Credits and Thanks
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The Colonies of Man: A Brief History:

There is little known for certain regarding Kobol. The Sacred Scrolls tell us it was the cradle of human civilization. Rolling hills and sweeping seas, the heart of the planet was the City of the Gods, where Zeus, Ares, Aphrodite, Hera, and the Lords of Kobol lived in harmony with the Tribes of Man.

The people explored the limits of science. They built the famous Forum, the great Temple, and the Opera House, which were duplicated in part in the city of Delphi on Caprica.

Some people devoted their lives to the Gods, and were named as Oracles to the People. These were the spiritual leaders of the tribes and to this day are the spiritual leaders of each Tribe. According to scripture, the Gods gifted these Oracles with the gift of prophecy and this led to the writing of the Sacred Scrolls. These Scrolls are the collected writings of all the Oracles, in particular the Oracle Pythia, who wrote of the cycle of time. She foresaw the coming darkness, and said that it would consume humanity over, and over, and over again. With each cycle, the people would be exiled or flee their homes to be reborn elsewhere.

To escape the coming onslaught of Darkness, certain Lords of Kobol with the aid of the people built over a dozen colony starships and fled into space. Hera, the Queen of the Gods was so overcome by grief as she watched the great Galleons leave that it is said she threw herself from the peak of the highest mountain. Her husband, Zeus was so enraged at her death he screamed to the heavens a curse, that any man who returned to Kobol would pay a price in blood. The Tribes of Man heeded the warning, and did not return to the world of their birth. They ventured deep into the blackness of space, eventually finding twelve habitable worlds in a cluster of bright life bearing stars. These worlds became the Twelve Colonies.

Leaving Kobol so unexpectedly and in such urgency as was necessary, the first colonist brought little with them. Worse, anger and confusion over the perceived betrayal by the God's caused conflict and further rifts between the twelve Tribes. The colonists neglected, even rejected their past and their history and found ways to separate themselves even further than come together as one. Civil Wars flared, and the colonists entered a dark age which stalled and in some cases even reversed much of their once proud culture and society. The Dark Age lasted for nearly one thousand years, and much knowledge was lost. The very infrastructure of the Colonial society was destroyed, and all efforts were stagnated - from agriculture and industry to research and rediscovery.

At long last, the Twelve Tribes began to rebuild their own heritage. Open warfare and destruction waned, but that did not mark the end of political conflict. The Twelve Colonies developed their own unique identities. Worlds rich in natural resources pulled ahead, developing at a faster rate than those with less to seize positions of cultural and political prominence and power, becoming leaders within the system. Peace brought progress however, and travel between the twelve worlds became more common and easier once more. Industry and education began to take the center stage, and the Colonies traded
resources, products and services amongst one another. The official currency of the Twelve Colonies, the cubit, was introduced and a common measure of value further helped to stabilize colonial economies throughout the system.

The Colonies once more turned their attention to the exploration of space. Observatories were built to explore the edge of space around them. Listening stations were next, and the colonies pointed them towards the heavens to see if there was anyone out there. but the heavens were silent and cold. Fleets of ships were built, and for a time it appeared as if the Twelve Colonies had at last achieved a total peace with one another. Unfortunately, this was not to be.

The next age of darkness came up on the Colonies slowly. It began with two events which at first glance appeared to be unrelated. First was the gradual breakdown of peace, old prejudices and new arguments clouded the political landscape of the day. No single one event can be identified as the trigger. The poor colonies wanted more from the rich. Smaller worlds wanted space on the larger worlds. Debates over prices and commodities rose and fell. Practical disputes gave way to personal biases and the return of old hatreds.

The second wave of civil war was far more subdued than the first. Fighting was mostly restricted to border moons and backwater parts of the core worlds. That way, it could not interfere directly with the comfortable daily lives of the wealthy and influential. During this time, the Cylons were created.

The Cylons were meant to help us. They were stronger, faster. They could go places were man could not and do the things we would not or could not. The Cylons seemed to be a perfect solution for a civilization consumed with efficiency.

Cylon development was pushed to better their uses to men. The robots were given advanced processing capabilities and logic systems. More and more elaborate software was designed and in time, unbeknown to their creators..

The Cylons became aware.

The First Cylon War lasted for twelve long years. Battles were fought across the system, on the colony worlds and in space around them. It rapidly became clear that the Cylons had not just been given the ability to think. They had also been endowed with the ability to hate. Reports came from all fronts of the Cylon’s ferocity in battle. They killed without mercy, leaving no survivors. Entire cities were destroyed, and all who tried to flee were systematically hunted down and executed. They even boarded ships to kill for the seeming joy of it. One such case, documented and factual was the attack on the cruiser Brenik. Only 20 personnel from its crew of 75 escaped. Only ten Cylons boarded the colonial vessel.

With their intimate knowledge of computer systems, the Cylons developed "logic bombs", viruses that shut down networked machines. Worse, they could turn our own ships against us - Colonial warships targeting one another and opening fire with their crews powerless to shut down or stop their own slaughter.
The Cylons savagery and success in battle did have one positive side-effect for the Colonials. It brought all Twelve Worlds together against a common foe. Talk of unification quickly turned to action and the Articles of Colonization were drafted and signed. The modern Colonial Government - a democratic federal republic - was born.

The arm race was hot and heavy. Both sides continually creating new and more destructive means of trying to exterminate the other. The Colonies built the battlestars. The Atlantia, the Athena, the Helios, then a second generation of battlestars - like the Galactica, the Titon and other great flagships took to the skies against the Cylons' new basestars and raider assault craft. The new Colonial craft were specifically designed without networked computers so that the Cylons could not turn them against us. For the first time, the tide of war changed and the Colonials realized they had a true chance to win the war.

Thousands of men and women gave their lives during the First Cylon War. It was the viper pilots who led the charge in the sky while the grunts on land fought the Centurions on the surface of the worlds. Both sides wanted nothing less than the complete annihilation of the enemy. Ultimately, the First Cylon War ended in stalemate. Neither side could gain a substantial advantage and the attrition was brutal. After twelve years of fighting, man and machine met on a small moon named Cimtar. An armistice was declared, and the Cylons agreed to leave the system in search of a world to call their own. Some experts believed that the Cylons fleeing the system of their creation had as much religious significance as the tribes flight from Kobol. There were those who believed it was the culmination of the second time of darkness, as the Oracle Pythia had foreseen.

A station was built at the line in space which both sides agreed never to cross. Armistice Station was built to offer the opportunity for peaceful negotiations and talks with the Cylons. Every year, a representative of the Colonies was sent in the hope the Cylons would respond in kind. For forty years, only the emptiness of the void was met.

The Colonial Military continued to push for further development in ship and weapons technology in the years following the end of the First Cylon War. Dozens of new battlestars joined those already in service. The viper fighter, which had undergone only one upgrade during the years of the war went through several more changes in design and power. Roughly twenty-years after the end of the war, the first of a new class of battlestar was built - the Mercury Class. These new ships, among them the battlestar Pegasus rapidly became the jewels of the Colonial Fleet. Older ships like the Atlantia and the Galactica remained in active service but plans were commenced to decommission the older vessels and replace them with the newer, more powerful Mercury Class ships.

Twenty years after the first Mercury Class ships were built, there were 120 battlestars in active service in the Colonial Fleet. They patrolled the Armistice Line and the frontier. When needed, their troops performed missions around the Twelve Colonies as well, most of them peacekeeping missions. On Sagittaron, a group calling itself "SFM" blew up a federal building in protest of the government's 'exploitation' of the planet's people and natural resources. Some called the SFM terrorists. Others called them revolutionaries. Regardless of what they were called, the military stepped in to quell the uprising and took the group's
ringleader, a man named Tom Zarek into custody. Zarek was thrown into jail, though years later he was offered his freedom by President Adar if he would renounce his terrorist leanings. Zarek refused. The military expansion had many lasting effects. A big one was the emergence of military families. Sons and daughters followed their parents into service, creating a subsection of the populace that many called exclusive. Some people argued that the military shouldn't be the only ones with guns. Peace activists spoke out against the build-up of arms, claiming that the Cylon threat was past. They warned that building more weapons could only lead to civil war once again. This movement gained a lot of supporters amongst younger civilians. Of course, many of them only knew of the First Cylon War from their history classes in school.

Friction between the military and civilian sectors got worse over the years, though it never flared into violence. There wasn't enough time. Left alone, the Colonials may have figured out a reason to begin fighting with one another once more, but the Cylon's did not intend to wait that long.

Veteran's kept watch over the Armistice Line, waiting for the Cylons to reappear. The next generation of the military moved on and the civilians forgot. Everyone was so eager to move on, to put the darkness of the past behind them that they made a fatal mistake, one which would ultimately surrender their future.

The Cylons never stopped hating their Creators. For them, the war never ended. It evolved. The Cylons evolved as well.

On Caprica, Dr. Gaius Baltar was spearheading a new military project. His Command Navigation System (CNP) was an operating system designed to improve the Colonial Fleet's response time, coordination, and combat efficiency. It would prove to be the Cylons key right through the proverbial front door. Just as the CNP's installation was complete, a Cylon basestar - one which was to prove to be a considerably more powerful upgrade from the originals - jumped out of hyperspace and took up position alongside Armistice Station. Minutes later, the basestar unleashed a missile obliterating the station.

More basestars appeared in orbit around every colony and bombarded them with nuclear salvos. The Picon Fleet headquarters and the Scorpion Shipyards were immediately destroyed. Time and time again, the Cylons outmaneuvered the Colonial forces, as if they knew all of our most closely guarded military secrets ahead of time. Thirty battlestars and their accompanying fleet ships and crews were completely destroyed.

The remaining ninety battlestar groups quickly mobilized a counterattack under the command of Admiral Nagala aboard the Atlantia. Thousands of Vipers and other fighter craft approached the basestars spoiling for a fight, but they were in for a very rude awakening. All at once their systems were shut down, leaving them adrift and helpless. They were sitting ducks for the Cylon onslaught.

Notice of system failures quickly spread through the fleet by the damage was done. By the time the military realized and pulled the plug on the CNP systems, the enemy had already achieved a near total victory. The last futile defense of the colonies took place over Virgon,
where Admiral Nagala valiantly went down with the Atlantia in a
determined if ultimately futile attempt to defend the Colonies.
Reports continued to arrive over the fleet wireless: the battlestars
Columbia, Solaria, Triton, Valkyrie... all gone. The colonies of Caprica,
Gemenon, Leonis, Virgon, Canceron ... each consumed by nuclear fire.
In a matter of hours, twenty billion lives were lost. Twenty billion, the
whole of the human race, or very nearly.

Meanwhile -
Three hundred million miles away from the seat of the colonial
government, the Battlestar Galactica was powering down. After fifty
years in service, the last of the original Battlestars was being
decommissioned. She wasn't ready for combat. She had point main
guns and defense batteries but no ammunition for them. Her Viper
squadron had been reassigned and her starboard landing pod was now
a museum. Still, she was a legend. And legends do not die.

Sources for Colonial Fleet models
http://timeslipcreations.com/Catalog_Model_Kits.html
https://sites.google.com/site/behrlewhubbchiissculptor/home
http://federationmodels.com/
http://www.ninjamagic.com/cgi-bin/gt.tpl.h,content=13&
http://fantastic-plastic.com/
http://jt-graphics.com/MK_BA.html
http://ravenstarstudios.blogspot.com/2006_04_01_archive.html
http://www.hangar18fasa.com/index.html
http://www.studiobergstrom.com/
Colonial Fleet Special Rules:

**Flak Ammunition (Barrage Fire)**

K-guns of Class 2 or larger can be equipped to fire high explosive shells timed to detonate away from the ship.

At the beginning of the missile phase, for each K-Gun conducting a flak barrage, a single ‘blast marker’ is placed up to 24mu away for long range guns, 18 for standard and 12 for short. One FC is required to fire a barrage.

The Flak round will detonate against any fighter, missile travelling through or within 2mu of the marker and are attacked with a number of PDS dice equal to the class of the gun that fired the barrage at (1 - DRM). It is possible to affect multiple targets including your own ordinance. The case of missiles do not roll for the number of missiles that lock on until the missile attack phase. Simply roll to see how many hits the Flak barrage scores on the missile counter and keep track of it until the missile attack phase. Then subtract that from the number of missiles that lock on.

If a ship, friendly or enemy, is within the blast range of a Flak marker it will take a single point of damage on a roll of 1.

All ‘blast markers’ are removed at the end of the turn.

For an additional 2 points a K-gun may be equipped with Flak ammunition. All the Guns on a ship (except K-1s) must be equipped.

**Colonial Marines**

The cylons were relentless and consistent with their boarding actions against colonial ships. As a result attrition among marine forces was very high and few ships could ever get their full complement of marines assigned to them. Priority went to the Battlestars and special troop ships. It would not be unusual however for a Battlestar group commander to ‘shuffle’ his Marines around the fleet to better protect vessels he thought might be more vulnerable. As such the colonial player may redistribute any of his marine units available to different ships as he sees fit before play begins.

**Launch Tube Catapults**

Some Battlestars, namely the Mercury, Columbia and Valkyrie classes, had high velocity catapults installed with their launch tubes that propel their fighters away from the ship in a similar fashion to firing a gun. This enables a ship to launch fighters while maneuvering (ie applying thrust). All the normal rules for recovering fighters still apply however. Note: Raptors cannot use the catapults.

**Commander William “Husker” Adama**

Commander Adama became a legend during the first Cylon war while a viper pilot. As a Battlestar commander he excels, always staying one step ahead of the Cylons.

The Battlestar Galactica may be commanded by William Adama for an Additional 150 points. He counts as two Advanced Shields and may Re-roll any one die each turn of the game. He occupies his own separate “system” on the SSD but you do not roll for a critical on him unless the bridge takes a critical hit that turn. Adama will be injured and out of action for the duration of the game on a 5+. 
COLONIAL MERCURY CLASS BATTLESTAR  MASS 420
1888pts  (1935 PTS if not using the Critical Hits to Hangar Bays rules)

PDS/ADS (POINT DEFENCE SYSTEM)
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). ADS can fire once up to 12MU or twice at 6MU. Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

LONG RANGE K-GUN
Hit  2+  3+  4+  5+  6
     9 mu 18 mu 27 mu 36 mu 45 mu

STANDARD RANGE K-GUN
Hit  2+  3+  4+  5+  6
     6 mu 12 mu 18 mu 24 mu 30 mu
COLONIAL COLUMBIA CLASS BATTLESTAR  MASS 260
1358pts  (1400 PTS if not using the Critical Hits to Hangar Bays rules)

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills
ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**MISSILE**
Range 24 MU
Salvo: D6 in salvo, D6 DP each

**STANDARD RANGE K-GUN**
Hit  2+  3+  4+  5+  6
     6 mu 12 mu 18 mu 24 mu 30 mu
COLONIAL TITAN CLASS ASSAULT STAR
980pts    Mass 240

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**STANDARD RANGE K-GUN**
Hit  2+  3+  4+  5+  6
    6 mu 12 mu 18 mu 24 mu 30 mu

If hit scored, roll again; roll GREATER than K-gun class = DP equal to class, roll LESS THAN OR EQUAL to class = DP equal to class x 2. Natural roll of 6 is always =DP. First DP on armor, remainder penetrates.
**COLONIAL PANDEMONIUM CLASS BATTLESTAR MASS 240**

930pts  (985 PTS if not using the Critical Hits to Hangar Bays rules)

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**STANDARD RANGE K-GUN**

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If hit scored, roll again; roll GREATER than K-gun class = DP equal to class, roll LESS THAN OR EQUAL to class = DP equal to class x 2. Natural roll of 6 is always =DP. First DP on armor, remainder penetrates.

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The Pandemonium class suffered from a poorly designed hangar system that made it more vulnerable to secondary explosions. Roll a 1D6 for damage if an explosion occurs.
COLONIAL BERZERK CLASS BATTLESHIP  MASS 230

738pts (750 PTS if not using the Critical Hits to Hangar Bays rules)

PDS/ADS (POINT DEFENCE SYSTEM)
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). ADS fires once at to 12MU or twice at 6MU

MISSILE
Range 36 MU  Salvo: D6 in salvo, D6 DP each

LONG RANGE ROTARY K-GUN
Hit  2+  3+  4+  5+  6
  9 mu  18 mu  27 mu  36 mu  45 mu
Forward arc only. Roll for crit on both the gun and the magazines when threshold check is required. Number of Hits equals K-Gun class of hit.

SHORT RANGE K-GUN
Hit  2+  3+  4+  5+  6
  4 mu  8 mu  12 mu  16 mu  20 mu
**COLONIAL PACIFICA CLASS BATTLESTAR MASS 221**

860pts  (893 PTS if not using the Critical Hits to Hangar Bays rules)

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills
ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are
same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**STANDARD RANGE K-GUN**

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COLONIAL VALKYRIE CLASS BATTLESTAR MASS 200

874pts (900 PTS if not using the Critical Hits to Hangar Bays rules)

**PDS/ADS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). ADS can fire once up to 12MU or twice at 6MU. Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**STANDARD RANGE K-GUN**

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![Image of battlestar]
COLONIAL RONIN CLASS TROOPSHIP    MASS 200

792pts  (804 PTS if not using the Critical Hits to Hangar Bays rules)

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**SHORT RANGE K-GUN**
Hit  2+  3+  4+  5+  6  
   4 mu  8 mu 12 mu 16 mu 20 mu
COLONIAL GUARDIAN CLASS BATTLESTAR MASS 140

492pts  (516 PTS if not using the Critical Hits to Hangar Bays rules)

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**LONG RANGE K-GUN**

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**STANDARD RANGE K-GUN**

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If hit scored, roll again; roll GREATER than K-gun class = DP equal to class, roll LESS THAN OR EQUAL to class = DP equal to class x 2. Natural roll of 6 is always =DP. First DP on armor, remainder penetrates.
COLONIAL DEFENDER-2 CLASS ESCORT MASS 130

490pts  (501 PTS if not using the Critical Hits to Hangar Bays rules)

PDS (POINT DEFENCE SYSTEM)
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills
ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are
same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

STANDARD RANGE K-GUN
Hit  2+  3+  4+  5+  6
    6 mu 12 mu 18 mu 24 mu 30 mu

SHORT RANGE K-GUN
Hit  2+  3+  4+  5+  6
    4 mu  8 mu 12 mu 16 mu 20 mu
COLONIAL KALDAN CLASS BATTLESTAR  MASS 120

540pts  (563 PTS if not using the Critical Hits to Hangar Bays rules)

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills
ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are
same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**STANDARD RANGE K-GUN**

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**SHORT RANGE K-GUN**

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COLONIAL BALLISTEA CLASS GUNSTAR
LONGBOW VARIANT

447pts  Mass 120

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills
ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are
same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**EXTENDED RANGE MISSILE**
Range 36 MU
Salvo: 6 in salvo, D6 for number that hit, D6 DP each

**STANDARD RANGE K-GUN**
Hit  2+  3+  4+  5+  6
     6 mu 12 mu 18 mu 24 mu 30 mu
**COLONIAL BALLISTEA CLASS GUNSTAR-MANGONAL VARIENT**

431pts  Mass 110

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**STANDARD RANGE K-GUN**
Hit 2+ 3+ 4+ 5+ 6
   6 mu 12 mu 18 mu 24 mu 30 mu
If hit scored, roll again; roll GREATER than K-gun class = DP equal to class, roll LESS THAN OR EQUAL to class = DP equal to class x 2. Natural roll of 6 is always =DP. First DP on armor, remainder penetrates.
COLONIAL AMPHORA CLASS FIGHTER TRANSPORT

169pts  Mass 100

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)
**COLONIAL HORUS CLASS GUNSTAR**  
383pts  Mass 100

**PDS (POINT DEFENCE SYSTEM)**  
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**STANDARD RANGE K-GUN**  
Hit 2+ 3+ 4+ 5+ 6  
6 mu 12 mu 18 mu 24 mu 30 mu  
If hit scored, roll again; roll GREATER than K-gun class = DP equal to class, roll LESS THAN OR EQUAL to class = DP equal to class x 2. Natural roll of 6 is always =DP. First DP on armor, remainder penetrates.
**COLONIAL CRONUS CLASS GUNSTAR**

338pts  
Mass 90

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**STANDARD RANGE K-GUN**

<table>
<thead>
<tr>
<th>Hit</th>
<th>2+</th>
<th>3+</th>
<th>4+</th>
<th>5+</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>6 mu</td>
<td>12 mu</td>
<td>18 mu</td>
<td>24 mu</td>
<td>30 mu</td>
</tr>
</tbody>
</table>

**SHORT RANGE K-GUN**

<table>
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<tr>
<th>Hit</th>
<th>2+</th>
<th>3+</th>
<th>4+</th>
<th>5+</th>
<th>6</th>
</tr>
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<tbody>
<tr>
<td></td>
<td>4 mu</td>
<td>8 mu</td>
<td>12 mu</td>
<td>16 mu</td>
<td>20 mu</td>
</tr>
</tbody>
</table>

If hit scored, roll again; roll GREATER than K-gun class = DP equal to class, roll LESS THAN OR EQUAL to class = DP equal to class x 2. Natural roll of 6 is always =DP. First DP on armor, remainder penetrates.
COLONIAL CRONUS REFIT-A CLASS GUNSTAR
346pts  Mass 90

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills
ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are
same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**LONG RANGE K-GUN**
Hit 2+ 3+ 4+ 5+ 6
   9 mu 18 mu 27 mu 36 mu 45 mu

**STANDARD RANGE K-GUN**
Hit 2+ 3+ 4+ 5+ 6
   6 mu 12 mu 18 mu 24 mu 30 mu

**SHORT RANGE K-GUN**
Hit 2+ 3+ 4+ 5+ 6
   4 mu  8 mu 12 mu 16 mu 20 mu

If hit scored, roll again; roll GREATER than K-gun class = DP equal to
class, roll LESS THAN OR EQUAL to class = DP equal to class x 2. Natural
roll of 6 is always =DP. First DP on armor, remainder penetrates.
COLONIAL DEFENDER-1 CLASS ESCORT
296pts + fighters      Mass 85

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills
ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are
same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**STANDARD RANGE K-GUN**
Hit     2+       3+       4+       5+       6
       6 mu     12 mu     18 mu     24 mu     30 mu
If hit scored, roll again; roll GREATER than K-gun class = DP equal to
class, roll LESS THAN OR EQUAL to class = DP equal to class x 2. Natural
roll of 6 is always =DP. First DP on armor, remainder penetrates.


**COLONIAL LOKI CLASS GUNSTAR**

270pts  
Mass 80

**PDS (POINT DEFENCE SYSTEM)**

Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**STANDARD RANGE K-GUN**

```
Hit  2+  3+  4+  5+  6
   6 mu 12 mu 18 mu 24 mu 30 mu
```

**SHORT RANGE K-GUN**

```
Hit  2+  3+  4+  5+  6
   4 mu  8 mu 12 mu 16 mu 20 mu
```

If hit scored, roll again; roll GREATER than K-gun class = DP equal to class, roll LESS THAN OR EQUAL to class = DP equal to class x 2. Natural roll of 6 is always =DP. First DP on armor, remainder penetrates.
**COLONIAL LOKI-C CLASS GUNSTAR**

213 pts + fighters  Mass 85

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll).

**STANDARD RANGE K-GUN**

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If hit scored, roll again; roll GREATER than K-gun class = DP equal to class, roll LESS THAN OR EQUAL to class = DP equal to class x 2. Natural roll of 6 is always =DP. First DP on armor, remainder penetrates.
**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**LONG RANGE K-GUN**
Hit 2+ 3+ 4+ 5+ 6
9 mu 18 mu 27 mu 36 mu 45 mu

**STANDARD RANGE K-GUN**
Hit 2+ 3+ 4+ 5+ 6
6 mu 12 mu 18 mu 24 mu 30 mu
If hit scored, roll again; roll GREATER than K-gun class = DP equal to class, roll LESS THAN OR EQUAL to class = DP equal to class x 2. Natural roll of 6 is always =DP. First DP on armor, remainder penetrates.
COLONIAL GALLIPER CLASS MISSLE CRUISER
305pts    Mass 80

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills
ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are
same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**MISSILE**
Range 24 MU and 36 MU
Salvo: D6 in salvo, D6 DP each

**STANDARD RANGE K-GUN**
Hit  2+  3+  4+  5+  6
     6 mu 12 mu 18 mu 24 mu 30 mu
COLONIAL VICTORY CLASS SCOUT CRUISER
180pts  Mass 50

PDS (POINT DEFENCE SYSTEM)
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills
ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are
same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

STANDARD RANGE K-GUN
Hit  2+  3+  4+  5+  6
     6 mu 12 mu 18 mu 24 mu 30 mu
If hit scored, roll again; roll GREATER than K-gun class = DP equal to
class, roll LESS THAN OR EQUAL to class = DP equal to class x 2. Natural
roll of 6 is always =DP. First DP on armor, remainder penetrates.
COLONIAL VICTORY-A ESCORT CRUISER
184pts    Mass 50

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills
ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are
same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**STANDARD RANGE K-GUN**
Hit  2+   3+   4+   5+   6
     6 mu  12 mu  18 mu  24 mu  30 mu
COLONIAL AVENGER CLASS ESCORT CRUISER
194pts   Mass 50

AREA DEFENSE SYSTEM (POINT DEFENCE)
12MU range, fires twice at 6MU. Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll).

SHORT RANGE K-GUN
Hit  2+   3+  4+  5+  6
    4 mu  8 mu 12 mu 16 mu 20 mu

STANDARD RANGE K-GUN
Hit  2+   3+  4+  5+  6
    6 mu 12 mu 18 mu 24 mu 30 mu
COLONIAL TIGER CLASS DESTROYER
180pts       Mass 50

PDS (POINT DEFENCE SYSTEM)
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

SHORT RANGE K-GUN
Hit    2+    3+    4+    5+    6
     4 mu  8 mu  12 mu  16 mu  20 mu
COLONIAL PANTHER CLASS HEAVY FRIGATE
158pts  Mass 44

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills
ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are
same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**MISSILE**
Range 24 MU
Salvo: D6 in salvo, D6 DP each

**STANDARD RANGE K-GUN**
Hit 2+ 3+ 4+ 5+ 6
   6 mu 12 mu 18 mu 24 mu 30 mu

**SHORT RANGE K-GUN**
Hit 2+ 3+ 4+ 5+ 6
   4 mu 8 mu 12 mu 16 mu 20 mu
**COLONIAL SANDFLY ESCORT CARRIER**

165pts  Mass 40

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**STANDARD RANGE K-GUN**

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COLONIAL ODIN CLASS ESCORT CARRIER

150pts  Mass 32

**PDS (POINT DEFENCE SYSTEM)**

Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills

ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**STANDARD RANGE K-GUN**

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ID: ___  Name: ________________
**COLONIAL LAKOTA CLASS FRIGATE**
106pts  Mass 28

**PDS (POINT DEFENCE SYSTEM)**
Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills
ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**MISSILE**
Range 36 MU  Salvo: D6 in salvo, D6 DP each

**STANDARD RANGE K-GUN**
Hit  2+  3+  4+  5+  6
   6 mu  12 mu  18 mu  24 mu  30 mu

**SHORT RANGE K-GUN**
Hit  2+  3+  4+  5+  6
   4 mu  8 mu  12 mu  16 mu  20 mu
COLONIAL SCORPION CLASS ATTACK CORVETTE

77pts Mass 20

**PDS (POINT DEFENCE SYSTEM)**

Against Fighters or SMBs, roll 1 die per PDS: 1-3 = no effect, 4-5 kills ONE fighter or missile, 6 kills TWO and allows a reroll (reroll kills are same as for first die roll). Class 1 K-Gun score a kill on 5 or 6 (no re-roll)

**SHORT RANGE K-GUN**

Hit 2+ 3+ 4+ 5+ 6

4 mu 8 mu 12 mu 16 mu 20 mu

**MULTIPLE KINETIC PENETRATOR**

An MKP has a range of 12 mu, and hits on a roll of 4+. On a roll of a 6 it hits twice. Each hit inflicts 4 points of damage (AP). One shot weapon
Vipers can be upgraded to multi-role variants for 6 points per squadron.

Raptors are special multi-role FTL fighter that can be configured as assault Shuttles, Torpedo Fighters or Missile fighters.