

# STAR LEGIONS

SPACESHIP FLEET BATTLES

TERRAN ARMADA

A large, detailed Terran Armada battleship is the central focus, shown in a dynamic, angled perspective. The ship is heavily armed with various cannons and missile launchers, and it's surrounded by a chaotic battle scene. Bright orange and yellow energy blasts and laser fire streak across the purple and blue starry background. In the lower-left foreground, two smaller, sleeker ships are visible, appearing to be in a dogfight or maneuvering. The overall atmosphere is one of intense, high-stakes space warfare.

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**SPACESHIP FLEET BATTLES**

**TERRAN ARMADA**

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# FLEET LIST - THE TERRANS

## BACKGROUND

The Terrans are a disparate people who trace their ancestry back to the heroic age of men. Heroes such as the mighty Achilles, Agamemnon and Ajax waged war against their rivals on the other side of the Great Expanse.

Today the Terrans are an advanced people, with a knowledge of the arts, science, engineering and the methods of war that are unsurpassed in the known universe. None can produce more advanced weaponry, or field stronger armies than the men and women of the great Terran powers.

Unfortunately, the great strength of the Terrans is also their greatest weakness. No one power remains dominant for long, and they sap their strength while fighting each other in bloody and never-ending wars. Even their rivals across the galaxy know this weakness,

and support one side over the other to leave the Terrans in a state of perpetual war.

## STRATEGY

All Terran ships are well built, sturdy and reliable. Their only weakness will be their high cost compared to other races. Each of the Terran powers has access to varied traits that can give them a critical edge in battle. The Attican Alliance is renowned for their professional naval officers and fast and agile warships, while the Laconians field the best infantry of any Terrans and use specialised equipment to catch ships for boarding. Working together they can be a powerful combination, or a critical liability.

## WEAPONS

Stats apply to single weapon mounts or batteries, regardless of the number of turrets or barrels displayed on the mode. A destroyer usually carries a single battery on each flank, while battleships often carry four per side.

Weapon	Shots	Range	Special Rules
Plasma Cannons	3	30cm	
Heavy Plasma Cannons	2	30cm	Heavy (+2)
Laser Cannons	3	30cm	Laser
Heavy Laser Cannons	2	45cm	Laser
Heavy Laser Turret	1	30cm	Laser
Plasma Bombards	1	30cm	Heavy (+3)
Torpedo Tubes	1	30cm	Heavy (+5), Missile
Missile Tubes	2	45cm	Missile

## SELECTING A FLEET

You may purchase as many ships as you wish up to the agreed maximum. The Terrans utilise many different types of ship and have access to the full range of classes. Some missions may place specific requirements or limitations on ships. The default requirements are as follows:

Fleet limits per 1000 points:

0-1 Titan

0-2 Battleships

0-10 Capital Ships

1+ Escorts

### FLAGSHIPS

The largest class ship will become the fleet's flagship. If this ship is lost, then the next ship down will become the flagship.

### UPGRADES

Some ships are eligible for weapon refits or upgrades. The costs are listed in their entries. These are all optional but can offer many advantages in battle.

## KHIMAERA CLASS DESTROYER- 60pts



<b>Hull</b>	<b>Armour</b>	<b>Class</b>	<b>Shields</b>	<b>Speed/Turns</b>	<b>Signature</b>
4	6	Capital Ship	8+	30cm/2 turns	Small

<b>Weapon</b>	<b>Arc</b>	<b>Shots</b>	<b>Range</b>	<b>Special Rules</b>
Plasma Cannons	Left	3	30cm	
Plasma Cannons	Right	3	30cm	
Heavy Laser Turret	Front	1	30cm	

<b>Refit Options</b>	<b>Arc</b>	<b>Shots</b>	<b>Range</b>	<b>Special Rules</b>
Plasma Bombards <i>(replaces heavy laser turret)</i>	Front	1	30cm	Heavy (+3)

**Equipment** Jump drive (3+)

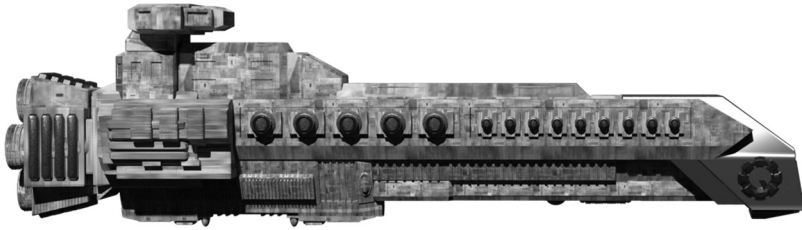
*The Khimaera class destroyer is one of the most common ship designs to come out of the Ionian shipyards. Small and well-built the ship is one of the sturdiest destroyers still in service. The Khimaera class carries the same tough armour and drive systems as used in the larger Mantikor cruisers. The Khimaera is capable of atmospheric flight and carries a forward mission bay capable of carrying small numbers of spacecraft, or an embarked infantry unit. The standard configuration includes a powerful battery of eighteen plasma cannons split between two batteries. The upper hull is usually fitted with a heavy laser turret. Over a hundred Khimaera class destroyers were present in the fighting throughout the Ionian Territories, with many more used by navies from Laconia to Byzantium. There are as many variants of the Khimaera class heavy destroyer as there are star systems in the Aegean Expanse. You may choose any number of the following refits at the appropriate cost:*

### REFITS

*You may choose one of the following refits at the appropriate cost per ship:*

- ❖ 1 x Plasma Bombard *(replaces heavy laser turret)* + 25 pts

## MANTIKOR CLASS CRUISER – 100pts



<b>Hull</b>	<b>Armour</b>	<b>Class</b>	<b>Shields</b>	<b>Speed/Turns</b>	<b>Signature</b>
6	6	Capital Ship	7+	25cm/2 turns	Regular

<b>Weapon</b>	<b>Arc</b>	<b>Shots</b>	<b>Range</b>	<b>Special Rules</b>
Plasma Cannons	L/R	3	30cm	
Heavy Plasma Cannons	L/R	2	30cm	Heavy (+2)

<b>Refit Options</b>	<b>Arc</b>	<b>Shots</b>	<b>Range</b>	<b>Special Rules</b>
Heavy Laser Cannons	L/R	2	45cm	Laser
Heavy Plasma Cannons	L/R	2	30cm	Heavy (+2)

**Equipment** Jump drive (4+)

*The Mantikor class cruiser is one of the most prolific Terran cruisers ever constructed and forms the backbone of almost every Terran fleet in the Ionian Sector. Even the feared Laconians have bought large numbers of them to work alongside their own fleets. Their sturdy construction and commonality with the Khimaera and Spartae classes of ship reduce maintenance costs and allow the sharing of parts in emergency conditions. The Median Empire make use of large numbers of the cruisers, with many bought on the black market. Mantikors can be found hunting in packs or operating as vanguards for powerful fleets of battleships. A well led hunting pack of Mantikors can surround and overwhelm even a Mega Battleship!*

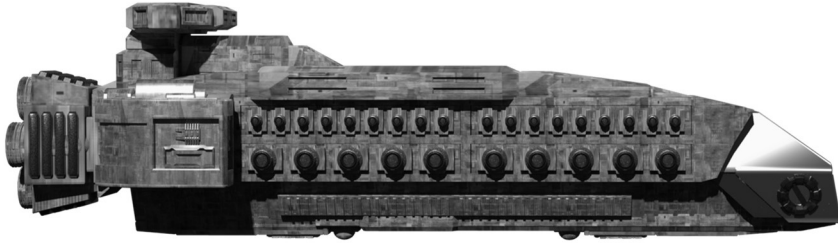
*The majority of Mantikor ships are fitted out in the standard plasma cannon configuration. This simplifies manufacture, as well as creates a standard reliable pattern of warship.*

### REFITS

You may choose one of the following refits at the appropriate cost per ship:

- ❖ Hunter Refit - replaces all heavy plasma cannons with heavy laser cannons *FREE*
- ❖ Heavy Refit - replaces all plasma cannons with heavy plasma cannons +25pts

## SPARTAE CLASS BATTLESHIP- 300pts



Hull	Armour	Class	Shields	Speed/Turns	Signature
10	7	Battleship	6+	15cm/1 turn	Large

Weapon	Arc	Shots	Range	Special Rules
Plasma Cannons	L/R	6	30cm	
Heavy Plasma Cannons	L/R	4	30cm	Heavy (+2)

Refit Options	Arc	Shots	Range	Special Rules
Heavy Laser Cannons	L/R	2	45cm	Laser
Heavy Plasma Cannons	L/R	2	30cm	Heavy (+2)

**Equipment** Jump drive (6+)

*The Spartae class battleship is one of the smallest battleships used by the Terrans. Though much smaller than those of the Doric and Attican regions, the ship is no slouch. The Spartae retains the tough construction of its smaller siblings, but features double-layered shielding, and twice the firepower of a Mantikor cruiser. The only weakness of the ship is its slow speed, and its inability to conduct long-duration missions due to cramped conditions, and underpowered jump engines.*

*There are only three types of Spartae ships in service, with over half being equipped with the usual mix of plasma weapons. Some of the larger Terran states make use of variants armed only with heavy plasma weapons. Though shorter ranged and less flexible, they are the best armed ships in most fleets for close ranged combat.*

### REFITS

You may choose one of the following refits at the appropriate cost per ship:

- ❖ Hunter Refit - replaces all heavy plasma cannons with heavy laser cannons FREE
- ❖ Heavy Refit - replaces all plasma cannons with heavy plasma cannons +50pts