

Earth Alliance Fleet List – B5W A Call to Arms Points

Common Hulls Name, ISD, Cost

EA Apollo Bombardment Cruiser (alpha) - 2264 - 90 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	5	28/7	46/9	2	None	Interceptors 4, Jump Point
Weapon			Range	Arc	AD	Special	
Advanced Missile Rack			30	F	6	Precise, Slow-Loading*, Super AP	
Advanced Missile Rack			30	A	2	Precise, Slow-Loading*, Super AP	
Missile Rack			30	P	4	Precise, Slow-Loading, Super AP	
Missile Rack			30	S	4	Precise, Slow-Loading, Super AP	
Particle Beam			8	P	3	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			8	S	3	Anti-Fighter, Twin-Linked, Weak	

* **Advanced Missile Rack:** Ignores Slow-Loading unless crippled.

EA Artemis Heavy Frigate (beta) - 2190 - 60 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	6	15/5	21/6	2	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Railgun			12	F	6	AP, Double Damage	
Railgun			12	A	4	AP, Double Damage	
Particle Beam			6	P	2	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			6	S	2	Anti-Fighter, Twin-Linked, Weak	

EA Avenger Heavy Carrier (gamma) - 2240 - 57 Points + 48 pts Fighters = 105 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	4	39/9	50/13	4	None	Interceptors 4, Jump Point Fleet Carrier, Shuttles 2, Carrier 4, Command +1
Weapon			Range	Arc	AD	Special	
Medium Plasma Cannon			8	F	6	AP, Twin-Linked	
Light Pulse Cannon			6	F	6		
Light Pulse Cannon			6	A	6		
Light Pulse Cannon			6	P	4		
Light Pulse Cannon			6	S	4		

EA Cronos Attack Frigate (alpha) - 2266 - 80 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/45°	5	18/5	25/7	2	None	Interceptors 2
Weapon			Range	Arc	AD	Special	
Railgun			12	F	4	AP, Double Damage	
Railgun			12	A	4	AP, Double Damage	
Heavy Pulse Cannon			15	F	8	Twin-Linked, Double Damage	
Heavy Pulse Cannon			15	A	4	Twin-Linked, Double Damage	
Particle Beam			8	P	2	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			8	S	2	Anti-Fighter, Twin-Linked, Weak	

EA Delphi Advanced Scout (alpha) - 2268 - 85 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	5	28/7	38/9	-	None	Interceptors 3, Jump Point, Scout, Stealth 4+
Weapon			Range	Arc	AD	Special	
Medium Pulse Cannon			12	F	6	Twin-Linked	
Medium Pulse Cannon			12	A	6	Twin-Linked	
Medium Pulse Cannon			12	P	6	Twin-Linked	
Medium Pulse Cannon			12	S	6	Twin-Linked	
Particle Beam			8	P	4	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			8	S	4	Anti-Fighter, Twin-Linked, Weak	

EA Earthforce One (delta) - 2251 Q - 35 Points + 12 pts Fighters = 47 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
4	1/45°	5	20/5	25/6	4	2 Starfury Flights	Interceptors 2, Jump Point
Weapon			Range	Arc	AD	Special	
Particle Beam			8	T	2	Anti-Fighter, Twin-Linked, Weak	

EA Explorer Survey Ship (alpha) - 2253 - 101 Points + 24 pts Fighters = 125 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
4	1/45°	4	100/25	80/20	10	4 Starfury Flights	Interceptors 4, Jump Point, Scout, Command +1
Weapon			Range	Arc	AD	Special	
Heavy Pulse Cannon			18	F	8	Twin-Linked, Double Damage	
Particle Beam			8	F	4	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			8	A	4	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			8	P	4	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			8	S	4	Anti-Fighter, Twin-Linked, Weak	

EA Hermes Priority transport (beta) - 2190 - 44 Points + 6 pts Fighters = 50 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/45°	4	16/4	18/4	1	1 Starfury Flight	Interceptors 1, Jump Point
Weapon			Range	Arc	AD	Special	
Early Missile Rack			20	T	2	Precise, Slow-Loading, Super AP	
Particle Beam			5	F	2	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			5	P	2	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			5	S	2	Anti-Fighter, Twin-Linked, Weak	

EA Hyperion Heavy Cruiser (theta) - 2246 - 74 Points + 6 pts Fighters = 80 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	5	29/7	35/9	3	1 Starfury Flight	Interceptors 2, Jump Point
Weapon			Range	Arc	AD	Special	
Heavy Laser Cannon			20	B	4	Beam, Double Damage, Super AP	
Heavy Laser Cannon			20	B(a)	4	Beam, Double Damage, Super AP	
Medium Pulse Cannon			10	F	6	Twin-Linked	
Medium Pulse Cannon			10	A	3	Twin-Linked	
Medium Pulse Cannon			10	P	6	Twin-Linked	
Medium Pulse Cannon			10	S	6	Twin-Linked	
Medium Plasma Cannon			8	F	4	AP, Twin-Linked	
Particle Beam			6	T	3	Anti-Fighter, Twin-Linked, Weak	

EA Laertes Police Corvette (gamma) - 2184 - 30 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/90°	4	10/3	13/4	1	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Medium Plasma Cannon			8	F	4	AP, Twin Linked	
Particle Beam			5	F	3	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			5	P	2	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			5	S	2	Anti-Fighter, Twin-Linked, Weak	

EA Nova Dreadnought (beta) - 2242 - 136 Points + 24 pts Fighters = 160 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	6	36/9	52/13	4	4 Starfury Flights	Interceptors 2, Jump Point
Weapon			Range	Arc	AD	Special	
Laser/Pulse Array			12	F	18	Twin Linked*	
Laser/Pulse Array			12	A	12	Twin Linked*	
Laser/Pulse Array			12	P	18	Twin Linked*	
Laser/Pulse Array			12	S	18	Twin Linked*	

* **Laser/Pulse Arrays:** May be fired at half AD, +50% Range. Gains Beam, Super AP & loses Twin-Linked.

EA Olympus Corvette (delta) - 2241 - 60 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	5	18/5	25/8	2	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Railgun			12	T	4	AP, Double Damage	
Medium Pulse Cannon			10	F	6	Twin-Linked	
Medium Pulse Cannon			10	P	6	Twin-Linked	
Medium Pulse Cannon			10	S	6	Twin-Linked	
Early Missile Rack			20	F	2	Precise, Slow-Loading, Super AP	

EA Omega Destroyer (alpha) - 2250 - 91 Points + 24 pts Fighters = 115 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	6	40/10	60/14	4	4 Starfury Flights	Interceptors 4, Jump Point
Weapon			Range	Arc	AD	Special	
Heavy Laser Cannon			30	B	4	Beam, Double Damage, Super AP	
Heavy Laser Cannon			30	B(a)	4	Beam, Double Damage, Super AP	
Heavy Pulse Cannon			15	F	8	Twin-Linked, Double Damage	
Particle Beam			8	P	6	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			8	S	6	Anti-Fighter, Twin-Linked, Weak	

EA Omega Pulse Destroyer (beta) - 2255 - 96 Points + 24 pts Fighters = 120 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	6	40/10	60/14	4	4 Starfury Flights	Interceptors 4, Jump Point
Weapon			Range	Arc	AD	Special	
Heavy Pulse Cannon			15	F	16	Twin Linked, Double Damage	
Medium Pulse Cannon			12	A	12	Twin Linked	
Particle Beam			8	P	6	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			8	S	6	Anti-Fighter, Twin-Linked, Weak	

EA Oracle Scout Cruiser (gamma) - 2216 - 60 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	4	28/7	34/9	-	None	Interceptors 2, Jump Point, Scout, Stealth 3+
Weapon			Range	Arc	AD	Special	
Medium Laser			25	B	3	Beam, Super AP	
Early Missile Rack			20	T	1	Precise, Slow-Loading, Super AP	
Particle Beam			8	F	2	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			8	A	2	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			8	P	2	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			8	S	2	Anti-Fighter, Twin-Linked, Weak	

EA Orestes System Monitor (epsilon) - 2249 - 63 Points + 12 pts Fighters = 75 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
4	1/45°	5	28/7	40/10	2	2 Starfury Flights	Interceptors 1
Weapon			Range	Arc	AD	Special	
Heavy Laser Cannon			20	F	4	Beam, Double Damage, Super AP	
Medium Laser Cannon			15	A	4	Beam, Super AP	
Railgun			12	F	4	AP, Double Damage	
Medium Pulse Cannon			10	P	4	Twin-Linked	
Medium Pulse Cannon			10	S	4	Twin-Linked	
Particle Beam			6	T	2	Anti-Fighter, Twin-Linked, Weak	

EA Poseidon Supercarrier (gamma) - 2261 - 94 Points + 96 pts Fighters = 190 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	4	70/18	100/25	8	16 Starfury Flights	Interceptors 6, Jump Point, Fleet Carrier, Shuttles 2, Carrier 8, Command +3
Weapon			Range	Arc	AD	Special	
Medium Pulse Cannon			12	F	4	Twin-Linked	
Medium Pulse Cannon			12	A	4	Twin-Linked	
Medium Pulse Cannon			12	P	4	Twin-Linked	
Medium Pulse Cannon			12	S	4	Twin-Linked	
Particle Beam			8	T	8	Anti-Fighter, Twin-Linked, Weak	

EA Sagittarius Missile Cruiser (beta) - 2230 - 70 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	4	26/7	30/8	1	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Missile Rack			30	F	6	Precise, Slow-Loading, Super AP	
Missile Rack			30	A	3	Precise, Slow-Loading, Super AP	
Missile Rack			30	P	4	Precise, Slow-Loading, Super AP	
Missile Rack			30	S	4	Precise, Slow-Loading, Super AP	
Particle Beam			6	T	2	Anti-Fighter, Twin-Linked, Weak	

EA Tantalus Assault Transport (alpha) - 2238 - 60 Points + 16 pts Pods = 76 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
5	1/45°	5	32/8	40/10	20	4 Breaching Pods	Interceptors 3, Shuttles 4
Weapon			Range	Arc	AD	Special	
Medium Pulse Cannon			12	F	4	Twin-Linked	
Particle Beam			7	F	4	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			7	A	4	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			7	P	4	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			7	S	4	Anti-Fighter, Twin-Linked, Weak	

EA Tethys Police Cutter (kappa) - 2246 - 35 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/90°	4	8/2	10/3	1	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Medium Pulse Cannon			10	F	4	Twin-Linked	
Light Pulse Cannon			6	F	4		
Light Pulse Cannon			6	P	3		
Light Pulse Cannon			6	S	3		

EA Warlock Advanced Destroyer (alpha) - 2261 - 176 Points + 24 pts Fighters = 200 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	6	45/10	65/18	5	4 Starfury Flights	Interceptors 4, Command +1, Advanced Jump Point
Weapon			Range	Arc	AD	Special	
Heavy Particle Cannon			30	B	6	Beam, Super AP, Triple Damage, Slow-Loading	
Railgun			15	F	4	AP, Double Damage	
Railgun			15	A	4	AP, Double Damage	
Laser/Pulse Array			12	F	8	Twin-Linked*	
Laser/Pulse Array			12	A	4	Twin-Linked*	
Laser/Pulse Array			12	P	6	Twin-Linked*	
Laser/Pulse Array			12	S	6	Twin-Linked*	
Advanced Missile Rack			30	F	6	Precise, Slow-Loading**, Super AP	
Particle Beam			9	P	4	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			9	S	4	Anti-Fighter, Twin-Linked, Weak	

* **Laser/Pulse Arrays:** May be fired at half AD, +50% Range. Gains Beam, Super AP & loses Twin-Linked.

** **Advanced Missile Rack:** Ignores Slow-Loading unless crippled.

EA Breaching Pod - 4 Points

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
6	SM	5	-	-	1	-	Breaching Pod, Dodge 5+

EA Tiger Starfury Flight - 2203 - 4 Points

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
8	SM	4	+0	-	-	-	Afterburner, Dodge 3+, Fighter
Weapon			Range	Arc	AD	Special	
Uni-Pulse Cannon			2	T	2	Twin Linked	

EA Nova Starfury Flight - 2230 - 5 Points

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
10	SM	4	+1	-	-	-	Afterburner, Dodge 2+, Fighter
Weapon			Range	Arc	AD	Special	
Uni-Pulse Cannon			2	T	2	Twin Linked	

EA Aurora Starfury Flight - 2244 - 6 Points

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
12	SM	4	+2	-	-	-	Afterburner, Dodge 2+, Fighter
Weapon			Range	Arc	AD	Special	
Uni-Pulse Cannon			2	T	2	Twin Linked	

EA Anti-Raider Aurora Starfury Flight - 2259 - 7 Points

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
12	SM	4	+3	-	-	-	Afterburner, Dodge 2+, Fighter
Weapon			Range	Arc	AD	Special	
Uni-Pulse Cannon			2	T	2	Twin Linked	

EA Badger Starfury Flight - 2255 - 10 Points

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
10	SM	4	+3	-	-	-	Afterburner, Dodge 3+, Fighter
Weapon			Range	Arc	AD	Special	
Uni-Pulse Cannon			2	T	2	Twin Linked	
Fighter Missile			4	T	2	AP, Precise	

EA Thunderbolt Starfury Flight - 2259 - 11 Points*

Speed	Turn	Hull	Dogfight	Crew	Troops	Craft	Special
13	SM	5	+2	-	-	-	Afterburner, Dodge 2+, Fighter
Weapon			Range	Arc	AD	Special	
Gatling Pulse Cannon			2	T	3	Precise	
Fighter Missile			4	T	2	AP, Precise	

* From 2259+ the following EA units may buy Thunderbolts: All Bases, Earthforce One, Omega, Poseidon, Tantalus & Warlock.

Variant Hulls Name, ISD, Rarity (Common = blank, Uncommon = U, Rare = R, Unique = Q), Cost

EA Artemis Heavy Frigate (alpha) - 2168 - 48 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	5	15/5	21/6	2	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Medium Plasma Cannon			8	F	6	AP, Twin-Linked	
Medium Plasma Cannon			8	A	4	AP, Twin-Linked	
Light Particle Beam			5	P	2	Anti-Fighter, Weak	
Light Particle Beam			5	S	2	Anti-Fighter, Weak	

EA Artemis Gunship (gamma) - 2216 U - 65 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	6	15/5	21/6	2	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Particle Cannon			15	F	6	Beam, Super AP	
Particle Cannon			15	A	4	Beam, Super AP	
Particle Beam			6	P	2	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			6	S	2	Anti-Fighter, Twin-Linked, Weak	

EA Artemis Escort Frigate (zeta) - 2242 U - 65 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	6	15/5	21/6	2	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Medium Pulse Cannon			10	F	10	Twin-Linked	
Medium Pulse Cannon			10	A	6	Twin-Linked	
Particle Beam			6	P	2	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			6	S	2	Anti-Fighter, Twin-Linked, Weak	

EA Avenger Heavy Carrier (beta) - 2203 - 48 Points + 40 pts Fighters (Novas) = 88 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
5	1/45°	4	39/9	50/13	4	None	Interceptors 4, Jump Point Fleet Carrier, Shuttles 2, Carrier 4, Command +1
Weapon			Range	Arc	AD	Special	
Medium Plasma Cannon			8	F	6	AP, Twin-Linked	
Light Plasma Cannon			4	F	3	AP	
Light Plasma Cannon			4	A	3	AP	
Light Plasma Cannon			4	P	2	AP	
Light Plasma Cannon			4	S	2	AP	

EA Hecate Testbed Cruiser (alpha) - 2228 R - 62 Points + 5 pts Fighters (Novas) = 67 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	5	29/7	35/9	3	None	Interceptors 2, Jump Point
Weapon			Range	Arc	AD	Special	
Medium Laser			18	F	4	Beam, Super AP	
Medium Plasma Cannon			8	F	6	AP, Twin-Linked	
Medium Plasma Cannon			8	A	2	AP, Twin-Linked	
Medium Plasma Cannon			8	P	4	AP, Twin-Linked	
Medium Plasma Cannon			8	S	4	AP, Twin-Linked	
Particle Beam			6	T	3	Anti-Fighter, Twin-Linked, Weak	

EA Hecate Bolt Cruiser (beta) - 2232 Q - 65 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	4	29/7	35/9	3	None	Interceptors 2, Jump Point
Weapon			Range	Arc	AD	Special	
Heavy Bolter			20	F	6	AP, Double Damage	
Heavy Bolter			20	A	6	AP, Double Damage	
Medium Bolter			12	F	9	AP, Double Damage	
Light Bolter			8	P	2	AP	
Light Bolter			8	S	2	AP	
Particle Beam			6	T	3	Anti-Fighter, Twin-Linked, Weak	

EA Hyperion Heavy Cruiser (alpha) - 2216 - 50 Points + 5 pts Fighters (Novas) = 55 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	4	29/7	35/9	3	1 Starfury Flight	Interceptors 2, Jump Point
Weapon			Range	Arc	AD	Special	
Particle Cannon			15	B	4	Beam, Super AP	
Medium Plasma Cannon			8	F	8	AP, Twin-Linked	
Medium Plasma Cannon			8	A	2	AP, Twin-Linked	
Medium Plasma Cannon			8	P	4	AP, Twin-Linked	
Medium Plasma Cannon			8	S	4	AP, Twin-Linked	
Particle Beam			6	T	3	Anti-Fighter, Twin-Linked, Weak	

EA Hyperion Missile Cruiser (beta) - 2217 U - 65 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	4	29/7	35/9	1	None	Interceptors 2, Jump Point
Weapon			Range	Arc	AD	Special	
Standard Missile Rack			20	F	4	Precise, Slow-Loading, Super AP	
Standard Missile Rack			20	A	3	Precise, Slow-Loading, Super AP	
Standard Missile Rack			20	P	2	Precise, Slow-Loading, Super AP	
Standard Missile Rack			20	S	2	Precise, Slow-Loading, Super AP	
Particle Beam			6	T	1	Anti-Fighter, Twin-Linked, Weak	

EA Hyperion Assault Cruiser (gamma) - 2230 - 60 Points + 8 pts Pods = 68 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	5	29/7	35/9	10	2 Breaching Pods	Interceptors 2, Jump Point, Shuttles 2
Weapon			Range	Arc	AD	Special	
Heavy Plasma Cannon			12	F	6	AP, Twin-Linked, Double Damage	
Heavy Plasma Cannon			12	P	3	AP, Twin-Linked, Double Damage	
Heavy Plasma Cannon			12	S	3	AP, Twin-Linked, Double Damage	
Medium Plasma Cannon			8	F	4	AP, Twin-Linked	
Particle Beam			6	T	3	Anti-Fighter, Twin-Linked, Weak	

EA Hyperion Pulse Cruiser (delta) - 2240 U - 74 Points + 6 pts Fighters = 80 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	5	29/7	35/9	3	1 Starfury Flight	Interceptors 2, Jump Point
Weapon			Range	Arc	AD	Special	
Heavy Pulse Cannon			15	F	8	Twin-Linked, Double Damage	
Heavy Pulse Cannon			15	A	8	Twin-Linked, Double Damage	
Medium Pulse Cannon			10	F	6	Twin-Linked	
Medium Pulse Cannon			10	A	3	Twin-Linked	
Medium Pulse Cannon			10	P	6	Twin-Linked	
Medium Pulse Cannon			10	S	6	Twin-Linked	
Medium Plasma Cannon			8	F	4	AP, Twin-Linked	
Particle Beam			6	T	3	Anti-Fighter, Twin-Linked, Weak	

EA Hyperion Command Cruiser (epsilon) - 2246 U - 76 Points + 6 pts Fighters = 82 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	5	29/7	38/9	4	1 Starfury Flight	Interceptors 2, Jump Point, Command +1
Weapon			Range	Arc	AD	Special	
Heavy Laser Cannon			20	B	4	Beam, Double Damage, Super AP	
Heavy Pulse Cannon			15	B	8	Twin-Linked, Double Damage	
Medium Pulse Cannon			10	F	3	Twin-Linked	
Medium Pulse Cannon			10	A	6	Twin-Linked	
Medium Pulse Cannon			10	P	3	Twin-Linked	
Medium Pulse Cannon			10	S	3	Twin-Linked	
Particle Beam			6	T	3	Anti-Fighter, Twin-Linked, Weak	

EA Hyperion Heavy Cruiser (zeta) - 2246 R - 72 Points + 6 pts Fighters = 78 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	5	29/7	35/9	3	1 Starfury Flight	Interceptors 2, Jump Point
Weapon			Range	Arc	AD	Special	
Railgun			12	F	4	AP, Double Damage	
Railgun			12	A	2	AP, Double Damage	
Railgun			12	P	4	AP, Double Damage	
Railgun			12	S	4	AP, Double Damage	
Medium Pulse Cannon			10	P	3	Twin-Linked	
Medium Pulse Cannon			10	S	3	Twin-Linked	
Particle Beam			6	T	3	Anti-Fighter, Twin-Linked, Weak	

EA Hyperion Patrol Cruiser (eta) - 2246 - 75 Points + 6 pts Fighters = 81 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	5	29/7	35/9	3	1 Starfury Flight	Interceptors 2, Jump Point
Weapon			Range	Arc	AD	Special	
Heavy Laser Cannon			20	B	4	Beam, Double Damage, Super AP	
Medium Pulse Cannon			10	F	12	Twin-Linked	
Medium Pulse Cannon			10	A	9	Twin-Linked	
Medium Pulse Cannon			10	P	9	Twin-Linked	
Medium Pulse Cannon			10	S	9	Twin-Linked	
Particle Beam			6	T	3	Anti-Fighter, Twin-Linked, Weak	

EA Hyperion Aegis Cruiser (lambda) - 2257 R - 80 Points + 6 pts Fighters = 86 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	5	29/7	35/9	2	1 Starfury Flight	Interceptors 3, Jump Point
Weapon			Range	Arc	AD	Special	
Anti-Fighter Missile Rack			15	P	1	Anti-Fighter, AP	
Anti-Fighter Missile Rack			15	S	1	Anti-Fighter, AP	
Particle Beam			9	F	4	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			9	A	2	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			9	P	3	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			9	S	3	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			9	T	3	Anti-Fighter, Twin-Linked, Weak	

EA Laertes Assault Corvette (epsilon) - 2200 - 25 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	1/90°	4	10/3	13/4	3	None	Interceptors 2, Shuttles 1
Weapon			Range	Arc	AD	Special	
Particle Beam			5	T	2	Anti-Fighter, Twin-Linked, Weak	

EA Nova Dreadnought (alpha) - 2215 - 95 Points + 20 pts Fighters (Novas) = 115 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	5	36/9	52/13	4	4 Starfury Flights	Interceptors 2, Jump Point
Weapon			Range	Arc	AD	Special	
Medium Laser			15	F	9	Beam, Super AP	
Medium Laser			15	A	6	Beam, Super AP	
Medium Laser			15	P	9	Beam, Super AP	
Medium Laser			15	S	9	Beam, Super AP	

EA Olympus Corvette (alpha) - 2200 - 50 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	2/45°	4	18/5	25/8	2	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Railgun			12	T	2	AP, Double Damage	
Medium Plasma Cannon			8	F	4	AP, Twin-Linked	
Medium Plasma Cannon			8	P	4	AP, Twin-Linked	
Medium Plasma Cannon			8	S	4	AP, Twin-Linked	
Early Missile Rack			20	F	2	Precise, Slow-Loading, Super AP	

EA Olympus Gunship (beta) - 2229 U/R* - 63 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
10	2/45°	5	18/5	25/8	2	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Particle Cannon			15	T	6	Beam, Super AP	
Medium Laser Cannon			15	F	4	Beam, Super AP	
Medium Laser Cannon			15	P	4	Beam, Super AP	
Medium Laser Cannon			15	S	4	Beam, Super AP	

* Rare from 2233 on.

EA Omega Command Destroyer (gamma) - 2259 - 111 Points + 24 pts Fighters = 135 Pts

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
7	1/45°	6	40/11	60/16	4	4 Starfury Flights	Interceptors 4, Jump Point, Command +2
Weapon			Range	Arc	AD	Special	
Heavy Laser/Pulse Array			15	B	16	Twin-Linked, Double Damage*	
Heavy Laser/Pulse Array			15	B(a)	8	Twin-Linked, Double Damage*	
Particle Beam			8	P	6	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			8	S	6	Anti-Fighter, Twin-Linked, Weak	

* **Heavy Laser/Pulse Arrays:** May be fired at half AD, Double Range. Gains Beam, Super AP & loses Twin-Linked.

EA Shadow Omega Destroyer (epsilon) - 2261* - 220 Points + 24 pts Fighters = 244 Pts

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	6	60/12	65/15	4	4 Starfury Flights	Interceptors 4, Advanced Jump Point, Flight Computer, Self-Repairing 1d6
Weapon			Range	Arc	AD	Special	
Light Molecular Slicer			30	B	6	Beam, Triple Damage, Super AP	
Hvy Phasing Pulse Cannon			15	F	8	Twin-Linked, AP, Double Damage	
Hvy Phasing Pulse Cannon			15	A	8	Twin-Linked, AP, Double Damage	
Light Multi-Phased Cutter			12	P	8	Mini-Beam, Twin-Linked, AP	
Light Multi-Phased Cutter			12	S	8	Mini-Beam, Twin-Linked, AP	

* **Special Availability:** 2261 President Clark's forces only.

EA Oracle Light Cruiser (delta) - 2231 R - 60 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
8	1/45°	4	28/7	34/9	-	None	Interceptors 2, Jump Point
Weapon			Range	Arc	AD	Special	
Medium Laser			20	B	3	Beam, Super AP	
Medium Plasma Cannon			8	F	2	AP, Twin-Linked	
Particle Beam			6	T	1	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			6	F	2	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			6	A	2	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			6	P	2	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			6	S	2	Anti-Fighter, Twin-Linked, Weak	

EA Orestes System Monitor (gamma) - 2219 - 55 Points + 10 pts Fighters (Novas) = 65 Pts

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
4	1/45°	5	28/7	40/10	2	2 Starfury Flights	Interceptors 1
Weapon			Range	Arc	AD	Special	
Heavy Plasma Cannon			12	F	6	AP, Twin-Linked, Double Damage	
Particle Cannon			15	A	4	Beam, Super AP	
Railgun			12	F	4	AP, Double Damage	
Medium Plasma Cannon			8	P	4	AP, Twin-Linked	
Medium Plasma Cannon			8	S	4	AP, Twin-Linked	
Particle Beam			5	T	2	Anti-Fighter, Twin-Linked, Weak	

EA Poseidon Supercarrier Prototype (alpha) - 2247 Q* - 90 pts + 96 pts Fighters = 186Pts

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	4	70/18	100/25	8	16 Starfury Flights**	Interceptors 4, Jump Point, Fleet Carrier, Shuttles 2, Carrier 8, Command +2
Weapon			Range	Arc	AD	Special	
Medium Pulse Cannon			12	F	4	Twin-Linked	
Medium Pulse Cannon			12	A	4	Twin-Linked	
Medium Pulse Cannon			12	P	4	Twin-Linked	
Medium Pulse Cannon			12	S	4	Twin-Linked	
Particle Beam			8	T	8	Anti-Fighter, Twin-Linked, Weak	

* Unique unit, destroyed 2247

** Cannot Carry Thunderbolts

EA Poseidon Supercarrier (beta) - 2255 - 90 Points + 96 pts Fighters = 186 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
6	1/45°	4	70/18	100/25	8	16 Starfury Flights	Interceptors 6, Jump Point, Fleet Carrier, Shuttles 2, Carrier 8, Command +2
Weapon			Range	Arc	AD	Special	
Medium Pulse Cannon			12	F	4	Twin-Linked	
Medium Pulse Cannon			12	A	4	Twin-Linked	
Medium Pulse Cannon			12	P	4	Twin-Linked	
Medium Pulse Cannon			12	S	4	Twin-Linked	
Particle Beam			8	T	8	Anti-Fighter, Twin-Linked, Weak	

EA Tethys Plasma Boat (epsilon) - 2191 - 35 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/90°	4	8/2	10/3	1	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Medium Plasma Cannon			8	F	4	AP, Twin-Linked	
Particle Beam			5	F	3		
Particle Beam			5	P	2		
Particle Beam			5	S	2		

EA Tethys Missile Boat (zeta) - 2246 R - 38 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/90°	4	8/2	10/3	1	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Early Missile Rack			20	F	2	Precise, Slow-Loading, Super AP	
Particle Beam			5	F	2	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			5	P	1	Anti-Fighter, Twin-Linked, Weak	
Particle Beam			5	S	1	Anti-Fighter, Twin-Linked, Weak	

EA Tethys Laser Boat (eta) - 2219 - 40 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/90°	4	8/2	10/3	1	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Medium Laser Cannon			15	F	3	Beam, Super AP	
Light Laser Cannon			8	F	3	Beam	
Light Laser Cannon			8	P	2	Beam	
Light Laser Cannon			8	S	2	Beam	

EA Tethys Light Escort Carrier (theta) - 2231 U - 43 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/90°	4	8/2	10/3	3	None	Interceptors 2, Shuttles 1
Weapon			Range	Arc	AD	Special	
Anti-Fighter Missile Rack			15	F	1	Anti-Fighter, AP	
Anti-Fighter Missile Rack			15	P	1	Anti-Fighter, AP	
Anti-Fighter Missile Rack			15	S	1	Anti-Fighter, AP	
Particle Beam			5	T	1		

EA Tethys Police Leader (iota) - 2243 U - 39 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
12	2/90°	4	8/2	10/3	1	None	Interceptors 1
Weapon			Range	Arc	AD	Special	
Medium Laser Cannon			15	F	3	Beam, Super AP	
Light Pulse Cannon			6	F	4		
Light Pulse Cannon			6	P	3		
Light Pulse Cannon			6	S	3		

Bases & Defences Name, ISD, Cost

EA Babylon 5 Diplomatic Station - 2257 - 100 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
-	-	4	800/400/200	-	25	4 Starfury Flights	Carrier 4, Command +1, Defence Network 6, Immobile, Interceptors 10, Space Station, Targets 3
Weapon			Range	Arc	AD	Special	
Quad Particle Beam			20	-	8	Twin-Linked	

EA Babylon 5 Battle Station - 2259 - 300 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
-	-	4	800/400/200	-	40	8 Starfury Flights	Carrier 4, Command +2, Defence Network 10, Immobile, Interceptors 14, Space Station, Targets 4
Weapon			Range	Arc	AD	Special	
Heavy Pulse Cannon			30	-	8	Twin-Linked, Double Damage	
Quad Particle Beam			20	-	10	Twin-Linked	

Mine Launchers: Two 12"×12" non-overlapping squares of mines with 4AD, AP attack.

EA Orion Starbase (delta) - 2240 - 240 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
-	-	4	600/300/150	-	35	6 Starfury Flights	Carrier 3, Command +1, Defence Network 6, Immobile, Interceptors 8, Space Station, Targets 3
Weapon			Range	Arc	AD	Special	
Heavy Pulse Cannon			24	-	8	Twin-Linked, Double Damage	
Railgun			20	-	4	AP, Double Damage	
Advanced Missile Rack			40	-	2	Precise, Slow-Loading*, Super AP	

* **Advanced Missile Rack:** Ignores Slow-Loading unless crippled.

EA Orion Starbase (epsilon) - 2257 - 350 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
-	-	4	600/300/150	-	40	6 Starfury Flights	Carrier 3, Command +2, Defence Network 10, Immobile, Interceptors 12, Space Station, Targets 3
Weapon			Range	Arc	AD	Special	
Heavy Pulse Cannon			24	-	8	Twin-Linked, Double Damage	
Heavy Particle Cannon			40	-	3	Beam, Triple Damage, Super AP, Slow-Loading	
Advanced Missile Rack			40	-	3	Precise, Slow-Loading*, Super AP	
Quad Particle Beam			20	-	4	Twin-Linked	

* **Advanced Missile Rack:** Ignores Slow-Loading unless crippled.

EA Bellerophon Global Orbital Defence Satellite (alpha) - 2252 - 70 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
-	-	4	16/4	-	-	None	Immobile, Interceptors 2
Weapon			Range	Arc	AD	Special	
Heavy Laser Cannon			20	T	4	Beam, Double-Damage, Super AP	
Advanced Missile Rack			30	T	4	Precise, Slow-Loading*, Super AP	
Light Pulse Cannon			6	T	4		

* **Advanced Missile Rack:** Ignores Slow-Loading unless crippled.

EA Bellerophon Global Orbital Defence Satellite (beta) - 2252 - 70 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
-	-	4	16/4	-	-	None	Immobile, Interceptors 2
Weapon		Range	Arc	AD	Special		
Heavy Particle Cannon		20	T	3	Beam, Triple-Damage, Super AP, Slow-Loading		
Advanced Missile Rack		30	T	4	Precise, Slow-Loading*, Super AP		
Light Pulse Cannon		6	T	4			

* **Advanced Missile Rack:** Ignores Slow-Loading unless crippled.

EA Prometheus Defence Satellite (gamma) - 2247 - 25 Points

Speed	Turn	Hull	Damage	Crew	Troops	Craft	Special
-	-	4	6/2	-	-	None	Immobile, Interceptors 1
Weapon		Range	Arc	AD	Special		
Advanced Missile Rack		30	T	2	Precise, Slow-Loading*, Super AP		
Light Pulse Cannon		6	T	2			

* **Advanced Missile Rack:** Ignores Slow-Loading unless crippled.