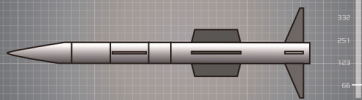


Prototype no. 447.23c  
Technical specs  
Date 2574.3



### 3 Smart missiles

You can subtract 1 from a die on a fire roll.

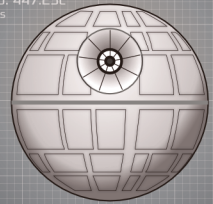
Prototype no. 447.23c  
Technical specs  
Date 2574.3



### 3 Shields deflectors

You can subtract or add 1 from a die on a covering roll.

Prototype no. 447.23c  
Technical specs  
Date 2574.3



### 3 Combat Station

Available 1 line fleet counter (2-5) with +1 Factor in planetary combat.



[m10] Military deck

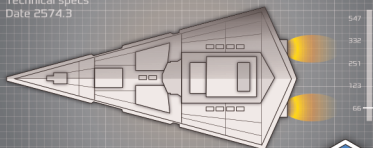


[m11] Military deck



[m12] Military deck

Prototype no. 447.23c  
Technical specs  
Date 2574.3



### 3 Battleships

Available 2 line fleet counters (2-3) with +1 Factor in space combat.

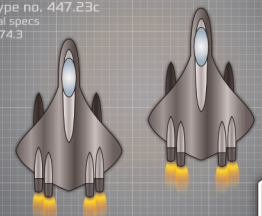
Prototype no. 447.23c  
Technical specs  
Date 2574.3



### 3 Space marines

Available 2 escort fleet counters (2-3) that are activated (along with the others) but without the need for a control marker.

Prototype no. 447.23c  
Technical specs  
Date 2574.3

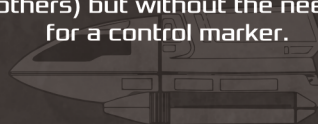


### 3 Stealth bombers

Available 3 escort fleet counters (1-2) with +1 Factor in space combat.



[m13] Military deck

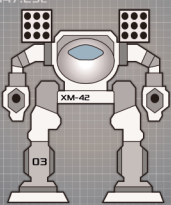


[m14] Military deck



[m15] Military deck

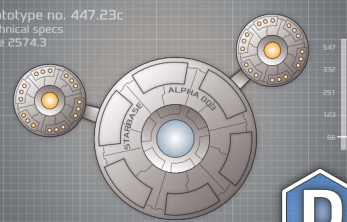
Prototype no. 447.23c  
Technical specs  
Date 2574.3



### 3 Assault troops

Available 3 escort fleet counters (2-3) with +1 Factor in planetary combat.

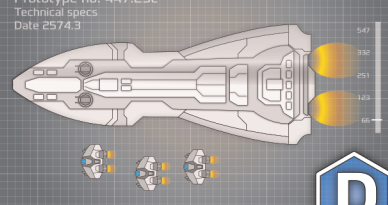
Prototype no. 447.23c  
Technical specs  
Date 2574.3



### 3 Citadels

Available 3 fortress counters (1-2) with a construction cost of 1. These fortresses can be created at any control marker within a CZ.

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Technical specs  
Date 2574.3

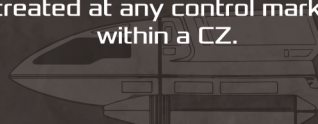


### 3 Mother ships

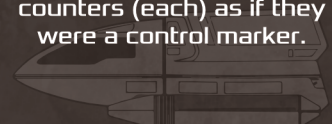
Available 2 line fleet counters (1-2) that (if activated) can activate 2 escort fleet counters (each) as if they were a control marker.



[m16] Military deck



[m17] Military deck



[m18] Military deck