STAR FLEET BATTLES

SUPPORT SHIPS

COLOR SSD BOOK

CAPTAIN'S MODULE R11

STAR FLEET BATTLES ★ CAPTAIN'S EDITION ★

AMARILLO DESIGN BUREAU, INC.

★ STAR FLEET BATTLES ★
SUPPORT SHIPS
MODULE R11 — SSD BOOK

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SKIDS (R1.68C) THROUGH (R1.68Y)

POLICE/ SECURITY SKID
TYPE = PSS
BPV = +10
REF = R1.68C
CREW UNITS
BRDNG PRTS
APR PH-2 APR
TRAN 360° HULL C

CONVOY COMMAND SKID
TYPE = CCS
BPV = +8
REF = R1.68D
CREW UNITS
BRDNG PRTS
APR PH-2 BTTY
TRAN FLAG HULL C
PH-2 IS 360°

LIFE SUPPORT SKID
TYPE = LSS
BPV = +8/4
REF = R1.68E
CREW UNITS
HULL APR TRAN
C

CARGO SKID
TYPE = CGOS
BPV = +8/4
REF = R1.68F
THIS UNIT DOES NOT ADD CREW.
CGO CGO CGO

POWER SKID
TYPE = PWRS
BPV = +10/7
REF = R1.68G
CREW UNITS
APR BTTY APR

SHUTTLE SKID
TYPE = SHTS
BPV = +8
REF = R1.68H
CREW UNITS
SHTL TRAC
HULL C

SEARCH AND RESCUE SKID
TYPE = SARS
BPV = +15/5
REF = R1.68I
CREW UNITS
LAB SEN SHTL
1
TRAN HULL TRAC
C

SALVAGE SKID
TYPE = SALS
BPV = +8/4
REF = R1.68J
CREW UNITS
REP APR FAB
TRAN HULL TRAC
C

MEDICAL SKID
TYPE = MEDS
BPV = +12/4
REF = R1.68K
CREW UNITS
LAB APR LAB
LAB HULL LAB
C

REPAIR SKID
TYPE = REPS
BPV = +12/4
REF = R1.68L
CREW UNITS
REP APR REP
REP HULL REP
C

CONSTRUCTION SKID
TYPE = CONS
BPV = +7/5
REF = R1.68M
CREW UNITS
REP APR TRAC

RECOVERY SKID
TYPE = TUGS
BPV = +10/5
REF = R1.68N
CREW UNITS
APR HULL APR
C
APR REP APR

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES
		HTS
		HTS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		RS

FACTORY SKID
TYPE = FACS
BPV = +10/4
REF = R1.68O
CREW UNITS
FAB APR FAB
FAB HULL FAB
C

MINING SKID
TYPE = MINS
BPV = +8/3
REF = R1.68P
CREW UNITS
WKS APR WKS
WKS HULL WKS
C

PRODUCTION SKID
TYPE = PRDS
BPV = +12/4
REF = R1.68Q
CREW UNITS
FAB APR WKS
FAB HULL WKS
C

SCIENCE SKID
TYPE = SCIS
BPV = +12/4
REF = R1.68R
CREW UNITS
PROBES
PRB APR SEN
1
LAB HULL LAB
C
5

ACCOMMODATION SKID
TYPE = ACOS
BPV = +5
REF = R1.68S
PASSENGERS
HULL APR HULL
C C
HULL TRAN HULL
C C
CREW UNITS

SELF-DEFENSE SKID TYPE-1
TYPE = SDS1
BPV = +10
REF = R1.68T
CREW UNITS
BRDNG PRTS
APR PH-2 DRN
360°

DRONE RACKS
A A B B

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS)

THE Y175 REFIT INCREASES THE BPV OF THE SKID BY TWO POINTS FOR DRONE-USING RACES. THE DRONE RACKS CAN BE USED AS PLASMA-D RACK WILL HAVE AN LS LAUNCHING ARC, THE OTHER WILL HAVE AN RS LAUCHING ARC. THIS SKID DOES NOT INCREASE THE SHIP'S SEEKING WEAPON CONTROL RATING.

SELF-DEFENSE SKID TYPE-2
TYPE = SDS2
BPV = +9
REF = R1.68U
CREW UNITS
BRDNG PRTS
APR PH-2 APR
TRAN 360° TRAC

SELF-DEFENSE SKID TYPE-3
TYPE = SDS3
BPV = +7
REF = R1.68V
CREW UNITS
BRDNG PRTS
APR PH-3 APR
TRAN 360° TRAC

FIGHTER SKID
TYPE = FTRS
BPV = +8
REF = R1.68W
CREW UNITS
DECK CREWS
APR SHTL TRAC
HULL C CGO

WORKBOAT SKID
TYPE = WBS
BPV = +13/4
REF = R1.68X
CREW UNITS
REP HULL TRAC
C

GUNBOAT SKID
TYPE = PFS
BPV = +15/4
REF = R1.68Y
CREW UNITS
TRAC HULL TRAC
C
APR REP

DAMAGE NOTES:

SPECIAL SENSORS ON THE SCIENCE SKID AND THE SEARCH AND RESCUE SKID ARE DESTROYED ON "PHASER" DAMAGE POINTS.

FABRICATION ON THE FACTORY SKID, PRODUCTION SKID, AND SALVAGE SKID IS DESTROYED ON "LAB" DAMAGE POINTS.

WORKS ON THE MINING SKID AND PRODUCTION SKID ARE DESTROYED ON "CARGO" DAMAGE POINTS.

REPAIR ON THE GUNBOAT SKID, WORKBOAT SKID, TUG SKID, CONSTRUCTION SKID, REPAIR SKID, AND SALVAGE SKID ARE DESTROYED ON "CARGO", "HULL" AND "EXCESS DAMAGE" DAMAGE POINTS.

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CIVILIAN OPERATIONS BASES AND FREIGHTER DUCKTAILS

LARGE FREIGHTER POWER PACK DUCKTAIL

TYPE = L-PT
BPV = +10/4
REF = R1.69B2

APR BTTY

CREW UNITS

LARGE FREIGHTER WORKBOAT DUCKTAIL

TYPE = L-WT
BPV = +10/4
REF = R1.69B3

APR TRAC HULL C

CREW UNITS

SMALL FREIGHTER POWER PACK DUCKTAIL

TYPE = S-PT
BPV = +8/3
REF = 1.69A2

APR BTTY

CREW UNITS

SMALL FREIGHTER WORKBOAT DUCKTAIL

TYPE = S-WT
BPV = +8/3
REF = R1.69A3

APR TRAC

CREW UNITS

CIVILIAN PLANETARY OPERATIONS BASE

SHIELD

SKIFF PADS
REPAIR PH-3-FH 1 1 2 3
CARGO TRAN BRDG
SHUTTLE
APR
HULL

BASE DATA TABLE
TYPE = CPOB
BPV = 30/7
SHIELD = 1/2+1/2
LIFE = 0
SIZE = 5
REF = R1.72

YS:140
DK:6
EX:0
CR:0

CREW UNITS 10 * 20

BOARDING PARTIES 6

FH

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		RS
		RSH
		SVS
		GAS
		HTS
		HTS
		HTS
		HTS
		HRS

TYPE III DEFENSE PHASER

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

CIVILIAN SMALL OPERATIONS BASE

SHIELD

SKIFF PADS
REPAIR PH-3-FH 1 1 2
CARGO TRAN BRDG
SHUTTLE
APR
HULL

BASE DATA TABLE
TYPE = CSOB
BPV = 17/4
SHIELD = 1/2+1/2
LIFE = 0
SIZE = 5
REF = R1.73

YS:140
DK:4
EX:0
CR:0

CREW UNITS 10 *

BOARDING PARTIES 2

FH

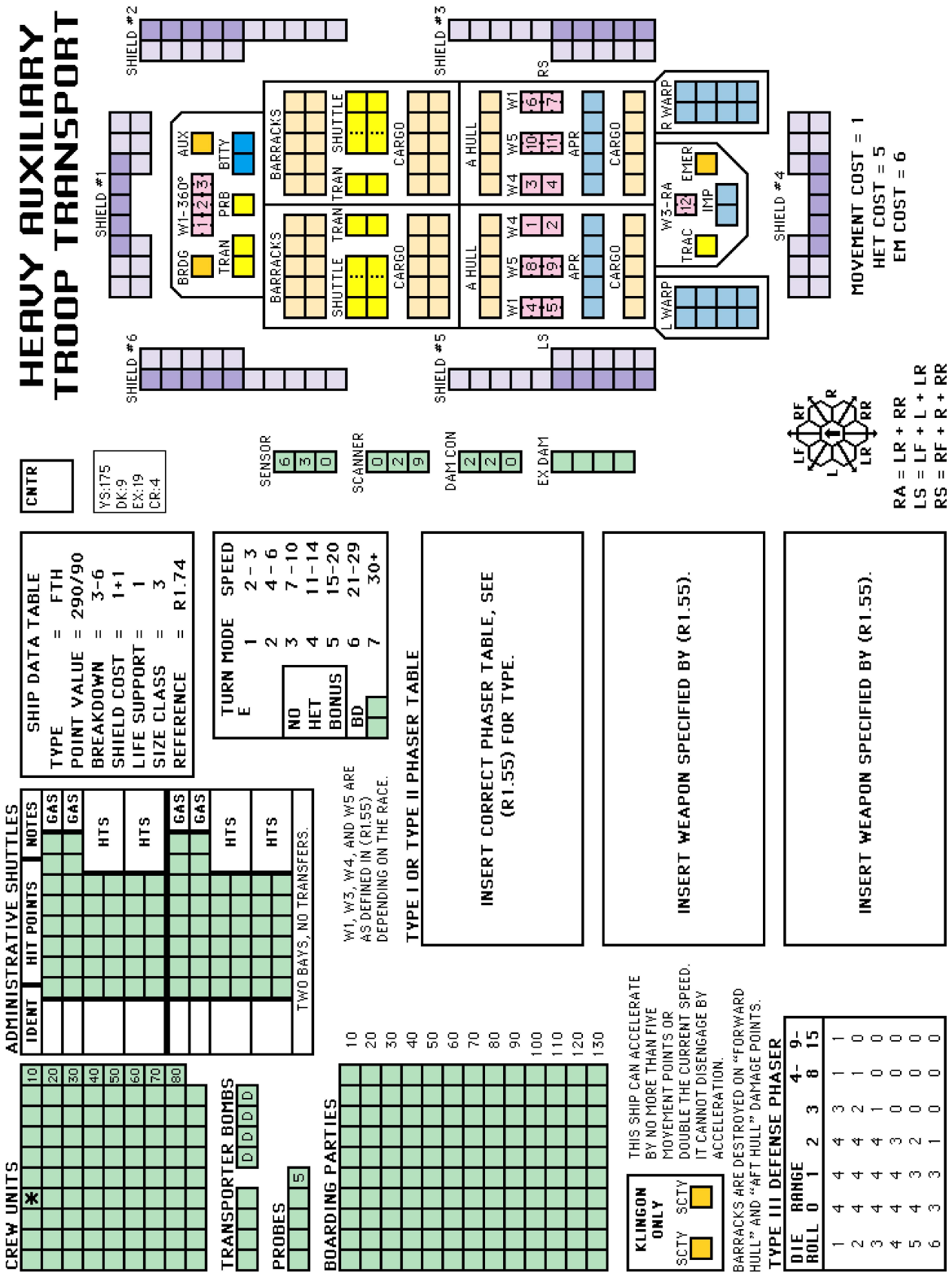
SENSOR 6 0 DAM CON 4 2 0
SCANNER 0 9 EX DAM

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		RS
		RSH
		HTS
		HTS

TYPE III DEFENSE PHASER

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



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LARGE AUXILIARY HEAVY FIGHTER CARRIER

YS:N-HF
DK:6
EX:13
CR:6

CNTR

CREW UNITS

		*							10
									20
									30
									40

DECK CREWS

									10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

SHIP DATA TABLE

TYPE	=	LAH
POINT VALUE	=	130/90
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.75

SNARE REFIT (Y183) = +6

BOARDING PARTIES

			4

PROBES

				5

TRANSPORTER BOMBS

D	D	D	D

TYPE I OFFENSIVE PHASER TABLE

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

LF RF L R LR RR

KLINGON ONLY
SCTY SCTY

TURN MODE	SPEED
D	
NO HET BONUS	
BD	
1	2-4
2	5-8
3	9-12
4	13-17
5	18-24
6	25+

TYPE II PHASER TABLE

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

FTR FUSION TABLE

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

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

FIGHTER DISRUPTOR TABLE

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

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
BOLT	1-4	1-3	1-2		

A-20 PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, PROX	NA	NA	NA	NA	1-4
DAMAGE, STD	NA	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT 5+	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

ANTI-DRONES

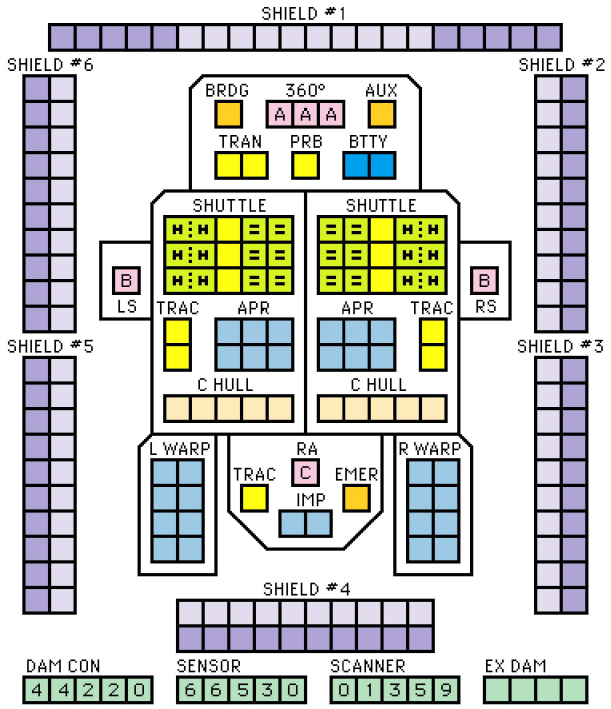
1											
2											

DRONE RACKS/PLASMA RACKS

B											B
C											B

ON FEDERATION VERSION APRs ARE AWRs AND BPV IS INCREASED BY 12 POINTS.

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION.



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

EXPANDING SPHERE TABLE

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

ANTI-DRONE TABLE

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

FIGHTER HELLBORE TABLE

RANGE	0-1	2	3-4	5-8	9-10
HIT#	11	10	9	8	7
DAMAGE	20	17	15	13	10

THE ABILITY OF THIS SHIP TO CONTROL SEEKING WEAPONS DEPENDS ON THE RACE OF THE SHIP. SEE (R1.13).

LARGE AUXILIARY HEAVY FIGHTER CARRIERS ARE USED BY THE FEDERATION, KLINGONS, ROMULANS, KZINTIS, GORNS, THOLIANS, HYDRANS, LYRANS, AND ISC.

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

[5] = HET COST

⑥ = ERRATIC MANEUVER WARP COST

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

SMALL AUXILIARY HEAVY FIGHTER CARRIER

YS:N-HF
DK:3
EX:6
CR:3

CREW UNITS

			*						10
									20

BOARDING PARTIES

	2

DECK CREWS

									10

SMALL AUXILIARY HEAVY FIGHTER CARRIERS ARE USED BY THE FEDERATION, KLINGONS, ROMULANS, KZINTIS, GORNS, THOLIANS, HYDRANS, LYRANS, AND ISC.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D	D

SHIP DATA TABLE

TYPE	=	SAH
POINT VALUE	=	80/55
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.76

SNARE REFIT (Y183) = +6

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

KLINGON ONLY

SCTY

LF RF L R LR RR

TURN MODE		SPEED
C	1	2-4
NO HET BONUS	2	5-9
	3	10-14
	4	15-20
BD	5	21-27
	6	28+

TYPE II PHASER TABLE

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

FTR FUSION TABLE

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

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

THE SMALL AUXILIARY HEAVY FIGHTER CARRIER CAN ACCELERATE BY 5 MOVEMENT POINTS PER TURN. IT CAN DISENGAGE BY ACCELERATION.

FIGHTER DISRUPTOR TABLE

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

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
BOLT	1-4	1-3	1-2		

A-20 PHOTON TORPEDO TABLE

RANGE	0-1	2	3-4	5-8	9-12
HIT, STD	NA	1-5	1-4	1-3	1-2
HIT, PROX	NA	NA	NA	NA	1-4
DAMAGE, STD	NA	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4

THE ABILITY OF THIS SHIP TO CONTROL SEEKING WEAPONS DEPENDS ON THE RACE OF THE SHIP. SEE (R1.13).

DRONE RACKS/PLASMA RACKS

B								B
C								B

ANTI-DRONES

1												
2												

ON FEDERATION VERSION APRs ARE AWRs AND BPV IS INCREASED BY 6 POINTS.

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT 5+	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

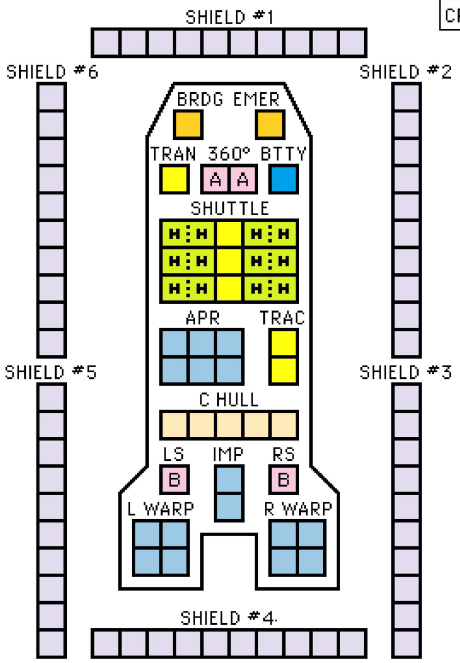
LS = LF + L + LR
RS = RF + R + RR

ANTI-DRONE TABLE

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

FIGHTER HELLBORE TABLE

RANGE	0-1	2	3-4	5-8	9-10
HIT#	11	10	9	8	7
DAMAGE	20	17	15	13	10



SENSOR	SCANNER	DAM CON	EX DAM
6 4 0	0 9	4 2 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	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	9	9	9	10	10	10
Fract.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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LARGE AUXILIARY SCOUT

CREW UNITS

10 / 20

BOARDING PARTIES

6

DECK CREWS

4

PROBES

1 — 10
2 — 10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO (J1.59) TRANSFERS.

TRANSPORTER BOMBS

D D D D

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

SHIP DATA TABLE

TYPE	=	LAS
POINT VALUE	=	100/25
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R1.77
Y175 REFIT	=	+4
SNARE REFIT (Y183)	=	+6

CNTR

YS:165
DK:6
EX:12
CR:0

SENSOR: 6 3 0
SCANNER: 0 2 9
DAM CON: 2 2 0
EX DAM

SCOUT FUNCTIONS SUMMARY

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

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

NO HET BONUS

BD

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

TYPE II PHASER TABLE

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

TYPE 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

DRONE RACKS/PLASMA RACKS

D A B
E A B
F A B
G A B

THE LARGE AUXILIARY SCOUT CAN ACCELERATE BY 5 MOVEMENT POINTS PER TURN. IT CAN DISENGAGE BY ACCELERATION.

ANTI-DRONE TABLE

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

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

KLINGON ONLY

SCTY SCTY

FTR FUSION TABLE

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

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPY = 10

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT 5+	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

THE ABILITY OF THIS SHIP TO CONTROL SEEKING WEAPONS DEPENDS ON THE RACE OF THE SHIP. SEE (R1.77).

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

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

[5] = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

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SMALL AUXILIARY SCOUT FREIGHTER

YS:165
DK:3
EX:6
CR:0

CREW UNITS [ ] [*] [ ] [ ] [ ] [ ] [8]

BOARDING PARTIES [ ] [ ] [ ] [4]

DECK CREWS [ ] [2]

PROBES [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [10]

THE ABILITY OF THIS SHIP TO CONTROL SEEKING WEAPONS DEPENDS ON THE RACE OF THE SHIP. SEE (R1.78).

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO (J1.59) TRANSFERS.

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

SHIP DATA TABLE

TYPE	=	SAS
POINT VALUE	=	50/20
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.78
Y175 REFIT	=	+2

CNTR

SCOUT FUNCTIONS SUMMARY

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

TYPE III DEFENSE PHASER

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

TURN MODE	SPEED
C	1 2-4
NO HET BONUS	2 5-9
	3 10-14
	4 15-20
BD [ ] [ ]	5 21-27
	6 28+

TYPE II PHASER TABLE

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

TYPE 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

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

DRONE RACKS/PLASMA RACKS

B								A							B
C								A							B

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT 5+	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

FTR FUSION TABLE

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

ANTI-DRONE TABLE

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

KLINGON ONLY
SCTY

THE SMALL AUXILIARY SCOUT CAN ACCELERATE BY 5 MOVEMENT POINTS PER TURN. IT CAN DISENGAGE BY ACCELERATION.

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10

SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6
SENSOR 6 0
SCANNER 0 9
DAM CON 2 0
EX DAM
SENSOR 1
TRAN BRDG SHTL
HULL F W1 A 360° HULL F
PRB SEN 2 TRAC
LAB
SHTL TRAN
W2 B C APR
AFT HULL
BTTY IMP EMER
L WARP R WARP
1 2

LF RF L 1 R LR RR

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

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

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

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COMMUNICATIONS RELAY STATION

YS:125
DK:6+2+2
EX:9
CR:0

CNTR

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

COMMO MODULE

FLAG LAB
HULL BTTY
C APR

SHTL TRAC
C HULL
PH-X 1 2 PH-3 3 4
BRDG SEN 1 AUX
WPN CARGO
1 2 AWR
BTTY TRAN

POWER MODULE

BTTY APR

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

SEE (C3.7) FOR ROTATION.

AWR IS DESTROYED ON "CENTER WARP" DAMAGE POINTS AS PER (H4.32).

THIS UNIT HAS POSITIONAL STABILIZERS (G29.0).

SHIP DATA TABLE

TYPE	= CCS
POINT VALUE	= 65/43
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.79
Y175 REFIT	= +2
UIM REFIT (Y168)	= +5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS: 10 20 30 40

BOARDING PARTIES: 10

T-BOMBS: D D

KLINGON ONLY: SCTY SCTY

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

INSERT WEAPON SPECIFIED BY (R1.30).

AMMUNITION TRACK

1 2

USE THIS TRACK FOR DRONE RACKS OR PLASMA RACKS.

LF RF L R LR RR

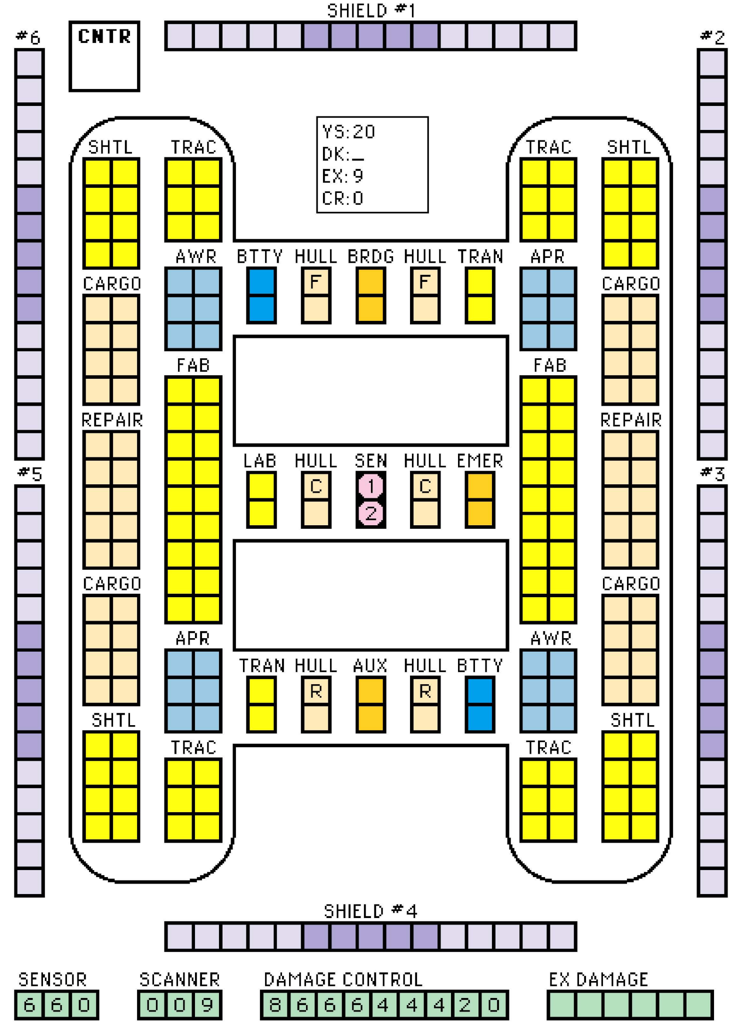
LS = LF + L + LR
RS = RF + R + RR

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 SENSOR IS DESTROYED ON "PHASER" DAMAGE POINTS.

CONSTRUCTION DRY DOCK



CREW UNITS

10

BOARDING PARTIES

2

NOTE: NO SHUTTLES ARE INCLUDED IN THE BPV OF THIS UNIT. IN ORDER FOR ANY SHUTTLES TO BE ON THIS UNIT AT THE START OF A SCENARIO, THEY MUST BE PURCHASED AS PART OF THE BATTLE FORCE AND ASSIGNED TO IT. NONE OF THE SHUTTLES PURCHASED FOR THIS UNIT CAN BE FIGHTERS (NOT EVEN FEDERATION SHENYANG F-7s) OR BOMBERS (NOT EVEN FEDERATION FB-111s). ANY OTHER SHUTTLE, TO INCLUDE HFS AND VFS TYPES, CAN BE ASSIGNED TO THIS UNIT UP TO THE LIMITS OF THE CAPACITY OF ITS SHUTTLE BAYS. THE SHUTTLES CANNOT BE ARMED BY THE DOCK IN ANY WAY, TO INCLUDE THE USE OF (J4.8962), (J2.22), AND (FD7.0). THE ONLY EXCEPTION IS THAT THEY MAY BE ARMED AS WILD WEASELS (J3.0). THE SHUTTLES CAN BE DESIGNATED AS CARRYING CREW UNITS AND/OR BOARDING PARTIES PURCHASED AS PART OF THE BATTLE FORCE. THE UNIT CAN BE ASSIGNED DECOY DROGUES (G34.33) AND/OR SENSOR DROGUES (G34.34), BUT CANNOT OPERATE ANY OTHER TYPE OF DROGUE. THIS UNIT CANNOT USE T-BOMBS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

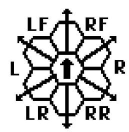
FOUR BAYS, NO TRANSFERS POSSIBLE.

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 "FLAG BRIDGE" DAMAGE POINTS.

SHIP DATA TABLE		
TYPE	=	CDK
POINT VALUE	=	600/10
SHIELD COST	=	2+5
LIFE SUPPORT	=	1/2
SIZE CLASS	=	1
REFERENCE	=	R1.80



KLINGON ONLY

SCTY SCTY

FABRICATION IS DESTROYED ON "LAB" DAMAGE POINTS.

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

THIS UNIT HAS POSITIONAL STABILIZERS (G29.0).

THIS UNIT CANNOT USE BASE AUGMENTATION MODULES.

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ADVANCED TECHNOLOGY FLEET REPAIR DOCK

CNTR

YS:182
DK:36
EX:16
CR:0

CREW UNITS

10 20 30 40 50 60 70 80 90 100

BOARDING PARTIES

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CLOAK
H&R

ROMULANS ONLY

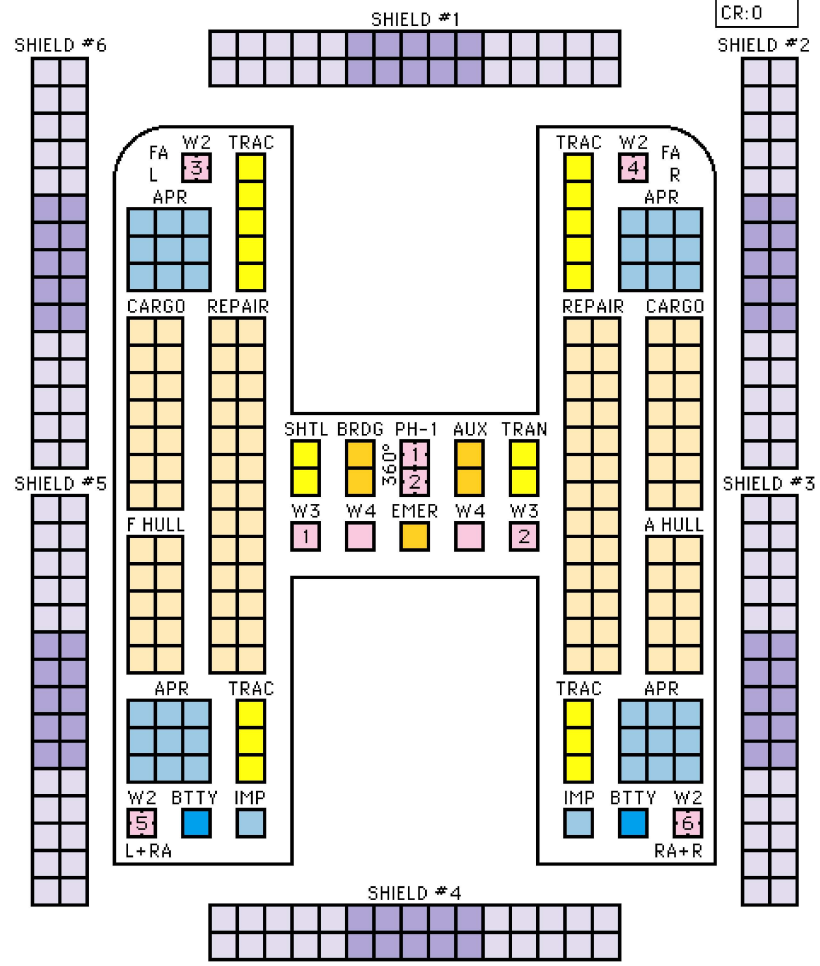
SEE R1.10 FOR SPECIAL MOVEMENT RULES.

TRANSPORTER BOMBS

D D D D D D D D

SHIP DATA TABLE

TYPE	=	FRX
POINT VALUE	=	300/75
SHIELD COST	=	1+3
LIFE SUPPORT	=	1+1/2
CLOAK COST	=	10
SIZE CLASS	=	2
REFERENCE	=	R1.81
CLOAK BPV	=	+12
FIRST GENERATION X-SHIP		



TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT 5+	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

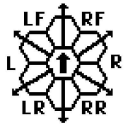
PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

EXPANDING SPHERE TABLE

RADIUS	ENERGY 1	2	3	4	5	6	7
0	4	8	12	16	20	24	28
1	4	7	11	15	18	22	26
2	3	7	10	13	17	20	23
3	3	6	9	12	15	18	21

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



FA = LF + RF
RA = LR + RR

ANTI-DRONE TABLE

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

DRONE RACKS

1							GX
2							GX

FRDXs OF SOME RACES HAVE TYPE-GX DRONE RACKS WITH THREE RELOADS, ONE RELOAD IS ENTIRELY ADDs. SOME HAVE PLASMA-DX RACKS WITH TWO RELOADS AND CAN ALSO USE THE ABOVE TABLE.

SENSOR 6 6 0

SCANNER 0 0 9

DAMAGE CONTROL 8 8 6 6 6 4 4 4 2 0

EX DAMAGE

SMALL FAST FREIGHTER

YS:200
DK:3
EX:5
CR:0

CREW UNITS

✱			4

BOARDING PARTIES

	2

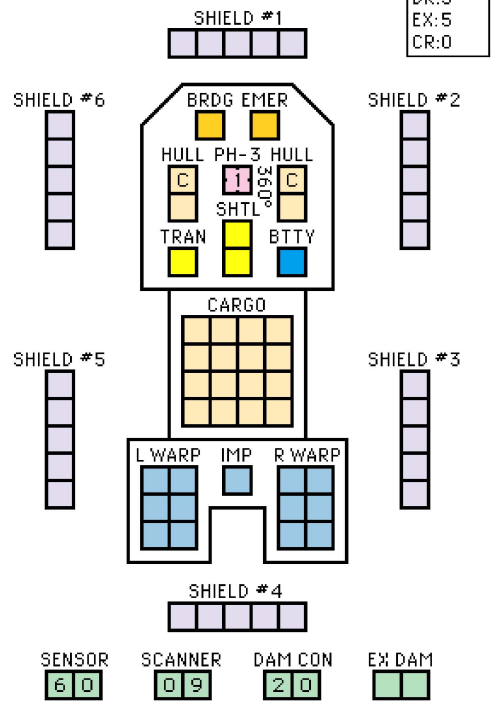
ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

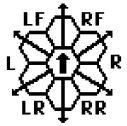
TYPE	=	FSF
POINT VALUE	=	45/16
BREAKDOWN	=	1-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.82

CNTR



TYPE III DEFENSE PHASER

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



TURN MODE		SPEED
C	1	2-4
NO HET BONUS	2	5-9
	3	10-14
	4	15-20
	5	21-27
BD	6	28+

THIS SHIP CAN DISENGAGE BY ACCELERATION.

THIS SHIP CAN ACCELERATE BY NO MORE THAN 5 MOVEMENT POINTS PER TURN.

THIS SHIP DOES NOT CARRY T-BOMBS.

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

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

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LIGHT MONITOR

CNTR

YS:130
DK:4
EX:14
CR:3

CREW UNITS

			✱						10
									20

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

SEE (R1.83) FOR RACIAL MODIFICATIONS. UNLESS OTHERWISE NOTED IN R1.83, WEAPON B IS 360°.

HIT & RUN CLOAK

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

PALLET

CREW UNITS

					6
					12

DECK CREWS

					6
					12

BOARDING PARTIES

			4

TYPE III DEFENSE PHASER

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

SHIP DATA TABLE

TYPE	=	LMN
POINT VALUE	=	50/100
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	12/4
REFERENCE	=	R1.83

SUP, FTR, PF PALLET

POINT VALUE	=	15
CREW	=	6

SPACE CONTROL PALLET

THIS SHIP CANNOT USE THIS PALLET

INSERT PHASER-1 OR PHASER-2 TABLE

SEE (R1.22B) FOR MANEUVER LIMITATIONS.

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

INSERT HEAVY WEAPONS TABLE, DRONE RACK CHARTS, OR OTHER ITEMS REQUIRED FOR THE SPECIFIC MONITOR SELECTED. SEE (R1.22C).

INSERT PALLET SEE (R1.22E).

SHIELD #6 | SHIELD #1 | SHIELD #2 | SHIELD #5 | SHIELD #3 | SHIELD #4

BRIDGE | TRAN | TRAN | PH-3-LS (1 2 3 4) | WPN A | PH-3-RS (5 6 7 8) | APR | HULL C | HULL C | AUX | EMER | WPN B | BTTY | BTTY | SHUTTLE | TRAC | IMPULSE | TRAC | LS C WRP C | RS D WRP C

SENSOR 6 6 1 0

SCANNER 0 0 5 9

KLINGON ONLY: SCTY SCTY

DAM CON 4 2 2 0

EX DAM

FP | LF RF L R LR RR

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

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

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

FREE ESCORT CARRIER

CNTR

YS:167
DK:3
EX:6
CR:2

CREW UNITS

							9
	*						

BOARDING PARTIES

			4

DECK CREWS

					6

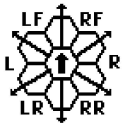
THIS SHIP CAN LAND ON PLANETS USING THE POWERED LANDING SYSTEM (P2.434).

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS, NO TRANSFERS.

NO T-BOMBS



SHIP DATA TABLE

TYPE	=	FEV
POINT VALUE	=	30
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.84

BPV MAY BE MODIFIED BY ANNEX #8B.

KLINGON ONLY SCTY

TURN MODE / SPEED

TURN MODE		SPEED
C	1	2-4
NO HET BONUS	2	5-9
	3	10-14
	4	15-20
BD	5	21-27
	6	28+

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1							A					B
2							A					B

SHIP CAN HAVE TYPE-A DRONE RACKS IN ITS OPTION MOUNTS (ONE RELOAD); AFTER THE Y175 REFIT, THESE CAN BE TYPE-B DRONE RACKS (TWO RELOADS). INCREASE THE BPV BY ONE POINT FOR EACH TYPE-B DRONE RACK.

ANTI-DRONES

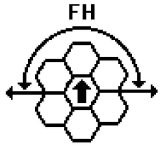
1												
2												

SHIP CAN HAVE ADD RACKS IN ITS OPTION MOUNTS. PRIOR TO THE Y175 REFIT THIS WILL HAVE SIX ROUNDS, TWELVE ROUNDS THEREAFTER. INCREASE THE BPV BY ONE POINT FOR EACH ADD RACK REFITTED.

PLASMA-D RACKS

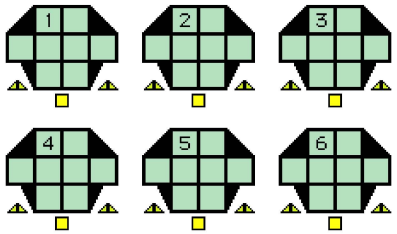
1				
2				

IF ONE PLASMA RACK IS TAKEN IT WILL HAVE AN FH LAUNCHING ARC. IF TWO ARE TAKEN THEY WILL HAVE LS/RS LAUNCHING ARCS. PLASMA RACKS WILL HAVE ONE RELOAD PRIOR TO THE Y175 REFIT, TWO RELOADS THEREAFTER, NO CHANGE IN BPV.



SELECTION OF OPTION MOUNTS:

PH-2	PH-3	DRONE	PL-D	ADD
360°	360°			



F-8 FIGHTERS
1xPH-3-FA
DFR = 2
CRIPPLED = 6
SPEED = 8
BPV = 6

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT 5+	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

ANTI-DRONE TABLE

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

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

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

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PRIME CORVETTE

CREW UNITS

									10
		✱							

BOARDING PARTIES

			4

KLINGON ONLY SCTY

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

		D	D

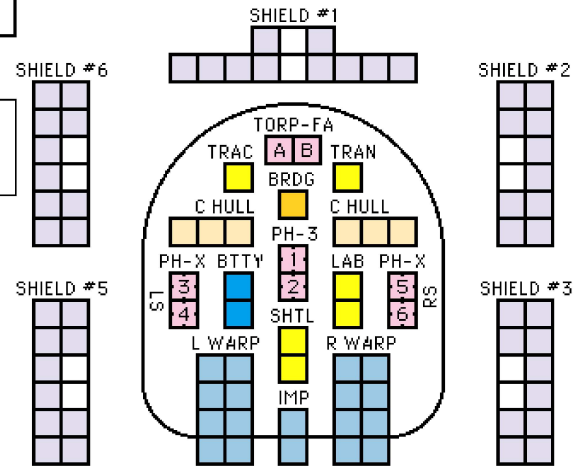
THIS SHIP CAN LAND ON PLANETS USING THE POWERED LANDING SYSTEM (P2.434).

SHIP DATA TABLE

TYPE	=	PTC
POINT VALUE	=	53
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.85

CNTR

YS:135
DK:3
EX:9
CR:3



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

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

TYPE II PHASER TABLE

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

BPV MAY BE MODIFIED BY ANNEX #8B.
PHASER-3 FIRING ARC IS 360°.

PH-Xs ARE PHASER-2s ON PTCs OPERATED BY CIVILIANS, KLINGONS, HYDRANS, LYRANS, AND YUDAR (BPV IS REDUCED BY ONE POINT FOR THESE RACES). THEY ARE OTHERWISE PHASER-1s.

TURN MODE	SPEED
C	
NO HET BONUS	
BD	
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

TYPE III DEFENSE PHASER

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

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

DISRUPTOR TABLE

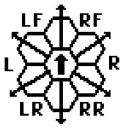
RANGE	0	1	2	3-4	5-8	9-10	9-15
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-4
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA
DAMAGE,STD	0	5	4	4	3	3	3
DAMAGE,OVLD	10	10	8	8	6	0	0

PLASMA TORPEDO WARHEAD 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
BOLT	1-4	1-3	1-2					

PSEUDO-PLASMA TORPEDO

A G	A F	B F



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	------VARIES------				NA	NA

FUSION BEAM TABLE

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

FUSION OVERLOAD

DIE ROLL	RANGE 0	1	2	3-8
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

DRONE RACKS

A						G
B						G

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

ANTI-DRONE TABLE

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

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

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

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ARMED CUTTER

YS:130
DK:1
EX:7
CR:3

CREW UNITS: [ ] [✱] [ ] [ ] [ ] [ ] [7]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: [ ] [ ] [3]

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

SHIP DATA TABLE		
TYPE	=	CUT
POINT VALUE	=	30
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R1.86
Y175 REFIT	=	+2

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

ANTI-DRONE TABLE

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

TYPE III DEFENSE PHASER

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

TYPE II PHASER TABLE

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

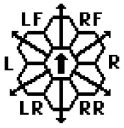
TURN MODE	SPEED
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+

C [ ]
HET [ ]
BD [ ] [ ]

DRONE RACKS

1							A					B
2							A					B

SHIP CAN HAVE TYPE-A DRONE RACK IN OPTION MOUNT (ONE RELOAD); AFTER THE Y175 REFIT, THIS CAN BE A TYPE-B DRONE RACK (2 RELOADS).



PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

DRONE RACKS

1												G
2												G

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

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

PLASMA-K COMBAT TABLE

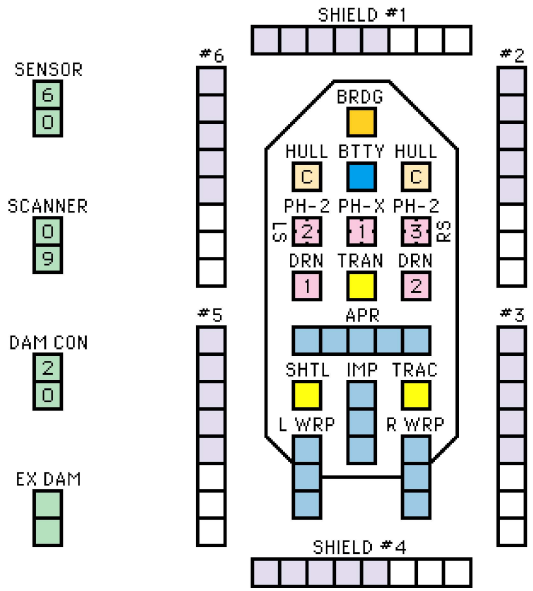
RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT 5+	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

PLASMA-D RACKS

1					
2					

ONE RELOAD PRIOR TO Y175; TWO RELOADS Y175 & AFTER.

DRONE RACKS ARE TYPE-A PRIOR TO Y165. AFTER Y165 THE DRONE RACKS ARE TYPE-G IF OPERATED BY THE FEDERATION (Y175 REFIT IS +0), AND ARE STILL TYPE-A IF OPERATED BY ANOTHER DRONE-USING RACES. THE Y175 REFIT WILL CHANGE ANY TYPE-A RACKS TO TYPE-B. DRONE RACKS ARE PLASMA-D-LS/RS RACKS ON PLASMA CUTs FROM Y165 (Y175 REFIT IS +0). PRIOR TO Y165 PLASMA RACKS ARE PHASER-2-LS/RS. DRONE RACKS ARE ALWAYS PHASER-2-LS/RS ON CUTs OPERATED BY RACES THAT DO NOT USE DRONES OR PLASMA.



THE FIRING ARC OF PH-X IS 360°.
PH-X IS A PHASER-2 IF THE CUTTER IS OPERATED BY THE KLINGONS, LYRANS, HYDRANS, OR DESIGNATED AS SUCH BY SPECIAL SCENARIO RULES, IT IS OTHERWISE A PHASER-1.

KLINGON ONLY SCTY

ONLY CUTTERS OPERATED BY THE MILITARY MAY PURCHASE T-BOMBS. CUTTERS OPERATED BY CIVILIANS CANNOT PURCHASE T-BOMBS.

WARP ENERGY MOVEMENT COST = 1/5 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	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fract.	1/5	2/5	3/5	4/5	1	1 1/5	1 2/5	1 3/5	1 4/5	2	2 1/5	2 2/5	2 3/5	2 4/5	3	3 1/5	3 2/5	3 3/5	3 4/5	4	4 1/5	4 2/5	4 3/5	4 4/5	5	5 1/5	5 2/5	5 3/5	5 4/5	6

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FEDERATION HEAVY FIGHTER CARRIER

YS:177
DK:8
EX:17
CR:9

CNTR

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

PHOT-FA A B C D
PH-1-FH 1 2
BTTY TRAN BRIDGE LAB FLAG EMER IMPULSE F HULL DRN 1 DRN 2
PH-1 3 4 LF L
PH-1 5 6 RF R
AUX HULL R PH-3 7 TRAC
SHTTL HULL R PH-3 8 TRAC PRB
L WARP R WARP
PH-3's ARE 360°.

THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

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

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

A-20F FIGHTERS
1xPh-2-FX
1xPh-3-RX
DFR = 0
CRIPPLED = 12
SPEED = 15
BPV = 18

SHIP DATA TABLE

TYPE	= CAV
POINT VALUE	= 156
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.132

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

TURN MODE SPEED

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHUTTLE BAY IS TUNNEL DECK (J1.58).

CREW UNITS 10 20 30 40

BOARDING PARTIES 10

DECK CREWS 10

TRANSPORTER BOMBS D D D D

PROBES 5

TYPE I OFFENSIVE PHASER TABLE

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

FH

LF RF L R LR RR

FA = LF + RF

TYPE II PHASER (FTR)

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

ANTI-DRONE TABLE

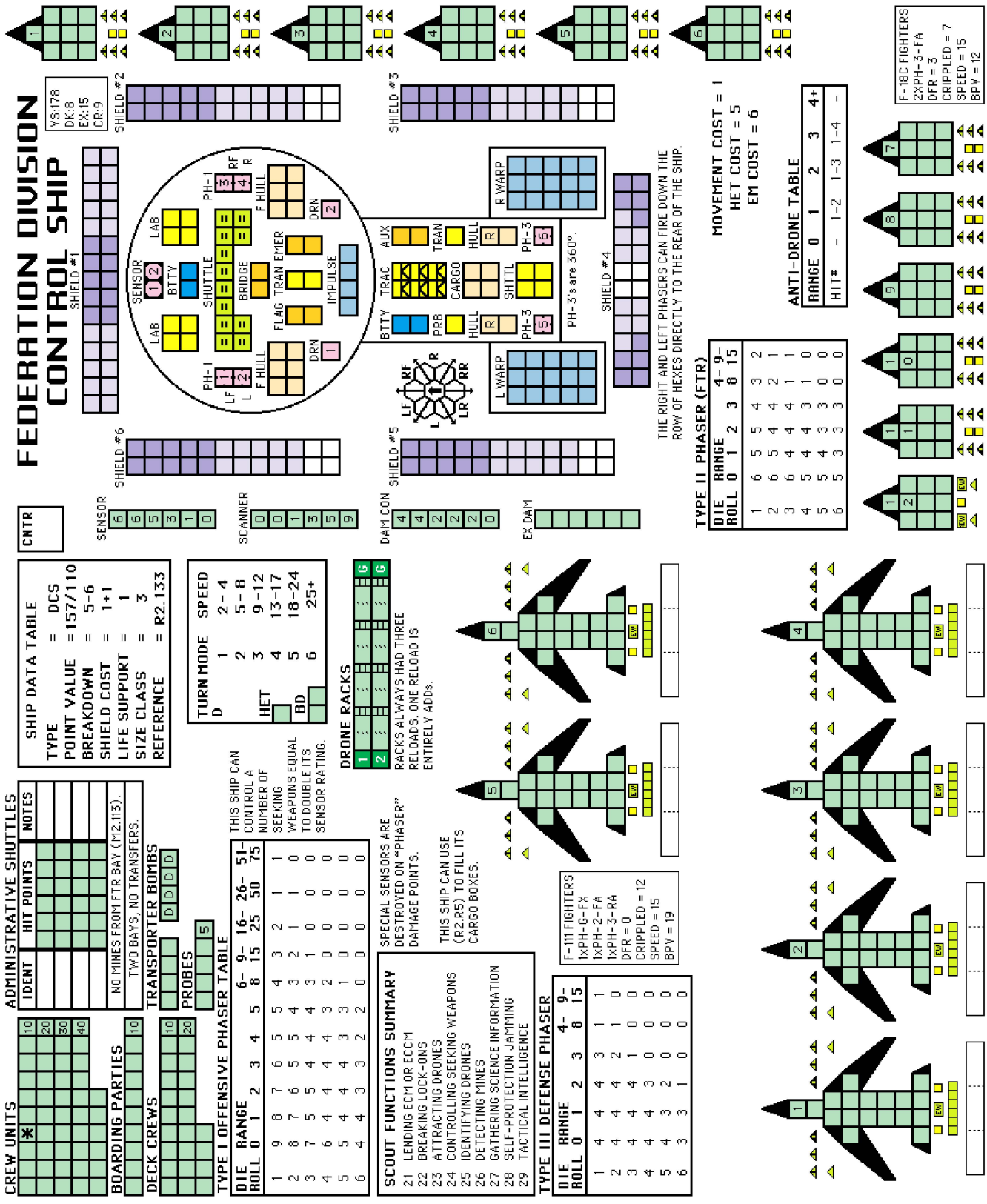
RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

DRONE RACKS

1 2 G G

RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDS.

1 2 3 4 5 6



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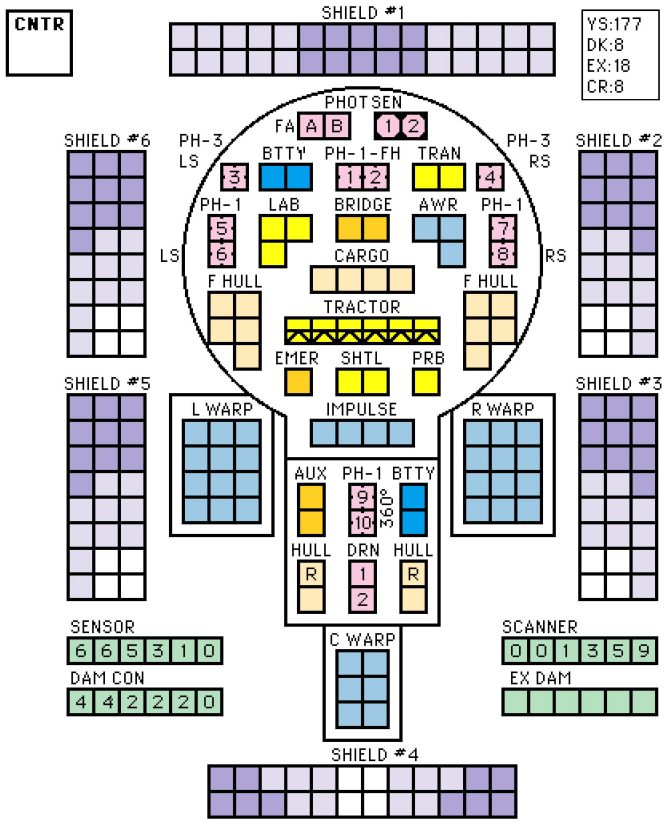
FEDERATION NEW HEAVY FIGHTER CARRIER



CREW UNITS

		*					10
							20
							30
							40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D D D D

BOARDING PARTIES

10

PROBES

5

DECK CREWS

10

THIS SHIP CAN USE (R2.R5) TO FILL ITS CARGO BOXES.

SHIP DATA TABLE

TYPE	=	NHA
POINT VALUE	=	150/130
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.134

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

TYPE II PHASER (FTR)

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

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

TYPE I OFFENSIVE PHASER TABLE

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

ANTI-DRONE TABLE

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

DRONE RACKS

1					G
2					G

RACKS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

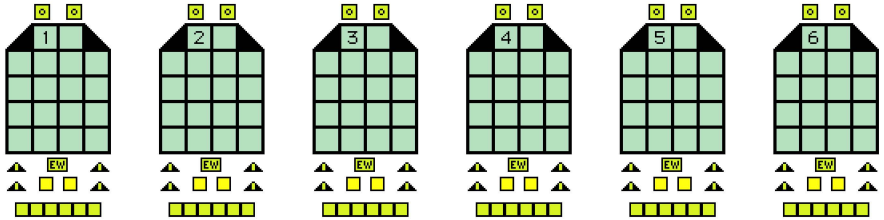
PHOTON TORPEDO TABLE

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	------VARIES------				NA	NA

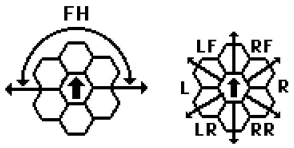
SCOUT FUNCTIONS SUMMARY

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.



A-20F FIGHTERS
1xPh-2-FX
1xPh-3-RX
DFR = 0
CRIPPLED = 12
SPEED = 15
BPV = 18



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

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

FEDERATION PODS

FED HEAVY FIGHTER POD

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

HULL C CGO P-G-360° TRAC TRAC DRONE 7 8 IMPULSE 2 3 SEN 1 2 AUX APR SHTL

SEN 6 0 DAM CON 4 0 SCAN 0 9 X DAM

CREW UNITS 10 *

DECK CREWS 10

BOARDING PARTIES 2

DRONE RACKS 2 3 6 6

RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs. THIS POD CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING, AND ADDS THIS CONTROL ABILITY TO THE TUG IT IS ATTACHED TO.

POD DATA TABLE
TYPE = P-HYL
BPV = 48/36
SIZE = 4
REF = R2.136

YS:181
DK:4
EX:+3
CR:+1

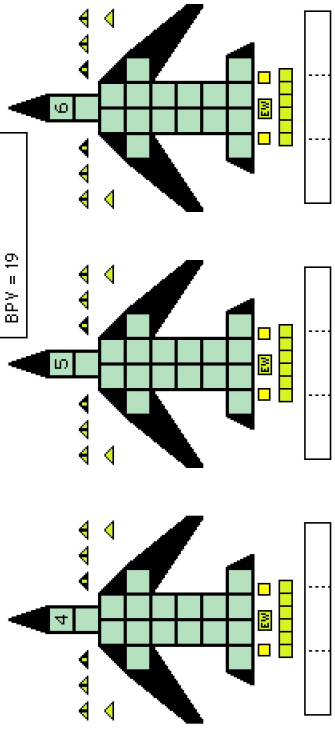
F-111 FIGHTER DATA
1xPH-G-FX
1xPH-2-FA
1xPH-3-RA
DOGFIGHT RATING = 0
CRIPPLED RATING = 12
SPEED = 15
BPV = 19

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 DESTROYED ON "PHASER" DAMAGE POINTS.

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES



TYPE II PHASER (FTR)

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

THIS POD CAN USE (R2.R5) TO FILL ITS CARGO BOXES.

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

FED SCOUT POD

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

PRB 2 APR SEN 1 2 3 4 AUX LAB SHTL HULL C BTTY TRAN DRONE 2 3 PH-3-360° 7 8 FLAG TRAC

POD DATA TABLE
TYPE = P-SC
BPV = 65/30
SIZE = 4
REF = R2.135
Y175 REFIT = +0 BPV

SEN 6 0 DAM CON 4 0 SCAN 0 9 X DAM

YS:165
DK:4
EX:+5
CR:+1

CREW UNITS 10 *

BOARDING PARTIES 4

PROBES 2 10

DRONE RACKS 2 3 6 6

RACKS HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER. ONE RELOAD IS ENTIRELY ADDs.

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

TYPE III DEFENSE PHASER

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

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

SPECIAL SENSORS DESTROYED ON "PHASER" DAMAGE POINTS.

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FEDERATION POLICE LIGHT CARRIER

CREW UNITS: ✱ 10

BOARDING PARTIES: 4

DECK CREWS: 6

PROBES: 5

T-BOMBS: D D

ADMINISTRATIVE SHUTTLES

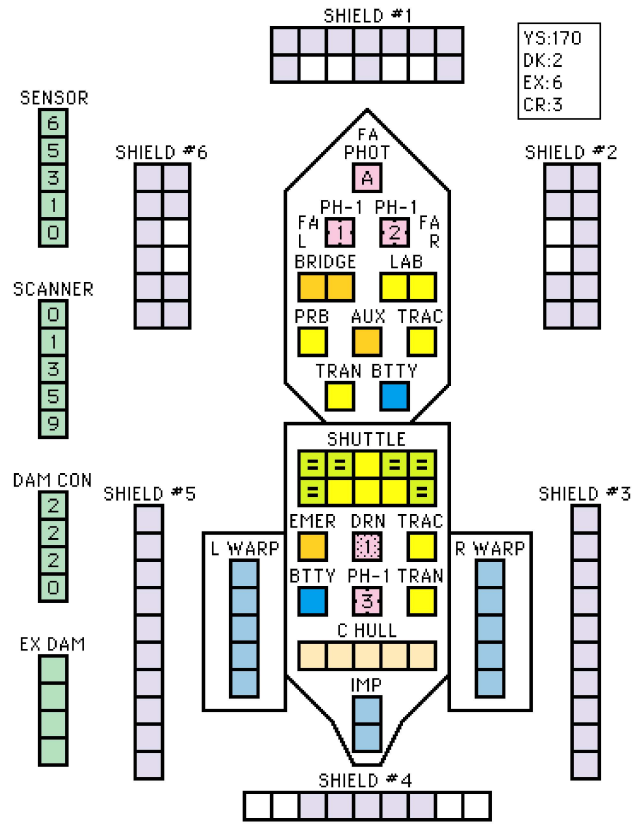
IDENT	HIT POINTS	NOTES

TUNNEL DECK (J1.58).

SHIP DATA TABLE		
TYPE	=	POV
POINT VALUE	=	60/50
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.137
PLUS REFIT (Y172)	=	+3
Y175 REFIT	=	+0

CNTR

YS:170
DK:2
EX:6
CR:3



REAR PHASER-1 IS 360°.

SHADED BOX IS THE PLUS REFIT.

TYPE I OFFENSIVE PHASER TABLE

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

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

NIMBLE SHIP

TYPE III DEFENSE PHASER

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

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	------VARIES------				NA	NA

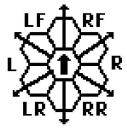
ANTI-DRONE TABLE

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

DRONE RACKS

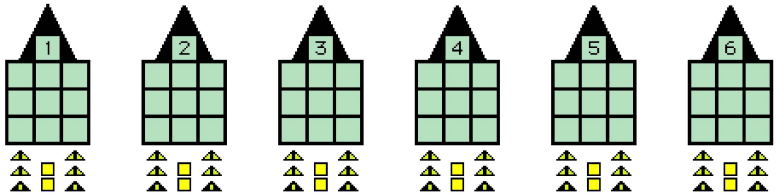
1 … 6

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.



FA = LF + RF

F-18C FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12



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

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

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FEDERATION NATIONAL GUARD SURVEY CRUISER

YS:140
DK:6
EX:12
CR:8

CNTR

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

SEN 1 PH-1 LF 1 L 2 F HULL CARGO BTTY TRAN BRIDGE EMER IMP LAB F HULL SEN 2 PH-1 3 RF 4 R

BTTY AUX TRAC PH-3-360° 5 6 TRAN PRB 1 2 SHTL HULL R HULL R L WARP R WARP

THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP.

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

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

SHIP DATA TABLE

TYPE	= GSR
POINT VALUE	=123/83
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	=R2.138

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

LF RF L R LR RR

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.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

		10
		20
		30
	*	

BOARDING PARTIES

	10

TRANSPORTER BOMBS

D D D D

PROBES

	10
	10
1	
2	

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

WARTIME FIGHTER DEPLOYMENT

(REPLACE 2 ADMIN)

F-18C FIGHTERS
2XPH-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12
DECK CREWS 2

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FEDERATION (NEW) FAST LIGHT CRUISER

CREW UNITS

		*						10
								20
								30

BOARDING PARTIES

							8

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

DRONE RACKS

1						G

RACK HAD TWO RELOADS PRIOR TO Y175, THREE THEREAFTER.
ONE RELOAD IS ENTIRELY ADDs.

SHIP DATA TABLE

TYPE	=	NLF
POINT VALUE	=	135
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R2.139
PLUS REFIT (Y172)	=	+1
AWR REFIT (Y174)	=	+4
Y175 REFIT	=	+0

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

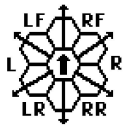
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

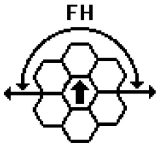
ANTI-DRONE TABLE

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

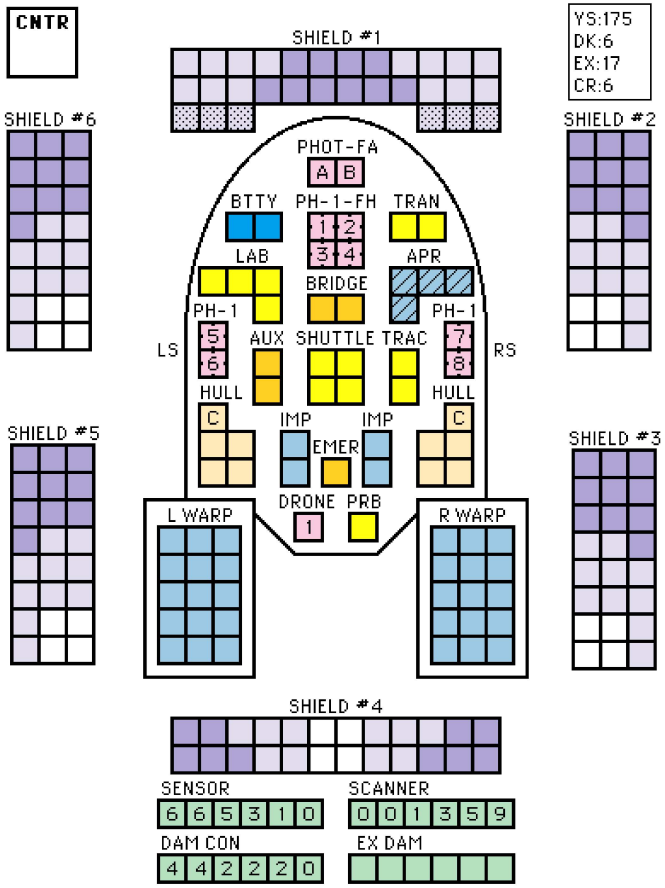
PHOTON TORPEDO TABLE

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	------VARIES------				NA	NA





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



SHADED BOXES ARE THE CLF+ REFIT.

APR CONVERTED TO AWR BY THE AWR REFIT.

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

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

FEDERATION LIGHT ATTACK CARRIER

CNTR

VS:176
DK:5
EX:10
CR:5

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

SEN 1 PH-1-FH 1 2 C HULL
PH-1 3 CARGO C HULL
PH-3 BRIDGE BTTY PH-1 4
LS 5 EMER TRAC TRAN PH-3
DRN 1 TRAN SHUTTLE AUX 6 RS
LAB IMPULSE LAB PRB
L WARP C WARP R WARP

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

SCOUT FUNCTIONS SUMMARY

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

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

TYPE II PHASER (FTR)

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

SHIP DATA TABLE

TYPE	= ADW
POINT VALUE	= 99/82
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R2.140

TURN MODE / SPEED

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

LF RF L R LR RR

DRONE RACK

1 G

RACK HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

ANTI-DRONE TABLE

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

CREW UNITS

10 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

8

DECK CREWS

6

TRANSPORTER BOMBS

D D

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

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

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

FH

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

THIS SHIP CAN USE (R2.R5) TO FILL ITS CARGO BOXES.

F-111 FIGHTERS
1xPH-G-FX
1xPH-2-FA
1xPH-3-RA
DFR = 0
CRIPPLED = 12
SPEED = 15
BPV = 19

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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

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FEDERATION WAR DESTROYER ESCORT-R

CREW UNITS

			✱						10
									20

DECK CREWS

	2

BOARDING PARTIES

							8

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

		D	D

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

SHIP DATA TABLE

TYPE	=	DWR
POINT VALUE	=	104
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.141

INCLUDES FULL AEGIS

TYPE I OFFENSIVE PHASER TABLE

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

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

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

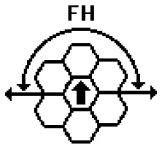
TYPE III DEFENSE PHASER

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

DRONE RACKS

1						G
2						G

RACKS HAD THREE RELOADS. THIRD RELOAD MUST BE ADDs.



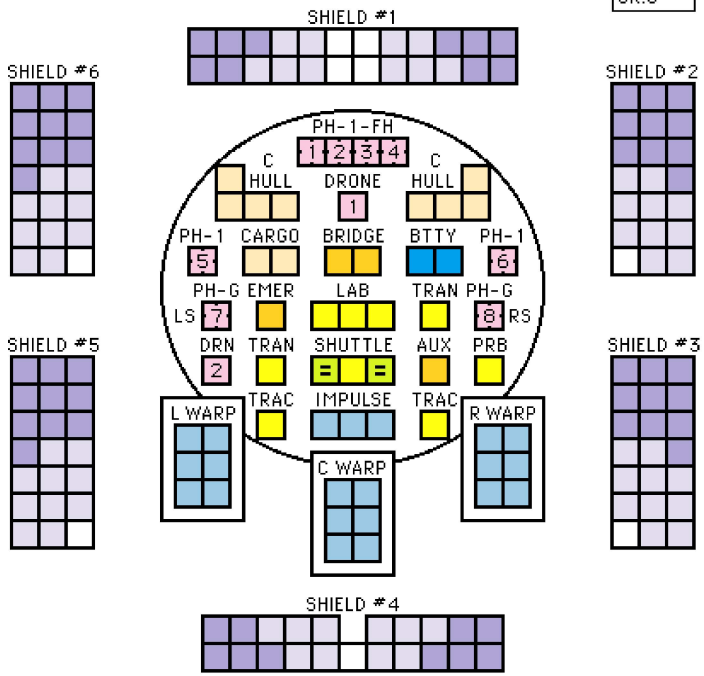
LS = LF + L + LR
RS = RF + R + RR

ANTI-DRONE TABLE

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

CNTR

YS:178
DK:5
EX:11
CR:5



SENSOR					
6	6	5	3	1	0

SCANNER					
0	0	1	3	5	9

DAM CON			
2	2	2	0

EX DAM			

SEE (R2.R5) FOR SPECIAL RULES REGARDING CARGO.

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

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

FEDERATION FEDERATION EXPRESS ESCORT

CREW UNITS

	*				6

BOARDING PARTIES

	2

DECK CREW

1

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

	D

ANTI-DRONE TABLE

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

SHIP DATA TABLE

TYPE	=	FXE
POINT VALUE	=	26
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R2.142

INCLUDES FULL AEGIS

TYPE I OFFENSIVE PHASER TABLE

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

THIS SHIP CAN LAND ON PLANETS USING THE POWERED LANDING SYSTEM (P2.434).

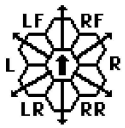
TURN MODE	SPEED
AA	
HET	
1	2-8
2	9-16
3	17-24
4	25+
BD	

NIMBLE SHIP

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

TYPE III DEFENSE PHASER

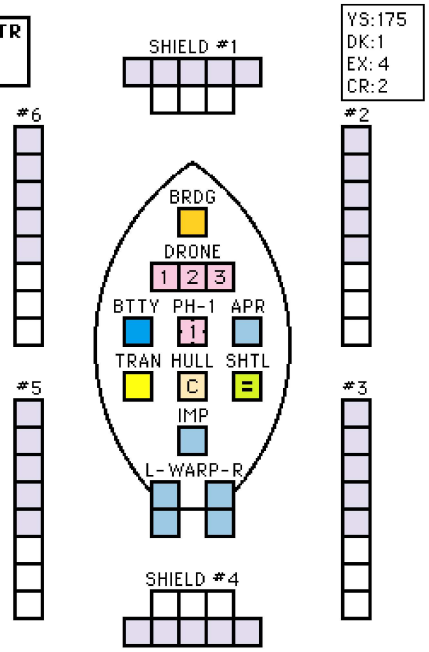
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0



DRONE RACKS

1					G
2					G
3					G

RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.



SENSOR	SCANNER	DAM CON	EX DAM
6 0	0 9	2 0	

PHASER-1 FIRING ARC IS 360°.

MOVEMENT COST = 1/10
HET COST = 5/10
EM COST = 3/10

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KLINGON AD5W HEAVY ESCORT CRUISER

CRUISER

CREW UNITS: 10, 20, 30, 40

BOARDING PARTIES: 10

DECK CREWS: 2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS: D D D D

PROBES: 5

SHIP DATA TABLE

TYPE	=	ADW
POINT VALUE	=	160
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.152

FULL AEGIS

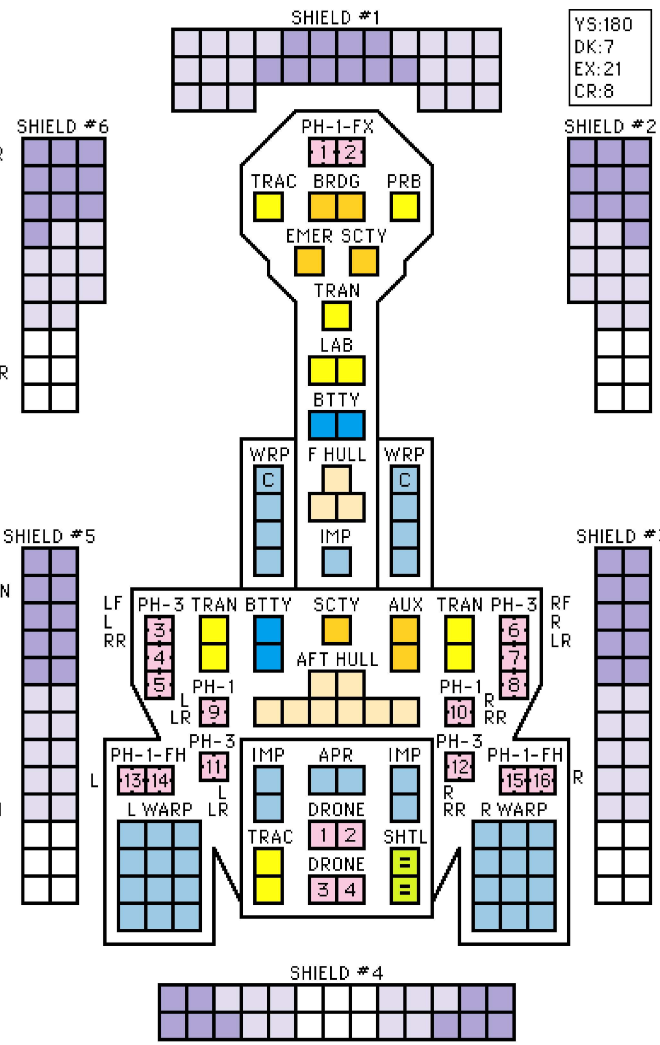
CNTR

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM



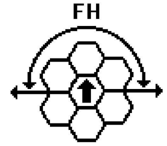
MOVEMENT COST = 1

HET COST = 5 EM COST = 6

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

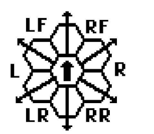
FH



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

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



FX = L + LF + RF + R

ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	–	1-2	1-3	1-4	–

DRONE RACKS

1		G
2		G
3		G
4		G

RACKS ALWAYS HAD THREE RELOADS. ONE RELOAD IS ENTIRELY ADDs.

THE FORWARD PHASER-1S CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY TO THE REAR OF THE SHIP. SEE (D2.33). WING PHASERS HAVE CROSS-DECK ARCS; SEE (D2.32).

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

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

KLINGON E4S SCOUT

CREW UNITS

									10
			*						

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

ANTI-DRONES

1														

ADD HAS 6 ROUNDS PRIOR TO Y175

DRONE RACK

1						A				B

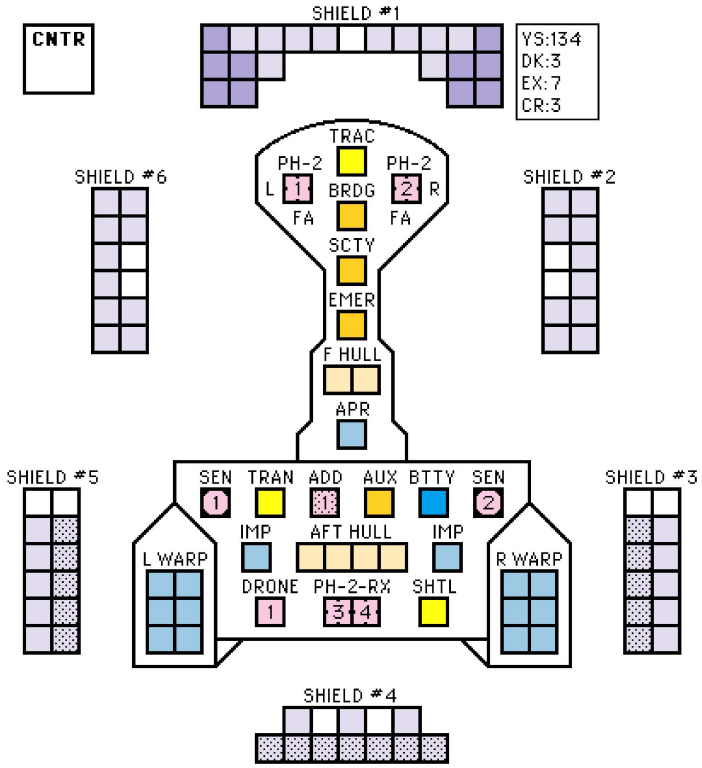
SHIP HAD TYPE-A DRONE RACK (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED IT TO TYPE-B DRONE RACK (2 RELOADS).

SHIP DATA TABLE

TYPE	=	E4S
POINT VALUE	=	64/44
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.153
B REFIT (Y165)	=	+4
Y175 REFIT	=	+3

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

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



TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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.

ANTI-DRONE TABLE

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

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

SHADED BOXES ARE THE B-REFIT.

SPECIAL FIRING ARCS: (D2.33)

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

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

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KLINGON E4T TRANSPORT

CREW UNITS: ✱ 10

BOARDING PARTIES: 4

ADMINISTRATIVE SHUTTLE

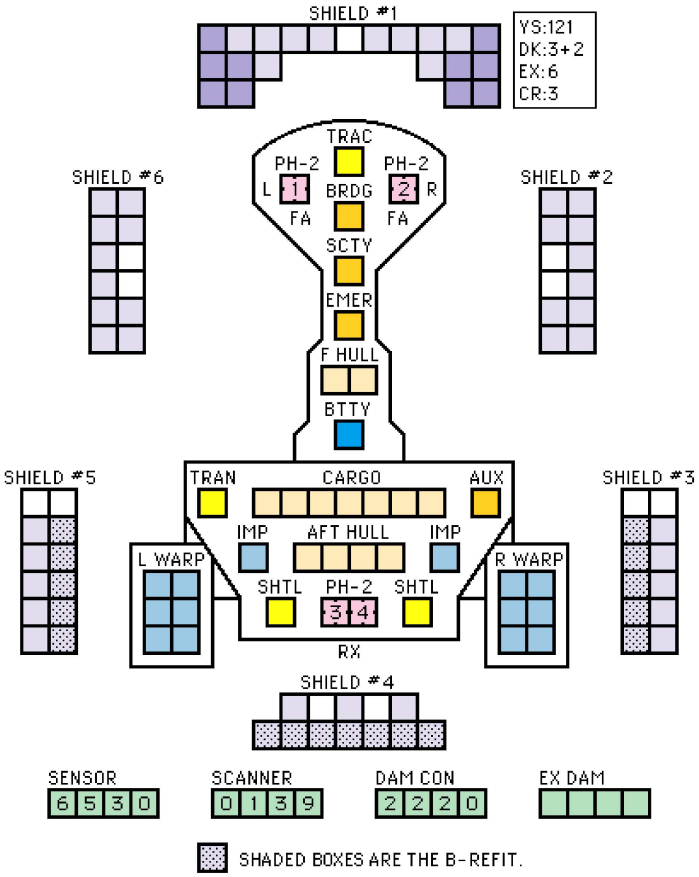
IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS: D D

SHIP DATA TABLE		
TYPE	=	E4T
POINT VALUE	=	60/25
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.154
B REFIT (Y165)	=	+3

CNTR

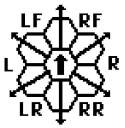


SENSOR	SCANNER	DAM CON	EX DAM
6 5 3 0	0 1 3 9	2 2 2 0	

SHADED BOXES ARE THE B-REFIT.

TYPE II PHASER TABLE

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



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

NO POD		
TURN MODE		SPEED
A	1	2 - 6
HET	2	7 - 12
	3	13 - 19
BD	4	20 - 26
	5	27+

TYPE III DEFENSE PHASER

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

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

POD WT	MOVE COST	HET COST	EM COST
0	.33	1.67	2
1	.67	3.33	4
2	1	5	6

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

THE FORWARD PHASERS CAN FIRE INTO THE HEX ROW DIRECTLY BEHIND THE SHIP IF NO POD IS ATTACHED TO THE TUG. SEE (D2.33).

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

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

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

KLINGON F5T TRANSPORT

CREW UNITS

			X						10
									20

BOARDING PARTIES

			4

PROBES

				5

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

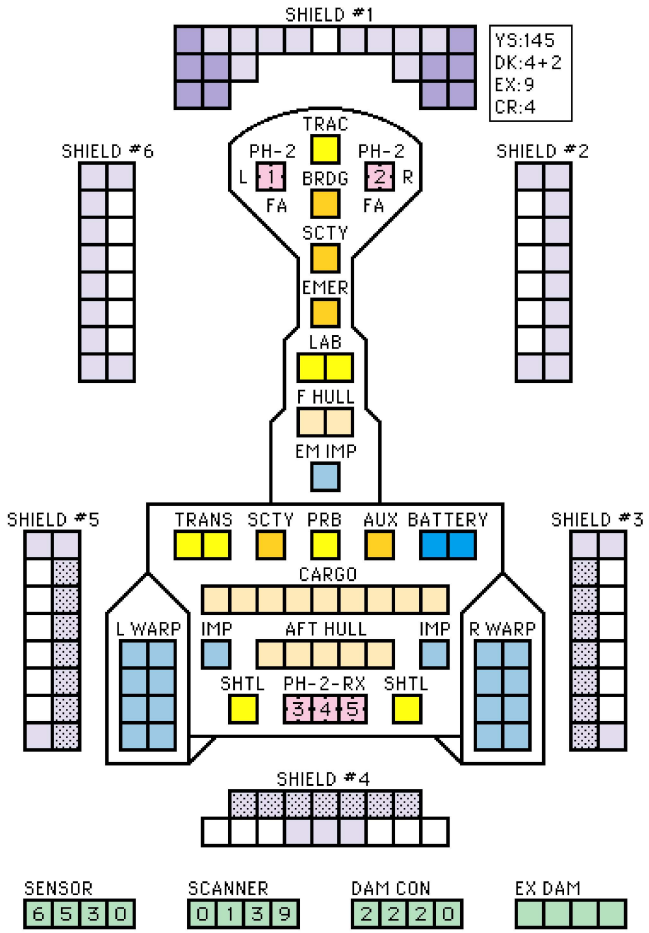
TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

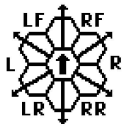
TYPE	=	F5T
POINT VALUE	=	76/41
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.155
B REFIT (Y165)	=	+4

CNTR



TYPE II PHASER TABLE

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



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

NO POD

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

TYPE III DEFENSE PHASER

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

SHADED BOXES ARE THE B-REFIT.

SPECIAL FIRING ARCS: (D2.33)

ONE OR TWO PODS

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

POD WT	MOVE COST	HET COST	EM COST
0	.50	2.50	3
1	.75	3.75	4.50
2	1	5	6

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

THE FORWARD PHASERS CAN FIRE INTO THE HEX ROW DIRECTLY BEHIND THE SHIP IF NO POD IS ATTACHED TO THE TUG. SEE (D2.33).

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

WARP ENERGY MOVEMENT COST = 3/4 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	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.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

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

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

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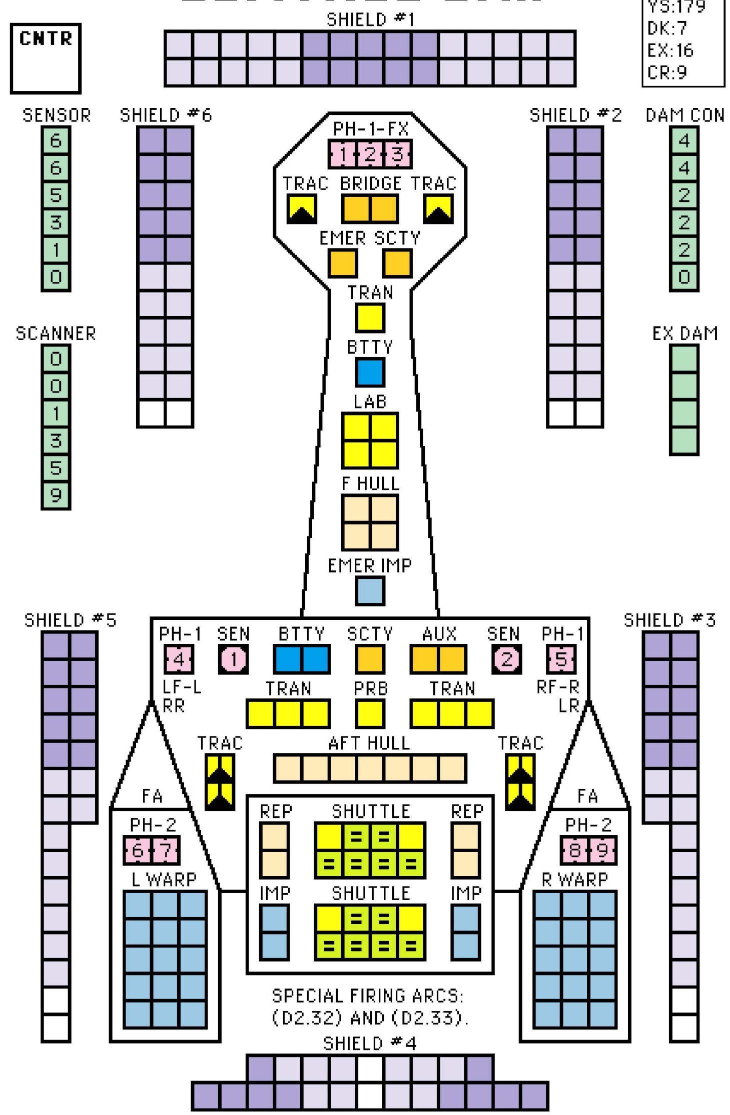
KLINGON UD7 DIVISION CONTROL SHIP

YS:179
DK:7
EX:16
CR:9

CNTR



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

CREW UNITS

✱ 10 20 30 40

BOARDING PARTIES

10

DECK CREWS

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS

D D D D

PROBES

5

SHIP DATA TABLE

TYPE	=	UD7
POINT VALUE	=	150/100
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.156

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

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

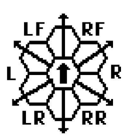
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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



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

TYPE III DEFENSE PHASER

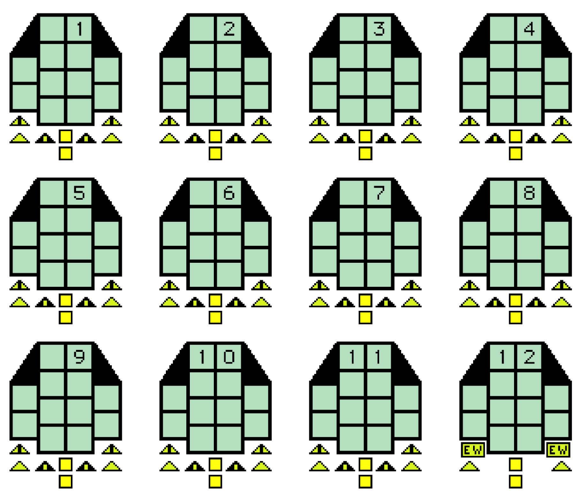
DIE ROLL	RANGE 0	1	2	3	4–8	9–15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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.

Z-YC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPY = 12



KLINGON FWP LIGHT PF TENDER

CREW UNITS

			✱						10
									20

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

									10

TRANSPORTER BOMBS

		D	D

PROBES

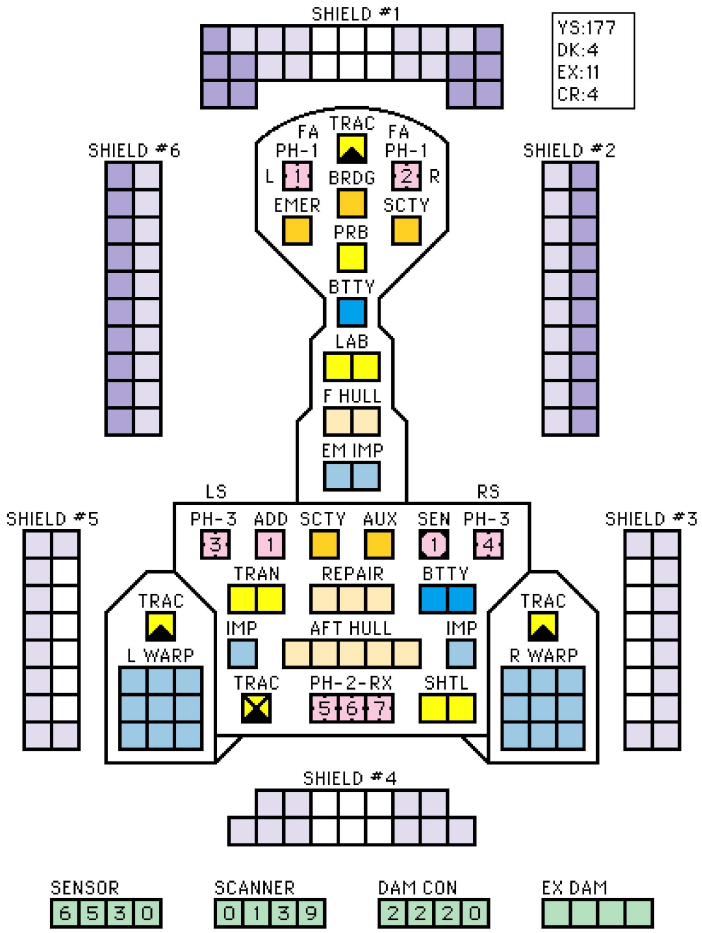
				5

SHIP DATA TABLE

TYPE	=	FWP
POINT VALUE	=	95/85
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R3.157

CNTR

YS:177
DK:4
EX:11
CR:4



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

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33). WING PHASERS ALSO HAVE THE (D2.32) CROSS DECK ARCS.

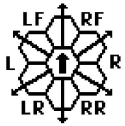
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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



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

TYPE III DEFENSE PHASER

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

ANTI-DRONES

1											

ANTI-DRONE TABLE

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

REPAIR DESTROYED ON "CARGO" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

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

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

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

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

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KLINGON FD5 FAST WAR CRUISER

YS:173
DK:6
EX:19
CR:6

CREW UNITS: * 10 20 30 40

BOARDING PARTIES: 8

PROBES: 5

TRANSPORTER BOMBS: D D D D

DRONE RACKS: 1 A B; 2 A B

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B DRONE RACKS (2 RELOADS)

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	FD5
POINT VALUE	=	130
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R3.158
K REFIT (Y176)	=	+2
Y175 REFIT	=	+2
1 UIM STANDARD		

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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

HIT & RUN
UIM
DERFACS

TYPE III DEFENSE PHASER

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

ANTI-DRONES: 1 2

FX = L + LF + RF + R
LIMITED AEGIS SYSTEM CONTROLS PH-3s AND ADDs.

ANTI-DRONE TABLE

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

DISRUPTOR TABLE

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

THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33.).

WING PHASERS HAVE SPECIAL ARCS; SEE (D2.32).

PHASER-2s MARKED "K" ARE PHASER-1s ON THE K-REFIT.

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

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

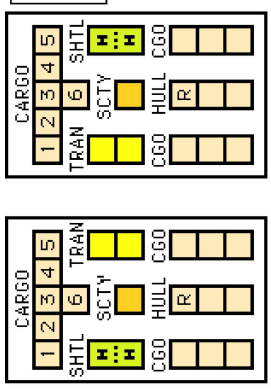
PH-1-FX 1 2
TRAC BRDG PRB
EMER SCTY
TRAN
LAB
BTTY
F HULL
EMER IMP
LF RF L R LR RR
FH
LF L RR PH-2 3 K TRAN BTTY AUX SCTY TRAN PH-2 4 K RF R LR
PH-3 L 5 LR 6 AFT HULL PH-3 7 R 8 RR
L+FH FH+R
DISR A PH-1 9 FH L IMP APR IMP PH-1 DISR FH R 10 B
L WARP ADD 1 2 TRAC SHTL R WARP
DRONE 1 2

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

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

KLINGON PODS

KLINGON HEAVY FIGHTER RESUPPLY PODS



YS:178
DK:3
EX:+0
CR:+0

POD DATA TABLE

TYPE	=	P-HF12
BPV	=	30/10
SIZE	=	4
REF	=	R3.160

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES	HTS FOR POD #1
		HTS	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES	HTS FOR POD #2
		HTS	

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

CARGO STORAGE RECORDS POD #1

#1	#2	#3	#4	#5	#6

CARGO STORAGE RECORDS POD #2

#1	#2	#3	#4	#5	#6

KLINGON PF TRANSPORT PODS

POD DATA TABLE

TYPE	=	P-PT13
BPV	=	30/12
SIZE	=	4
REF	=	R3.161

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

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		HTS

YS:179
DK:3
EX:+0
CR:+0

KLINGON MEDIUM HANGAR PODS

POD DATA TABLE

TYPE	=	P-M11
BPV	=	15/13
SIZE	=	4
REF	=	R3.159

EACH POD HAS HAS ONE BAY.

Z-YC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

YS:172
DK:3
EX:+1
CR:+1

EACH POD CAN CONTROL A NUMBER OF SEEKING WEAPONS UP TO ONE-HALF OF THE TUG'S SENSOR RATING. THE CONTROL RATINGS OF THE PODS CAN BE COMBINED WITH THE TUG'S CONTROL RATING.

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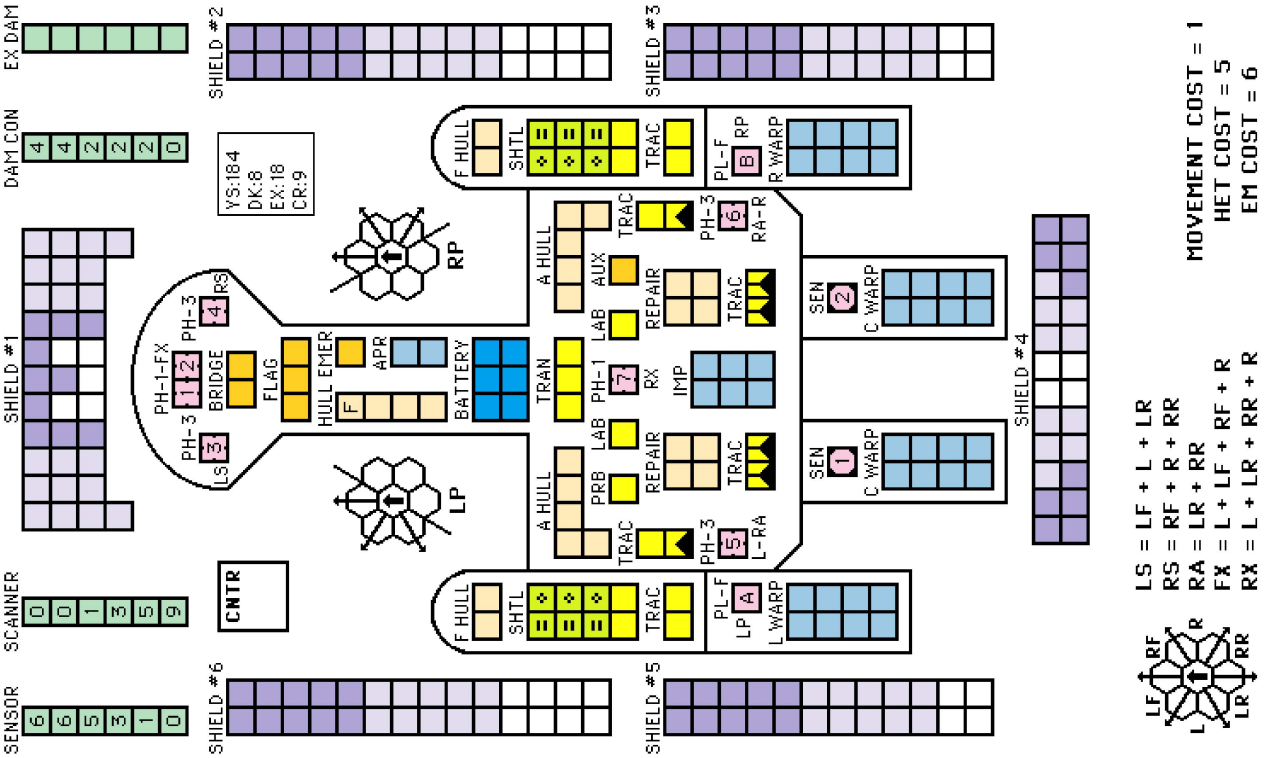
ROMULAN SUPERHAWK-U DIVISION CONTROL SHIP



SHIP DATA TABLE

TYPE	=	SUU
POINT VALUE	=	183/125
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	20/4
REFERENCE	=	R4.127

BPV INCLUDES CLOAK

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

CREW UNITS

10 20 30 40

BOARDING PARTIES

8

DECK CREWS

10

TRANSPORTER BOMBS

D D D D

PROBES

5

HIT & RUN CLOAK

TURN MODE SPEED

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

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	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 SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

TYPE I OFFENSIVE PHASER TABLE

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

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
BOLT	1-4	1-3	1-2		

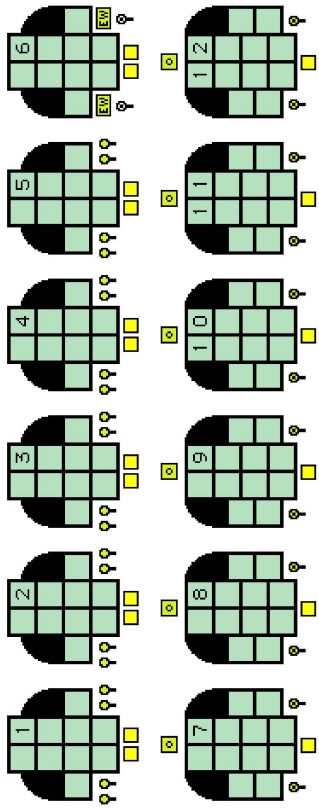
REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

PSEUDO-PLASMA TORPEDOES

A F B F

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



ROMULAN FARHAWK-K HEAVY CRUISER

YS:171‡
DK:8
EX:20
CR:8

CNTR

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

FP

LP

RP

LF RF L R LR RR

PH-1-FX 1 2 BRIDGE
PH-3 3 LS
PH-3 4 RS
HULL EMER
F APR
BATTERY
TRAN
A HULL
AUX TRAC
IMP
PH-3 10 RA-R
SHUTTLE
PH-1 11 RX
PRB
LAB
PH-3 9 L-RA
PH-1 5 6 FA L
PH-1 7 8 FA R
HULL
F
APR
BTTY
PL-F C LP L WARP
PL-F D RP R WARP
PL-S A FP C WARP
PL-S B FP C WARP

SHIP DATA TABLE

TYPE	= FAK
POINT VALUE	= 188
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 18/4
REFERENCE	= R4.128

BPV INCLUDES CLOAK

TYPE III DEFENSE PHASER

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

HIT & RUN CLOAK

TURN MODE SPEED

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

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS: 10 20 30 40

BOARDING PARTIES: 8

DECK CREWS: 10

TRANSPORTER BOMBS: D D D

PROBES: 5

TYPE I OFFENSIVE PHASER TABLE

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

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
BOLT	1-4	1-3	1-2						1		

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

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

PSEUDO-PLASMA TORPEDOES

A S B S C F D F

GLADIATOR-D
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

GLADIATOR-III-K
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 15
BPV = 10

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ROMULAN FARHAWK-B HEAVY CARRIER

YS:173‡
DK:8
EX:17
CR:8

CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

FP

LP

RP

LF LR L R RF RR

PH-1-FX 1 2

PH-3 3 LS

PH-3 4 RS

BRIDGE

HULL EMER

F

APR

BATTERY

TRAN

SHUTTLE

PH-1 7 RX

A HULL

LAB

PRB

IMP

PH-3 5 L-RA

AUX

TRAC

PH-3 6 RA-R

F HULL

SHTL

TRAC

PL-F LP C L WARP

PL-S FP A C WARP

PL-S B FP C WARP

PL-F D RP R WARP

CREW UNITS

									10
									20
									30
									40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
THREE BAYS, NO TRANSFERS.		

BOARDING PARTIES

8

TRANSPORTER BOMBS

D D D

DECK CREWS

10 20

PROBES

5

SHIP DATA TABLE

TYPE	=	FAB
POINT VALUE	=	166/120
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	18/4
REFERENCE	=	R4.129

BPV INCLUDES CLOAK

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

HIT & RUN CLOAK

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
BOLT	1-4	1-3	1-2						1		

PSEUDO-PLASMA TORPEDOES

A S B S C F D F

GLADIATOR-D
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

GLADIATOR-III-K
1xPh-3-FA
DFR = 2
CRIPPLED = 8
SPEED = 15
BPV = 10

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

PLASMA-K COMBAT TABLE

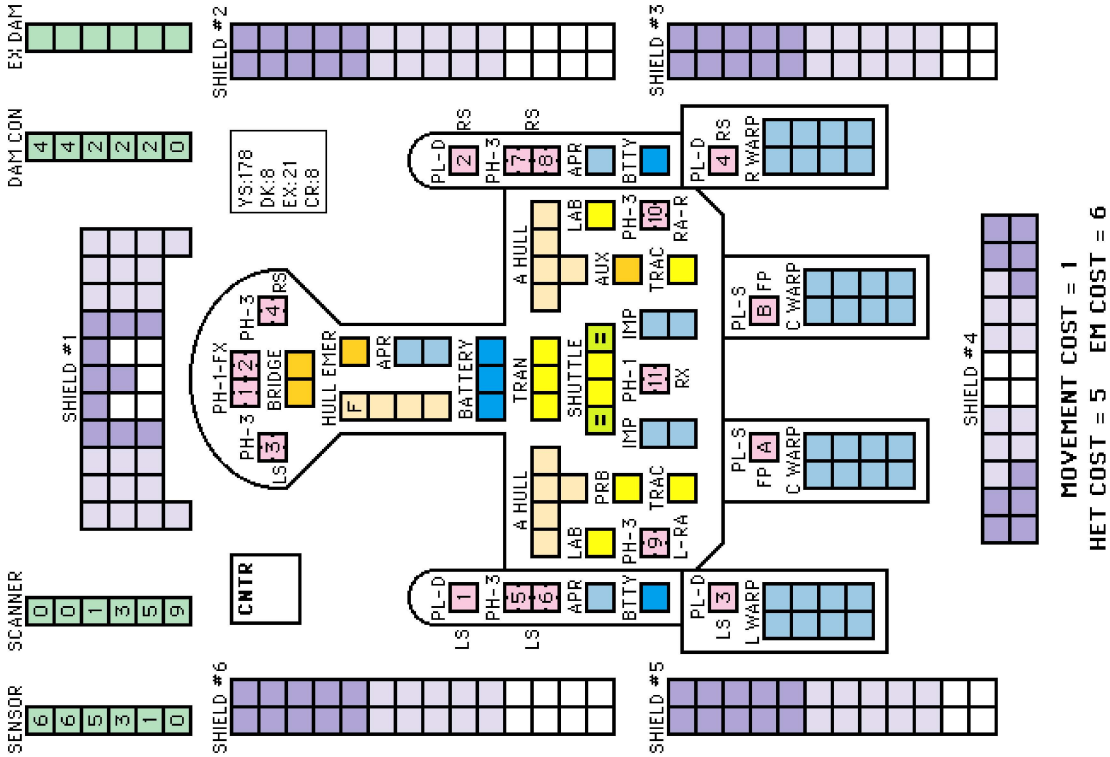
RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

TURN MODE SPEED

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

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

ROMULAN FIREHAWK-M HEAVY ESCORT CRUISER



SHIP DATA TABLE

TYPE	=	FHM
POINT VALUE	=	189
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	18/4
REFERENCE	=	R4.130

FULL AEGIS

BPV INCLUDES CLOAK

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

				10
	*			20
				30
				40

BOARDING PARTIES

		10

DECK CREWS

		2

TRANSPORTER BOMBS

	D	D	D

PROBES

		5

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

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	2	2	0	0	0	0	0	0

HIT & RUN

CLOAK

TURN MODE / SPEED

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

PLASMA-D RACKS

1 2 3 4

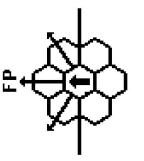
PLASMA RACKS ALWAYS HAD TWO RELOADS.

PSEUDO-PLASMA TORPEDOES

A S B S

TYPE III DEFENSE PHASER

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



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

PLASMA-K COMBAT TABLE

RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25
SIZE 5+	5	4	2	1	0						
BOLT 5+	1-4	1-3	1-3	1-3	NA						
SIZE 6-7	10	8	4	2	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
BOLT	1-4	1-3			1-2					1	

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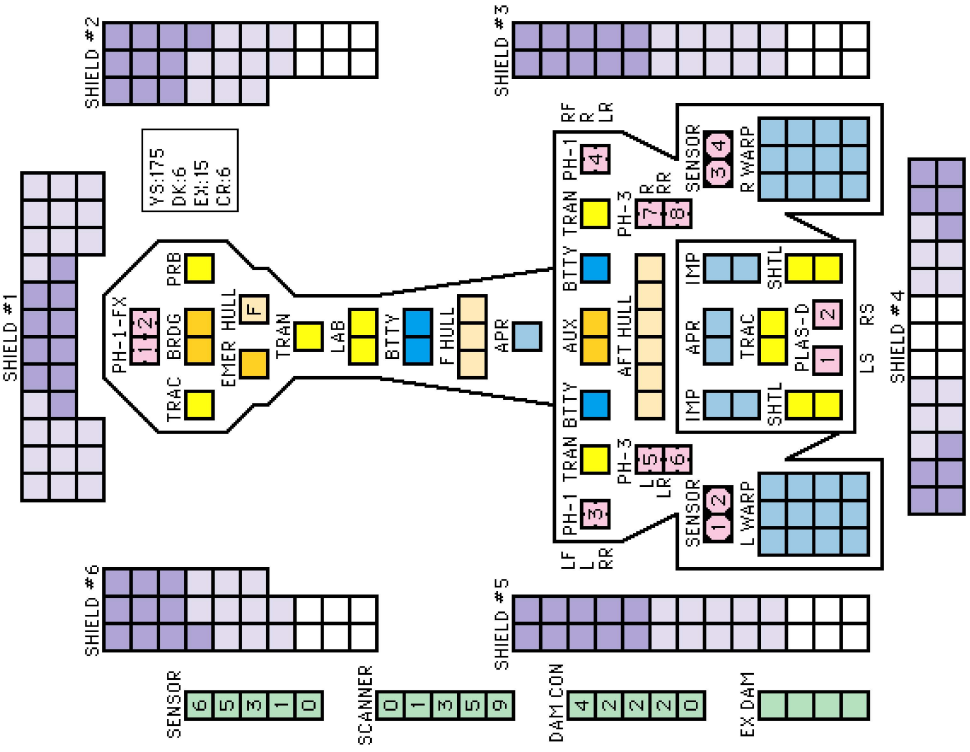
ROMULAN KDS WAR CRUISER SCOUT



THE FORWARD PHASERS CAN FIRE INTO THE ROW OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP. SEE (D2.33).

WING PHASERS ALSO HAVE SPECIAL ARCS; SEE (D2.32).

⑥ = ERRATIC MANEUVER WARP COST

SHIP DATA TABLE

TYPE	= KDS
POINT VALUE	= 147/127
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 16/4
REFERENCE	= R4.131
BPV INCLUDES CLOAK	

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

CREW UNITS

				10
*				20
				30

BOARDING PARTIES

				8

PROBES

				5

TRANSPORTER BOMBS

		D	D	D	D

CLOAK

H&R

TURN MODE / SPEED

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

SCOUT FUNCTIONS SUMMARY

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

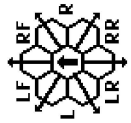
SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT 5+	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

PLASMA-D RACKS

1	
2	

RACKS ALWAYS HAD TWO RELOADS.

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

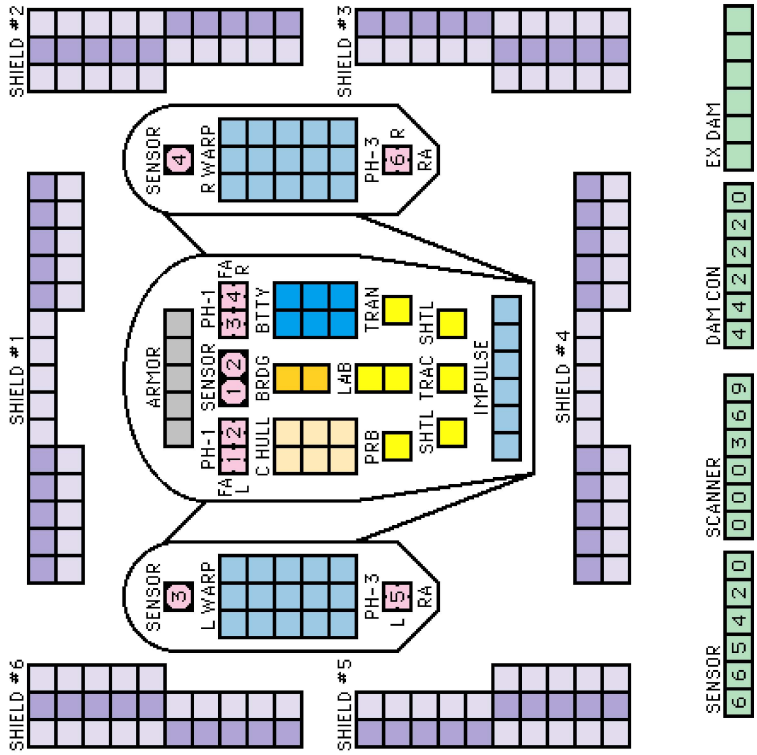
5 = HET COST

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

ROMULAN SCREECH OWL HEAVY SCOUT

CNTR

YS:174
DK:5
EX:16
CR:8



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

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

SHIP DATA TABLE

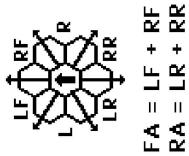
TYPE	= HSE
POINT VALUE	= 133/113
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 15/4
REFERENCE	= R4.132

BPV INCLUDES CLOAK

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

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

SEE (D4.12) FOR ARMOR RULES.



FA = LF + RF
RA = LR + RR

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

CREW UNITS: * 10

BOARDING PARTIES: 4

TRANSPORTER BOMBS: D D D D

PROBES: 5

NSM

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN CLOAK

TYPE III DEFENSE PHASER

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" 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 SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

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ROMULAN SEAHAWK-H TRANSPORT FRIGATE

CNTR

CREW UNITS

			*							10

BOARDING PARTIES

			4

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

T-BOMBS

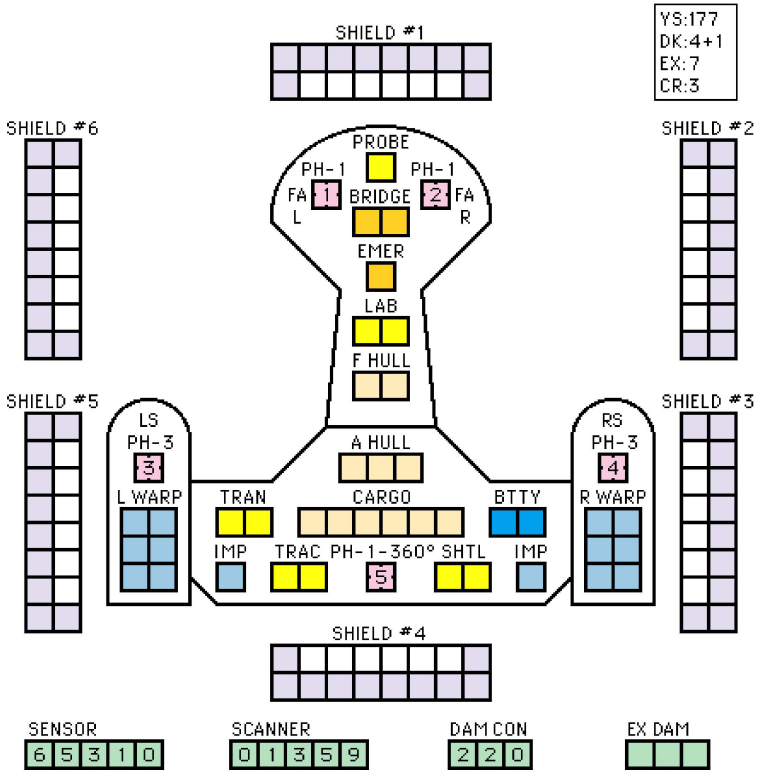
		D	D

SHIP DATA TABLE

TYPE	=	SHH
POINT VALUE	=	90/45
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
CLOAK COST	=	5/2
REFERENCE	=	R4.133

BPV INCLUDES CLOAK

YS:177
DK:4+1
EX:7
CR:3



TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN CLOAK

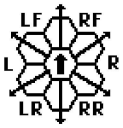
NO POD

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

NIMBLE SHIP

TYPE III DEFENSE PHASER

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



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

POD WT	MOVE COST	HET COST	EM COST
0	.33	1.67	1
1	.67	3.33	4.50
2	1	5	6

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
HET	4	13 - 17
	5	18 - 24
BD	6	25+

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.	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3	3⅓	3⅔	4	4⅓	4⅔	5	5⅓	5⅔	6	6⅓	6⅔	7	7⅓	7⅔	8	8⅓	8⅔	9	9⅓	9⅔	10

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

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

ROMULAN FAST SPARROWHAWK-A LIGHT CRUISER

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

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

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

PH-1-FX 1 2 BRIDGE
PH-3 5 LS
PH-3 4 RS
APR EMER
F HULL
BATTERY
TRAN
A HULL
AUX
PRB PH-1 9 RX
SHUTTLE
IMP
LAB
TRAC
PH-3 8 RA-R
PH-1 6 FA R
HULL F APR BTTY
PH-1 5 FA L
HULL F APR BTTY
LAB TRAC PH-3 7 L-RA
A HULL IMP
PH-1 11 FA R R WARP
PL-G A FA C WARP
PH-1 10 FA L L WARP

TO CONVERT THE SHIP TO THE FSP+, ADD THE SHADED BOXES AND CHANGE THE TYPE-G PLASMA TORPEDO TO TYPE-S (FP).

SHIP DATA TABLE

TYPE	=	FSP
POINT VALUE	=	145
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
CLOAK COST	=	17/4
REFERENCE	=	R4.134
PLUS REFIT (Y172) = +10		
BPV INCLUDES CLOAK		

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

HIT & RUN CLOAK

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS

10 * 20 30

BOARDING PARTIES

10

TRANSPORTER BOMBS

D D D D

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

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

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

FP

LF RF L R LR RR

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

PSEUDO-PLASMA TORPEDO

A G S

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
BOLT	1-4	1-3	1-2						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	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

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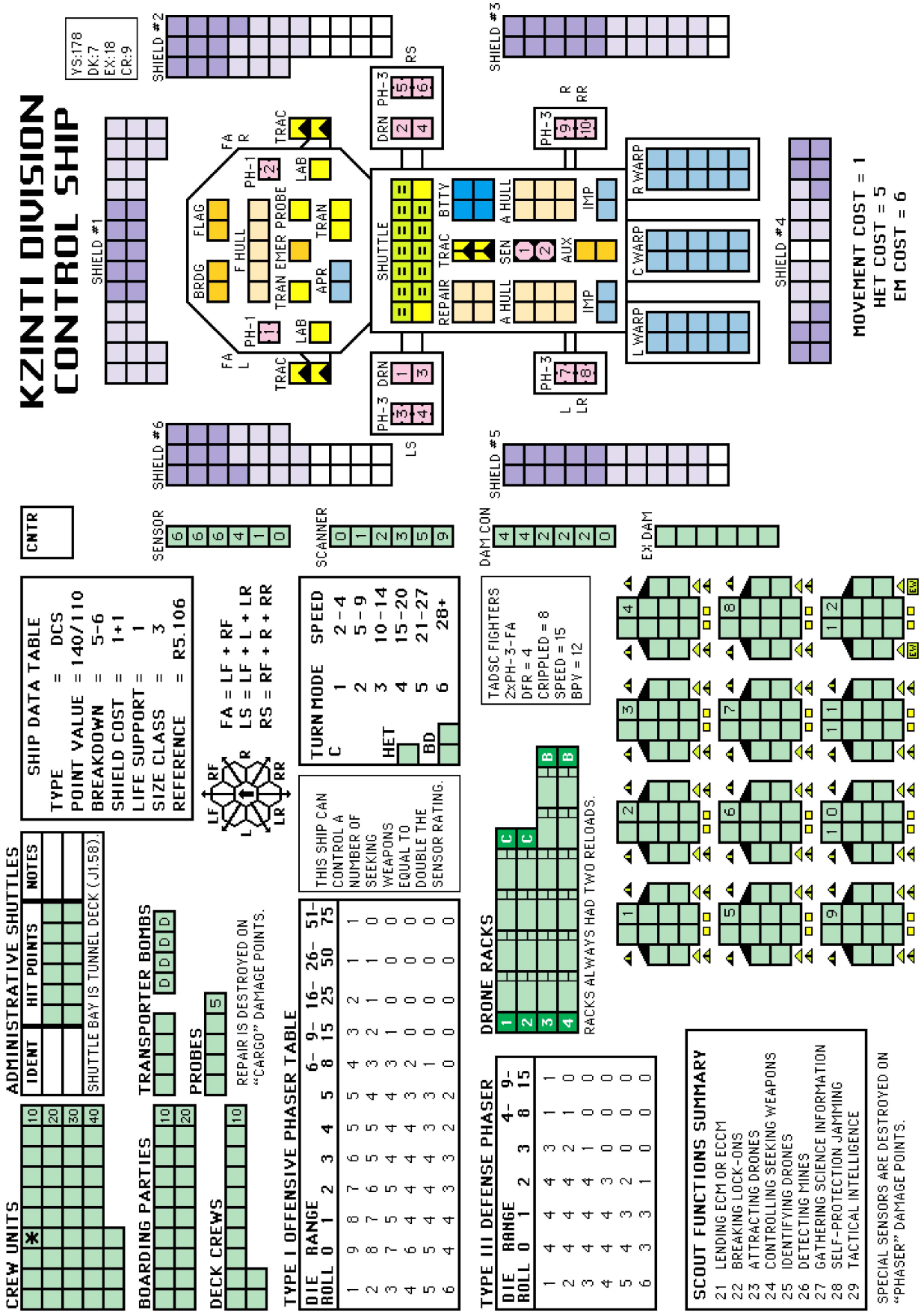

KZINTI DIVISION CONTROL SHIP
YS:178
DK:7
EX:18
CR:9
SHIELD #1
SHIELD #2
SHIELD #3
SHIELD #4
SHIELD #5
SHIELD #6
BRDG
FLAG
F HULL
PH-1
TRAN EMER PROBE
LAB
APR
TRAN
TRAC
FA L
FA R
PH-3
DRN
LS
RS
SHUTTLE
REPAIR
A HULL
SEN
AUX
IMP
BTTY
L WARP
C WARP
R WARP
L
LR
R
RR
MOVEMENT COST = 1
HET COST = 5
EM COST = 6
CNTR
SENSOR
SCANNER
DAM CON
EX DAM
SHIP DATA TABLE
TYPE = DCS
POINT VALUE = 140/110
BREAKDOWN = 5-6
SHIELD COST = 1+1
LIFE SUPPORT = 1
SIZE CLASS = 3
REFERENCE = R5.106
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
TURN MODE SPEED
C 1 2-4
2 5-9
3 10-14
HET 4 15-20
5 21-27
BD 6 28+
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE THE SENSOR RATING.
TADSC FIGHTERS
2xPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12
ADMINISTRATIVE SHUTTLES
IDENT HIT POINTS NOTES
SHUTTLE BAY IS TUNNEL DECK (J1.58).
CREW UNITS
BOARDING PARTIES
DECK CREWS
TRANSPORTER BOMBS
PROBES
REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.
TYPE I OFFENSIVE PHASER TABLE
DIE ROLL RANGE 0 1 2 3 4 5 6-8 9-15 16-25 26-50 51-75
DRONE RACKS
RACKS ALWAYS HAD TWO RELOADS.
TYPE III DEFENSE PHASER
DIE ROLL RANGE 0 1 2 3 4-8 9-15
SCOUT FUNCTIONS SUMMARY
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

KZINTI TRANSPORT FRIGATE

YS:122
DK:4+2
EX:8
CR:3

CNTR

CREW UNITS

			X						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

					6

TRANSPORTER BOMBS

		D	D

PROBES

				5

IF A POD IS CARRIED, THE 360° PHASER-1 IS INOPERABLE UNLESS THE POD IS DROPPED.

SHIP DATA TABLE

TYPE	=	FFT
POINT VALUE	=	68/50
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.107
C-10 REFIT (Y166)	=	+9
Y175 REFIT	=	+4

TYPE I OFFENSIVE PHASER TABLE

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

NO POD

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

TYPE III DEFENSE PHASER

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

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

ONE OR TWO PODS

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

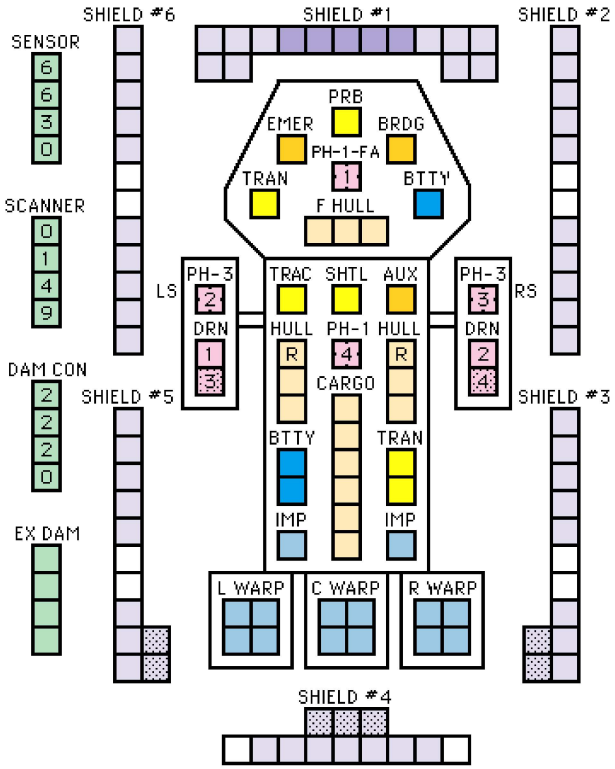
DRONE RACKS

1						A				B	
2						A				B	
3						A	C				
4						A	C				

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B OR TYPE-C (2 RELOADS)

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

POD WT	MOVE COST	HET COST	EM COST
0	.33	1.67	2
1	.67	3.33	4
2	1	5	6



PH-1 ON REAR HULL IS 360°.

SHADED BOXES ARE THE C-10 REFIT.

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

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

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

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

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KZINTI LIGHT PF TENDER

YS:178
DK:5
EX:10
CR:4

CNTR

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	DWP
POINT VALUE	=	90/70
BREAKDOWN	=	5-6
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.108

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

TYPE I OFFENSIVE PHASER TABLE

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

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

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

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 SENSOR IS DESTROYED BY A "TORPEDO" DAMAGE POINT.

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

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

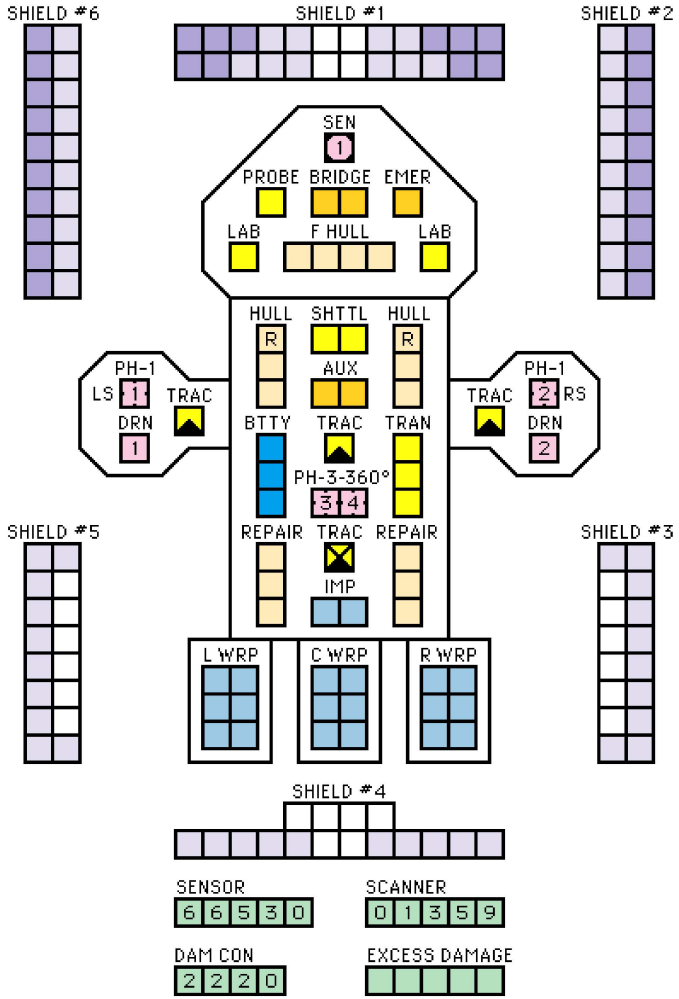
TYPE III DEFENSE PHASER

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

DRONE RACKS

1					C
2					C

DRONE RACKS ALWAYS HAD TWO RELOADS.



SENSOR				
6	6	5	3	0

SCANNER				
0	1	3	5	9

DAM CON			
2	2	2	0

EXCESS DAMAGE				

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

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

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

KZINTI FAST MEDIUM CRUISER

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

CREW UNITS

		*							10
									20
									30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	CMF
POINT VALUE	=	130
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R5.109
Y175 REFIT	=	+3

CNTR

BOARDING PARTIES

									10

ANTI-DRONES

1															
2															

PRIOR TO Y175 REFIT, ADD HAD 6 ROUNDS.

PROBES

				5

TRANSPORTER BOMBS

				D	D	D	D

TYPE I OFFENSIVE PHASER TABLE

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

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

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

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

HIT & RUN DERFACS

DRONE RACKS

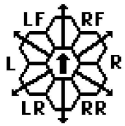
1						
2						D
3						
4						
5						D
6						

THIS SHIP CAN LAUNCH ONE DRONE FROM EACH BANK OF THREE DRONE MAGAZINES DURING EACH TURN.

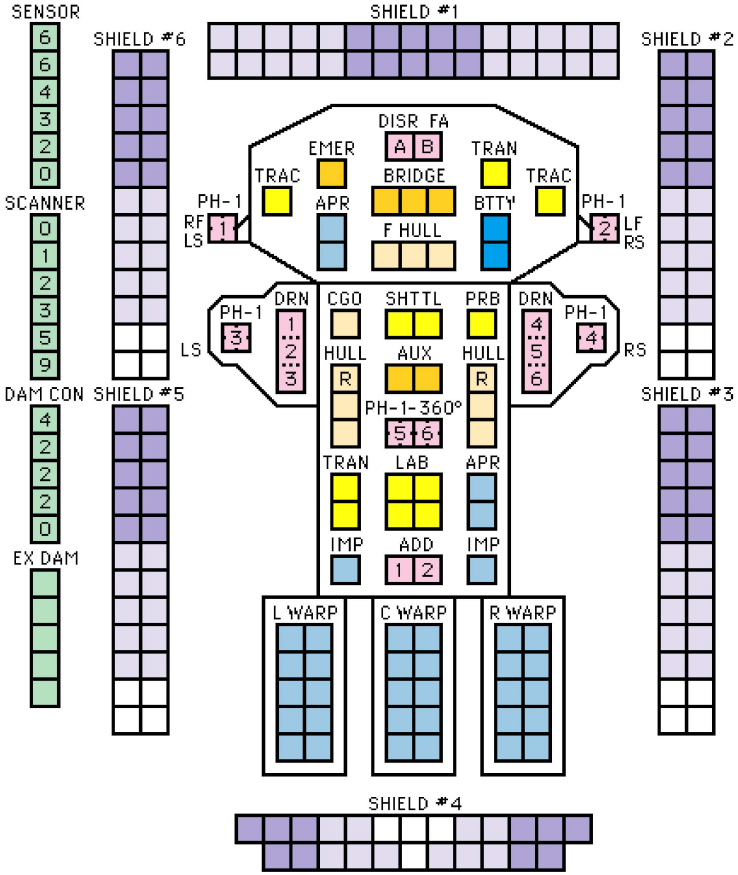
THIS SHIP HAS 50 SPACES OF DRONES IN ITS CARGO BOX TO RELOAD IT TYPE-D DRONE RACKS. SPECIAL DRONES IN STORAGE WILL BE PROPORTIONAL TO THOSE LOADED IN THE MAGAZINES OF THE TYPE-D DRONE RACKS.

DISRUPTOR TABLE

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



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



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

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

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KZINTI TUG PODS

TYPE III DEFENSE PHASER

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

KZINTI PF TRANSPORT PODS

APR TRAN AFT HULL TRAC 360° PH-3 TRAC

POD DATA TABLE
TYPE = P-PF12
BPV = 19/5
SIZE = 4
REF = R5.112

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

TRAN APR AFT HULL TRAC 360° PH-3 TRAC

YS:181
DK:3
EX:+1
CR:+0

CREW UNITS * 4

REPL CREW 8

CREW UNITS * 4

REPL CREW 8

KZINTI SCOUT PODS

LAB SEN 1 2 AFT HULL 360° PH-3 APR

POD DATA TABLE
TYPE = P-S10
BPV = 20/12
SIZE = 4
REF = R5.110

YS:168
DK:3
EX:+4
CR:+1

CREW UNITS * 10

BOARDING PARTIES 4

SEN 3 4 LAB AFT HULL APR 360° PH-3

CREW UNITS * 10

BOARDING PARTIES 4

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 DESTROYED ON "PHASER" DAMAGE POINTS.

KZINTI HEAVY FIGHTER FCR PODS

A HULL TRAN SHTL CARGO CARGO 1 4 2 5 3 6

POD DATA TABLE
TYPE = P-F11
BPV = 19/5
SIZE = 4
REF = R5.111

REPL CREW 4

YS:178
DK:3
EX:+0
CR:+0

REPL CREW 4

CREW UNITS * 4

DECK CREWS 2

TRAN A HULL CARGO SHTL CARGO 1 4 2 5 3 6

AS CARRIER RESUPPLY PODS, THESE PODS INCLUDE READY RACKS TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. THEY DO NOT NORMALLY OPERATE FIGHTERS OF THEIR OWN.

CREW UNITS * 4

DECK CREWS 2

ADMINISTRATIVE SHUTTLES POD #1

IDENT	HIT POINTS	NOTES
		HTS
		HTS

ADMINISTRATIVE SHUTTLES POD #2

IDENT	HIT POINTS	NOTES
		HTS
		HTS

CARGO STORAGE RECORDS POD #1

#1	#2	#3	#4	#5	#6

CARGO STORAGE RECORDS POD #2

#1	#2	#3	#4	#5	#6

KZINTI DWT WAR DESTROYER TRANSPORT

CREW UNITS

			*						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

			5

IF A POD IS CARRIED, THE 360° PHASER-3s ARE INOPERABLE UNLESS THE POD IS DROPPED.

SHIP DATA TABLE

TYPE	=	DWT
POINT VALUE	=	100/72
BREAKDOWN	=	5-6
SHIELD COST	=	1/2 + 1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R5.113
Y175 REFIT	=	+4

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

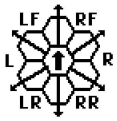
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO ITS SENSOR RATING.

NO POD

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

TYPE III DEFENSE PHASER

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



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

ONE OR TWO PODS

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

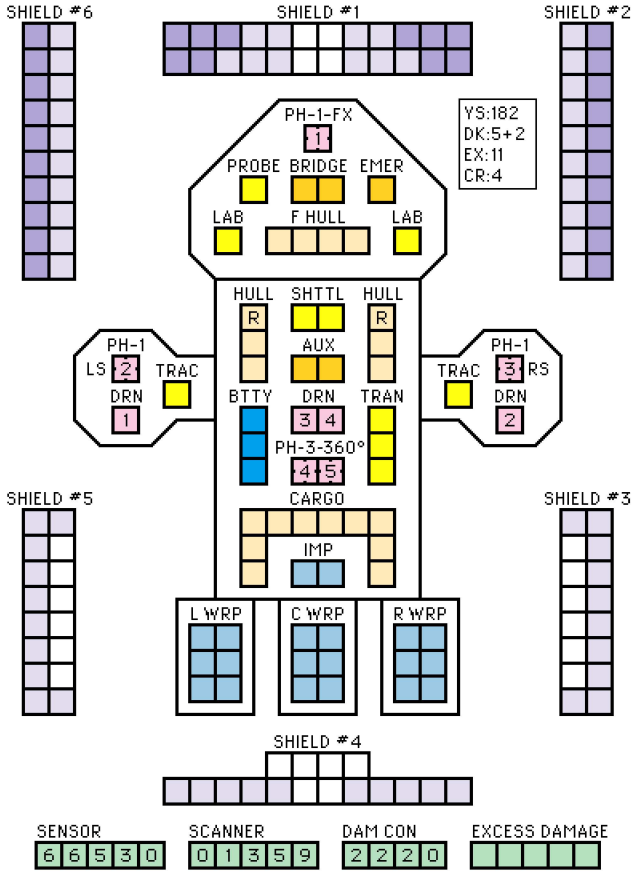
DRONE RACKS

1						A	C				
2						A	C				
3						A					B
4						A					B

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD) UNTIL THE Y175 REFIT, WHICH CONVERTED THESE TO TYPE-B OR TYPE-C (2 RELOADS)

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



WARP ENERGY MOVEMENT COST = 3/4 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	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.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

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

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

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GORN DIVISION CONTROL SHIP

YS:184
DK:9
EX:16
CR:9

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

PH-1 FA PRB L 1 F HULL BRDG FLAG EMER TRAN F HULL R 2 PH-1 FA

REPAIR SHUTTLE C HULL

PH-1 3 4 SEN 1 TRAC LS IMP

TRAC SEN 2 5 6 PH-1 IMP RS

L WARP R WARP

BITTY LAB AUX R HULL LAB LAB R HULL PH-1 L 7 RA TRAN 8 R RA PH-1

DAMAGE CONTROL 4 4 2 2 2 0

EXCESS DAMAGE

SENSOR 6 6 5 3 2 0

SCANNER 0 0 1 2 4 9

PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

SHIP DATA TABLE

TYPE	=	DCS
POINT VALUE	=	180/130
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.93

TURN MODE / SPEED

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

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
SHUTTLE BAY IS TUNNEL DECK (J1.58).		

CREW UNITS

					10
					20
					30
					40
*					50

BOARDING PARTIES

	10
	20

DECK CREWS

	10

TRANSPORTER BOMBS

D D D D

PROBES

5

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

LF RF L R LR RR

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

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE D	10	8	5	2	1
BOLT	1-4	1-3	1-2		

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

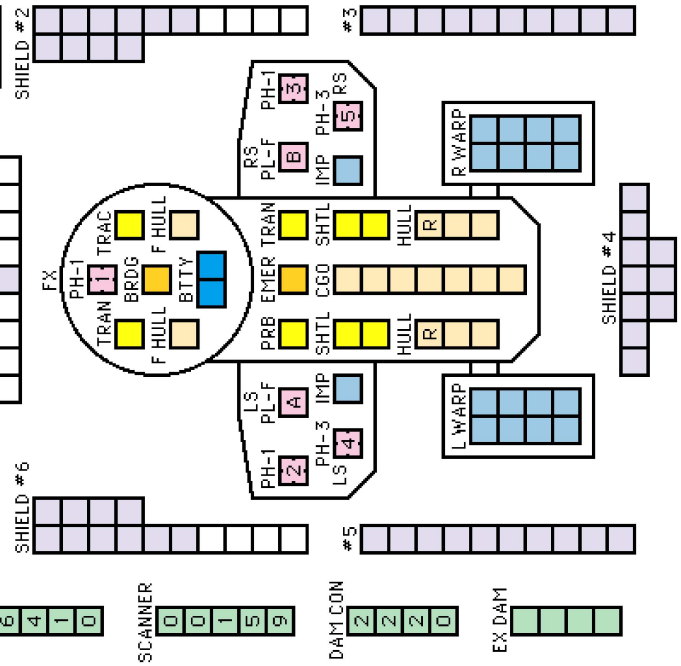
G-12D FIGHTERS
2xPh-3-FA
DFR = 3
CRIPPLED = 7
SPEED = 15
BPV = 12

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

GORN DESTROYER TRANSPORT

YS:129
DK:4+2
EX:8
CR:4



SHIP DATA TABLE

TYPE	DDT
POINT VALUE	95/60
BREAKDOWN	4-6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R6.94

NO POD	
TURN MODE	SPEED
C	2 - 4
	5 - 9
	10 - 14
HET	15 - 20
	21 - 27
BD	28+

ONE OR TWO PODS	
TURN MODE	SPEED
D	2 - 4
	5 - 8
	9 - 12
HET	13 - 17
	18 - 24
BD	25+

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

CREW UNITS: 10, *, 20

BOARDING PARTIES: 6

PROBES: 5

TRANSPORTER BOMBS: D D

LF RF L R LR RR

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

POD WT	MOVE COST	HET COST	EM COST
0	.50	2.50	3
1	.75	3.75	4.50
2	1	5	6

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

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

PSEUDO-PLASMA TORPEDOES
A F B F

WARP ENERGY MOVEMENT COST = 3/4 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	1	2	3	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	23	23
Fract.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

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

5 = HET COST ⑥ = ERRATIC MANEUVER WARP COST

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

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GORN LIGHT PF TENDER

YS:178
DK:4
EX:9
CR:5

CNTR

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

FX PH-1 1 TRAN F HULL BRDG BTTY F HULL PRB
EMER SEN 1 TRAC SHTL TRAN
SHTL REP HULL
HULL C
PH-1 2 TRAC PH-3 4 LS IMP
TRAC PH-1 3 IMP PH-3 5 RS
R WARP
L WARP
HULL C
HULL R APR LAB AUX PH-1 6 RX HULL R TRAC

SENSOR 6 6 4 1 0

SCANNER 0 0 1 5 9

DAM CON 2 2 2 0

EX DAM

CREW UNITS

10 20 *

BOARDING PARTIES

8

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS

D D

SHIP DATA TABLE

TYPE	=	PTD
POINT VALUE	=	95/85
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R6.95

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

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

HET

BD

TYPE III DEFENSE PHASER

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

LF RF L R LR RR

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

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

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	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.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

GORN FAST HEAVY DESTROYER

CREW UNITS

			*						10
									20
									30

PROBES

				5

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

THIS SHIP HAS TWO SHUTTLE BAYS.
CAN TRANSFER BY (J1.59).

TRANSPORTER BOMBS

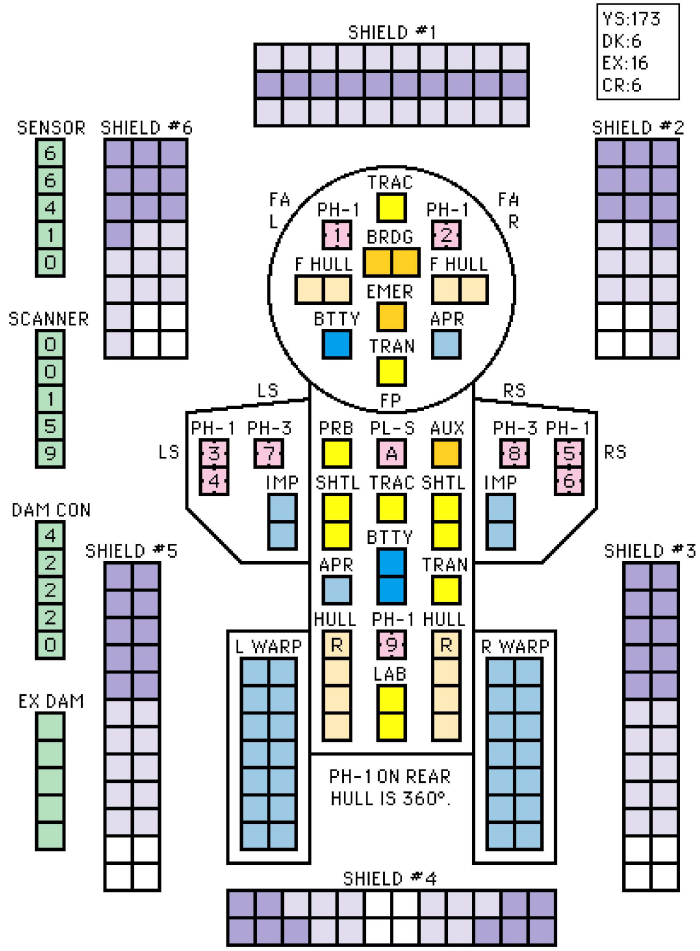
				D	D	D	D

SHIP DATA TABLE

TYPE	=	HDF
POINT VALUE	=	137
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.96

CNTR

YS:173
DK:6
EX:16
CR:6



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

TURN MODE

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

TYPE I OFFENSIVE PHASER TABLE

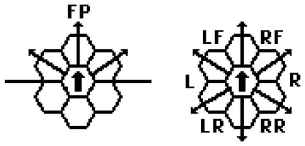
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A S



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

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
BOLT	1-4	1-3	1-2						1		

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

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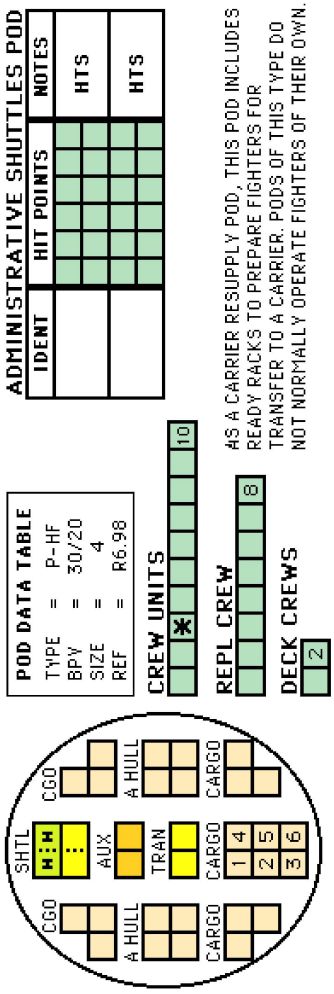
GORN PODS

GORN HEAVY FIGHTER RESUPPLY POD (EGG-HF)



POD DATA TABLE

TYPE	=	P-HF
BPV	=	30/20
SIZE	=	4
REF	=	R6.98

CREW UNITS 10

REPL CREW 8

DECK CREWS 2

ADMINISTRATIVE SHUTTLES POD

IDENT	HIT POINTS	NOTES
		HTS
		HTS

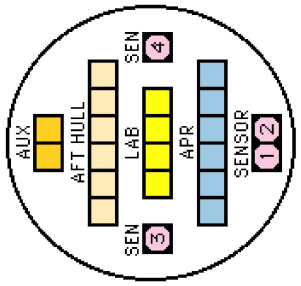
YS:179
DK:3
EX:+0
CR:+0

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.

CARGO STORAGE RECORDS

#1	#2	#3	#4	#5	#6

GORN SCOUT POD (EGG-SC)



POD DATA TABLE

TYPE	=	P-SC
BPV	=	30/10
SIZE	=	4
REF	=	R6.97

YS:165
DK:3
EX:+2
CR:+1

SCOUT FUNCTIONS SUMMARY

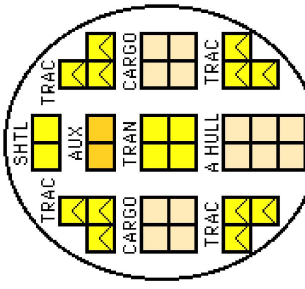
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS DESTROYED ON "PHASER" DAMAGE POINTS.

CREW UNITS 10

BOARDING PARTIES 2

GORN PF TRANSPORT POD (EGG-TP)



POD DATA TABLE

TYPE	=	P-TP
BPV	=	24/20
SIZE	=	4
REF	=	R6.99

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

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

REPL CREW 8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS

CREW UNITS 10

GORN LOCAL DEFENSE SCOUT CRUISER

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

CNTR

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

L WARP

R WARP

PH-1 SEN PRB EMER TRAN SEN PH-1
LS IMP SHTL LAB SHTL IMP RS
R HULL

FA PH-1 TRAC BRDG BTTY TRAN AUX
L F HULL
FA PH-1 R F HULL

DAMAGE CONTROL 4 4 2 2 0

EXCESS DAMAGE

SENSOR 6 6 5 2 0

SCANNER 0 0 1 2 4 9

CREW UNITS

10 20

PROBES

3

BOARDING PARTIES

8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
THIS SHIP HAS TWO SHUTTLE BAYS.		
CAN TRANSFER BY (J1.59).		

TRANSPORTER BOMBS

D D D D

SHIP DATA TABLE

TYPE	=	LCS
POINT VALUE	=	70/48
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R6.100

TURN MODE SPEED

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

SCOUT FUNCTIONS SUMMARY

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

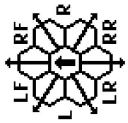
SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

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

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

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

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THOLIAN SCOUT DESTROYER

CREW UNITS: * 10

BOARDING PARTIES: 6

PROBES: 5

T-BOMBS: D D

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

SHIP DATA TABLE		
TYPE	=	DDS
POINT VALUE	=	90/75
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.56
SNARE REFIT (Y183) = +6		

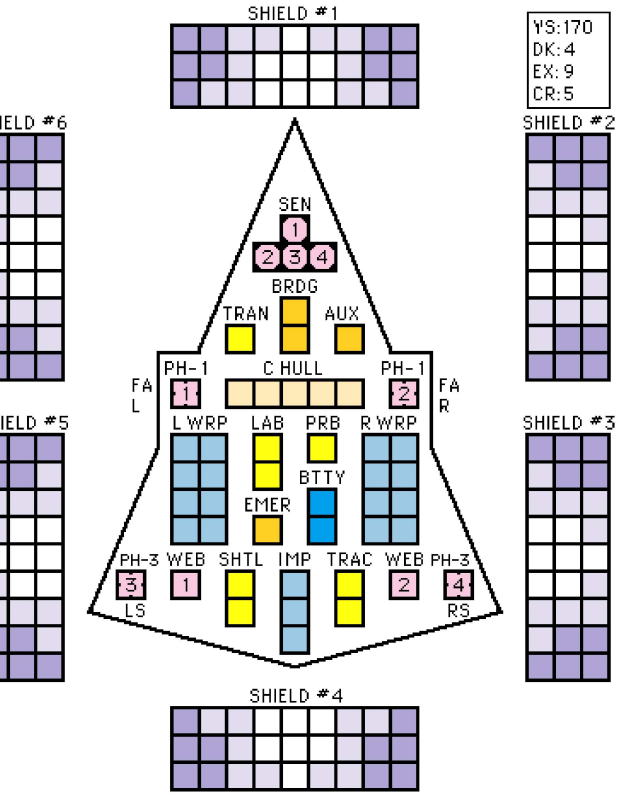
CNTR

SENSOR: 6 5 3 1 0

SCANNER: 0 1 3 5 9

DAM CON: 2 2 2 0

EX DAM



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

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS SNARES; SEE (E13.3) IN MODULE C2.

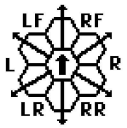
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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



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

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

THE SPECIAL SENSORS ARE DESTROYED ON "PHASER" HITS.

WARP ENERGY MOVEMENT COST = 1/2 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	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

THOLIAN LIGHT CARRIER DESTROYER

CREW UNITS

			*						10
									20

BOARDING PARTIES

							8

DECK CREWS

							8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

NINE BAYS, NO TRANSFERS.

FIGHTERS ARE IN EXTERNAL BAYS.

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DDV
POINT VALUE	=	80
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.57

SNARE REFIT (Y183) = +6

CNTR

DISRUPTOR TABLE

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

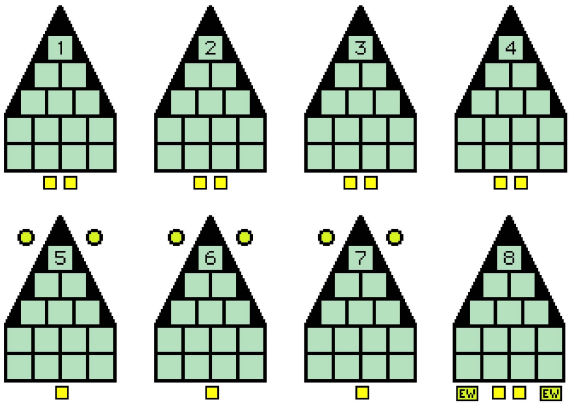
TURN MODE		SPEED
A	1	2 - 6
HET	2	7 - 12
	3	13 - 19
BD	4	20 - 26
	5	27+

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

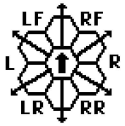


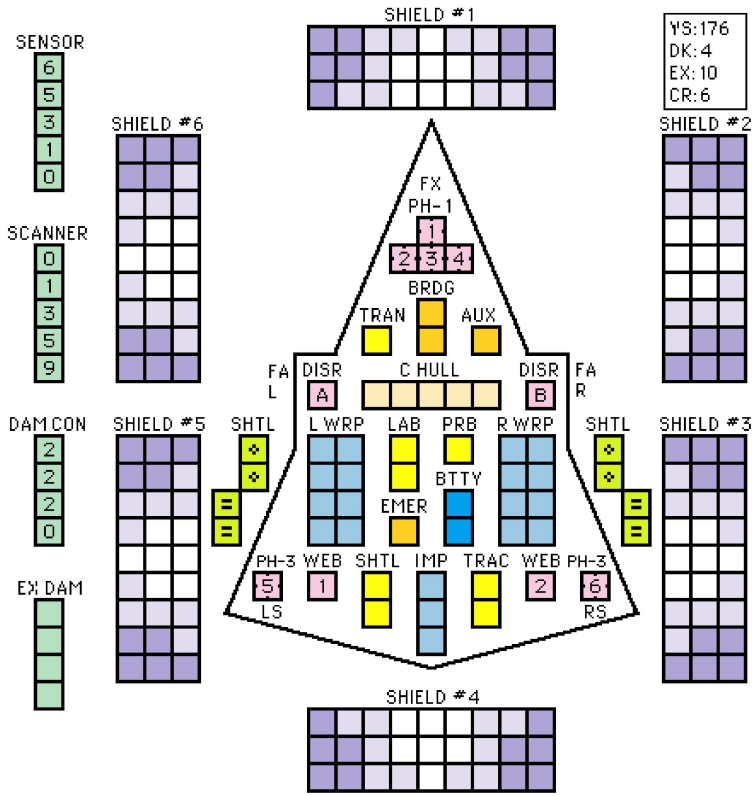
SPIDER-III FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPV = 6

SPIDER-E FIGHTER
1xPh-3-360°
DFR = 3
CRIPPLED = 10
SPEED = 14
BPV = 11

SPIDER-II FIGHTERS
1xPh-3-360°
DFR = 3
CRIPPLED = 10
SPEED = 14
BPV = 9

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





YS:176
DK:4
EX:10
CR:6

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

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS SNARES; SEE (E13.3) IN MODULE C2.

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

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

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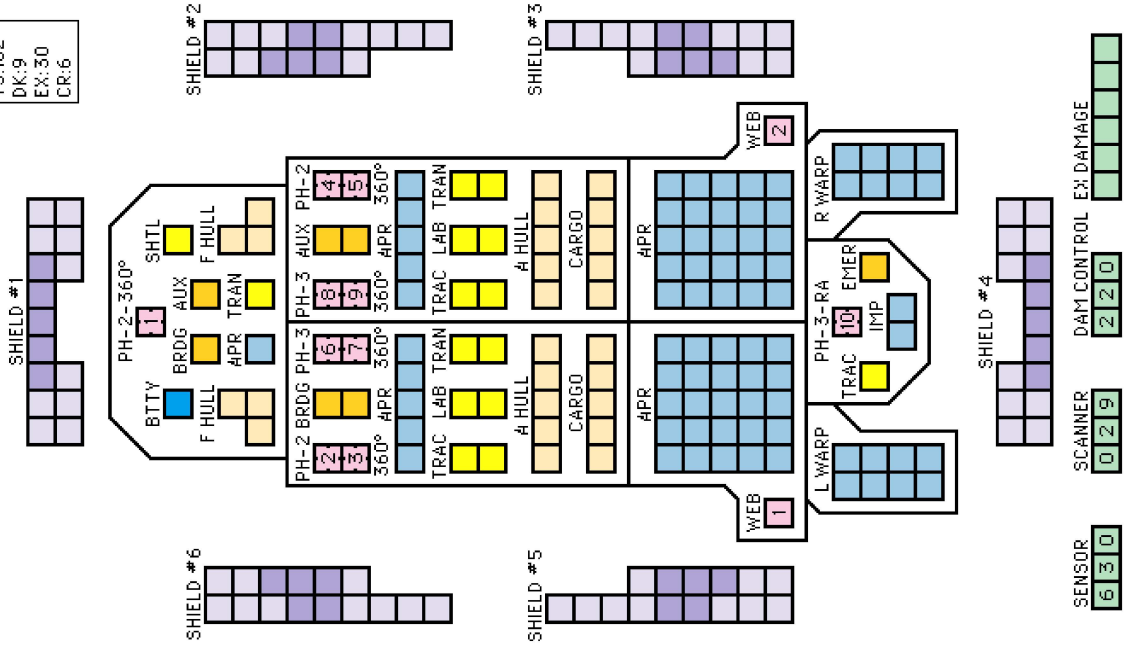
THOLIAN HEAVY WEB TENDER

YS:182
DK:9
EX:30
CR:6

CNTR



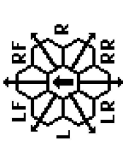
SHIP DATA TABLE

TYPE	=	HWT
POINT VALUE	=	200/75
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.58
SNARE REFIT (Y183) = +6		

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

NO HET BONUS

BD



RA = LR + RR

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

THIS SHIP CAN ACCELERATE BY NO MORE THAN 3 MOVEMENT POINTS PER TURN.

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES: SEE (E13.3) IN MODULE C2.

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS: 10 20 30 40

BOARDING PARTIES: 10

TRANSPORTER BOMBS: D D D D

TYPE II PHASER TABLE

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

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

THOLIAN LARGE WEB TENDER

YS:182
DK:6
EX:21
CR:3

CNTR

CREW UNITS

									10

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	LWT
POINT VALUE	=	162/45
BREAKDOWN	=	3-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R7.59

SNARE REFIT (Y183) = +6

BOARDING PARTIES

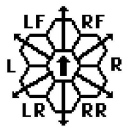
				5

T-BOMBS

		D	D

TYPE II PHASER TABLE

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



RA = LR + RR

TURN MODE		SPEED
D	1	2-4
NO HET BONUS	2	5-8
	3	9-12
	4	13-17
	5	18-24
BD	6	25+

TYPE III DEFENSE PHASER

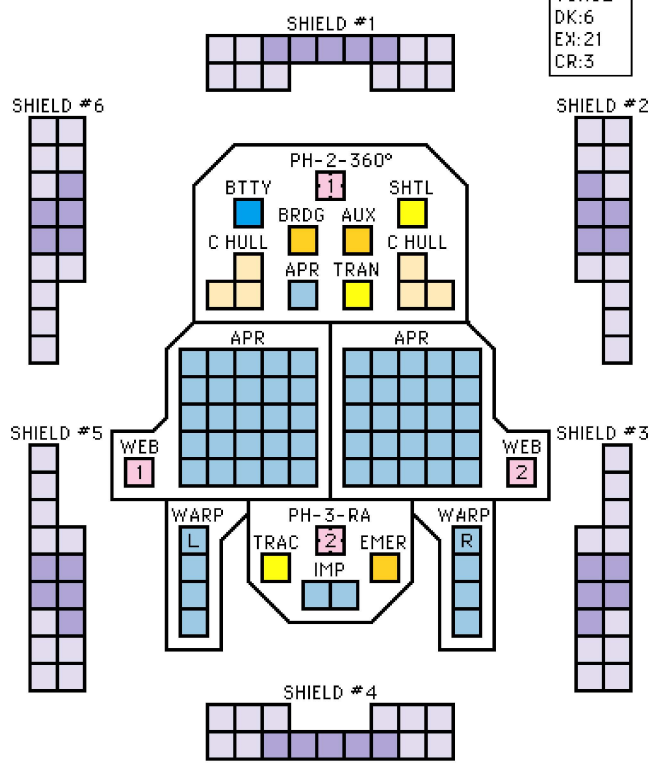
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

THIS SHIP CAN ACCELERATE BY NO MORE THAN 4 MOVEMENT POINTS PER TURN.

SNARE REFIT ALLOWS BOTH WEB GENERATORS TO OPERATE AS WEB SNARES: SEE (E13.3) IN MODULE C2.

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.



SENSOR	SCANNER	DAM CONTROL	EX DAMAGE
6 3 0	0 2 9	2 2 0	

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

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

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ORION PRIME TRAITOR

CREW UNITS: ✱ 10

BOARDING PARTIES: 6

HIT & RUN CLOAK: IF INSTALLED

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

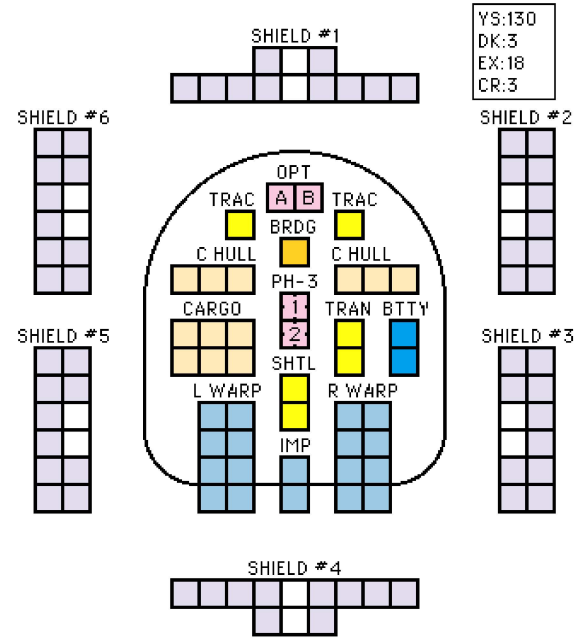
T-BOMBS: D D

CNTR

SHIP DATA TABLE

TYPE	=	OPT
POINT VALUE	=	86/36
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
CLOAK COST	=	8/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R8.54
CLOAK BPV	=	+12
OAKDISC	=	+5
NO STEALTH BONUS		

YS:130
DK:3
EX:18
CR:3



SENSOR 6 3 0 | SCANNER 0 3 9 | DAM CON 2 2 0 | EX DAM

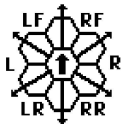
PHASER-3 FIRING ARC IS 360°.

CARGO BOXES HOLD 50 CARGO POINTS.
THIS ORION SHIP CANNOT DOUBLE
ITS ENGINE POWER.

OPTION MOUNTS ARE NOT
"ADJACENT CENTERLINE" MOUNTS.

TYPE III DEFENSE PHASER

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



FA = LF + RF

TURN MODE		SPEED
C	1	2-4
NO HET BONUS	2	5-9
	3	10-14
	4	15-20
	5	21-27
BD	6	28+

INSERT OPTIONAL WEAPONS

FREE TRADER OPTION MOUNT RESTRICTIONS
DO NOT APPLY TO THE ORION PRIME TRAITOR.

SEE ANNEX #8A AND #8B.

THIS SHIP CAN LAND ON PLANETS USING
THE POWERED LANDING SYSTEM (P2.434).

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

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

ORION LIGHT PF TENDER

YS:178
DK:4
EX:19
CR:5

CREW UNITS: 10 / 20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

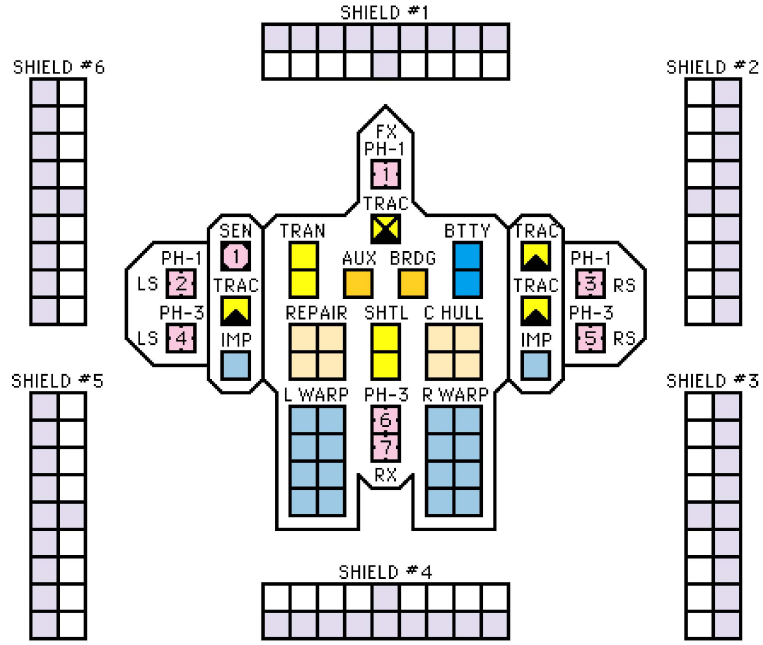
BOARDING PARTIES: 10

T-BOMBS: D D

HIT & RUN CLOAK
IF INSTALLED

SHIP DATA TABLE		
TYPE	=	DWP
POINT VALUE	=	90/67
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
CLOAK COST	=	8/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R8.55
CLOAK BPV	=	+14
STEALTH +2 ECM		

CNTR



TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

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

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

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

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

WARP ENERGY MOVEMENT COST = 1/2 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	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	½	1	1½	2	2½	3	3½	4	4½	5	5½	6	6½	7	7½	8	8½	9	9½	10	10½	11	11½	12	12½	13	13½	14	14½	15

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HYDRAN TRANSPORT FRIGATE

YS:134
DK:4
EX:7+4
CR:3

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

BOARDING PARTIES: [ ] [ ] [ ] [4]

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

ADMINISTRATIVE SHUTTLE

IDENT	HIT POINTS	NOTES
	[ ] [ ] [ ] [ ] [ ] [ ]	

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

SHIP DATA TABLE		
TYPE	=	FFT
POINT VALUE	=	54/36
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R9.115

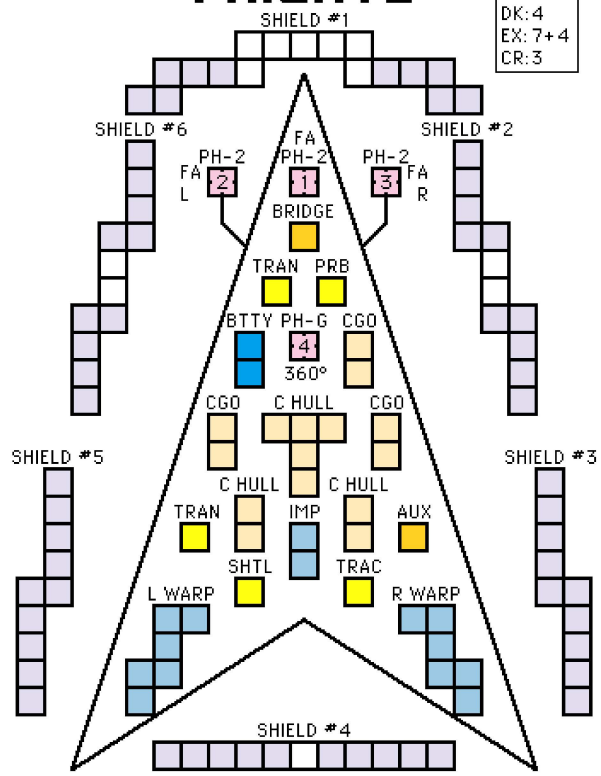
CNTR

SENSOR: 6 5 3 1 0

SCANNER: 0 1 3 5 9

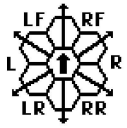
DAM CON: 2 2 2 0

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



TYPE II PHASER TABLE

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



FA = LF + RF

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

POD WT	MOVE COST	HET COST	EM COST
0	.33	1.67	2
1	.67	3.33	4
2	1	5	6

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

NO PALLET

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

ONE OR TWO PODS

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

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

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

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

HYDRAN LORD HIGH EXECUTIONER DIVISION CONTROL SHIP

YS:180
DK:9
EX:15
CR:9

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

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 0

EX DAM

SENSOR 0 2 PRB PH-1 1 2 FA L AUX BRDG PH-1 3 4 FA R EMER FLAG

FTR TRAN C HULL FTR LAB BTTY REPAIR TRAC SHUTTLE TRAC PH-G 6 RS PH-G 5 LS IMPULSE L WARP C WARP R WARP

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

DECK CREWS

10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THREE BAYS, NO TRANSFERS.

TRANSPORTER BOMBS

D D D D

SEE (R9.R2).

PROBES

5

CNTR

SHIP DATA TABLE

TYPE	= LHE
POINT VALUE	= 155/115
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.116

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

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

HET
BD

LF RF L R LR RR

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

FTR FUSION TABLE

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

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

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10

STINGER-H
1xPH-G-FA
DFR = 2
CRIPPLED = 7
SPEED = 15
BPV = 10

FIGHTER HELLBORE TABLE

RANGE	0-1	2	3-4	5-8	9-10
HIT#	11	10	9	8	7
BASE DAMAGE	20	17	15	13	10

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" HITS.

MOVEMENT COST = 1
HET COST = 5
EM COST = 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

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HYDRAN LIGHT PF TENDER

YS:178
DK:5
EX:10
CR:5

CREW UNITS

			✱							10
										20

BOARDING PARTIES

										10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS

D	D

SHIP DATA TABLE

TYPE	=	FDW
POINT VALUE	=	95/78
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R9.117

CNTR

SENSOR: 6 5 3 1 0

SCANNER: 0 1 3 5 9

DAM CON: 2 2 2 0

EX DAM

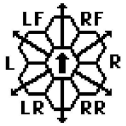
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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



FA = LF + RF

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

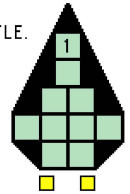
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

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

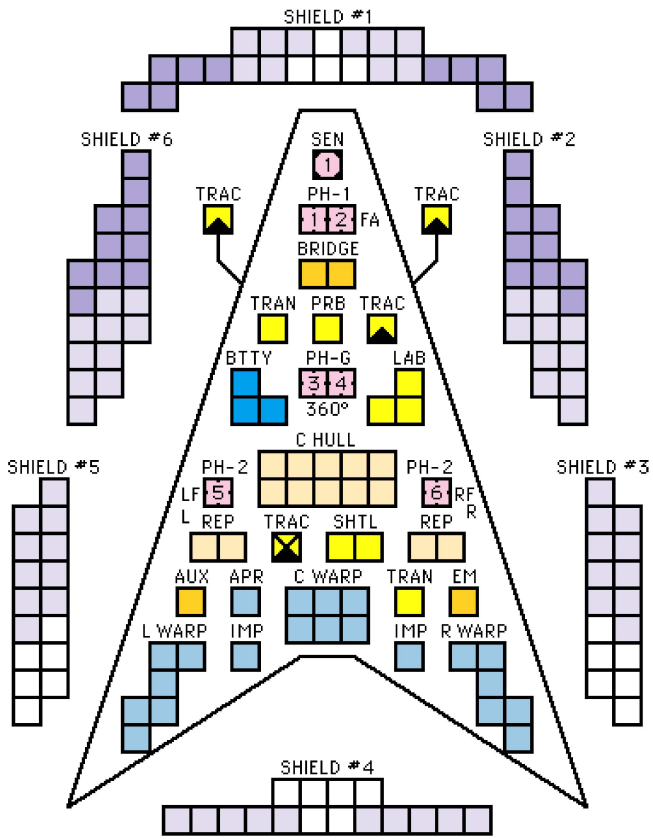
CASUAL FIGHTER (R9.R6)

INCREASES BPV BY 5.
REPLACES ONE SHUTTLE.

STINGER-F
1xPh-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 7



REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.



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

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

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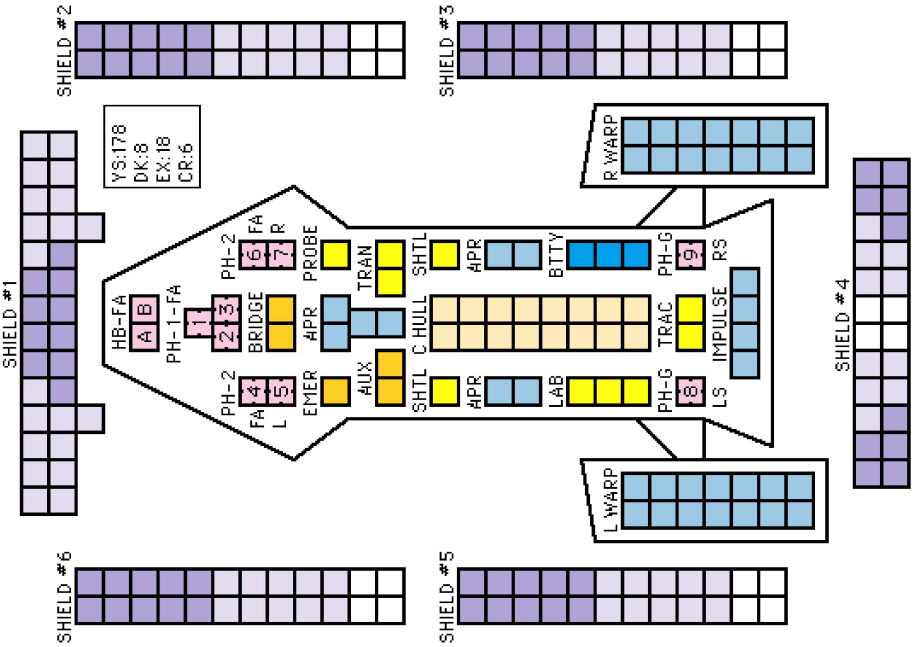
HYDRAN HUN FAST MEDIUM CRUISER



CNTR

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

SHIP DATA TABLE

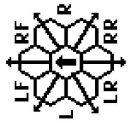
TYPE	=	HUN
POINT VALUE	=	140
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.118

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

TYPE III DEFENSE PHASER

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

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



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO BAYS — NO TRANSFERS		

CREW UNITS

			10
	*		
			20
			30

TRANSPORTER BOMBS

D	D	D	D

BOARDING PARTIES

	10

PROBES

5	

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	RANGE 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
2	8	7	6	5	5	4	3	2	1	1
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 II PHASER TABLE

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

HELLBORE COMBAT RESOLUTION TABLE

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

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	3	4	5	6	7	8	9	10	10	11	12	13	14	14	15	16	16	17	17	18	18	19	19	20	20	20	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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HYDRAN TUG PALLETS

HYDRAN SCOUT PALLET

POD DATA TABLE

TYPE	=	P-SC
BPV	=	30/12
SIZE	=	4
REF	=	R9.119

SEN 1 2 LAB
PRB 2 3 HULL C
SEN 3 4 LAB
APR

CREW UNITS * 10

BOARDING PARTIES 4

YS:165
DK:4
EX:+3
CR:+1

PROBES 2 3 10 10

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 DESTROYED ON "PHASER" DAMAGE POINTS.

HYDRAN PF TRANSPORT PALLET

TRAC TRAN TRAC
C HULL
TRAC 360° TRAC
PH-G 9 10

POD DATA TABLE

TYPE	=	P-PT
BPV	=	34/18
SIZE	=	4
REF	=	R9.121

YS:180
DK:4
EX:+1
CR:+0

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

CREW UNITS * 4

BOARDING PARTIES 4

REPL CREW 8

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

HYDRAN HEAVY FIGHTER RESUPPLY PALLET

TRAN CGO HULL
1 2 3 4 5 6 C
SHTL
CARGO

CREW UNITS * 4

DECK CREWS 2

POD DATA TABLE

TYPE	=	P-CR
BPV	=	34/12
SIZE	=	4
REF	=	R9.120

YS:178
DK:4
EX:+0
CR:+0

REPL CREW 8

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
	HTS	

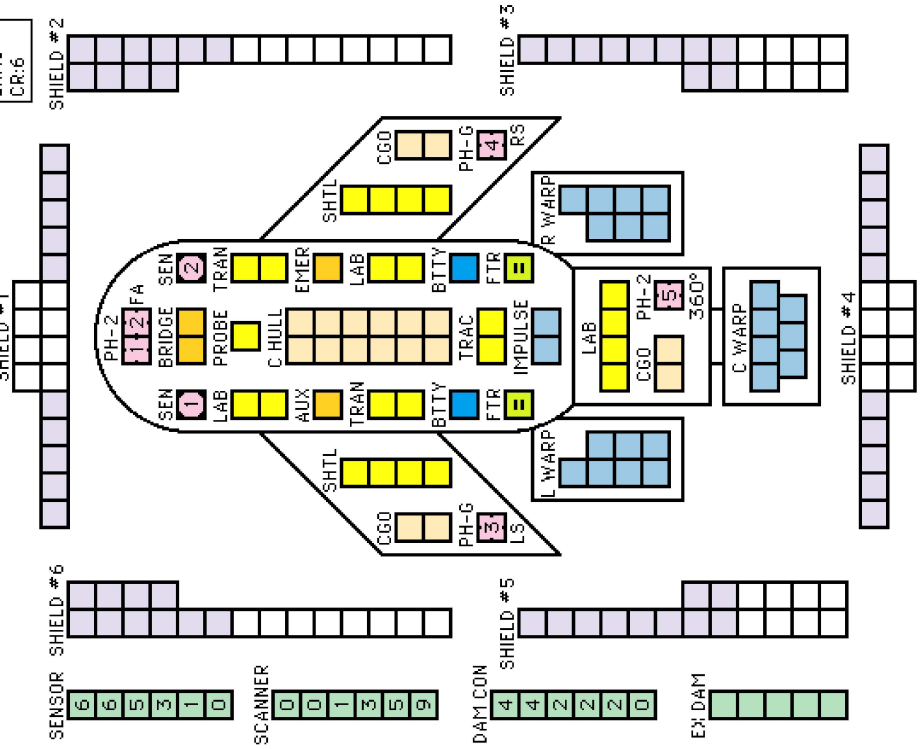
AS A CARRIER RESUPPLY PALLET, THIS PALLET INCLUDES A READY RACK AND DECK CREWS TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. THE PALLET DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.

CARGO STORAGE RECORDS

#1	#2	#3	#4	#5	#6

HYDRAN PEGASUS SURVEY CRUISER

VS:174
DK:8
EX:10
CR:6



CNTR

SENSOR 6 6 5 3 1 0

SCANNER 0 0 1 3 5 9

DAM CON 4 4 2 2 2 0

EX DAM

SHIP DATA TABLE

TYPE	=	PGR
POINT VALUE	=	85/50
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R9.122

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

FOUR BAYS - NO TRANSFERS.

CREW UNITS

10 * 20

BOARDING PARTIES

10

DECK CREWS

2

PROBES

10

TRANSPORTER BOMBS

D D D D

SEE (R9.R2).

TURN MODE / SPEED

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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

TYPE II PHASER TABLE

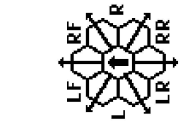
DIE ROLL	RANGE 0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

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

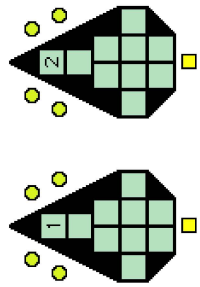
FTR FUSION TABLE

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



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

STINGER-2
1xPH-G-FA
DFR = 4
CRIPPLED = 7
SPEED = 15
BPV = 10



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

5 = HET COST

⑥ = ERRATIC MANEUVER WARP COST

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

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ANDROMEDAN CONCRETOR

YS:200
DK:12
EX:18
CR:6

CREW UNITS: * 10 20

PROBES: 5

BOARDING PARTIES: 8

TRANSPORTER BOMBS: D D D D

CNTR

SHIP DATA TABLE

TYPE	=	CCR
POINT VALUE	=	192/162
BREAKDOWN	=	6
PA COST	=	5/8
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R10.65

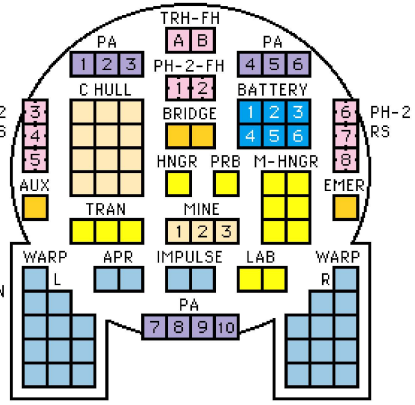
SENSOR: 6 5 3 1 0

SCANNER: 0 1 3 5 9

DAMAGE CONTROL: 4 2 2 2 0

EXCESS DAMAGE

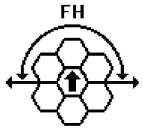
THE MWP HANGARS (MARKED M-HNGR) ON THIS SHIP ARE NOT INTERNAL, BUT REPRESENT EXTERNAL DOCKING FACILITIES. THEY ARE DESTROYED ON "SHUTTLE" DAMAGE POINTS.

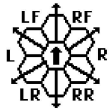


MINE RACKS ARE DESTROYED ON "CARGO," "SHUTTLE," OR "EXCESS DAMAGE" HITS.

TYPE II PHASER TABLE

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





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

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

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

MINE RACKS

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

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

CCR TURN MODE

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

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

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

TYPE III DEFENSE PHASER

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

MWP TURN MODE

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

NIMBLE SHIPS

MWP DATA TABLE

TYPE	=	MWP
POINT VALUE	=	15/20
BREAKDOWN	=	6
PA COST	=	3/5+2/5
LIFE SUPPORT	=	0
SIZE CLASS	=	6
REFERENCE	=	R10.48

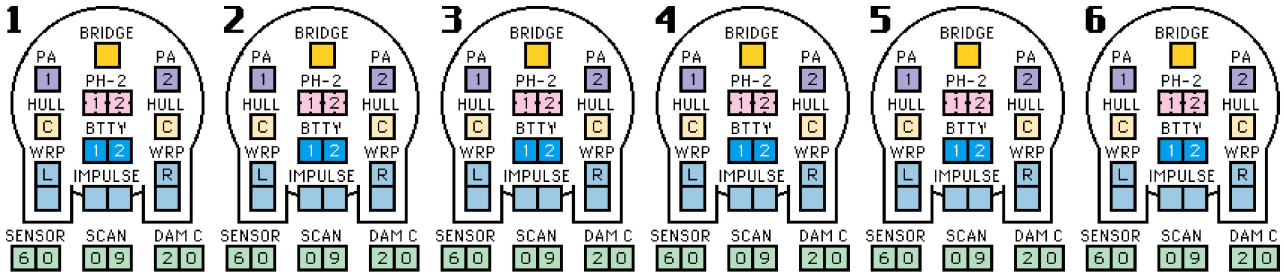
YS:176
DK:1
EX:4
CR:3

NOTES FOR MWP PLATFORMS.

PA PANELS PROTECT 360°s.

PHASER-2s HAVE 360° FIRING ARCS.

THESE UNITS HAVE NO "EXCESS DAMAGE".



MWP CREW		
1		
2		
3		
4		
5		
6		

	CNTR	HET	BD
1			
2			
3			
4			
5			
6			

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

THE CCR HAS A MOVEMENT COST OF 2/3, MWPs HAVE A MOVEMENT COST OF 1/5.

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

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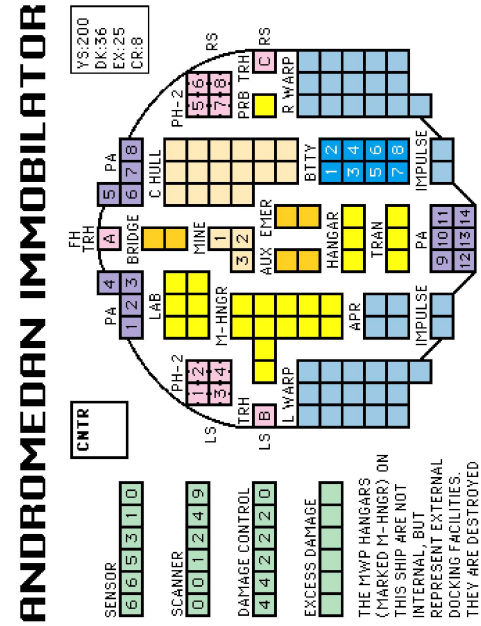
ANDROMEDAN IMMOBILATOR



SHIP DATA TABLE	
TYPE	= IMB
POINT VALUE	= 280/250
BREAKDOWN	= 6
PA COST	= 6/10
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R10.66

MWP DATA TABLE	
TYPE	= MWP
POINT VALUE	= 15/20
BREAKDOWN	= 6
PA COST	= 3/5+2/5
LIFE SUPPORT	= 0
SIZE CLASS	= 6
REFERENCE	= R10.48

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

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

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

TRACTOR-REPULSOR BEAM TABLE (HEAVY)						
DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	20	20	18	12	8	3
2	20	20	15	9	5	2
3	20	18	12	6	3	1
4	20	15	9	3	2	0
5	18	12	6	2	1	0
6	15	9	3	1	0	0

TRACTOR-REPULSOR BEAM TABLE (LIGHT)						
DIE ROLL	RANGE 0-3	4-5	6-8	9-12	13-18	19-25
1	10	10	9	6	4	2
2	10	10	7	4	3	1
3	10	9	6	3	2	0
4	10	7	4	2	1	0
5	9	6	3	1	0	0
6	7	4	2	0	0	0

MINE RACKS

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

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

THE M1WP HANGARS (MARKED M-HNGR) ON THIS SHIP ARE NOT INTERNAL, BUT REPRESENT EXTERNAL DOCKING FACILITIES. THEY ARE DESTROYED ON "SHUTTLE" DAMAGE POINTS.

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

NOTES FOR M1WP PLATFORMS.

PA PANELS PROTECT 360°s.

PHASER-2s HAVE 360° FIRING ARCS.

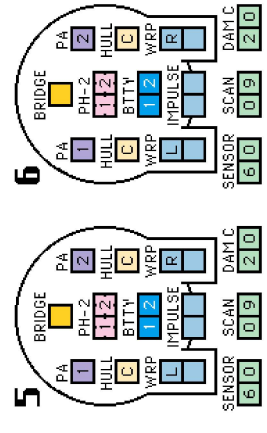
THESE UNITS HAVE NO "EXCESS DAMAGE".

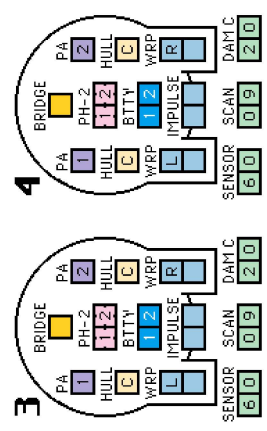
MWP CREW	CNTR	HET	BD
1	1		
2	2		
3	3		
4	4		
5	5		
6	6		

MWP CREW	CNTR	HET	BD
7	7		
8	8		
9	9		
10	10		
11	11		
12	12		

YS:200
DK:36
EX:25
CR:8

YS:176
DK:1
EX:4
CR:3





WARP ENERGY MOVEMENT COST = 1/5 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	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	6	6	6	6
Fractional	$\frac{1}{5}$	$\frac{2}{5}$	$\frac{3}{5}$	$\frac{4}{5}$	$\frac{5}{5}$	$1\frac{1}{5}$	$1\frac{2}{5}$	$1\frac{3}{5}$	$1\frac{4}{5}$	2	$2\frac{1}{5}$	$2\frac{2}{5}$	$2\frac{3}{5}$	$2\frac{4}{5}$	3	$3\frac{1}{5}$	$3\frac{2}{5}$	$3\frac{3}{5}$	$3\frac{4}{5}$	4	$4\frac{1}{5}$	$4\frac{2}{5}$	$4\frac{3}{5}$	$4\frac{4}{5}$	5	$5\frac{1}{5}$	$5\frac{2}{5}$	$5\frac{3}{5}$	$5\frac{4}{5}$	6

THE IMB HAS A MOVEMENT COST OF 1. M1WPs HAVE A MOVEMENT COST OF 1/5.

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ANDROMEDAN CONSTRUCTION BATTLE STATION

CREW UNITS

		*						10
								20
								30
								40

BOARDING PARTIES

									10
									20

SHIP DATA TABLE

TYPE	=	BAC
POINT VALUE	=	400/600
PA COST	=	18/36
LIFE SUPPORT	=	1.5
SIZE CLASS	=	2
REFERENCE	=	R10.67

TRANSPORTER BOMBS

						D	D	D	D	D	D

TYPE II PHASER TABLE

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

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

SATELLITE SHIPS UNDER CONSTRUCTION WILL TAKE UP THE DOCKING SLOTS ON TOP OF THE MODULE WITH THE FABRICATION SYSTEMS.

TRACTOR-REPULSOR BEAM TABLE (HEAVY)

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

TRACTOR-REPULSOR BEAM TABLE (LIGHT)

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

SENSOR

6	6	6	5	3	1	0

SCANNER

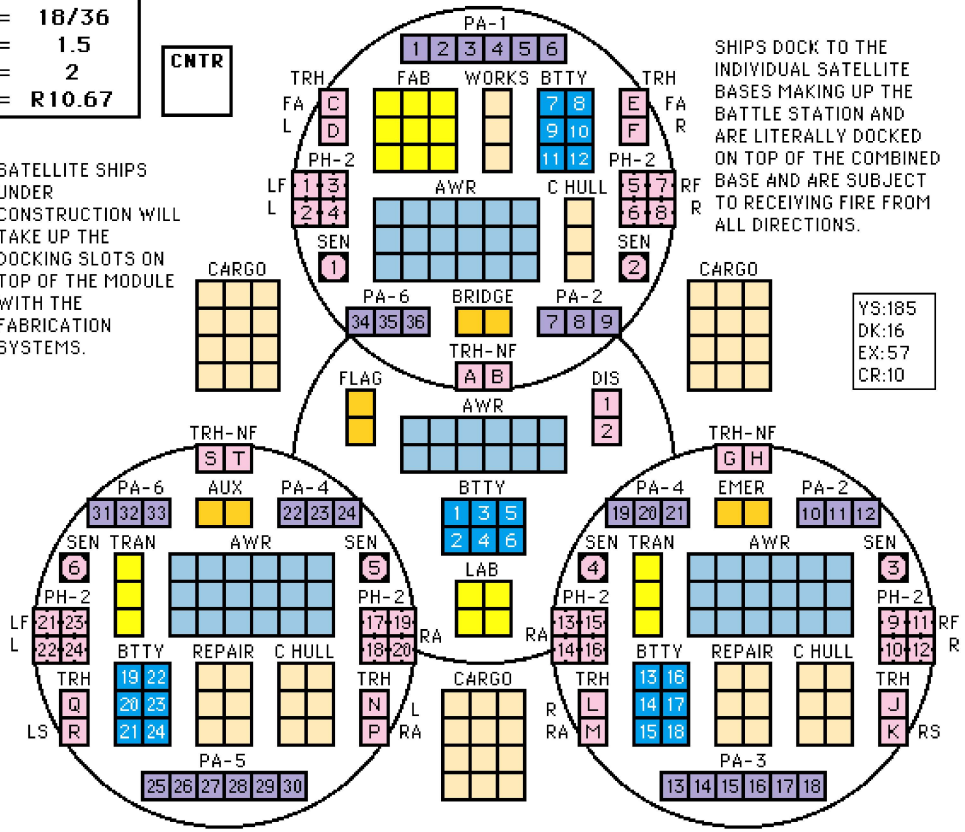
0	0	0	1	2	4	9

DAMAGE CONTROL

6	4	4	2	2	2	0

EXCESS DAMAGE

FABRICATION IS DESTROYED ON "LAB" DAMAGE POINTS.



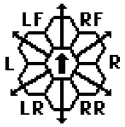
SHIPS DOCK TO THE INDIVIDUAL SATELLITE BASES MAKING UP THE BATTLE STATION AND ARE LITERALLY DOCKED ON TOP OF THE COMBINED BASE AND ARE SUBJECT TO RECEIVING FIRE FROM ALL DIRECTIONS.

YS:185
DK:16
EX:57
CR:10

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.



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

DISPLACEMENT DEVICE TABLE

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

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

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

WORKS ARE DESTROYED ON "CARGO" DAMAGE POINTS.

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

SEE (G18.83) FOR DISPLACEMENT DEVICE LIMIT.

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

ANDROMEDAN RECONNAISSANCE COBRA

YS:168
DK:4
EX:12
CR:4

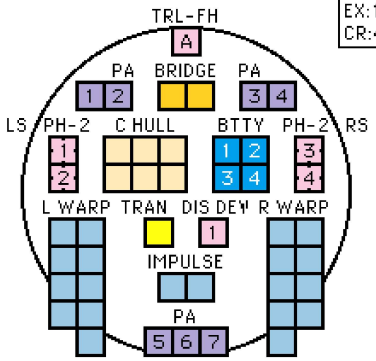
CREW UNITS: * 10

BOARDING PARTIES: 8

TRANSPORTER BOMBS: D D

CNTR

SHIP DATA TABLE		
TYPE	=	CBR
POINT VALUE	=	90/77
BREAKDOWN	=	6
PA COST	=	4/6
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R10.68



TRACTOR-REPULSOR BEAM TABLE (LIGHT)

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

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

SENSOR: 6 5 3 0

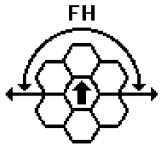
DAM CON: 2 2 2 0

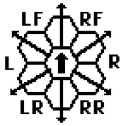
SCANNER: 0 1 5 9

EX DAM:

DISPLACEMENT DEVICE TABLE

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





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

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

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

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LYRAN LIGHT PF TENDER

YS:175
DK:5
EX:12
CR:5

CNTR

CREW UNITS

10
20

BOARDING PARTIES

6

PROBES

5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

T-BOMBS

D D

SHIP DATA TABLE

TYPE	=	DWP
POINT VALUE	=	94/73
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R11.91

PHASER REFIT (Y176) = +2

POWER PACK REFIT (Y176) = +9

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

LF RF L R LR RR

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

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

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

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

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

FA PH-2 1 TRAN
FA PH-2 L 3 AUX
PH-3 5 6 F HULL
TRAC PRB
L WARP

BRIDGE
LAB
ESG 1 REPAIR TRAC
TRAC IMP C HULL IMP SHTL
POWER PACK APR BTTY APR
SEN 1
C WARP

FA PH-2 2 TRAN
FA EMER PH-2 4 R
A HULL PH-3 7 8
BTTY TRAC
R WARP

LS
RS

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

6 SHADED PH-3 BOXES ARE PH-2 ON THE PHASER REFIT.

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

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

LYRAN RUNNING JAGUAR FAST WAR CRUISER

YS:176
DK:7
EX:19
CR:6

CNTR

CREW UNITS

			*					10
								20
								30

BOARDING PARTIES

								10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

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

SHIP DATA TABLE

TYPE	=	CWF
POINT VALUE	=	135
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.92

PLUS REFIT (Y168) = +2

PHASER REFIT (Y172) = +4

POWER PACK REFIT (Y171) = +9

UIM REFIT (Y166) = +5

MECH LINKS (Y178) = +2

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

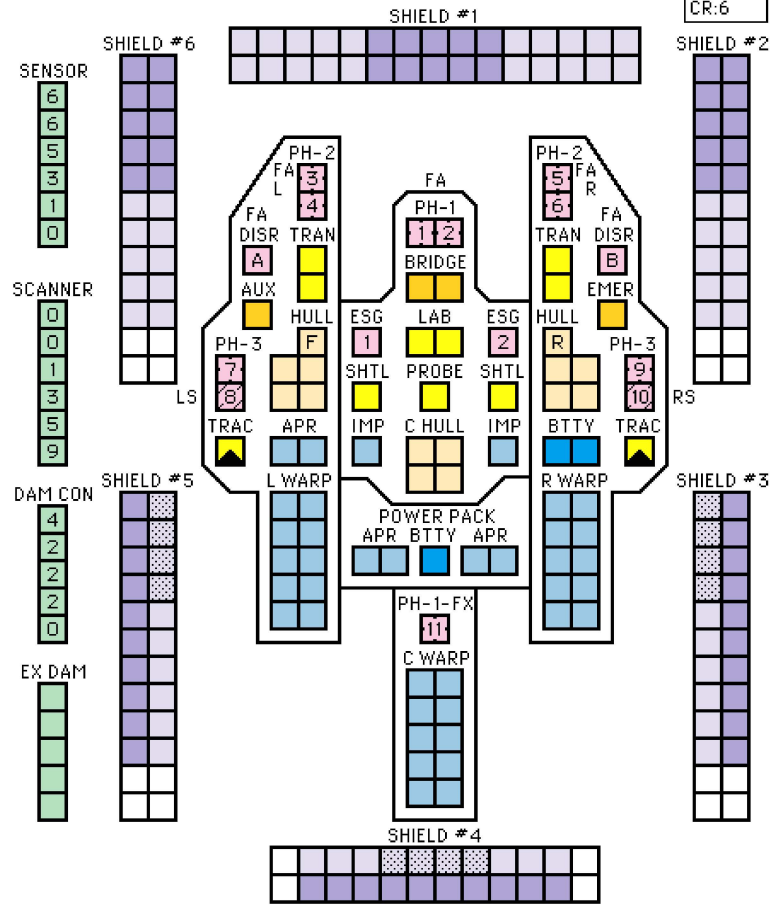
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

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

DISRUPTOR TABLE

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

HIT & RUN
UIM
DERFACS



SHADED BOXES ARE THE PLUS REFIT.

(8) SHADED PH-3 BOXES ARE PH-1 WITH THE PHASER REFIT.

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

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

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LYRAN ALLEYCAT-T WAR DESTROYER TRANSPORT

YS:165
DK:5+2
EX:10
CR:5

CNTR

CREW UNITS

			*							10
										20

BOARDING PARTIES

					6

PROBES

				5

ADMINISTRATIVE SHUTTLES

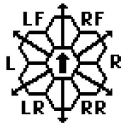
IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

T-BOMBS

		D	D

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



SHIP DATA TABLE

TYPE	=	DWT
POINT VALUE	=	92/70
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R11.93

PLUS REFIT (Y168) = +2
PHASER REFIT (Y172) = +2
MECH LINKS (Y178) = +2

TYPE I OFFENSIVE PHASER TABLE

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

NO POD

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

ONE OR TWO PODS

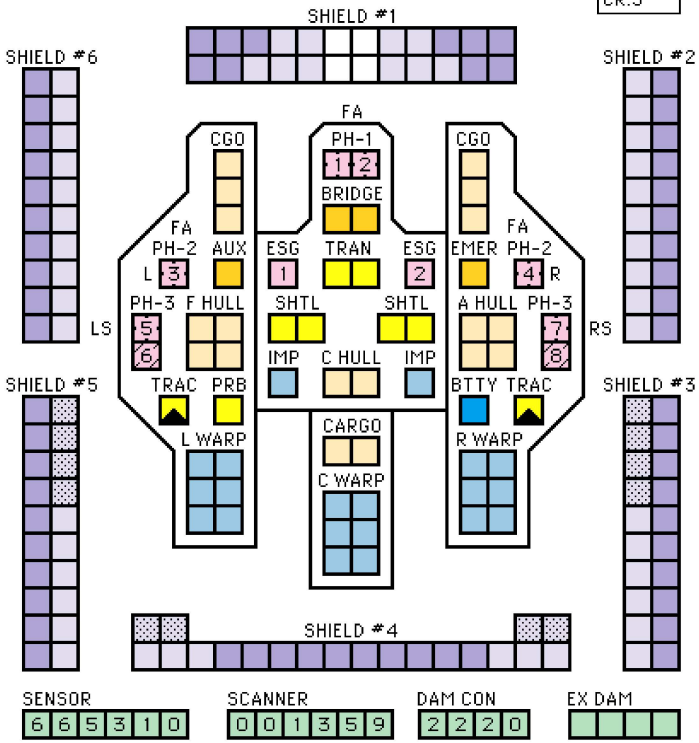
TURN MODE		SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

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

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



SHADED BOXES ARE THE PLUS REFIT.

6 SHADED PH-3 BOXES ARE PH-2 ON THE PHASER REFIT.

WARP ENERGY MOVEMENT COST = 3/4 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	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.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

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

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

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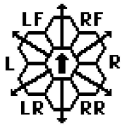
LYRAN CHEETAH-T TRANSPORT FRIGATE

CREW UNITS: * 10

BOARDING PARTIES: 4

PROBES: 5

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



ADMINISTRATIVE SHUTTLES

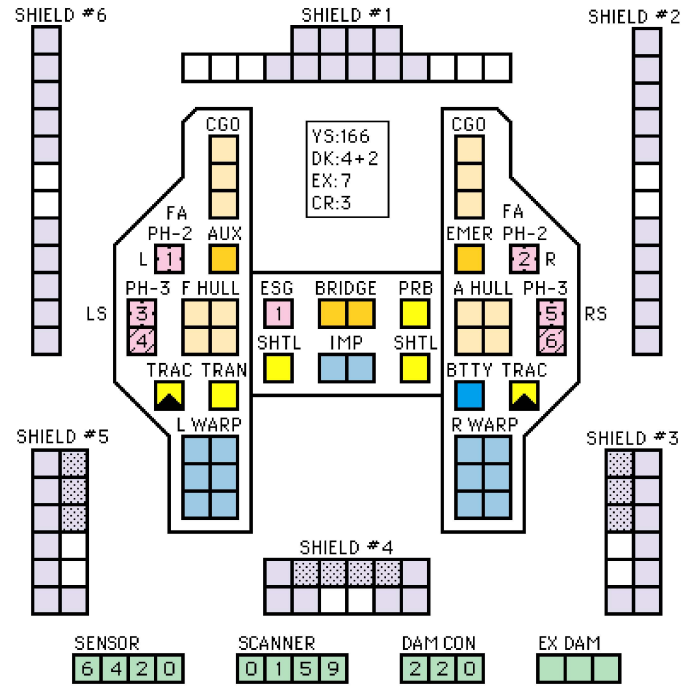
IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS: D D

SHIP DATA TABLE		
TYPE	=	FFT
POINT VALUE	=	66/45
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R11.94
PLUS REFIT (Y168) = +2		
PHASER REFIT (Y172) = +2		
MECH LINKS (Y178) = +2		

CNTR



SHADED SHIELD BOXES ARE THE PLUS REFIT.

4 SHADED PH-3 BOXES ARE PH-2 WITH THE PHASER REFIT.

TYPE II PHASER TABLE

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

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

NO POD

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

TYPE III DEFENSE PHASER

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

POD WT	MOVE COST	HET COST	EM COST
0	.33	1.67	2
1	.67	3.33	4
2	1	5	6

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
HET	4	13 - 17
	5	18 - 24
BD	6	25+

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

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

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

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LYRAN KING JAGUAR-V NEW MEDIUM CARRIER

YS:176
DK:8
EX:19
CR:9

CNTR

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

FA PH-1 L 3 4 SHUTTLE F HULL PH-3 TRAN APR L WARP TRAC LS
BTTY ESG 1 FLAG HULL PRB 2 ESG APR IMP AUX C FLAG IMP EMER
FA PH-1 1 2 BRIDGE LAB
PH-1-FA L 9 C WARP
PH-1-FA 10 R C WARP
FA PH-1 R 5 6 SHUTTLE A HULL TRAN PH-3 8 TRAC RS BTTY R WARP

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

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

SHIP DATA TABLE

TYPE	= NCV
POINT VALUE	= 140/120
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.95
MECH LINKS (Y178)	= +2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
TWO BAYS - NO TRANSFERS		

CREW UNITS

10 20 30 40

BOARDING PARTIES

10

DECK CREWS

10

TRANSPORTER BOMBS

D D D D

PROBES

5

TURN MODE SPEED

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

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

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

Z-YC FIGHTERS
2xPh-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

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

LF RF L R LR RR

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

TYPE III DEFENSE PHASER

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

1 2 3 4 5 6 7 8 9 10 11 12 EM EM

LYRAN KING JAGUAR-S NEW HEAVY SCOUT CRUISER

CNTR

CREW UNITS

		*						10
								20
								30
								40

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

BOARDING PARTIES

									10

TRANSPORTER BOMBS

				D	D	D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	NSC
POINT VALUE	=	166/136
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.96

MECH LINKS (Y178) = +2

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

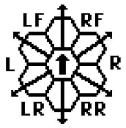
SCOUT FUNCTIONS SUMMARY

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

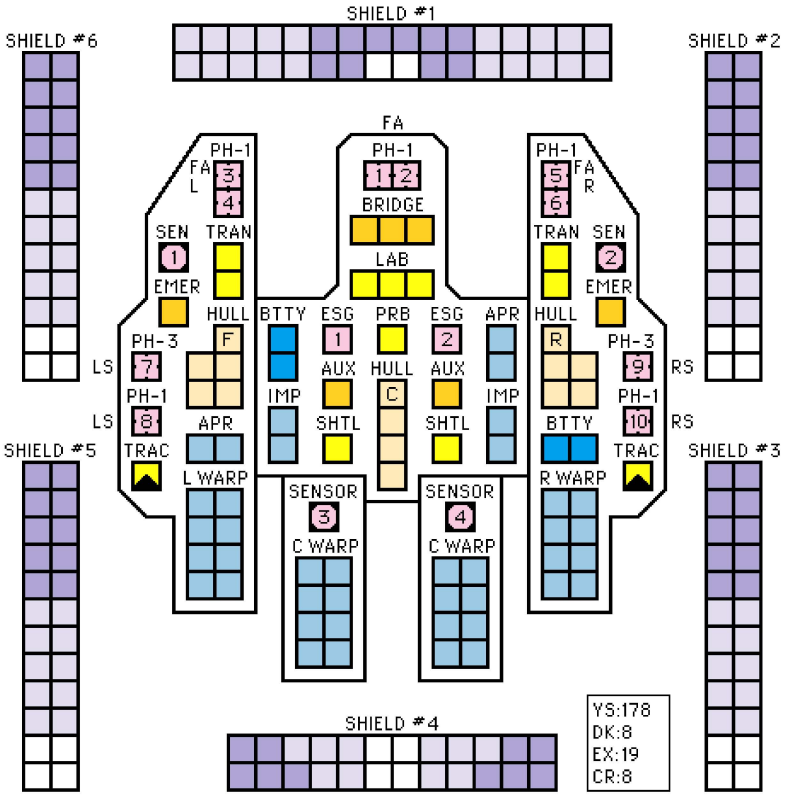
SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

EXPANDING SPHERE TABLE

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



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



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

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

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LYRAN KING JAGUAR-T NEW COMBAT TUG

YS:178
DK:8
EX:20
CR:8

CNTR

CREW UNITS

									10
			*						20
									30

BOARDING PARTIES

									10

PROBES

				5

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

				D	D	D	D

SHIP DATA TABLE

TYPE	=	NTG
POINT VALUE	=	147/133
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R11.97

UIM REFIT (Y166) = +5

MECH LINKS (Y178) = +2

TYPE I OFFENSIVE PHASER TABLE

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

HIT & RUN
UIM
DERFACS

0-1 POD WEIGHTS

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

TYPE III DEFENSE PHASER

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

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

TWO POD WEIGHTS

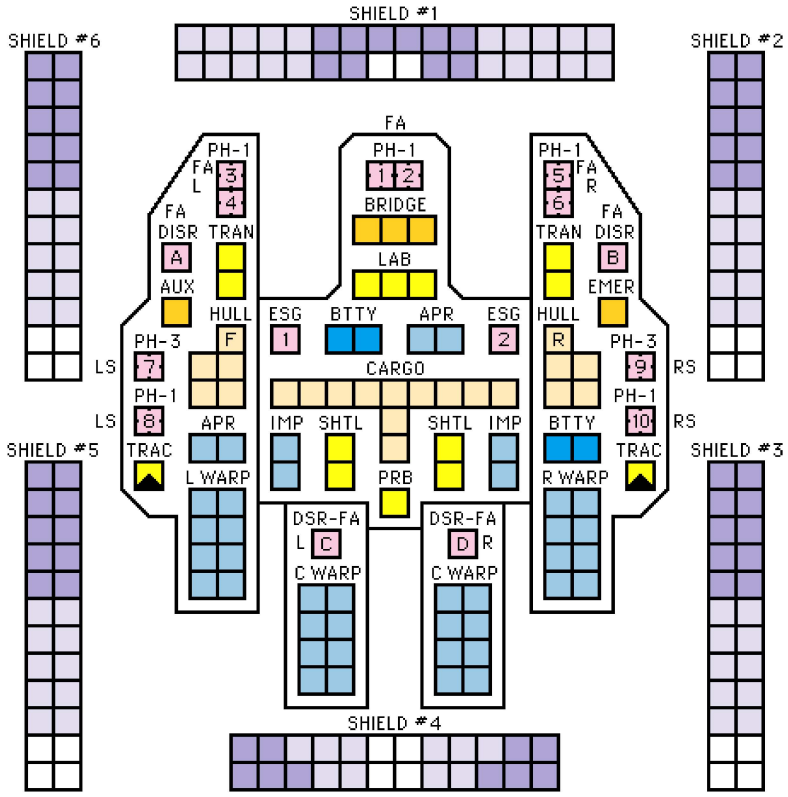
TURN	MODE	SPEED
D	1	2-4
	2	5-8
	3	9-12
HET	4	13-17
	5	18-24
BD	6	25+

DISRUPTOR TABLE

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

THREE POD WEIGHTS

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+



SENSOR					
6	6	5	3	1	0

SCANNER					
0	0	1	3	5	9

DAM CON					
4	4	2	2	2	0

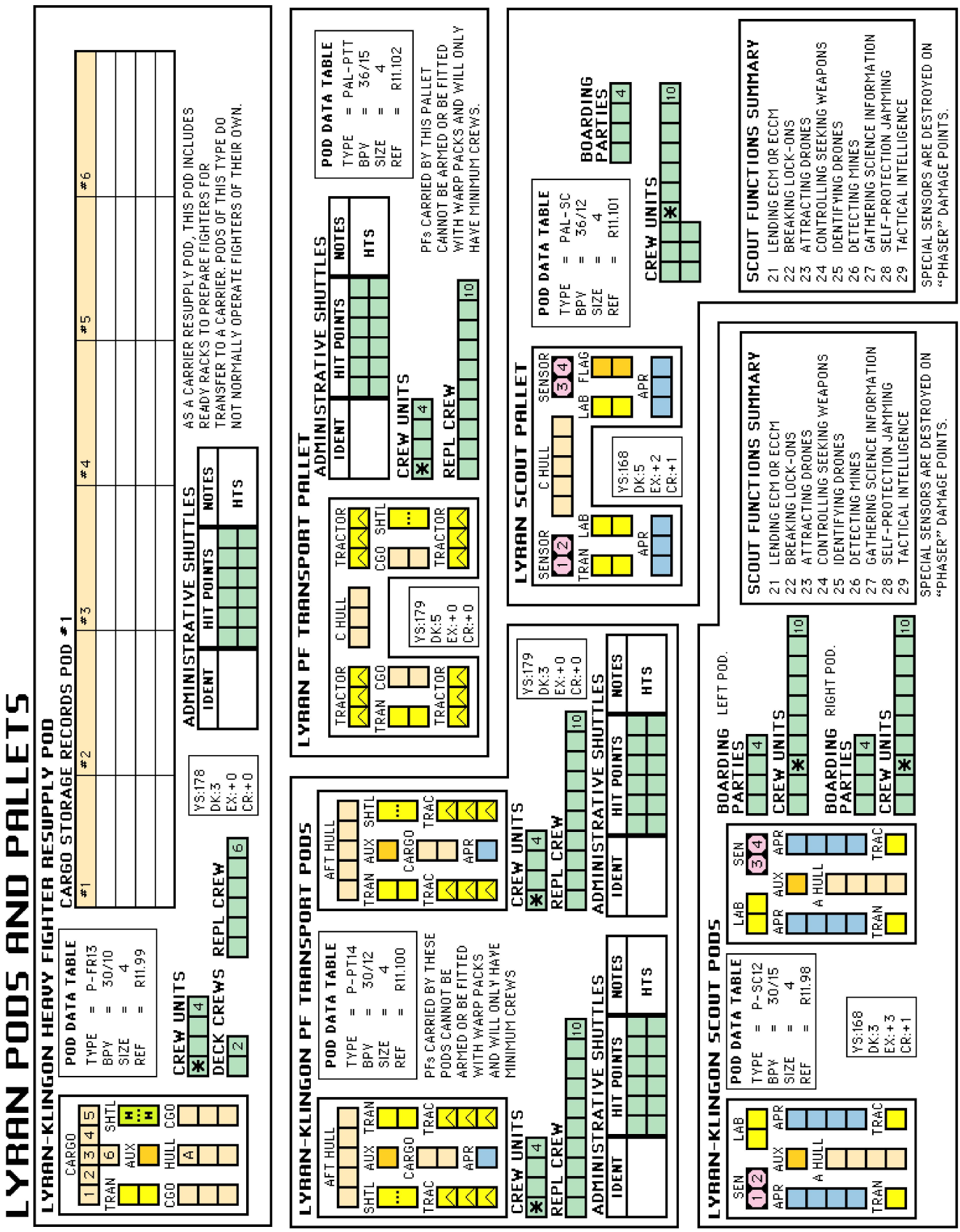
EX DAM				

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

POD WT	MOVE COST	HET COST	EM COST
0-1	1	5	6
2	1.5	7.5	9
3	2	10	12

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
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



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WYN DIVISION CONTROL SHIP

YS:187
DK:10
EX:16
CR:9

CNTR

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

FX PH-3 1 2 3
BRDG
BTTY BTTY
HULL FLAG PRB HULL
F EMR TRAN R
AUX LAB
REPAIR
TRAC
SHUTTLE
DRN 1 TRAC SEN 1
DRN 2 TRAC SEN 2
IMPULSE
PH-3-RX 8 9
PH-1-FA L 4 5 L WARP
PH-1-FA 6 7 R R WARP

DAMAGE CONTROL 4 4 2 2 0
EX DAMAGE

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

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

SHIP DATA TABLE

TYPE	= DCS
POINT VALUE	= 150/110
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R12.51

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

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

TYPE III DEFENSE PHASER

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

DRONE RACKS

1 B
2 B

THIS SHIP ALWAYS HAD TWO RELOADS.

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

TADSC FIGHTERS
2xPH-3-FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHUTTLE BAY IS TUNNEL DECK (J1.58).

CREW UNITS: 10 20 30 40

BOARDING PARTIES: 10

PROBES: 5

TRANSPORTER BOMBS: D D D D

DECK CREWS: 10

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

LF RF L R LR RR

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

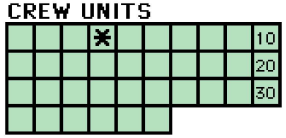
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

1 2 3 4 5 6 7 8 9 10 11 12 EM

WYN ORCA-F FAST WAR CRUISER

YS:185
DK:7
EX:19
CR:6

CREW UNITS



BOARDING PARTIES

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS TWO SHUTTLE BAYS.

SHIP DATA TABLE

TYPE	=	CWF
POINT VALUE	=	145
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R12.52

CNTR

PROBES

5

TRANSPORTER BOMBS

D D D D

DISRUPTOR TABLE

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

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

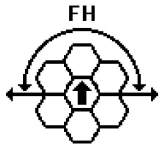
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

DRONE RACKS

1 B
2 B

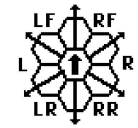
SHIP ALWAYS HAD TWO RELOADS.

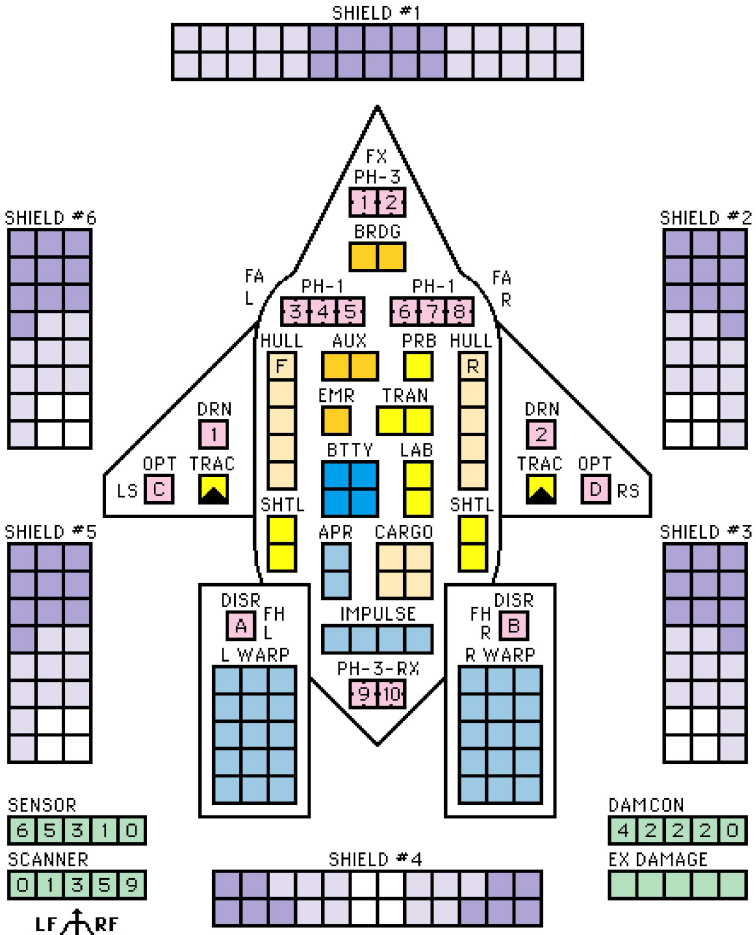
HIT & RUN DERFACS



INSERT SELECTED OPTIONAL WEAPONS.
BPV IS INCREASED UNDER ANNEX #8A.
OPTION MOUNTS LIMITED TO:
PHASER-1/2/3

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





CARGO BOXES HAVE 25 CARGO POINTS EACH.

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

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

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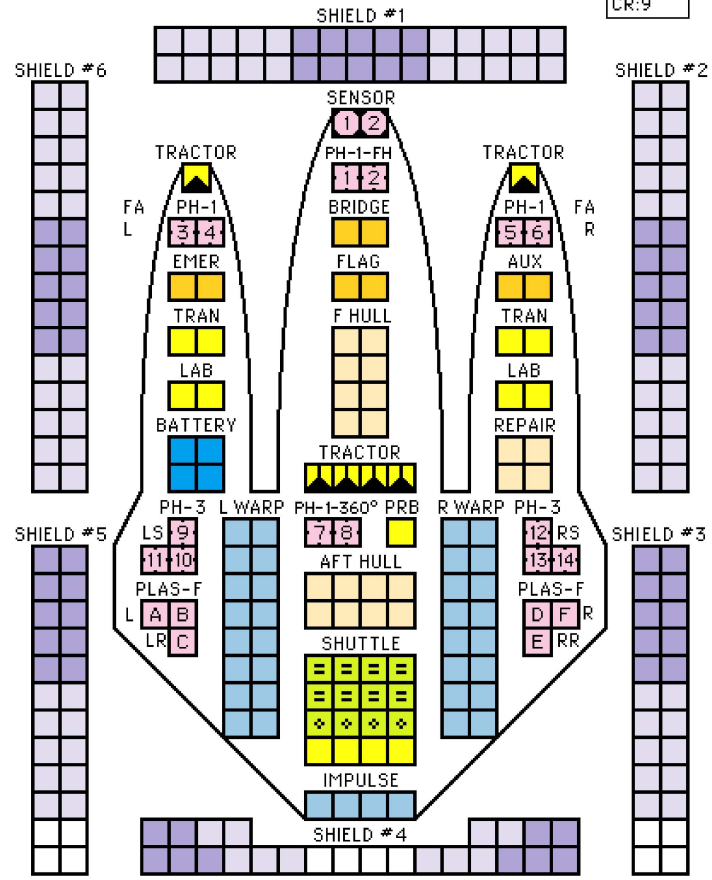
ISC DIVISION CONTROL SHIP

YS:184
DK:10
EX:20
CR:9

CNTR

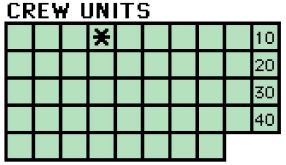


SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

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

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

CREW UNITS



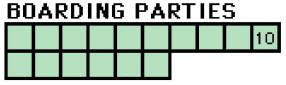
ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	DCS
POINT VALUE	=	240/170
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.83

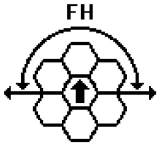
BOARDING PARTIES



TRANSPORTER BOMBS

DECK CREWS

PROBES



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

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

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
BOLT	1-4	1-3	1-2		

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

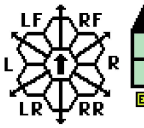
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

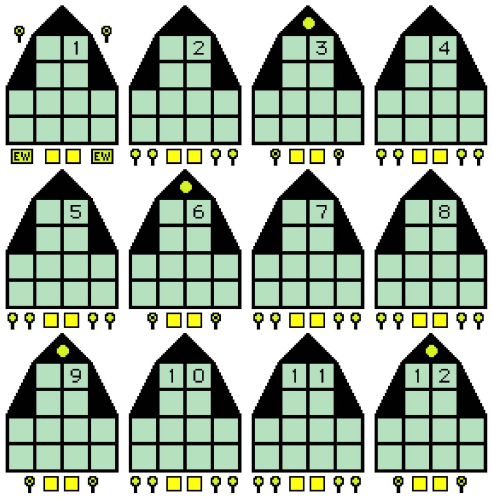
SCOUT FUNCTIONS SUMMARY

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.





PLASMA-K COMBAT TABLE

RANGE	0-5	6-7	8-9	10	11+
SIZE 5+	5	4	2	1	0
BOLT	1-4	1-3	1-3	1-3	NA
SIZE 6-7	10	8	4	2	0

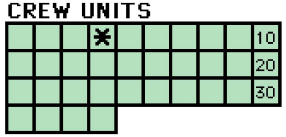
FDF FIGHTERS
2xPh-3-FA
DFR=4
CRIPPLED=8
SPEED = 15
BPV = 13

FTK FIGHTERS
1xPh-3-FA
DFR=2
CRIPPLED=8
SPEED = 15
BPV = 10

FEK FIGHTERS
1xPh-3-FA
DFR=2
CRIPPLED=8
SPEED = 15
BPV = 12

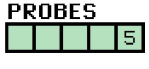
ISC SYSTEM DEFENSE DESTROYER

CREW UNITS



BOARDING PARTIES

PROBES



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

SHIP DATA TABLE

TYPE	=	NDD
POINT VALUE	=	110
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R13.84

CNTR

TYPE I OFFENSIVE PHASER TABLE

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

OPERATES AS ONE INTEGRATED UNIT. SECTIONS CANNOT SEPARATE BY ANY MEANS.

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

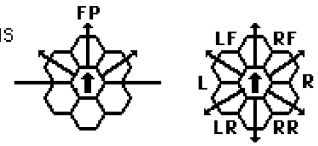
TYPE III DEFENSE PHASER

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

PSEUDO-PLASMA TORPEDOES

A F B F C G

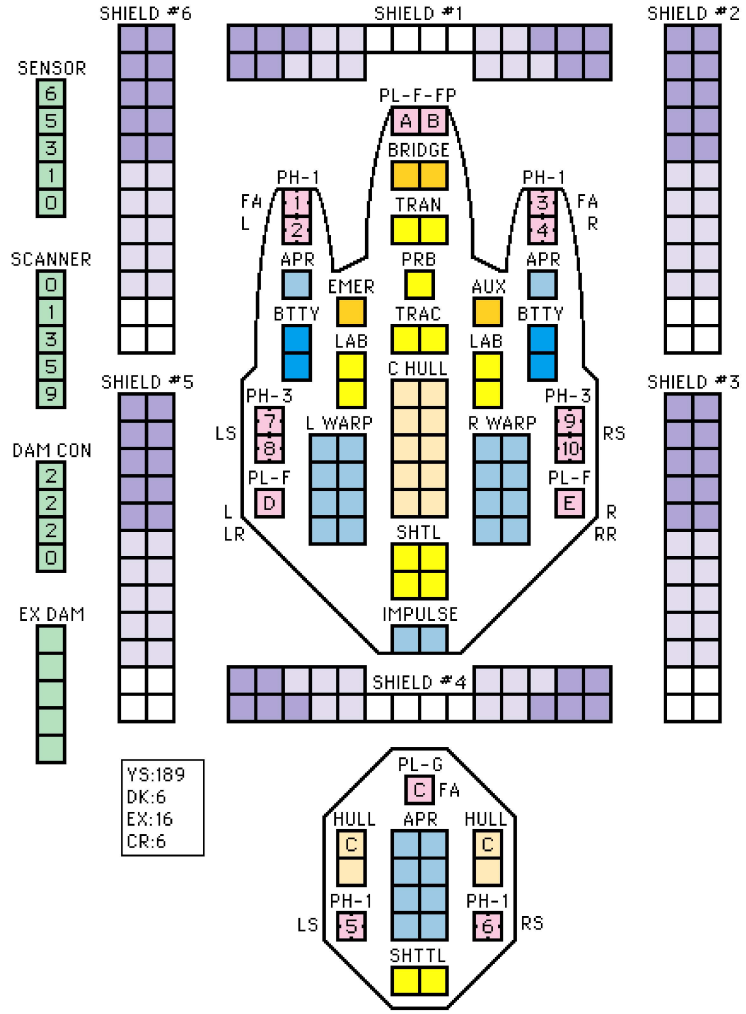
SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.



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

PLASMA TORPEDO WARHEAD 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
BOLT	1-4	1-3	1-2					



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

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

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ISC SYSTEM DEFENSE FRIGATE

CNTR

YS:189
DK:6
EX:13
CR:5

CREW UNITS

			*						10
									20

BOARDING PARTIES

									10

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

TWO BAYS - NO TRANSFERS

TRANSPORTER BOMBS

		D	D

SHIP DATA TABLE

TYPE	=	NFF
POINT VALUE	=	88
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R13.85

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

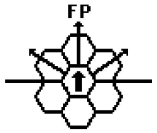
OPERATES AS ONE INTEGRATED UNIT. SECTIONS CANNOT SEPARATE BY ANY MEANS.

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

TYPE III DEFENSE PHASER

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

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

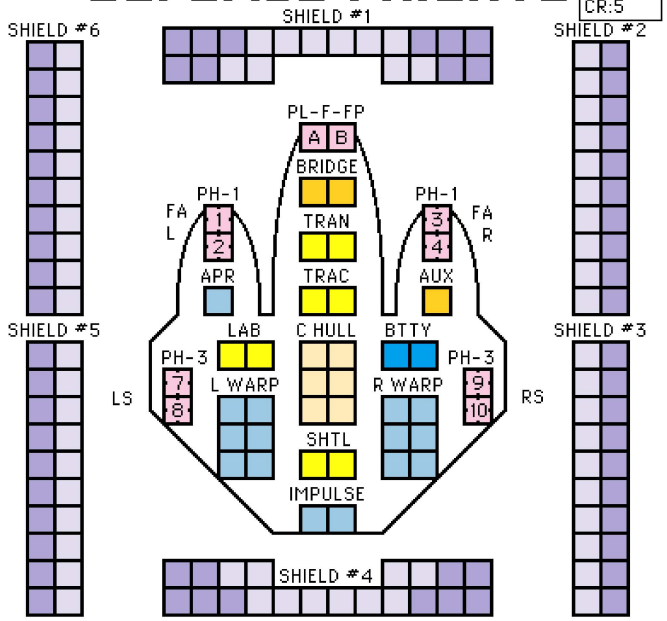


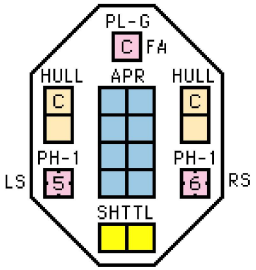
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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
BOLT	1-4	1-3	1-2					

PSEUDO-PLASMA TORPEDOES

A	F	B	F	C	G





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

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

ISC LIGHT PF TENDER

YS:179
DK:4
EX:10
CR:4

CREW UNITS

			X						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

							8

TRANSPORTER BOMBS

		D	D

PROBES

				5

SHIP DATA TABLE

TYPE	=	DDP
POINT VALUE	=	93/72
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R13.86

CNTR

TYPE I OFFENSIVE PHASER TABLE

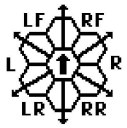
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TURN MODE		SPEED
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 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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

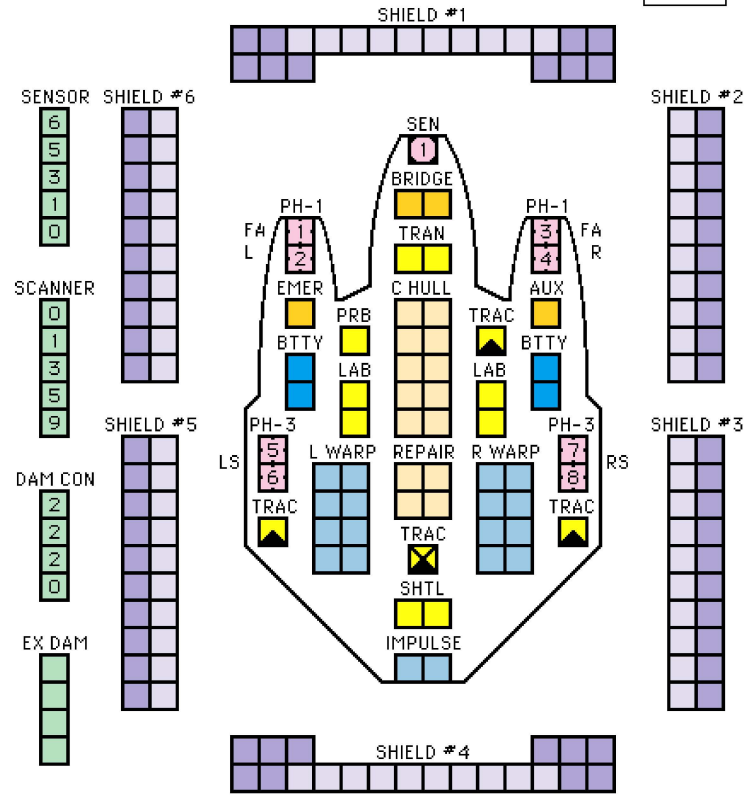


FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR

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 SENSOR IS DESTROYED ON "TORPEDO" DAMAGE POINTS.



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

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

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ISC FAST LIGHT CRUISER

YS:184
DK:6
EX:19
CR:6

CNTR

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

PL-S-FP A
PH-1 1 2 FH
BRIDGE F HULL LAB TRACTOR
PH-1 5 6 FA R
AUX TRAN APR
PH-3 11 12 RS
PL-F C R RR
R WARP
PH-1-360° PRB 7 8
BATTERY A HULL SHUTTLE IMPULSE
PH-1 3 4 FA L
EMER TRAN APR
PH-3 9 10 LS
PL-F B L LR
L WARP

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

ISC REAR-FIRING PLAS-F ARCS

SHIP DATA TABLE

TYPE	=	CLF
POINT VALUE	=	163
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R13.87

TURN MODE / SPEED

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

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

CREW UNITS: * 10 20 30

BOARDING PARTIES: 10

PROBES: 5

TRANSPORTER BOMBS: D D D D

TYPE I OFFENSIVE PHASER TABLE

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

PSEUDO-PLASMA TORPEDO

A S

FP LF RF L R LR RR

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

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
BOLT	1-4	1-3	1-2						1		

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

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	15	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

ISC FAST BLOCKADE RUNNER

CNTR

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

YS:189
DK:6
EX:16
CR:6

BRDG F HULL LAB BATTERY CARGO A HULL SHUTTLE IMPULSE
PH-1 FA L 1 2 EMER TRAN PRB TRAC PH-3 L WARP PL-F A B LS L LR
PH-1 3 4 FA R AUX TRAN TRAC APR R WARP PH-3 7 8 PL-F C D RS R RR

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

ISC REAR-FIRING PLAS-F ARCS

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

CREW UNITS: 10 20 30

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES: 10

PROBES: 5

TRANSPORTER BOMBS: D D D D

SHIP DATA TABLE

TYPE	= CBR
POINT VALUE	= 175/115
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.88

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PLASMA TORPEDO WARHEAD TABLE

RANGE	0-5	6-10	11-12	13-14	15
TYPE F	20	15	10	5	1
BOLT	1-4	1-3	1-2		

LF RF L R LR RR

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

SEE (R13.1C) FOR RESTRICTIONS ON REAR-FIRING PLASMA-Fs.

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	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
Fract.	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓	6	6⅔	7⅓	8	8⅔	9⅓	10	10⅔	11⅓	12	12⅔	13⅓	14	14⅔	15⅓	16	16⅔	17⅓	18	18⅔	19⅓	20

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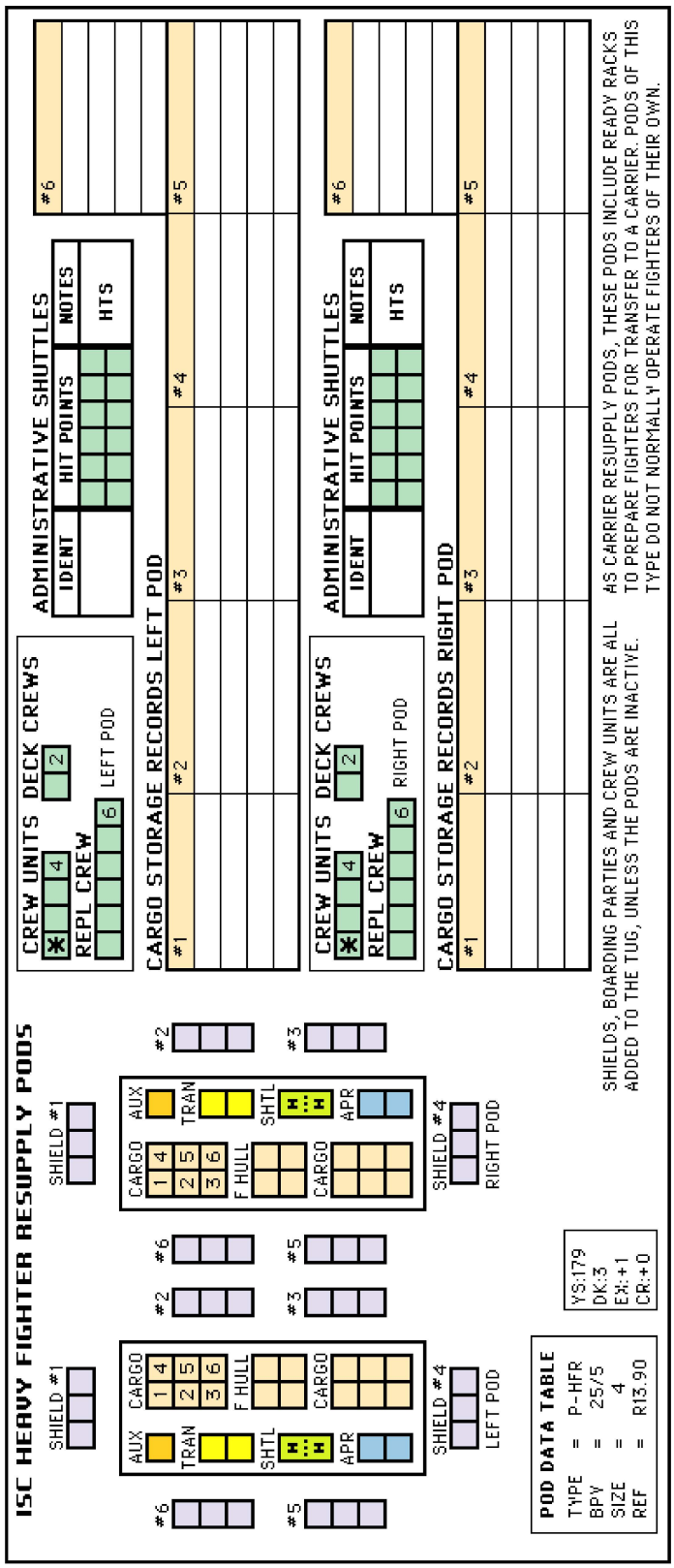
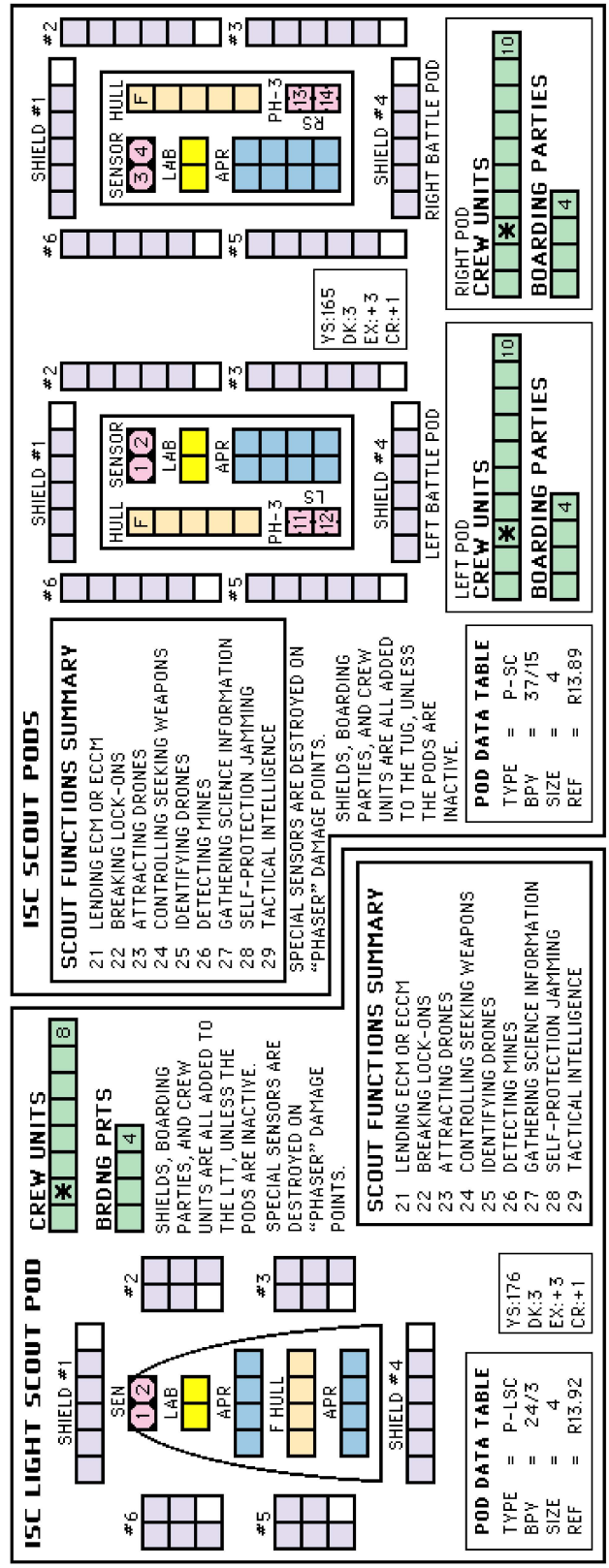
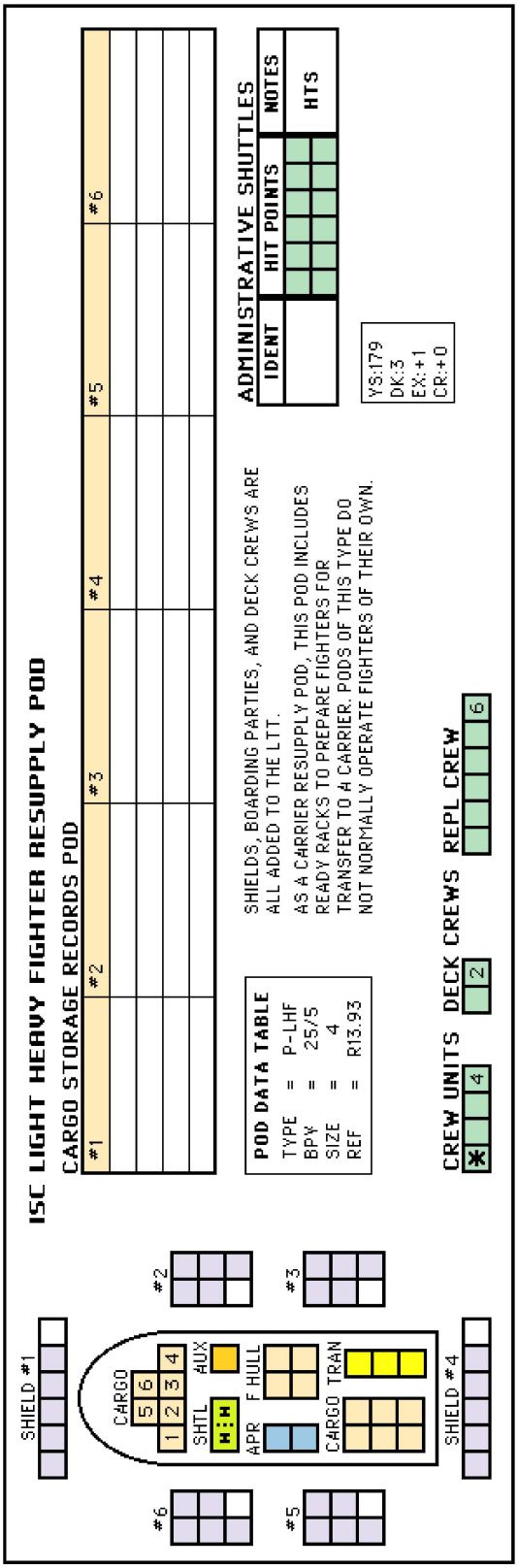
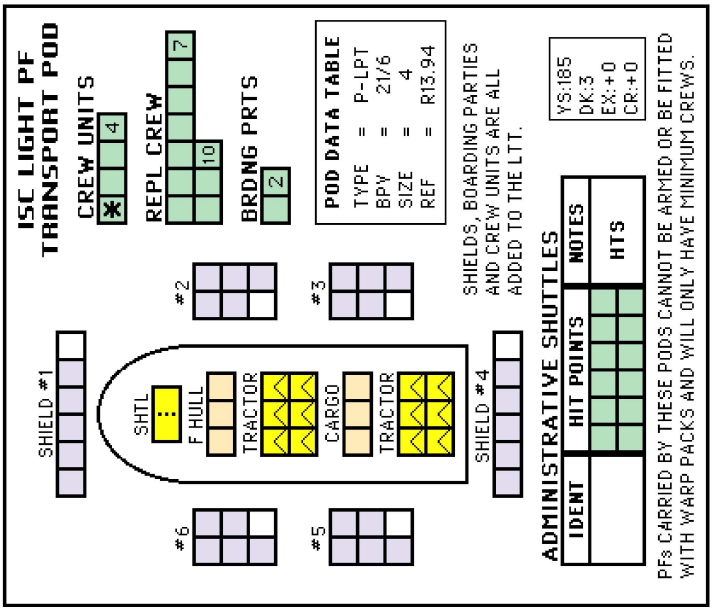
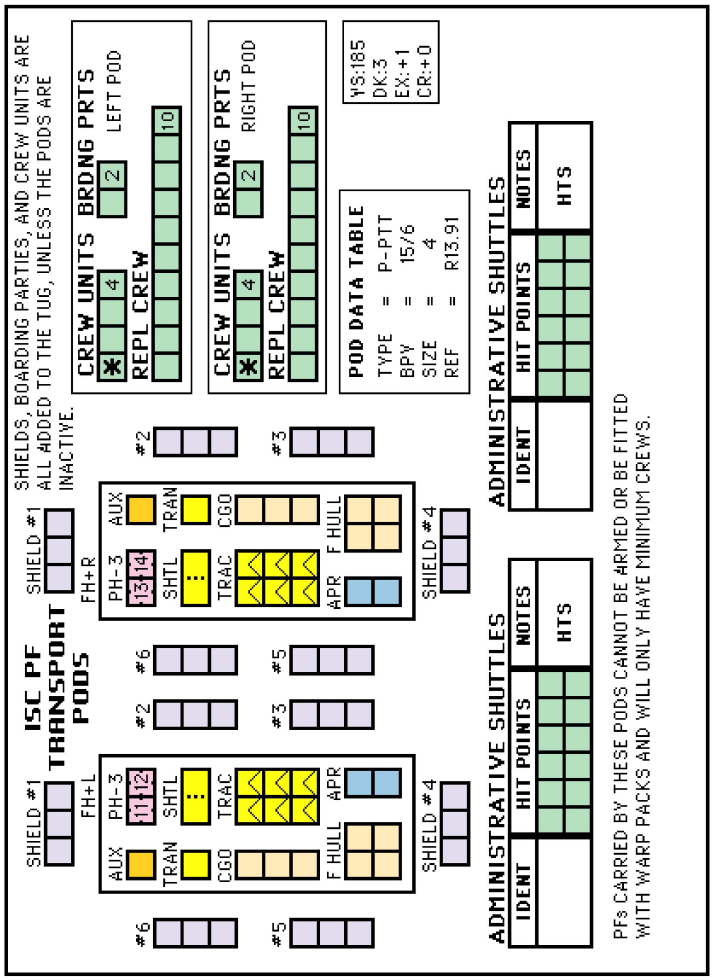

ISC HEAVY FIGHTER RESUPPLY PODS
SHIELD #1
#6
#5
#2
#3
AUX
CARGO
TRAN
F HULL
SHTL
APR
SHIELD #4
LEFT POD
RIGHT POD
POD DATA TABLE
TYPE = P-HFR
BPV = 25/5
SIZE = 4
REF = R13.90
YS:179
DK:3
EX:+1
CR:+0
CREW UNITS DECK CREWS
REPL CREW
CARGO STORAGE RECORDS LEFT POD
CARGO STORAGE RECORDS RIGHT POD
ADMINISTRATIVE SHUTTLES
IDENT
HIT POINTS
NOTES
HITS
SHIELDS, BOARDING PARTIES AND CREW UNITS ARE ALL ADDED TO THE TUG, UNLESS THE PODS ARE INACTIVE.
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.


ISC SCOUT PODS
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.
SHIELDS, BOARDING PARTIES, AND CREW UNITS ARE ALL ADDED TO THE TUG, UNLESS THE PODS ARE INACTIVE.
POD DATA TABLE
TYPE = P-SC
BPV = 37/15
SIZE = 4
REF = R13.89
YS:165
DK:3
EX:+3
CR:+1
SHIELD #1
#6
#5
#2
#3
SENSOR
HULL
F
LAB
APR
PH-3
LS
SS
SHIELD #4
LEFT BATTLE POD
RIGHT BATTLE POD
LEFT POD
RIGHT POD
CREW UNITS
BOARDING PARTIES
ISC LIGHT SCOUT POD
BRDNG PRTS
SHIELDS, BOARDING PARTIES, AND CREW UNITS ARE ALL ADDED TO THE LTT, UNLESS THE PODS ARE INACTIVE.
SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.
SCOUT FUNCTIONS SUMMARY
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE
POD DATA TABLE
TYPE = P-LSC
BPV = 24/3
SIZE = 4
REF = R13.92
YS:176
DK:3
EX:+3
CR:+1







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LYRAN DEMOCRATIC REPUBLIC MILITARY POLICE TRANSPORT CORVETTE

CREW UNITS: 10 / 20

BOARDING PARTIES: 4

PROBES: 5

ADMINISTRATIVE SHUTTLES

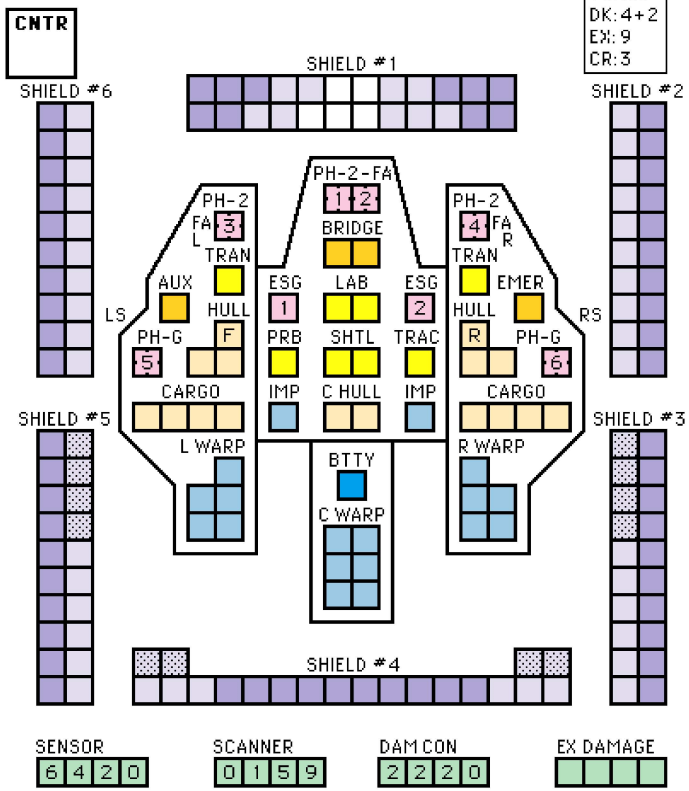
IDENT	HIT POINTS	NOTES

TRANSPORTER BOMBS: D D

SHIP DATA TABLE

TYPE	=	MPT
POINT VALUE	=	80/63
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.46
PLUS REFIT (171)	=	+2

YS:169
DK:4+2
EX:9
CR:3

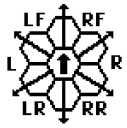


SENSOR 6 4 2 0 | SCANNER 0 1 5 9 | DAM CON 2 2 2 0 | EX DAMAGE

SHADED BOXES ARE THE PLUS REFIT.

TYPE II PHASER TABLE

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



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

NO POD

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

TYPE III DEFENSE PHASER

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

EXPANDING SPHERE TABLE

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

ONE OR TWO PODS

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

POD WT	MOVE COST	HET COST	EM COST
0	.50	2.50	3
1	.75	3.75	4.50
2	1	5	6

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

WARP ENERGY MOVEMENT COST = 3/4 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	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.	¾	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾	13½	14¼	15	15¾	16½	17¼	18	18¾	19½	20¼	21	21¾	22½

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

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

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LYRAN DEMOCRATIC REPUBLIC LIGHT PF TENDER

CNTR

YS:175
DK:4
EX:9
CR:3

CREW UNITS

[ ][ ][ ][✱][ ][ ][ ][ ][10]
[ ][ ]

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

BOARDING PARTIES

[ ][2]

TRANSPORTER BOMBS

[ ][ ] [D][D]

PROBES

[ ][ ][ ][ ][5]

SHIP DATA TABLE

TYPE	=	MPP
POINT VALUE	=	80/60
BREAKDOWN	=	6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R14.47

POWER PACK (Y176) +9

TYPE II PHASER TABLE

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

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

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

TYPE III DEFENSE PHASER

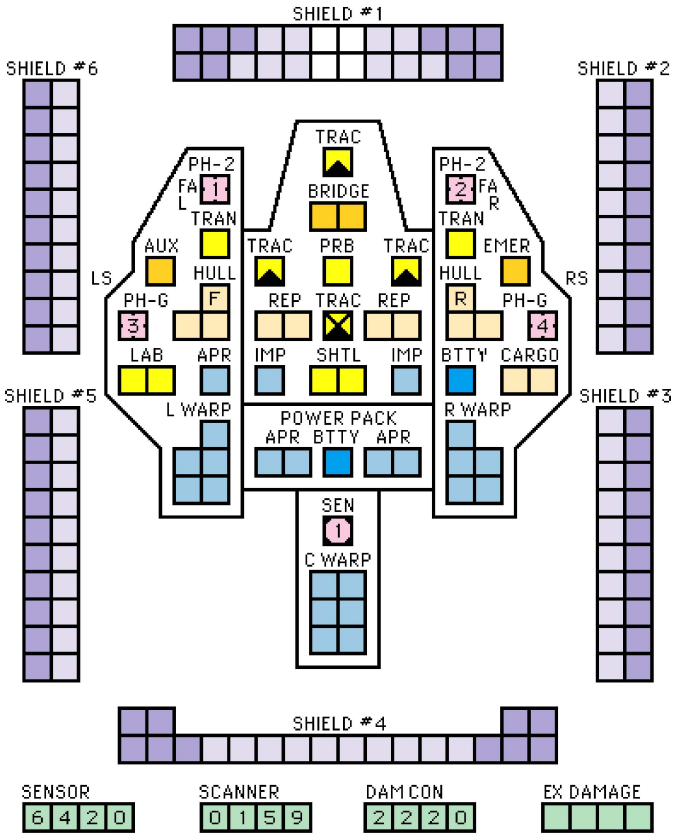
DIE ROLL	RANGE 0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

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

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



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

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

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

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SELTORIAN DIVISION CONTROL SHIP

YS:185
DK:8
EX:17
CR:8

CNTR

SHIELD #1 · #2 · #3 · #4 · #5 · #6

SEN 1 AUX PH-1-FA 9 10 F HULL APR C WARP L
SEN 2 AUX PH-1-FA 11 12 F HULL APR C WARP R
PH-1 1 2 LS · PH-3 5 6 LS · A HULL · IMP · L WARP · LAB · BRDG · REPAIR · TRAC · TRAN · PRB · SHUTTLE · LAB · EMER · BTTY · A HULL · IMP · R WARP · PH-1 3 4 RS · PH-3 7 8 RS

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

LF RF L R LR RR

NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

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

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

SHIP DATA TABLE

TYPE	=	DCS
POINT VALUE	=	150/120
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R15.35

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

TURN MODE	SPEED
D	1
	2
	3
HET	4
	5
BD	6

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

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS

CREW UNITS

10 20 30 40 50

BOARDING PARTIES

10 20

PROBES

5

DECK CREWS

10

TRANSPORTER BOMBS

D D D D

Y184 AND AFTER.

TYPE I OFFENSIVE PHASER TABLE

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

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.

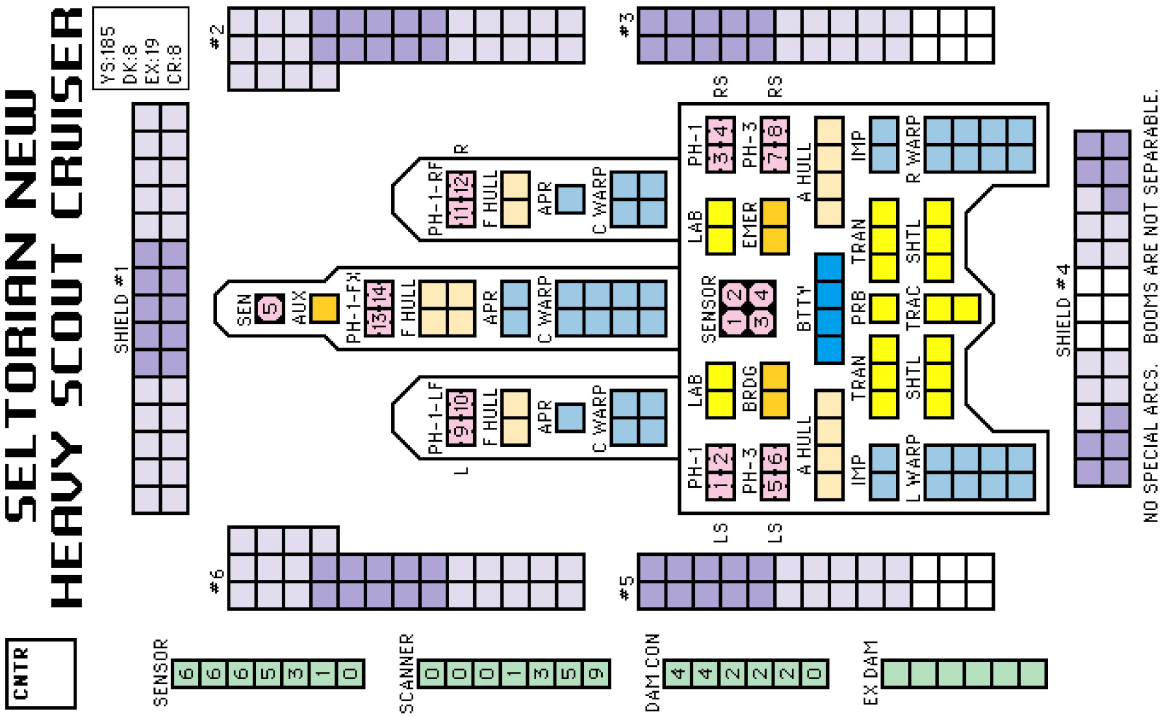
THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO HALF ITS SENSOR RATING

Z-YC FIGHTERS
2xPh-3 -FA
DFR = 4
CRIPPLED = 8
SPEED = 15
BPV = 12

1 2 3 4 5 6 7 8 9 10 11 12

SELTORIAN NEW HEAVY SCOUT CRUISER

YS:185
DK:8
EX:19
CR:8



CNTR

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

SHIP DATA TABLE

TYPE	= NSC
POINT VALUE	= 167/125
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R15.36

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS

THIS SHIP HAS ONE SHUTTLE BAY.

CREW UNITS: 10 20 30 40

BOARDING PARTIES: 10

PROBES: 5

TRANSPORTER BOMBS: D D D D

Y184 AND AFTER.

TURN MODE SPEED

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

SCOUT FUNCTIONS SUMMARY

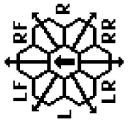
21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
27 GATHERING SCIENCE INFORMATION
28 SELF-PROTECTION JAMMING
29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

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

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



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

TYPE III DEFENSE PHASER

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

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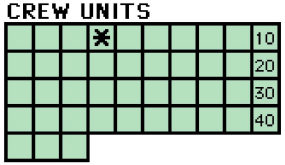
SELTORIAN LIGHT SCOUT CRUISER

YS:185
DK:7
EX:15
CR:8

CREW UNITS



BOARDING PARTIES

PROBES

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS
		GAS
		GAS
		GAS

THIS SHIP HAS ONE SHUTTLE BAY.

TRANSPORTER BOMBS

Y184 AND AFTER.

SHIP DATA TABLE

TYPE	=	CLS
POINT VALUE	=	140/100
BREAKDOWN	=	4-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R15.37

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

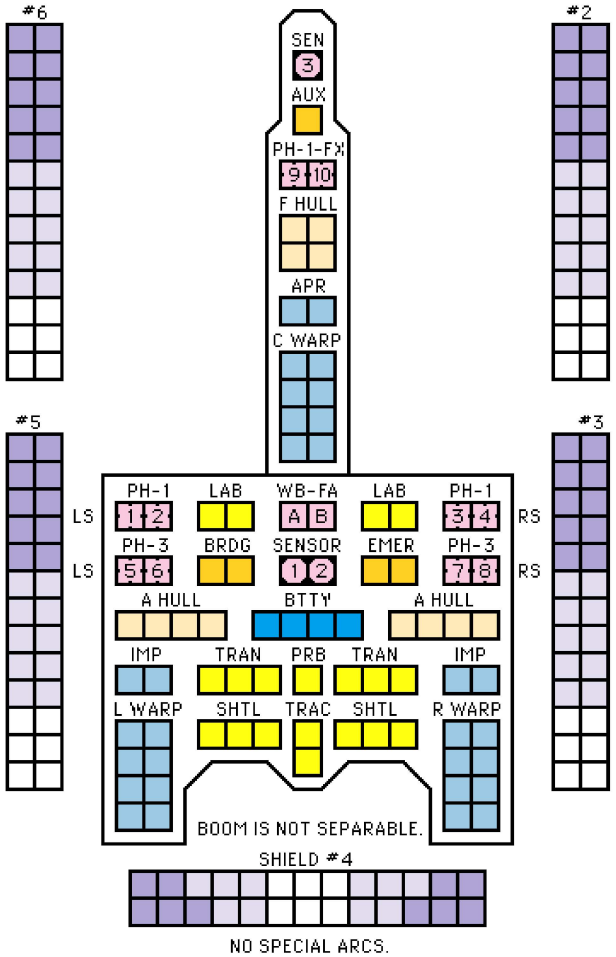
CNTR

SENSOR: 6 6 5 3 1 0

SCANNER: 0 0 1 3 5 9

DAM CON: 4 4 2 2 2 0

EX DAM



NO SPECIAL ARCS.

TYPE I OFFENSIVE PHASER TABLE

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

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

WEB BREAKER TABLE

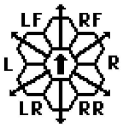
DIE ROLL	RANGE 0-1	2	3	4	5	6	7	8	9	10
1	20	19	18	17	15	13	11	9	7	5
2	18	17	16	15	13	11	9	7	5	3
3	16	15	14	13	11	9	7	5	3	1
4	14	13	12	11	9	7	5	3	1	0
5	12	11	10	9	7	5	3	1	0	0
6	10	9	8	7	5	3	1	0	0	0

TYPE III DEFENSE PHASER

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

SHIELD CRACKER TABLE

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



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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

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

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

5 = HET COST

6 = ERRATIC MANEUVER WARP COST

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

SELTORIAN LIGHT PF TENDER

YS:182
DK:5
EX:11
CR:4

CREW UNITS

			✱						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		GAS

BOARDING PARTIES

									10

PROBES

				5

TRANSPORTER BOMBS

		D	D

Y184 AND AFTER.

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

SHIP DATA TABLE

TYPE	=	DDP
POINT VALUE	=	98/70
BREAKDOWN	=	4-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R15.38

CNTR

SENSOR: 6 6 5 3 0

SCANNER: 0 0 1 5 9

DAM CON: 2 2 2 0

EX DAM

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE III DEFENSE PHASER

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

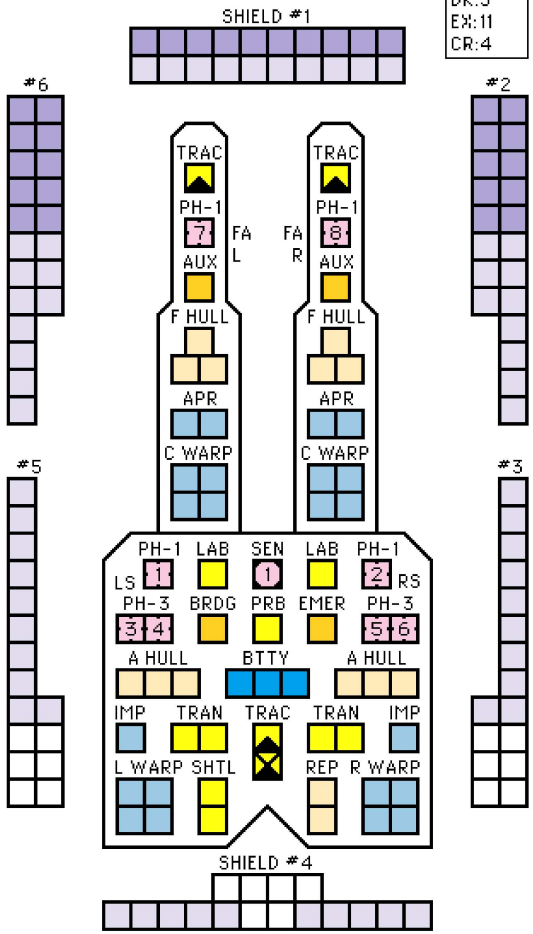
REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

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

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 SENSOR IS DESTROYED BY A "TORPEDO" DAMAGE POINT.



NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

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

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

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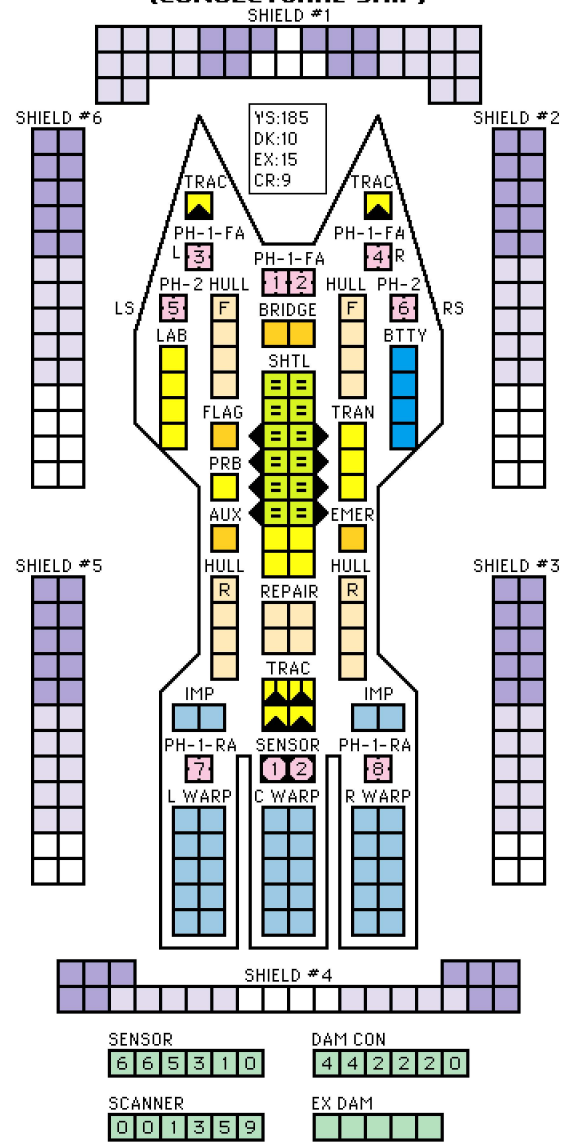
VUDAR DIVISION CONTROL SHIP

(CONJECTURAL SHIP)

CNTR



SENSOR 6 6 5 3 1 0

DAM CON 4 4 2 2 2 0

SCANNER 0 0 1 3 5 9

EX DAM

CREW UNITS

10 20 30 40 50

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	DCS
POINT VALUE	=	160/110
BREAKDOWN	=	5-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
IONIZATION	=	1
SIZE CLASS	=	3
REFERENCE	=	R17.37

BOARDING PARTIES

10

DECK CREWS

10

PROBES

5

TRANSPORTER BOMBS

D D D D

TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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

LF RF L R LR RR

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

TYPE III DEFENSE PHASER

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

ION PULSE CANNON FIRING TABLE (FTRS)

RANGE	0-1	2-3	4-5	6-8	9-10
HIT # (2D6)	10	9	8	7	6
DAMAGE	10	8	6	4	2

THIS SHIP IS CONJECTURAL, THERE IS NO RECORD THAT THE VUDAR EVER BUILT ANY SHIPS OF THIS CLASS.

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
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24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
26 DETECTING MINES
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29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

ELECTRON FTRS
2xPh-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPV = 10

TACHYON EW FTR
2xPh-3-FA
DFR = 2
CRIPPLED = 10
SPEED = 15
BPV = 10

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

VUDAR LIGHT PF TENDER

CNTR

YS:179
DK:5
EX:10
CR:4

CREW UNITS

			✱						10
									20

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

SHIP DATA TABLE

TYPE	=	DWP
POINT VALUE	=	105/72
BREAKDOWN	=	5-6
SHIELD COST	=	1/2+1/2
LIFE SUPPORT	=	1/2
SIZE CLASS	=	4
REFERENCE	=	R17.38

BOARDING PARTIES

							8

T-BOMBS

		D	D

PROBES

				5

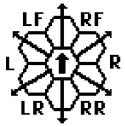
TYPE I OFFENSIVE PHASER TABLE

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

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

TYPE II PHASER TABLE

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



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

TYPE III DEFENSE PHASER

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

SCOUT FUNCTIONS SUMMARY

21 LENDING ECM OR ECCM
22 BREAKING LOCK-ONS
23 ATTRACTING DRONES
24 CONTROLLING SEEKING WEAPONS
25 IDENTIFYING DRONES
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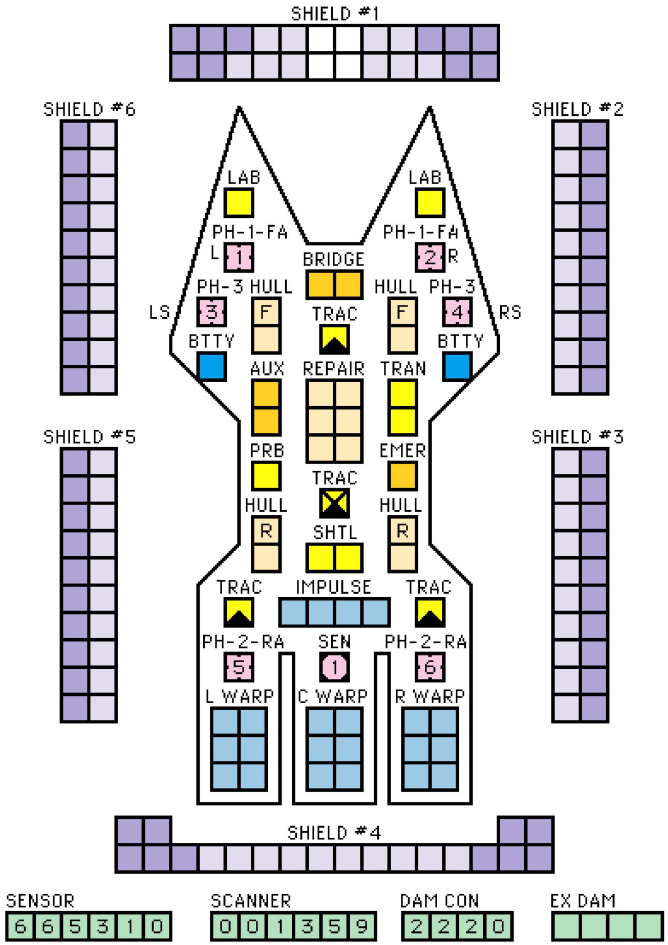
SPECIAL SENSOR IS DESTROYED BY A "TORPEDO" DAMAGE POINT.

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.



SENSOR					
6	6	5	3	1	0

SCANNER					
0	0	1	3	5	9

DAM CON			
2	2	2	0

EX DAM			

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

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

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