




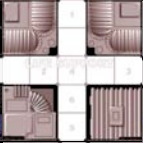


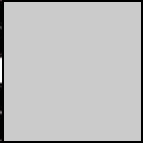



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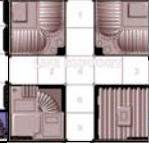



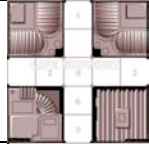


REGISTRY:	PHENTARI					SIZE:	5
CLASS	SWIFT DEATH			TYPE:	SCOUT		

Phentari: Phentari missiles and mines are designed to cause casualties among a targeted ship's crew.

If the module damage die for a Phentari missile or mine hit is a 3 or a 6 the occupants suffer an additional die of damage.

Thus a roll of 1-2 deals one die of damage. 3-5 deals 2 dice and a roll of a 6 deals 3 dice of damage.

This has no effect on whether the modules are broken (i.e. modules are still unbroken on 1-3 or broken on 4-6).

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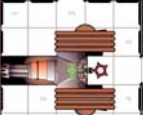

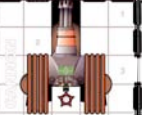
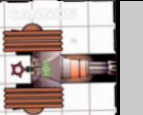



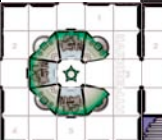


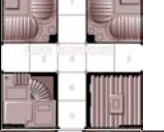


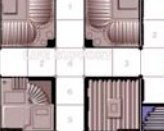

REGISTRY:	PHENTARI						SIZE:	6
CLASS	ASSASSIN			TYPE:	FRIGATE			

Phentari: Phentari missiles and mines are designed to cause casualties among a targeted ship's crew.

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9								9
10								10
	4	5	6	7	8	9	10	

REGISTRY:

PHENTARI

SIZE:

7

CLASS

ASSAULT GUNBOAT

TYPE:









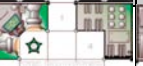











DESTROYER

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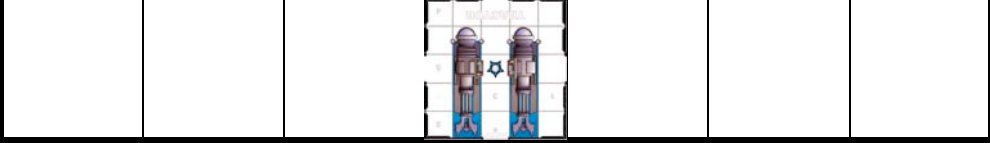
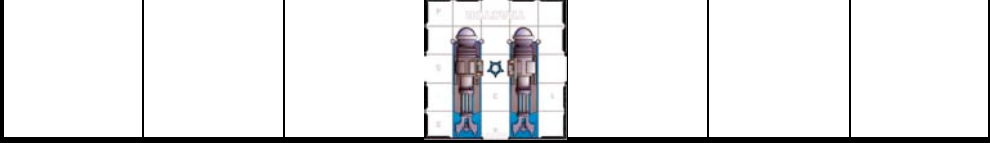
REGISTRY:	PHENTARI						SIZE:	8
CLASS	PLANET KILLER			TYPE:	CRUISER			

Phentari: Phentari missiles and mines are designed to cause casualties among a targeted ship's crew.

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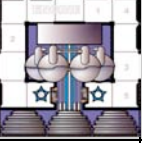



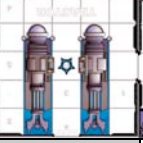

REGISTRY:	PHENTARI						SIZE:	9
CLASS	SYSTEM SLAVER			TYPE:	DREADNAUGHT			

Phentari: Phentari missiles and mines are designed to cause casualties among a targeted ship's crew.

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9								9
10								10
	4	5	6	7	8	9	10	

REGISTRY:

PHENTARI

SIZE:

7

CLASS

VENGEANCE







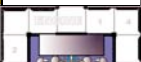



TYPE: MINE LAYER

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8								8
9								9
10								10
	4	5	6	7	8	9	10	

REGISTRY:

PHENTARI

SIZE:

5

CLASS

DEATH FLINGER

TYPE:

TORPEDO BOAT

Phentari: Phentari missiles and mines are designed to cause casualties among a targeted ship's crew.

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8								8
9								9
10								10
	4	5	6	7	8	9	10	

REGISTRY:	PHENTARI						SIZE:	8
CLASS	HAILSTORM			TYPE:	MISSILE CRUISER			

Phentari: Phentari missiles and mines are designed to cause casualties among a targeted ship's crew.

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