







































### 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

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



**Weapons & Launchers**  
pg.67