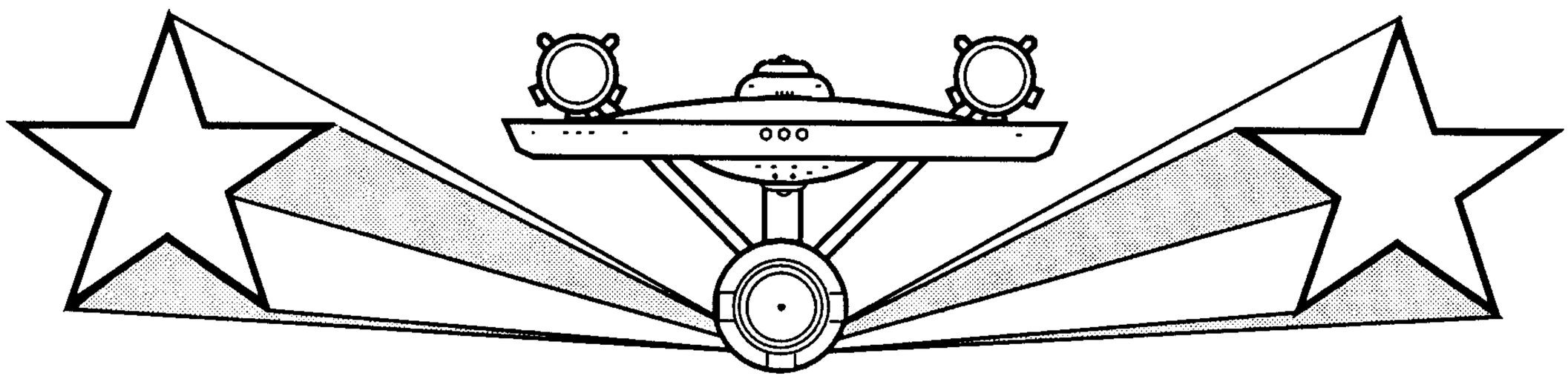
STAR FLEET BATTLES



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NEO-THOLIAN LIGHT COMMAND MODULE

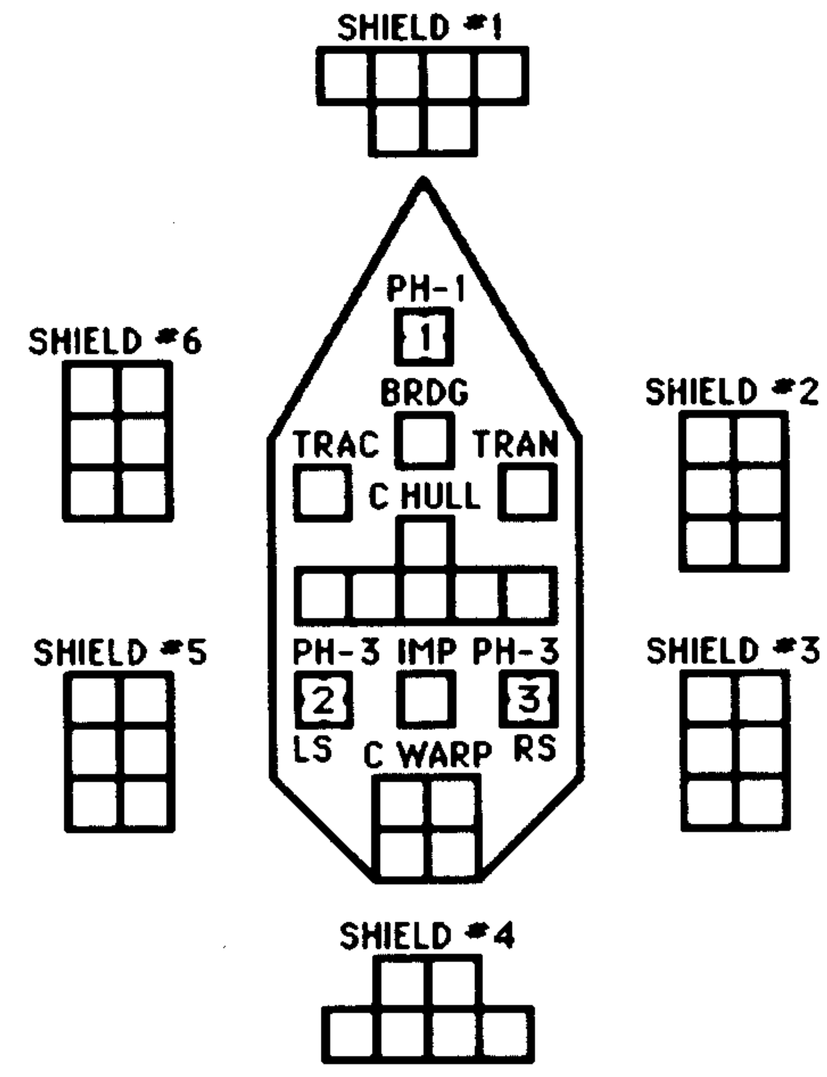
HOME GALAXY VERSION

CREW UNITS [ ][*][ ][ ][ ][ ][ ][9]

BOARDING PARTIES [ ][2]

SHIP DATA TABLE		
TYPE	=	LCM
POINT VALUE	=	30/20
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.73

CNTR



SENSOR [6][3][0] SCANNER [0][3][9] DAM CON [2][2][0] EX DAM [ ][ ]

PH-1 IS 360°.

THIS SHIP CAN LAND ON PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

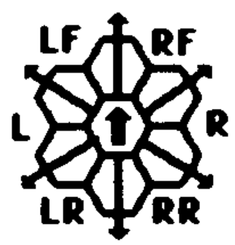
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ][ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+
NIMBLE SHIP		

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



LS = LF + L + LR
RS = RF + R + RR

WARP ENERGY MOVEMENT COST = 1/4 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8
Fract.	¼	½	¾	1	1¼	1½	1¾	2	2¼	2½	2¾	3	3¼	3½	3¾	4	4¼	4½	4¾	5	5¼	5½	5¾	6	6¼	6½	6¾	7	7¼	7½

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NEO-THOLIAN DESTROYER

HOME GALAXY VERSION

CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [9]

PROBES [5]

SHIP DATA TABLE

TYPE	=	NDD
POINT VALUE	=	100
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.71

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

WEB CASTER STRENGTH TABLE

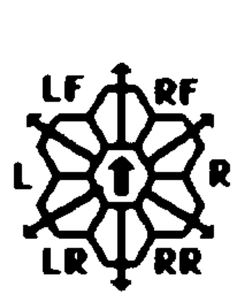
ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

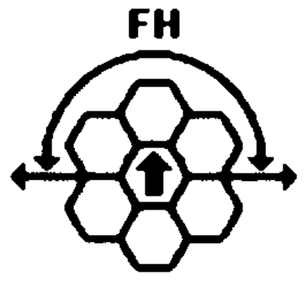
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6
ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6





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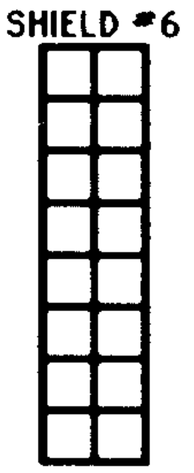
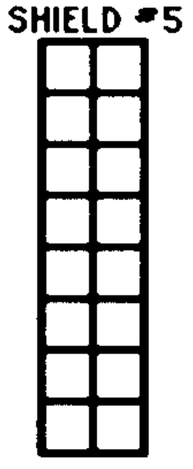
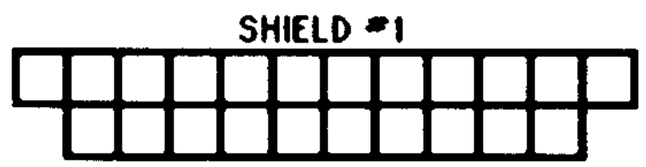
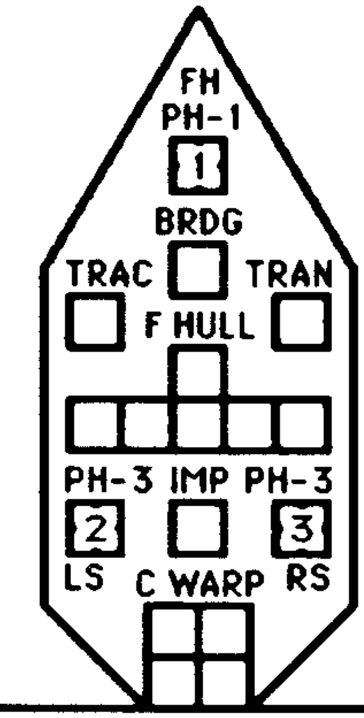
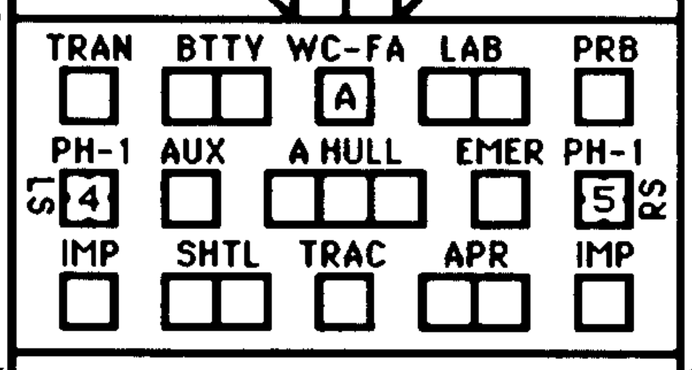
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

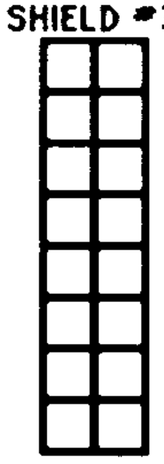


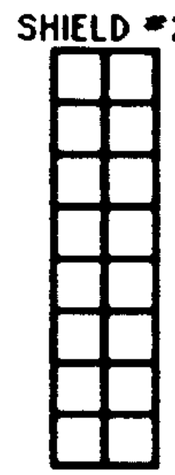


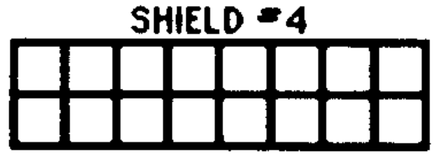












SENSOR [6][5][3][1][0]

SCANNER [0][1][3][5][9]

DAM CON [2][2][2][0]

EX DAM [ ][ ][ ][ ]

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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CREW UNITS

									10
			✱						

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

PROBES

				5

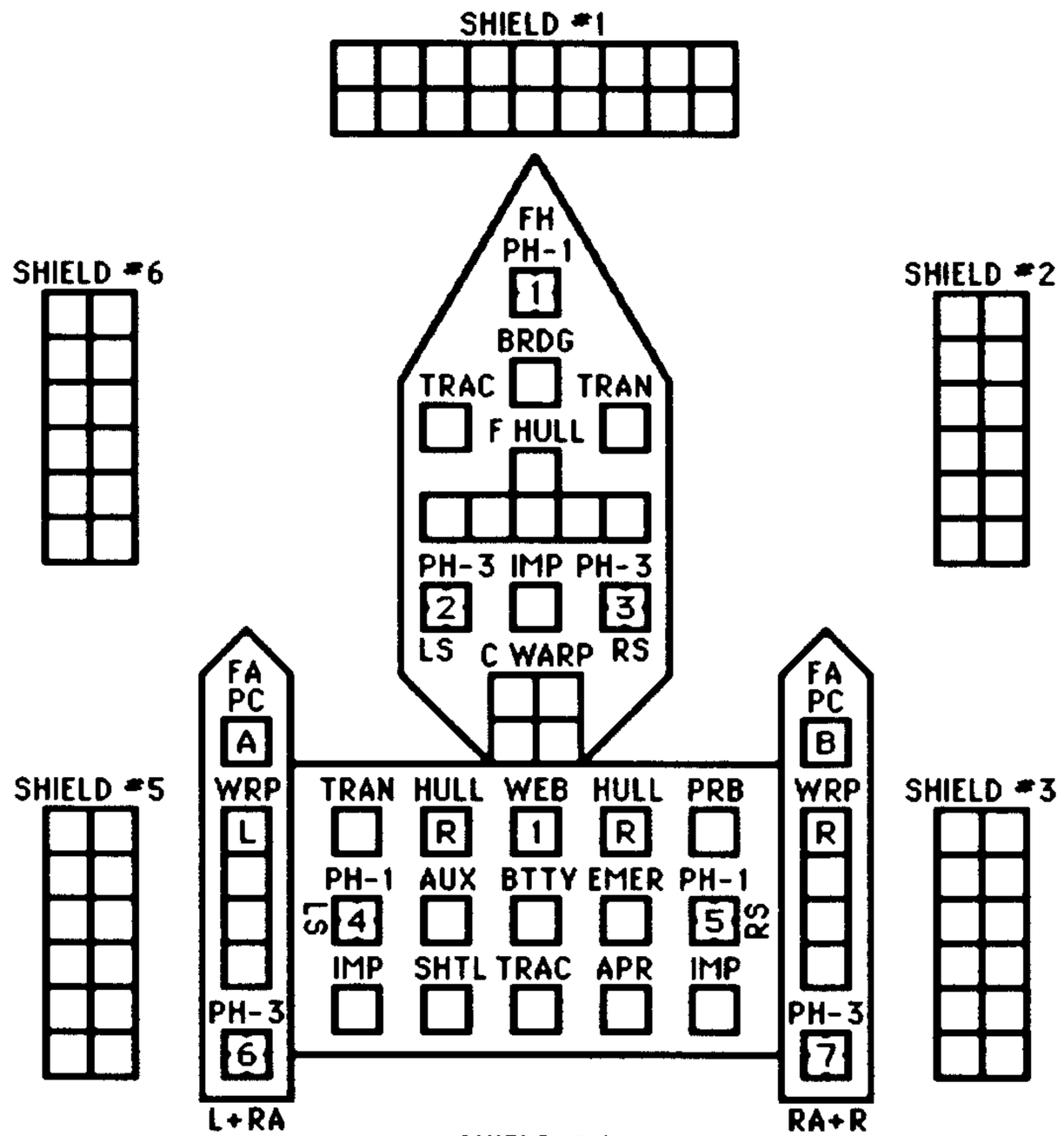
SHIP DATA TABLE

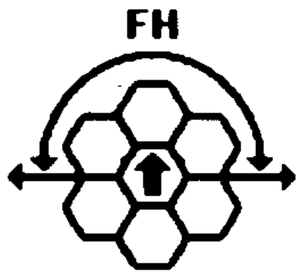
TYPE	=	NFF
POINT VALUE	=	75
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.72

CNTR

NEO-THOLIAN FRIGATE

HOME GALAXY VERSION





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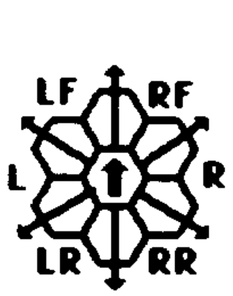
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR



PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

TURN MODE		SPEED
A	1	2 - 6
HET	2	7 - 12
	3	13 - 19
BD	4	20 - 26
	5	27+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SENSOR

6	5	3	1	0

SCANNER

0	1	3	5	9

DAM CON

2	2	2	0

EX DAM

WEB GENERATOR IS DESTROYED ON "FLAG" HITS.

THERE IS NO SNARE REFIT FOR THIS SHIP.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

NEO-THOLIAN FRIGATE REAR HULL

HOME GALAXY VERSION

R7.72 NEO-THOLIAN NFF REAR HULL

CREW UNITS [ ][ ][*][ ][ ][ ][ ][9]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [ ][ ][ ][4]

PROBES [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	NFF
POINT VALUE	=	45/55
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.72

CNTR

SHIELD #1

SHIELD #6

SHIELD #2

SHIELD #5

SHIELD #3

SHIELD #4

FA PC A — WRP L — PH-3 6 — L+RA

FA PC B — WRP R — PH-3 7 — RA+R

TRAN HULL WEB HULL PRB

PH-1 AUX BTTY EMER PH-1

LS 4 — 5 RS

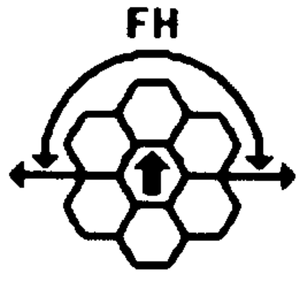
IMP SHTL TRAC APR IMP

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

FH



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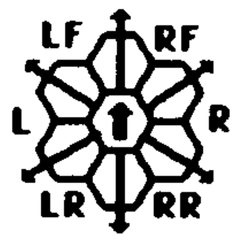
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR



TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SENSOR [6][5][3][1][0]

SCANNER [0][1][3][5][9]

DAM CON [2][2][2][0]

EX DAM [ ][ ]

WEB GENERATOR IS DESTROYED ON "FLAG" HITS.

THERE IS NO SNARE REFIT FOR THIS SHIP.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

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NEO-THOLIAN DESTROYER REAR HULL

HOME GALAXY VERSION

CREW UNITS: [ ][ ][ ][*][ ][ ][ ][ ][10]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: [ ][ ][ ][ ][ ][ ][7]

PROBES: [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	NDD
POINT VALUE	=	70/80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.71

CNTR

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

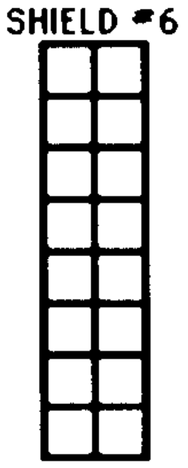
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

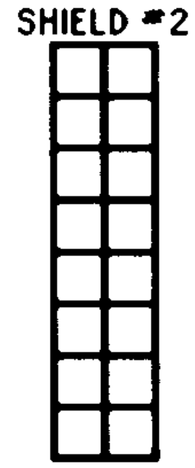
WEB FIST TABLE

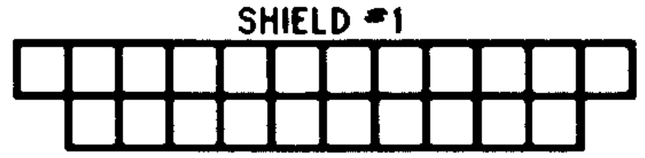
RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6
ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

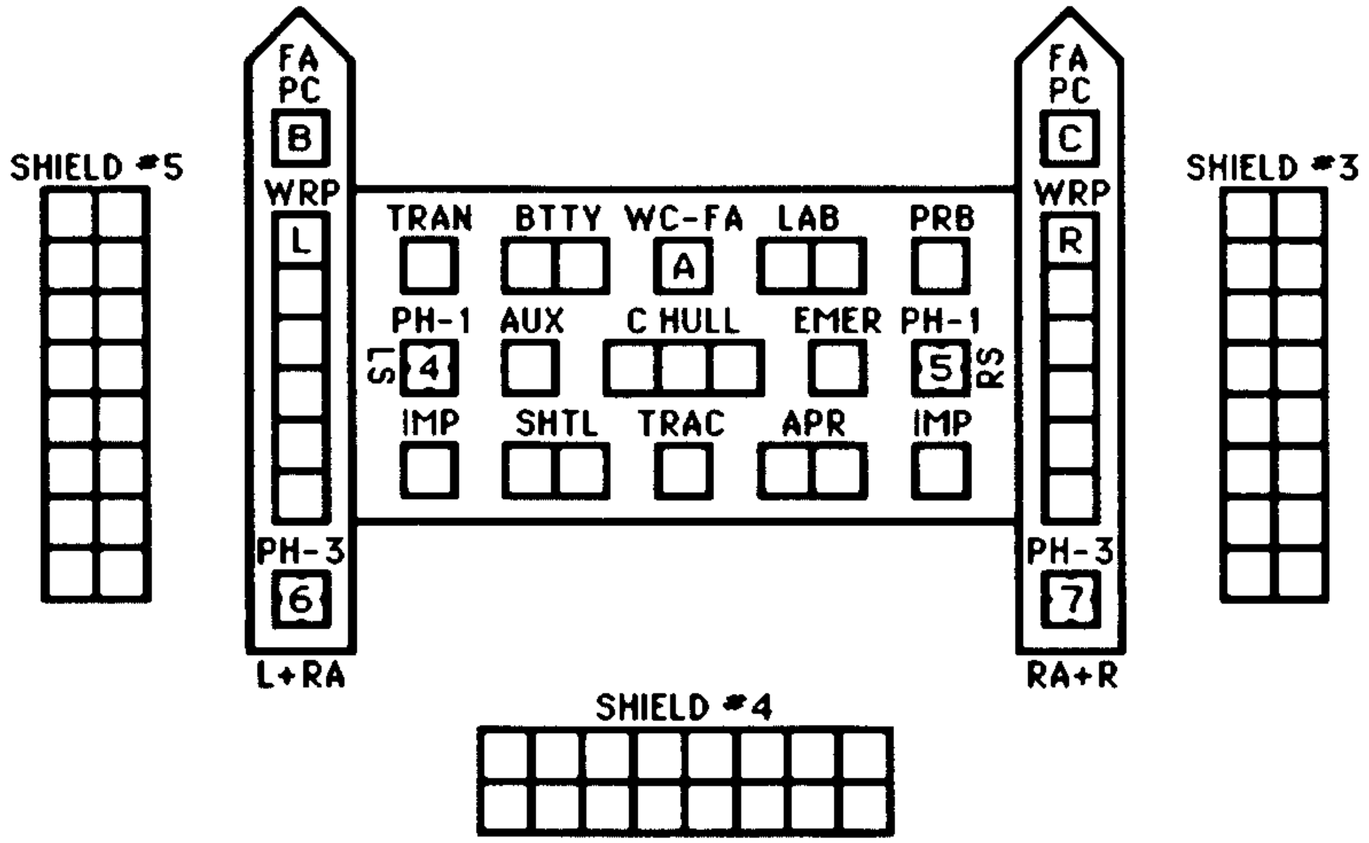
WEB CASTER STRENGTH TABLE

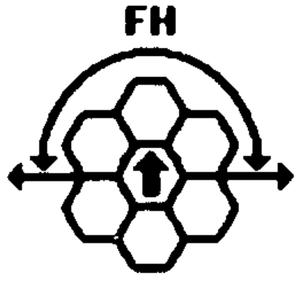
ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10



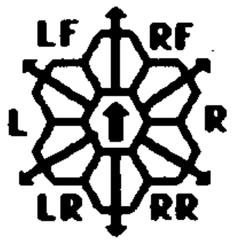








FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR



SENSOR	SCANNER	DAM CON	EX DAM
6 5 3 1 0	0 1 3 5 9	2 2 2 0	[ ][ ][ ]

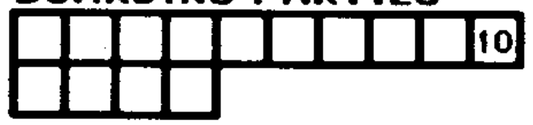
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

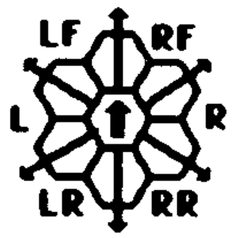
ANDROMEDAN BASE STATION

CREW UNITS

BOARDING PARTIES



TRANSPORTER BOMBS



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

SHIP DATA TABLE		
TYPE	=	BS
POINT VALUE	=	200/400
PA COST	=	12/18
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R10.29

CNTR

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

SCOUT FUNCTIONS SUMMARY	
21	LENDING ECM OR ECCM
22	BREAKING LOCK-ONS
23	ATTRACTING DRONES
24	CONTROLLING SEEKING WEAPONS
25	IDENTIFYING DRONES
26	DETECTING MINES
27	GATHERING SCIENCE INFORMATION
28	SELF-PROTECTION JAMMING
29	TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

DISPLACEMENT DEVICE TABLE

RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6

*PHASERS #1 THROUGH #8 CANNOT FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE STATION. PHASERS #9 THROUGH #16 CANNOT FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE FRONT OF THE STATION.

SEE (C3.7) FOR ROTATION.

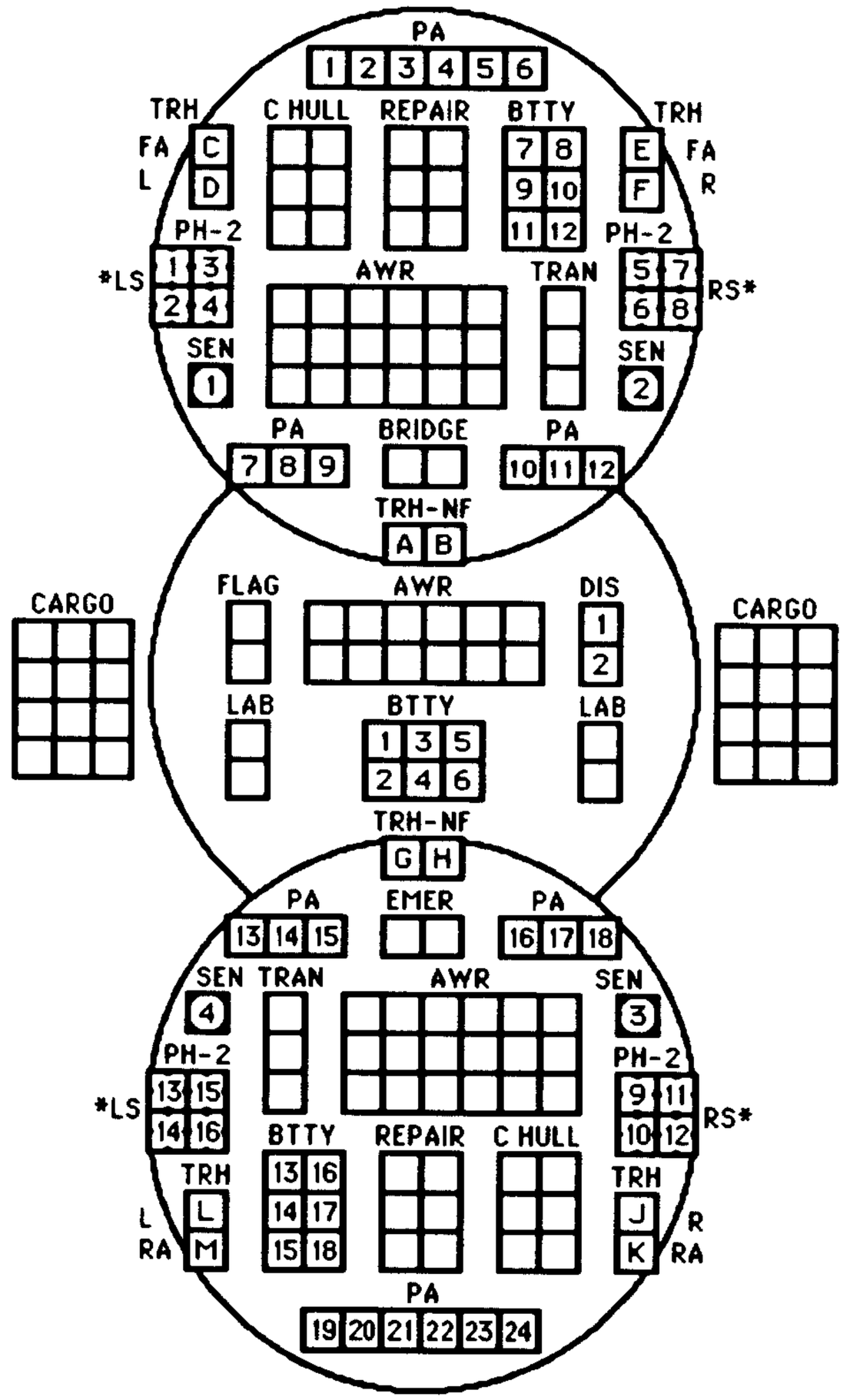
SEE (H4.32) FOR DAMAGE TO AWRS.

SEE (G18.83) FOR DISPLACEMENT DEVICE LIMIT.

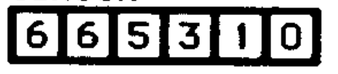
TRACTOR-REPULSORS MARKED "NF" CANNOT FIRE BUT CAN BE USED AS TRACTORS AND ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

SHIPS DOCK TO THIS BASE EXTERNALLY, A MAXIMUM OF ONE SHIP TO EACH PAIR OF "NF" TRACTOR-REPULSORS, ONE EACH TO ANY OTHER TRACTOR-REPULSOR. THERE IS NO INTERNAL HANGAR.

PANELS #7 THROUGH #18 CANNOT ABSORB DAMAGE AS A RESULT OF WEAPONS FIRE, BUT CAN PICK UP RELEASED POWER AND CAN RADIATE POWER TO SPACE. THESE PANELS CAN BE DESTROYED ON "DRONE" DAMAGE, BUT UNDER THE PROVISIONS OF (D10.51) THIS CAN ONLY RESULT FROM DAMAGE AS A RESULT OF POWER RELEASED FROM PANELS, NOT FROM DAMAGE AS A RESULT OF ENEMY FIRE.

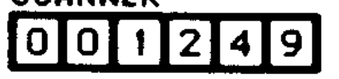


SENSOR

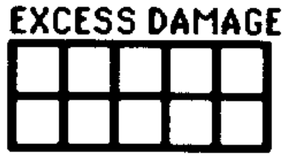


DAMAGE CONTROL

SCANNER



EXCESS DAMAGE



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ANDROMEDAN BATTLE STATION

CREW UNITS (10 / 20 / 30 / 40)

BOARDING PARTIES (10 / 20)

TRANSPORTER BOMBS [ ][ ][ ][ ][ ][ ] [D][D][D][D][D][D]

SHIP DATA TABLE

TYPE	=	BATS
POINT VALUE	=	300/600
PA COST	=	18/36
LIFE SUPPORT	=	1.5
SIZE CLASS	=	2
REFERENCE	=	R10.30

CNTR

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

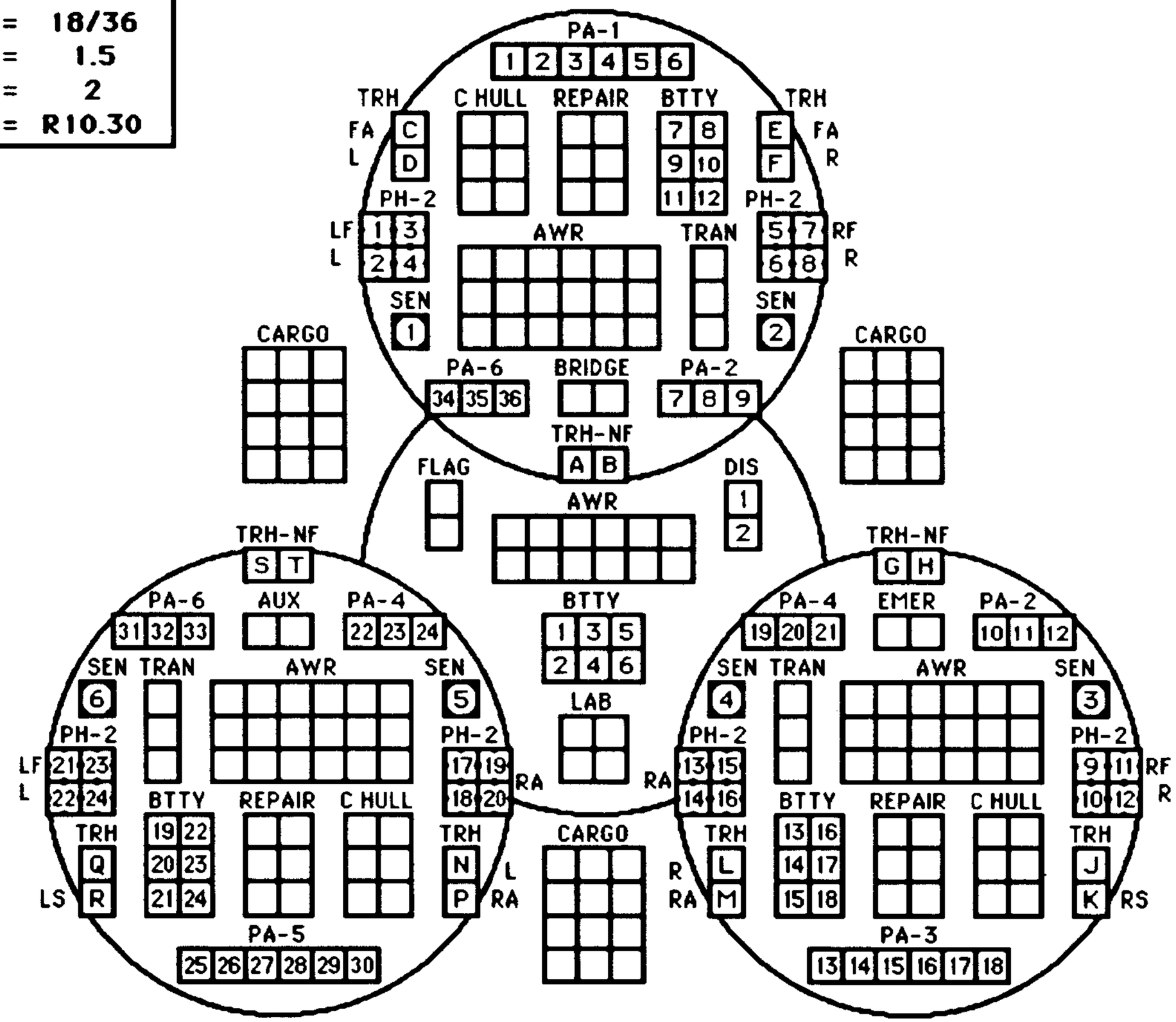
DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

SENSOR [6][6][6][5][3][1][0]

SCANNER [0][0][0][1][2][4][9]

DAMAGE CONTROL [6][4][4][2][2][2][0]

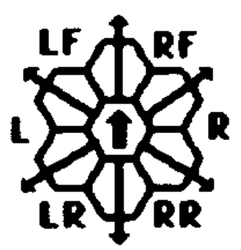
EXCESS DAMAGE [ ][ ][ ][ ][ ][ ]



SCOUT FUNCTIONS SUMMARY

21	LENDING ECM OR ECCM
22	BREAKING LOCK-ONS
23	ATTRACTING DRONES
24	CONTROLLING SEEKING WEAPONS
25	IDENTIFYING DRONES
26	DETECTING MINES
27	GATHERING SCIENCE INFORMATION
28	SELF-PROTECTION JAMMING
29	TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

DISPLACEMENT DEVICE TABLE

RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6

SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.

TRACTOR-REPULSORS MARKED "NF" CANNOT FIRE BUT CAN BE USED AS TRACTORS AND ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

SHIPS DOCK TO THIS BASE EXTERNALLY, A MAXIMUM OF ONE SHIP TO EACH PAIR "NF" TRACTOR-REPULSORS, ONE EACH TO ANY OTHER TRACTOR-REPULSOR. THERE IS NO INTERNAL HANGAR.

SEE (G18.83) FOR DISPLACEMENT DEVICE LIMIT.

THE PANELS ARE DIVIDED INTO SIX GROUPS, ONE FACING EACH SHIELD ARC. THE GROUPS ARE NUMBERED BY SHIELD ARCS, E.G., PA-5 FACES THE NUMBER FIVE SHIELD ARC.

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ANDROMEDAN SMALL GROUND BASES

ANDROMEDAN AGRO STATION

CNTR

PA 1 2

FH

BRDG APR PH-2 1

BTTY 1 HULL C CARGO

TRAN

BASE DATA TABLE		
TYPE	=	AGSA
BPV	=	8
PA COST	=	1/2
LIFE	=	0
SIZE	=	5
REF	=	R10.31E

CREW UNITS * 7

BRDNG PRTS 2

SENSOR 6 0 SCAN 0 9 DAM CON 4 2 0 EX DAM

ANDROMEDAN SMALL SCIENTIFIC OUTPOST STATION

CNTR

PA 1 2

FH

BRDG TRAN BTTY 1 PH-2 1

C HULL LAB

APR CARGO

BASE DATA TABLE		
TYPE	=	AGSO
BPV	=	10
PA COST	=	1/2
LIFE	=	0
SIZE	=	5
REF	=	R10.31C

CREW UNITS * 8

BRDNG PRTS 2

SENSOR 6 0 SCAN 0 9 DAM CON 4 2 0 EX DAM

ANDROMEDAN SMALL POWER STATION

CNTR

PA 1 2

FH

BRDG PH-2 1 TRAN

C HULL BTTY 1 2

APR

BASE DATA TABLE		
TYPE	=	AGPS
BPV	=	15
PA COST	=	1/2
LIFE	=	0
SIZE	=	5
REF	=	R10.31H

CREW UNITS * 6

BRDNG PRTS 2

SENSOR 6 0 SCAN 0 9 DAM CON 4 2 0 EX DAM

ANDROMEDAN SMALL MINING STATION

CNTR

PA 1 2

FH

BRDG PH-2 1 TRAN LAB AUX

C HULL BTTY 1 2 WORKS CARGO

TRAC APR

BASE DATA TABLE		
TYPE	=	AGMS
BPV	=	20/8
PA COST	=	1/2
LIFE	=	0
SIZE	=	5
REF	=	R10.31D

SENSOR 6 0 DAM CON 4 2 0

SCAN 0 9 EX DAM

CREW UNITS * 10

BRDNG PRTS 4

ANDROMEDAN SMALL WARNING STATION

CNTR

PA 1 2

FH

BRDG SEN 0 PH-2 1

APR HULL C

LAB BTTY 1 TRAN

SCOUT FUNCTIONS	
21	LENDING EW
22	BREAK LOCK-ONS
23	ATTRACT DRONES
24	CONTROL S-WPNS
25	IDENTIFY S-WPNS
26	DETECT MINES
27	SCIENCE INFO
28	SELF-PROTECTION
29	TAC INTEL

BASE DATA TABLE		
TYPE	=	AGWS
BPV	=	22
PA COST	=	1/2
LIFE	=	0
SIZE	=	5
REF	=	R10.31G

CREW UNITS * 6

BRDNG PRTS 2

SENSOR 6 0 SCAN 0 9 DAM CON 4 2 0 EX DAM

ANDROMEDAN SMALL MILITARY GARRISON

CNTR

PA 1 2

FH

BRDG TRAN PH-2 1 2 AUX

BTTY 1 2 C HULL BARRACKS CARGO

TRAC APR LAB

CREW UNITS * 10

BOARDING PARTIES 10

BASE DATA TABLE		
TYPE	=	AGMG
BPV	=	20
PA COST	=	1/2
LIFE	=	0
SIZE	=	5
REF	=	R10.31F

SENSOR 6 0 SCAN 0 9 DAM CON 4 2 0 EX DAM

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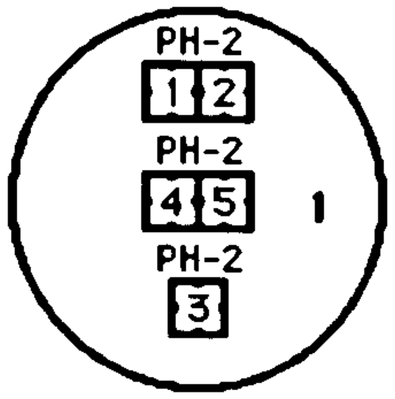
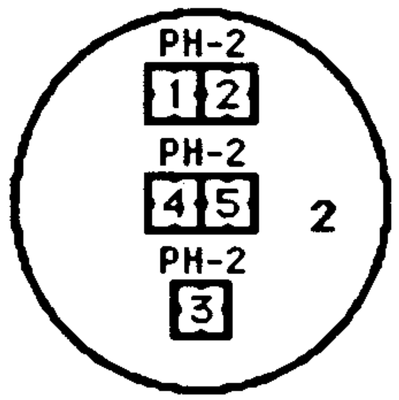
PLANETARY DEFENSE SYSTEM

DEFENSE SATELLITES (PHAS-2)

HIGH ORBIT

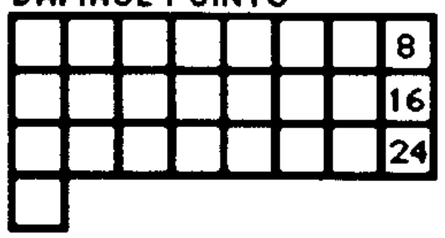
ALL WEAPONS ARE 360°.



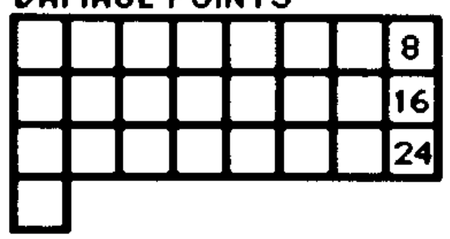


DATA TABLE	
TYPE	= ADEFSAT
POINT VALUE	= 20
SIZE CLASS	= 7
REFERENCE	= R10.32

DAMAGE POINTS

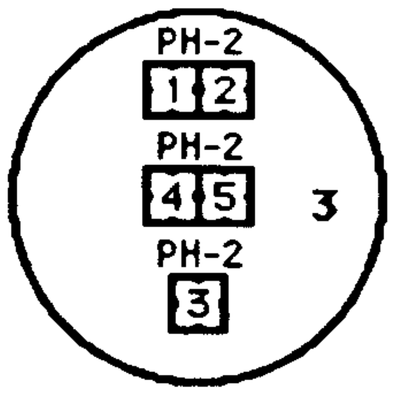


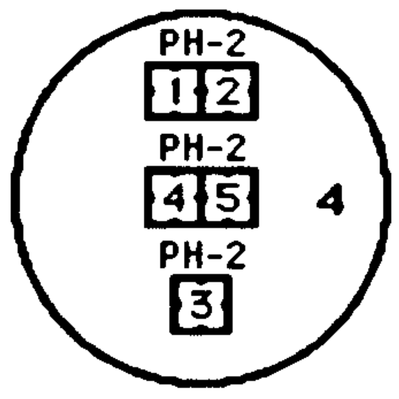
DAMAGE POINTS

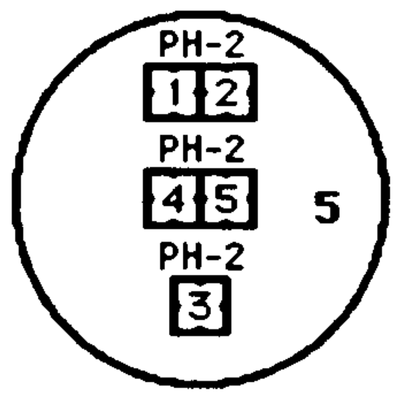


DEFENSE SATELLITES OF THIS TYPE ARE USED ONLY BY THE ANDROMEDANS.

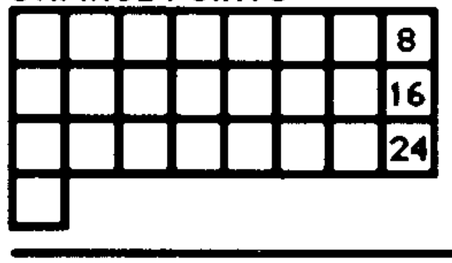
LOW ORBIT



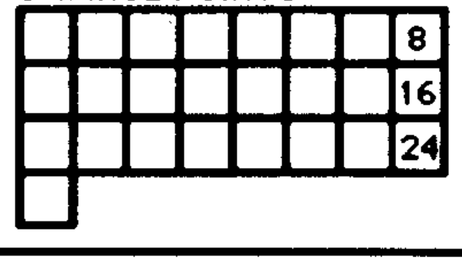




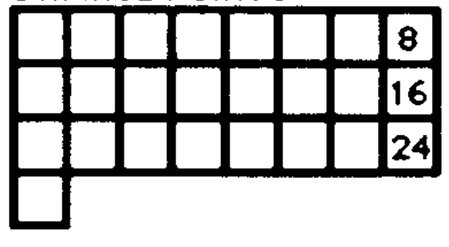
DAMAGE POINTS



DAMAGE POINTS



DAMAGE POINTS



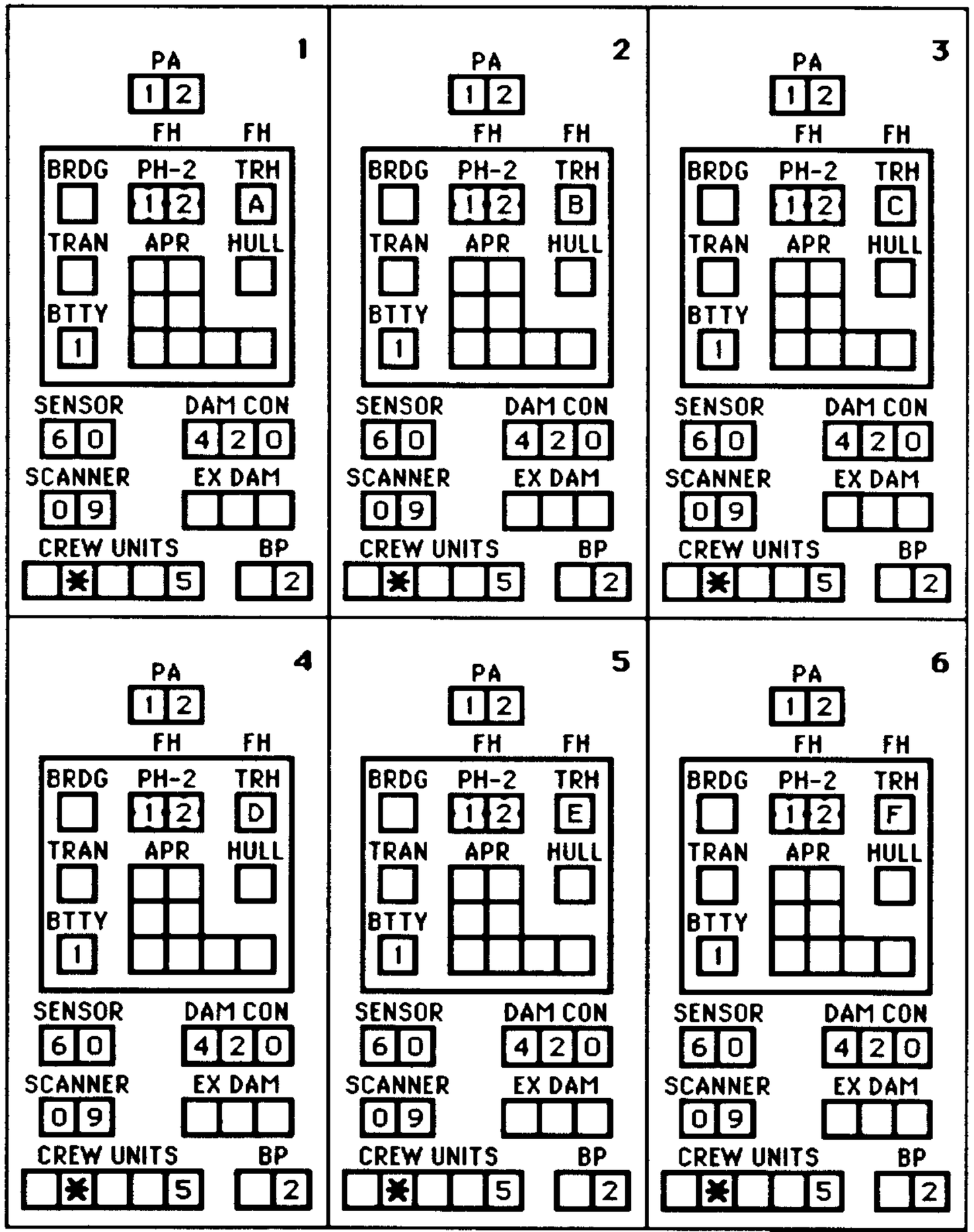
TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

GROUND-BASED TRH



TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

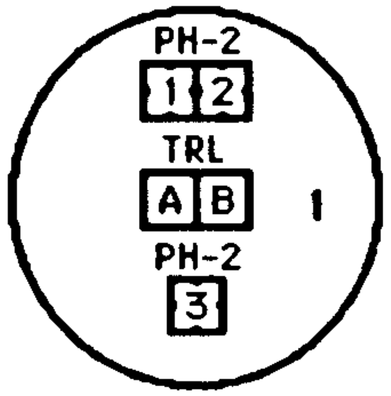
TYPE = AGBT
BPV = 14
REF = R10.31B

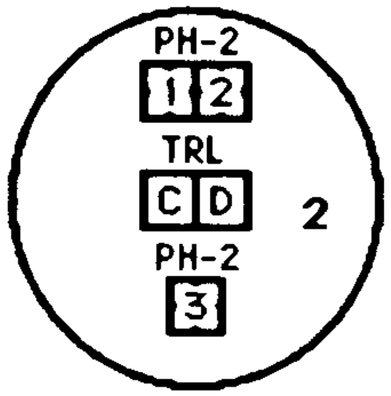
PLANETARY DEFENSE SYSTEM

DEFENSE SATELLITES (TRL)

HIGH ORBIT

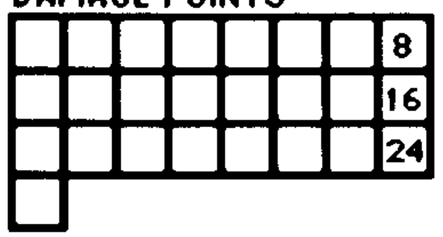
ALL WEAPONS ARE 360°.



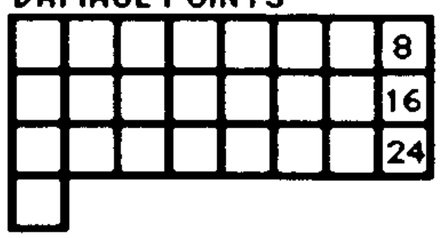


DATA TABLE	
TYPE	= ADEFSAT
POINT VALUE	= 20
SIZE CLASS	= 7
REFERENCE	= R10.32

DAMAGE POINTS

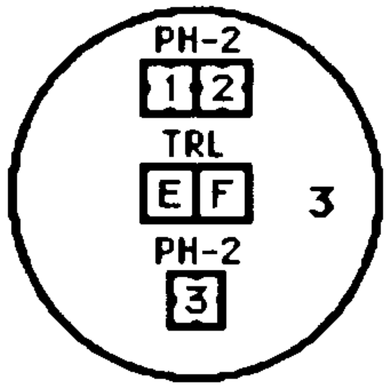


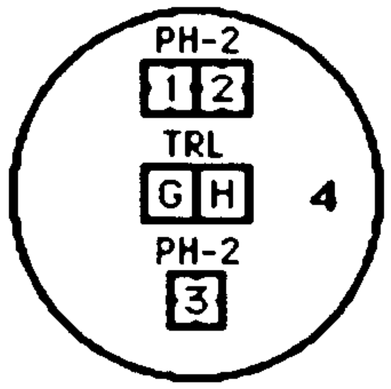
DAMAGE POINTS

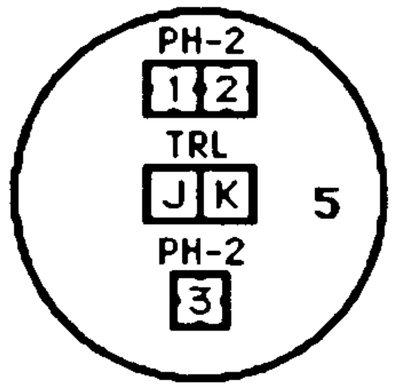


DEFENSE SATELLITES OF THIS TYPE ARE USED ONLY BY THE ANDROMEDANS.

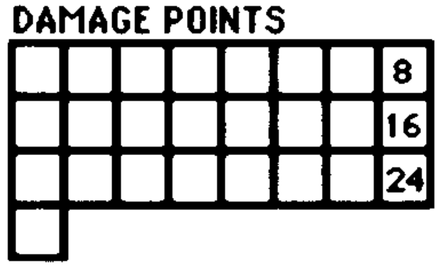
LOW ORBIT



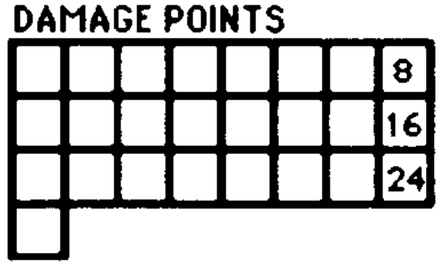




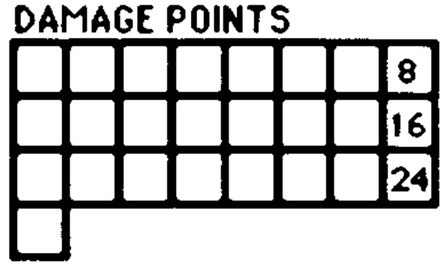
DAMAGE POINTS



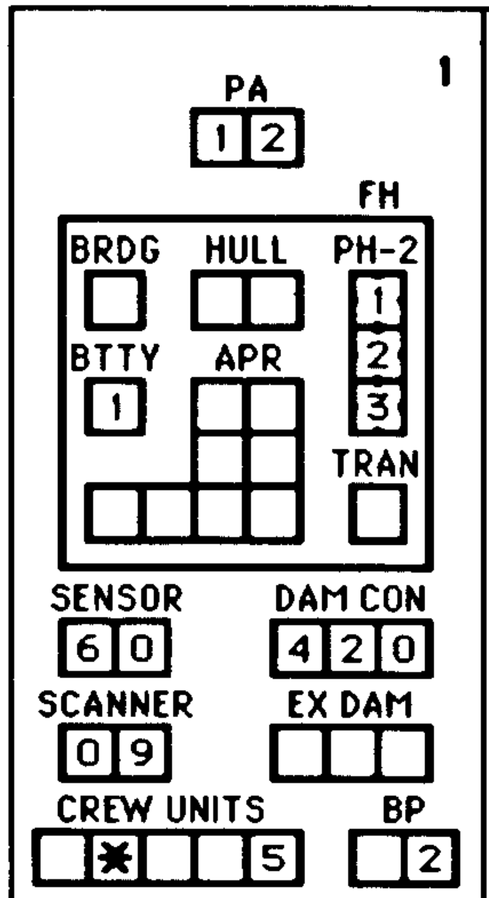
DAMAGE POINTS

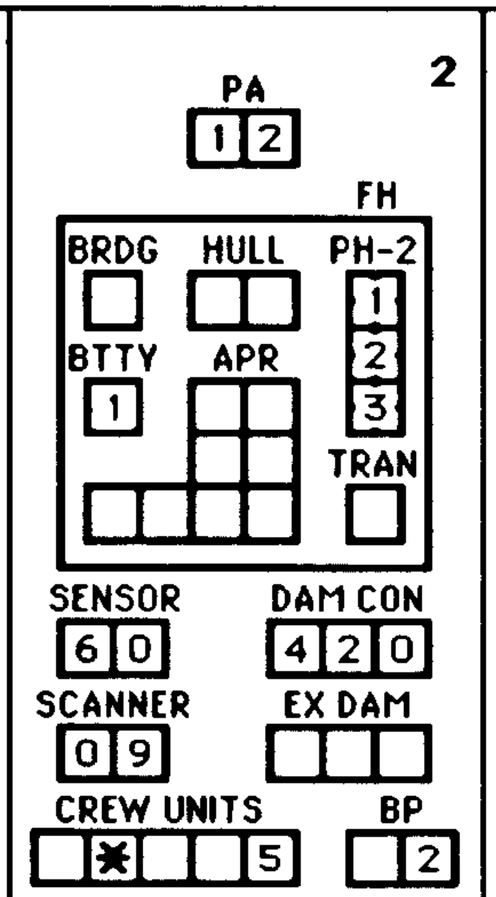


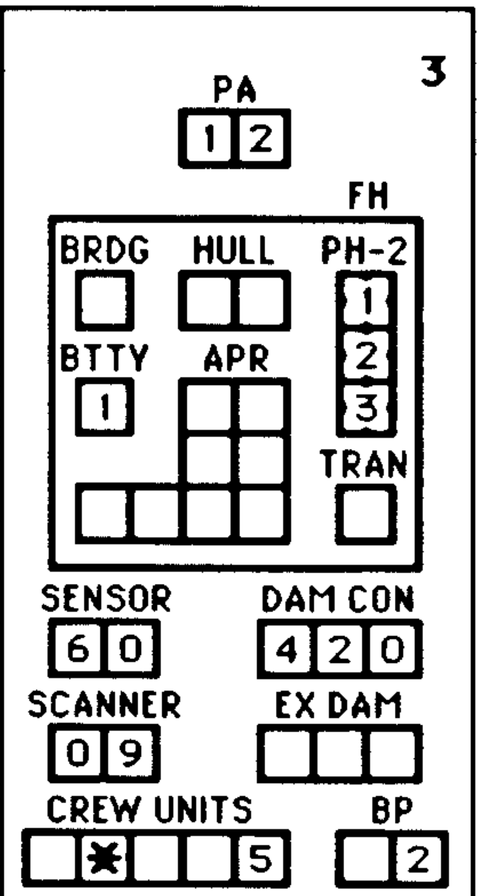
DAMAGE POINTS

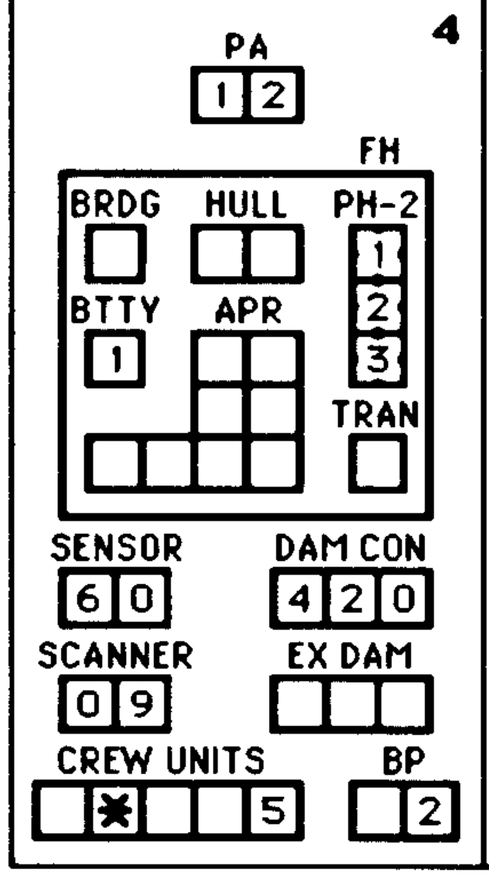


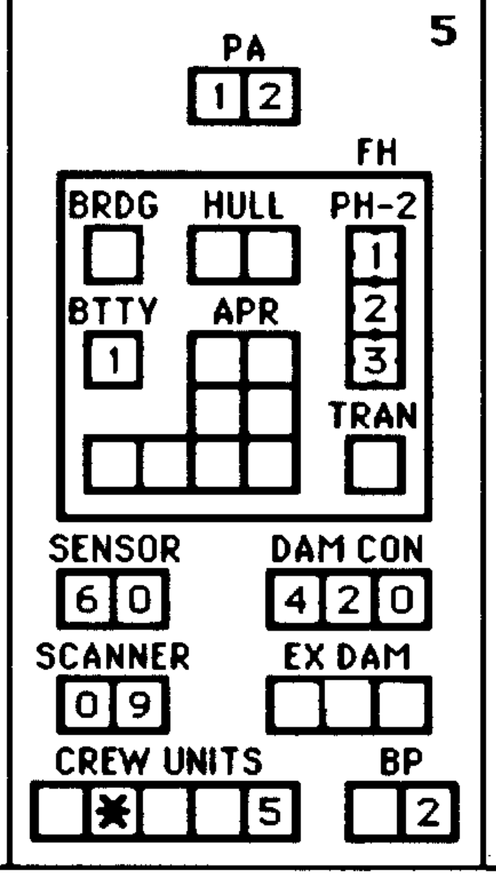
GROUND-BASED PHASER-2

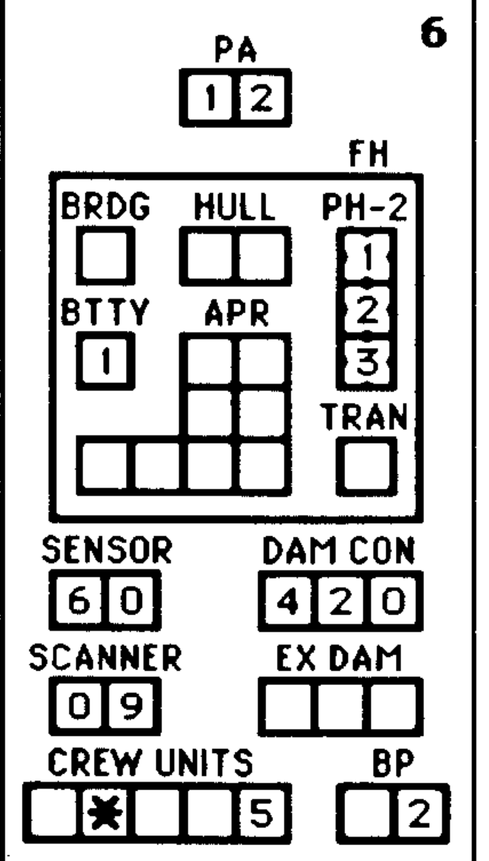












TYPE = AGB2
BPV = 7
REF = R10.31A

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

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ANDROMEDAN QUEEN SNAKE

CREW UNITS

		*							10

SHIP DATA TABLE		
TYPE	=	QNS
POINT VALUE	=	115
BREAKDOWN	=	6
PA COST	=	5/8
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.39

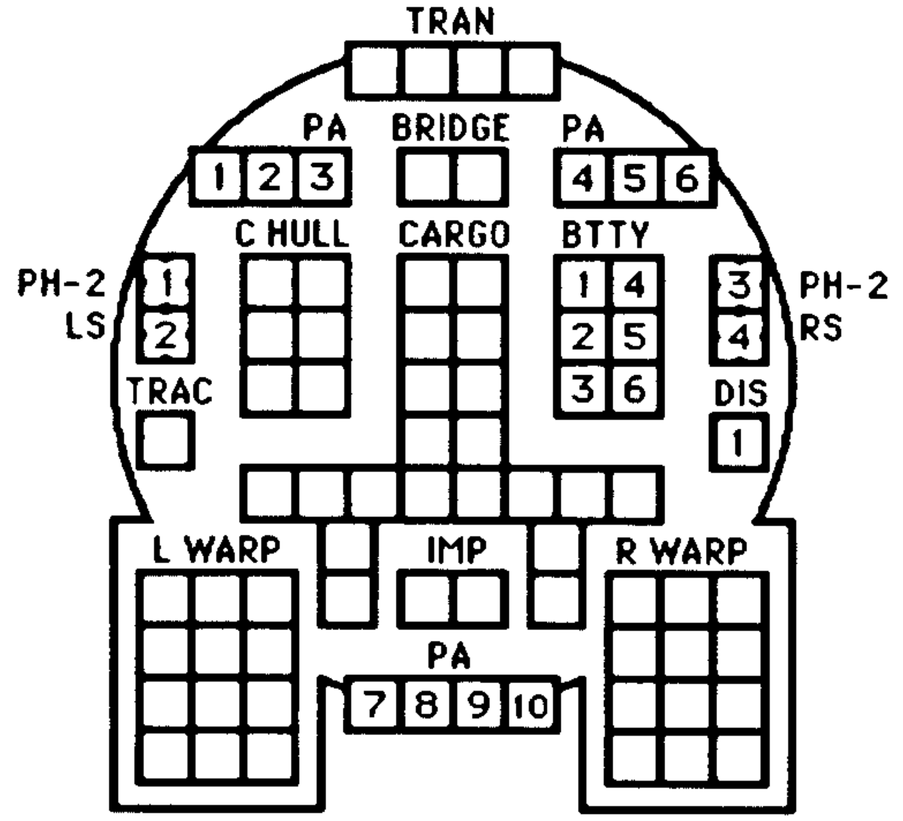
CNTR

BOARDING PARTIES

			4

TRANSPORTER BOMBS

		D	D



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

SENSOR

6	5	3	1	0

DAMAGE CONTROL

4	2	2	2	0

SCANNER

0	1	3	5	9

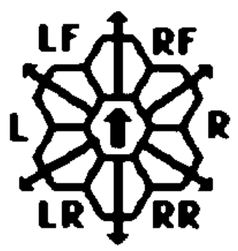
EXCESS DAMAGE

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISPLACEMENT DEVICE TABLE

RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6



LS = LF + L + LR
RS = RF + R + RR

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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ANDROMEDAN REPAIR SLED

CNTR

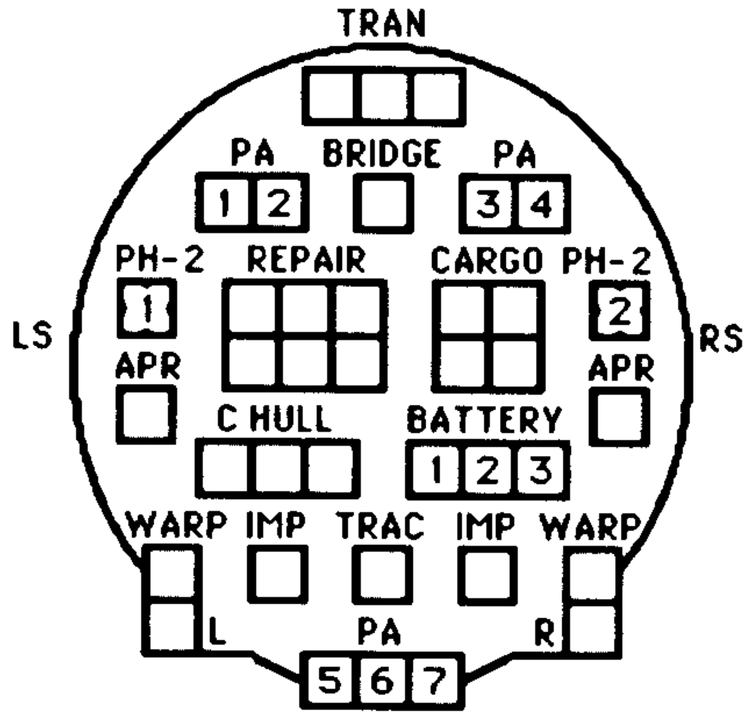
CREW UNITS [ ][*][ ][ ][ ][6]

THIS SHIP CAN USE THE POWERED LANDING SYSTEM (P2.434).

SHIP DATA TABLE		
TYPE	=	RS
POINT VALUE	=	48/24
BREAKDOWN	=	6
PA COST	=	3/4
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.33

BOARDING PARTIES [ ][2]

TRANSPORTER BOMBS [ ][ ] [D][D]



REPAIR BOXES ARE DESTROYED ON "CARGO" OR "HULL" DAMAGE POINTS.
SEE (G17.0) FOR USE OF REPAIR SYSTEMS.

TURN MODE		SPEED
A	1	2 - 6
HET	2	7 - 12
[ ]	3	13 - 19
BD	4	20 - 26
[ ][ ]	5	27+

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

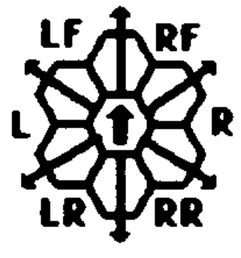
THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

SENSOR [6][5][3][0]

DAM CON [2][2][2][0]

SCANNER [0][1][5][9]

EX DAM [ ][ ][ ][ ]



LS = LF + L + LR
RS = RF + R + RR

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

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CREW UNITS
[ ][*][ ][ ][ ][6]

THIS SHIP CAN USE THE POWERED LANDING SYSTEM (P2.434).

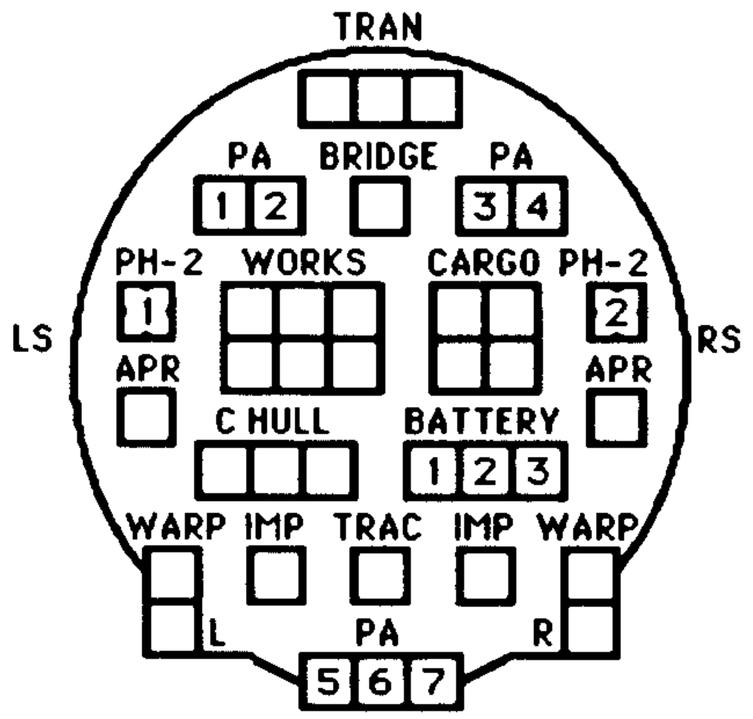
SHIP DATA TABLE		
TYPE	=	OGS
POINT VALUE	=	40/24
BREAKDOWN	=	6
PA COST	=	3/4
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.34

CNTR

ANDROMEDAN ORE GATHERING SLED

BOARDING PARTIES
[ ][2]

TRANSPORTER BOMBS
[ ][ ] [D][D]



WORKS BOXES ARE DESTROYED ON "CARGO" DAMAGE POINTS.

TURN MODE		SPEED
A	1	2 - 6
HET	2	7 - 12
[ ]	3	13 - 19
BD	4	20 - 26
[ ][ ]	5	27+

SENSOR
[6][5][3][0]

DAM CON
[2][2][2][0]

SCANNER
[0][1][5][9]

EX DAM
[ ][ ][ ][ ]

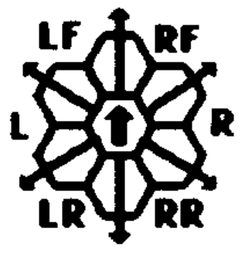
TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



LS = LF + L + LR
RS = RF + R + RR

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

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ANDROMEDAN MINELAYING SLED

CREW UNITS [ ][*][ ][ ][ ][6]

THIS SHIP CAN USE THE POWERED LANDING SYSTEM (P2.434).

SHIP DATA TABLE		
TYPE	=	MLS
POINT VALUE	=	40/24
BREAKDOWN	=	6
PA COST	=	3/4
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.35

CNTR [ ]

BOARDING PARTIES [ ][2]

TRANSPORTER BOMBS [ ][ ] [D][D]

MINE RACKS

1					
2					
3					
4					
5					
6					

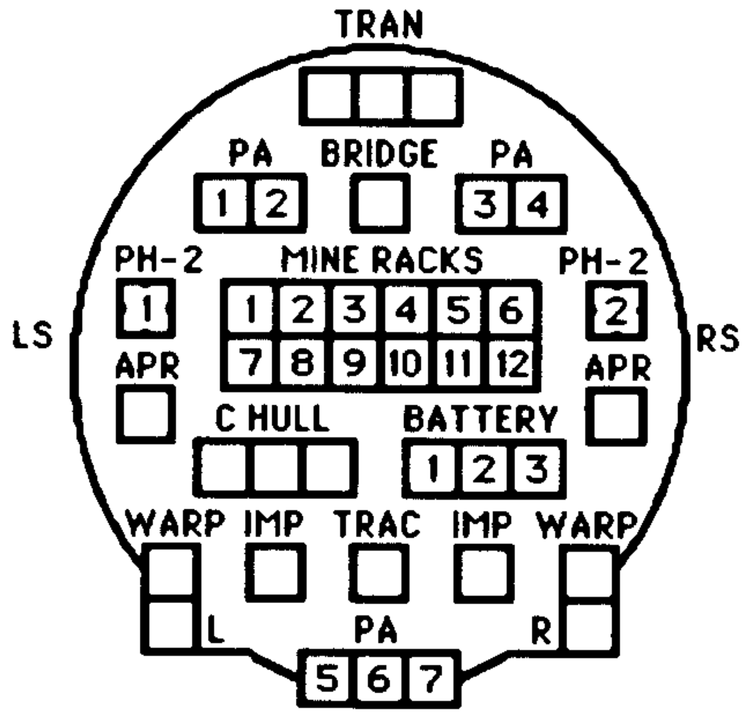
MINE RACKS

7					
8					
9					
10					
11					
12					

RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

TURN MODE		SPEED
A	1	2 - 6
HET	2	7 - 12
[ ]	3	13 - 19
BD	4	20 - 26
[ ][ ]	5	27+



SENSOR 6 5 3 0

DAM CON 2 2 2 0

SCANNER 0 1 5 9

EX DAM [ ][ ][ ][ ]

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

LS = LF + L + LR
RS = RF + R + RR

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

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ANDROMEDAN CARGO SLED

CREW UNITS
[ ][*][ ][ ][ ][6]

THIS SHIP CAN USE THE POWERED LANDING SYSTEM (P2.434).

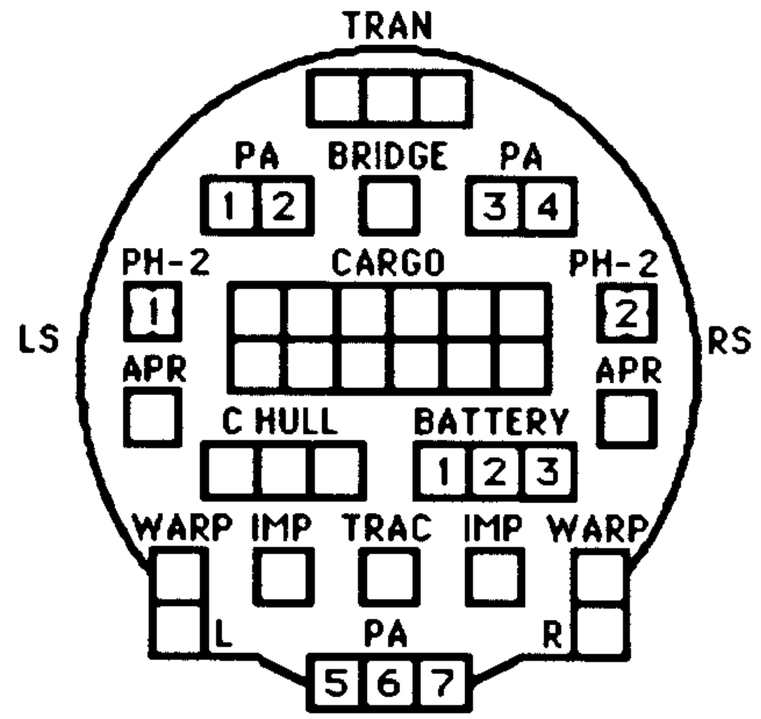
SHIP DATA TABLE		
TYPE	=	CS
POINT VALUE	=	40/24
BREAKDOWN	=	6
PA COST	=	3/4
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.36

CNTR

BOARDING PARTIES
[ ][2]

TRANSPORTER BOMBS
[ ][ ] [D][D]

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+



SENSOR
[6][5][3][0]

DAM CON
[2][2][2][0]

SCANNER
[0][1][5][9]

EX DAM
[ ][ ][ ][ ]

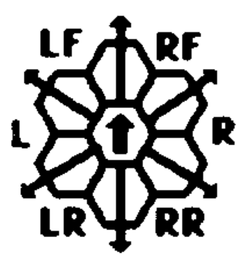
TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



LS = LF + L + LR
RS = RF + R + RR

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

ANDROMEDAN MISSIONARY

CREW UNITS

PROBES

BOARDING PARTIES

TRANSPORTER BOMBS

SHIP DATA TABLE

TYPE	=	MIS
POINT VALUE	=	168/134
BREAKDOWN	=	6
PA COST	=	5/8
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R10.37

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

SCOUT FUNCTIONS SUMMARY

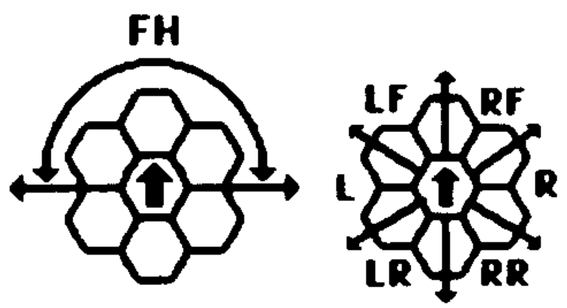
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

TYPE III DEFENSE PHASER

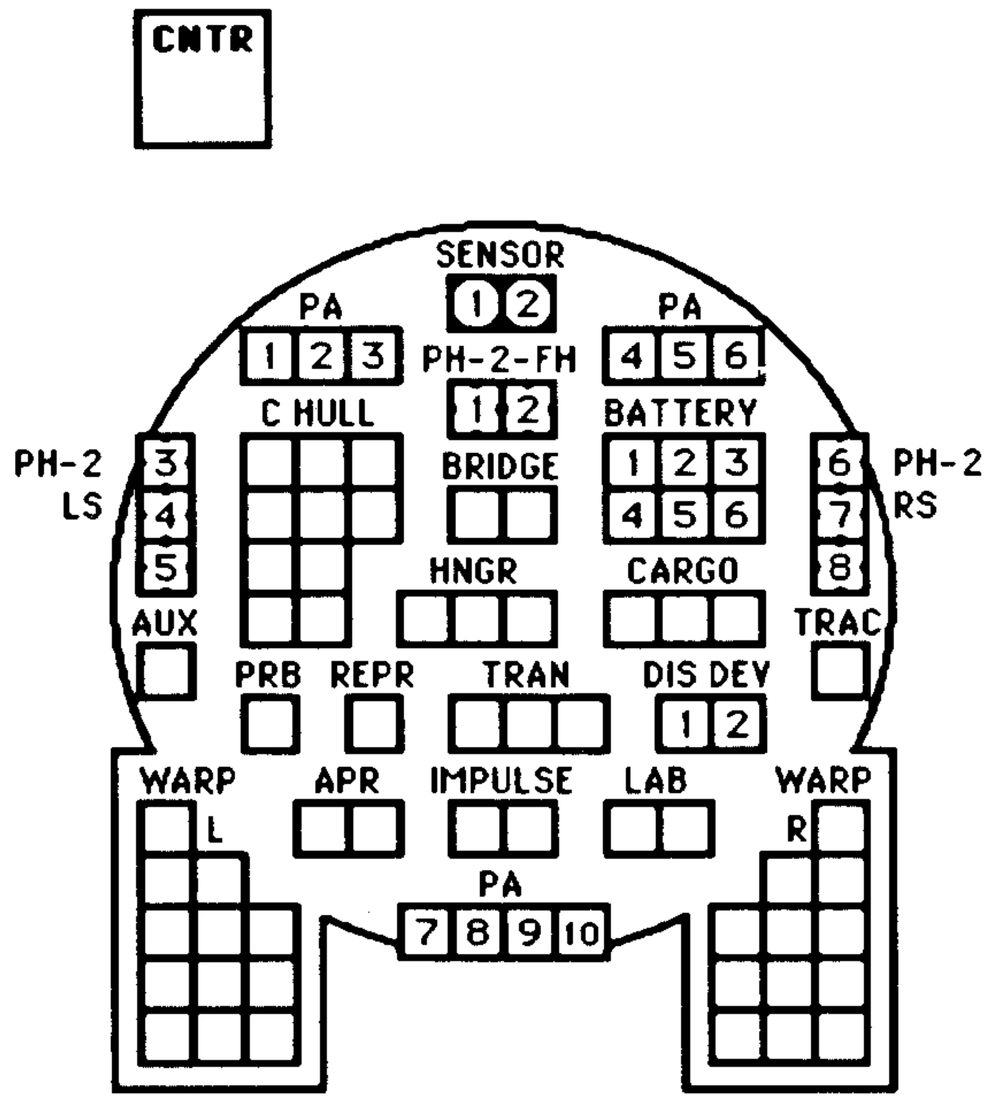
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

LS = LF + L + LR
RS = RF + R + RR



DISPLACEMENT DEVICE TABLE

RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6



SENSOR

DAMAGE CONTROL

SCANNER

EXCESS DAMAGE

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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ANDROMEDAN EXPLOITER

CREW UNITS

									10
			*						20

PROBES

				5

BOARDING PARTIES

							8

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	EXP
POINT VALUE	=	192
BREAKDOWN	=	6
PA COST	=	5/8
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R10.38

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

DISPLACEMENT DEVICE TABLE

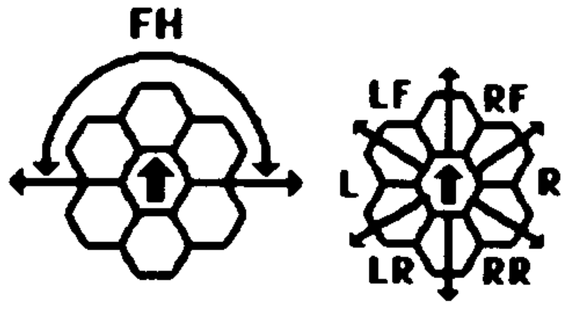
RANGE	0	1-2	3-15	16-22	23-31	32-50
SUCCESS	-	1-5	1-4	1-3	1-2	1
FAILURE	1-6	6	5-6	4-6	3-6	2-6

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

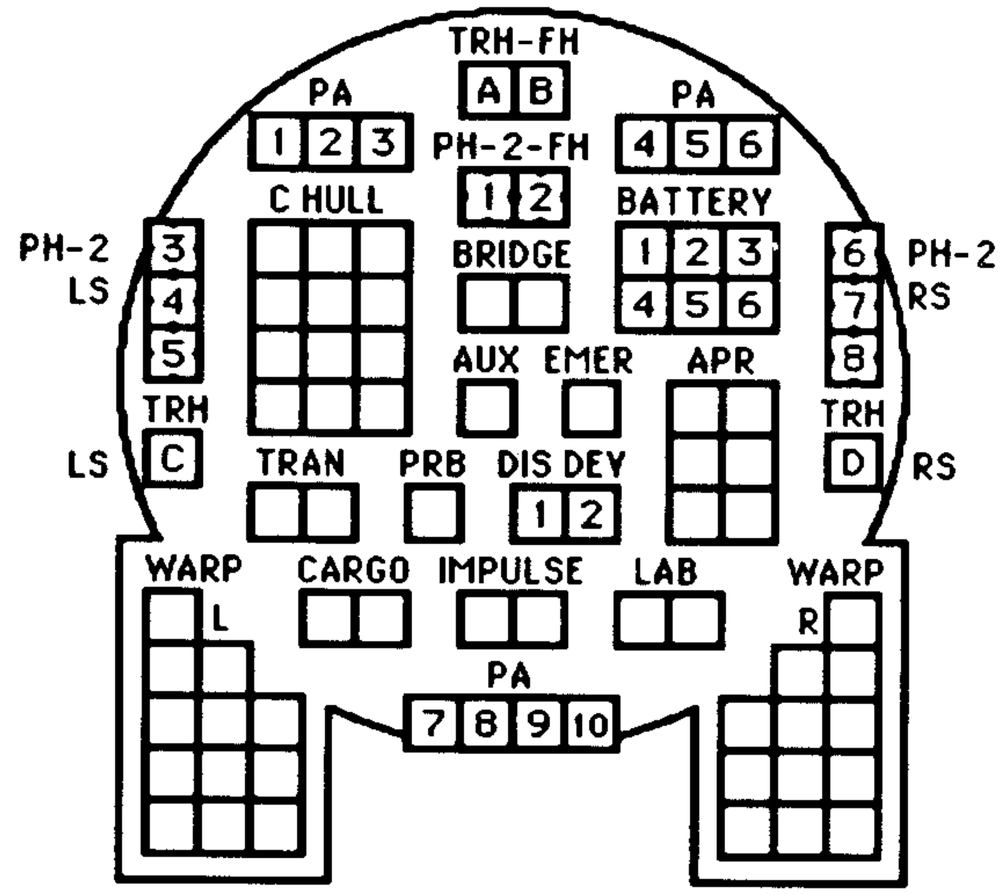
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

LS = LF + L + LR
RS = RF + R + RR



CNTR



SENSOR

6	5	3	1	0

DAMAGE CONTROL

4	2	2	2	0

SCANNER

0	1	3	5	9

EXCESS DAMAGE

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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WYN BARRACUDA FRIGATE

CREW UNITS [ ][ ][ ][*][ ][ ][ ][ ][10]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES [ ][ ][ ][ ][ ][6]

TRANSPORTER BOMBS [ ][ ] [D][D]

SHIP DATA TABLE		
TYPE	=	FF
POINT VALUE	=	80
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.18

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

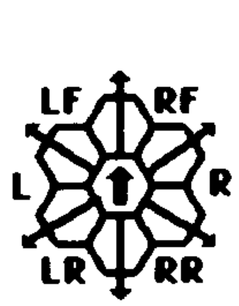
TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ][ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+
NIMBLE SHIP		

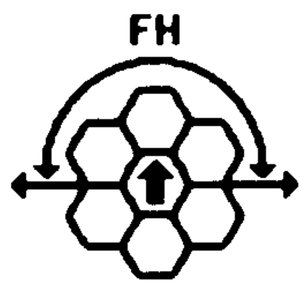
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	5	4	4	3	3
DAMAGE,OVLD	10	10	8	8	6	0

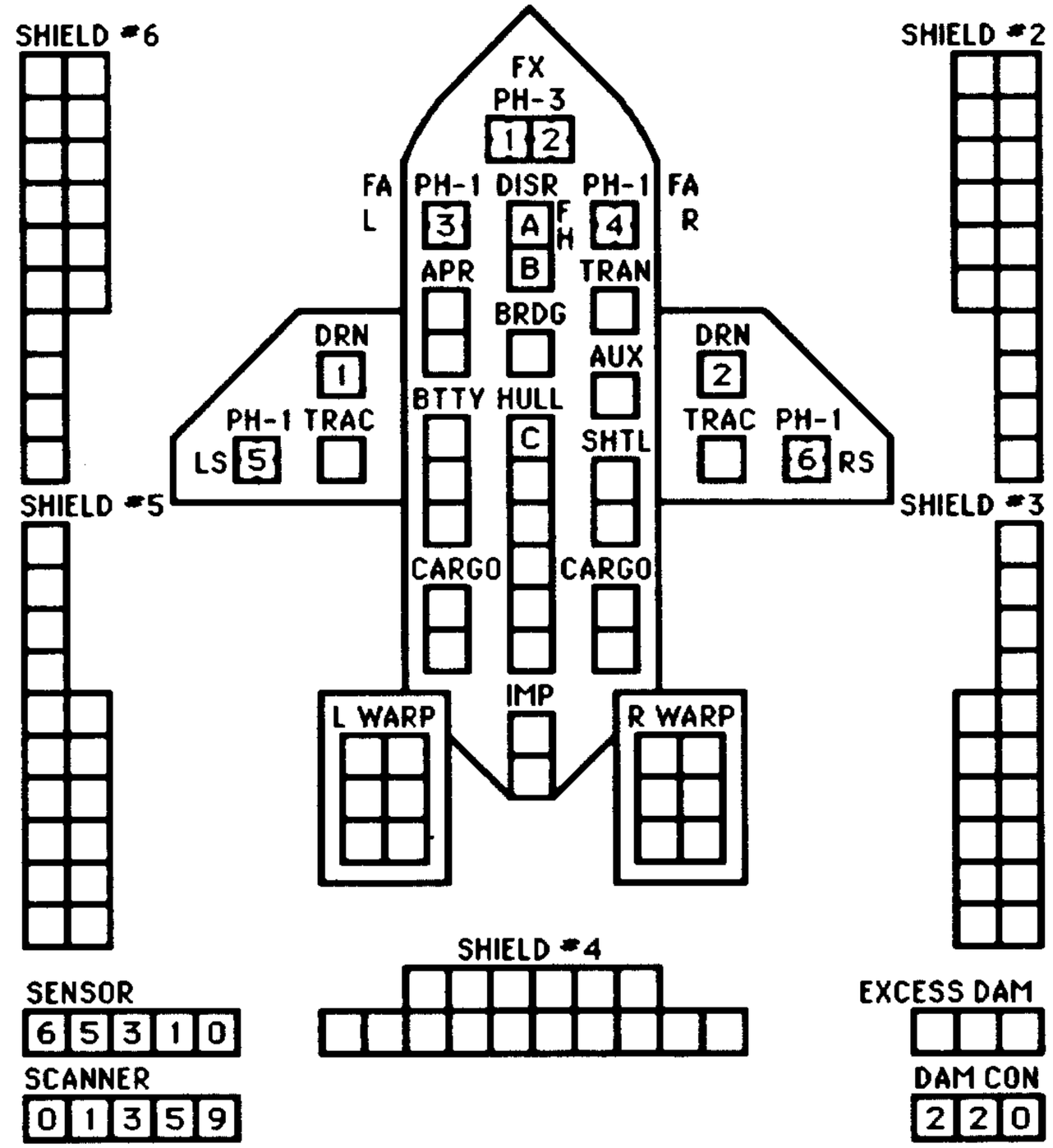
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0





FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R



CARGO BOXES HAVE 25 CARGO POINTS EACH.

DRONE RACKS

1								B
2								B

THIS SHIP ALWAYS HAD TWO RELOADS.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

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WYN MAKO DESTROYER

CREW UNITS

			*							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	DD
POINT VALUE	=	98
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.19

DRONE RACKS

1								8
2								8

THIS SHIP ALWAYS HAD TWO RELOADS.

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

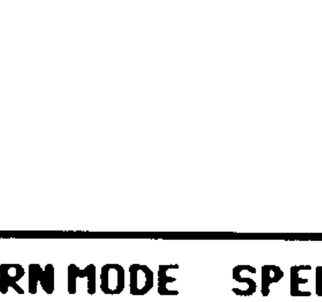
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0

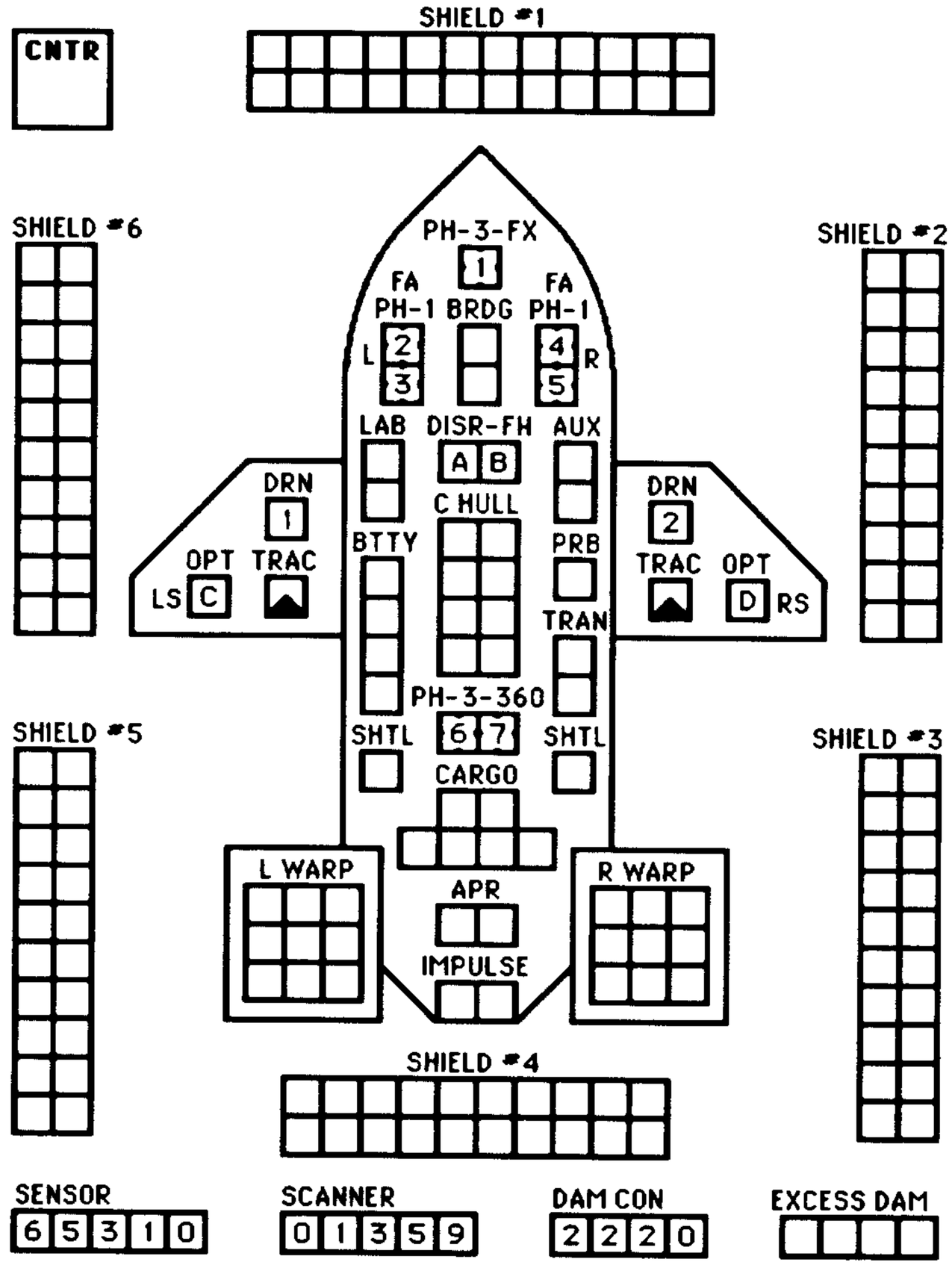
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

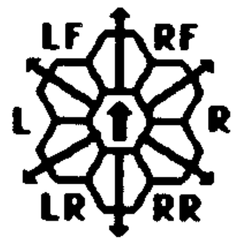
INSERT SELECTED OPTIONAL WEAPONS.
BPV IS INCREASED UNDER ANNEX #8A.
OPTION MOUNTS LIMITED TO:
PHASER-1/2/3
DRONE RACK A/B/C/E/6
ADD RACK 6 SHOT OR 12 SHOT



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R



CARGO SPACES HAVE 25 CARGO SPACES EACH.



WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX 5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

WYN MAKO SCOUT

CREW UNITS

									10
			*						20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

DRONE RACKS

1									B
2									B

THIS SHIP ALWAYS HAD TWO RELOADS.

PROBES

				5

SHIP DATA TABLE

TYPE	=	SC
POINT VALUE	=	110/70
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.20

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+

SCOUT FUNCTIONS SUMMARY

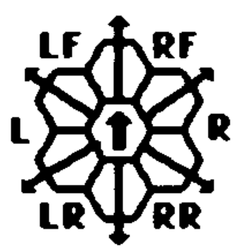
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

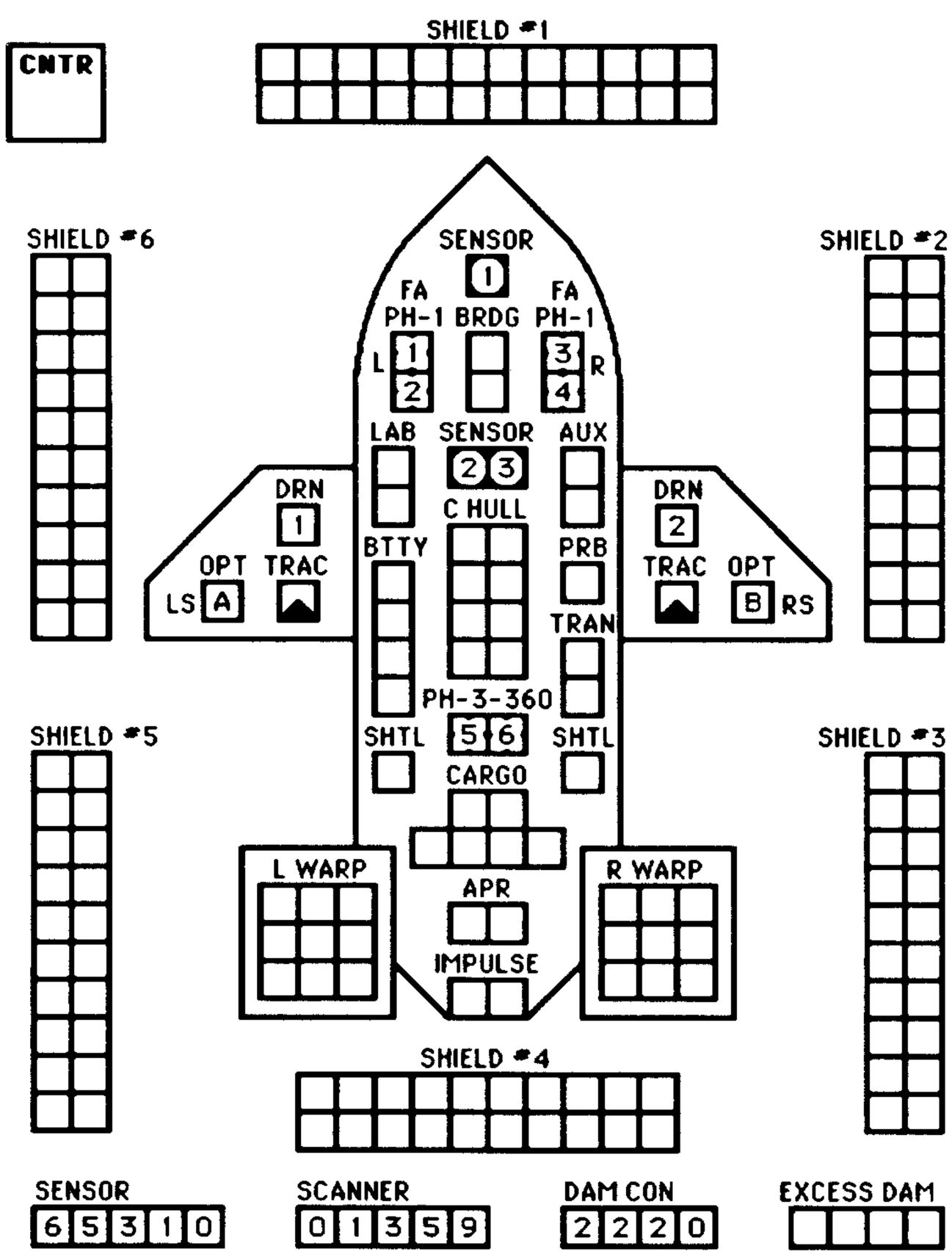
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

INSERT SELECTED OPTIONAL WEAPONS.
BPV IS INCREASED UNDER ANNEX #8A.
OPTION MOUNTS LIMITED TO:
PHASER-1/2/3
DRONE RACK A/B/C/E/6
ADD RACK 6 SHOT OR 12 SHOT



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



CARGO BOXES HAVE 25 CARGO POINTS EACH.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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WYN MAKO ESCORT DESTROYER

CREW UNITS

			*							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

DECK CREWS

	2

PROBES

				5

SHIP DATA TABLE

TYPE	=	DE
POINT VALUE	=	110
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.21

INCLUDES FULL AEGIS

DRONE RACKS

1								G
2								G

RACKS ALWAYS HAD THREE RELOADS. THIRD RELOAD IS ADDS.

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

SEE (R2.R5) FOR SPECIAL RULES REGARDING CARRIER SUPPLY STORAGE IN THE SHIP'S CARGO BOXES.

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE I OFFENSIVE PHASER TABLE

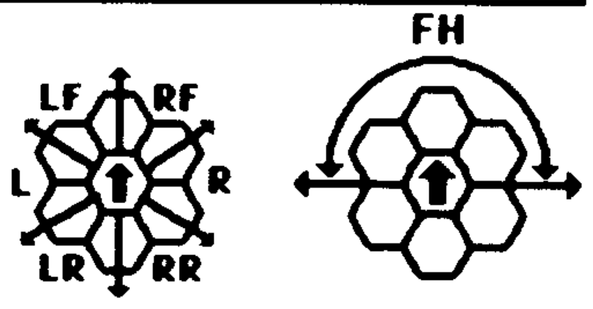
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

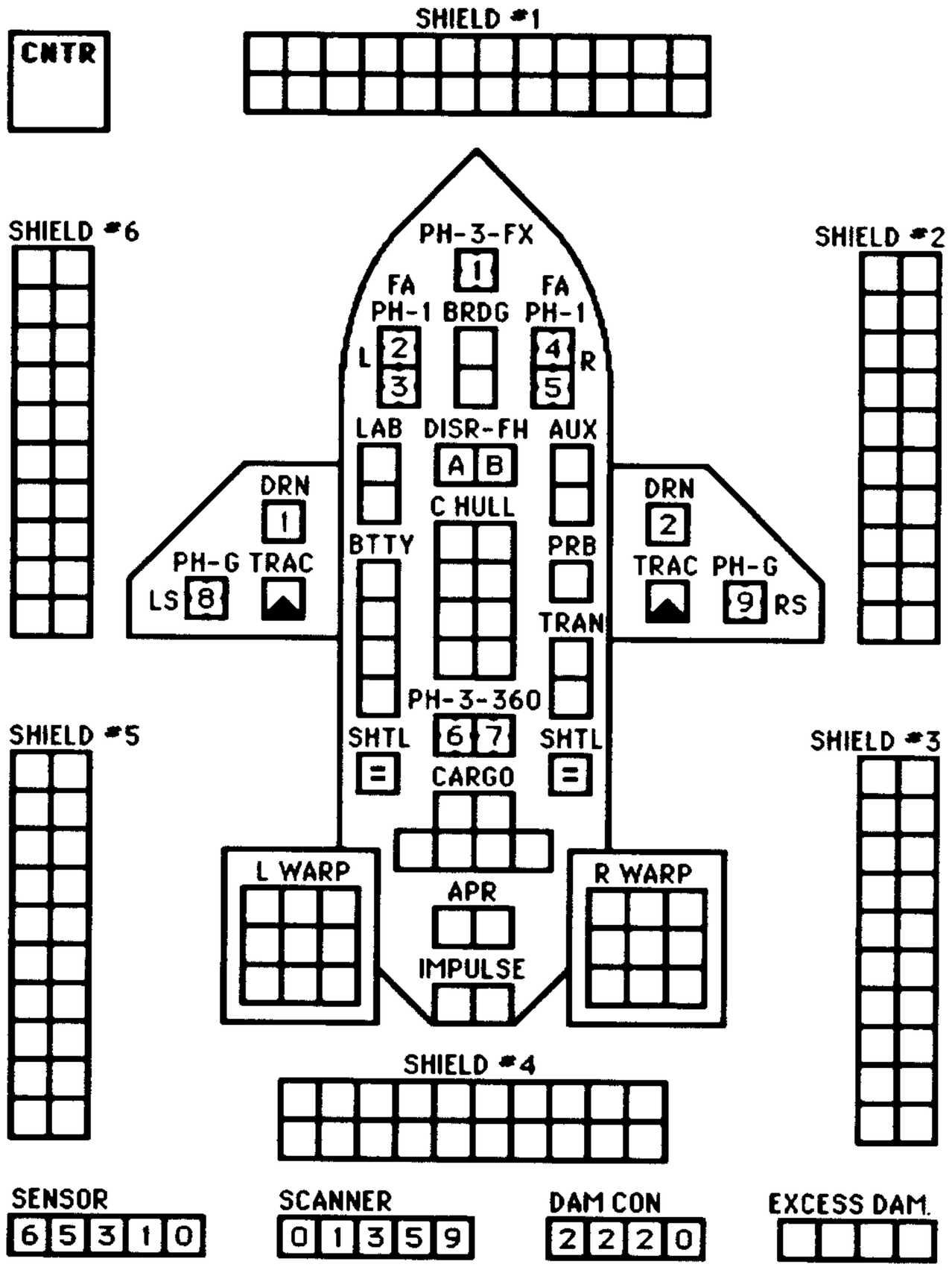
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R



CARGO SPACES HAVE 25 CARGO SPACES EACH.

AS A CARRIER ESCORT, THIS SHIP HAS DECK CREWS AND READY RACKS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF ITS OWN.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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WYN MAKO
DRONE DESTROYER

CREW UNITS

			*							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DD6
POINT VALUE	=	110
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.22

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" HITS.

TYPE III DEFENSE PHASER

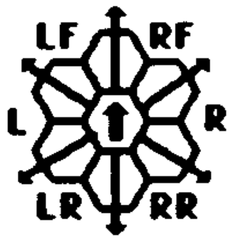
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

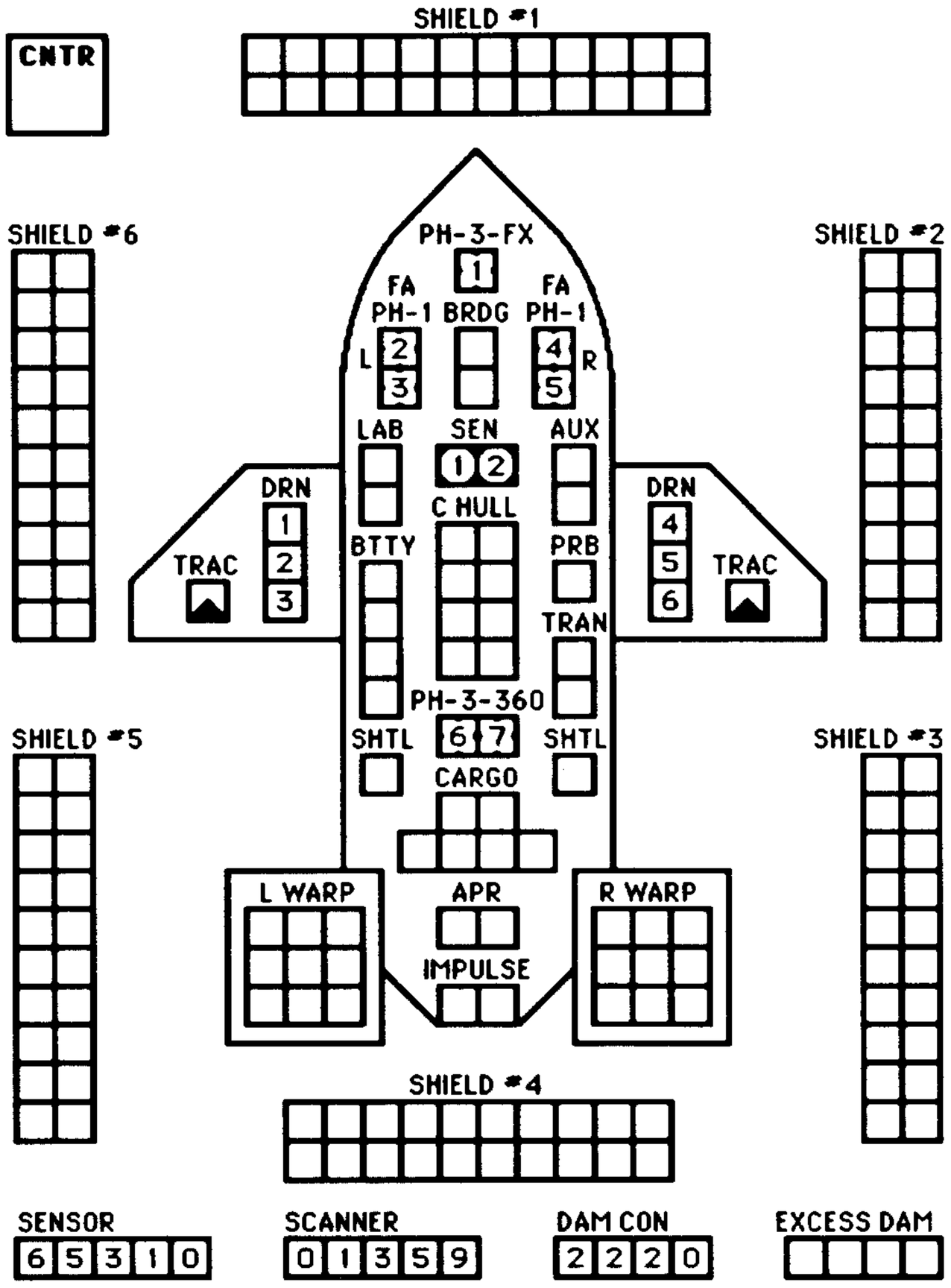
1								B
2								B
3								B
4								B
5								B
6								B

THIS SHIP ALWAYS HAD TWO RELOADS.
THIS SHIP HAS 150 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (25/BOX).

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.



FA = LF + RF
FX = L + LF + RF + R



CARGO SPACES HAVE 25 CARGO SPACES EACH.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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WYN ORCA WAR CRUISER

CREW UNITS [ ][ ][ ][*][ ][ ][ ][ ][ ][10] [ ][ ][ ][ ][ ][ ][ ][ ][ ][20] [ ][ ][ ][ ][ ][ ][ ][ ][ ][30] [ ][ ][ ][ ][ ][ ]

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][ ][ ][10] [ ][ ]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

TYPE	=	CW
POINT VALUE	=	120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.23

CNTR

PROBES [ ][ ][ ][ ][5]

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

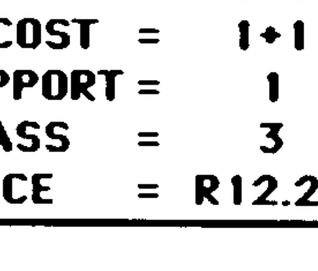
DRONE RACKS

[1] [ ][ ][ ][ ][ ][ ][ ][ ] [B]
[2] [ ][ ][ ][ ][ ][ ][ ][ ] [B]

SHIP ALWAYS HAD TWO RELOADS.

HIT & RUN DERFACS [ ]

INSERT SELECTED OPTIONAL WEAPONS.
BPV IS INCREASED UNDER ANNEX #8A.
OPTION MOUNTS LIMITED TO:
PHASER-1/2/3
DRONE RACK A/B/C/E/6
ADD RACK 6 SHOT OR 12 SHOT



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

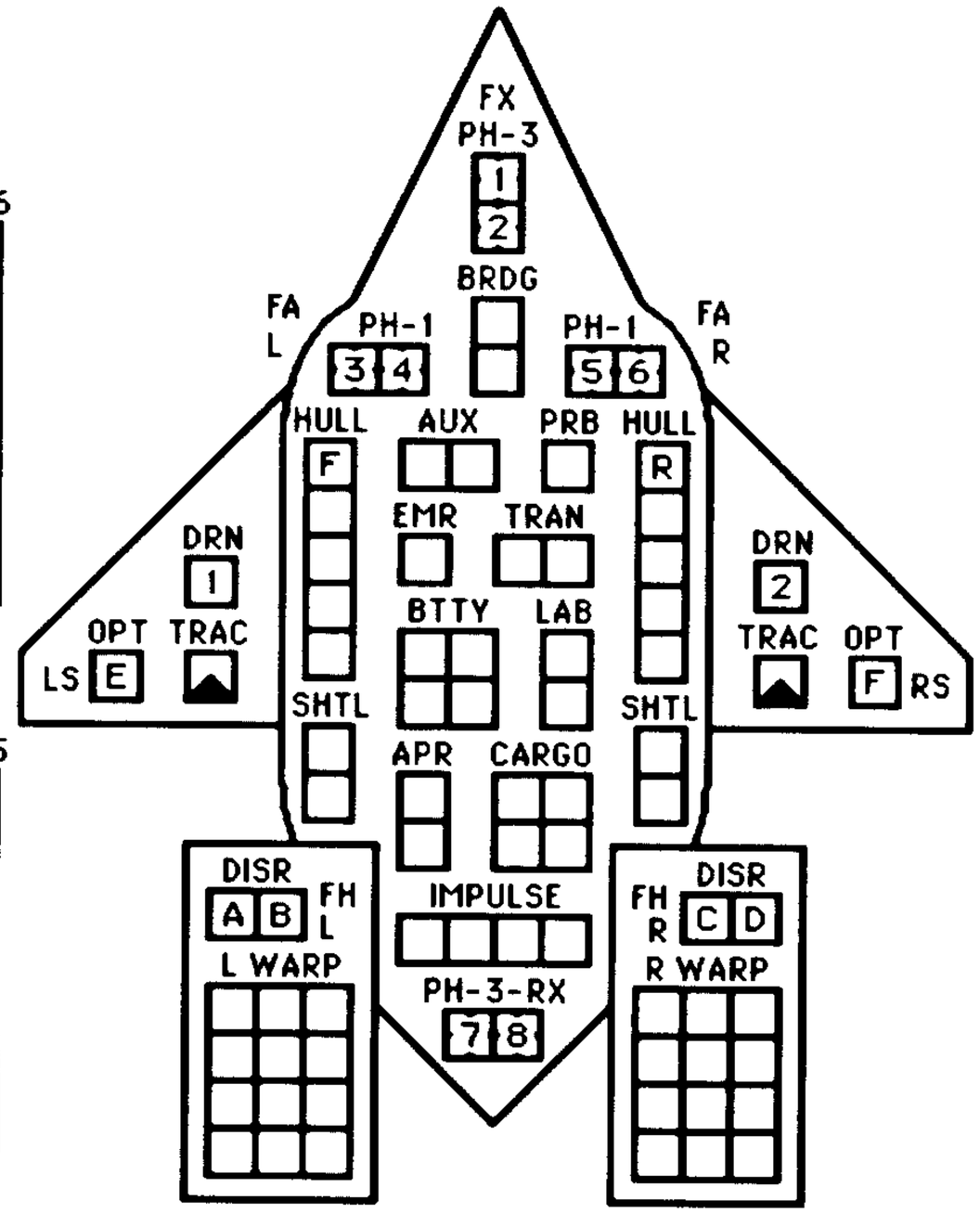
SHIELD #1 [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

SHIELD #6 [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ]

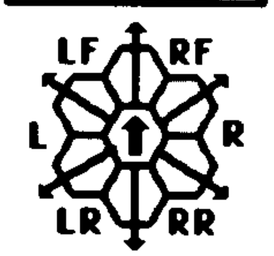
SHIELD #5 [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ]

SHIELD #2 [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ]

SHIELD #3 [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ] [ ][ ][ ]



SENSOR [6][5][3][1][0]
SCANNER [0][1][3][5][9]



SHIELD #4 [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

CARGO BOXES HAVE 25 CARGO POINTS EACH.

DAMCON [4][2][2][2][0]
EX DAMAGE [ ][ ][ ][ ][ ]

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

WYN ORCA-V LIGHT CARRIER

CREW UNITS 10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CVL
POINT VALUE	=	125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.24

CNTR

BOARDING PARTIES 8 **TRANSPORTER BOMBS** **PROBES** D D D D 5

DECK CREWS 10

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

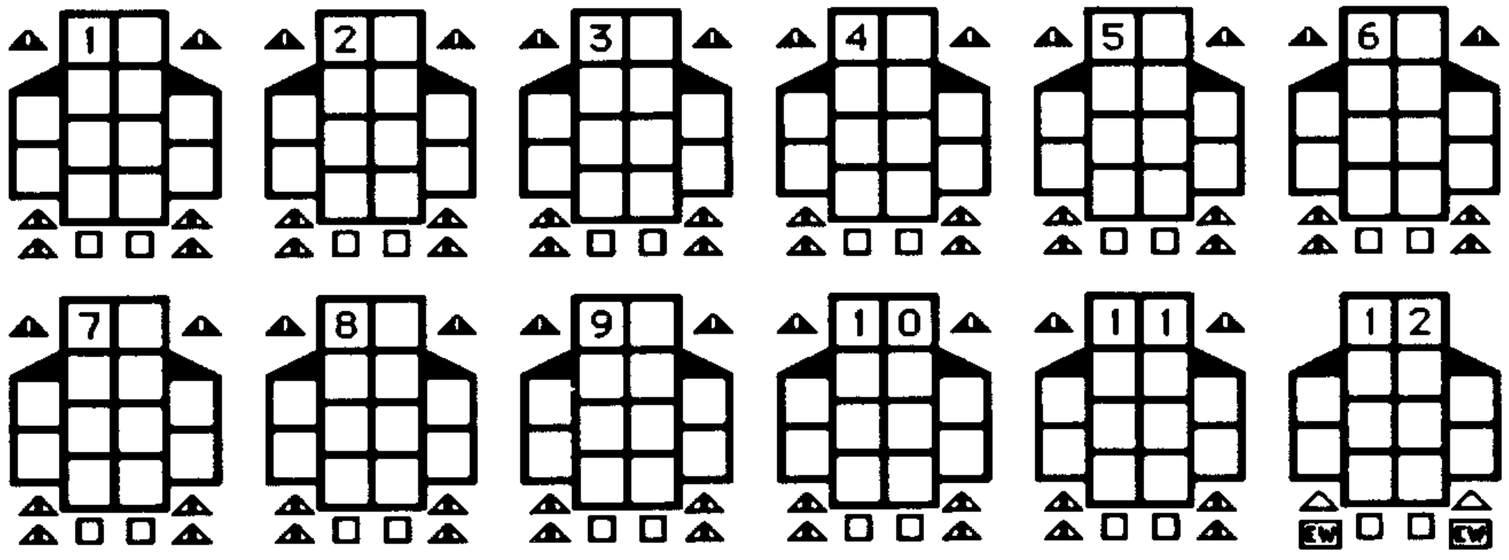
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS 1 2 B B

SHIP ALWAYS HAD TWO RELOADS.

DRONE RACKS 3 4 G G

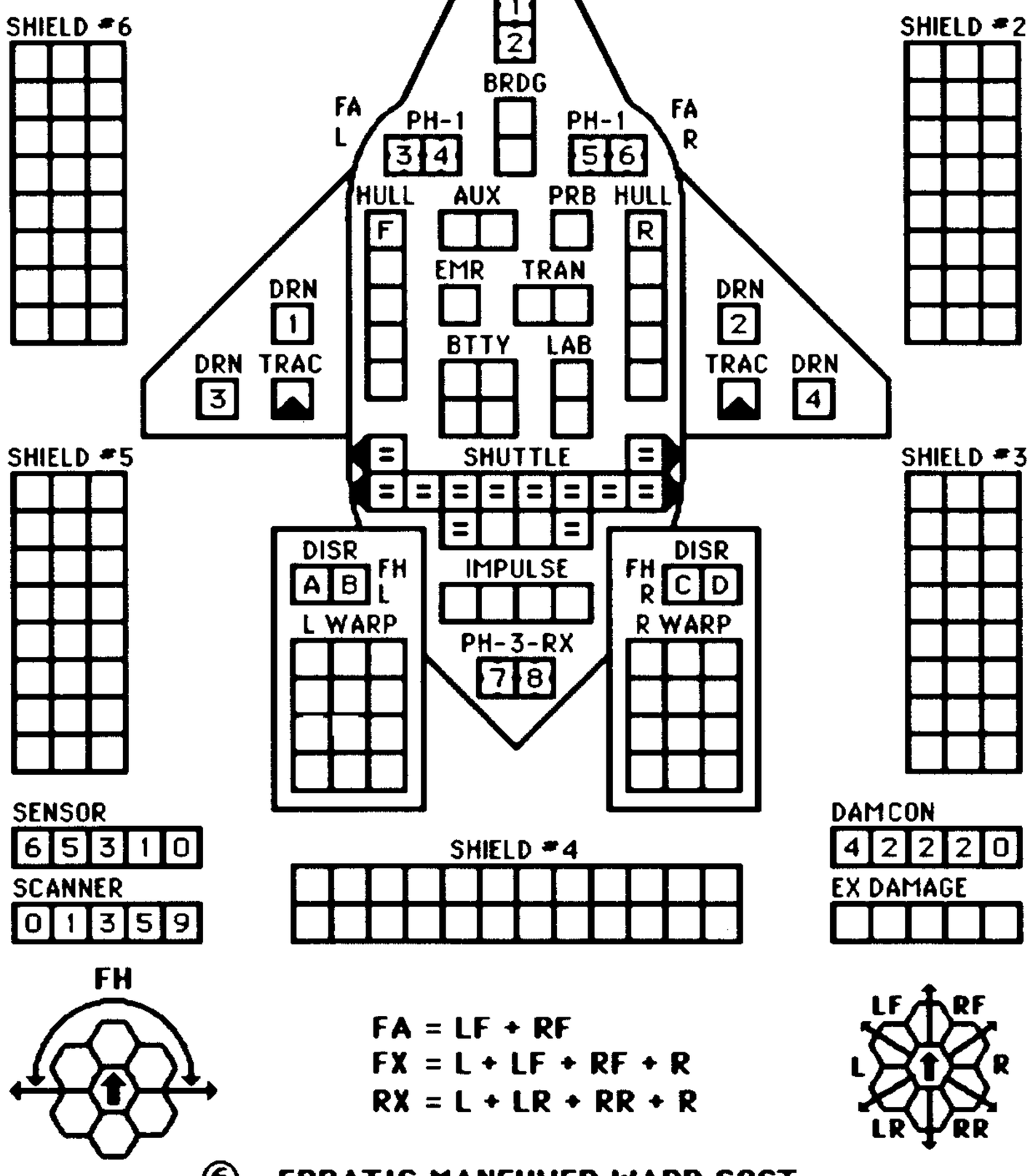
RACKS ALWAYS HAD THREE RELOADS. THIRD RELOAD IS ADDS.



HIT & RUN DERFACS ☐

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

TADSC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15



FH

FA = LF + RF
FX = L + LF + RF + R
RX = L + LR + RR + R

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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WYN ORCA-P
PF TENDER

CREW UNITS 10 20 30 40

BOARDING PARTIES 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

TYPE	=	PFT
POINT VALUE	=	140/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.25

CNTR

PROBES 5

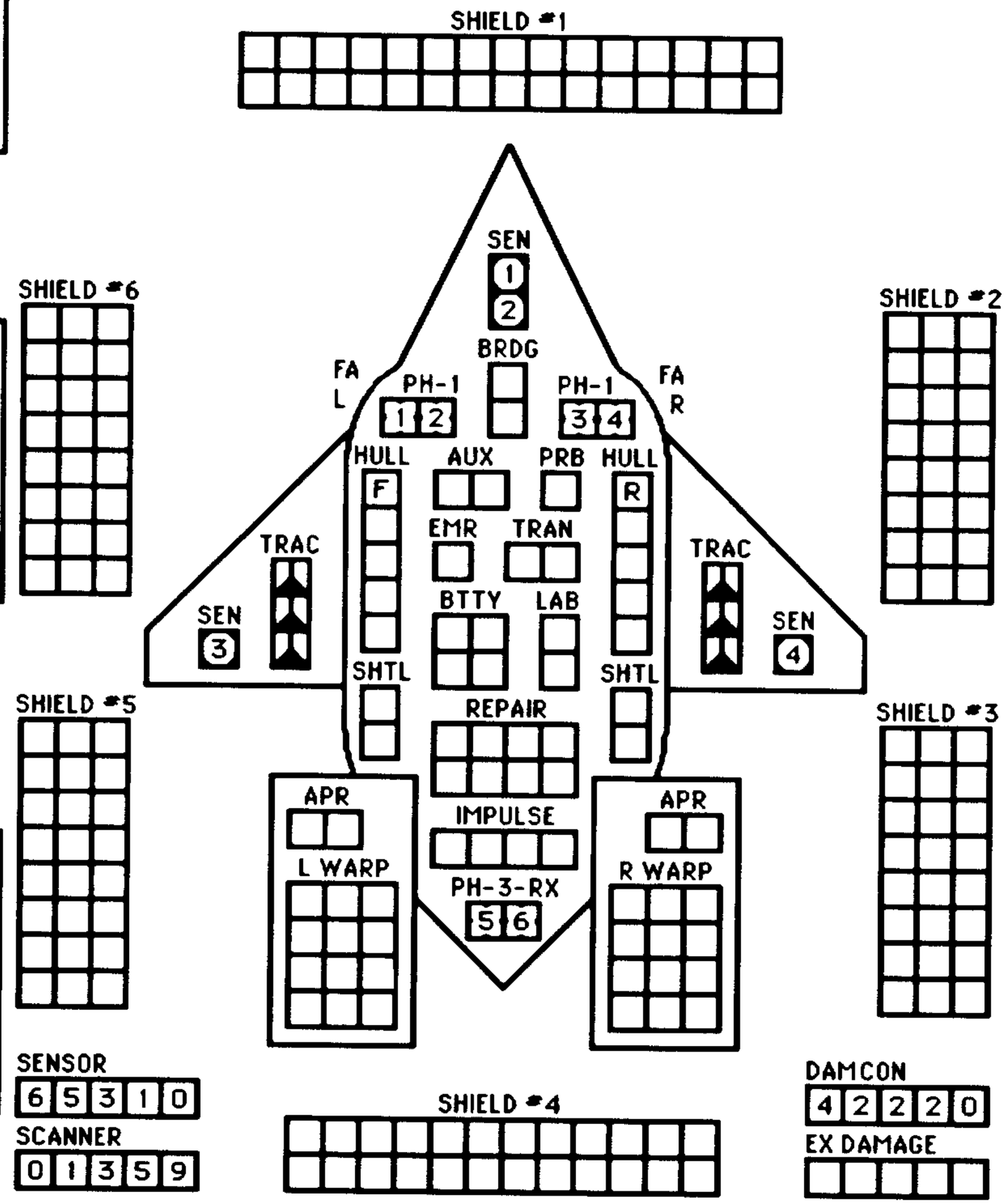
TRANSPORTER BOMBS D D D D

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

TURN MODE	SPEED
C 1	2-4
2	5-9
HET 3	10-14
4	15-20
BD 5	21-27
6	28+

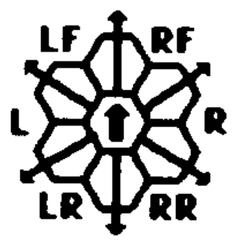


REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



FA = LF + RF
RX = L + LR + RR + R

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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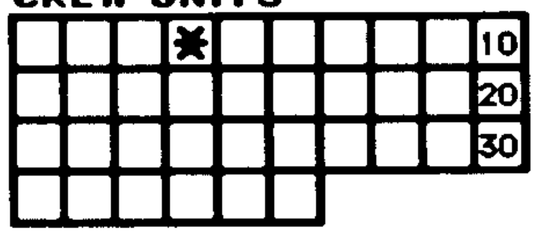
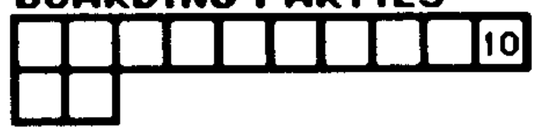
WYN NARWHAL MAULER

CREW UNITS



BOARDING PARTIES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS

SHIP DATA TABLE

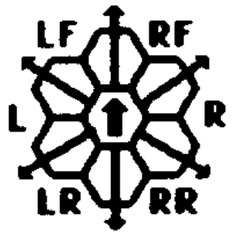
TYPE	=	NAR
POINT VALUE	=	125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.26

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

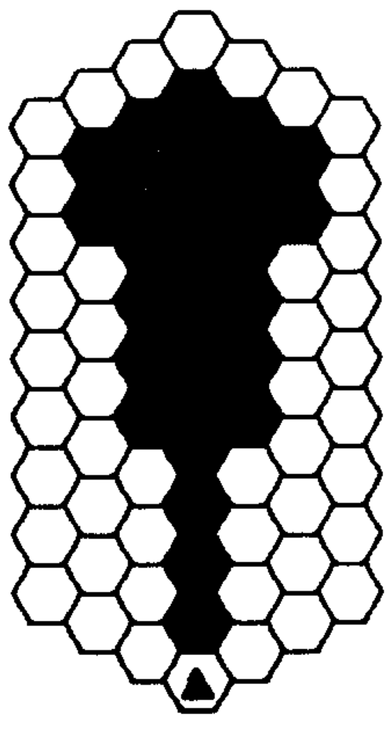
ANY POWER SYSTEM CONNECTED TO THE MAULER CAN BE DESTROYED ON "ANY WEAPON" HITS.
SEE (D23.0) FOR SHOCK DAMAGE.
SEE (E8.27) FOR ALTERNATIVE FIRING ARCS.



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

MAULER RANGE TABLE

RANGE	DAMAGE
0-1	Double energy used
2-5	Equal to energy used
6-10	Half of energy used



TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

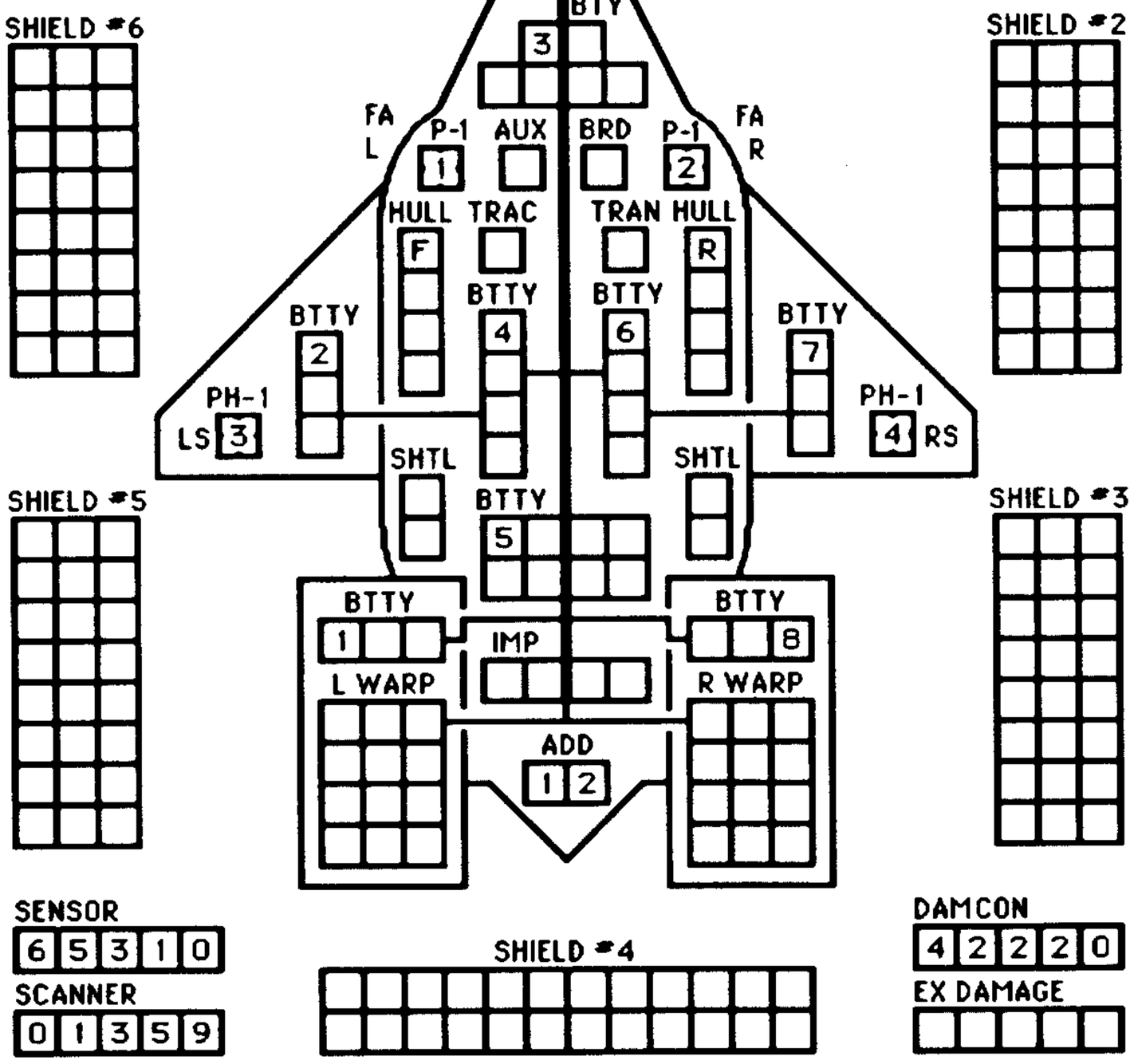
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONES

ALWAYS HAD 12 ROUNDS.

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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WYN HEAVY CRUISER

CREW UNITS

10 20 30 40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	145
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.27

CASUAL CARRIER

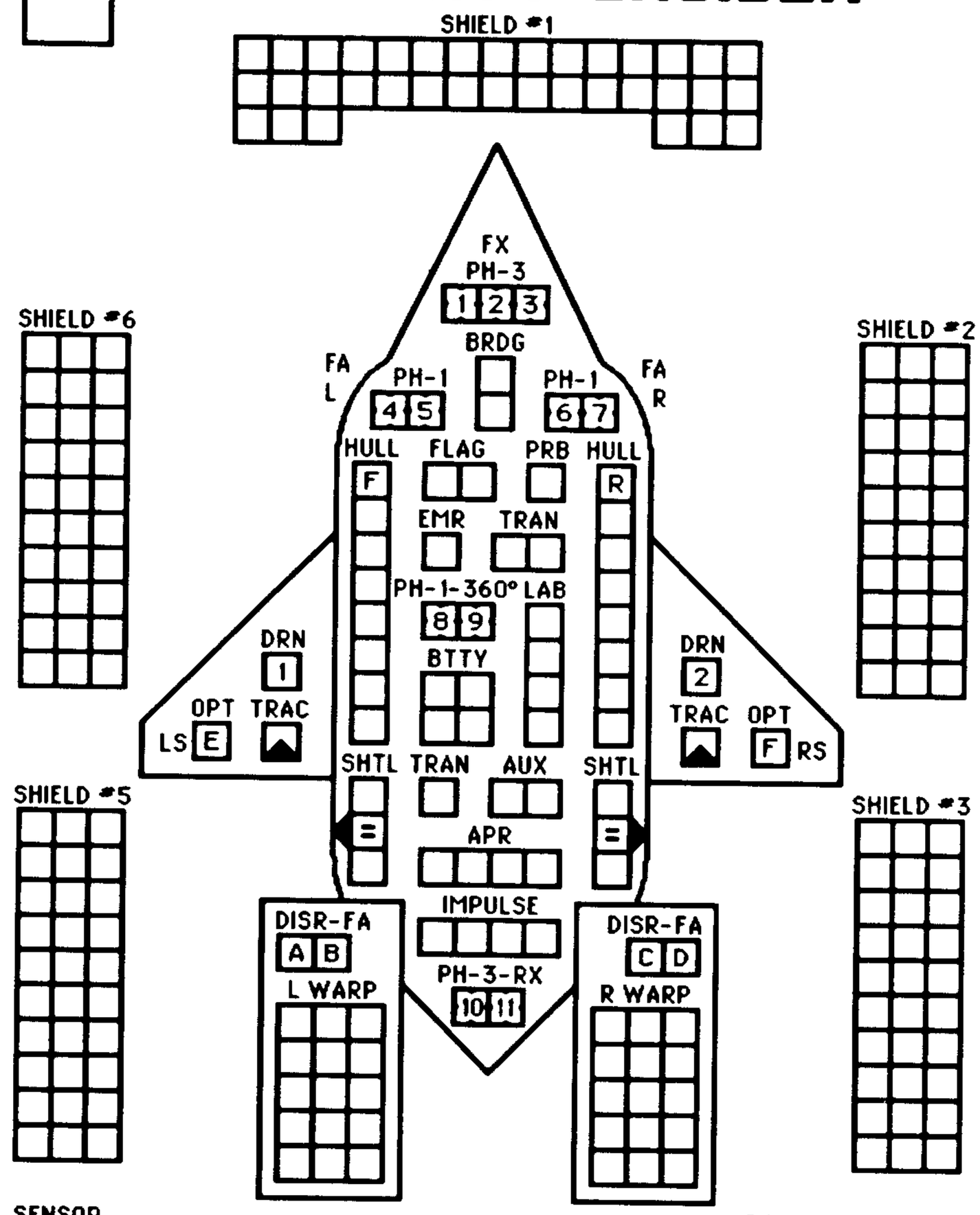
BOARDING PARTIES 10

TRANSPORTER BOMBS D D D D

DECK CREWS 2

PROBES 5

CNTR



DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

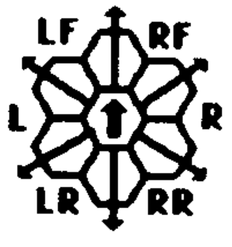
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

1 B
2 B

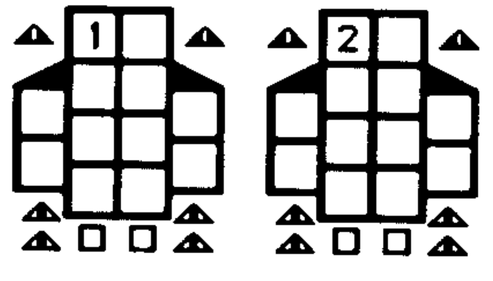
THIS SHIP ALWAYS HAD TWO RELOADS.

HIT & RUN DERFACS ☐



INSERT SELECTED OPTIONAL WEAPONS.
BPV IS INCREASED UNDER ANNEX #8A.
OPTION MOUNTS LIMITED TO:
PHASER-1/2/3
DRONE RACK A/B/C/E/6
ADD RACK 6 SHOT OR 12 SHOT

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R



TADSC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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WYN MAKO-X
IMPROVED DESTROYER

CREW UNITS

							*		10
									20
									30

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

TRANSPORTER BOMBS

				D	D	D	D

DRONE RACKS

1									GX
2									GX

TRIPLE RELOADS

PROBES

				5

SHIP DATA TABLE

TYPE	=	DDX
POINT VALUE	=	155
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.28

2 UIM STANDARD

FIRST GENERATION X-SHIP

HIT & RUN

UIM

DERFACS

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
HET 4	16-21
5	22-28
BD 6	29+

TYPE I OFFENSIVE PHASER TABLE

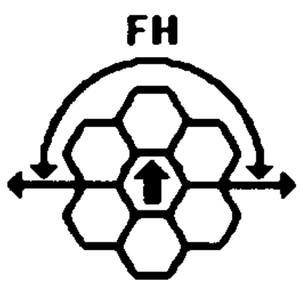
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

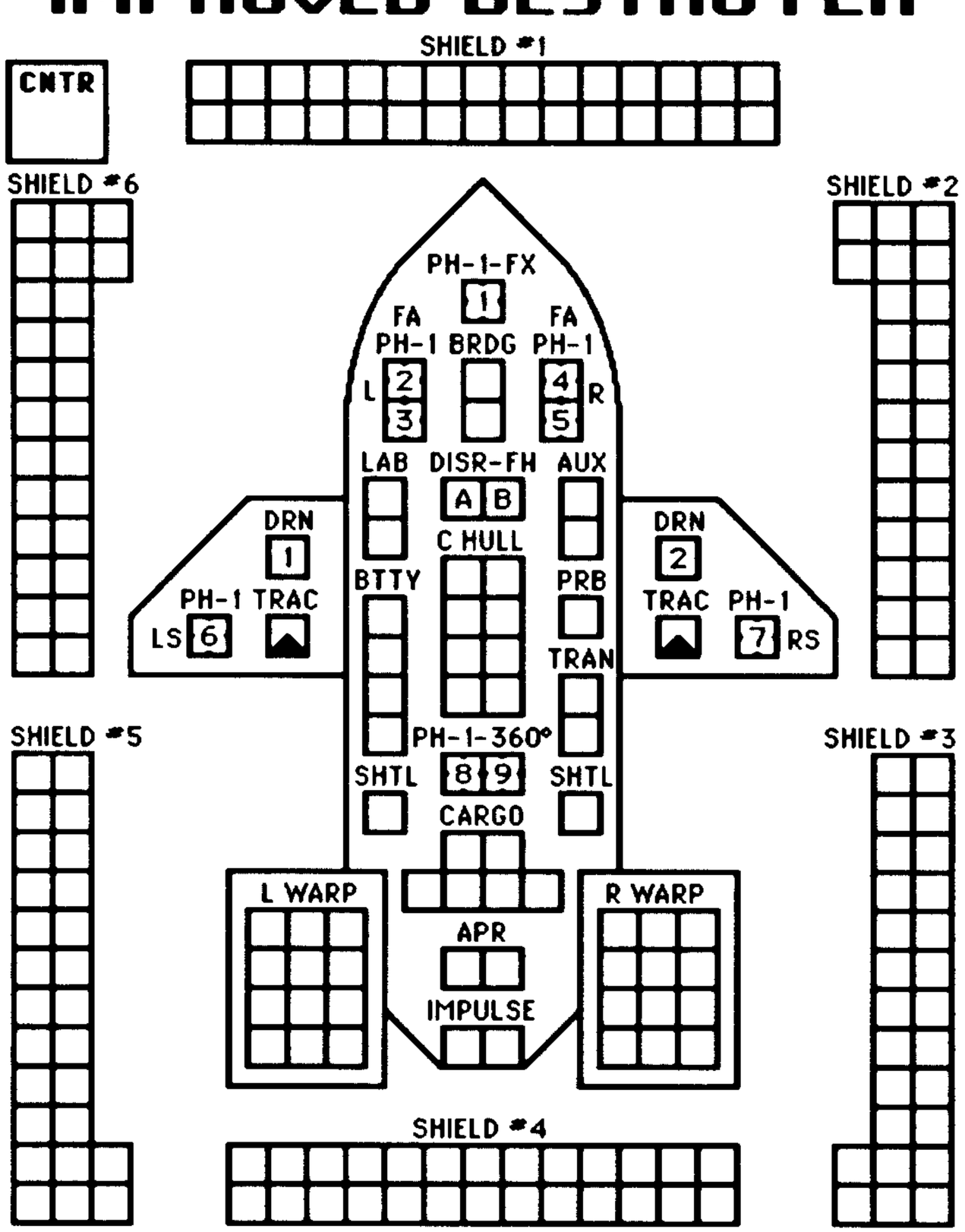
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

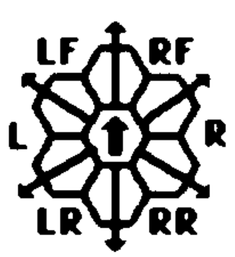


SENSOR					
6	5	3	1	0	

SCANNER					
0	1	3	5	9	

DAM CON				
4	2	2	0	

EXCESS DAM				



CARGO SPACES HAVE 25 CARGO SPACES EACH.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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WYN CARCHARODON-X
IMPROVED HEAVY CRUISER

CREW UNITS

							*		10
									20
									30
									40
									50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

BOARDING PARTIES

									10
									20

TRANSPORTER BOMBS

						D	D	D	D	D	D

DECK CREWS

	2

PROBES

				5

SHIP DATA TABLE

TYPE	=	CAX
POINT VALUE	=	225
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.29

3 UIM STANDARD

FIRST GENERATION X-SHIP

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

DRONE RACKS

1										GX
2										GX

TRIPLE RELOADS

LF RF L R LR RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

ANTI-DRONE TABLE

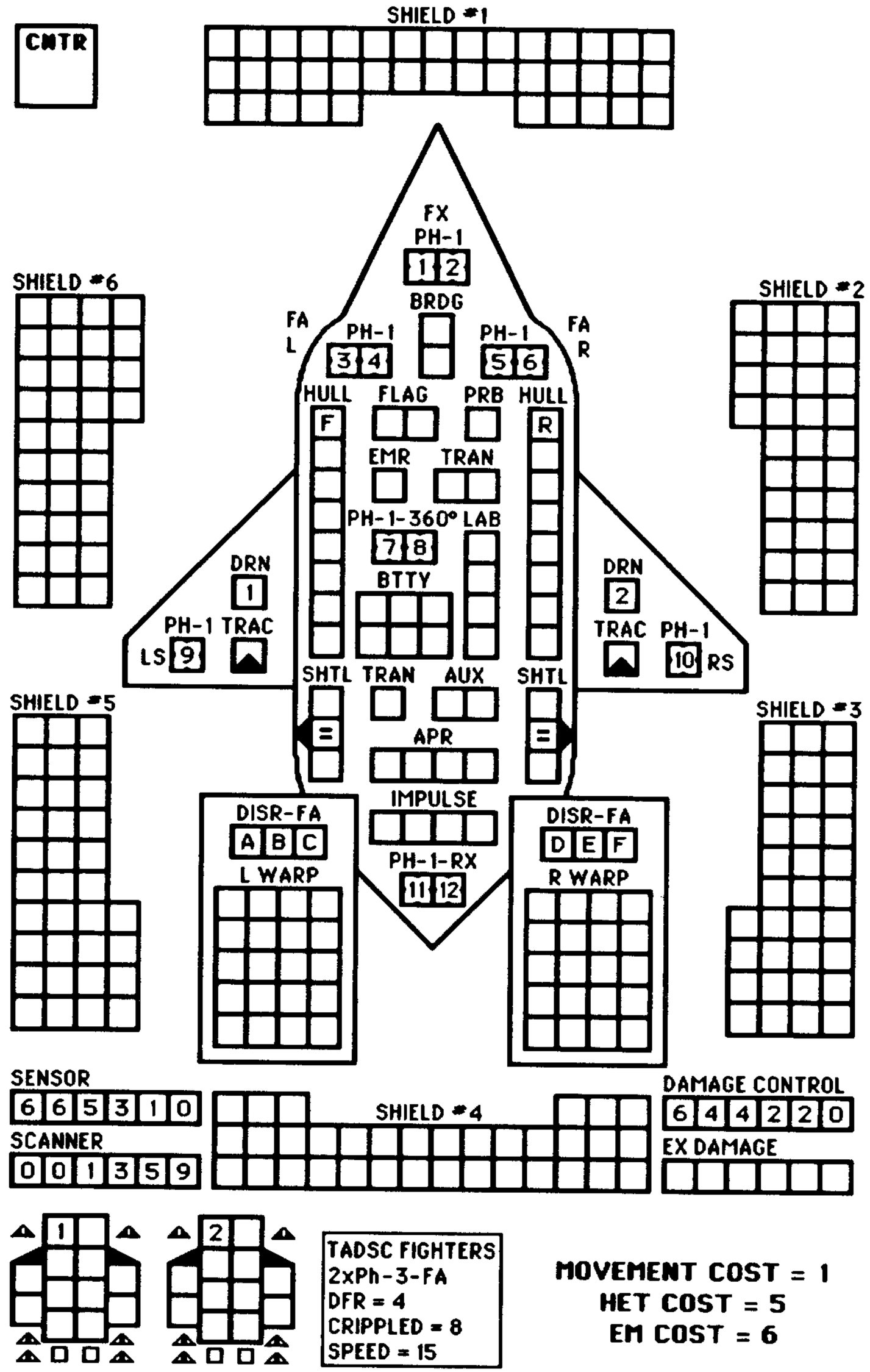
RANGE	0	1	2	3	4+
HIT*	-	1-2	1-3	1-4	-

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

HIT & RUN UIM

DERFACS



TADSC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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WYN DRONE FRIGATE

(CAPTURED KZINTI SHIP)

CREW UNITS

			*							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	ZDF
POINT VALUE	=	92
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R12.30

CNTR

BOARDING PARTIES: 4

DECK CREW: 1

TRANSPORTER BOMBS: D D

TYPE I OFFENSIVE PHASER TABLE

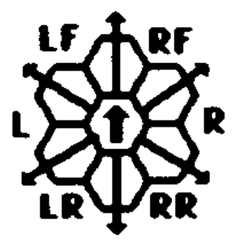
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

DRONE RACKS

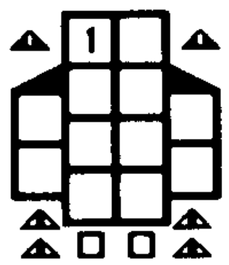
1										B
2										B
3										B
4										B
5										B
6										B

RACKS ALWAYS HAD TWO RELOADS. THIS SHIP HAS 100 SPACES OF EXTRA DRONES IN ITS CARGO BOXES (50/BOX).

DISRUPTOR TABLE

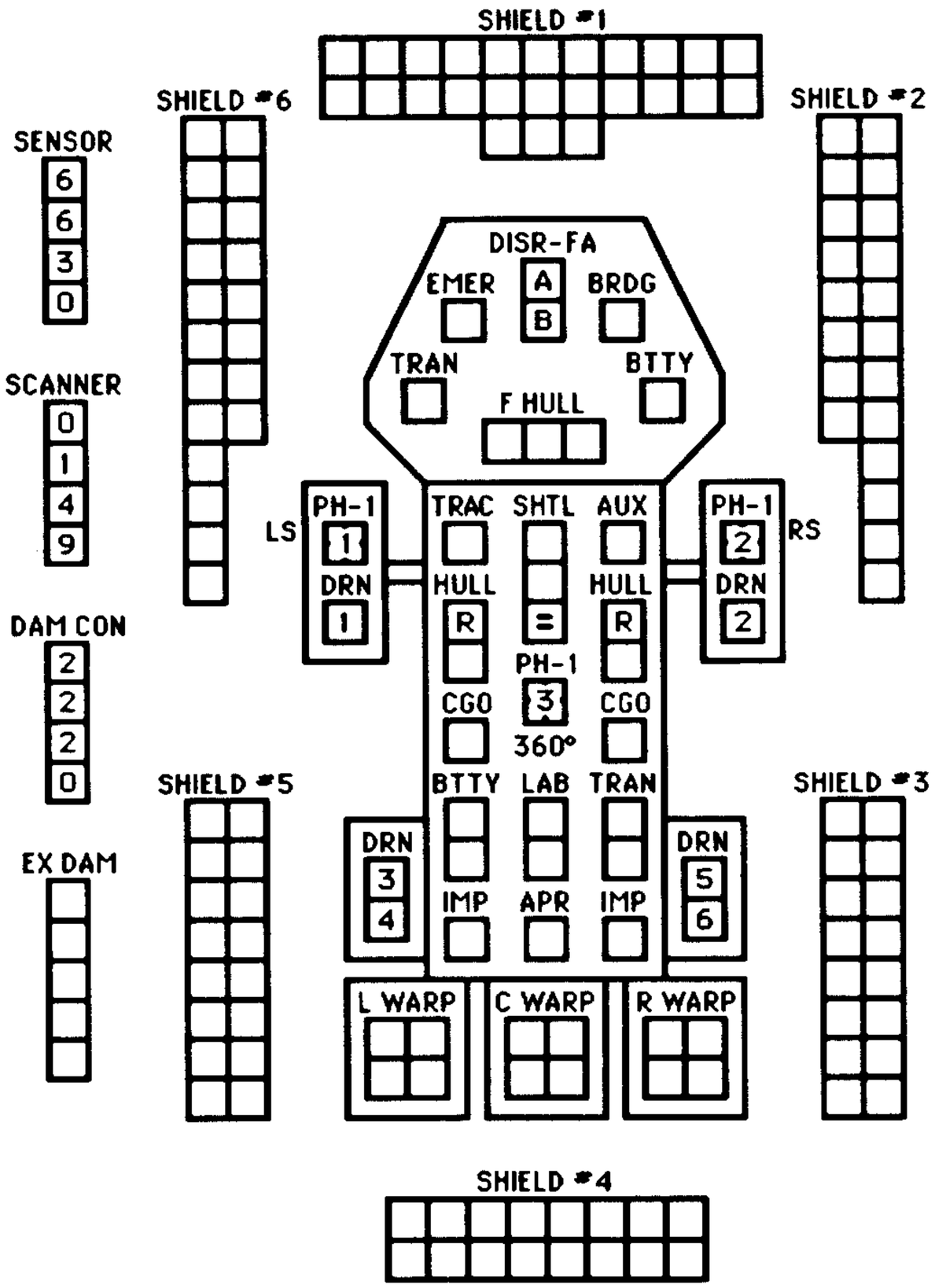
RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	5	4	4	3	3
DAMAGE,OVLD	10	10	8	8	6	0

TADSC FIGHTER
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15



WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10



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CREW UNITS

							✱		10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

						D	D	D	D	D	D

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43).
CARGO BOXES HAVE 25 CARGO POINTS EACH.
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
CANNOT DOUBLE ENGINES.
REDUCED EXPLOSION STRENGTH.
SEE ORION CRX (R8.202).

SHIP DATA TABLE

TYPE	=	OCRX
POINT VALUE	=	170
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.203

STEALTH +2ECM

BPV INCLUDES OAKDISC

FIRST GENERATION X-SHIP

TYPE I OFFENSIVE PHASER TABLE

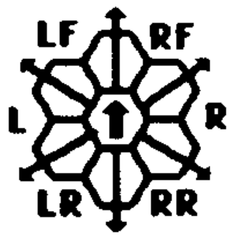
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

NIMBLE SHIP



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

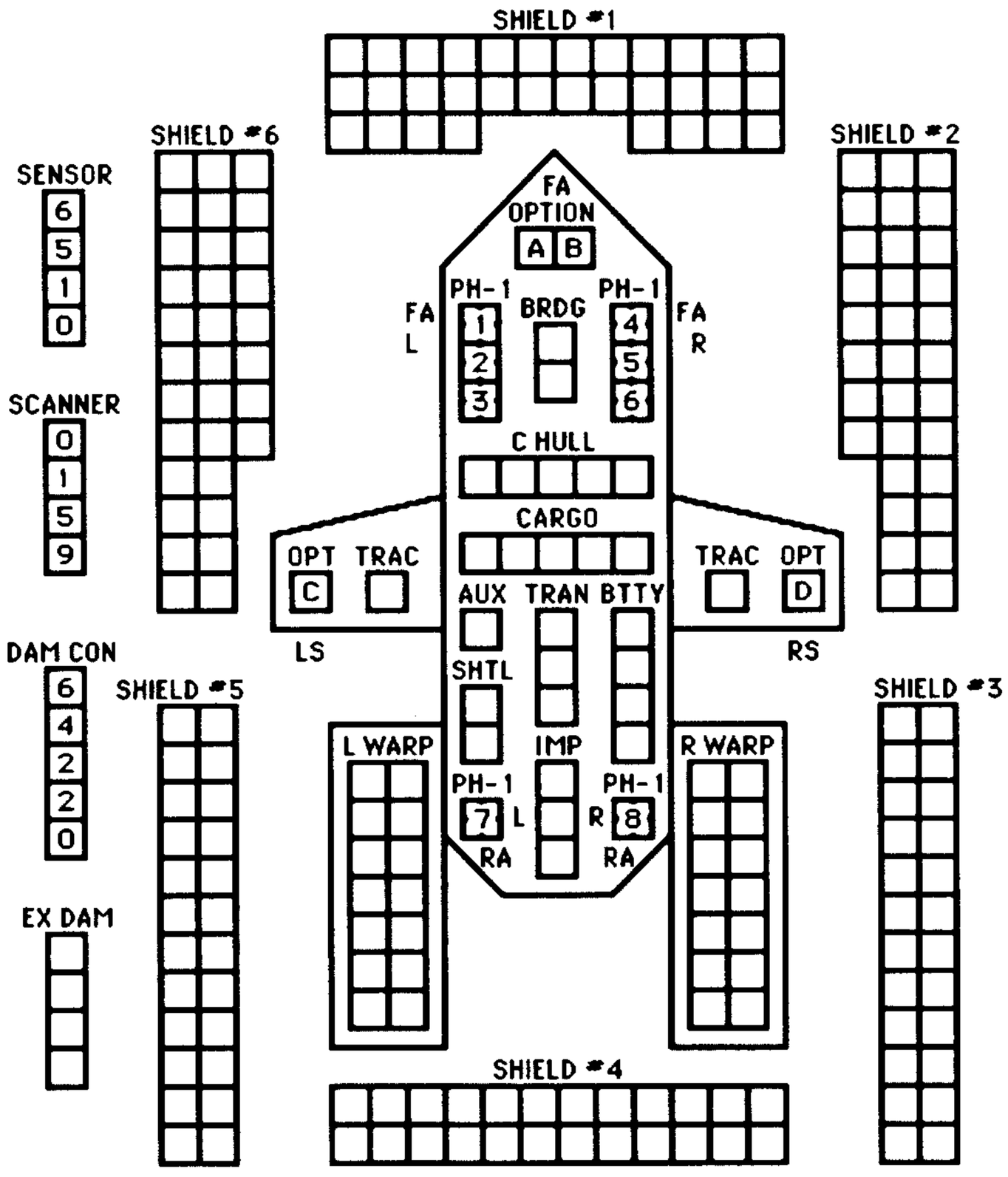
INSERT OPTIONAL WEAPONS
NO HELLBORES IN WING MOUNTS
SEE ANNEXES #8A AND #8B.

INSERT OPTIONAL WEAPONS
NO HELLBORES IN WING MOUNTS
SEE ANNEXES #8A AND #8B.

CNTR

WYN RAIDER CRUISER-X

(Purchased Orion Ship)



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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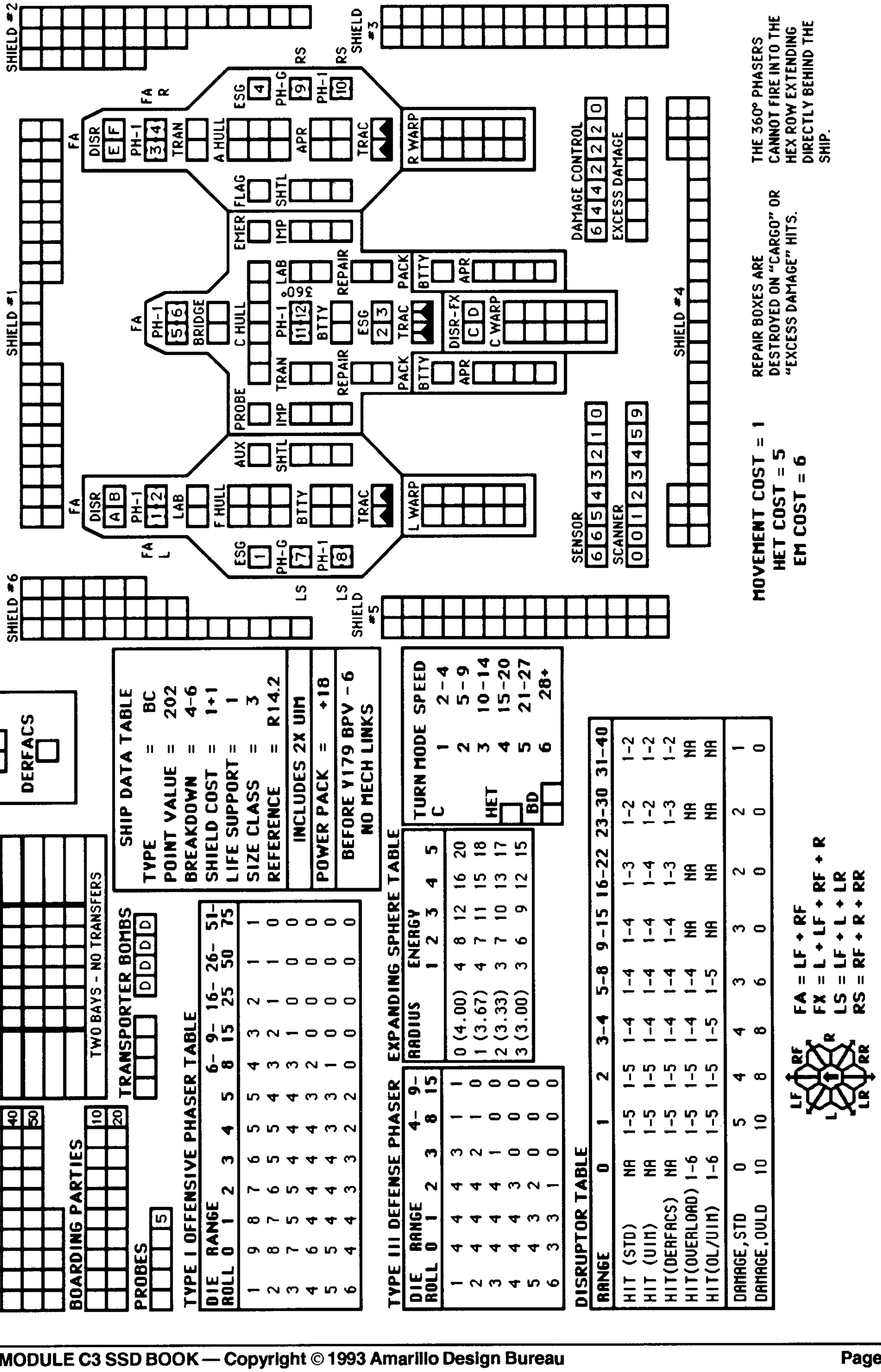
LYRAN DEMOCRATIC REPUBLIC
BATTLECRUISER *DEMOCRACY*



THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

REPAIR BOXES ARE DESTROYED ON "CARGO" OR "EXCESS DAMAGE" HITS.

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

HIT & RUN UIM
DERFACS
CNTR

SHIP DATA TABLE

TYPE	= BC
POINT VALUE	= 202
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R14.2

INCLUDES 2X UIM

POWER PACK = +18

BEFORE Y179 BPV -6
NO MECH LINKS

TURN MODE SPEED

C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		TWO BAYS - NO TRANSFERS

CREW UNITS 10 20 30 40 50 (*)

BOARDING PARTIES 10 20

PROBES 5

TRANSPORTER BOMBS D D D D

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	NA	NA	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	NA	NA	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

LYRAN DEMOCRATIC REPUBLIC HEAVY CRUISER

CREW UNITS

10 20 30 40

BOARDING PARTIES

10 20

PROBES

5

TRANSPORTER BOMBS

D D D D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

HIT & RUN

UIM

DERFACS

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	145
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.3
CC REFIT + UIM	=	+13
CC PLUS REFIT	=	+5
MECH LINKS	=	+4

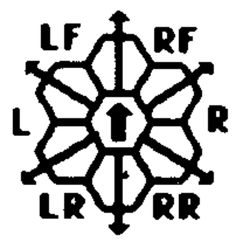
CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

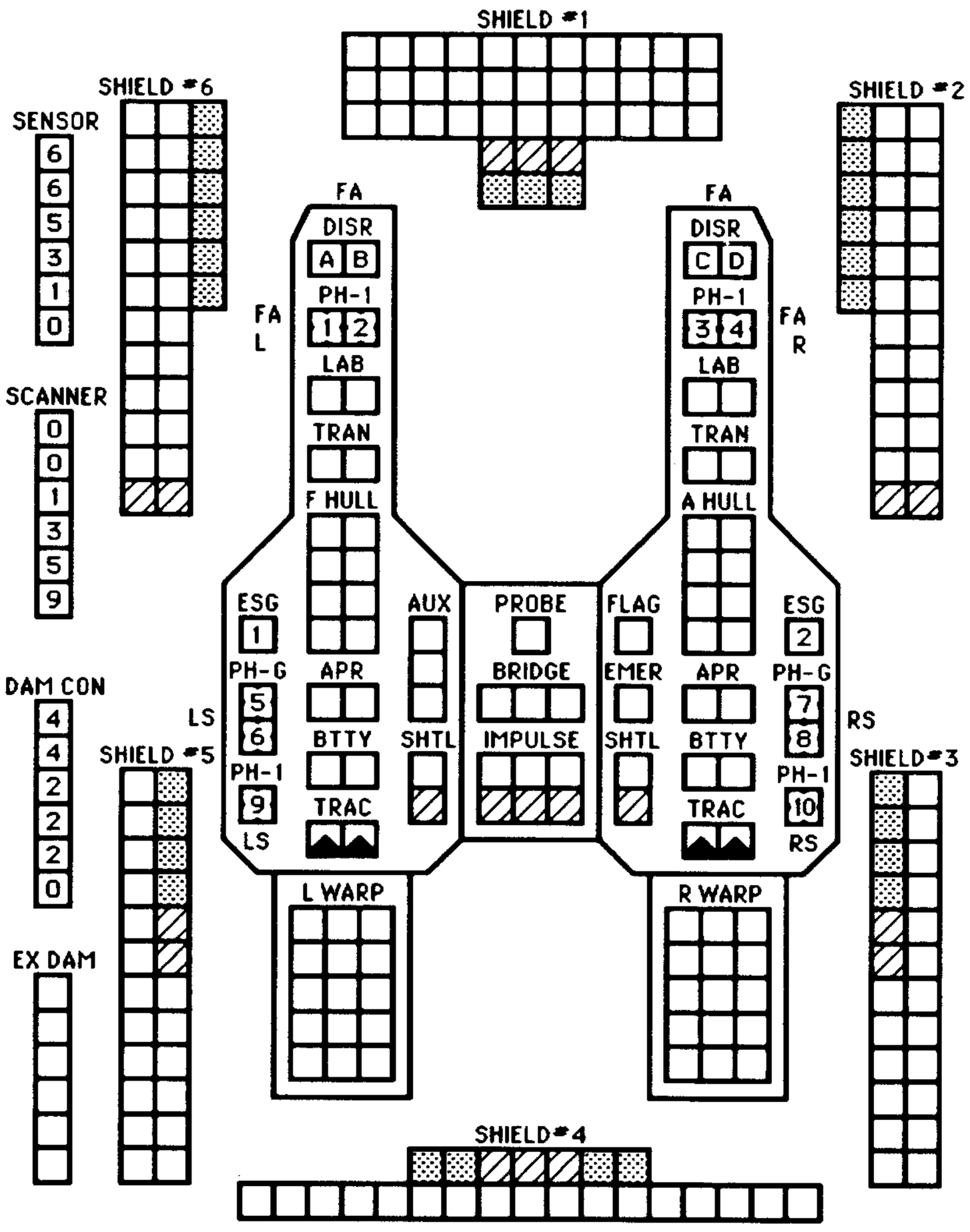
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

MOVEMENT COST = 1
HET COST = 5
EM COST = 6



ADDED WHEN CONVERTED TO A CC.

ADDED AS THE PLUS REFIT.

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LYRAN DEMOCRATIC REPUBLIC LIGHT CRUISER

CREW UNITS

			*					
								10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

								9

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CL
POINT VALUE	=	100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.4
PLUS REFIT	=	+2
UIM REFIT	=	+5
MECH LINKS	=	+2

TURN MODE SPEED

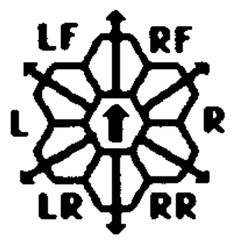
TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

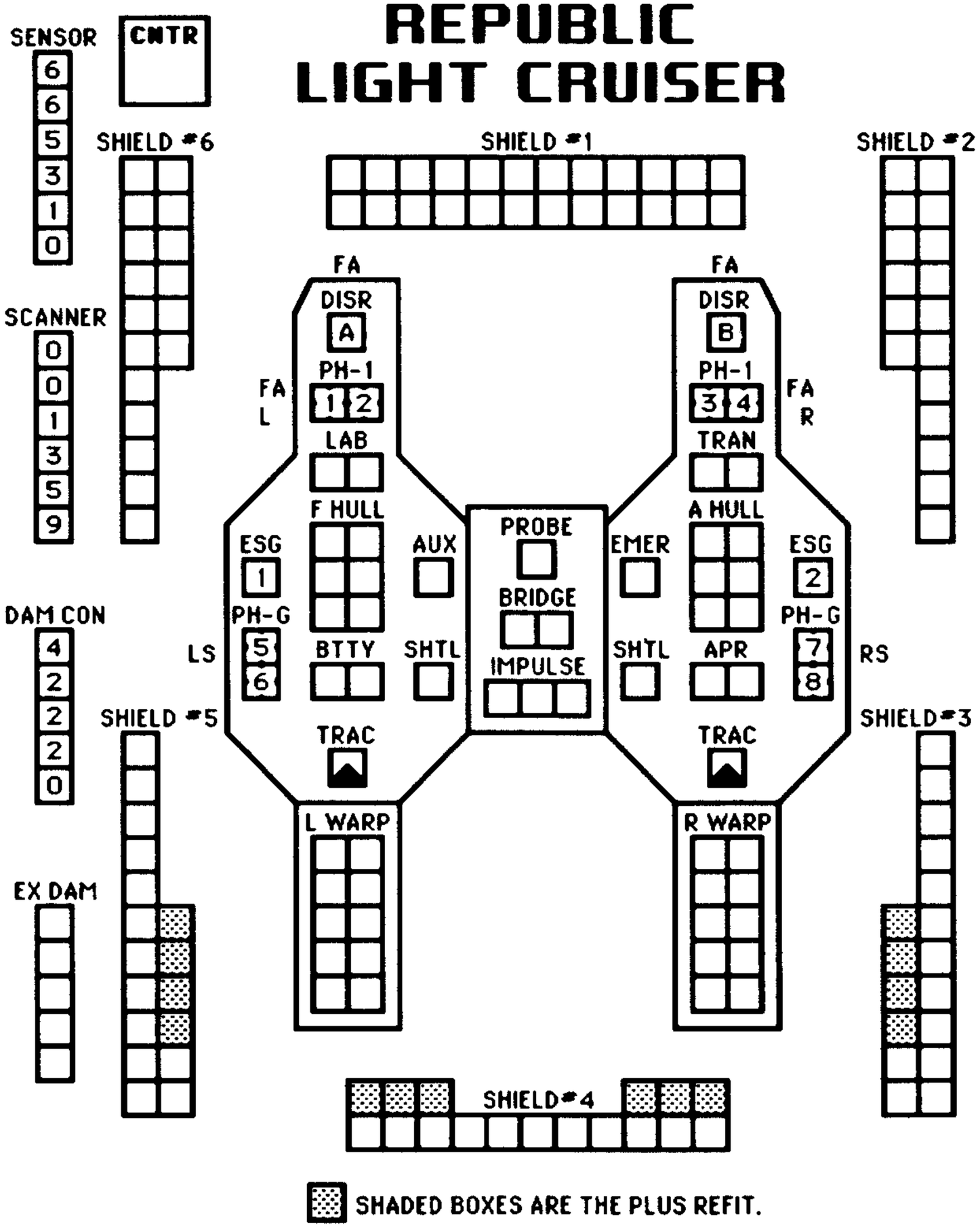
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0

HIT & RUN UIM ☐



▒ SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX ☐5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	☐5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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LYRAN DEMOCRATIC REPUBLIC WAR CRUISER

CNTR

CREW UNITS — 10 / 20 / 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES — 10

TRANSPORTER BOMBS — D D D D

PROBES — 5

SHIP DATA TABLE

TYPE	=	CW
POINT VALUE	=	125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.5
PLUS REFIT	=	+2
POWER PACK	=	+9
UIM REFIT	=	+5
MECH LINKS	=	+2

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

LF RF L R LR RR

FA = LF + RF
FX = L + LF + RF + R
LS = LF + L + LR
RS = RF + R + RR

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

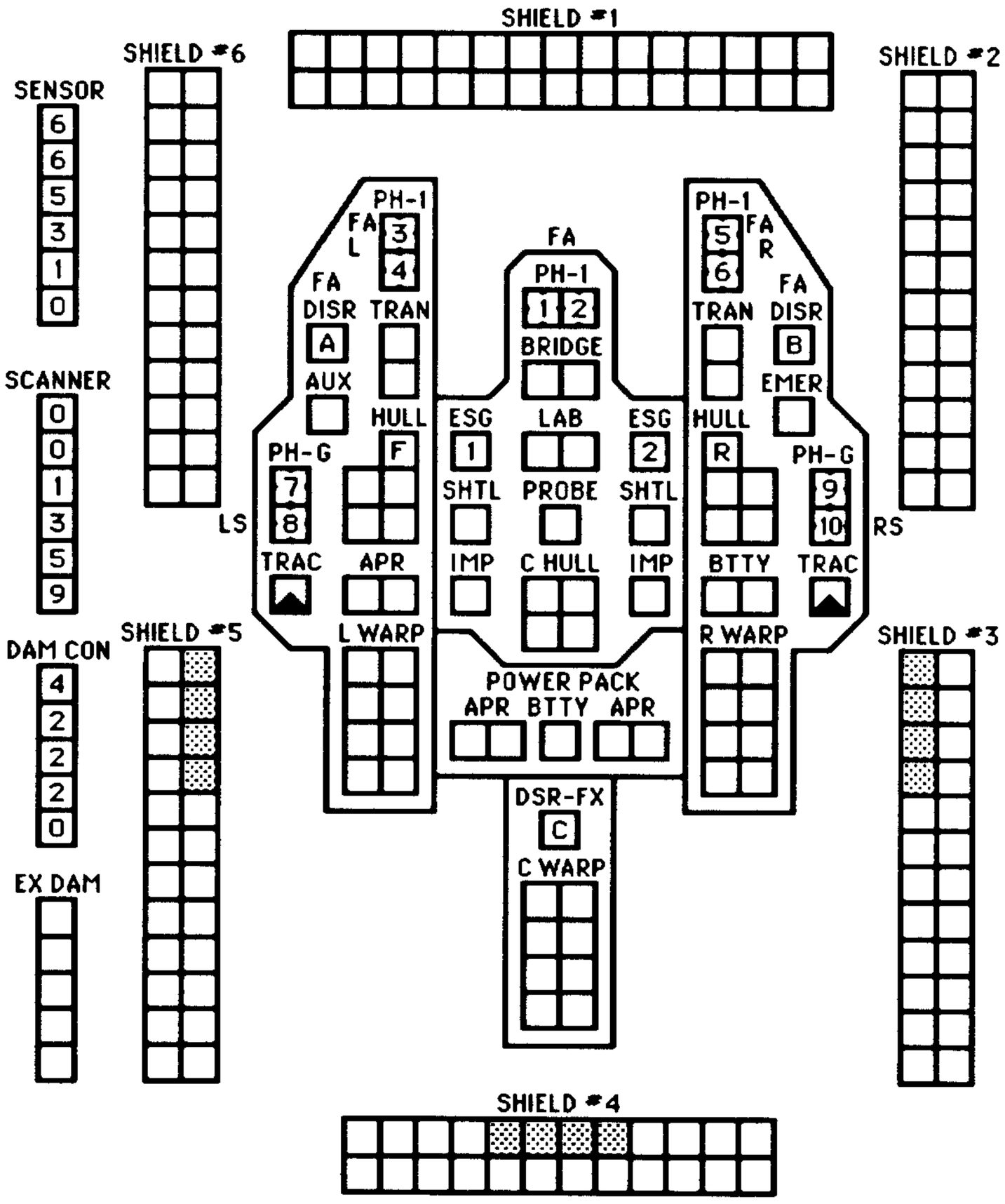
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

HIT & RUN
UIM ☐
DERFACS ☐



SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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LYRAN DEMOCRATIC REPUBLIC WAR CRUISER LEADER

CREW UNITS

			*					
								10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CWL
POINT VALUE	=	142
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.6
POWER PACK	=	+9
1 UIM STANDARD		
MECH LINKS	=	+2

CNTR

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 2 2 2 0

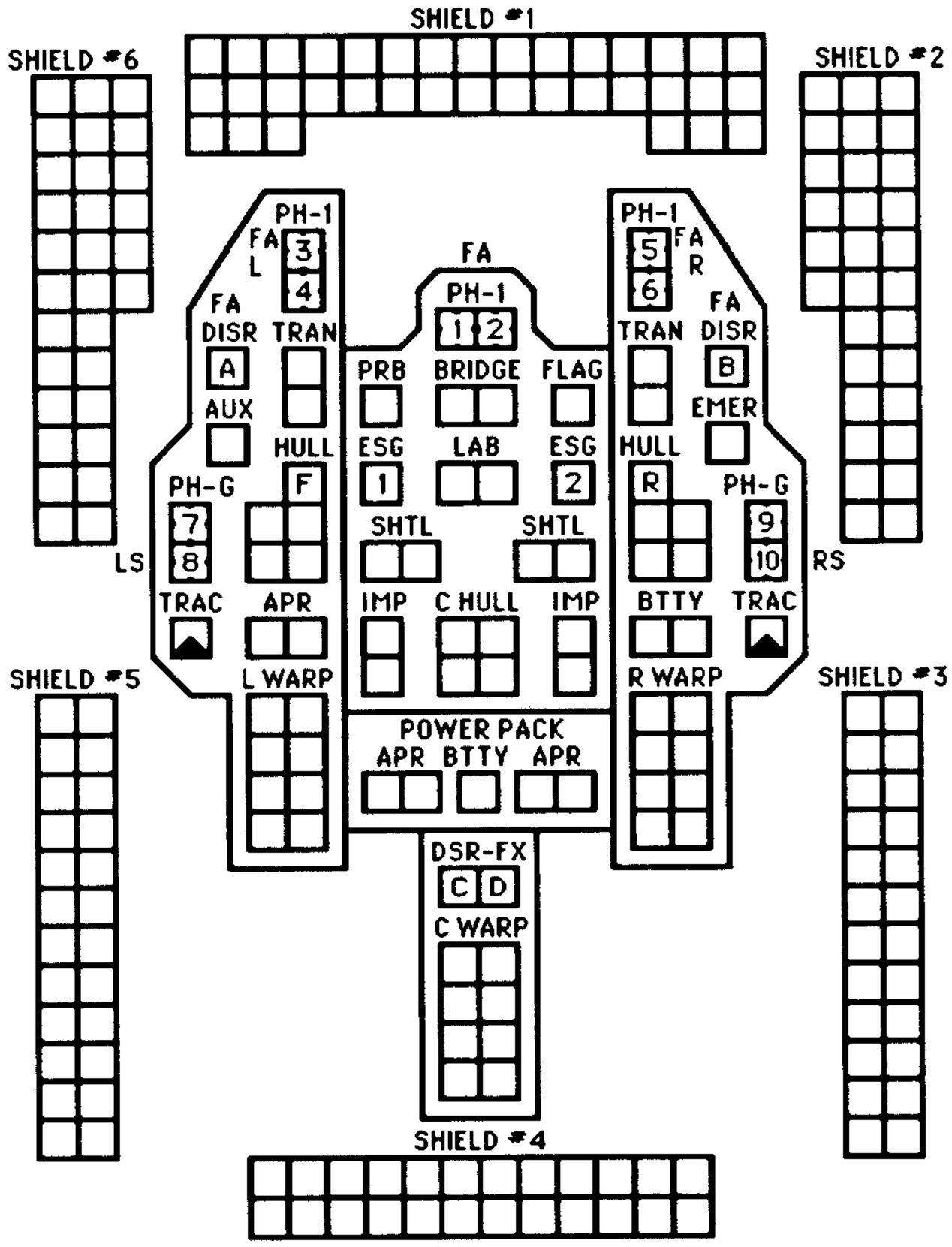
EX DAM:

TURN MODE

		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

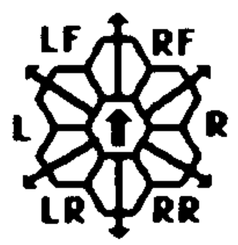


TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
FX = L + LF + RF + R
LS = LF + L + LR
RS = RF + R + RR

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

HIT & RUN
UIM ☐
DERFACS ☐

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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LYRAN DEMOCRATIC REPUBLIC WAR CRUISER SCOUT

CREW UNITS 10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES 8

TRANSPORTER BOMBS D D D D

PROBES 5

SHIP DATA TABLE

TYPE	=	CWS
POINT VALUE	=	143/113
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.7
PLUS REFIT	=	+2
POWER PACK	=	+9
MECH LINKS	=	+2

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

LS

RS

SEN 1 2

FA PH-1 3 L

TRAN

AUX

HULL F

PH-G 5 6

TRAC

APR

L WARP

FA PH-1 1 2

BRIDGE

ESG 1

SHTL

IMP

LAB

PROBE

C HULL

ESG 2

SHTL

IMP

POWER PACK APR BTTY APR

SENSOR 5

C WARP

SEN 3 4

TRAN

FA PH-1 R 4

EMER

HULL R

PH-G 7 8

BTTY

TRAC

R WARP

LF RF L R LR RR

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

SHADED BOXES ARE THE PLUS REFIT.

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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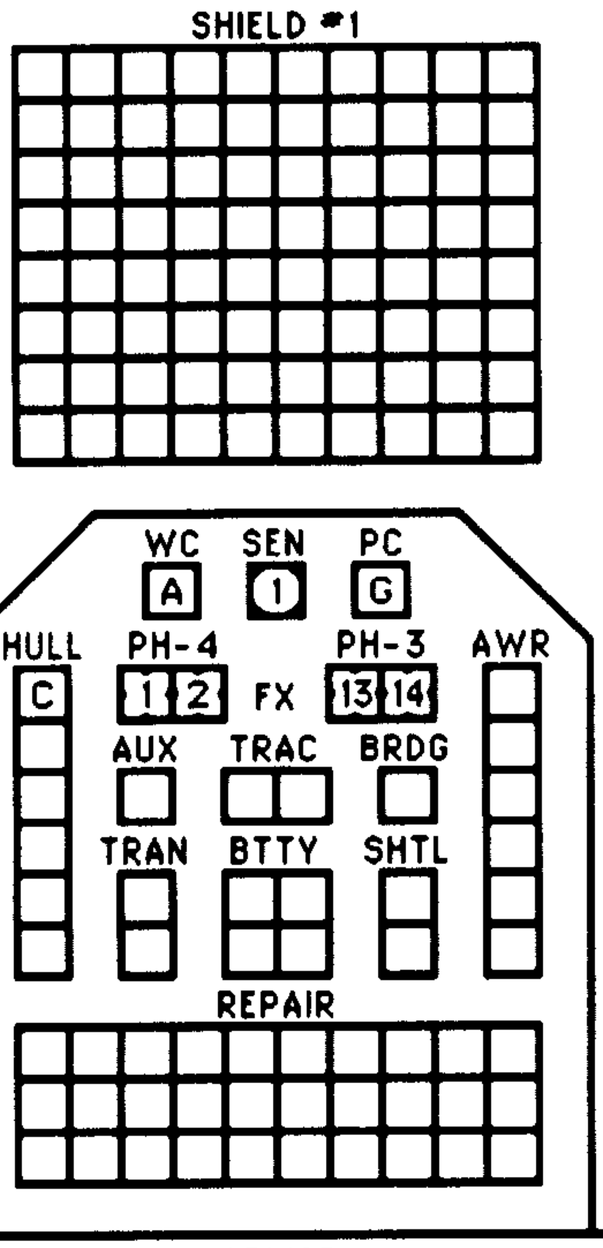


WEB CASTER STRENGTH TABLE

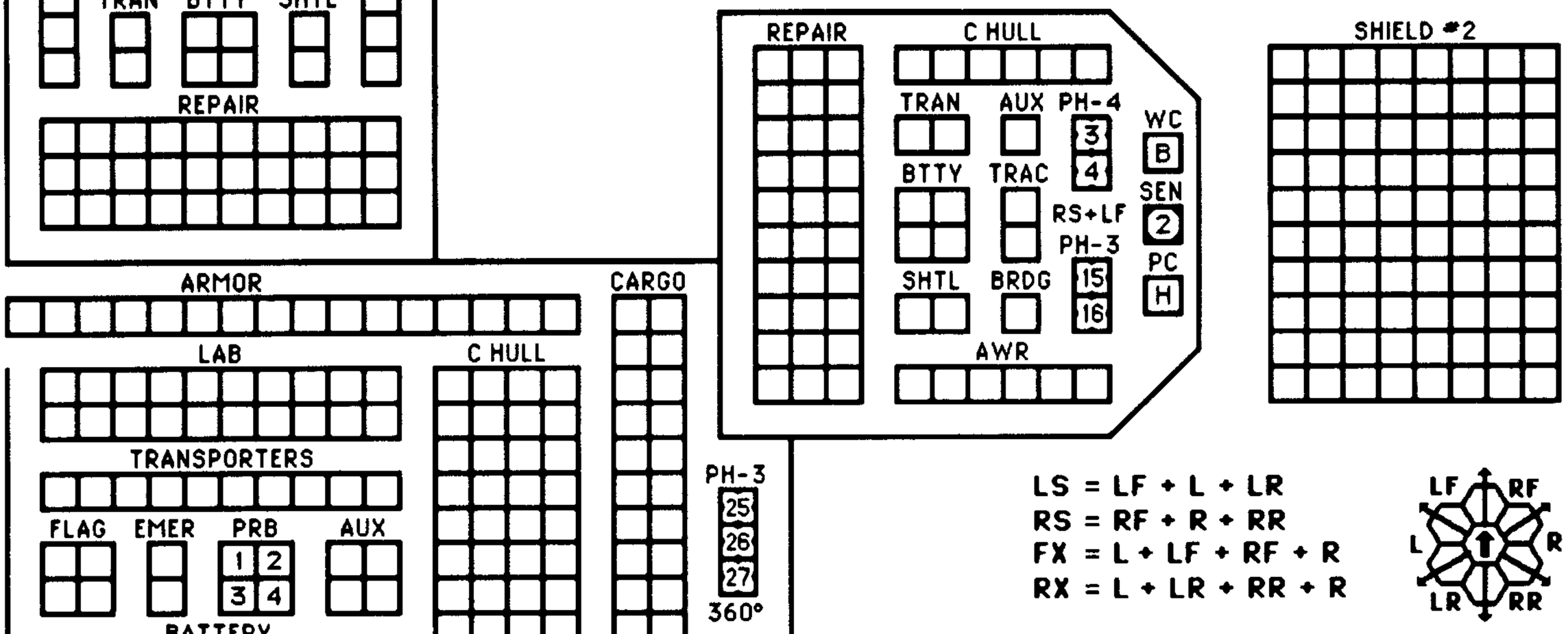
ENERGY USED	# OF WEB HEXES CREATED 1	2	3	4	5
1-2-3	10	5	3	2	2
2-3-4	20	10	6	5	4
3-4-5	30	15	10	7	6
4-5-N	35*	20	13	10	8
5-N-N	35*	25	16	12	10

WEB FIST TABLE

RANGE	1-10	11-20	21-30
HIT	1-4	1-3	1-2
MISS	5-6	4-6	3-6
ENERGY	DAMAGE		
1	2	0	0
2	4	2	0
3	6	4	2
4	8	6	4
5	10	8	6

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.1D) FOR SPECIAL DAMAGE RULES.
THIS BASE DOES NOT HAVE AEGIS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

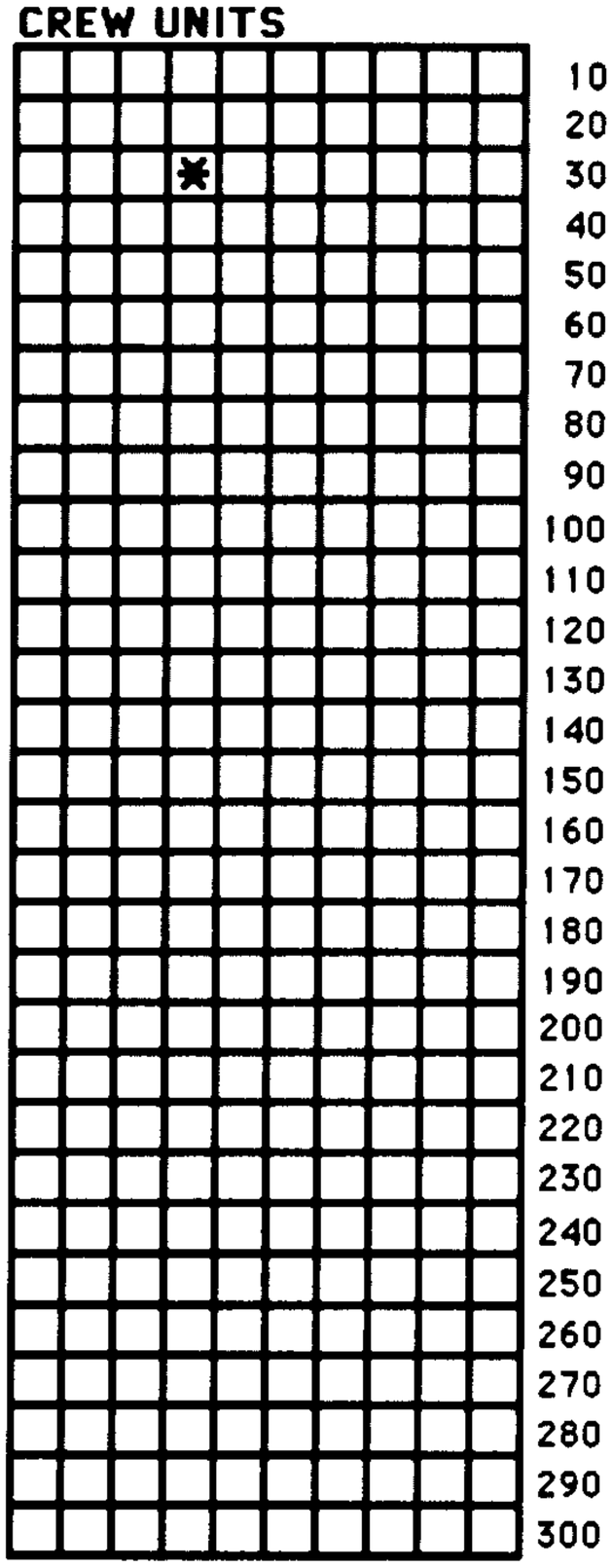
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

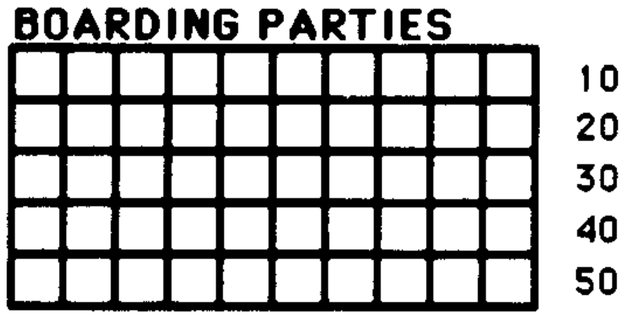
SELTORIAN STARBASE

THIS BASE EXISTS ONLY IN THE THOLIAN HOME GALAXY. IT CAN NEVER HAVE T-BOMBS, OR USE WILD WEASELS OR SUICIDE SHUTTLES.

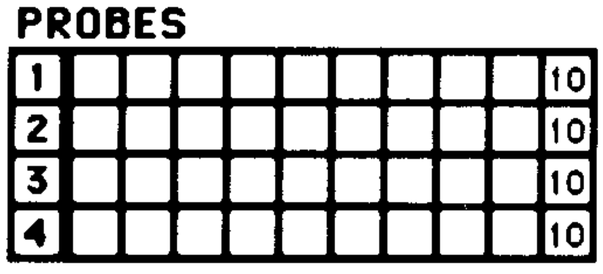
CREW UNITS



BOARDING PARTIES



PROBES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

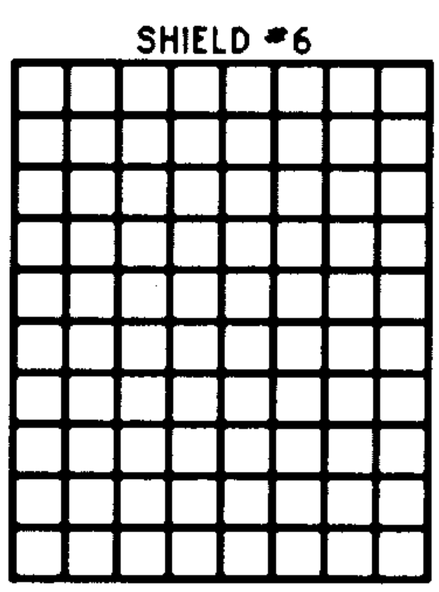
THIS BASE HAS SIX SHUTTLE BAYS.
NO TRANSFERS BETWEEN BAYS.

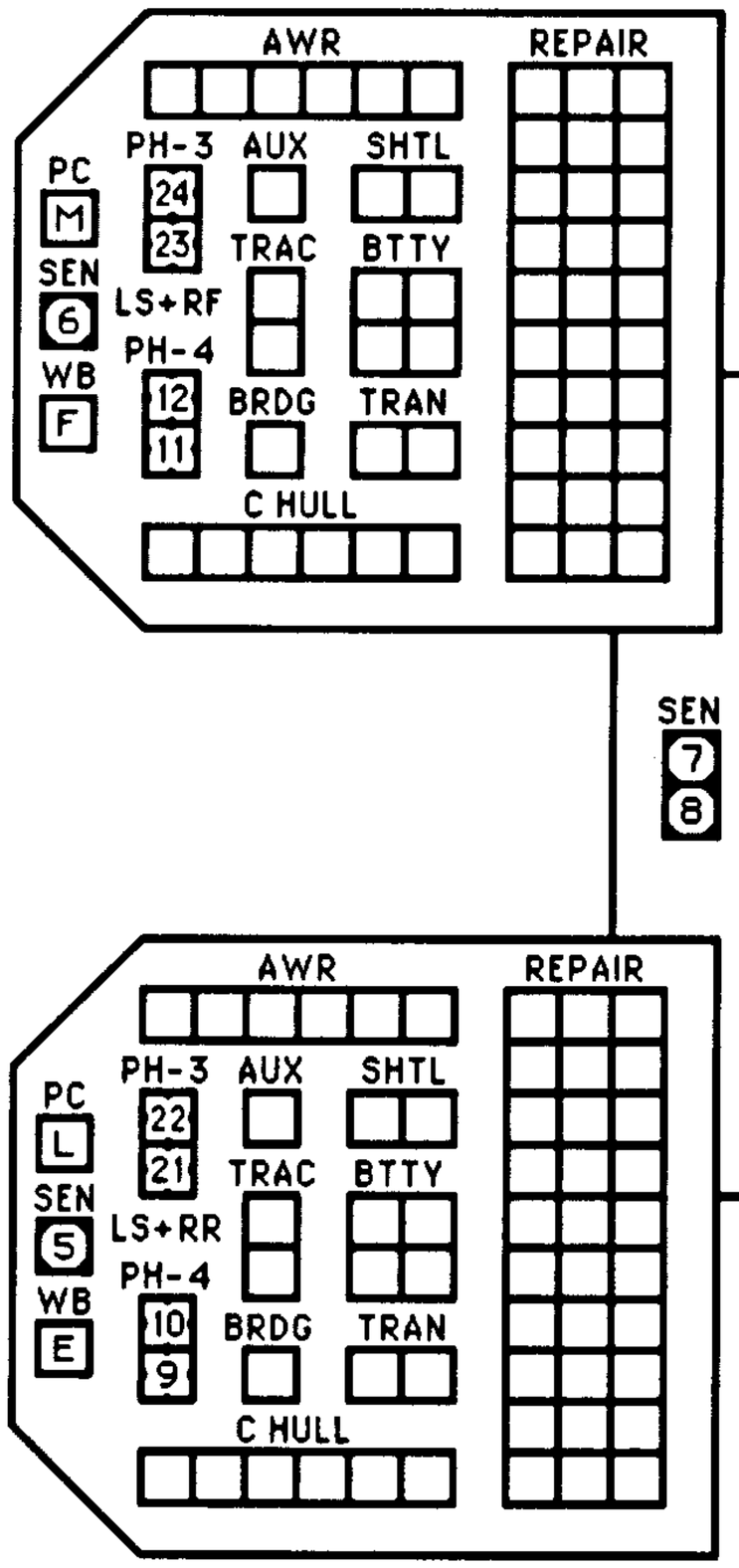
SHIP DATA TABLE

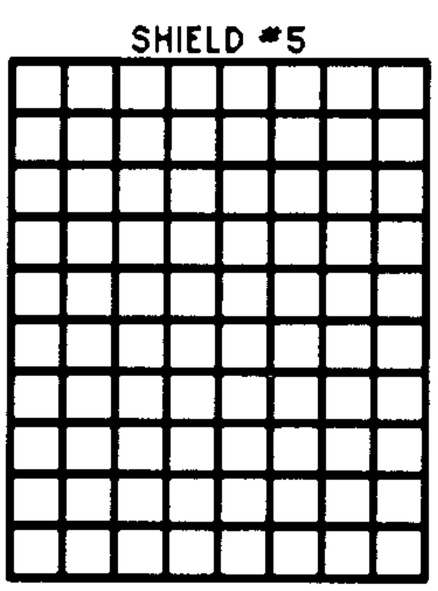
TYPE	=	SB
POINT VALUE	=	675
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.1

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4







SENSOR

6	6	6	6	5	5	4	4	3	2	1	0

SCANNER

0	0	0	0	1	1	2	3	3	5	7	9

DAMAGE CONTROL

12	12	12	10	10	10	8	8	8	6	6	4	4	2	2	0

EXCESS DAMAGE

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

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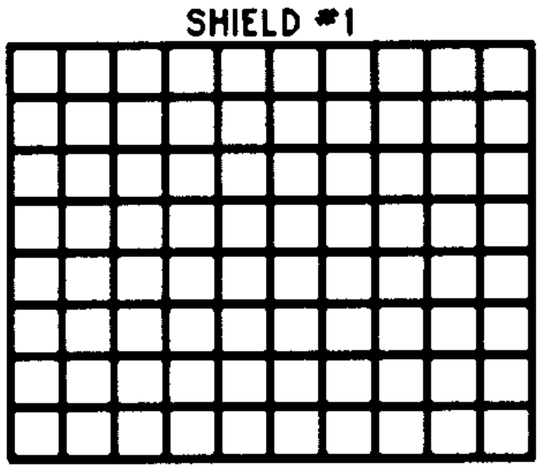
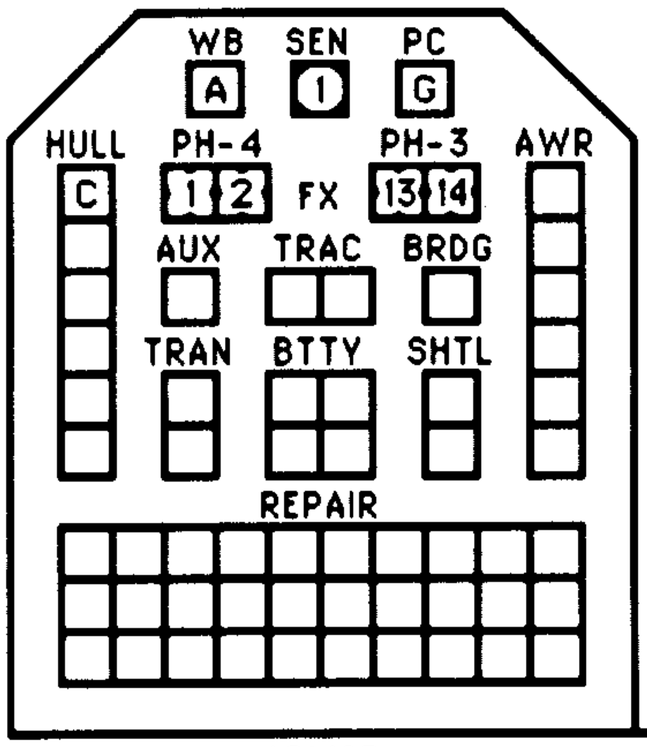
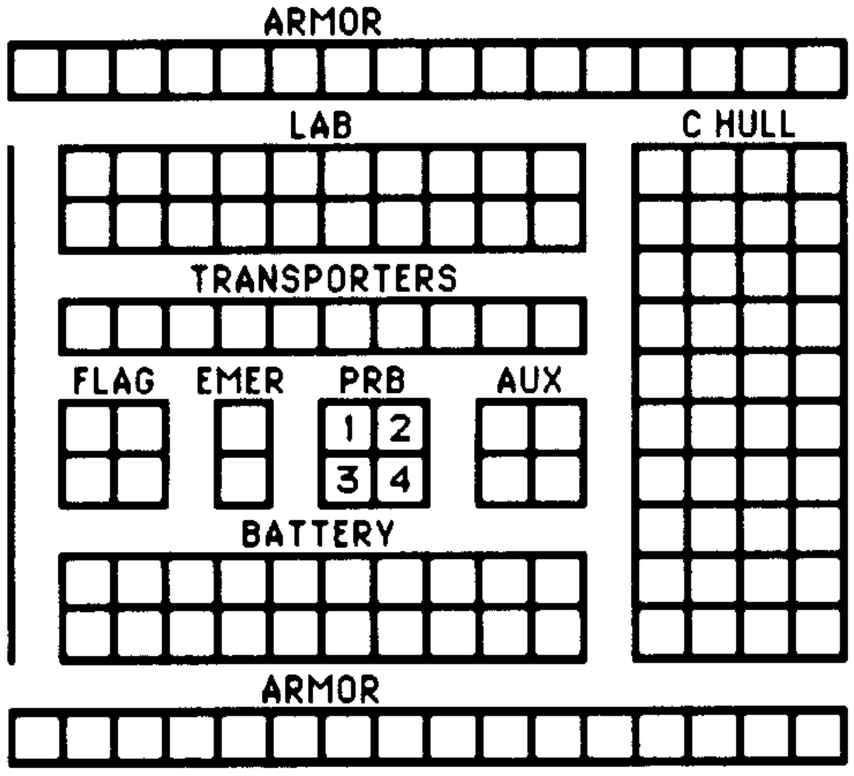
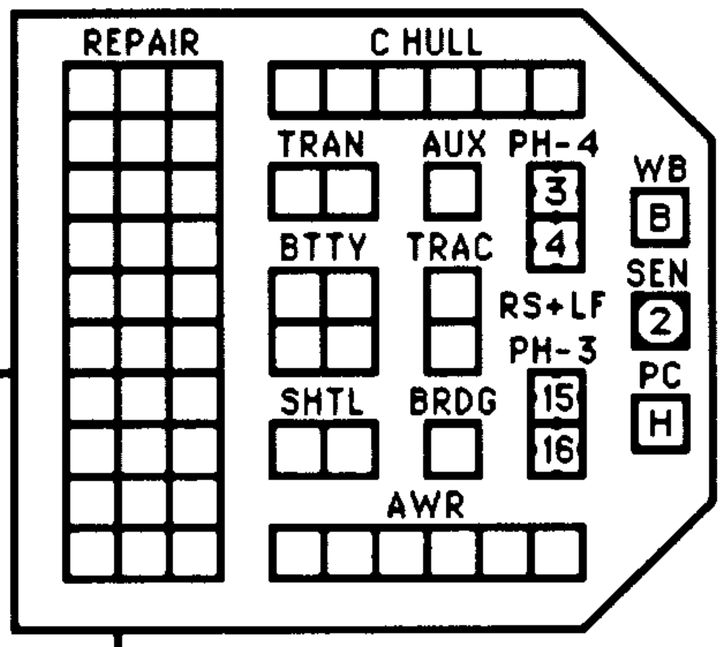
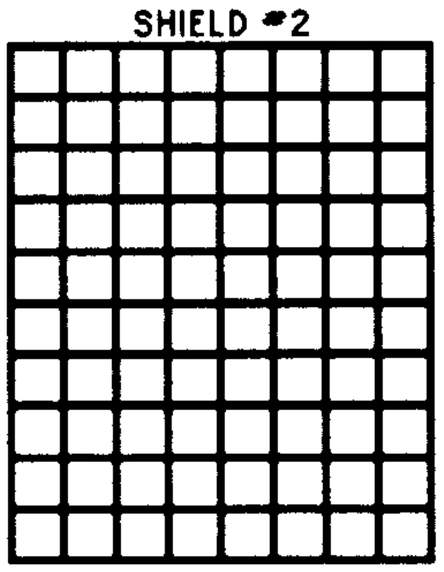
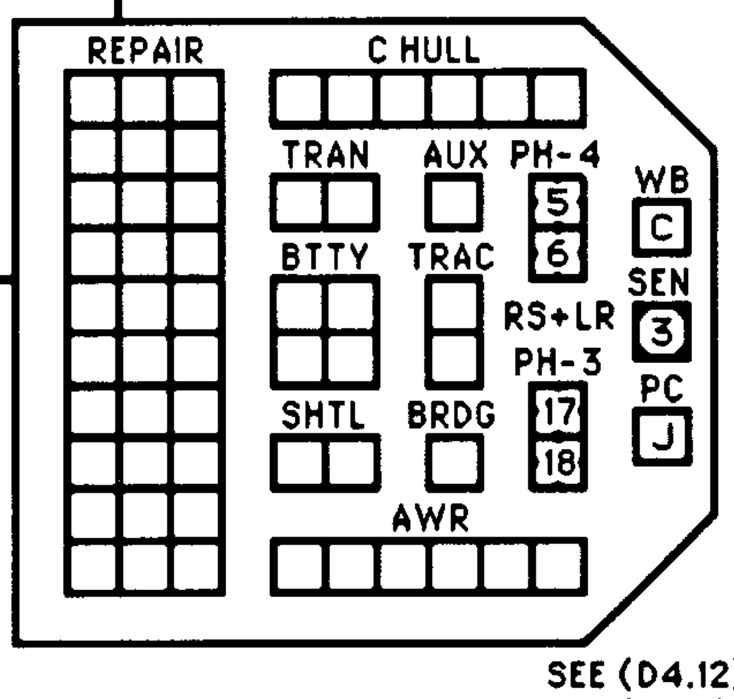


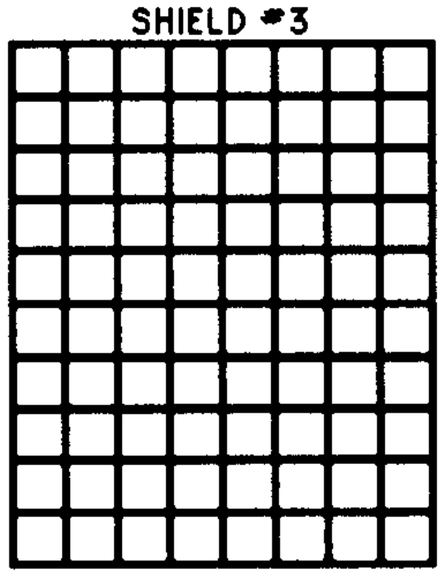


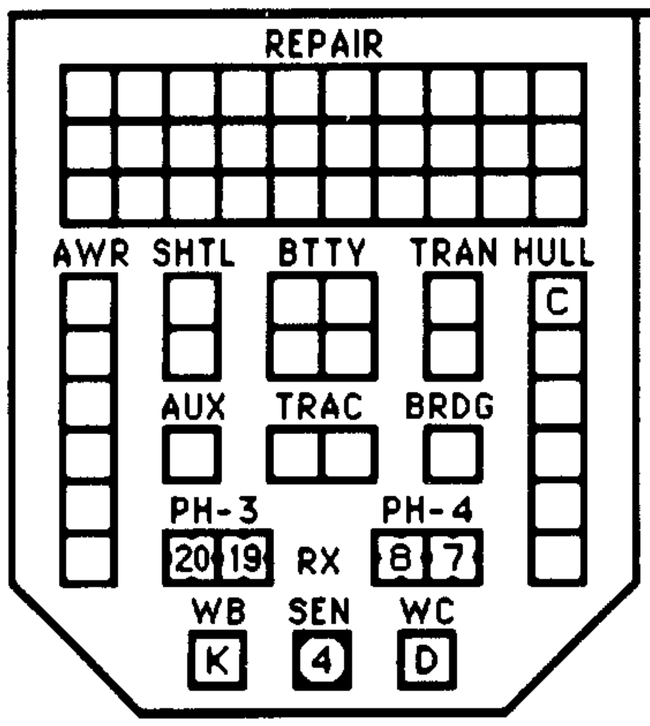


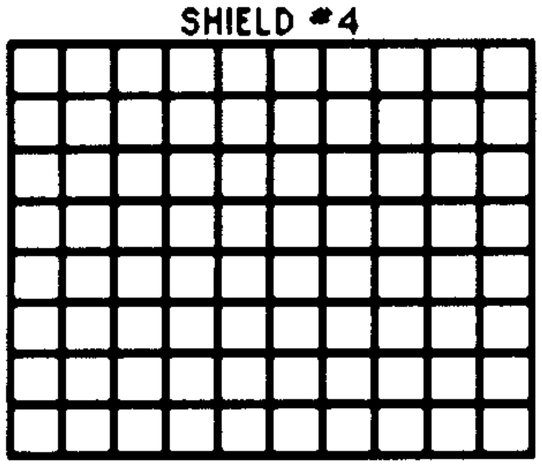












PARTICLE CANNON TABLE

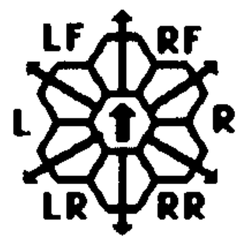
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

WEB BREAKER TABLE

DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

PH-3
25
26
27
360°

LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R
RX = L + LR + RR + R



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.1D) FOR SPECIAL DAMAGE RULES.
THIS BASE DOES NOT HAVE AEGIS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

NEO-THOLIAN STARBASE

THIS BASE EXISTS ONLY IN THE THOLIAN HOME GALAXY. IT CAN NEVER HAVE T-BOMBS, OR USE WILD WEASELS OR SUICIDE SHUTTLES.

CREW UNITS

10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250 260 270 280 290 300

BOARDING PARTIES

10 20 30 40 50

PROBES

1										10
2										10
3										10
4										10

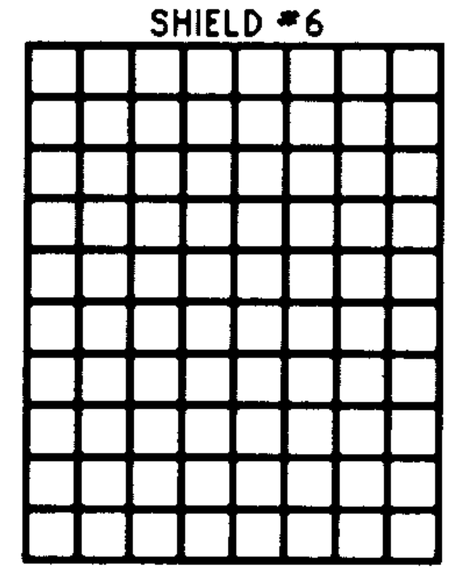
ADMINISTRATIVE SHUTTLES

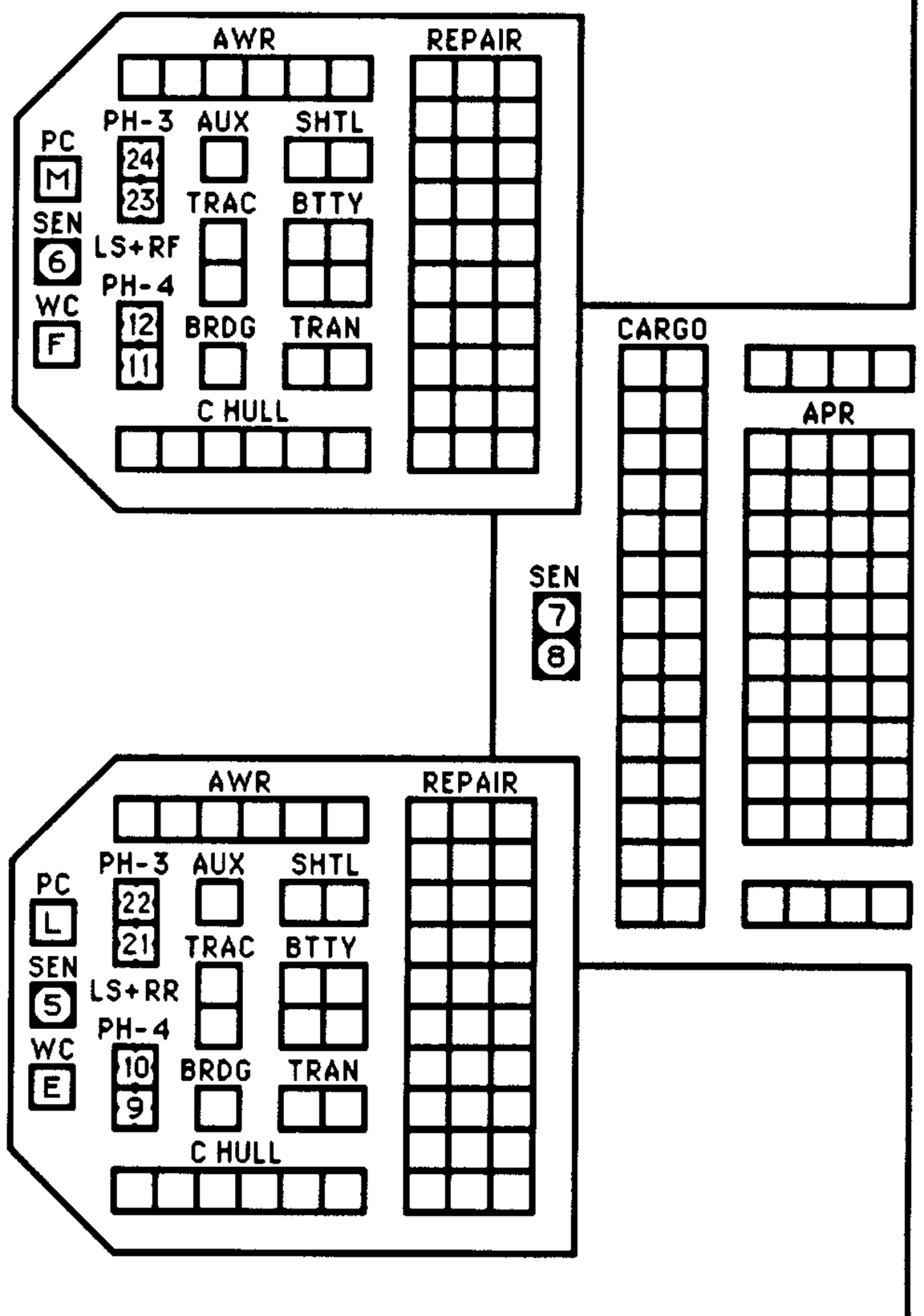
IDENT	HIT POINTS	NOTES

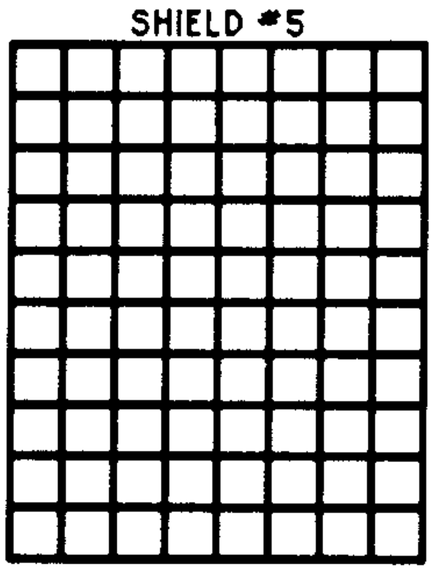
THIS BASE HAS SIX SHUTTLE BAYS.
NO TRANSFERS BETWEEN BAYS.

SHIP DATA TABLE

TYPE	=	NSB
POINT VALUE	=	690
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.1







SENSOR

6	6	6	6	5	5	4	4	3	2	1	0

SCANNER

0	0	0	0	1	1	2	3	3	5	7	9

DAMAGE CONTROL

12	12	12	10	10	10	8	8	8	6	6	4	4	2	2	0

EXCESS DAMAGE

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

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LYRAN DEMOCRATIC REPUBLIC WAR CARRIER

CREW UNITS

			*						10
									20
									30
									40

BOARDING PARTIES

									10

DECK CREWS

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	CVL
POINT VALUE	=	128/108
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.8
PLUS REFIT	=	+2
POWER PACK	=	+9
MECH LINKS	=	+2

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

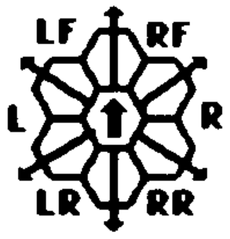
TURN MODE	SPEED
B 1	2 - 5
2	6 - 10
3	11 - 15
HET 4	16 - 21
5	22 - 28
BD 6	29+

TYPE III DEFENSE PHASER

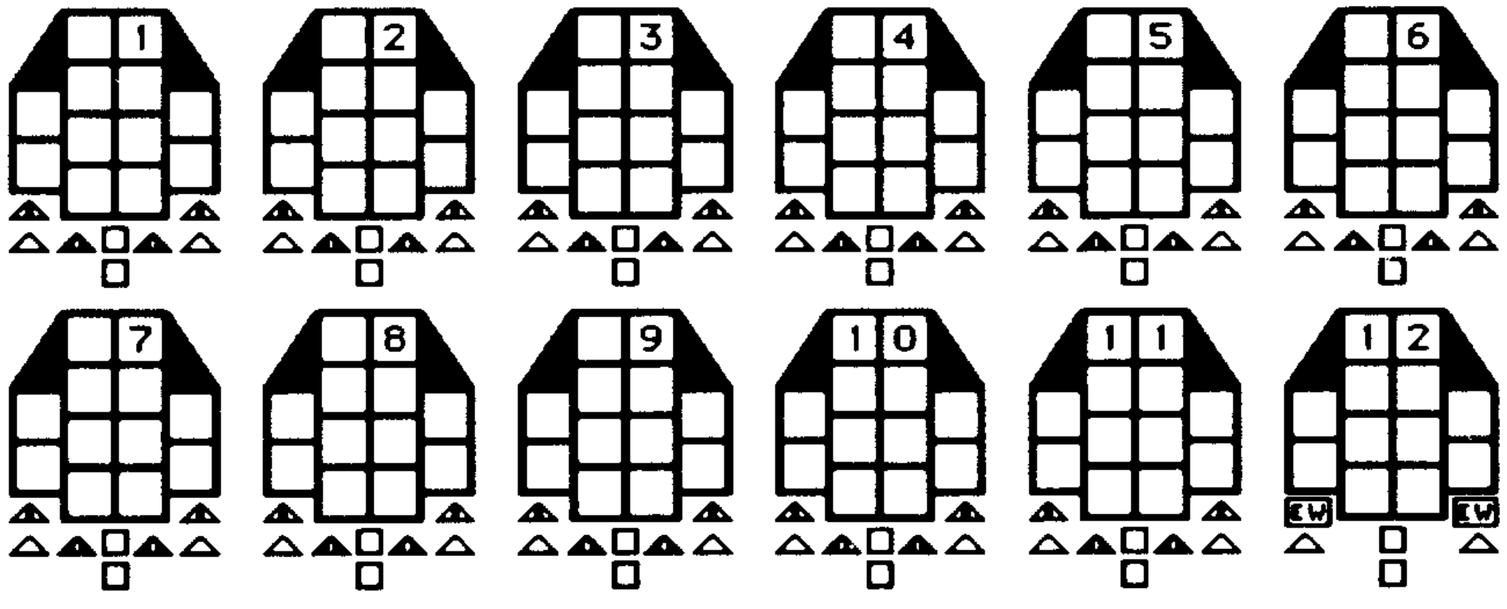
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15



FA = LF + RF
FX = L + LF + RF + R
LS = LF + L + LR
RS = RF + R + RR



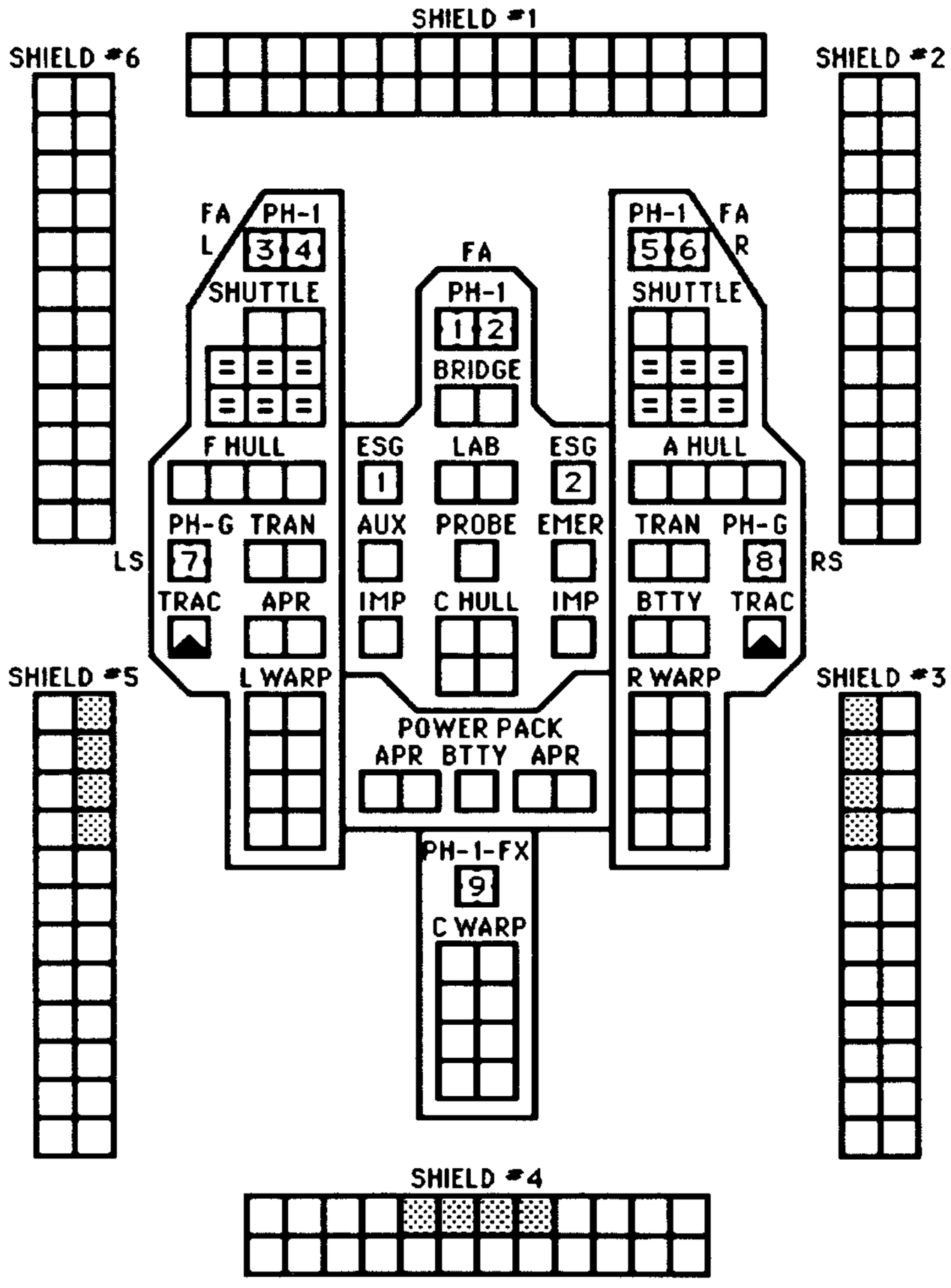
Z-Y FIGHTERS
2xPH-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ Z-YB ONLY

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 2 2 2 0

EX DAM



▒ SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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LYRAN DEMOCRATIC REPUBLIC WAR PF TENDER

CREW UNITS

			*					
								10
								20
								30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][8]

TRANSPORTER BOMBS [ ][ ][ ][ ] [D][D][D][D]

PROBES [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	PFW
POINT VALUE	=	143/113
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.9
POWER PACK	=	+9

CNTR

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

EXPANDING SPHERE TABLE

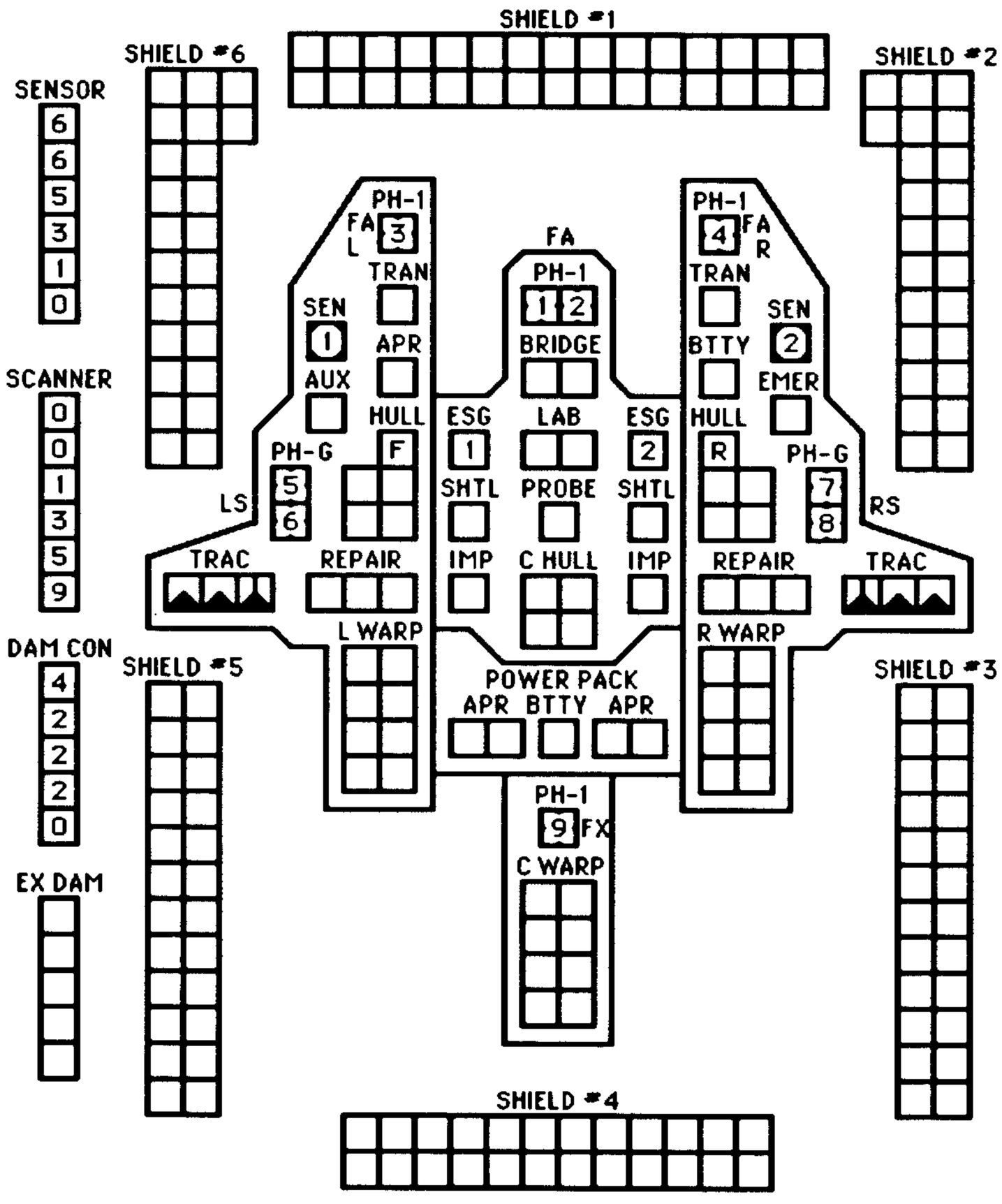
RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

SENSOR [6][6][5][3][1][0]

SCANNER [0][0][1][3][5][9]

DAM CON [4][2][2][2][0]

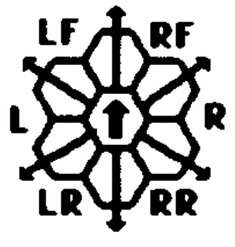
EX DAM [ ][ ][ ][ ][ ][ ]



SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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LYRAN DEMOCRATIC REPUBLIC LIGHT TACTICAL TRANSPORT

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

							8

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

POD WT	MOVE COST	HET COST	EM COST
0	.67	3.33	4
1	1	5	6
2	1.33	6.67	8

SHIP DATA TABLE

TYPE	=	LTT
POINT VALUE	=	130/110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.10
PLUS REFIT	=	+2
MECH LINKS	=	+2

TYPE I OFFENSIVE PHASER TABLE

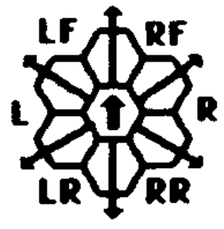
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

HIT & RUN DERFACS ☐

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

FA = LF + RF
FX = L + LF + RF + R
LS = LF + L + LR
RS = RF + R + RR



TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

NO POD

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET ☐	4	16-21
	5	22-28
BD ☐☐	6	29+

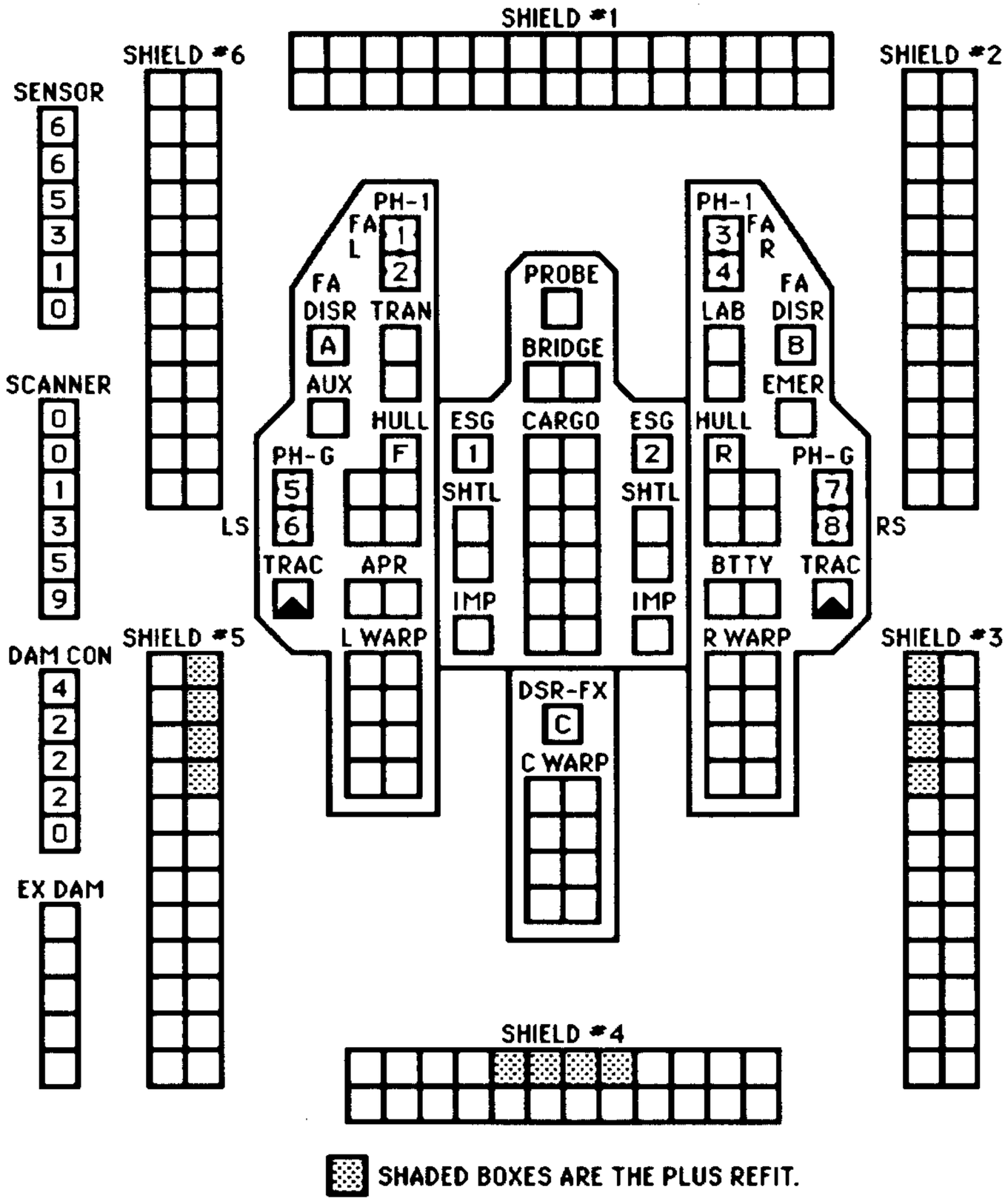
SINGLE WEIGHT POD

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET ☐	4	15-20
	5	21-27
BD ☐☐	6	28+

DOUBLE WEIGHT POD

TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET ☐	4	13-17
	5	18-24
BD ☐☐	6	25+

CNTR ☐



SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX ☐5☐ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	☐5☐	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

WARP ENERGY MOVEMENT COST = 1+1/3 ENERGY POINT PER HEX ☐5☐ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	☐5☐	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22	23	24	26	27	28	30	31	32	34	35	36	38	39	40
Fract.	1⅓	2⅔	4	5⅓	6⅔	8	9⅓	10⅔	12	13⅓	14⅔	16	17⅓	18⅔	20	21⅓	22⅔	24	25⅓	26⅔	28	29⅓	30⅔	32	33⅓	34⅔	36	37⅓	38⅔	40

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CREW UNITS

			*					10
								20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

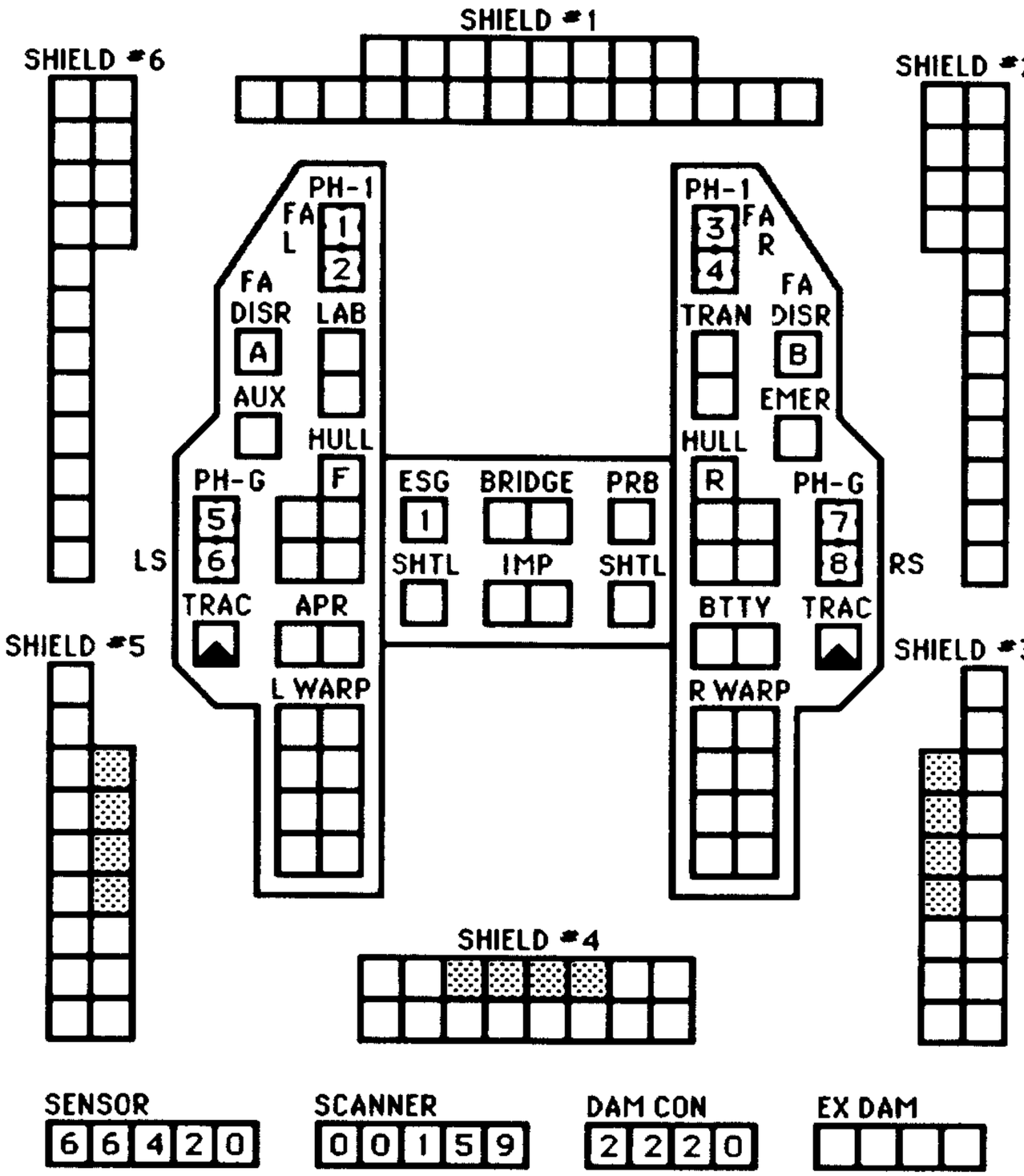
				5

SHIP DATA TABLE

TYPE	=	DD
POINT VALUE	=	91
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.11
PLUS REFIT	=	+2
MECH LINKS	=	+2
UIM REFIT	=	+5

CNTR

LYRAN DEMOCRATIC REPUBLIC DESTROYER



SENSOR

6	6	4	2	0

SCANNER

0	0	1	5	9

DAM CON

2	2	2	0

EX DAM

SHADED BOXES ARE THE PLUS REFIT.

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
B	1	2-5
	2	6-10
	3	11-15
HET	4	16-21
	5	22-28
BD	6	29+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

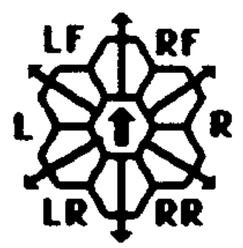
HIT & RUN UIM ☐

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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LYRAN DEMOCRATIC REPUBLIC WAR DESTROYER

CNTR

CREW UNITS

									10
			*						20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

					6

T-BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DW
POINT VALUE	=	99
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.12
PLUS REFIT	=	+2
UIM REFIT	=	+5
POWER PACK	=	+9
MECH LINK REFIT	=	+2

TYPE I OFFENSIVE PHASER TABLE

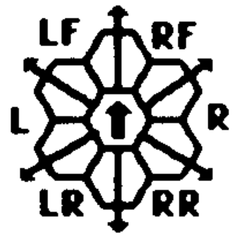
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

HIT & RUN UIM ☐

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
☐	3	13-19
BD	4	20-26
☐☐	5	27+



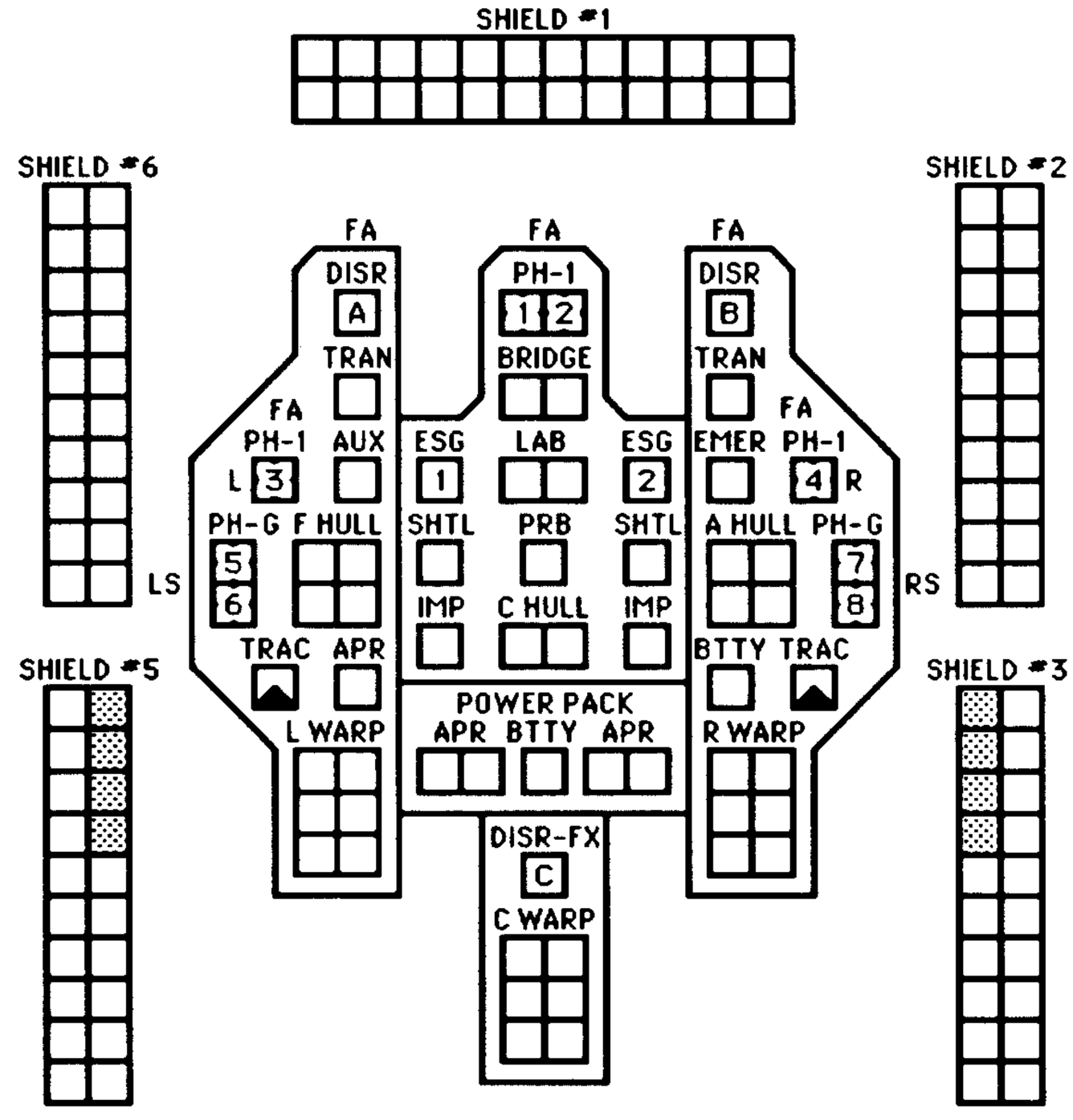
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15



▒ SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX 5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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CREW UNITS

									10
			*						

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

			4

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	FF
POINT VALUE	=	73
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.13
PLUS REFIT	=	+2
MECH LINKS	=	+2

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

TYPE III DEFENSE PHASER

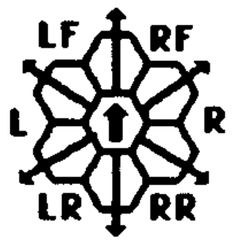
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

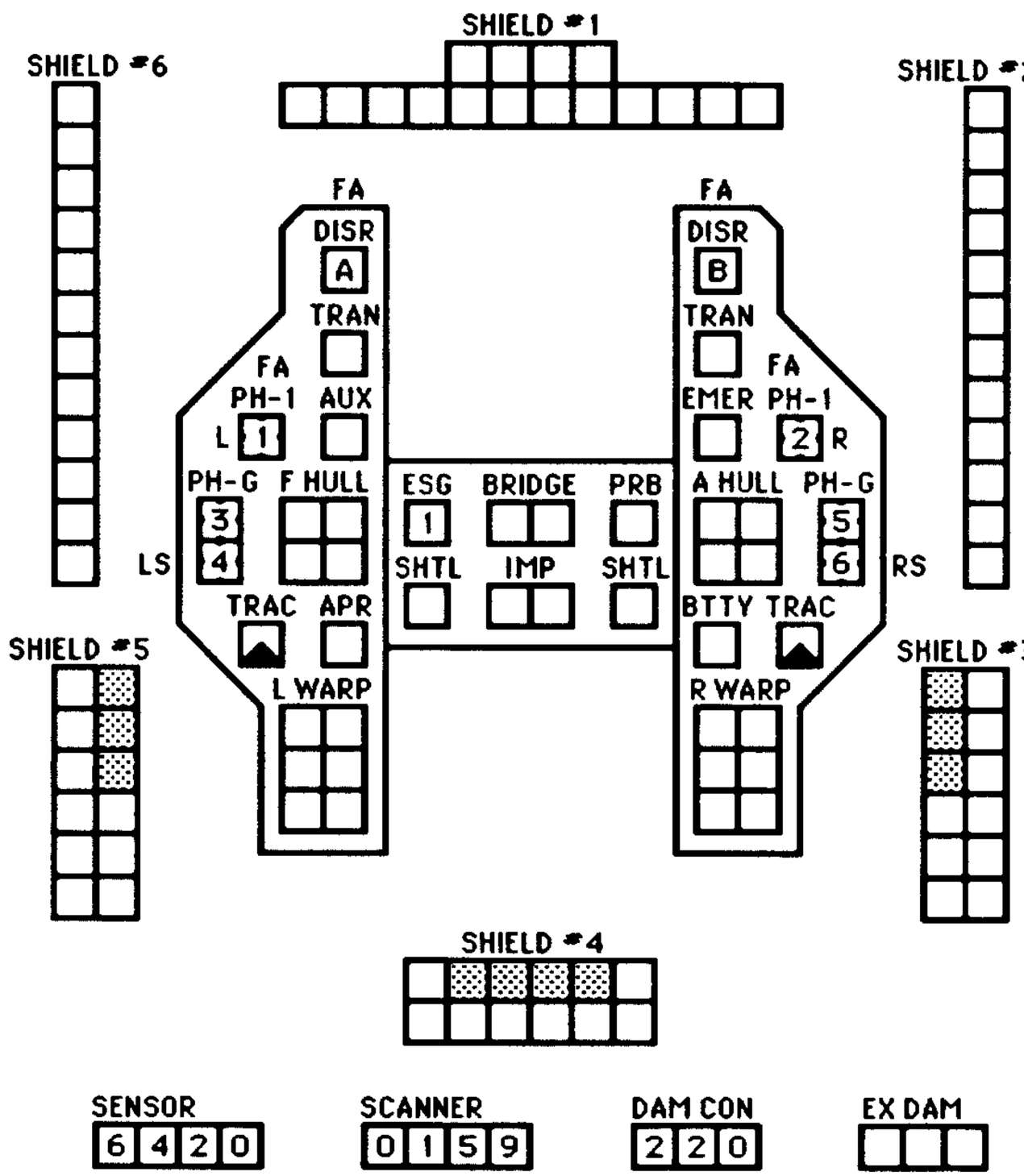
RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	5	4	4	3	3
DAMAGE,OVLD	10	10	8	8	6	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

CNTR

LYRAN DEMOCRATIC REPUBLIC FRIGATE



SENSOR				SCANNER				DAM CON			EX DAM		
6	4	2	0	0	1	5	9	2	2	0			

▒ SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

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LYRAN DEMOCRATIC REPUBLIC MILITARY POLICE CORVETTE

CNTR

CREW UNITS

			*							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	MP
POINT VALUE	=	75
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.14
POWER PACK	=	+9
SHIELD REFIT	=	+2
UIM REFIT	=	+5

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

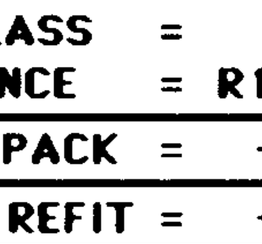
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

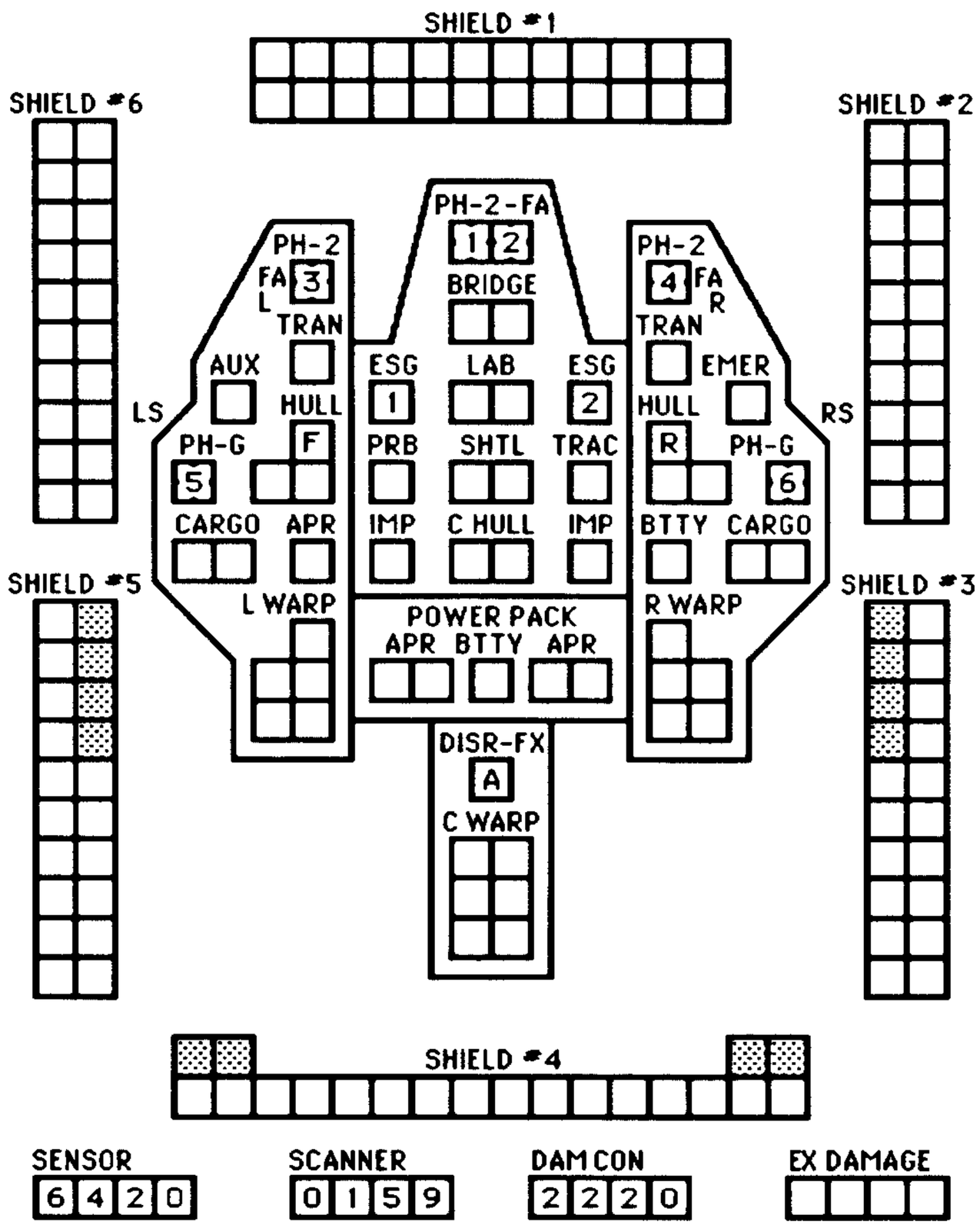
HIT & RUN UIM ☐

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R



SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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LYRAN DEMOCRATIC REPUBLIC MILITARY POLICE MINESWEEPER

CREW UNITS

			*							10
										20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		MSS
		MSS

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	MPM
POINT VALUE	=	80/65
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.15
SHIELD REFIT	=	+2
MECH LINKS	=	+2

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

EXPANDING SPHERE TABLE

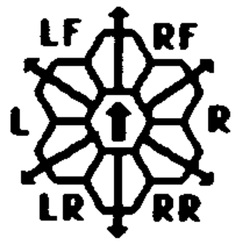
RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

MINE RACKS

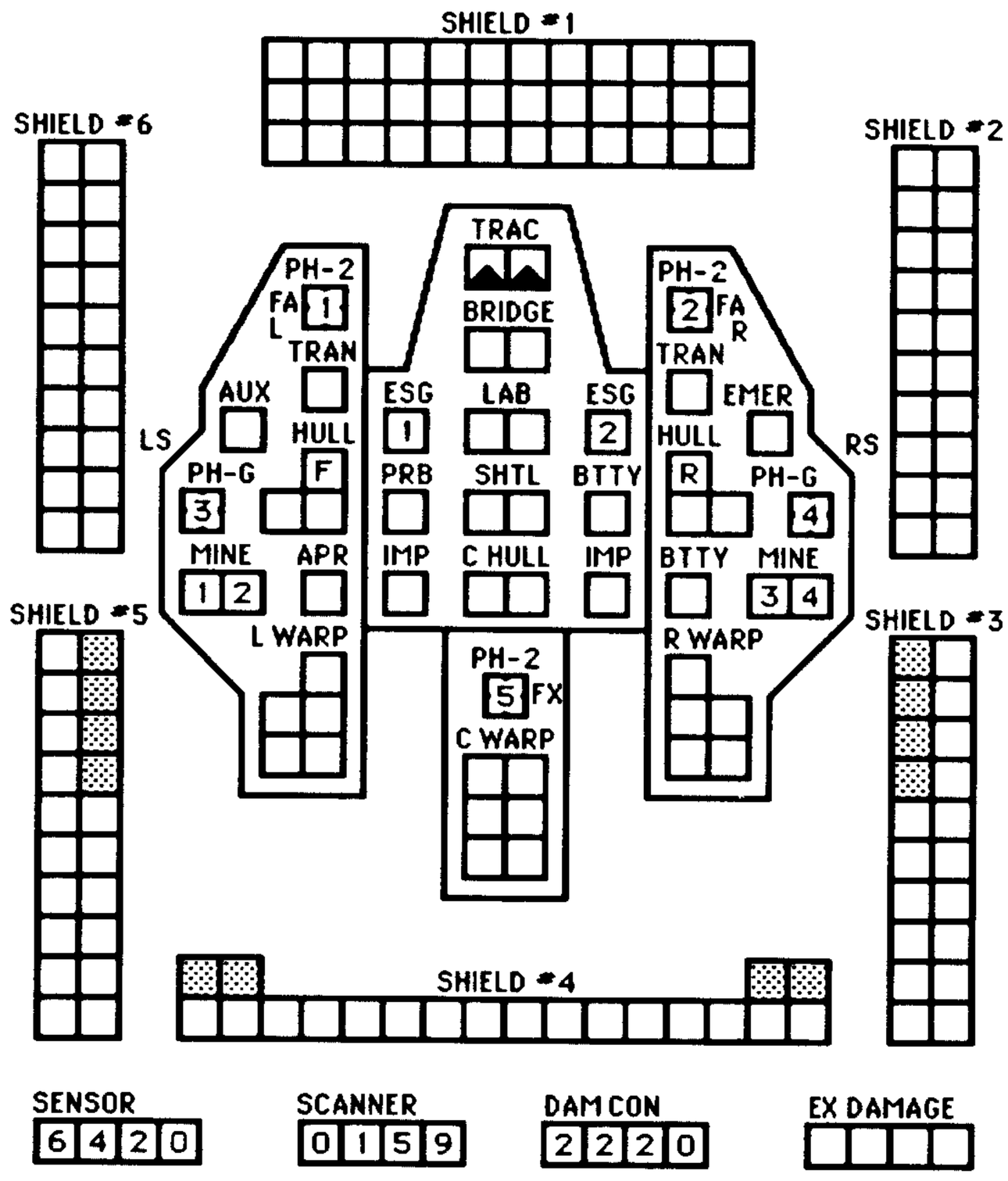
1	I	I	I	I	I
2	I	I	I	I	I
3	I	I	I	I	I
4	I	I	I	I	I

RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R



SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

CNTR

LYRAN DEMOCRATIC REPUBLIC MILITARY POLICE CARRIER

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES [ ][ ][ ][ ][ ][6]

TRANSPORTER BOMBS [ ][ ] [D][D]

DECK CREWS [ ][ ][ ][ ][ ][6]

PROBES [ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	MPV
POINT VALUE	=	80/70
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.16
POWER PACK	=	+9
SHIELD REFIT	=	+2
UIM REFIT	=	+5

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
[ ]	3	13-19
BD	4	20-26
[ ][ ]	5	27+

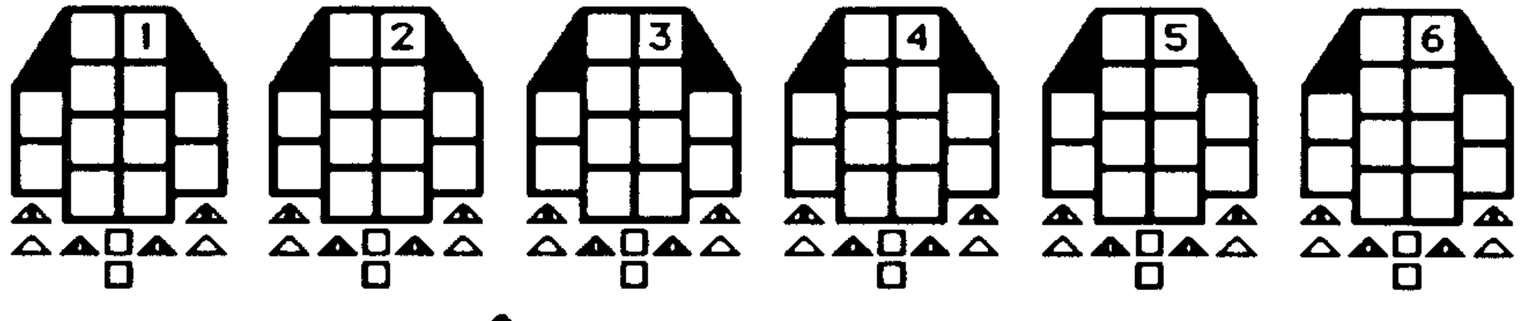
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

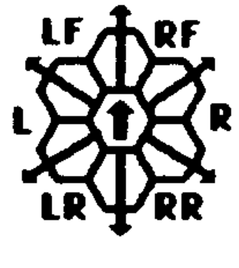
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2
DAMAGE,OVLD	10	10	8	8	6	0	0

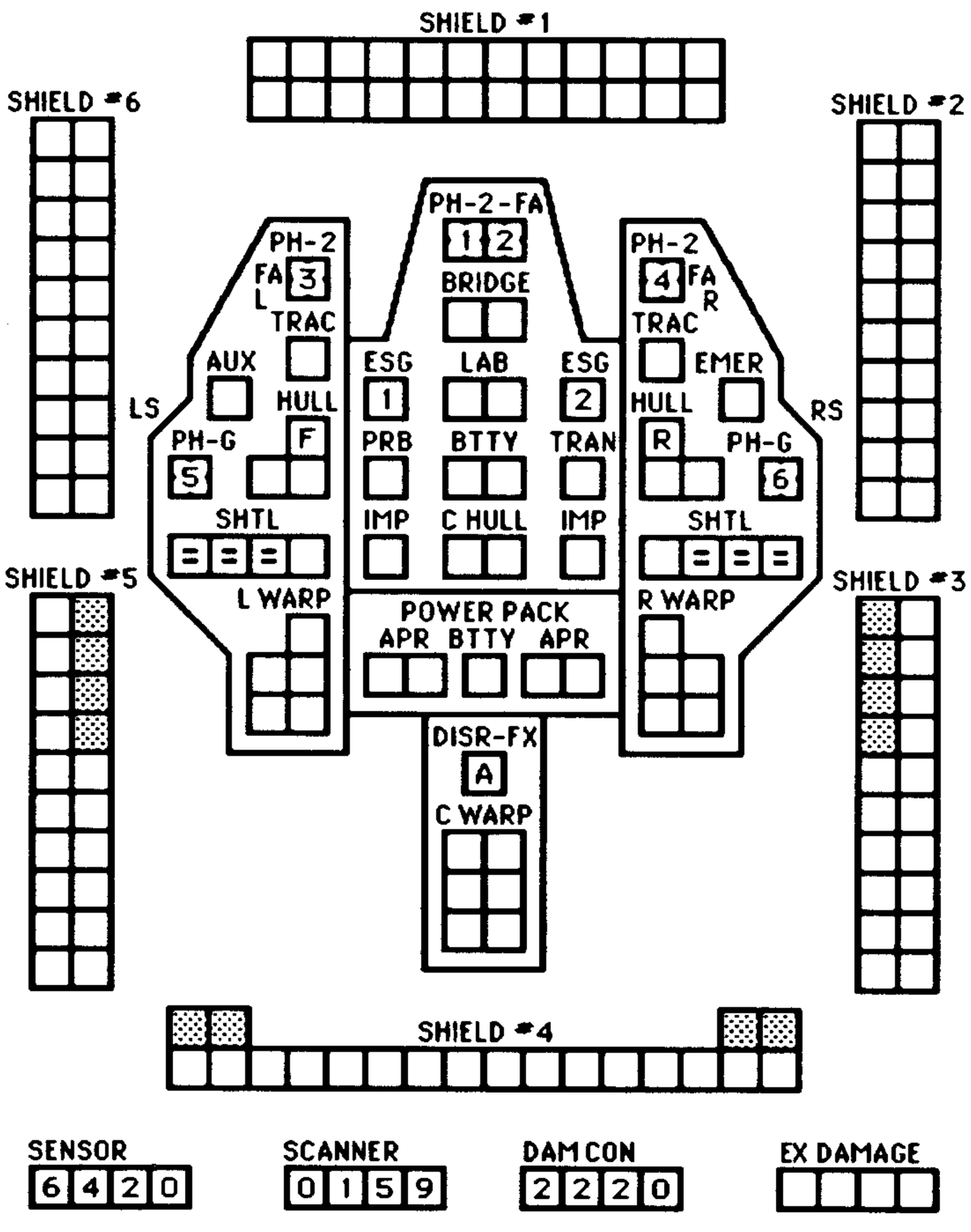
Z-Y FIGHTERS
2xPH-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
▲ Z-YB ONLY



THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R



SENSOR	SCANNER	DAM CON	EX DAMAGE
6 4 2 0	0 1 5 9	2 2 2 0	[ ][ ][ ][ ]

▒ SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

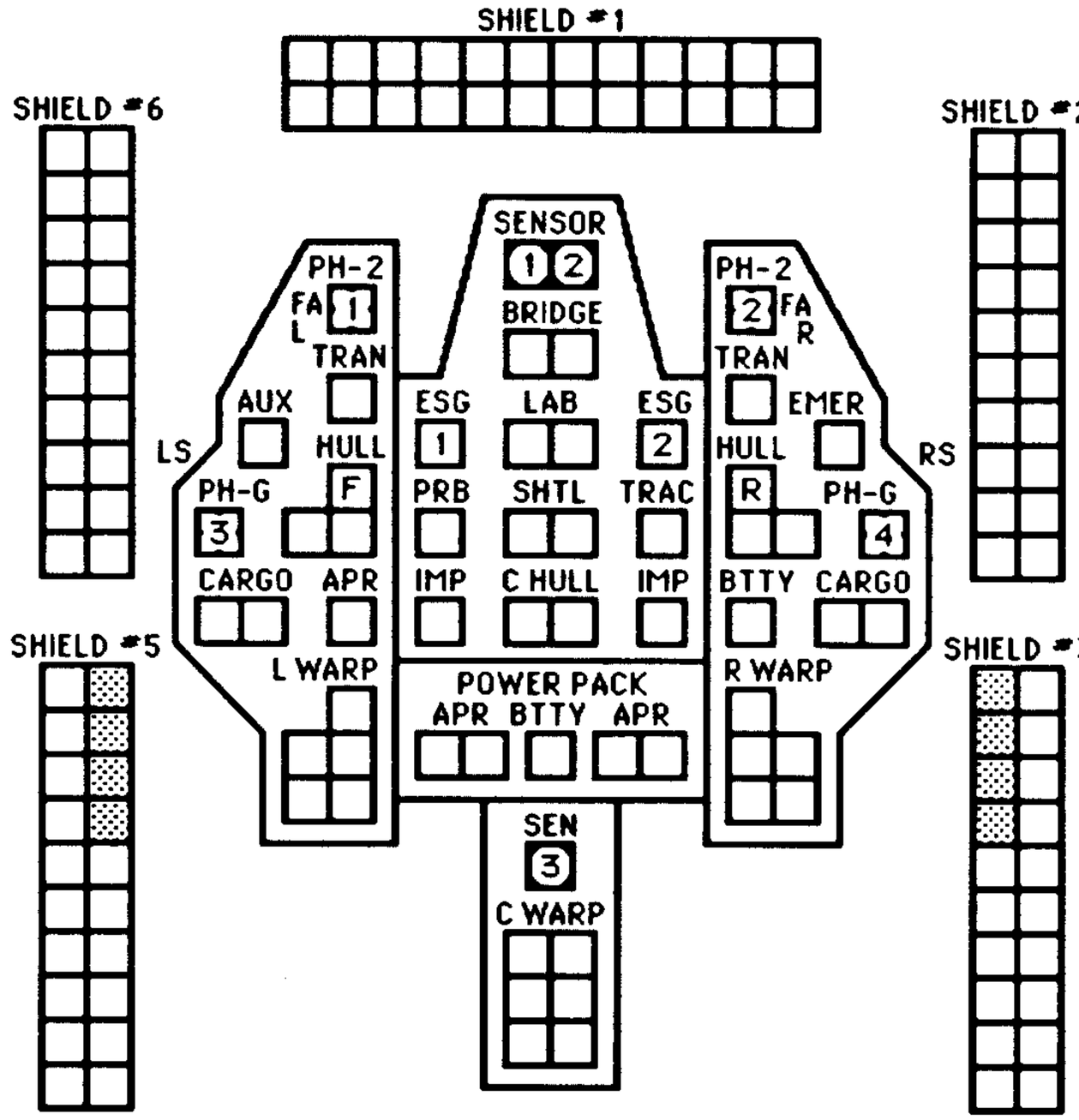
				5

SHIP DATA TABLE

TYPE	=	MPS
POINT VALUE	=	90/80
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.17
POWER PACK	=	+9
SHIELD REFIT	=	+2

CNTR

LYRAN DEMOCRATIC REPUBLIC MILITARY POLICE SCOUT



SENSOR	SCANNER	DAM CON	EX DAMAGE
6 4 2 0	0 1 5 9	2 2 2 0	

SHADED BOXES ARE THE PLUS REFIT.

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TURN MODE	SPEED
A 1	2-6
HET 2	7-12
3	13-19
BD 4	20-26
5	27+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

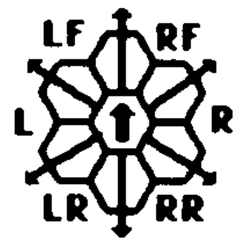
EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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LYRAN DEMOCRATIC REPUBLIC POLICE CORVETTE

CNTR

CREW UNITS

			*						10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

SHIP DATA TABLE

TYPE	=	POL
POINT VALUE	=	56
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.18
PLUS REFIT	=	+2

BOARDING PARTIES

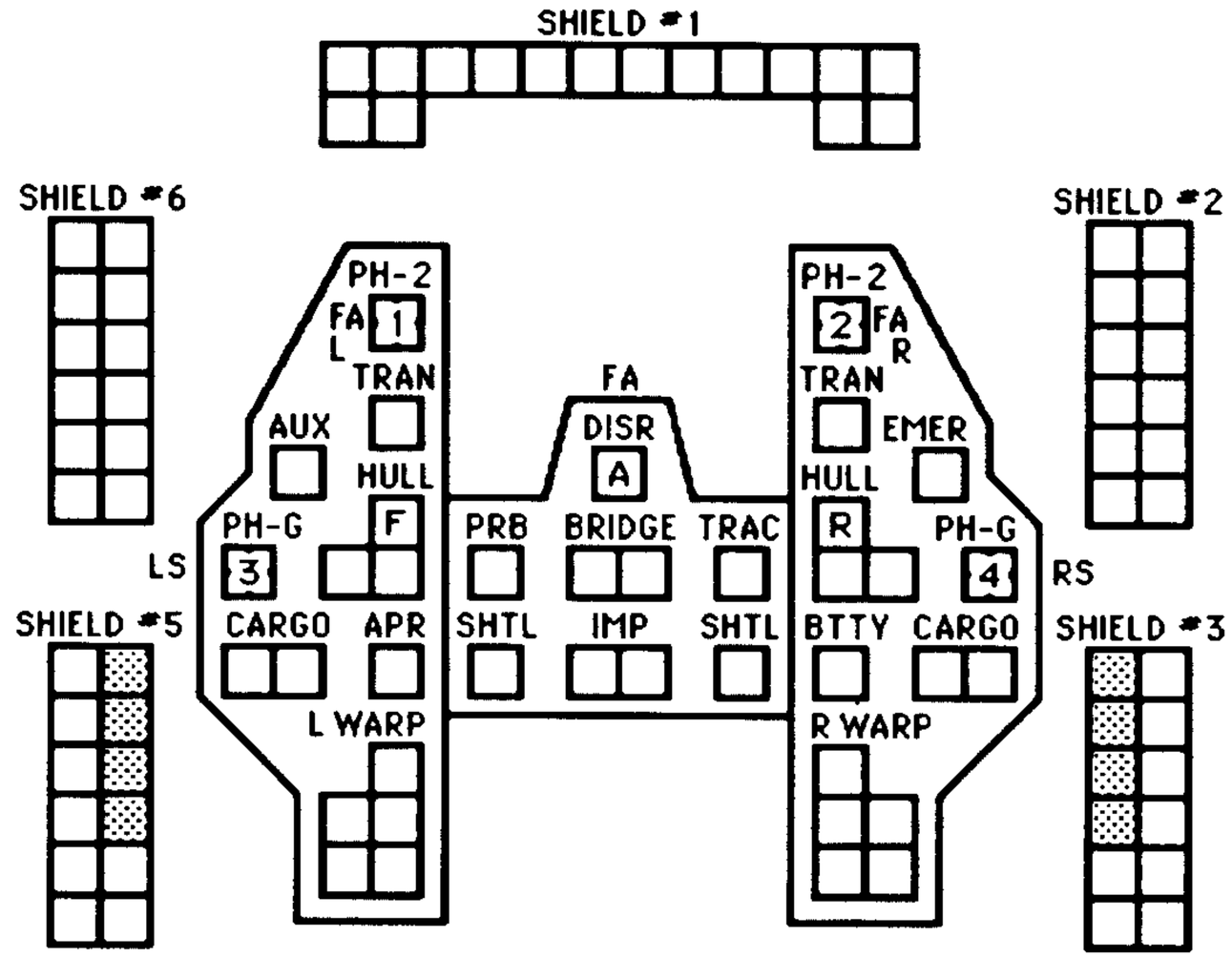
			4

T-BOMBS

		D	D

PROBES

				5



SENSOR

6	4	2	0

SCANNER

0	1	5	9

DAM CON

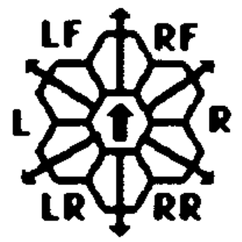
2	2	0

EX DAM

▒ SHADED BOXES ARE THE PLUS REFIT.

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

NIMBLE SHIP

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA
DAMAGE,STD	0	5	4	4	3	3
DAMAGE,OVLD	10	10	8	8	6	0

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

CREW UNITS

			*						10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

			4

T-BOMBS

		D	D

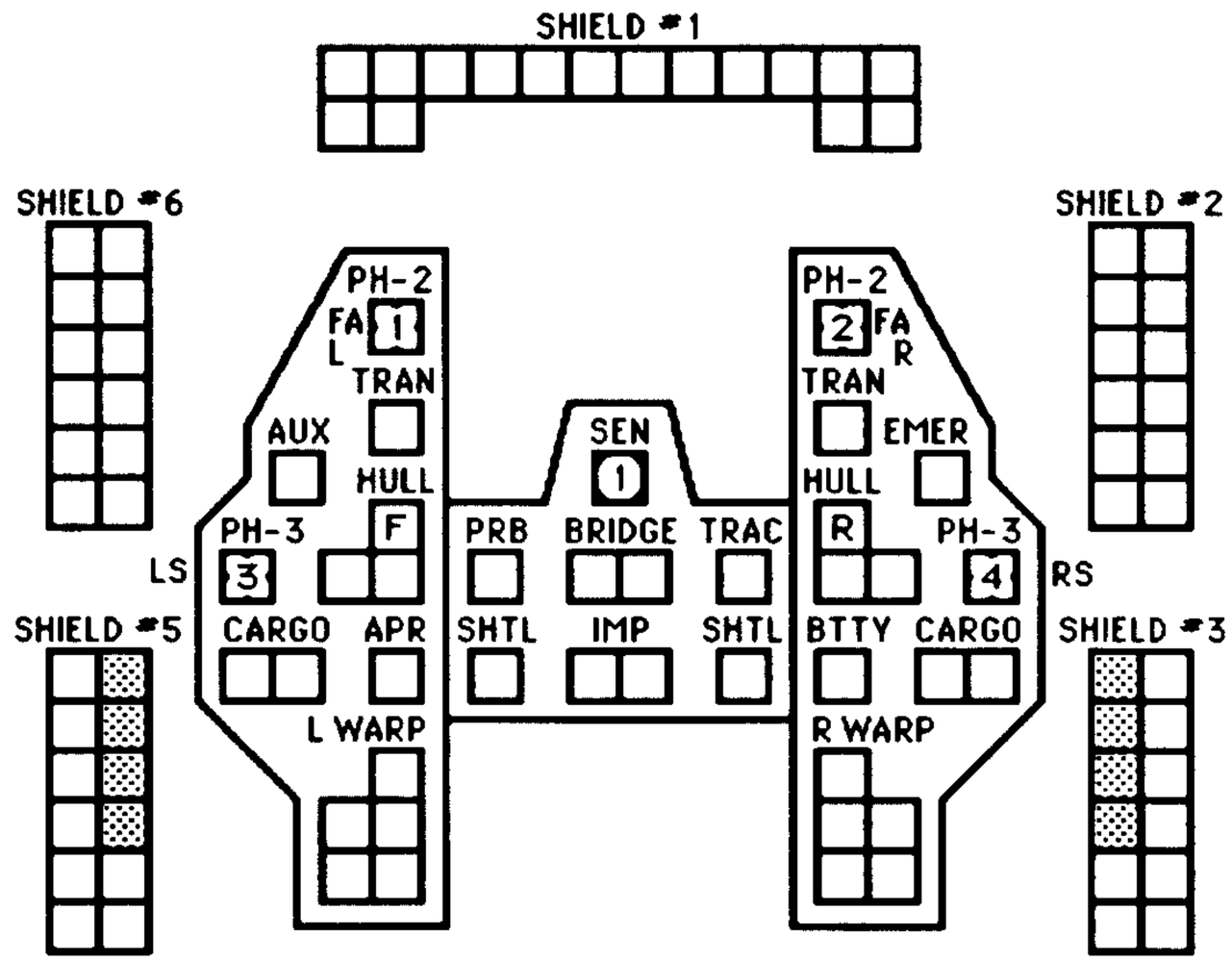
PROBES

				5

SHIP DATA TABLE		
TYPE	=	PSC
POINT VALUE	=	60/40
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.19
PLUS REFIT	=	+2

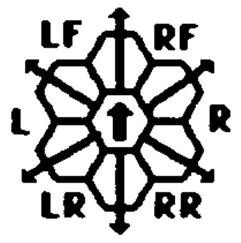
CNTR

LYRAN DEMOCRATIC REPUBLIC POLICE SCOUT



TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

NIMBLE SHIP

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SPECIAL SENSOR IS DESTROYED ON A "TORPEDO" DAMAGE POINT.

SCOUT FUNCTIONS SUMMARY	
21	LENDING ECM OR ECCM
22	BREAKING LOCK-ONS
23	ATTRACTING DRONES
24	CONTROLLING SEEKING WEAPONS
25	IDENTIFYING DRONES
26	DETECTING MINES
27	GATHERING SCIENCE INFORMATION
28	SELF-PROTECTION JAMMING
29	TACTICAL INTELLIGENCE

SENSOR	SCANNER	DAM CON	EX DAM
6 4 2 0	0 1 5 9	2 2 0	

SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

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LYRAN DEMOCRATIC REPUBLIC MONITOR

CNTR

CREW UNITS

									10
			*						20
									30

BOARDING PARTIES

									10

PALLET

CREW UNITS

					6
					12

DECK CREWS

					6
					12

BOARDING PARTIES

			4

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

				D	D	D	D

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIP DATA TABLE

TYPE	=	MON
POINT VALUE	=	85/145
BREAKDOWN	=	2-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.20
UIM REFIT	=	+5

SUP, FTR, PF PALLET

POINT VALUE	=	+15
CREW	=	+6

SPACE CONTROL PALLET

POINT VALUE	=	+30
CREW	=	+12
MARINES	=	+4

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

SEE (R1.22B) FOR MANEUVER LIMITATIONS.

TURN MODE	SPEED
D	
1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

HET ☐

BD ☐☐

DISRUPTOR TABLE

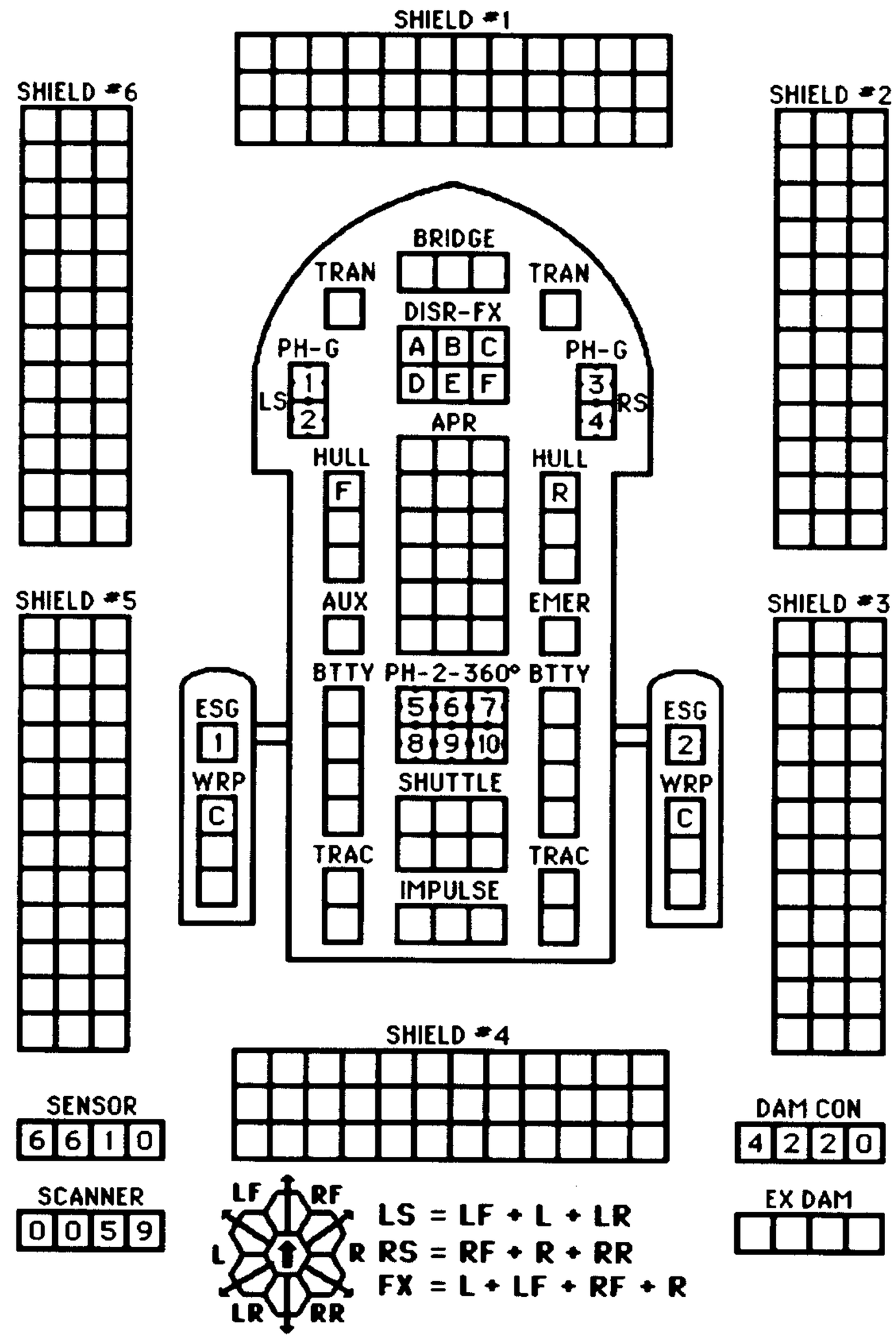
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

HIT & RUN

UIM ☐

DERFACS ☐

EVEN WITH A PALLET, THIS SHIP CAN ONLY CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ONE HALF OF ITS SENSOR RATING.



WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX ☐5☐ = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	☐5☐	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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LYRAN DEMOCRATIC REPUBLIC WAR DESTROYER LEADER

CNTR

CREW UNITS

			*						10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES | | | | | | | | | | 10 |

T-BOMBS | | | D | D |

PROBES | | | | | 5 |

SHIP DATA TABLE

TYPE	=	DWL
POINT VALUE	=	112
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.21

1 UIM STANDARD

POWER PACK = +9

MECH LINK REFIT = +2

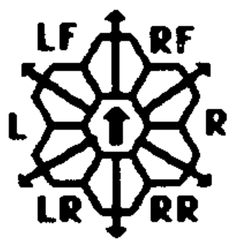
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

EXPANDING SPHERE TABLE

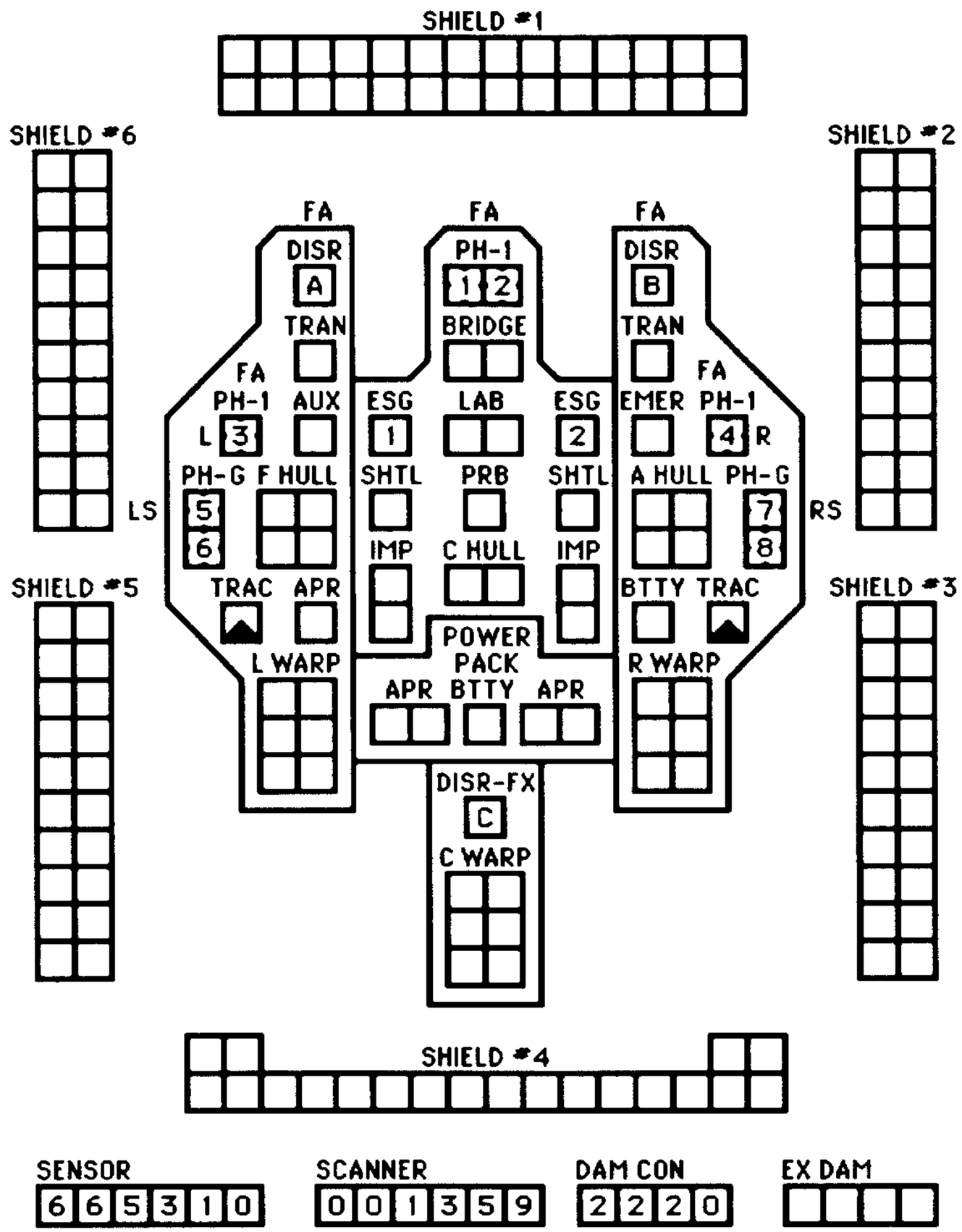
RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

HIT & RUN UIM ☐

DERFACS ☐



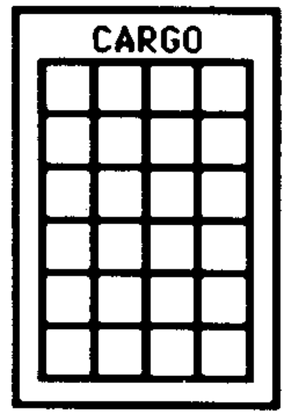
SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 3 1 0	0 0 1 3 5 9	2 2 2 0	

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX 5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

KLINGON-LDR PODS FOR USE BY THE LYRAN DEMOCRATIC REPUBLIC LTT

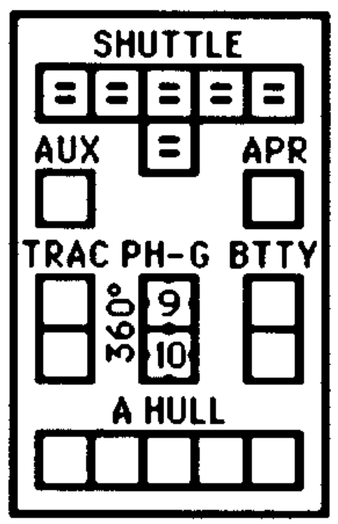
KLINGON-LDR CARGO POD



POD DATA TABLE

TYPE	=	P-C1
CREW	=	0
BPS	=	0
BPV	=	14/10
SIZE	=	4
REF	=	R14.22A

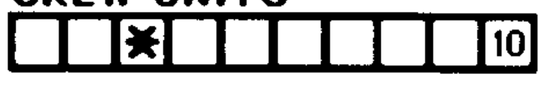
KLINGON-LDR HANGAR POD



POD DATA TABLE

TYPE	=	P-H5
BPV	=	18/16
SIZE	=	4
REF	=	R14.22E

CREW UNITS



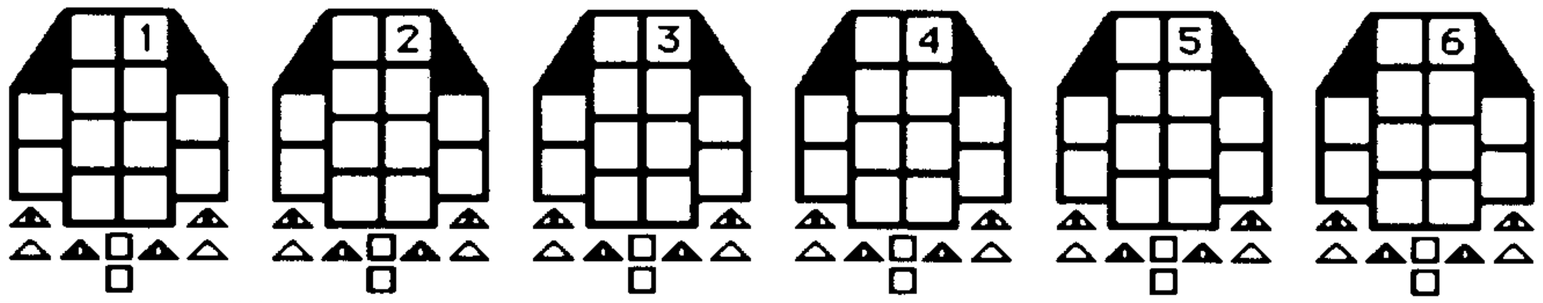
DECK CREWS

BOARDING PARTIES

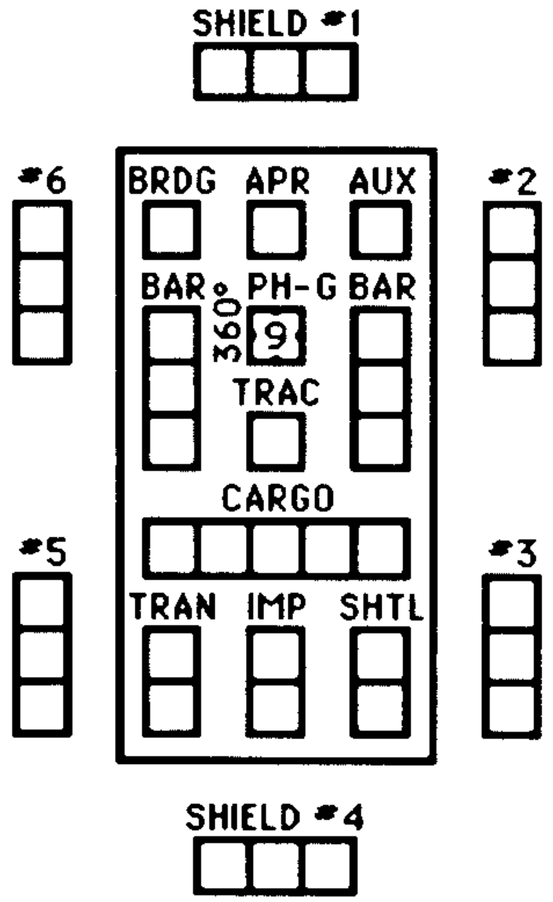
Z-Y FIGHTERS
2×PH-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15

▲ Z-YB ONLY

POD CAN CONTROL SEEKING WEAPONS EQUAL TO 1/2 THE TUG'S SENSOR RATING.



KLINGON-LDR TROOP TRANSPORT POD

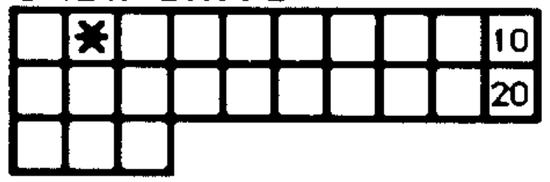


POD DATA TABLE

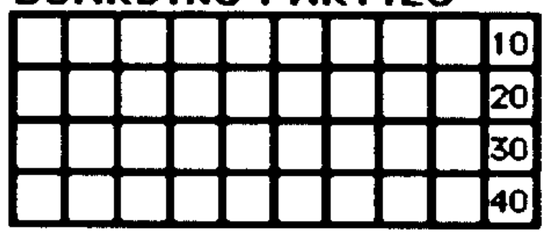
TYPE	=	P-T3
BPV	=	32/22
SIZE	=	4
REF	=	R14.22C

GRAVITY LANDING (P2.432).

CREW UNITS



BOARDING PARTIES



SENSOR

DAM CON

SCANNER

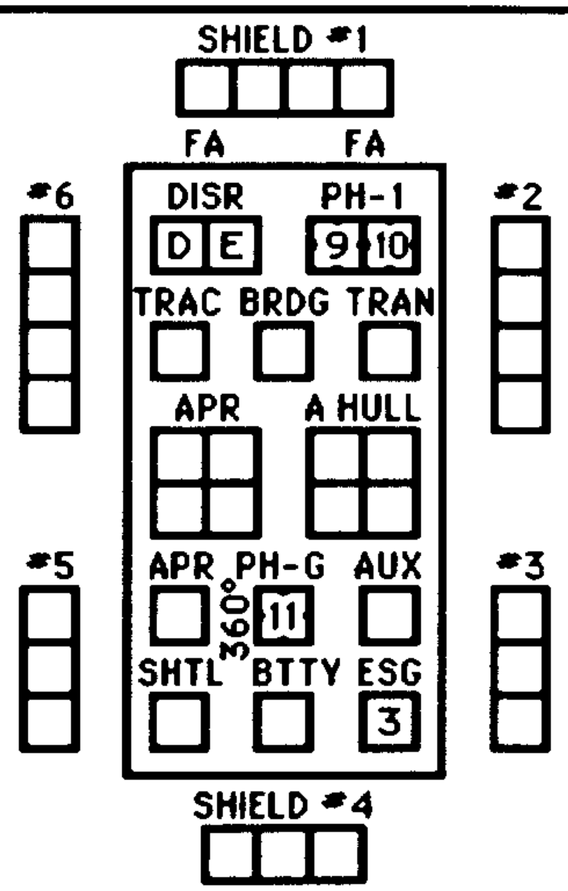
EX DAM

BARRACKS ARE DESTROYED ON "HULL" HITS.

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES
		GAS
		GAS

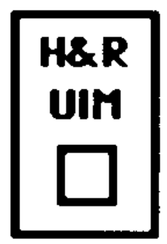
KLINGON-LDR BATTLE POD



POD DATA TABLE

TYPE	=	P-B4
BPV	=	38
SIZE	=	4
REF	=	R14.22D

H&R UIM



ADMINISTRATIVE SHUTTLES

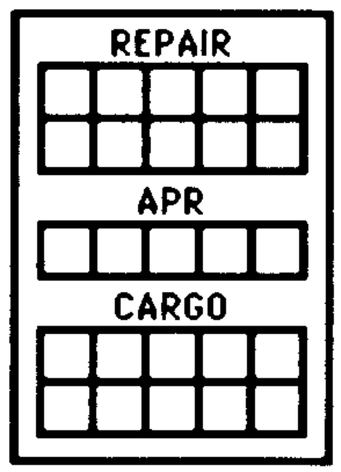
IDENT	HIT POINTS	NOTES

CREW UNITS

BOARDING PARTIES

POD CAN CONTROL THREE SEEKING WEAPONS.

KLINGON-LDR REPAIR POD



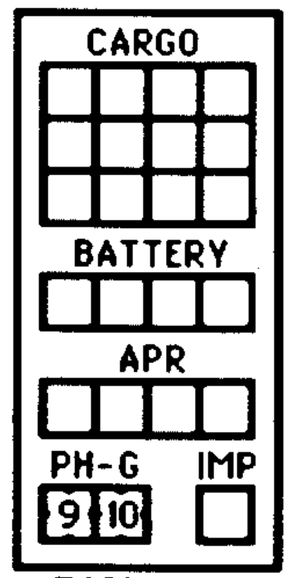
POD DATA TABLE

TYPE	=	P-R9
BPV	=	34/18
SIZE	=	4
REF	=	R14.22F

CREW UNITS

BOARDING PARTIES

KLINGON-LDR POWER BOOST POD



POD DATA TABLE

TYPE	=	P-P2
BPV	=	32/19
SIZE	=	4
REF	=	R14.22B

CREW UNITS

BOARDING PARTIES

LYRAN DEMOCRATIC REPUBLIC SCOUT

CNTR

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	SC
POINT VALUE	=	110/70
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.23
PLUS REFIT	=	+2
MECH LINKS	=	+2

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

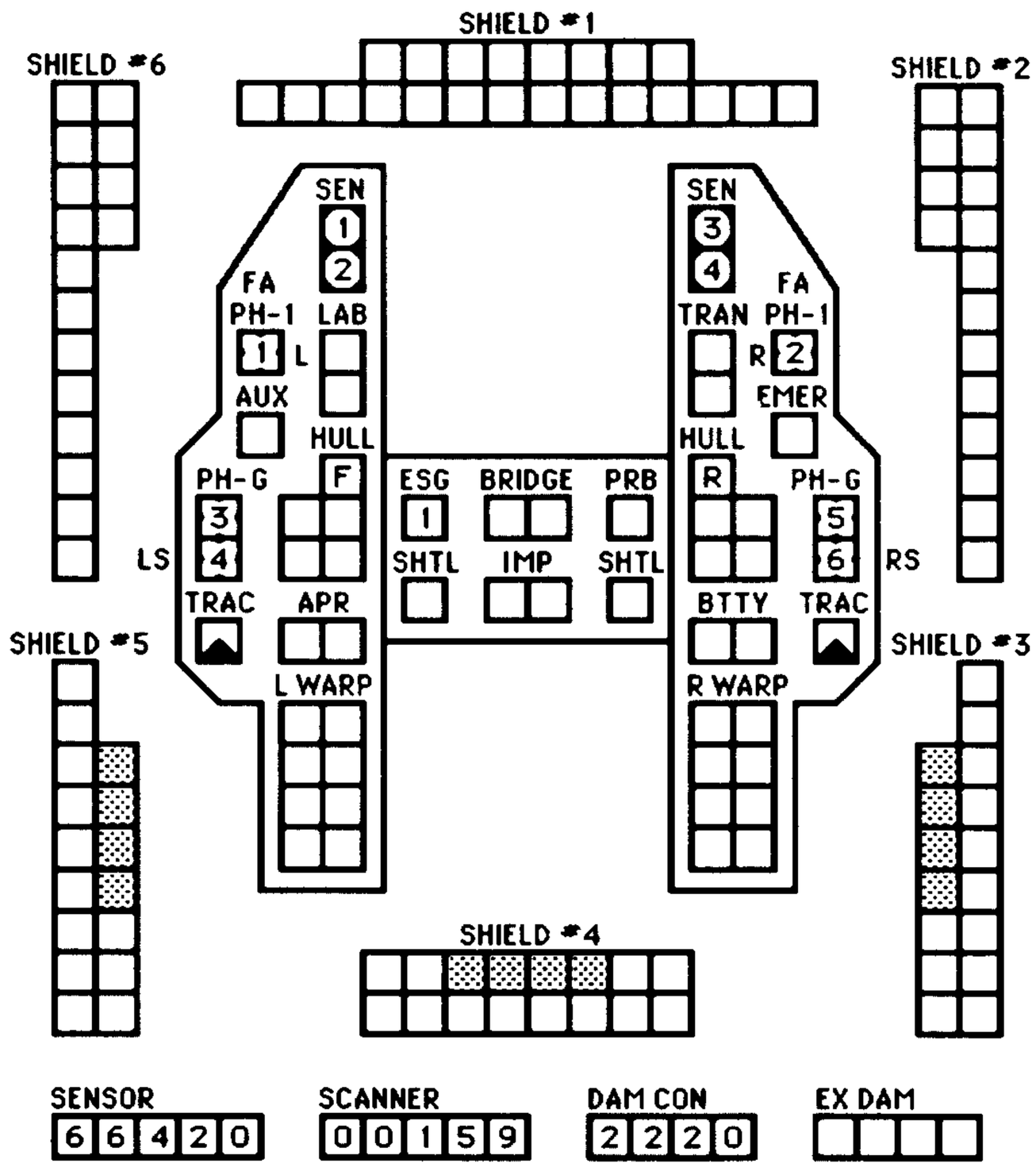
TURN MODE	SPEED
B	
1	2-5
2	6-10
3	11-15
HET	
4	16-21
BD	
5	22-28
6	29+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15



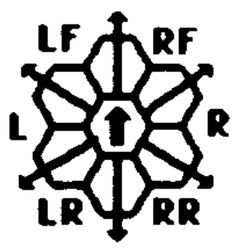
SENSOR	SCANNER	DAM CON	EX DAM
6 6 4 2 0	0 0 1 5 9	2 2 2 0	

SHADED BOXES ARE THE PLUS REFIT.

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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LDR BATTLE STATION

SHIP DATA TABLE		
TYPE	=	BATS
POINT VALUE	=	200
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R1.2
Y170 REFIT	=	+15
Y175 REFIT	=	+15
1 UIM STANDARD		
HANGAR MODULE		+10
PF MODULE		+12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

HIT & RUN UIM

DERFACS

PROBES 5

CREW UNITS

10 20 30 40 50 60 70 80 90 100 110 120 130

BOARDING PARTIES 10 20

CNTR

SHIELD #1

SENSOR 6 6 6 5 3 1 0

SCANNER 0 0 0 1 3 5 9

DAM CON 6 4 4 2 2 2 0

EX DAM

PH-G-FX 7 ESG 1 TRAC REPAIR PH-4-FX 1 2 SEN 1

SHIELD #6

SHIELD #2

FIGHTER MODULE

SHTL HULL C CARGO TRAC

BRDG PRB

LAB CARGO LAB

TRAN DISR A B SEN 4 ESG 4 SHTL

360° BTTY

FIGHTER MODULE

HULL C CARGO TRAC SHTL

LF RF L R LR RR

LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

TRAC SEN 3 REPAIR

PH-4 5 6

PH-G 9 ESG 3

AUX C HULL EMER

APR AWR APR

ARMOR

REPAIR ESG 2 PH-G 8 RS LR

PH-4 3 4 RS LR

TRAC SEN 2

SHIELD #5 LS RR LS RR

SHIELD #3

REPAIR TRACTOR

PF MODULE

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

SHIELD #4

Y170 SHIELD REFIT.

Y175 SHIELD REFIT.

DISRUPTORS HAVE 30 HEX RANGE.

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

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LYRAN DEMOCRATIC REPUBLIC MILITARY POLICE ESCORT

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

DECK CREWS

	2

PROBES

				5

TYPE II PHASER TABLE

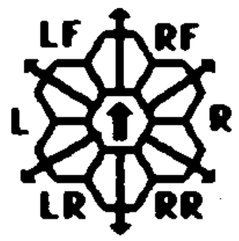
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

SHIP DATA TABLE

TYPE	=	MPE
POINT VALUE	=	75
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.26
POWER PACK	=	+9
SHIELD REFIT	=	+2
LIMITED AEGIS		

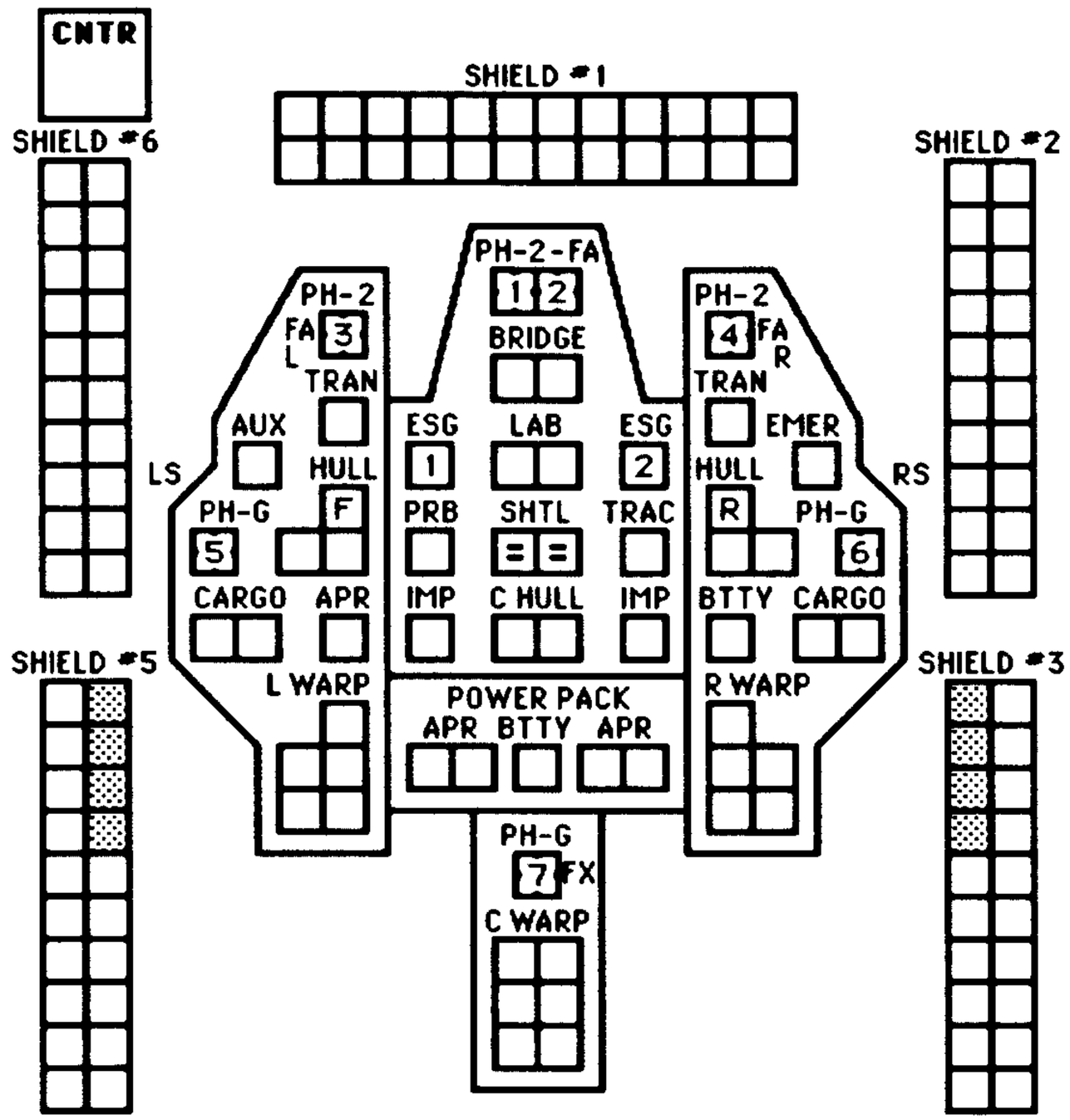
SHIP DATA TABLE

TYPE	=	MPA
POINT VALUE	=	93
REFERENCE	=	R14.26A
INCLUDES POWER PACK AND PLUS REFITS		
FULL AEGIS		

TURN MODE	SPEED
A 1	2-6
2	7-12
HET 3	13-19
4	20-26
BD 5	27+

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

AS A CARRIER ESCORT, THIS SHIP HAS READY RACKS AND DECK CREWS TO SERVICE THE FIGHTERS OF THE CARRIER. IT HAS NO FIGHTERS OF IT OWN.



SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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LYRAN DEMOCRATIC REPUBLIC NEW HEAVY CRUISER

CREW UNITS

			✱						10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	NCA
POINT VALUE	=	150
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R14.27
UIM REFIT	=	+5
MECH LINKS	=	+2

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

FA

PH-1 1 2 BRIDGE LAB

PH-1 FA L 3 4 FA DISR A TRAN AUX HULL F PH-G 7 LS PH-1 8 TRAC APR L WARP

PH-1 5 6 FA R TRAN FA DISR B EMER HULL R PH-G 9 RS PH-1 10 TRAC BTTY R WARP

BTTY IMP ESG 1 FLAG SHTL PRB HULL C ESG 2 FLAG SHTL APR IMP

DSR-FA L C C WARP

DSR-FA D R C WARP

TURN MODE SPEED

C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
BD	5	21-27
	6	28+

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 2 2 2 0

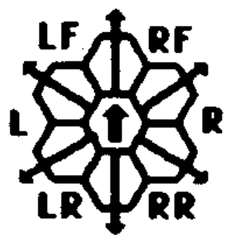
EX DAM:

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2
DAMAGE,OVLD	10	10	8	8	6	0	0	0

HIT & RUN

UIM

DERFACS

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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LDR CIVILIAN BASE STATION

SHIP DATA TABLE		
TYPE	=	BSC
POINT VALUE	=	120/90
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.35
Y175 REFIT	=	+18
HANGAR MODULE		+10
CARGO MODULE		+8

CREW UNITS 10 20 30 40 50 60 70

BOARDING PARTIES 10

LF RF L R LR RR

LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES 5

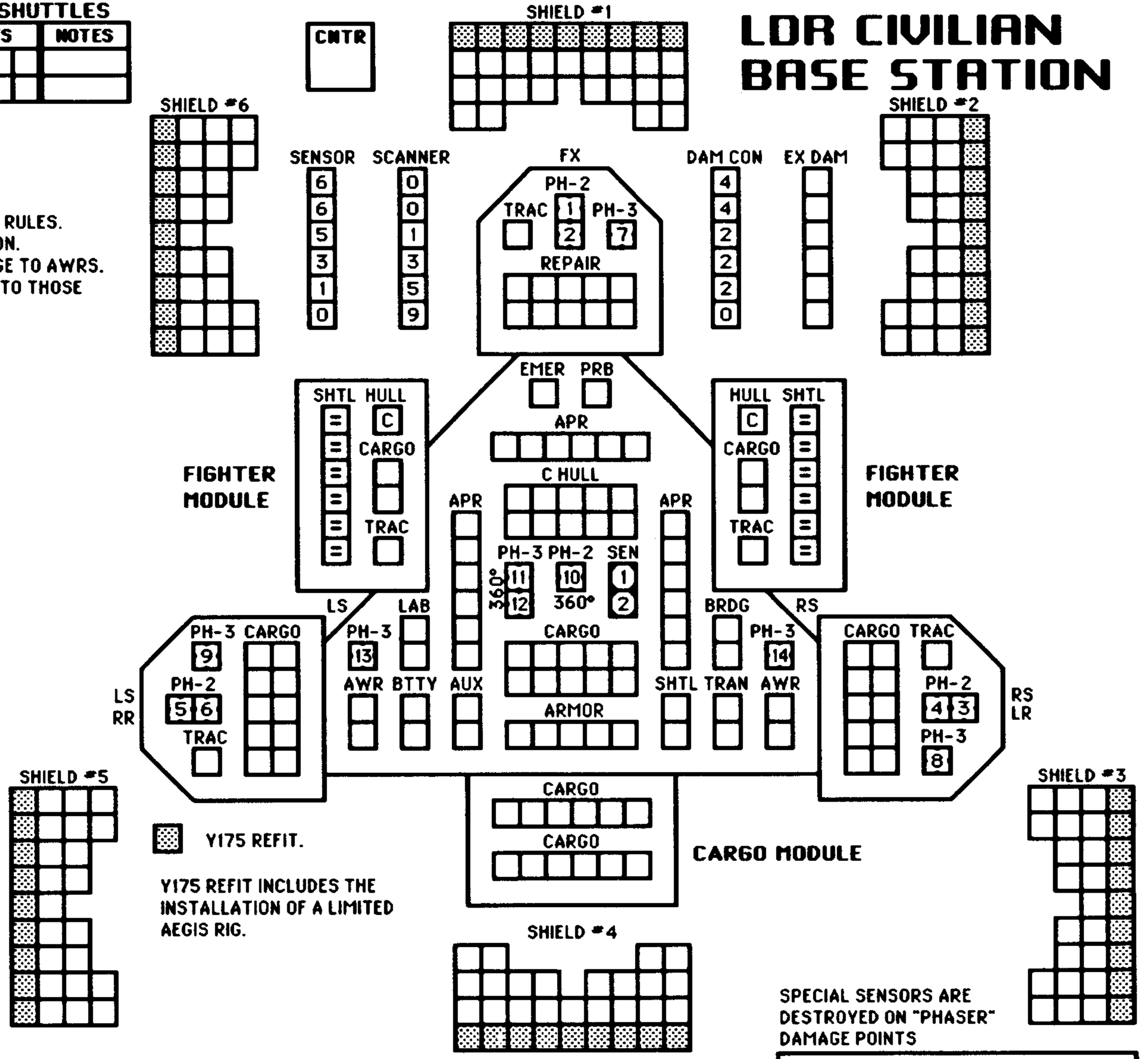
SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.
THIS BASE IS IDENTICAL TO THOSE USED BY THE LYRANS.

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



Y175 REFIT.

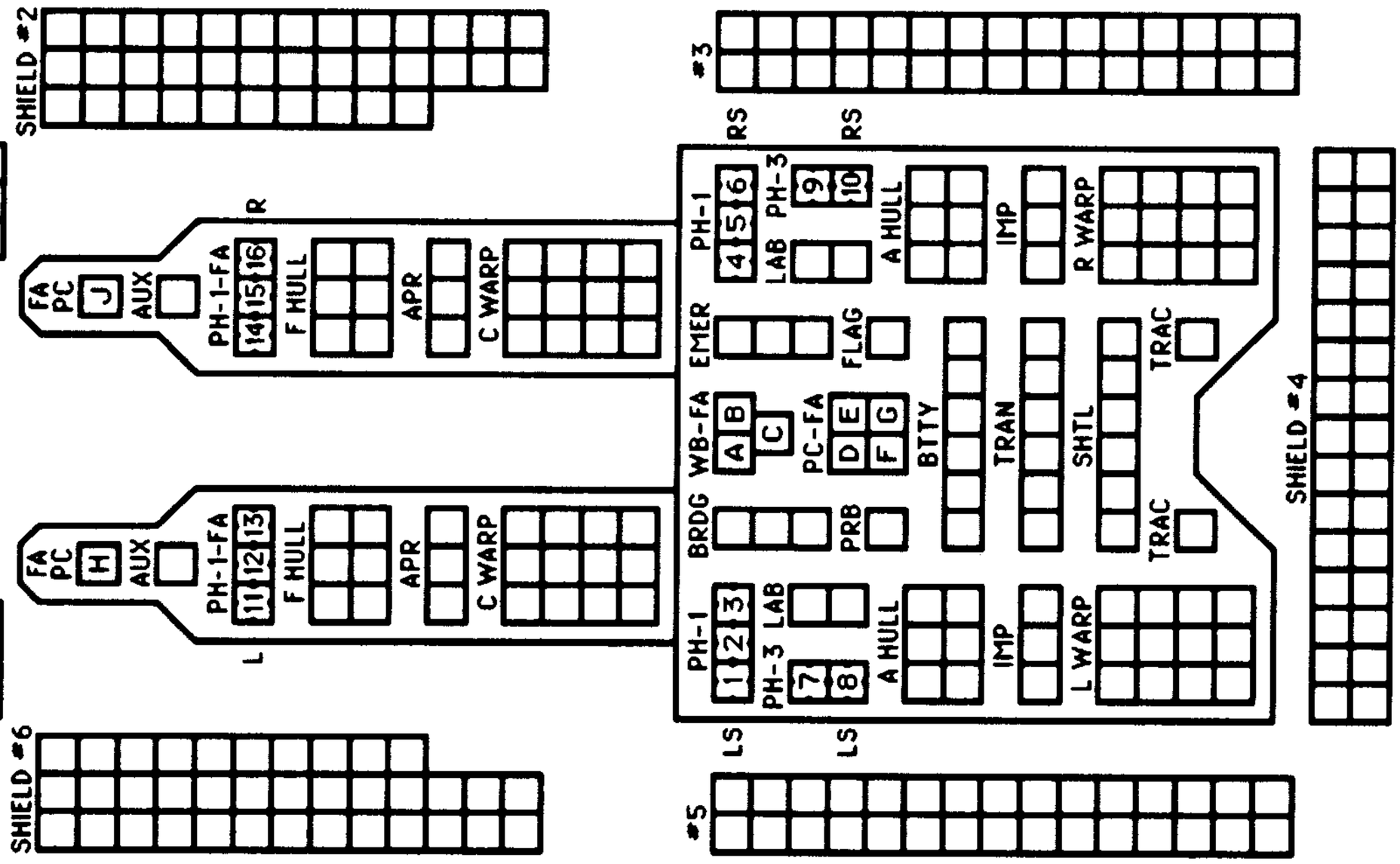
Y175 REFIT INCLUDES THE INSTALLATION OF A LIMITED AEGIS RIG.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SELTORIAN DREADNOUGHT



CNTR

SENSOR 6 6 6 6 5 5 3 1 0

SCANNER 0 0 0 0 1 1 3 5 9

DAM CON 6 6 4 4 2 2 2 0

EX DAM

⑥ = ERRATIC MANEUVER WARP COST																													
HET COST	5	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30													
5	24	26	27	29	30	32	33	35	36	36	38	39	41	42	44	45													
5½	24	25½	27	28½	30	31½	33	34½	36	36	37½	39	40½	42	43½	45													

SHIP DATA TABLE

TYPE	= DN
POINT VALUE	= 230
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R15.2

NO SPECIAL ARCS.

BOOMS ARE NOT SEPARABLE.

TURN MODE	SPEED
E	1 – 2
	3 – 4
	5 – 6
	7 – 10
	11 – 14
	15 – 20
	21 – 29
	30+
HET	
BD	

DIE ROLL	RANGE 0	1	2	3
1	4	4	4	3
2	4	4	4	2
3	4	4	4	1
4	4	4	3	0
5	4	3	2	0
6	3	3	1	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

WEB BREAKER TABLE

DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	9	8	7	6	5	4	3	2	1	0
2	8	7	6	5	4	3	2	1	0	0
3	7	5	5	4	4	3	2	1	0	0
4	6	4	4	4	3	2	1	0	0	0
5	5	4	4	4	3	2	1	0	0	0
6	4	4	3	3	2	2	1	0	0	0

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

DIE ROLL	SPEED 2-3	4-6	7-10	11-14	15-20	21-29	30+
1	1	1	1	1	1	1	1
2	1	1	1	1	1	1	0
3	1	1	1	1	1	0	0
4	1	1	1	1	0	0	0
5	1	1	1	0	0	0	0
6	1	1	0	0	0	0	0

DIE ROLL	4- 8	9- 15
1	1	1
2	1	0
3	0	0
4	0	0
5	0	0
6	0	0

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	⑥	7	8	9	10	11	12	13	14	15
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	MOTES
		GAS
		GAS
		GAS
		GAS

TRANSPORTER BOMBS D D D D D

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

Y184 AND AFTER.

CREW UNITS 10 20 30 40 50 60

BOARDING PARTIES 10 20 30

PROBES 5

SELTORIAN HEAVY BATTLECRUISER

CREW UNITS

			*						10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20
									30

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS

TRANSPORTER BOMBS

				D	D	D	D

Y184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

SHIP DATA TABLE

TYPE	=	BCH
POINT VALUE	=	190
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R15.3

CNTR

SENSOR: 6 6 6 5 5 3 1 0

SCANNER: 0 0 0 1 1 3 5 9

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE	SPEED
E 1	2 - 3
2	4 - 6
3	7 - 10
HET 4	11-14
5	15-20
BD 6	21-29
7	30+

WEB BREAKER TABLE

DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

TYPE III DEFENSE PHASER

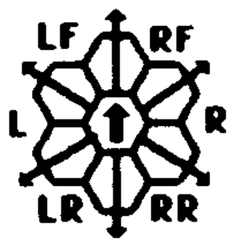
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

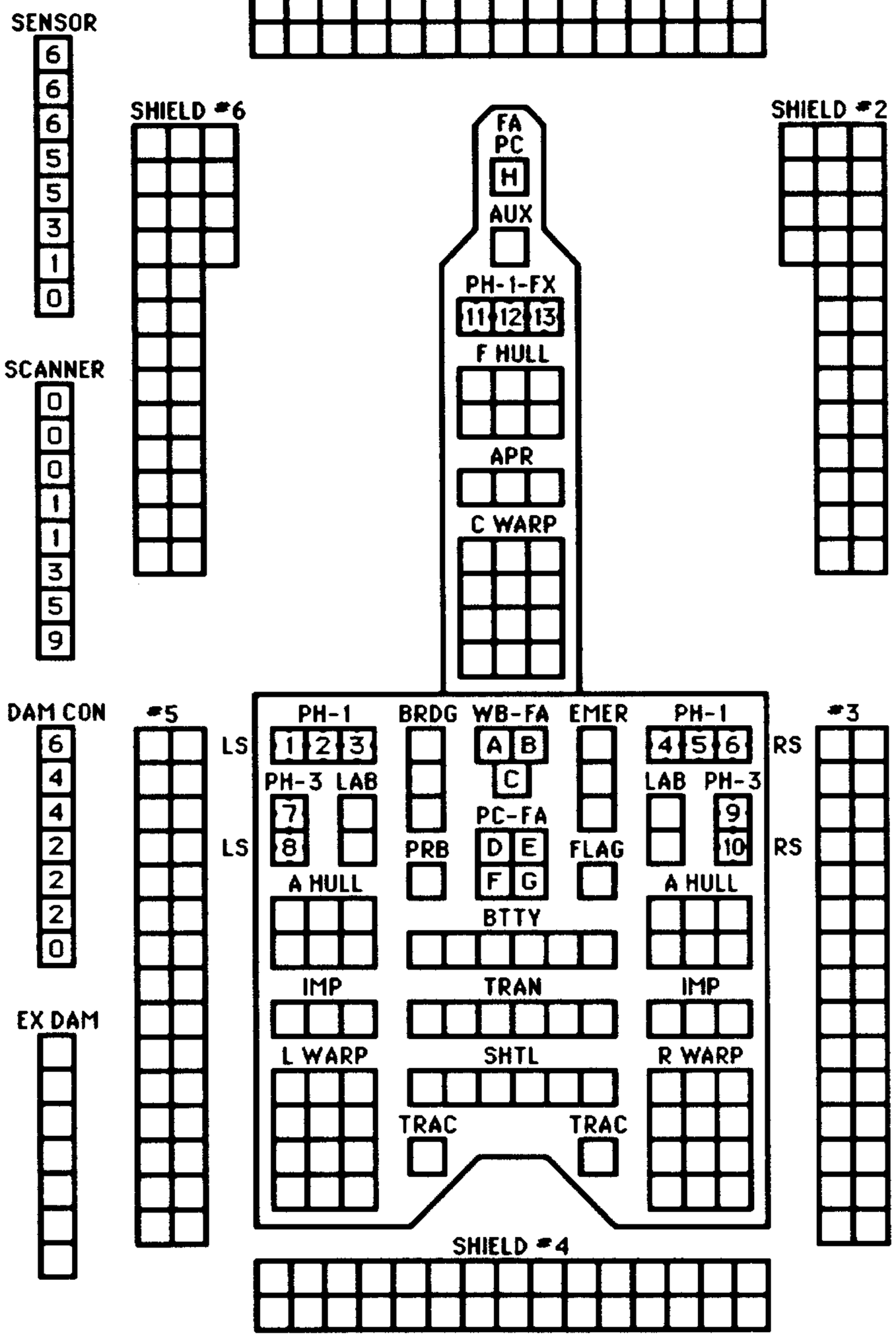
PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

MOVEMENT COST = 1
HET COST = 5
EM COST = 6



NO SPECIAL ARCS. BOOM IS NOT SEPARABLE.

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SELTORIAN HEAVY CRUISER

CREW UNITS

			*						10
									20
									30
									40
									50

BOARDING PARTIES

									10
									20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

				D	D	D	D

Y184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

SHIP DATA TABLE

TYPE	=	CA
POINT VALUE	=	142
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R15.4

CNTR

SENSOR: 6 6 6 5 3 1 0

SCANNER: 0 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE	SPEED
D 1	2-4
2	5-8
3	9-12
HET 4	13-17
5	18-24
BD 6	25+

WEB BREAKER TABLE

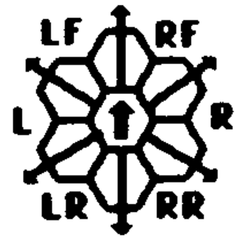
DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIELD CRACKER TABLE

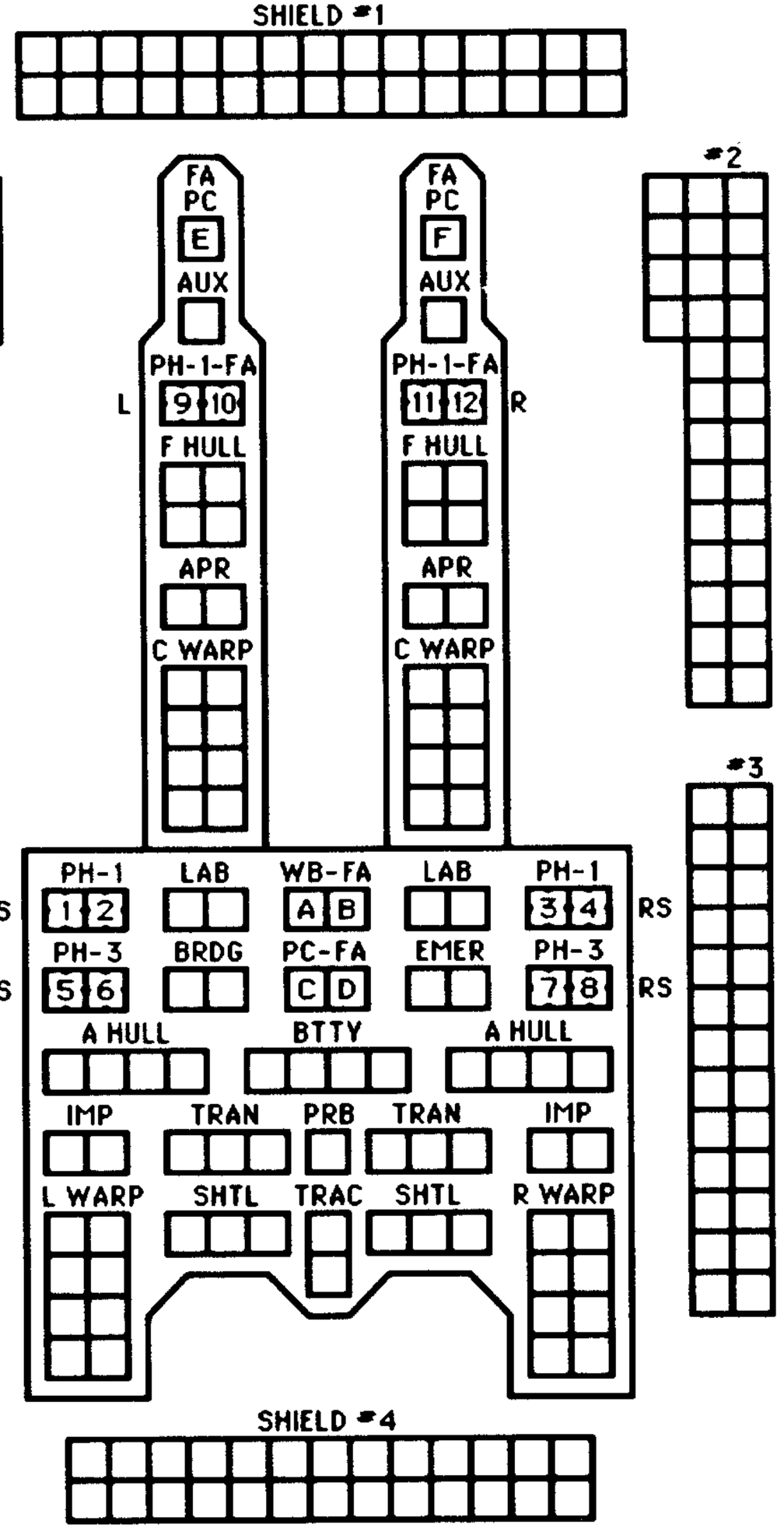
RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA



NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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SELTORIAN LIGHT CRUISER

CREW UNITS

			*					
								10
								20
								30
								40

BOARDING PARTIES

									10
									20

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

				D	D	D	D

Y184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

SHIP DATA TABLE

TYPE	=	CL
POINT VALUE	=	127
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R15.5

CNTR

SENSOR

6
6
5
3
1
0

SCANNER

0
0
1
3
5
9

DAM CON

4
4
2
2
2
0

EX DAM

TURN MODE SPEED

D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

WEB BREAKER TABLE

DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

TYPE III DEFENSE PHASER

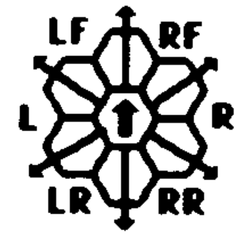
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIELD CRACKER TABLE

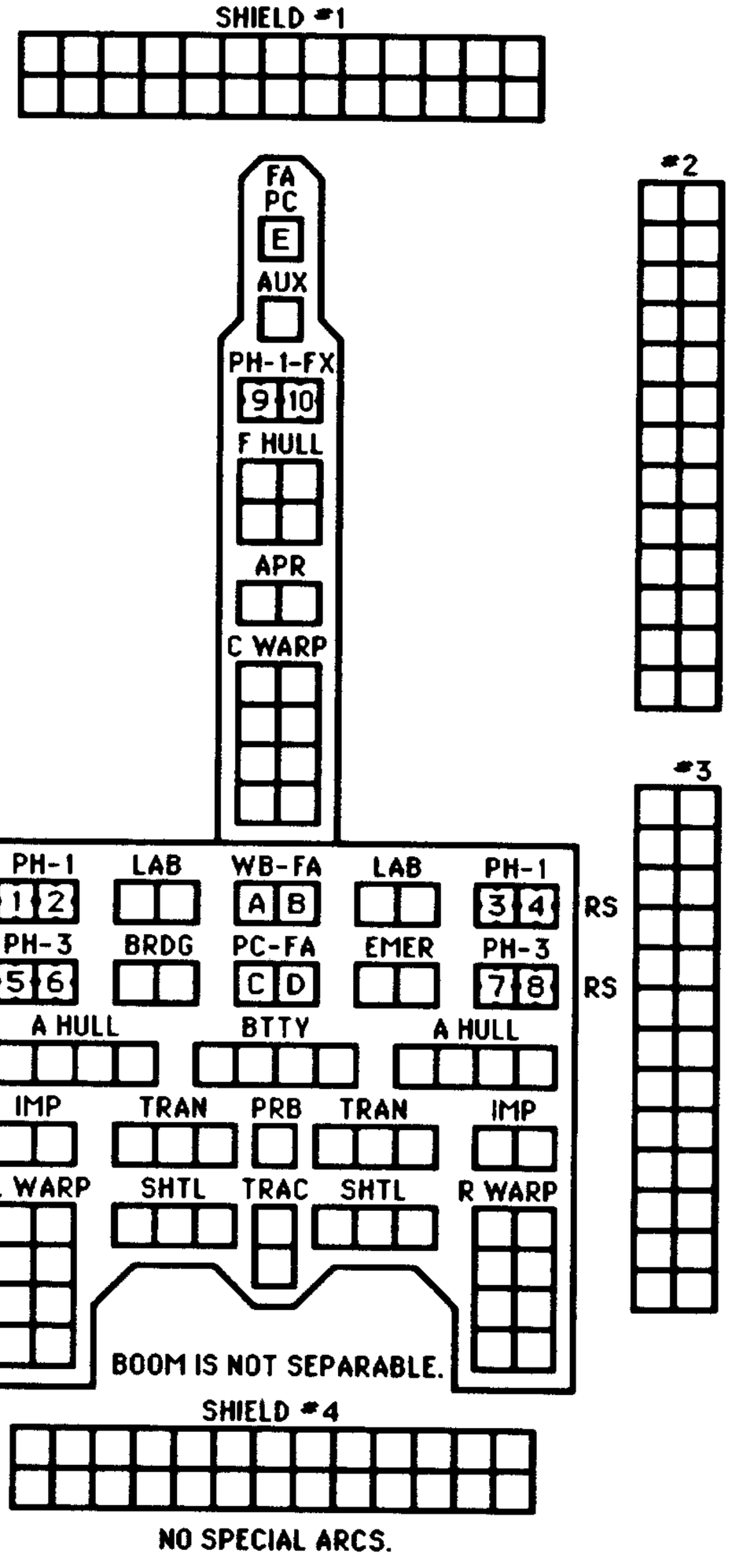
RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R



NO SPECIAL ARCS.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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SELTORIAN DESTROYER

CREW UNITS

			*						10
									20

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

		D	D

Y184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

SHIP DATA TABLE

TYPE	=	DD
POINT VALUE	=	95
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R15.6

CNTR

SENSOR

6
6
5
3
0

SCANNER

0
0
1
5
9

DAM CON

2
2
2
0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE

C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

WEB BREAKER TABLE

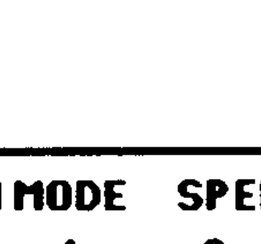
DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

SHIELD CRACKER TABLE

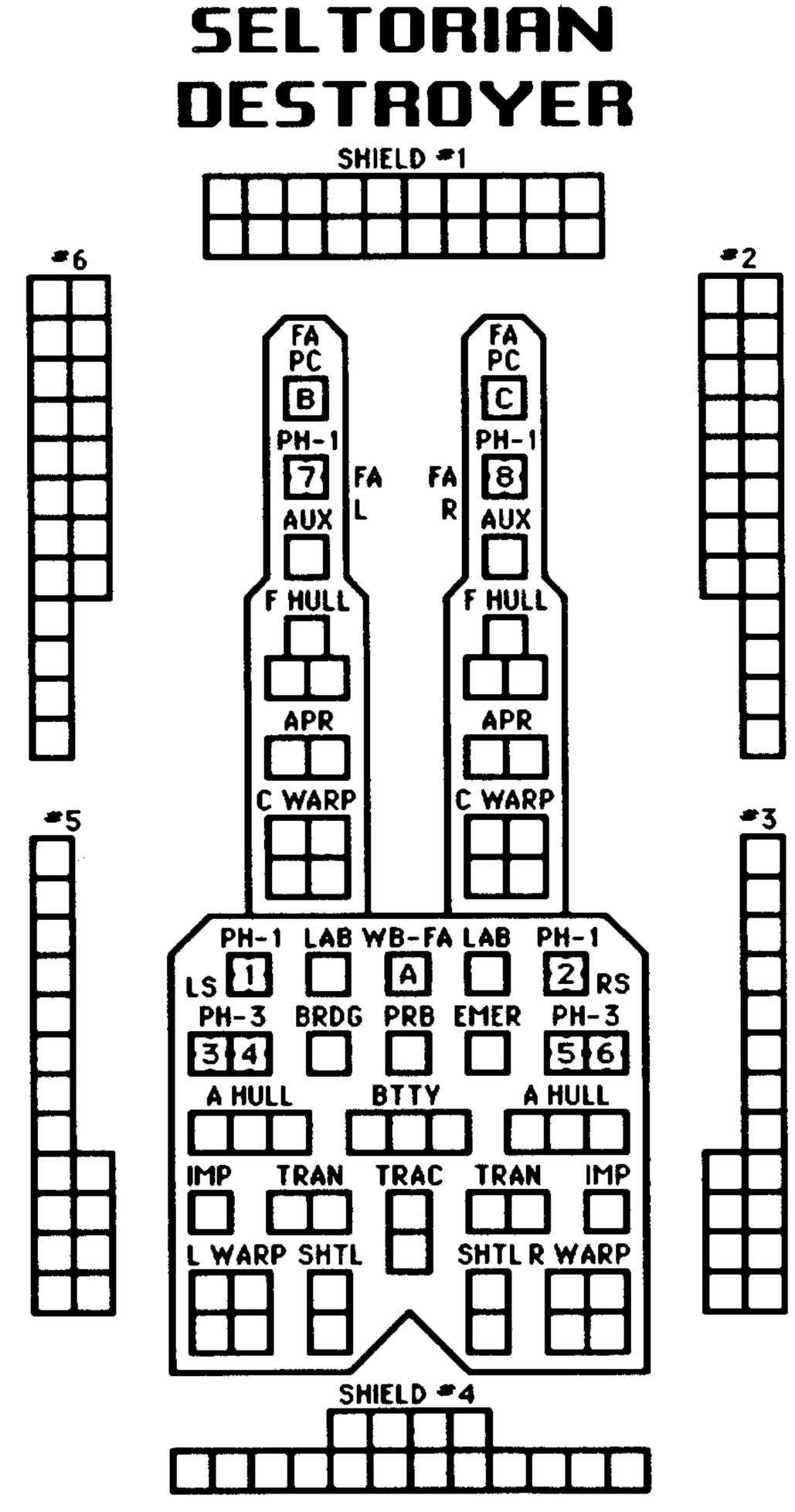
RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR



NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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SELTORIAN FRIGATE

CREW UNITS

			*					10
								20

BOARDING PARTIES

								10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

		D	D

Y184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

SHIP DATA TABLE

TYPE	=	FF
POINT VALUE	=	73
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R15.7

CNTR

SENSOR: 6 5 3 0

SCANNER: 0 1 5 9

DAM CON: 2 2 2 0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

WEB BREAKER TABLE

DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

TYPE III DEFENSE PHASER

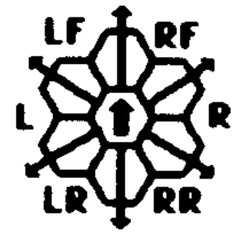
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIELD CRACKER TABLE

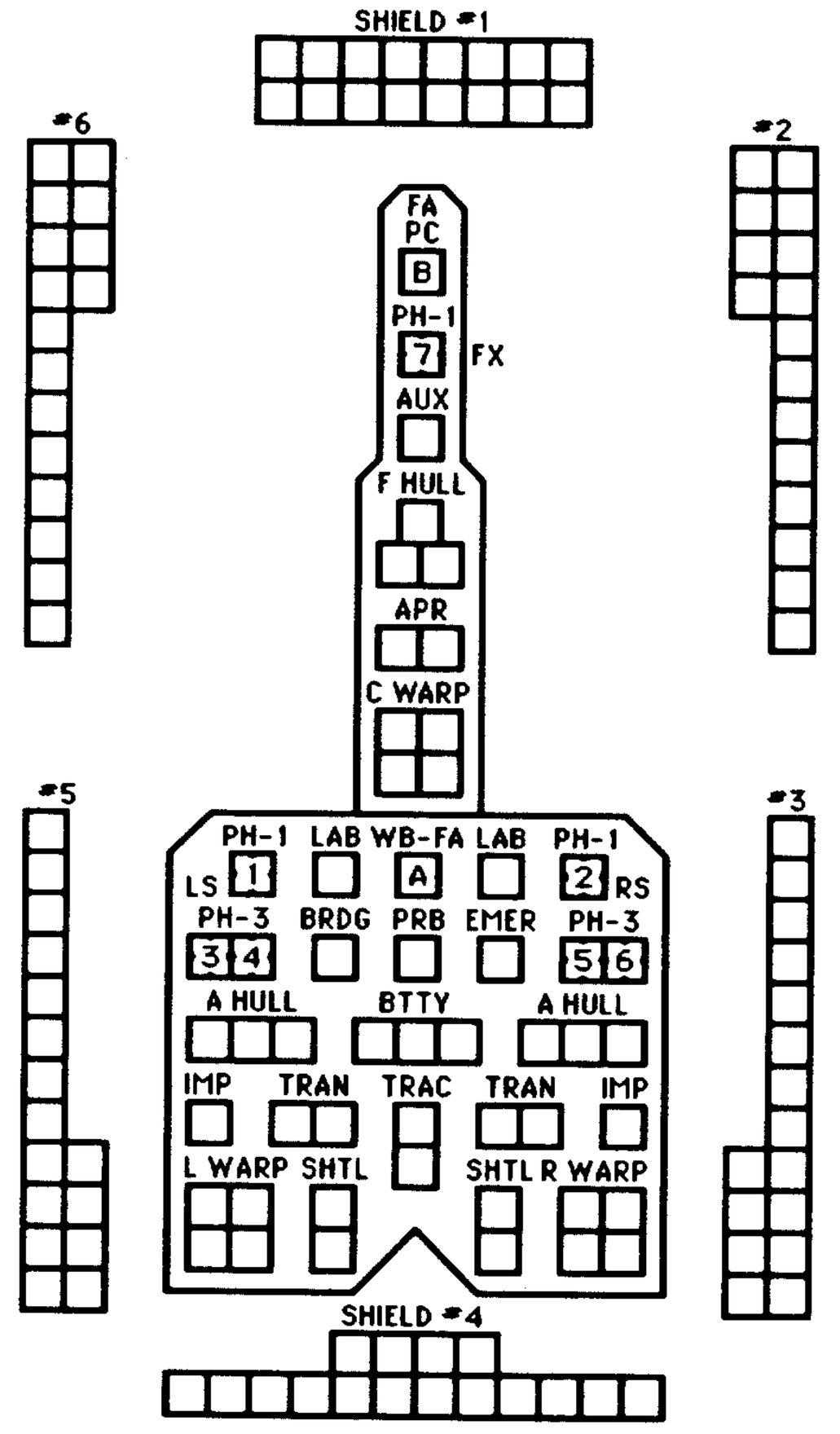
RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R



BOOM IS NOT SEPARABLE.
NO SPECIAL ARCS.

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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SELTORIAN SCOUT DESTROYER

CREW UNITS

			✱							10
										20

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

		D	D

Y184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

SHIP DATA TABLE

TYPE	= SC
POINT VALUE	= 100/65
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R15.8

CNTR

SENSOR: 6 6 5 3 0

SCANNER: 0 0 1 5 9

DAM CON: 2 2 2 0

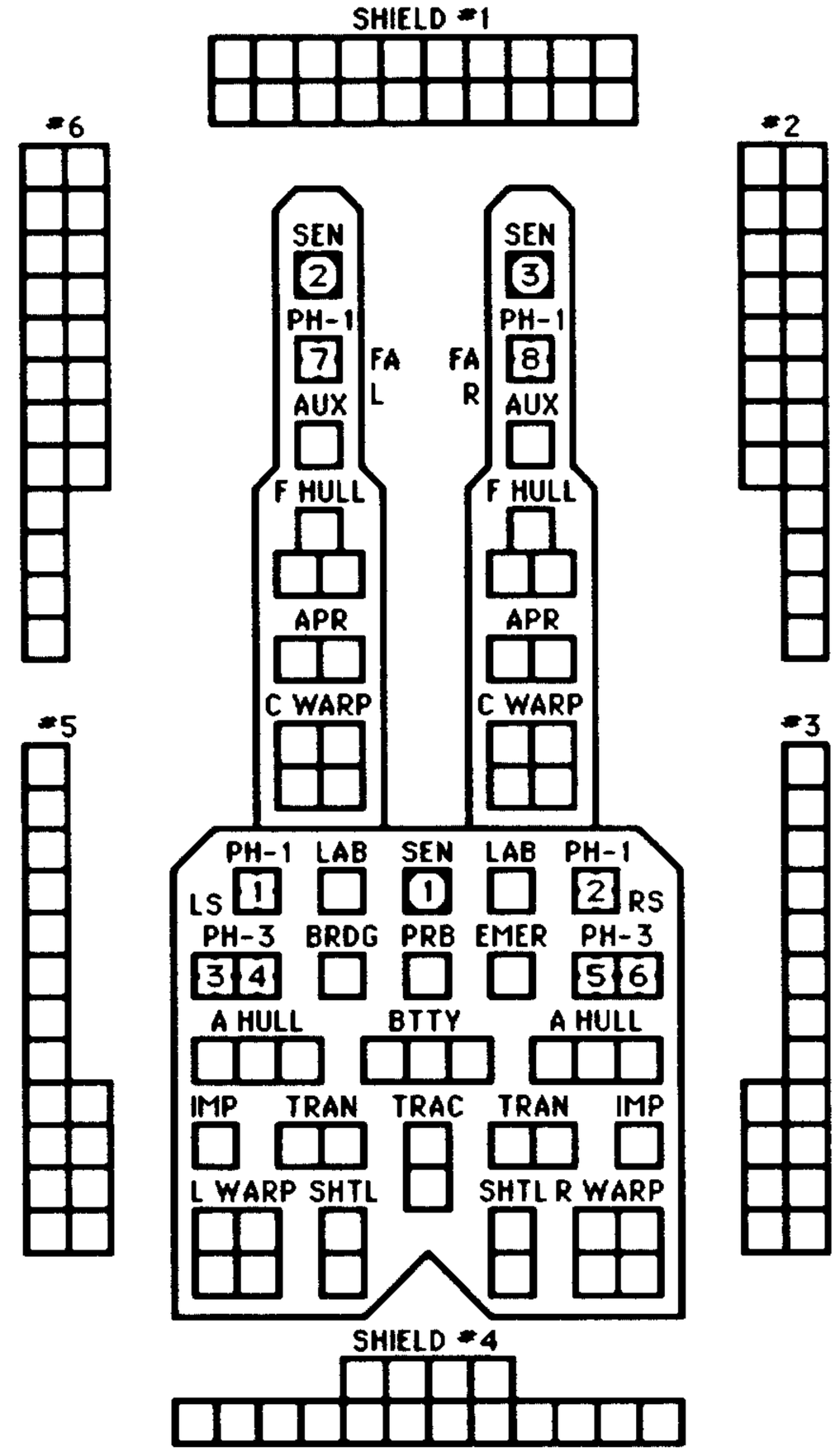
EX DAM

TURN MODE / SPEED

TURN MODE	SPEED
C 1	2-4
2	5-9
3	10-14
HET 4	15-20
5	21-27
BD 6	28+

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

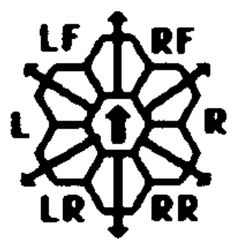


NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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SELTORIAN PF TENDER

CREW UNITS

									10
			*						20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

Y184 AND AFTER.

PROBES

				5

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.

SHIP DATA TABLE

TYPE	= PFT
POINT VALUE	=105/65
BREAKDOWN	= 4-6
SHIELD COST	=1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R15.9

CNTR

SENSOR: 6 6 5 3 0

SCANNER: 0 0 1 5 9

DAM CON: 2 2 2 0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

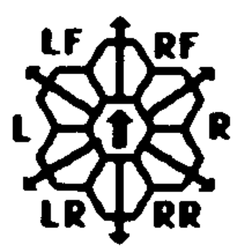
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

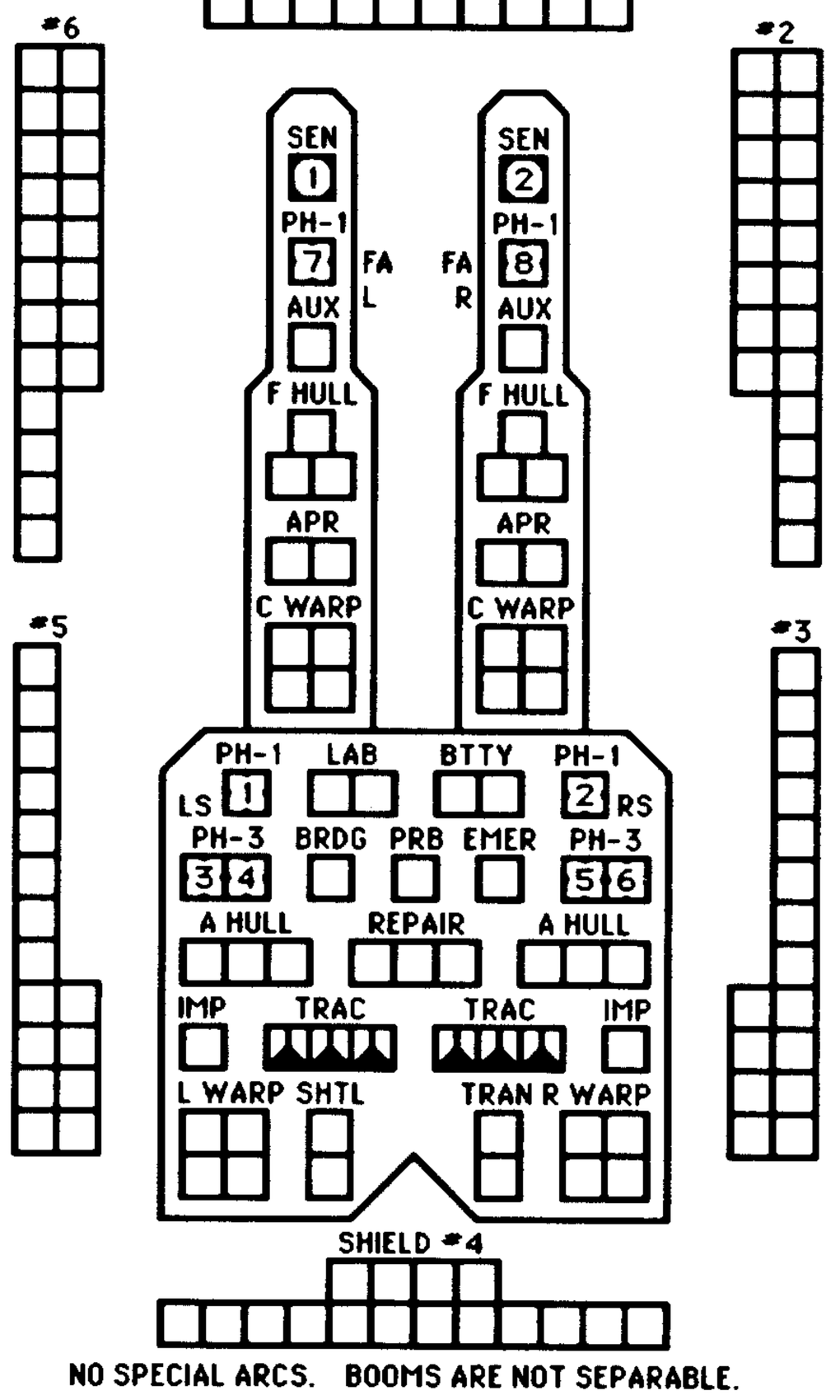
SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR





NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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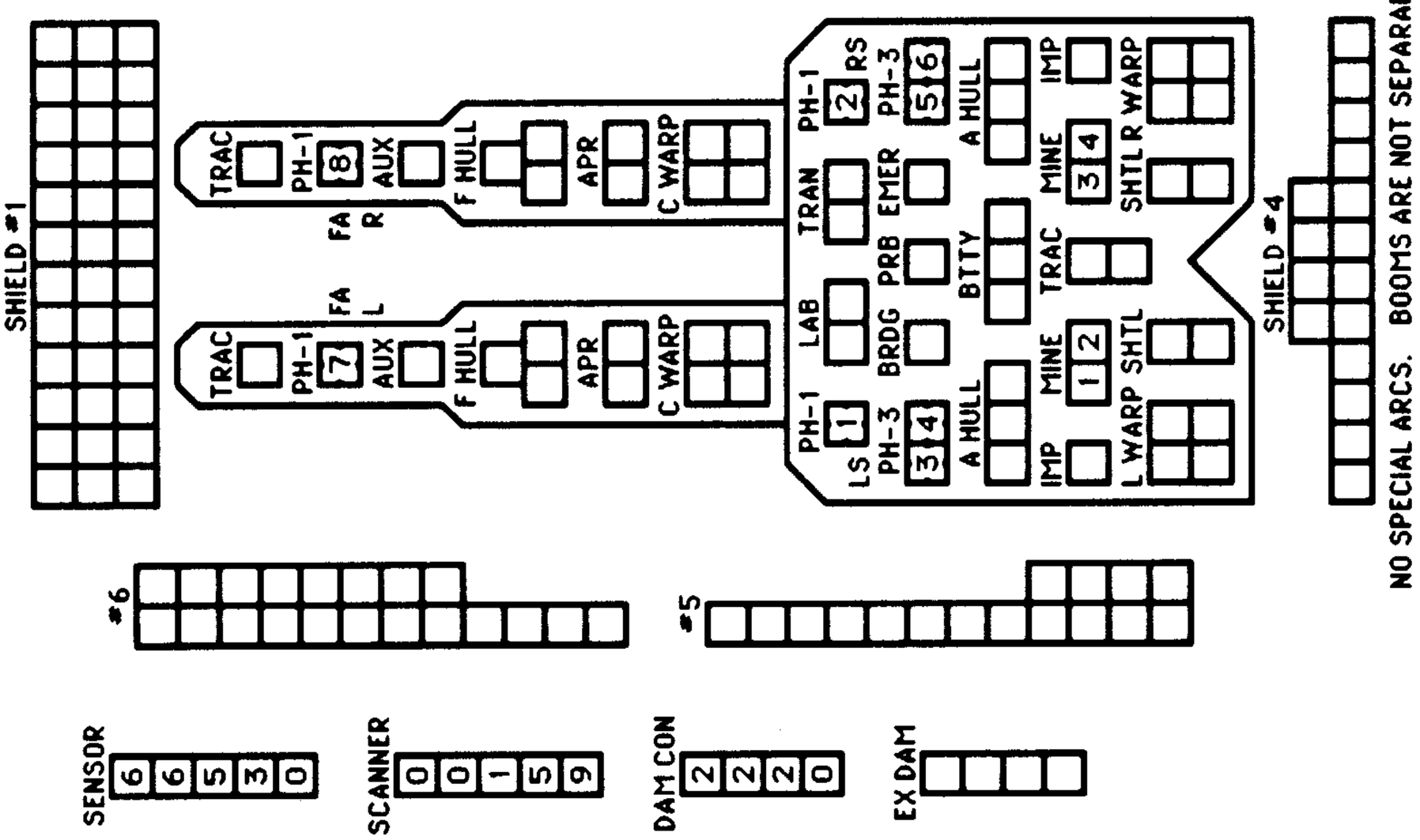
SELTORIAN MINESWEEPER



CNTR

SENSOR 6 6 5 3 0

SCANNER 0 0 1 5 9

DAM CON 2 2 2 0

EX DAM

SHIP DATA TABLE

TYPE	= MS
POINT VALUE	= 95/80
BREAKDOWN	= 4-6
SHIELD COST	=1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	=R15.10

TURN MODE

C	1
	2
	3
HET	4
	5
BD	6

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX

SPEED	1	2	3	4	5	⑥
Standard	1	1	2	2	3	3
Fract.	½	1	1½	2	2½	3

HET COST

SPEED	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
⑥	7½	8	8	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

⑥ = ERRATIC MANEUVER WARP COST

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3
1	4	4	4	3
2	4	4	4	2
3	4	4	4	1
4	4	4	3	0
5	4	3	2	0
6	3	3	1	0

PHASER

	4- 8	9- 15
3	1	1
2	1	0
1	0	0
0	0	0
0	0	0
0	0	0

SPEED

2-4	
5-9	
10-14	
15-20	
21-27	
28+	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS								NOTES
									MSS
									MSS
									GAS
THIS SHIP HAS ONE SHUTTLE BAY.									

CREW UNITS 10 20

BOARDING PARTIES 10

PROBES 5

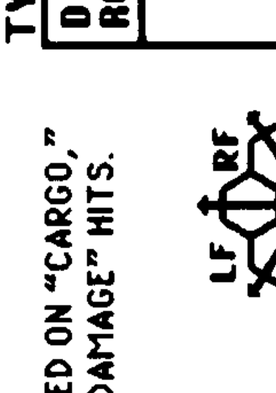
TRANSPORTER BOMBS D D

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184 AND AFTER.

TYPE I OFFENSIVE PHASER TABLE

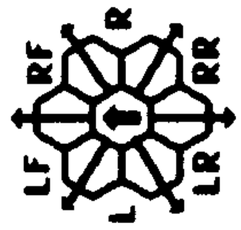
DIE ROLL	RANGE 0	1	2	3	4	5	6- 8	9- 15	16- 25	26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

MINE RACKS



RACKS ARE SHOWN FOR LARGE MINES; FOR SMALL MINES WRITE AN "S" ON EACH SIDE OF THE DIVIDING BAR.

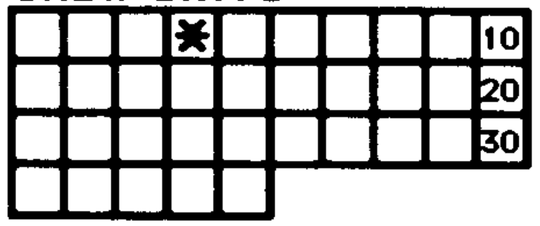
MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.



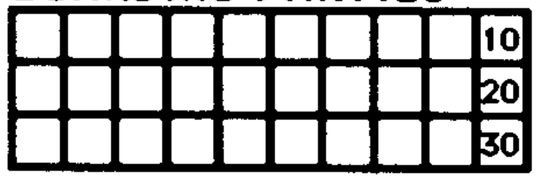
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

SELTORIAN COMMANDO DESTROYER

CREW UNITS



BOARDING PARTIES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS
		HTS

SHIP DATA TABLE

TYPE	= CMD
POINT VALUE	= 100/80
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R15.11

CNTR

TRANSPORTER BOMBS D D

Y184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184. BARRACKS ARE DESTROYED ON "HULL" DAMAGE POINTS.

SENSOR 6 6 5 3 0

SCANNER 0 0 1 5 9

DAM CON 2 2 2 0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
HET	3	10-14
	4	15-20
	5	21-27
BD	6	28+

WEB BREAKER TABLE

DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

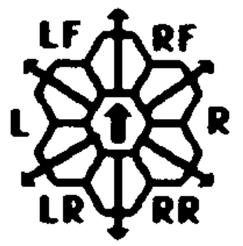
TYPE III DEFENSE PHASER

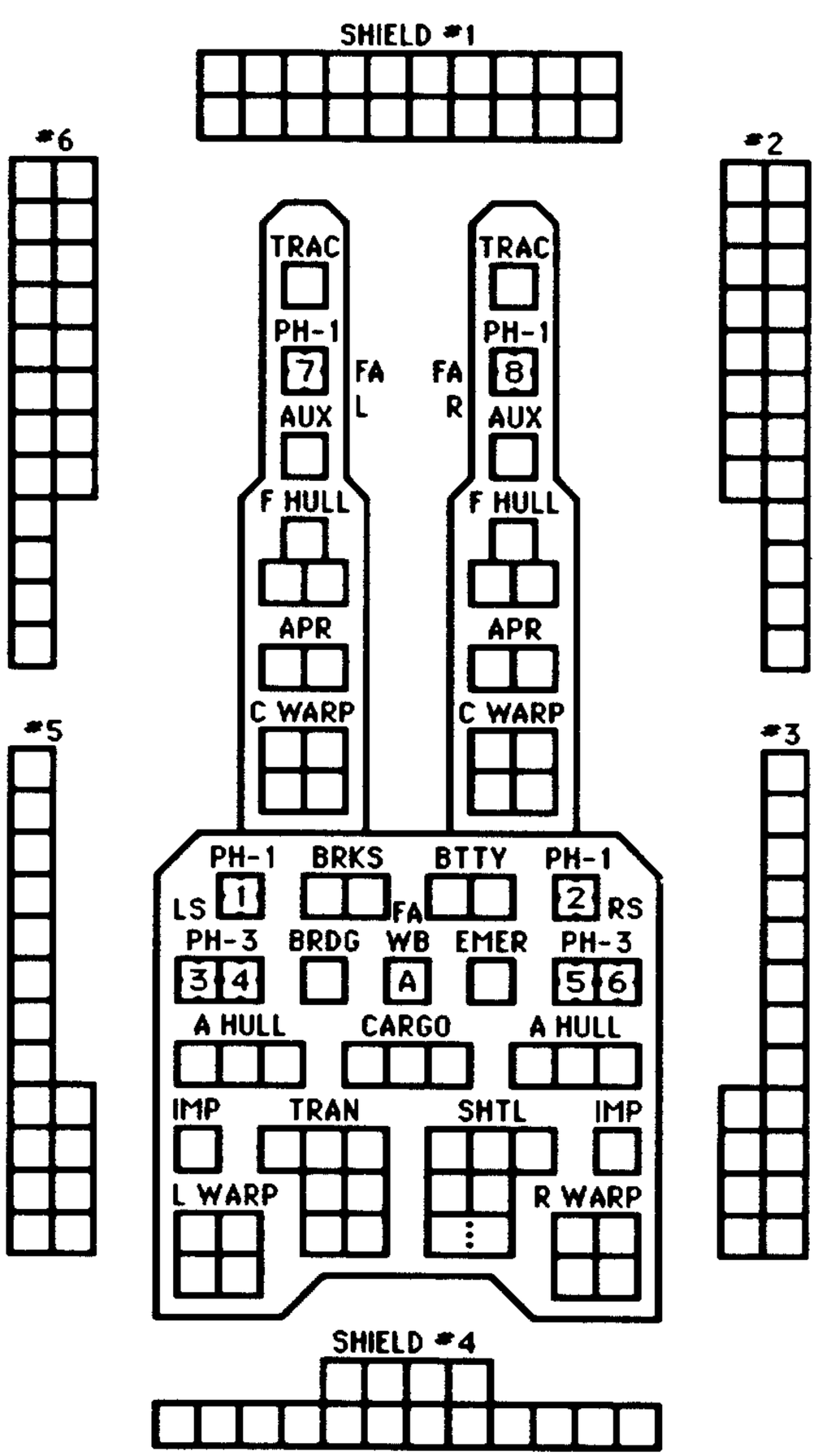
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR





NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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SELTORIAN COMMANDO FRIGATE

CREW UNITS

			*						10
									20
									30

BOARDING PARTIES

									10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS
		HTS

SHIP DATA TABLE

TYPE	= CMF
POINT VALUE	= 75/60
BREAKDOWN	= 4-6
SHIELD COST	=1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	=R15.12

CNTR

TRANSPORTER BOMBS [ ][ ] [D][D]

Y184 AND AFTER.

CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184. BARRACKS ARE DESTROYED ON "HULL" DAMAGE POINTS.

SENSOR [6][5][3][0]

SCANNER [0][1][5][9]

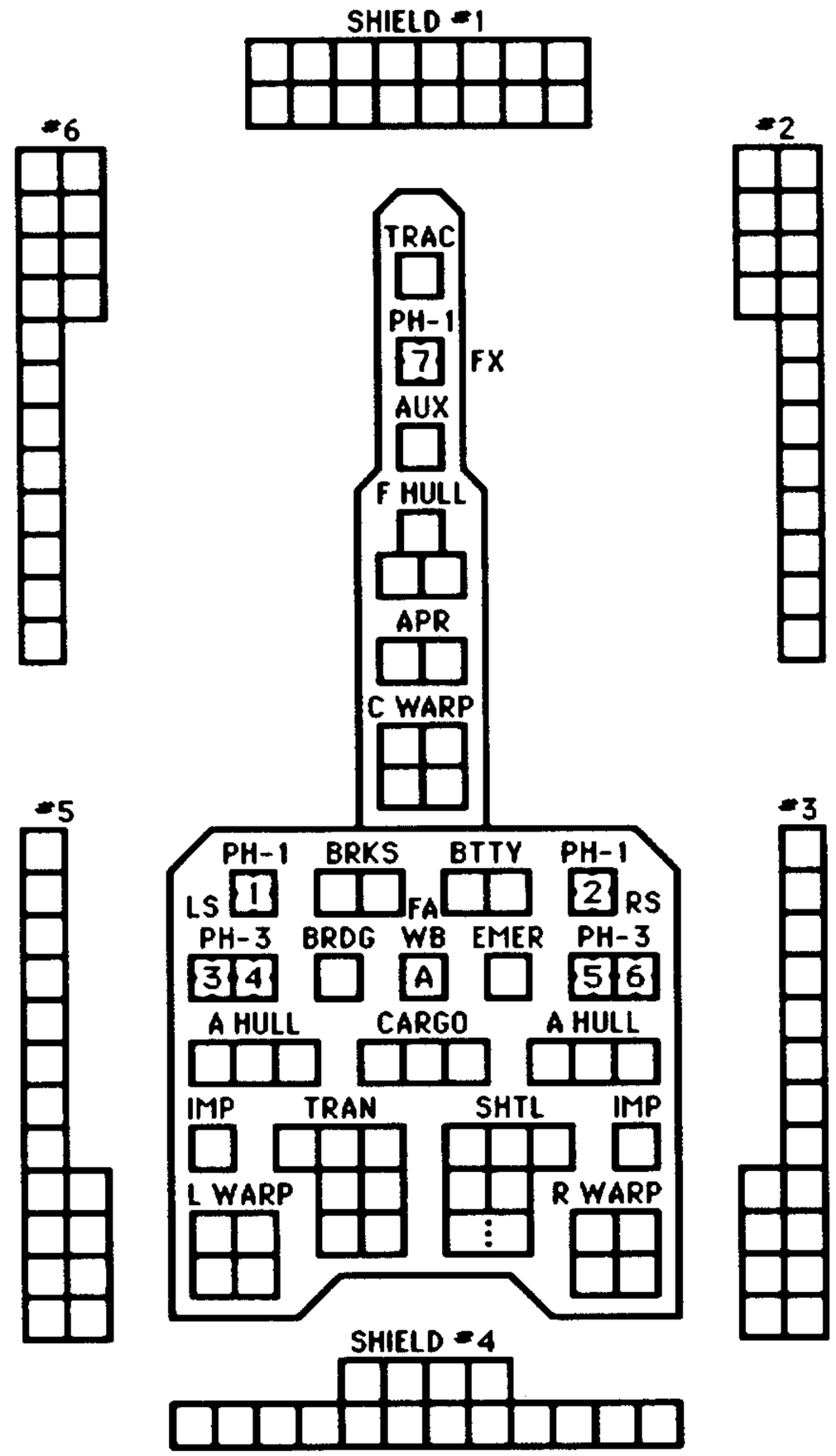
DAM CON [2][2][2][0]

EX DAM [ ][ ][ ][ ]

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET [ ]	4	15-20
	5	21-27
BD [ ][ ]	6	28+



BOOM IS NOT SEPARABLE.
NO SPECIAL ARCS.

WEB BREAKER TABLE

DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

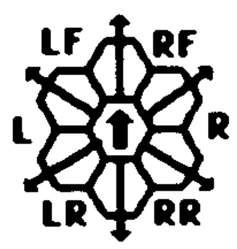
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R



WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX [5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

SPEED	1	2	3	4	[5]	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10

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SELTORIAN HIVE SHIP

BOARDING PARTIES

10 20 30 40

PROBES

1 — 5
2 — 5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	HVS
POINT VALUE	=	600/250
BREAKDOWN	=	0-6
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R15.13
PF LINKS REFIT	=	+36

CNTR

CREW UNITS

10 20 30 40 50 60 70 80 90 100 110 120 130 140 150

TRANSPORTER BOMBS

D D D D D D

Y184 AND AFTER.

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" HITS.

TURN MODE	SPEED
H 1	2
2	3-4
3	5-7
HET 4	8-11
NONE 5	12-15
6	16-19
7	20-23
BD 8	24-29
9	30+

NOTE: THE ONLY REASON FOR A BREAKDOWN RATING AND BREAKDOWN CHECK OFF BOXES ON THIS SHIP IS TO DEAL WITH COLLISIONS WITH WEBS, AS THIS UNIT CANNOT DO AN HET AT ALL UNDER ANY CIRCUMSTANCES.

WEB BREAKER TABLE

DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT	1-6	1-5	1-4	1-4	1-3	1-3	1-2	1-2
DAMAGE	NA	4	4	3	3	3	2	1
OL DMG	8	8	8	6	6	NA	NA	NA

SHIELD CRACKER TABLE

RANGE	0	1-2	3-5	6-10
HIT	1-6	1-5	1-4	1-3
DAMAGE	4	4	4	4

TYPE I OFFENSIVE PHASER TABLE

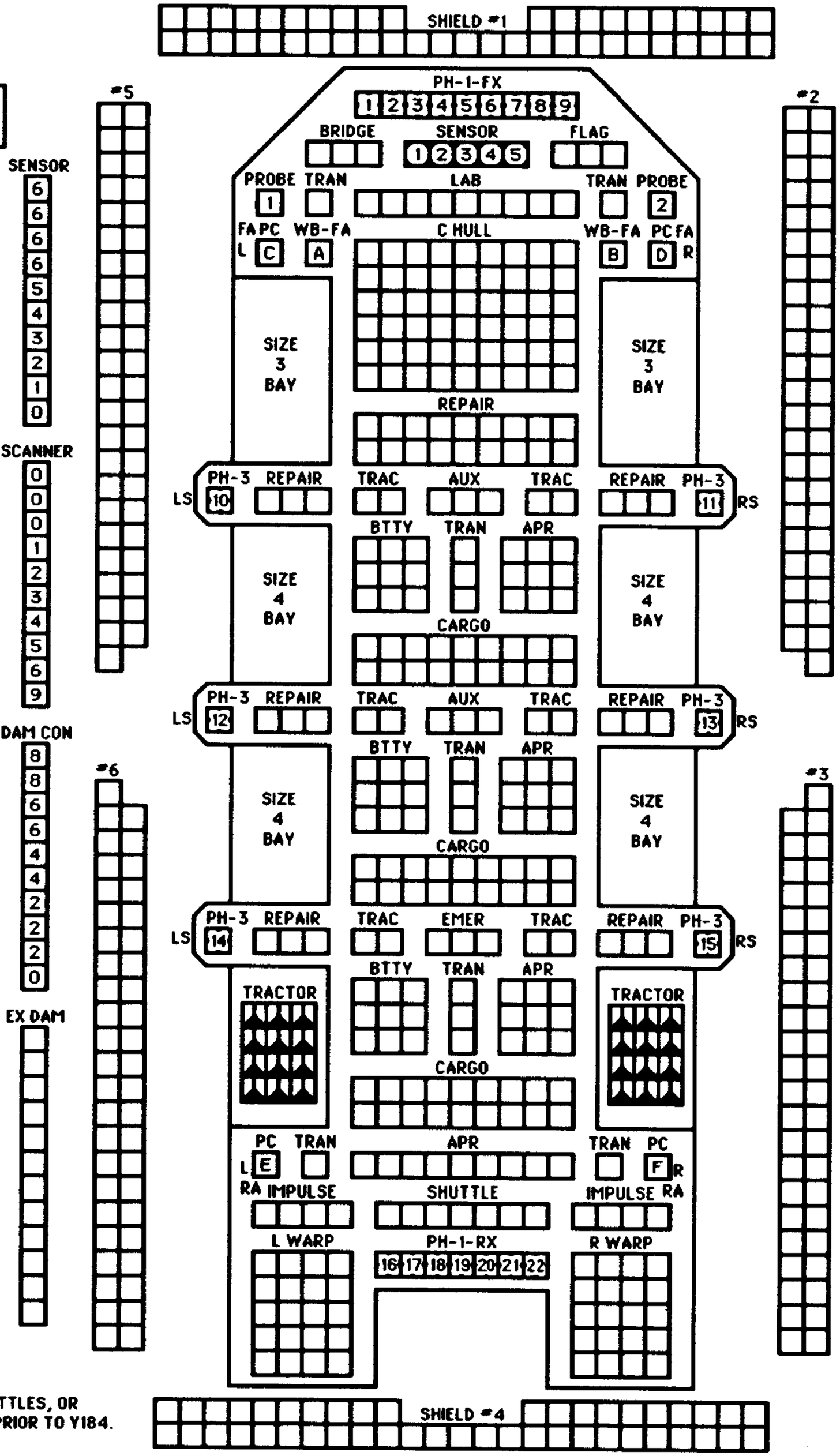
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

MOVEMENT COST = 2 (PLUS MOVEMENT COST OF DOCKED SHIPS)
CANNOT PERFORM ERRATIC MANEUVERS
CANNOT PERFORM HIGH ENERY TURNS

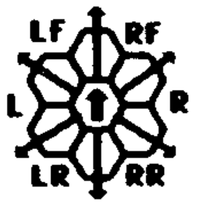
CANNOT USE WILD WEASELS, SUICIDE SHUTTLES, OR TRANSPORTER BOMBS IN SCENARIOS SET PRIOR TO Y184.



SELTORIAN PF FLOTILLA

PF	CREW					BP
L-1						
2						
3						
S-4						
5						
6						

FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R



AA MODE	TURN	SPEED
1		2-8
2		9-16
3		17-24
4		25+
NIMBLE SHIPS		

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTE

CNTR	HET	BD
1		
2		
3		
4		
5		
6		

PF DATA TABLE

TYPE	= PF
POINT VALUE	= 25/43
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R15.PF1
LEADER BPV	= 40/50
SCOUT BPV	= 105/55

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15
1	9	8	7	6	5	5	4	3
2	8	7	6	5	5	4	3	2
3	7	5	5	4	4	4	3	1
4	6	4	4	4	4	3	2	0
5	5	4	4	4	3	3	1	0
6	4	4	3	3	2	2	0	0

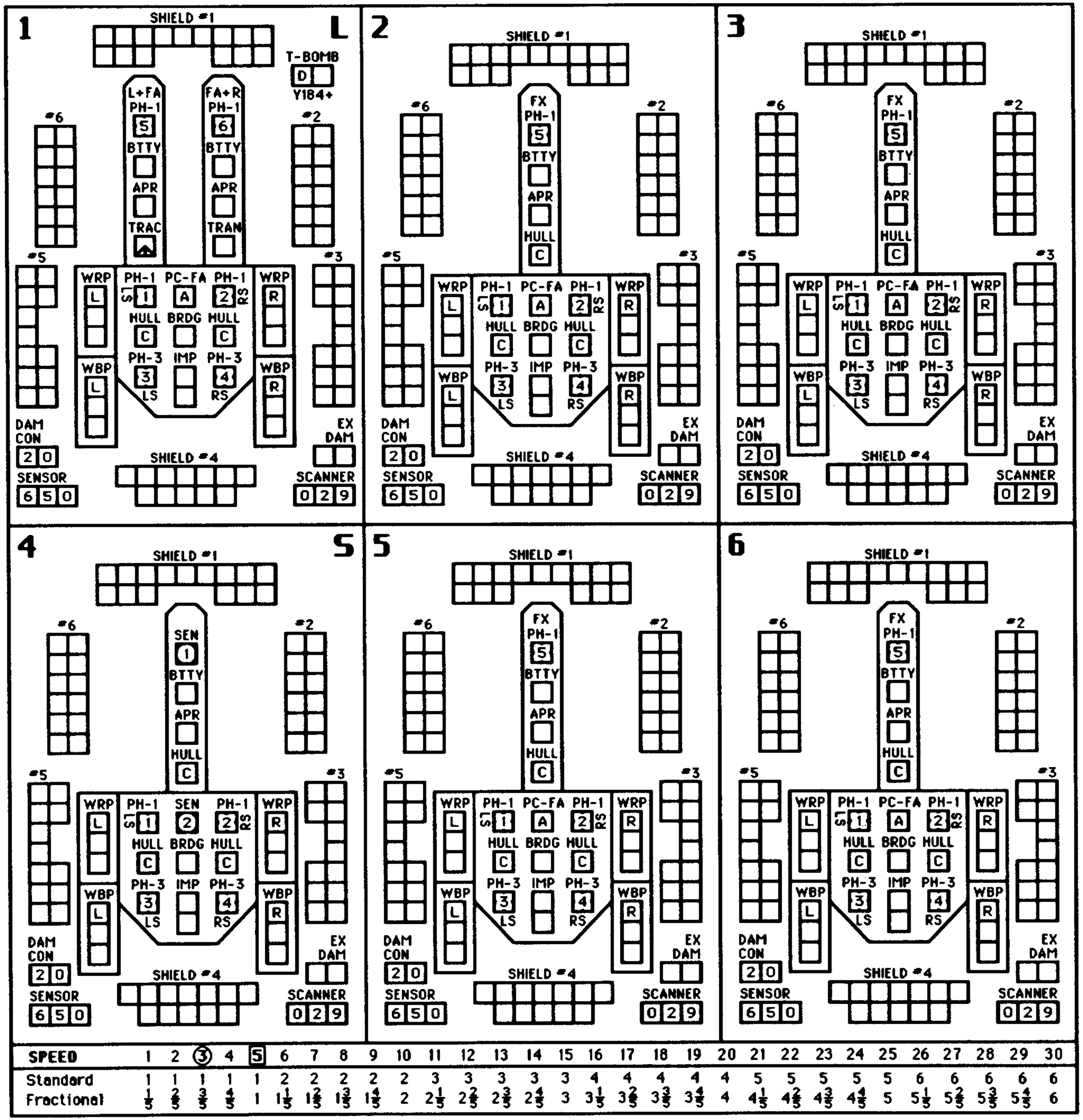
TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

③ = EM COST
[5] = HET COST

PARTICLE CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-10
HIT	1-6	1-5	1-4	1-4	1-3	1-3
DAMAGE	NA	4	4	3	3	3
OL DMG	8	8	8	6	6	NA



SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fractional	1/5	2/5	3/5	4/5	1	1 1/5	1 2/5	1 3/5	1 4/5	2	2 1/5	2 2/5	2 3/5	2 4/5	3	3 1/5	3 2/5	3 3/5	3 4/5	4	4 1/5	4 2/5	4 3/5	4 4/5	5	5 1/5	5 2/5	5 3/5	5 4/5	6

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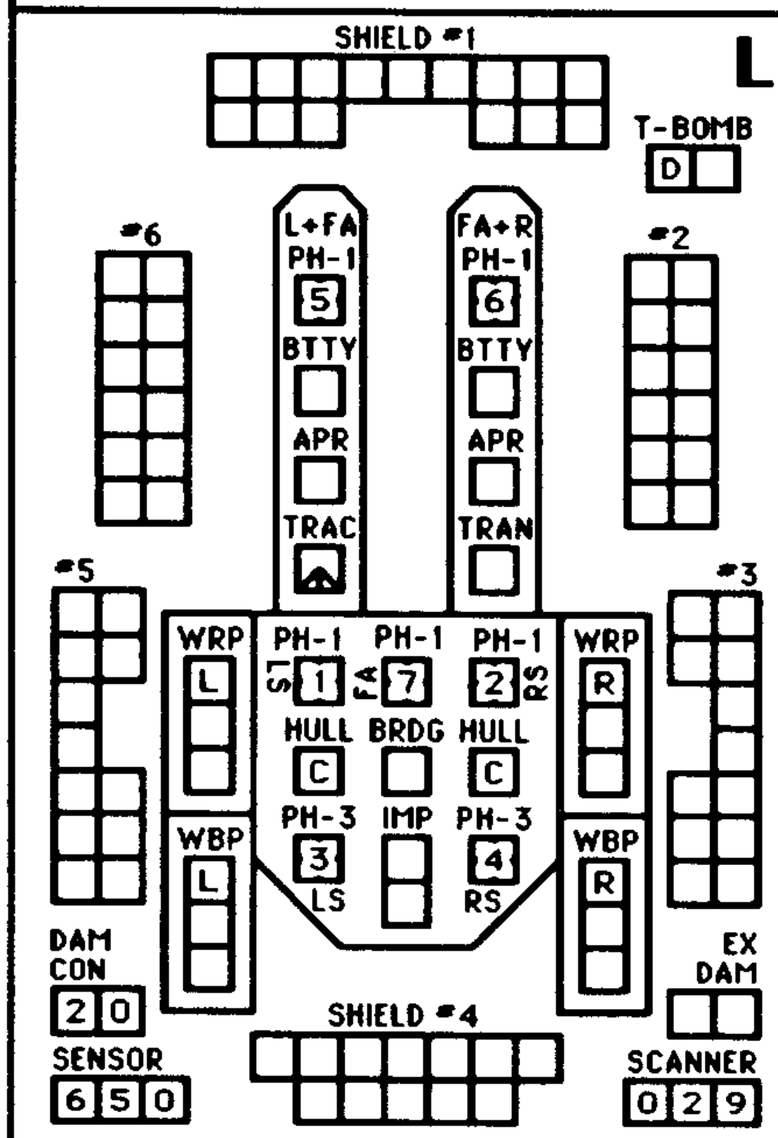
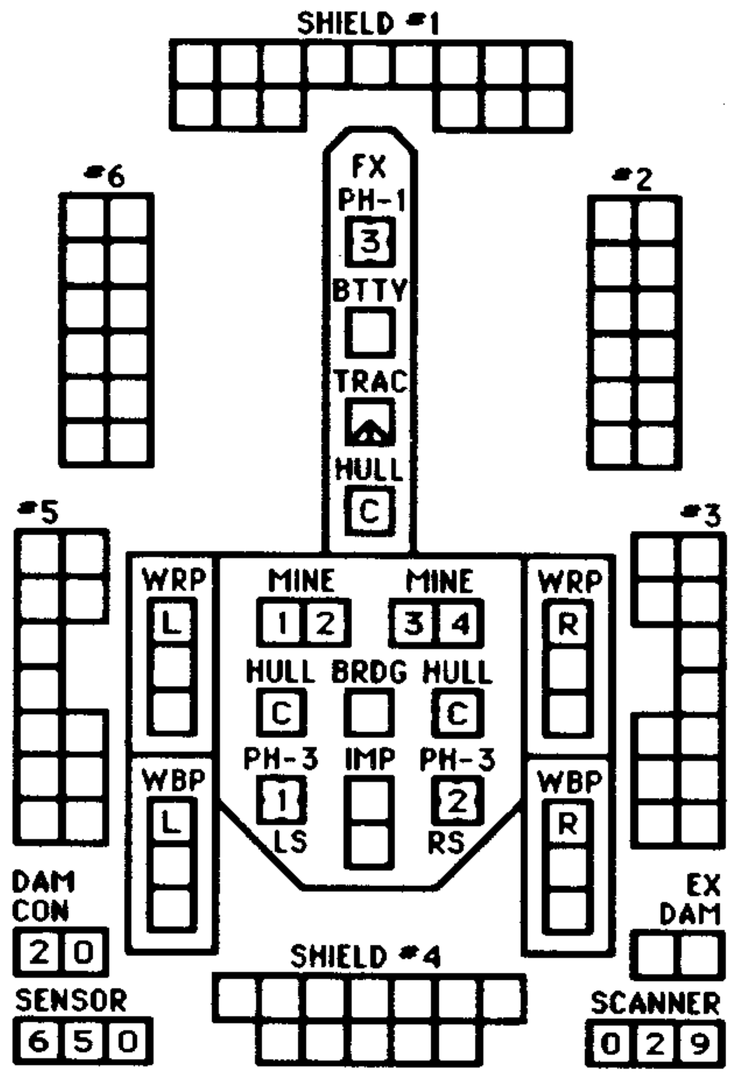
SELTORIAN PF VARIANTS

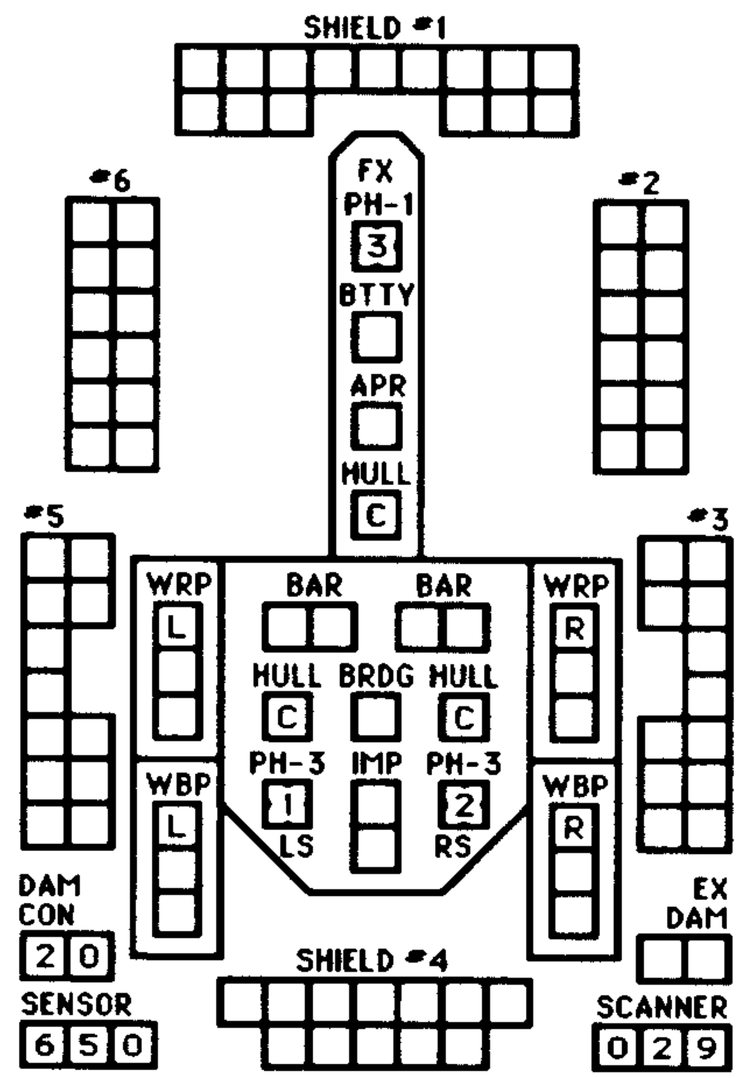
PHASER-ARMED PF LEADER



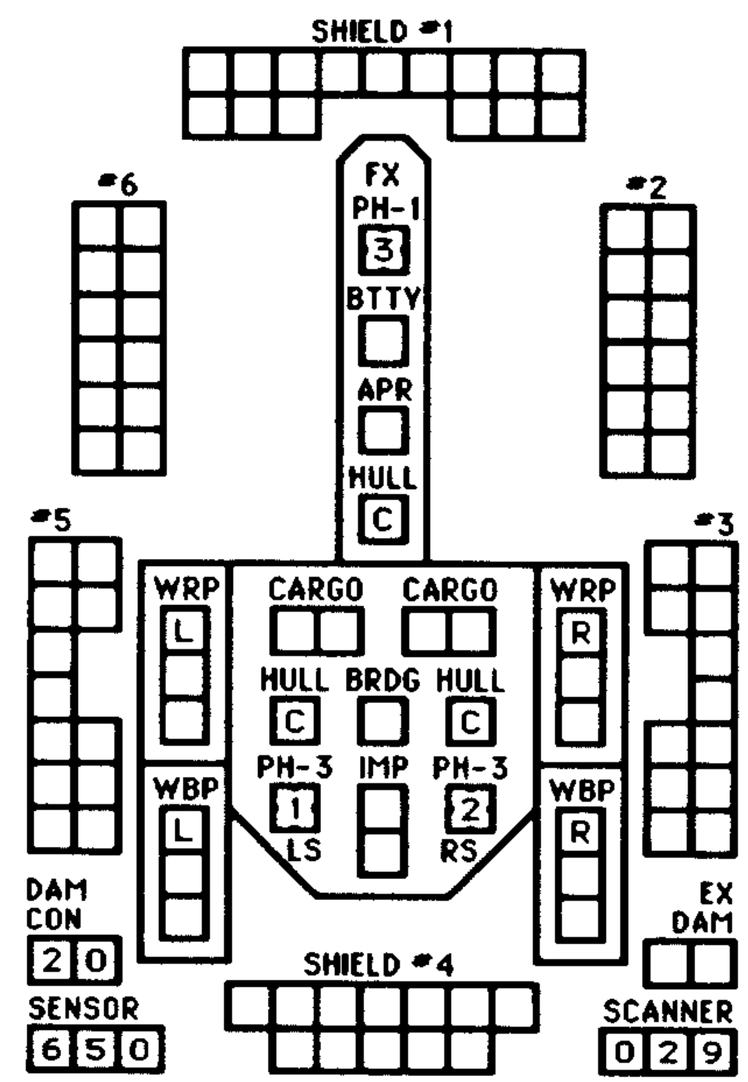
MINE WARFARE PF



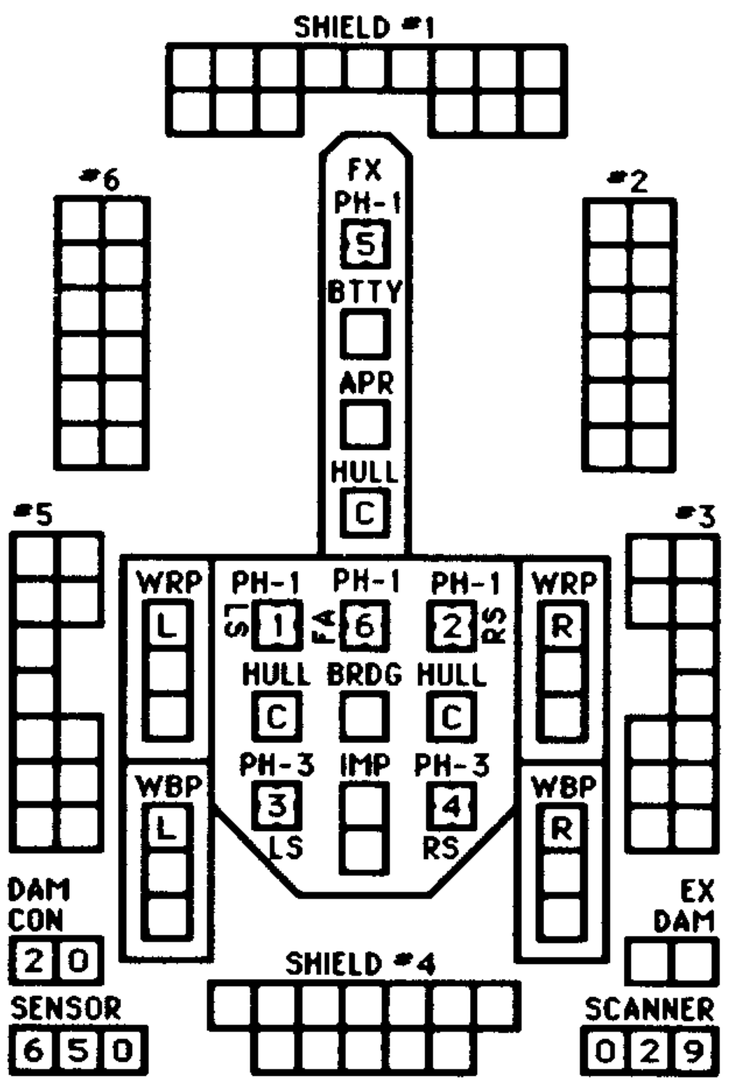
GROUND ASSAULT PF



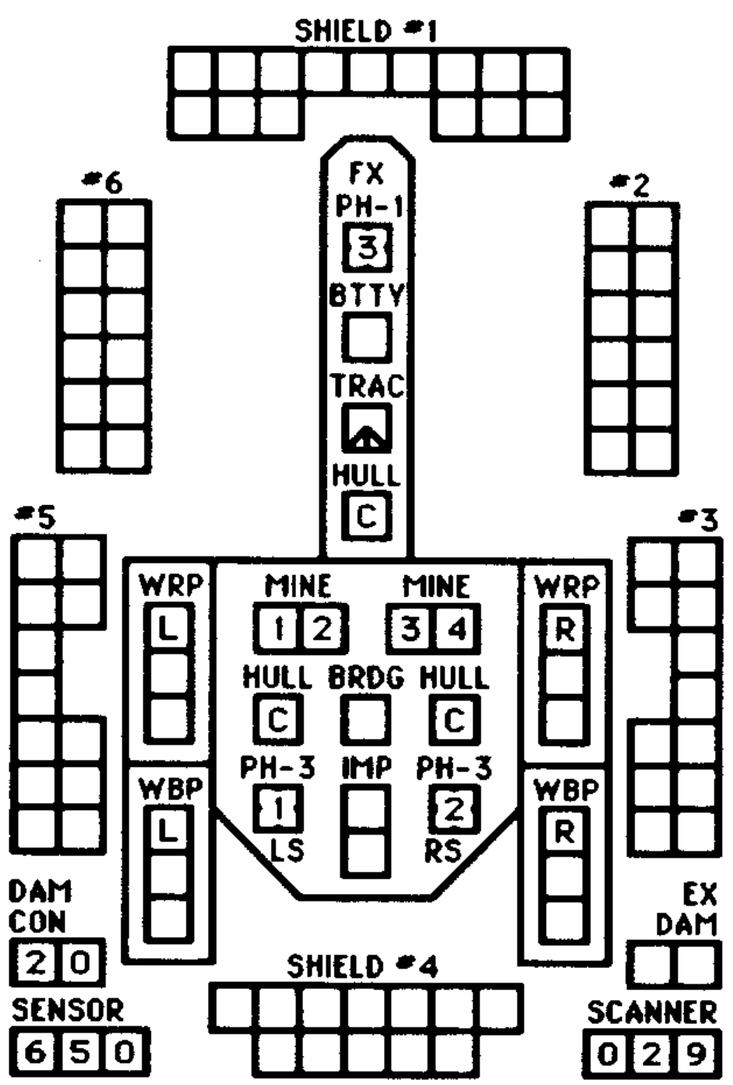
CARGO VARIANT



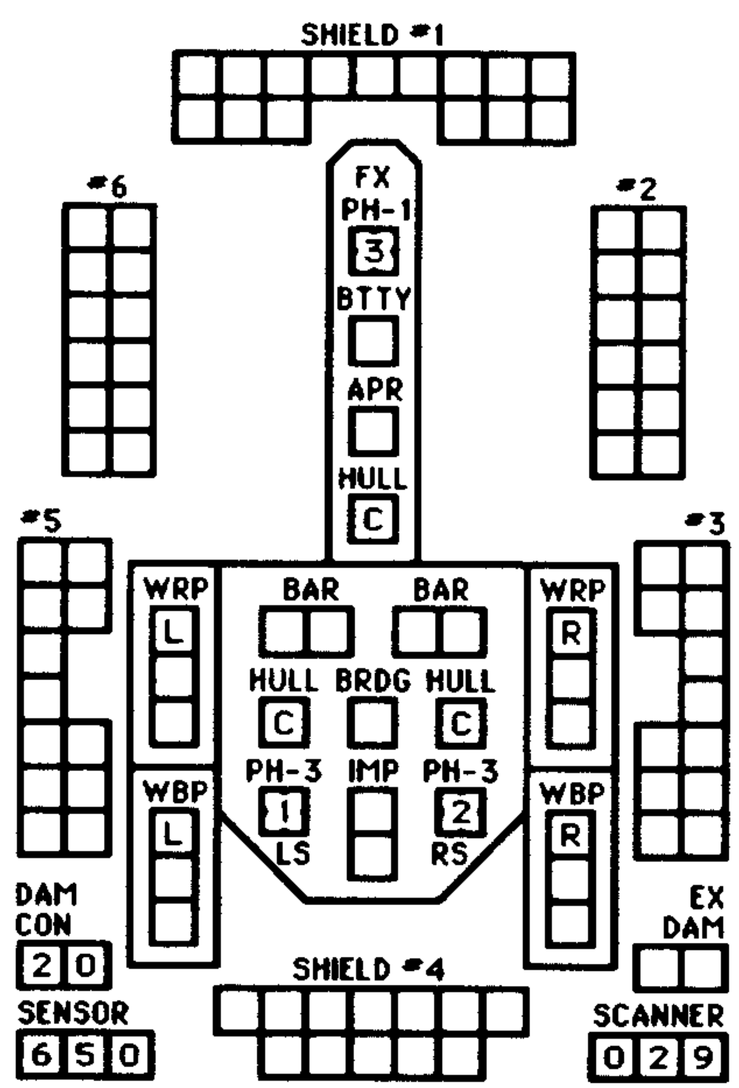
PHASER-ARMED PF



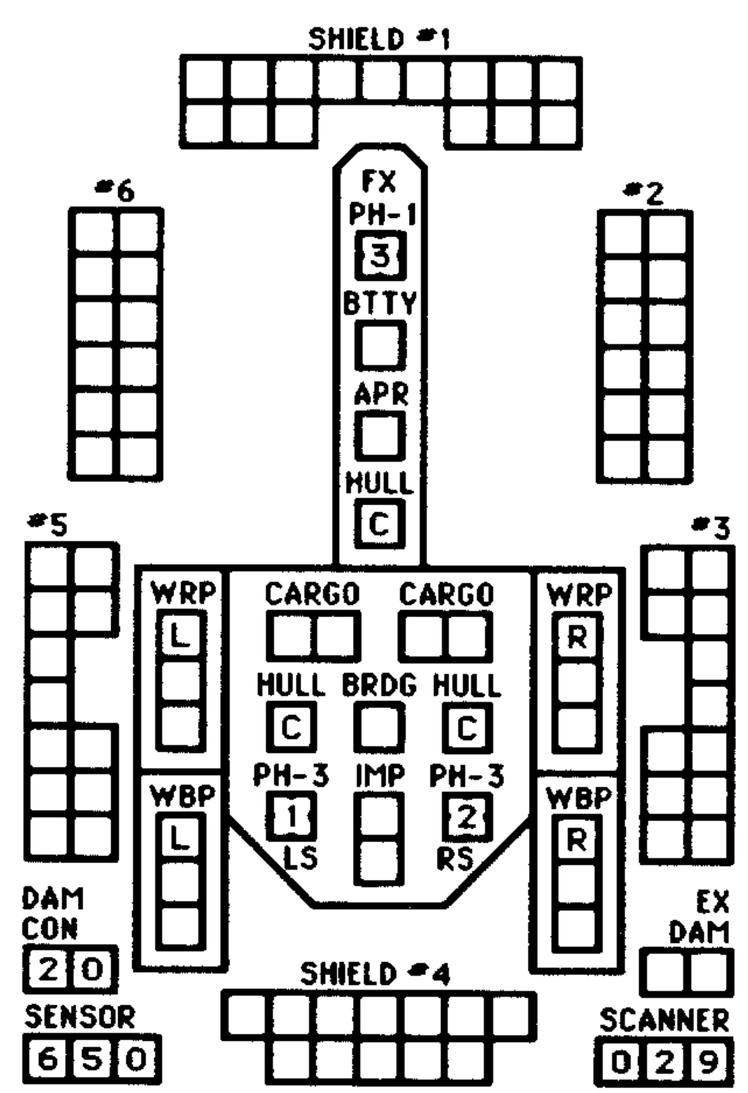
MINE WARFARE PF



GROUND ASSAULT PF



CARGO VARIANT



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KZINTI COMMAND CRUISER-X

CREW UNITS

							*		10
									20
									30
									40
									50
									60

BOARDING PARTIES

									10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

						D	D	D	D	D	D

PROBES

				5

THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

SHIP DATA TABLE

TYPE	=	CCX
POINT VALUE	=	228
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.202

3 UIM STANDARD

FIRST GENERATION X-SHIP

CNTR

SENSOR: 6 6 6 4 1 0

SCANNER: 0 1 2 3 5 9

DAM CON: 6 4 4 2 2 0

EX DAM

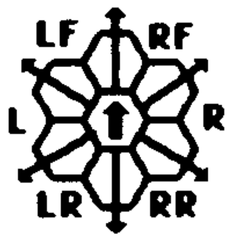
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
C	1	2-4
	2	5-9
	3	10-14
HET	4	15-20
	5	21-27
BD	6	28+

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

DRONE RACKS

1	:	:	:	:	:	:	:	:	:	:	GX
2	:	:	:	:	:	:	:	:	:	:	GX
3	:	:	:	:	:	:	:	:	:	:	GX
4	:	:	:	:	:	:	:	:	:	:	GX
5										CX	
6										CX	

TRIPLE RELOADS

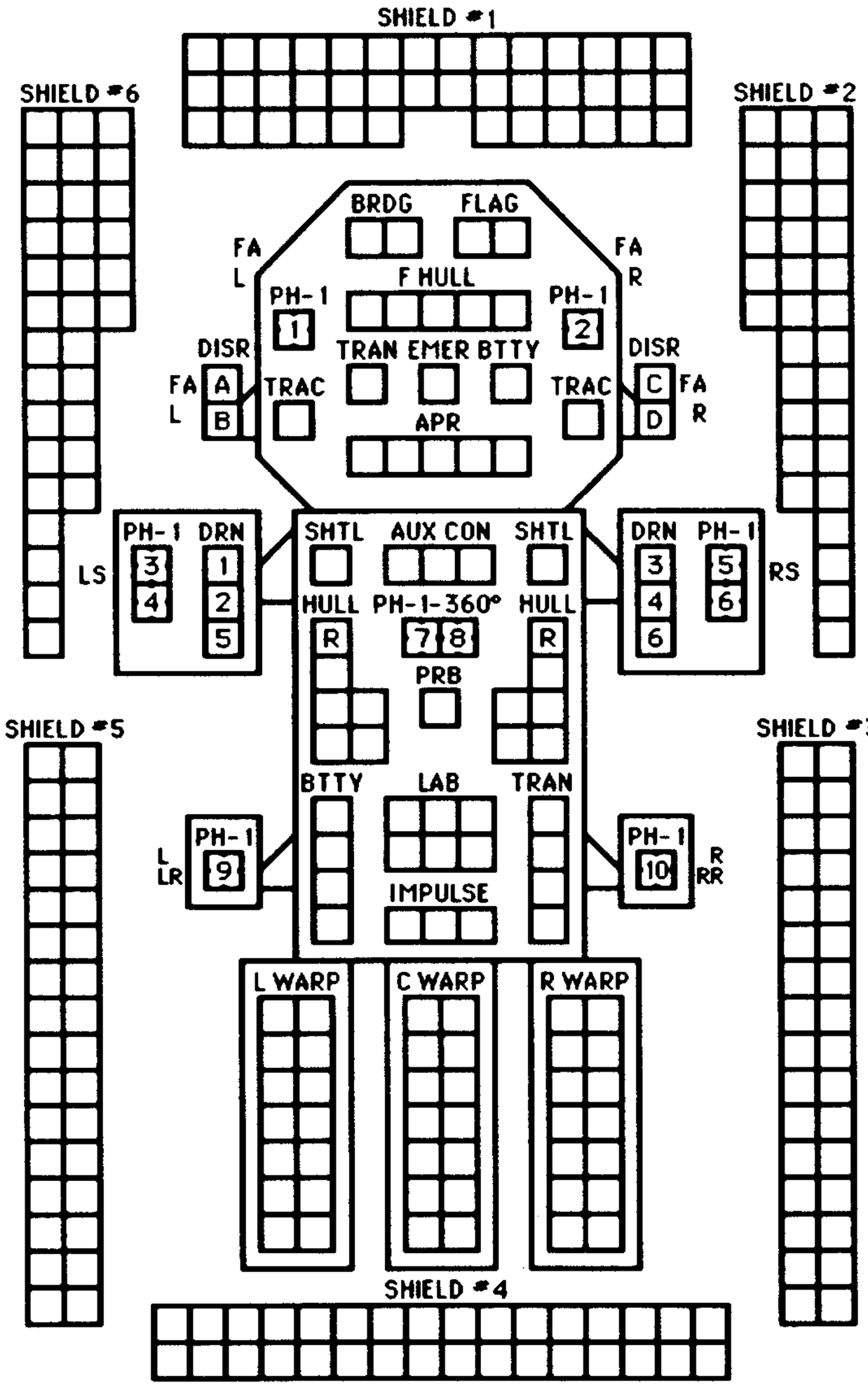
ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE,STD	0	5	4	4	3	3	2	2	1
DAMAGE,OVLD	10	10	8	8	6	0	0	0	0

HIT & RUN
UIM
DERFACS



MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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CREW UNITS

								*		10
										20
										30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

BOMBS

D	D	D	D	D	D

SHIP CAN LAND ON PLANETS BY AERODYNAMIC, GRAVITY, OR POWERED LANDINGS (P2.43).
CARGO BOXES HAVE 25 CARGO POINTS EACH.
SEE (G15.4) FOR RULES ON OPTION MOUNTS.
SEE (G15.21) FOR DOUBLING OF ENGINE POWER AND RESULTING DAMAGE TO ENGINES.

HIT & RUN CLOAK ☐

SHIP DATA TABLE

TYPE	=	CRX
POINT VALUE	=	235
BREAKDOWN	=	6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
CLOAK COST	=	13/3
SIZE CLASS	=	3
REFERENCE	=	R8.202

STEALTH +2 ECM

BPV INCLUDES CLOAK

BPV INCLUDES OAKDISC

FIRST GENERATION X-SHIP

TYPE I OFFENSIVE PHASER TABLE

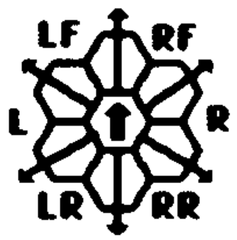
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TURN MODE		SPEED
A	1	2-6
HET	2	7-12
	3	13-19
BD	4	20-26
	5	27+

NIMBLE SHIP

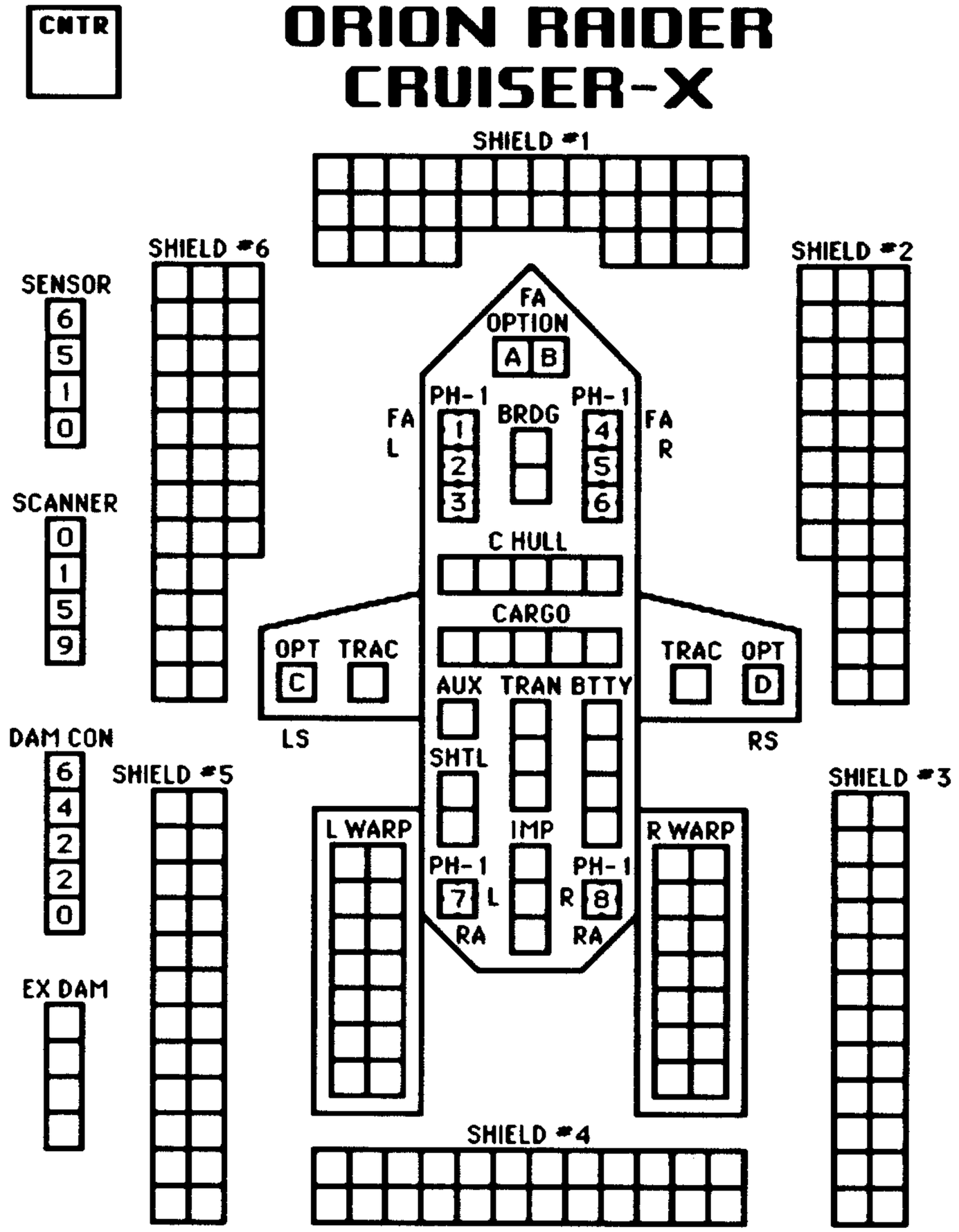


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR

INSERT OPTIONAL WEAPONS
NO HELLBORES IN WING MOUNTS
SEE ANNEXES #8A AND #8B.

INSERT OPTIONAL WEAPONS
NO HELLBORES IN WING MOUNTS
SEE ANNEXES #8A AND #8B.

ORION RAIDER CRUISER-X



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX [5] = HET COST ③ = ERRATIC MANEUVER WARP COST

SPEED	1	2	③	4	[5]	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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CIVILIAN BASE STATION

SHIP DATA TABLE	
TYPE	= BSC
POINT VALUE	= 120/90
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R1.35
Y175 REFIT	= +18
HANGAR MODULE	+10
CARGO MODULE	+8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

PROBES [ ][ ][ ][ ][5]

SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (R1.R2) FOR EARLY WEAPONS.
SEE (H4.32) FOR DAMAGE TO AWRS.
SEE (R1.35) FOR WEAPONS.

CREW UNITS

10 20 30 40 50 60 70

BOARDING PARTIES [ ][ ][ ][ ][ ][ ][ ][ ][ ][10] 10

LF RF L R LR RR
LS = LF + L + LR
RS = RF + R + RR
FX = L + LF + RF + R

DRONE RACKS

1							A				B
2							A				B

BASE HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS). THESE TRACKS CAN ALSO BE USED FOR PLASMA-D RACKS ON BASES SO EQUIPPED.

ANTI-DRONES

1											

ADD ALWAYS HAD 12 ROUNDS.

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

SHIELD #1

SHIELD #6

SHIELD #2

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

FX — PH-1 (TRAC, 1, 2) PH-3 (7) — REPAIR

DAM CON 4 4 2 2 2 0

EX DAM

EMER PRB

APR

SHTL HULL C CARGO TRAC

FIGHTER MODULE

C HULL

APR APR

W2 W1 SEN 1 2 (360°)

HULL SHTL C CARGO TRAC

FIGHTER MODULE

LS LAB BRDG RS

PH-3 CARGO 9 — PH- 5 6 — TRAC

W4 CARGO W3

CARGO TRAC — PH- 4 3 — PH-3 8

LS RR — AWR BTTY AUX — ARMOR — SHTL TRAN AWR — RS LR

CARGO CARGO

CARGO MODULE

SHIELD #5

SHIELD #4

SHIELD #3

Y175 REFIT.

Y175 REFIT INCLUDES INCREASED SIZE OF DRONE RACKS AND PLASMA-D RACKS ON STATIONS ARMED WITH THOSE WEAPONS, AS WELL AS DOUBLE RELOADS. IT ALSO INCLUDES THE INSTALLATION OF LIMITED AEGIS, AND THE SHIELDS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE II PHASER TABLE

DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

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SELTORIAN BATTLE STATION

SHIP DATA TABLE		
TYPE	=	BATS
POINT VALUE	=	230
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R1.2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS BASE EXISTS ONLY IN THE THOLIAN HOME GALAXY. IT CAN NEVER HAVE T-BOMBS, OR USE WILD WEASELS OR SUICIDE SHUTTLES.

CREW UNITS

10 20 30 40 50 60 70 80 90 100 110 120 130

BOARDING PARTIES

10 20

PROBES

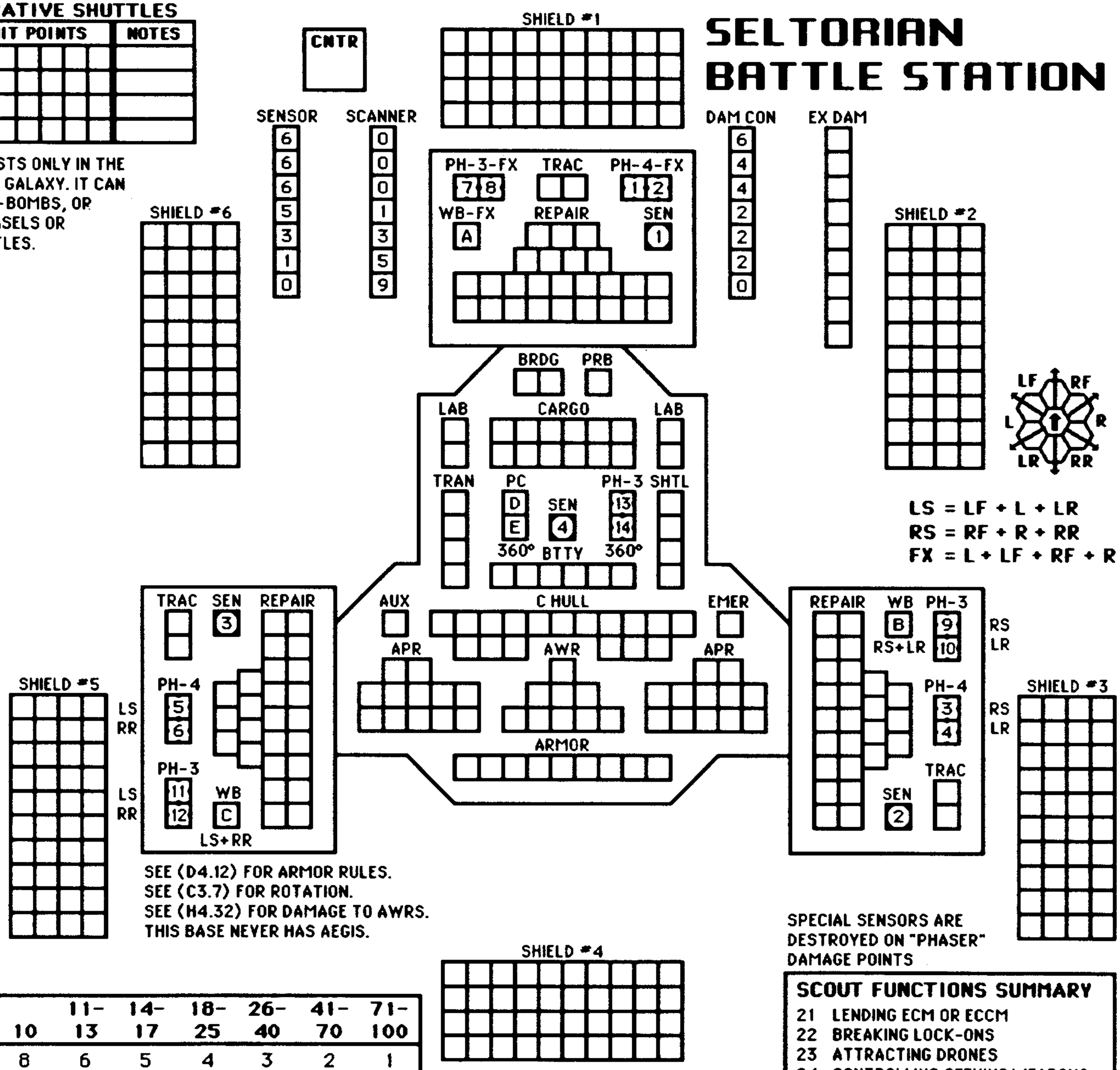
5

TYPE III DEFENSE PHASER

DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

TYPE IV PHASER TABLE

DIE ROLL	RANGE 0-3	4-5	6	7	8	9	10	11-13	14-17	18-25	26-40	41-70	71-100
1	20	20	20	15	12	10	8	6	5	4	3	2	1
2	20	20	15	12	11	9	8	6	4	3	2	1	0
3	20	15	12	11	10	8	7	5	4	2	1	0	0
4	20	15	11	10	9	8	6	4	3	1	0	0	0
5	15	12	10	9	8	7	5	3	2	0	0	0	0
6	15	10	9	8	7	6	5	3	1	0	0	0	0



SEE (D4.12) FOR ARMOR RULES.
SEE (C3.7) FOR ROTATION.
SEE (H4.32) FOR DAMAGE TO AWRS.
THIS BASE NEVER HAS AEGIS.

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

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