

STAR FLEET BATTLES

LOST EMPIRES

COLOR SSD BOOK



ADAM TURNER
2013



**CAPTAIN'S
MODULE C6**



STAR FLEET BATTLES

LOST EMPIRES

MODULE C6 SSD BOOK

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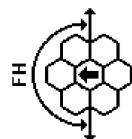
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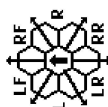
YS:182
DK:36
EX:43
CR:10

PARAVIAN STELLAR DOMINATION SHIP

CNTR



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



ADMINISTRATIVE SHUTTLES	HIT POINTS	NOTES
IDENT		
	A	A
	A	A
	A	A
	A	A
	A	A
	A	A
	A	A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS	HIT POINTS
	D D D D D D

THUNDERCRANE	THUNDERCRANE-E
2xPh-3-FA	2xPh-3-FA
DFR = 4	DFR = 4
CRIPPLED = 7	CRIPPLED = 7
SPEED = 15	SPEED = 15
BPV = 9	BPV = 11

CREW UNITS	HIT POINTS
	10
	20
	30
	40
	50
	60
	70

BOARDING PARTIES	HIT POINTS
	10
	20
	30

DECK CREWS	HIT POINTS
	10

PROBES	HIT POINTS
	5

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	0-7	8-14	15-21	22-26	27-29	30
ROLL	0	1	2	3	4	5
1	9	8	7	6	5	4
2	8	7	6	5	4	3
3	7	6	5	4	3	2
4	6	5	4	3	2	1
5	5	4	3	2	1	0
6	4	3	2	1	0	0

TYPE III DEFENSE PHASER

DIE RANGE	0-7	8-14	15-21	22-26	27-29	30
ROLL	0	1	2	3	4	5
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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

SHIP DATA TABLE	TYPE	SDS
POINT VALUE	= 320/300	
BREAKDOWN	= 3-6	
SHIELD COST	= 1+3	
LIFE SUPPORT	= 1+1/2	
SIZE CLASS	= 2	
REFERENCE	= R18.3	

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

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

PARAVIAN BATTLESHIP CARRIER

YS:175
DK:36
EX: 41
CR:10

SHIELD #2

SHIELD #3

SHIELD #1

SHIELD #4

SHIELD #6

SHIELD #5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
1	10	A A
2	20	A A
3	30	A A
4	40	A A
5	50	A A
6	60	A A
7	70	A A

TWO BAYS; TRANSFERS BY (J1591).

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

IDENT	HIT POINTS	NOTES
1	10	D D D D D D
2	20	D D D D D D
3	30	D D D D D D
4	40	D D D D D D
5	50	D D D D D D
6	60	D D D D D D
7	70	D D D D D D

CREW UNITS

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	
5	50	
6	60	
7	70	

BOARDING PARTIES

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	
5	50	
6	60	
7	70	

DECK CREWS

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	
5	50	
6	60	
7	70	

PROBES

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	
5	50	
6	60	
7	70	

SHIP DATA TABLE

TYPE	POINT VALUE	BBV
TYPE I	300/280	
BREAKDOWN	3-6	
SHIELD COST	1+3	
LIFE SUPPORT	1+1/2	
SIZE CLASS	2	
REFERENCE	R18.4	

TURN MODE

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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

TYPE III DEFENSE PHASER

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

TYPE I OFFENSIVE PHASER TABLE

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

THUNDERCRANE

TYPE	POINT VALUE	BBV
TYPE I	300/280	
BREAKDOWN	3-6	
SHIELD COST	1+3	
LIFE SUPPORT	1+1/2	
SIZE CLASS	2	
REFERENCE	R18.4	

THUNDERCRANE-E

TYPE	POINT VALUE	BBV
TYPE I	300/280	
BREAKDOWN	3-6	
SHIELD COST	1+3	
LIFE SUPPORT	1+1/2	
SIZE CLASS	2	
REFERENCE	R18.4	

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PARAVIAN BATTLESHIP RAID MOTHERSHIP

YS:175
DK:36+2
EX:35
CR:8

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	
5	50	

BOARDING PARTIES

1	10
2	20

PROBES

1	5
---	---

SHIP DATA TABLE

TYPE = BMS
POINT VALUE = 320/200
BREAKDOWN = 3-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R18.5

SHIP DATA TABLE

TYPE	POINT VALUE	BREAKDOWN	SHIELD COST	LIFE SUPPORT	SIZE CLASS	REFERENCE
BMS	320/200	3-6	1+3	1+1/2	2	R18.5

SHIP DATA TABLE

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

SHIP DATA TABLE

POD	MOVE	HET	EM
WT	0-5	2.0	10
COST	0-5	2.0	10
COST	0-5	2.0	10
COST	0-5	2.0	10

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

TRANSPORTER BOMBS

1	10
2	20
3	30
4	40
5	50

SHIP DATA TABLE

TYPE = BMS
POINT VALUE = 320/200
BREAKDOWN = 3-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R18.5

SHIP DATA TABLE

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

SHIP DATA TABLE

POD	MOVE	HET	EM
WT	0-5	2.0	10
COST	0-5	2.0	10
COST	0-5	2.0	10
COST	0-5	2.0	10

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

TRANSPORTER BOMBS

1	10
2	20
3	30
4	40
5	50

SHIP DATA TABLE

TYPE = BMS
POINT VALUE = 320/200
BREAKDOWN = 3-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R18.5

SHIP DATA TABLE

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

SHIP DATA TABLE

POD	MOVE	HET	EM
WT	0-5	2.0	10
COST	0-5	2.0	10
COST	0-5	2.0	10
COST	0-5	2.0	10

TRANSPORTER BOMBS

1	10
2	20
3	30
4	40
5	50

SHIP DATA TABLE

TYPE = BMS
POINT VALUE = 320/200
BREAKDOWN = 3-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R18.5

SHIP DATA TABLE

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

SHIP DATA TABLE

POD	MOVE	HET	EM
WT	0-5	2.0	10
COST	0-5	2.0	10
COST	0-5	2.0	10
COST	0-5	2.0	10

TRANSPORTER BOMBS

1	10
2	20
3	30
4	40
5	50

SHIP DATA TABLE

TYPE = BMS
POINT VALUE = 320/200
BREAKDOWN = 3-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R18.5

SHIP DATA TABLE

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

SHIP DATA TABLE

POD	MOVE	HET	EM
WT	0-5	2.0	10
COST	0-5	2.0	10
COST	0-5	2.0	10
COST	0-5	2.0	10

TRANSPORTER BOMBS

1	10
2	20
3	30
4	40
5	50

SHIP DATA TABLE

TYPE = BMS
POINT VALUE = 320/200
BREAKDOWN = 3-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R18.5

SHIP DATA TABLE

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

SHIP DATA TABLE

POD	MOVE	HET	EM
WT	0-5	2.0	10
COST	0-5	2.0	10
COST	0-5	2.0	10
COST	0-5	2.0	10

TRANSPORTER BOMBS

1	10
2	20
3	30
4	40
5	50

SHIP DATA TABLE

TYPE = BMS
POINT VALUE = 320/200
BREAKDOWN = 3-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R18.5

SHIP DATA TABLE

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

SHIP DATA TABLE

POD	MOVE	HET	EM
WT	0-5	2.0	10
COST	0-5	2.0	10
COST	0-5	2.0	10
COST	0-5	2.0	10

TRANSPORTER BOMBS

1	10
2	20
3	30
4	40
5	50

SHIP DATA TABLE

TYPE = BMS
POINT VALUE = 320/200
BREAKDOWN = 3-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R18.5

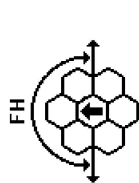
SHIP DATA TABLE

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

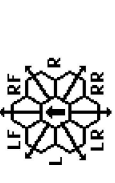
SHIP DATA TABLE

POD	MOVE	HET	EM
-----	------	-----	----

PARAVIAN DREADNOUGHT



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



SHIP DATA TABLE
TYPE = DN
POINT VALUE = 205
BREAKDOWN = 3-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R18.6
APR REFIT (Y168) = +4

TYPE I OFFENSIVE PHASER TABLE											
DIE RANGE			6-	9-	16-	26-	51-				
ROLL	0	1	2	3	4	5	8	15	25	50	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 RANGE	4- 9-			4- 9-	
ROLL 0	1	2	3	8	15
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
DL DAMAGE	12	9	NA	NA	NA	NA
DL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

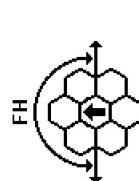
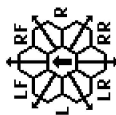
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1 1/2	3	4 1/2	6	7 1/2	9	10 1/2	12	13 1/2	15	16 1/2	18	19 1/2	21	22 1/2	24	25 1/2	27	28 1/2	30	31 1/2	33	34 1/2	36	37 1/2	39	40 1/2	42	43 1/2	45

⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

SHADED APR ADDED BY THE APR REFIT.

YS:178
DK:13
EX:32
CR:10


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{RA} &= \text{LR} + \text{RR} \end{aligned}$$


CREW UNITS							ADMINISTRATIVE SHUTTLES					
	*						IDENT	HIT POINTS	NOTES			
						10			A			
						20			A			
						30			A			
						40			A			
						50			A			
						60			A			
									A			

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179. SEE (J17 D) IN MODULE J2.

[illegible]

PROBES	5

TYPE I OFFENSIVE PHASER TABLE

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

SHIP DATA TABLE

TYPE	=	DNH
POINT VALUE	=	225
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R18.7

TYPE III DEFENSE PHASER

DIE		RANGE		4- 9-		4- 9-	
ROLL	0	1	2	3	8	15	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
C	1 2-4
	2 5-9
	3 10-14
HET	4 15-20
	5 21-27
BD	6 28+

QUANTUM WAVE TORPEDO TABLE

INJURY AND DAMAGE TO THE VEHICLE						
RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

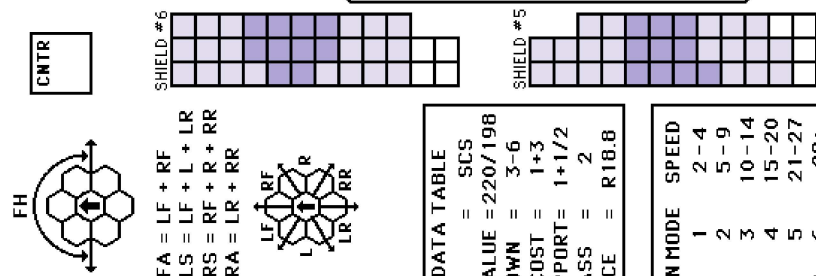
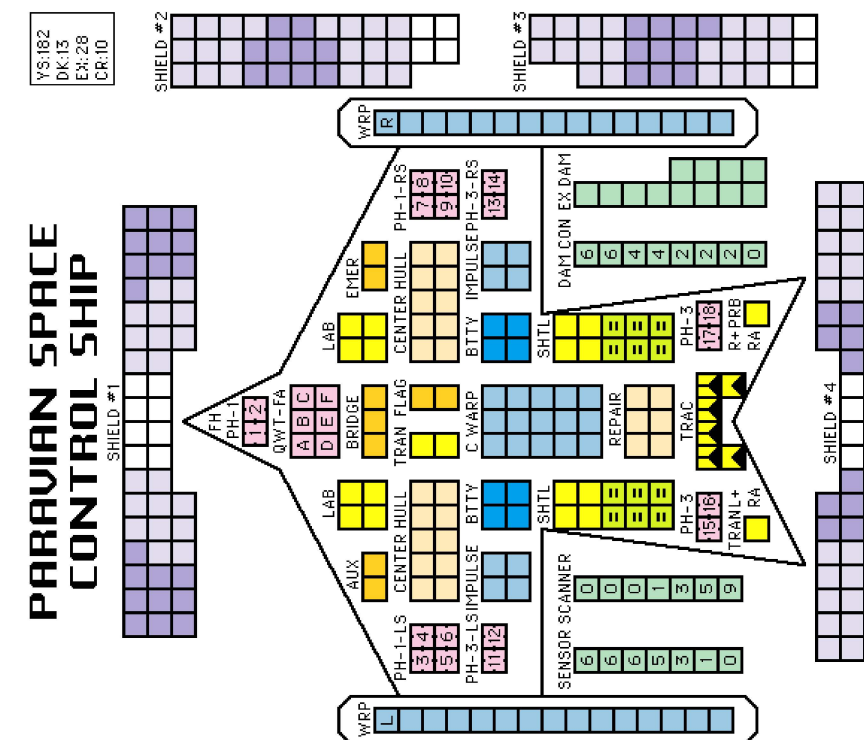
WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

	⑤ - 172 ENERGY COST															⑥ - 172 ENERGY COST															⑦ - 172 ENERGY COST														
	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															
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	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45															
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45															

PARAVIAN SPACE CONTROL SHIP



SHIP DATA TABLE	
TYPE	= SCS
POINT VALUE	= 220/198
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R18.8

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

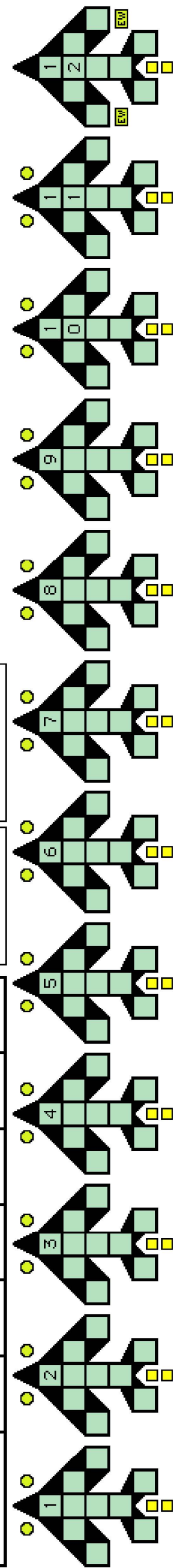
THUNDERCRANE	THUNDERCRANE-E
2xPh-3-FA	2xPh-3-FA
DFR = 4	DFR = 4
CRIPPLED = 7	CRIPPLED = 7
SPEED = 15	SPEED = 15
BPV = 9	BPV = 11

[illegible]

TYPE I DIFFUSIVE PHASE I		TYPE II DIFFUSIVE PHASE I									
DIE	RANGE	RANGE									
		1	2	3	4	5	8	15	25	50	75
ROLL	0	1	2	3	4	5	8	15	25	50	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	4	4	4	3	1	0	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	1	2	3	4-9-15
1	4	4	3	1
2	4	4	2	1
3	4	4	1	0
4	4	4	3	0
5	4	3	2	0
6	3	3	1	0

QUANTUM WAVE TORPEDO TABLE						
RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA



WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX															[5] = HET COST															[6] = ERRATIC MANEUVER WARP COST														
SPEED		1	2	3	4	[5]		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	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45														
Fract.	1 1/2	3	4 1/2	6	7 1/2	9	10 1/2	12	13 1/2	15	16 1/2	18	19 1/2	21	22 1/2	24	25 1/2	27	28 1/2	30	31 1/2	33	34 1/2	36	37 1/2	39	40 1/2	42	43 1/2	45														

PARAVIAN HEAVY CARRIER

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

CNTR

FH

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

LF **RF** **L** **R** **LR** **RR**

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10	20	A A
20	30	A A
30	40	A A
40	50	A A
50	60	A A

TWO BAYS, TRANSFERS BY (J1591)...

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

BOARDING PARTIES

DIE RANGE	10	20	30
10	10	20	30
20	10	20	30
30	10	20	30

DECK CREWS

DIE RANGE	10	20	30
10	10	20	30
20	10	20	30
30	10	20	30

PROBES

DIE RANGE	10	20	30
10	10	20	30
20	10	20	30
30	10	20	30

SHIP DATA TABLE

TYPE = CVA
 POINT VALUE = 220/195
 BREAKDOWN = 3-6
 SHIELD COST = 1+3
 LIFE SUPPORT = 1+1/2
 SIZE CLASS = 2
 REFERENCE = R18.9

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	1	2	3	4	5	6	9	16	26	51
ROLL 0	1	2	3	4	5	6	9	16	26	51
1	9	8	7	6	5	4	3	2	1	1
2	8	7	6	5	4	3	2	1	1	0
3	7	5	4	3	2	1	0	0	0	0
4	6	4	3	2	1	0	0	0	0	0
5	5	4	3	2	1	0	0	0	0	0
6	4	3	2	1	0	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE RANGE	4	9
ROLL 0	1	2
1	4	4
2	4	4
3	4	4
4	4	4
5	4	4
6	3	3

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

TURN MODE

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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

THUNDERCRANE
 2xPh-3-FA
 DFR = 4
 CRIPPLED = 7
 SPEED = 15
 BPV = 9

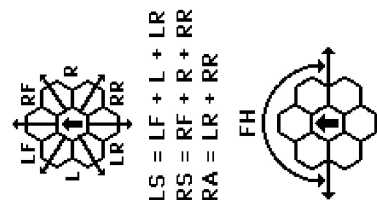
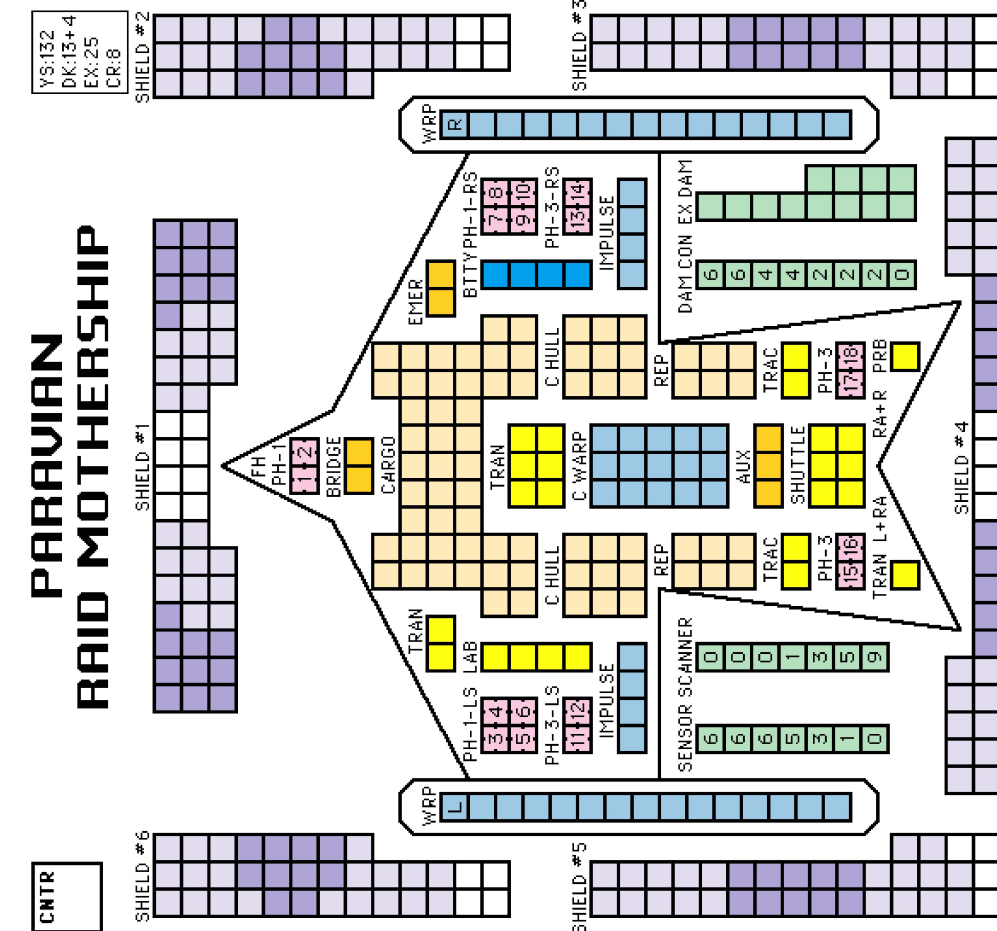
THUNDERCRANE-E
 2xPh-3-FA
 DFR = 4
 CRIPPLED = 7
 SPEED = 15
 BPV = 11

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

WARP ENERGY MOVEMENT 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	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Fract.	1 1/2	3	4 1/2	6	7 1/2	9	10 1/2	12	13 1/2	15	16 1/2	18	19 1/2	21	22 1/2	24	25 1/2	27	28 1/2	30	31 1/2	33	34 1/2	36	37 1/2	39	40 1/2	42	43 1/2	45

⑤ = HET COST **⑥ = ERRATIC MANEUVER WARP COST**



ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
		A A	
		A A	
		A A	
		A A	
		A A	
		A A	
		A A	

CREW UNITS			
		10	
		20	
		30	
		40	

BOARDING PARTIES			
		10	
		20	
		30	
		40	

PROBES			
		5	

TRANSPORTER BOMBS			
		D D D D D D D D	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

SHIP DATA TABLE			
TYPE	= RMS		
POINT VALUE	= 240/100		
BREAKDOWN	= 3-6		
SHIELD COST	= 1+3		
LIFE SUPPORT	= 1+1/2		
SIZE CLASS	= 2		
REFERENCE	= R18.10		

TYPE I OFFENSIVE PHASER TABLE												
DIE ROLL	0	1	2	3	4	5	6	7	8	9	10	11
1	9	8	7	6	5	4	3	2	1	1	1	1
2	8	7	6	5	4	3	2	1	1	0	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

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

THIS SHIP CAN CARRY UP TO THREE PODS, ONE UNDER EACH WING AND ONE UNDER THE HULL. PODS HAVE NO EFFECT ON THE SHIP'S TURN MODE, BREAKDOWN RATING, OR MOVEMENT COST, WHETHER NONE, ONE, TWO, OR THREE PODS ARE CARRIED.

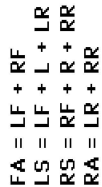
TYPE III DEFENSE PHASER												
DIE ROLL	0	1	2	3	4	5	6	7	8	9	10	11
1	4	4	4	3	1	1	1	1	1	1	1	1
2	4	4	4	2	1	0	0	0	0	0	0	0
3	4	4	4	1	0	0	0	0	0	0	0	0
4	4	4	3	0	0	0	0	0	0	0	0	0
5	4	3	2	0	0	0	0	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0	0	0	0

POD MOVE HET EM			
WT	COST	COST	COST
0-4	1.5	7.5	9

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

WARP ENERGY MOVEMENT COST = 1 + 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	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45
Frac.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½	21	22½	24	25½	27	28½	30	31½	33	34½	36	37½	39	40½	42	43½	45

CREW UNITS

[illegible]TRANSPORTER BOMBS[illegible]

DIE ROLL	RANGE	6-9-16-26-51- THREE-THIRTY-SEVEN-SEVENTY-FIVE									
		0	1	2	3	4	5	8	15	25	50
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	4	3	3	0	0	0	0
6	4	4	4	3	3	2	2	0	0	0	0

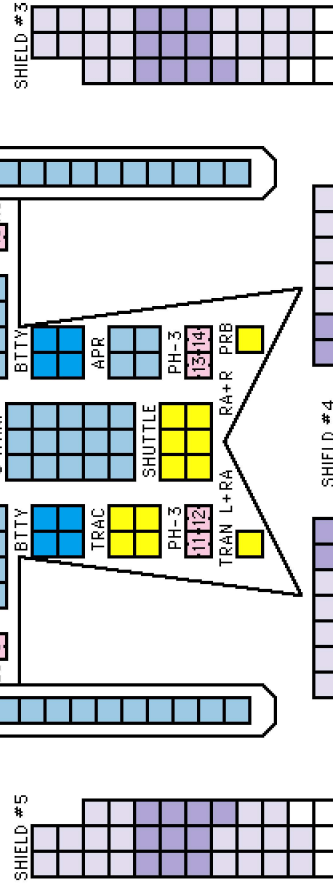
DIE RANGE		TYPE III DEFENSE PHASE				
ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

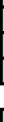
QUANTIFICATION WAVE TURFED-UP TABLE						
RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

	THIN	ENERGY	POTENTIAL	DOOR	TO	ENTER	FOOT	PER	FEET	5'	NET	DOOR	ENTERING	THIRTEEN	THINK	DOOR																			
	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	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	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	31	32	33	34	35	37	38
Frac.	1/4	2 1/2	3 3/4	5	6 1/4	7 1/2	8 3/4	10	11 1/4	12 1/2	13 3/4	15	16 1/4	17 1/2	18 3/4	20	21 1/4	22 1/2	23 3/4	25	26 1/4	27 1/2	28 3/4	30	31 1/4	32 1/2	33 3/4	35	36 1/4	37 1/2					

TYPE	=	DNL
POINT VALUE	=	215
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R18.11

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



SENSOR	SCANNER	DAM CON	EX DAM
6 6 6 5 3 1 0	0 0 0 1 3 5 9	6 6 4 4 2 2 2 0	

YS:180
DK:10
EX:23
CR:10

CNTR

SHIP DATA TABLE	
TYPE	= BCH
POINT VALUE	= 180
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R18.12

ADMINISTRATIVE SHUTTLES

[illegible]

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

CREW UNITS

	10	20	30	40	50
*					

BOARDING PARTIES					
					10
					20

[illegible]

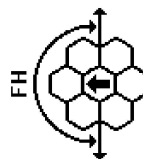
TYPE I OFFENSIVE PHASER TABLE

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

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).



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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

SENSOR	
6	6
5	5
3	3
1	1
0	0

SCANNER	0	0	1	3	5	9
---------	---	---	---	---	---	---

DAM CON	6	4	4	2	2	2	0
---------	---	---	---	---	---	---	---

EX-DAM						
--------	--	--	--	--	--	--

PARAVIAN BATTLE CONTROL SHIP

YS:182
DK:10
EX:23
CR:10

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

CNTR

SHIP DATA TABLE

TYPE	=	BCS
POINT VALUE	=	188
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.13

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.
REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

TURN MODE SPEED

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

HET

BD	1	2	3	4	5	6
----	---	---	---	---	---	---

THUNDERCRANE
2xPH-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10	20	A A
20	30	A A
30	40	A A
40	50	A A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.D) IN MODULE J2.

TRANSPORTER BOMBS

10	20
----	----

BOARDING PARTIES

10	20
----	----

DECK CREWS

10	20
----	----

PROBES

10	20
----	----

TYPE I OFFENSIVE PHASER TABLE

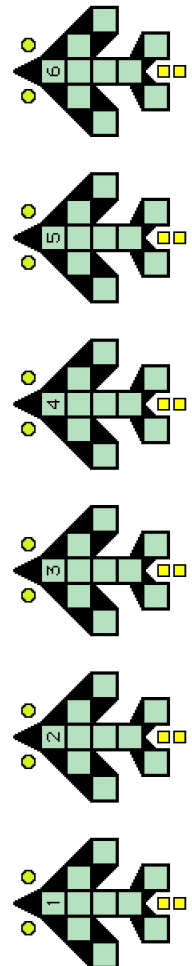
DIE	RANGE	0	1	2	3	4	5	6	9	16	26	51
ROLL	0	1	2	3	4	5	6	7	8	15	25	50
1	9	8	7	6	5	4	3	2	1	1		
2	8	7	6	5	4	3	2	1	1	0		
3	7	5	4	4	4	3	1	0	0	0		
4	6	4	4	4	4	3	2	0	0	0		
5	5	4	4	4	3	3	1	0	0	0		
6	4	4	3	3	2	2	0	0	0	0		

TYPE III DEFENSE PHASER

DIE	RANGE	4	9			
ROLL	0	1	2	3	8	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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
DL DAMAGE	12	9	NA	NA	NA	NA
DL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA



PARAVIAN BATTLE CARRIER

YS:181
DK:10
EX:23
CR:10

CNTR

SHIELD #6

SHIELD #1

SHIELD #2

SHIELD #5

SHIELD #4

SHIELD #3

SHIP DATA TABLE

TYPE = BCV

POINT VALUE = 185

BREAKDOWN = 5-6

SHIELD COST = 1+1

LIFE SUPPORT = 1

SIZE CLASS = 3

REFERENCE = R18.14

THUNDERCRANE

2xPh-3-FA

DFR = 4

CRIPPLED = 7

SPEED = 15

BPV = 9

THUNDERCRANE-E

2xPh-3-FA

DFR = 4

CRIPPLED = 7

SPEED = 15

BPV = 11

TURN MODE

B 1 2-5

2 6-10

3 11-15

4 16-21

5 22-28

6 29+

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	0	1	2	3	4	5	6-9	10-15	16-25	26-50	51-75
1	9	8	7	6	5	4	3	2	1	1	0
2	8	7	6	5	4	3	2	1	1	0	0
3	7	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	2	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE RANGE	0	1	2	3	4	5	6-9	10-15
1	4	4	4	3	1	1	1	1
2	4	4	4	2	1	0	0	0
3	4	4	4	1	0	0	0	0
4	4	4	3	0	0	0	0	0
5	4	3	2	0	0	0	0	0
6	3	3	1	0	0	0	0	0

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
DL DAMAGE	12	9	NA	NA	NA	NA
DL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

FA = LF + RF

LS = LF + L + LR

RS = RF + R + RR

RA = LR + RR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		A A
		A A
		A A
		A A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.D) IN MODULE J2.

BOARDING PARTIES

	10	20	30	40	50

DECK CREWS

	10	20

TRANSPORTER BOMBS

	D	D	D	D

PROBES

	5

SENSOR

	6	6	5	3	1	0

SCANNER

	0	0	1	3	5	9

DAM CON

	6	4	4	2	2	0

EX DAM

MOVEMENT COST = 1

HET COST = 5

EM COST = 6

SHIP #1

SHIP #2

SHIP #3

SHIP #4

SHIP #5

SHIP #6

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YS:126
DK:9
EX:20
CR:9

SHIP DATA TABLE	
TYPE	= CC
POINT VALUE	= 133
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R18.15
APR REFIT (Y168)	= +2

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOT
		A A
		A A
		A A
		A A
		A A

[illegible]

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

BOARDING PARTIES					
					10
					20

				D	D	D	D
--	--	--	--	---	---	---	---

PROBES
5

TYPE I OFFENSIVE PHASE TABLE												
DIE ROLL	RANGE		1	2	3	4	5	6	7	8	9	10
	1-5	6-10										
1	0	0	1	2	3	4	5	6	7	8	9	10
2	0	0	1	2	3	4	5	6	7	8	9	10
3	0	0	1	2	3	4	5	6	7	8	9	10
4	0	0	1	2	3	4	5	6	7	8	9	10
5	0	0	1	2	3	4	5	6	7	8	9	10
6	0	0	1	2	3	4	5	6	7	8	9	10

TYPE III DEFENSE PHASER

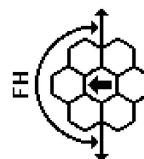
DIE	RANGE	4-	9-
ROLL	0 1 2 3 8 15		
1	4 4 4 3 1 1		
2	4 4 4 4 2 1 0		
3	4 4 4 4 1 0 0 0		
4	4 4 4 3 0 0 0 0 0		
5	4 4 3 2 0 0 0 0 0		
6	3 3 3 1 0 0 0 0 0		

QUANTUM WAVE TORPEDO TABLE

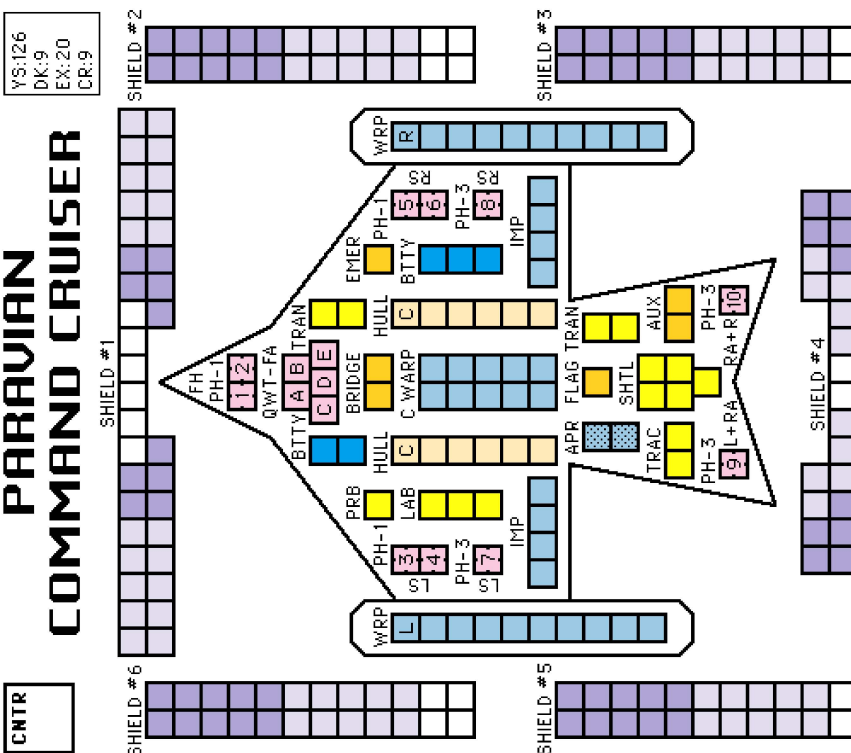
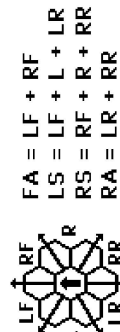
	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

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



THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).



SENSOR	SCANNER	DAM CON	EX DAM
665310	001359	442220	

 SHADED AREA ADDED BY THE APR REFIT.

YS:123
DK:9
EX:19
CR:8

CREW UNITS				ADMINISTRATIVE SHUTTLES		
	*			IDENT	HIT POINTS	NOTES
			10			A A
			20			A A
			30			A A
			40			A A
						A A

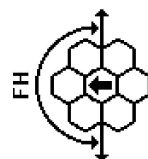
[illegible][illegible][illegible]

SHIP DATA TABLE	
TYPE	= CA
POINT VALUE	= 120
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R18.16
APR REFIT (Y168)	= +2

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

TYPE III DEFENSE PHASER									
DIE	RANGE			4- 9-			8 15		
ROLL	0	1	2	3	4	5	6	7	8
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	1	0	0	0	0		

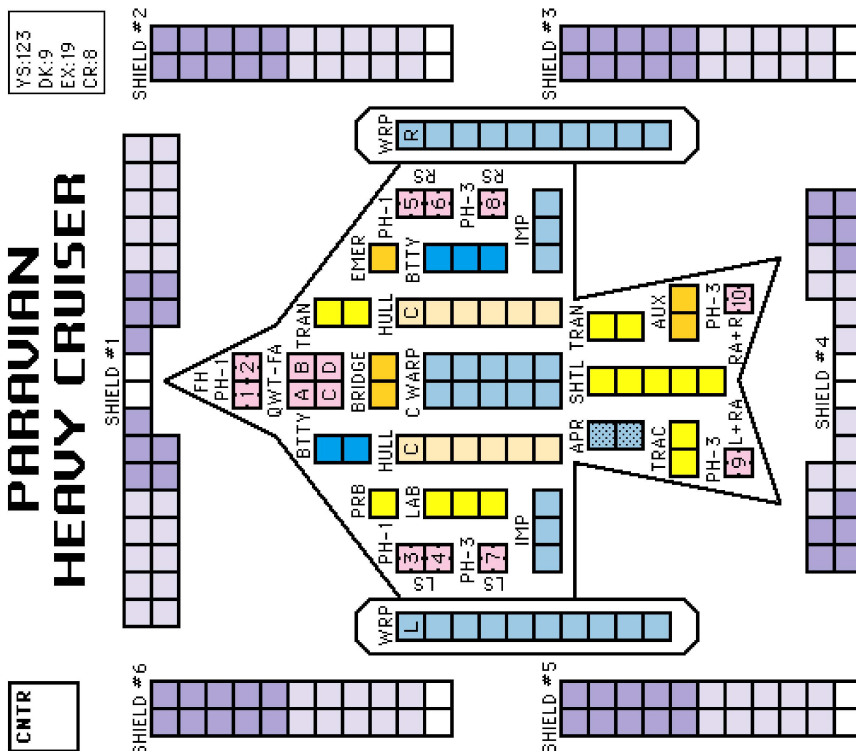
THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).



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

QUANTUM WAVE TORPEDO TABLE						
RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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



SENSOR	SCANNER	DAM CON	EX DAM
6	0	4	
6	0	4	
5	1	2	
3	3	2	
1	5	2	
0	9	0	

SHADED APR ADDED BY THE APR REFIT.

PARAVIAN STRIKE CARRIER

CREW UNITS

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	
5	50	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	
5	50	

BOARDING PARTIES

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	
5	50	

DECK CREWS

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	
5	50	

PROBES

IDENT	HIT POINTS	NOTES
1	10	
2	20	
3	30	
4	40	
5	50	

SHIP DATA TABLE

TYPE	POINT VALUE	BREAKDOWN	SHIELD COST	LIFE SUPPORT	SIZE CLASS	REFERENCE	APR REFIT
CVS	140	4-6	1+1	1	3	R18.17	+2

TURN MODE SPEED

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

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	0	1	2	3	4	5	6	9	16	26	51	75
1	9	8	7	6	5	5	4	3	2	1	1	1
2	8	7	6	5	5	4	3	2	1	1	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE RANGE	0	1	2	3	8	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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

THUNDERCRANE

2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9

THUNDERCRANE-E

2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 11

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

SHIELD DATA

SHIELD #1: 100
SHIELD #2: 100
SHIELD #3: 100
SHIELD #4: 100
SHIELD #5: 100
SHIELD #6: 100

SCANNER

6 6 5 3 1 0

DAM CON

4 4 2 2 2 0

EX DAM

6 6 5 3 1 0

APR REFIT

(V171) = +2

MOVEMENT COST

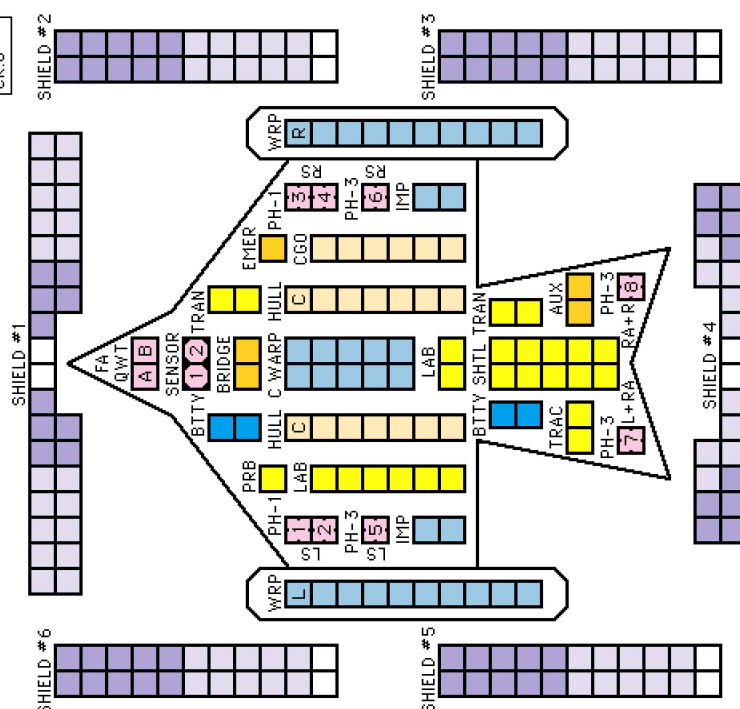
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

SHADED APR ADDED BY THE APR REFIT.

The diagram shows the internal layout of the Paravian Strike Carrier (CVS). It features a central command area with a bridge, a main hull, and various specialized sections. The ship is equipped with multiple shields (SHIELD #1 to #6), a scanner, and a dam control system. The layout includes sections for the bridge, hull, C-WARP, SHTL, and various weapon and support systems. The ship is also equipped with a quantum wave torpedo system and a thundercrane system.

YS:129
DK:9
EX:16
CR:8

YS:129
DK:9
EX:16
CR:8



SHIP DATA TABLE	
TYPE	= SR
POINT VALUE	= 140/115
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R18.18

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

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

TYPE III DEFENSE PHASER	
DIE RANGE	4- 9- ROLL 0 1 2 3 8 15
1	4 4 4 4 3 1 1
2	4 4 4 4 2 1 0
3	4 4 4 4 1 0 0
4	4 4 4 3 0 0 0
5	4 3 2 0 0 0 0
6	3 1 0 0 0 0 0

[illegible]

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

	TRANSPORTER BOMBS
	D D D D

QUANTUM WAVE TORPEDO TABLE						
RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

TYPE I OFFENSIVE PHASE TABLE																												
DIE RANGE		ROLL 0		ROLL 1		ROLL 2		ROLL 3		ROLL 4		ROLL 5		ROLL 6		ROLL 7		ROLL 8		ROLL 9		ROLL 10		ROLL 11		ROLL 12		
1	9	8	7	6	5	5	4	3	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	9	8	7	6	5	5	4	3	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	5	4	4	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

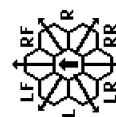
TYPE III DEFENSE PHASES									
DIE ROLL	RANGE		4-8			9-15			
	0	1	2	3	4	5	6	7	
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			

The figure contains three bar charts, each with a vertical axis labeled from 10 to 50 in increments of 10. The horizontal axis for each chart is divided into five categories, represented by different shades of green.

- CREW UNITS:** The first category (darkest green) has a value of approximately 45, marked with an asterisk (*). The second category (medium-dark green) has a value of approximately 35. The third category (medium green) has a value of approximately 25. The fourth category (medium-light green) has a value of approximately 15. The fifth category (lightest green) has a value of approximately 10.
- BOARDING PARTIES:** The first category (darkest green) has a value of approximately 40. The second category (medium-dark green) has a value of approximately 30. The third category (medium green) has a value of approximately 20. The fourth category (medium-light green) has a value of approximately 15. The fifth category (lightest green) has a value of approximately 10.
- PROBES:** The first category (darkest green) has a value of approximately 40. The second category (medium-dark green) has a value of approximately 30. The third category (medium green) has a value of approximately 20. The fourth category (medium-light green) has a value of approximately 15. The fifth category (lightest green) has a value of approximately 10.

QUANTUM WAVE TORPEDO TABLE				
RANGE	0-7	8-14	15-22	
DAMAGE	7	6	5	
SPLASH	1-5-1	1-4-1	1-3-1	
OL DAMAGE	12	9	NA	
OL SPLASH	1-10-1	1-7-1	NA	

TYPE I OFFENSIVE PHASER TABLE											
DIE ROLL	RANGE		6-9-15-20				6-9-15-20				
	0	1	2	3	4	5	6	7	8	9	10
1	9	8	7	6	5	4	3	2	1	0	0
2	8	7	6	5	4	3	2	1	0	0	0
3	7	5	4	4	4	3	1	0	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	2	0	0	0	0


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{RA} &= \text{LR} + \text{RR} \end{aligned}$$

SCOUT FUNCTIONS SUMMARY	
21	LENDING ECM OR ECMI
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

YS:165
DK:9
EX:21
CR:8

CREW UNITS						ADMINISTRATIVE SHUTTLES						
	*					IDENT	HIT POINTS	NOTES				
					10			A	A			
					20			A	A			
					30			A	A			
					40			A	A			
								A	A			
								A	A			

BOARDING PARTIES

10	
20	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

PROBES	TRANSPORTER BOMBS
5	D D D D

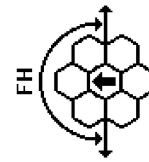
TYPE I OFFENSIVE PHASER TABLE												
DIE ROLL	RANGE		4			5			6-9			16-26
	0	1	2	3	4	5	6	7	8	9	10	11
1	9	8	7	6	5	5	4	3	2	1	1	1
2	8	7	6	5	5	4	3	2	1	1	0	0
3	7	5	5	4	4	3	1	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

TYPE III DEFENSE PHASER								
DIE ROLL	RANGE			4-8		9-15		
	0	1	2	3	4	5	6	
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		

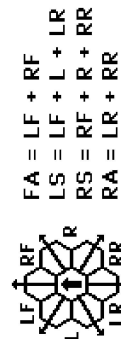
QUANTUM WAVE TORPEDO TABLE						
RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

SHIP DATA TABLE	
TYPE	= CF
POINT VALUE	= 139
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R18.19

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



THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).



CNTR

Shield #6

SHIELD #5

SENSOR	
6	6
5	3
1	1
0	0

0	0	1	3	5	9
---	---	---	---	---	---

DAM CON	4	4	2	2	2	0
---------	---	---	---	---	---	---

EX	AM				
----	----	--	--	--	--

PARAVIAN LIGHT CRUISER LEADER

YS:130
DK:8
EX:15
CR:7

CNTR

SHIP DATA TABLE	
TYPE	= CLL
POINT VALUE	= 100
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R18.20
APR REFIT (Y168)	= +2

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	A A
20	A A
30	A A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS	
1	D D D D
2	D D D D
3	D D D D

BOARDING PARTIES	
10	
20	
30	

PROBES	
5	

TYPE I OFFENSIVE PHASER TABLE

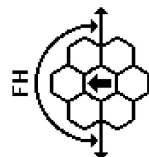
DIE RANGE	0	1	2	3	4	5	6	9	16	26	51
ROLL	0	1	2	3	4	5	6	9	16	26	51
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE RANGE	0	1	2	3	8	15
ROLL	0	1	2	3	8	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
RA = LR + RR



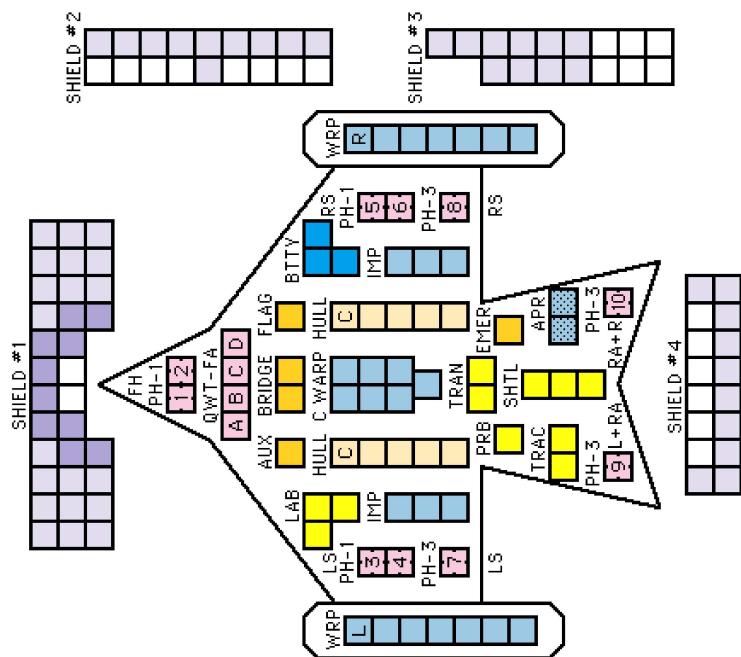
THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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



SENSOR	6	6	5	1	0
SCANNER	0	0	3	5	9
DAM CON	4	2	2	2	0
EX DAM					

SHADED APR ADDED BY THE APR REFIT.

⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

YS:125
DK:8
EX:14
CR:6

[illegible]

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	1
2	8 7 6 5 4 3	3 2	1	1	0	0
3	7 5 4 4 4 3	1 0	0 0	0	0	0
4	6 4 4 4 3 2	0 0	0 0	0	0	0
5	5 4 4 3 3 1	0 0	0 0	0	0	0
6	4 4 3 2 2 0	0 0	0 0	0	0	0

TYPE III DEFENSE PHASE		DIE RANGE			4- 9- 3 8 15		
ROLL	0	1	2	3	4	5	6
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	

QUANTUM WAVE TORPEDO TABLE						
RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20				

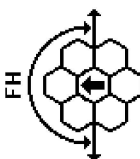
PARAVIAN WAR CRUISER LEADER

YS:168
DK:8
EX:17
CR:7

CNTR	
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SHIP DATA TABLE	
TYPE	= CWL
POINT VALUE	= 126
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R18.22

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


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{FS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{RA} &= \text{LR} + \text{RR} \end{aligned}$$

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 1 0	0 0 3 5 9	4 4 2 2 2 0	

ADMINISTRATIVE SHIFTS

IDENT	HIT POINTS	NOTES
		A
		A
		A
		A

WHIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

						D	D	D	D
TRANSPORTER BOMBS									

PROBES

TYPE I OFFENSIVE PHASER TABLE

[illegible]

TYPE III DEFENSE PHASE	DIE RANGE		4- 9-				
	ROLL	0	1	2	3	8	15
1	4	4	4	4	3	1	1
2	4	4	4	4	2	1	0
3	4	4	4	4	1	0	0
4	4	4	4	3	0	0	0
5	4	4	3	2	0	0	0
6	3	3	1	0	0	0	0

QUANTUM WAVE TORPEDO TABLE						
RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX													⑤ = HET COST										⑥ = ERRATIC MANUEVER 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. $\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20			

YS:165
DK:8
EX:16
CR:6

ADMINISTRATIVE SHUTTLES

[illegible]

ID	HIT POINTS	NOTES
		A A
		A A
		A A

SHIP DATA TABLE	
TYPE	= CW
POINT VALUE	= 116
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R18.23

CNTR

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

[illegible]

TRANSPORTER BOMBS

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 PHASE

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

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{FS} &= \text{LF} + \text{L} + \\ \text{RS} &= \text{RF} + \text{R} + \\ \text{RA} &= \text{LR} + \text{RR} \end{aligned}$$

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2 433)

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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	4	5	6	6	7	8	8	9	10	10	11	12	13	14	14	15	16	16	17	18	18	19	20	20	20
Fract. $\frac{2}{3}$	$\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20	20	20

⑥ = ERRATIC MANEUVER WARP COST

SENSOR

6	6	5	1	0
---	---	---	---	---

SCANNER 00359

DAM CON

EX D&M

SHIELD #2SHIELD #6

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

SHIELD #4

CWE
YS:169
DK:8
EX:17
CR:6

CNTR

SHIP DATA TABLE	
TYPE	= CWE
POINT VALUE	= 118
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R18.25

INCLUDES LIMITED AEGIS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

CREW UNITS

BOARDING PARTIES

[illegible]

DECK CREWS

2	
---	--

JECK LKES

PROBES

5				
---	--	--	--	--

TYPE I OFFENSIVE PHASER TABLE

TYPE III DEFENSE PHASE

TYPE III DEFENSE PHASE		DIE RANGE					4-9-15				
ROLL	0	1	2	3	8	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 CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

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

QUANTUM WAVE TORPEDO TABLE

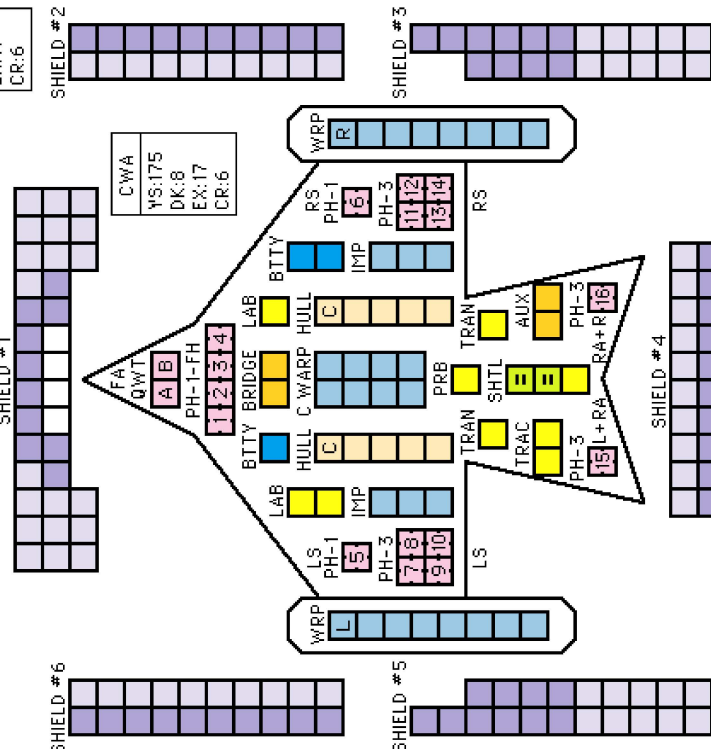
QUANTUM WAVE TURPEDU TABLE						
RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

WARP ENERGY MOVEMENT COST = $2/3$ ENERGY POINT PER HEX

	WINDING ENERGY PRODUCT COST					⑥					⑤					④					③					②					①				
	WINDING ENERGY PRODUCT COST					⑥					⑤					④					③					②					①				
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	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 $\frac{2}{3}$	$\frac{1}{4}$	$\frac{2}{3}$	$\frac{3}{4}$	$\frac{3}{4}$	$\frac{3}{4}$	4	$4\frac{1}{4}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{4}$	8	$8\frac{3}{4}$	$9\frac{1}{4}$	10	$10\frac{3}{4}$	$11\frac{1}{4}$	12	$12\frac{3}{4}$	$13\frac{1}{4}$	14	$14\frac{3}{4}$	$15\frac{1}{4}$	16	$16\frac{3}{4}$	$17\frac{1}{4}$	18	$18\frac{3}{4}$	$19\frac{1}{4}$	20					

CWE
YS:169
DK:8
EX:17
CR:6

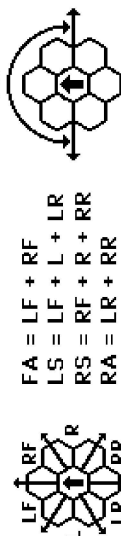
CWA
YS:175
DK:8
EX:17
CR:6



SHIP DATA TABLE
TYPE = CWA
POINT VALUE = 124
REFERENCE = R18.25A
INCLUDES FULL AEGIS

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

SENSOR	SCANNER	DAM CON	EX DAM
66510	00359	44220	


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \\ \text{RS} &= \text{RF} + \text{R} + \\ \text{RA} &= \text{LR} + \text{RR} \end{aligned}$$

PARAVIAN COMMANDO WAR CRUISER

[illegible]

SHIP DATA TABLE	
TYPE	= CWG
POINT VALUE	= 125/88
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R18.26

BARRACKS ARE DESTROYED
ON "FORWARD HULL" AND
"REAR HULL" DAMAGE POINTS.

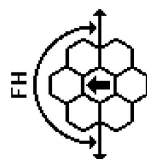
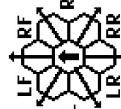
PROBES	5

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

[illegible]

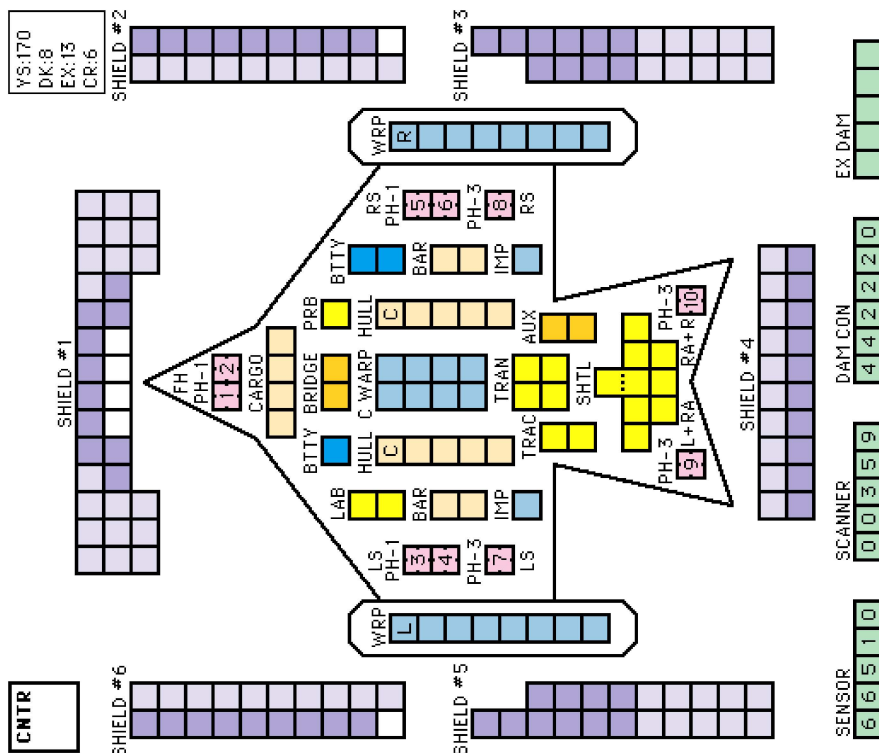
TURN MODE	SPEED
B	1 2-5
	2 6-10
	3 11-15
HET	4 16-21
	5 22-28
BD	6 29+


$$\begin{aligned}LS &= LF + L + LR \\RS &= RF + R + RR \\RA &= LR + RR\end{aligned}$$


TYPE III DEFENSE PHASER		DIE RANGE				4-9-15			
ROLL	0	1	2	3	8	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 CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

SENSOR	SCANNER	DAM CON	EX DAM
6 6 5 1 0	0 0 3 5 9	4 4 2 2 2 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	5	6	7	8	8	9	10	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	5	6	6	7	8	8	9	10	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30											
Fract. 2 1/2	1 1/2	2	2 2/3	3 1/2	4	4 2/3	5 1/2	6	6 2/3	7 1/2	8	8 2/3	9 1/2	10	10 2/3	11 1/2	12	12 2/3	13 1/2	14	14 2/3	15 1/2	16	16 2/3	17 1/2	18	18 2/3	19 1/2	20															

YS:171
DK:8
EX:14
CR:6

ID#	HIT POINTS	NOTES
	A A	
	A A	MSS
	A A	MSS

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

—	—	—	—
—	—	—	—
—	—	—	—
—	—	—	—
1	2	3	4

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

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

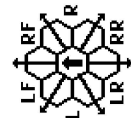
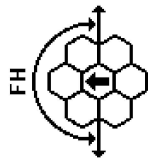
	HYPER-ENERGY THERMIST 6007															EPO-ENERGY THERMIST 6007																													
	SPEED															⑤															⑥														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30															
Standard 1	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30															
Fract. $\frac{2}{3}$	1½	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																

SHIP DATA TABLE	
TYPE	CWNB
POINT VALUE	125/11
BREAKDOWN	5-6-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R181

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

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

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


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{RA} &= \text{LR} + \text{RR} \end{aligned}$$

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= CWM
POINT VALUE	= 125/104
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
PREFERENCE	= R18 27

SHIELD #6

SHIELD #5

SENSOR	5	9	6
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SCANNER	0	0	3	5	9
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DAM CON

EX	DAM				
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⑥ - ERRATIC MANEIVVER WARRP COST

SHIP DATA TABLE	
TYPE	= CWP
POINT VALUE	= 122/100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R18.28

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.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

	TRANSPORTER BOMBS
	D D D D

PROBES

PROBES	5

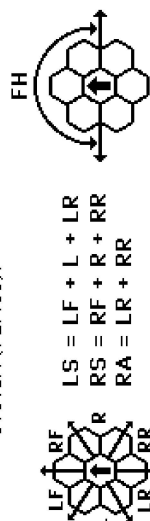
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE		6-9			16-25			26-51		
	0	1	2	3	4	5	8	15	25	50	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	RANGE			4- 9-		
ROLL	0	1	2	3	8	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 CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).



WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

	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
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
Frac.	$\frac{2}{3}$	$\frac{1}{4}$	2	$2\frac{2}{3}$	$3\frac{1}{4}$	4	$4\frac{2}{3}$	$5\frac{1}{4}$	6	$6\frac{2}{3}$	$7\frac{1}{4}$	8	$8\frac{3}{4}$	$9\frac{1}{4}$	10	$10\frac{3}{4}$	$11\frac{1}{4}$	12	$12\frac{2}{3}$	$13\frac{1}{4}$	14	$14\frac{3}{4}$	$15\frac{1}{4}$	16	$16\frac{3}{4}$	$17\frac{1}{4}$	18	$18\frac{3}{4}$	$19\frac{1}{4}$	20

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

ST = 2/3 ENERG

WARP EN

PARAVIAN WAR CRUISER SCOUT

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

YS:172
DK:8
EX:14
CR:6

CNTR

TYPE	= CWS
POINT VALUE	= 124/100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R18.29

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

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.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

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PROBES

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BOARDING PARTIES

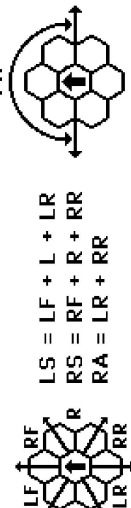
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TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE	6-9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	RANGE	4-9	10	11	12	13	14	15
1	4	4	4	3	1	1	1	1
2	4	4	4	2	1	0	0	0
3	4	4	4	1	0	0	0	0
4	4	4	3	0	0	0	0	0
5	4	3	2	0	0	0	0	0
6	3	3	1	0	0	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	4	5	6	6	7	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	$\frac{2}{3}$	$\frac{1}{3}$	2	$\frac{2}{3}$	$\frac{3}{4}$	4	$\frac{4}{3}$	$\frac{5}{3}$	6	$\frac{6}{3}$	$\frac{7}{3}$	8	$\frac{8}{3}$	$\frac{9}{3}$	10	$\frac{10}{3}$	$\frac{11}{3}$	12	$\frac{12}{3}$	$\frac{13}{3}$	14	$\frac{14}{3}$	$\frac{15}{3}$	16	$\frac{16}{3}$	$\frac{17}{3}$	18	$\frac{18}{3}$	$\frac{19}{3}$	20

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

PARAVIAN LIGHT TACTICAL TRANSPORT

CNTR

SHIP DATA TABLE	
TYPE	= LTT
POINT VALUE	= 124/100
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R18.30

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	A
20	A
30	A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS	
1	D
2	D
3	D
4	D
5	D

BOARDING PARTIES

6

PROBES

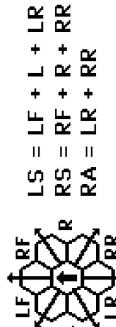
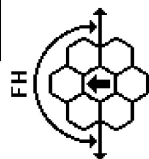
5

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE RANGE	ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	4	4	4	4	3	1	1	1	1	1	1	1	1	1	1	1	1
2	4	4	4	4	2	1	0	0	0	0	0	0	0	0	0	0	0
3	4	4	4	4	1	0	0	0	0	0	0	0	0	0	0	0	0
4	4	4	4	3	0	0	0	0	0	0	0	0	0	0	0	0	0
5	4	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0



THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433) IF NOT CARRYING A POD.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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. $\frac{2}{3}$	$1\frac{1}{3}$	$2\frac{2}{3}$	$3\frac{1}{3}$	$4\frac{2}{3}$	$5\frac{1}{3}$	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{3}{4}$	$9\frac{1}{2}$	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	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. $1\frac{1}{3}$	$2\frac{2}{3}$	4	$5\frac{1}{3}$	$6\frac{2}{3}$	8	$9\frac{1}{2}$	$10\frac{2}{3}$	12	$13\frac{1}{3}$	$14\frac{2}{3}$	16	$17\frac{1}{3}$	$18\frac{2}{3}$	20	$21\frac{1}{2}$	$22\frac{2}{3}$	24	$25\frac{1}{2}$	$26\frac{2}{3}$	28	$29\frac{1}{2}$	$30\frac{2}{3}$	32	$33\frac{1}{2}$	$34\frac{2}{3}$	36	$37\frac{1}{2}$	$38\frac{2}{3}$	40		

WARP ENERGY MOVEMENT COST = 1+1/3 ENERGY POINT PER HEX

	⑤ — NET COOL																														⑥ — ENERGY TIME/STYER MARK																														⑦ — COOL																													
	① — 1/10 ENERGY POINT PER THER										② — 1/10 ENERGY POINT PER THER										③ — 1/10 ENERGY POINT PER THER										④ — 1/10 ENERGY POINT PER THER																																																											
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. 1 1/3	2 2/3	4	5 1/3	6 2/3	8	9 1/3	10 2/3	12	13 1/3	14 2/3	16	17 1/3	18 2/3	20	21 1/3	22 2/3	24	25 1/3	26 2/3	28	29 1/3	30 2/3	32	33 1/3	34 2/3	36	37 1/3	38 2/3	40																																																													

SHIP DATA TABLE

TYPE	= LTT
POINT VALUE	= 124/100
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R18.30

WITH NO PODS

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

SINGLE WEIGHT POD

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

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

MOVEMENT COST = 1

HET COST = 5

EM COST = 6

⑥ = ERRATIC MANEUVER WARP COST

⑥ = ERRATIC MANEUVER WARP COST

PARAVIAN FAST WAR CRUISER

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

CNTR

YS:173
DK:8
EX:17
CR:6

SHIP DATA TABLE

TYPE	=	CWF
POINT VALUE	=	129
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R18.31

TURN MODE SPEED

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

HET

BD

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

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		A A
		A A

HIT POINTS MARKED "A" ARE ONLY USED
WHEN OPERATING ADVANCED SHUTTLES
AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

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BOARDING PARTIES

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PROBES

--	--	--	--	--	--	--	--	--	--

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	10-15	16-25	26-50	51-75
ROLL 0	1	2	3	4	5
1	9	8	7	6	5
2	8	7	6	5	4
3	7	5	4	3	2
4	6	4	3	2	1
5	5	4	3	2	1
6	4	3	2	1	0

TYPE III DEFENSE PHASER

DIE RANGE	4-9	10-15
ROLL 0	1	2
1	4	3
2	4	2
3	4	1
4	3	0
5	3	0
6	3	0

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20																					
Fract. 3/4	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20																				

PARAVIAN DESTROYER LEADER

YS:129
DK:7
EX:11
CR:5

CNTR

SHIP DATA TABLE	
TYPE	DDL
POINT VALUE	= 90
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.33
APR REFIT (Y168)	= +2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		A A
20		A A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

BOARDING PARTIES

10

PROBES

5

TRANSPORTER BOMBS

D D

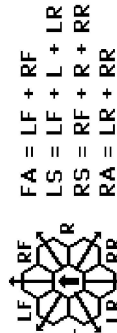
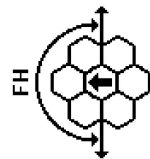
TYPE I OFFENSIVE PHASER TABLE

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

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).



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

QUANTUM WAVE TORPEDO TABLE

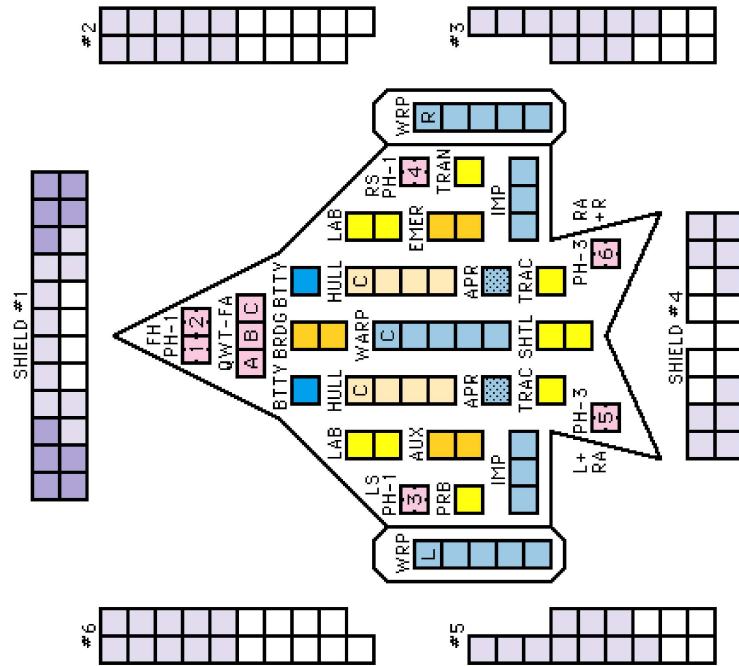
RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
DL DAMAGE	12	9	NA	NA	NA	NA
DL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

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	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST



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

SHADED APR ADDED BY THE APR REFIT.

ADMINISTRATIVE SHUTTLES

CREW UNITS

IDENT	HIT POINTS	NOTES
10		A
20		A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

BOARDING PARTIES

10

PROBES

5

TRANSPORTER BOMBS

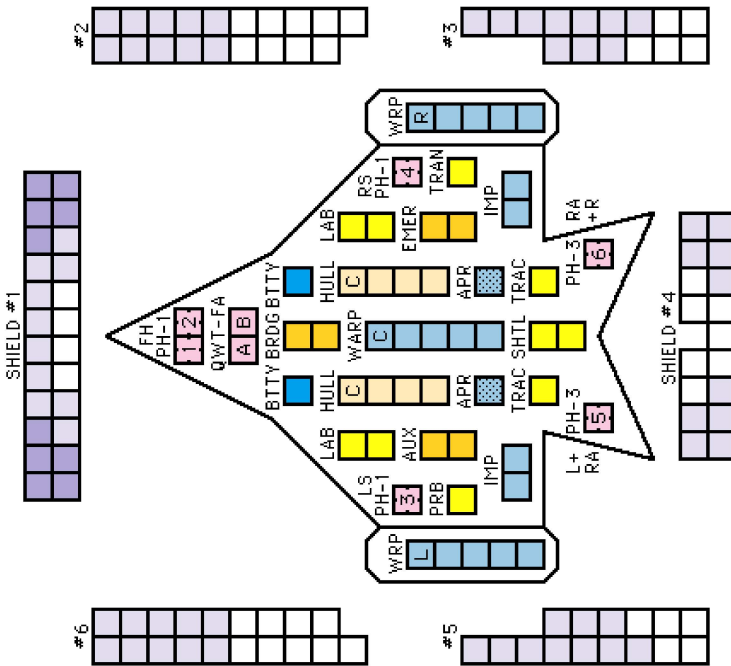
D	D
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SHIP DATA TABLE

TYPE	= DD
POINT VALUE	= 80
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.34
APR REFIT (Y168)	= +2

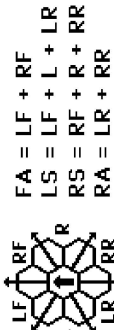
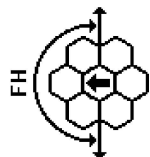
CNTR

YS:123
DK:7
EX:10
CR:4



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

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).



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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

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	3	3	3	4	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.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

YS:169
DK:7
EX:13
CR:5

[illegible]CNTR

SENSOR	SCANNER	DAM CON	EX DAM
66510	00359	2220	

SHIP DATA TABLE	
TYPE	= DWL
POINT VALUE	= 108
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.35

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

CREW UNITS				ADMINISTRATIVE SHUTTLES			
	✖			IDENT	HIT POINTS	NOTES	
						A	A
						A	A
						A	A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

[illegible]

PROBES	5
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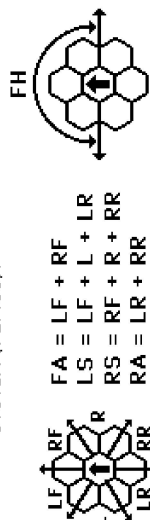
TYPE I OFFENSIVE PHASER TABLE

DIE RANGE		6-9-16-26-51-55		6-9-16-26-51-55		6-9-16-26-51-55		6-9-16-26-51-55		6-9-16-26-51-55	
ROLL	0	1	2	3	4	5	6	7	8	9	10
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	4- 8 9- 15
1	4	4
2	4	4
3	4	4
4	4	4
5	4	3
6	3	3

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).



QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	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.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15														

PARAVIAN WAR DESTROYER

WS:167
DK:7
EX:12
CR:4

CNTR

SHIP DATA TABLE	
TYPE	= DW
POINT VALUE	= 99
BREAKDOWN	= 5-6
LIFE COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.36

[illegible]

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

[illegible]

PROBES	TRANSPORTER BOMBS
	D D

PROBES
5

[illegible]

TYPE I OFFENSIVE PHASER TABLE

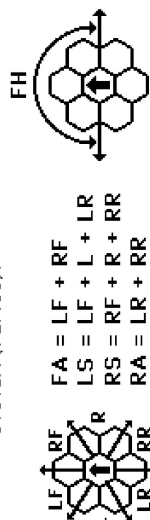
DIE ROLL	RANGE		6-9-16-26-51-			6-9-16-26-51-					
	0	1	2	3	4	5	8	15	25	50	75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

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

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

QUANTUM WAVE TORPEDO TABLE

RELOCATION RATE FOR C&S TRAIL						
RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

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

	⑤ - 17.2 ENERGY POINT PER TURN				⑥ - 18.1 ENERGY POINT PER TURN				⑦ - 18.9 ENERGY POINT PER TURN				⑧ - 19.7 ENERGY POINT PER TURN				⑨ - 20.5 ENERGY POINT PER TURN				⑩ - 21.3 ENERGY POINT PER TURN				⑪ - 22.1 ENERGY POINT PER TURN				⑫ - 22.9 ENERGY POINT PER TURN				⑬ - 23.7 ENERGY POINT PER TURN				⑭ - 24.5 ENERGY POINT PER TURN				⑮ - 25.3 ENERGY POINT PER TURN				⑯ - 26.1 ENERGY POINT PER TURN				⑰ - 26.9 ENERGY POINT PER TURN				⑱ - 27.7 ENERGY POINT PER TURN				⑲ - 28.5 ENERGY POINT PER TURN				⑳ - 29.3 ENERGY POINT PER TURN				㉑ - 30.1 ENERGY POINT PER TURN				㉒ - 30.9 ENERGY POINT PER TURN				㉓ - 31.7 ENERGY POINT PER TURN				㉔ - 32.5 ENERGY POINT PER TURN				㉕ - 33.3 ENERGY POINT PER TURN				㉖ - 34.1 ENERGY POINT PER TURN				㉗ - 34.9 ENERGY POINT PER TURN				㉘ - 35.7 ENERGY POINT PER TURN				㉙ - 36.5 ENERGY POINT PER TURN				㉚ - 37.3 ENERGY POINT PER TURN				㉛ - 38.1 ENERGY POINT PER TURN				㉜ - 38.9 ENERGY POINT PER TURN				㉝ - 39.7 ENERGY POINT PER TURN				㉞ - 40.5 ENERGY POINT PER TURN				㉟ - 41.3 ENERGY POINT PER TURN				㊱ - 42.1 ENERGY POINT PER TURN				㊲ - 42.9 ENERGY POINT PER TURN				㊳ - 43.7 ENERGY POINT PER TURN				㊴ - 44.5 ENERGY POINT PER TURN				㊵ - 45.3 ENERGY POINT PER TURN				㊶ - 46.1 ENERGY POINT PER TURN				㊷ - 46.9 ENERGY POINT PER TURN				㊸ - 47.7 ENERGY POINT PER TURN				㊹ - 48.5 ENERGY POINT PER TURN				㊺ - 49.3 ENERGY POINT PER TURN				㊻ - 50.1 ENERGY POINT PER TURN				㊼ - 50.9 ENERGY POINT PER TURN				㊽ - 51.7 ENERGY POINT PER TURN				㊾ - 52.5 ENERGY POINT PER TURN				㊿ - 53.3 ENERGY POINT PER TURN				1 - 54.1 ENERGY POINT PER TURN				2 - 54.9 ENERGY POINT PER TURN				3 - 55.7 ENERGY POINT PER TURN				4 - 56.5 ENERGY POINT PER TURN				5 - 57.3 ENERGY POINT PER TURN				6 - 58.1 ENERGY POINT PER TURN				7 - 58.9 ENERGY POINT PER TURN				8 - 59.7 ENERGY POINT PER TURN				9 - 60.5 ENERGY POINT PER TURN				10 - 61.3 ENERGY POINT PER TURN				11 - 62.1 ENERGY POINT PER TURN				12 - 62.9 ENERGY POINT PER TURN				13 - 63.7 ENERGY POINT PER TURN				14 - 64.5 ENERGY POINT PER TURN				15 - 65.3 ENERGY POINT PER TURN				16 - 66.1 ENERGY POINT PER TURN				17 - 66.9 ENERGY POINT PER TURN				18 - 67.7 ENERGY POINT PER TURN				19 - 68.5 ENERGY POINT PER TURN				20 - 69.3 ENERGY POINT PER TURN				21 - 70.1 ENERGY POINT PER TURN				22 - 70.9 ENERGY POINT PER TURN				23 - 71.7 ENERGY POINT PER TURN				24 - 72.5 ENERGY POINT PER TURN				25 - 73.3 ENERGY POINT PER TURN				26 - 74.1 ENERGY POINT PER TURN				27 - 74.9 ENERGY POINT PER TURN				28 - 75.7 ENERGY POINT PER TURN				29 - 76.5 ENERGY POINT PER TURN				30 - 77.3 ENERGY POINT PER TURN				31 - 78.1 ENERGY POINT PER TURN				32 - 78.9 ENERGY POINT PER TURN				33 - 79.7 ENERGY POINT PER TURN				34 - 80.5 ENERGY POINT PER TURN				35 - 81.3 ENERGY POINT PER TURN				36 - 82.1 ENERGY POINT PER TURN				37 - 82.9 ENERGY POINT PER TURN				38 - 83.7 ENERGY POINT PER TURN				39 - 84.5 ENERGY POINT PER TURN				40 - 85.3 ENERGY POINT PER TURN				41 - 86.1 ENERGY POINT PER TURN				42 - 86.9 ENERGY POINT PER TURN				43 - 87.7 ENERGY POINT PER TURN				44 - 88.5 ENERGY POINT PER TURN				45 - 89.3 ENERGY POINT PER TURN				46 - 90.1 ENERGY POINT PER TURN				47 - 90.9 ENERGY POINT PER TURN				48 - 91.7 ENERGY POINT PER TURN				49 - 92.5 ENERGY POINT PER TURN				50 - 93.3 ENERGY POINT PER TURN				51 - 94.1 ENERGY POINT PER TURN				52 - 94.9 ENERGY POINT PER TURN				53 - 95.7 ENERGY POINT PER TURN				54 - 96.5 ENERGY POINT PER TURN				55 - 97.3 ENERGY POINT PER TURN				56 - 98.1 ENERGY POINT PER TURN				57 - 98.9 ENERGY POINT PER TURN				58 - 99.7 ENERGY POINT PER TURN				60 - 101.3 ENERGY POINT PER TURN				61 - 102.1 ENERGY POINT PER TURN				62 - 102.9 ENERGY POINT PER TURN				63 - 103.7 ENERGY POINT PER TURN				64 - 104.5 ENERGY POINT PER TURN				65 - 105.3 ENERGY POINT PER TURN				66 - 106.1 ENERGY POINT PER TURN				67 - 106.9 ENERGY POINT PER TURN				68 - 107.7 ENERGY POINT PER TURN				69 - 108.5 ENERGY POINT PER TURN				70 - 109.3 ENERGY POINT PER TURN				71 - 110.1 ENERGY POINT PER TURN				72 - 110.9 ENERGY POINT PER TURN				73 - 111.7 ENERGY POINT PER TURN				74 - 112.5 ENERGY POINT PER TURN				75 - 113.3 ENERGY POINT PER TURN				76 - 114.1 ENERGY POINT PER TURN				77 - 114.9 ENERGY POINT PER TURN				78 - 115.7 ENERGY POINT PER TURN				79 - 116.5 ENERGY POINT PER TURN				80 - 117.3 ENERGY POINT PER TURN				81 - 118.1 ENERGY POINT PER TURN				82 - 118.9 ENERGY POINT PER TURN				83 - 119.7 ENERGY POINT PER TURN				84 - 120.5 ENERGY POINT PER TURN				85 - 121.3 ENERGY POINT PER TURN				86 - 122.1 ENERGY POINT PER TURN				87 - 122.9 ENERGY POINT PER TURN				88 - 123.7 ENERGY POINT PER TURN				89 - 124.5 ENERGY POINT PER TURN				90 - 125.3 ENERGY POINT PER TURN				91 - 126.1 ENERGY POINT PER TURN				92 - 126.9 ENERGY POINT PER TURN				93 - 127.7 ENERGY POINT PER TURN				94 - 128.5 ENERGY POINT PER TURN				95 - 129.3 ENERGY POINT PER TURN				96 - 130.1 ENERGY POINT PER TURN				97 - 130.9 ENERGY POINT PER TURN				98 - 131.7 ENERGY POINT PER TURN				99 - 132.5 ENERGY POINT PER TURN				100 - 133.3 ENERGY POINT PER TURN				101 - 134.1 ENERGY POINT PER TURN				102 - 134.9 ENERGY POINT PER TURN				103 - 135.7 ENERGY POINT PER TURN				104 - 136.5 ENERGY POINT PER TURN				105 - 137.3 ENERGY POINT PER TURN				106 - 138.1 ENERGY POINT PER TURN				107 - 138.9 ENERGY POINT PER TURN				108 - 139.7 ENERGY POINT PER TURN				109 - 140.5 ENERGY POINT PER TURN				110 - 141.3 ENERGY POINT PER TURN				111 - 142.1 ENERGY POINT PER TURN				112 - 142.9 ENERGY POINT PER TURN				113 - 143.7 ENERGY POINT PER TURN				114 - 144.5 ENERGY POINT PER TURN				115 - 145.3 ENERGY POINT PER TURN				116 - 146.1 ENERGY POINT PER TURN				117 - 146.9 ENERGY POINT PER TURN				118 - 147.7 ENERGY POINT PER TURN				119 - 148.5 ENERGY POINT PER TURN				120 - 149.3 ENERGY POINT PER TURN				121 - 150.1 ENERGY POINT PER TURN				122 - 150.9 ENERGY POINT PER TURN				123 - 151.7 ENERGY POINT PER TURN				124 - 152.5 ENERGY POINT PER TURN				125 - 153.3 ENERGY POINT PER TURN				126 - 154.1 ENERGY POINT PER TURN				127 - 154.9 ENERGY POINT PER TURN				128 - 155.7 ENERGY POINT PER TURN				129 - 156.5 ENERGY POINT PER TURN				130 - 157.3 ENERGY POINT PER TURN				131 - 158.1 ENERGY POINT PER TURN				132 - 158.9 ENERGY POINT PER TURN				133 - 159.7 ENERGY POINT PER TURN				134 - 160.5 ENERGY POINT PER TURN				135 - 161.3 ENERGY POINT PER TURN				136 - 162.1 ENERGY POINT PER TURN				137 - 162.9 ENERGY POINT PER TURN				138 - 163.7 ENERGY POINT PER TURN				139 - 164.5 ENERGY POINT PER TURN				140 - 165.3 ENERGY POINT PER TURN				141 - 166.1 ENERGY POINT PER TURN				142 - 166.9 ENERGY POINT PER TURN				143 - 167.7 ENERGY POINT PER TURN				144 - 168.5 ENERGY POINT PER TURN				145 - 169.3 ENERGY POINT PER TURN				146 - 170.1 ENERGY POINT PER TURN				147 - 170.9 ENERGY POINT PER TURN				148 - 171.7 ENERGY POINT PER TURN				149 - 172.5 ENERGY POINT PER TURN				150 - 173.3 ENERGY POINT PER TURN				151 - 174.1 ENERGY POINT			
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SENSOR	SCANNER	DAM CON	EX DAM
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The diagram shows the layout of the Star Trek: Voyager ship. The ship is oriented with the bow at the top. The main deck is divided into several sections. At the bow is the Bridge, which includes the Captain's Chair, the Main Console, and the Viewfinder. Behind the Bridge is the Main Deck, which includes the Main Corridor, the Main Engineering, and the Main Medical Bay. The ship is surrounded by four shields: #1 (left), #2 (top), #3 (right), and #4 (bottom).

CNTR

SHIP DATA TABLE	
TYPE	= DWS
POINT VALUE	= 111/86
BREAKDOWN	= 5-6
LIFE COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.39

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.**

ADMINISTRATIVE SHUTTLES

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HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

[illegible]

PROBES	5
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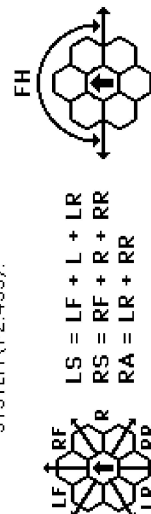
TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE		6-8		9-15		16-25		26-50		51-75	
	0	1	2	3	4	5	6	7	8	9	10	11
1	9	8	7	6	5	5	4	3	2	1	1	1
2	8	7	6	5	5	4	3	2	1	1	0	0
3	7	5	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

TYPE III DEFENSE PHASE

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

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).


$$\begin{aligned}LS &= LF + L + LR \\RS &= RF + R + RR \\RA &= LR + RR\end{aligned}$$

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

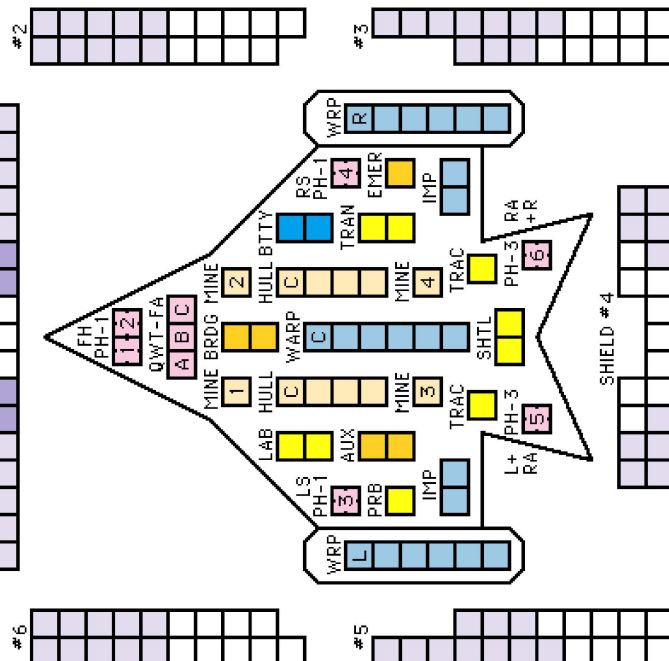
[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

	⑤ = 172 ENERGY POINT PER TIER										⑥ = NET COST										⑦ = KINETIC TIME/STEP TANK COST									
	⑤										⑥										⑦									
	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
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	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
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

CNTR

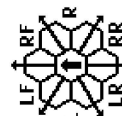
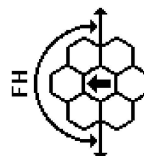
YS:170
DK:7
EX:11
CR:4



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

SHIP DATA TABLE	
TYPE	= DWM
POINT VALUE	= 100/90
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.40

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


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{RA} &= \text{LR} + \text{RR} \end{aligned}$$

IDENT	HIT POINTS	NOTES
		MSS
		MSS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

[illegible]

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE		6-8		9-15		16-25		26-50		51-75	
	0	1	2	3	4	5	6	7	8	9	10	11
1	9	8	7	6	5	5	4	3	2	1		
2	8	7	6	5	5	4	3	2	1	1	0	
3	7	5	5	4	4	3	1	0	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	RANGE	4-	4-	4-	9-
ROLL	0	1	2	3	8 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

—	—	—	—
—	—	—	—
—	—	—	—
—	—	—	—
1	2	3	4

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

	0-7	8-14	15-21	22-26	27-29	30
RANGE						
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

WAPP ENERGY MOVEMENT COST - 1/2 ENERGY POINT PER HEY

	⑤ - 172 ENERGY POINT PER TON										⑥ - NET COST										⑦ - ENERGY EMPLOYER TON COST									
	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
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	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. 1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15	15

⑥ - ERRATIC MANEIVER WAPP COST

PARAVIAN WAR DESTROYER PF TENDER

CNTR

VS:182
DK:7
EX:10
CR:4

CREW UNITS

10	20
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ADMINISTRATIVE SHUTTLES

10	20
----	----

BOARDING PARTIES

10

PROBES

5

TRANSPORTER BOMBS

D	D
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SHIP DATA TABLE

TYPE = DWP

POINT VALUE = 110/85

BREAKDOWN = 5-6

SHIELD COST = 1/2+1/2

LIFE SUPPORT = 1/2

SIZE CLASS = 4

REFERENCE = R18.42

TYPE I OFFENSIVE PHASER TABLE

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

LF RF
L R
LR RR
FH

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

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.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

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.

⑥ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

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PARAVIAN FRIGATE LEADER

YS:135
DK:4
EX:10
CR:4

CNTR

SHIP DATA TABLE	
TYPE	= FFL
POINT VALUE	= 88
BREAKDOWN	= 5-6
LIFE COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.44
APR REFIT (Y168)	= +1

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS					NOTES
					A A	
					A A	
					A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

BOARDING PARTIES

10

PROBES

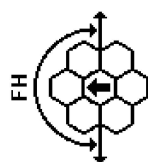
5

TRANSPORTER BOMBS

TYPE I OFFENSIVE PHASER TABLE

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



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

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

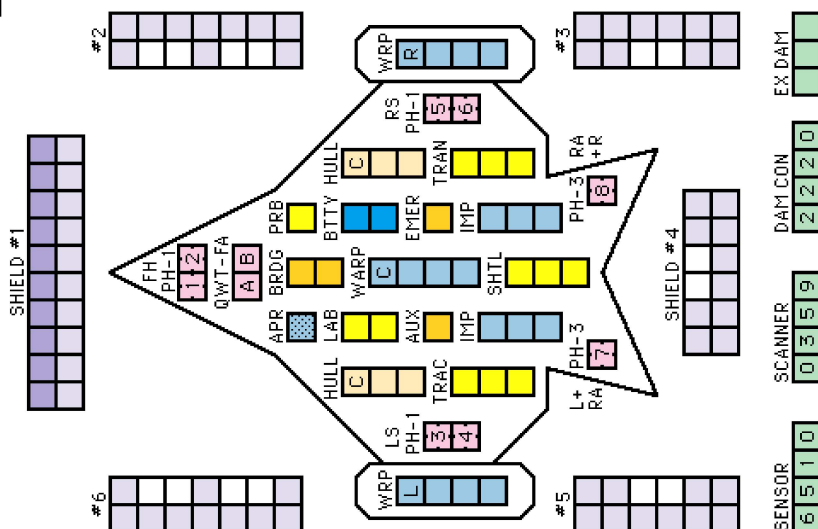
TYPE III DEFENSE PHASER

DIE	RANGE	4-	9-
ROLL	0 1 2 3 8 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		

QUANTUM WAVE TORPEDO TABLE

	0-7	8-14	15-21	22-26	27-29	30
RANGE	7	6	5	4	3	1
DAMAGE						
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

[illegible]

SHADED APR ADDED BY THE APR REFIT.

⑥ = ERRATIC MANEUVER WARP COST

PARAVIAN FRIGATE

CNTR

YS:127
DK:4
EX:9
CR:3

SHIELD #1

#2

#3

#4

#5

#6

SENS 6 5 1 0

SCANNER 0 3 5 9

DAM CON 2 2 2 0

EX DAM

SHADED APR ADDED BY THE APR REFIT.

SHIP DATA TABLE

TYPE = FF

POINT VALUE = 73

BREAKDOWN = 5-6

SHIELD COST = 1/2+1/2

LIFE SUPPORT = 1/2

SIZE CLASS = 4

REFERENCE = R18.45

APR REFIT (Y168) = +1

TURN MODE SPEED

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

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

TYPE I OFFENSIVE PHASER TABLE

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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433).

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

BOARDING PARTIES

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PROBES

--	--	--	--	--	--	--	--	--	--	--	--

TRANSPORTER BOMBS

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PARAVIAN ESCORT CARRIER

YS:170
DK:4
EX:9
CR:3

CNTR

SHIP DATA TABLE	
TYPE	= FFV
POINT VALUE	= 80/75
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.46

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

PROBES

၆

QUANTUM WAVE TORPEDO TABLE

	0-7	8-14	15-21	22-26	27-29	30
RANGE						
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

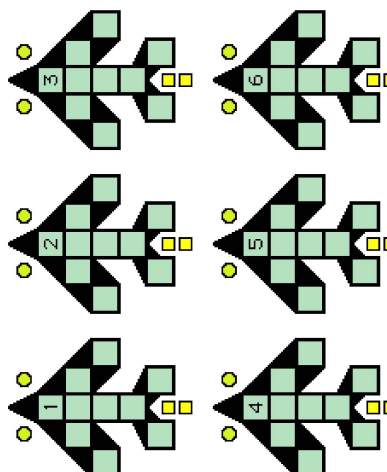
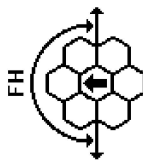
TURN MODE	SPEED
B	1 2-5
	2 6-10
	3 11-15
HET	4 16-21
	5 22-28
BD	6 29+

TYPE I OFFENSIVE PHASER TABLE

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


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \\ \text{RS} &= \text{RF} + \text{R} + \\ \text{RA} &= \text{LR} + \text{RR} \end{aligned}$$


THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

THUNDERCRANE
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9

WARP ENERGY MOVEMENT COST = $1/3$ ENERGY POINT PER HEX

	WINTER ENERGY PROTECTANT										SUMMER ENERGY PROTECTANT										SPRING ENERGY PROTECTANT									
	100% ENERGY PROTECTANT										50% ENERGY PROTECTANT										25% ENERGY PROTECTANT									
	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
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	2	2	2	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	$\frac{1}{4}$	$\frac{3}{4}$	1	$1\frac{1}{4}$	$1\frac{3}{4}$	2	$2\frac{1}{4}$	$2\frac{3}{4}$	3	$3\frac{1}{4}$	$3\frac{3}{4}$	4	$4\frac{1}{4}$	$4\frac{3}{4}$	5	$5\frac{1}{4}$	$5\frac{3}{4}$	6	$6\frac{1}{4}$	$6\frac{3}{4}$	7	$7\frac{1}{4}$	$7\frac{3}{4}$	8	$8\frac{1}{4}$	$8\frac{3}{4}$	9	$9\frac{1}{4}$	$9\frac{3}{4}$	10

CNTR

SHIP DATA TABLE	
TYPE	= FFM
POINT VALUE	= 77/65
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.51

CREW UNITS						ADMINISTRATIVE SHUTTLES					
		*				IDENIT	HIT POINTS			NOTES	
									A	A	MSS
										A	MSS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

TYPE I OFFENSIVE PHASER TABLE

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

DIE	RANGE	4-	4-	9-
ROLL	0	1	2	3 8 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

MINE RACKS

1	2	3	4
—	—	—	—
—	—	—	—
—	—	—	—
—	—	—	—

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

QUANTUM WAVE TORPEDO TABLE

	0-7	8-14	15-21	22-26	27-29	30
RANGE						
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

[illegible]

IDENT	HIT POINTS	NOTES
		A A
		A A
		A A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASE

DIE	RANGE	4-	4-	9-
ROLL	0	1	2	3 8 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

MINE RACKS

1	2	3	4
—	—	—	—
—	—	—	—
—	—	—	—
—	—	—	—

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

QUANTUM WAVE TORPEDO TABLE

	0-7	8-14	15-21	22-26	27-29	30
RANGE						
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

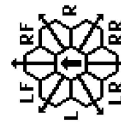
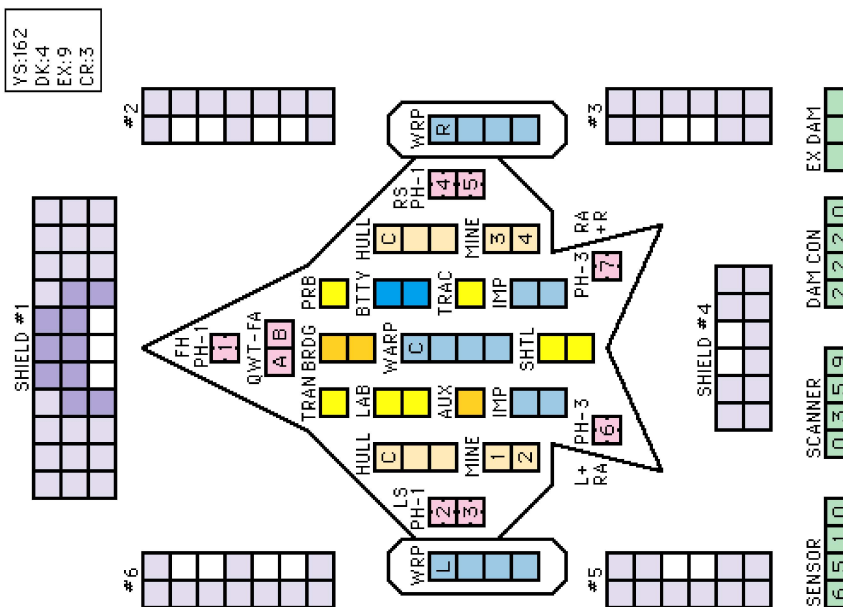
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

	⑤ 175 ENERGY POINT PER MIN										⑥ 200 ENERGY POINT PER MIN										⑦ 225 ENERGY POINT PER MIN									
	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
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	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.	$\frac{1}{4}$	$\frac{1}{4}$	$1\frac{1}{4}$	$1\frac{1}{4}$	$2\frac{1}{4}$	$2\frac{1}{4}$	$2\frac{1}{4}$	$2\frac{1}{4}$	$3\frac{1}{4}$	$3\frac{1}{4}$	$3\frac{1}{4}$	4	$4\frac{1}{4}$	$4\frac{1}{4}$	$5\frac{1}{4}$	$5\frac{1}{4}$	$5\frac{1}{4}$	6	$6\frac{1}{4}$	$6\frac{1}{4}$	$7\frac{1}{4}$	$7\frac{1}{4}$	$7\frac{1}{4}$	8	$8\frac{1}{4}$	$8\frac{3}{4}$	9	$9\frac{1}{4}$	$9\frac{3}{4}$	10

SHIP DATA TABLE	
TYPE	= FFM
POINT VALUE	= 77/65
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.51

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

“MINE RACKS ARE DESTROYED ON ‘CARGO,’ ‘SHUTTLE,’ OR ‘EXCESS DAMAGE’ HITS.


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{RA} &= \text{LR} + \text{RR} \end{aligned}$$


PARAVIAN THEATER TRANSPORT FRIGATE

CNTR

SHIP DATA TABLE

TYPE = FFT
POINT VALUE = 75/54
BREAKDOWN = 5-6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R18.52

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		A A
		A A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

BOARDING PARTIES

6

PROBES

5

TRANSPORTER BOMBS

D D

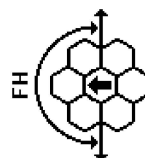
TYPE I OFFENSIVE PHASER TABLE

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

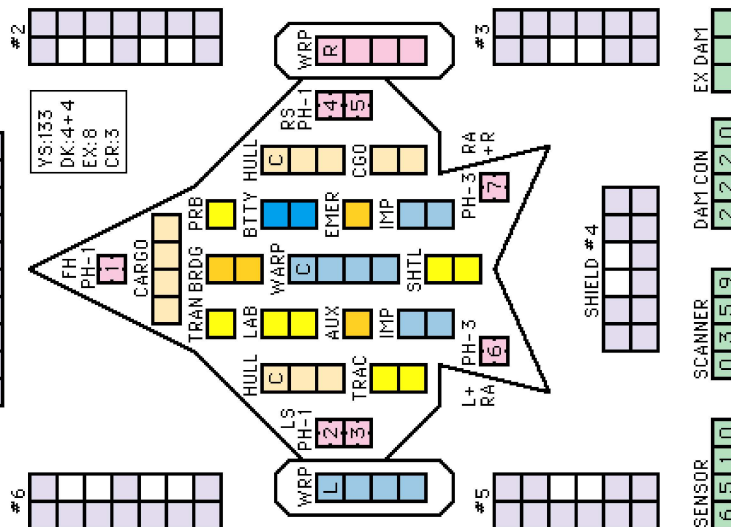
TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4	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 CAN ONLY CARRY ONE POD, WHICH CAN BE A DOUBLE-WEIGHT POD. PODS CARRIED BY THIS SHIP ARE INACTIVE, I.E., THEIR POWER SYSTEMS PRODUCE NO POWER, AND THEY HAVE NO CREW OR BOARDING PARTIES. THIS SHIP CAN LAND ON PLANETS USING THE AERODYNAMIC LANDING SYSTEM (P2.433) IF NOT CARRYING A POD.



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



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

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

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

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	$\frac{1}{3}$	$\frac{1}{3}$	1	$1\frac{1}{3}$	$1\frac{1}{3}$	2	$2\frac{1}{3}$	$2\frac{1}{3}$	3	$3\frac{1}{3}$	$3\frac{1}{3}$	4	$4\frac{1}{3}$	$4\frac{1}{3}$	5	$5\frac{1}{3}$	$5\frac{1}{3}$	6	$6\frac{1}{3}$	$6\frac{1}{3}$	7	$7\frac{1}{3}$	$7\frac{1}{3}$	8	$8\frac{1}{3}$	$8\frac{1}{3}$	9	$9\frac{1}{3}$	$9\frac{1}{3}$	10

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

CNTR

YS:168
DK:3
EX:7
CR:3

SHIP DATA TABLE	
TYPE	= PLV
POINT VALUE	= 65
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R18.55

CREW UNITS					ADMINISTRATIVE SHUTTLES				
					IDENT	HIT POINTS			NOTES
				*					
									A A
									A A

BOARDING PARTIES

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

PROBES	TRANSPORTER BOMBS
5	DD

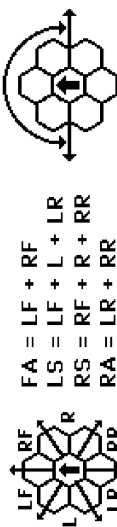
DIE ROLL	RANGE 0 1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1
2	8	7	6	5	5	4	3	2	1	0
3	7	5	5	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0
5	5	4	4	4	3	3	1	0	0	0
6	4	4	3	3	2	2	0	0	0	0

TYPE III DEFENSE PHASE		DIE RANGE		4-9-15				
ROLL	0	1	2	3	8	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		

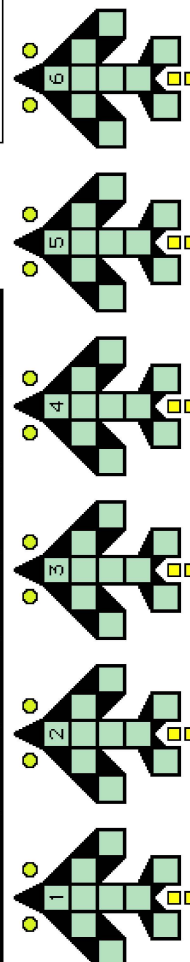
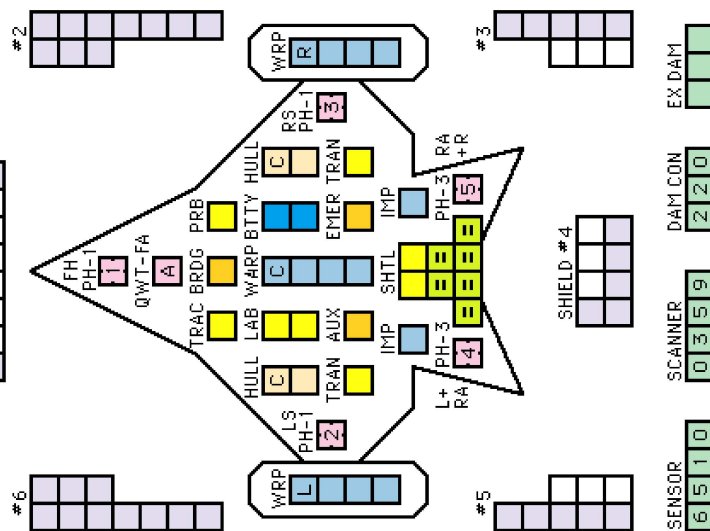
QUANTUM WAVE TORPEDO TABLE				
RANGE	0-7	8-14	15-22	
DAMAGE	7	6	5	
SPLASH	1-5-1	1-4-1	1-3-	
OL DAMAGE	12	9	NA	NA
OL SPLASH	1-10-1	1-7-	NA	NA

22-26	27-29	30
4	3	1
1-2-1	1-1-1	0-1-0
NA	NA	NA
NA	NA	NA

THUNDERCRANE
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9



THIS SHIP CAN LAND ON PLANETS
USING THE AERODYNAMIC LANDING
SYSTEM (P2.433).



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	2	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.	$\frac{1}{3}$	$\frac{2}{3}$	1	$1\frac{1}{3}$	$1\frac{2}{3}$	2	$2\frac{1}{3}$	$2\frac{2}{3}$	3	$3\frac{1}{3}$	$3\frac{2}{3}$	4	$4\frac{1}{3}$	$4\frac{2}{3}$	5	$5\frac{1}{3}$	$5\frac{2}{3}$	6	$6\frac{1}{3}$	$6\frac{2}{3}$	7	$7\frac{1}{3}$	$7\frac{2}{3}$	8	$8\frac{1}{3}$	$8\frac{2}{3}$	9	$9\frac{1}{3}$	$9\frac{2}{3}$	10				

PARAVIAN PODS SHEET #1

PARAVIAN REPAIR POD

Ys:155
DK:3
EX:+2
CR:+0

CREW UNITS

REPAIR PODS ARE SINGLE-WEIGHT PODS.

POD DATA TABLE

TYPE = P-R
BPV = 34/18
SIZE = 4°
REF = R18.63

REPAIR PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

CNTR

PARAVIAN SELF-DEFENSE POD

Ys:134
DK:3
EX:+2
CR:+0

CREW UNITS

SELF-DEFENSE PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

POD DATA TABLE

TYPE = P-SD
BPV = 28/14
SIZE = 4°
REF = R18.61

SELF-DEFENSE PODS ARE SINGLE-WEIGHT PODS.

CNTR

PARAVIAN CARGO POD

Ys:130
DK:3
EX:+0
CR:-

CREW UNITS

CARGO PODS ARE SINGLE-WEIGHT PODS.

POD DATA TABLE

TYPE = P-C
CREW = 0
BPS = 0
BPV = 14/10
SIZE = 4°
REF = R18.57

CARGO PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

CNTR

PARAVIAN BATTLE POD

Ys:150
DK:3
EX:+3
CR:+2

CREW UNITS

BATTLE PODS ARE SINGLE-WEIGHT PODS.

POD DATA TABLE

TYPE = P-B
BPV = 34
SIZE = 4°
REF = R18.58

BATTLE PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

CNTR

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

PARAVIAN FAST PATROL SHIP TENDER PODS

Ys:180
DK:3
EX:+1
CR:+0

CREW UNITS

REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

PF TENDER PODS ARE SINGLE-WEIGHT PODS.

PF TENDER PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

CNTR

PARAVIAN BARRACKS POD

Ys:130
DK:3
EX:+1
CR:+0

CREW UNITS

BARRACKS PODS ARE SINGLE-WEIGHT PODS.

POD DATA TABLE

TYPE = P-T
BPV = 55/10
SIZE = 4°
REF = R18.60

BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "REAR HULL" DAMAGE POINTS.

CNTR

PARAVIAN PODS SHEET #2

PARAVIAN CARRIER PODS

CARRIER PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

CARRIER PODS ARE SINGLE-WEIGHT PODS.

EACH POD CARRIED INCREASES THE SEEKING WEAPON CONTROL RATING OF THE TUG BY THREE CONTROL CHANNELS, BUT THE COMBINATION OF A TUG AND PODS CANNOT INCREASE THE SEEKING WEAPON CONTROL RATING TO MORE THAN DOUBLE THE TUG'S SENSOR RATING UNLESS A POD WITH A SPECIAL SENSOR IS ALSO CARRIED, IN WHICH CASE SEE (F3.213).

PH-3	360°	AUX	HULL	C
SHTL	360°	TRAC	APR	

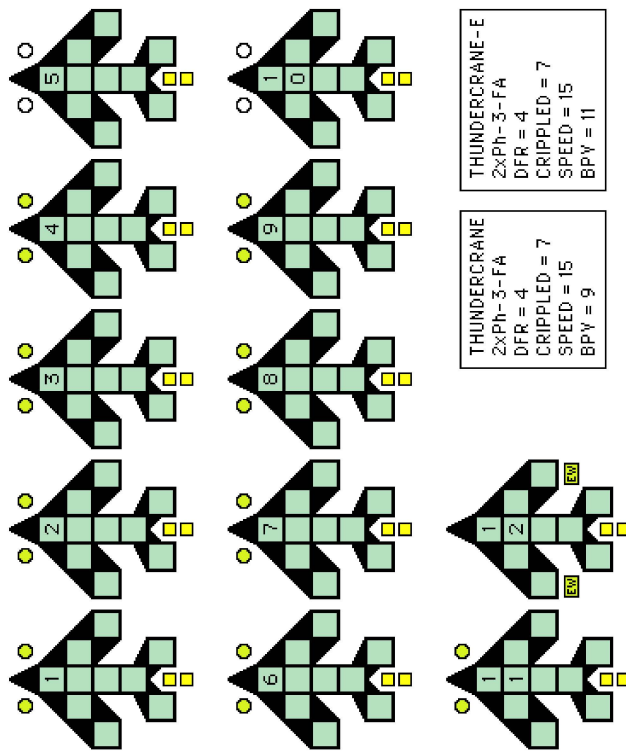
YS:171	DK:3	EX:+2	CR:+0
--------	------	-------	-------

TYPE	= P-V
BPV	= 12/11@
SIZE	= 4°
REF	= R18.59

PH-3	360°	AUX	HULL	C
SHTL	360°	TRAC	APR	

RIGHT POD	CREW UNITS	8
	DECK CREWS	6
	CNTR	

LEFT POD	CREW UNITS	8
	DECK CREWS	6
	CNTR	



THUNDERCRANE
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9

THUNDERCRANE-E
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 11

PARAVIAN PF TRANSPORT PODS

PF TRANSPORT PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

PF TRANSPORT PODS ARE SINGLE-WEIGHT PODS.

PFs CARRIED BY THESE PODS CANNOT BE ARMED OR BE FITTED WITH WARP PACKS AND WILL ONLY HAVE MINIMUM CREWS.

CENTER HULL	TRAC	PH-3	360°	APR
TRAC	PH-3	360°	APR	

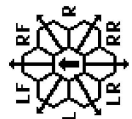
YS:182	DK:3	EX:+1	CR:+0
--------	------	-------	-------

TYPE	= P-PT
BPV	= 19/5@
SIZE	= 4°
REF	= R18.64

CENTER HULL	TRAC	PH-3	360°	APR
TRAC	PH-3	360°	APR	

RIGHT POD	CREW UNITS		CNTR
	*	4	
REPL CREW			8

LEFT POD	CREW UNITS	4
REPL CREW	8	
CNTR		



PARAVIAN SCOUT PODS

TYPE	= P-SC
BPV	= 20/12@
SIZE	= 4°
REF	= R18.66

PH-3	360°	APR	
SENSOR	LAB	C HULL	

PH-3	360°	APR	
SENSOR	LAB	C HULL	

YS:165	DK:3	EX:+3	CR:+0
--------	------	-------	-------

LEFT POD	CREW UNITS	10
BRDING PARTIES	4	
CNTR		

RIGHT POD	CREW UNITS	10
BRDING PARTIES	4	
CNTR		

SCOUT FUNCTIONS SUMMARY

- LENDING ECM OR ECCM
- BREAKING LOCK-ONS
- ATTRACTING DRONES
- CONTROLLING SEEKING WEAPONS
- IDENTIFYING DRONES
- DETECTING MINES
- GATHERING SCIENCE INFORMATION
- SELF-PROTECTION JAMMING
- TACTICAL INTELLIGENCE

SCOUT PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

SCOUT PODS ARE SINGLE-WEIGHT PODS. SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

PARAVIAN PODS SHEET #3

PARAVIAN HEAVY CARRIER PODS

VS:173
DK: 4
EX: +3
CR: +0

SHTL

PH-3

360°

AUX

TRAC

HULL

APR

POD DATA TABLE

TYPE = P-V4

BPV = 25

SIZE = 4°

REF = R18.68

LF RF

LR RR

LEFT POD

CREW UNITS

BRDING PARTIES

DECK CREWS

CNTR

RIGHT POD

CREW UNITS

BRDING PARTIES

DECK CREWS

CNTR

EACH POD CARRIED INCREASES THE SEEKING WEAPON CONTROL RATING OF THE TUG BY THREE CONTROL CHANNELS, BUT THE COMBINATION OF A TUG AND PODS CANNOT INCREASE THE SEEKING WEAPON CONTROL RATING TO MORE THAN DOUBLE THE TUG'S SENSOR RATING UNLESS A POD WITH A SPECIAL SENSOR IS ALSO CARRIED, IN WHICH CASE SEE (F3.213).

THUNDERCRANE

2xPh-3-FA

DFR = 4

CRIPPLED = 7

SPEED = 15

BPV = 9

THUNDERCRANE-E

2xPh-3-FA

DFR = 4

CRIPPLED = 7

SPEED = 15

BPV = 11

HEAVY CARRIER PODS HAVE A TOWING COST OF 0.3333 IF DROPPED DURING A SCENARIO. HEAVY CARRIER PODS ARE DOUBLE-WEIGHT PODS.

PARAVIAN HEAVY FIGHTER FCR POD

VS:177
DK: 3
EX: +0
CR: +0

CARGO

TRAN

AUX

SHTL

CGO

HULL

CGO

POD DATA TABLE

TYPE = P-HT

BPV = 30/10

SIZE = 4°

REF = R18.65

ADMINISTRATIVE SHUTTLES

IDENT

HIT POINTS

NOTES

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

CARGO STORAGE RECORDS

#1

#2

#3

#4

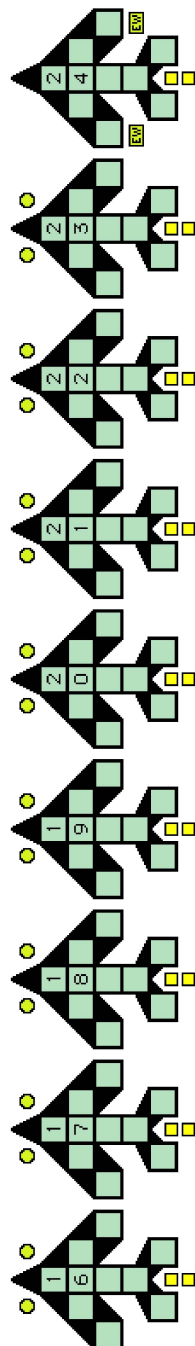
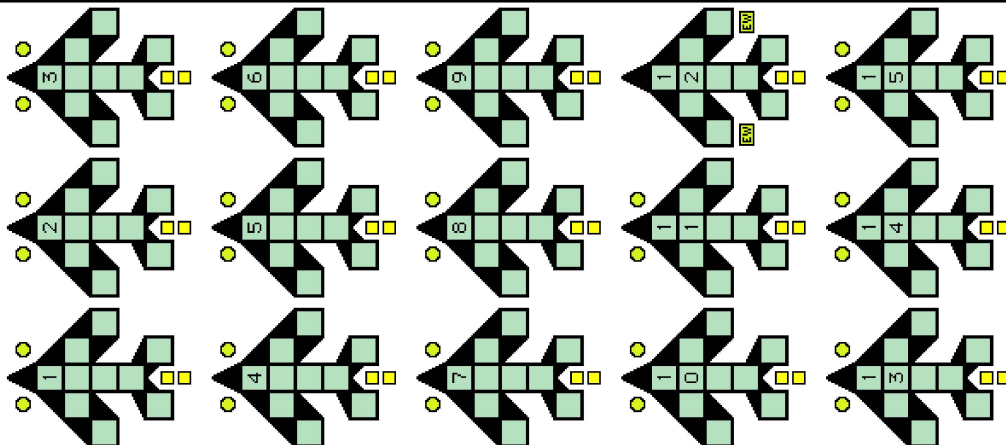
#5

#6

AS A CARRIER RESUPPLY POD, THIS POD INCLUDES READY RACKS TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. PODS OF THIS TYPE DO NOT NORMALLY OPERATE FIGHTERS OF THEIR OWN.

HEAVY FIGHTER FCR PODS HAVE A TOWING COST 0.2500 IF DROPPED DURING A SCENARIO.

HEAVY FIGHTER FCR PODS ARE SINGLE-WEIGHT PODS.



PARAVIAN SPACE CONTROL SHIP POD

REPAIR IS DESTROYED ON "CARGO"
DAMAGE POINTS

THUNDERCRANE-E
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 11

Three fish-shaped grids are shown, each with a number in the top-left cell. The first fish has the number 12, the second has 11, and the third has 10. Each fish is composed of a grid of cells, with some cells shaded black and others white. The numbers 12, 11, and 10 are written in the top-left cell of each fish's grid.

THUNDERDUCK
txPh-3-FA
DFR = 1
CRIPPLED = 11
SPEED = 14
BPV = 15

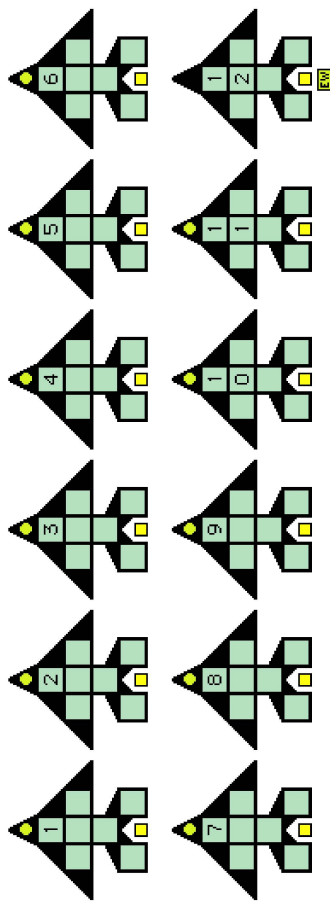
THUNDERDUCK-E
txPh-3-FA
DFR = 1
CRIPPLED = 11
SPEED = 14
BPV = 17

PARAVIAN FIGHTERS

PARAVIAN THUNDERFINCH FIGHTERS

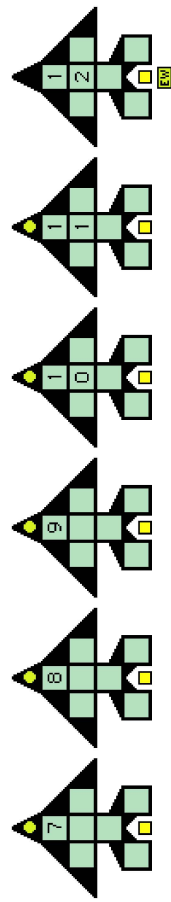
THUNDERFINCH

1xPh-3-FA
DFR = 1
CRIPPLED = 5
SPEED = 8
BPV = 5



THUNDERFINCH-E

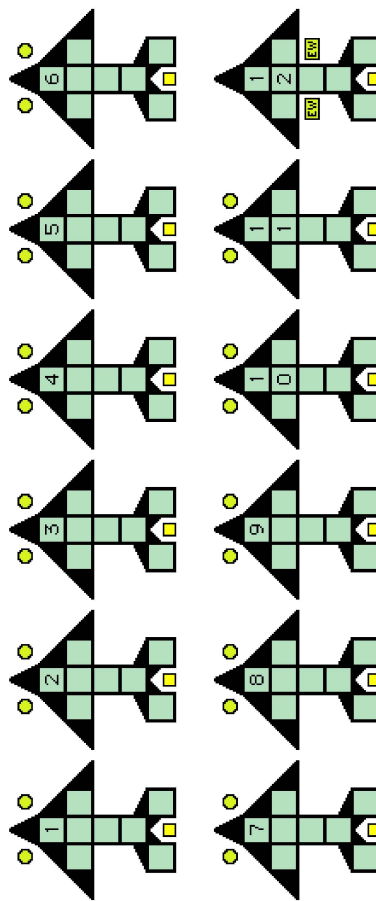
1xPh-3-FA
DFR = 1
CRIPPLED = 5
SPEED = 8
BPV = 7



PARAVIAN THUNDERQUAIL FIGHTERS

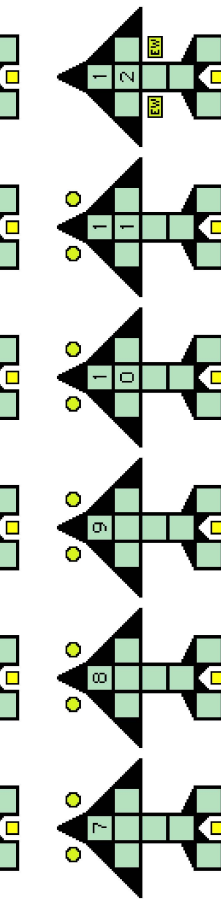
THUNDERQUAIL

1xPh-3-FA
DFR = 2
CRIPPLED = 6
SPEED = 8
BPV = 7



THUNDERQUAIL-E

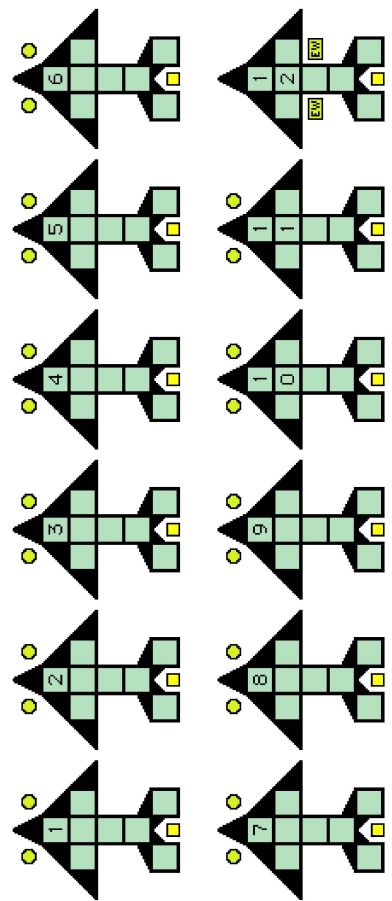
1xPh-3-FA
DFR = 2
CRIPPLED = 6
SPEED = 8
BPV = 9



PARAVIAN THUNDERRAVEN FIGHTERS

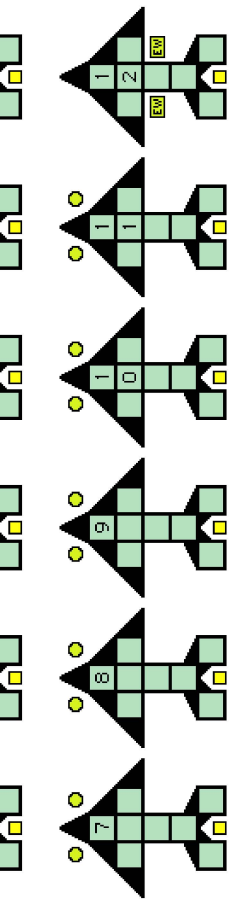
THUNDERRAVEN

1xPh-3-FA
DFR = 3
CRIPPLED = 6
SPEED = 12
BPV = 8

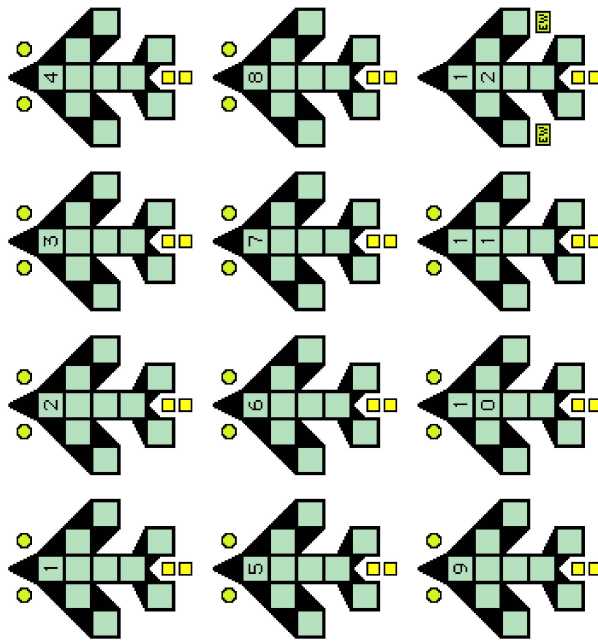


THUNDERRAVEN-E

1xPh-3-FA
DFR = 3
CRIPPLED = 6
SPEED = 12
BPV = 10



PARAVIAN THUNDERCRANE FIGHTERS



THUNDERCRANE

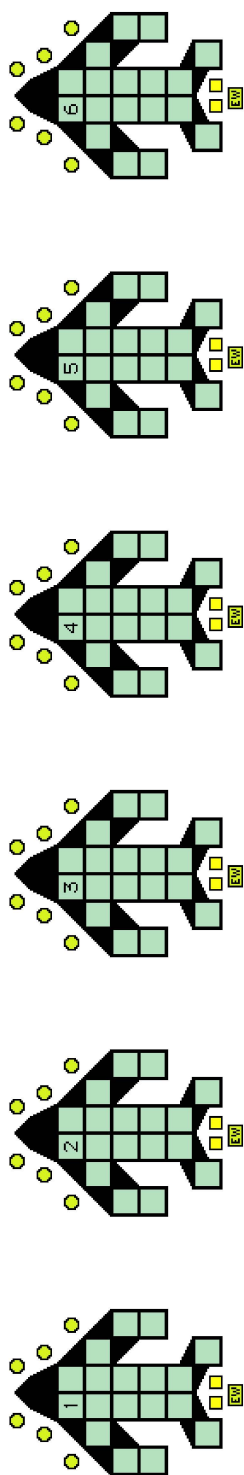
2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 9

THUNDERCRANE-E

2xPh-3-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 11

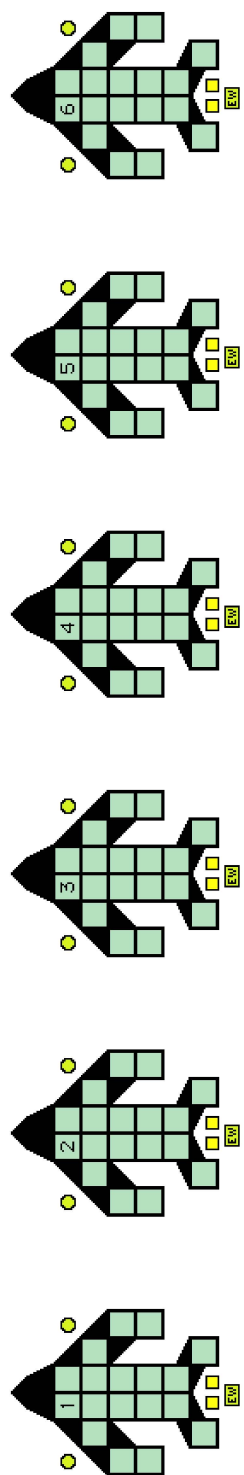
PARAVIAN THUNDERSWAN HEAVY FIGHTERS

PARAVIAN THUNDERSWAN HEAVY FIGHTERS



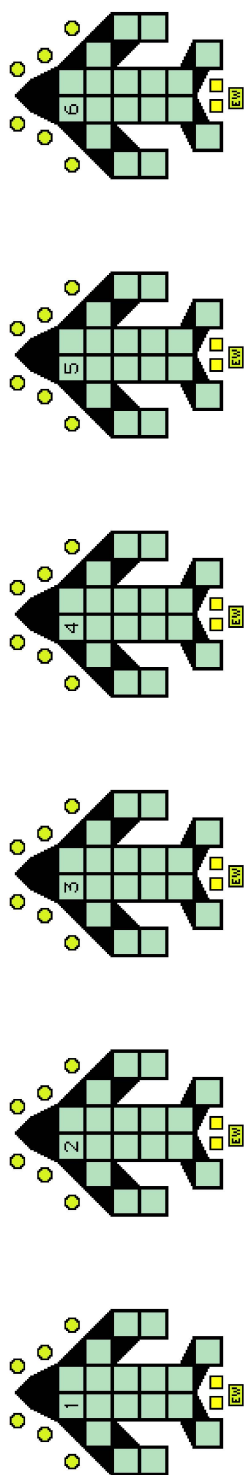
THUNDERSWAN
HEAVY FIGHTERS
2xPh-2-FH
1xPh-3-RA
DFR = 0
CRIPPLED = 12
SPEED = 12
BPV = 18

PARAVIAN THUNDERSWAN-I INTERCEPTOR HEAVY FIGHTERS



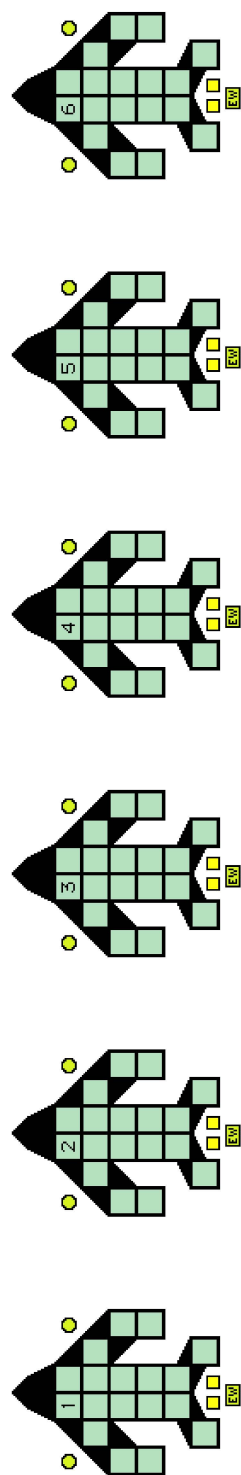
THUNDERSWAN-I
HEAVY FIGHTERS
2xPh-2-FH
2xPh-3-FH
2xPh-3-RX
DFR = 0
CRIPPLED = 12
SPEED = 12
BPV = 18

PARAVIAN THUNDERSWAN-F FAST HEAVY FIGHTERS



THUNDERSWAN-F
HEAVY FIGHTERS
2xPh-2-FH
1xPh-3-RX
DFR = 0
CRIPPLED = 12
SPEED = 15
BPV = 20

PARAVIAN THUNDERSWAN-FI FAST INTERCEPTOR HEAVY FIGHTERS



THUNDERSWAN-FI
HEAVY FIGHTERS
2xPh-2-FH
2xPh-3-FH
2xPh-3-RX
DFR = 0
CRIPPLED = 12
SPEED = 15
BPV = 20

PARAVIAN BOMBER SQUADRONS

PARAVIAN THUNDERGOOSE-A MEDIUM BOMBER SQUADRON

THUNDERGOOSE-A

MEDIUM BOMBERS

1xPh-2-FA

1xPh-2-LS

1xPh-2-RS

1xPh-3-RA

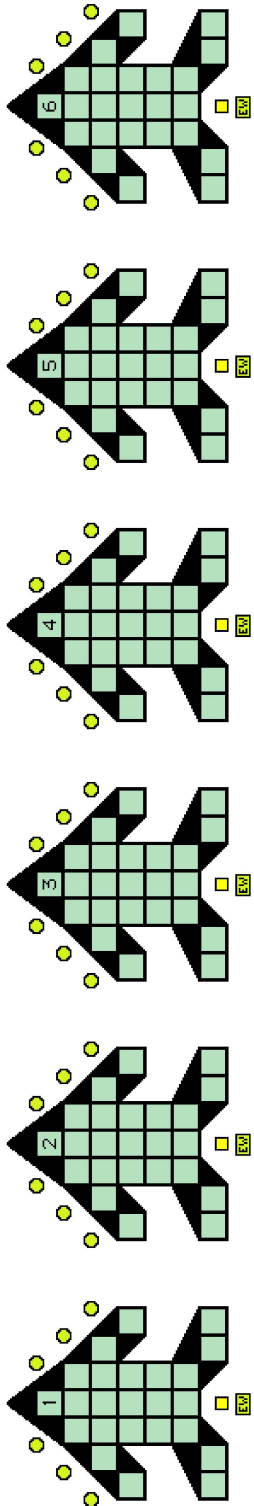
DFR = -1

DEGRADED = 12

CRIPPLED = 16

SPEED = 6

BPV = 27



PARAVIAN THUNDERGOOSE-B MEDIUM BOMBER SQUADRON

THUNDERGOOSE-B

MEDIUM BOMBERS

1xPh-2-FH

1xPh-2-LS

1xPh-2-RS

1xPh-3-RH

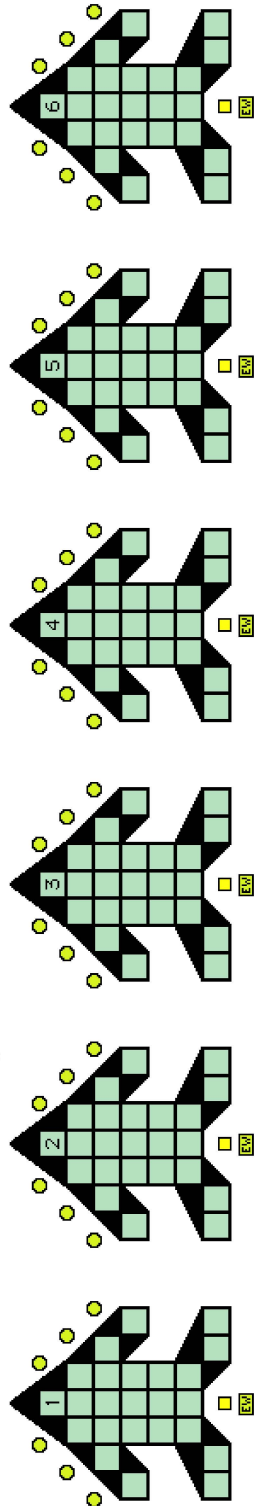
DFR = -1

DEGRADED = 12

CRIPPLED = 16

SPEED = 12

BPV = 29



PARAVIAN THUNDERGOOSE-C MEDIUM BOMBER SQUADRON

THUNDERGOOSE-C

MEDIUM BOMBERS

1xPh-2-FX

1xPh-2-LS

1xPh-2-RS

1xPh-3-RX

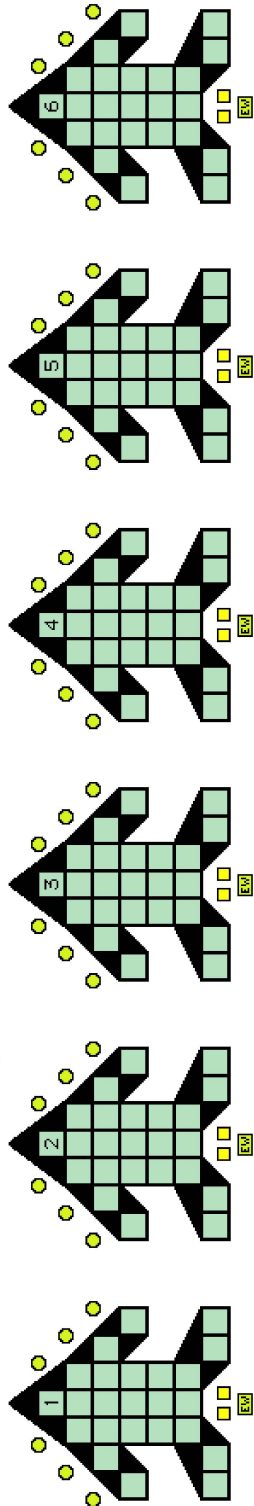
DFR = -1

DEGRADED = 12

CRIPPLED = 16

SPEED = 15

BPV = 31



PARAVIAN THUNDERGANDER HEAVY BOMBER SQUADRON

THUNDERGANDER

HEAVY BOMBERS

2xPh-2-FX

1xPh-2-LS

1xPh-2-RS

2xPh-3-RX

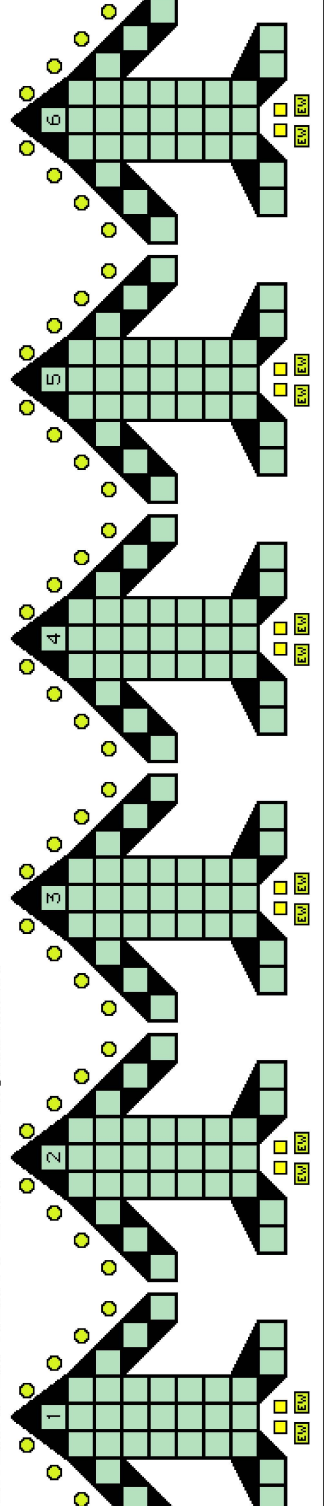
DFR = -2

DEGRADED = 16

CRIPPLED = 22

SPEED = 15

BPV = 38



PARAVIAN HUMMINGBIRD PF FLOTILLA

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTE

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

PF DATA TABLE

TYPE = HBD
POINT VALUE = 20/40
BREAKDOWN = 6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 0
SIZE CLASS = 5
REFERENCE = R18.PF1
LEADER BPV = 40/50
SCOUT BPV = 100/50
SHIELD REFIT (Y182) = +3

PF CREW

BP	CREW
1	
2	
3	
4	
5	
6	

AA TURN SPEED

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0

PF DATA TABLE

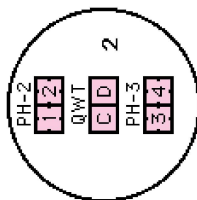
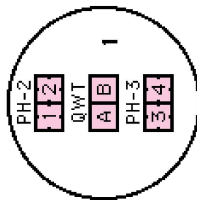
TYPE = HBD
POINT VALUE = 20/40
BREAKDOWN = 6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 0
SIZE CLASS = 5
REFERENCE = R18.PF1
LEADER BPV = 40/50
SCOUT BPV = 100/50
SHIELD REFIT (Y182) = +3

PLANETARY DEFENSE SYSTEM

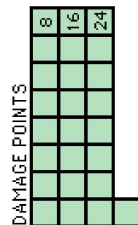
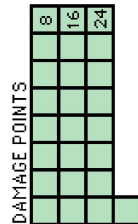
DEFENSE SATELLITES (QWT)

HIGH ORBIT

ALL WEAPONS ARE 360°.

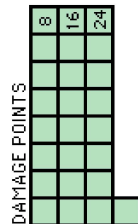
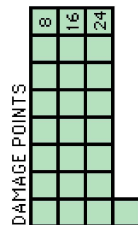
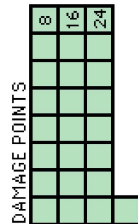
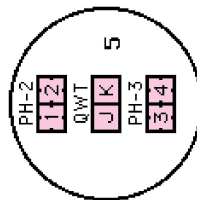
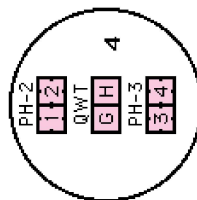
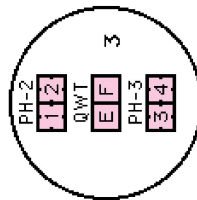


DATA TABLE	
TYPE	= DEFSAT
POINT VALUE	= 20
SIZE CLASS	= 7
REFERENCE	= R1.15



DEFENSE SATELLITES OF THIS TYPE ARE USED BY THE PARAVIANS.

LOW ORBIT



TYPE II PHASER TABLE

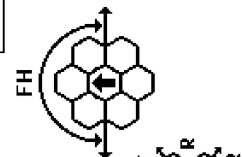
DIE	RANGE	4-9	16-31
ROLL	0 1 2 3 8 15 30 50		
1	6 5 5 4 3 2 1 1	1	1
2	6 5 4 4 2 1 1 0	1	0
3	6 4 4 4 1 1 0 0	1	0
4	5 4 4 3 1 0 0 0	0	0
5	5 4 3 3 0 0 0 0	0	0
6	5 3 3 3 0 0 0 0	0	0

TYPE III DEFENSE PHASER

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

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0



GROUND-BASED QUANTUM WAVE TORPEDO

1	2	3
SHIELD	SHIELD	SHIELD
FH	FH	FH
QWT	QWT	QWT
PH-3	PH-3	PH-3
BROG	BROG	BROG
HULL	HULL	HULL
APR	APR	APR
SENSOR	SENSOR	SENSOR
DAM CON	DAM CON	DAM CON
EX DAM	EX DAM	EX DAM
SCANNER	SCANNER	SCANNER
CREW UNITS	CREW UNITS	CREW UNITS
BP	BP	BP

QUANTUM WAVE TORPEDO TABLE

RANGE	0-7	8-14	15-21	22-26	27-29	30
DAMAGE	7	6	5	4	3	1
SPLASH	1-5-1	1-4-1	1-3-1	1-2-1	1-1-1	0-1-0
OL DAMAGE	12	9	NA	NA	NA	NA
OL SPLASH	1-10-1	1-7-1	NA	NA	NA	NA

TYPE = GBQWT BPV = 10 REFERENCE = R1.14

JK-4E FIGHTER 2XPh-3-FA DFR = 5 CRIPPLED = 10 SPEED = 15 BPV = 13	
JK-4 FIGHTERS 2XPh-3-FA DFR = 3 CRIPPLED = 10 SPEED = 15 BPV = 11	
HY-3 FIGHTERS 2XPh-3-FA DFR = 2 CRIPPLED = 11 SPEED = 15 BPV = 12	

H&R
DERFACS

Age group	6-8	9-15	16-25	26-50	51-75
Male	4	3	2	1	1
Female	3	2	1	1	0
Total	7	5	3	2	1

DISRUPTOR CANNON 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 (DEAFCS)	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			
DAMAGE, STD	0	10	8	8	6	6	4	4	2			
DAMAGE, OULD	15	15	12	12	9	0	0	0	0			

$$RX = L + LR + RR + R$$

WARP ENERGY MOVEMENT COST = 2										
	1	2	3	4	5	6	7	8	9	10
SPEED	1	2	3	4	5	6	7	8	9	10
COST	2	4	6	8	10	12	14	16	18	20
	22	24	26	28	30	32	34	36	38	40
	42	44	46	48	50	52	54	56	58	60
	62	64	66	68	70	72	74	76	78	80
	82	84	86	88	90	92	94	96	98	100

CARNIVON BATTLESHIP CARRIER

VS:175
DK:34
EX:42
CR:10

#2

#3

#6

#5

SENSE

6 6 6 6 5 4 3 2 0

SCANNER

0 0 0 0 1 1 2 3 4 5 9

DAM.COM

8 8 6 6 4 4 2 2 2 0

EX.DAM

0 0 0 0 0 0 0 0 0 0

SHIELD #1

SHIELD #4

SHIELD #2

SHIELD #3

SHIELD #5

SHIELD #6

SHIP DATA TABLE

TYPE	BBV
POINT VALUE	290/270
BREAKDOWN	3-6
SHIELD COST	1+3
LIFE SUPPORT	1+1/2
SIZE CLASS	2
REFERENCE	R19.4

TURN MODE

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+

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10	20	A A
30	30	A A
40	40	A A
50	50	A A
60	60	A A
70	70	A A

TWO BAYS, NO (J159) TRANSFERS.

BOTH BAYS ARE TUNNEL DECKS (J158).

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

ANTI-DRONE TABLE (FTR)

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-2	1-2	1-2	1	1

TYPE III DEFENSE PHASER

DIE	RANGE	0	1	2	3	8	15
1	4	4	4	3	1	1	1
2	4	4	4	2	1	0	0
3	4	4	4	1	0	0	0
4	4	4	4	0	0	0	0
5	4	4	4	0	0	0	0
6	3	3	1	0	0	0	0

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NR	1-5	1-4	1-4	1-4	1-4	1-3	1-2	1-2
HIT (OVERFCS)	NR	1-5	1-4	1-4	1-4	1-4	1-3	1-2	1-2
HIT (OVERLORD)	1-6	1-5	1-5	1-4	1-4	1-4	NR	NR	NR
DAMAGE, STD	0	10	8	8	6	6	4	4	2
DAMAGE, OVERLORD	15	15	12	12	9	0	0	0	0

WARP ENERGY MOVEMENT COST = 2

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
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60

FA = LF + RF

RX = L + LR + RR + R

JK-4E FIGHTERS

2xPh-3-Fa

DFR = 3

CRIPPLED = 10

SPEED = 15

BPV = 13

JK-4 FIGHTERS

2xPh-3-Fa

DFR = 3

CRIPPLED = 10

SPEED = 15

BPV = 11

HY-3 FIGHTERS

2xPh-3-Fa

DFR = 2

CRIPPLED = 11

SPEED = 15

BPV = 12

YS:162
DK:17
EX:30
CR:10

[illegible]

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

LF RF

TRANSPORTER BOMBS

$$F_A = LF + RF$$

HEEL NIPPER TABLE											SPACES AND TWO RELOADS THEREAFTER.										
POWER	RANGE	0	1	2	3	4	5	6	7	8	POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-	2	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1	3	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE												
DIE RANGE		6- 9- 16- 26- 51-										
ROLL	0	1	2	3	4	5	8	15	25	50	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	3	1	0	0	0	0	
4	6	4	4	4	3	2	0	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	

RANGE	0	1	2	3-4	5-8	9-15	16-22	23
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(DEFACS)	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	10	8	8	6	6	4	4
DAMAGE, OULD	15	15	12	12	9	0	0	0

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINTS										
SPEED	1	2	3	4	5	6	7	8	9	10
Standard	2	3	5	6	8	9	11	12	14	15
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15

SHIP DATA TABLE	
TYPE	= DN
POINT VALUE	= 215
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R19.5
DERFAC'S REFIT	
(Y169)	= +0
Y175 REFIT	= +2

111

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

PE III DEFENSE PHASER									
E RANGE		4- 9-							
JUL	0	1	2	3	8	15			
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	4	3	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	3	1	0	0	0		

30	31-40	
2	1-2	
3	1-2	
	us	

H&R
 DERFACS

PER HEX	5 = HET COST
12 13 14 15 16 17	
18 20 21 23 24 25	
18 19 1/2 21 22 1/2 24 25	

[illegible]

SENSOR



6 6 4 4 2 2 2 0

EXAM

⑥ = ERRATIC MANEUVER WARP COST

YS:162
DK:17
EX:30
CR:10

Shield #1

FA + R

FA DC G H J PH-1 4 5 6 TRAN

HN-FA A B C BRIDGE LAB

PH-1 PH-2 PH-3 TRAN

FA DC D E F PH-1 1 2 3 TRAN

LAB FORWARD HULL REAR HULL

BTTT BTTT

SHIELD #4

CARNIVON SPACE CONTROL SHIP

CREW UNITS

10	20	30	40	50	60
10	20	30	40	50	60

BOARDING PARTIES

10	20	30	40	50	60
10	20	30	40	50	60

DECK CREWS

10	20	30	40	50	60
10	20	30	40	50	60

PROBES

10	20	30	40	50	60
10	20	30	40	50	60

H&R DERFACS

10	20	30	40	50	60
10	20	30	40	50	60

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-

ANTI-DRONE TABLE (FTR)

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

TRANSPORTER BOMBS

10	20	30	40	50	60
10	20	30	40	50	60

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
1	10	A A
2	20	A A
3	30	A A
4	40	A A
5	50	A A
6	60	A A

TWO BAYS, NO (J159) TRANSFERS.
BOTH BAYS ARE TUNNEL DECKS (J158).
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

SHIP DATA TABLE

TYPE = SCS
POINT VALUE = 240/210
BREAKDOWN = 3-6
SHIELD COST = 1+3
LIFE SUPPORT = 1+1/2
SIZE CLASS = 2
REFERENCE = R19.7

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.
REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

TURN MODE SPEED

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	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
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-3	1-3	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2	1-2
HIT (DERFACS)	NR	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-4	1-4	1-4	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
DAMAGE, STD	0	10	8	8	8	6	6	6	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
DAMAGE, OULD	15	15	15	12	12	12	9	9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

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	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	24	26	27	29	30	32	33	35	36	38	39	41	42	44	45	
Fract.	1 1/2	3	4 1/2	6	7 1/2	9	10 1/2	12	13 1/2	15	16 1/2	18	19 1/2	21	22 1/2	24	25 1/2	27	28 1/2	30	31 1/2	33	34 1/2	36	37 1/2	39	40 1/2	42	43 1/2	45	

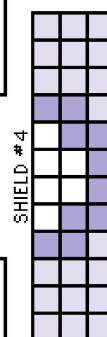
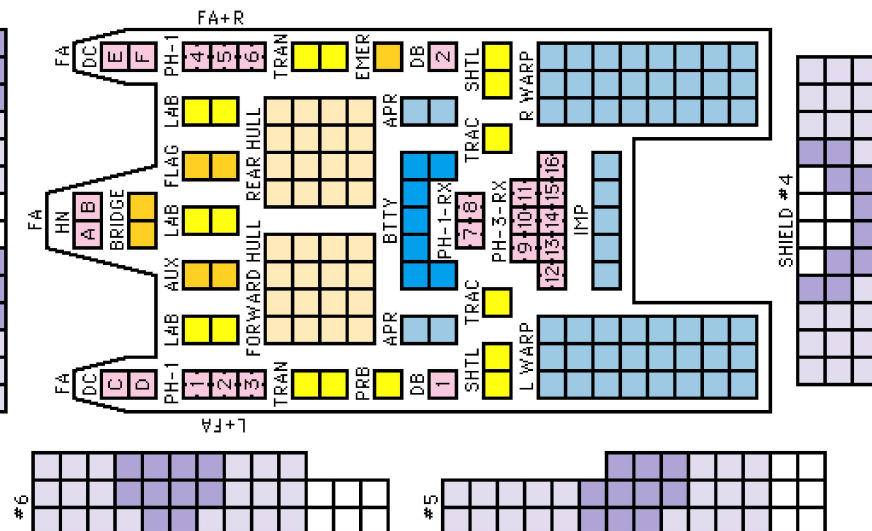
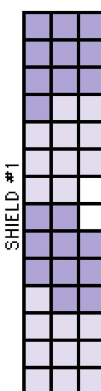
⑥ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

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**CARNIVON
LIGHT DREADNOUGHT**

[illegible]

SENSOR

CANNER

RAM CON 6 6 4 4 2 2 2 0

DAM

SHIP DATA TABLE	
TYPE	= DNL
POINT VALUE	= 222
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R19.9
DERFACS REFIT	
(Y169)	= +0
Y175 REFIT	= +2

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

TYPE III DEFENSE PHASER							
DIE RANGE		4- 9-			15		
ROLL	0	1	2	3	8	15	
1	4	4	4	4	3	1	1
2	4	4	4	4	2	1	0
3	4	4	4	4	1	0	0
4	4	4	4	3	0	0	0
5	4	4	3	2	0	0	0
6	3	3	3	1	0	0	0



ADMINISTRATIVE SHUTTLES			
IDENT	HIT	POINTS	NOT
			A A
			A A
			A A
			A A

TWO DAYS, NO (J159) TRANSFERS;

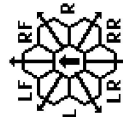
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

[illegible][illegible]

CREW UNITS	10								
	20								
	30								
	40								
	50								

BOARDING PARTIES	10
------------------	----

2	DECK CREWS
---	------------


$$A = LF + RF$$

$$X = L + LR + RR + R$$

HEEL NIPPER TABLE										
POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE															
DIE RANGE															
ROLL	0	1	2	3	4	5	8	9-	16-	26-	51-				
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				

DISRUPTOR CANNON 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 (DEFRACS)	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
DAMAGE, STD	0	10	8	8	6	6	4	4	2
DAMAGE, OULD	15	15	12	12	9	0	0	0	0

WARP ENERGY MOVEMENT COST = 1 + 1/4 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	5	7	8	9	10	12	13	14	15	17	18	19	20	22	23	24	25	27	28	29	30	32	33	34	35	37	38				
Fract	1 1/4	2 1/4	3 1/4	5	6 1/4	7 1/4	8 1/4	10	11 1/4	12 1/4	13 1/4	15	16 1/4	17 1/4	18 3/4	20	21 1/4	22 1/4	23 3/4	25	26 1/4	27 1/4	28 3/4	30	31 1/4	32 1/4	33 3/4	35	36 1/4	37 1/4				

YS:180
DK:12
EX:23
CR:10

CNTR

SHIP DATA TABLE	
TYPE	= BCH
POINT VALUE	= 180
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R19.10

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		A A
		A A
		A A
		A A

TWO BAYS, NO (J1.59) TRANSFERS.

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

				D	D	D	D
TRANSPORTER BOMBS							

PROBES	5
--------	---

HEEL NIPPER TABLE		
POWER	RANGE	0
1	HIT	1-5
2	HIT	1-5

TYPE I OFFENSIVE PHASER TABLE									
DIE RANGE		6-9-1		6-9-1		6-9-1		6-9-1	
ROLL	0	1	2	3	4	5	6	7	8
1	9	8	7	6	5	5	4	3	2
2	8	7	6	5	5	4	3	2	1
3	7	5	4	4	4	3	1	0	0
4	6	4	4	4	4	3	2	0	0
5	5	4	4	4	3	3	1	0	0
6	4	4	3	3	2	2	0	0	0

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


$$R_X = L + LR + RR + R$$

TYPE III DEFENSE PHASE					
DIE ROLL	RANGE		4- 9- 8 15		
	0	1	2	3	8
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	4	0	0
5	4	4	3	0	0
6	3	3	2	0	0

DISRUPTOR CANNON 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(DERACS)	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
DAMAGE STD	0	10	8	8	6	6	4	4	2
DAMAGE OULD	15	15	12	12	9	0	0	0	0

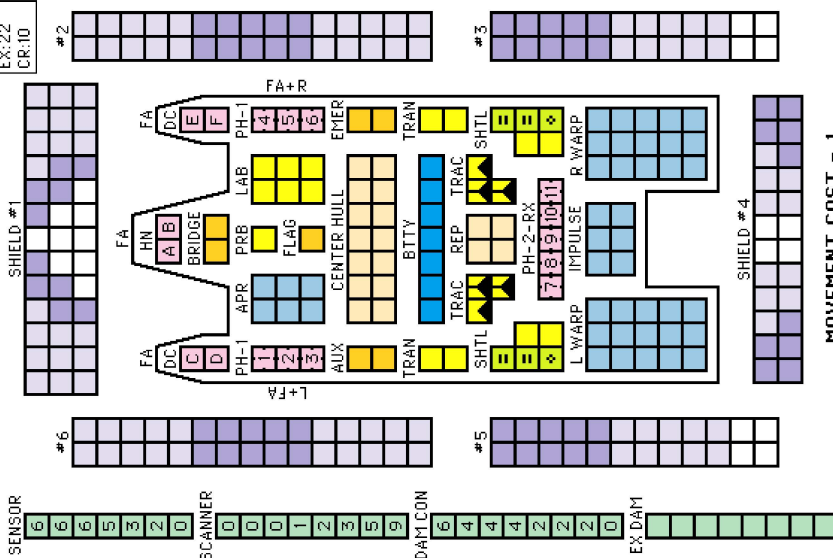
H&R	DERFACS
-----	---------

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

CARNIVON BATTLE CONTROL SHIP

YS:182
DK:12
EX:22
CR:10

CNTR



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

SHIP DATA TABLE
TYPE = BCS
POINT VALUE = 192
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R19.11

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

TYPE II PHASER TABLE									
DIE RANGE	4-9			16-31			-		
ROLL	0	1	2	3	8	15	30	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	

ANTI-DRONE TABLE (FTR)					
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

REPAIR IS DESTROYED ON
"CARGO" DAMAGE POINTS.
REPAIR BOXES CAN ONLY
REPAIR DAMAGE TO PFs
(K2.611).

H&R
DERFACS

JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11

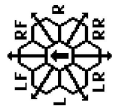
HY-3 FIGHTERS
2xPh-3-FA
DFR = 2
CRIPPLED = 11
SPEED = 15
BPV = 12

CREW UNITS		ADMINISTRATIVE SHUTTLES	
	*	IDENT	HIT POINTS
			NOT
			A A
			A A
			A A
			A A
			A A
BOARDING PARTIES		TWO BAYS, NO (J159) TRANSFERS.	
		BOTH BAYS ARE TUNNEL DECKS (J158).	
DECK CREWS		HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.	
	6	TRANSPORTER BOMBS	
PROBES			
	5		

HEEL NIPPER TABLE									
POWER RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1

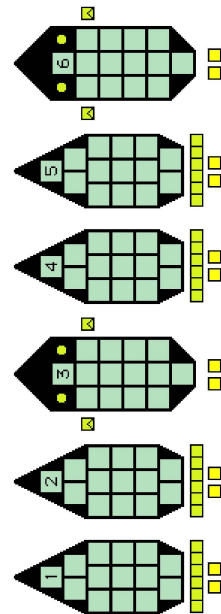
TYPE I OFFENSIVE PHASER TABLE												
DIE RANGE		6-9		16-26		51-75						
ROLL	0	1	2	3	4	5	8	15	25	50	75	
1	9	8	7	6	5	5	4	3	2	1	1	
2	8	7	6	5	5	4	3	2	1	1	0	
3	7	5	5	4	4	4	3	1	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	

TYPE III DEFENSE PHASER									
DIE ROLL	RANGE			4- 9- 3 8 15					
	0	1	2	3	4	5	6	7	8
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	4	3	0	0	0		
5	4	3	2	0	0	0	0		
6	3	3	1	0	0	0	0		



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

DISRUPTOR CANNON 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 (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
DAMAGE, STD	0	10	8	8	6	6	4	4	2
DAMAGE, OULD	15	15	12	12	9	0	0	0	0



CARNIVON BATTLE CARRIER

VS:181
DK:12
EX:22
CR:10

CNTR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		A A
20		A A
30		A A
40		A A
50		A A

TWO BAYS, NO (J1.59) TRANSFERS.
BOTH BAYS ARE TUNNEL DECKS (J1.58).

BOARDING PARTIES

10	
----	--

DECK CREWS

10	
----	--

PROBES

5	
---	--

HEEL NIPPER TABLE

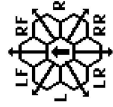
POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-3	1-2	1	1-2	1-1	1	1

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6	9	16	26	51
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	4	4	4	3	1	0	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	0	1	2	3	8	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
RX = L + LR + RR + R

DISRUPTOR CANNON 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	1-4	1-3	1-2	1-2					
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-3	1-3	1-2					
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-4	1-4	NA	NA	NA					
DAMAGE, STD	0	10	8	8	6	6	6	4	4	2					
DAMAGE, OULD	15	15	12	12	9	0	0	0	0	0					

SHIP DATA TABLE

TYPE = BCV
POINT VALUE = 188
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R19.12

TURN MODE SPEED

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

TYPE II PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6	9	16	31	50
1	6	5	5	4	3	2	1	1			
2	6	5	4	4	2	1	0				
3	6	4	4	4	1	0	0				
4	5	4	4	3	1	0	0				
5	5	4	3	3	0	0	0				
6	5	3	3	3	0	0	0				

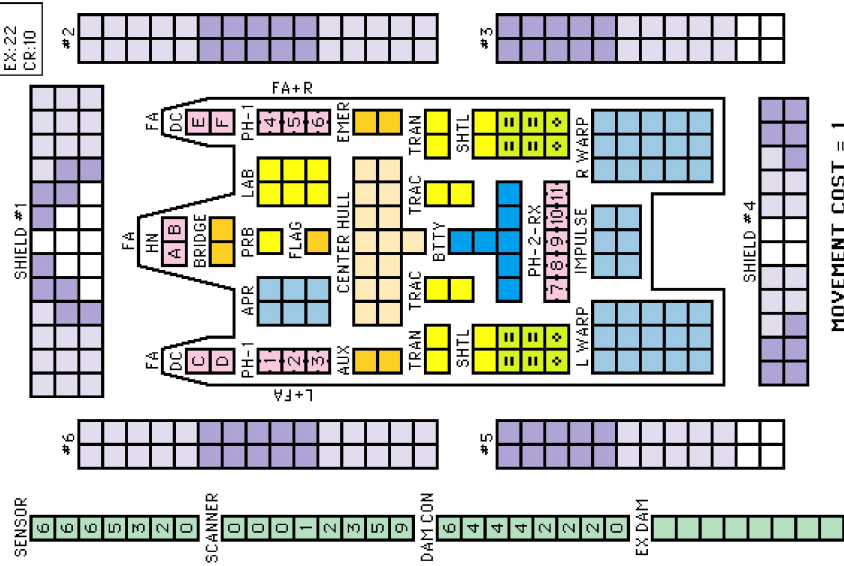
ANTI-DRONE TABLE (FTR)

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

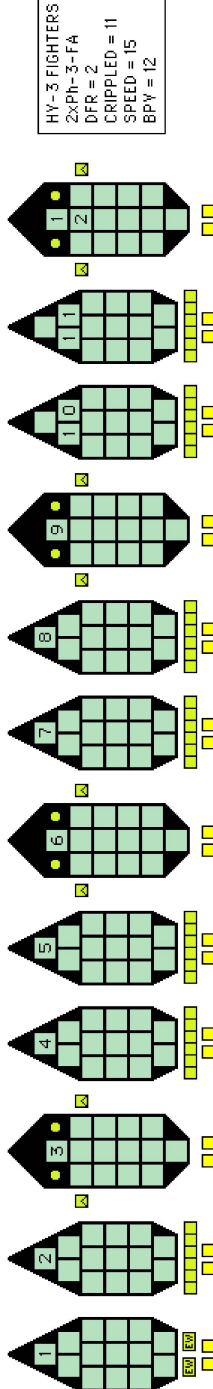
H&R
DERFACS

JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11

JK-4E FIGHTER
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 13



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



HY-3 FIGHTERS
2xPh-3-FA
DFR = 2
CRIPPLED = 11
SPEED = 15
BPV = 12

CNTR

SHIP DATA TABLE	
TYPE	= SR
POINT VALUE	= 140/109
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R19.16
PLUS REFIT (Y166)	= +3

ADMINISTRATIVE SHUTTLES

ID	HIT POINTS	NOTES
		A A
		A A
		A A
		A A
		A A
		A A
		A A
		A A
		A A
		A A

TWO DAYS, NO (J159) TRANSFERS.
BOTH BAYS ARE TUNNEL DECKS (J158).

CREW UNITS

	10	20	30	40
*				

[illegible]

PROBES

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE {J17.0} IN MODULE J2.

					D	D	D	D
TRANSPORTER BOMBS								

DISRUPTOR CANNON 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	10	8	8	6	6	4
DAMAGE, OULD	15	15	12	12	9	0	0

TYPE II PHASER TABLE

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

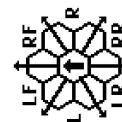
TYPE III DEFENSE PHASE

DIE	RANGE	4-9-
ROLL	0 1 2 3 8 15	1 1 0 0 0 0 0 0
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 4 3 2 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
“DRONE” DAMAGE POINTS.**

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{RX} &= \text{L} + \text{LR} + \text{RR} + \text{R} \end{aligned}$$


YS:128
DK:10
EX:16
CR:8

[illegible]

8

SCANNER

□ □ □ − M N O

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

DAM CON

#5												
												

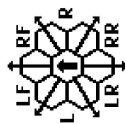
EX DAM

[illegible]

SHADED SHIELD BOXES ARE
ADDED BY THE PLUS REFIT.

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

YS:166
DK:10
EX:21
CR:8

[illegible][illegible]
$$FA = LF + RF$$

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE	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

DISRUPTOR CANNON 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(DEFACS)	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	10	8	8	6	6	4	4
DAMAGE, OULD	15	15	12	12	9	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 RANGE		THE 1111 DEFENSE PHASE				
ROLL	0	1	2	3	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	4	3	2	0	0
6	3	3	1	0	0	0

H&R	DERFACS	
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CNTR	
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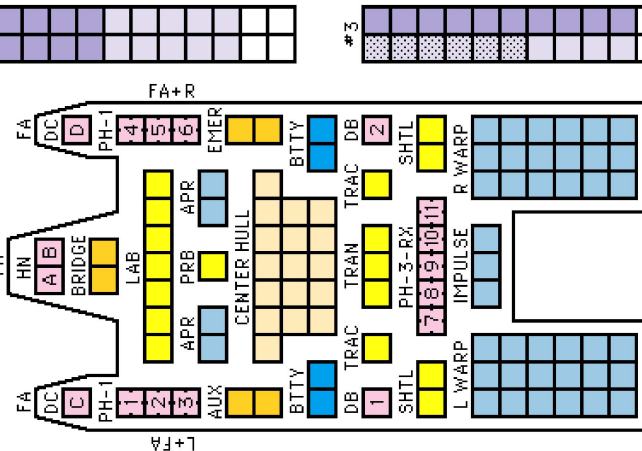
SENSOR

SCANNER

4 4 2 2 2 0

EX-DAM

SHIELD #1		SHIELD #2	
CR:10	EX:21	CR:10	EX:21
CR:8	EX:8	CR:8	EX:8

[illegible][illegible]

[illegible]

 SHADED SHIELD BOXES ARE ADDED BY THE PLUS REFIT.

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

CNTR

CARNIVOR WAR CRUISER LEADER

YS:169

DK:7

EX:18

CR:7

SHIP DATA TABLE	
TYPE	= CWL
POINT VALUE	= 124
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R19.21
DERFACS REFIT	
(Y169)	= +0
Y175 REFIT	= +2

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

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
	10
	20
	30

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS	
	D D D D

DEATH BOLT RACKS	
1	
2	

DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

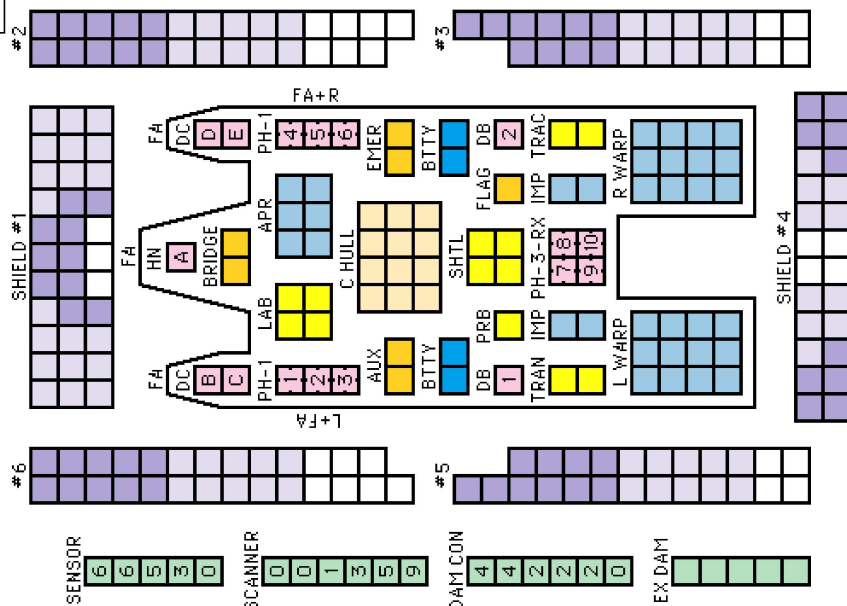
HEEL NIPPER TABLE	
POWER RANGE	0 1 2 3 4 5 6 7 8
1 HIT	1-5 1-4 1-3 1-2 1 - - -
2 HIT	1-5 1-4 1-4 1-3 1-3 1-2 1-2 1 1

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

TYPE III DEFENSE PHASER	
DIE RANGE	4- 9-
ROLL 0 1 2 3 8 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 CANNON TABLE	
RANGE	0 1 2 3-4 5-8 9-15 16-22 23-30
HIT (STD)	NR 1-5 1-4 1-4 1-4 1-3 1-2
HIT(DEFRACS)	NR 1-5 1-5 1-4 1-4 1-4 1-3
HIT(OVERLOAD)	1-6 1-5 1-5 1-4 1-4 NR NR
DAMAGE, STD	0 10 8 8 6 6 4 4
DAMAGE, OULD	15 15 12 12 9 0 0 0

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX	
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 13 14 15 16 16 17 18 18 19 20 20
Fract.	$\frac{2}{3}$ $1\frac{1}{3}$ 2 $2\frac{2}{3}$ $3\frac{1}{3}$ 4 $4\frac{2}{3}$ $5\frac{1}{3}$ 6 $6\frac{2}{3}$ $7\frac{1}{3}$ 8 $8\frac{2}{3}$ $9\frac{1}{3}$ 10 $10\frac{2}{3}$ $11\frac{1}{3}$ 12 $12\frac{2}{3}$ $13\frac{1}{3}$ 14 $14\frac{2}{3}$ $15\frac{1}{3}$ 16 $16\frac{2}{3}$ $17\frac{1}{3}$ 18 $18\frac{2}{3}$ $19\frac{1}{3}$ 20



YS:166
DK:7
EX:17
CR:6

CNTR

SHIP DATA TABLE	
TYPE	= CW
POINT VALUE	= 115
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R19.22
DERFAC'S REFIT	
(Y169)	= +0
Y175 REFIT	= +2

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

$$R_X = L + LR + RR + R$$

ADMINISTRATIVE SHUTTLES					
ID#	HIT	POINTS	NOTES		
			A	A	
			A	A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

DEATH BOLT RACKS

LEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

HEEL NIPPER TABLE										
POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

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

DISRUPTOR CANNON 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(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3		
HIT(OVERLORD)	1-6	1-5	1-5	1-4	1-4	1-4	NA	NA	NA	NA
DAMAGE, STD	0	10	8	8	6	6	4	4		
DAMAGE, OULD	15	15	12	12	9	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.	1½	2	2½	3¼	4	4½	5½	6	6½	7½	8	8¾	9½	10	10½	11½	12	12¼	13¼	14	14½	15½	16	16½	17½	18	18½	19½	20	20

CARNIVON ESCORT WAR CRUISER

CNTR

CWA
YS:175
DK:7
EX:17
CR:6

CWE
YS:168
DK:7
EX:17
CR:6

SHIP DATA TABLE	
TYPE	= CWE
POINT VALUE	= 120
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R19.24
Y175 REFIT	= +2
INCLUDES LIMITED AEGIS	

SHIP DATA TABLE	
TYPE	= CWA
POINT VALUE	= 130
REFERENCE	= R19.24A
INCLUDES Y175 REFIT	
INCLUDES FULL AEGIS	

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

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
	A A
	A A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS	
	D D D D

DEATH BOLT RACKS	
1	
2	

DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

CREW UNITS	
	10
	20
	30

BOARDING PARTIES	
	10

DECK CREWS	
	4

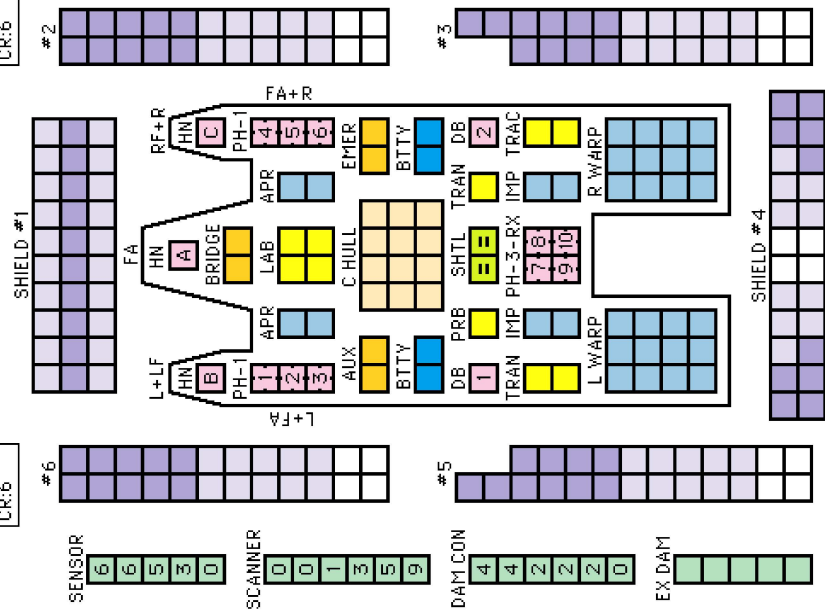
PROBES	
	5

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

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

HEEL NIPPER TABLE	
POWER RANGE	0 1 2 3 4 5 6 7 8
1	HIT 1-5 1-4 1-3 1-2 1 - - -
2	HIT 1-5 1-4 1-3 1-2 1-2 1 1 1

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



⑤ = HET COST

⑥ = ERRATIC MANEUVER WARP COST

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	17	18	19	20	20	20
Fract.	$\frac{2}{3}$	$\frac{1}{3}$	$\frac{2}{3}$	$\frac{2}{3}$	$\frac{3}{4}$	$\frac{4}{3}$	$\frac{4}{3}$	$\frac{5}{3}$	$\frac{6}{3}$	$\frac{7}{3}$	$\frac{8}{3}$	$\frac{9}{3}$	$\frac{10}{3}$	$\frac{11}{3}$	$\frac{12}{3}$	$\frac{13}{3}$	$\frac{14}{3}$	$\frac{15}{3}$	$\frac{16}{3}$	$\frac{17}{3}$	$\frac{18}{3}$	$\frac{19}{3}$	$\frac{20}{3}$	$\frac{21}{3}$	$\frac{22}{3}$	$\frac{23}{3}$	$\frac{24}{3}$	$\frac{25}{3}$	$\frac{26}{3}$	$\frac{27}{3}$

CARNIVON WAR BOMBARDMENT CRUISER

YS:174
DK:7
EX:16
CR:6

CNTR

SHIP DATA TABLE	
TYPE	= CWB
POINT VALUE	= 126/100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R19.25
Y175 REFIT	= +6

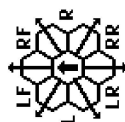
ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
		A A
		A A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS	
	D D D D

DEATH BOLT RACKS	
1	
2	
3	
4	
5	
6	

DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.



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

HEEL NIPPER TABLE	
POWER	RANGE
1	HIT
2	HIT

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

CARGO BOXES HOLD 200 SPACES OF SPARE DEATH BOLTS.

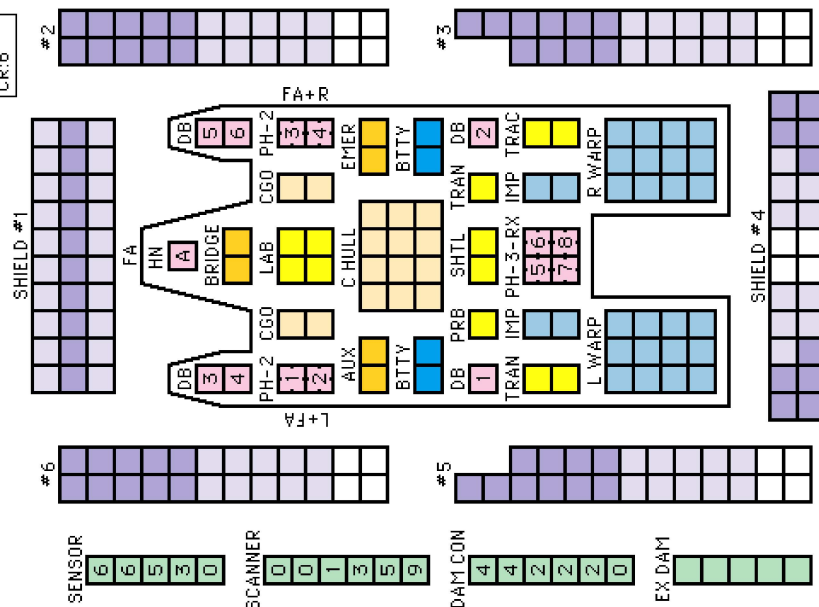
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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	4	5	6	7	8	9	10	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST



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

TYPE III DEFENSE PHASER	
DIE RANGE	4-9-15
ROLL 0	1 2 3 8 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

YS:170
DK:7
EX:13
CR:6

SHIP DATA TABLE	
TYPE	= CWG
POINT VALUE	= 120/98
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R19.26

ADMINISTRATIVE SHUTTLES		HIT POINTS	NOTES
			A A
			A A
			A A GAS
			A A GAS
			A A
			A A
			HTS

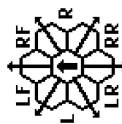
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

				D	D	D	D
--	--	--	--	---	---	---	---

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

HEEL NIPPER TABLE										
POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE III DEFENSE PHASE		DIE RANGE		4- 9-	
ROLL	0	1	2	3	8 15
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	3	0	0
5	4	3	2	0	0
6	3	3	1	0	0


$$R_X = L + LR + RR + R$$

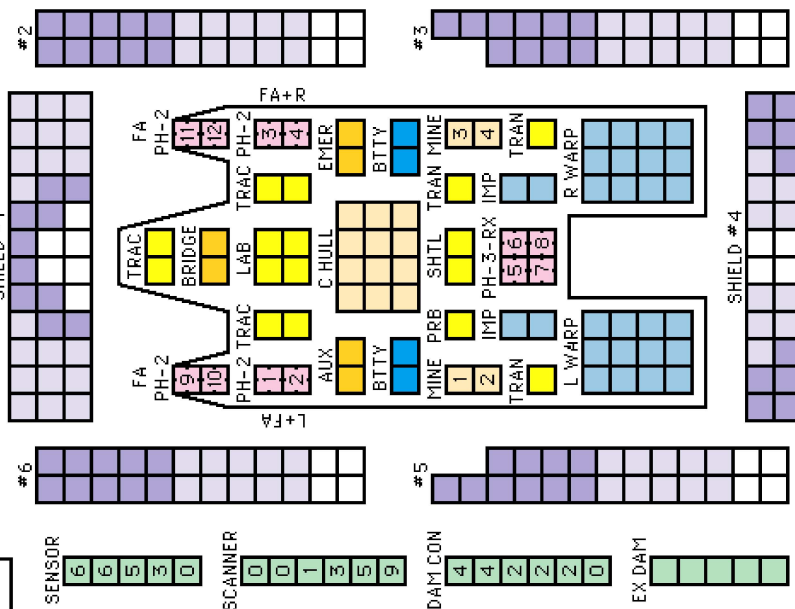
TYPE II PHASER TABLE									
DIE	RANGE			4-9-16-31-					
ROLL	0	1	2	3	8	15	30	50	
1	6	5	5	4	3	2	1	1	
2	6	5	4	4	2	1	1	0	
3	6	4	4	4	1	1	0	0	
4	5	4	4	3	1	0	0	0	
5	5	4	3	3	0	0	0	0	
6	5	3	3	3	0	0	0	0	

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	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.	$\frac{2}{3}$	$1\frac{1}{2}$	2	$2\frac{2}{3}$	$3\frac{1}{2}$	4	$4\frac{2}{3}$	$5\frac{1}{2}$	6	$6\frac{2}{3}$	$7\frac{1}{2}$	8	$8\frac{3}{4}$	$9\frac{1}{2}$	10	$10\frac{2}{3}$	$11\frac{1}{2}$	12	$12\frac{2}{3}$	$13\frac{1}{2}$	14	$14\frac{2}{3}$	$15\frac{1}{2}$	$16\frac{2}{3}$	$17\frac{1}{2}$	18	$18\frac{3}{4}$	$19\frac{1}{2}$	20			

CARNIVON WAR CRUISER MINESWEEPER

YS:170
DK:7
EX:15
CR:6

CNTR



SHIP DATA TABLE	
TYPE	= CWM
POINT VALUE	= 122/105
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R19.27

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

TYPE III DEFENSE PHASER		4-9-16-31-50	
DIE	RANGE	ROLL	0 1 2 3 8 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

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	A A
20	A A
30	MSS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

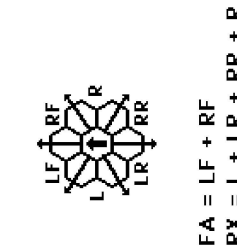
TRANSPORTER BOMBS	
1	D D D D

PROBES	
5	

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

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.



TYPE II PHASER TABLE		4-9-16-31-50	
DIE	RANGE	ROLL	0 1 2 3 8 15 30 50
1	6	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
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.		2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20							

CARNIVON WAR CRUISER PF TENDER

SHIP DATA TABLE

TYPE = CWP
POINT VALUE = 125/105
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R19.28

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		A
20		A
30		A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

5					
---	--	--	--	--	--

CREW UNITS

10					
20					
30					

BOARDING PARTIES

10					
----	--	--	--	--	--

PROBES

5					
---	--	--	--	--	--

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NR	1-5	1-4	1-4	1-4	1-4	1-3	1-2
HIT (DERFACS)	NR	1-5	1-4	1-4	1-4	1-4	1-3	1-3
HIT (OVERLORD)	1-6	1-5	1-4	1-4	1-4	NR	NR	NR
DAMAGE, STD	0	10	8	8	6	6	4	4
DAMAGE, OULD	15	15	12	12	9	0	0	0

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	1	2	3	4	5	6-9	10-15	16-25	26-50	51-75
ROLL 0	1	2	3	4	5	6	7	8	9	10
1	9	8	7	6	5	4	3	2	1	1
2	8	7	6	5	4	3	2	1	1	0
3	7	5	4	4	4	3	1	0	0	0
4	6	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	1	0	0	0	0
6	4	4	3	3	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

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



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

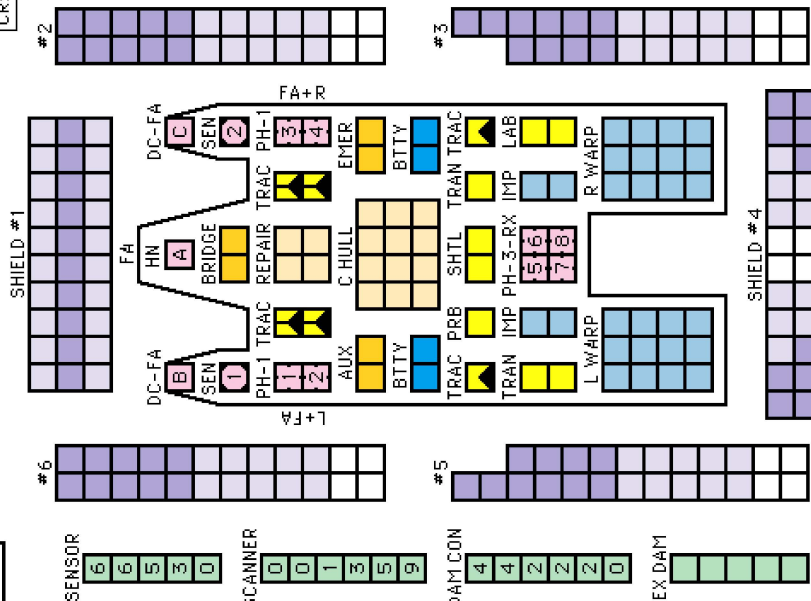
H&R DERFACS

1

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.
REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

YS:182
DK:7
EX:14
CR:6

CNTR



⑥ = ERRATIC MANEUVER WARP COST

⑤ = HET COST

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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	17	18	18	19	20	20	20
Fract.	$\frac{2}{3}$	$\frac{1}{3}$	2	$\frac{2}{3}$	$\frac{3}{4}$	4	$\frac{4}{3}$	$\frac{5}{3}$	6	$\frac{6}{3}$	$\frac{7}{3}$	8	$\frac{8}{3}$	$\frac{9}{3}$	10	$\frac{10}{3}$	$\frac{11}{3}$	12	$\frac{12}{3}$	$\frac{13}{3}$	14	$\frac{14}{3}$	$\frac{15}{3}$	16	$\frac{16}{3}$	$\frac{17}{3}$	18	$\frac{18}{3}$	$\frac{19}{3}$	20

CARNIVON WAR CRUISER SCOUT

YS:169
DK:7
EX:16
CR:6

CNTR

SHIP DATA TABLE	
TYPE	= CWS
POINT VALUE	= 125/105
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R19.29
Y175 REFIT	= +2

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

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
	10
	20
	30

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS	
	D D D D

BOARDING PARTIES	
	8

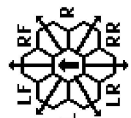
DECK CREWS	
	2

PROBES	
	5

HEEL NIPPER TABLE	
POWER RANGE	0 1 2 3 4 5 6 7 8
1	HIT 1-5 1-4 1-3 1-2 1 - - -
2	HIT 1-5 1-4 1-4 1-3 1-3 1-2 1-2 1 1

TYPE II PHASER TABLE

DIE RANGE	4-9-16-31-ROLL 0 1 2 3 8 15 30 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
RX = L + LR + RR + R

TYPE III DEFENSE PHASER

DIE RANGE	4-9-ROLL 0 1 2 3 8 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

DEATH BOLT RACKS

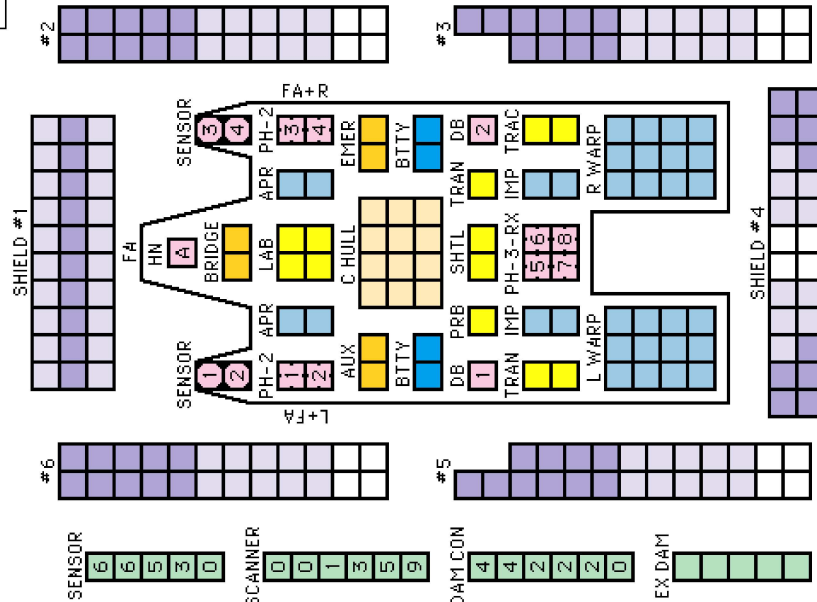
DEATH BOLT RACKS	
1	
2	

DEATH BOLT RACKS HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

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	4	5	6	7	8	9	10	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20
Fract.	2/3	1 1/3	2	2 2/3	3 1/3	4	4 2/3	5 1/3	6	6 2/3	7 1/3	8	8 2/3	9 1/3	10	10 2/3	11 1/3	12	12 2/3	13 1/3	14	14 2/3	15 1/3	16	16 2/3	17 1/3	18	18 2/3	19 1/3	20

CARNIVON LIGHT TACTICAL TRANSPORT

CREW UNITS

10	20	30
6	5	

BOARDING PARTIES

6	5	
---	---	--

PROBES

5		
---	--	--

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		A A
		A A
		A A
		A A
		A A
		A A
		A A
		A A

SHIP DATA TABLE

TYPE = LTT
POINT VALUE = 124/96
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R19.30

WITH NO PODS

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

SINGLE WEIGHT POD

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

DOUBLE WEIGHT POD

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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

WARP ENERGY MOVEMENT COST = 1+1/3 ENERGY POINT PER HEX

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. 1 1/3	2 2/3	4	5 1/3	6 2/3	8	9 1/3	10 2/3	12	13 1/3	14 2/3	16	17 1/3	18 2/3	20	21 1/3	22 2/3	24	25 1/3	26 2/3	28	29 1/3	30 2/3	32	33 1/3	34 2/3	36	37 1/3	38 2/3	40				

TYPE III DEFENSE PHASER

DIE RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	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 CANNON TABLE

RANGE	0	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
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3
HIT (OVERLORD)	1-6	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3
DAMAGE, STD	0	10	8	8	6	6	6	6	6	6	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
DAMAGE, OULD	15	15	12	12	9	9	9	9	9	9	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

CARNIVON FAST WAR CRUISER

YS:175
DK:7
EX:19
CR:6

Cntr

SHIP DATA TABLE	
TYPE	= CWF
POINT VALUE	= 139
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R19.31

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 PHASE						
DIE ROLL	RANGE		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

$$RX = L + LR + RR + R$$

CREW UNITS				ADMINISTRATIVE SHUTTLES			
	*			IDENT	HIT POINTS	NOTES	
						A	
						A	
						A	

BOARDING PARTIES HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

DECK CREWS	TRANSPORTER BOMBS
10	D D D D

[illegible]

DEATH BOLT RACKS ALWAYS HAD SIX SPACES AND TWO RELOADS.

HEEL NIPPER TABLE										
POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

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

DISRUPTOR CANNON TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30		
HIT (STD)	NA	1-5	1-4	1-4	1-4	1-4	1-3	1-2		
HIT(DEFACS)	NA	1-5	1-4	1-4	1-4	1-4	1-3	1-3		
HIT(OVERLOAD)	1-6	1-5	1-4	1-4	1-4	NA	NA	NA		
DAMAGE_STO	0	10	8	8	6	6	4	4		
DAMAGE_OULD	15	15	12	12	9	0	0	0		

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

	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	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	
Frac.	$\frac{3}{4}$	$\frac{1}{4}$	2	$2\frac{2}{3}$	$3\frac{1}{2}$	4	$4\frac{2}{3}$	$5\frac{1}{2}$	6	$6\frac{2}{3}$	$7\frac{1}{2}$	8	$8\frac{3}{4}$	$9\frac{1}{2}$	10	$10\frac{3}{4}$	$11\frac{1}{2}$	12	$12\frac{2}{3}$	$13\frac{1}{2}$	14	$14\frac{2}{3}$	$15\frac{1}{2}$	16	$16\frac{2}{3}$	$17\frac{1}{2}$	18	$18\frac{3}{4}$	$19\frac{1}{2}$	20	

YS:130
DK:6
EX:10
CR:5

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

DEATH BOLT RACK

$$A = LF + RF$$

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

HEEL NIPPER TABLE										
POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

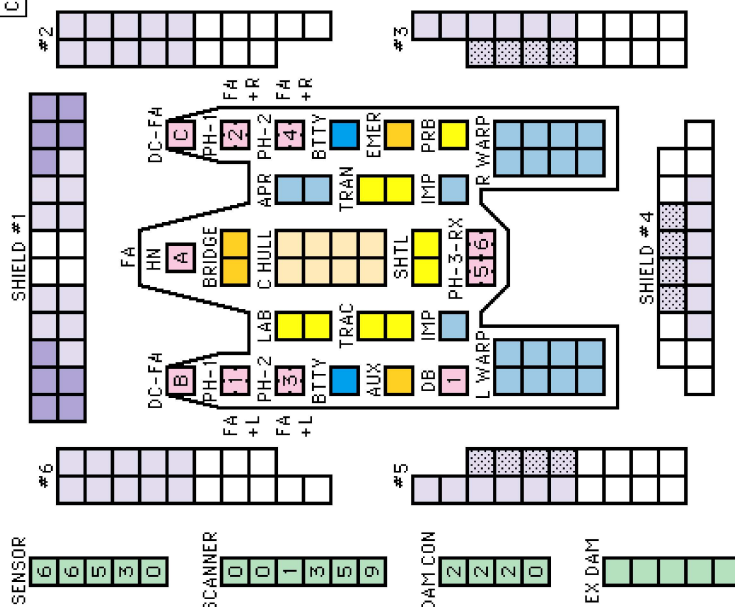
TYPE I OFFENSIVE PHASER TABLE												TYPE II PHASER TABLE											
DIE RANGE		6-9		16-26		51-75		DIE RANGE		4-9		16-31											
ROLL	0	1	2	3	4	5	8	15	25	50	75	ROLL	0	1	2	3	8	15	30	50			
1	9	8	7	6	5	5	4	3	2	1	1	1	6	5	5	4	3	2	1	1			
2	8	7	6	5	5	4	3	1	1	0	0	2	6	5	4	4	2	1	1	0			
3	7	5	5	4	4	4	3	1	0	0	0	3	6	4	4	4	1	1	0	0			
4	6	4	4	4	4	3	2	0	0	0	0	4	5	4	4	3	1	0	0	0			
5	5	4	4	4	3	3	1	0	0	0	0	5	5	4	3	3	0	0	0	0			
6	4	4	3	3	2	2	0	0	0	0	0	6	5	3	3	3	0	0	0	0			

DISRUPTOR CANNON 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	10	8	8	6	6	4					
DAMAGE, OULD	15	15	12	12	9	0	0					

TYPE III DEFENSE PHASER									
DIE ROLL	RANGE			4-9-15					
0	1	2	3	8	1	0			
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	0	0	0	0			

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX																5 = HET COST	
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Standard	1	2	2	3	3	4	4	4	5	5	6	6	7	7	8	8	9
Fractions	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2

⑥ = ERRATIC MANEUVER WARP COST												
0	1	2	3	4	5	6	7	8	9	10	11	12
0	0	1	1	1	1	1	1	1	1	1	1	1
0	0	10½	11	11½	12	12½	13	13½	14	14½	15	15



SHADED SHIELD BOXES ARE
ADDED BY THE PLUS REFIT.

CNTR

YS:124
DK:6
EX:10
CR:4

Figure 1 illustrates the hull structure and sensor/scanner data. The hull is divided into sections labeled #1 through #6. The sensor data is represented by a row of colored squares with numbers: 6 (blue), 6 (green), 5 (green), 3 (green), 0 (white). The scanner data is represented by a row of colored squares with numbers: 0 (blue), 0 (green), 0 (green), 1 (red). The hull components include: FA (Front Armor), DC (Deck), PH-2 (Phased Array), HN (Hull Nucleus), BRIDGE, C HULL, LAB, APR (Anti-Projectile Radar), and +R (Reinforced).

SHIP DATA TABLE	
TYPE	= DD
POINT VALUE	= 75
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R19.33
PLUS REFIT (Y166)	= +2
Y175 REFIT	= +1

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

ADMINISTRATIVE SHUTTLES

10		
*		

BOARDING PARTIES
8

DECK CREWS	2
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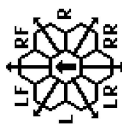
[illegible]

DEATH BOLT RACK

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

HEEL NIPPER TABLE										
POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE II PHASER TABLE		4-9-15		
DIE	RANGE	1	2	3
ROLL	0	1	2	3
1	6	5	4	3
2	6	5	4	2
3	6	4	4	1
4	5	4	4	3
5	5	4	3	0
6	5	3	3	0



$$RX = L + LR + RR + R$$

DISRUPTOR CANNON 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	10	8	8	6	6	4
DAMAGE QULD	15	15	12	12	9	0	0

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

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

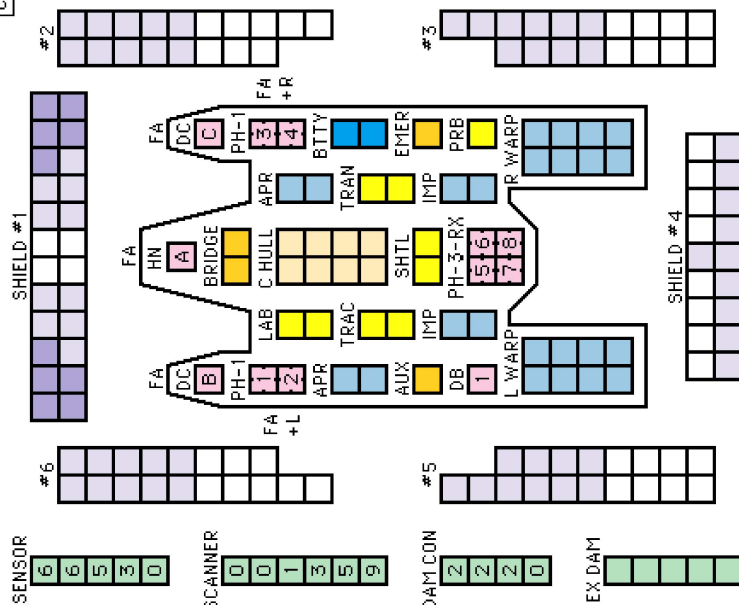
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	3	3	4	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15
Frac	$\frac{1}{4}$	1	$1\frac{1}{4}$	2	$2\frac{1}{4}$	3	$3\frac{1}{4}$	4	$4\frac{1}{4}$	5	$5\frac{1}{4}$	6	$6\frac{1}{4}$	7	$7\frac{1}{4}$	8	$8\frac{1}{4}$	9	$9\frac{1}{4}$	10	$10\frac{1}{4}$	11	$11\frac{1}{4}$	12	$12\frac{1}{4}$	13	$13\frac{1}{4}$	14	$14\frac{1}{4}$	15

CARNIVON WAR DESTROYER LEADER

YS:169
DK:6
EX:13
CR:5

CNTR

SHIP DATA TABLE	
TYPE	= DWL
POINT VALUE	= 99
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R19.35
Y175 REFIT	= +1



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
1	10	A
2	20	A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

1	10
---	----

DEATH BOLT RACK

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

PROBES

1	5
---	---

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-3	1-2	1-1	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

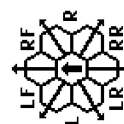
DIE	RANGE	0	1	2	3	4	5	6	9-15	16-25	26-50	51-75
1	9	8	7	6	5	4	3	2	1	1	1	1
2	8	7	6	5	4	3	2	1	1	1	1	1
3	7	5	4	4	4	3	1	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0

TYPE III DEFENSE PHASER

DIE	RANGE	0	1	2	3	8	15
1	4	4	4	3	1	1	1
2	4	4	4	2	1	0	0
3	4	4	4	1	0	0	0
4	4	4	3	0	0	0	0
5	4	3	2	0	0	0	0
6	3	3	1	0	0	0	0

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4	1-3
HIT (OVERLORD)	1-6	1-5	1-5	1-4	1-4	NR	NR
DAMAGE, STD	0	10	8	8	6	6	4
DAMAGE, OULD	15	15	12	12	9	0	0



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

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

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.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

YS:167
DK:6
EX:12
CR:4

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.	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15

DAM CON EX DAM

CNTR

SENSOR

SCANNER

0	0	1	3	5	9
---	---	---	---	---	---

DAM CON

EX DAM

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

DEATH BOLT RACK

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

HEEL NIPPER TABLE										
POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

[illegible]

TYPE II PHASER TABLE

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

DISRUPTOR CANNON TARIFF

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	10	8	8	6	6	4
DAMAGE, OVL'D	15	15	12	12	9	0	0

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

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.	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15

CARNIVON MOBILE CARRIER

YS:174
DK:6
EX:12
CR:5

CNTR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10	20	A A
20	20	A A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

BOARDING PARTIES

8

DECK CREWS

8

TRANSPORTER BOMBS

D D

SHIP DATA TABLE

TYPE = DWV
POINT VALUE = 98/90
BREAKDOWN = 5-6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R19.37

TURN MODE SPEED

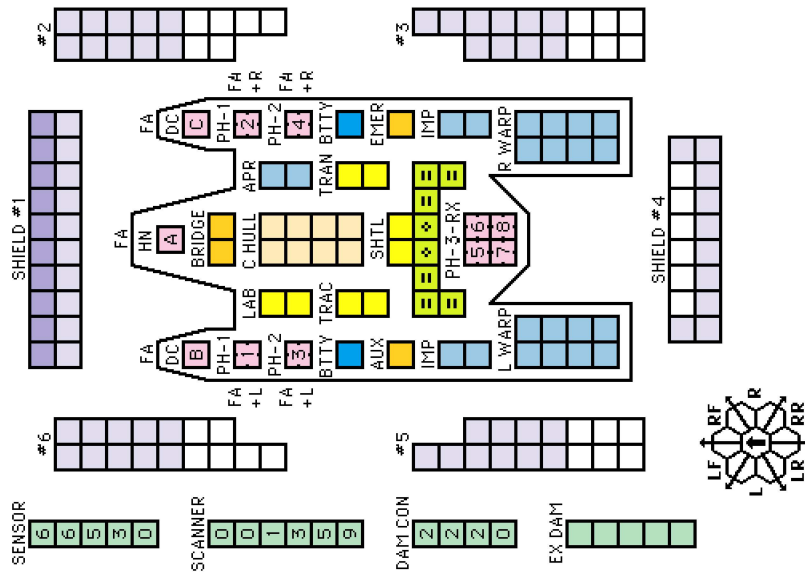
B	1	2-5
HET	3	6-10
BD	5	22-28
	6	29+

ANTI-DRONE TABLE (FTR)

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1



JK-4 FIGHTERS

2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11

JK-4E FIGHTER

2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 13

HY-3 FIGHTERS

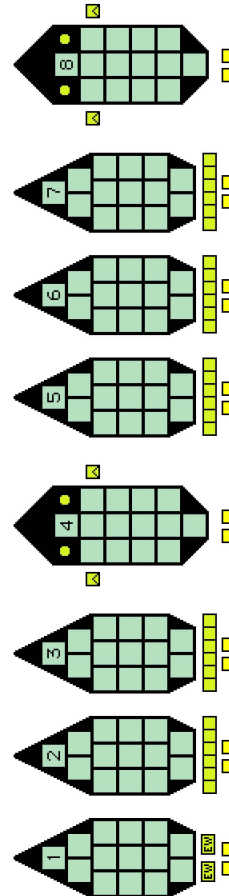
2xPh-3-FA
DFR = 2
CRIPPLED = 11
SPEED = 15
BPV = 12

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22
HIT (STO)	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, STO	0	10	8	8	6	6	4
DAMAGE, OULD	15	15	12	12	9	0	0

TYPE III DEFENSE PHASER

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



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

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	3	4	4	5	5	6	6	7	7	8	8	9	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

DWA
YS:175
DK:6
EX:12
CR:4

DWE
YS:170
DK:6
EX:12
CR:4

CNTR

SENSOR

IDENT	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

DEATH BOLT RACK

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

HEEL NIPPER TABLE										
POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE		6- 9- 16- 26- 51-									
ROLL	0	1	2	3	4	5	8	15	25	50	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	6	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		4-	9-	16-	31-			
	0	1	2	3	8	15	30	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	

$$R_X = I + IR + RR + R$$

TYPE III DEFENSE PHASER		DIE RANGE				
ROLL	0	1	2	3	4	5
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	= DWE
POINT VALUE	= 98
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R19.38
Y175 REFIT = +1	
INCLUDES LIMITED AEGIS	

SHIP DATA TABLE
TYPE = DWA
POINT VALUE = 107
REFERENCE = R19.38A
INCLUDES Y175 REFIT
INCLUDES FULL AEGIS

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

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	15
Fract. 1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15	15

YS:170
DK:6
EX:11
CR:4

SHIP DATA TABLE	
TYPE	= DWM
POINT VALUE	= 98/80
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R19.40
Y175 REFIT	= +1

ADMINISTRATIVE SHUTTLES				
IDENT	HIT	POINTS	NOTES	
			A A	MSS
			A A	MSS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

CREW UNITS		10	20
	*		

BOARDING PARTIES
6

[illegible]

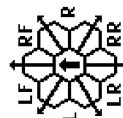
MINE RACKS	1	2	3	4
	1	1	1	1
	2	1	1	1
	3	1	1	1
	4	1	1	1

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

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

“MINE RACKS ARE DESTROYED ON ‘CARGO,’
“SHUTTLE,” OR “EXCESS DAMAGE” HITS.

TYPE II PHASER TABLE		4-9-15	
DIE	RANGE	2	3
ROLL	0	1	2
1	6	5	4
2	6	5	4
3	6	4	4
4	5	4	3
5	5	4	3
6	5	3	3


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{RX} &= \text{L} + \text{LR} + \text{RR} + \text{R} \end{aligned}$$

TYPE III DEFENSE PHASE		4- 9- 3 8 15		
DIE ROLL	RANGE	1	2	3
1	4	4	3	1
2	4	4	2	1
3	4	4	1	0
4	4	3	0	0
5	4	3	0	0
6	3	3	1	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. $\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15	

CARNIVON WAR DESTROYER PF TENDER

Y3:182
DK:6
EX:10
CR:4

CNTR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10	20	A/A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

BOARDING PARTIES

6

PROBES

5

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PF3 (K2.611).

SHIP DATA TABLE

TYPE = DWP
POINT VALUE = 100/82
BREAKDOWN = 5-6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R19.42

TURN MODE SPEED

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

HEEL NIPPER TABLE

POWER	RANGE	0	1	2	3	4	5	6	7	8
1	HIT	1-5	1-4	1-3	1-2	1	-	-	-	-
2	HIT	1-5	1-4	1-4	1-3	1-3	1-2	1-2	1	1

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	10-15	16-25	26-51
ROLL 0	1	2	3	4
1	9	8	7	6
2	8	7	6	5
3	7	5	4	4
4	6	4	4	4
5	5	4	4	3
6	4	4	3	2

TYPE II PHASER TABLE

DIE RANGE	4-9	10-15	16-31
ROLL 0	1	2	3
1	6	5	4
2	6	5	4
3	6	4	4
4	5	4	3
5	5	4	3
6	5	3	3

TYPE III DEFENSE PHASER

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

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

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

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

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

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.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

CARNIVOR WAR DESTROYER STRATEGIC TRANSPORT

YS:171
DK:6+2
EX:10
CR:4

CNTR	
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SENSOR

SCANNER

2 2 2 0

EX DAM

SHIP DATA TABLE	
TYPE	= DWT
POINT VALUE	= 104/79
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R19.43

NO POD	
TURN MODE	SPEED
B 1	2-5
2	6-10
3	11-15
4	16-21
5	22-28
6	29+

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

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

POD WT	MOVE COST	HET COST	EM COST
0	.50	2.50	3
1	.75	3.75	4.50
2	1	5	6

ADMINISTRATIVE SHUTTLES						
IDENT	HIT POINTS				NOT	
					A	A
					A	A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

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

TYPE II PHASER TABLE									TYPE III DEFENSE PHASER								
DIE RANGE		4-9-16-31-							DIE RANGE		4-9-						
ROLL	0	1	2	3	8	15	30	50	ROLL	0	1	2	3	8	15		
1	6	5	5	4	3	2	1	1	1	4	4	4	3	1	1		
2	6	5	4	4	2	1	1	0	2	4	4	4	2	1	0		
3	6	4	4	4	1	1	0	0	3	4	4	4	1	0	0		
4	5	4	4	3	1	0	0	0	4	4	4	3	0	0	0		
5	5	4	3	3	0	0	0	0	5	4	3	2	0	0	0		
6	5	3	3	3	0	0	0	0	6	3	3	1	0	0	0		

THIS SHIP CAN ONLY CARRY ONE POD, WHICH CAN BE A DOUBLE-WEIGHT POD. PODS CARRIED BY THIS SHIP ARE INACTIVE, I.E., THEIR POWER SYSTEMS PRODUCE NO POWER, THEIR SYSTEMS CANNOT BE OPERATED, AND THEY HAVE CREW OR BOARDING PARTIES.

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{RX} &= \text{L} + \text{LR} + \text{RR} + \text{R} \end{aligned}$$

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX										⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
SPEED										⑤										⑥									
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	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
Fract. 1/2																													
1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15	

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX															⑤ = HET COST					⑥ = ERRATIC MANEUVER WARP COST													
			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	
			SPEED																														
			Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
			Fract.	3/4	1 1/2	2 1/4	3	3 3/4	4 1/2	5 1/4	6	6 3/4	7 1/2	8 1/4	9	9 3/4	10 1/2	11 1/4	12	12 3/4	13 1/2	14 1/4	15	15 3/4	16 1/2	17 1/4	18	18 3/4	19 1/2	20 1/4	21	21 3/4	22 1/2

CARNIVON FRIGATE LEADER

CNTR

SHIP DATA TABLE	
TYPE	= FFL
POINT VALUE	= 66
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R19.44
PLUS REFIT	= +6
Y175 REFIT	= +1

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	A A
	A A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS	
	D D

DEATH BOLT RACK	
1	

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

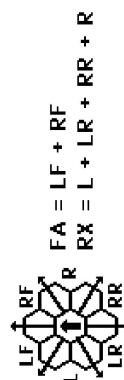
BOARDING PARTIES	
	8

DECK CREWS	
	2

PROBES	
	5

DISRUPTOR CANNON TABLE	
RANGE	0 1 2 3-4 5-8 9-15
HIT (STD)	NR 1-5 1-5 1-4 1-4 1-4
HIT (OVERLORD)	1-6 1-5 1-5 1-4 1-4 NR
DAMAGE, STD	0 10 8 8 6 6
DAMAGE, OULD	15 15 12 12 9 0

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



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

TYPE I OFFENSIVE PHASER TABLE	
DIE RANGE	6- 9- 16- 26- 51-
ROLL 0 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	
1	9 8 7 6 5 4 3 2 1 1 0
2	8 7 6 5 4 3 2 1 1 0
3	7 5 4 4 4 3 1 0
4	6 4 4 4 4 3 2 0
5	5 4 4 4 4 3 3 1 0
6	4 4 4 3 3 2 2 0

TYPE III DEFENSE PHASER	
DIE RANGE	4- 9-
ROLL 0 1 2 3 8 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 = 1/3 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	4	4	4	4	5	5	5	6	6	6	7	7	7	8	8	9	9	9	10	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

CNTR

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

TYPE III DEFENSE PHASE		DIE RANGE			4- 9- ROLL 0 1 2 3 8 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 = 1/3 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	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	7	8	8	9	9	9	10	10	10				
Fractions	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	10				

SHADED BOXES ARE ADDED BY THE PLUS REFIT.

DIE	RANGE	4-9-16-31-
ROLL	0 1 2 3 4 5	0 1 2 3 4 5
1	6 5 5 4 3 2	1 1 1 1 1 1
2	6 5 4 4 4 4	1 1 1 1 1 1
3	6 4 4 4 4 4	1 1 1 1 1 1
4	5 4 4 4 4 4	1 1 1 1 1 1
5	5 4 3 3 3 3	0 0 0 0 0 0
6	5 3 3 3 3 3	0 0 0 0 0 0

$$FA = LF + RF$$

$$RX = L + LR + RR + R$$


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	10	8	8	6	6
DAMAGE OULD	15	15	12	12	9	0

ID	HIT POINTS	NOTES
10	A A	
*	A A	

၁

2

၆

18

[illegible]

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

YS:124
DK:5
EX:9
CR:3

SHIELD #1

SENSOR #6

SCANNER

DAM CON

EX DAM

SHIELD #4

CMTR

SHIP DATA TABLE	
TYPE	= FFV
POINT VALUE	= 70
BREAKDOWN	= 6
SHIELD COST	= $1/2 + 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= R19.46

[illegible]

WHIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

BOARDING PARTIES
6

DECK CREWS	TRANSPORTER BOMBS
6	DD

PROBES

				5
--	--	--	--	---

 ANTI-DRONE TABLE (FTR)

DISRUPTOR CANNON TABLE							
RANGE	0	1	2	3-4	5-8	9-15	
HIT (STD)	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	1-4	NA
DAMAGE, STD	0	10	8	8	6	6	6
DAMAGE, OULD	15	15	12	12	9	9	0

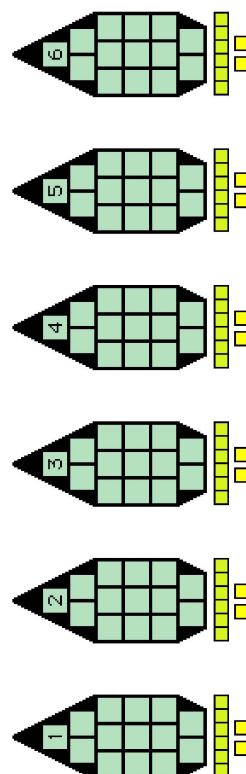
TYPE II PHASER TABLE									
DIE	RANGE			4-9-16-31-					
ROLL	0	1	2	3	8	15	30	50	50
1	6	5	5	4	3	2	1	1	1
2	6	5	4	4	2	1	1	0	
3	6	4	4	4	1	1	0	0	
4	5	4	4	3	1	0	0	0	
5	5	4	3	3	0	0	0	0	
6	5	3	3	3	0	0	0	0	


$$R_X = L + LR +$$

TYPE III DEFENSE PHASE		DIE RANGE		4-	9-
ROLL	0	1	2	3	8 15
1	4	4	4	3	1
2	4	4	4	2	1
3	4	4	4	1	0
4	4	4	4	0	0
5	4	4	3	0	0
6	3	3	1	0	0

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

JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11



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	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	7	8	8	8	9	9	9	10	10	10
Frc.	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	10	10

CARNIVON ESCORT FRIGATE

CNTR

SHIP DATA TABLE	
TYPE	FFE
POINT VALUE	69
BREAKDOWN	6
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R19.47
Y175 REFIT	+1
INCLUDES LIMITED AEGIS	

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	A A
	A A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS	
D	D

DEATH BOLT RACK	
1	

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

BOARDING PARTIES	
6	

DECK CREWS	
4	

PROBES	
5	

HEEL NIPPER TABLE	
POWER	RANGE
1	0 1 2 3 4 5 6 7 8
HIT	1-5 1-4 1-3 1-2 1 - - -
2	HIT 1-5 1-4 1-3 1-2 1-1 1-1 1

TYPE II PHASER TABLE	
DIE ROLL	RANGE
1	4-9-16-31-50
2	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
3	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
4	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
5	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
6	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



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

TYPE III DEFENSE PHASER	
DIE ROLL	RANGE
1	4-9-16-31-50
2	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
3	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
4	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
5	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
6	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

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

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
Frac.	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

YS:129
DK:5
EX:8
CR:3

CMTR

SHIP DATA TABLE	
TYPE	= FFS
POINT VALUE	= 70/53
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R19.48
PLUS REFIT (Y166)	= +6
Y175 REFIT	= +1

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

ADMINISTRATIVE SHUTTLES				
IDENT	HIT POINTS			NOTES
				A A
				A A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

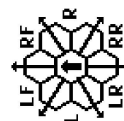
DEATH BOLT RACK

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
"DRONE" DAMAGE POINTS.**

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


$$F_A = L_F + R_F$$

TYPE III DEFENSE PHASE		4- 9- 4- 15	
DIE	RANGE	2	3
ROLL	0	1	2
1	4	4	3
2	4	4	2
3	4	4	1
4	4	4	0
5	4	3	0
6	3	3	0

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

	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
SSPEED	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	2	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	$\frac{1}{3}$	$\frac{2}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	2	$\frac{2}{3}$	$\frac{2}{3}$	3	$\frac{3}{3}$	$\frac{3}{3}$	4	$\frac{4}{3}$	$\frac{4}{3}$	5	$\frac{5}{3}$	$\frac{5}{3}$	6	$\frac{6}{3}$	$\frac{6}{3}$	7	$\frac{7}{3}$	$\frac{7}{3}$	8	$\frac{8}{3}$	$\frac{8}{3}$	9	$\frac{9}{3}$	$\frac{9}{3}$	10

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= FFG
POINT VALUE	= 67/50
BREAKDOWN	= 6
LIFE COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R19.50
PLUS REFIT (Y166)	= +2

ADMINISTRATIVE SHUTTLES			
IDENT	HIT	POINTS	NOTES
			A GAS
			A GAS
			HITS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

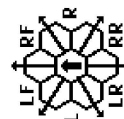
BOARDING PARTIES	10	
	20	

PROBES
5

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

BARRACKS ARE DESTROYED
ON "FORWARD HULL" AND
"REAR HULL" DAMAGE POINTS.

DIE RANGE	4-9-16-31-	4-9-16-31-	4-9-16-31-	4-9-16-31-
ROLL	0	1	2	3
1	6	5	4	3
2	6	5	4	2
3	6	4	4	1
4	5	4	4	3
5	5	4	3	0
6	5	3	3	0


$$RX = L + LR + RR + R$$

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

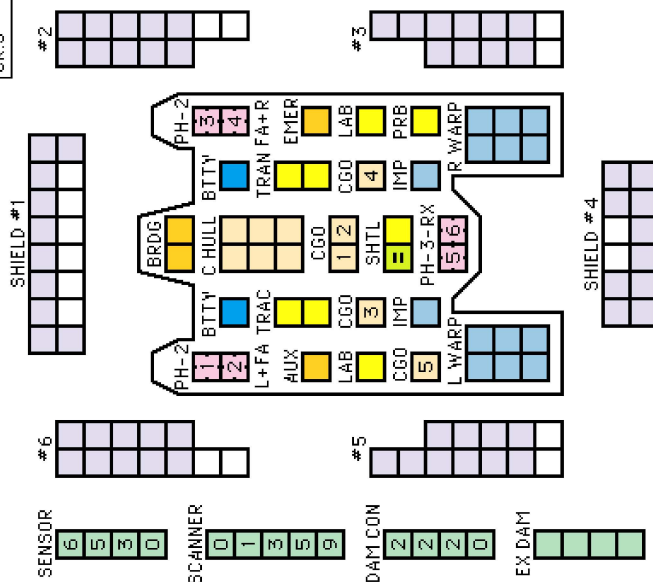
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

	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
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	2	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	$\frac{1}{3}$	$\frac{2}{3}$	1	$\frac{1}{3}$	$\frac{1}{3}$	2	$\frac{1}{3}$	$\frac{2}{3}$	3	$\frac{3}{3}$	$\frac{3}{3}$	4	$\frac{4}{3}$	$\frac{4}{3}$	5	$\frac{5}{3}$	$\frac{5}{3}$	6	$\frac{6}{3}$	$\frac{6}{3}$	7	$\frac{7}{3}$	8	$\frac{8}{3}$	8	$\frac{8}{3}$	9	$\frac{9}{3}$	$\frac{9}{3}$	10

CARNIVON FAST CARRIER RESUPPLY SHIP

YS:171
DK:5
EX:7
CR:3

CNTR



CREW UNITS

IDENT	HIT POINTS	NOTES
10		

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

REPL CREW

6

BOARDING PARTIES

4

DECK CREWS

2

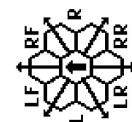
PROBES

5

AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREWS AND A READY BACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.

TYPE II PHASER TABLE

DIE ROLL	4-9	10-15	16-31
1	6	5	4
2	6	5	4
3	6	5	4
4	5	4	3
5	5	4	3
6	5	4	3



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

TYPE III DEFENSE PHASER

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

CARGO STORAGE RECORDS

#1	#2	#3	#4	#5

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

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	2	3	3	3	4	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	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

CNTR

SHIP DATA TABLE	
TYPE	= FFT
POINT VALUE	= 67/50
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R19.52
PLUS REFIT (Y166)	= +2

ADMINISTRATIVE SHUTTLES

ID#	HIT POINTS	NOTES
	A A	
	A A	

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

CREW UNITS

BOARDING PARTIES

PROBES
5

TRANSPORTER BOMBS

TYPE II PHASER TABLE

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

POD	WT	MOVE COST	HET COST	EM COST
0	.33	1.67	2	
1	.67	3.33	4	
2	1	5	6	

HET  BD  

NO POD		
TURN	MODE	SPEED
A	1	2-6
	2	7-12
	3	13-19
	4	20-26
	5	27+

TYPE III DEFENSE PHASE

DIE RANGE		TYPE III DIE RANGE				
ROLL	0	1	2	3	8	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 CAN ONLY CARRY ONE POD, WHICH CAN BE A DOUBLE-WEIGHT POD. PODS CARRIED BY THIS SHIP ARE INACTIVE, I.E., THEIR POWER SYSTEMS PRODUCE NO POWER, THEIR SYSTEMS CANNOT BE OPERATED, AND THEY HAVE NO CREW OR BOARDING PARTIES.

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

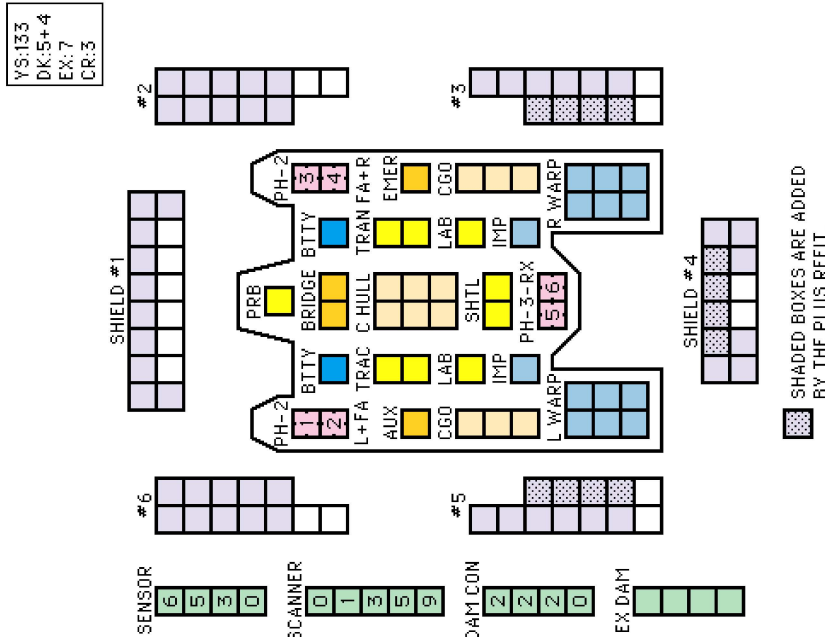
ONE OR TWO PODS		
TURN MODE	SPEED	
D 1	2-4	
2	5-8	
3	9-12	
4	13-17	
5	18-24	
6	25+	

WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

	WINTER ENERGY COST PER THERM															SPRING ENERGY COST PER THERM															SUMMER ENERGY COST PER THERM															FALL ENERGY COST PER THERM															YEARLY ENERGY COST PER THERM														
	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																																													
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	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																																													
Frac.	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{2}{4}$	$\frac{2}{4}$	$\frac{3}{4}$	$\frac{3}{4}$	$\frac{3}{4}$	$\frac{4}{4}$	$\frac{4}{4}$	$\frac{5}{4}$	$\frac{5}{4}$	$\frac{5}{4}$	$\frac{6}{4}$	$\frac{6}{4}$	$\frac{6}{4}$	$\frac{7}{4}$	$\frac{7}{4}$	$\frac{7}{4}$	$\frac{8}{4}$	$\frac{8}{4}$	$\frac{9}{4}$	$\frac{9}{4}$	$\frac{9}{4}$	$\frac{10}{4}$																																														

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

	WIPKAT	ENERGY	POTENTIAL	COOL	27°	ENERGY	POINT	PER	HEAT	⑤	NET	COOL	⑥	ENERGY	THROUGHT	HEAT	COOL													
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	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	17	18	19	20	20	20	20
Fract. $\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	$12\frac{1}{3}$	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20	



YS:132
DK:5
EX:7
CR:4

CNTR	
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SHIP DATA TABLE	
TYPE	= FLG
POINT VALUE	= 66/52
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R19.53
PLUS REFIT (Y166)	= +2

ADMINISTRATIVE SHUTTLES					
ID#	HIT POINTS	NOTES			
		A A			
		A A			
		A A			
		A A			
		A A			MSS
		A A			GAS
		A A			HTS

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

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

REPAIR IS DESTROYED ON
"CARGO" DAMAGE POINTS.

BARRACKS ARE DESTROYED
ON "FORWARD HULL" AND
"REAR HULL" DAMAGE POINTS.

TYPE II PHASER TABLE									
DIE	RANGE			4-9-16-31-					
ROLL	0	1	2	3	8	15	30	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 PHASE									
DIE ROLL	RANGE			4-9-15					
	0	1	2	3	6	8	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	4	3	0	0	0			
6	3	3	1	0	0	0			

$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{RX} &= \text{L} + \text{LR} + \end{aligned}$$

WARP ENERGY MOVEMENT COST = $1/3$ ENERGY POINT PER HEX

	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
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	2	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	$\frac{1}{4}$	$\frac{2}{4}$	1	$\frac{1}{4}$	$\frac{1\frac{1}{2}}$	2	$\frac{2}{4}$	$\frac{2\frac{1}{2}}$	3	$\frac{3}{4}$	$\frac{3\frac{1}{2}}$	4	$\frac{4}{4}$	$\frac{4\frac{1}{2}}$	$\frac{5}{4}$	$\frac{5\frac{1}{2}}$	$\frac{5\frac{3}{4}}$	6	$\frac{6}{4}$	$\frac{6\frac{1}{2}}$	7	$\frac{7}{4}$	$\frac{7\frac{1}{2}}$	8	$\frac{8}{4}$	$\frac{8\frac{1}{2}}$	9	$\frac{9}{4}$	$\frac{9\frac{1}{2}}$	10

CARNIVON POLICE CORVETTE

YS:124
DK:4
EX:7
CR:3

CNTR

SHIP DATA TABLE	
TYPE	= POL
POINT VALUE	= 48
BREAKDOWN	= 6
LIFE SUPPORT	= 1/2+1/2
SIZE CLASS	= 4
REFERENCE	= R19.54
PLUS REFIT	= +2
Y175 REFIT	= +1

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
	A A
	A A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

CREW UNITS	
	10

BOARDING PARTIES	
	4

DECK CREWS	
	2

TRANSPORTER BOMBS	
	D D

DEATH BOLT RACK	
	1

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

PROBES	
	5

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-15
HIT (STD)	NR	1-5	1-4	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-4	1-4	NR	
DAMAGE, STD	0	10	8	6	6	6
DAMAGE, OULD	15	15	12	12	9	0

TYPE II PHASER TABLE

DIE ROLL	0	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
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																							

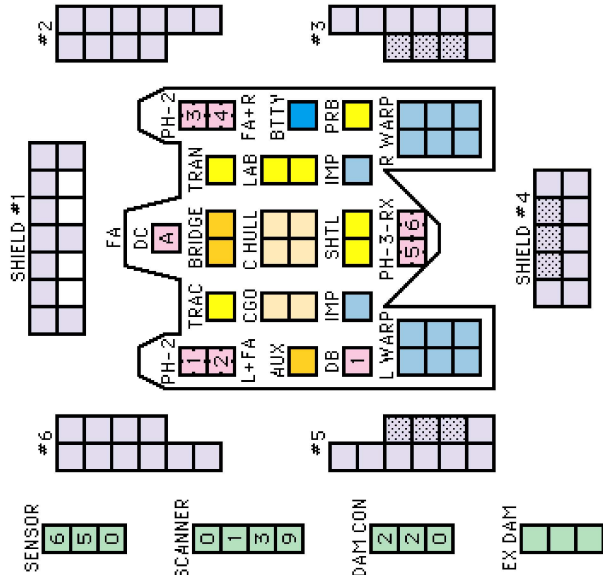
FA = LF + RF
RX = L + LR + RR + R

TYPE III DEFENSE PHASER

DIE ROLL	0	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
1	4	4	4	4	3	1	1																								
2	4	4	4	4	2	1	0																								
3	4	4	4	4	1	0	0																								
4	4	4	4	3	0	0	0																								
5	4	3	3	2	0	0	0																								
6	3	3	3	1	0	0	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.	$\frac{1}{3}$	$\frac{2}{3}$	1	$1\frac{1}{3}$	$1\frac{2}{3}$	2	$2\frac{1}{3}$	$2\frac{2}{3}$	3	$3\frac{1}{3}$	$3\frac{2}{3}$	4	$4\frac{1}{3}$	$4\frac{2}{3}$	5	$5\frac{1}{3}$	$5\frac{2}{3}$	6	$6\frac{1}{3}$	$6\frac{2}{3}$	7	$7\frac{1}{3}$	$7\frac{2}{3}$	8	$8\frac{1}{3}$	$8\frac{2}{3}$	9	$9\frac{1}{3}$	$9\frac{2}{3}$	10



SHADED BOXES ARE ADDED BY THE PLUS REFIT.

CARNIVON POLICE CARRIER

VS:169
DK:4
EX:7
CR:3

CNTR

SHIP DATA TABLE	
TYPE	PV
POINT VALUE	= 54/50
BREAKDOWN	= 6
LIFE SUPPORT	= 1/2+1/2
SIZE CLASS	= 4
REFERENCE	= R19.55

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	A A
	A A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS	
D	D

CREW UNITS	
*	10
	4

BOARDING PARTIES	
	4

DECK CREWS	
	6

PROBES	
	5

ANTI-DRONE TABLE (FTR)	
RANGE	0 1 2 3 4+
HIT*	- 1-2 1-3 1-4 -

DISRUPTOR CANNON TABLE	
RANGE	0 1 2 3-4 5-8 9-15
HIT (STD)	NR 1-5 1-4 1-4 1-4
HIT(OVERLORD)	1-6 1-5 1-4 1-4 NR
DAMAGE, STD	0 10 8 6 6
DAMAGE, OULD	15 15 12 12 9 0

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

TYPE II PHASER TABLE

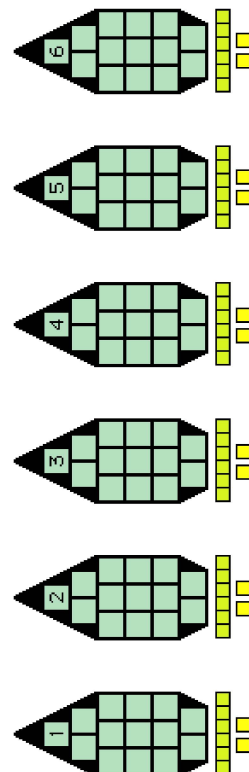
DIE RANGE	4-9-16-31-50
ROLL	0 1 2 3 8 15 30 50
1	6 5 5 4 3 2 1 1
2	6 5 4 4 2 1 1 0
3	6 4 4 4 1 1 0 0
4	5 4 4 3 1 0 0 0
5	5 4 3 3 0 0 0 0
6	5 3 3 3 0 0 0 0



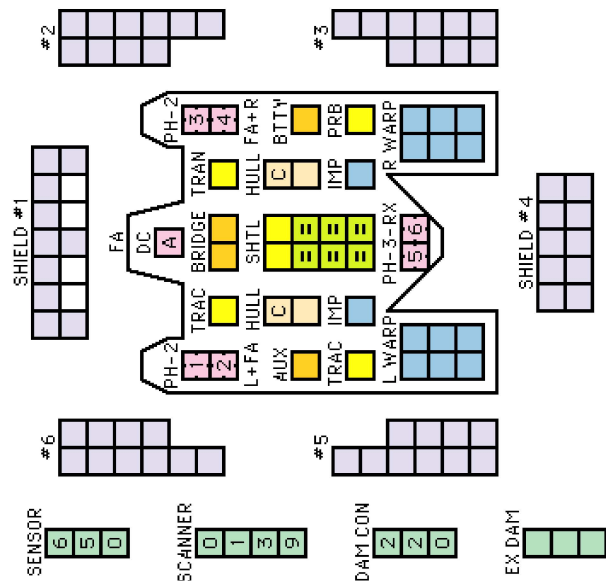
FA = LF + RF
RX = L + LR + RR + R

TYPE III DEFENSE PHASER

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



JK-4 FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPY = 11



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

CARNIVON PODS #1

CARNIVON SELF-DEFENSE PODS

POD DATA TABLE
 TYPE = P-SD
 BPV = 28/14@
 SIZE = 4°
 REF = R19.58

SELF-DEFENSE PODS ARE SINGLE-WEIGHT PODS.

RA = LR + RR

SELF-DEFENSE PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

POD DATA TABLE
 TYPE = P-C
 BPV = 0
 BPV = 14/10@
 SIZE = 4°
 REF = R19.57

CARGO PODS ARE SINGLE-WEIGHT PODS.

CARGO PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

LEFT POD
 CREW UNITS
 CNTR

RIGHT POD
 CREW UNITS
 CNTR

PLAYERS WILL NEED TO WRITE IN APPROPRIATE PHASER NUMBERS AND HEEL-NIPPER LETTERS FOR RECORD KEEPING.

CARNIVON REPAIR PODS

POD DATA TABLE
 TYPE = P-R
 BPV = 18/12@
 SIZE = 4°
 REF = R19.59

REPAIR PODS ARE SINGLE-WEIGHT PODS.

REPAIR PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

POD DATA TABLE
 TYPE = P-C
 BPV = 0
 BPV = 14/10@
 SIZE = 4°
 REF = R19.57

CARGO PODS ARE SINGLE-WEIGHT PODS.

CARGO PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

LEFT POD
 CREW UNITS
 CNTR

RIGHT POD
 CREW UNITS
 CNTR

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

CARNIVON CARGO PODS

POD DATA TABLE
 TYPE = P-C
 BPV = 0
 BPV = 14/10@
 SIZE = 4°
 REF = R19.57

CARGO PODS ARE SINGLE-WEIGHT PODS.

CARGO PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

CARNIVON TROOP TRANSPORT PODS

POD DATA TABLE
 TYPE = P-T
 BPV = 30/20@
 SHIELD = 1/2+0
 LIFE = 1/2
 SIZE = 4°
 REF = R19.60

TROOP TRANSPORT PODS ARE SINGLE-WEIGHT PODS.

TROOP TRANSPORT PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "REAR HULL" DAMAGE POINTS.

POD DATA TABLE
 TYPE = P-C
 BPV = 0
 BPV = 14/10@
 SIZE = 4°
 REF = R19.57

CARGO PODS ARE SINGLE-WEIGHT PODS.

CARGO PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

LEFT POD
 CREW UNITS
 CNTR

RIGHT POD
 CREW UNITS
 CNTR

TROOP TRANSPORT PODS CAN LAND ON AND TAKE OFF FROM PLANETS USING THE GRAVITY LANDING SYSTEM (P2.432).

TRANSFERS BETWEEN THE SHUTTLE BAY OF A TROOP TRANSPORT POD AND THE SHUTTLE BAY OF ANOTHER POD OR THE TUG TO WHICH IT IS ATTACHED BY (J1.59) ARE NOT POSSIBLE.

PLAYERS WILL NEED TO WRITE IN APPROPRIATE PHASER NUMBERS FOR RECORD KEEPING.

BOARDING PARTIES

10	20	30
10	20	30
10	20	30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

CARNIVOR PODS #2

CARNIVOR CARRIER PODS

POD DATA TABLE
 TYPE = P-V
 BPV = 14/12@
 SIZE = 4°
 REF = R19.61

Y3:168
 DK:3
 EX:+1
 CR:+1

CARRIER PODS ARE SINGLE-WEIGHT PODS.

WHILE ATTACHED TO A TUG, "CENTER HULL" IS "REAR HULL."

CARRIER PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

PLAYERS WILL NEED TO WRITE IN APPROPRIATE PHASER NUMBERS FOR RECORD KEEPING.

PHASER-3s HAVE 360° FIRING ARCS. TRANSFERS BETWEEN THE SHUTTLE BAY OF A CARRIER POD AND THE SHUTTLE BAY OF ANOTHER POD OR THE TUG TO WHICH IT IS ATTACHED BY (J1:59) ARE NOT POSSIBLE.

LEFT POD
 CREW UNITS: 10
 DECK CREWS: 6
 BRDING PARTIES: 2

RIGHT POD
 CREW UNITS: 10
 DECK CREWS: 6
 BRDING PARTIES: 2

SHIELD #1
 SHTL, PH-3, TRAC, FLAG, TRAN, C HULL, CGO, APR

SHIELD #2
 SHTL, PH-3, TRAC, FLAG, TRAN, C HULL, CGO, APR

SHIELD #3
 SHTL, PH-3, TRAC, FLAG, TRAN, C HULL, CGO, APR

SHIELD #4
 SHTL, PH-3, TRAC, FLAG, TRAN, C HULL, CGO, APR

SHIELD #5
 SHTL, PH-3, TRAC, FLAG, TRAN, C HULL, CGO, APR

SHIELD #6
 SHTL, PH-3, TRAC, FLAG, TRAN, C HULL, CGO, APR

CARNIVOR BATTLE PODS

POD DATA TABLE
 TYPE = P-B
 BPV = 30@
 SIZE = 4°
 REF = R19.62

Y175
 REFIT = +1@

Y3:145
 DK:3
 EX:+4
 CR:+1

BATTLE PODS ARE SINGLE-WEIGHT PODS.

BATTLE PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

FA = LF + RF

WHILE ATTACHED TO A TUG, "CENTER HULL" IS "REAR HULL."

PODS HAVE NO DERFACS OF THEIR OWN FIRING ARCS OF BUT CAN USE THE DERFACS SYSTEM OF THE TUG IF THE TUG HAS DERFACS.

PLAYERS WILL NEED TO WRITE IN THE APPROPRIATE PHASER NUMBERS, DEATH BOLT LAUNCHER NUMBERS, AND DISRUPTOR CANNON LETTERS FOR RECORD KEEPING.

LEFT POD
 CREW UNITS: 10
 BOARDING PARTIES: 6
 DECK CREWS: 2
 DEATH BOLT RACK: 4

RIGHT POD
 CREW UNITS: 10
 BOARDING PARTIES: 6
 DECK CREWS: 2
 DEATH BOLT RACK: 4

SHIELD #1
 DC-FA, PH-1-FA FLAG, APR, C HULL, TRAN, DB, TRAC, PH-3, BTTY

SHIELD #2
 DC-FA, PH-1-FA FLAG, APR, C HULL, TRAN, DB, TRAC, PH-3, BTTY

SHIELD #3
 DC-FA, PH-1-FA FLAG, APR, C HULL, TRAN, DB, TRAC, PH-3, BTTY

SHIELD #4
 DC-FA, PH-1-FA FLAG, APR, C HULL, TRAN, DB, TRAC, PH-3, BTTY

SHIELD #5
 DC-FA, PH-1-FA FLAG, APR, C HULL, TRAN, DB, TRAC, PH-3, BTTY

SHIELD #6
 DC-FA, PH-1-FA FLAG, APR, C HULL, TRAN, DB, TRAC, PH-3, BTTY

THE DISRUPTOR CANNONS ON THESE PODS HAVE A RANGE OF 40 HEXES, BUT THEIR PRESENCE DOES NOT INCREASE THE RANGE OF THE DISRUPTOR CANNONS OF THE TUG.

A BATTLE POD CARRIED BY A TUG INCREASES ITS COMMAND RATING BY ONE. A SECOND BATTLE POD WOULD ALSO INCREASE THE TUG'S COMMAND RATING TO TWO; NO OTHER POD COMBINATION CAN INCREASE A TUG'S COMMAND RATING BY TWO.

LEFT POD
 CREW UNITS: 10
 BOARDING PARTIES: 6
 DECK CREWS: 2
 DEATH BOLT RACK: 4

RIGHT POD
 CREW UNITS: 10
 BOARDING PARTIES: 6
 DECK CREWS: 2
 DEATH BOLT RACK: 4

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175, SIX SPACES AND TWO RELOADS THEREAFTER.

THE DISRUPTOR CANNONS ON THESE PODS HAVE A RANGE OF 40 HEXES, BUT THEIR PRESENCE DOES NOT INCREASE THE RANGE OF THE DISRUPTOR CANNONS OF THE TUG.

A BATTLE POD CARRIED BY A TUG INCREASES ITS COMMAND RATING BY ONE. A SECOND BATTLE POD WOULD ALSO INCREASE THE TUG'S COMMAND RATING TO TWO; NO OTHER POD COMBINATION CAN INCREASE A TUG'S COMMAND RATING BY TWO.

LEFT POD
 CREW UNITS: 10
 DECK CREWS: 6
 BRDING PARTIES: 2

RIGHT POD
 CREW UNITS: 10
 DECK CREWS: 6
 BRDING PARTIES: 2

JK-4 FIGHTERS
 2xPh-3-FA
 DFR = 3
 CRIPPLED = 10
 SPEED = 15
 BPV = 11

JK-4E FIGHTER
 2xPh-3-FA
 DFR = 3
 CRIPPLED = 10
 SPEED = 15
 BPV = 13

HY-3 FIGHTERS
 2xPh-3-FA
 DFR = 2
 CRIPPLED = 11
 SPEED = 15
 BPV = 12

CARNIVON PODS #3

CARNIVON HEAVY CARRIER PODS

POD DATA TABLE

TYPE	= P-VA
BPV	= 23@
SIZE	= 4°
REF	= R19.63

VS:175
DK:4
EX:+2
CR:+1

PODS ARE DOUBLE-WEIGHT PODS.

PHASER-3s HAVE 360° FIRING ARCS.

HEAVY CARRIER PODS HAVE A TOWING COST OF 0.3333 IF DROPPED DURING A SCENARIO.

PLAYERS WILL NEED TO WRITE IN APPROPRIATE PHASER NUMBERS FOR RECORD KEEPING.

Diagram labels: SHIELD #1, SHIELD #2, SHIELD #3, SHIELD #4, SHIELD #5, SHIELD #6, SHTL, PH-3, FLAG, APR, CGO, TRAC, LF RF, LR RR.

LEFT POD

CREW UNITS

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

DECK CREWS

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

BRDING PARTIES

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

RIGHT POD

CREW UNITS

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

DECK CREWS

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

BRDING PARTIES

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

JK-4 FIGHTERS

2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11

JK-4E FIGHTERS

2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 13

HY-3 FIGHTERS

2xPh-3-FA
DFR = 2
CRIPPLED = 11
SPEED = 15
BPV = 12

TRANSFERS BETWEEN THE SHUTTLE BAY OF A HEAVY CARRIER POD AND THE SHUTTLE BAY OF ANOTHER POD OR THE TUG TO WHICH IT IS ATTACHED BY (J.59) ARE NOT POSSIBLE.

A TUG CARRYING A POD OF THIS TYPE INCREASES ITS COMMAND RATING BY ONE: A SECOND POD DOES NOT FURTHER INCREASE THE TUG'S COMMAND RATING.

CARNIVON PODS #4

CARNIVON SCOUT PODS

POD DATA TABLE
 TYPE = P-S
 BPV = 21/13@
 SIZE = 4°
 REF = R19.64

SCOUT PODS ARE SINGLE-WEIGHT PODS.
 PHASER-3 Firing arcs are 360°.

SCOUT PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

YS:169
 DK:3
 EX:+4
 CR:+1

A TUG CARRYING A POD OF THIS TYPE INCREASES ITS COMMAND RATING BY ONE. A SECOND POD DOES NOT FURTHER INCREASE THE TUG'S COMMAND RATING. PLAYERS WILL NEED TO WRITE IN APPROPRIATE PHASER AND SENSOR NUMBERS FOR RECORD KEEPING.

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 "PHASER" DAMAGE POINTS. WHILE ATTACHED TO A TUG, "CENTER HULL" IS "REAR HULL."

LEFT POD

CREW UNITS: 10

BRDING PARTIES: 4

CNTR

RIGHT POD

CREW UNITS: 10

BRDING PARTIES: 4

CNTR

CARNIVON PF TRANSPORT PODS

POD DATA TABLE
 TYPE = P-PT
 BPV = 19/5@
 SIZE = 4°
 REF = R19.66

PF TRANSPORT PODS ARE SINGLE-WEIGHT PODS.

YS:183
 DK:3
 EX:+1
 CR:+0

CARNIVON DEATH BOLT PODS

POD DATA TABLE
 TYPE = P-DB
 BPV = 25@
 SIZE = 4°
 REF = R19.65

DEATH BOLT PODS ARE SINGLE-WEIGHT PODS.
 DEATH BOLT PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

FA = LF + RF

YS:168
 DK:3
 EX:+3
 CR:+1

LEFT POD

CREW UNITS: 10

BOARDING PARTIES: 6

DECK CREWS: 3

CNTR

DEATH BOLT RACKS

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175. SIX SPACES AND TWO RELOADS THEREAFTER.

RIGHT POD

CREW UNITS: 10

BOARDING PARTIES: 6

DECK CREWS: 3

CNTR

DEATH BOLT RACKS

DEATH BOLT RACK HAD FOUR SPACES AND ONE RELOAD PRIOR TO Y175. SIX SPACES AND TWO RELOADS THEREAFTER.

WHILE ATTACHED TO A TUG, "CENTER HULL" IS "REAR HULL."

FIRING ARCS OF PHASER-3s IS 360°.

PLAYERS WILL NEED TO WRITE IN THE APPROPRIATE PHASER NUMBERS AND DEATH BOLT LAUNCHER NUMBERS FOR RECORD KEEPING.

A TUG CARRYING A POD OF THIS TYPE INCREASES ITS COMMAND RATING BY ONE. A SECOND POD DOES NOT FURTHER INCREASE THE TUG'S COMMAND RATING.

A TUG WITH ONE POD OF THIS TYPE INCREASES ITS SEEKING WEAPON

CONTROL RATING BY THREE AS LONG AS THE POD HAS ONE DEATH BOLT LAUNCHER OPERATIONAL. TWO SUCH PODS WOULD INCREASE THE TUG'S SEEKING WEAPON

CONTROL RATING BY SIX. THESE PODS CANNOT INCREASE A TUG'S SEEKING WEAPON CONTROL RATING TO MORE THAN DOUBLE ITS SENSOR RATING.

THE CARGO BOXES HOLD 200 SPACES OF SPARE DEATH BOLTS.

FIRING ARCS OF PHASER-3s IS 360°.

PF TRANSPORT PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

LEFT POD

CREW UNITS: 4

REPL CREW: 8

CNTR

RIGHT POD

CREW UNITS: 4

REPL CREW: 8

CNTR

PLAYERS WILL NEED TO WRITE IN THE APPROPRIATE PHASER NUMBERS FOR RECORD KEEPING.

PFs CARRIED BY THESE PODS CANNOT BE ARMED OR FITTED WITH WARP BOOSTER PACKS AND WILL ONLY HAVE MINIMUM CREWS.

CARNIVON PODS #5

CARNIVON HEAVY FIGHTER FOR PODS

SEN

APR

REP

TRAC

C HULL

TRAN

YS:178

DK:3

EX:+0

CR:+0

TYPE = P-HT

BPV = 19/5@

SIZE = 4°

REF = R19.67

LF RF

L

R

LR RR

CARGO

SHUTTLE

C HULL

TRAN

CARGO

HEAVY FIGHTER FOR PODS ARE SINGLE-WEIGHT PODS.

HEAVY FIGHTER FOR PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

WHILE ATTACHED TO A TUG, "CENTER HULL" IS "REAR HULL."

PLAYERS WILL NEED TO WRITE IN APPROPRIATE PHASER NUMBERS FOR RECORD KEEPING.

AS CARRIER RESUPPLY PODS, THESE PODS INCLUDE READY RACKS TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. PODS OF THIS TYPE DO NOT NORMALLY OPERATE FIGHTERS OF THEIR OWN.

LEFT POD

CREW UNITS

REPL CREW

DECK CREWS

CNTR

CARGO STORAGE RECORDS

#1	#2	#3
#4	#5	#6

IDENT	HIT POINTS	NOTES
		A
		A
		A
		A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

RIGHT POD

CREW UNITS

REPL CREW

DECK CREWS

CNTR

CARGO STORAGE RECORDS

#1	#2	#3
#4	#5	#6

IDENT	HIT POINTS	NOTES
		A
		A
		A
		A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

CARNIVON PF TENDER PODS

SEN

APR

REP

TRAC

C HULL

TRAN

YS:182

DK:3

EX:+1

CR:+0

TYPE = P-PF

BPV = 20/12@

SIZE = 4°

REF = R19.68

LF RF

L

R

LR RR

CARGO

SHUTTLE

C HULL

TRAN

CARGO

PF TENDER PODS ARE SINGLE-WEIGHT PODS.

PF TENDER PODS HAVE A TOWING COST OF 0.2500 IF DROPPED DURING A SCENARIO.

WHILE ATTACHED TO A TUG, "CENTER HULL" IS "REAR HULL."

PLAYERS WILL NEED TO WRITE IN APPROPRIATE PHASER AND SENSOR NUMBERS FOR RECORD KEEPING.

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 "PHASER" DAMAGE POINTS.

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

REPAIR BOXES CAN ONLY REPAIR DAMAGE TO PFs (K2.611).

LEFT POD

CREW UNITS

BRDING PARTIES

CNTR

CARGO STORAGE RECORDS

#1	#2	#3
#4	#5	#6

RIGHT POD

CREW UNITS

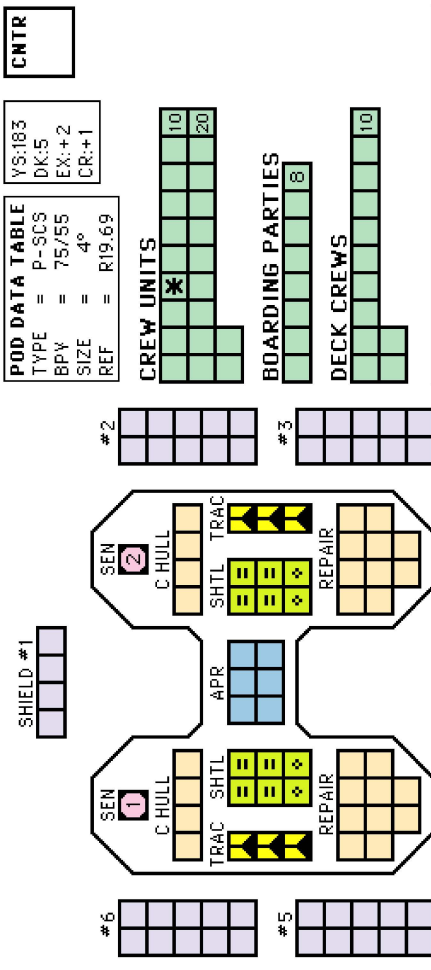
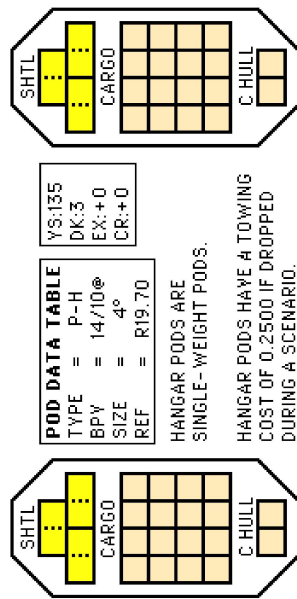
BRDING PARTIES

CNTR

CARGO STORAGE RECORDS

#1	#2	#3
#4	#5	#6

CARNIVOR SPACE CONTROL POD



SHIELD #4

SPACE CONTROL PODS ARE WHILE ATTACHED TO A TUG,
TRIPLE-WEIGHT PODS. "CENTER HULL" IS "REAR HULL."

SPACE CONTROL PODS HAVE A TUG CARRYING A POD OF THIS TOWING COST OF 0.6667 IF TYPE INCREASES ITS COMMAND DROPPED DURING A SCENARIO. RATING BY ONE.

REPAIR IS DESTROYED ON
"CARGO" DAMAGE POINTS.
REPAIR BOXES CAN ONLY REPAIR
DAMAGE TO PFs (K2.611).

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 BY
"PHASER" DAMAGE POINTS.

JK-4 FIGHTERS
 2xPH-3-FA
 DFR = 3
 CRIPPLED = 10
 SPEED = 15
 BPV = 11

JK-4E FIGHTER
 2xPH-3-FA
 DFR = 3
 CRIPPLED = 10
 SPEED = 15
 BPV = 13

HY-3 FIGHTERS
 2xPH-3-FA
 DFR = 2
 CRIPPLED = 11
 SPEED = 15
 BPV = 12

The figure displays a 4x4 grid of ship layouts. Each cell contains a ship icon, a 10x10 grid, and a 10x10 grid of yellow squares. The ships are labeled JK-4 FIGHTERS, JK-4E FIGHTER, HY-3 FIGHTERS, and HY-3 FIGHTERS. The ship icons show the ship's orientation and the number of hull segments. The 10x10 grids show the ship's position on the board. The yellow squares represent the ship's attack range.

LEFT POD	CREW UNITS		
ADMINISTRATIVE SHUTTLES			
IDENT		HIT POINTS	NOTES
		A	HTS
		A	HTS
		A	HTS
		A	HTS
		A	HTS
		A	HTS

RIGHT POD					CNTR	
CREW UNITS						
✱						
						6

ADMINISTRATIVE SHUTTLES									
IDENT	HIT POINTS				NOTES				
					A	HTS			
					A				
					A	HTS			
					A				
					A	HTS			
					A				

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179. SEE (J17.D) IN MODULE J2.

CARNIVON SUPERIORITY FIGHTERS

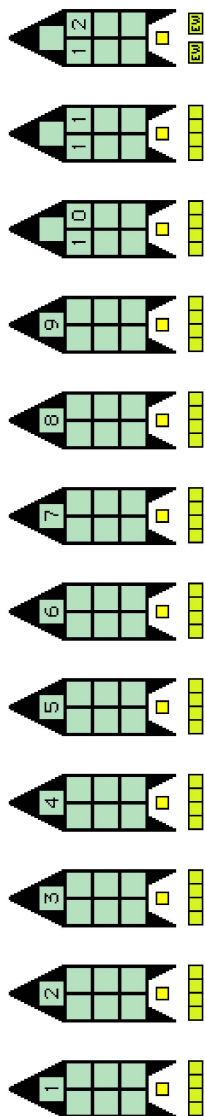
CARNIVON JACKAL-1 SUPERIORITY FIGHTER SQUADRON

JK-1 FIGHTERS

1xPh-3-FA
DFR = 1
CRIPPLED = 5
SPEED = 8
BPV = 5

JK-1E FIGHTER

1xPh-3-FA
DFR = 1
CRIPPLED = 5
SPEED = 8
BPV = 7



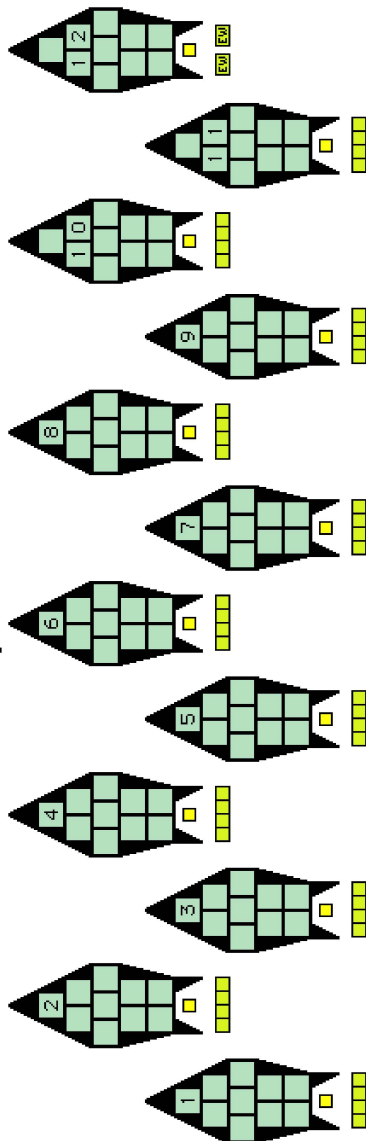
CARNIVON JACKAL-2 SUPERIORITY FIGHTER SQUADRON

JK-2 FIGHTERS

1xPh-3-FA
DFR = 2
CRIPPLED = 7
SPEED = 10
BPV = 7

JK-2E FIGHTER

1xPh-3-FA
DFR = 2
CRIPPLED = 7
SPEED = 10
BPV = 9



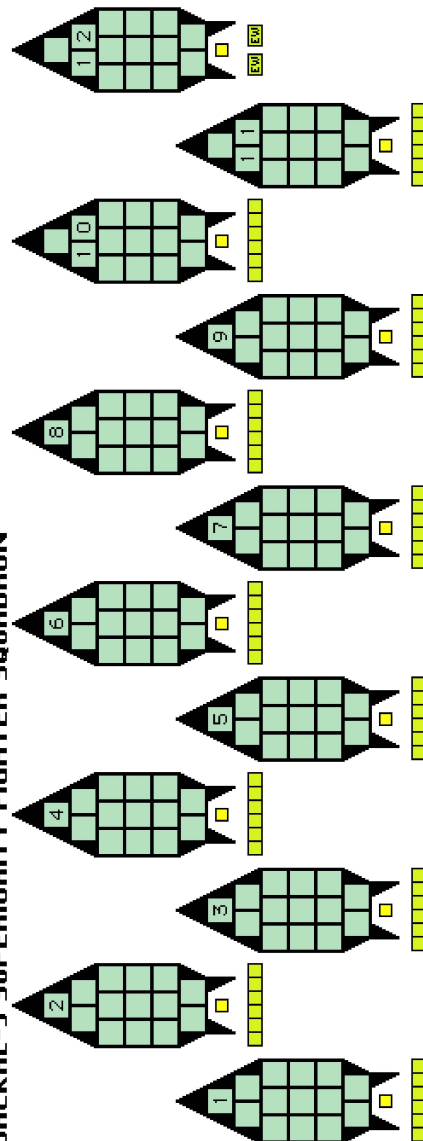
CARNIVON JACKAL-3 SUPERIORITY FIGHTER SQUADRON

JK-3 FIGHTERS

1xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 12
BPV = 9

JK-3E FIGHTER

1xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 12
BPV = 11



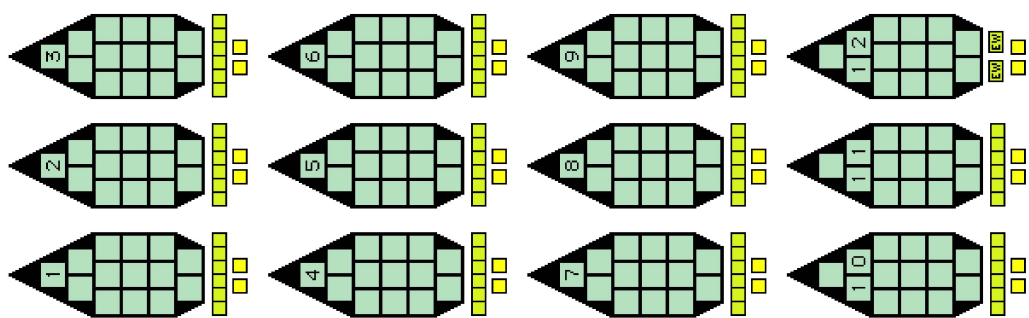
CARNIVON JACKAL-4 SUPERIORITY FIGHTER SQUADRON

JK-4 FIGHTERS

2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 11

JK-4E FIGHTER

2xPh-3-FA
DFR = 3
CRIPPLED = 10
SPEED = 15
BPV = 13



CARNIVON ASSAULT FIGHTERS

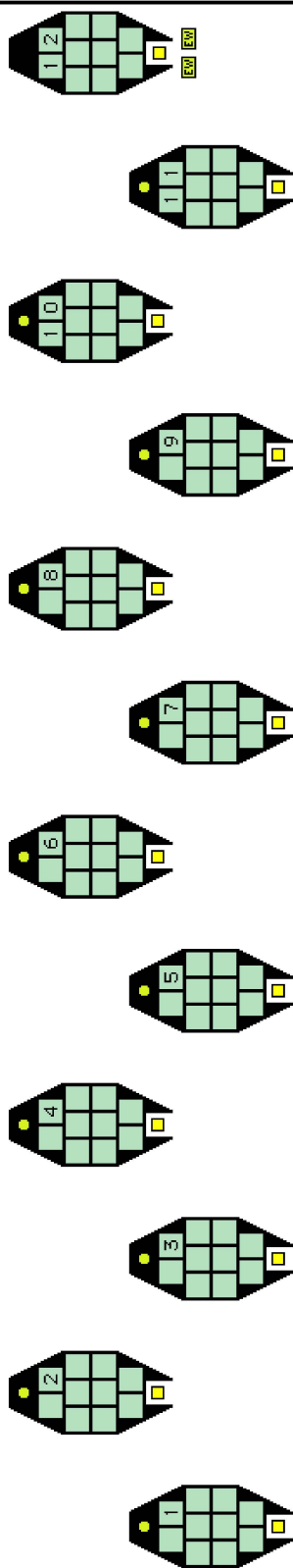
CARNIVON HYENA-1 ASSAULT FIGHTER SQUADRON

HY-1 FIGHTERS

1xPh-3-FA
DFR = 1
CRIPPLED = 7
SPEED = 10
BPV = 7

HY-1E FIGHTER

1xPh-3-FA
DFR = 1
CRIPPLED = 7
SPEED = 10
BPV = 9



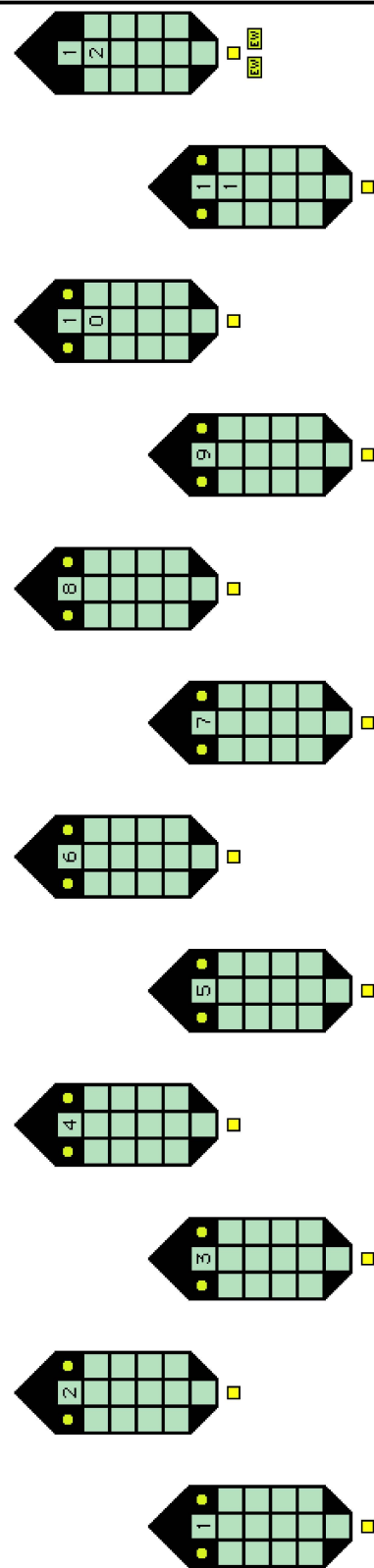
CARNIVON HYENA-2 ASSAULT FIGHTER SQUADRON

HY-2 FIGHTERS

1xPh-3-FA
DFR = 2
CRIPPLED = 10
SPEED = 12
BPV = 9

HY-2E FIGHTER

1xPh-3-FA
DFR = 2
CRIPPLED = 10
SPEED = 12
BPV = 11



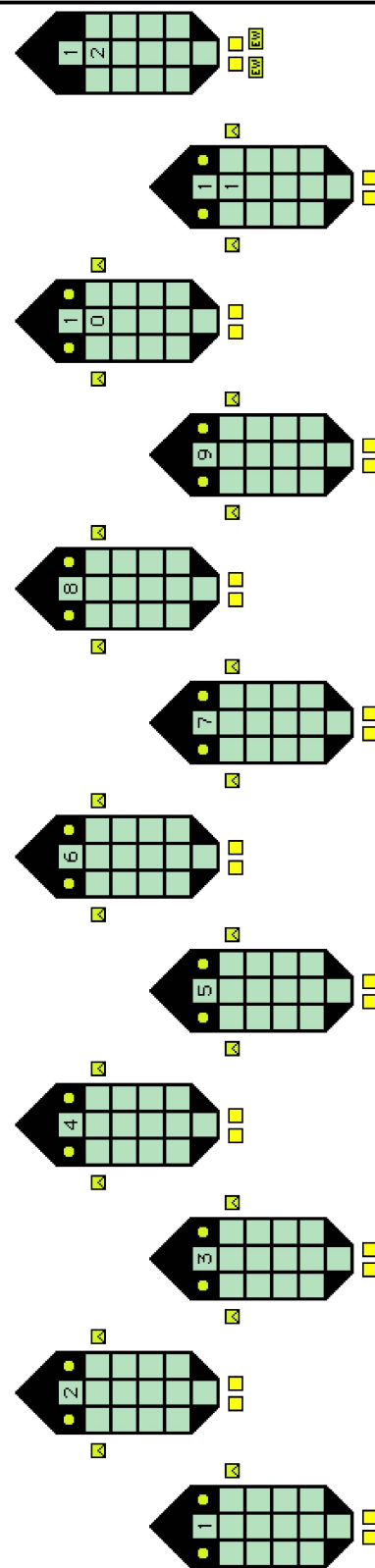
CARNIVON HYENA-3 ASSAULT FIGHTER SQUADRON

HY-3 FIGHTERS

2xPh-3-FA
DFR = 3
CRIPPLED = 11
SPEED = 15
BPV = 12

HY-3E FIGHTER

2xPh-3-FA
DFR = 3
CRIPPLED = 11
SPEED = 15
BPV = 14

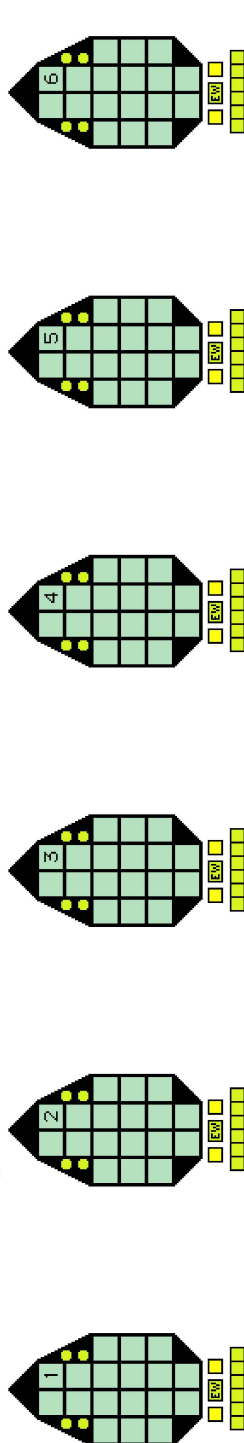


CARNIVON HEAVY FIGHTERS

CARNIVON DINGO-1 HEAVY FIGHTER SQUADRON

DG-1 HEAVY FIGHTERS

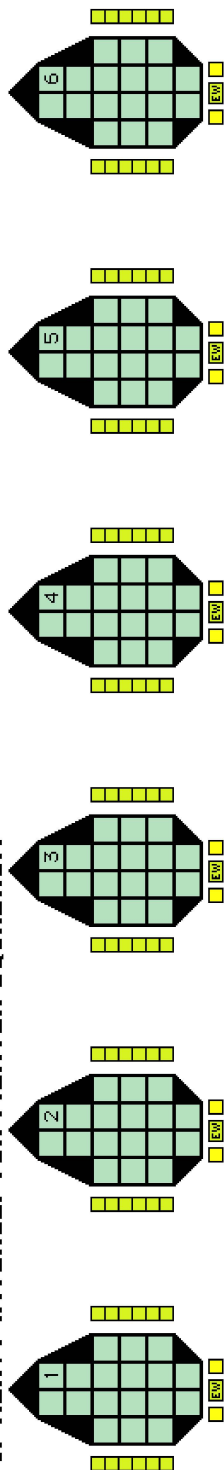
2xPh-2-FA
1xPh-3-RA
DFR = 1
CRIPPLED = 12
SPEED = 12
BPV = 18



CARNIVON DINGO-1i HEAVY INTERCEPTOR FIGHTER SQUADRON

DG-1i HEAVY FIGHTERS

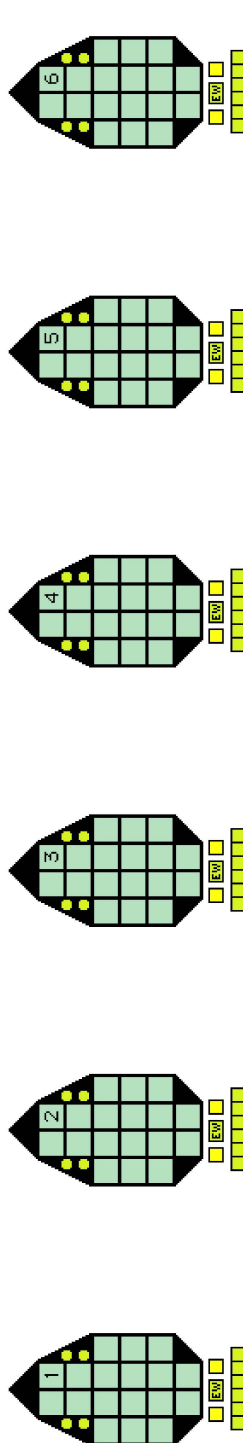
2xPh-2-FA
2xPh-3-FA
2xPh-3-RX
DFR = 1
CRIPPLED = 12
SPEED = 12
BPV = 18



CARNIVON DINGO-2 FAST HEAVY FIGHTER SQUADRON

DG-2 HEAVY FIGHTERS

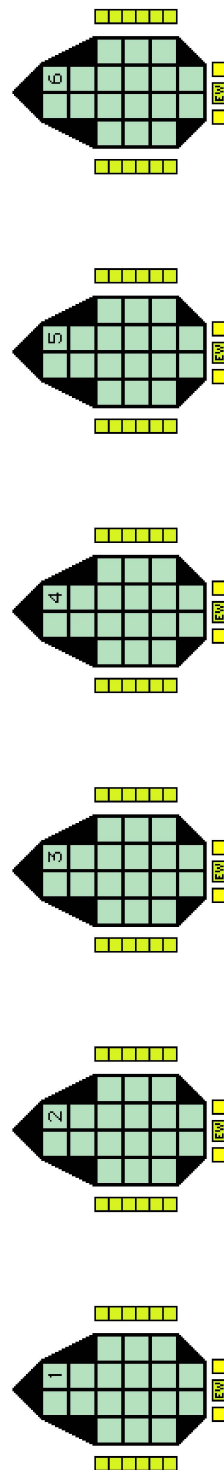
2xPh-2-FA
1xPh-3-RX
DFR = 1
CRIPPLED = 12
SPEED = 15
BPV = 20



CARNIVON DINGO-2i FAST INTERCEPTOR HEAVY FIGHTER SQUADRON

DG-2i HEAVY FIGHTERS

2xPh-2-FH
2xPh-3-FH
2xPh-3-RX
DFR = 1
CRIPPLED = 12
SPEED = 15
BPV = 20



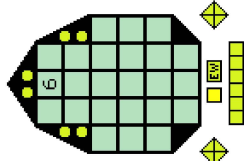
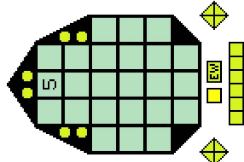
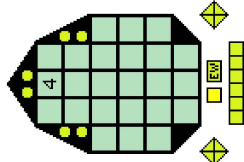
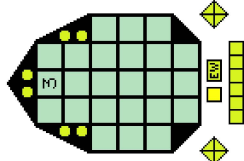
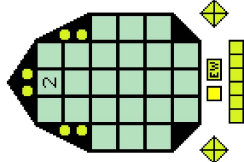
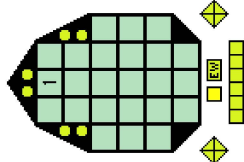
CARNIVON BOMBER SQUADRONS

CARNIVON BEAR-1 MEDIUM BOMBER SQUADRON

BR-1 MEDIUM BOMBERS

1xPh-2-FA
1xPh-2-LS
1xPh-2-RS
1xPh-3-RA

DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 6
BPV = 27

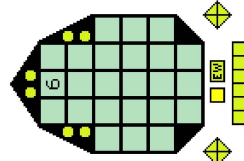
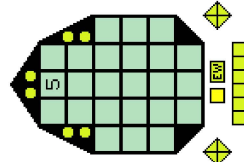
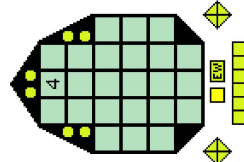
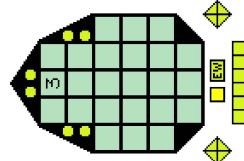
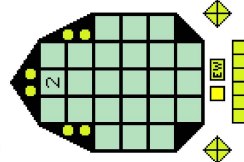
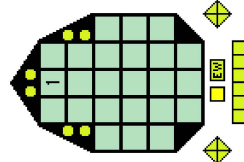


CARNIVON BEAR-2 MEDIUM BOMBER SQUADRON

BR-2 MEDIUM BOMBERS

1xPh-2-FH
1xPh-2-LS
1xPh-2-RS
1xPh-3-RH

DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 12
BPV = 29

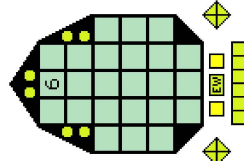
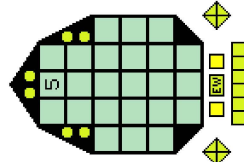
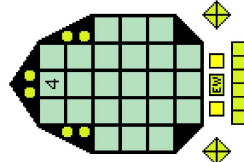
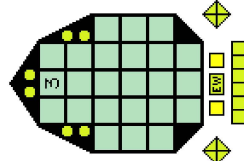
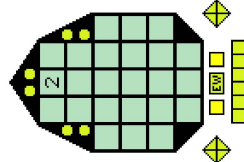
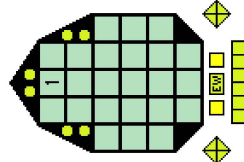


CARNIVON BEAR-3 MEDIUM BOMBER SQUADRON

BR-3 MEDIUM BOMBERS

1xPh-2-FX
1xPh-2-LS
1xPh-2-RS
1xPh-3-RX

DFR = -1
DEGRADED = 12
CRIPPLED = 16
SPEED = 15
BPV = 31

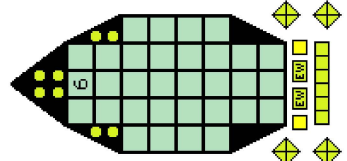
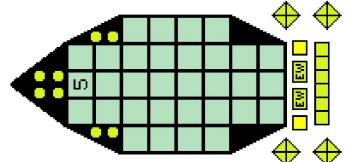
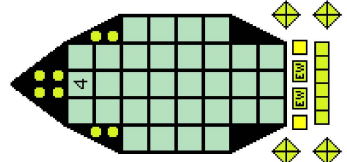
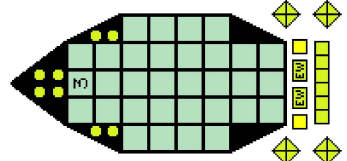
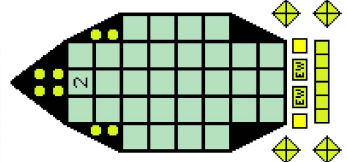
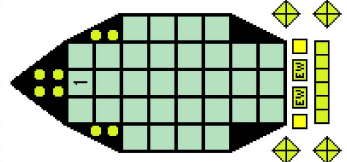


CARNIVON KODIAK HEAVY BOMBER SQUADRON

KO HEAVY BOMBERS

2xPh-2-FX
1xPh-2-LS
1xPh-2-RS
2xPh-3-RX

DFR = -2
DEGRADED = 16
CRIPPLED = 22
SPEED = 15
BPV = 38



CARNIVON INTERCEPTOR SQUADRON

PF DATA TABLE	AA	TURN	SPEED
TYPE = INT	1	2-8	
POINT VALUE = 15/22	2	9-16	
BREAKDOWN = 6	3	17-24	
SHIELD COST = 0	4	25+	
LIFE SUPPORT = 0			
SIZE CLASS = 5			
REFERENCE = R19.PF0			
INT-E BPV = 18			
INT-F BPV = 20			

CREW	BP	CNTR	HET	BD
1				
2				
3				
4				
5				
6				

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR CANNON TABLE

RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NA	1-5	1-4	1-4	1-4	1-4
HIT (OVERLORD)	1-6	1-5	1-5	1-4	1-4	NR
DAMAGE, STD	0	10	8	6	6	6
DAMAGE, OULD	15	15	12	12	9	0

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

WARP ENERGY MOVEMENT COST = 1/6
 ③ = ERRATIC MANEUVER WARP COST
 ⑤ = HET COST

Figure 1 illustrates a 4x4 grid of ship layouts. Each cell in the grid contains a ship layout diagram, a sensor reading, and a damage indicator. The ship layouts are: 1. A ship with a hull, engine, and weapons. 2. A ship with a hull, engine, and weapons. 3. A ship with a hull, engine, and weapons. 4. A ship with a hull, engine, and weapons. The sensor readings are: 1. 60, 2. 60, 3. 60, 4. 60. The damage indicators are: 1. 20, 2. 20, 3. 20, 4. 20. The grid is labeled with 'L' and 'S' on the left and '1' through '4' at the bottom.

DISRUPTOR CANNON TABLE									
RANGE	0	1	2	3-4	5-8	9-10			
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4			
HIT(QUERLORD)	1-6	1-5	1-5	1-4	1-4	NA			
DAMAGE, STD	0	10	8	8	6	6			
DAMAGE, BOLD	15	15	12	12	9	0			

CARNIVON PHASER FAST PATROL SHIP FLOTILLA

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTE
1	1	A
2	1	A
3	1	A
4	1	A
5	1	A
6	1	A

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

PF CREW BP

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

PF DATA TABLE

TYPE	= PFP
POINT VALUE	= 20/35
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R19.PF2
LEADER BPV	= 40/50
SCOUT BPV	= 100/50
SHIELD REFIT	= +5

AA TURN SPEED MODE

1	2-8
2	9-16
3	17-24
4	25+

NIMBLE SHIPS

1	2-8
2	9-16
3	17-24
4	25+

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

DIE RANGE	1	2	3	4	5	6-9
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

TYPE III DEFENSE PHASER

DIE RANGE	1	2	3	4	5	6-9
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

PF DATA TABLE

TYPE	= PFP
POINT VALUE	= 20/35
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 0
SIZE CLASS	= 5
REFERENCE	= R19.PF2
LEADER BPV	= 40/50
SCOUT BPV	= 100/50
SHIELD REFIT	= +5

AA TURN SPEED MODE

1	2-8
2	9-16
3	17-24
4	25+

NIMBLE SHIPS

1	2-8
2	9-16
3	17-24
4	25+

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

DIE RANGE	1	2	3	4	5	6-9
1	6	5	5	4	3	2
2	6	5	4	4	2	1
3	6	4	4	4	1	1
4	5	4	4	3	1	0
5	5	4	3	3	0	0
6	5	3	3	3	0	0

TYPE III DEFENSE PHASER

DIE RANGE	1	2	3	4	5	6-9
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

CARNIVON FAST PATROL SHIP VARIANTS

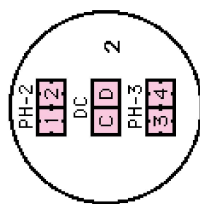
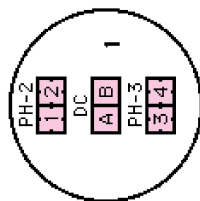
HEEL NIPPER VARIANT (PFH)	SURVEY VARIANT (PFQ)	CARGO VARIANT (PFC)	GROUND ASSAULT VARIANT (PFG)
RECOVERY VARIANT (PFR)	WORKBOAT VARIANT (WB)	FIGHTER-CONVEYOR VARIANT (PFF)	MINE WARFARE VARIANT (PFM)

PLANETARY DEFENSE SYSTEM

DEFENSE SATELLITES (DC)

HIGH ORBIT

ALL WEAPONS ARE 360°.



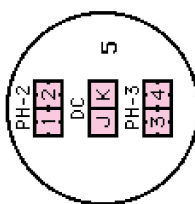
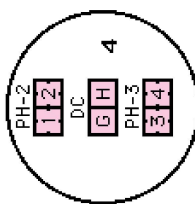
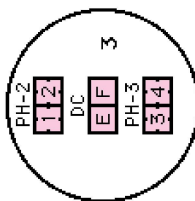
TYPE	POINT VALUE	DEFSAT
PH-2	1	20
PH-1	2	20
PH-3	3	20
SIZE CLASS	REFERENCE	R1.15
PH-2	1	7
PH-1	2	7
PH-3	3	7

DAMAGE POINTS	8	16	24
PH-2	1	2	3
PH-1	4	5	6
PH-3	7	8	9

DAMAGE POINTS	8	16	24
PH-2	1	2	3
PH-1	4	5	6
PH-3	7	8	9

DEFENSE SATELLITES OF THIS TYPE ARE USED BY THE CARNIVONS.

LOW ORBIT



DAMAGE POINTS	8	16	24
PH-2	1	2	3
PH-1	4	5	6
PH-3	7	8	9

DAMAGE POINTS	8	16	24
PH-2	1	2	3
PH-1	4	5	6
PH-3	7	8	9

DAMAGE POINTS	8	16	24
PH-2	1	2	3
PH-1	4	5	6
PH-3	7	8	9

TYPE II PHASER TABLE

DIE ROLL	4-9	10-15	16-21	22-27	28-33	34-39	40-45
1	6	5	4	3	2	1	1
2	6	5	4	3	2	1	0
3	6	5	4	3	2	1	0
4	5	4	3	2	1	0	0
5	5	4	3	2	1	0	0
6	5	4	3	2	1	0	0

TYPE III DEFENSE PHASER

DIE ROLL	4-9	10-15	16-21	22-27	28-33	34-39	40-45
1	4	4	4	3	1	1	1
2	4	4	4	3	1	0	0
3	4	4	4	3	1	0	0
4	4	4	4	3	1	0	0
5	4	4	3	2	0	0	0
6	4	3	3	1	0	0	0

DISRUPTOR CANNON TABLE

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



GROUND-BASED DISRUPTOR CANNONS

SHIELD	1	2	3
PH-2	1	2	3
PH-1	4	5	6
PH-3	7	8	9
BRDG	1	2	3
HULL	4	5	6
AWR	7	8	9
SENSOR	10	11	12
DAM CON	13	14	15
EX DAM	16	17	18
SCANNER	19	20	21
CREW UNITS	22	23	24
BP	25	26	27

DISRUPTOR CANNON 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 (DEFAC)	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	1-4	NA	NA	NA
DAMAGE, STD	0	10	8	8	6	6	4	4	2
DAMAGE, OULD	15	15	12	12	9	0	0	0	0