







































Primary Systems: pg.49

-   Life Support
-   Primary Reactor
-   Secondary Reactor
-   Bridge













Active Defence Systems: pg.59

-   Basic Shield Generator
-   Modulated Shield Generator
-   Adaptive Shield Generator
-   Shield Battery
-   Shield Projector
-   Energy Deflector
-   Kinetic Deflector
-   Energy-Kinetic Deflector
-   Gravity Wall

























Secondary Systems: pg.63

-   Basic Teleporter
-   Advanced Teleporter
-   Grappler
-   Tractor Beam
-   Gravity Well Projector
-   Sub-Space Disruptor

Propulsion Systems: pg.51

-   Engine
-   Basic Drive
-   Warp Drive
-   Hyper Drive
-   Jump Drive
-   Dimensional Drive

Electronic Systems: pg.53

-   Sensor
-   Local Sensor
-   Fire Control
-   Electronic Warfare Array
-   Electronic Countermeasure Array
-   Electronic Intelligence Array
-   Electronic Jamming Array
-   Targeting Array
-   Ansible
-   Cloak Generator
-   Stealth Generator
-   Countermeasure Pod

Ship & Starfighters: pg.67

- | | | | |
|---|------------------------|---|---------------------|
|  | Cinematic |  | Newtonian |
|  | Defence Direction |  | Fighter |
|  | Shield Adaptation |  | Energy |
|  | Shields |  | Kinetic |
|  | Ablative Armour |  | Indirect |
|  | Adaptive Armour |  | Crew |
|  | Metallic Hull |  | Marines |
|  | Technological Hull |  | Raking |
|  | Biological Hull |  | Penetrating |
|  | Unlimited |  | Immune |
|  | Limited |  | Vulnerable |
|  | One Shot |  | Hangar Copies |
|  | Launch/Recover |  | Hangar Hold |
|  | Strength |  | Range |
|  | FTL |  | Breaching |
|  | ECM |  | Stealth |
|  | Scout |  | Furball |
|  | Defence |  | Hardpoints |
|  | Deflection Penetration | | |
|  | Shield Penetration | | |
|  | Armour Penetration | | |
|  | Accuracy |  | Fighters Loaded |
| | |  | Fighters Available |
| | |  | Ordnance Loaded |
| | |  | Ordnance Available |
| | |  | Munitions Available |
| | |  | Local Magazine |
| | |  | Global Magazine |


Weapons & Launchers
pg.67