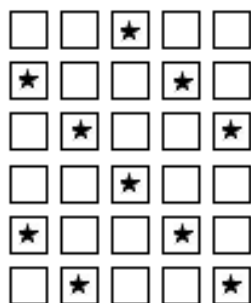
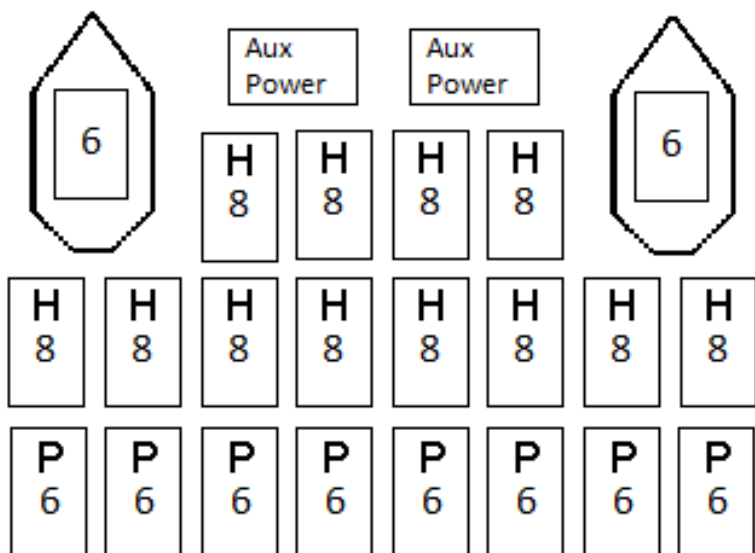
Planetary colony, small
NPV 123, CPV 27, mass 100



Aux
Power

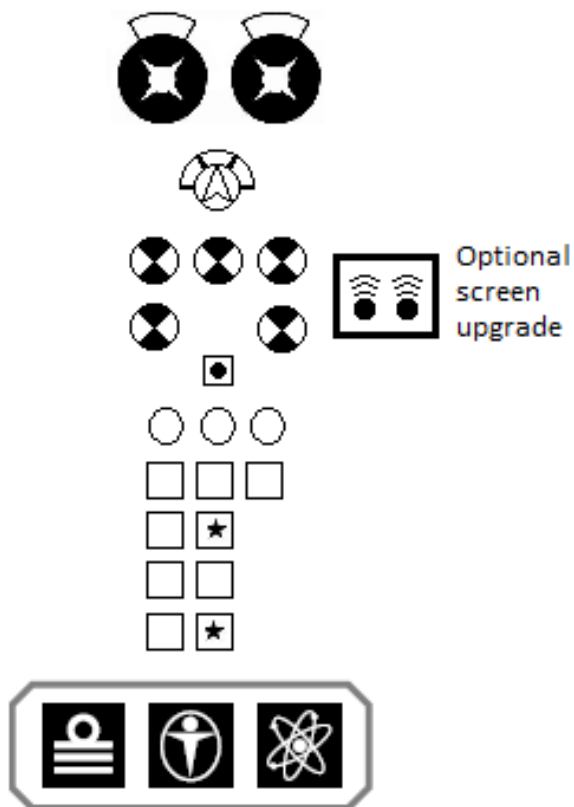


Planetary colony, medium
NPV 246, CPV 39, mass 200



Colony defense unit

NPV 109, CPV 88, mass 30



Screen-2 upgrade for use on airless bodies only;
the unit cost increases to NPV 121, CPV 99.

This is a typical colony defense unit. It has 2 Pulse Torpedo launchers and a one shot Salvo Missile rack. There is an optional screen-2 upgrade for use on airless bodies only.

POWER SATELLITE

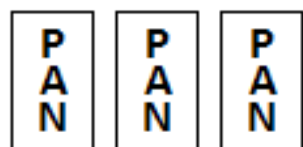


[Ground Zero Games Power Module FT-363 \(used as a power satellite\)](#)

Power satellites are typically seen at newly formed colonies and smaller worlds that lack the funds for large scale fusion reactors for power generation.

In reality, they are much larger than the model shown here, but they are mainly constructed of lightweight materials and so have minimal mass as compared to a starship.

Power satellite (unmanned)
NPV 60, CPV 11, mass 20



PAN = solar panel array

SENSOR STATION




[Ravenstar Warden Sensor station](#)

The Warden is most often deployed above and below the ecliptic of a star system and tied into various sensor satellites scattered throughout a star system. This enables it to monitor all traffic in and around the system. Due to this ability, it is often a priority target in any attack.



SENSOR STATION

NPV 128 CPV 105 MASS 35

ID: _____ Name: _____



★		
	★	

Points TMF
128 35

SHIPYARDS



[Ravenstar McKinzie space station](#)

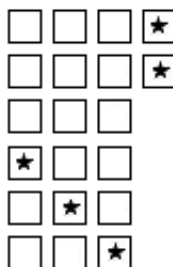
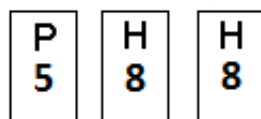
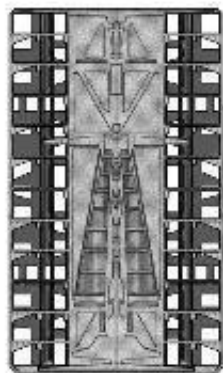
Shipyards are a critical part of any naval infrastructure. As such, they are highly defended assets. One can expect to find multiple combat bases, defense satellites, and even minefields in close proximity.

There are normally 3 sizes, each with increasing ship construction capacity.

There will normally be several other facilities in close proximity to a shipyard, including orbital warehouses, space factories, and defenses.

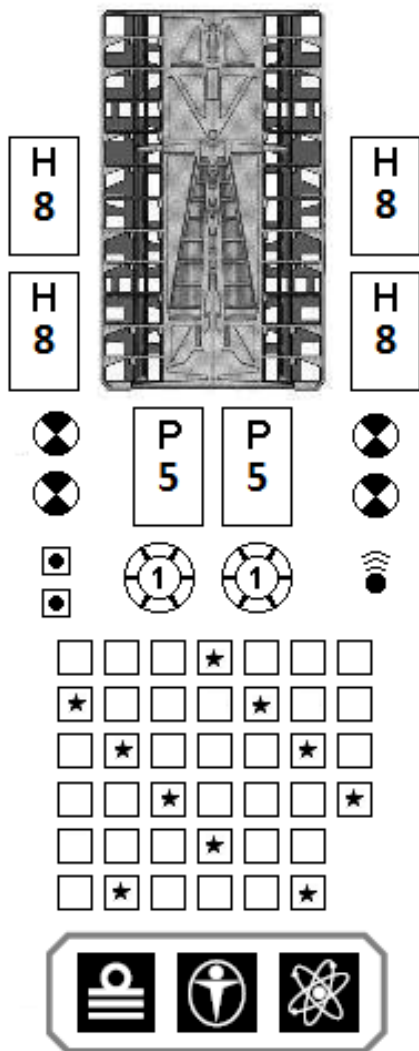
Shipyards, small
NPV 248, CPV 60, mass 100

Capacity: 100 mass



Shipyards, medium
NPV 496, CPV 130, mass 200

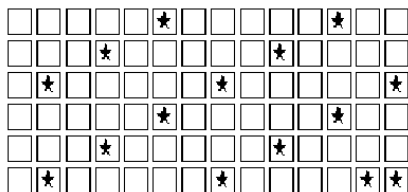
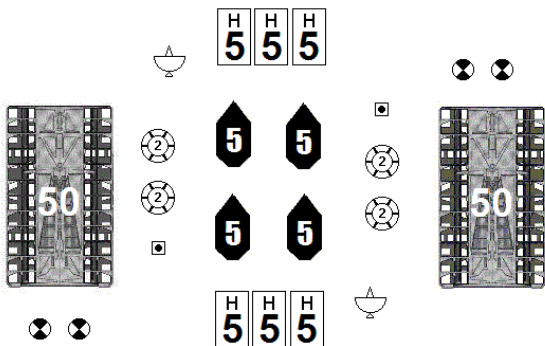
Capacity: 200 mass



MCKINZIE STATION

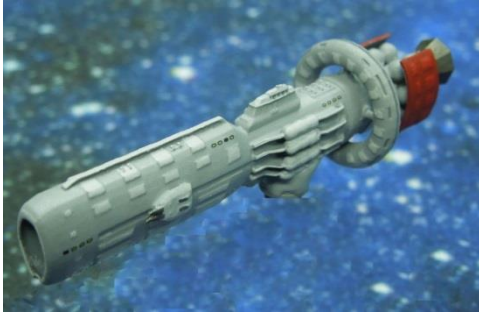
NPV 598 CPV 472 MASS 240

ID: _____ Name: _____



Points 598 Mass 240

SUBLIGHT COLONY SHIPS



[E13 Stellar Explorer by Tactical Game Systems](#)

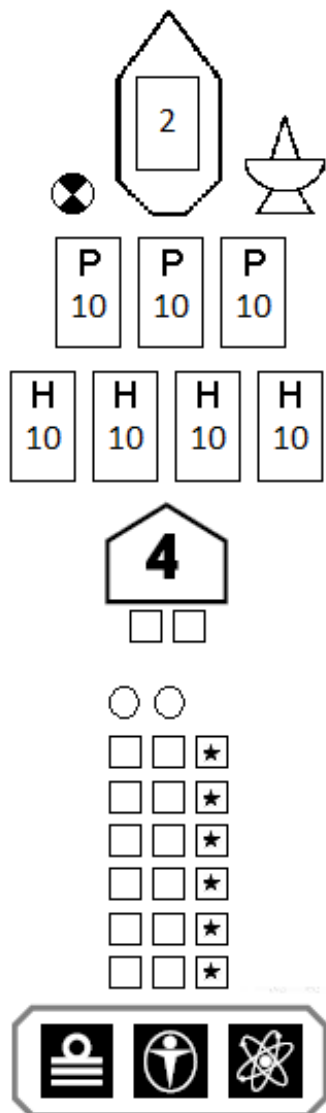


[T-6 Transport by Tactical Game Systems](#)

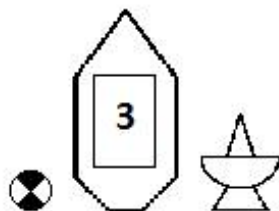
Sublight colony ships are not normally encountered; they are presented for use in a special scenario. They were launched in the era before reliable faster than light propulsion, and may take many years to reach their destination. They are typically unarmed and are slow; their thrust-4 actually represents the mass of their massive and inefficient sublight engines. Treat them as actually having thrust-1.

There are two sizes presented here to accommodate the available miniatures that are available.

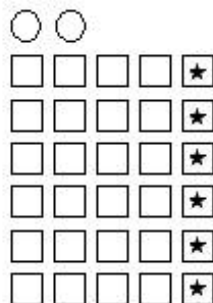
Sublight colony ship
NPV 201, CPV 103, mass 120



Sublight colony ship
NPV 325, CPV 182, mass 200



P 10	P 10	P 10	P 10
H 20	H 20	H 20	H 20



COURIER SHIP



[Brigade Models SAC Devilray Lancer](#)

Courier ships form the backbone of the interstellar communications network. Equipped with an FTL drive and massive sublight drives, they can travel to the edge of a star system and move to another star system in record time.

Courier

NPV 24, CPV 17, mass 8



This is typical of a courier vessel; a vessel with a massively oversized drive and cramped and uncomfortable crew quarters.

Bases:



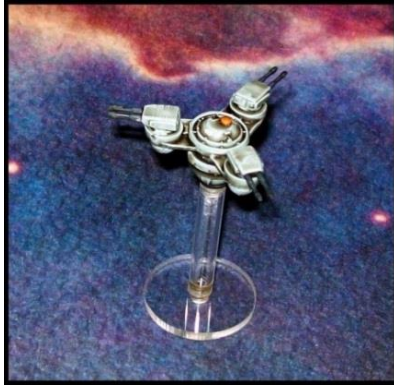
This section showcases bases. There are a wide variety of base types, and only a few are presented here.

Bases form the backbone of an interstellar empire. They serve as logistics points, ports for commerce, and military functions. Military functions include ship repair, maintenance, and supply. They also serve as a safe haven for nearby ships during times of pirate or enemy action.

Some bases have special sensors installed. If not using these, simply deduct the cost of them from the units cost (16 for Superior Sensors, or 8 for Enhanced Sensors).

Some bases mount Long Range Pulse Torpedoes. At the player's option these may be replaced with standard Pulse Torpedoes, with 2 standard torpedo launchers replacing one Long Range launcher for the same cost.

COMBAT BASES



[Ravenstar Beam Cannon platform](#)



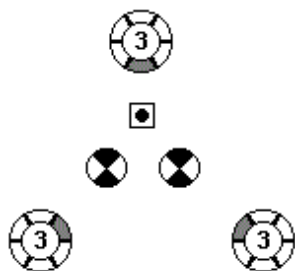
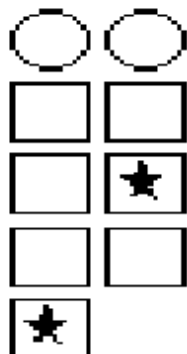
[Ravenstar Missile Platform](#)

Combat bases have one function only: combat. They sacrifice all other base functions to accomplish this. They are normally deployed near critical infrastructure like shipyards, space factories, orbital complexes, or as supplemental firepower for existing bases.

SMALL BEAM COMBAT BASE

NPV 136, CPV 113, MASS 36, STEALTH-1 UPGRADE +18 PTS

ID: _____ Name: _____



Points TMF
136 36



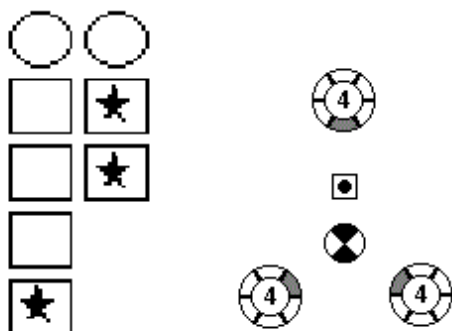
May add one ADFC for no mass and an additional 8 points

This is a generic beam armed small combat base. It has a powerful punch but cannot take much punishment.

MEDIUM BEAM COMBAT BASE

NPV 225 CPV 201 MASS 58, STEALTH-1 UPGRADE +16 PTS

ID: _____ Name: _____



Points TMF
225 58



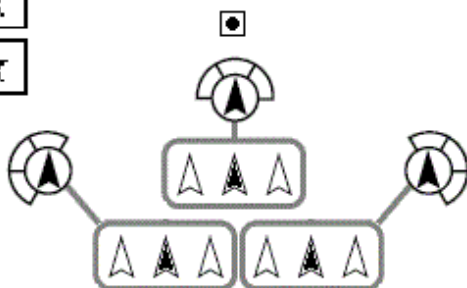
May add one ADFC for no mass and an additional 8 points

This is a generic beam armed medium combat base. It has a powerful long range punch, but is very fragile.

SMALL MISSILE COMBAT BASE

NPV 149 CPV 125 MASS 39, STEALTH-1 UPGRADE +16 PTS

ID: _____ Name: _____



Points TMF

149 39



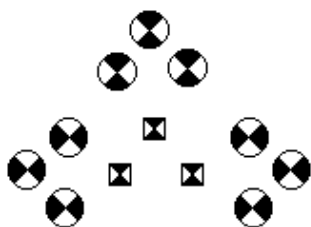
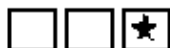
May add one ADFC for no mass and an additional 8 points

This is a generic small missile combat base. It has a substantial salvo capacity, with adequate magazine capacity, but is rather fragile.

POINT DEFENSE COMBAT BASE

NPV 133 CPV 110 MASS 36, STEALTH-1 UPGRADE +34 PTS

ID: _____ Name: _____



Points TMF
133 36



May add one ADFC for no mass and an additional 8 points

This is an uncommon combat base variant. It is normally stationed at critical infrastructure like a major shipyard.

The triple Area Defense Fire Controls allow it to assist 3 friendly vessels, and the double screens give it increased durability over the typical combat base.

LARGE COMBAT BASE



Ravenstar Pike Station

Large combat bases are less commonly seen, but they can have a significant impact on a battle involving them.

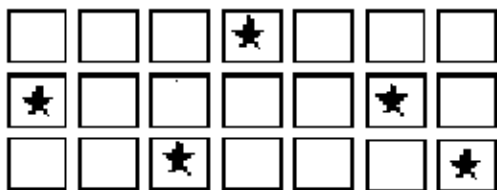
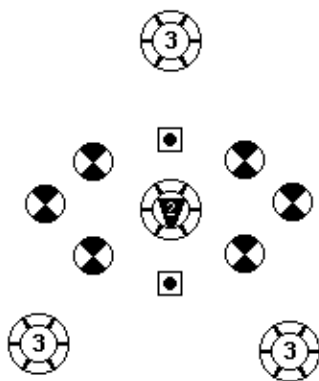
There are several varieties, including combat bases, fighter bases, and Heavy Graser bases.

Occasionally medium orbital defense platforms with 360 degree beam weapons are re-tasked for this role. They would be moved via system tug into their new position.

UNSC HEAVY GRASER LARGE COMBAT BASE

NPV 391 CPV 384 MASS 92, STEALTH-1 UPGRADE +48 PTS

ID: _____ Name: _____



Points TMF

391 92



May add one ADFC for no mass and an additional 8 points

This is a large UNSC Heavy Graser combat base.

NAC HEAVY GRASER LARGE COMBAT BASE

NPV 346 CPV 339 MASS 92, STEALTH-1 UPGRADE +48 PTS

ID: _____ Name: _____

○	○	○			
□	□	□	★	□	□
□	□	★	□	□	
□	★	□	□	□	
★	□	□	□	★	

This has the NAC version of the Heavy Graser, which does not get a re-roll on a die roll of "6"

0		Points TMF
		346 92

May add one ADFC for no mass and an additional 8 points

This base is very similar to the UNSC Heavy Graser base, but is built by the NAC, using their new Heavy Grasers. NAC Heavy Grasers do NOT get a re-roll on a die roll of "6".

HEAVY FIGHTER BASE



[Spartan Dindrenzi Bastion class battle station](#)

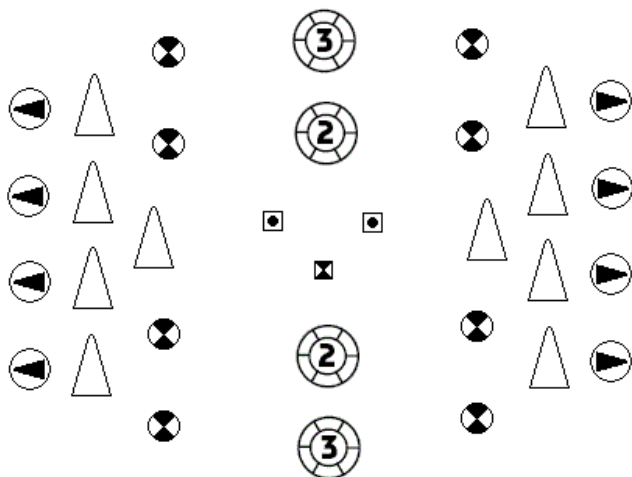
Heavy fighter bases are occasionally seen in areas that need extensive fighter coverage, but which lack a conveniently located planetary base or naval carriers.

They typically are moderately armed, and rely on their fighters (or nearby combat bases) for protection.

HEAVY FIGHTER BASE

NPV 719 CPV 647 MASS 195

ID: _____ Name: _____



<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Points TMF
719 195

May add one ADFC for no mass and an additional 8 points

BATTLE STATIONS



[Ravenstar Raiden Battle station](#)

Battle stations are large combat bases that can also handle logistics (minor repairs, maintenance, and resupply) for naval forces.

They are well armed and can take considerable punishment from enemy forces.

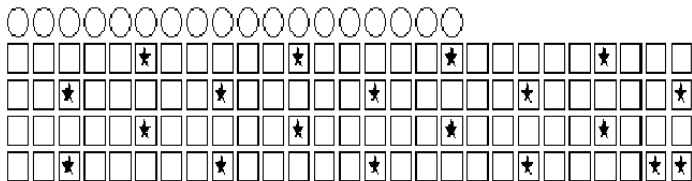
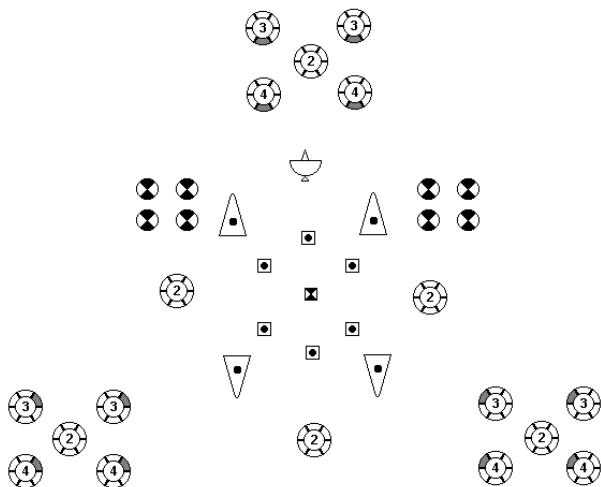
Both single section and multi-section bases have been included here. Single section bases are harder to destroy, but have a higher CPV cost, whereas multi-section bases are easier to destroy and are less expensive.

Pulse Torpedo and missile armed versions use turret-mounted heavy weapons.

BATTLE STATION

NPV 1404 CPV 2207 MASS 380

ID: _____ Name: _____

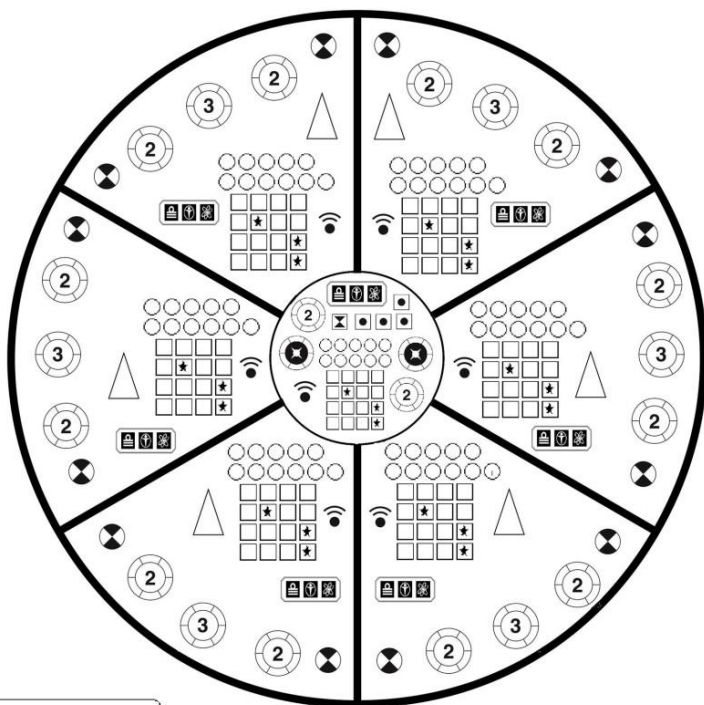



Points TMF
1404 380

May add one ADFC for no mass and an additional 8 points

BATTLE STATION (7 SECTION)

NPV 1396 CPV 1167, MASS 392



 May add one ADFC for no mass and an additional 8 points

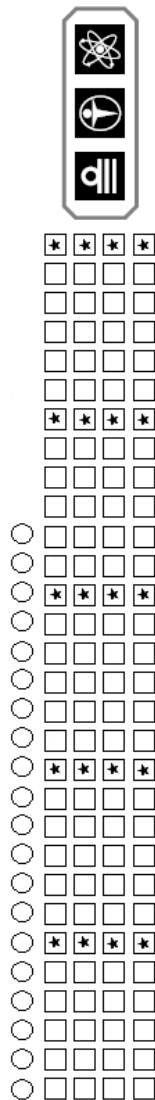
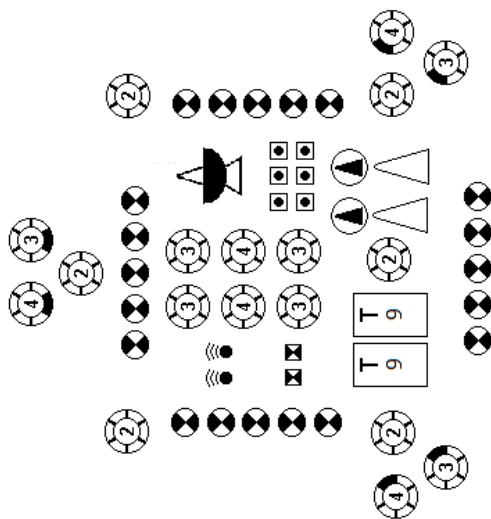
MASS 392
POINTS 1396

This is a 7-section battle station. The core cannot be attacked until a line of sight can run through a destroyed section first.

BATTLE STATION (BEAM ARMED)

Battle Station
 NPV 1456, CPV 2470, mass 400
 Fighters and Marines not included

May add one ADFC
 for no mass and an
 additional 8 points

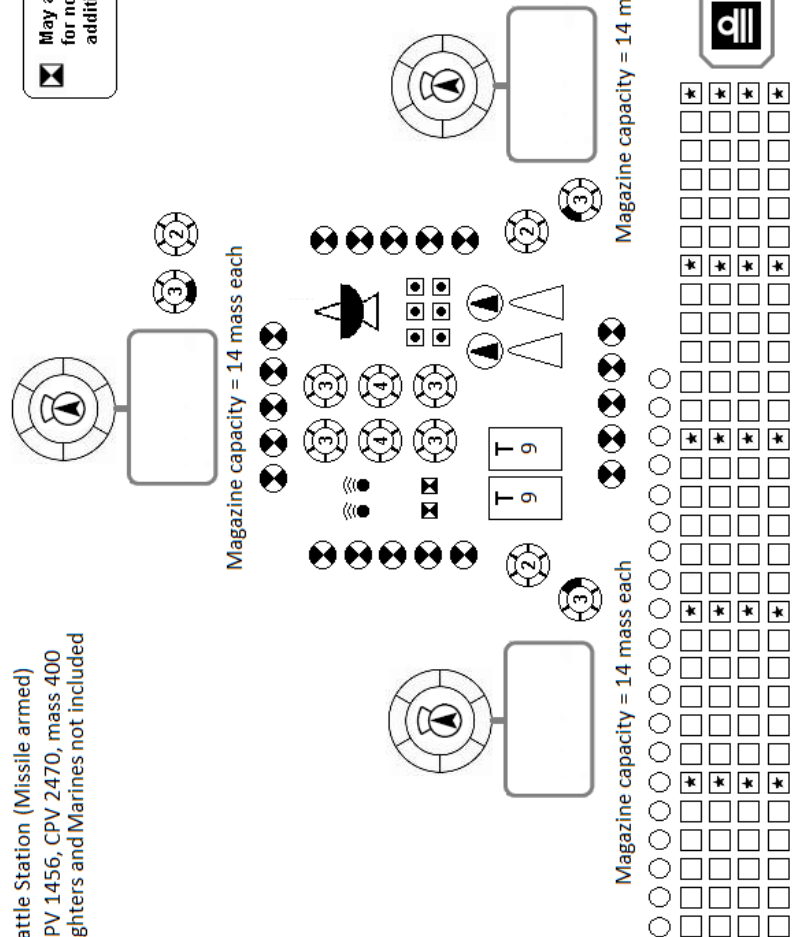


This is a generic beam armed battle station.

BATTLE STATION (MISSILE ARMED)

Battle Station (Missile armed)
 NPV 1456, CPV 2470, mass 400
 Fighters and Marines not included

May add one ADFC
 for no mass and an
 additional 8 points

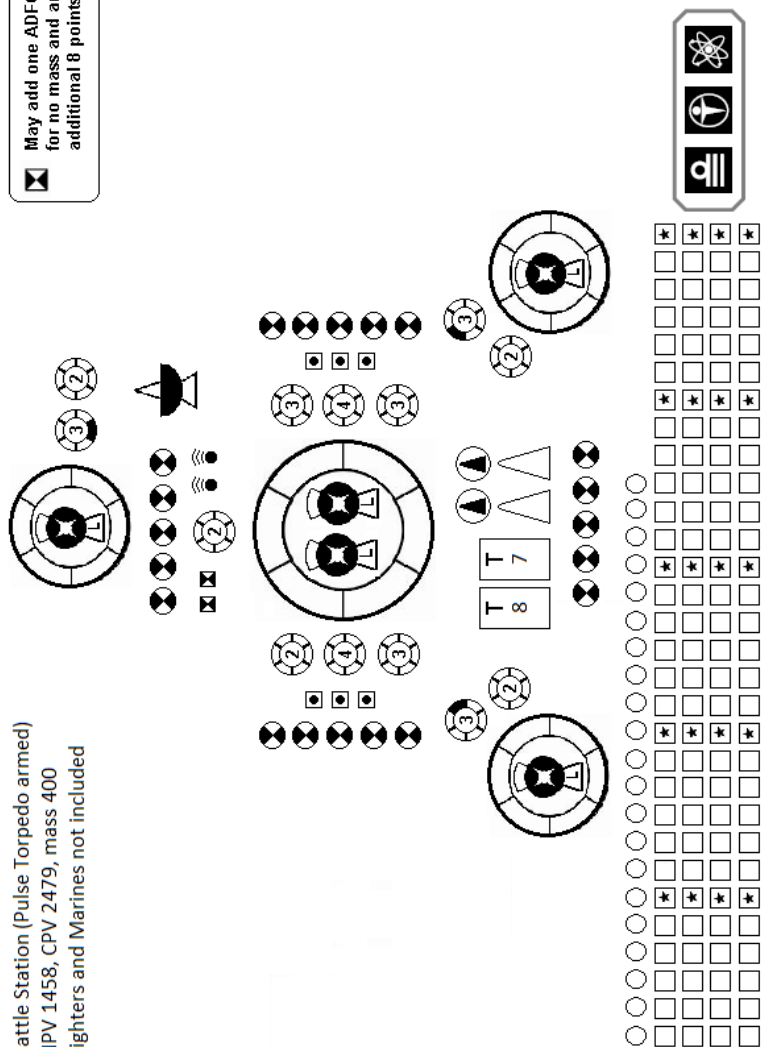


This is a generic missile armed battle station.

BATTLE STATION (LR PULSE TORPEDO ARMED)

Battle Station (Pulse Torpedo armed)
 NPV 1458, CPV 2479, mass 400
 Fighters and Marines not included

May add one ADFC
 for no mass and an
 additional 8 points

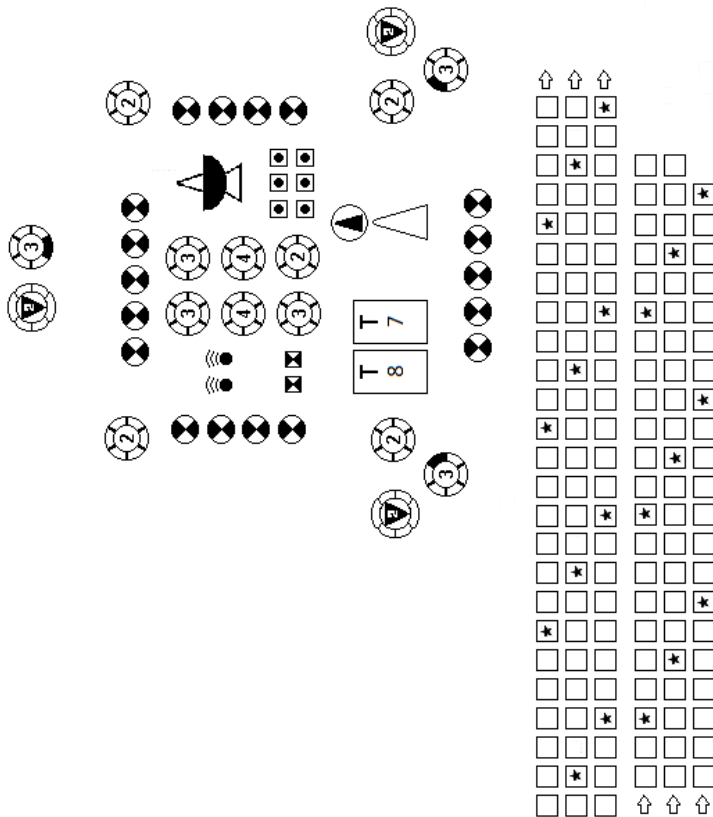


This is a generic Long Range Pulse Torpedo armed battle station.

UNSC BATTLE STATION (HEAVY GRASER ARMED)

UNSC Battle Station (Heavy Graser armed)
 NPV 1671, CPV 2761, mass 400
 Fighters and Marines not included

May add one ADFC
 for no mass and an
 additional 8 points



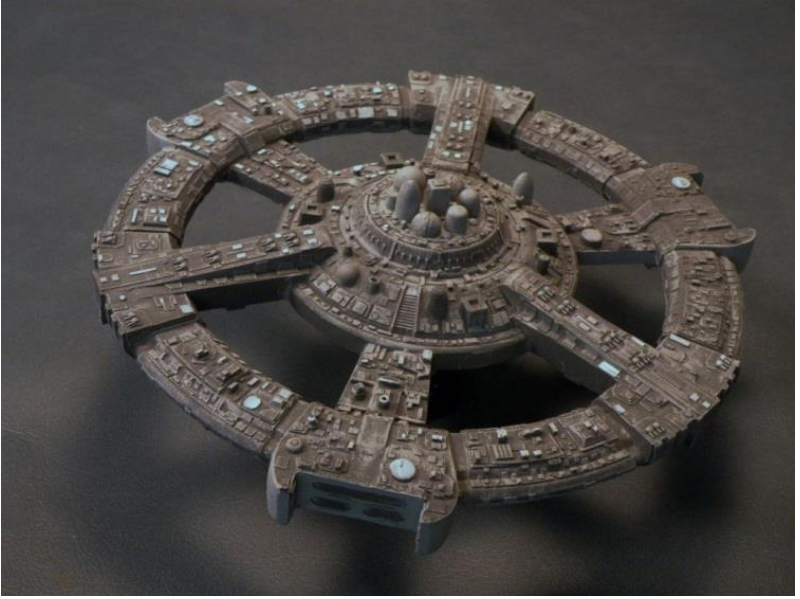
NAC AREA SCREEN BATTLE STATION REFIT



As mentioned in the NAC Fleet book by Jim Klein, the NAC had plans to refit some battlecruiser and battleship hulls with advanced area screens. While no ships of these classes have yet reached the fleet due to budget cuts after the Kravak War, there were plans to perform an upgrade on an existing battle station to prove the viability of Area Screens on bases.

This is an SSD for this upgrade, were funds made available for such work. The area screen would add one screen level to all units within a 6MU radius (i.e., a ship with level 1 screens would be treated as level 2, and a ship with level 2 screens would be treated as level 2, but a die roll of 6 would result in no re-roll.

STAR FORTRESS



Ravenstar Fort Courage

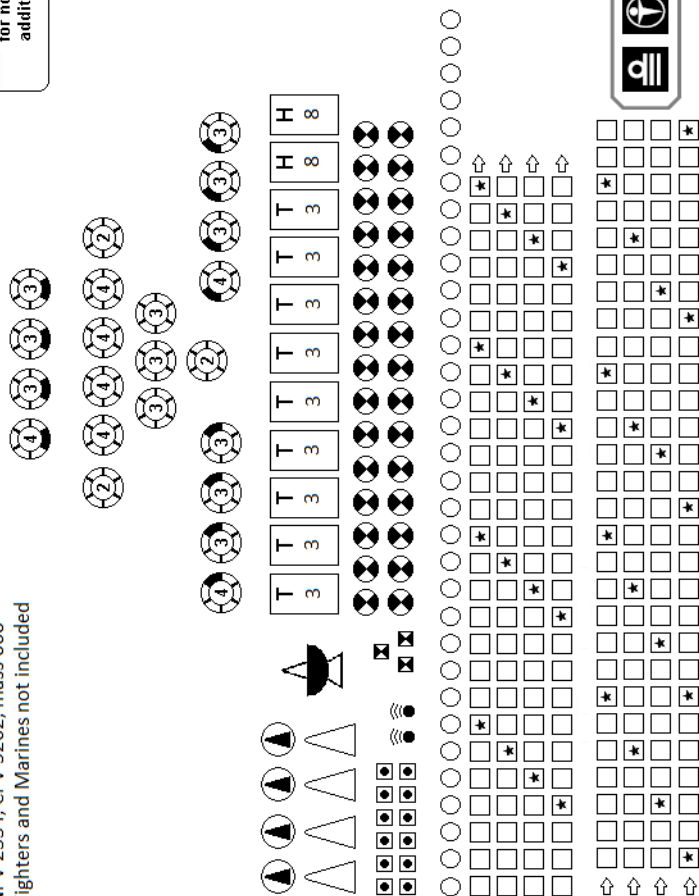
Star Fortresses are more than just a larger version of a battle station – they also provide ship refit capabilities and can hold significant quantities of cargo and troops. They serve as the cornerstone of a sector's defense capabilities.

As a result, they can be very large and expensive units, but an enemy fleet will have a difficult time destroying one as long as there is a friendly defending fleet.

STAR FORTRESS (1-SECTION)

Star Fortress
 NPV 2334, CPV 5262, mass 660
 Fighters and Marines not included

May add one ADFC
 for no mass and an
 additional 8 points



This is a generic beam armed Star Fortress. It is more durable than the 2-section base but more costly as well.

STAR FORTRESS (1 SECTION) LR PULSE TORPEDO ARMED

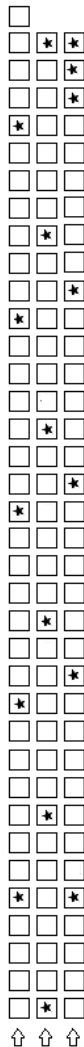
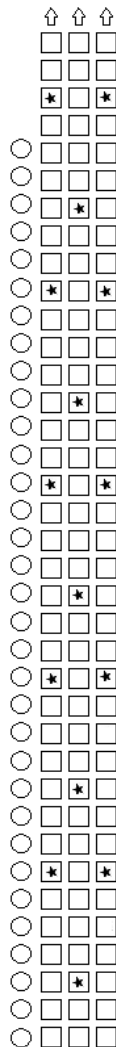
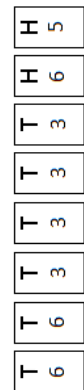
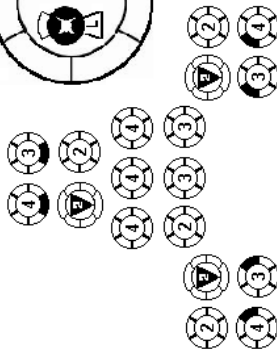
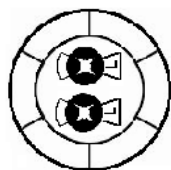
Star Fortress (Long-range Pulse Torpedo armed)
 NPV 2334, CPV 5371, mass 660
 Fighters and Marines not included

This is a generic Long Range Pulse Torpedo armed Star Fortress. It is more durable than the 2-section base but more costly as well.

UNSC STAR FORTRESS (1 SECTION) HVY GRASER + LR PULSE TORP

UNSC Star Fortress (Heavy Graser + Long Range Pulse Torpedo)
 NPV 2644, CPV 5865, mass 660
 Fighters and Marines not included

May add one ADFC for no mass and an additional 8 points



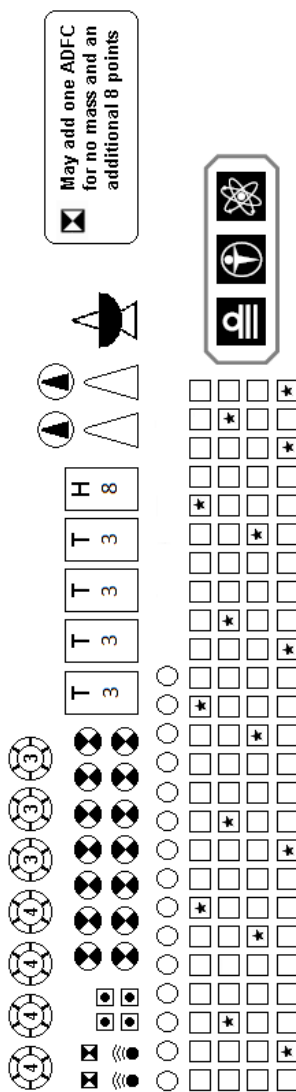
This is an UNSC Heavy Graser + Long Range Pulse Torpedo armed Star Fortress. This is a 1 section base.

STAR FORTRESS (2 SECTION)

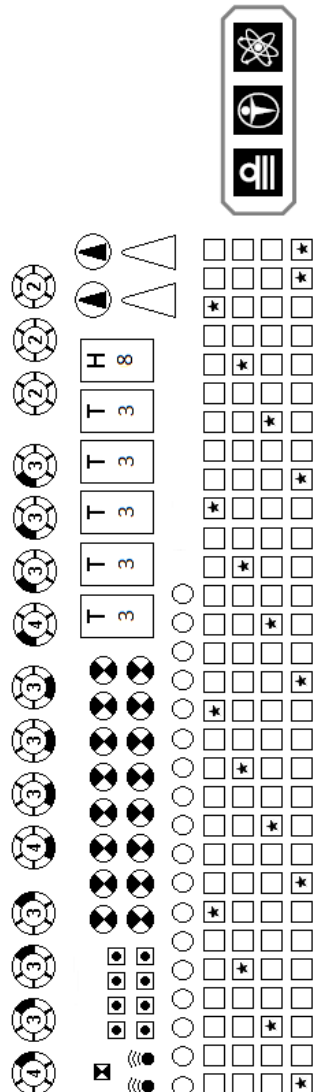
Star Fortress

Total base cost: NPV 2334, CPV 3485, mass 660 (+ Fighters and Marines)

Core: NPV 1061, CPV 1490 (+ Fighters and Marines)



Outer ring: NPV 1273, CPV 1995 (+ Fighters and Marines)

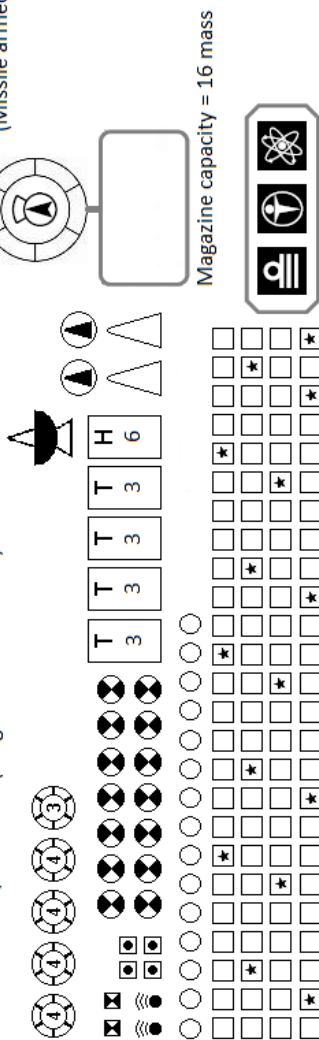


This is a generic beam armed Star Fortress. The outer ring must be destroyed before the core can be damaged.

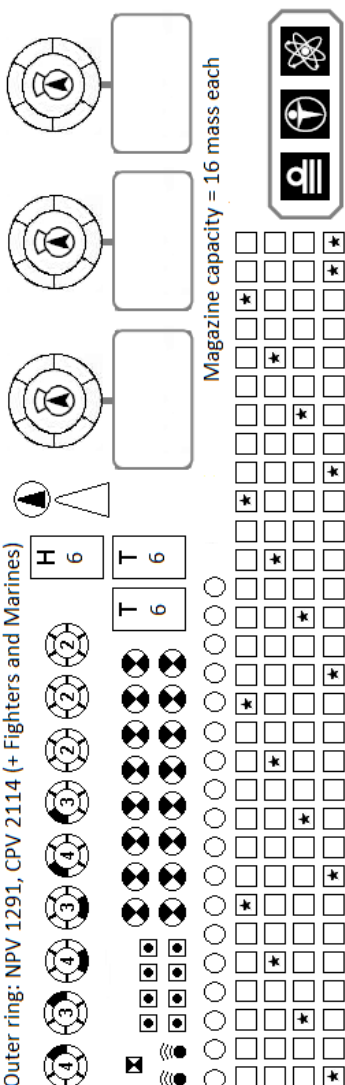
STAR FORTRESS (2 SECTION) MISSILE ARMED

Star Fortress (Missile armed)

Total base cost: NPV 2361, CPV 3629, mass 660 (+ Fighters and Marines)
 Core: NPV 1070, CPV 1515 (+ Fighters and Marines)



Outer ring: NPV 1291, CPV 2114 (+ Fighters and Marines)



This is a generic missile armed Star Fortress. The outer ring must be destroyed before the core can be damaged.

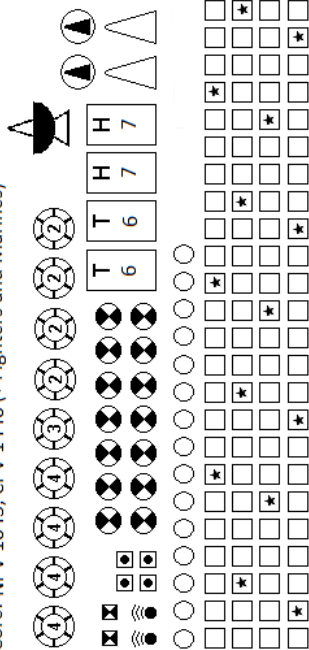
STAR FORTRESS (2 SECTION) LR PULSE TORPEDO ARMED

Star Fortress

(Long Range Pulse Torpedo armed)

Total base cost: NPV 2334, CPV 3554, mass 660 (+ Fighters and Marines)

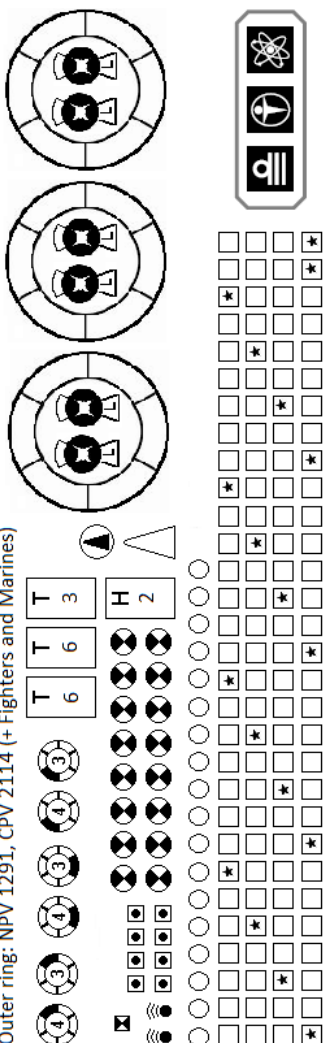
Core: NPV 1043, CPV 1440 (+ Fighters and Marines)



May add one ADFC for no mass and an additional 8 points



Outer ring: NPV 1291, CPV 2114 (+ Fighters and Marines)



This is a generic Long Range Pulse Torpedo armed 2-section Star Fortress. The outer ring must be destroyed before the core can be damaged.

COMBAT SUPPORT REPAIR SHIP



[Ravenstar Forge mobile repair station](#)

Combat support repair ships are used to conduct repairs close to the fighting. They have FTL drives and can follow the fleet, albeit slowly. Ships that are too badly damaged for the combat support repair ships to handle are returned to the rear areas to be repaired by a fleet repair dock.

COMBAT SUPPORT REPAIR SHIP

NPV 389 CPV 378 MASS 150

ID: _____ Name: _____

The diagram shows a ship layout with the following elements:

- A wireless signal icon on the left.
- A 5x8 grid of squares. Stars are located at (row, column): (1,5), (2,2), (2,8), (3,5), (4,2), (4,8), (5,5), (5,8).
- Four 'H 8' icons arranged in a 2x2 grid.
- Four circular icons with numbers: one '2' at the top, two '2's below it, and two '1's below those.
- Two square icons with a dot in the center, positioned between the '1' icons.
- Three circular icons with a cross in the center, positioned around the bottom and sides.


Tug Mass
 100


 2





Points TMF
 389 150

May add one ADFC for no mass and an additional 8 points

Miniatures used in this book

Medium orbital defense platform:

[Ravenstar Pike Station \(mounted sideways\)](#)

Small orbital defense platform:

[Spartan Directorate Neutralizer defense platform](#)

[Spartan Terran Alliance Security class defense platform](#)

Micro orbital defense platform:

[Ground Zero Games V15-107C grav drone \(without missiles\)](#)

Defense satellites:

[Modified Ground Zero Games V15-70 mini hover drone with V15-ACC29 missile pods](#)

[Modified Ground Zero Games V15-70 mini hover drone with Brigade Models British gun turret](#)

Civilian warships:

[Brigade Models British battlecruiser \(used as large system defense ship\)](#)

[Brigade Models British heavy cruiser \(used as medium system defense ship\)](#)

[Brigade Models British light cruiser \(used as small system defense ship\)](#)

Monitors:

[Iron Wind Metals Mjolnir \(20-195\) battle cruiser](#)

[Iron Wind Metals Agamemnon Heavy Cruiser](#)

Asteroid trading post:

[Combat-Scenery UK's Armada Asteroid Base](#)

Listening post/Power satellite:

[Ground Zero Games Power Module](#)

Orbital refueling platform:

[Ravenstar Orbital refueling platform](#)

[Fuel shuttles](#)

Orbital transfer stations:

[Ravenstar Jansen station \(used as large orbital transfer station\)](#)

[Ravenstar Freeman Repair station \(used as small orbital transfer station\)](#)

Sensor station:

[Ravenstar Warden Sensor station](#)

Shipyards:

[Ravenstar McKinzie space station](#)

[Ravenstar Forge mobile repair station](#)

Sublight colony ships:

[E13 Stellar Explorer by Tactical Game Systems](#)

[T-6 Transport by Tactical Game Systems](#)

Courier ship:

[Brigade Models SAC Devilray Lancer](#)

Combat bases:

[Ravenstar Beam Cannon platform](#)

[Ravenstar Missile Platform](#)

Large combat base:

[Ravenstar Pike Station](#)

Heavy fighter base:

[Spartan Dindrenzi Bastion class battle station](#)

Battle station:

[Ravenstar Raiden Battle station](#)

Star Fortress:

[Ravenstar Fort Courage](#)

Combat support ship:

[Ravenstar Forge mobile repair station](#)