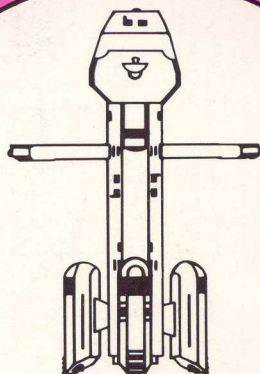
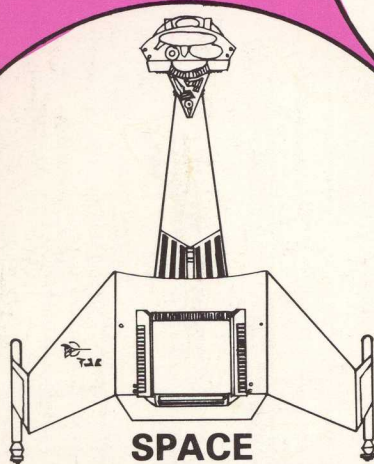


STAR FLEET BATTLES COMMANDER'S SSD BOOK #6

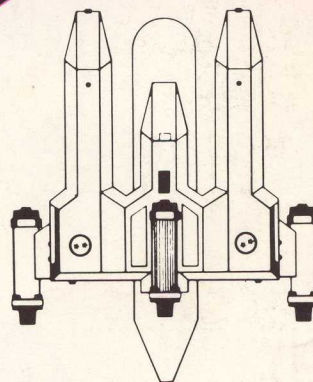
8/25/88
SALE!
-2.50



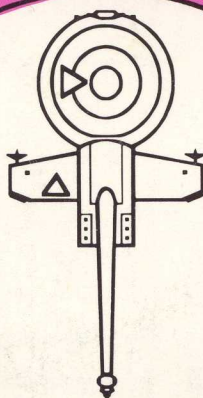
**POLICE
SHIPS**



**SPACE
CONTROL SHIPS**



LIGHT TUGS



**SURVEY
CRUISERS**



3018

CREW UNITS

SHIP DATA TABLE	
TYPE	= LTT
POINT VALUE	= 116/75
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.38
REFIT BPV	= 120/79

TRANSPORTER BOMBS

PROBES

TYPE III DEFENSE PHASE									
DIE RANGE		4- 9-			3 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		

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

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

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

SHADED BOXES ARE THE LTT+ REFIT.

[illegible]

IDENT	HIT POINTS	NOTES

TYPE = NCYL
POINT VALUE = 120/100

8

1					6
---	--	--	--	--	---

[illegible][illegible]

5

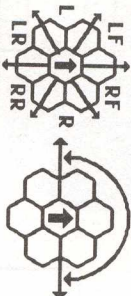
DIE RANGE	ROLL
6-9	1
16-26	2
51-75	3
	4
	5
	8
	15
	25
	50
	75

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

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

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

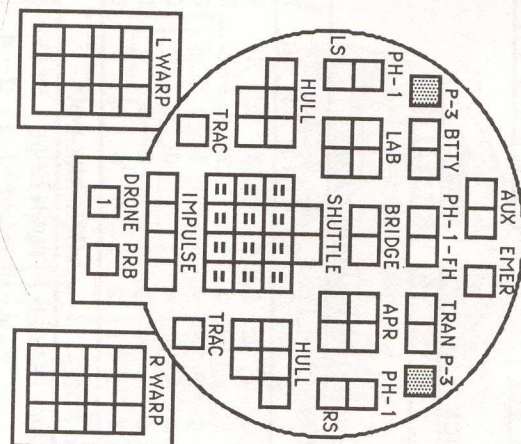
DIE RANGE		4-9-	
ROLL	0	1	2
1	4	4	3
2	4	4	2
3	4	4	1
4	4	4	0
5	4	3	0
6	3	3	1

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


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SHIELD #1

[illegible][illegible]

6	6	5	3	1	0
---	---	---	---	---	---

4	4	2	2	2	0
---	---	---	---	---	---

PHASER-3 FIRING ARCS ARE LS/RS.
SHADED BOXES ARE THE NCYL + REFIT

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

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

CREW UNITS

[illegible][illegible]

DECK CREWS										PROBES				
														5

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE

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

DISRUPTOR TABLE

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

SHIP DATA TABLE	
TYPE	= C8S
POINT VALUE	= 245/210
BREAKDOWN	= 3-6
SHIELD COST	= 1*3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R3.39

K REFIT BPV = 253/218

ANTI-DRONES					
1					
2					

DRONE RACKS

1							E
2							E

THIS SHIP CAN FIRE FOUR DRONES FROM EACH RACK EACH TURN.

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ANTI-DRONE TABLE

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

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	

3-30	31-40	TURNOVER MODE	SPEED
1-2	1-2	1	2-4
1-2	1-2	2	5-8
1-3	1-2	3	9-12
NA	NA	4	13-17
NA	NA	5	18-24
2	1	6	25+

	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.	$1\frac{1}{2}$	3	$4\frac{1}{2}$	6	$7\frac{1}{2}$	9	$10\frac{1}{2}$	12	$13\frac{1}{2}$	15	$16\frac{1}{2}$	18	$19\frac{1}{2}$	21	$22\frac{1}{2}$	24	$25\frac{1}{2}$	27	$28\frac{1}{2}$	30	$31\frac{1}{2}$	33	$34\frac{1}{2}$	36	$37\frac{1}{2}$	39	$40\frac{1}{2}$	42	$43\frac{1}{2}$	45



SHIELD #1

[illegible]

SHIELD #6

SENSOR SCANNER

0 0 0 1 2 3 5 9

6 6 6 5 3 2 1 0

SHIELD #2

DAM CON EX DAM

6 6 4 4 2 2 2 0

TRAC PH-1-FX TRAC

PH-2

BRIDGE

LF RF R

SECURITY DRONE EMER

BITTY TRAN

LAB

F HULL

THIS SHIP CAN CONTROL
DRONES EQUAL TO DOUBLE
ITS SENSOR RATING.

PHASER-2'S MARKED "K"
ARE CHANGED TO PHASER-1
ON THE K-REFIT.

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

CREW UNITS

CREW UNITS		ADMINISTRATIVE SERVICES		HIT POINTS		NOTES	
	*	10					
		20					
		30					
		40					

SHIP DATA TABLE	
TYPE	= D7E
POINT VALUE	= 140/120
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.43
REFIT BPV	= 144/124

[illegible][illegible]

DRONE RACK

PROBES 5

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



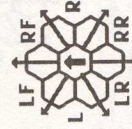
THE SPECIAL SENSORS
ARE DESTROYED ON
DISRUPTOR HITS.

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

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

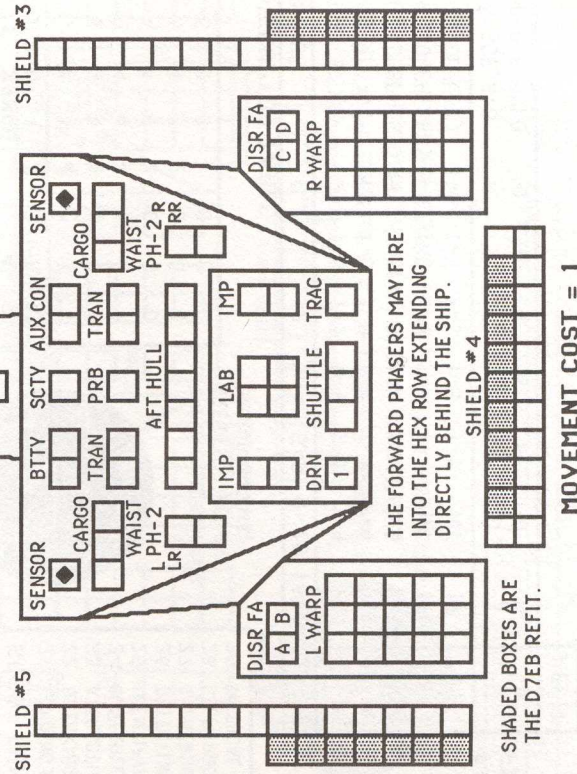
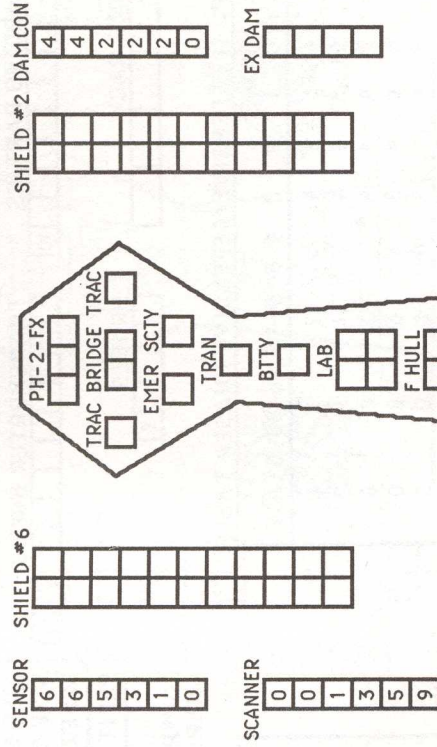
SCOUT FUNCTIONS SUMMARY

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



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

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KLINGON D-5H LIGHT TACTICAL TRANSPORT

SHIP DATA TABLE	
TYPE	= D5H
POINT VALUE	= 95
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.54

LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.54

REFERENCE = R3.54

TYPE III DEFENSE PHASER

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

WITHOUT PODS

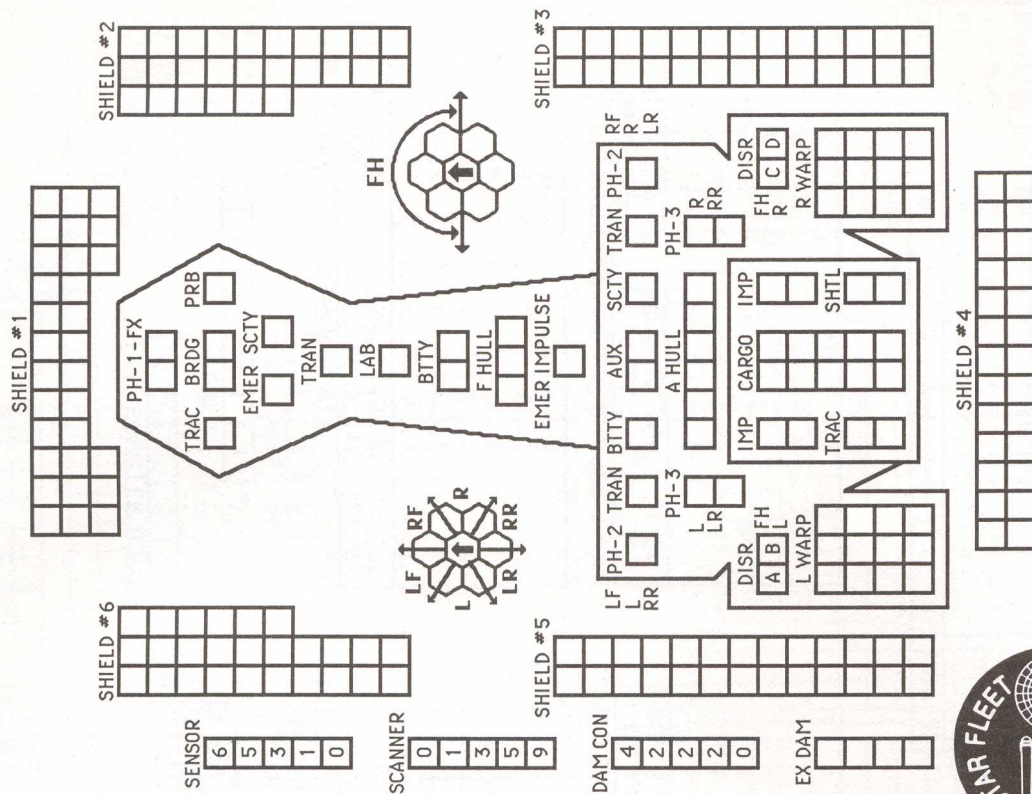
TYPE II PHASER TABLE										WITHOUT PODS		WITH ONE POD		DOUBLE POD			
DIE RANGE		4-9		16-31-		TURN		SPEED		TURN		SPEED		TURN		SPEED	
ROLL	0	1	2	3	8	15	30	50	1	2-5	1	2-4	1	2-4	1	2-4	
1	6	5	5	4	3	2	1	1	1	2-5	1	2-4	1	2-4	1	2-4	
2	6	5	4	4	2	1	1	0	2	6-10	2	5-9	2	5-8	2	5-8	
3	6	4	4	4	1	1	0	0	3	11-15	3	10-14	3	9-12	3	9-12	
4	5	4	4	3	1	0	0	0	4	16-21	4	15-20	4	13-17	4	13-17	
5	5	4	3	3	0	0	0	0	5	22-28	5	21-27	5	18-24	5	18-24	
6	5	3	3	3	0	0	0	0	6	29+	6	28+	6	25+	6	25+	

INSERT
POD
IF USED

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	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	12	13	14	14	15	16	16	17	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	



PHASER-2 LR/RR ARCS ARE BLOCKED BY A POD.
MOVEMENT COST: WITHOUT PODS = 2/3
WITH ONE POD = 1: WITH DOUBLE POD = 1+1/3



ROMULAN OPTIMIZED
CONDOR (ROC) DREADNOUGHT

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		
50		
60		

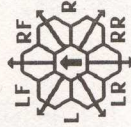
BOARDING PARTIES						TRANSPORTER BOMBS					
					10						12
					20						

PROBES 5

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

PSEUDO-PLASMA TORPEDOES



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 FA = LF + RF
 RA = LR + RR

[illegible]

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



ADMINISTRATIVE SHUTTLES

[illegible]

SHIP DATA TABLE	
TYPE	= SCS
POINT VALUE	= 244*
BREAKDOWN	= 5-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 30/6
REFERENCE	= R4.49

SHIP DATA TABLE	
TYPE	= SCS
POINT VALUE	= 244*
BREAKDOWN	= 5-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
CLOAK COST	= 30/6
REFERENCE	= R4.49

[illegible][illegible]

PROBES

[illegible]

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

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

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

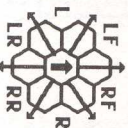
☐ A R
 ☐ B S
 ☐ C S
 ☐ D F
 ☐ E F

☐ A R
 ☐ B S
 ☐ C S
 ☐ D F
 ☐ E F

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

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

$$FA = LF + RF$$

$$RA = LR + RR$$


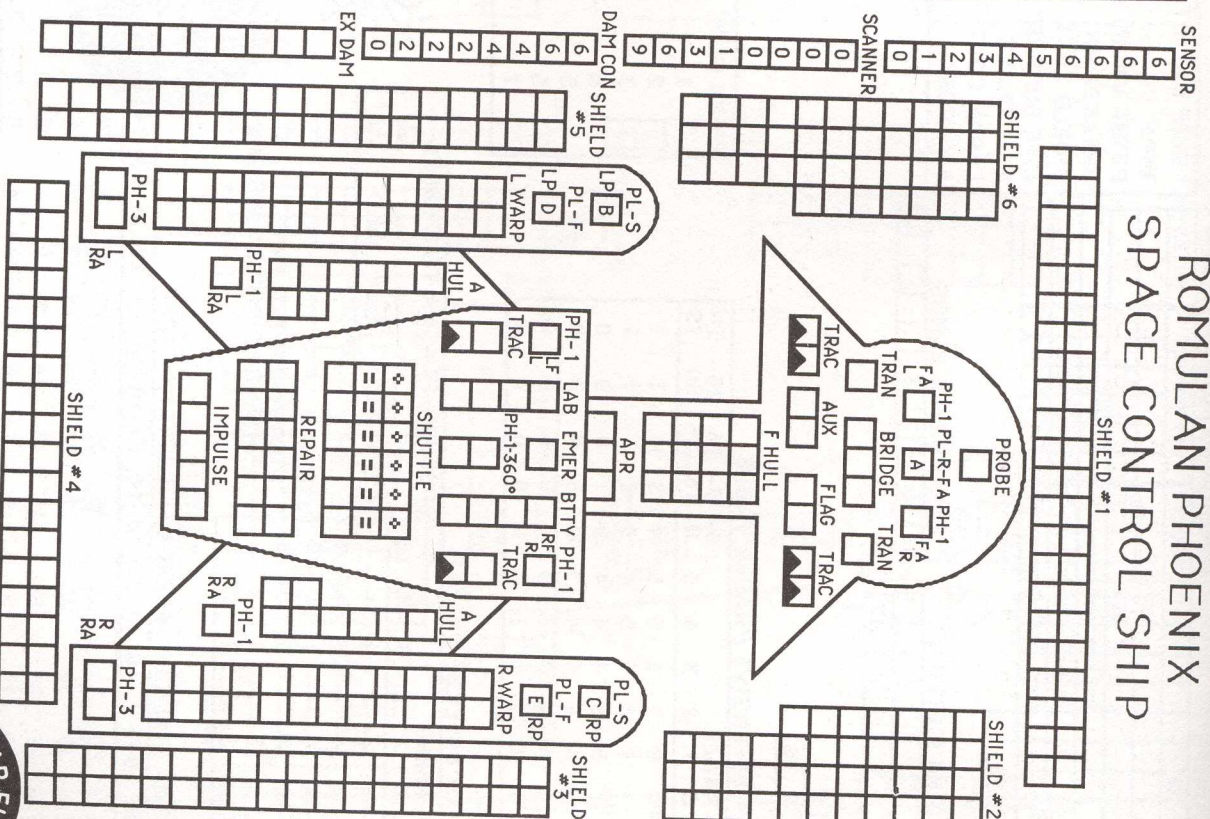
RANGE 0-5 6-10 11-12 13-14 15 16-18 19 20 21-23 24 25 26-28 29 30

TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	FIGHTERS ONLY							

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
Frac.	$1\frac{1}{2}$	3	$4\frac{1}{2}$	6	$7\frac{1}{2}$	9	$10\frac{1}{2}$	12	$13\frac{1}{2}$	15	$16\frac{1}{2}$	18	$19\frac{1}{2}$	21	$22\frac{1}{2}$	24	$25\frac{1}{2}$	27	$28\frac{1}{2}$	30	$31\frac{1}{2}$	33	$34\frac{1}{2}$	36	$37\frac{1}{2}$	39	$40\frac{1}{2}$	42	$43\frac{1}{2}$	45

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
Frac.	$1\frac{1}{2}$	3	$4\frac{1}{2}$	6	$7\frac{1}{2}$	9	$10\frac{1}{2}$	12	$13\frac{1}{2}$	15	$16\frac{1}{2}$	18	$19\frac{1}{2}$	21	$22\frac{1}{2}$	24	$25\frac{1}{2}$	27	$28\frac{1}{2}$	30	$31\frac{1}{2}$	33	$34\frac{1}{2}$	36	$37\frac{1}{2}$	39	$40\frac{1}{2}$	42	$43\frac{1}{2}$	45

ROMULAN PHOENIX
SPACE CONTROL SHIP



CREW UNITS

[illegible][illegible]

BOARDING PARTIES					
					10
					20

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



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

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



TYPE III DEFENSE PHASER						
DIE ROLL	RANGE		4-9-15			
	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

**PSEUDO-PLASMA
TORPEDOES**

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

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[illegible]

PI ASMA TORPEDO WARHEAD STRENGTH TABLE

[illegible]

MOVEMENT COST = 1

ADMINISTRATIVE SHUTTLES

[illegible]

TRANSPORTER BOMBS

[illegible]

PROBES

8							
5							

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	7 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			

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE		0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1	
TYPE G	20	20	15	15	15	10	5	1	0	0	0	
TYPE F	20	15	10	5	1	0	0	0	0	0	0	
TYPE D	10	8	5	2	1	0	FIGHTERS ONLY					



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	2	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 SCIENTIFIC INFORMATION
- 28 SELF-PROTECTION
- 29 TACTICAL INTELLIGENCE

SHIP DATA TABLE

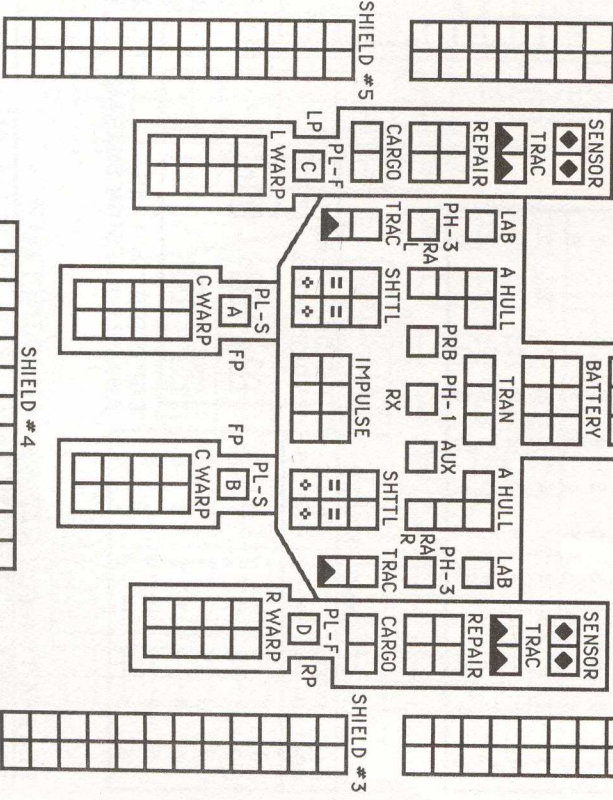
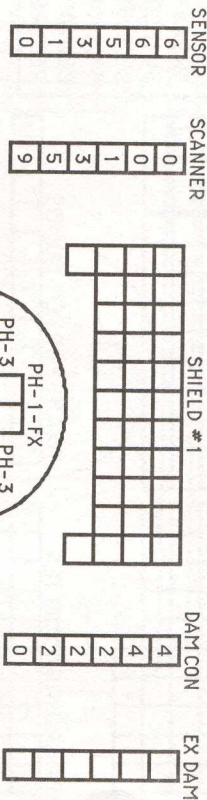
TYPE	=	TH-H
POINT VALUE	=	180*
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	24/4
REFERENCE	=	R4.50

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

ROMULAN THUNDERHAWK
SPACE CONTROL SHIP



MOVEMENT COST =

THE SPECIAL SENSORS ARE DESTROYED ON PHASER HITS.

ROMULAN SUPERHAWK COMMAND CRUISER

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

TYPE I OFFENSIVE PHASER TABLE

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1
TYPE G	20	20	15	15	15	10	5	1	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0

TYPE III DEFENSE PHASER

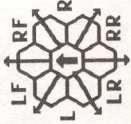
DIE RANGE	ROLL	0	1	2	3	8	15
1	4	4	4	3	1	1	1
2	4	4	4	2	1	0	0
3	4	4	4	1	0	0	0
4	4	4	3	0	0	0	0
5	4	3	2	0	0	0	0
6	3	3	1	0	0	0	0



SHIP DATA TABLE	
TYPE	= SupH
POINT VALUE	= 172*
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 20/4
REFERENCE	= R4.34

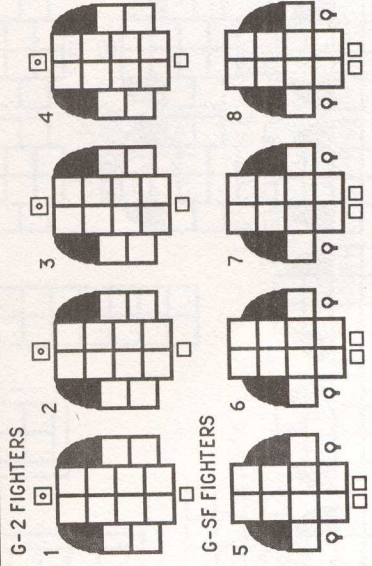
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TURN MODE	SPEED
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+



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

PSEUDO-PLASMA TORPEDOES	
A	S
B	S
C	F
D	F



SENSOR

6
6
5
3
1
0

SCANNER

0
0
1
3
5
9

SHIELD #1

4
4
2
2
2
0

DAM CON

4
4
2
2
2
0

EX DAM

4
4
2
2
2
0

SHIELD #2

4
4
2
2
2
0

SHIELD #3

4
4
2
2
2
0

SHIELD #4

4
4
2
2
2
0

SHIELD #5

4
4
2
2
2
0

SHIELD #6

4
4
2
2
2
0

MOVEMENT COST = 1

ADMINISTRATIVE SHUTTLES

[illegible]

8

[illegible][illegible]

TYPE = SupH-B
DINT VALUE = 161/1403

BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.29

5

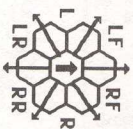
TURN MODE SPEED

TURN MODE SPEED

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

[illegible]

	RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1	
TYPE G	20	20	15	15	15	10	5	1	0	0	0	
TYPE F	20	15	10	5	1	0	0	0	0	0	0	
TYPE D	10	8	5	2	1	0	FIGHTERS ONLY					



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

TORPEDOES

A	S	B	S	C	F	D	F
---	---	---	---	---	---	---	---

$$\begin{aligned} \mathbf{F}\mathbf{X} &= \mathbf{I} + \mathbf{L}\mathbf{F} + \mathbf{R}\mathbf{F} + \mathbf{R} \\ \mathbf{L}\mathbf{S} &= \mathbf{L}\mathbf{F} + \mathbf{I} + \mathbf{L}\mathbf{R} \\ \mathbf{R}\mathbf{S} &= \mathbf{R}\mathbf{F} + \mathbf{R} + \mathbf{R}\mathbf{R} \\ \mathbf{R}\mathbf{X} &= \mathbf{I} + \mathbf{L}\mathbf{R} + \mathbf{R}\mathbf{R} + \mathbf{R} \end{aligned}$$

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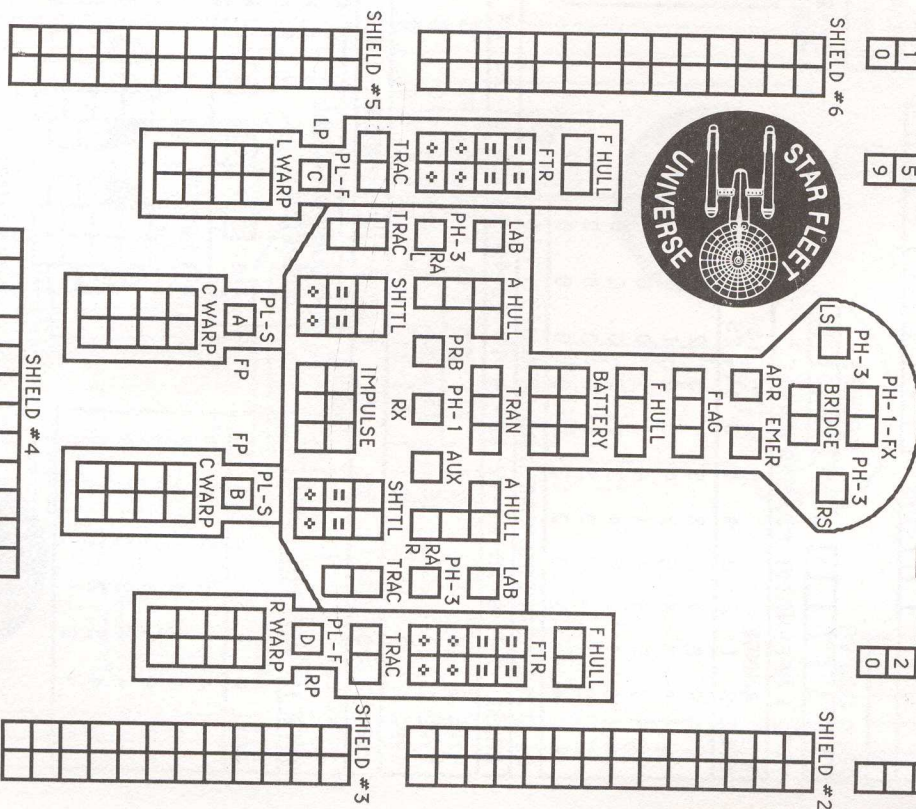
ROMULAN SUPERHAWK-B

HEAVY CARRIER
"IMPERIAL STANDARD"



Diagram illustrating the layout of the PH-1-FX robot's sensors and scanner. The robot is represented by a circle with a central body and two arms. The top arm is labeled "SHIELD #1". The bottom arm is labeled "DAM CON". The robot has a "SENSOR" array on the left and a "SCANNER" array on the right. The "EX DAM" sensor is located at the bottom.

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



MOVEMENT COST = 1

[illegible]

IDENT	HIT POINTS	NOTES

TYPE	=	MCC
POINT VALUE	=	125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.26

SHIELD #1

SHIELD #									
6	9	4	3	2	0				

SCANNER [illegible]

Shield #3: A 3x10 grid with the top-right 2x4 cells missing.

1						B
2						B
3						B
4						B

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

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

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	1

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

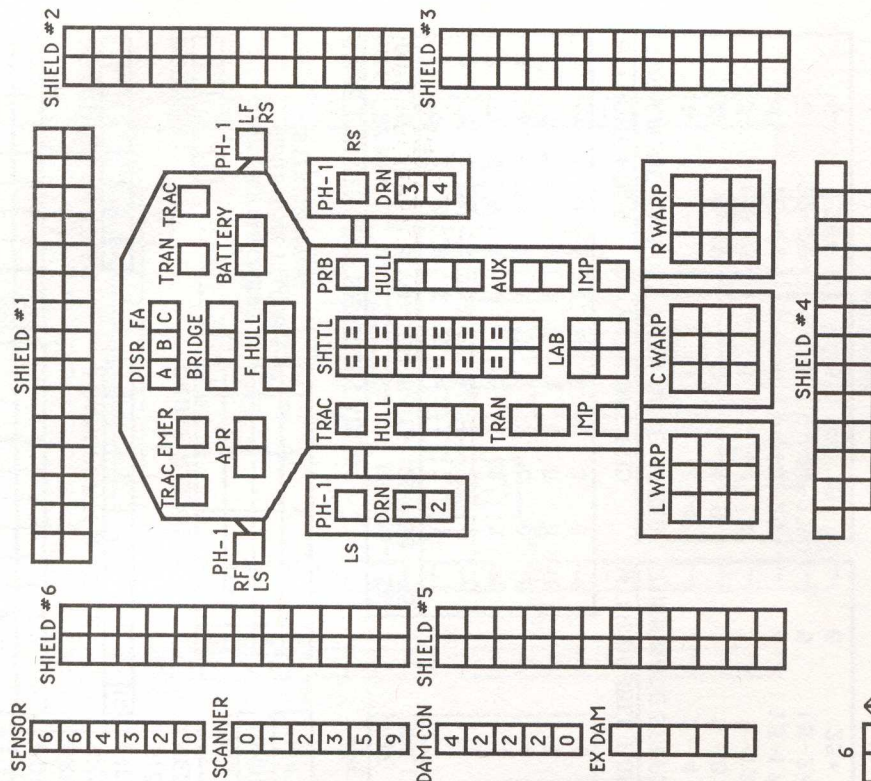
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (DERFACS)	NR	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NR	NR	NR
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

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



KZINTI MEDIUM CARRIER

TRANSPORTER BOMBS
 PROBES
 DRONE RACKS



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	$2\frac{2}{3}$	$3\frac{1}{3}$	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

[illegible][illegible]

8

[illegible]

5

1					A
---	--	--	--	--	---

2					G
3					A
4					G

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

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

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

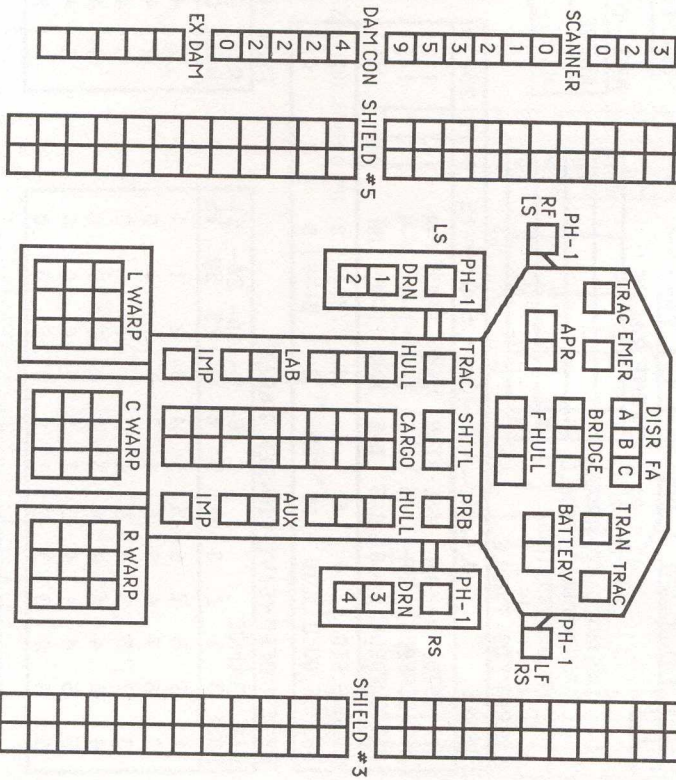
TACTICAL TRANSPORT

SHIELD #6

SENSOR
6
6
4
3
2
0
SCANNER

SCANNER

P
RF
LS



TURN MODE SPEED

TURN MODE SPEED

TURN MODE SPEED

1
2-5

1 2-4

1
2-4

1101

[illegible]

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 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99	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 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99
---	---

**INSERT
POD
IF USED**

RANGE 0

1 2 3-4 5-8

-15 16-22 23-30

HIT(DEFACS) NA

1-5 1-4 1-4

1-4 1-3 1-3

DAMAGE, STD 0

5	4	4	3
---	---	---	---

3	2	2
---	---	---

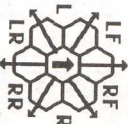
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WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX

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



ADMINISTRATIVE SHUTTLES

CREW UNITS					ADMINISTRATIVE SHUTTLES				
		*			IDENT	HIT POINTS	NOTES		
				10					
				20					

SHIP DATA TABLE	
TYPE	= POL
POINT VALUE	= 60
BREAKDOWN	= 5-6
SHIELD COST	= 1+0
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R5.36
REFIT BPV	= 73

[illegible]TRANSPORTER BOMBS

DRONE RACKS				
1				A
2				A
3				E

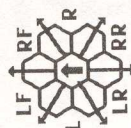
PROBES					5
--------	--	--	--	--	---

ON SOME SHIPS DRONE
RACK #3 IS TYPE-A.

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

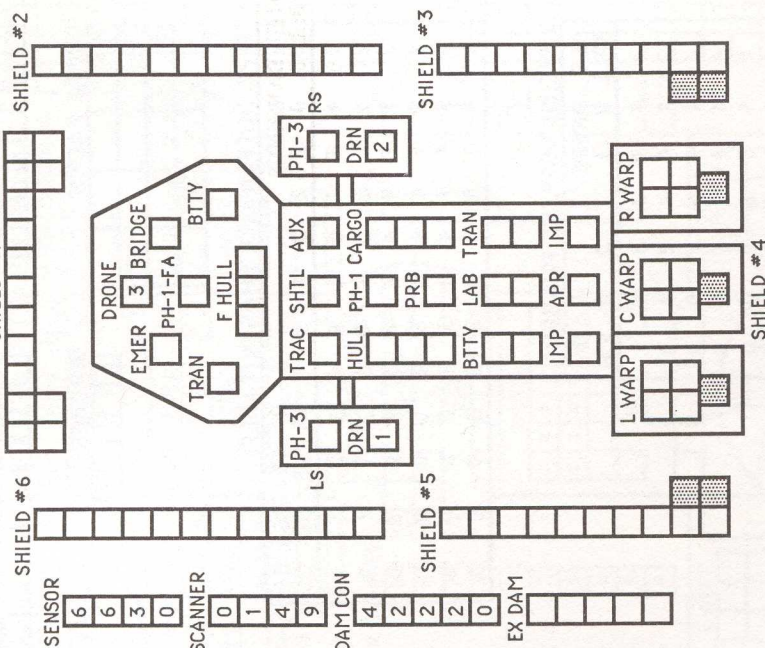
TURN MODE	SPEED
1	2-6
2	7-12
3	13-19
4	20-26
5	27+

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


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


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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	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



PH-1 ON REAR HULL IS 360°.
SHADED BOXES ARE THE C-8 REFIT.

[illegible][illegible][illegible][illegible]

1				
2				
3				
4				

5

SHIP DATA TABLE		
TYPE	=	FH
POINT VALUE	=	70
BREAKDOWN	=	5-6
SHIELD COST	=	1+0
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.41
REFIT BPV	=	87

DIE	RANGE	6-9	16-26	51-75
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 31 32 33 34 35 36 37 38 39
1	9 8 7 6 5 4 3 2 1 0	3 2 1 0 0 0 0 0 0 0	1 0 0 0 0 0 0 0 0 0	1 0 0 0 0 0 0 0 0 0
2	8 7 6 5 4 3 2 1 0 9	2 1 0 0 0 0 0 0 0 0	1 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 9 8	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 0
4	6 5 4 3 2 1 0 9 8 7	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 0 0
5	5 4 3 2 1 0 9 8 7 6	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 0 0
6	4 3 2 1 0 9 8 7 6 5	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 0 0

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 4 3 0	0 0
6	3 3 1 0	0 0

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

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.	$\frac{1}{3}$	$\frac{2}{3}$	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

The diagram illustrates the bridge layout of the USS Enterprise (NCC-1701-A). The central console area is the primary command center, featuring the D/SR-FA (Director/Ship's Representative) station, the PH-3 (Public Address) station, the TRAC (Tactical) station, and the EMER (Emergency) station. The PH-1-FA (Public Address) and APR (Alert) stations are also located in this central area. The LS (Left Side) and RS (Right Side) stations are positioned on the left and right sides of the console, each equipped with a PH-3 and a DRN (Drive) station. The layout is surrounded by various support stations, including SHIELD #1, #2, #3, #4, #5, and #6, EX DAM (External Damage Assessment), and SCANNER (Scanner). The layout is also divided into three main sections: L WARP (Left Warp), C WARP (Center Warp), and R WARP (Right Warp).


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

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SHADED BOXES ARE THE C-10 REFIT.

PH-1 ON REAR HULL IS 360°.

CREW UNITS

CREW UNITS		BOARDING PARTIES		IDENT	HIT POINTS	NOTES
	*	10				
		20				
		30				
		40				
		50				
		60				
		70				

BOARDING PARTIALS					
					10
					20

DECK CREWS									
									10

PROBES				
				5

**PSEUDO-PLASMA
TORPEDOES**

PLASMA TORPEDO WARHEAD STRENGTH TABLE												
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21	22	23	24
TYPE R	50	50	35	35	35	25	25	25	25	25	25	25
TYPE S	30	30	22	22	22	15	15	15	15	15	15	15
TYPE G	20	20	15	15	15	10	5	5	5	5	5	5
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	FIGHTERS					

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

SHIP DATA TABLE	
TYPE	= SCS
POINT VALUE	= 268
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R6.20

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0		FIGHTERS ONLY		REPLACE DRONE-I-			

TYPE I OFFENSIVE PHASER TABLE

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

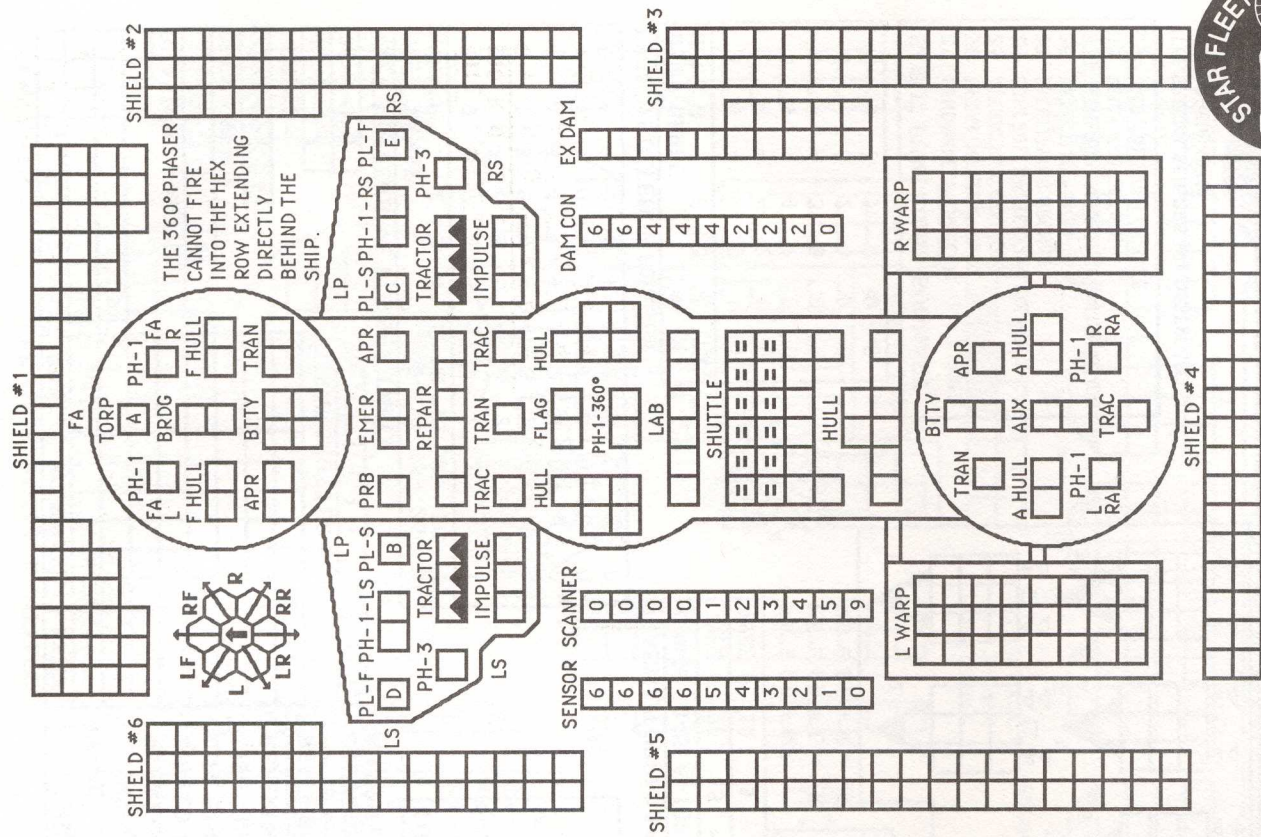
G-18 FIGHTERS

BUREAU

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

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WAPP ENERGY MOVEMENT COST = $1 + 1/2$ ENERGY POINT PER HEX



[illegible][illegible]

TYPE	=	SR
POINT VALUE	=	115/95
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.30
REFIT BPV	=	129/109

SHIELD #1

PH-1 TRAC PH-1

FA ☐ BRDG ☐ FA

L ☐ R

F HULL ☐ F HULL

APR ☐ BTBY ☐ TRAN ☐

[illegible][illegible]

TYPE	=	SR
POINT VALUE	=	115/95
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.30
REFIT BPV	=	129/109

SHIELD #1

PH-1 L FA HULL

APR BRDG BITTY TRAN

1	
2	

[illegible]

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

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

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

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1

A diagram of a hexagonal lattice structure. A central hexagon contains a right-pointing arrow. Six lines radiate from this central hexagon to six surrounding hexagons. These surrounding hexagons are labeled: 'L' (top), 'LF' (top-right), 'RF' (right), 'R' (bottom-right), 'RR' (bottom), and 'LR' (bottom-left).

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

A	F	B	F
---	---	---	---

22 BREAKING LOCK-ONS

24 CONTROLLING SEEKING WEAPONS

26 DETECTING MINES

27 GATHERING SCIENTIFIC INFORMATION

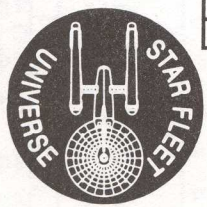
28 SELF-PROTECTION

29 TACTICAL INTELLIGENCE

THE SPECIAL SENSORS ARE DESTROYED
ON TORPEDO HITS.

WARD 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	$2\frac{2}{3}$	$3\frac{1}{3}$	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



CREW UNITS

[illegible]

TRANSPORTER BOMBS

[illegible]

TABLE

DIE ROLL	RANGE		6-			9-			16-			26-			51-		
	0	1	2	3	4	5	8	15	25	32	40	50	60	75	85	95	
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						

1000 JOURNAL OF CLIMATE

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

A diagram of a hexagonal lattice structure. A central hexagon has an upward-pointing arrow. Six lines radiate from this central hexagon to the centers of the six adjacent hexagons. These lines are labeled: 'R' for the top-right line, 'LR' for the top-left line, 'LL' for the bottom-left line, 'L' for the bottom line, 'LR' for the bottom-right line, and 'R' for the top line.

PSEUDO-PLASMA TORPEDOES

A S B F C F

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

RANGE		0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1	
TYPE G	20	20	15	15	15	10	5	1	0	0	0	
TYPE F	20	15	10	5	1	0	0	0	0	0	0	
TYPE D	10	8	5	2	1	0	FIGHTERS ONLY					

•

1000

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

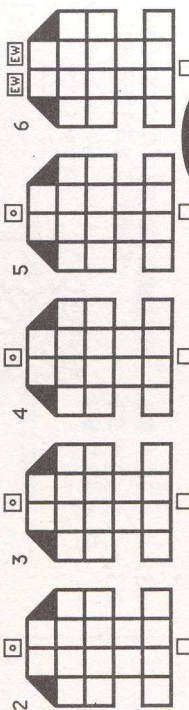
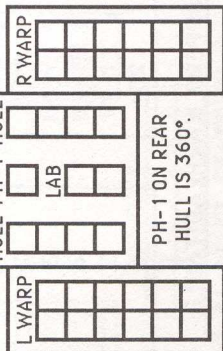
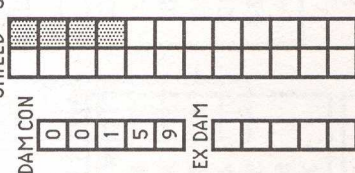
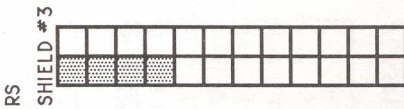
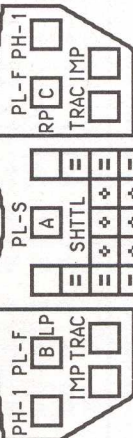
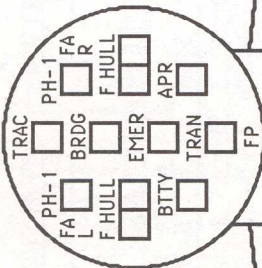
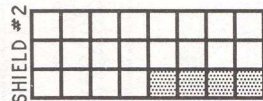
SHIP DATA TABLE	
TYPE	= HDV
POINT VALUE	= 110/95
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.27
REFIT BPV	= 114/99

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

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

Diagram illustrating the sensor and shield assembly. The sensor is a 5x6 grid with values 6, 6, 4, 1, 0 in the first column. The shield is a 5x6 grid with the top-right 3x3 area shaded.

SCANNER 4 2 2 2 0



ADMINISTRATIVE SHUTTLES

[illegible]

PROBES

5				
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BOARDING PARTIES

8

TRANSPORTER BOMBS

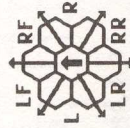
[illegible]

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

DIE ROLL	RANGE			4-9-15		
	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


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

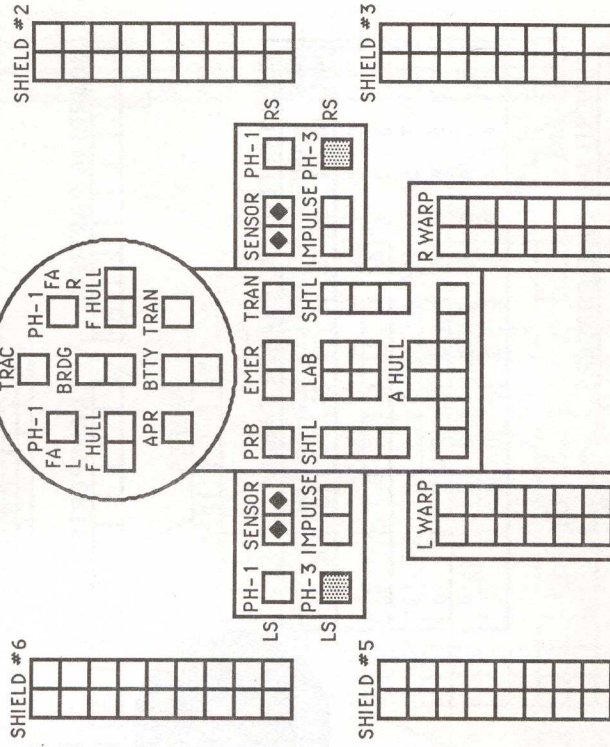
SCOUT FUNCTIONS SUMMARY

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

**SPECIAL SENSORS
ARE DESTROYED
ON TORPEDO HITS.**

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GORN LARGE SCOUT

[illegible]

SHIELD #4							
-----------	--	--	--	--	--	--	--

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

SHADED BOXES ARE THE LSC+ REFIT

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

[illegible][illegible]

SHIELD #1

[illegible][illegible]

TYPE	=	BDL
POINT VALUE	=	103
BREAKDOWN	=	5-6
SHIELD COST	=	1+0
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R6.31

5

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

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

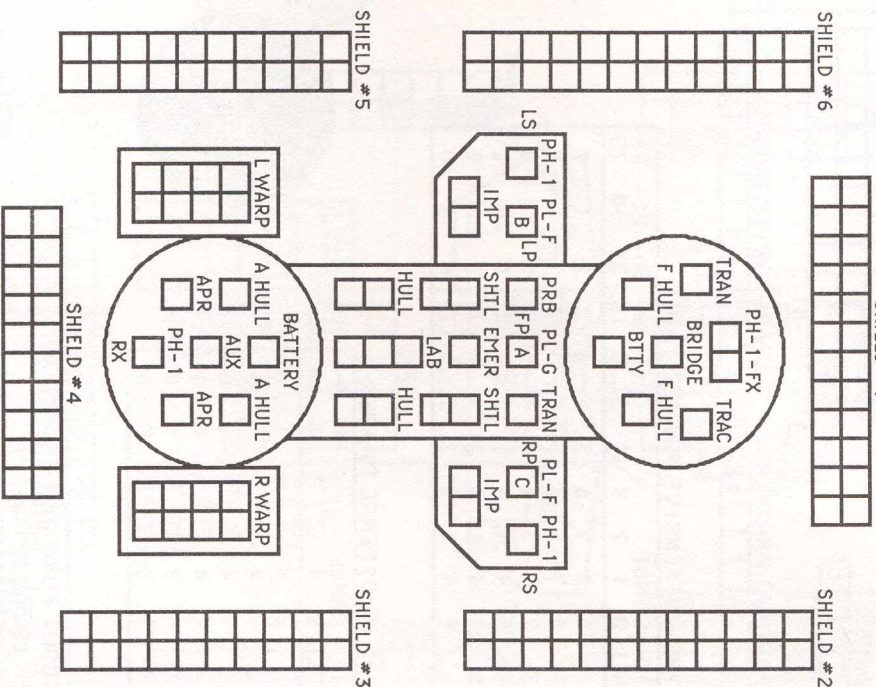
DIE		RANGE		4-9-	
ROLL	0	1	2	3	8 15
1	4	4	4	3	1 1
2	4	4	4	2	1 0
3	4	4	4	1	0 0
4	4	4	4	0	0 0
5	4	4	3	2	0 0
6	3	3	1	0	0 0

A	G	B	F	C	F
---	---	---	---	---	---


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

RANGE		0-5	6-10	11-12	13-14	15	16-18	19	20	21-23
TYPE G	20	20	15	15	15	10	5	1	0	
TYPE F	20	15	10	5	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	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	$\frac{1}{2}$	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



CREW UNITS

[illegible][illegible]

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

PROBES

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

SHIP DATA TABLE		
TYPE	=	CC
POINT VALUE	=	148
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.15

TYPE I OFFENSIVE PHASER TABLE

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

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

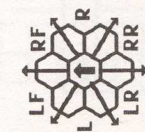
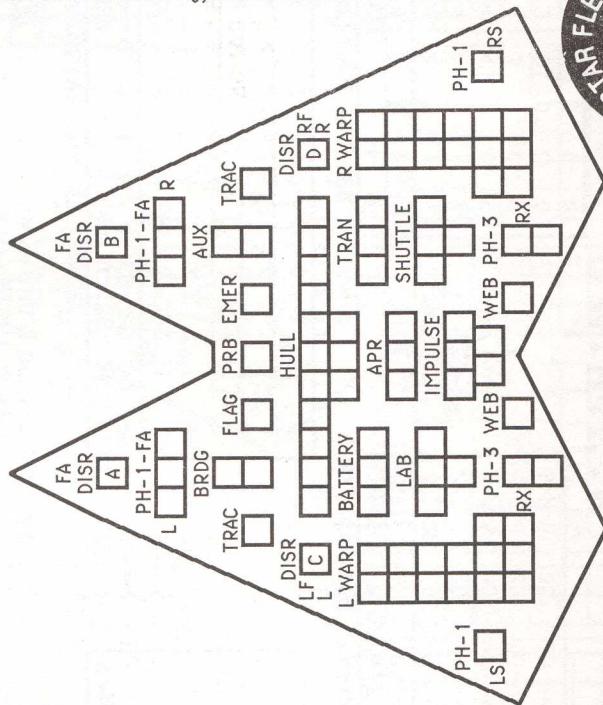
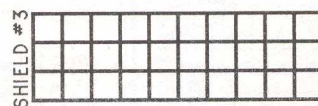
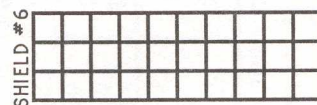
DISRUPTOR TABLE

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

WARP ENERGY MOVEMENT COST = 3/4 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	18	19	20	21	21	22	23	24	25	26	27	28	29	30			
Fract.	$\frac{3}{2}$	$1\frac{1}{2}$	$2\frac{1}{2}$	$3\frac{3}{4}$	$4\frac{1}{2}$	$5\frac{1}{4}$	$6\frac{3}{4}$	$7\frac{1}{2}$	$8\frac{1}{4}$	9	$9\frac{3}{4}$	$10\frac{1}{2}$	$11\frac{1}{4}$	$12\frac{1}{2}$	$13\frac{1}{2}$	$14\frac{1}{4}$	15	$15\frac{3}{4}$	$16\frac{1}{2}$	$17\frac{1}{4}$	18	$18\frac{3}{4}$	$19\frac{1}{2}$	$20\frac{1}{4}$	21	$21\frac{3}{4}$	$22\frac{1}{2}$	23	24	25	26	27	28	29	30

WARP ENERGY MOVEMENT COST = $3/4$ 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	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.	$\frac{3}{10}$	$1\frac{1}{2}$	$2\frac{1}{4}$	$3\frac{3}{8}$	$4\frac{1}{2}$	$5\frac{1}{4}$	$6\frac{3}{8}$	$7\frac{1}{2}$	$8\frac{1}{4}$	$9\frac{3}{4}$	$10\frac{1}{2}$	$11\frac{1}{4}$	$12\frac{1}{2}$	$13\frac{1}{2}$	$14\frac{1}{4}$	$15\frac{3}{4}$	$16\frac{1}{2}$	$17\frac{1}{4}$	$18\frac{3}{4}$	$19\frac{1}{2}$	$20\frac{1}{4}$	$21\frac{3}{4}$	$22\frac{1}{2}$	$23\frac{1}{4}$	$24\frac{3}{4}$	$25\frac{1}{2}$	$26\frac{1}{4}$	$27\frac{3}{4}$	$28\frac{1}{2}$	$29\frac{1}{4}$	$30\frac{3}{4}$



ADMINISTRATIVE SHUTTLES

[illegible]

BOARDING PARTIES

[illegible]

TRANSPORTER BOMBS

[illegible]

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TYPE I OFFENSIVE PHASER TABLE

DIE	RANGE	6-9	16-26	51-75
ROLL	0 1 2 3 4 5 6 7 8 9	10 15 20 25 30 35 40 45 50 55	60 65 70 75 80 85 90 95 100	105 110 115 120 125 130 135 140 145 150
1	9 8 7 6 5 4 3 2 1 0	3 2 1 0 0 0 0 0 0 0	1 0 0 0 0 0 0 0 0 0	1 0 0 0 0 0 0 0 0 0
2	8 7 6 5 4 3 2 1 0 9	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
3	7 6 5 4 3 2 1 0 9 8	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 0
4	6 5 4 3 2 1 0 9 8 7	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 0 0
5	5 4 3 2 1 0 9 8 7 6	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 0 0
6	4 3 2 1 0 9 8 7 6 5	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 0 0

TYPE III DEFENSE PHASER

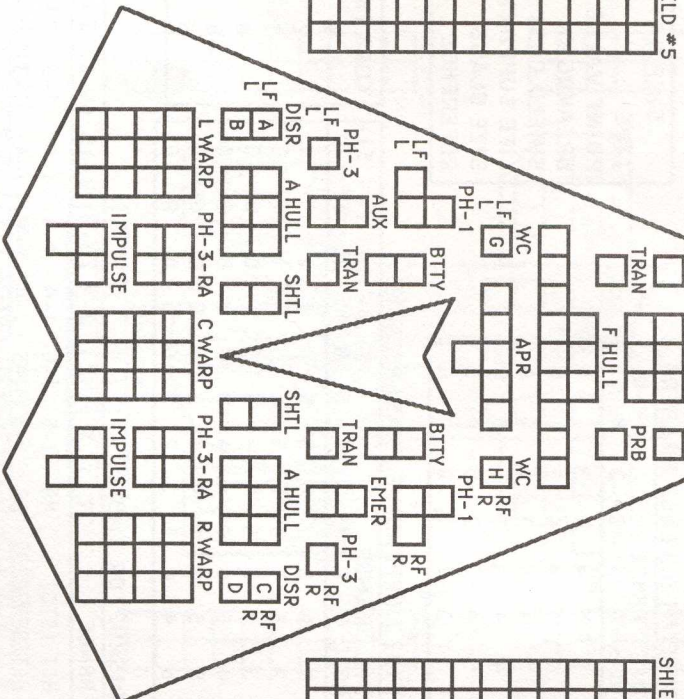
DIE	RANGE	4-	9-
ROLL	0	1	2
1	4	4	3
2	4	4	2
3	4	4	1
4	4	4	0
5	4	3	0
6	3	2	0



WEB CASTER STRENGTH TABLE

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

THOLIAN DPW DREADNOUGHT

[illegible]

DISRUPTOR TABLE

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

PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMGE, OVERLOAD	-----	-----	-----	-----	NA	NA



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

MOVEMENT COST = 1

NEO-THOLIAN SPACE CONTROL SHIP

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

[illegible]

TYPE I OFFENSIVE PHASER TABLE												
DIE ROLL	RANGE		6-8			9-15			16-25			51-75
	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	0
3	7	5	4	4	4	3	1	0	0	0	0	0
4	6	4	4	4	3	2	0	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				WEB CASTER STRENGTH					
DIE ROLL	RANGE		2	3	4- 8	9- 15	ENERGY USED	OF WEB H 1	2
	0	1							
1	4	4	4	4	3	1	1-2-3	10	5
2	4	4	4	4	2	1	2-3-4	20	10
3	4	4	4	4	1	0	3-4-5	30	15
4	4	4	4	3	0	0	4-5-N	35*	20
5	4	3	2	0	0	0	5-N-N	35*	25
6	3	3	1	0	0	0			

DISRUPTOR TABLE									RA =
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	1-4	1-3	
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-3	
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	
DAMAGE, STD	0	5	4	4	3	3	2		
DAMAGE, OULD	10	10	8	8	6	0	0		

WARP ENERGY MODE									
SPEED	1	2	3	4	5	6	7	8	9
Standard	2	3	5	6	8	9	11	12	14
Fract.	$1\frac{1}{2}$	3	$4\frac{1}{2}$	6	$7\frac{1}{2}$	9	$10\frac{1}{2}$	12	$13\frac{1}{2}$

SHIP DATA TABLE	
TYPE	= N-SCS
POINT VALUE	= 260
BREAKDOWN	= 4-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R7.65

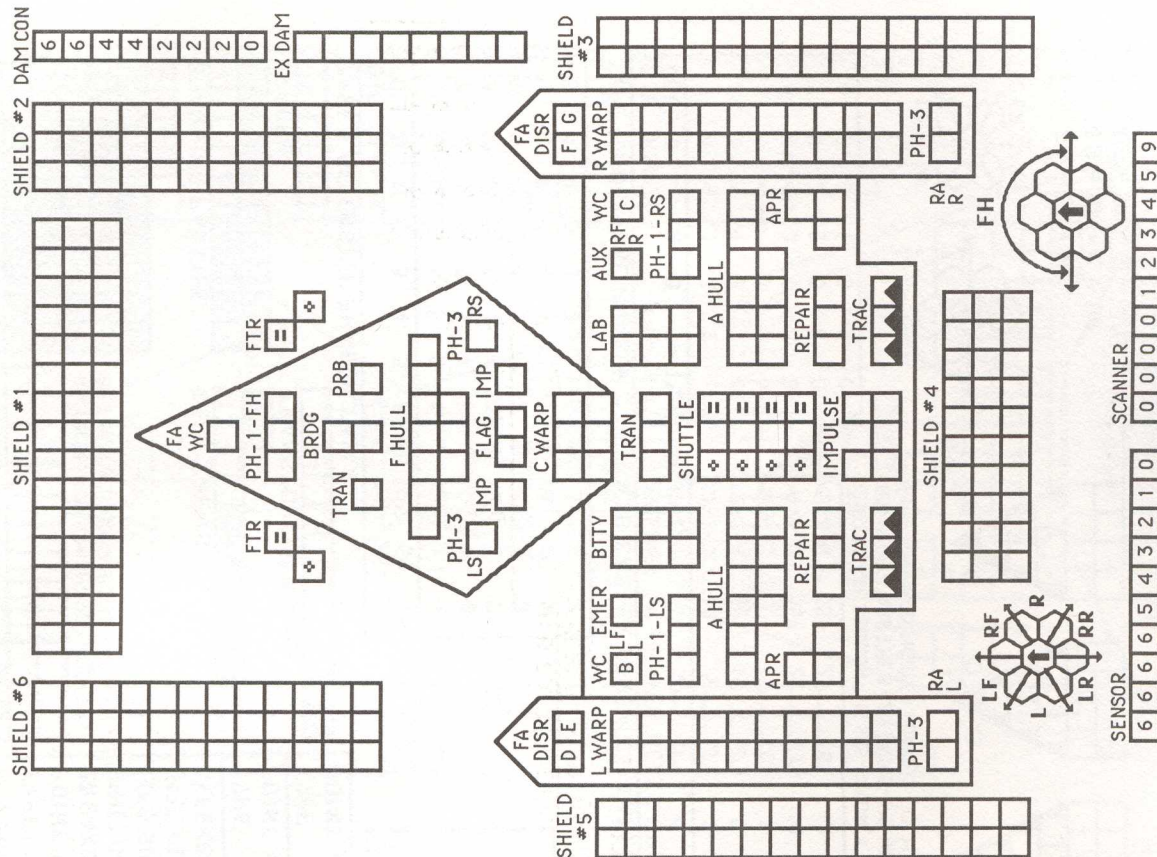
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TURN MODE	SPEED
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

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

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


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	



ADMINISTRATIVE SHUTTLES

[illegible]

IDENT	HIT POINTS	NOTES

ADMIN SHUTTLES MIGHT REPLACE FTRs ON THE SCM IN SOME SITUATIONS.

SHIP DATA TABLE

TYPE	=	FCM
POINT VALUE	=	62/42
BREAKDOWN	=	3-6
SHIELD COST	=	1+0
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.61
TYPE	=	CM
POINT VALUE	=	56/36
TYPE	=	SCM
POINT VALUE	=	66/46

DECK CREWS

[illegible][illegible]

TRANSPORTER BOMBS

5

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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	7	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

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

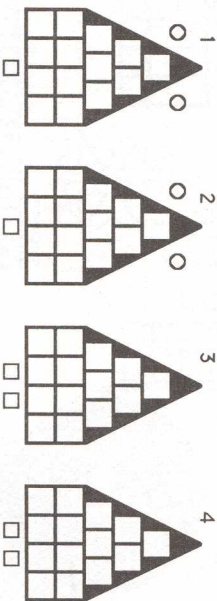
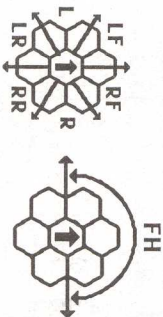
TYPE III DEFENSE PHASER

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

WEB CASTER STRENGTH TABLE

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

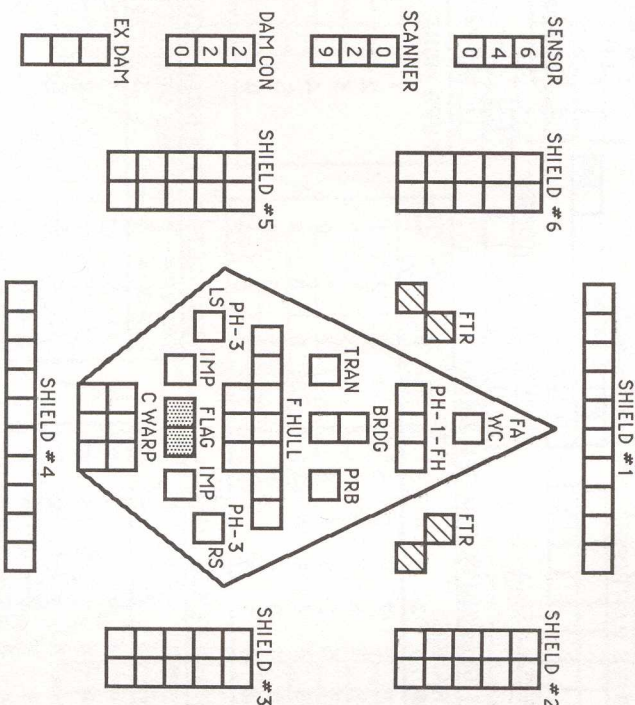
FIGHTERS ARE USED ON THE SCS-CM ONLY. THE FIGHTERS SHOWN HERE ARE THE S-2'S AND S-3'S NORMALLY CARRIED IN THE FORWARD FIGHTER BOXES. S-3'S MIGHT REPLACE S-2'S



THIS SSD SHOWS THE FCM FROM THE SCS.
DELETE THE FIGHTERS FOR THE STANDARD FCM.
DELETE THE FLAG BRIDGE AND FIGHTER BOXES FOR THE CM.

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NEO-THOLIAN
FLAG COMMAND MODULE



WARD ENERGY MOVEMENT COST = 1/4 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	1	2	2	2	2	3	3	3	4	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8
Fract.	$\frac{1}{4}$	$\frac{1}{2}$	$\frac{3}{4}$	1	$1\frac{1}{4}$	$1\frac{1}{2}$	$1\frac{3}{4}$	2	$2\frac{1}{4}$	$2\frac{1}{2}$	$2\frac{3}{4}$	3	$3\frac{1}{4}$	$3\frac{1}{2}$	$3\frac{3}{4}$	4	$4\frac{1}{4}$	$4\frac{1}{2}$	$4\frac{3}{4}$	5	$5\frac{1}{4}$	$5\frac{1}{2}$	$5\frac{3}{4}$	6	$6\frac{1}{4}$	$6\frac{1}{2}$	$6\frac{3}{4}$	7	$7\frac{1}{4}$	$7\frac{1}{2}$

CREW UNITS

[illegible][illegible][illegible]

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

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

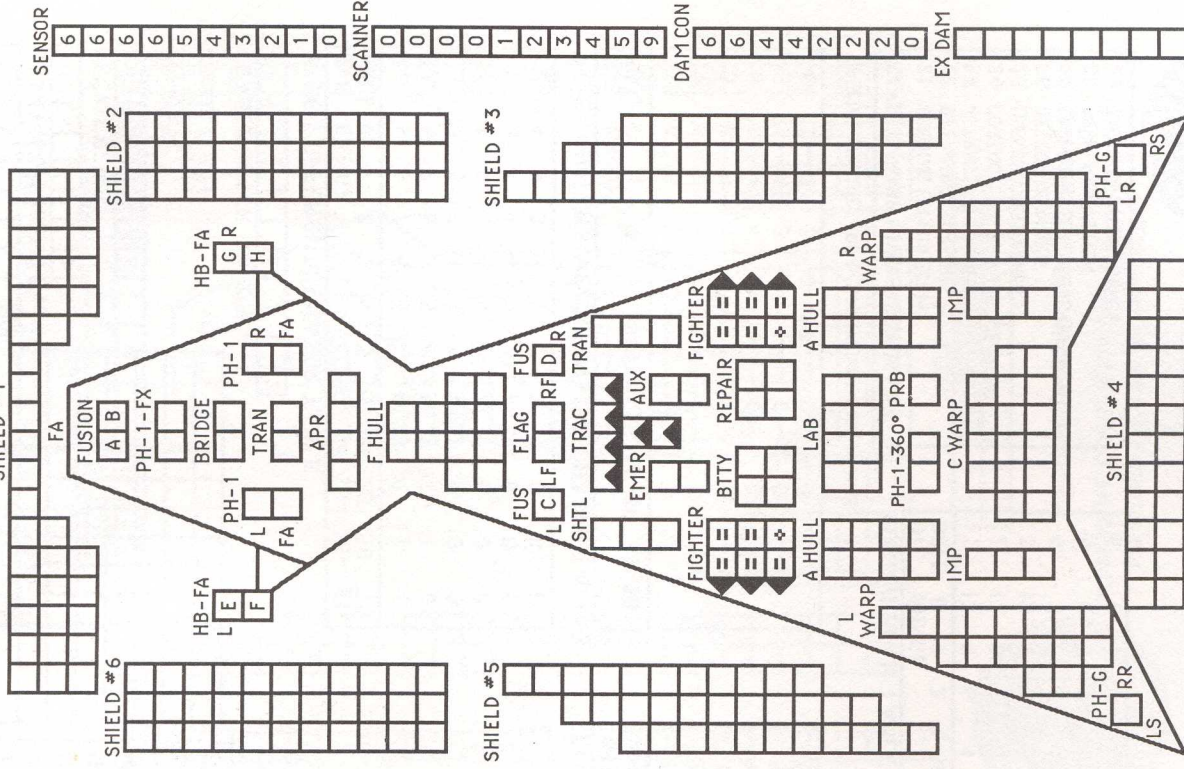
RANGE	0-1	2	3-4	5-8	9	10	11-15	16-22	23-40
HIT#	11	10	9	8	7	6	5		
BASE DAMAGE	20	17	15	13	10	8	4		
O/L DAMAGE	30	25	22	19	0	0	0		

DIE ROLL	RANGE					
	0	1	2	3-10	11-15	16-24
1	13	8	6	4	3	2
2	11	8	5	3	2	1
3	10	7	4	2	1	0
4	9	6	3	1	1	0
5	8	5	3	1	0	0
6	8	4	2	0	0	0

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

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.	$1\frac{1}{2}$	3	$4\frac{1}{2}$	6	$7\frac{1}{2}$	9	$10\frac{1}{2}$	$12\frac{1}{2}$	$13\frac{1}{2}$	15	$16\frac{1}{2}$	18	$19\frac{1}{2}$	21	$22\frac{1}{2}$	24	$25\frac{1}{2}$	27	$28\frac{1}{2}$	30	$31\frac{1}{2}$	33	$34\frac{1}{2}$	36	$37\frac{1}{2}$	39	$40\frac{1}{2}$	42	$43\frac{1}{2}$	45

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

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


ADMINISTRATIVE SHUTTLES

*	
20	10

IDENT	HIT POINTS	NOTES
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BOARDING PARTIES

DECK CREWS

PROBES						5
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[illegible]

SHIP DATA TABLE

TYPE	=	SR(0)
POINT VALUE	=	105
BREAKDOWN	=	6
SHIELD COST	=	1+0
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R9.31
REFIT BPV	=	115

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TRANSPORTER BOMBS

[illegible]

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE									
	0	1	2	3	4	5	6-8	9-15	16-25	26-51
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	4	4	4	4	3	1	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 II OFFENSIVE/DEFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

SPECIAL SENSORS ARE DESTROYED ON FUSION HITS.

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 SCIENTIFIC INFORMATION
- 28 SELF-PROTECTION
- 29 TACTICAL INTELLIGENCE

FUSION BEAM TABLE

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

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

HYDRAN OUTRIDER

SURVEY SHIP

[illegible]

0	1	2	3	4	5
---	---	---	---	---	---

SCANNER
0
1
3
5
9

DAMAGE CONTROL SHIELD #5

0	2	2	2

EXCESS
DAMAGE

PH-2-FA

BRIDGE

BATTERY

SENSORS

TRAN

PH-1 TRAC

SHUTTLE

LAB

HULL

EMER

PH-G

LS

PH-G

RS

WARP ENGINE

AUX

SHIELD #3

THIS SSD SHOWS THE REFITTED SHIP. WITHOUT THE REFIT DELETE THE SHADED BOXES, CHANGE THE FIRING ARC OF THE PH-G'S TO "RA", AND CHANGE THE PH-1 TO A PH-2.

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



CREW UNITS

[illegible]

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

LF $\uparrow$ RF

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

TRANSPORTER BOMBS

IT PALETTE WITH PALETTE

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

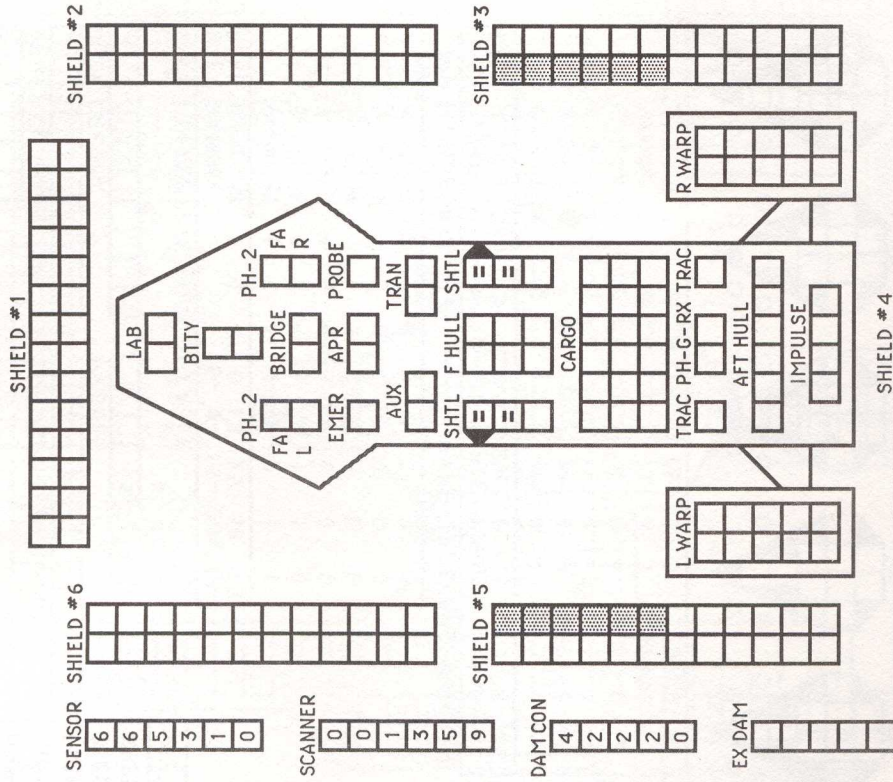
TURN	SPEED
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

TYPE III DEFENSE PHASE

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

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

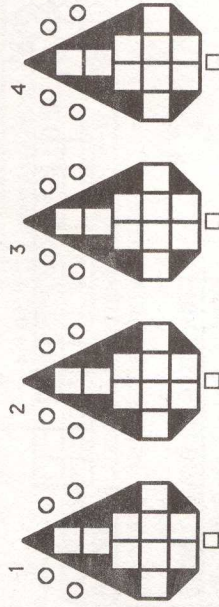
HYDRAN MULE LIGHT TACTICAL TRANSPORT



MOVEMENT COST WITHOUT PALLET = 2/3
MOVEMENT COST WITH PALLET = 1



INSERT
PALLET
IF USED



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	15	16	16	17	18	17	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	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20

ADMINISTRATIVE SHUTTLES

[illegible][illegible]

BOARDING PARTIES

[illegible]

DECK CREWS

[illegible]

PROBS

1	2

TRANSPORTER BOMBS

[illegible]

TYPE I OFFENSIVE PHASER TABLE

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

[illegible]

TYPE III DEFENSE PHASE

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

EXPANDING SPHERE TABLE

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

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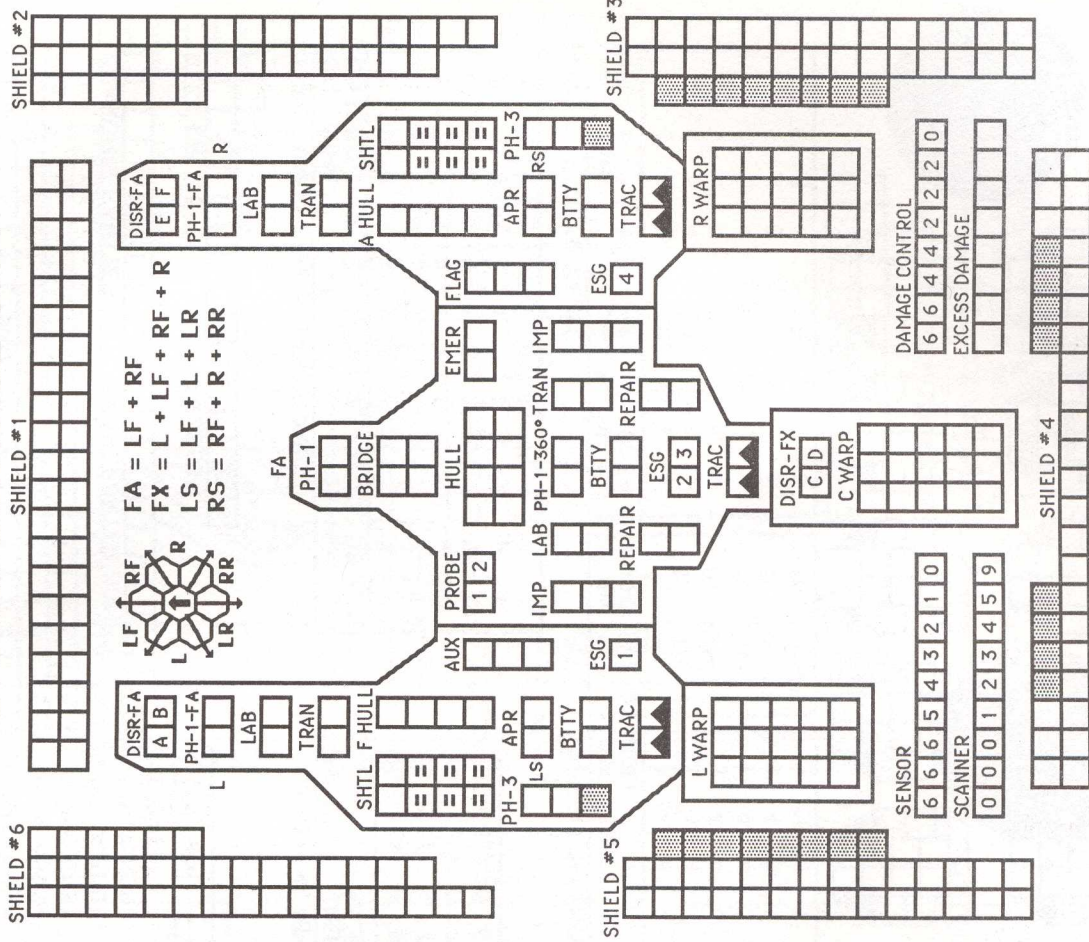
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2	1
DAMAGE, OULD	10	10	8	8	6	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.	$1\frac{1}{2}$	3	$4\frac{1}{2}$	6	$7\frac{1}{2}$	9	$10\frac{1}{2}$	$12\frac{1}{2}$	$13\frac{1}{2}$	15	$16\frac{1}{2}$	18	$19\frac{1}{2}$	21	$22\frac{1}{2}$	24	$25\frac{1}{2}$	27	$28\frac{1}{2}$	30	$31\frac{1}{2}$	33	$34\frac{1}{2}$	36	$37\frac{1}{2}$	39	$40\frac{1}{2}$	42	$43\frac{1}{2}$	45		

LYRAN SIBERIAN LION
SPACE CONTROL SHIP



SHADED SHIELD BOXES ARE THE SCS+ REFIT.
SHADED PH-3 BOXES ARE PH-1 ON THE SCS-P REFIT.
THE 360° PHASERS CANNOT FIRE DIRECTLY AFT.

[illegible][illegible][illegible][illegible][illegible]

5

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

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

[illegible]

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

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

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

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

SHIELD #1

SHIELD 考 1

SHIELD #2

0	1	2	3	4	5
---	---	---	---	---	---

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

4	2	2	2	0
---	---	---	---	---

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SHIELD

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	$2\frac{2}{3}$	$3\frac{1}{3}$	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

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

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ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

8

PROBES

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


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

TRANSPORTER BOMBS

[illegible]

SHIP DATA TABLE

TYPE	=	LTT
POINT VALUE	=	120/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.33
REFIT BPV	=	122/102

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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	4	3	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

WITHOUT PODS

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

WITH ONE POD

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

DOUBLE POD

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

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

EXPANDING SPHERE TABLE

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

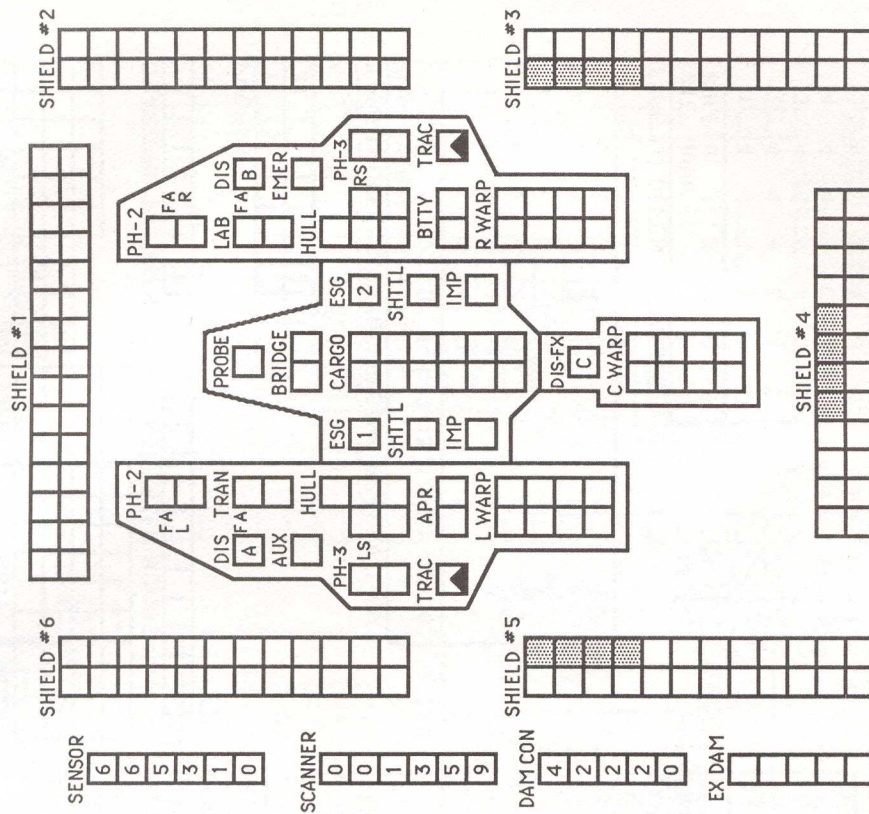
DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(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
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	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	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	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	$12\frac{2}{3}$	$13\frac{1}{3}$	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

LYRAN LIGHT
TACTICAL TRANSPORT



SHADED BOXES ARE THE LTT+ REFIT.

MOVEMENT COST WITHOUT POD = $2/3$

MOVEMENT COST WITH ONE POD = 1

MOVEMENT COST WITH DOUBLE POD = $1 + 1/3$ 

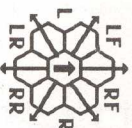
[illegible][illegible][illegible][illegible]

1								
2								

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

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

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	2	0


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

SHIP DATA TABLE	
TYPE	= SR
POINT VALUE	= 130/100
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.32
REFIT BPV	= 132/102

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

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

THE SPECIAL SENSORS ARE DESTROYED
ON DISRUPTOR HITS.

SCOOT FUNCTIONS SUMMARY

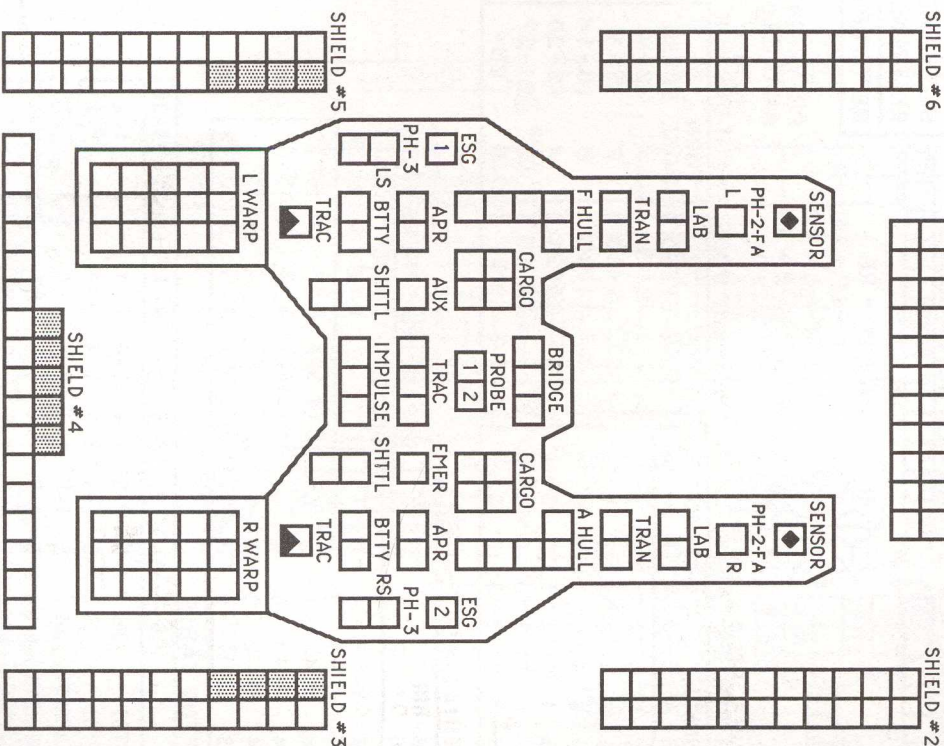
- 21 LENDING ECM OR ECCM
- 22 BREAKING LOCK-ONS
- 23 ATTRACTING DRONES
- 24 CONTROLLING SEEKING WEAPONS
- 25 IDENTIFYING DRONES
- 26 DETECTING MINES
- 27 GATHERING SCIENTIFIC INFORMATION
- 28 SELF-PROTECTION
- 29 TACTICAL INTELLIGENCE

**INSERT
PALLET
IF USED**

[illegible]

SHIELD #1

SHIELD #2



SHADED BOXES ARE THE SR+ REFIT.

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



WYN AUXILIARY MINESWEEPER

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

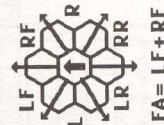
8
*

ADMINISTRATIVE CHIEF

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS[illegible]

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



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

TYPE II OFFENSIVE/DEFENSIVE PHASER TABLE[illegible]

SEE (R12.11) FOR
SPECIAL DAMAGE RULES.

MINE RACKS

1									
2									
3									
4									
5									

SHIELD #2

PH-2 TRAC PH-2

FA

CARGO

BRDG EMER PH-3

HULL 360°

TRAN BTTY SHTL

L WARP IMP R WARP

SHIELD #3

SHIELD #4

SHIELD #6

SHIELD #5

FA

MINE

1 2 3 4 5

0 9

0 9

0 9

4 2 0

4 2 0

6 4 0

6 4 0

DAMCON

SENSOR	SCANNER	EX DAM	DAM CON
640	09		420

LASER TABLE

WYN AUXILIARY
PF TENDER



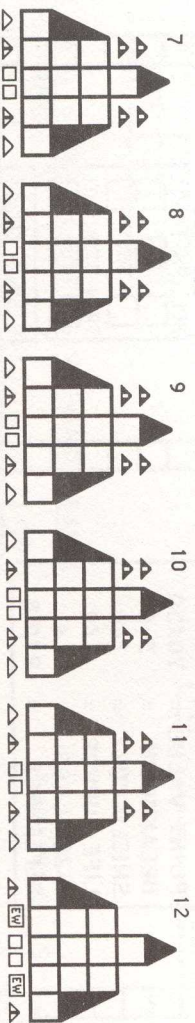
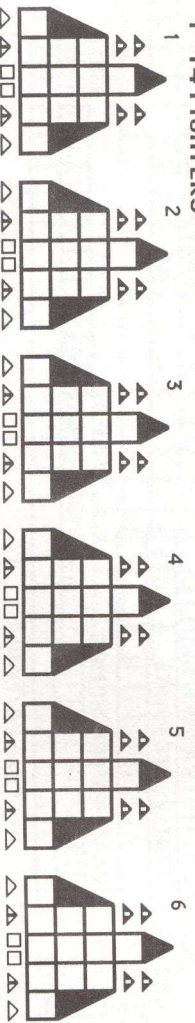
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WARP ENERGY MOVEMENT COST = $1/3$ ENERGY POINT PER HEX

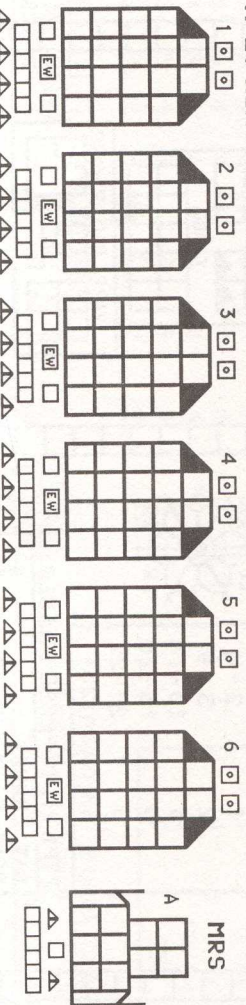
	W	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	$\frac{1}{3}$	$\frac{2}{3}$	1	$1\frac{1}{3}$	$1\frac{2}{3}$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

FEDERATION SPACE CONTROL SHIP FIGHTER GROUP

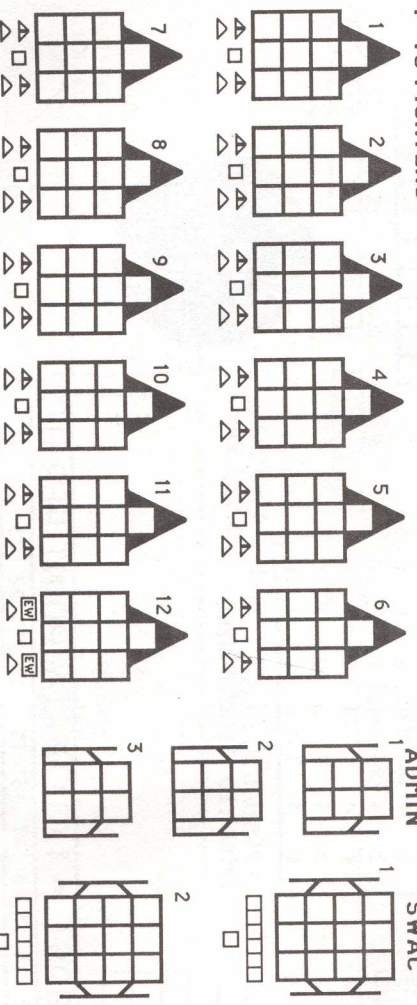
F-14 FIGHTERS



A-20 HEAVY ATTACK SHUTTLES



F-18 FIGHTERS



CIVILIAN LARGE ORE CARRIER



$$RA = LR + RR$$

EX DAM

CREW
UNITS
*2

SCANNER SCANNER DAM CON

0	6	2
2	3	2
9	0	0

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BUREAU

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

TURN MODE SPEED

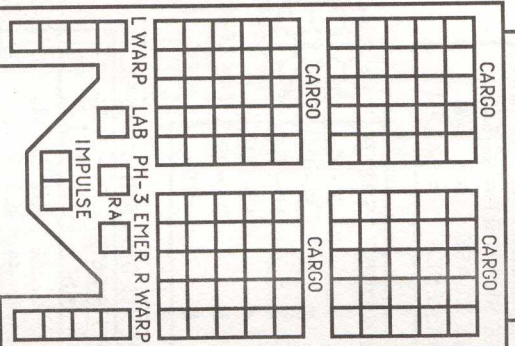
1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+



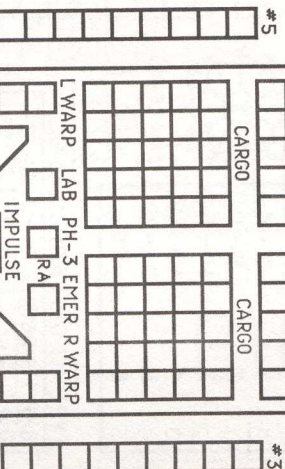
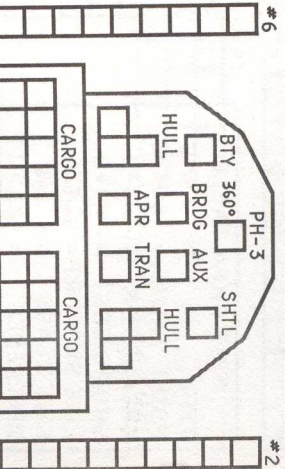
SHIP DATA TABLE
TYPE = F-0L
POINT VALUE = 100/25
BREAKDOWN = 1-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R1.23

ADMINISTRATIVE SHUTTLE		
IDENT	HIT POINTS	NOTES

SHIELD #4
MOVEMENT COST = 1



SHIELD #1



ISC SPACE CONTROL SHIP

CREW UNITS

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

SHIP DATA TABLE

TYPE	=	SCS
POINT VALUE	=	248
BREAKDOWN	=	3-6
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
SIZE CLASS	=	2
REFERENCE	=	R13.4

BOARDING PARTIES

1	10
2	20

DECK CREWS

1	10
2	20

PROBES

1	5
---	---

TRANSPORTER BOMBS

1	12
---	----

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE ROLL	0		1		2		3		4		5		6-8		9-15		16-25		26-50		51-75	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
1	9	8	7	6	5	4	3	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0
2	8	7	6	5	4	3	2	1	1	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
4	6	4	4	4	4	3	2	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
6	4	4	3	3	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

TURN MODE SPEED

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

TYPE III DEFENSE PHASER

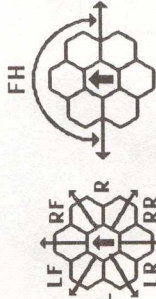
DIE RANGE	4- 9-		
ROLL 0	1	2	3 8 15
1	4	4	3 1 1
2	4	4	2 1 0
3	4	4	1 0 0
4	4	4	3 0 0
5	4	3	2 0 0
6	3	3	1 0 0

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
TYPE D	10	8	5	2	1



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PLASMA PULSAR DEVICE COMBAT TABLE

RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT*	-	9	8	7	6	5	4
DAMAGE	0	6	5	4	3	2	1
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0

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

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

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

ADMINISTRATIVE SHUTTLES

[illegible]

TYPE	=	CA
POINT VALUE	=	185
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.6

5

TRANSPORTER BOMBS

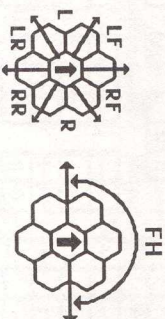
[illegible]

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	0	0
3	7	5	4	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

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



PSEUDO PLASMA
TORPEDOES

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE

	PRNCE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
TYPE S	30	30	22	22	22	15	15	15	10	5	1	
TYPE G	20	20	15	15	15	10	5	1	0	0	0	
TYPE F	20	15	10	5	1	0	0	0	0	0	0	

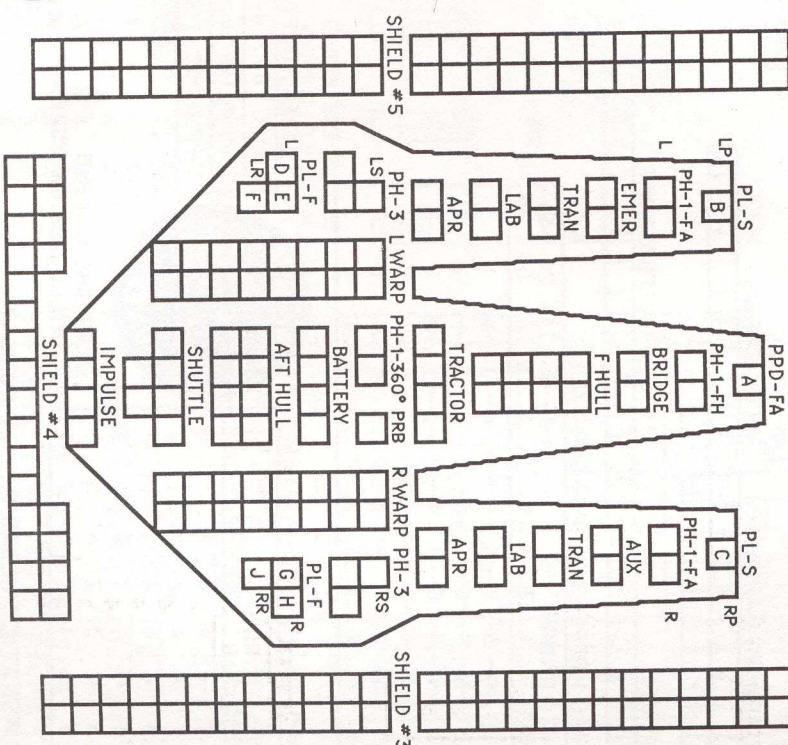
PLASMATIC PULSAR DEVICE COMBAT TABLE

	RANGE	0-3	4-10	11-15	16-20	21-25	26-30	31-40
HIT#	-	9	8	7	6	5	4	
DAMAGE	0	6	5	4	3	2	1	
SPLASH	0	1+4+1	1+3+1	1+2+1	1+1+1	1+1+0	0+1+0	
ALT	0	3+3	3+2	2+2	2+1	1+1	1+0	

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ISC STAR CRUISER

[illegible]

MOVEMENT COST = 1

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

[illegible][illegible][illegible]

10								
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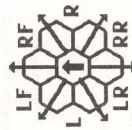
12

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	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	

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	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	

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

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


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

	PLASTIC PORT-EDGED WAREHEAD STRENGTH INDEX									
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20		
TYPE G	20	20	15	15	15	10	5	1		
TYPE F	20	15	10	5	1	0	0	0		

PLASTIC PORT-LOD WAREHEAD STRENGTH TABLE									
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	
TYPE G	20	20	15	15	15	10	5	1	
TYPE F	20	15	10	5	1	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	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	

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.	$\frac{1}{2}$	$1\frac{1}{2}$	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	

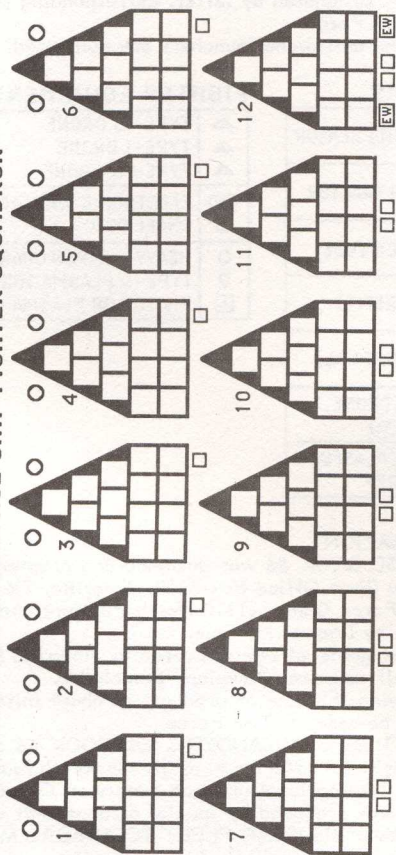
The diagram shows the USS Enterprise (NCC-1701-A) with the following components and displays:

- Sensors and Scanners:**
 - SENSOR 6:** 6, 5, 3, 1, 1, 0
 - SCANNER:** 0, 1, 3, 5, 9
 - DAM CON:** 2, 2, 2, 0
 - EX DAM:** (Empty grid)
- Ship Layout:**
 - Top (Bow):** SHIELD #1 (Left), SHIELD #4 (Right), SHIELD #3 (Center)
 - Upper Section:** PH-1, FA, R, PH-3, RS, PL-F, D, RR
 - Bridge Area:** PL-G-FA, A, B, BRIDGE, TRAN, APR, AUX, LAB, R WARP
 - Lower Section:** PH-1, FA, L, PH-3, LS, WARP, PL-F, C, Lr
 - Bottom (Stern):** SHIELD #6 (Left), SHIELD #5 (Right), SHIELD #2 (Center)

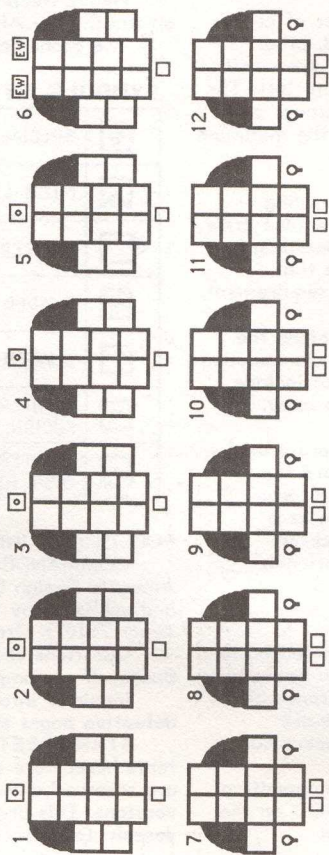


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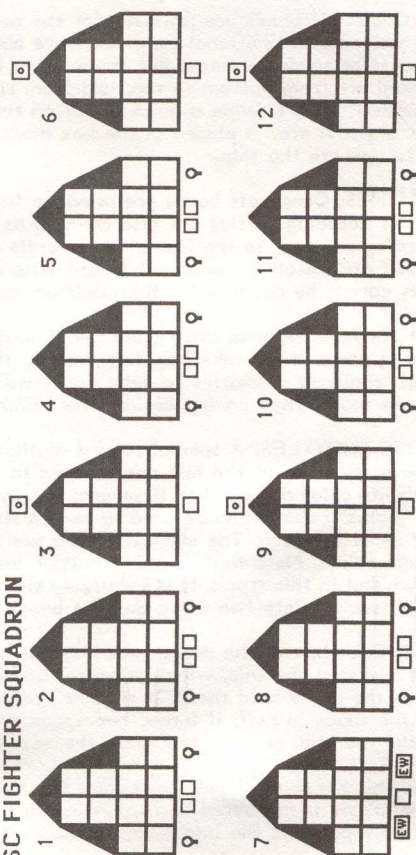
NEO-THOLIAN SPACE CONTROL SHIP FIGHTER SQUADRON



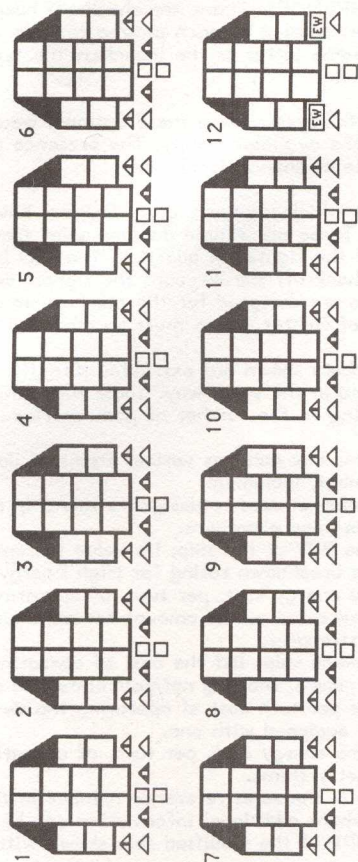
ROMULAN FIGHTER SQUADRON



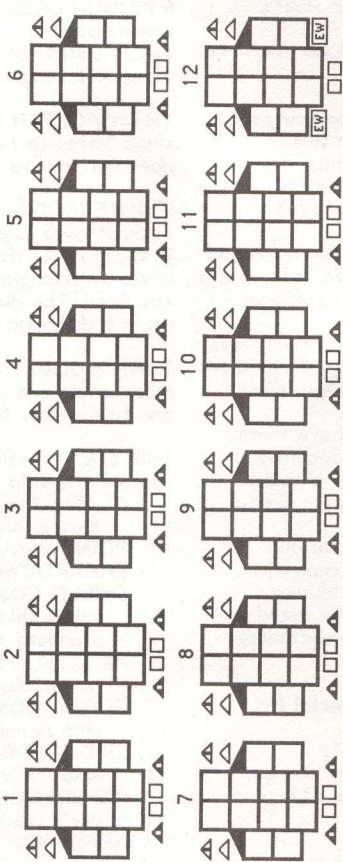
ISC FIGHTER SQUADRON



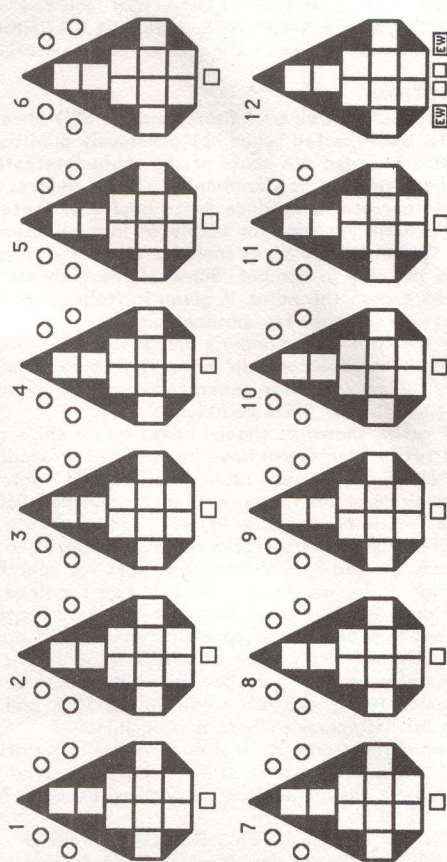
KLINGON (OR LYRAN) Z-Y FIGHTER SQUADRON



KZINTI TAAS FIGHTER SQUADRON



HYDRAN STINGER-2 FIGHTER SQUADRON



STAR FLEET BATTLES
COMMANDER'S SSD BOOK #6
SPACE CONTROL SHIPS, EXPLORATION SHIPS, POLICE SHIPS,
LIGHT TACTICAL TRANSPORTS, MEDIUM CARRIERS
=====

INTRODUCTION

This product contains 47 Commander's SSD Sheets, covering all ships of the above noted types not previously published in this format. Also included are some of the more interesting ships which have not been printed as Commander's SSDs before. Purchasers of this book are authorized to produce extra copies of these sheets for their own private use, not for resale or in publications.

Each Commander's sheet includes all of the information necessary to operate the ship in combat. Some of these sheets are for one unique ship (in which case the name is given in italics); most represent an entire class of several very similar ships.

Since the first Commander's SSD's appeared more than two years ago, constant improvements in innovations have been made. Beyond the obvious switch to computer-generated graphics, innovations in the current generation of SSDs include:

- * Fleet refits shown as shaded boxes on all ships that have them. Some refits (e.g. Gorn) have been added or modified recently.
- * All fighter classes now have specific SSDs, which are included on the ships or (in the case of more crowded SSDs) on a special fighter squadron or group layout.
- * Specific fighter ready-racks distinguish between the various weapons carried by fighters (see chart for specific weapons). Any fighter (or admin shuttle) could be repaired, or receive chaff pods in any fighter box, but can only receive the listed weapons in a box of the specific type. It will now be necessary to make a definite choice on where to score the hits.
- * Pseudo-plasma torpedoes now have check-off boxes.
- * Combined firing arcs are noted on the SSD, and a special FH firing arc is included where appropriate.

Also note that some ships (Fed SCS, LTT; Kzinti MTT; Gorn HDV, LSC; WYN AxMS, AxPFT) have received minor changes since their most recent publication, as are listed in Nexus #12.

NOTES ON THE SHIP SYSTEMS DISPLAY SHEETS

Each SSD sheet includes considerable information and several record-keeping tables. Explanations of these are given here.

CREW UNITS: Check-off boxes are provided for the number of crew units normally assigned. If additional crew units are aboard, other arrangements must be made for recording them. Note that crew unit boxes are checked off from bottom to top, and from right to left. The numbered boxes (e.g. "10") provide a quick check on the number of remaining crew units. A star is placed in the box marking the minimum crew required to operate the ship.

BOARDING PARTIES: Check-off boxes are provided for boarding parties. Note that boarding parties are also counted as crew (one crew unit = two boarding parties), so the loss of these units in boarding party combat will also result in crew unit losses. Also note that boarding parties cannot be counted for the minimum crew requirement.

DECK CREWS: These are special crew units (J4.8) which reload the fighters carried by some ships. Like boarding parties, they are included in the crew unit total and casualties to deck crews will also include casualties to crew units. They cannot be used for minimum crew.

ADMINISTRATIVE SHUTTLES: A special record section is provided for these units. The open space at the left can be used to record the counter (possibly its color and number if several are used in large scenarios); the "notes" column can be used to record its use as a WW, SP, SS, or other function. The six "hit" boxes are check-off boxes for damage points. Note that as MRS shuttles are optional, they are not included in this track. It is relatively simple to make the "notes" section into two extra damage boxes.

DRONE RACKS: Each line of the drone rack chart is numbered corresponding to the racks on the ship, which are also numbered. Each space is used to record the drone held there. If smaller type-IS drones are carried, divide the space in half; if larger two-space drones are carried, write the drone in one box and mark the next as occupied.

ANTI-DRONES: This check-off track represents the ADD ammunition. Note that the first box is numbered corresponding to the ADD on the ship; this box also represents the last round in that weapon.

PROBES: This is a simple ammunition check-off track.

PSEUDO-PLASMA TORPEDOES: These are check-off boxes for the pseudo-plasma torpedoes carried by each plasma torpedo launcher. The box is coded with the same letter as the launcher; the type of torpedo is marked beside the box.

TRANSPORTER BOMBS: Players using these optional weapons can use these boxes to record the available supply. The presence of this track does not require the use of this optional rule.

FIGHTERS: Those ships which regularly carry fighters have an SSD for each of their fighters. These are simple damage-point tracks arranged in the general shape of the fighter in question. The SSD includes small boxes or triangles to check-off the weapons the fighter carries as they are fired. The diagrams are designed for the most common fighter; if using a different type of fighter, these must be modified.

TURN MODE: The numbers shown are extracted directly from the turn mode chart and are used in the same way. Some tugs have more than one turn mode, depending on the number of pods carried.

SHIP DATA TABLE: This box includes various items of data needed to operate the ship in combat, including:

CLASS: The abbreviation used to designate this ship on the Master Ship Chart and elsewhere.

POINT VALUE: The BPV of the ship; its value in combat.

BREAKDOWN: The breakdown rating for High Energy Turns.

SHIELD COST: The energy cost, per turn, of operating the ship's shields, expressed as the amount for minimum plus standard shield strengths.

PA COST: Andromedan ships list the cost of operating their power absorber panels, showing normal/reinforced costs.

CLOAK COST: The per-turn cost of operating the device if the ship is normally equipped with one.

LIFE SUPPORT: The energy cost, per turn, of operating the ship's life support systems.

REFERENCE: This is the rules reference number in the Commander's rulebook where additional information can be found.

REFIT BPV: The BPV of the modified ship shown with shaded boxes.

SYMBOLS ON THE SSD ITSELF

Heavy weapons are designated by letter, corresponding to the lines on the Energy Allocation Form.

The drone racks and anti-drone launchers are numbered.

SYMBOLS ON SHIPS

	SPECIAL (SCOUT) SENSOR
	MECH-LINK ON TRACTOR
	FIGHTER LAUNCH TUBE
	SHADED BOX (REFIT)
	SHADED BOX (SPECIAL)
	FIGHTER BOX (DRONE, FUSION, PHASER)
	FIGHTER BOX (PLASMA, DISR, HELLBORE)

FIGHTER EQUIPMENT

	TYPE-IS DRONE
	TYPE-I DRONE
	TYPE-III DRONE
	ELECTRONIC WARFARE POD
	CHAFF POD
	HEAVY WEAPON CHARGE
	TYPE-D PLASMA TORPEDO
	PHOTON OR PLASMA-F TORP

PUBLISHER'S INFORMATION

COMMANDER'S SSD BOOK #6 was designed and created by the Amarillo Design Bureau (Post Office Box 8759, Amarillo, TX 79114) and published by Task Force Games (1110 North Fillmore, Amarillo, Texas 79107). Graphics by Leanna M. Cole.

Questions about the game will be answered by Amarillo Design Bureau if a stamped self-addressed envelope is included.

Inquiries into carrying this line of products or about missing or defective pages should be sent to Task Force.

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