

**SANTIAGO** CORVETTE **20**pts

Light Group: 2-4 30mm

THR 14" KS 6+

SCN 6" ES 5+

SIG 2" BS —

HUL 2 ○○

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
Stingray Missile Bays	F/S/R	4	3+	1K	Air to Air, Close Action

**Air to Air**  
This weapon ignores the penalties for attacking Ships in Atmosphere while the attacking Ship is also in Atmosphere.

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Descent**  
This Ship does not take D3 depth damage in Atmosphere. When attacked in Atmosphere, all attacks hit on 6+ only and can never cause criticals. Weapons with Bombardment or Air to Air ignore these penalties.

**Rare**  
One Group of this Ship per 1,000 pts in your fleet.

**LYSANDER** STEALTH LIGHTER **25**pts

Light Group: 2-4 30mm

THR 12" KS 6+

SCN 6" ES 6+

SIG 0" BS —

HUL 2 ○○

LOAD	DPLY	THR	ATT	LOCK	DMG	SPECIAL
Dropships	x1	3"	—	—	—	—

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
Barracuda Missile Bays	F/S/R	2	4+	1K	Close Action

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Stealth Drop**  
When this Group launches its Dropships, 2 Dropships are needed to place 1 Battalion. If this Group contains a single ship, each Dropship only places a Battalion on a roll of a 4+.

**Vanguard-6"**  
May begin Directly Deployed, ignoring normal Scenario Deployment and Approach Types, still counting toward the DD limit. May be placed up to 6" outside your Deployment Zone.

**Cloak-1**  
This Group may have a maximum of 1 Spike.

**Descent**  
This Ship does not take D3 depth damage in Atmosphere. When attacked in Atmosphere, all attacks hit on 6+ only and can never cause criticals. Weapons with Bombardment or Air to Air ignore these penalties.

**Rare**  
One Group of this Ship per 1,000 pts in your fleet.

**TOULON** FRIGATE **30**pts

Light Group: 2-4 30mm

THR 10" KS 3+

SCN 6" ES 4+

SIG 3" BS —

HUL 4 ○○○○

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-2200 Mass Driver Turret Triad	F/S	3	4+	1K	Fusillade-2

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

**TAIPEI** MISSILE FRIGATE **40**pts

Light Group: 2-6 30mm

THR 10" KS 3+

SCN 6" ES 4+

SIG 3" BS —

HUL 4 ○○○○

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-2200 Mass Driver Turret	F/S	1	4+	1K	—
Piranha Missile Turrets	F/S	6	4+	1K	Close Action

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**JAKARTA** AEGIS FRIGATE **42**pts

Light Group: 1-2 30mm

THR 10" KS 3+

SCN 6" ES 4+

SIG 3" BS —

HUL 4 ○○○○

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-2200 Mass Driver Turret	F/S	1	4+	1K	—
Aegis-V Array	F/S/R	4	3+	0E	Anti-Wing, Close Action, Fusillade-2

**Anti-Wing**  
This weapon may target enemy Wings as if they were Ships (with a Sig of 0") but reduces its Lock value by 1 for that attack. If it does, for each hit, remove 1 Fighter or 1 Bomber from that Wing or any other enemy Wing within 3" of the target.

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

**Aegis-2**  
Ships with this rule in a Group stack their X into a combined value Y. Friendly Groups within 6" on the same Orbital Layer gain Y extra save dice against Close Action and Bomber attacks, assigned to specific weapons before rolling saves. An Aegis Group can only grant Aegis once each time a friendly group is attacked. A friendly Group can only benefit from Aegis from one Group each time it is attacked.

**LIMA** DETECTOR FRIGATE **40**pts

Light Group: 1-2 30mm

THR 10" KS 3+

SCN 6" ES 4+

SIG 3" BS —

HUL 4 ○○○○

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-2200 Mass Driver Turret	F/S	1	4+	1K	—

**Detector**  
If this Ship is on an order that allows it to attack, this Ship may forgo one allowed Weapon use during its activation. If it does, at the end of its activation place two Spikes on an enemy Group in line of sight. A Group that uses Detector gains a Spike (regardless of the amount of Ships using this rule).

**Rare**  
One Group of this Ship per 1,000 pts in your fleet.

This class has been the first command of many successful captains, making it an ideal posting for the young and ambitious. It was the first class to use the familiar hull design now utilised in most colonial frigates and has been perfected over many decades. It is a dependable, cost effective vessel with reasonable firepower for its size and is more than capable of taking on its equivalents in enemy fleets. When deployed in numbers this unglamorous class can take on the largest of opponents.

The Toulon is armed with nine UF-2200 'Foe Hammer' mass drivers in triple turret configuration, giving it excellent all round targeting capability and flexibility. These turrets are standard on almost all UCM frigates, offering excellent dependability and common parts, following the efficient design doctrine of the Colonies. The UCMF has close to 400 of these mainstay ships in its register, making it an essential part of the Colonial Fleet for many years to come.

**KNOWN SHIPS OF THE CLASS**  
*Drake, Levant, Constellation, Titania Sunrise*

**NAMESAKE**  
Toulon is a port city on the Mediterranean coast of Provence in southern France, home to France's principal naval base since Louis XIV ordered its construction in the seventeenth century.

It is the UCMF's first fully cloaked warship, pushing multiple 1st gen classified stealth systems to their current limits of scale. The class is equipped for extended infiltrations including limited surface landings to scout potential invasion sites and support Resistance groups.

Initially the class was Level-6 classified and generally reserved for Marine Force Black — the UCM's most elite troops under the Office of Naval Intelligence. Rumours circulated among the admiralty, where demands for access to such a tool grew from whispers into shouts. As the Battle for Earth loomed, the Lysander's existence was confirmed and production ramped up. While still precious assets, limited numbers are now available to support regular frontline operations and first strike incursions.

**KNOWN SHIPS OF THE CLASS**  
*Hope's Spark, Blue Shade, Eternal Darkness, Azure Night, Leprechaun, Silent Blade*

**NAMESAKE**  
Lysander of Sparta, ancient Greece, was the navarch who destroyed the Athenian fleet at Aegospotami in 405 BC, ending the Peloponnesian War and becoming the first Greek general to receive divine honours in his own lifetime.

These nimble, fast ships were designed for a single purpose — hunting down enemy atmospheric fleet assets. They are armed with a potent array of air-to-air missiles, utterly lethal to the frigate sized vessels that are its favourite prey. In particular, strike carriers and their precious cargo are prime targets since these strategically vital ships are shielded from the majority of enemy fire while operating in atmosphere.

Santiagos are favoured by the most aggressive captains fresh from Niccolum's Naval Academy. Atmospheric combat is not for the faint of heart as it must be fought only at close range where the small Santiago is always vulnerable to return fire. The uniquely challenging nature of these operations is a fiery crucible from which many budding captains do not return, but those that do are often destined for greatness in the future.

**KNOWN SHIPS OF THE CLASS**  
*Jolly Roger, Queen Anne's Revenge, Flying Dragon, Golden Hind*

**NAMESAKE**  
Santiago de Chile was founded in 1541 by Spanish conquistador Pedro de Valdivia on the floodplain between the Mapocho and Maipo rivers; its full official name is Santiago de Nueva Extremadura.

Its highly focused mission parameters revolve around active scanning the engagement zone for enemy presence and assisting in accurate target acquisition for the main fleet. The presence of Limas in a UCM formation can increase the effective range of the entire fleet, providing the crucial opportunity of hitting first.

Unfortunately, these systems proved costly and slow to produce during the Lima's construction, greatly limiting the numbers available at the launch of the Reconquest. As of 2672, only 97 are in the register, making it a precious asset given its usefulness. Admirals are under orders to preserve these ships as much as possible and are usually given limited access to the class. Fortunately, it operates best from the rear of any fleet action, giving it a good chance of survival in most engagements.

**KNOWN SHIPS OF THE CLASS**  
*Pharos, Guiding Light, Nostradamus, Virgil*

**NAMESAKE**  
Lima, Peru served as the seat of the Spanish Viceroyalty of Peru for nearly three centuries — the most powerful administrative centre on the Pacific coast of South America. Its name likely derives from Quechua, the Inca language, though scholars continue to dispute the exact etymology.

While it is equipped with minimal offensive firepower, its real value comes from an impressive array of Aegis-V point defence lasers that equal those on much larger vessels. Crucially, the Jakarta can lend this protection to other ships, guarding them from enemy close action fire and bomber attack. As a high speed frigate, this shield can be directed to where it's needed, increasing efficiency and reducing redundancy. Since Scourge close action weapons are frighteningly effective, the development of this class was a priority from the early planning stages of the Reconquest.

Jakartas tend to attract solid, reliable captains that prefer to work towards the greater good with the minimum of self-aggrandisement. This is just as well, as opportunities for personal glory are few and far between on such a defensively-oriented class. However, the Admiralty recognises these qualities in a ship's captain and after a few tours, such leaders may graduate to the command of a troopship or a high level posting in logistics, where a level-headed team player is prized above any firebrand.

**KNOWN SHIPS OF THE CLASS**  
*Aegis, Shield of Ferrum, Congress, Noble Squire*

**NAMESAKE**  
Jakarta served as the capital of Indonesia from independence in 1945 until 2024, when the government formally relocated to the new city of Nusantara on Borneo; Jakarta remains the country's largest city and commercial centre.

The Taipei class missile frigate is a dedicated close assault vessel, designed for first wave attacks, flanking operations and supply interdiction missions. The class excels at bringing firepower to bear that belies its small size at the expense of range. As such, the Taipei must use its superior speed to attain close action range before it can strike with the full force of its Piranha missile system. Its attacks can be blocked by point defence so this class is most potent as a pack hunter, where the sheer volume of munitions can overcome these measures. It is also adept at hunting smaller vessels and non-combat ships, which often feature inferior point defence capabilities.

Such an offensive mission profile clearly suits the bravest of captains who are ready to take risks and happy to operate far from the main fleet. Such attributes are necessary as regrettably, survival rates for the Taipei class are among the worst of all UCMF ships. The repair docks of Niccolum are littered with Taipeis sporting horrific damage that have limped back to safety in defiance of all odds.

**KNOWN SHIPS OF THE CLASS**  
*Surprise, Undaunted, Assassin's Blade, Blackjack*

**NAMESAKE**  
Taipei became the capital of Taiwan in 1949 when the Republic of China government retreated from the mainland, and today sits in a basin surrounded by volcanic highlands at the northern tip of the island.

**NEW ORLEANS STRIKE CARRIER** **45pts**

Light Group: 1-2 30mm

THR 10" KS 3+

SCN 6" ES 4+

SIG 3" BS —

HUL 4 ○○○○

LOAD	DPLY	THR	ATT	LOCK	DMG	SPECIAL
Dropships	x1	3"	—	—	—	—

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-2200 Mass Driver Turret	F/S	1	4+	1K	—

**Descent**  
This Ship does not take D3 depth damage in Atmosphere. When attacked in Atmosphere, all attacks hit on 6+ only and can never cause criticals. Weapons with Bombardment or Air to Air ignore these penalties.

**SHEFFIELD HEAVY FRIGATE** **45pts**

Light Group: 1-2 30mm

THR 8" KS 4+

SCN 6" ES 3+

SIG 3" BS —

HUL 5 ○○○○○

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-2200 Mass Driver Turret	F/S	1	4+	1K	—
Taipan Laser Turrets	F/S	2	2+	1E	Scald-2

**Scald-2**  
Hits within Scan range reduce the target's Energy/Kinetic save by 2 for this Weapon only, other weapons unaffected.

**DETROIT HEAVY FRIGATE** **50pts**

Light Group: 1-2 30mm

THR 8" KS 4+

SCN 6" ES 3+

SIG 3" BS —

HUL 5 ○○○○○

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-2200 Mass Driver Turret	F/S	1	4+	1K	—
Arowana Missile Turrets	F/S/R	6	3+	1K	Close Action, Scald-1

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Scald-1**  
Hits within Scan range reduce the target's Energy/Kinetic save by 1 for this Weapon only, other weapons unaffected.

**ISTANBUL MONITOR** **50pts**

Light Group: 1-3 30mm

THR 6" KS 3+

SCN 6" ES 4+

SIG 4" BS 6+

HUL 4 ○○○○

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-B-9000s (Anti-Ship)	FN	3	3+	2K	Alt-1
UF-B-9000s (Bombardment)	F	2	4+	2K	Alt-1, Bombardment

**Alt-1**  
Only one Weapon or Load with the same Alt value on the same Ship may be used by that Ship each round. All Alt Weapons with the same value count as the same Weapon when determining how many Weapons a Ship has.

**Bombardment**  
This Weapon ignores the penalties for attacking Cities and Ships in Atmosphere. Improve the Lock of this Weapon by 2 when attacking Cities. When attacking a Ship in Orbit with this weapon, it always hits on a 6+ and can never cause a critical. This weapon cannot be used to attack Ships in Orbit while the attacking Ship is in Atmosphere.

**Monitor**  
Ships with this rule may not use Course Change or Max Thrust orders.

**VIENNA ESCORT FRIGATE** **66pts**

Light Group: 1-3 30mm

THR 6" KS 4+

SCN 6" ES 3+

SIG 4" BS 6+

HUL 4 ○○○○

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
Mamba Laser	FN	3	3+	1E	Burnthrough-1, Flash-1, Focused

**Burnthrough-1**  
Each of this Weapon's critical hits reduces the target's Energy/Kinetic Save by 1 for hits caused by this Weapon for this attack. Saves made for other Weapons are unaffected. Roll attacks separately from other weapons.

**Flash-1**  
When this Weapon inflicts damage, the damaged Group (or Ship if it ignores the usual coherency rules) gains 1 Spike.

**Focused**  
This Weapon's targets are limited to: a single enemy Ship, or a Dropsite with no friendly Battalions. Damage caused by this Weapon is allocated to only the target.

**Aegis-3**  
Ships with this rule in a Group stack their X into a combined value Y. Friendly Groups within 6" on the same Orbital Layer gain Y extra save dice against Close Action and Bomber attacks, assigned to specific weapons before rolling saves. An Aegis Group can only grant Aegis once each time a friendly group is attacked. A friendly Group can only benefit from Aegis from one Group each time it is attacked.

**Escort**  
After Weapons have been assigned to a friendly Ship of H or C tonnage within 6" of this Ship on the same Orbital Layer, you may declare the use of Escort. Only one Group may Escort at a time and it must be in Coherency. After your opponent rolls to hit, allocate hits from that roll to this Group. An Escort Group cannot be allocated more damage than each remaining Ship's starting Hull. You may use this even if the Escort Group is out

**REYKJAVIK CUTTER** **45pts**

Light Group: 2-3 30mm

THR 14" KS 4+

SCN 6" ES 5+

SIG 3" BS —

HUL 5 ○○○○○

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-9000-S Twin Mass Driver	FN	2	3+	2K	—

**Vectored**  
This Ship may make an additional turn at any point during its movement, regardless of the Order its Group has taken.

**NAMESAKE**

Detroit was founded by French explorer Antoine de la Mothe Cadillac in 1701 on the strait between Lakes Erie and Huron, and a century later became the manufacturing centre of the American automobile industry.

Though in years previous the UCM shied away from the creation of heavy frigates due to their high cost and the strain of dual weapon systems on engine power, technological advances made during the 2670s made such designs possible.

**NAMESAKE**

Sheffield is an industrial city in South Yorkshire, England, that became synonymous with steel production during the nineteenth century industrial revolution and lent its name to Sheffield plate silverware worldwide.

The class is a mainstay of almost all UCM fleets and is one of the most common vessels of frigate tonnage to see service in the Reconquest, with almost a thousand operational by 2672. It is a relatively new class as its specifications were laid down late in the development of the UCM military machine to allow for the designs for its cargo to fully mature. The New Orleans' formidable payload of armoured units and mechanised infantry are deployed by agile dropships, making it ideally suited to fluid, early stage combat operations where heavy enemy action is anticipated. It is one of the largest vessels the UCM has that is capable of atmospheric operations — an essential feature as most UCM dropships cannot operate in the void and must be deployed in atmosphere.

**KNOWN SHIPS OF THE CLASS**

*Avenger, Aurum's Grace, Ocean, Everblade*

**NAMESAKE**

New Orleans was founded by French colonists in 1718 on a crescent of land between Lake Pontchartrain and the Mississippi River, and remained the most significant port in North America for much of the nineteenth century.

Cutters have been a specialist part of the UCMF since its inception. The concept is simple: a fast ship near frigate tonnage designed to chase and slay already fast enemy scouts, outliers and support vessels. The Reykjavik is the newest of these, having only entered widespread service early in the Reconquest. The vessel is state of the art, crew-centric and one of the fastest ships in the fleet through the simple expedient of a bloated drive bank more suited to a cruiser.

Reykjaviks generally operate ahead of the main fleet and are often tasked with making the first small but crucial kills in an engagement. The class is well equipped to achieve this, packing a pair of fixed UF-9000-S mass drivers: short-barrelled versions of those found on dreadnought turrets. These weapons are powerful enough to worry anything, though cutter captains would do well to consider the fragility and specialist role of their ships before tackling larger prey.

**KNOWN SHIPS OF THE CLASS**

*Arrow, Lancelot, Harpoon, North Star*

**NAMESAKE**

Reykjavik, Iceland takes its name from the Old Norse for 'Smoky Bay,' after the geothermal steam the first Norse settlers observed rising from hot springs on the shore. It is the only national capital in the world that derives most of its heat and electricity from geothermal energy.

The Vienna shares some advantages and disadvantages of its sister class: low speed, high armour, and high firepower. However, it must be used in a slightly more conventional manner, since it suffers the same loss of performance when firing between orbital layers as ordinary vessels. It makes up for this by mounting an anti-ship laser — the smallest UCM ship to be able to do so — due to its otherwise low power requirements.

It also fits into a quite different role: that of battleship escort. Used in this way, its laser serves the useful secondary purpose of heating the target, assisting the much larger ship's gunnery. Given this application, the Vienna also mounts additional point-defence clusters for limited aegis capability, although not up to the level of the Jakarta, which was designed for this role alone. Since its sublight speed matches that of a slow battleship, it can keep up.

**KNOWN SHIPS OF THE CLASS**

*Musketeer, Arquebus, Count Nicholas*

**NAMESAKE**

Vienna has served as the capital of Austria since the thirteenth century, and from 1558 to 1806 was the seat of the Holy Roman Emperors; the city's Ringstrasse boulevard was constructed in the 1860s to project imperial prestige.

The Istanbul is a typical naval defence monitor. Frigate-sized, it features armour as thick as a battleship's and low speed to match. UCM Monitors achieve this through dispensing with Foldspace capability; they must be brought into system by tugs — large vessels under the auspices of the Fleet Logistical Corps. Once in system, its undersized, overstretched sublight thrusters slowly get the monitor into position.

This massive sacrifice of mobility also frees up considerable power for weapons, allowing the Istanbul to be over-gunned for its relatively small size. It features a massive UF-B-9000 mass-driver, in a unique, rotating mount; supporting its defensive role. This allows the Istanbul to easily engage targets in higher orbital layers or directed towards the surface for bombardment.

**KNOWN SHIPS OF THE CLASS**

*Fist of Osman, Suliman, Loyal Janissary*

**NAMESAKE**

Istanbul, Turkey has been continuously inhabited for over two thousand years, serving successively as Byzantium, Constantinople, and its current name; it is the only city in the world that spans two continents.

### NUUK EM HARASSER 35pts

Light Group: 2-3 30mm

THR	14"	KS	4+
SCN	6"	ES	5+
SIG	3"	BS	—
HUL	5	○○○○○	

NAME	ARC	ATT	LOCK	DMG	SPECIAL
Haywire Blaster	F	1	4+	0E	Status

**Status**  
When you hit with this Weapon, pick one of the following tokens; Defence Systems Offline, Scanners Offline, or Navigation Offline. At the end of the Inflict Damage step, choose one of the defending Ships to gain the selected token, regardless of the amount of damage caused by the attack or amount of hits saved. This token is automatically removed at the start of the End Phase, before making repairs.

**Vectored**  
This Ship may make an additional turn at any point during its movement, regardless of the Order its Group has taken.

**Rare**  
One Group of this Ship per 1,000 pts in your fleet.

### OSLO CUTTER 57pts

Light Group: 2-3 30mm

THR	14"	KS	4+
SCN	6"	ES	5+
SIG	3"	BS	—
HUL	5	○○○○○	

NAME	ARC	ATT	LOCK	DMG	SPECIAL
Adder Multi Laser	FN	3	2+	1E	Scald-2

**Scald-2**  
Hits within Scan range reduce the target's Energy/Kinetic save by 2 for this Weapon only, other weapons unaffected.

**Vectored**  
This Ship may make an additional turn at any point during its movement, regardless of the Order its Group has taken.

### HAVANA DESTROYER 45pts

Light Group: 2-3 30mm

THR	10"	KS	4+
SCN	6"	ES	4+
SIG	4"	BS	—
HUL	6	○○○○○○	

NAME	ARC	ATT	LOCK	DMG	SPECIAL
Light Torpedo	F	x1	6"	6"	4 2+ 1K Penetrator, Limited-2
Shark Missile Bays	F/S/R	5	4+	1K	Close Action

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Limited-2**  
This Weapon can only be fired 2 times per game. You may launch a total of 2 of this Asset per game.

**Rare**  
One Group of this Ship per 1,000 pts in your fleet.

**Penetrator**  
Each of this Weapon's critical hits cause a Core hit instead of its normal Damage Type.

### VANCOUVER ESCORT CARRIER 55pts

Light Group: 1-3 30mm

THR	10"	KS	4+
SCN	6"	ES	4+
SIG	4"	BS	—
HUL	6	○○○○○○	

NAME	ARC	ATT	LOCK	DMG	SPECIAL
Fighters	F	x1	6"	13"	— — — 1 re-roll
Bombers	F	6"	10"	2 3+ 1K	—
Barracuda Missile Bays	F/S/R	2	4+	1K	Close Action

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Escort**  
After Weapons have been assigned to a friendly Ship of H or C tonnage within 6" of this Ship on the same Orbital Layer, you may declare the use of Escort. Only one Group may Escort at a time and it must be in Coherency. After your opponent rolls to hit, allocate hits from that roll to this Group. An Escort Group cannot be allocated more damage than each remaining Ship's starting Hull. You may use this even if the Escort Group is out of range, arc, and line of sight of the attacking Group. Focused weapons cannot be affected by Escort.

### KYIV HEAVY DESTROYER 60pts

Light Group: 1-2 30mm

THR	8"	KS	3+
SCN	6"	ES	4+
SIG	4"	BS	—
HUL	6	○○○○○○	

NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-9000 Twin Mass Driver	F	2	3+	2K	Fusillade-1, Re-Entry

**Fusillade-1**  
While on Weapons Free, increase this Weapon's ATT by 1.

**Re-Entry**  
This weapon ignores the penalties for attacking Ships in Atmosphere while the attacking Ship is in Orbit. Close Action weapons with this special rule may be used against targets in Atmosphere while the attacking Ship is in Orbit.

### CARACAS HEAVY DESTROYER 65pts

Light Group: 1-2 30mm

THR	8"	KS	3+
SCN	6"	ES	4+
SIG	4"	BS	—
HUL	6	○○○○○○	

NAME	ARC	ATT	LOCK	DMG	SPECIAL
Orca Missile Bays	F/S/R	7	4+	1K	Close Action, Critical-2
HB-8800 Bombardment Spikes	F/S/R	2	4+	2K	Bombardment, Scald-1

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Critical-2**  
This weapon's critical hits deal +2 damage.

**Bombardment**  
This Weapon ignores the penalties for attacking Cities and Ships in Atmosphere. Improve the Lock of this Weapon by 2 when attacking Cities. When attacking a Ship in Orbit with this weapon, it always hits on a 6+ and can never cause a critical. This weapon cannot be used to attack Ships in Orbit while the attacking Ship is in Atmosphere.

**Scald-1**  
Hits within Scan range reduce the target's Energy/Kinetic save by 1 for this Weapon only, other weapons unaffected.

**Calibre-H/C**  
Improve the Lock value of this Weapon by 1 when attacking Groups of Heavy or Colossal Tonnage.

The Havana is the earliest type of destroyer currently in service with the UCMF, having first seen combat with the Shaltari in 2596. Its design stems from older and largely outmoded naval strategies revolving around the use of torpedoes as primary weapons. Since the 2620s, the Admiralty shifted away from the idea of these colossal munitions due to their very limited capacity and a tendency towards overkill. Both traits make them unreliable and expensive weapons compared to mass drivers.

As the vast naval build-up to the Reconquest gathered steam, it was deemed that torpedoes should not consume precious resources for anything other than large vessels. As such, production of the Havana more or less ceased. Those that remain (and have survived the first few years of carnage) are now highly prized assets, able to deliver stunning amounts of damage to any target, disproportionate to their size. While the Havana may be a dinosaur in the modern fleet, old school admirals greatly covet the spectacle of the swift and violent hammer blow that only a 200m long explosive can provide.

#### KNOWN SHIPS OF THE CLASS

*Mjolnir, Black Prince, Vengeance*

#### NAMESAKE

Havana, Cuba was established as a Spanish colonial port in 1519 and served for centuries as the principal assembly point for the treasure fleets carrying silver from the Americas back to Spain.

#### NAMESAKE

Oslo has been the capital of Norway since 1814, though the city was called Christiania from 1624 until 1925 after King Christian IV ordered its reconstruction following a fire; it sits at the head of the Oslofjord.

The Nuuk is a unique support vessel based on the UCMF's newest cutter, the Reykjavik; a specialist platform to begin with, it offers extreme speed at the expense of survivability. The UCMS Nuuk was built by Battlefleet Eden using a Reykjavik damaged during a combat trial. By simply refitting the power-hungry mass drivers for a satellite-grade EM Haywire Blaster, they created a tool that the Admiralty was quick to appreciate. Such was the factual potential that many hulls intended to be Reykjaviks were converted to Nuuks at the construction stage.

The Nuuk's ability to directly damage an opponent is limited, but a concentrated, close-range blast from its beamer can render an enemy ship confused and unable to compute complex tasks, such as plotting firing solutions for all weapons. This is devastatingly effective at hobbling capital ships, although Nuuk captains must use their speed to get behind their targets before their small ship is vaporised by a vengeful giant.

#### KNOWN SHIPS OF THE CLASS

*Blizzard, Shard of Ice, Frostblade, Harpoon, Nuuk*

#### NAMESAKE

Nuuk is the capital and largest city of Greenland, situated at the mouth of the Nuup Kangerlua fjord; with a population of under twenty thousand, it is one of the smallest capitals in the world.

#### NAMESAKE

Caracas, Venezuela sits in a narrow Andean valley some nine hundred metres above the Caribbean coast, shielded from the humid lowlands by a wall of mountains. The city takes its name from the indigenous Caracas people who inhabited the valley before Spanish contact.

The Kyiv is an interesting vessel, in that it features a pair of super-heavy, UF-9000 series mass drivers in a fixed position. These impressive weapons are heavier gauge than those mounted in almost any other UCMF warship, save the mighty dreadnoughts. The mission role of the Kyiv class is to hunt and kill the most heavily armoured enemy vessels with brutal efficiency. They are subtle sledgehammers and the bane of enemy flagships. Many an enemy admiral has met their ignominious deaths at the hands of this smaller adversary since its inception in the 2640s.

These weapons are also large enough in gauge to fire new and experimental munitions featuring molecular repulsion technology. These can cut through atmosphere and reach targets normally safe from the attentions of orbiting spacecraft. It is also an unusual ship due to its triple-hull configuration, borrowing core superstructure elements from standard UCMF destroyers, although with reinforced armour superior to that of most other light vessels.

#### KNOWN SHIPS OF THE CLASS

*Aleksy the Great, Green Square, Wrathful*

#### NAMESAKE

Kyiv is the capital and largest city of Ukraine, one of the oldest cities in Eastern Europe, founded on the high right bank of the Dnieper River; it served as the centre of the medieval Kievan Rus state from the ninth century.

The Bureau opted for a vessel of destroyer tonnage — that is, a ship larger than a frigate but smaller than a cruiser for ease of mass manufacture. As a relatively new class, its numbers are currently low but increasing as the ever growing demands and spoils of the Reconquest spur the yards into unprecedented productivity.

As a fighting ship, the Vancouver is very poorly armed in comparison with the Seattle, but offers a greater launch capacity in comparison to its cost. As such, it is best utilised in rearguard and central fleet operations, where conventional warships can protect it from enemy action. Thanks to its bomber compliment, the Vancouver is particularly dangerous to smaller vessels with poor point defence, while its fighters can lend crucial protection to other vessels.

#### KNOWN SHIPS OF THE CLASS

*Hornet, Commandment, Atoll*

#### NAMESAKE

Vancouver, Canada was founded in 1886 as the western terminus of the Canadian Pacific Railway; it sits on a peninsula between Burrard Inlet and the Fraser River delta, with the Coast Mountains as its backdrop.

<p><b>OSAKA</b> LIGHT CRUISER <b>70</b>pts</p> <p>Medium Group: 2-3 40mm</p> <p>THR 10" KS 3+</p> <p>SCN 6" ES 4+</p> <p>SIG 6" BS -</p> <p>HUL 8</p> <p>UF-6400 Mass Driver Turrets F/S 4 3+ 1K Critical-1</p>	<p><b>NEW CAIRO</b> LIGHT CRUISER <b>70</b>pts</p> <p>Medium Group: 2-3 40mm</p> <p>THR 10" KS 3+</p> <p>SCN 6" ES 4+</p> <p>SIG 6" BS -</p> <p>HUL 8</p> <p>Cobra Heavy Laser FN 4 3+ 1E Burnthrough-1, Flash-1, Focused</p>	<p><b>BOSTON</b> LIGHT CRUISER <b>75</b>pts</p> <p>Medium Group: 2-3 40mm</p> <p>THR 10" KS 3+</p> <p>SCN 6" ES 4+</p> <p>SIG 6" BS -</p> <p>HUL 8</p> <p>Medium Torpedo x1 6" 6" 4 2+ 2K Penetrator, Limited-1</p> <p>Piranha Missile Turrets F/S 6 4+ 1K Close Action</p>
<p><b>Critical-1</b> This weapon's critical hits deal +1 damage.</p>	<p><b>Burnthrough-1</b> Each of this Weapon's critical hits reduces the target's Energy/Kinetic Save by 1 for hits caused by this Weapon for this attack. Saves made for other Weapons are unaffected. Roll attacks separately from other weapons.</p> <p><b>Flash-1</b> When this Weapon inflicts damage, the damaged Group (or Ship if it ignores the usual coherency rules) gains 1 Spike.</p> <p><b>Focused</b> This Weapon's targets are limited to: a single enemy Ship, or a Dropsite with no friendly Battalions. Damage caused by this Weapon is allocated to only the target.</p>	<p><b>Close Action</b> This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.</p> <p><b>Limited-1</b> This Weapon can only be fired 1 time per game. You may launch a total of 1 of this Asset per game.</p> <p><b>Penetrator</b> Each of this Weapon's critical hits cause a Core hit instead of its normal Damage Type.</p>
<p><b>RIO</b> CRUISER <b>85</b>pts</p> <p>Medium Group: 1-2 40mm</p> <p>THR 8" KS 3+</p> <p>SCN 6" ES 4+</p> <p>SIG 6" BS -</p> <p>HUL 10</p> <p>UF-6400 Mass Driver Turrets F/S 4 3+ 1K Critical-1</p> <p>UF-4200 Mass Driver Turrets F/S 4 4+ 1K Fusillade-2</p>	<p><b>BERLIN</b> CRUISER <b>80</b>pts</p> <p>Medium Group: 1-2 40mm</p> <p>THR 8" KS 3+</p> <p>SCN 6" ES 4+</p> <p>SIG 6" BS -</p> <p>HUL 10</p> <p>Cobra Heavy Laser FN 4 3+ 1E Burnthrough-1, Flash-1, Focused</p> <p>UF-4200 Mass Driver Turrets F/S 4 4+ 1K Fusillade-2</p>	<p><b>MADRID</b> CRUISER <b>86</b>pts</p> <p>Medium Group: 1-2 40mm</p> <p>THR 8" KS 3+</p> <p>SCN 6" ES 4+</p> <p>SIG 6" BS -</p> <p>HUL 10</p> <p>UF-B-8000 Bombardment Turret Pair F/S/R 8 4+ 1K Bombardment, Scald-1</p> <p>UF-4200 Mass Driver Turrets F/S 4 4+ 1K Fusillade-2</p>
<p><b>Critical-1</b> This weapon's critical hits deal +1 damage.</p> <p><b>Fusillade-2</b> While on Weapons Free, increase this Weapon's ATT by 2.</p>	<p><b>Burnthrough-1</b> Each of this Weapon's critical hits reduces the target's Energy/Kinetic Save by 1 for hits caused by this Weapon for this attack. Saves made for other Weapons are unaffected. Roll attacks separately from other weapons.</p> <p><b>Flash-1</b> When this Weapon inflicts damage, the damaged Group (or Ship if it ignores the usual coherency rules) gains 1 Spike.</p> <p><b>Focused</b> This Weapon's targets are limited to: a single enemy Ship, or a Dropsite with no friendly Battalions. Damage caused by this Weapon is allocated to only the target.</p> <p><b>Fusillade-2</b> While on Weapons Free, increase this Weapon's ATT by 2.</p>	<p><b>Bombardment</b> This Weapon ignores the penalties for attacking Cities and Ships in Atmosphere. Improve the Lock of this Weapon by 2 when attacking Cities. When attacking a Ship in Orbit with this weapon, it always hits on a 6+ and can never cause a critical. This weapon cannot be used to attack Ships in Orbit while the attacking Ship is in Atmosphere.</p> <p><b>Scald-1</b> Hits within Scan range reduce the target's Energy/Kinetic save by 1 for this Weapon only, other weapons unaffected.</p> <p><b>Fusillade-2</b> While on Weapons Free, increase this Weapon's ATT by 2.</p>

#### **NAMESAKE**

Boston was founded by Puritan colonists in 1630 on the Shawmut Peninsula of Massachusetts Bay, and served as the intellectual and political centre of the American independence movement in the 1770s.

The New Cairo is armed with a single Cobra heavy laser, a powerful weapon capable of cutting to the core of an enemy capital ship and more than capable of slicing a frigate in half in a single burn. However, its utility is limited to a narrow arc in front of the ship, making the New Cairo an even more focused tool than the Osaka in an Admiral's arsenal. Primarily, it excels at hunter-killer missions against priority targets where it can use its superior combat speed to attain a firing position.

New Cairos tend to attract captains with a focused zeal on the mission at the expense of all surrounding distractions, verging on the single-minded. A rigid adherence to orders coupled with aggression is also essential as these attack dogs must strike decisively and quickly if they are to prevail in the maelstrom of combat.

#### **KNOWN SHIPS OF THE CLASS**

*Sunstar, Excalibur, True Arrow, Firebrand*

#### **NAMESAKE**

New Cairo, Egypt is a planned city on the desert plateau east of historic Cairo, begun in the 1990s to relieve pressure on the ancient capital; the original Cairo was founded in 969 AD by the Fatimid caliphate beside the ruins of earlier Roman and Arab settlements.

In combat involving advanced manoeuvres, the class can deliver a mass driver firepower equivalent of the heavier Rio class while offering superior speed and cost effectiveness. However, the Osaka cannot match it in more stable situations where the Rio's full firepower can be unleashed. As such, Admirals are instructed to exploit this class' strength while acknowledging its weaknesses, including its limited close action capabilities compared to full cruisers and its lighter hull.

Captains graduating from a frigate-level command often prefer light cruisers such as the Osaka as many of the same combat principles apply and the access to high combat speed remains. Indeed, Osakas are normally deployed in squadrons where they can support each other in battle, since by necessity they often operate away from the main fleet.

#### **KNOWN SHIPS OF THE CLASS**

*Paladin, Dire Wolf, Belfast II, Wakizashi*

#### **NAMESAKE**

Osaka has been Japan's commercial capital since the Edo period, when the city's merchant class accumulated enough wealth to produce a distinct urban culture; it sits at the eastern end of the Seto Inland Sea on the Kansai plain.

This class is the most common capital ship in the UCMF dedicated to the orbital bombardment role. Its primary armament is a pair of turreted UF/B-8000 bombard cannons — massive calibre conventional weapons capable of hurling heavy shells towards a planet's surface to inflict biblical damage on ground targets. These weapons are also surprisingly crude and thus inexpensive to produce which is vital, since the UCM is always in need of their services.

While it also carries some ship-to-ship weapons, the Madrid requires close protection against enemy vessels above frigate tonnage since its bombardment cannons are useless against void targets. In its intended role, the Madrid can level whole districts in minutes by accurately targeting key areas while leaving the majority of the city intact for later capture.

#### **KNOWN SHIPS OF THE CLASS**

*Punisher, Righteous Revenge, Death's Shadow, Hammer of Justice*

#### **NAMESAKE**

Madrid, Spain sits at nearly seven hundred metres above sea level on the Castilian Plateau, making it the highest capital city in the European Union. Phillip II chose it as his seat of government in 1561 not for strategic or commercial reasons, but simply because it lay at the geographic centre of the Iberian Peninsula.

This weapon had previously only been mounted on larger ships, where its colossal power requirements would be more manageable. With the constant advances in technology that characterise the build up to the Reconquest, it became possible to use the weapon on smaller ships. The marriage of the Cobra and a more agile hull proved highly effective and the Berlin class quickly became a mainstay of the fleet, although demand from the Admiralty has always outstripped supply from Niccolum's shipyards.

The Berlin is a highly effective vanguard unit, capable of taking significant punishment while responding with a range of weapons systems against multiple threats. The Cobra laser itself is most often employed against high value assets where its focused devastation can prove decisive. The weapon also has the useful side-effect of heating the hull of the target ship, making it far easier for the rest of the fleet to achieve accurate target locks.

#### **KNOWN SHIPS OF THE CLASS**

*Aurora, Spear of Destiny, Surefire, Ardent*

#### **NAMESAKE**

Berlin became the capital of a unified Germany in 1871, was divided between Allied occupation zones after 1945, and reunified only in 1990; the Brandenburg Gate stood in no-man's land between East and West for twenty-eight years.

The Rio class cruiser is the most common capital ship type in service with the UCMF in 2672, with 125 vessels currently in the register and several more under construction. It offers a good balance of speed and survivability, coupled with flexible firepower. Its many mass driver turrets are carefully placed to provide excellent traversable firepower, making it highly flexible in fluid, frontline operations where threats can come from multiple quarters.

This class has been the mainstay of the fleet's vanguard operations for many decades and has thus once been the command of many of the fleet's current Admirals. Some ships of this class are over fifty years old by this time and have accumulated accolades and personalities that most newer ships cannot match. Despite their venerable age, these older Rios have been performing admirably across the battlefields of the Reconquest, proving that their storied careers are far from over.

#### **KNOWN SHIPS OF THE CLASS**

*Gaius Dullius, Constitution, Soldier of Fortune, Song of Hope*

#### **NAMESAKE**

Rio de Janeiro, Brazil was founded by Portuguese colonists in 1565 on the southern shore of Guanabara Bay, served as the capital of Brazil until 1960, and is home to the largest urban forest in the world at Tijuca National Park.

### BRUGES CRUISER 84pts

Medium Group: 1-2 40mm

THR	8"	KS	3+
SCN	6"	ES	4+
SIG	6"	BS	—
HUL	10	○○○○○○○○○○	

NAME	ARC	ATT	LOCK	DMG	SPECIAL
Cobra Heavy Laser	PN	4	3+	1E	Burnthrough-1, Flash-1, Focused
Taipan Laser Turrets	F/S	2	2+	1E	Scald-2

**Burnthrough-1**  
Each of this Weapon's critical hits reduces the target's Energy/Kinetic Save by 1 for hits caused by this Weapon for this attack. Saves made for other Weapons are unaffected. Roll attacks separately from other weapons.

**Flash-1**  
When this Weapon inflicts damage, the damaged Group (or Ship if it ignores the usual coherency rules) gains 1 Spike.

**Focused**  
This Weapon's targets are limited to: a single enemy Ship, or a Dropsite with no friendly Battalions. Damage caused by this Weapon is allocated to only the target.

**Scald-2**  
Hits within Scan range reduce the target's Energy/Kinetic save by 2 for this Weapon only, other weapons unaffected.

### ULAANBAATAR CRUISER 90pts

Medium Group: 1-2 40mm

THR	8"	KS	3+
SCN	6"	ES	4+
SIG	6"	BS	—
HUL	10	○○○○○○○○○○	

NAME	ARC	ATT	LOCK	DMG	SPECIAL
Medium Torpedo	x1	6"	6"	4	2+ 2K Penetrator, Limited-1
Arowana Missile Turrets	F/S/R	6	3+	1K	Close Action, Scald-1
Piranha Missile Turrets	F/S	6	4+	1K	Close Action

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Scald-1**  
Hits within Scan range reduce the target's Energy/Kinetic save by 1 for this Weapon only, other weapons unaffected.

**Limited-1**  
This Weapon can only be fired 1 time per game. You may launch a total of 1 of this Asset per game.

**Rare**  
One Group of this Ship per 1,000 pts in your fleet.

**Penetrator**  
Each of this Weapon's critical hits cause a Core hit instead of its normal Damage Type.

### BUCHAREST CRUISER 90pts

Medium Group: 1-2 40mm

THR	8"	KS	3+
SCN	6"	ES	4+
SIG	6"	BS	—
HUL	10	○○○○○○○○○○	

NAME	ARC	ATT	LOCK	DMG	SPECIAL
Medium Torpedo	x1	6"	6"	4	2+ 2K Penetrator, Limited-1
Taipan Laser Turrets	F/S	2	2+	1E	Scald-2
Piranha Missile Turrets	F/S	6	4+	1K	Close Action

**Scald-2**  
Hits within Scan range reduce the target's Energy/Kinetic save by 2 for this Weapon only, other weapons unaffected.

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Limited-1**  
This Weapon can only be fired 1 time per game. You may launch a total of 1 of this Asset per game.

**Rare**  
One Group of this Ship per 1,000 pts in your fleet.

**Penetrator**  
Each of this Weapon's critical hits cause a Core hit instead of its normal Damage Type.

### GLASGOW CRUISER 98pts

Medium Group: 1-2 40mm

THR	8"	KS	3+
SCN	6"	ES	4+
SIG	6"	BS	—
HUL	10	○○○○○○○○○○	

NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-B-8000 Bombardment Turret Pair	F/S/R	8	4+	1K	Bombardment, Scald-1
Arowana Missile Turrets	F/S/R	6	3+	1K	Close Action, Scald-1

**Bombardment**  
This Weapon ignores the penalties for attacking Cities and Ships in Atmosphere. Improve the Lock of this Weapon by 2 when attacking Cities. When attacking a Ship in Orbit with this weapon, it always hits on a 6+ and can never cause a critical. This weapon cannot be used to attack Ships in Orbit while the attacking Ship is in Atmosphere.

**Scald-1**  
Hits within Scan range reduce the target's Energy/Kinetic save by 1 for this Weapon only, other weapons unaffected.

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

### GENEVA COMMAND CRUISER 100pts

Medium Group: 1 40mm

THR	8"	KS	3+
SCN	10"	ES	4+
SIG	6"	BS	—
HUL	10	○○○○○○○○○○	

NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

**Command Ship-1**  
Increase the Level of any Admiral assigned to this Ship by 1.

**Detector**  
If this Ship is on an order that allows it to attack, this Ship may forgo one allowed Weapon use during its activation. If it does, at the end of its activation place two Spikes on an enemy Group in line of sight. A Group that uses Detector gains a Spike (regardless of the amount of Ships using this rule).

**Unique**  
You may only take one Group of this Ship.

### SAN FRANCISCO TROOPSHIP 100pts

Medium Group: 1 40mm

THR	8"	KS	3+
SCN	6"	ES	4+
SIG	6"	BS	—
HUL	10	○○○○○○○○○○	

NAME	ARC	ATT	LOCK	DMG	SPECIAL
Bulk Landers	x4	6"	6"	—	—
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

**NAMESAKE**

Bucharest became the capital of Wallachia in 1659, and of unified Romania in 1862; its early twentieth century Francophile architecture earned it the nickname Little Paris before large-scale demolition under Ceausescu's 1980s reconstruction programme.

**NAMESAKE**

Ulaanbaatar is the capital of Mongolia and the coldest national capital on Earth by average annual temperature, founded in 1639 as a nomadic Buddhist monastic centre before being permanently settled in 1778 on the banks of the Tuul River; it holds roughly half of Mongolia's entire population.

**NAMESAKE**

Bruges, Belgium was medieval Europe's wealthiest trading city, the northern terminus of the Hanseatic League's commercial network in the fourteenth century; the silting of its harbour in the late fifteenth century ended its dominance overnight.

The San Francisco is the UCM's primary means of getting massive troop concentrations planetside. While strike carriers such as the New Orleans utilise dropships in tactical assaults against hardened targets, they cannot deliver the sheer numbers of troops needed in planetary conquest. Troopships instead utilise bulk landers to drop thousands of men direct from orbit. While more efficient than strike carriers, troopships are best utilised away from enemy ships since they cannot operate in the relative safety of atmosphere. Vessels of the class can accommodate around 25,000 troops and support staff for protracted operations or briefly up to 60,000 in cramped conditions, such as during the opening days of full planetary invasions. A San Francisco's bulk landers can also deliver payloads too large for dropships, such as ground batteries, making them essential for fortifying captured or unoccupied ground.

**KNOWN SHIPS OF THE CLASS**

*Warbringer, Ark of Ferrum, Sanctuary, Conqueror*

**NAMESAKE**

San Francisco occupies one of the most geographically dramatic sites on the Pacific coast, wrapped around a deep natural harbour on a narrow peninsula of steep hills. The city was largely destroyed by earthquake and fire in 1906 and rebuilt within a decade — its streetcars were running again within three years of the disaster.

**NAMESAKE**

Geneva sits at the southwestern tip of Lake Geneva on the Swiss Plateau; it became the centre of Protestant reform under John Calvin in the sixteenth century and later the seat of the League of Nations.

**NAMESAKE**

Glasgow grew from a small medieval cathedral town into Britain's second city during the eighteenth and nineteenth centuries, driven by transatlantic tobacco and cotton trading and then by shipbuilding on the Clyde.

<b>SEATTLE</b> FLEET CARRIER		<b>116</b> pts													
Medium	Group: 1	40mm													
THR	8"	KS	3+												
SCN	6"	ES	4+												
SIG	6"	BS	—												
HUL	10	○○○○○○○○○○													
LOAD	DPLY	THR	ATT												
Fighters	x2	6"	13"												
Bombers		6"	10"												
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X NAME	ARC	ATT	LOCK	DMG	SPECIAL										
UF-6400 Mass Driver Turrets	F/S	4	3+	1K	Critical-1										

**Critical-1**  
This weapon's critical hits deal +1 damage.

**Minelayer**  
This ship may replace its Fighters & Bombers with Mines for +10 pts.

<b>NEW MOMBASA</b> VANGUARD CARRIER		<b>120</b> pts																			
Medium	Group: 1	40mm																			
THR	8"	KS	3+																		
SCN	6"	ES	4+																		
SIG	6"	BS	—																		
HUL	10	○○○○○○○○○○																			
LOAD	DPLY	THR	ATT																		
Fighters	x2	6"	13"																		
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X NAME	ARC	ATT	LOCK	DMG	SPECIAL																
Medium Torpedo		6"	6"	4	2+ 2K Penetrator, Limited-1																
Piranha Missile Turrets	F/S	6	4+	1K	Close Action																

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Limited-1**  
This Weapon can only be fired 1 time per game. You may launch a total of 1 of this Asset per game.

**Vanguard-4"**  
May begin Directly Deployed, ignoring normal Scenario Deployment and Approach Types, still counting toward the DD limit. May be placed up to 4" outside your Deployment Zone.

**Penetrator**  
Each of this Weapon's critical hits cause a Core hit instead of its normal Damage Type.

<b>WARSAW</b> HEAVY CRUISER		<b>110</b> pts																			
Medium	Group: 1	40mm																			
THR	7"	KS	3+																		
SCN	6"	ES	4+																		
SIG	6"	BS	6+																		
HUL	12	○○○○○○○○○○○○																			
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X NAME	ARC	ATT	LOCK	DMG	SPECIAL																
Cobra Heavy Laser Pair	FN	6	3+	1E	Burnthrough-2, Flash-2, Focused																
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2																

**Burnthrough-2**  
Each of this Weapon's critical hits reduces the target's Energy/Kinetic Save by 2 for hits caused by this Weapon for this attack. Saves made for other Weapons are unaffected. Roll attacks separately from other weapons.

**Flash-2**  
When this Weapon inflicts damage, the damaged Group (or Ship if it ignores the usual coherency rules) gains 2 Spikes.

**Focused**  
This Weapon's targets are limited to: a single enemy Ship, or a Dropsite with no friendly Battalions. Damage caused by this Weapon is allocated to only the target.

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

<b>VILNIUS</b> HEAVY CRUISER		<b>115</b> pts																									
Medium	Group: 1	40mm																									
THR	7"	KS	3+																								
SCN	6"	ES	4+																								
SIG	6"	BS	6+																								
HUL	12	○○○○○○○○○○○○																									
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X NAME	ARC	ATT	LOCK	DMG	SPECIAL																						
UF-6400 Mass Driver Turrets	F/S	4	3+	1K	Critical-1																						
UF-6400 Mass Driver Turrets	F/S	4	3+	1K	Critical-1																						
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2																						

**Critical-1**  
This weapon's critical hits deal +1 damage.

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

<b>EDMONTON</b> HEAVY CARRIER		<b>135</b> pts																			
Medium	Group: 1	40mm																			
THR	7"	KS	3+																		
SCN	6"	ES	4+																		
SIG	6"	BS	6+																		
HUL	12	○○○○○○○○○○○○																			
LOAD	DPLY	THR	ATT																		
Fighters	x2	6"	13"																		
Bombers		6"	10"																		
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X NAME	ARC	ATT	LOCK	DMG	SPECIAL																
Cobra Heavy Laser	FN	4	3+	1E	Burnthrough-1, Flash-1, Focused																
UF-6400 Mass Driver Turrets	F/S	4	3+	1K	Critical-1																

**Burnthrough-1**  
Each of this Weapon's critical hits reduces the target's Energy/Kinetic Save by 1 for hits caused by this Weapon for this attack. Saves made for other Weapons are unaffected. Roll attacks separately from other weapons.

**Flash-1**  
When this Weapon inflicts damage, the damaged Group (or Ship if it ignores the usual coherency rules) gains 1 Spike.

**Focused**  
This Weapon's targets are limited to: a single enemy Ship, or a Dropsite with no friendly Battalions. Damage caused by this Weapon is allocated to only the target.

**Critical-1**  
This weapon's critical hits deal +1 damage.

<b>LAS VEGAS</b> COMMAND CARRIER		<b>145</b> pts																									
Medium	Group: 1	40mm																									
THR	7"	KS	3+																								
SCN	10"	ES	4+																								
SIG	6"	BS	6+																								
HUL	12	○○○○○○○○○○○○																									
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**Critical-1**  
This weapon's critical hits deal +1 damage.

**Command Ship-1**  
Increase the Level of any Admiral assigned to this Ship by 1.

**Detector**  
If this Ship is on an order that allows it to attack, this Ship may forgo one allowed Weapon use during its activation. If it does, at the end of its activation place two Spikes on an enemy Group in line of sight. A Group that uses Detector gains a Spike (regardless of the amount of Ships using this rule).

**Unique**  
You may only take one Group of this Ship.

**NAMESAKE**

Warsaw became the capital of Poland in 1596, was systematically destroyed by Nazi forces in 1944 following the Warsaw Uprising, and was rebuilt almost stone by stone from historic records over the following decades.

**NAMESAKE**

Mombasa has been Kenya's principal port for over a millennium, occupied by Arab traders, Portuguese colonialists, and the British in succession before Kenyan independence in 1963; the island city is connected to the mainland by the Makupa Causeway. The name New Mombasa will be familiar to veterans of a certain twenty-sixth century war.

Its capacious hangars accommodate a large number of these nimble strike craft while the ship itself is armed with four UF-6400 mass drivers in a pair of turrets for direct ship-ship engagements. These characteristics make the Seattle a flexible and valuable asset in almost any engagement despite its lower launch capacity compared to some of the more dedicated carriers of other races.

As a fleet carrier, the Seattle is often positioned towards the rear of the battle, where its strike craft can support the main formation while it stays clear of the engagement. However, since it sports reasonable anti-ship firepower and launch assets have low power requirements, it is possible for the Seattle to use both while conducting advanced manoeuvres. This makes the Seattle a potent tool in the hands of a skilled captain whose carefully directed aggression and quick thinking are rewarded with disproportionate damage to the enemy.

**KNOWN SHIPS OF THE CLASS**

*Ark Royal, Midway, Enterprise, Waning Tide*

**NAMESAKE**

Seattle was incorporated in 1869 on a steep hillside above Puget Sound; the city was almost entirely rebuilt after a fire destroyed its wooden downtown in 1889, this time in brick and stone.

**NAMESAKE**

Las Vegas takes its name from the Spanish for 'The Meadows,' a reference to artesian wells that once made it a rare source of water on desert crossings. It is the most visited city in the United States despite sitting in the middle of the Mojave Desert with virtually no natural water supply.

**NAMESAKE**

Edmonton, Alberta was founded as a Hudson's Bay Company trading post in 1795 and later the staging point for the Klondike Gold Rush of 1897; it became Alberta's provincial capital in 1905 and is the northernmost major city in North America.

The Vilnius class builds off of the proven Rio-class cruiser, adding a second UF-6400 mass driver turret and additional hull at the expense of speed. This combination of traits has made the class exceptionally useful, packing heavy and flexible firepower in a cruiser-sized package. Unfortunately however, heavy cruisers require disproportionately more resources to create than their medium brethren, and the Vilnius is no exception, preventing it from fully replacing the Rio.

**KNOWN SHIPS OF THE CLASS**

*General Grant, General Lee, Triumph, Dauntless, Rubicon*

**NAMESAKE**

Vilnius has been the capital of Lithuania since the fourteenth century, when Grand Duke Gediminas moved his court there; a remarkably intact baroque old town earned it UNESCO World Heritage status in 1994.

# YOKOHAMA SUPERCRUISER 160 pts

Medium Group: 1 50mm

▶ THR **7"** **3+**  
📡 SCN **8"** **4+**  
🎯 SIG **6"** **6+**  
🏠 HUL **13** ○○○○○○○○○○○○

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-6400 Mass Driver Twin Turret		4	3+	1K	Critical-1
UF-4200 Mass Driver Turrets		4	4+	1K	Fusillade-2
Taipan Laser Turrets		2	2+	1E	Scald-2
Swordfish Missile Bays		8	4+	1K	Close Action

**Critical-1**  
This weapon's critical hits deal +1 damage.

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

**Scald-2**  
Hits within Scan range reduce the target's Energy/Kinetic save by 2 for this Weapon only, other weapons unaffected.

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Feature Carrier**  
At the start of the game, before the first planning phase, choose one Deployable Feature from the UCM Deployable Features List. This Ship starts the game carrying that Deployable Feature.

# BUSAN SUPERCRUISER 166 pts

Medium Group: 1 50mm

▶ THR **7"** **3+**  
📡 SCN **8"** **4+**  
🎯 SIG **6"** **6+**  
🏠 HUL **13** ○○○○○○○○○○○○

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
Elapid Laser Turret		2	2+	2E	Penetrator
UF-4200 Mass Driver Turrets		4	4+	1K	Fusillade-2
Arowana Missile Turrets		6	3+	1K	Close Action, Scald-1
Swordfish Missile Bays		8	4+	1K	Close Action

**Penetrator**  
Each of this Weapon's critical hits cause a Core hit instead of its normal Damage Type.

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Scald-1**  
Hits within Scan range reduce the target's Energy/Kinetic save by 1 for this Weapon only, other weapons unaffected.

**Feature Carrier**  
At the start of the game, before the first planning phase, choose one Deployable Feature from the UCM Deployable Features List. This Ship starts the game carrying that Deployable Feature.

**NAMESAKE**

Busan is South Korea's second city and the country's primary seaport, situated on the southeastern tip of the peninsula where the Korea Strait narrows between Korea and Japan.

**NAMESAKE**

Yokohama, Japan was a small fishing village until US Commodore Matthew Perry forced the country to open the port to foreign trade in 1854; it grew into Japan's largest port and the gateway for Western goods and ideas into the Meiji-era country.

**JOHANNESBURG BATTLECRUISER** **165pts**

Heavy Group: 1 50mm

THR 8" KS 3+

SCN 8" ES 4+

SIG 6" BS 6+

HUL 14

△ LOAD	DPLY	THR	ATT	LOCK	DMG	SPECIAL
Fighters	x2	6"	13"	—	—	1 re-roll
Bombers		6"	10"	2	3+	1K

× NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-6400 Mass Driver Twin Turrets	F/S	4	3+	1K	Critical-1, Volley-2
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2

**Critical-1**  
This weapon's critical hits deal +1 damage.

**Volley-2**  
This Weapon counts as 1 Weapon for Orders purposes. When you assign this Weapon to a target, you assign it to targets up to 2 times (either the same or different). Once assigned, treat each allocation as a separate weapon for the subsequent steps in the attack sequence.

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

**Vanguard-4"**  
May begin Directly Deployed, ignoring normal Scenario Deployment and Approach Types, still counting toward the DD limit. May be placed up to 4" outside your Deployment Zone.

**PERTH BATTLECRUISER** **145pts**

Heavy Group: 1 50mm

THR 8" KS 3+

SCN 8" ES 4+

SIG 6" BS 6+

HUL 14

× NAME	ARC	ATT	LOCK	DMG	SPECIAL
Viper Super Heavy Laser	FN	8	3+	1E	Bloom-1, Burnthrough-1, Flash-1, Focused
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2

**Bloom-1**  
Whenever you fire this Weapon, the attacking Group gains 1 Spike.

**Burnthrough-1**  
Each of this Weapon's critical hits reduces the target's Energy/Kinetic Save by 1 for hits caused by this Weapon for this attack. Saves made for other Weapons are unaffected. Roll attacks separately from other weapons.

**Flash-1**  
When this Weapon inflicts damage, the damaged Group (or Ship if it ignores the usual coherency rules) gains 1 Spike.

**Focused**  
This Weapon's targets are limited to: a single enemy Ship, or a Dropsite with no friendly Battalions. Damage caused by this Weapon is allocated to only the target.

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

**ROME BATTLECRUISER** **185pts**

Heavy Group: 1 50mm

THR 8" KS 3+

SCN 8" ES 4+

SIG 6" BS 6+

HUL 14

△ LOAD	DPLY	THR	ATT	LOCK	DMG	SPECIAL
Heavy Torpedo	x2	4"	4"	4	2+	4K Penetrator, Limited-2

× NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

**Limited-2**  
This Weapon can only be fired 2 times per game. You may launch a total of 2 of this Asset per game.

**Aegis-6**  
Ships with this rule in a Group stack their X into a combined value Y. Friendly Groups within 6" on the same Orbital Layer gain Y extra save dice against Close Action and Bomber attacks, assigned to specific weapons before rolling saves. An Aegis Group can only grant Aegis once each time a friendly group is attacked. A friendly Group can only benefit from Aegis from one Group each time it is attacked.

**Vanguard-4"**  
May begin Directly Deployed, ignoring normal Scenario Deployment and Approach Types, still counting toward the DD limit. May be placed up to 4" outside your Deployment Zone.

**VENICE COMMAND BATTLECRUISER** **185pts**

Heavy Group: 1 50mm

THR 8" KS 3+

SCN 8" ES 4+

SIG 6" BS 6+

HUL 14

× NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

**UCMF Battlenet**  
An admiral assigned to this ship gains the following Command Abilities. 2AP Telemetry Link: When you activate another friendly Group in Orbit, that Group increases its total movement (after orders) by 4". 2AP Order to Fire: While a friendly Group in Orbit is on General Quarters, Course Change, or Damage Control orders, each Ship may attack with an additional weapon; or while on General Quarters or Weapons Free, you may attack with a single Weapon System before turning and moving.

**Command Ship-2**  
Increase the Level of any Admiral assigned to this Ship by 2.

**Marines-1**  
Remove 1 enemy Battalion from this Ship at the beginning of the Battalion Combat step.

**Vanguard-4"**  
May begin Directly Deployed, ignoring normal Scenario Deployment and Approach Types, still counting toward the DD limit. May be placed up to 4" outside your Deployment Zone.

**SIAM BATTLECRUISER** **180pts**

Heavy Group: 1 50mm

THR 8" KS 3+

SCN 8" ES 4+

SIG 6" BS 6+

HUL 14

△ LOAD	DPLY	THR	ATT	LOCK	DMG	SPECIAL
Fighters	x2	6"	13"	—	—	1 re-roll
Bombers		6"	10"	2	3+	1K

× NAME	ARC	ATT	LOCK	DMG	SPECIAL
Elapid Laser Turrets	F/S	4	2+	2E	Penetrator
Arowana Missile Turrets	F/S/R	6	3+	1K	Close Action, Scald-1

**Penetrator**  
Each of this Weapon's critical hits cause a Core hit instead of its normal Damage Type.

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Scald-1**  
Hits within Scan range reduce the target's Energy/Kinetic save by 1 for this Weapon only, other weapons unaffected.

**Vanguard-4"**  
May begin Directly Deployed, ignoring normal Scenario Deployment and Approach Types, still counting toward the DD limit. May be placed up to 4" outside your Deployment Zone.

**HONG KONG POCKET BATTLESHIP** **185pts**

Heavy Group: 1 50mm

THR 7" KS 3+

SCN 8" ES 4+

SIG 6" BS 5+

HUL 15

× NAME	ARC	ATT	LOCK	DMG	SPECIAL
Viper Super Heavy Laser	FN	8	3+	1E	Bloom-1, Burnthrough-1, Flash-1, Focused
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2
Arowana Missile Turrets	F/S/R	6	3+	1K	Close Action, Scald-1
Swordfish Missile Bays	F/S/R	8	4+	1K	Close Action

**Bloom-1**  
Whenever you fire this Weapon, the attacking Group gains 1 Spike.

**Burnthrough-1**  
Each of this Weapon's critical hits reduces the target's Energy/Kinetic Save by 1 for hits caused by this Weapon for this attack. Saves made for other Weapons are unaffected. Roll attacks separately from other weapons.

**Flash-1**  
When this Weapon inflicts damage, the damaged Group (or Ship if it ignores the usual coherency rules) gains 1 Spike.

**Focused**  
This Weapon's targets are limited to: a single enemy Ship, or a Dropsite with no friendly Battalions. Damage caused by this Weapon is allocated to only the target.

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

**Penetrator**  
 Each of this Weapon's critical hits cause a Core hit instead of its normal Damage Type.

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Despite being one of the largest vessels in the UCM's fleet, the Rome owes its existence to the actions of a much smaller — and much older — class of ship, the Havana. Several well-publicised kills scored by aging Havanas put enough pressure on the UCM Admiralty to finance the development of a new ship that primarily focused on torpedoes. Faced with these criteria, UCM naval designers came up with the Rome, opting for a battlecruiser hull in order to support double tubes.

The Rome is intended to be an aggressive ship killer, making use of its speed to get into the enemy's face before unloading its payload of two heavy torpedoes. To give it a modicum of protection for this somewhat risky maneuver, the Rome is equipped with 46 additional Aegis-V point defence lasers, all the better to absorb return fire from the enemy vessel.

**NAMESAKE**

Rome, Italy was traditionally founded in 753 BC on seven hills beside the Tiber River, grew to govern an empire stretching from Scotland to Mesopotamia, and has been continuously inhabited longer than any other city in Western Europe.

**Vanguard-4"**  
 May begin Directly Deployed, ignoring normal Scenario Deployment and Approach Types, still counting toward the DD limit. May be placed up to 4" outside your Deployment Zone.

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Alongside the Johannesburg, the Perth's design came out of the battlecruiser testbed program, building off the successes of the prototype vessel. While the Johannesburg is armed with a more conventional mass driver battery as its main armament, the Perth is instead built around the Viper superheavy laser — a truly massive weapon that stands as one of the largest the UCM has ever designed. Taking up almost half the ship's length, the Viper laser is more than capable of bisecting a cruiser, though its fixed mount makes firing it a test of skill for the captain. As a part of the battlecruiser testbed program, the UCM's Avalon was constructed to trial the Viper laser and the mission profile of battlecruisers as a whole. Upon the UCM's decision to design an all-new hull for their battlecruisers, the Avalon was left as the only vessel of her class. It is currently unknown if the Avalon is still in active service.

**NAMESAKE**

Perth was founded in 1829 on the Swan River in Western Australia as a free settlement; it is the most geographically isolated major city on Earth, closer to Singapore than to Sydney, and grew rapidly after gold was discovered in the hinterland in 1893.

Primarily, Johannesburgs are intended for flanking and interdiction operations, chasing down lesser ships and destroying them. As a result, the class was designed to focus on maximizing firepower while maintaining cruiser-level speeds, at the expense of survivability. Though Johannesburgs can easily decimate their targets with their batteries of mass drivers, the class is also equipped with a small hangar, allowing it to crush fleeing vessels with bombers or inflict extra damage against warships with poor point defence.

The Johannesburg, alongside the Perth, was designed around an all-new hull created for the specific requirements of battlecruisers. This has the side benefit of making it significantly cheaper to produce than the Atlantis-class, allowing Johannesburgs to quickly eclipse the Atlantis in terms of numbers.

**NAMESAKE**

Johannesburg, South Africa was established in 1886 as a mining camp after the discovery of the world's largest gold deposit on the Witwatersrand; it grew into sub-Saharan Africa's largest city within a generation.

**Close Action**  
 This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Scald-1**  
 Hits within Scan range reduce the target's Energy/Kinetic save by 1 for this Weapon only, other weapons unaffected.

**Feature Carrier**  
 At the start of the game, before the first planning phase, choose one Deployable Feature from the UCM Deployable Features List. This Ship starts the game carrying that Deployable Feature.

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**NAMESAKE**

Hong Kong was a British Crown Colony from 1842 until 1997, when sovereignty transferred to China; the territory's deep natural harbour and low-tax trade policy made it one of the world's highest-density commercial centres.

**NAMESAKE**

Siam was the name of the kingdom centred on the Chao Phraya River basin in Southeast Asia from the fourteenth century until 1939, when the government renamed the country Thailand; the historical name persisted in foreign usage for decades afterward.

While most UCM admirals take to the field in battleships or dreadnoughts, the need for a specialist command ship led to the eventual creation of the Venice. On top of being extremely durable — the better to protect its precious cargo — the Venice is equipped with a unique communications array that grants any officer mounted in the ship access to peerless battlespace awareness, crystal-clear comms, and advanced spatial mapping. That said, this comms array is highly expensive and extremely large, preventing it from being mounted on any other ship of a similar tonnage.

**NAMESAKE**

Venice, Italy is the only major city in the world built entirely on water — its 118 islands connected by roughly 400 bridges over 150 canals. The city has been slowly sinking into the Adriatic since its construction, and the threat of flooding has grown acute enough that a system of mobile floodgates now seals the lagoon during high water events.

### NEW DUBAI POCKET BATTLESHIP 215pts

Group: 1 50mm

THR 7" KS 3+

SCN 8" ES 4+

SIG 6" BS 5+

HUL 15

LOAD	DPLY	THR	ATT	LOCK	DMG	SPECIAL
Heavy Torpedo	x2	4"	4"	4	2+	4K Penetrator, Limited-2

NAME	ARC	ATT	LOCK	DMG	SPECIAL
Arowana Missile Turrets	F/S/R	6	3+	1K	Close Action, Scald-1
Arowana Missile Turrets	F/S/R	6	3+	1K	Close Action, Scald-1
Swordfish Missile Bays	F/S/R	8	4+	1K	Close Action

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Scald-1**  
Hits within Scan range reduce the target's Energy/Kinetic save by 1 for this Weapon only, other weapons unaffected.

**Limited-2**  
This Weapon can only be fired 2 times per game. You may launch a total of 2 of this Asset per game.

**Feature Carrier**  
At the start of the game, before the first planning phase, choose one Deployable Feature from the UCM Deployable Features List. This Ship starts the game carrying that Deployable Feature.

**Penetrator**  
Each of this Weapon's critical hits cause a Core hit instead of its normal Damage Type.

### ROTTERDAM POCKET BATTLESHIP 195pts

Group: 1 50mm

THR 7" KS 3+

SCN 8" ES 4+

SIG 6" BS 5+

HUL 15

NAME	ARC	ATT	LOCK	DMG	SPECIAL
Taipan Laser Turrets	F/S	2	2+	1E	Scald-2
Taipan Laser Turrets	F/S	2	2+	1E	Scald-2
Swordfish Missile Bays	F/S/R	8	4+	1K	Close Action

**Scald-2**  
Hits within Scan range reduce the target's Energy/Kinetic save by 2 for this Weapon only, other weapons unaffected.

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**UCMA Battlenet**  
An admiral assigned to this ship gains: 2AP Double Time Bulk Line: When you activate a friendly Group in Orbit, until end of activation that Group may launch Bulk Landers as if the target Dropsite has no enemy Battalions. 2AP Feet First into Hell: When you activate a friendly Group in Atmosphere, until end of activation that Group can launch Dropships or Drop Pods with a range of 6".

**Command Ship-2**  
Increase the Level of any Admiral assigned to this Ship by 2.

### MILWAUKEE POCKET BATTLESHIP 225pts

Group: 1 50mm

THR 7" KS 3+

SCN 8" ES 4+

SIG 6" BS 5+

HUL 15

LOAD	DPLY	THR	ATT	LOCK	DMG	SPECIAL
Fighters	x2	6"	13"	-	-	1 re-roll
Bombers		6"	10"	2	3+	1K

NAME	ARC	ATT	LOCK	DMG	SPECIAL
Elapid Laser Turrets	F/S	4	2+	2E	Penetrator
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2
Swordfish Missile Bays	F/S/R	8	4+	1K	Close Action

**Penetrator**  
Each of this Weapon's critical hits cause a Core hit instead of its normal Damage Type.

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

**Close Action**  
This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Feature Carrier**  
At the start of the game, before the first planning phase, choose one Deployable Feature from the UCM Deployable Features List. This Ship starts the game carrying that Deployable Feature.

### BEIJING BATTLESHIP 220pts

Group: 1 50mm

THR 6" KS 3+

SCN 10" ES 4+

SIG 10" BS 5+

HUL 20

NAME	ARC	ATT	LOCK	DMG	SPECIAL
Python Super Heavy Laser	FN	5	3+	2E	Bloom-2, Burnthrough-2, Flash-1, Focused
UF-6400 Mass Driver Turret Triad	F/S	6	3+	1K	Critical-1
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2

**Bloom-2**  
Whenever you fire this Weapon, the attacking Group gains 2 Spikes.

**Burnthrough-2**  
Each of this Weapon's critical hits reduces the target's Energy/Kinetic Save by 2 for hits caused by this Weapon for this attack. Saves made for other Weapons are unaffected. Roll attacks separately from other weapons.

**Flash-1**  
When this Weapon inflicts damage, the damaged Group (or Ship if it ignores the usual coherency rules) gains 1 Spike.

**Focused**  
This Weapon's targets are limited to: a single enemy Ship, or a Dropsite with no friendly Battalions. Damage caused by this Weapon is allocated to only the target.

**Critical-1**  
This weapon's critical hits deal +1 damage.

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

### NEW YORK BATTLESHIP 245pts

Group: 1 50mm

THR 6" KS 3+

SCN 10" ES 4+

SIG 10" BS 5+

HUL 20

LOAD	DPLY	THR	ATT	LOCK	DMG	SPECIAL
Medium Torpedo	x1	6"	6"	4	2+	2K Penetrator, Limited-2
Fighters	x4	6"	13"	-	-	1 re-roll
Bombers		6"	10"	2	3+	1K

NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

**Limited-2**  
This Weapon can only be fired 2 times per game. You may launch a total of 2 of this Asset per game.

**Drive Refit**  
This Ship may take a Drive Refit for +45 pts, increasing its Thrust by 3".

**Laser Refit**  
This Ship may take a Laser Refit for +5 pts, replacing both UF-4200 Mass Driver Turrets with a single Cobra Heavy Laser Pair (FN 6att 3+ 1E Burnthrough-2, Flash-2, Focused).

**Penetrator**  
Each of this Weapon's critical hits cause a Core hit instead of its normal Damage Type.

### TOKYO BATTLESHIP 225pts

Group: 1 50mm

THR 6" KS 3+

SCN 10" ES 4+

SIG 10" BS 5+

HUL 20

NAME	ARC	ATT	LOCK	DMG	SPECIAL
Python Super Heavy Laser	FN	5	3+	2E	Bloom-2, Burnthrough-2, Flash-1, Focused
UF-B-8000 Bombardment Turrets	F/S/R	12	4+	1K	Bombardment, Scald-1
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2
UF-4200 Mass Driver Turrets	F/S	4	4+	1K	Fusillade-2

**Bloom-2**  
Whenever you fire this Weapon, the attacking Group gains 2 Spikes.

**Burnthrough-2**  
Each of this Weapon's critical hits reduces the target's Energy/Kinetic Save by 2 for hits caused by this Weapon for this attack. Saves made for other Weapons are unaffected. Roll attacks separately from other weapons.

**Flash-1**  
When this Weapon inflicts damage, the damaged Group (or Ship if it ignores the usual coherency rules) gains 1 Spike.

**Focused**  
This Weapon's targets are limited to: a single enemy Ship, or a Dropsite with no friendly Battalions. Damage caused by this Weapon is allocated to only the target.

**Scald-1**  
Hits within Scan range reduce the target's Energy/Kinetic save by 1 for this Weapon only, other weapons unaffected.

Despite its industrial pedigree, Milwaukee is a fairly small city by global standards. It is perhaps best known in certain circles as the home of Adepticon, the tabletop gaming convention.

#### **N A M E S A K E**

By the twenty-first century, Milwaukee had settled into being a fairly small city in Wisconsin — industrial heritage, good breweries, lake views. In 2025 it also became the home of Adepticon, the world's largest tabletop gaming convention.

#### **Feature Carrier**

At the start of the game, before the first planning phase, choose one Deployable Feature from the UCM Deployable Features List. This Ship starts the game carrying that Deployable Feature.

#### **N A M E S A K E**

Rotterdam, Netherlands handles more cargo tonnage than any other port in Europe, a position built on its location at the mouth of the Rhine-Meuse-Scheldt delta; much of the city was destroyed by German bombing in May 1940 and rebuilt in a modernist style.

#### **Aegis-6**

Ships with this rule in a Group stack their X into a combined value Y. Friendly Groups within 6" on the same Orbital Layer gain Y extra save dice against Close Action and Bomber attacks, assigned to specific weapons before rolling saves. An Aegis Group can only grant Aegis once each time a friendly group is attacked. A friendly Group can only benefit from Aegis from one Group each time it is attacked.

#### **N A M E S A K E**

Dubai, United Arab Emirates was a small pearl-diving settlement at the mouth of a creek on the Persian Gulf until oil revenues in the 1960s funded the construction of a modern port; the city has since built the tallest building on Earth and islands visible from orbit.

#### **Bombardment**

This Weapon ignores the penalties for attacking Cities and Ships in Atmosphere. Improve the Lock of this Weapon by 2 when attacking Cities. When attacking a Ship in Orbit with this weapon, it always hits on a 6+ and can never cause a critical. This weapon cannot be used to attack Ships in Orbit while the attacking Ship is in Atmosphere.

#### **Fusillade-2**

While on Weapons Free, increase this Weapon's ATT by 2.

#### **Drive Refit**

This Ship may take a Drive Refit for +45 pts, increasing its Thrust by 3".

#### **Laser Refit**

This Ship may take a Laser Refit for +5 pts, replacing both UF-4200 Mass Driver Turrets with a single Cobra Heavy Laser Pair (FN 6att 3+ 1E Burnthrough-2, Flash-2, Focused).

The Tokyo is a battleship constructed by the United Colonies of Mankind. A specialist vessel, the Tokyo was designed with one goal in mind: surface bombardment. It dispenses with the main mass driver battery of the Beijing-class in favor of three UF-B-8000 turrets, making it one of the largest orbital bombardment platforms in the Reconquest, beaten only by the PHR's Remus-class dreadnought. While a battleship may seem like an odd choice of ship to commit to bombardment, the Tokyo is significantly more survivable when exposed to enemy firepower than its lighter cousin, the Madrid. Regardless of enemy anti-ship batteries on the surface or enemy warships in orbit, the Tokyo can withstand a sizeable amount of punishment, all while laying waste to ground targets below.

#### **N A M E S A K E**

Tokyo, Japan was a small fishing village called Edo until 1603, when the Tokugawa shogunate established its seat of government there; it became the imperial capital in 1869 and is today the most populous metropolitan area on Earth.

Due to its flexibility, the New York is one of the most in-demand classes of battleships in the UCMF. The class swaps out the UF-6400 mass drivers and Cobra laser mounted on Beijing-class battleships for twelve separate voidcraft hangars, as well as torpedo tubes. This allows any New York battleship to bring more threats to bear than the Beijing at a lower power requirement, making it altogether a more well-rounded threat.

Though the New York is in high demand, it is fairly uncommon as far as battleships go. There are only 19 total New Yorks on the roster, due not only to the complexity of constructing one but also due to the shortage of trained pilots. The losses sustained by the Fleet Air Arm over Olympus have further exacerbated the issue, dramatically decreasing the percentage of new battleships built as New Yorks.

#### **N A M E S A K E**

New York was founded as New Amsterdam by the Dutch West India Company in 1624 on the southern tip of Manhattan Island, captured by the English in 1664, and grew into the most populous city in the Western world.

#### **Drive Refit**

This Ship may take a Drive Refit for +45 pts, increasing its Thrust by 3".

#### **Laser Refit**

This Ship may take a Laser Refit for +5 pts, replacing both UF-4200 Mass Driver Turrets with a single Cobra Heavy Laser Pair (FN 6att 3+ 1E Burnthrough-2, Flash-2, Focused).

The UCMF Beijing was completed in 2586 after a seven-year construction period, making her 85 years old by the time of her destruction during the first battle of Olympus; however, in that time she proved to be a remarkably reliable and versatile ship, prompting the UCMF to commission more. Beijing-class battleships pack significant armament, making them highly effective at annihilating swathes of enemy ships. Many of these vessels are surrounded by legend, and tales of their exploits are known by the majority of colonial citizenry.

As a result of their reputations — and in part due to their highly destructive capabilities — Beijings are highly preferred by UCMF admirals as command ships.

#### **N A M E S A K E**

Beijing, China has been the seat of imperial power for most of the past seven centuries and is home to the Forbidden City, a palace complex covering 72 hectares and containing nearly a thousand individual buildings. The name translates as 'Northern Capital,' distinguishing it from Nanjing — the Southern Capital — which held the seat of power during the intervening periods.

### HANOI BATTLESHIP 200pts

Heavy Group: 1 50mm

THR 6" 3+

SCN 10" 4+

SIG 10" 5+

HUL 20

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-12000 Twin Mass Driver		2	2+	4	Crippling
UF-4200 Mass Driver Turrets		4	4+	1K	Fusillade-2
UF-4200 Mass Driver Turrets		4	4+	1K	Fusillade-2

**Crippling**  
If this Weapon scores at least one Critical hit and damages a Ship, that Ship gains a Crippling Effect: roll 2D6 on the Crippling Effect table. A Ship may only have one of each Crippling Effect token at a time.

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

**Drive Refit**  
This Ship may take a Drive Refit for +45 pts, increasing its Thrust by 3".

**Laser Refit**  
This Ship may take a Laser Refit for +5 pts, replacing both UF-4200 Mass Driver Turrets with a single Cobra Heavy Laser Pair (FN 6att 3+ 1E Burnthrough-2, Flash-2, Focused).

### DELHI BATTLESHIP 230pts

Heavy Group: 1 50mm

THR 6" 3+

SCN 10" 4+

SIG 10" 5+

HUL 20

LOAD	DPLY	THR	ATT	LOCK	DMG	SPECIAL
Bulk Landers	x8	6"	6"	-	-	-
Drop Pods	x2	3"	3"	-	-	Cities, Alt-1
Boarding Pods	x2	3"	3"	-	-	Alt-1

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-6400 Mass Driver Turrets		4	3+	1K	Critical-1
UF-4200 Mass Driver Turrets		4	4+	1K	Fusillade-2
UF-4200 Mass Driver Turrets		4	4+	1K	Fusillade-2

**Critical-1**  
This weapon's critical hits deal +1 damage.

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

**Marines-2**  
Remove 2 enemy Battalions from this Ship at the beginning of the Battalion Combat step.

**Drive Refit**  
This Ship may take a Drive Refit for +45 pts, increasing its Thrust by 3".

**Laser Refit**  
This Ship may take a Laser Refit for +5 pts, replacing both UF-4200 Mass Driver Turrets with a single Cobra Heavy Laser Pair (FN 6att 3+ 1E Burnthrough-2, Flash-2, Focused).

### BABYLON SUPER BATTLESHIP 325pts

Heavy Group: 1 50mm

THR 6" 3+

SCN 10" 4+

SIG 10" 5+

HUL 20

LOAD	DPLY	THR	ATT	LOCK	DMG	SPECIAL
Fighters	x4	6"	13"	-	-	1 reroll, Alt-1
Bombers		6"	10"	2	3+	1K Alt-1
Heavy Bombers	x3	6"	8"	2	3+	1K Calibre-H/C, Penetrator, Alt-1
Medium Torpedo	x1	6"	6"	4	2+	2K Penetrator, Limited-2

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
Python Super Heavy Laser		5	3+	2E	Bloom-2, Burnthrough-2, Flash-1, Focused
UF-6400 Mass Driver Turret Triad		6	3+	1K	Critical-1
UF-4200 Mass Driver Turrets		4	4+	1K	Fusillade-2
UF-4200 Mass Driver Turrets		4	4+	1K	Fusillade-2

**Bloom-2**  
Whenever you fire this Weapon, the attacking Group gains 2 Spikes.

**Burnthrough-2**  
Each of this Weapon's critical hits reduces the target's Energy/Kinetic Save by 2 for hits caused by this Weapon for this attack. Saves made for other Weapons are unaffected. Roll attacks separately from other weapons.

**Flash-1**  
When this Weapon inflicts damage, the damaged Group (or Ship if it ignores the usual coherency rules) gains 1 Spike.

**Focused**  
This Weapon's targets are limited to: a single enemy Ship, or a

### BYZANTIUM SUPER BATTLESHIP 325pts

Heavy Group: 1 50mm

THR 6" 3+

SCN 10" 4+

SIG 10" 5+

HUL 20

LOAD	DPLY	THR	ATT	LOCK	DMG	SPECIAL
Fighters	x4	6"	13"	-	-	1 reroll, Alt-1
Bombers		6"	10"	2	3+	1K Alt-1
Heavy Bombers	x3	6"	8"	2	3+	1K Calibre-H/C, Penetrator, Alt-1
Medium Torpedo	x1	6"	6"	4	2+	2K Penetrator, Limited-2

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
Python Super Heavy Laser		5	3+	2E	Bloom-2, Burnthrough-2, Flash-1, Focused
UF-B-8000 Bombardment Turrets		12	4+	1K	Bombardment, Scald-1
UF-4200 Mass Driver Turrets		4	4+	1K	Fusillade-2
UF-4200 Mass Driver Turrets		4	4+	1K	Fusillade-2

**Bloom-2**  
Whenever you fire this Weapon, the attacking Group gains 2 Spikes.

**Burnthrough-2**  
Each of this Weapon's critical hits reduces the target's Energy/Kinetic Save by 2 for hits caused by this Weapon for this attack. Saves made for other Weapons are unaffected. Roll attacks separately from other weapons.

**Flash-1**  
When this Weapon inflicts damage, the damaged Group (or Ship if it ignores the usual coherency rules) gains 1 Spike.

### CARTHAGE SUPER BATTLESHIP 320pts

Heavy Group: 1 50mm

THR 6" 3+

SCN 10" 4+

SIG 10" 5+

HUL 20

LOAD	DPLY	THR	ATT	LOCK	DMG	SPECIAL
Fighters	x4	6"	13"	-	-	1 reroll, Alt-1
Bombers		6"	10"	2	3+	1K Alt-1
Heavy Bombers	x3	6"	8"	2	3+	1K Calibre-H/C, Penetrator, Alt-1
Medium Torpedo	x1	6"	6"	4	2+	2K Penetrator, Limited-2

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-12000 Twin Mass Driver		2	2+	4	Crippling
UF-4200 Mass Driver Turrets		4	4+	1K	Fusillade-2
UF-4200 Mass Driver Turrets		4	4+	1K	Fusillade-2

**Crippling**  
If this Weapon scores at least one Critical hit and damages a Ship, that Ship gains a Crippling Effect: roll 2D6 on the Crippling Effect table. A Ship may only have one of each Crippling Effect token at a time.

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

**Laser Refit**  
This Ship may take a Laser Refit for +5 pts, replacing both UF-4200 Mass Driver Turrets with a single Cobra Heavy Laser Pair (FN 6att 3+ 1E Burnthrough-2, Flash-2, Focused).

### THEBES SUPER BATTLESHIP 310pts

Heavy Group: 1 50mm

THR 6" 3+

SCN 10" 4+

SIG 10" 5+

HUL 20

LOAD	DPLY	THR	ATT	LOCK	DMG	SPECIAL
Bulk Landers	x8	6"	6"	-	-	-
Drop Pods	x2	3"	3"	-	-	Cities, Alt-1
Boarding Pods	x2	3"	3"	-	-	Alt-1

X NAME	ARC	ATT	LOCK	DMG	SPECIAL
UF-12000 Twin Mass Driver		2	2+	4	Crippling
UF-6400 Mass Driver Turrets		4	3+	1K	Critical-1
UF-4200 Mass Driver Turrets		4	4+	1K	Fusillade-2
UF-4200 Mass Driver Turrets		4	4+	1K	Fusillade-2

**Crippling**  
If this Weapon scores at least one Critical hit and damages a Ship, that Ship gains a Crippling Effect: roll 2D6 on the Crippling Effect table. A Ship may only have one of each Crippling Effect token at a time.

**Critical-1**  
This weapon's critical hits deal +1 damage.

**Fusillade-2**  
While on Weapons Free, increase this Weapon's ATT by 2.

**Marines-2**  
Remove 2 enemy Battalions from this Ship at the beginning of the Battalion Combat step.

**Critical-1**

This weapon's critical hits deal +1 damage.

**Fusillade-2**

While on Weapons Free, increase this Weapon's ATT by 2.

**Laser Refit**

This Ship may take a Laser Refit for +5 pts, replacing both UF-4200 Mass Driver Turrets with a single Cobra Heavy Laser Pair (FN 6att 3+ 1E Burnthrough-2, Flash-2, Focused).

**Penetrator**

Each of this Weapon's critical hits cause a Core hit instead of its normal Damage Type.

The Babylon shares the substantial armaments and fleet carrier capacity as its sister class, the Byzantium super battleship, but the Babylon elevates its anti-shipping capabilities by replacing the bombardment turrets with UF-6400 mass driver turrets. This was only possible due to the UCM's latest battleship superstructure and its enhanced power generators. Together, its extensive weapons suite is enough to obliterate any foe.

**KNOWN SHIPS OF THE CLASS**

*Babylon, Alexander the Great, Gaugamela, Nebuchadnezzar*

**N A M E S A K E**

Babylon stood on the Euphrates River in what is now central Iraq, was the largest city in the world under Nebuchadnezzar II in the sixth century BC, and gave its name to a civilisation; Alexander the Great died within its walls in 323 BC. Under Nebuchadnezzar, the Neo-Babylonian Empire stretched from the Persian Gulf to the Egyptian border and encompassed Judea, whose population it deported in the Babylonian captivity.

Part of a new generation of battleships, the Delhi — alongside its sister class, the Hanoi — was designed with the most modern technologies the UCM has to offer, as well as the latest design principles. This mostly comes in the form of compact systems, which have greatly increased the size of internal spaces and allows the Delhi to carry out its primary mission: rapid troop deployment. While the Hanoi was designed to be a consummate ship-killer, the Delhi was instead developed as an answer for the grievances of UCMA commanders. Though troopships like the San Francisco have served the Colonies admirably throughout the Reconquest, their vulnerability makes them more likely to be destroyed en route to drop zones, costing thousands of human lives in the process.

**N A M E S A K E**

Delhi, India has served as the capital of successive empires on the Indo-Gangetic Plain for over a millennium; the city's layered history produced at least seven distinct urban centres, with New Delhi built by the British as an eighth from 1911.

Along with its sister class, the Delhi, the Hanoi was designed to be a part of a new wave of battleships to help replace some of the UCM's more venerable designs, with the first of her class launched in 2673. Though old stalwarts like the Beijing are still being constructed, such classes are nearing 90 years' worth of service and are starting to show their age. While the Delhi uses its battleship-sized bulk to ferry troops to landing points, the Hanoi was instead designed as a peerless ship-hunter. Central to this game plan are its two overwhelmingly large UF-12000 mass drivers, attached in fixed mounts to the front of the ship. Such weapons pack enough ship-killing potential to match even the most devastating armaments of the other factions, giving the UCM a true shock-and-awe weapon to deploy in orbital combat.

**KNOWN SHIPS OF THE CLASS**

*Hanoi, Admiral Chang, Spear of Aurum, Foe Hammer*

**N A M E S A K E**

Hanoi has been the capital of Vietnam for most of the past thousand years, first founded as the Ly dynasty capital in 1010 on a bend of the Red River; the city's name means 'inside the river bend.'

**Laser Refit**

This Ship may take a Laser Refit for +5 pts, replacing both UF-4200 Mass Driver Turrets with a single Cobra Heavy Laser Pair (FN 6att 3+ 1E Burnthrough-2, Flash-2, Focused).

The Naval Design Bureau began with the Carthage's superstructure and weapons payload but reconfigured its cavernous launch bay forecastle for surface deployments in addition to mounting a pair of UF-6400 turrets. From here the Thebes can launch bulk landers, drop pods, and boarding torpedoes. Already, the class has earned a reputation as a golden deployment for landing troops since they're unlikely to perish aboard ship before making planetfall.

**KNOWN SHIPS OF THE CLASS**

*Thebes, Cadmus, Cassander, Ark Majesty*

**N A M E S A K E**

Thebes was the most powerful city-state in Greece during the fourth century BC, home to the Sacred Band of Thebes; its earlier Egyptian namesake served as Egypt's capital for much of the New Kingdom period and is now known as Luxor. Under the general Epaminondas, Thebes broke Spartan dominance at the Battle of Leuctra in 371 BC and held supremacy over Greece for nearly forty years before Alexander the Great razed it in 335 BC.

**Penetrator**

Each of this Weapon's critical hits cause a Core hit instead of its normal Damage Type.

Much like its sister class, the Babylon, the Carthage is configured for the annihilation of enemy ships. The Carthage focuses almost entirely on kinetic damage, built around a pair of colossal UF-12000 mass drivers in a fixed frontal mounting. It maintains its sister's fleet carrier capacity for enhanced strategic might. Should energy weapons be required, its UF-4200 turrets may be upgraded to a pair of Cobra heavy lasers, an option it shares with other UCM battleships.

**KNOWN SHIPS OF THE CLASS**

*Hannibal, War Elephant, Phoenician, Scipio Africanus*

**N A M E S A K E**

Carthage was a Phoenician trading colony founded near modern Tunis, Tunisia around 814 BC, became Rome's most dangerous rival for control of the western Mediterranean, and was destroyed by Scipio Aemilianus in 146 BC after a three-year siege. At its height, Carthage commanded a maritime empire spanning North Africa, the Iberian coast, Sicily, Sardinia, and Corsica; its general Hannibal Barca crossed the Alps with war elephants and devastated Roman legions across Italy for fifteen years.

**Focused**

This Weapon's targets are limited to: a single enemy Ship, or a Dropsite with no friendly Battalions. Damage caused by this Weapon is allocated to only the target.

**Bombardment**

This Weapon ignores the penalties for attacking Cities and Ships in Atmosphere. Improve the Lock of this Weapon by 2 when attacking Cities. When attacking a Ship in Orbit with this weapon, it always hits on a 6+ and can never cause a critical. This weapon cannot be used to attack Ships in Orbit while the attacking Ship is in Atmosphere.

**Scald-1**

Hits within Scan range reduce the target's Energy/Kinetic save by 1 for this Weapon only, other weapons unaffected.

**Fusillade-2**

While on Weapons Free, increase this Weapon's ATT by 2.

**Laser Refit**

This Ship may take a Laser Refit for +5 pts, replacing both UF-4200 Mass Driver Turrets with a single Cobra Heavy Laser Pair (FN 6att 3+ 1E Burnthrough-2, Flash-2, Focused).

**Penetrator**

Each of this Weapon's critical hits cause a Core hit instead of its normal Damage Type.

The Byzantium super battleship was designed to spearhead anti-surface operations. The class has substantial bombardment capabilities coupled with enough firepower to annihilate any foe it might encounter, including torpedoes and a Python super-heavy laser. Once at its firing station, it can use its substantial fleet carrier capabilities to send waves of fighters and bombers further afield to secure the battlespace.

**KNOWN SHIPS OF THE CLASS**

*Byzantium, Constantine, Saladin, Basilic*

**N A M E S A K E**

Byzantium, on the European shore of the Bosphorus where the strait between the Black Sea and the Sea of Marmara narrows to less than a kilometre, is one of the most strategically coveted sites in the ancient world. The settlement was renamed Constantinople by Constantine the Great in 330 AD, became Istanbul after the Ottoman conquest of 1453, and has never stopped being one of the most important cities on Earth under any of its names.



**Volley-2**

This Weapon counts as 1 Weapon for Orders purposes. When you assign this Weapon to a target, you assign it to targets up to 2 times (either the same or different). Once assigned, treat each allocation as a separate weapon for the subsequent steps in the attack sequence.

**Close Action**

This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Aegis-6**

Ships with this rule in a Group stack their X into a combined value Y. Friendly Groups within 6" on the same Orbital Layer gain Y extra save dice against Close Action and Bomber attacks, assigned to specific weapons before rolling saves. An Aegis Group can only grant Aegis once each time a friendly group is attacked. A friendly Group can only benefit from Aegis from one Group each time it is attacked.

**Command Ship-2**

Increase the Level of any Admiral assigned to this Ship by 2.

**Reinforced Armour**

Weapons rolling to hit this Ship or its Group can only score criticals against it on a result of a 3 higher than its Lock value.

The Washington is the largest military starship in UCMF, stretching 1,750 metres from bow to stern. Examples include the Shield of Aurum, the UCMF's flagship and Our Will, the most decorated Colonial vessel.

Its mass drivers match any battleship, but its strength lies in its launch compliment, more than an entire strike group — pivotal, if deployed skilfully. Just one of these monstrosities can throw up an impenetrable fighter screen or a wave of bombers dense enough to cripple a battleship in one blow.

**KNOWN SHIPS OF THE CLASS**

*Washington, Eisenhower, Nimitz, Our Will, Shield of Aurum*

**NAMESAKE**

Washington DC was designed from scratch as a purpose-built capital in 1790, sited on the Potomac River between Maryland and Virginia at the insistence of George Washington; the city was burned by British forces in 1814 and rebuilt within a year.

**Close Action**

This Weapon may only be fired at targets within Scan range and on the same Orbital Layer as the attacking Ship.

**Aegis-6**

Ships with this rule in a Group stack their X into a combined value Y. Friendly Groups within 6" on the same Orbital Layer gain Y extra save dice against Close Action and Bomber attacks, assigned to specific weapons before rolling saves. An Aegis Group can only grant Aegis once each time a friendly group is attacked. A friendly Group can only benefit from Aegis from one Group each time it is attacked.

**Command Ship-2**

Increase the Level of any Admiral assigned to this Ship by 2.

**Reinforced Armour**

Weapons rolling to hit this Ship or its Group can only score criticals against it on a result of a 3 higher than its Lock value.

At triple the displacement of a battleship, the London is one of the largest and most powerful warships ever produced by mankind. At 1,750 metres from bow to stern, it takes an entire orbital yard sector three full years to lay down the hull of a single one of these colossal vessels. Add to that the cost of outfitting the crew and maintaining reserves, and the London swiftly becomes an expensive ship to deploy. Only in the direst of circumstances will a London take the field, and only then in the hands of one of the UCMF's most decorated admirals.

The firepower represented by a London is equal to almost an entire fleet on its own. The class has no less than fifty mass drivers of various gauges, including two superheavy UF-9000s, allowing it to obliterate enemy battlegroups single-handedly. Each is a legend in its own right.

**KNOWN SHIPS OF THE CLASS**

*London, Robert A Bernard, Destiny, Sceptered Empress, Triumph*

**NAMESAKE**

London has been England's capital since the Romans founded Londinium in approximately 43 AD on the north bank of the Thames; it became the largest city in the world during the nineteenth century and remains the most visited city on Earth.