



ARCHIMEDES

VAULT SHIP



UNIT NAME:

TRAIT

• Archimedes Class



Flagship



Surface Unit



Enlightened

WEAPON

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Heavy Aetheric Broadside Broadside, Sustained

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

BATTLE READY

Mass	4	4	Mass
Speed	3	2	Speed
Turn Limit	3	2	Turn Limit
Armour	8	7	Armour
Citadel	14	12	Citadel
ADV	8	5	ADV
SDV	8	5	SDV
Fray	12	12	Fray
Hull	8	8	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
F/P	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
F/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
A/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
P & S	8(4)	5(3)	-(-)	5(3)	3(2)	-(-)
F	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)
A	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)

SPECIAL RULES:

Callimachus Chrono-Lathe | Enlightened Science | Entropic Generator (Internal) | Flak Barrage (6) | Heavy Firepower | Luminiferous Defences | Priority Signals | Turbo Encabulation Drive | Wavelurker

CRIPPLED

CRIPPLED



THE ARCADIAN STORM

VAULT SHIP



UNIT NAME:

TRAIT

- Unique
- Archimedes Class



Flagship



Surface Unit



Enlightened

WEAPON

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Heavy Aetheric Broadside Broadside, Sustained

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

BATTLE READY

Mass	4	4	Mass
Speed	3	2	Speed
Turn Limit	3	2	Turn Limit
Armour	8	7	Armour
Citadel	14	12	Citadel
ADV	8	5	ADV
SDV	8	5	SDV
Fray	12	12	Fray
Hull	8	8	Hull

CRIPPLED

HULL DAMAGE TRACKER

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Particle Beamer Sustained, Gunnery	F/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
Particle Beamer Sustained, Gunnery	F/P	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
Particle Beamer Sustained, Gunnery	F/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
Particle Beamer Sustained, Gunnery	A/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
Heavy Aetheric Broadside Broadside, Sustained	P & S	8(4)	5(3)	-(-)	5(3)	3(2)	-(-)
Weirding Torpedo Salvo Submerged, Torpedo, Sustained	F	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)
Weirding Torpedo Salvo Submerged, Torpedo, Sustained	A	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)

CRIPPLED

SPECIAL RULES:

Callimachus Chrono-Lathe | Enlightened Science | Entropic Generator (Internal) | Flak Barrage (6) | Heavy Firepower | Luminiferous Defences | Ruby Focus Crystals | Turbo Encabulation Drive | Void-Engine | Void Shepherd



THE SCHNEIDER

VAULT SHIP



UNIT NAME:

TRAIT

- Unique
- Archimedes Class



Flagship



Surface Unit



Enlightened

WEAPON

Sturginium Agitator Hazard, Agitation

Sturginium Agitator Hazard, Agitation

Sturginium Agitator Hazard, Agitation

Sturginium Agitator Hazard, Agitation

Heavy Aetheric Broadside Broadside, Sustained

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

BATTLE READY

Mass	4	4	Mass
Speed	3	2	Speed
Turn Limit	3	2	Turn Limit
Armour	8	7	Armour
Citadel	14	12	Citadel
ADV	8	5	ADV
SDV	8	5	SDV
Fray	12	12	Fray
Hull	8	8	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/SMx4(-)	Mx2(-)	-(-)	-(-)	Mx2(-)	M(-)	-(-)
F/P Mx4(-)	Mx2(-)	-(-)	-(-)	Mx2(-)	M(-)	-(-)
F/S Mx4(-)	Mx2(-)	-(-)	-(-)	Mx2(-)	M(-)	-(-)
A/P/SMx4(-)	Mx2(-)	-(-)	-(-)	Mx2(-)	M(-)	-(-)
P & S	8(4)	5(3)	-(-)	5(3)	3(2)	-(-)
F	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)
A	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)

CRIPPLED

SPECIAL RULES:

Agitation Harmoniser | Diophantus Chaos-Orb | Elite Crew | Enlightened Science | Entropic Generator (Internal) | Flak Barrage (6) | Fortunes Of War | Heavy Firepower | Hellion Cohort | Lamarckian Barracks | Luminiferous Defences | Priority Signals | Turbo Encabulation Drive | Wavelurker



BELLEROPHON

HEAVY PLATFORM



UNIT NAME:

TRAIT

• Bellerophon-class



Flagship



Surface Unit



Enlightened

WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

BATTLE READY

Mass	3	3	Mass
Speed	0	0	Speed
Turn Limit	0	0	Turn Limit
Armour	5	5	Armour
Citadel	12	10	Citadel
ADV	5	4	ADV
SDV	5	4	SDV
Fray	11	10	Fray
Hull	6	6	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)

CRIPPLED

SPECIAL RULES:

Command Codes | Enlightened Science | Entropic Generator (Internal) | Forward Deployment | Heavy Escort | Immobile | Luminiferous Defences



DAEDALUS

FORTIFIED TETHERSHIP



UNIT NAME:

TRAIT

• Daedalus Class



Flagship



Surface Unit



Enlightened

WEAPON

Heavy Particle Cannon Piercing, Blast, Devastating, See ORBAT

Particle Beamer Sustained, Gunnery

Aetheric Lance Sustained, Gunnery

Heavy Aetheric Broadside Broadside, Sustained

BATTLE READY

Mass	3	3	Mass
Speed	5	3	Speed
Turn Limit	3	2	Turn Limit
Armour	7	7	Armour
Citadel	14	12	Citadel
ADV	9	6	ADV
SDV	7	4	SDV
Fray	9	9	Fray
Hull	6	5	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	6(4)	9(6)	5(3)	4(3)	6(4)	3(2)
F/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
A/P/S	6(3)	5(3)	-(-)	4(2)	3(2)	-(-)
P & S	8(4)	5(3)	-(-)	5(3)	3(2)	-(-)

CRIPPLED

SPECIAL RULES:

Advanced Repair Facilities (4) | Aerial Repair Platform | Aerial Shield Projector | Enlightened Science | Fortunes Of War | Heavy Firepower | Hellion Cohort | Luminiferous Defences | Magnetic Generator | Shield Generator | Turbo Encabulation Drive



DESCARTES

CONTROL SHIP



UNIT NAME:

TRAIT

- Descartes Class



Flagship



Surface Unit



Enlightened

WEAPON

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Heavy Aetheric Broadside Broadside, Sustained

BATTLE READY

Mass	3	3	Mass
Speed	5	3	Speed
Turn Limit	3	2	Turn Limit
Armour	7	7	Armour
Citadel	14	13	Citadel
ADV	9	6	ADV
SDV	7	4	SDV
Fray	9	9	Fray
Hull	5	7	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
F/P	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
F/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
P & S	8(4)	5(3)	-(-)	5(3)	3(2)	-(-)

CRIPPLED

SPECIAL RULES:

Cetacean Launch Tubes | Command Codes | Enlightened Science | Entropic Generator (Internal) | Heavy Firepower | Luminiferous Defences | Mine Layer | Mine Sweeper | Physeter Assault | Physeter Capacity 5/3 | Turbo Encubulation Drive | Vulnerable Stern



THE OEDIPUS

CONTROL SHIP



UNIT NAME:

TRAIT

- Unique
- Descartes Class



Flagship



Surface Unit



Enlightened

WEAPON

Sturginium Agitator Hazard, Agitation

Sturginium Agitator Hazard, Agitation

Sturginium Agitator Hazard, Agitation

Heavy Aetheric Broadside Broadside, Sustained

BATTLE READY

Mass	3	3	Mass
Speed	5	3	Speed
Turn Limit	3	2	Turn Limit
Armour	7	7	Armour
Citadel	14	13	Citadel
ADV	9	6	ADV
SDV	7	4	SDV
Fray	10	10	Fray
Hull	5	7	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/SMx4	(-)Mx2	(-)	-(-)	Mx2(-)	M(-)	-(-)
F/P	Mx4	(-)Mx2	(-)	Mx2(-)	M(-)	-(-)
F/S	Mx4	(-)Mx2	(-)	Mx2(-)	M(-)	-(-)
P & S	8(4)	5(3)	-(-)	5(3)	3(2)	-(-)

CRIPPLED

SPECIAL RULES:

Agitation Harmoniser | Cetacean Launch Tubes | Enlightened Science | Entropic Generator (Internal) | Lamarckian Barracks | Luminiferous Defences | Mine Layer | Mine Sweeper | Physerer Assault | Physerer Capacity 6/4 | Turbo Encabulation Drive | Vulnerable Stern



HYPATIA

GENERATOR SHIP



UNIT NAME:

TRAIT

• Hypatia Class



Flagship



Surface Unit



Enlightened

WEAPON

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Heavy Aetheric Broadside Broadside, Sustained

BATTLE READY

Mass	3	3	Mass
Speed	5	3	Speed
Turn Limit	3	2	Turn Limit
Armour	7	7	Armour
Citadel	14	12	Citadel
ADV	8	5	ADV
SDV	8	5	SDV
Fray	12	12	Fray
Hull	6	6	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
F/P	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
F/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
P & S	8(4)	5(3)	-(-)	5(3)	3(2)	-(-)

CRIPPLED

SPECIAL RULES:

Enlightened Science | Enlightened Generator Ship | Entropic Generator (Internal) | Heavy Firepower | Luminiferous Defences | Naval Shield Amplifier | Turbo Encabulation Drive | Vulnerable Stern | Wavelurker



THE PROMETHEUS

GENERATOR SHIP



UNIT NAME:

TRAIT

- Unique
- Hypatia Class



Flagship



Surface Unit



Enlightened

WEAPON

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Heavy Aetheric Broadside Broadside, Sustained

BATTLE READY

Mass	3	3	Mass
Speed	5	3	Speed
Turn Limit	3	2	Turn Limit
Armour	7	7	Armour
Citadel	14	12	Citadel
ADV	8	5	ADV
SDV	8	5	SDV
Fray	12	12	Fray
Hull	6	6	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
F/P	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
F/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
P & S	8(4)	5(3)	-(-)	5(3)	3(2)	-(-)

CRIPPLED

SPECIAL RULES:

Enlightened Generator Ship | Enlightened Science | Entropic Generator (Internal) | Heavy Firepower | Luminiferous Defences | Naval Shield Amplifier | Temperamental Design | Turbo Encabulation Drive | Vulnerable Stern | Wavelurker



ICARUS

GRAND FABRICATOR



UNIT NAME:

TRAIT

• Icarus Class



Flagship



Surface Unit



Enlightened

WEAPON

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Heavy Aetheric Broadside Broadside, Sustained

BATTLE READY

Mass	3	3	Mass
Speed	5	3	Speed
Turn Limit	3	2	Turn Limit
Armour	7	7	Armour
Citadel	14	12	Citadel
ADV	9	6	ADV
SDV	7	4	SDV
Fray	9	9	Fray
Hull	4	7	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
360°	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
P & S	8(4)	5(3)	-(-)	5(3)	3(2)	-(-)

CRIPPLED

SPECIAL RULES:

Advanced Repair Facilities (2) | Combat Air Patrol | Enlightened Science | Entropic Generator (Internal) | Flak Barrage (6) | Groupthink Piloting | Heavy Firepower | Luminiferous Defences | SRS Capacity 10/5 | SRS Recon | Turbo Encabulation Drive | Vulnerable Stern



NANSEN

EXPLORER



UNIT NAME:

TRAIT

- Nansen Class



Flagship



Surface Unit



Enlightened

WEAPON

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Heavy Aetheric Broadside Broadside, Sustained

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

BATTLE READY

Mass	4	4	Mass
Speed	3	2	Speed
Turn Limit	3	2	Turn Limit
Armour	7	7	Armour
Citadel	14	12	Citadel
ADV	8	5	ADV
SDV	8	5	SDV
Fray	12	12	Fray
Hull	8	8	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
F/P	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
F/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
A/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
P & S	8(4)	5(3)	-(-)	5(3)	3(2)	-(-)
F	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)
A	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)

CRIPPLED

SPECIAL RULES:

Combat Air Patrol | Elite Crew | Enlightened Science | Entropic Generator (Internal) | Groupthink Piloting | Heavy Firepower | Logistical Support | Luminiferous Defences | SRS Capacity 6/4 | SRS Recon | Turbo Encabulation Drive | Vanguard | Wavelurker



THULE

SKY FORTRESS



UNIT NAME:

TRAIT

- Thule Class



Flagship



Aerial Unit



Enlightened

WEAPON

X-Ray Laser Bank Arc, Sustained

X-Ray Laser Bank Arc, Sustained

Heavy Particle Cannon Piercing, Blast, Devastating, See ORBAT

Heavy Aetheric Broadside Broadside, Sustained

Heavy Aetheric Broadside Broadside, Sustained

Electrostatic Vacuum Bombs Blast, Arc, Bomb, Limited

BATTLE READY

Mass	5	5	Mass
Speed	6	4	Speed
Turn Limit	10	6	Turn Limit
Armour	6	5	Armour
Citadel	13	12	Citadel
ADV	7	4	ADV
SDV	0	0	SDV
Fray	10	9	Fray
Hull	8	8	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	12(7)	6(3)	-(-)	8(5)	4(2)	-(-)
360°	12(7)	6(3)	-(-)	8(5)	4(2)	-(-)
360°	6(4)	9(6)	5(3)	4(3)	6(4)	3(2)
F & A	8(4)	5(3)	-(-)	5(3)	3(2)	-(-)
P & S	8(4)	5(3)	-(-)	5(3)	3(2)	-(-)
A	14(-)	-(-)	-(-)	-(-)	-(-)	-(-)

SPECIAL RULES:

Agile | Combat Air Patrol | Enlightened Science | Flak Barrage (t2) | Groupthink Piloting | Heavy Firepower | Hellion Cohort | Luminiferous Defences | Powerslide | Shield Generator | SRS Capacity 8/4 | Turbo Encabulation Drive | SRS Recon

CRIPPLED

CRIPPLED


UNIT NAME:
TRAIT

- Automata
- Amo Class



Surface Unit



Enlightened

WEAPON
Pulse Broadside Broadside, Fusillade

Micro Torpedo Salvo Submerged, Torpedo, Homing

AMO

CARRIER FRIGATE


BATTLE READY

Mass	1	-	Mass
Speed	9	-	Speed
Turn Limit	10	-	Turn Limit
Armour	4	-	Armour
Citadel	10	-	Citadel
ADV	2	-	ADV
SDV	2	-	SDV
Fray	1	-	Fray
Hull	3	-	Hull

CRIPPLED
HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)
	5(2)	5(3)	-(-)	-(-)	-(-)	-(-)

CRIPPLED
SPECIAL RULES:

Groupthink Piloting | Mechanical Soul | SRS Capacity 1/0 | SRS Recon Flight | Turbo Encabulation Drive



ANTARCTICA

SUPERIORITY CRUISER



UNIT NAME:

TRAIT

- Antarctica Class



Surface Unit



Enlightened

WEAPON

Heavy Particle Cannon Piercing, Blast, Devastating, See ORBAT

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Aetheric Broadside Broadside, Sustained

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

BATTLE READY

Mass	2	2	Mass
Speed	7	5	Speed
Turn Limit	4	3	Turn Limit
Armour	6	5	Armour
Citadel	11	11	Citadel
ADV	6	4	ADV
SDV	6	4	SDV
Fray	8	7	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	6(4)	9(6)	5(3)	4(3)	6(4)	3(2)
F/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
A/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
P & S	5(3)	3(2)	-(-)	3(2)	2(1)	-(-)
F	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)

CRIPPLED

SPECIAL RULES:

Cross the Beams | Enlightened Science | Entropic Generator (Internal) | Luminiferous Defences | Turbo Encabulation Drive | Wavelurker

**UNIT NAME:****TRAIT**

- Unique
- Antarctica Class



Surface Unit



Enlightened

WEAPON

Sturginium Atomiser Blast, Devastating, Piercing, Agitation

Sturginium Agitator Hazard, Agitation

Sturginium Agitator Hazard, Agitation

Aetheric Broadside Broadside, Sustained

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

THE BELGICA

SUPERIORITY CRUISER

**BATTLE READY**

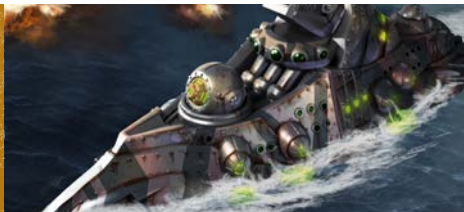
Mass	2	2	Mass
Speed	7	5	Speed
Turn Limit	4	3	Turn Limit
Armour	6	5	Armour
Citadel	11	11	Citadel
ADV	6	4	ADV
SDV	7	5	SDV
Fray	8	7	Fray
Hull	4	4	Hull

CRIPPLED**HULL DAMAGE TRACKER**

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Sturginium Atomiser	F	Mx4(-)	Mx4(-)	Mx2(-)	Mx2(-)	Mx2(-)	M(-)
Sturginium Agitator	F/P/S	Mx4(-)	Mx2(-)	-(-)	Mx2(-)	M(-)	-(-)
Sturginium Agitator	A/P/S	Mx4(-)	Mx2(-)	-(-)	Mx2(-)	M(-)	-(-)
Aetheric Broadside	P & S	5(3)	3(2)	-(-)	3(2)	2(1)	-(-)
Weirding Torpedo Salvo	F	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)

CRIPPLED**SPECIAL RULES:**

Agitation Harmoniser | Enlightened Science | Infrasound Detector | Luminiferous Defences | Shield Generator | Turbo Encabulation Drive | Wavelurker



CHATELET

RECON CRUISER



UNIT NAME:

TRAIT

- Chatelet Class



Surface Unit



Enlightened

WEAPON

Particle Beamer Sustained, Gunnery

Aetheric Lance Sustained, Gunnery

Aetheric Broadside Broadside, Sustained

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

BATTLE READY

Mass	2	2	Mass
Speed	9	7	Speed
Turn Limit	5	4	Turn Limit
Armour	5	5	Armour
Citadel	11	10	Citadel
ADV	5	3	ADV
SDV	4	3	SDV
Fray	6	6	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
A/P/S	6(3)	5(3)	-(-)	4(2)	3(2)	-(-)
P & S	5(3)	3(2)	-(-)	3(2)	2(1)	-(-)
F	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)

CRIPPLED

SPECIAL RULES:

Enlightened Science | Entropic Generator (Internal) | Groupthink Piloting | Luminiferous Defences | Maritime Patrol | SRS Capacity 2/0 | SRS Recon | Turbo Encabulation Drive | Vanguard | Wavelurker



CLAUDIUS MERCHANTMAN



UNIT NAME:

TRAIT

- Claudius Class



Surface Unit



Enlightened

WEAPON

Seeker Rocket Battery Aerial, Homing

Seeker Rocket Battery Aerial, Homing

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	5	3	Turn Limit
Armour	6	5	Armour
Citadel	11	10	Citadel
ADV	6	4	ADV
SDV	6	4	SDV
Fray	5	7	Fray
Hull	4	5	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/A	6(2)	6(3)	6(3)	4(1)	4(2)	4(2)
F/S/A	6(2)	6(3)	6(3)	4(1)	4(2)	4(2)
F	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)

CRIPPLED

CRIPPLED

SPECIAL RULES:

Enlightened Science | Entropic Generator (Internal) | Luminiferous Defences | Mine Sweeper | Q-Ship | Turbo Encabulation Drive | Useful Freight | Wavelurker



COPERNICUS

HEAVY CRUISER



UNIT NAME:

TRAIT

• Copernicus Class



Surface Unit



Enlightened

WEAPON

Heavy Particle Cannon Piercing, Blast, Devastating, See ORBAT

Particle Beamer Sustained, Gunnery

Aetheric Lance Sustained, Gunnery

Aetheric Broadside Broadside, Sustained

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

BATTLE READY

Mass	2	2	Mass
Speed	7	5	Speed
Turn Limit	4	3	Turn Limit
Armour	6	5	Armour
Citadel	11	10	Citadel
ADV	6	4	ADV
SDV	6	4	SDV
Fray	7	7	Fray
Hull	4	4	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	6(4)	9(6)	5(3)	4(3)	6(4)	3(2)
F/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
A/P/S	6(3)	5(3)	-(-)	4(2)	3(2)	-(-)
P & S	5(3)	3(2)	-(-)	3(2)	2(1)	-(-)
F	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)

SPECIAL RULES:

Enlightened Science | Entropic Generator (Internal) | Luminiferous Defences | Turbo Encabulation Drive | Wavelurker

CRIPPLED

CRIPPLED



DAIMLER

RESEARCH PLATFORM



UNIT NAME:

TRAIT

• Daimler Class



Surface Unit



Enlightened

WEAPON

- Heavy Gun Battery Gunnery
- Gun Battery Gunnery
- Gun Battery Gunnery

BATTLE READY

Mass	2	2	Mass
Speed	0	0	Speed
Turn Limit	0	0	Turn Limit
Armour	5	5	Armour
Citadel	12	10	Citadel
ADV	4	3	ADV
SDV	4	3	SDV
Fray	8	8	Fray
Hull	3	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
360°	3(2)	5(3)	--	2(1)	4(2)	--
360°	3(2)	5(3)	--	2(1)	4(2)	--

CRIPPLED

SPECIAL RULES:

Attached Unit (Bellerophon Class) | Enlightened Science | Entropic Generator (Internal) | Forward Deployment | Heavy Escort | Immobile | Luminiferous Defences | Strategic Asset | Supply Depot | Useful Freight



LOVELACE CRUISER



UNIT NAME:

TRAIT

- Lovelace Class



Surface Unit



Enlightened

WEAPON

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Aetheric Broadside Broadside, Sustained

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

BATTLE READY

Mass	2	2	Mass
Speed	8	6	Speed
Turn Limit	5	4	Turn Limit
Armour	5	5	Armour
Citadel	11	10	Citadel
ADV	5	3	ADV
SDV	5	3	SDV
Fray	6	6	Fray
Hull	4	4	Hull

CRIPPLED

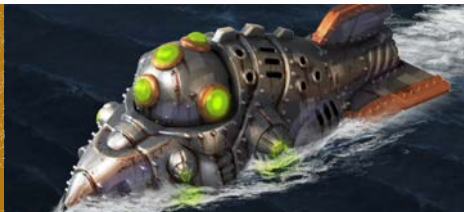
HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
A/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
P & S	5(3)	3(2)	-(-)	3(2)	2(1)	-(-)
F	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)

CRIPPLED

**SPECIAL
RULES:**

Enlightened Science | Entropic Generator (Internal) | Luminiferous Defences | Turbo Encabulation Drive | Wavelurker



MERIAN

FRIGATE



UNIT NAME:

TRAIT

- Automata
- Merian Class



Surface Unit



Enlightened

WEAPON

Pulse Emitter Sustained, Fusillade

Pulse Broadside Broadside, Fusillade

Micro Torpedo Salvo Submerged, Torpedo, Homing

BATTLE READY

Mass	1	-	Mass
Speed	9	-	Speed
Turn Limit	10	-	Turn Limit
Armour	5	-	Armour
Citadel	10	-	Citadel
ADV	2	-	ADV
SDV	2	-	SDV
Fray	1	-	Fray
Hull	3	-	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	8(6)	3(2)	-(-)	5(4)	2(1)	-(-)
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)
F	5(2)	5(3)	-(-)	-(-)	-(-)	-(-)

SPECIAL RULES:

Limited Capacitor (Pulse Emitter) | Mechanical Soul | Numerous | Turbo Encabulation Drive | Wavelurker

CRIPPLED

CRIPPLED



NEWTON

VOID-ENGINE CRUISER



UNIT NAME:

TRAIT

- Newton Class



Surface Unit



Enlightened

WEAPON

Aetheric Lance Sustained, Gunnery

Aetheric Lance Sustained, Gunnery

Aetheric Broadside Broadside, Sustained

BATTLE READY

Mass	2	2	Mass
Speed	6	4	Speed
Turn Limit	5	4	Turn Limit
Armour	6	5	Armour
Citadel	11	11	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	6	6	Fray
Hull	3	5	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	5(3)	-(-)	4(2)	3(2)	-(-)
A/P/S	6(3)	5(3)	-(-)	4(2)	3(2)	-(-)
P & S	5(3)	3(2)	-(-)	3(2)	2(1)	-(-)

CRIPPLED

SPECIAL RULES:

Enlightened Science | Entropic Generator (Internal) | Luminiferous Defences | Turbo Encabulation Drive | Unexpected Arrival | Void Shepherd | Void-Engine | Vulnerable Stern



ORIGEN

LATHE SHIP



UNIT NAME:

TRAIT

- Origen Class



Surface Unit



Enlightened

WEAPON

Aetheric Lance Sustained, Gunnery

Aetheric Broadside Broadside, Sustained

BATTLE READY

Mass	2	2	Mass
Speed	8	6	Speed
Turn Limit	5	3	Turn Limit
Armour	6	5	Armour
Citadel	11	11	Citadel
ADV	8	4	ADV
SDV	5	3	SDV
Fray	8	7	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
A/P/S	6(3)	5(3)	-(-)	4(2)	3(2)	-(-)
P & S	5(3)	3(2)	-(-)	3(2)	2(1)	-(-)

CRIPPLED

SPECIAL RULES:

Advanced Repair Facilities (1) | Attached Unit (Enlightened) | Automata Repair Platform | Enlightened Science | Entropic Generator (Internal) | Luminiferous Defences | Turbo Encabulation Drive | Vulnerable Stern



PLINIUS

SUPPORT CARRIER



UNIT NAME:

TRAIT

- Plinius Class



Surface Unit



Enlightened

WEAPON

Seeker Rocket Battery Aerial, Homing

Seeker Rocket Battery Aerial, Homing

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

BATTLE READY

Mass	2	2	Mass
Speed	8	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	5	Armour
Citadel	11	10	Citadel
ADV	6	4	ADV
SDV	5	3	SDV
Fray	7	7	Fray
Hull	3	5	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/A	6(2)	6(3)	6(3)	4(1)	4(2)	4(2)
F/S/A	6(2)	6(3)	6(3)	4(1)	4(2)	4(2)
F	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)

CRIPPLED

SPECIAL RULES:

Cloud Hunting | Combat Air Patrol | Enlightened Science | Entropic Generator (Internal) | Groupthink Piloting | Luminiferous Defences | SRS Capacity 4/3 | SRS Recon | Turbo Encabulation Drive | Wavelurker



QUINTILIAN

BOMBARDMENT CRUISER



UNIT NAME:

TRAIT

- Quintilian Class



Surface Unit



Enlightened

WEAPON

Tyndall Cyclonic Missiles Aerial, EXT. RNG., Blast, Limited

Tyndall Cyclonic Missiles Aerial, EXT. RNG., Blast, Limited

Seeker Rocket Battery Aerial, Homing

Seeker Rocket Battery Aerial, Homing

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

BATTLE READY

Mass	2	2	Mass
Speed	7	5	Speed
Turn Limit	5	3	Turn Limit
Armour	6	5	Armour
Citadel	11	10	Citadel
ADV	6	3	ADV
SDV	4	2	SDV
Fray	6	5	Fray
Hull	4	4	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	-(-)	8(4)	8(4)	-(-)	5(2)	5(2)
360°	-(-)	8(4)	8(4)	-(-)	5(2)	5(2)
F/P/A	6(2)	6(3)	6(3)	4(1)	4(2)	4(2)
F/S/A	6(2)	6(3)	6(3)	4(1)	4(2)	4(2)
F	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)

SPECIAL RULES:

Enlightened Science | Entropic Generator (Internal) | Luminiferous Defences | Spotter | Turbo Encabulation Drive | Wavelurker

CRIPPLED

CRIPPLED



STILETTO

FAST CRUISER



UNIT NAME:

TRAIT

- Stiletto Class



Surface Unit



Enlightened

WEAPON

Particle Beamer Sustained, Gunnery

Aetheric Lance Sustained, Gunnery

Aetheric Broadside Broadside, Sustained

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

BATTLE READY

Mass	2	2	Mass
Speed	10	8	Speed
Turn Limit	6	4	Turn Limit
Armour	5	5	Armour
Citadel	11	10	Citadel
ADV	5	3	ADV
SDV	4	3	SDV
Fray	5	5	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
A/P/S	6(3)	5(3)	-(-)	4(2)	3(2)	-(-)
P & S	5(3)	3(2)	-(-)	3(2)	2(1)	-(-)
F	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)

CRIPPLED

SPECIAL RULES:

Enlightened Science | Entropic Generator (Internal) | Full Steam Ahead | Luminiferous Defences | Turbo Encabulation Drive | Wavelurker



TACITUS

ASSAULT CRUISER



UNIT NAME:

TRAIT

- Tacitus Class



Surface Unit



Enlightened

WEAPON

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Seeker Rocket Battery Aerial, Homing

Seeker Rocket Battery Aerial, Homing

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

BATTLE READY

Mass	2	2	Mass
Speed	8	6	Speed
Turn Limit	5	3	Turn Limit
Armour	6	5	Armour
Citadel	11	10	Citadel
ADV	7	4	ADV
SDV	5	3	SDV
Fray	9	8	Fray
Hull	4	4	Hull

HULL DAMAGE TRACKER

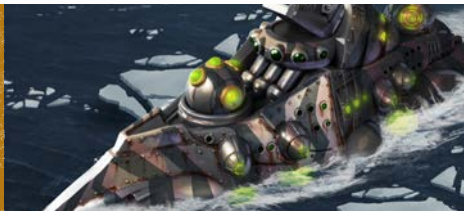
FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
F/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
F/P/A	6(2)	6(3)	6(3)	4(1)	4(2)	4(2)
F/S/A	6(2)	6(3)	6(3)	4(1)	4(2)	4(2)
F	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)

SPECIAL RULES:

Enlightened Science | Entropic Generator (Internal) | Focused Gunnery | Lamarckian Barracks | Luminiferous Defences | Turbo Encabulation Drive | Wavelurker

CRIPPLED

CRIPPLED



ULYSSES

VANGUARD CRUISER



UNIT NAME:

TRAIT

- Ulysses Class



Surface Unit



Enlightened

WEAPON

Particle Beamer Sustained, Gunnery

Particle Beamer Sustained, Gunnery

Aetheric Broadside Broadside, Sustained

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

BATTLE READY	Mass	2	2	Mass
	Speed	9	7	Speed
	Turn Limit	4	4	Turn Limit
	Armour	6	5	Armour
	Citadel	11	10	Citadel
	ADV	5	3	ADV
	SDV	5	3	SDV
	Fray	7	7	Fray
Hull	4	4	Hull	

CRIPPLED

HULL DAMAGE TRACKER

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Particle Beamer Sustained, Gunnery	F/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
Particle Beamer Sustained, Gunnery	A/P/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
Aetheric Broadside Broadside, Sustained	P & S	5(3)	3(2)	-(-)	3(2)	2(1)	-(-)
Weirding Torpedo Salvo Submerged, Torpedo, Sustained	F	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)

CRIPPLED

SPECIAL RULES:

Anti-Air Specialist | Enlightened Science | Groupthink Piloting | Entropic Generator (Internal) | Luminiferous Defences | SRS Capacity 2/0 | SRS Recon | Turbo Encabulation Drive | Vanguard | Wavelurker


UNIT NAME:
TRAIT

- Vesalius Class



Surface Unit



Enlightened

WEAPON
Aetheric Lance Sustained, Gunnery

Aetheric Broadside Broadside, Sustained

VESALIUS

CETACEAN SURGICAL SHIP


BATTLE READY

Mass	2	2	Mass
Speed	8	6	Speed
Turn Limit	5	3	Turn Limit
Armour	6	5	Armour
Citadel	11	11	Citadel
ADV	8	4	ADV
SDV	5	3	SDV
Fray	8	7	Fray
Hull	3	5	Hull

CRIPPLED
HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
A/P/S	6(3)	5(3)	-(-)	4(2)	3(2)	-(-)
P & S	5(3)	3(2)	-(-)	3(2)	2(1)	-(-)

CRIPPLED
SPECIAL RULES:

Enlightened Science | Entropic Generator (Internal) | Luminiferous Defences | Mine Layer | Mine Sweeper | Orca SRS Capacity 3/1 | SRS Mine Clearance | SRS Recon | Turbo Encabulation Drive | Vulnerable Stern



ZUMEENA

CAPACITOR SHIP



UNIT NAME:

TRAIT

• Zumeena Class



Surface Unit



Enlightened

WEAPON

Aetheric Lance Sustained, Gunnery

Aetheric Lance Sustained, Gunnery

Aetheric Broadside Broadside, Sustained

BATTLE READY

Mass	2	2	Mass
Speed	8	6	Speed
Turn Limit	5	3	Turn Limit
Armour	6	5	Armour
Citadel	11	5	Citadel
ADV	8	4	ADV
SDV	5	3	SDV
Fray	8	7	Fray
Hull	4	4	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	5(3)	-(-)	4(2)	3(2)	-(-)
A/P/S	6(3)	5(3)	-(-)	4(2)	3(2)	-(-)
P & S	5(3)	3(2)	-(-)	3(2)	2(1)	-(-)

CRIPPLED

SPECIAL RULES:

Attached Unit (Enlightened) | Enlightened Science | Entropic Generator (Internal) | Luminiferous Defences | Power Transfer Generator | Supply Depot | Turbo Encabulation Drive | Volatile | Vulnerable Stern



DIOGENES

TORPEDO SUBMARINE



UNIT NAME:

TRAIT

- Automata
- Diogenes Class



Submerged Unit



Enlightened

WEAPON

Pulse Broadside Broadside, Fusillade

Weirding Torpedo Salvo Submerged, Torpedo, Sustained

BATTLE READY

Mass	1	-	Mass
Speed	8	-	Speed
Turn Limit	10	-	Turn Limit
Armour	4	-	Armour
Citadel	10	-	Citadel
ADV	0	-	ADV
SDV	3	-	SDV
Fray	1	-	Fray
Hull	3	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)
F	6(2)	6(4)	6(4)	4(-)	4(3)	4(3)

CRIPPLED

SPECIAL RULES:

Mechanical Soul | Maritime Patrol | Pack Hunter | Turbo Encabulation Drive



KETOS

MYRIAPODA COLOSSUS



UNIT NAME:

TRAIT

- Automata
- Ketos Class



Surface Unit



Submerged Unit



Enlightened

WEAPON

Sturginium Agitator Hazard, Agitation
Ventral Atom Smashers Fusillade, Piercing, Sustained

BATTLE READY

Mass	2	2	Mass
Speed	4	3	Speed
Turn Limit	3	2	Turn Limit
Armour	6	5	Armour
Citadel	11	11	Citadel
ADV	0	0	ADV
SDV	2	1	SDV
Fray	7	5	Fray
Hull	4	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Sturginium Agitator	F/P/S	Mx4(-)	Mx2(-)	-(-)	Mx2(-)	M(-)	-(-)
Ventral Atom Smashers	F	14(9)	-(-)	-(-)	7(4)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

Agitation Harmoniser | Amphibious | Apocalypse Protocol | Colossus | Enlightened Science | Entropic Generator (Internal) | Mechanical Soul | Mine Layer | Submarauder | Turbo Encabulation Drive

**UNIT NAME:****TRAIT**

- Automata
- Lotan Class



Surface Unit



Submerged Unit



Enlightened

WEAPON

Ceous Shockmaw Ramming 12/10, Arc, Devastating

Ventral Atom Smashers Fusillade, Piercing, Sustained

LOTAN

MYRIAPODA COLOSSUS



BATTLE READY

Mass	2	2	Mass
Speed	4	3	Speed
Turn Limit	3	2	Turn Limit
Armour	6	5	Armour
Citadel	11	11	Citadel
ADV	0	0	ADV
SDV	2	1	SDV
Fray	7	5	Fray
Hull	4	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)
F	14(9)	-(-)	-(-)	7(4)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

Amphibious | Apocalypse Protocol | Colossus | Enlightened Science | Entropic Generator (Internal) | Mechanical Soul | Nemesis Protocol | Scything Strike | Submarauder | Turbo Encabulation Drive



PRAXILLA

HUNTER SUBMARINE



UNIT NAME:

TRAIT

- Automata
- Praxilla Class



Submerged Unit



Enlightened

WEAPON

Hydrothermic Borer Ramming 3/2, Piercing, Hazard

Pulse Broadside Broadside, Fusillade

BATTLE READY

Mass	1	-	Mass
Speed	8	-	Speed
Turn Limit	10	-	Turn Limit
Armour	4	-	Armour
Citadel	10	-	Citadel
ADV	0	-	ADV
SDV	3	-	SDV
Fray	6	-	Fray
Hull	3	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)
F	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

Hammer Sweep | Linear Dash | Mechanical Soul | Terror From Below | Turbo Encabulation Drive



ADAMSKI

STRIKE SAUCER



UNIT NAME:

TRAIT

- Adamski Class



Aerial Unit



Enlightened

WEAPON

Aetheric Broadside Broadside, Sustained

Aetheric Broadside Broadside, Sustained

X-Ray Laser Bank Arc, Sustained

BATTLE READY

Mass	3	3	Mass
Speed	7	5	Speed
Turn Limit	10	6	Turn Limit
Armour	5	5	Armour
Citadel	11	11	Citadel
ADV	7	4	ADV
SDV	0	0	SDV
Fray	7	6	Fray
Hull	6	3	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F & A	5(3)	3(2)	-(-)	3(2)	2(1)	-(-)
P & S	5(3)	3(2)	-(-)	3(2)	2(1)	-(-)
360°	12(7)	6(3)	-(-)	8(5)	4(2)	-(-)

SPECIAL RULES:

Agile | Enlightened Science | Interphase Navigator | Low Level Strike | Luminiferous Defences | Powerslide | Shield Generator | Turbo Encabulation Drive

CRIPPLED

CRIPPLED



EUCLID

SCOUT SAUCER



UNIT NAME:

TRAIT

- Euclid Class



Aerial Unit



Enlightened

WEAPON

Particle Beamer Sustained, Gunnery

Pulse Broadside Broadside, Fusillade

BATTLE READY

Mass	1	-	Mass
Speed	10	-	Speed
Turn Limit	10	-	Turn Limit
Armour	5	-	Armour
Citadel	11	-	Citadel
ADV	4	-	ADV
SDV	0	-	SDV
Fray	4	-	Fray
Hull	4	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

Agile | Enlightened Science | Forward Deployment | Hydrophone Relay | Powerslide | Shield Generator | Turbo Encabulation Drive



HAUNEBU

BATTLE SAUCER



UNIT NAME:

TRAIT

• Haunebu Class



Aerial Unit



Enlightened

WEAPON

Electrostatic Vacuum Bombs Blast, Arc, Bomb, Limited

Aetheric Broadside Broadside, Sustained

Aetheric Broadside Broadside, Sustained

Heavy Particle Cannon Piercing, Blast, Devastating, See ORBAT

X-Ray Laser Bank Arc, Sustained

BATTLE READY

Mass	3	3	Mass
Speed	7	5	Speed
Turn Limit	10	6	Turn Limit
Armour	5	5	Armour
Citadel	11	11	Citadel
ADV	7	4	ADV
SDV	0	0	SDV
Fray	7	6	Fray
Hull	6	3	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
A	14(-)	-(-)	-(-)	-(-)	-(-)	-(-)
F & A	5(3)	3(2)	-(-)	3(2)	2(1)	-(-)
P & S	5(3)	3(2)	-(-)	3(2)	2(1)	-(-)
360°	6(4)	9(6)	5(3)	4(3)	6(4)	3(2)
360°	12(7)	6(3)	-(-)	8(5)	4(2)	-(-)

SPECIAL RULES:

Agile | Enlightened Science | Hellion Cohort | Landing Vessel | Luminiferous Defences | Powerslide | Shield Generator | Strategic Withdrawal | Turbo Encabulation Drive

CRIPPLED

CRIPPLED



PYTHEUS

RECON SAUCER



UNIT NAME:

TRAIT

- Pytheus Class



Aerial Unit



Enlightened

WEAPON

Pulse Broadside Broadside, Fusillade

BATTLE READY

Mass	1	-	Mass
Speed	10	-	Speed
Turn Limit	10	-	Turn Limit
Armour	5	-	Armour
Citadel	11	-	Citadel
ADV	4	-	ADV
SDV	0	-	SDV
Fray	4	-	Fray
Hull	4	-	Hull

CRIPPLED

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)

CRIPPLED

SPECIAL RULES:

Agile | Enlightened Science | Groupthink Piloting | Powerslide | Shield Generator | SRS Capacity 2/0 | SRS Recon | Turbo Encabulation Drive


UNIT NAME:
TRAIT

- Valtar Class



Aerial Unit



Enlightened

WEAPON
Aetheric Broadside Broadside, Sustained

Aetheric Broadside Broadside, Sustained

Heavy Particle Cannon Piercing, Blast, Devastating, See ORBAT

X-Ray Laser Bank Arc, Sustained

VALTAR

AETHER SAUCER


BATTLE READY

Mass	3	3	Mass
Speed	7	5	Speed
Turn Limit	10	6	Turn Limit
Armour	5	5	Armour
Citadel	11	11	Citadel
ADV	7	4	ADV
SDV	0	0	SDV
Fray	7	6	Fray
Hull	6	3	Hull

CRIPPLED
HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F & A	5(3)	3(2)	-(-)	3(2)	2(1)	-(-)
P & S	5(3)	3(2)	-(-)	3(2)	2(1)	-(-)
360°	6(4)	9(6)	5(3)	4(3)	6(4)	3(2)
360°	12(7)	6(3)	-(-)	8(5)	4(2)	-(-)

CRIPPLED
SPECIAL RULES:

Agile | Cross the Beams | Enlightened Science | Full Steam Ahead | Luminiferous Defences | Powerslide | Shield Generator | Turbo Encabulation Drive