

Engage Expansion (Draft)

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New Systems

Boarding Bay (System)

Points: 10pts + 5pts per 1 System Power (Additional System) (Max Highest: 6 or Hull Points)

The Boarding Craft System is treated as any other System on a Ship, and can receive Auxiliary Power as normal.

An Online Boarding Craft System can only ever perform one Action: **Launch Craft [Action]**.

When a Player wishes to launch his Board Craft he places an Offline Marker on the System.

Once a Boarding Craft System has gone Offline it cannot be brought back online during the game.

The Player immediately places a Flight of Boarding Craft in base contact with his Ship, with a die (or dice) equal to twice the Current Power Level of the System. This represents the number of Boarding Craft within the Flight.

Flight Bay (System)

Points: 20pts + 15pts per 1 System Power (Additional System) (Max Highest: 6 or Hull Points)

The Flight Bay is treated as a normal System on a Ship, and can receive Auxiliary Power as normal (it is assumed this power boost allows more crew to support the area).

There are two Actions a Flight Bay can perform:

→ **Launch Fighters [Action]**

→ **Reload Fighters [Action]**

Launch Fighters.

When a Ship Performs a **Launch Fighters** Action with a Flight Bay it may place a Fighter Flight in base contact with the Ship, with a die (or dice) of a value equal to twice the current Power Level of the System. The type of Fighter must be declared now (Fighter, Interceptor, or Bomber).

The Flight Bay System is immediately placed Offline (using 2 Offline Markers), and any Auxiliary Power within it is lost.

Flight Bay Systems that are Offline due to launching Fighters (and therefore have two Offline Markers) cannot be brought back Online until the Flight returns to the Ship.

Reload Fighters.

A Ship can perform a Reload Fighters Action whenever a Flight has Landed on it's Flight Bay.

This allows the Player to remove an Offline Marker from the Flight (representing depleted ammunition), and change the type of Fighter if he wishes (the Deck Crew replace the weapons load outs of the craft).

When a Flight lands in a Flight Bay it must retain it's current number of Fighters.

If a Flight Bay is taken Offline due to Damage place a single Offline Marker (or more) as per usual; no Flights can land in the Flight Bay, or be Launched while it is Offline due to Damage.

Laser Beams (Beam Weapon System)

Points: -5pts per 1 System Power (Replaces Beam Weapon)
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Laser Beams are an almost obsolete Weapon in the Engage Universe, being replaced decades earlier by the more advanced types of Beam Weapons.

Some poorer or less advanced races however still use them because they are cheaper and easier to make.

Laser Beams function in the same way as other Beam Weapons, but lose 1 Power for each 6" Range to the Target instead of the usual 12".

e.g. a Laser Beam with a Current Power Level of 5 has hit a target at 19" Range. The System would lose 3 Power (1 Power for every full 6" distance), so would roll only 2 Damage dice.

Mass Driver (Beam Weapon System)

Points: +0pts per 1 System Power (Replaces Beam Weapon)
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Mass Drivers are normally used for asteroid mining (or planetary bombardment) to blast apart the target area with a hail of solid chunks of matter, normally retrieved from around the area being bombarded.

The System uses gravity manipulation to hyper accelerate the pieces and the end result is similar to that of a shotgun.

Mass Drivers follow the normal rules for Beam Weapons with the following exceptions.

When a Mass Driver is fired it's Power counts as triple the Current Power Level of the System, but it will lose 3 Power for every 6" travelled to the target.

This can make Mass Drivers very effective at point blank range, but over distance the concentration of the solid shot dissipates and it becomes far less dangerous.

e.g. a Mass Driver System with a Current Power Level of 3 would count as Power 9, but if it had hit a target 13" away it would lose 6 Power (3 Power per full 6").

In addition Mass Drivers are effective at destroying small craft such as Fighters.

When a Fighter Flight is hit by a Mass Driver; roll 1D6 for each Power of the System (tripling as usual) and cause 1 Damage to the Flight for every 5 or 6 rolled.

Due to the huge amount of power needed to fire a Mass Driver weapon, the System will immediately go Offline after firing.

Missile Pods (Torpedo Weapon System)	
Points: 10pts per Missile Pod Power (Additional System) (Max Highest: 6 or Hull Points)	
Upgrade: Energy Torpedoes	+5pts per Missile Pod Power
Upgrade: Photon Torpedoes	+15pts per Missile Pod Power
Upgrade: Distortion Torpedoes	+10pts per Missile Pod Power
Upgrade: Graviton Torpedoes	+10pts per Missile Pod Power
Upgrade: Quantum Torpedoes	+30pts per Missile Pod Power
Upgrade: Warp Torpedoes	+20pts per Missile Pod Power

Missile Pods are essentially single-use Torpedo tubes and are usually towed in to battle by the ship and then discarded once fired. It is not uncommon, however, for Q-Ships to place Missile Pods inside their cargo bays and attachments to capitalise on their surprise attacks.

Missile Pods follow the rules for Torpedoes with the following exception:

Missile Pods may only be used once during the game – after which place a marker on the System to indicate that it cannot be used again.

A Missile Pod System with multiple Missile Pods must fire all pods at once.

e.g. a System with “Energy Torpedo Pod x3” could only be used the once, but would fire 3 Energy Torpedoes.

Upgrading Missile Pods.

You can upgrade your Missile Pod Systems to the different Torpedo types listed, in which case mark them on your Data Sheet as “(Torpedo type) Pod”, e.g. “Quantum Torpedo Pod”.

All Pods in the system must be upgraded to the same type.

EMP Pulse (System)
Points: +20pts per Power Level (Additional System) (Max Power 6)

The EMP Pulse is a defensive System that is used to create an electro-magnetic pulse that can deactivate small craft and torpedoes.

When a Ship with an Active EMP System may choose to use it when it is Hit by a Torpedo Weapon.

The Player rolls 1D6 per Current Power Level and if a single 5 or 6 is rolled – the Hit is ignored.

The EMP System will immediately go Offline once used.

The Ship can roll as above for any Torpedo Hit scored by the current Active vessel for the rest of it's activation.

e.g. if a Ship has two separate Torpedo weapons – once the target ship has used it's EMP System, it can roll against any and all Hits scored.

Small Craft Flights.

If a Flight of small craft, e.g. Fighters, is within 2" of a Ship using an EMP System then it can also be affected.

The Ship rolls a number of dice equal to the Current Power Level in the same way as rolling to defend against Torpedoes, but for each success the Flight suffers 1 Damage.

This will affect all Flights within 2", friend or foe.

Future Tech (System)
Points: +25% per Power Level (Additional System) (Max Power 4)

Technology is always evolving; bettering itself, making weapons more deadly and defences harder to beat. The Future Tech System represents the Ship having Technology on board that is ahead of the other races; whether this technology has been scavenged from ancient alien vessels, or that the ship is from the future, or simply that the ship has been built using bleeding edge techniques it all has the same effect. This allows even civilian ships from the future to be sufficiently dangerous to military vessels.

A Ship can only have a single Future Tech System, but it encompasses the whole Ship's design.

A Ship with Future Tech must compare its Future Tech Level to that of any Ship attacking it or being attacked by it.

For every Level higher than its enemy the Ship can add +1 to all Damage rolls being made against a ship's Shields, and can count it's Shields as +1 higher than it currently is when being damaged by an enemy. e.g. a Ship with Future Tech 2 when attacking a Ship with no Future Tech would get +2 to every dice when rolling for damage against the target's Shields.

Past Tech (System)
Points: -20% per Power Level (Additional System) (Max Power 4)

Past Tech is the exact reverse of the Future Tech System; representing a Ship designed using older technology.

A Ship cannot have Past Tech and Future Tech, and can have only a maximum of one of the Systems.

Each Level of Past Tech is one worse, and counts as negative Future Tech.

E.g. Past Tech Level 3 would count as 3 Tech Levels lower than a ship with no Past/Future Tech, and 4 Tech Levels lower than a Ship with Future Tech Level 1.

Additional Rules

Fighter Craft

Fighter Classes:

- | | |
|----------------|---------------------------|
| → Interceptors | Anti-Fighter and Ordnance |
| → Fighters | Multi-Role |
| → Bombers | Anti-Ship |

Launching Fighters.

Fighters can be launched from a Flight Bay with a Launch Fighters Action.

The player must deploy a Fighter stand with a die to indicate how many Fighters are in the Flight; this number should be equal to double the Power in the Flight Bay System.

The Flight Bay System is immediately placed Offline (using 2 Offline Markers), and any Auxiliary Power within it is lost.

Flight Bay Systems that are Offline due to launching Fighters (and therefore have two Offline Markers) cannot be brought back Online until the Flight returns to the Ship.

Fighter Flights.

Fighter Flights must be Activated during your turn as if they were a single Ship.

When a Flight is Launched it takes its Activation immediately after the Deploying Ship has finished its Actions. Flights may take no Actions other than Impulse Move and Shoot with their Primary Weapon.

Damaging Flights.

Flights may be targeted in the same way as any other Ships, however only a maximum of 1 Damage per Attack can ever be dealt to the Flight. Fighter Flights have no Shields.

Weapons that can Split Fire may do so and choose the same Flight as one or more targets.

Every 1 Damage received by the Flight reduces the number of Fighters by 1; lower the number on the die.

Attacking with Flights.

Flights Attack differently from other ships, and it varies between the types of Fighter Flights.

- Interceptors can only ever target Fighter Flights.
- Fighters can target Fighter Flights or Ships within 6".
- Bombers can only ever target Ships within 6"

Attacking Ships with Flights.

When Attacking a Ship with a Fighter or Bomber Flight the player must choose to use a Normal Attack (using the Flight's Guns or Lasers) or an Ordnance Attack (using all of the Missiles, Torpedoes or Bombs they are carrying).

Normal Attack.

Roll 1D6 per 1 Fighter remaining in the Flight against the target Ship's current Shield Power.

Normal Attacks are very low powered, so any successes must be re-rolled, with any Damage caused by the second result causing normal effects.

Ordnance Attacks.

When a Flight announces it is firing it's Ordnance place an Offline Marker with the Fighter stand to show that it has used all of it's Ordnance Weapons, and these cannot be used again until reloaded.

Fight Flights do not have the anti-ship capabilities of Bombers, but can still be effective when firing all that they have.

When making an Ordnance Attack with Fighters you follow the same procedures as a Normal Attack but do not have to re-roll successful Damage rolls.

Bomber Flights carry far more effective anti-ship Weaponry.

When making an Ordnance Attack with a Bomber Flight you follow the same procedures as for a Normal Attack, except you can re-roll unsuccessful Damage rolls.

Attacking Flights with Flights.

A Flight can Attack another Flight within 6" in the same way as if he was targeting a Ship.

The player rolls 1D6 for each Fighter in the Flight, and causes 1 Damage to the target Flight for every roll of 5 or 6. However for every roll of a 1 the Flight suffers 1 damage.

Interceptor Flights can re-roll unsuccessful rolls.

Combat Air Patrol.

A Flight of Fighters or Interceptors in base contact with a friendly Ship is considered in CAP (Combat Air Patrol) mode.

Whenever a Ship with a Fighter / Interceptor Flight in CAP mode is attacked by an enemy Flight or any type of Torpedo, the player can choose to have one or more CAP Flights defend the ship.

If the Ship is being targeted by an Enemy Flight, then any defending CAP Flights may immediately make an attack on the enemy Flight as if they had been Activated. This attack happens before any rolls for damage are made by the enemy.

If the Ship is being targeted by Torpedoes and is Hit by one or more from a single attack Action then the player can roll 1D6 per 1 Fighter defending in CAP mode.

For each 6 rolled a single Hit is ignored, but for each 1 rolled the Flight suffers 1 Damage.

Landing a Flight.

A Flight that ends it's Movement Action in base contact with a Ship containing an empty Flight Bay (two Offline Markers) may Land there.

Flights can only Land on a Ship with an Empty Flight Bay if the Flight bay has a current Power Level of at least half the number of Fighters in the Flight.

Place the Flight stand with the Ship's Data Card, remembering to keep it's current Fighter value with it.

As an Action the Ship can use the Flight Bay System to reload any spent Ordnance (and remove an Offline Marker from the Flight).

A Flight cannot be reloaded and Launched in the same turn.

Boarding Craft

Boarding Craft are treated as a Fighter Flight for purposes of targeting and activation, and are launched from the Boarding Craft System.

Boarding Craft Flights can never make any attacks against any targets.

When a Boarding Craft Flight moves within 2" of an enemy Ship the player can declare a Boarding Assault.

The Flight is removed from the table as if it had been destroyed.

The Player then fights a Boarding Action against the target Ship using 1 Dice for every 1 Fighter in the Flight.

Incidental Damage Rolls

This Rule replaces the following section on Page 16 under "Roll for Damage":

"For every natural '6' rolled on a dice, the target ship's Shield System receives 1 Damage."

The Incidental Damage Roll optional rules adds the chance of causing damage to a target ship's main systems instead of just the Shield System.

For every natural '6' rolled on a dice the attacking Player rolls again on the chart below.

D6	Damage Result
1	1 Damage dealt to Shield System
2	1 Damage dealt to Impulse Engines System
3	1 Damage dealt to Warp Engines System
4	1 Damage dealt to Sensors System
5	1 Damage dealt to the Weapons System with the highest Current Power Level
6	1 Hull Damage

Any Damage dealt to Systems in this way will cause Damage Tests as normal.

Ramming
<i>“Prepare for Ramming Speed”</i>

A Ship can elect to Ram another Ship as part of an Impulse Move Action.

The Ship must be able to finish its Impulse Move Action in base contact with the target Ship, and must start at least 1” apart.

For the Ram to be success the Ramming Ship must roll to hit the Target Ship as if it had fired a Beam Weapon, but adding the Current Power Level of its Impulse Engines System instead of the Current Power Level of its Sensors System.

If the roll is unsuccessful the Ram is unsuccessful and the Impulse Move Action ends.

If the roll is success the Ram is successful and the Ramming Player must decide whether to Ram, or to Ram and Self-Destruct.

When a Ship successfully Rams another Ship it rolls Damage Dice against it as if it had scored a Hit with a Beam Weapon.

The number of Damage Dice rolled is equal to the Current Power Level of its Impulse Engines System added to the Starting Hull Points of the Ramming Ship.

The Rammed Ship also rolls for damage against the Ramming Ship. The number of Damage Dice rolled is equal to the Current Power Level of the Ramming Ship’s Impulse Engine System added to the Starting Hull Points of the Rammed Ship.

If the Ramming Ship elects to Self-Destruct it is removed as Destroyed, but it rolls an additional Damage Dice for every point of Starting Hull Points the Ship has.

New Vessel Classes

This section includes details on several new Vessel Classes.

Military Ships.

The Battleship, Dreadnought and Super-Dreadnought are all Military Ships and are purchased as if they were included in the Basic Fleet List starting on Page 40 of the rulebook.

These ships are exceptionally powerful and due to their points cost are only available in large games.

Orbital Defence Platforms.

Orbital Defence Platforms can be purchased and included in any Fleet that is not designated the Attacking Fleet.

Civilian Ships.

Civilian Ships can be bought by any Fleet.

Civilian Ships have limited combat power, but can be worth additional Victory Points if they survive the battle or leave the board via the opposite table edge from their Fleet's Deployment Zone.

At the end of a Battle any Fleet with surviving Civilian Ships will earn Victory Points equal to those Ship's Points Costs, in the same way as scoring Victory Points for Destroying or Damaging Enemy Ships.

In addition if a Civilian Ship leaves the Battlefield via the board edge opposite their Fleet's Deployment Zone they will score Victory Points equal to those Ship's Points Costs.

Battleship

	Points	Shields	Aux Power	Hull Points	Impulse Engines	Warp Engines	Sensor Array
Battleship	1050	9	6	18	4	3	2
Additional Systems	Beam Weapon				12		
	Energy Torpedo x2				2		
	Energy Torpedo x2				2		

System Options:

Replace Beam Weapon with Disrupter Guns	+180pts
Replace Beam Weapon with Rail Guns	+0pts
Replace Beam Weapon with Drain Beams	+0pts
Replace Beam Weapon with Ion Cannons	+120pts
Replace Beam Weapon with Lancer Beams	+120pts
Replace Beam Weapon with Pulse Cannons	+240pts
Replace Energy Torpedo x2 with Photon Torpedoes	+60pts
Replace Energy Torpedo x2 with Distortion Torpedoes	+60pts
Replace Energy Torpedo x2 with Graviton Torpedoes	+60pts
Replace Energy Torpedo x2 with Quantum Torpedoes	+140pts

You can add up to 3 of the following Systems:

	Power 1	Power 2	Power 3	Power 4	Power 5
Point Defence Cannons	+30pts	+60pts	+90pts	+120pts	-
Tractor Beams	-	+30pts	+45pts	+60pts	-
Polarised Armour Plating	+40pts	+80pts	+120pts	-	-
Ablative Hull Plating	+30pts	+60pts	+90pts	+120pts	-
Stealth System	-	-	+150pts	+200pts	+250pts

Dreadnought

	Points	Shields	Aux Power	Hull Points	Impulse Engines	Warp Engines	Sensor Array
Dreadnought	1550	10	6	24	3	3	2
Additional Systems	Beam Weapon				8		
	Beam Weapon				8		
	Energy Torpedo x2				2		
	Energy Torpedo x2				2		

System Options:

Replace Beam Weapon with Disrupter Guns	+120pts
Replace Beam Weapon with Rail Guns	+0pts
Replace Beam Weapon with Drain Beams	+0pts
Replace Beam Weapon with Ion Cannons	+80pts
Replace Beam Weapon with Lancer Beams	+80pts
Replace Beam Weapon with Pulse Cannons	+160pts
Replace Energy Torpedo x2 with Photon Torpedoes	+60pts
Replace Energy Torpedo x2 with Distortion Torpedoes	+60pts
Replace Energy Torpedo x2 with Graviton Torpedoes	+60pts
Replace Energy Torpedo x2 with Quantum Torpedoes	+140pts

You can add up to 2 of the following Systems:

	Power 1	Power 2	Power 3	Power 4	Power 5
Point Defence Cannons	+30pts	+60pts	+90pts	+120pts	-
Tractor Beams	-	+30pts	+45pts	+60pts	-
Polarised Armour Plating	+40pts	+80pts	+120pts	-	-
Ablative Hull Plating	+30pts	+60pts	+90pts	+120pts	-
Stealth System	-	-	+150pts	+200pts	+250pts

Super-Dreadnought

	Points	Shields	Aux Power	Hull Points	Impulse Engines	Warp Engines	Sensor Array
Dreadnought	2150	12	8	30	3	3	2
Additional Systems	Beam Weapon				12		
	Beam Weapon				12		
	Energy Torpedo x2				2		
	Energy Torpedo x2				2		

System Options:

Replace Beam Weapon with Disrupter Guns	+180pts
Replace Beam Weapon with Rail Guns	+0pts
Replace Beam Weapon with Drain Beams	+0pts
Replace Beam Weapon with Ion Cannons	+120pts
Replace Beam Weapon with Lancer Beams	+120pts
Replace Beam Weapon with Pulse Cannons	+240pts
Replace Energy Torpedo x2 with Photon Torpedoes	+60pts
Replace Energy Torpedo x2 with Distortion Torpedoes	+60pts
Replace Energy Torpedo x2 with Graviton Torpedoes	+60pts
Replace Energy Torpedo x2 with Quantum Torpedoes	+140pts

You can add up to 2 of the following Systems:

	Power 1	Power 2	Power 3	Power 4	Power 5
Point Defence Cannons	+30pts	+60pts	+90pts	+120pts	-
Tractor Beams	-	+30pts	+45pts	+60pts	-
Polarised Armour Plating	+40pts	+80pts	+120pts	-	-
Ablative Hull Plating	+30pts	+60pts	+90pts	+120pts	-
Stealth System	-	-	-	+200pts	+250pts

Orbital Defence Platform (Light)

	Points	Shields	Aux Power	Hull Points	Impulse Engines	Warp Engines	Sensor Array
Orbital Defence Platform (Light)	75	4	2	4	0	0	2
Additional Systems	Beam Weapon				4		

System Options:

Replace Beam Weapon with Disrupter Guns	+60pts
Replace Beam Weapon with Rail Guns	+0pts
Replace Beam Weapon with Drain Beams	+0pts
Replace Beam Weapon with Ion Cannons	+40pts
Replace Beam Weapon with Lancer Beams	+40pts
Replace Beam Weapon with Pulse Cannons	+80pts
Replace Energy Torpedo x1 with Photon Torpedoes	+30pts
Replace Energy Torpedo x1 with Distortion Torpedoes	+30pts
Replace Energy Torpedo x1 with Graviton Torpedoes	+30pts
Replace Energy Torpedo x1 with Quantum Torpedoes	+70pts

You can add up to 5 of the following Systems:

	Power 1	Power 2	Power 3	Power 4	Power 5
Energy Torpedo x1	-	+50pts	-	-	-
Point Defence Cannons	+30pts	+60pts	-	-	-
Tractor Beams	+15pts	+30pts	-	-	-
Polarised Armour Plating	+40pts	+80pts	-	-	-
Ablative Hull Plating	+30pts	+60pts	-	-	-
Stealth System	+50pts	+100pts	-	-	-

Orbital Defence Platform (Medium)

	Points	Shields	Aux Power	Hull Points	Impulse Engines	Warp Engines	Sensor Array
Orbital Defence Platform (Med.)	160	5	3	6	0	0	2
Additional Systems	Beam Weapon				6		
	Energy Torpedo x1				2		

System Options:	
Replace Beam Weapon with Disrupter Guns	+90pts
Replace Beam Weapon with Rail Guns	+0pts
Replace Beam Weapon with Drain Beams	+0pts
Replace Beam Weapon with Ion Cannons	+60pts
Replace Beam Weapon with Lancer Beams	+60pts
Replace Beam Weapon with Pulse Cannons	+120pts
Replace Energy Torpedo x1 with Photon Torpedoes	+30pts
Replace Energy Torpedo x1 with Distortion Torpedoes	+30pts
Replace Energy Torpedo x1 with Graviton Torpedoes	+30pts
Replace Energy Torpedo x1 with Quantum Torpedoes	+70pts

You can add up to 5 of the following Systems:					
	Power 1	Power 2	Power 3	Power 4	Power 5
Point Defence Cannons	+30pts	+60pts	-	-	-
Tractor Beams	+15pts	+30pts	-	-	-
Polarised Armour Plating	+40pts	+80pts	-	-	-
Ablative Hull Plating	+30pts	+60pts	-	-	-
Stealth System	+50pts	+100pts	-	-	-

Orbital Defence Platform (Heavy)

	Points	Shields	Aux Power	Hull Points	Impulse Engines	Warp Engines	Sensor Array
Orbital Defence Platform (Hvy.)	270	6	4	8	0	0	2
Additional Systems	Beam Weapon				8		
	Energy Torpedo x1				2		

System Options:

Replace Beam Weapon with Disrupter Guns	+120pts
Replace Beam Weapon with Rail Guns	+0pts
Replace Beam Weapon with Drain Beams	+0pts
Replace Beam Weapon with Ion Cannons	+80pts
Replace Beam Weapon with Lancer Beams	+80pts
Replace Beam Weapon with Pulse Cannons	+160pts
Replace Energy Torpedo x1 with Photon Torpedoes	+30pts
Replace Energy Torpedo x1 with Distortion Torpedoes	+30pts
Replace Energy Torpedo x1 with Graviton Torpedoes	+30pts
Replace Energy Torpedo x1 with Quantum Torpedoes	+70pts

You can add up to 5 of the following Systems:

	Power 1	Power 2	Power 3	Power 4	Power 5
Point Defence Cannons	+30pts	+60pts	-	-	-
Tractor Beams	+15pts	+30pts	-	-	-
Polarised Armour Plating	+40pts	+80pts	-	-	-
Ablative Hull Plating	+30pts	+60pts	-	-	-
Stealth System	+50pts	+100pts	-	-	-

Civilian Ship (Small)

	Points	Shields	Aux Power	Hull Points	Impulse Engines	Warp Engines	Sensor Array
Civilian Ship (Small)	40	2	1	2	4	1	1
Additional Systems	Beam Weapon				2		

You can add up to 2 of the following Systems:

	Power 1	Power 2	Power 3	Power 4	Power 5
Tractor Beams	+15pts	+30pts	-	-	-
Stealth System	+50pts	-	-	-	-

Civilian Ship (Medium)

	Points	Shields	Aux Power	Hull Points	Impulse Engines	Warp Engines	Sensor Array
Civilian Ship (Medium)	75	2	1	5	3	1	1
Additional Systems	Beam Weapon				2		

You can add up to 2 of the following Systems:

	Power 1	Power 2	Power 3	Power 4	Power 5
Tractor Beams	+15pts	+30pts	-	-	-
Stealth System	+50pts	+100pts	-	-	-

Civilian Ship (Large)

	Points	Shields	Aux Power	Hull Points	Impulse Engines	Warp Engines	Sensor Array
Civilian Ship (Large)	125	2	2	10	3	1	1
Additional Systems	Beam Weapon				2		

You can add up to 2 of the following Systems:

	Power 1	Power 2	Power 3	Power 4	Power 5
Tractor Beams	+15pts	+30pts	+60pts	-	-
Stealth System	-	+100pts	+150pts	-	-

Civilian Ship (Super Large)

	Points	Shields	Aux Power	Hull Points	Impulse Engines	Warp Engines	Sensor Array
Civilian Ship (Super Large)	200	2	2	15	2	1	1
Additional Systems	Beam Weapon				2		

You can add up to 2 of the following Systems:

	Power 1	Power 2	Power 3	Power 4	Power 5
Tractor Beams	+15pts	+30pts	+60pts	-	-
Stealth System	-	+100pts	+150pts	-	-