

THE VIRGINIA WAR - SPACE COMBAT AND FIGHTER DESIGN

Although the environment does not present the same interference to weapons-fire in vacuum that it does in ground combat, the incredible speeds involved in aerospace combat, as well as the relative limitations of their fire-control systems, mean that aerospace fighters suffer from sharply reduced 'hex' ranges compared to 'baseline' BattleTech gameplay. Machine-guns (and Allied 3mm railguns) are effective only as point-defence weapons (see below). Conventional autocannon and internally-launched missiles like LRMs, SRMs, and box-launched missiles of the various national flavours have projectile delta-vees which are simply too low for effective use against other aerospace systems and are usually found on ships intended for dedicated surface-strike duties. Even energy weapons and mass-driver weapons like the 'ConArms 76'er' find their effective ranges severely curtailed in aerospace-to-aerospace combat, but energy weapons have an effective 'look-see-hit' capability, and while mass-drivers require significant 'deflection-shooting', they are the only solid-shot weapons with velocities high enough to be effective at meaningful ranges.

Thusly, the preferred weapons of fighter-to-fighter space combat are energy weapons, Gauss-principle weapons, and the external-ordnance missile (see below).

ASF/Small Craft ranges:

(conventional beam)	Short 3, Medium 6, Long 9, Extreme 12
(Gauss Rifles)	Medium 3, Long 6
(XO missiles)	As missile type

NOTE: External Ordnance missiles (see below) are typically versions of the faction's favoured 'heavy' missile with a wrap-around booster-pack which is sufficient to carry it across aerospace combat distances but is too bulky to permit internal carriage on a small-craft, fighter, or any ground-vehicle.

DropShip ranges:

(conventional beam)	Short 4, Medium 8, Long 12, Extreme 15
(Gauss Rifles)	Short 4, Medium 8
(XO missiles)	As missile type
(other conventionals)	PD-only
(sub-capital weapons)	As weapon type
(capital missiles)	As missile type

NOTE: many DropShips carry box-launchers of 'XO' missiles 'internally' as a defence against fighter attack or for use against other DropShips. Converted DropShip designs will be provided at a later point, but as a rule of thumb, canon designs mounting any autocannon bays, or conventional missile-bays in the nose or aft arcs, should replace them with XO-missile bays of equal mass (one missile per ton). DropShip armour is converted to DropShip scale by dividing by ten and rounding to the nearest whole number.

WarShip ranges:

(conventional beam)	Short 6, Medium 12, Long 20, Extreme 25
(conventional GRs)	Short 6
(other conventionals)	PD-only
(sub-capital weapons)	As weapon (Short 12, Medium 24, Long 40, Extreme 50)
(capital weapons)	As weapon (Short 12, Medium 24, Long 40, Extreme 50)

Armour/damage conversion:

100 conventional: 10 DropShip: 1 Capital

Round to the nearest whole number. Weapon damage is converted by weapon, not by bay; if a weapon's converted damage is less than 1 point on the new scale, it inflicts no effective damage on that scale.

FIGHTER EXTERNAL ORDNANCE

Fighters typically carry a number of missiles as external ordnance, either on normal 'bomb' pylons (which impact on performance) or in dedicated internal bays known as 'XO stanchions' (which do not impact the fighter's performance, but are often limited in number).

XO missile attacks are made in the Movement phase, at any point where the attacking fighter is within missile-range of the target unit(s) and has the target(s) within its forward fire-arc; a pilot may only fire (7 - Gunnery skill) missiles per turn, divided between valid targets as they see fit. The missile launch(es) are declared, and with the defending player watching, a token representing the missile(s) is moved across the game-board, through any hexes the attacker chooses along the flight-path (so long as the number of hexes does not exceed the missile's range) and stops in a hex adjacent to the target. Defensive fire is resolved (see below), and any surviving missile(s) attack the target, using their Intelligence rating as their base Gunnery score and modifying the to-hit roll for ECM protecting the target (see also *Fighter Decoys*, below).

(For construction purposes, XO stanchions are 0.5ton items which do not take up item/weapon slots, but a fighter can only mount as many XO stanchions as it could carry bombs conventionally, e.g. a 50t *Lightning* can be modified to carry XO stanchions, but only to a maximum of ten. XO stanchions do not allow a fighter to exceed the bomb-load it could carry under TW rules; they only allow the fighter to carry such ordnance without suffering decreased performance. Fighters mixing stanchion stores and 'normal' external stores accrue Thrust penalties as if they were carrying only the normal stores, e.g. a *Stingray* with four stanchions can carry four missiles without affecting its performance, but loading one more missile would incur a -1 Thrust penalty.)

'Bomb' critical hits against XO stanchions render the stanchion's stores unuseable for the remainder of the scenario; however, unlike normal bomb pylons, battle-damaged stanchions do *not* cause aerodynamic penalties for atmospheric re-entry under TW rules. XO missiles may be used as part of an air-to-ground Strike attack, subject to the maximum salvo-size established above.

Defensive Fire

Dedicated anti-missile systems may attempt to shoot down incoming fighter-missiles. Owing to the velocities involved in aerospace combat, this is not a simple matter: each AMS must make a To-Hit roll using an unmodified Gunnery skill of 6. A hit indicates that the missile is destroyed harmlessly short of its target. A single AMS may attempt to destroy multiple missiles in a given turn, up to a number of attempts equal to the Cluster Hits penalty generated by the AMS; Cylon MG Arrays (q.v.) in defensive-fire mode are considered AMS for the purpose of this rule. A given AMS can only engage a given missile once.

Pilots lacking dedicated AMS may also use rapid-fire close-range weapons like machine-guns and small pulse lasers in an attempt to destroy incoming fighter-missiles, but destroying a missile requires the pilot to make a successful To-Hit roll using their own Gunnery skill at a +5 penalty (modified for enemy ECM). Each weapon may only make one such defensive-fire attempt during a given turn; weapons to be used in such a fashion must be declared during the missile attack and thus are not available for offensive use during the Weapons Attack Phase, though they build heat (and/or expend ammunition) per their normal rules.

Fighter Decoys

When attacked by hostile missiles, a fighter may launch as many as three decoys in a turn. Each decoy launched provides the fighter's hex with the equivalent of one (1) point of defensive ECM coverage for the duration of the turn in which it is launched. This is considered Small Craft ECM, having no effect on attacks from Large Craft; however, ECM from decoys *is* cumulative with ECM from other sources, allowing it to exceed the normal limit of +4.

All fighters are considered to carry one free six-shot rack of decoys for every 25 tons of their mass (round up). Additional racks of decoys may be added during construction - treat each rack as an Aft-mounted VGL loaded with decoys; these VGLs *can* be used in space-based combat - or carried as external ordnance, taking up one bomb-slot (or stanchion) for each rack.

STANDARD FIGHTER MISSILES

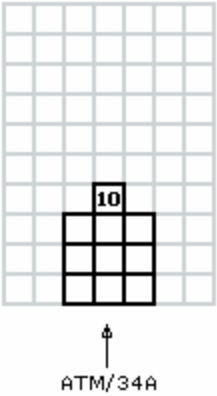
ATM/34A “Javelin-XO” aerospace missile

(Service entry-date: 2753)

(Used by: SLDF, Successor States and their clients, Near Periphery powers and their clients)

PYLON SIZE	INTELLIGENCE	RANGE	DAMAGE (FIGHTER)	DAMAGE (DROPSHIP)	DAMAGE (CAPITAL)	COST
1	5	12	10	1	–	7,500

Introduced early in Kerensky’s Regency, the ATM/34A was the latest generation of a lineage dating back to the Reunification War and quickly became the standard aerospace missile deployed by the SLDF, the Great Houses, and the Territorial Periphery States, seeing extensive service on both sides of the Amaris Civil War. Unwilling to risk breaking such a reliable and proven design in the middle of a military crisis, most nations have elected only to update the Javelin’s target-discrimination software since the outbreak of the (First) Succession War.



Arrow Anti-Ship Missile

(Service entry-date: 2698)

(Used by: SLDF, Successor States and their clients, Near Periphery powers and their clients)

PYLON SIZE	INTELLIGENCE	RANGE	DAMAGE (FIGHTER)	DAMAGE (DROPSHIP)	DAMAGE (CAPITAL)	COST
6	5	18	–	30 (or 50kT nuke)	3 (or 50kT nuke)	15,000

Many commentators say that aerospace fighters are useful only for air-shows, piracy, point-defence, and the kind of orbit-to-surface strikes that *don’t* involve sterilising entire cities. In defiance of such received wisdom, the Arrow Anti-Ship missile allows fighters to make a meaningful contribution to anti-shipping actions and strikes against space-stations - although even the Arrow AShM can threaten a capital WarShip only if deployed in massive salvos or with nuclear warheads. The latter option makes many fighter pilots very grateful that the Arrow AShM’s targeting software is too optimised against larger targets to successfully engage other fighters.

FACTIONAL AEROSPACE TECHNOLOGIES

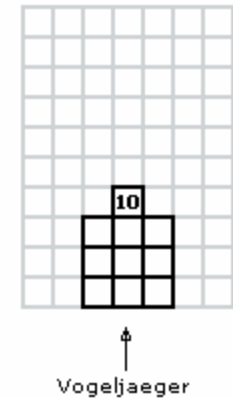
Vogeljäger long-range aerospace missile

(Service entry-date: 2819)

(Used by: Lyran Commonwealth only)

PYLON SIZE	INTELLIGENCE	RANGE	DAMAGE (FIGHTER)	DAMAGE (DROPSHIP)	DAMAGE (CAPITAL)	COST
2	5	18	10	1	–	7,500

The introduction of the LCF-R15 *Lucifer* in 2523 was a watershed in aerospace combat: using (indeed, designed around!) the Lyrans' new 'external-ordnance stanchion' concept, the *Lucifer* was the first medium aerospace fighter which could carry a full load of missiles without suffering intolerable performance penalties. Even three centuries later, it remains the benchmark for medium missile-fighters, and the LCAF wasn't about to let it lose that status to an upstart design like the Combine's *Shilone*, especially in the middle of a war *against* the Combine. After six years of R&D and a couple of spectacular failures, the *Vogeljäger* (Bird-hunter) missile was declared operational in 2819 and immediately proved its value on both Lyran fronts of the (First) Succession War.



Laser-reflective armour

(Service entry-date: 2820)

(Used by: Federated Suns only)

An off-shoot of research into improved formulations of ferro-fibrous armour, reflective armour (also known as 'glazed' armour) spent decades sitting on the shelf, dismissed as 'impractical' by the AFFS Department of the Army, before coming to the attention of a former fighter-pilot who realised its potential to shift the balance of power in aerospace engagement. Distributed to *Sparrowhawk* and *Corsair* squadrons as part of the ACRE refit programme, reflective armour soon proved every bit as decisive as predicted, redressing the long-standing advantage held by the Capellan Confederation's advanced-technology *Transgressors* and the Draconis Combine's formidable (if old-tech) *Shilones*.

GAMEPLAY RULES: During construction, reflective armour is installed as per its rules in *Tactical Operations* and the *Renegade Tech* aerospace system and is shown on a fighter's SSD by the use of green armour-boxes. In combat, a fighter equipped with LRA applies all damage-templates as normal, but if the template comes from an energy weapon, the fighter *ignores* all green boxes on that template which overlay its armour (internal structure is damaged normally), and threshold damage is assessed only against the green number on the template. (PPCs and ERPPCs striking reflective armour use the Light PPC template, treating all boxes as 'white' and the bolt's damage as 5 for threshold purposes.)

Binary Laser Cannon

(Service entry-date: 2815)

(Used by: Free Worlds League only)

MASS	CRITS	TYPE	HEAT	DAMAGE	AMMO	TO-HIT
9	4	DE	12	C8/2	–	–
MINIMUM	SHORT	MEDIUM	LONG	ATTACK VALUE	AEROSPACE RANGE	
–	5	10	15	8	Medium	

Completed by borrowing several design features explored by a parallel Lyran development project before they abandoned the weapon as impractical, the Binary Laser Cannon is a compromise system, used on the first runs of F-100 *Riever* primarily to free more PPCs for use on BattleMechs and ground-combat systems. The results were impressive, as much because the system's inherent 'scatter' actually allows for pilots to 'bracket' a target (thus improving hit-chances) as because of its devastating power in a direct hit, and the system has remained in service in the decade since.

GAMEPLAY RULES: Attacks with BLCs are rolled as normal, but the Margin of Success (or Failure) should noted, then applied to the result of a Cluster Hits roll on the '2' column. A modified result of 2 or less means the attack missed outright; otherwise, roll the appropriate number of hit-locations and centre-points, applying the 'Large Laser' template for each hit.

Light PPC (AKA: particle gun, 50mm particle-cannon, particle-bolt projector)

(Service entry-date: DCMS: 2777, Salerno: 2793, Cylons: 2805?)

(Used by: Draconis Combine, Principality of Salerno, Cylon Protectorate, Taurian Concordat)

Developed by three different powers, completely independent of each other, within the space of less than four decades, it would seem that the Light PPC was an idea whose time was long overdue. Once peculiar to the DCA's formidable new dogfighter the *Shilone* and some DCMS BattleMechs, the Light PPC has since been seen across much of the Inner Sphere and the Rimward Periphery, fielded by Kuritan and Salernan clients (including pirate bands) and states that have faced such clients.

Both the LCAF and AFFS have captured examples from Draconian forces, but are pursuing development of a countervailing extended-range medium laser instead of directly cloning the Draconian design. The Taurian Concordat is importing particle-guns from the Cylon Protectorate, including for use on its *Viper* starfighters. Although the Principality of Salerno has secured no formal export customers for its own Light PPCs, numerous pirate bands in the Rimward Periphery are in possession of Salernan-made weapons; official sources ascribe this to the pirates' own activities and piously swear they have done no wrong.

CANON FIGHTERS IN THE VIRGINIA WAR UNIVERSE

'GENERIC'

<u>TYPE</u>	<u>IOC DATE</u>	<u>SPECS</u>
SB-27 <i>Sabre</i>	2572	25t, 11/17/11/5, 10 SHS, 4t armour (19/15/15) Armament: N: ML, W: ML
SB-27b <i>Sabre</i>	2772?	25t, 11/17/11/5(X), 10 DHS, 6t FAA (30/28/21) Armament: N: 2xML, W: 2xML
CNT-1D <i>Centurion</i>	2430	30t, 10/15/10/5, 10 SHS, 7.5t armour (30/26/28) Armament: N: ML, W: ML
LTN-G15 <i>Lightning</i>	2511	50t, 6/9/6/5, 13 SHS, 10.5t armour (65/35/33) Armament: N: AC/20(2), ML, W: ML, A: ML
LTN-G15b <i>Lightning</i>	2772?	50t, 6/9/6/6(X), 10 DHS, 12.5t FAA (66/56/46) Armament: N: GR(1), ML, W: ML, MPL, A: ML
HCT-213 <i>Hellcat</i>	2671	60t, 6/9/6/6, 19 SHS, 13t armour (75/45/43) Armament: 11 x XO, N: ML, W: LL, A: ML
EGL-R6 <i>Eagle</i>	2601	75t, 6/9/7/5, 24 SHS, 14t armour (80/52/40) Armament: 8 x XO, N: LL, W: LL, A: ML
EGL-R6b <i>Eagle</i>	2772?	75t, 6/9/7/5(X), 22 DHS, 14.5t FAA (85/65/41) Armament: 8 x XO, N: LPL, W: LPL, MPL, A: 2xML

'GENERIC' (cont'd)

<u>TYPE</u>	<u>IOC DATE</u>	<u>SPECS</u>
TRB-D36 <i>Thunderbird</i>	2480	100t, 5/8/10/5, 25 SHS, 15t armour (86/55/44) Armament: 20 x XO, N: LL, ML, LRM/4(2), W: LL, ML, A: 2xML
TRB-D36b <i>Thunderbird</i>	2772?	100t, 5/8/10/5(X), 24 DHS, 13.5t FAA (82/57/45) Armament: 14 x XO, N: 2xGR(1), ERLl, W: ERLl, A: 2xML

CAPELLAN CONFEDERATION

<u>TYPE</u>	<u>IOC DATE</u>	<u>SPECS</u>
TR-7 <i>Thrush</i>	2798	25t, 12/18/12/5, 10 SHS, 1.5t armour (7/6/5) Armament: N: ML, W: ML
TR-7(1) <i>Thrush</i>	2826	25t, 12/18/12/5(X), 10 DHS, 5t armour (23/20/17) Armament: 5 x XO, N: ML, W: ML
TR-10 <i>Transit</i>	2513	50t, 6/9/6/5, 13 SHS, 10.5t armour (65/35/33) Armament: N: AC/20(2), 2xML, W: ML
TR-10(1) <i>Transit</i>	2826	50t, 7/11/7/5(X), 10 DHS, 12.5t armour (75/42/41) Armament: 6 x XO, N: GR(1), 2xML, W: ML
TR-13 <i>Transgressor</i>	2780	75t, 6/9/7/5, 24 SHS, 14t armour (82/51/40) Armament: 6 x XO, N: LL, W: LL, A: 2xML
TR-13(1) <i>Transgressor</i>	2799	75t, 6/9/7/5, 18 DHS, 15t armour (86/54/46) Armament: 12 x XO, N: ERLl, W: ERLl, A: 2xML

DRACONIS COMBINE

<u>TYPE</u>	<u>IOC DATE</u>	<u>SPECS</u>
S-2 <i>Star Dagger</i>	2333	30t, 8/12/8/5(P), 10 SHS, 6t primitive armour (22/15/12) Armament: N: 2xMG(1), W: ML
S-2(k) <i>Star Dagger</i>	2656	30t, 8/12/8/5(P), 10 SHS, 6t primitive armour (22/15/12) Armament: 4 x XO, W: ML
SL-21 <i>Sholagar</i>	2784	35t, 10/15/10/5, 10 SHS, 6t armour (30/23/20) Armament: 4 x XO, N: ML, W: ML
SL-17 <i>Shilone</i>	2777	65t, 6/9/6/5, 23 SHS, 11.5t armour (60/44/36) Armament: 12 x XO, N: PPC, W: Lt.PPC, ML, A: ML
SL-15 <i>Slayer</i>	2780	80t, 6/9/8/10, 22 SHS, 14.5t armour (84/50/48) Armament: 10 x XO, N: PPC, W: 2xML, A: 2xML

FEDERATED SUNS

<u>TYPE</u>	<u>IOC DATE</u>	<u>SPECS</u>
SB-27b(d) <i>Sabre</i>	2821	25t, 11/17/11/5(X), 10 DHS, 7t FAA (44/27/27) Armament: 4 x XO, N: ML, W: ML
SPR-H5 <i>Sparrowhawk</i>	2520	30t, 10/15/10/5, 10 SHS, 7.5t armour (38/24/34) Armament: N: 2xML, W: SL
SPR-H5(d) <i>Sparrowhawk</i>	2821	30t, 10/15/10/5, 10 DHS, 7t reflective armour (36/22/32) Armament: N: 2xML, AMS(1)
CSR-V12 <i>Corsair</i>	2776	50t, 6/9/6/5, 16 SHS, 13.5t armour (73/50/43) Armament: 4 x XO, N: 2xLL, W: ML, A: ML
CSR-V12b <i>Corsair</i>	2776	50t, 6/9/6/5, 15 DHS, 12.5t FAA (75/52/45) Armament: 4 x XO, N: 2xERLL, W: ML, A: ML
CSR-V12(d) <i>Corsair</i>	2821	50t, 6/9/6/5, 12 DHS, 13.5t reflective armour (73/50/43) Armament: 4 x XO, N: 2xLL, 2xAMS(2), W: ML, A: ML
STU-K5 <i>Stuka</i>	2520	100t, 5/8/10/5, 32 SHS, 15t armour (84/54/48) Armament: 20 x XO, N: 2xLL, W: LL, ML, A: 2xML
STU-K5(d) <i>Stuka</i>	2811	100t, 5/8/10/5, 24 DHS, 17t FAA (104/73/54) Armament: 20 x XO, N: 2xERPPC, W: LPL-P, A: MPL

FREE WORLDS LEAGUE

<u>TYPE</u>	<u>IOC DATE</u>	<u>SPECS</u>
F-10 <i>Cheetah</i>	2630	25t, 12/18/12/4, 10 DHS, 3t armour (13/11/13) Armament: N: SL, W: ML
F-10(m) <i>Cheetah</i>	2827	30t, 12/18/12/5(X), 12 DHS, 6.5t FAA (30/28/30) Armament: 6 x XO, N: ML, W: ML
F-90 <i>Stingray</i>	2748	60t, 6/9/6/5, 20 SHS, 11.5t armour (60/45/34) Armament: 4 x XO, N: PPC, W: LL
F-90(m) <i>Stingray</i>	2827	60t, 7/11/7/5(X), 13 DHS, 12.5t FAA (72/43/42) Armament: 12 x XO, N: ERPPC, W: LPL
F-100 <i>Riever</i>	2815	100t, 5/8/10/5, 25 SHS, 16t armour (86/61/48) Armament: 16 x XO, N: AC/20(2), W: 3xSRM/2(6)
F-100(m) <i>Riever</i>	2815	100t, 5/8/10/5, 21 DHS, 16t armour (86/61/48) Armament: 20 x XO, N: 2xBLC, W: 3xSRM/2(6)

LYRAN COMMONWEALTH

<u>TYPE</u>	<u>IOC DATE</u>	<u>SPECS</u>
SYD-Z1 <i>Seydlitz</i>	2605	20t, 11/17/11/3, 10 SHS, 2t armour (10/6/10) Armament: N: LL
SYD-Z1(s) <i>Seydlitz</i>	2803	20t, 12/18/12/5(X), 10 DHS, 2.5t FAA (13/9/13) Armament: ERLL
SL-25 <i>Samurai</i>	2582?	50t, 7/11/7/8, 19 SHS, 9.5t armour (53/33/33) Armament: N: 3xML, SL, W: ML, SL, A: ML, SL
SL-26 <i>Samurai</i>	2713?	50t, 7/11/7/8(X), 15 DHS, 8.5t FAA (53/33/33) Armament: N: 3xML, SL, W: ERLL, SL, A: ML, SL
SL-26(s) <i>Samurai</i>	2796	50t, 7/11/7/8, 11 DHS, 9.5t FAA (59/37/37) Armament: 4 x XO, N: 2xML, W: LL, A: 2xML
LCF-R15 <i>Lucifer</i>	2523	65t, 6/9/6/5, 22 SHS, 12t armour (65/43/41) Armament: 13 x XO, N: 2xLL, W: ML, A: ML
LCR-R15(s) <i>Lucifer</i>	2819	65t, 6/9/6/5, 14 DHS, 12t FAA (76/47/45) Armament: 12 x XO, N: 2xLPL, W: MPL, A: MPL, GECM
TFN-2A <i>Typhoon</i>	2461*	80t, 5/8/8/6, 26 SHS, 11.5t armour (65/43/33) Armament: 16 x XO, N: 2xLL, W: PPC

LYRAN COMMONWEALTH (cont'd)

<u>TYPE</u>	<u>IOC DATE</u>	<u>SPECS</u>
RPR-100 <i>Rapier</i>	2590	85t, 6/9/8/5, 12 DHS, 12t armour (63/40/49) Armament: 12 x XO, N: GR(1), 2xPPC
RPR-100b <i>Rapier</i>	????	85t, 6/9/8/5(X), 17 DHS, 13.5t FAA (78/58/47) Armament: 16 x XO, N: 2xERPPC, GR(1), 2xAMS(2), A: GECM, CASE
RPR-100b(s) <i>Rapier</i>	2819	85t, 6/9/8/5, 12 DHS, 12t FAA (73/46/50) Armament: 12 x XO, N: 2xPPC, GR(1)
CHP-W5 <i>Chippewa</i>	2577	90t, 5/8/9/5, 28 SHS, 9.5t armour (55/36/41) Armament: 18 x XO, N: SRM/3(3), W: 2xLL*, A: 2xML
CHP-W5b <i>Chippewa</i>	2772?	90t, 6/9/6/5(X), 25 DHS, 8.5t FAA (47/35/35) Armament: 16 x XO, N: 2xSRM/3*(3), W: 2xERLL, A: 2xML
CHP-W5(s) <i>Chippewa</i>	2817	90t, 5/8/9/5, 24 DHS, 11.5t FAA (65/44/53) Armament: 18 x XO, N: SRM/3(3), W: 2xLPL, A: 2xMPL

STAR LEAGUE DEFENCE FORCE

<u>TYPE</u>	<u>IOC DATE</u>	<u>SPECS</u>
TRN-3T <i>Trident</i>	2717	20t, 12/18/12/3, 10 SHS, 2t FAA (10/10/5) Armament: N: ML, W: ML, A: SL
SWF-606 <i>Swift</i>	2682	25t, 13/20/13/3, 10 SHS, 2t FAA (10/10/5) Armament: N: ML, SL
SPD-502 <i>Spad</i>	2709	30t, 7/11/7/5, 10 SHS, 8t armour (46/25/32) Armament: N: PPC, ML, SL
ZRO-114 <i>Zero</i>	2703	35t, 6/9/6/5, 10 SHS, 10t armour (61/28/43) Armament: N: LRM/2(1), LL, ML
RGU-133E <i>Rogue</i>	????	40t, 7/11/7/5, 10 DHS, 6.5t FAA (39/35/26) Armament: 6 x XO, N: ML, W: LRM/2(2), A: ML
THK-63 <i>Tomahawk</i>	2680	45t, 8/12/8/5, 10 DHS, 10t FAA (57/42/38) Armament: 5 x XO, W: LL
HCT-213B <i>Hellcat II</i>	2710	50t, 7/11/7/5, 10 DHS, 12t FAA (68/51/45) Armament: 10 x XO, N: BAP, W: LL, A: ML
GTHA-500 <i>Gotha</i>	2657	60t, 6/9/6/6, 13 DHS, 13t FAA (74/54/48) Armament: 12 x XO, N: 2xPPC, W: ML, A: GECM

STAR LEAGUE DEFENCE FORCE (cont'd)

<u>TYPE</u>	<u>IOC DATE</u>	<u>SPECS</u>
IRN-SD1 <i>Ironsides</i>	????	65t, 6/9/6/5, 10 DHS, 11.5t armour (61/36/51) Armament: N: 2xPPC, W: ML, 2xSRM/2*(4)
HMR-HD <i>Hammerhead</i>	????	75t, 7/11/7/5(X), 10 DHS, 11.5t FAA (76/50/30) Armament: 14 x XO, N: GR(1), ML, W: LL, A: MPL
RPR-100 <i>Rapier</i>	2590	85t, 6/9/8/5, 12 DHS, 12t armour (63/40/49) Armament: 12 x XO, N: GR(1), 2xPPC
AHB-443 <i>Ahab</i>	2691	90t, 5/8/9/5, 10 DHS, 15.5t armour (84/59/46) Armament: 18 x XO, N: LL, W: LRM/4*(6), SRM/2*(2), A: 2xML

PERIPHERY POWERS

MM-1 <i>Dragonfly</i>	2574	40t, 5/8/5/4, 18 SHS, 6t armour (32/24/16) Armament: 4 x XO, N: ML, W: LL, ML
MM-2 <i>Dragonfly</i>	2583	40t, 6/9/6/5, 12 DHS, 6t armour (32/24/16) Armament: 6 x XO, N: LL, W: LL

FIGHTER-SCALE DAMAGE TEMPLATES

