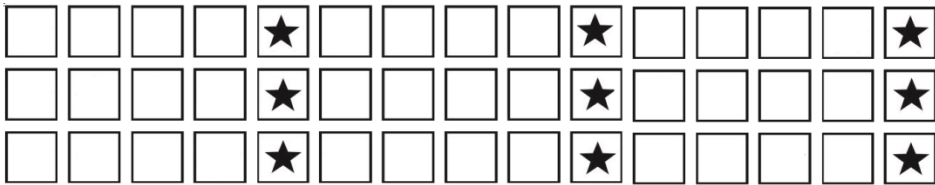
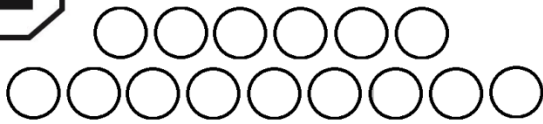
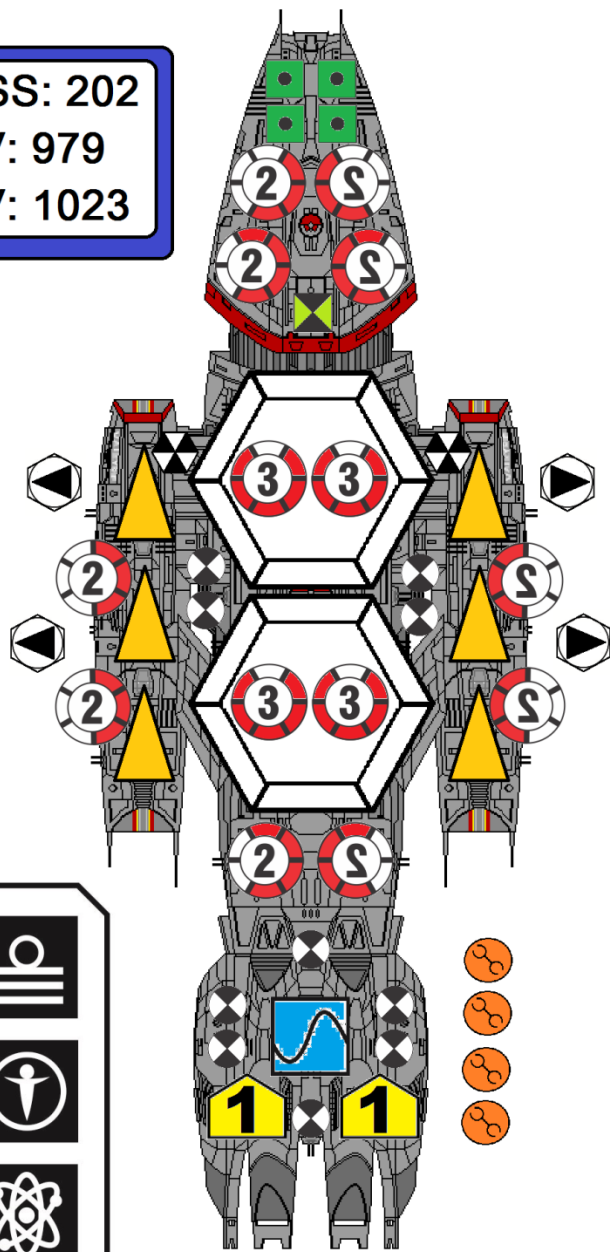


VALKYRIE CLASS BATTLESTAR

MASS: 202
NPV: 979
CPV: 1023



Beam Batteries
Dice at range: 0-12 12-24 24-36
 Class 3 Battery 3 2 1
 Class 2 Battery 2 1

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).

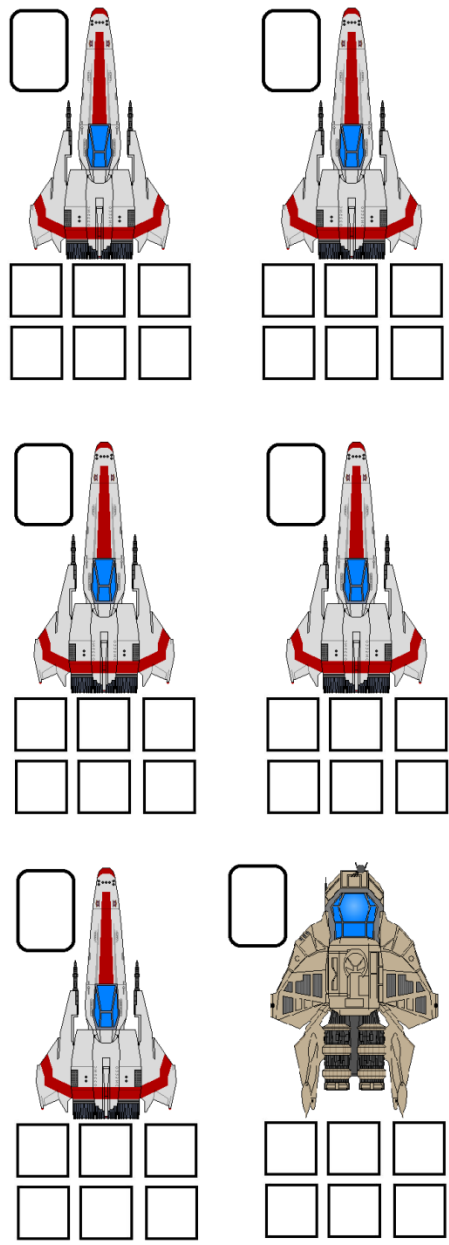
Hangar Bays subject to 'Critical Hits to Hangar Bays' rule.



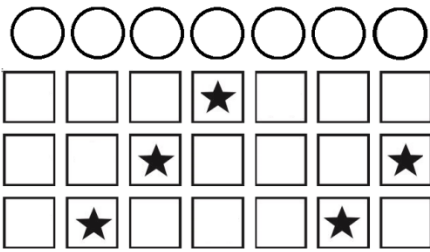
MARK II VIPER (HEAVY FIGHTER)
 CLASS 1 BEAM PER FIGHTER
 6MU RANGE
 HEAVY- A roll of 5-6 destroys 1 fr.
 Re-roll 6s
 May exchange all MKII Vipers for MKI for -108 points
 MKI Vipers are standard fighters

HERMES CLASS MISSILE CRUISER

MASS: 88
NPV: 337
CPV: 326



MISSILE
 Range 24 MU
 Salvo: D6 missiles in salvo, D6

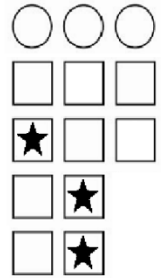
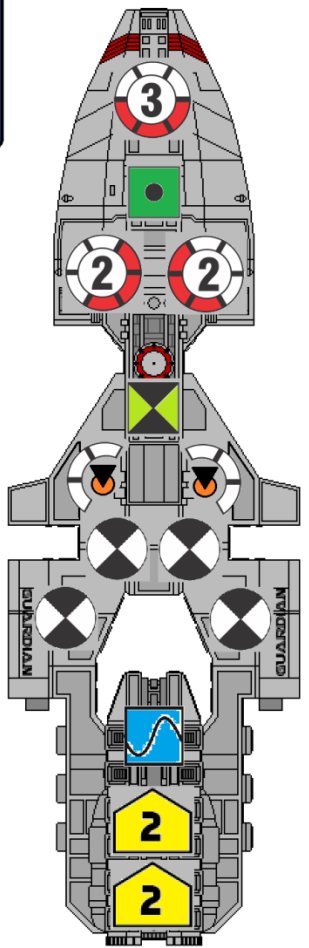


RAPTOR (Standard Fighter)
 Defensive Guns- hits attacking fighters on a 6.
 One Shot Pulse Torpedo- range 6mu hits on a 4, 5 or 6 inflicting dmg on the die roll.



AJAX CLASS ESCORT

MASS: 42
NPV: 152
CPV: 128



SUBMUNITIONS PACKS
 3BD* hits to 6 mu, 2 BD* to 12 mu, and 1 BD* to 18 mu.
 Bypasses standard screens. See section 7.3 of the rules for damage vs Advanced Screens.