

STAR FLEET BATTLES



UNUSUAL SHIPS

COLOR SSD BOOK



**CAPTAIN'S
MODULE R12**



★ STAR FLEET BATTLES ★

UNUSUAL SHIPS

MODULE R12 – SSD BOOK

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UNITED FEDERATION OF PLANETS

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JINDARIAN MEDIUM STRIKE CRUISER

CREW UNITS

10	20	30
10	20	30
10	20	30

BOARDING PARTIES

10	20	30
10	20	30
10	20	30

PROBES

5

TRANSPORTER BOMBS

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

SHIP DATA TABLE

TYPE	MSC
POINT VALUE	144
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R16.48

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
1	A	A
2	A	A
3	A	A
4	A	A
5	A	A
6	A	A
7	A	A
8	A	A
9	A	A
10	A	A
11	A	A
12	A	A
13	A	A
14	A	A
15	A	A
16	A	A
17	A	A
18	A	A
19	A	A
20	A	A
21	A	A
22	A	A
23	A	A
24	A	A
25	A	A
26	A	A
27	A	A
28	A	A
29	A	A
30	A	A

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

TURN MODE

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

MRG DEFENSIVE MODE AMMUNITION

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

ANY OF THE SHIP'S MRGs CAN USE THIS AMMO.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

PROSPECTING CHARGE TABLE

TARGET SPEED	HIT	MISS
0	1-6	7 OR MORE
1-8	1-3	4-6
9-16	1-2	3-6
17-24	1	2-6
25+	0 OR LESS	1-6

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

CREW UNITS

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

[illegible]

1									10
2									10
3									10
4									10

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

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

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

[illegible][illegible][illegible]

TYPE	=	STF
POINT VALUE	=	900
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.89

PF MODULE +12

CLOAK = 52/30 BPV +90

ROMULANS ONLY

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

SHTL	TRAC
■	■
■	CARGO
■	■
■	■
■	HULL
■	C

[illegible]

APR

ARMOR

SHUTTLE
TRAC CARGO HULL

The diagram illustrates the shipboard repair deck layout, showing various functional areas and their interconnections. The layout is organized into several main sections:

- W1 (Top Left):** Includes LS+ and RR connections.
- W2 (Middle Left):** Includes SEN and W4 connections.
- W4 (Bottom Left):** Includes PH-4 and LS+RR connections.
- PH-4 (Bottom Left):** Includes 15, 14, and 13 connections.
- AWR (Top Center):** A large rectangular area.
- HULL (Middle Center):** A large rectangular area.
- AUX (Middle Center):** A small rectangular area.
- SHTL (Top Right):** A large rectangular area.
- BTTY (Middle Right):** A large rectangular area.
- BRDG (Middle Right):** A small rectangular area.
- TRAN (Bottom Right):** A large rectangular area.
- APR (Bottom Center):** A large rectangular area.
- REPAIR (Far Right):** A large rectangular area.

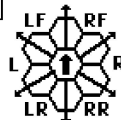
The diagram uses color coding to indicate different types of equipment or connections: blue for W1, W2, W4, PH-4, AWR, APR, and REPAIR; yellow for HULL, AUX, SHTL, BTTY, and TRAN; and pink for W1, W2, W4, PH-4, and the connections between them.

PF MODULE



YS:179
DK:—
EX:69+
CR:10

CNTR

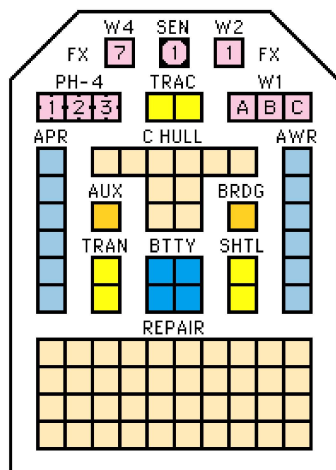


SCOUT FUNCTIONS SUMMARY

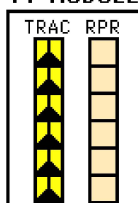
- 21 LENDING ECM OR ECCM
- 22 BREAKING LOCK-ONS
- 23 ATTRACTING DRONES
- 24 CONTROLLING SEEKING WEAPONS
- 25 IDENTIFYING DRONES
- 26 DETECTING MINES
- 27 GATHERING SCIENTIFIC INFORMATION
- 28 SELF-PROTECTION
- 29 TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "PHASER" DAMAGE POINTS.

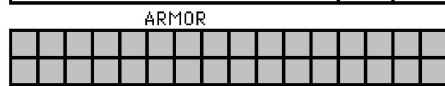
TRANSPORTER BOMBS



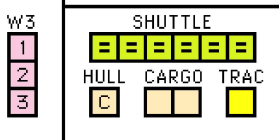
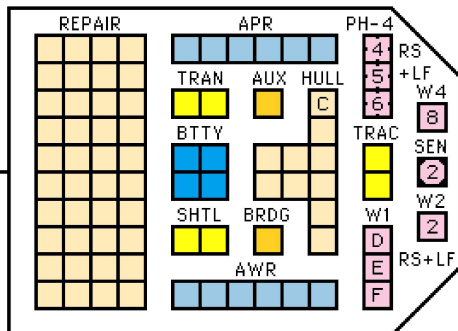
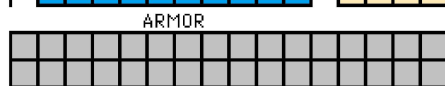
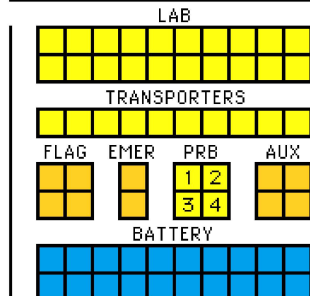
PF MODULE



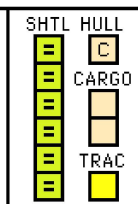
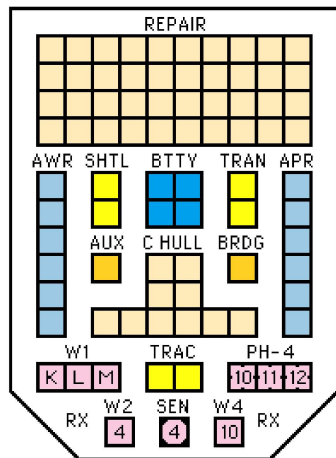
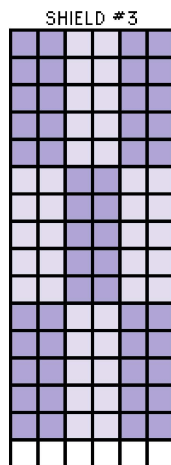
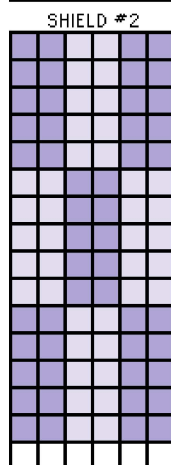
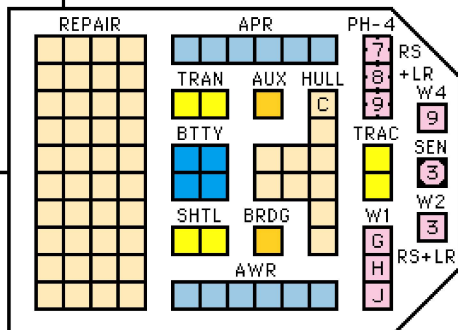
FA = LF + RF
LS = LF + L + LR
RS = RF + R + RR
RA = LR + RR
FX = L + LF + RF + R
RX = L + LR + RR + R



CARGO



HANGAR MODULE

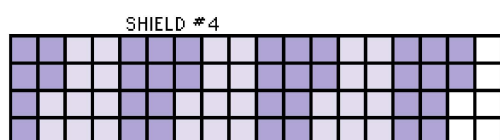


HANGAR MODULE

SEE (D4.12) FOR ARMOR RULES.
SEE (R1.10) FOR SPECIAL DAMAGE RULES.
SEE (C3.7) FOR ROTATION RULES.
SEE (R1.1A) FOR RACE SPECIFIC WEAPONS.
REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.
AWRs ARE DESTROYED ON "APR" DAMAGE POINTS.

TYPE III DEFENSE PHASER

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



ARMED RECOVERY TRANSPORT

YS:160
DK:1
EX:4
CR:1

CNTR

SHIP DATA TABLE	
TYPE	= ART
POINT VALUE	= 80/18
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.90
PHASER REFIT (Y171)	= +2

ADMINISTRATIVE SHUTTLES

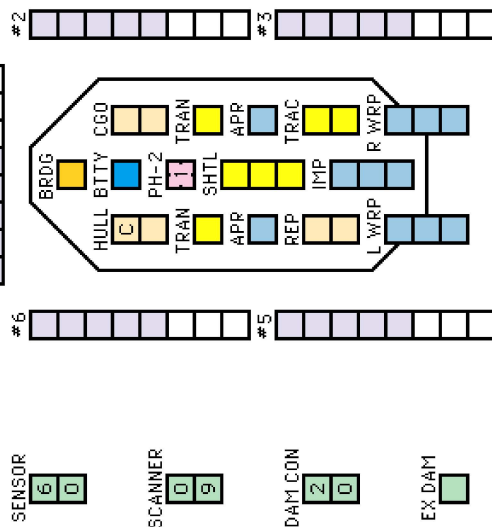
IDENT	HIT POINTS	NOTES
		A A
		A A
		A A

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

CREW UNITS
✱ 5

BOARDING PARTIES
2

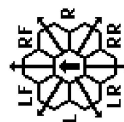
TRANSPORTER BOMBS
D D



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

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

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.



THE FIRING ARC OF THE PH-2 IS 360°. THE SSD SHOWS THE REFITTED SHIP. WITHOUT THE PHASER REFIT THE PHASER-2 IS A PHASER-3.

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

WARP ENERGY MOVEMENT COST = 1/5 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	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

SMALL FLEET OILER

YS:120
DK:3
EX:10
CR:0

CNTR

SHIP DATA TABLE	
TYPE	= SAO
POINT VALUE	= 90/15
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.91

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	A A

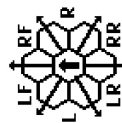
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

BOARDING PARTIES	
2	D D

TRANSPORTER BOMBS	
D D	

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

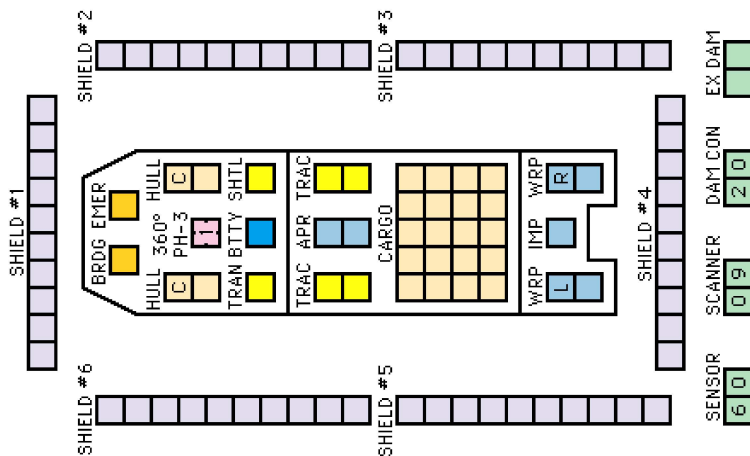
TURN MODE	
C	SPEED
1	2-4
2	5-9
3	10-14
4	15-20
5	21-27
6	28+



THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

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

KLINGON ONLY	SCTY



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

LARGE FLEET OILER

YS:120
DK:6
EX:19
CR:0

CNTR

SHIP DATA TABLE	
TYPE	= LAO
POINT VALUE	= 120/24
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.92

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		A/A

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

BOARDING PARTIES

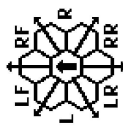
4

TRANSPORTER BOMBS

D/D

TYPE II PHASER TABLE

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



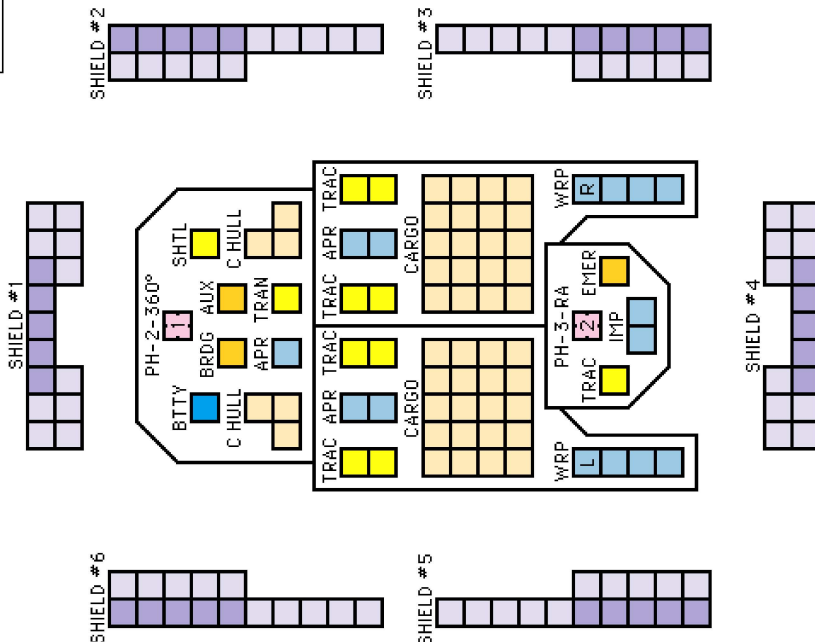
RA = LR + RR

TYPE III DEFENSE PHASER

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

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

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



SENSOR	6	3	0
SCANNER	0	2	9
DAM CONTROL	2	2	0
EX 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	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

YS:125
DK:3
EX:2
CR:0

ADMINISTRATIVE SHUTTLES

[illegible]

THREE BAYS. NO TRANSFERS.

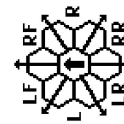
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

THIS SHIP DOES NOT CARRY T-BOMBS.

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

THIS SHIP CAN ACCELERATE NO MORE THAN FIVE MOVEMENT POINTS OR DOUBLE THE CURRENT SPEED. IT CAN DISENGAGE BY ACCELERATION. BARRACKS ARE DESTROYED ON "FORWARD HULL" AND "AFT HULL" DAMAGE POINTS.

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



WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX													[5] = HET COST										[6] = ERRATIC MANEUVER WARP COST									
SPEED		1	2	3	4	[5]	[6]	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7	7	7	7	8	8	9	9	9	10	10	10	
Fract.	1/3	2/3	1	1 1/3	1 2/3	2	2 1/3	2 2/3	3	3 1/3	3 2/3	4	4 1/3	4 2/3	5	5 1/3	5 2/3	6	6 1/3	6 2/3	7	7 1/3	7 2/3	8	8 1/3	8 2/3	9	9 1/3	9 2/3	10		

CNTR

SHIP DATA TABLE	
TYPE	= SAL
POINT VALUE	= 50/13
BREAKDOWN	= 1-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R1.94

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		A A
		A A
		A

TWO BAYS, NO TRANSFERS

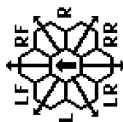
BOARDING PARTIES

2	
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HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.

THIS SHIP DOES NOT CARRY T-BOMBS.

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



FABRICATION IS DESTROYED ON
"LAB" DAMAGE POINTS.

THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

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

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

	SENSOR	SCANNER	DAM CON	EX DAM
1	60	09	20	

⑥ = ERRATIC MANEUVER WARP COST

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

FAST NAVAL TRANSPORT

CNTN

YS:175
DK:4
EX:7
CR:0

SHIELD #1

SHIELD #2

SHIELD #6

SHIELD #3

SHIELD #5

SHIELD #4

SHIELD #3

SHIELD #2

SHIELD #1

SHIELD #2

SHIELD #6

SHIELD #3

SHIELD #5

SHIELD #4

SHIELD #3

SHIELD #2

SHIP DATA TABLE
 TYPE = FNT
 POINT VALUE = 80/40
 BREAKDOWN = 1-6
 SHIELD COST = 1/2+1/2
 LIFE SUPPORT = 1/2
 SIZE CLASS = 4
 REFERENCE = R1.95

FAST NAVAL TRANSPORTS CAN ACCELERATE BY FIVE MOVEMENT POINTS PER TURN AND CAN DISENGAGE BY ACCELERATION.

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
1	10	A A
2	10	A A
3	10	A A
4	10	A A
5	10	A A
6	10	A A
7	10	A A
8	10	A A
9	10	A A
10	10	A A

BOARDING PARTIES

IDENT	HIT POINTS	NOTES
1	10	A A
2	10	A A
3	10	A A
4	10	A A
5	10	A A
6	10	A A
7	10	A A
8	10	A A
9	10	A A
10	10	A A

CLINGON ONLY

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

FAST NAVAL TRANSPORTS ARE USED ONLY BY THE FEDERATION, KLINGONS, ROMULANS, KZINTIS, GORNS, HYDRANS, LYRANS, AND INTER-STELLAR CONCORDIUM.

PHASER-3s ARE PHASER-2s ON KLINGON, LYRAN, AND YUDAR SHIPS. REDUCE BPV BY THREE POINTS.
PHASER-3s ARE PHASER-2s ON HYDRAN SHIPS, BUT THE LS AND RS PHASER-3s ARE EACH REPLACED WITH A PHASER-6. PHASER-3 #5 IS DELETED, AND THE BPV IS INCREASED BY FOUR POINTS.
PHASER-3s ARE PHASER-1s ON FAST NAVAL TRANSPORTS USED BY ALL OTHER EMPIRES.

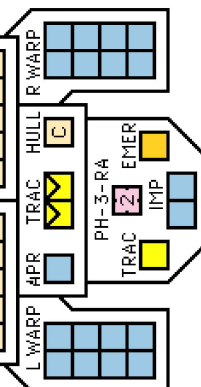
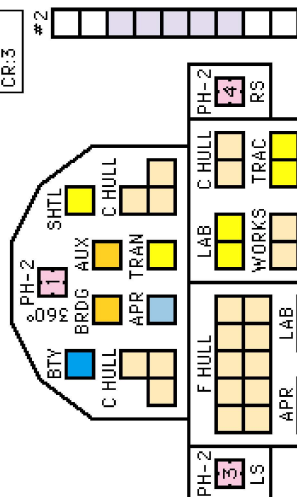
WARP ENERGY MOVEMENT COST = 1/3 ENERGY POINT PER HEX

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

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

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

YS:155
DK:6
EX:9
CR:3



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

CNTR

SCANNER 02

630
SCANNER

EX-DAM

DAM CON

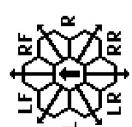
SHIP DATA TABLE
TYPE = HAM
POINT VALUE = 135/59
BREAKDOWN = 1-6
SHIELD COST = 1+1
LIFE SUPPORT= 1
SIZE CLASS = 3
REFERENCE = R1.96
BPV INCLUDES DUCKTAIL
REDUCE BPV BY 10/4
#WITHOUT THE DUCKTAIL

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

ADMINISTRATIVE SHUILES

IDENT	HIT POINTS	NOTES
		A A
		A
		A
		A A P
		A A P
		A A P
		A A P
		A A P
		THREE BAYS, NO TRANSFERS.

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


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

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

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

WORKS ARE DESTROYED ON
"CARGO" DAMAGE POINTS.
THIS SHIP CAN ACCELERATE BY NO MORE THAN
3 MOVEMENT POINTS PER TURN.
THIS SHIP CANNOT DISENGAGE BY ACCELERATION.

FEDERATION MEDIUM CRUISER

YS:177
DK:7
EX:18
CR:6

CNTR

SHIP DATA TABLE	
TYPE	CM
POINT VALUE	= 135
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.143

ADMINISTRATIVE SHUTTLES

CREW UNITS	IDENT	HIT POINTS	NOTES
10		A	A
20		A	A
30		A	A
40		A	A

BOARDING PARTIES

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

PROBES

5

TRANSPORTER BOMBS

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

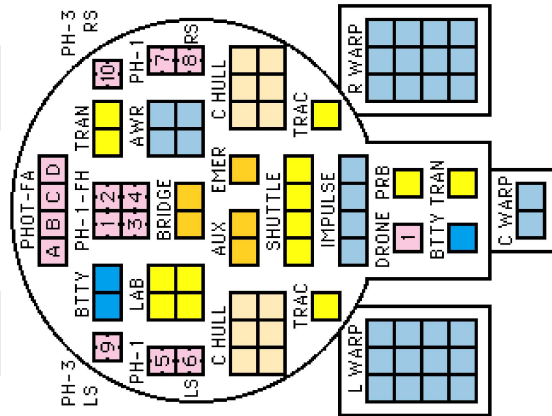
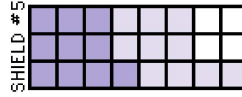
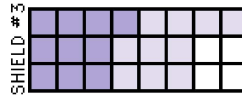
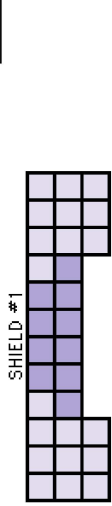
DIE RANGE	ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	4	4	4	3	1	1	0	0	0	0	0	0	0	0	0	0	0
2	4	4	4	2	1	0	0	0	0	0	0	0	0	0	0	0	0
3	4	4	4	1	0	0	0	0	0	0	0	0	0	0	0	0	0
4	4	4	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5	4	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0
6	3	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0

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
DAMAGE, OVERLOAD	-----	VARIES	-----	-----	-----	-----

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX [5] = HET COST [6] = ERRATIC MANEUVER WARP COST

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



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

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

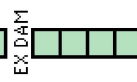
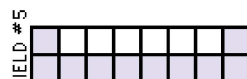
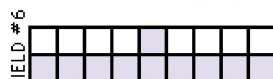
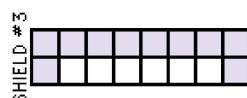
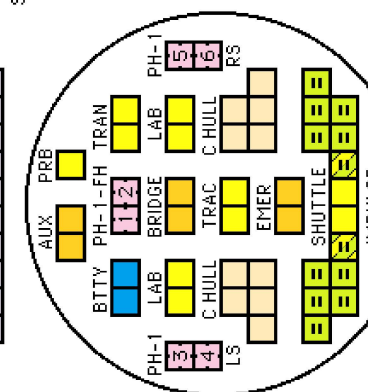
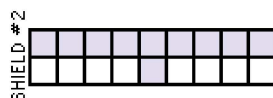
DRONE RACKS
1 2 3 4 5 6
RACK ALWAYS HAD THREE RELOADS.
ONE RELOAD IS ENTIRELY ADDS.

ANTI-DRONE TABLE	
RANGE	0 1 2 3 4+
HIT*	- 1-2 1-3 1-4 -

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

YS:172
DK:6
EX:9
CR:6

YS:172
DK:6
EX:9
CR:6


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

F-18C FIGHTERS
2xPH-3-FA
DPR = 3
CRIPPLED = 7
SPEED = 15
BPY = 12

F-18BE FIGHTER
2xPH-3-FA
DPR = 3
CRIPPLED = 7
SPEED = 15
BPY = 11

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

THE FIGHTER REFIT IN Y178 CONVERTS THE TWO SHADED SHUTTLES BOXES TO FIGHTER BOXES WITH READY RACKS AND ADDS TO DECK CREWS. PRIOR TO Y178 THE SHIP NORMALLY OPERATES TEN FIGHTERS AND FOUR SHUTTLES, FROM Y178 IT NORMALLY OPERATES TWELVE FIGHTERS AND TWO SHUTTLES.

CREW UNITS					ADMINISTRATIVE SHUTTLES				
					IDENT	HIT POINTS			NOTES
		*							A A
									A A
									A A
									A A
BOARDING PARTIES									
				6					

[illegible]

PROBES

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

TRANSPORTER BOMBS

D	D

TYPE I OFFENSIVE PHASER TABLE												THIS SHIP CONTROL A NUMBER OF SEEKING WEAPONS TO DOUBLE SENSOR R/A		
DIE ROLL	RANGE 0			1	2	3	4	5	6- 8	9- 15	16- 25		26- 50	51- 75
1	9	8	7	6	5	5	4	3	2	1	1		1	1
2	8	7	6	5	5	4	3	2	1	1	1		0	0
3	7	5	5	4	4	4	3	1	0	0	0		0	0
4	6	4	4	4	4	3	2	0	0	0	0		0	0
5	5	4	4	4	3	3	1	0	0	0	0		0	0
6	4	4	3	3	2	2	0	0	0	0	0		0	0

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

5 + 1 = 6

1 + 1 = 2

4 + 0 = 4

1 + 0 = 1

3 + 9 = 12

9 + 8 = 17

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER											
SPEED	1	2	3	4	5	6	7	8	9	10	11
Standard 1	1	2	2	3	3	3	4	4	5	5	6
Fract. 1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4	4 1/2	5	5 1/2

YS:176
DK:8
EX:19
CR:8

SHIELD #1

SENSOR

SCANNER

4 4 2 2 2 0

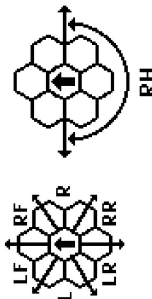
EX-DAM

SHIP DATA TABLE	
TYPE	= CFS
POINT VALUE	= 180/145
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R2.145

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

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

G RACKS ALWAYS HAD THREE
RELOADS. ONE RELOAD IS ENTIRELY
4DDs.



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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		A
		A
		A
		A

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

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

CREW UNITS

[illegible][illegible]

PROBES	5
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TYPE I OFFENSIVE PHASER TABLE

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

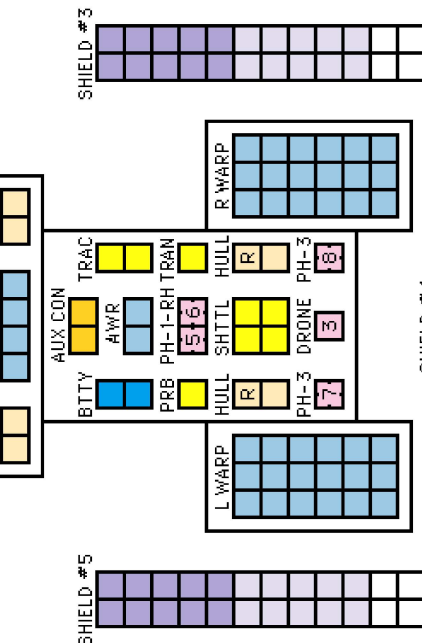
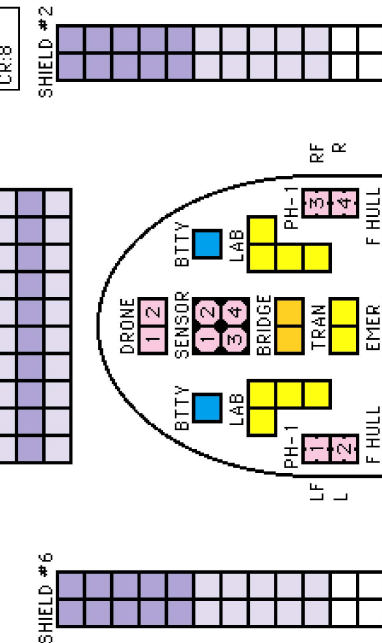
TYPE III DEFENSE PHASE

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

SCOUT FUNCTIONS SUMMARY

- 21 LENDING ECM OR ECM
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.**



THE RIGHT AND LEFT PHASERS CAN FIRE DOWN THE ROW OF HEXES DIRECTLY TO THE REAR OF THE SHIP. THE PHASER-3s HAVE 360° FIRING ARCS.

FEDERATION DRONE BATTLE FRIGATE

CNTR

YS:1751
DK:5
EX:11
CR:5

SHIP DATA TABLE

TYPE = FBD
POINT VALUE = 90
BREAKDOWN = 4-6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R2.147

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		A A
		A A

THIS SHIP HAS ONE SHUTTLE BAY.

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

BOARDING PARTIES

10									
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PROBES

5					
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TRANSPORTER BOMBS

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TYPE I OFFENSIVE PHASER TABLE

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

DRONE RACKS

1									
2									
3									
4									

RACKS WERE ALWAYS TYPE-B WITH TWO RELOADS.

RACK HAD THREE RELOADS.

THIRD RELOAD MUST BE ADDS.

TURN MODE SPEED

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

ANTI-DRONE TABLE

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

TYPE III DEFENSE PHASER

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

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

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

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

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

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CHTR

TRANSPORTER BOMBS

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

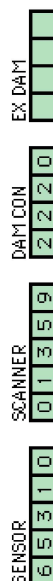
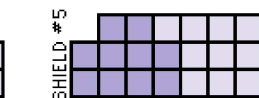
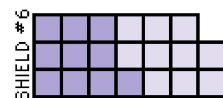
RANGE	0-1	2	3-4	5-8	9-12	13-30
HIT, STD	NA	1-5	1-4	1-3	1-2	1
HIT, PROX	NA	NA	NA	NA	1-4	1-3
HIT, OVERLOAD	1-6	1-5	1-4	1-3	NA	NA
DAMAGE, STD	NA	8	8	8	8	8
DAMAGE, PROX	NA	NA	NA	NA	4	4
DMSG, OVERLOAD	-----	-----	-----	-----	-----	-----

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

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

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

⑥ = ERRATIC MANEUVER WARP COST



CNTR

[illegible]

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

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

TYPE I OFFENSIVE PHASER TABLE												THIS SHIP CAN CONTROL A NUMBER OF SEEKING WEAPONS EQUAL TO DOUBLE ITS SENSOR RATING.
DIE RANGE ROLL 0 1		2	3	4	5	6-8	9-15	16-25	26-50	51-75		
1	9	8	7	6	5	5	4	3	2	1	1	
2	8	7	6	5	5	4	3	2	1	1	0	
3	7	5	5	4	4	3	1	0	0	0	0	
4	6	4	4	4	4	3	2	0	0	0	0	
5	5	4	4	4	3	3	1	0	0	0	0	
6	4	4	3	3	2	2	0	0	0	0	0	

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

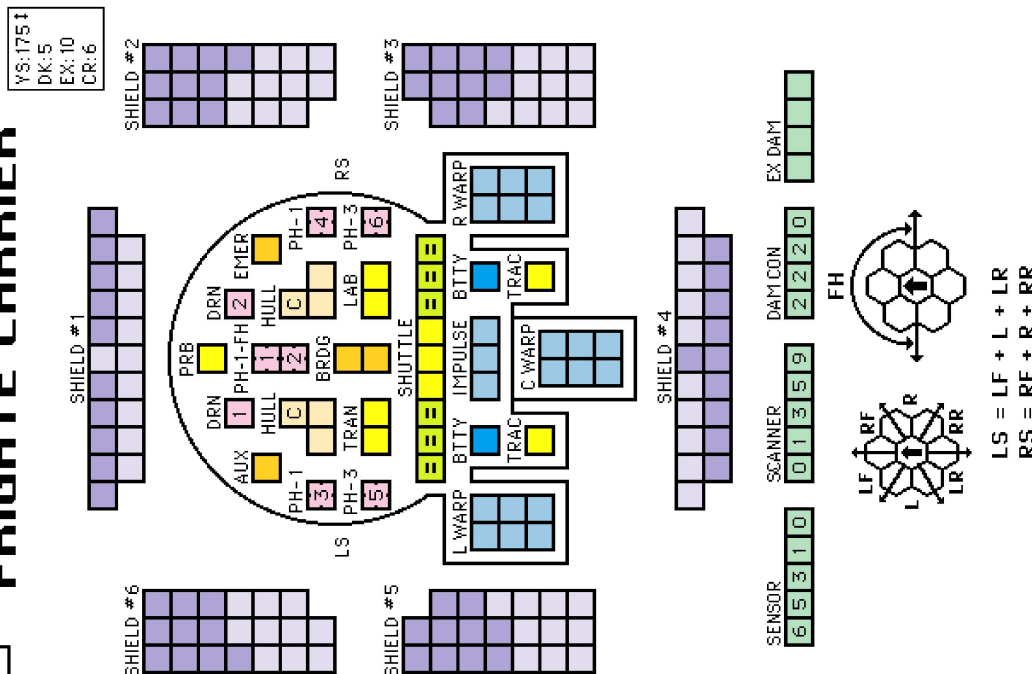
[illegible]

CRACKS ALWAYS HAD THREE
RELOADS. ONE RELOAD IS
COMPOSED ENTIRELY OF ADDS.

[illegible]

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

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


$$LS = LF + 1 + LR$$

FEDERATION BATTLE FRIGATE SCOUT

CNTR

SHIP DATA TABLE

TYPE = FBS
POINT VALUE = 100/80
BREAKDOWN = 4-6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
REFERENCE = R2.150

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		A A
		A A

BOARDING PARTIES

6

PROBES

5

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

TRANSPORTER BOMBS

D D

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

ANTI-DRONE TABLE

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

DRONE RACK

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

RACK HAD THREE RELOADS.
THIRD RELOAD MUST BE ADDS.

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.

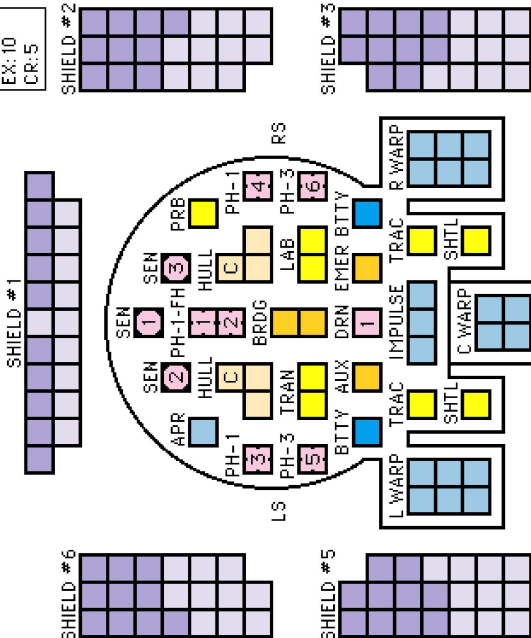


LS = LF + L + LR
RS = RF + R + RR

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

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

YS:1751
DK:5
EX:10
CR:5



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

SHIELD #4

FIELD #2

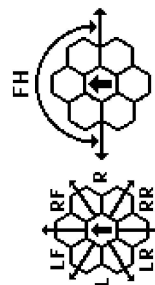
ONE OR TWO PODS	TURN MODE	SPEED
D	1	2-4
	2	5-8
	3	9-12
	4	13-17
	5	18-24
	6	25+

TRANSPORTER BOMBS

D	D
---	---

TYPE I OFFENSIVE PHASER TABLE

HET  BD 


$$LS = LF + L + LR$$

POD	MOVE	HET	EM
WT	COST	COST	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

DRONE RACK

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	-----

RACK ALWAYS HAD THREE RELOADS.
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

	⑤ = 172 ENERGY POINT PER HOUR										⑥ = 172 ENERGY POINT PER HOUR										⑦ = 172 ENERGY POINT PER HOUR									
	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{1}{2}$	$2\frac{1}{2}$	$3\frac{1}{2}$	$3\frac{1}{2}$	$3\frac{1}{2}$	4	$4\frac{1}{2}$	5	$5\frac{1}{2}$	6	$6\frac{1}{2}$	7	$7\frac{1}{2}$	8	$8\frac{1}{2}$	9	$9\frac{1}{2}$	10	$10\frac{1}{2}$	11	$11\frac{1}{2}$	12	$12\frac{1}{2}$	13	$13\frac{1}{2}$	14	$14\frac{1}{2}$	15

WARP ENERGY MOVEMENT COST = $3/4$ ENERGY POINT PER HEX

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

WANT ENERGY MOVEMENT		COST = 374 ENERGY POINT PER HX										$\frac{2}{3}$ = HET COST										$\frac{2}{3}$ = LKRATIC TAKEOVER WANT COST									
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard		1	2	3	4	5	6	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Fract.	$\frac{3}{4}$	$1\frac{1}{2}$	$2\frac{1}{4}$	3	$3\frac{3}{4}$	$4\frac{1}{2}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{2}$	$8\frac{1}{4}$	9	$9\frac{3}{4}$	$10\frac{1}{2}$	$11\frac{1}{4}$	12	$12\frac{3}{4}$	$13\frac{1}{2}$	$14\frac{1}{4}$	15	$15\frac{3}{4}$	$16\frac{1}{2}$	$17\frac{1}{4}$	18	$18\frac{3}{4}$	$19\frac{1}{2}$	$20\frac{1}{4}$	21	$21\frac{3}{4}$	$22\frac{1}{2}$	

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= HD5
POINT VALUE	= 128
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.162

1 UIM STANDARD

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES
		A A
		A A

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

[illegible]

TRANSPORTER BOMBS

BOARDING PARTIES 10

[illegible]

DISRUPTOR TABLE

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

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

TYPE III DEFENSE PHASE									
DIE ROLL	RANGE		1	2	3	4	5	6	7
1	4	4	4	4	3	1	1		
2	4	4	4	4	2	1	0		
3	4	4	4	4	1	0	0		
4	4	4	3	2	0	0	0		
5	4	4	3	2	0	0	0		
6	3	3	1	0	0	0	0		

DRONE RACKS

	B	B
1		
2		

SHIP ALWAYS HAD TYPE-B DRONE RACKS WITH TWO RELOADS.

ANTI-DRONES

[illegible]

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

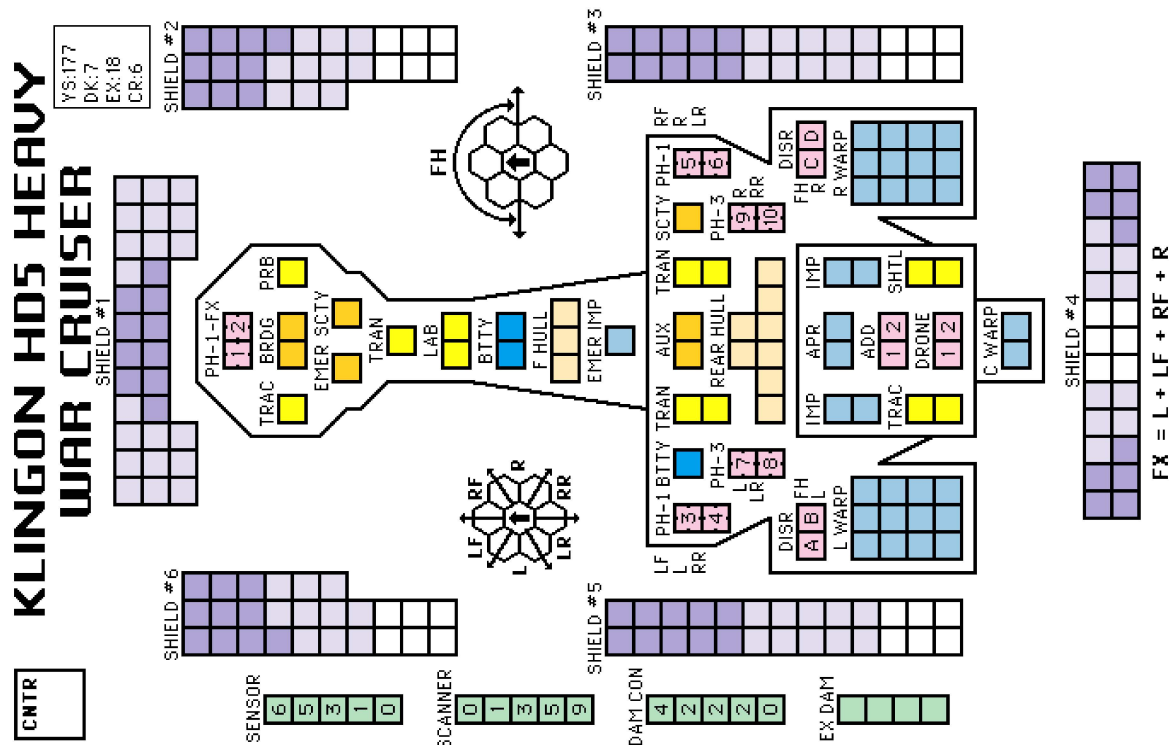
LIMITED AEGIS SYSTEM
CONTROLS PH-3s AND ADDs.

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

SEE (D2.33).

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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



CREW UNITS

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

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

BOARDING PARTIES

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

PROBES

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

DRONE RACKS

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

SHIP HAD TYPE-E DRONE RACKS ABLE TO LAUNCH DRONES AT THEIR MAXIMUM RATE IRRESPECTIVE OF THE TYPE-A DRONE RACKS UNTIL THE D6L REFIT WHICH REPLACED THEM WITH ADDS.

ANTI-DRONES

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

ADDS HAD SIX ROUNDS EACH UNTIL THE Y175 REFIT WHICH INCREASED THEM TO TWELVE ROUNDS EACH.

SHIP DATA TABLE

TYPE	= D6C
POINT VALUE	= 120
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.164

D6L REFIT (Y146)

= +11

1 UIM STANDARD FROM Y165

= +5

DERFACS FROM Y165

= +3

MECH-TRACTOR REFIT (Y179)

= +3

SHIP DATA TABLE

TYPE	= D6C
POINT VALUE	= 120
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.164

D6L REFIT (Y146)

= +11

1 UIM STANDARD FROM Y165

= +5

DERFACS FROM Y165

= +3

MECH-TRACTOR REFIT (Y179)

= +3

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

TRANSPORTER BOMBS

IDENT	HIT POINTS	NOTES
10		
20		
30		
40		

THE MECH-TRACTOR REFIT ADDS THE TWO TRACTOR BEAMS WITH THE MECH LINKS. THE TRACTORS ARE NOT PRESENT WITHOUT THE REFIT.

THE D6L REFIT CONVERTS THE THREE FX PHASER-2Ks TO PHASER-1s, CONVERTS THE TYPE-E DRONE RACKS TO ADDS, AND INCREASES THE RANGE OF THE DISRUPTORS TO 30 HEXES.

ANTI-DRONE TABLE

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

DRONE RACKS

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

SHIP HAD TYPE-A DRONE RACKS WITH ONE RELOAD UNTIL THE D6L REFIT WHICH CONVERTED THE DRONE RACKS TO TYPE-B WITH ONE RELOAD. THE Y175 REFIT ADDED A SECOND RELOAD.

CAN ALWAYS LAUNCH ONE DRONE FROM EACH RACK EACH TURN.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	
HIT (OL/UIM)	1-6	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	
DAMAGE, STD	0	5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	
DAMAGE, OUL	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	

KLINGON D6N DIPLOMATIC CRUISER

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

THIS SHIP HAS ONE SHUTTLE BAY.

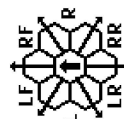
[illegible]

PROBES
5

PRIOR TO THE Y146
REFIT THE DISRUPTORS
HAVE A MAXIMUM
RANGE OF 22 HEXES.

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

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


$$F_A = L_F + R_F$$

DISRUPTOR TABLE	
RANGE	0
HIT (STD)	NA
HIT (UIM)	NA
HIT(DEFACS)	NA
HIT(OVERLOAD)	1-6
HIT(OL/UIM)	1-6
DAMAGE STD	0
DAMAGE/OULD	10

THIS SHIP CAN CONTROL A NUMBER WHEN EQUIPPED WITH A FIGHTER, THIS SHIP IS CONSIDERED TO BE A CASUAL CARRIER FOR PURPOSES OF (J4 6). HALF ITS SENSOR RATING.

							Y146
							23-30
2	3-4	5-8	9-15	16-22			
1-5	1-4	1-4	1-4	1-3			1-2
1-5	1-4	1-4	1-4	1-4			1-2
1-5	1-4	1-4	1-4	1-3			1-3
1-5	1-4	1-4	NA	NA			NA
1-5	1-5	1-5	NA	NA			NA
4	4	3	3	2			2
8	8	6	0	0			0

WHEN EQUIPPED WITH A FIGHTER, THIS SHIP IS CONSIDERED TO BE A CASUAL CARRIER FOR PURPOSES OF (J4.6).

SHIP DATA TABLE	
TYPE	= D6N
POINT VALUE	= 141/106
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.165
Y146 REFIT	= +3
1 UIM STANDARD FROM	
Y165	= +5
DERFACS FROM Y165	
K REFIT	
(Y175)	= +3
NO MUTINY	

UIM	☐
DERFACS	☐
H&R	☐

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

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

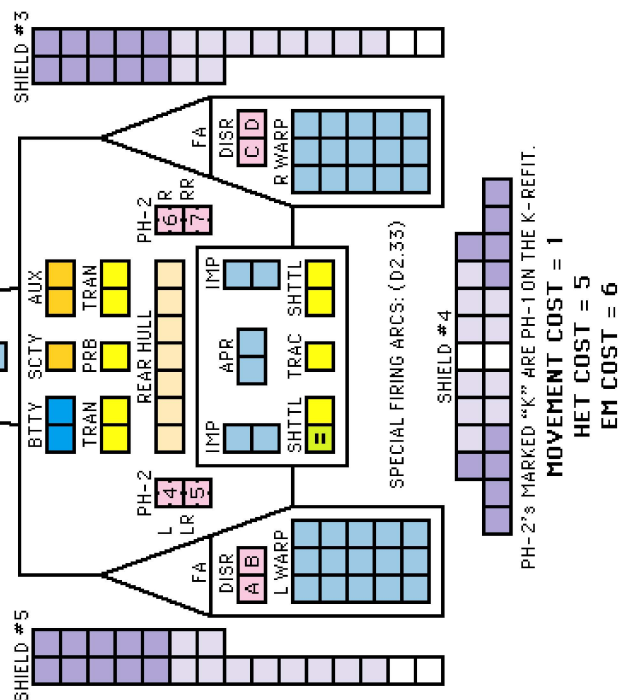
POST Y167

BEST AVAILABLE FIGHTER FOR YEAR OF SCENARIO.

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

DECK CREW

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



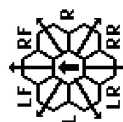
PH-2's MARKED "K" ARE PH-1 ON THE K-REFIT.

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

SHIP DATA TABLE	
TYPE	= E7D
POINT VALUE	= 117
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.166

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

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


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

ADMINISTRATIVE SHUTTLES					
IDENT	HIT POINTS				NOTES
					A A
					A A

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

	TRANSPORTER BOMBS
	D D D D

DRONE RACKS					
1					B
2					B
3					B
4					B
5					B
6					B

SHIP CAN LAUNCH ONE DRONE
FROM EACH RACK EACH TURN.
SHIP CAN CONTROL A NUMBER
OF SEEKING WEAPONS EQUAL
TO DOUBLE THE SENSOR RATING.
SHIP HAS 150 SPACES OF EXTRA
DRONES IN ITS CARGO BOXES
(50/BOX).

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

TYPE III DEFENSE PHASE	DIE RANGE			4- 9-				
	ROLL 0	1	2	3	8	15		
1	4	4	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 SCIENTIFIC INFORMATION
28	SELF-PROTECTION
29	TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

Cntr

SHIP DATA TABLE	
TYPE	= E7J
POINT VALUE	= 135/110
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R3.167

ADMINISTRATIVE SHUTTLES		
IDENT	HIT POINTS	NOTES

STUDENT	HIT POINTS						NOTES
					A	A	
					A	A	

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

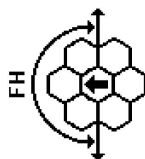
TRANSPORTER BOMBS

TRANSPORTER BOMBS

[illegible]

SHIP WAS BUILT WITH TYPE-B DRONE RACKS AND INCORPORATES THE B AND Y175 REFFITS.

TYPE II PHASER TABLE									
DIE	RANGE			4-9-16-31-			8-15-30-50		
ROLL	0	1	2	3	4	5	6	7	8
1	6	5	5	4	3	2	1	1	1
2	6	5	4	4	2	1	1	0	0
3	6	4	4	4	1	1	0	0	0
4	5	4	4	3	1	0	0	0	0
5	5	4	4	3	0	0	0	0	0
6	5	3	3	3	0	0	0	0	0

[illegible]

ADDS ALWAYS HAD TWELVE ROUNDS.

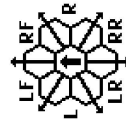
ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT#	-	1-2	1-3	1-4 -

DISRUPTOR TABLE

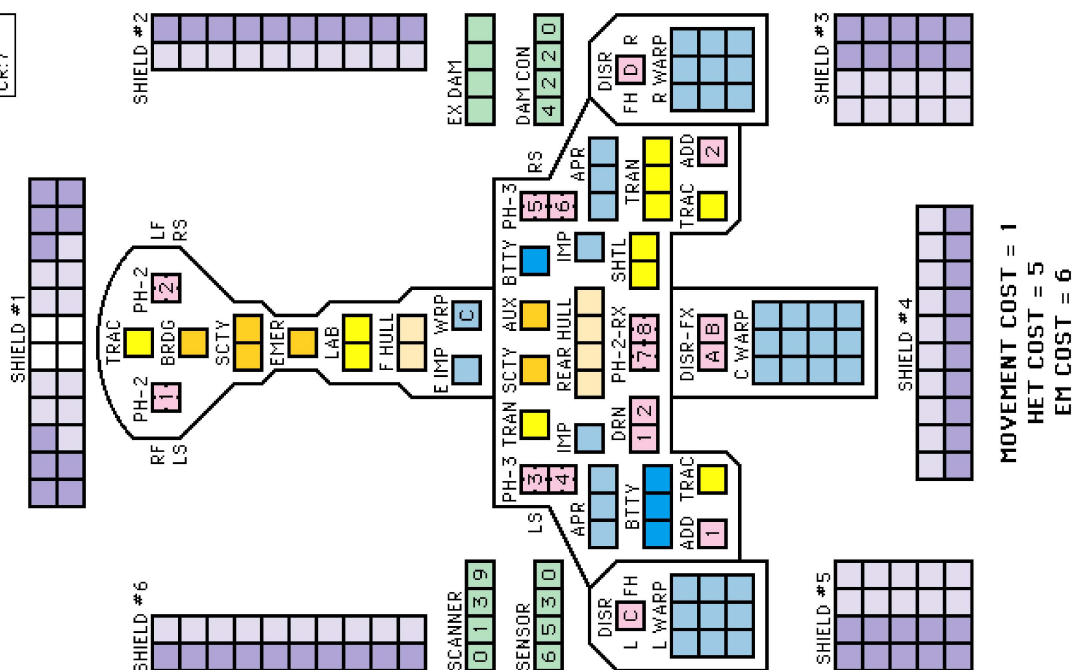
RANGE FOR TRAIL										
	0	1	2	3-4	5-8	9-15	16-22	23-30		
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2		
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3		
HIT(COVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA		
DAMAGE, STD	0	5	4	4	3	2	2	2		
DAMAGE, MIN	10	10	8	8	6	0	0	0		

DERFACS  H&R

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

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


WS:176
DK:7
EX:20
CR:7



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

CNTR	
------	--

SHIP DATA TABLE	
TYPE	= F6E
POINT VALUE	= 120
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.169

INCLUDES FULL AEGIS

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

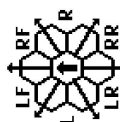
ANTI-DRONE TABLE

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

ANTI-DRONES

ANTI-DRONE ALWAYS HAD 12 ROUNDS.

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


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

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

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

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

IDENT	HIT POINTS	NOTES
	A	A
	A	A

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

TRANSPORTER BOMBS  

PROBES	5

TYPE I OFFENSIVE PHASER TABLE

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

CREW UNITS ADMINISTRATIVE SHUTTLES

[illegible]

BOARDING PARTIES

[illegible]

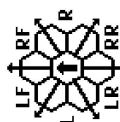
DECK CREWS

2	
---	--

TYPE I OFFENSIVE PHASER TABLE

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

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


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

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

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

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

SHIP DATA TABLE	
TYPE	= F6E
POINT VALUE	= 120
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.169

INCLUDES FULL AEGIS

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

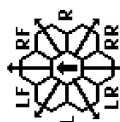
ANTI-DRONE TABLE

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

ANTI-DRONES

ANTI-DRONE ALWAYS HAD 12 ROUNDS.

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


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

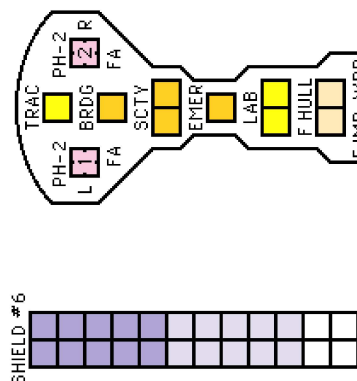
CRACKS ALWAYS HAD THREE
RELOADS. ONE RELOAD IS ENTIRELY
ADDS.

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

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

CNTR

YS:176↑
DK:5
EX:15
CR:4

[illegible]SHIELD #2

The diagram illustrates the layout of the Star Trek: Voyager ship, oriented with the bow at the top. The layout is divided into several main sections:

- Forward Section (Top):** Includes the **DISR** (Distress Isolation and Response Room) and **DISR - FX** (Distress Isolation and Response Room - Forward Extension).
- Mid-Ship Section:** Contains the **PH-2-RX** (Phaser 2-Recharge), **IMP** (Impulse Engine), **REAR HULL**, **DRONE**, **MP** (Main Propulsion), **TRANS** (Transporter), **4PR** (4th Port Room), **BATTERY**, **AUX** (Auxiliary), **PRB** (Primary Recharge Bay), **SCTY** (Science Control Tower), **FA** (Forward Access), and **FA** (Forward Access).
- Aft Section (Bottom):** Includes the **DISR** (Distress Isolation and Response Room) and **DISR - FX** (Distress Isolation and Response Room - Forward Extension).
- Warp Core:** The **WARP** (Warp Core) is located at the very bottom of the ship.
- Shielding:** The **SHIELD #3** and **SHIELD #5** are located at the top and bottom of the ship, respectively.

The diagram uses a color-coded system to represent different types of rooms: blue for **WARP**, yellow for **TRANS**, orange for **PH-2-RX**, pink for **DISR**, and purple for **SHIELD**.

DAM CON	2	2	2	0
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EX DAM

[illegible]

SPECIAL FIRING ARCS: (D2 33)

SENSOR	6	5	3	0
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SEE (D23.0) FOR
SHOCK DAMAGE

SHIP DATA TABLE	
TYPE	= F6J
POINT VALUE	= 110/90
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.170

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

DRONE RACKS					
1					B
2					B

THIS SHIP ALWAYS HAD TYPE-B DRONE
RACKS WITH TWO RELOADS.

SEE (R3.R5) FOR SPECIAL RULES
PERTAINING TO THIS SHIP.

HIT & RUN
DERFACS

SEE (D23.0) FOR
SHOCK DAMAGE

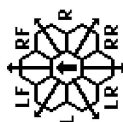
ADMINISTRATIVE SHUTTLES

10	20
*	

IDENT	HIT POINTS	NOTES
		A A
		A A

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

PROBES

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

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

[illegible]

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

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

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

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

CINTR

YS:176†
DK:5
EX:13
CR:5

[illegible]

The diagram shows the layout of the Star Trek: Voyager ship. At the top is the bridge, which includes the TRAC (yellow), PH-1 (pink), L (pink), BRDG (yellow), FA (yellow), PH-1 (pink), R (pink), and FA (yellow) stations. Below the bridge is the main hull, which includes the SCTV (yellow), EMER (yellow), LAB (yellow), F HULL (yellow), and F HULL (yellow) sections. The ship is flanked by two shields, each consisting of a 10x10 grid of squares. The left shield is labeled 'SHIELD #6' and the right shield is labeled 'SHIELD #2'.

SHIP DATA TABLE	
TYPE	= F6S
POINT VALUE	= 120/90
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.171

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

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

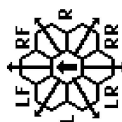
[illegible][illegible]

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

PROBES	TRANSPORTER BOMBS
	 
	 
	 
	 
	 
	 
	 
	 
	 
	 
	 
	 
	 
	 
	 
	 
	 
	 
	 
	 
	 

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

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


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

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 "TORPEDO" DAMAGE POINTS

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

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

CNTR

SHIP DATA TABLE	
TYPE	= F6T
POINT VALUE	= 112/84
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R3.172

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		A A
		A A
		A HTS
		A

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

PROBES

HIS SHIP CAN ONLY CARRY ONE POD, BUT CAN CARRY TWO POD WEIGHTS, I.E., THE ONE POD MIGHT BE A DOUBLE WEIGHT POD.

TRANSPORTER BOMBS

18

DISRUPTOR TABLE

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

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

HET  BD 

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

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

ANTI-DRONE TARIFF

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

HIT & RUN

UIM

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

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

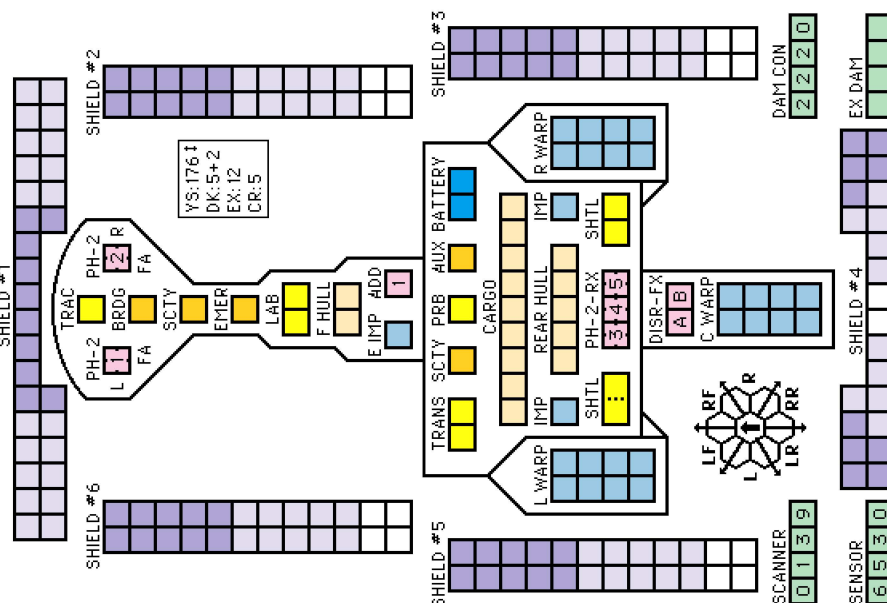
MOVEMENT COST = 1
HET COST = 5
EM COST = 6

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

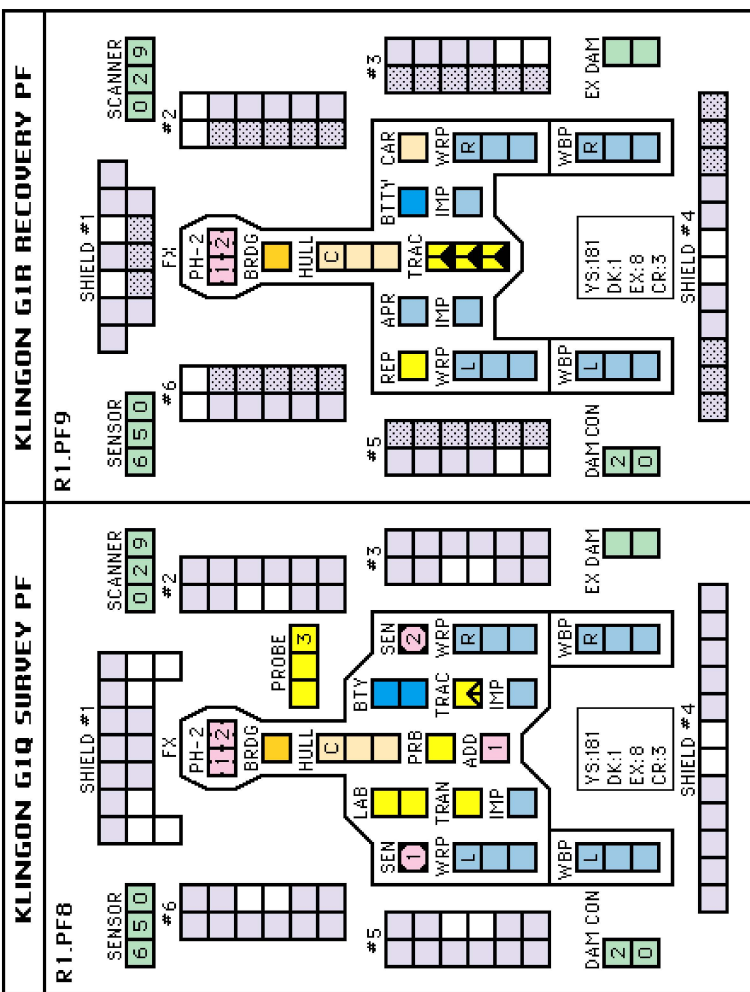
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	17	18	18	19	20	20
Fract.	$\frac{2}{3}$	$\frac{1}{3}$	2	$\frac{2}{3}$	$\frac{3}{4}$	4	$\frac{4}{5}$	$\frac{5}{6}$	6	$\frac{6}{7}$	$\frac{7}{8}$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

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

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



KLINGON STELLAR FORTRESS TABLES



DRONE RACK #1 (H)	DRONE RACK #4 (H)	ANTI-DRONE #1
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5

DRONE RACK #2 (H)	DRONE RACK #5 (H)	ANTI-DRONE #2
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5

DRONE RACK #3 (H)	DRONE RACK #6 (H)	ANTI-DRONE #3
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5

TYPE I OFFENSIVE PHASER TABLE

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

DISRUPTOR TABLE

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

NUMBERS ARE THE DOCKING MODULE A GIVEN SECURITY STATION IS IN.

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

HIT & RUN DERFACS

HIT & RUN DERFACS	1	2	3	4	5	6
-------------------	---	---	---	---	---	---

UIM HIT & RUN

UIM HIT & RUN	1	2	3	4	5	6
---------------	---	---	---	---	---	---

NUMBERS ARE THE DOCKING MODULE A GIVEN UIM IS IN.

SHIP DATA TABLE

TYPE	=	STF
POINT VALUE	=	900
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.89

EACH SFG = +15

HANGAR MODULE +10

PF MODULE +12

SIX UIMS STANDARD

SFG

SFG	1	2
-----	---	---

360°

STASIS FIELD GENERATORS CAN BE ADDED TO THE CORE OF A STELLAR FORTRESS AS A REPT. SEE (G16.52) FOR DAMAGE TO STASIS FIELD GENERATORS. STASIS FIELD GENERATORS HAVE 360° FIRING ARCS.

W1: DISRUPTORS (TOTAL OF EIGHTEEN).

W2: PHASER-3s (TOTAL OF SIX).

W3: ADD-30s (FD3.86).

W4: TYPE-H DRONE RACKS (FD3.8).

YS:176
DK:7
EX:18
CR:6

SHIP DATA TABLE	
TYPE	= GHA
POINT VALUE	= 143
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
CLOAK COST	= 17/4
REFERENCE	= R4.135
SABOT REFIT	
(Y180)	= +4
BPV INCLUDES CLOAK	

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

THIS SHIP HAS ONE SHUTTLE BAY.

BOARDING PARTIES

THE SABOT REFIT ALLOWS THE
USE OF SPEED-40 TORPEDOES:
SEE (FP11.0) IN MODULE R10.

[illegible]

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

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

FREE (FP.8.35) FOR PLASMA
VOLT FIRING ARCS.



FP

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

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 = 3/4 ENERGY POINT PER HEX

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

CREW UNITS

10	20	30	
*			

BOARDING PARTIES

PROBES

THE SABOT REFIT ALLOWS THE
USE OF SPEED-40 TORPEDOES:
SEE (FP11.0) IN MODULE R10.

TYPE I OFFENSIVE PHASER TABLE

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

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

FREE (FP.8.35) FOR PLASMA
VOLT FIRING ARCS.

FP

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

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
ROLL	1-4	1-3	1-2			1					

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

CREW UNITS

10	20	30	
*			

BOARDING PARTIES

PROBES

THE SABOT REFIT ALLOWS THE USE OF SPEED-40 TORPEDOES: SEE (FP11.0) IN MODULE R10.

TYPE I OFFENSIVE PHASER TABLE

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

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

FREE (FP.8.35) FOR PLASMA
VOLT FIRING ARCS.

FP

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

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
ROLL	1-4	1-3	1-2					1			

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

ROMULAN SKYHAWK-R FAST CARRIER RESUPPLY SHIP

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

HIT POINTS	NOTES
10	
20	
8	

REPL CREW

6

DECK CREWS

2

PROBES

5

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

T-BOMBS

D

THE SABOT REFIT ALLOWS THE USE OF SPEED-40 TORPEDOES: SEE (FP11.0) IN MODULE R10.

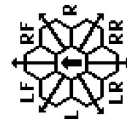
AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREWS AND A READY RACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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



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

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	

CARGO STORAGE RECORDS

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

SHIP DATA TABLE
TYPE = SKR
POINT VALUE = 105/90
BREAKDOWN = 6
SHIELD COST = 1/2+1/2
LIFE SUPPORT = 1/2
SIZE CLASS = 4
CLOAK COST = 6/2
REFERENCE = R4.137
SABOT REFIT (Y180) = +2.25
LIMITED AEGIS
BPV INCLUDES CLOAK

SHIP DATA TABLE
TYPE = SKRA
POINT VALUE = 105/90
REFERENCE = R4.137A
SABOT REFIT (Y180) = +2.25
FULL AEGIS
BPV INCLUDES CLOAK

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

PSEUDO-PLASMA TORPEDOES
A F B F

HIT & RUN CLOAK

SHIELD #1

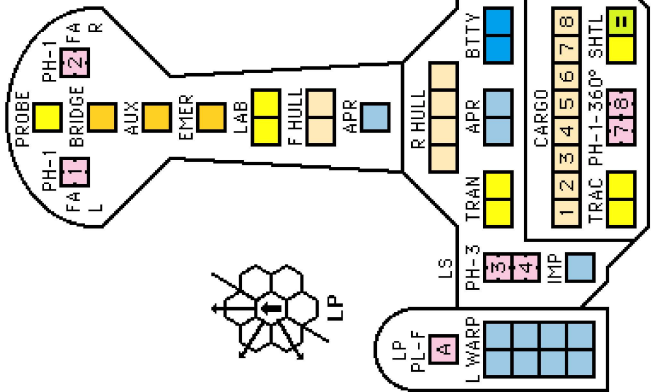
VS:174
DK:4
EX:11
CR:5

SHIELD #2

--

SHIELD #6

--



SHIELD #3

--

SHIELD #5

--

SHIELD #4

--

EX DAM

DAM CON

SCANNER

SENSOR

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

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

ROMULAN JAYHAWK BATTLE FRIGATE

YS:176
DK:5
EX:11
CR:4

CNTR

SHIP DATA TABLE	
TYPE	= JH
POINT VALUE	= 95
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
CLOAK COST	= 8/2
REFERENCE	= R4.138
SABOT REFIT (Y180)	= +3
BPV INCLUDES CLOAK	

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

**PSEUDO-PLASMA
TORPEDOES**

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

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

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

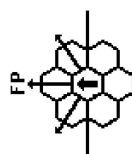
WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX															[5] = HET COST										[6] = ERRATIC MANEUVER WARP COST									
SPEED	1	2	3	4	[5]	[6]	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30				
Standard	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15				
Fract. 1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15					

THE SABOT REFIT ALLOWS THE
USE OF SPEED-40 TORPEDOES:
SEE (FP11.0) IN MODULE R10.

ADMINISTRATIVE SHUTTLES

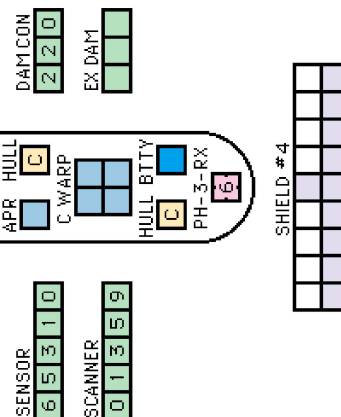
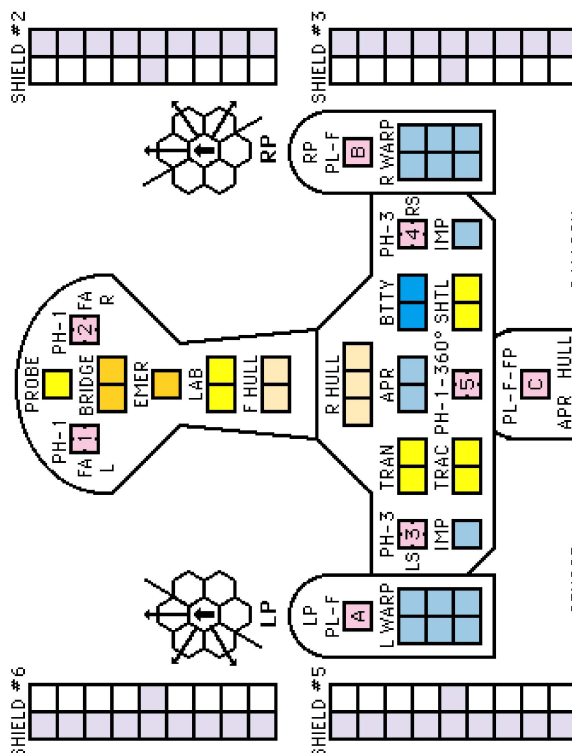
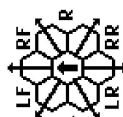
ID#	HIT POINTS	NOTES
		A A
		A A

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

TRANSPORTER BOMBS

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

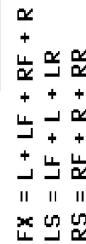
SEE (FP8.35) FOR PLASMA
BOLT FIRING ARCS.



TYPE III DEFENSE PHASE

TYPE I OFFENSIVE PHASE TARIFF

YS:177
DK:7
EX:17
CR:6



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



FOR PLASMA-K
TORPEDOES SEE
(FP13.0) IN
MODULE J2.

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER V179; SEE (J17.0) IN MODULE J2.

TYPE I OFFENSIVE PHASER TABLE

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

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

THE SABOT REFIT ALLOWS THE
USE OF SPEED-40 TORPEDOES:
SEE (EP11.0) IN MODULE R10.

**PSEUDO-PLASMA
TORPEDOES**

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	15	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
BOI T	1-4	1-3	1-2					1			

[illegible]

THE FORWARD PHASERS CAN FIRE INTO THE ROW
OF HEXES EXTENDING DIRECTLY BEHIND THE SHIP.
SEE (D233)

SEE (D2.33).

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.	3/4	1 1/2	2 1/4	3	3 3/4	4 1/2	5 1/4	6	6 3/4	7 1/2	8 1/4	9	9 3/4	10 1/2	11 1/4	12	12 3/4	13 1/2	14 1/4	15	15 3/4	16 1/2	17 1/4	18	18 3/4	19 1/2	20 1/4	21	21 3/4	22 1/2				

ROMULAN K4F FAST CARRIER RESUPPLY SHIP

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
	A A
	A A
THIS SHIP HAS ONE SHUTTLE BAY.	
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179; SEE (J17.0) IN MODULE J2.	
T-BOMBS	
	D D
THE SABOT REFIT ALLOWS THE USE OF SPEED-40 TORPEDOES; SEE (FP11.0) IN MODULE R10.	
SHIP DATA TABLE	
TYPE	= K4F
POINT VALUE	= 68/50
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
CLOAK COST	= 5/2
REFERENCE	= R4.141
SABOT REFIT (Y180)	= +0.25
LIMITED AEGIS	
BPV INCLUDES CLOAK	

CREW UNITS	REPL CREW
9	6

BOARDING PARTIES	DECK CREWS
2	2

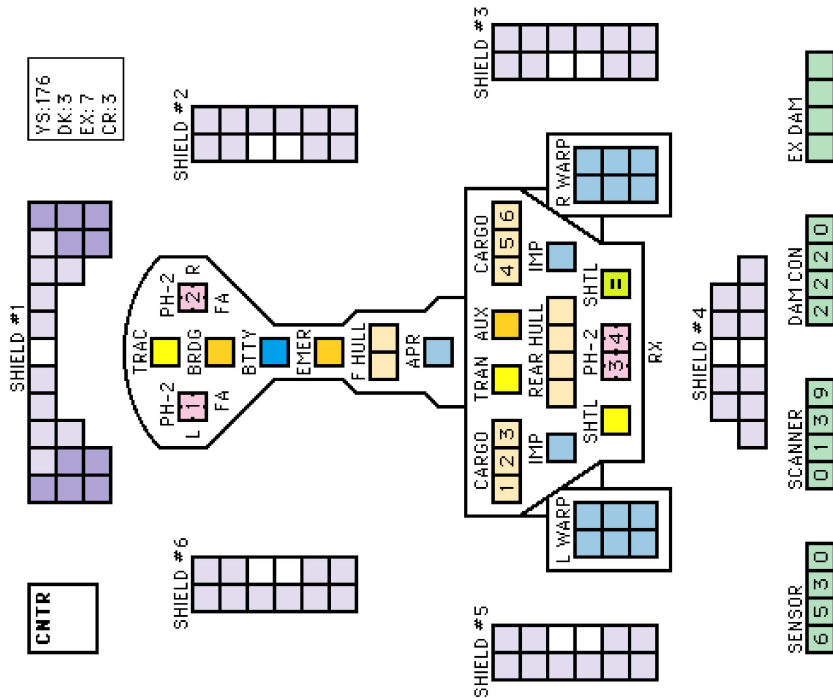
TYPE II PHASER TABLE	
DIE RANGE	4-9-16-31-ROLL 0 1 2 3 8 15 30 50
1	6 5 5 4 3 2 1 1
2	6 5 4 4 2 1 1 0
3	6 4 4 4 1 1 0 0
4	5 4 4 3 1 0 0 0
5	5 4 3 3 0 0 0 0
6	5 3 3 3 0 0 0 0



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

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

HIT & RUN CLOAK



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

CARGO STORAGE RECORDS

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

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

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

ROMULAN STELLAR FORTRESS TABLES

PLASMA-D RACK #1

1					
2					
3					
4					
5					

W1: ONE WEAPON IN EACH GROUP OF THREE IS A PLASMA-R TORPEDO, THE SECOND WEAPON IS A PLASMA-S TORPEDO, THE THIRD WEAPON IS A PLASMA-F TORPEDO. THE BASE HAS A TOTAL OF SIX PLASMA-R TORPEDOES, SIX PLASMA-S TORPEDOES, AND SIX PLASMA-F TORPEDOES.

W2: PHASER-3s (TOTAL OF SIX).
W3: PLASMA-D-30s (FD3-87). THE LAUNCHING ARC OF RACK #1 IS RF+R+R. THE LAUNCHING ARC OF RACK #2 IS RR+LR+L. THE LAUNCHING ARC OF RACK #3 IS L+LF+RF.

W4: VOID.
ALL PLASMA TORPEDOES HAVE THE LAUNCHING AND TRACKING ARCS OF THE DIRECT-FIRE WEAPONS IN THE ASSOCIATED DOCKING MODULE.

NOTE: THE SABOT REFIT COST DOES NOT INCLUDE ANY HANGAR MODULES. IF THIS REFIT IS INSTALLED, ANY HANGAR BAY MODULES MUST ALSO INCLUDE IT, AND THIS WILL INCREASE THE COST OF THE HANGAR BAY MODULE BY 0.25 BPV PER READY RACK (0.5 BPV PER HEAVY FIGHTER).

PLASMA-D RACK #2

1					
2					
3					
4					
5					

PLASMA-D RACK #3

1					
2					
3					
4					
5					

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

TYPE I OFFENSIVE PHASER TABLE

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

THE SABOT REFIT ALLOWS THE USE OF SPEED-40 TORPEDOES: SEE (FP11.0) IN MODULE R10.

SEE (FP8.35) FOR PLASMA BOLT FIRING ARCS.

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

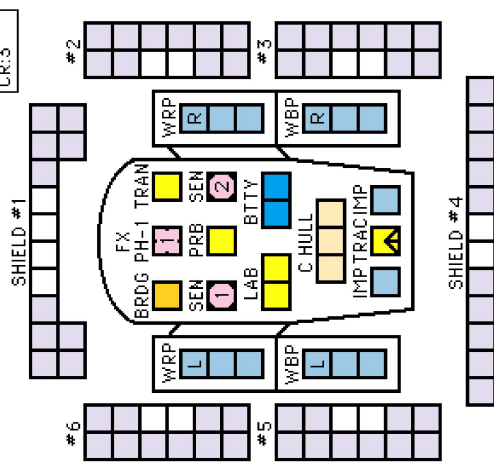
PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

ROMULAN CENTURION-Q PF

R1.PF8

YS:182
DK:1
EX:8
CR:3

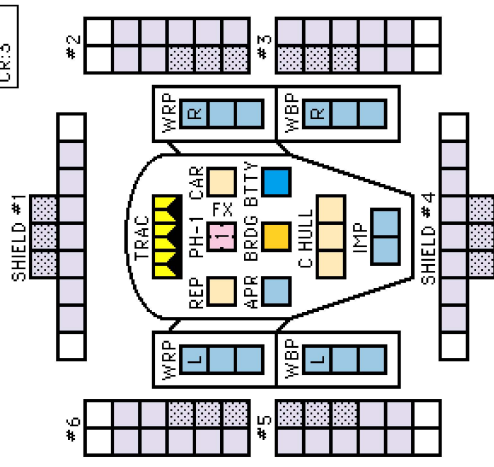


SENSOR 6500 SCANNER 029 PROBE 3 DAM CON 20 EX DAM 20

ROMULAN CENTURION-R PF

R1.PF9

YS:182
DK:1
EX:8
CR:3



SENSOR 6500 SCANNER 029 DAM CON 20 EX DAM 20

PSEUDO-PLASMA TORPEDOES

W1	A	R	D	R	G	R	K	R	N	R	R
W1	B	S	E	S	H	S	L	S	P	S	S
W1	C	F	F	F	J	F	M	F	Q	F	T

SHIP DATA TABLE

TYPE	=	STF
POINT VALUE	=	900
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
CLOAK COST	=	52/30
REFERENCE	=	R1.89
CLOAK BPV	=	+90
HANGAR MODULE	=	+10
PF MODULE	=	+12
SABOT REFIT (Y180)	=	+45

HIT & RUN
CLOAK
IF
INSTALLED

KZINTI HEAVY MEDIUM CRUISER

YS:173
DK:6
EX:18
CR:6

WS:173
DK:6
EX:18
CR:6

SHIP DATA TABLE

TYPE	HCM
POINT VALUE	123
BREAKDOWN	5-6
SHIELD COST	1+1
LIFE SUPPORT	1
SIZE CLASS	3
REFERENCE	R5.114

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
1	A	A
2	A	A

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

TRANSPORTER BOMBS

1	D	D	D	D
---	---	---	---	---

ANTI-DRONE TABLE

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

CREW UNITS

1	10
2	20
3	30

BOARDING PARTIES

1	10
---	----

PROBES

1	5
---	---

TYPE I OFFENSIVE PHASER TABLE

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

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

TURN MODE

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

DRONE RACKS

1	C
2	C
3	B
4	B

DRONE RACKS ALWAYS HAD TWO RELOADS.

ANTI-DRONES

1	1
2	2

ADD RACKS ALWAYS HAD 12 ROUNDS.

TYPE III DEFENSE PHASER

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

DISRUPTOR TABLE

RANGE	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3
HIT (DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4
HIT (OVERLOAD)	1-6	1-5	1-5	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	4	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
DAMAGE, OULD	10	10	8	8	8	6	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

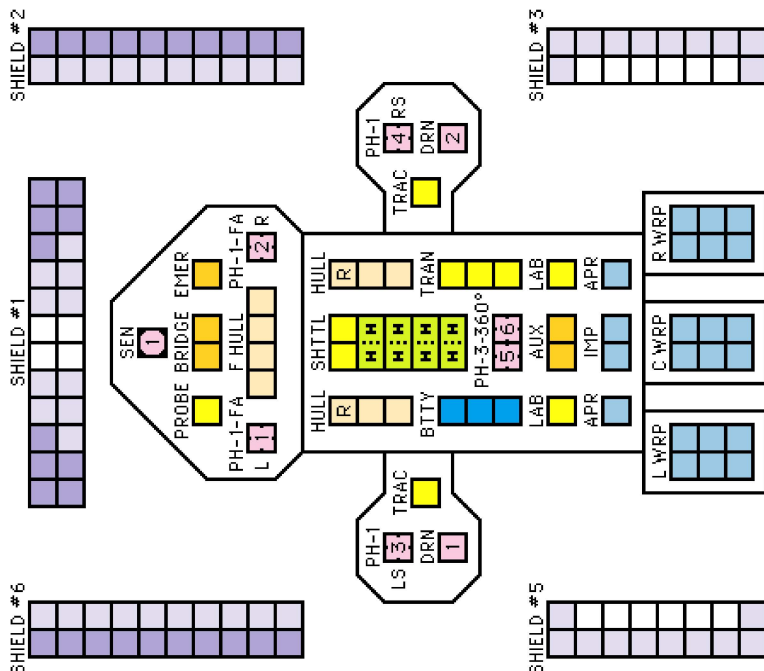
WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

KZINTI LIGHT ATTACK CARRIER

YS:175
DK:5
EX:11
CR:4

CNTR



ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		A
20		A

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

TRANSPORTER BOMBS

D	D
---	---

BOARDING PARTIES

8

DECK CREWS

8

PROBES

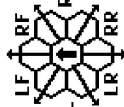
5

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

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

FIGHTER DISRUPTOR TABLE

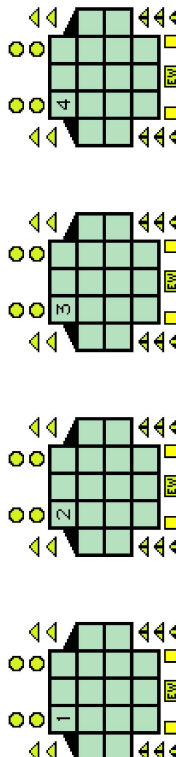
RANGE	0	1	2	3-4	5-8	9-10
HIT (STD)	NR	1-5	1-5	1-4	1-4	1-4
DAMAGE, STD	0	5	4	4	3	3

DRONE RACKS

1	C
2	C

DRONE RACKS ALWAYS HAD TWO RELOADS.

LFS FIGHTERS
2xPh-3-FX
2xPh-3-RX
DFR = 1
CRIPPLED = 11
SPEED = 12
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	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15

[5] = HET COST

[6] = ERRATIC MANEUVER WARP COST

YS:170
DK:7
EX:16
CR:8

10					
20					
30					
40					
	*				

BOARDING PARTIES
8

Category	Probes
1	1
2	1
3	1
4	1
5	1
6	1
7	1
8	1
9	1
10	10

[illegible]

TYPE I OFFENSIVE PHASER TABLE

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

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

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

SHIP DATA TABLE	
TYPE	= SRIV
POINT VALUE	= 126/106
REFERENCE	= R5.116A

TADSC FIGHTERS	SRIW
2xPH-3-FA	YS:170
DFR = 4	DK:7
CRIPPLED = 8	EX:16
SPEED = 15	CR:8
BPV = 12	

SHIP DATA TABLE	
TYPE	= SRI
POINT VALUE	= 120/100
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.116
WITHOUT THE C-14	
(Y166)	= -6
Y175 REFIT	= +3

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

[illegible]

1 ADD HAD SIX ROUNDS BEFORE THE Y175
EFFECT: TWELVE ROUNDS AFTER


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

CNTR

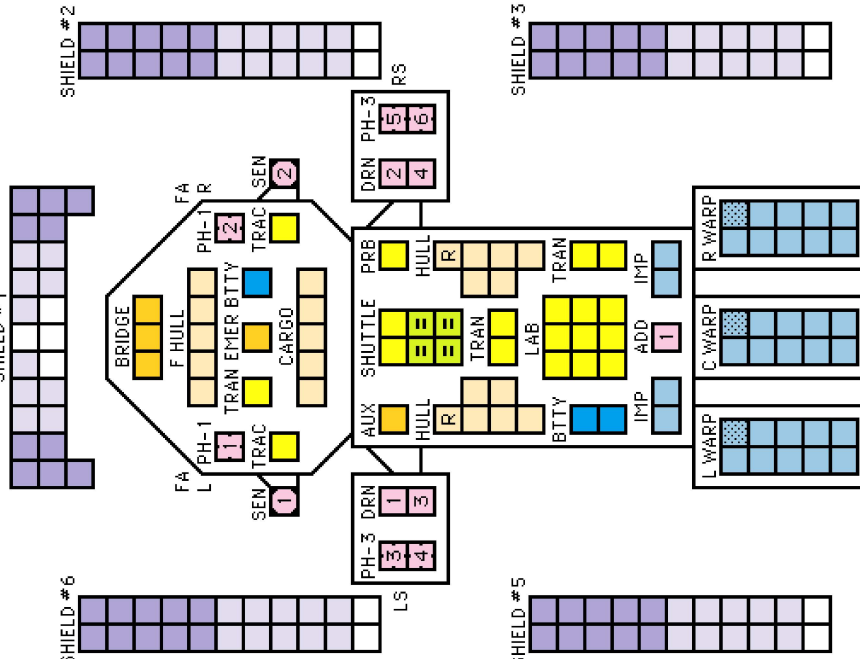
SENSOR

CANNER

0	1	2	3	5	9
---	---	---	---	---	---

AM CON

XX DAM

[illegible]

THE SSD SHOWS THE SHIP WITH THE C-14 REFIT. WITHOUT THE REFIT THE SHADED WARP ENGINE BOXES ARE DELETED AND THE FORWARD PHASERS ARE LF+L/RE+R

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

[illegible]

YS:132
DK:5
EX:11
CR:6

SHIELD #1							
-----------	--	--	--	--	--	--	--

[illegible][illegible]

3 SHADED DRONE RACKS ARE TYPE-E PRIOR TO Y165. IN Y165 THESE ARE CONVERTED TO SIX SHOT ADDs, NO CHANGE IN BPV. THE ADDs ARE IMPROVED TO TWELVE SHOT ADDs BY THE Y175 REFIT.

103 THE C-12 REFIT CHANGES THE FIRING ARCS OF THE PHASER-1s TO FA/L AND FA/R.

ANTI-DRONE TARIFF

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

SENSOR

CANNER

AM CON

EX DAM

SHIP DATA TABLE	
TYPE	= SRL
POINT VALUE	= 88/68
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R5.117
C-12 REFIT (Y166)	= +1
Y175 REFIT	= +4

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

DRONE RACKS						
1						A C
2						A C

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD). IF ANY HAD SURVIVED TO Y175, THESE WOULD HAVE BEEN UPGRADED TO TYPE-C DRONE RACKS (TWO RELOADS).

SHIP HAD TYPE-A DRONE RACKS (ONE RELOAD). IF ANY HAD SURVIVED TO V175, THESE WOULD HAVE BEEN UPGRADED TO TYPE-C DRONE RACKS (TWO RELOADS).

DRONE RACKS	
3	E
4	E

SHIP DATA TABLE	
TYPE	= SRLV
POINT VALUE	= 92/72
REFERENCE	= R5.117A
C-12 REFIT (Y166)	= +1
Y175 REFIT	= +4

C-12 REFIT	=	+1
Y175 REFIT	=	+4

TADSC FIGHTERS	SRLV
2xPH-3-FA	YS:168
DFR = 4	DK:5
CRIPPLED = 8	EX:11
SPEED = 15	CR:6
BDV = 12	

DECK CREWS

11

[illegible]

WE ROUNDS AFTER.

3	4
4	4
5	4
6	3

ANTI-DRO

3			
4			

ADDs HAD SIN

REFIT; TWEL

⑥ = ERRATIC MANEUVER WARP COST

$$J = \text{HET COST}$$
INT PER HEXDST = 2/3 ENF

ENERGY MOVEMENT

25

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

[illegible]

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179. SEE (.117 D) IN MODULE J2

TRANSPORTER BOMBS

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

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

SPECIAL SENSORS ARE DESTROYED ON "TORPEDO" DAMAGE POINTS.

TYPE III DEFENSE PHASE		WARTIME FIGHT				
DIE ROLL	RANGE	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

[illegible]REFIT; TWELVE ROUNDS AFTER.

WARP ENERGY MOVEMENT COST = 2/3 ENERGY

SPEED	1	2	3	4	5	6	7	8	9
Standard 1	2	2	3	4	4	4	5	6	6
Fract. $\frac{2}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6

YS:171
DK:4
EX:12
CR:4

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

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

KZINTI STELLAR FORTRESS TABLES

DRONE RACK #1 (H)
1
2
3
4
5

DRONE RACK #7 (H)
1
2
3
4
5

[illegible]

DRONE RACK #2 (H)
1
2
3
4
5

DRONE RACK #8 (H)
1
2
3
4
5

[illegible]

DRONE RACK #3 (H)						
1						
2						
3						
4						
5						

DRONE RACK #9 (H)
1
2
3
4
5

[illegible]

DRONE RACK #4 (H)					
1					
2					
3					
4					
5					

DRONE RACK #	RACK #10 (H)
1	
2	
3	
4	
5	

DRONE RACK #5 (H)					
1					
2					
3					
4					
5					

DRONE RACK #11 (H)
1
2
3
4
5

BOXES ARE TYPE-H
DRONE RACKS, THE THIR
BOX IS A DISRUPTOR
BOLT FOR A TOTAL OF 12
TYPE-H DRONE RACKS
AND SIX DISRUPTOR
BOLTS (TWELVE
DISRUPTOR BOLTS TOTAL)

	DRONE RACK #6 (H)					
1						
2						
3						
4						
5						

[illegible]

4). SEE (FD3.8) FOR
TYPE-H DRONE RACKS.
2: PHASER-3s (TOTAL
SIX).
3: ADD-30s (FD3.86).
4: DISRUPTOR BOLTS

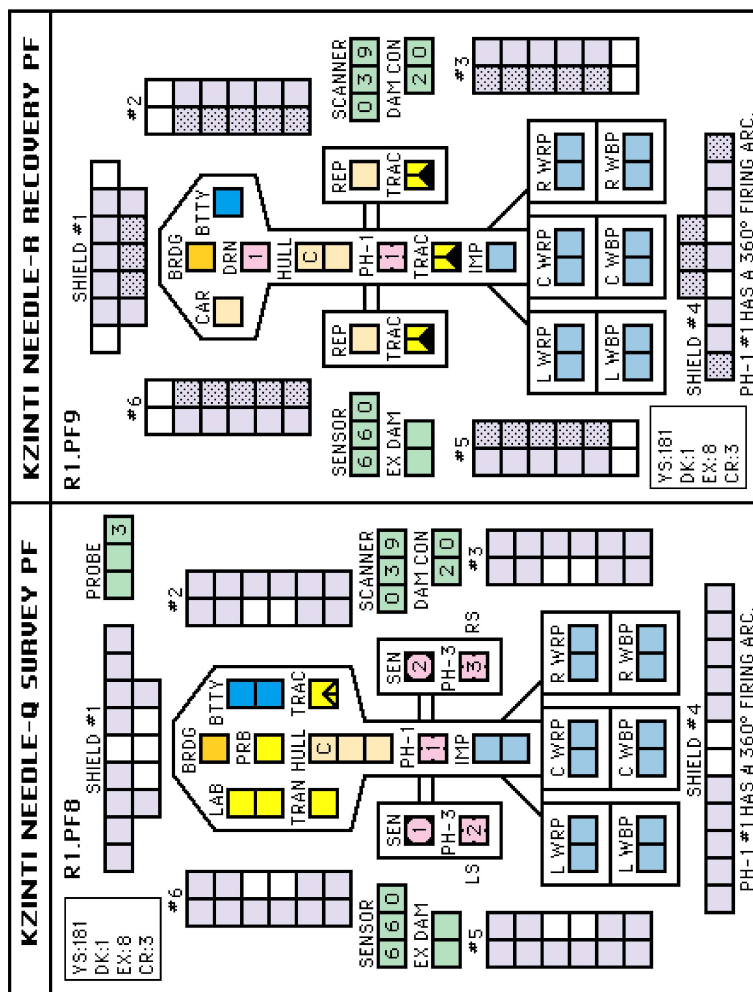
ANTI-DRONE TABLE				
RANGE	0	1	2	3 4+
HIT#	-	1-2	1-3	1-4 -

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

SHIP DATA TABLE	
TYPE	= STF
POINT VALUE	= 900
SHIELD COST	= 2+5
LIFE SUPPORT	= 3
SIZE CLASS	= 1
REFERENCE	= R1.89
HANGAR MODULE +10	
PE MODULE +12	

DISRUPTOR TABLE	
RANGE	0
HIT (STD)	NA
HIT(DEFACS)	NA
HIT(OVERLOAD)	1-6
DAMAGE, STD	0
DAMAGE_OVL0D	10

HIT & RUN
DERFACS



W1: THE FIRST TWO
BOXES ARE TYPE-H
DRONE RACKS, THE THIRD
BOX IS A DISRUPTOR
BOLT FOR A TOTAL OF 12
TYPE-H DRONE RACKS
AND SIX DISRUPTOR
BOLTS (TWELVE
DISRUPTOR BOLTS TOTAL
COUNTING THE SIX IN
W4). SEE (FD3.8) FOR
TYPE-H DRONE RACKS.

W2: PHASER-3s (TOTAL OF SIX).

CNTR

SHIP DATA TABLE	
TYPE	= NHD
POINT VALUE	= 128
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R6.101
SABOT REFIT (Y180)	= +4

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

TWO BAYS, TRANSFERS BY (J1.59).
EACH BAY HAS TWO BALCONY
POSITIONS: TOTAL OF FOUR (J1.53).

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

TRANSPORTER BOMBS	PLASMA C (FP14.0),
□ □ □ □	□ □ □ □

ER TABLE							
	6-9-16-26-51-75	6-9-16-26-51-75	6-9-16-26-51-75	6-9-16-26-51-75	6-9-16-26-51-75	6-9-16-26-51-75	6-9-16-26-51-75
1	4	3	2	1	1	1	1
2	3	2	1	1	0	0	0
3	3	1	0	0	0	0	0
4	2	0	0	0	0	0	0
5	1	0	0	0	0	0	0
6	0	0	0	0	0	0	0

SEE (FP8.35) FOR PLASMA
BOLT FIRING ARCS

R	FA = LF + RF	LS = LF + L + LR	RS = RF + R + RR	RX = L + LR + RR + R
9-				
15				
1				
0				
0				
0				
0				
0				
0				

PSEUDO-PLASMA
TORPEDOES

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

HEAD STRENGTH TABLE											
	12	13-14	15	16-18	19	20	21-22				
22	22	22	15	15	15	15	10				
15	15	15	10	5	1	0	0				
5	1	0	0	0	0	0	0				
	1-2										

5	6	7	8	9	10	11
4	5	6	6	7	8	9
3 ³ / ₄	4 ¹ / ₂	5 ¹ / ₄	6	6 ³ / ₄	7 ¹ / ₂	8 ¹ / ₄

[illegible]

PROBES
5

THE SABOT REFIT ALLOWS THE USE OF SPEED-40 TORPEDOES: SEE (FP11.0) IN MODULE R10.

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

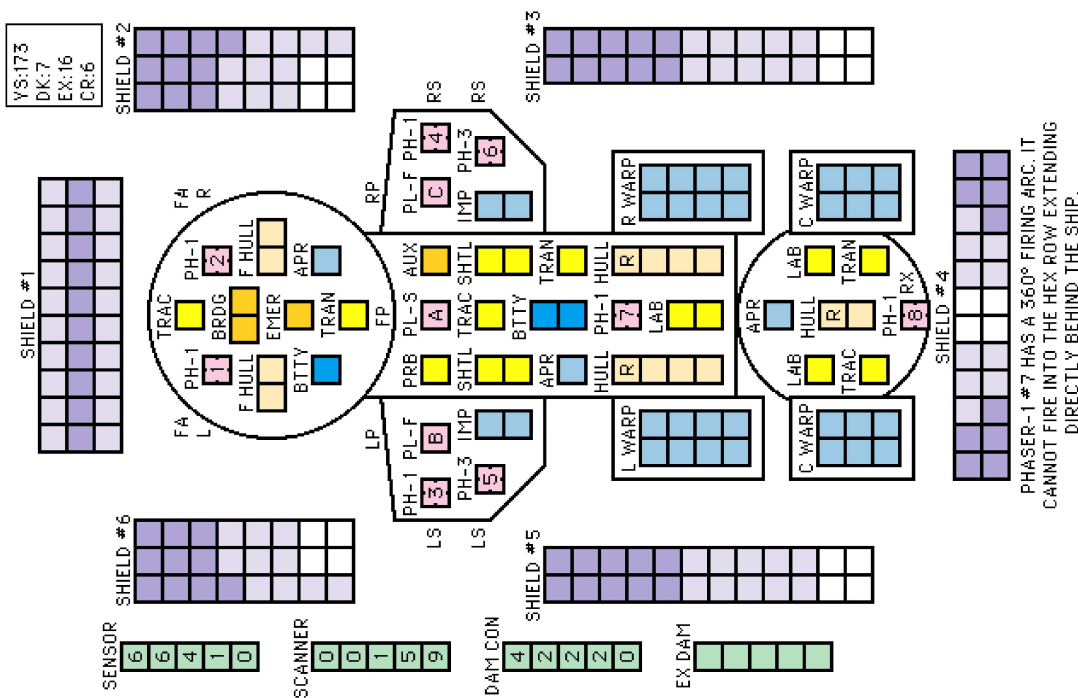
LASMA CARRONADES CANNOT
BE USED PRIOR TO Y165. FROM

TYPE III DEFENSE PHASE		4-			
DTE	RANGE				
ROLL	0 1 2 3 8				
1	4 4 4 4 3 1				
2	4 4 4 4 2 1				
3	4 4 4 4 1 0				
4	4 4 4 3 0 0				
5	4 4 3 2 0 0				
6	3 3 1 0 0 0				

PLASMA TORPEDO WARHEAD			
RANGE	0-5	6-10	11-12
TYPE S	30	30	22
TYPE G	20	20	15
TYPE F	20	15	10
BOLT	1-4	1-3	

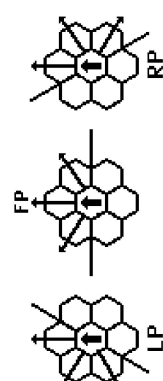
WARP ENERGY MOVEMENT				
SPEED	1	2	3	4
Standard	1	2	3	3
Fract..	$\frac{3}{4}$	$1\frac{1}{2}$	$2\frac{1}{4}$	3

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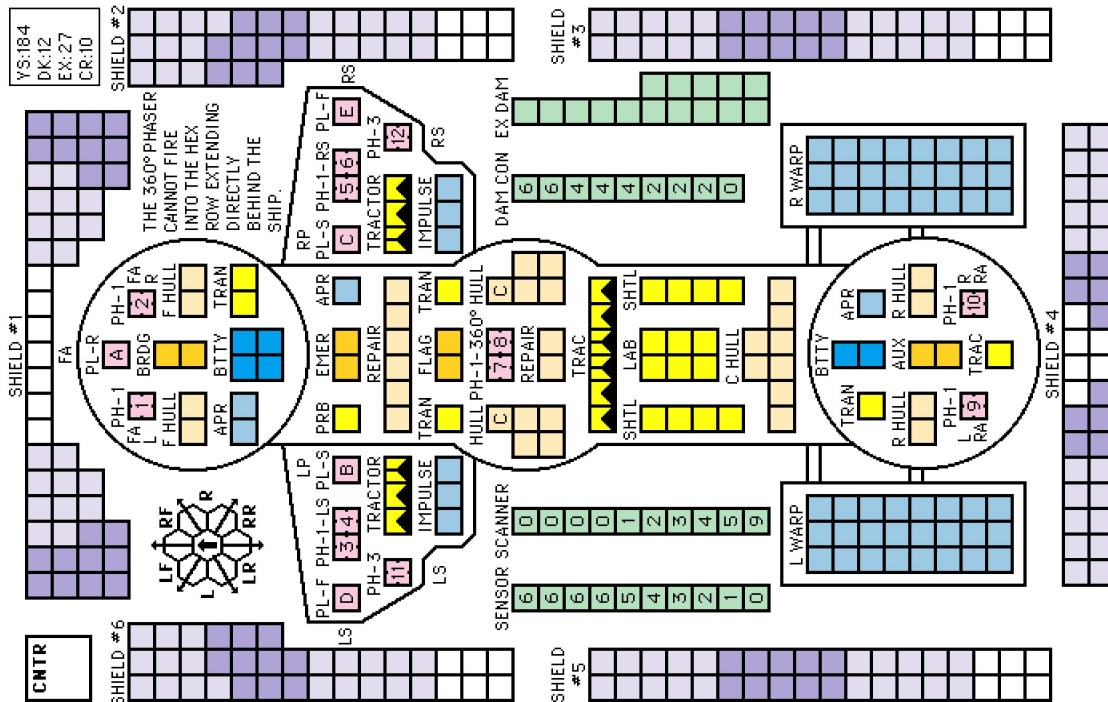
PHASER-1 #7 HAS A 360° FIRING ARC. IT CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

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



PLASMA CARRONADE	DIE DAMAGE
1	4
2	4
3	4
4	4
5	3
6	3
7	2

GORN SPACE PATROL SHIP



⑥ = ERRATIC MANEUVER WARP COST

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10	20	A A
20	30	A A
30	40	A A
40	50	A A
50	60	A A
60	70	A A
70	80	A A
80	90	A A
90	100	A A
100	110	A A
110	120	A A
120	130	A A
130	140	A A
140	150	A A
150	160	A A
160	170	A A
170	180	A A
180	190	A A
190	200	A A
200	210	A A
210	220	A A
220	230	A A
230	240	A A
240	250	A A
250	260	A A
260	270	A A
270	280	A A
280	290	A A
290	300	A A
300	310	A A
310	320	A A
320	330	A A
330	340	A A
340	350	A A
350	360	A A
360	370	A A
370	380	A A
380	390	A A
390	400	A A
400	410	A A
410	420	A A
420	430	A A
430	440	A A
440	450	A A
450	460	A A
460	470	A A
470	480	A A
480	490	A A
490	500	A A
500	510	A A
510	520	A A
520	530	A A
530	540	A A
540	550	A A
550	560	A A
560	570	A A
570	580	A A
580	590	A A
590	600	A A
600	610	A A
610	620	A A
620	630	A A
630	640	A A
640	650	A A
650	660	A A
660	670	A A
670	680	A A
680	690	A A
690	700	A A
700	710	A A
710	720	A A
720	730	A A
730	740	A A
740	750	A A
750	760	A A
760	770	A A
770	780	A A
780	790	A A
790	800	A A
800	810	A A
810	820	A A
820	830	A A
830	840	A A
840	850	A A
850	860	A A
860	870	A A
870	880	A A
880	890	A A
890	900	A A
900	910	A A
910	920	A A
920	930	A A
930	940	A A
940	950	A A
950	960	A A
960	970	A A
970	980	A A
980	990	A A
990	1000	A A

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

TRANSPORTER BOMBS

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

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

SEE (FP8.35) FOR PLASMA BOLT FIRING ARCS.

PLASMA CARRONADES CANNOT BE USED PRIOR TO Y165, FROM Y165 THEY ARE AVAILABLE AT NO INCREASE IN BPV COST.

PLASMA CARRONADES ARE IN MODULE R10; SEE (FP14.0), SEE (FP14.37) FOR FIRING ARCS.

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

PROBES

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

PROBES

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

PROBES

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

PROBES

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PROBES

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

PROBES

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

PROBES

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

PROBES

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

PROBES

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

PROBES

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

PROBES

CREW UNITS

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

BOARDING PARTIES

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

PLASMA CARRONADE

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

DIE DAMAGE

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

DIE RANGE

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

TYPE I OFFENSIVE PHASER TABLE

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

1 9 8 7 6 5 4 3 2 1 1

2 8 7 6 5 4 3 2 1 0

3 7 6 5 4 3 2 1 0 0

4 6 5 4 3 2 1 0 0 0

5 5 4 3 2 1 0 0 0 0

6 4 3 2 1 0 0 0 0 0

7 3 2 1 0 0 0 0 0 0

8 2 1 0 0 0 0 0 0 0

9 1 0 0 0 0 0 0 0 0

10 0 0 0 0 0 0 0 0 0

11 0 0 0 0 0 0 0 0 0

12 0 0 0 0 0 0 0 0 0

13 0 0 0 0 0 0 0 0 0

14 0 0 0 0 0 0 0 0 0

15 0 0 0 0 0 0 0 0 0

16 0 0 0 0 0 0 0 0 0

17 0 0 0 0 0 0 0 0 0

18 0 0 0 0 0 0 0 0 0

19 0 0 0 0 0 0 0 0 0

20 0 0 0 0 0 0 0 0 0

21 0 0 0 0 0 0 0 0 0

22 0 0 0 0 0 0 0 0 0

23 0 0 0 0 0 0 0 0 0

24 0 0 0 0 0 0 0 0 0

25 0 0 0 0 0 0 0 0 0

26 0 0 0 0 0 0 0 0 0

PLASMA TORPEDO WARHEAD STRENGTH TABLE

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

TYPE R 50 35 35 35 25 25 20 20 20 10 5 1

TYPE S 30 22 22 22 15 15 10 10 10 5 1 0 0 0 0

TYPE G 20 15 15 15 10 10 5 5 5 1 0 0 0 0 0

TYPE F 20 15 15 15 10 10 5 5 5 1 0 0 0 0 0

BOLT 1-4 1-3 1-2 1

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

⑤ = HET COST

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

Standard 2 3 5 6 8 9 11 12 14 15 17 18 20 21 23 24 26 27 29 30 32 33 35 36 38 39 41 42 44 45

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

GORN DREADNOUGHT-CRUISER

ADMINISTRATIVE SHUTTLES

[illegible]

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

BOARDING PARTIES	
10	
20	

EACH BAY HAS THREE BALCONY
POSITIONS: TOTAL OF SIX (J1.53).
TWO BAYS, TRANSFERS BY (J1.59).
HIT POINTS MARKED "A" ARE ONLY USED

AFTER Y179: SEE {J17.0} IN MODULE J2.

TRANSPORTER BOMBS

THE SABOT REFIT ALLOWS THE
USE OF SPEED-40 TORPEDOES:
SEE (FP11.0) IN MODULE R10.

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

DIE DAMAGE

DIE	DAMAGE
1	4
2	4
3	4
4	4
5	3
6	3
7	2

PLASMA CARRONADES CANNOT BE USED PRIOR TO Y165, FROM Y165 THEY ARE AVAILABLE AT NO INCREASE IN BPV COST.

PLASMA CARTRIDGES ARE IN MODULE RIO: SEE (FP14.0). SEE (FP14.37) FOR FIRING 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	5	4	3	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	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2		1									

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

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

The diagram illustrates the internal systems of a Klingon ship, organized around a central corridor. Key components include:

- Shields:** Six shield sections (#1-#6) are positioned along the perimeter, each represented by a grid of colored squares.
- Sensors & Scanners:** A sensor array is located on the left side, and a scanner array is on the right side, both displaying numerical readings.
- Warp Engines:** Two warp engines, labeled L WARP and R WARP, are situated at the ends of the central corridor.
- Weapon Systems:** Various weapons are distributed throughout the ship, including RP (Railgun), PL-R-FA (Photon Torpedo Launcher), and IMP (Impulse).
- Hull & Structural Integrity:** Hull strength is indicated by numbers in specific locations, such as PH-1 (11), F HULL (11), and C HULL (11).
- Life Support & Environmental Control:** Systems like DAM CON (Dam Control) and EX DAM (External Dam) are shown near the bottom center.

 SHADED BOXES ON THE SSD ARE THE F-REFIT. THE 360° PHASERS CANNOT FIRE INTO THE HEX ROW EXTENDING DIRECTLY BEHIND THE SHIP.

⑥ = ERRATIC MANEUVR WARP COST

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

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

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			

The diagram illustrates the layout of the Star Trek: Voyager ship, showing the bridge, main hull, and various shields and sensors.

Bridge (Top):

- YS:174** (Yellow)
- DK:4** (Dark Green)
- EX:10** (Light Green)
- CR:4** (Red)

Shields (Surrounding the Bridge):

- SHIELD #2** (Top): 10 segments (6 purple, 4 white)
- SHIELD #3** (Right): 10 segments (all purple)
- SHIELD #4** (Bottom): 10 segments (all purple)
- SHIELD #5** (Left): 10 segments (all purple)
- SHIELD #6** (Far Left): 10 segments (6 purple, 4 white)

Main Hull (Center):

- FX** (Top): PH-1 (1), TRAC (1), BRDG (1), F HULL (1), BITTY (1), FP (1)
- LS** (Bottom): PH-1 (2), PH-3 (4), LS (1), PL-F (1), IMP (1)
- RS** (Right): PH-1 (3), PH-3 (5), RS (1), PL-F (1), IMP (1)
- SHIELD #1** (Far Left): 10 segments (all purple)

Internal Hull Components:

- TRAN** (Top): PH-1 (1), TRAC (1), BRDG (1), F HULL (1), BITTY (1), FP (1)
- PL-F** (Left): PH-1 (2), PH-3 (4), LS (1), PL-F (1), IMP (1)
- PL-F** (Right): PH-1 (3), PH-3 (5), RS (1), PL-F (1), IMP (1)
- SHTL** (Center): EMER (1), SHTL (1), HULL (1), APR (1), L WARP (1)
- LAB** (Bottom): PH-1 (2), PH-3 (4), LS (1), PL-F (1), IMP (1)
- WARP** (Far Right): PH-1 (3), PH-3 (5), RS (1), PL-F (1), IMP (1)

Sensors and Other Components:

- SENSOR** (Top): 6 segments (all green)
- SCANNER** (Left): 6 segments (all green)
- DAM CON** (Right): 6 segments (all green)
- EX DAM** (Bottom): 6 segments (all green)

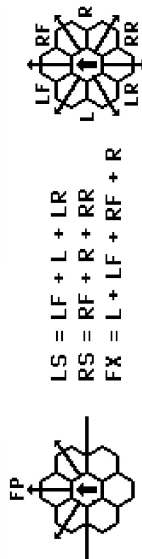
SHIP DATA TABLE	
TYPE	= DCN
POINT VALUE	= 88
BREAKDOWN	= 4-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R6.107
SABOT REFIT	
(Y180)	= +3

ADMINISTRATIVE SHUTTLES				
IDENT	HIT POINTS	NOTES		
			A	A
			A	A
			A	A
			A	A
			A	A
TWO BAYS, TRANSFERS BY (J159).				
EACH BAY HAS TWO BALCONY				
POSITIONS: TOTAL OF FOUR (J453).				

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

TRANSPORTER BOMBS

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



SEE (FP8.35) FOR PLASMA
BOLT FIRING ARCS.

PLASMA CARRONADE	
DIE	DAMAGE
1	4
2	4
3	4
4	4
5	3
6	3
7	2

**PSEUDO-PLASMA
TORPEDOES**

PLASMA TORPEDO WARHEAD TABLE				
RANGE	0-5	6-10	11-12	13-14 15
TYPE F	20	15	10	5 1
BOAT	1-4	1-3		1-2

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

GORN STELLAR FORTRESS TABLES

PLASMA-D RACK #1

1									
2									
3									
4									
5									

W1: ONE WEAPON IN EACH GROUP OF THREE IS A PLASMA-R TORPEDO, THE SECOND WEAPON IS A PLASMA-S TORPEDO, THE THIRD WEAPON IS A PLASMA-F TORPEDO. THE BASE HAS A TOTAL OF SIX PLASMA-R TORPEDOES, SIX PLASMA-S TORPEDOES, AND SIX PLASMA-F TORPEDOES.
W2: PHASER-3s (TOTAL OF SIX).
W3: PLASMA-D-30s (FD3.87). THE LAUNCHING ARC OF RACK #1 IS RF+RR. THE LAUNCHING ARC OF RACK #2 IS RR+LR+L. THE LAUNCHING ARC OF RACK #3 IS L+LF+RF.

PLASMA-D RACK #2

1									
2									
3									
4									
5									

W3: PLASMA-D-30s (FD3.87). THE LAUNCHING ARC OF RACK #1 IS RF+RR. THE LAUNCHING ARC OF RACK #2 IS RR+LR+L. THE LAUNCHING ARC OF RACK #3 IS L+LF+RF.

PLASMA-D RACK #3

1									
2									
3									
4									
5									

NOTE: THE SABOT REFIT COST DOES NOT INCLUDE ANY HANGAR MODULES. IF THIS REFIT IS INSTALLED, ANY HANGAR BAY MODULES MUST ALSO INCLUDE IT, AND THIS WILL INCREASE THE COST OF THE HANGAR BAY MODULE BY 0.25 BPV PER READY RACK (0.5 BPV PER HEAVY FIGHTER).

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

THE SABOT REFIT ALLOWS THE USE OF SPEED-40 TORPEDOES: SEE (FP11.0) IN MODULE R10.
SEE (FP8.35) FOR PLASMA BOLT FIRING ARCS.

TYPE I OFFENSIVE PHASER TABLE

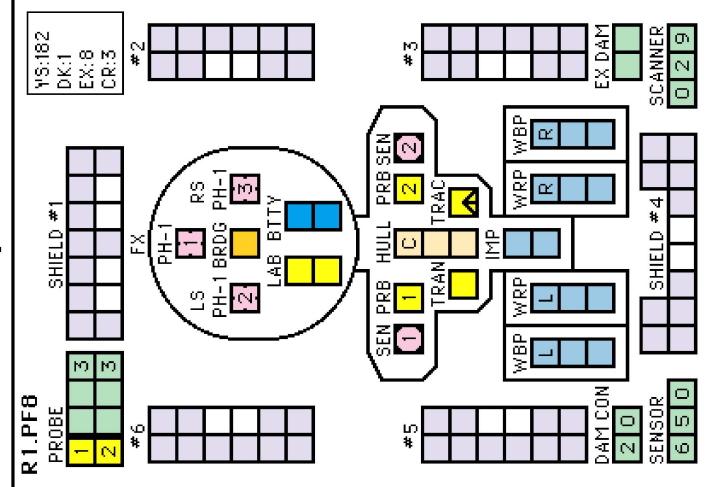
DIE RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
1	9	8	7	6	5	5	4	3	2	1	1			
2	8	7	6	5	5	4	3	2	1	1	0			
3	7	5	5	4	4	4	3	1	0	0	0			
4	6	4	4	4	4	3	2	0	0	0	0			
5	5	4	4	4	3	3	1	0	0	0	0			
6	4	4	3	3	2	2	0	0	0	0	0			

PLASMA TORPEDO WARHEAD STRENGTH TABLE

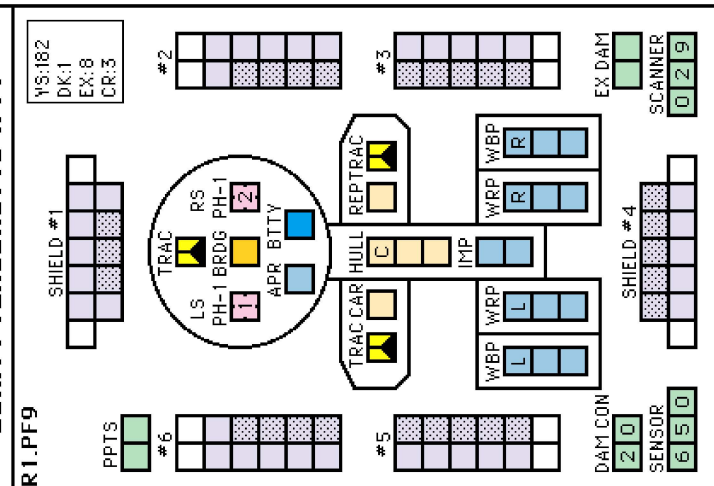
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE R	50	50	35	35	35	25	25	25	20	20	20	10	5	1
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3												

PLASMA CARRONADES CANNOT BE USED PRIOR TO Y165, FROM Y165 THEY ARE AVAILABLE AT NO INCREASE IN BPV COST.

GORN PF-Q SURVEY PF



GORN PTERODACTYL-R PF



PLASMA CARRONADES ARE IN MODULE R10: SEE (FP14.0), SEE (FP14.37) FOR FIRING ARCS.

SHIP DATA TABLE

TYPE	=	STF
POINT VALUE	=	900
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.89
HANGAR MODULE	=	+10
PF MODULE	=	+12
SABOT REFIT (Y180)	=	+45

PLASMA CARRONADE

DIE	DAMAGE
1	4
2	4
3	4
4	4
5	3
6	3
7	2

THOLIAN HEAVY WAR CRUISER

Y5:182
DK:7
EX:17
CR:6

CNTN

SENSOR

SCANNER

DAMCON

EX DAM

SHIP DATA TABLE

TYPE	=	HCW
POINT VALUE	=	139
BREAKDOWN	=	3-6
SHIELD COST	=	1+1
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R7.80
SNARE REFIT (Y183)	=	+6

TURN MODE SPEED

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

SPECIAL BREAKDOWN: IF THIS SHIP BREAKS DOWN FOR ANY REASON, ROLL A DIE, AND IF THE RESULT IS A "6" THE SHIP SUFFERS IMMEDIATE CATASTROPHIC DESTRUCTION WITH NO CHANCE OF SURVIVORS.

Y182

Y5:182
DK:7
EX:17
CR:6

ADMINISTRATIVE SHUTTLES

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

THIS SHIP HAS ONE SHUTTLE BAY.

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

TRANSPORTER BOMBS

D D D D D

TYPE I OFFENSIVE PHASER TABLE

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

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

CREW UNITS

10

20

30

TYPE III DEFENSE PHASER

DIE RANGE	4-6	7-15
1	4	4
2	4	4
3	4	4
4	4	4
5	4	3
6	3	3

BOARDING PARTIES

10

5

PROBES

5

HIT & RUN DERFACS

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

WEB GENERATORS ARE DESTROYED ON "FLAG" HITS.

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	1-4	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	6	0	0

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

5 = HET COST

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

5 = HET COST

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

5 = HET COST

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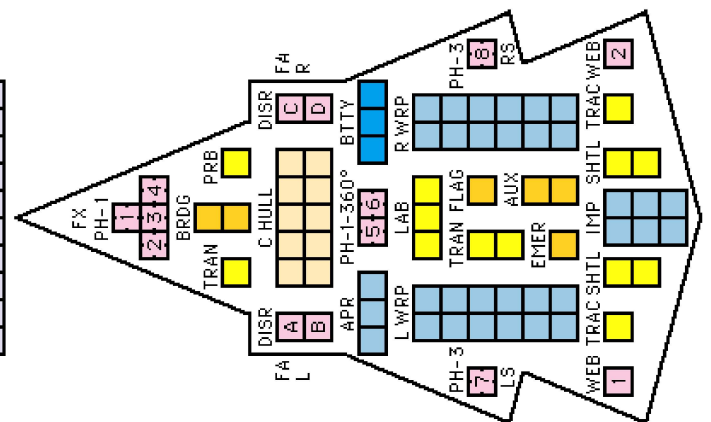
Page 59

THOLIAN WAR CRUISER LEADER

YS:180
DK:6
EX:17
CR:7

[illegible]

FIELD #2									

[illegible][illegible][illegible]

SHIELD #5

1

CNTR

SENSOR

SCANNER

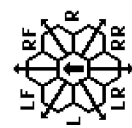
0	0	1	3	5	9
---	---	---	---	---	---

4 2 2 2 0

EX DAM

SHIP DATA TABLE	
TYPE	= CWL
POINT VALUE	= 134
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.81
SNARE REFIT (Y183)	= +6

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


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

ADMINISTRATIVE SHUTTLES

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

THIS SHIP HAS ONE SHUTTLE BAY.

THIS SHIP HAS ONE SHUTTLE BAY.

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

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

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

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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX														⑤ = HET COST					⑥ = ERRATIC MANEUVER WARP COST											
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20
FRACT.	1½	2	2½	3½	4	4½	5½	6	6½	7½	8	8½	9½	10	10½	11½	12	12½	13½	14	14½	15½	16	16½	17½	18	18½	19½	20	20

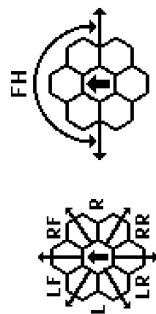
NEO-THOLIAN HEAVY COMMAND CRUISER

CREW UNITS										ADMINISTRATIVE SHUTTLES			
										IDENT	HIT POINTS		NOTES
							*						A
													A
													A
													A
													A
													A
										THIS SHIP HAS ONE SHUTTLE BAY.			

[illegible]

PROBES
5

TRANSPORTER BOMBS


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

SHIP DATA TABLE	
TYPE	= NCH
POINT VALUE	= 185
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R7.82

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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

WEB CASTER STRENGTH TABLE

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

WEB FIST TABLE

		RANGE 1-10			
		1-10	11-20	21-30	
HIT	1-4	1-3	1-2		
MISS	5-6	4-6	3-6		

**HIT & RUN
DERFACS**

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(DERACS)	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, WULD	10	10	8	8	6	0	0	0

CNTR[illegible]

YS:180
DK:6+1+2
EX:16+2+4
CR:8+1

SHIELD #6

SHIELD #2

SHIELD #5

[illegible]

SHIELD #3

The diagram illustrates the layout of the Star Trek: The Motion Picture bridge set. It shows the positions of the Captain's Chair (FA DISR), the First Officer's Chair (PH-1-RX), the Main Console (BTTY), and the Star Trek logo. The diagram also shows the positions of the other crew members, including the Helm (R HULL), Engineering (PH-1-RS), and Communications (PH-3) stations. The diagram is color-coded to match the actual set, with blue for the main console area, yellow for the side consoles, and red for the Captain's and First Officer's chairs.

[illegible]

SENSOR

665310
 442220

DAM CON

44220

SCANNER

Country	Year	Value
China	2000	0.00
China	2001	0.00
China	2002	0.00
China	2003	0.00
China	2004	0.00
China	2005	0.00
China	2006	0.00
China	2007	0.00
China	2008	0.00
China	2009	0.00
China	2010	0.00
China	2011	0.00
China	2012	0.00
China	2013	0.00
China	2014	0.00
China	2015	0.00
China	2016	0.00
China	2017	0.00
China	2018	0.00
China	2019	0.00
China	2020	0.00
China	2021	0.00
China	2022	0.00
China	2023	0.00
China	2024	0.00
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China	2026	0.00
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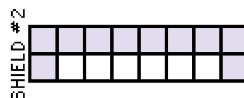
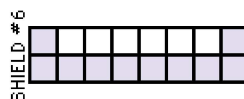
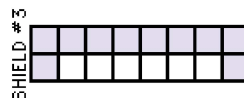
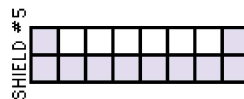
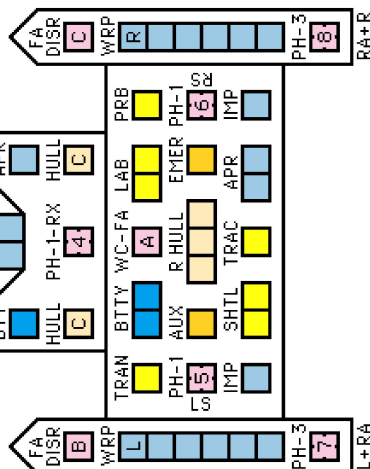
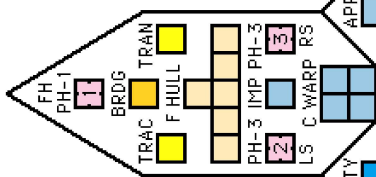
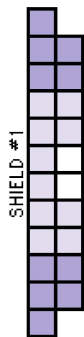
EX D&M

MOVEMENT COST = 1

NET COST = 5

FM COST - 6

YS:180
DK:4+1+1
EX:8+1+3
CR:5



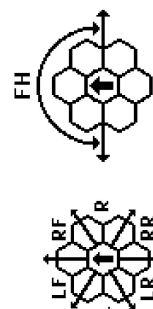
SHIP DATA TABLE	
TYPE	= NDH
POINT VALUE	= 110
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R7.84

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

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

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	1-4	1-3	
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	
DAMAGE, STD	0	5	4	4	3	3	2		
DAMAGE, OULD	10	10	8	8	6	0	0		

WEB FIST TABLE						
RANGE	1-10	11-20	21-30			
HIT	1-4	1-3	1-2			
MISS	5-6	4-6	3-6			

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


WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX													[5] = HET COST													[6] = ERRATIC MANEUVER WARP COST												
SPEED	1	2	3	4	[5]	[6]	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								
Frac.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15								

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

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

ADMINISTRATIVE SHUTTLES

10						
20						
*						

IDENT	HIT POINTS					NOTES
					A A	
					A A	

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

CREW UNITS

*					

BOARDING PROBES

PROBES

					5

TRANSPORTER BOMBS

TYPE I OFFENSIVE PHASER TABLE

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

WEB CASTER STRENGTH TABLE

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

REFERENCES

		RANGE					
		1-10		11-20		21-30	
HIT	1-4	1-3	1-2				
MISS	5-6	4-6	3-6				

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, OULD	10	10	8	8	6	0	0

NEO-THOLIAN HEAVY FRIGATE (CONJECTURAL)

CNTR

[illegible]

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

BOARDING PARTIES
6

PROBES

5

TRANSPORTER BOMBS

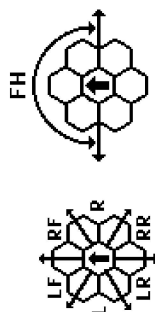
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SHIP DATA TABLE	
TYPE	= NFH
POINT VALUE	= 85
BREAKDOWN	= 6
SHIELD COST	= $1/2 + 1/2$
LIFE SUPPORT	= $1/2$
SIZE CLASS	= 4
REFERENCE	= R7.85

DISRUPTOR TABLE

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

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


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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASE

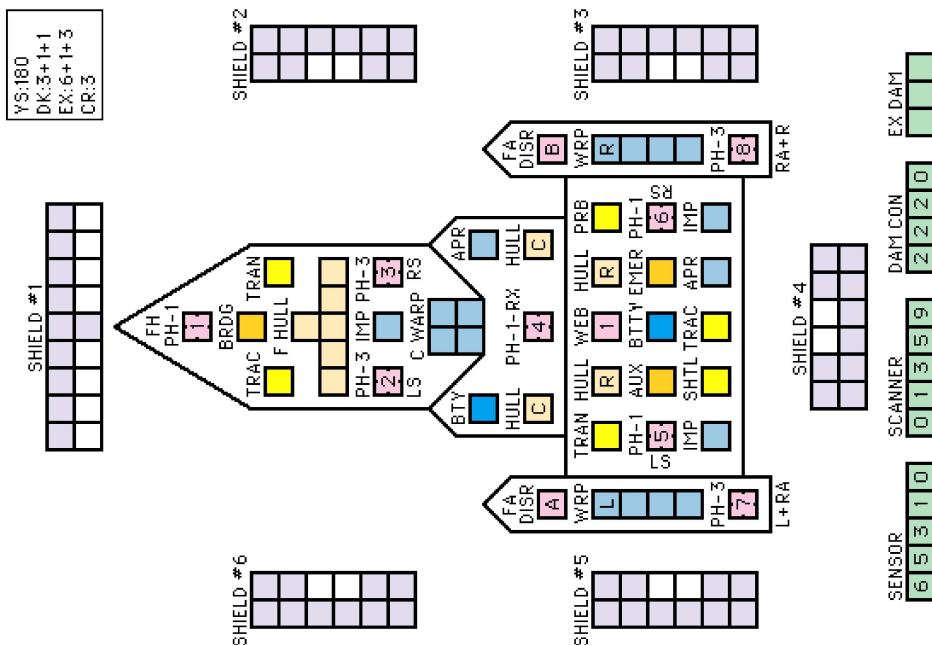
DIE RANGE		4-9-
ROLL	0 1 2 3 8 15	1 1 0 0 0 0 0 0
1	4 4 4 3 1 1	
2	4 4 4 2 1 0	
3	4 4 4 1 0 0	
4	4 4 3 0 0 0	
5	4 4 3 2 0 0	
6	3 3 1 0 0 0	

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

[illegible]

5 = HET COST

WEB GENERATOR IS DESTROYED ON "FLAG" HITS.
THERE IS NO SNARE REFIT FOR THIS SHIP.



THOLIAN STELLAR FORTRESS TABLES

WEB CASTER STRENGTH TABLE

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

WEB FIST TABLE

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

TYPE I OFFENSIVE PHASER TABLE

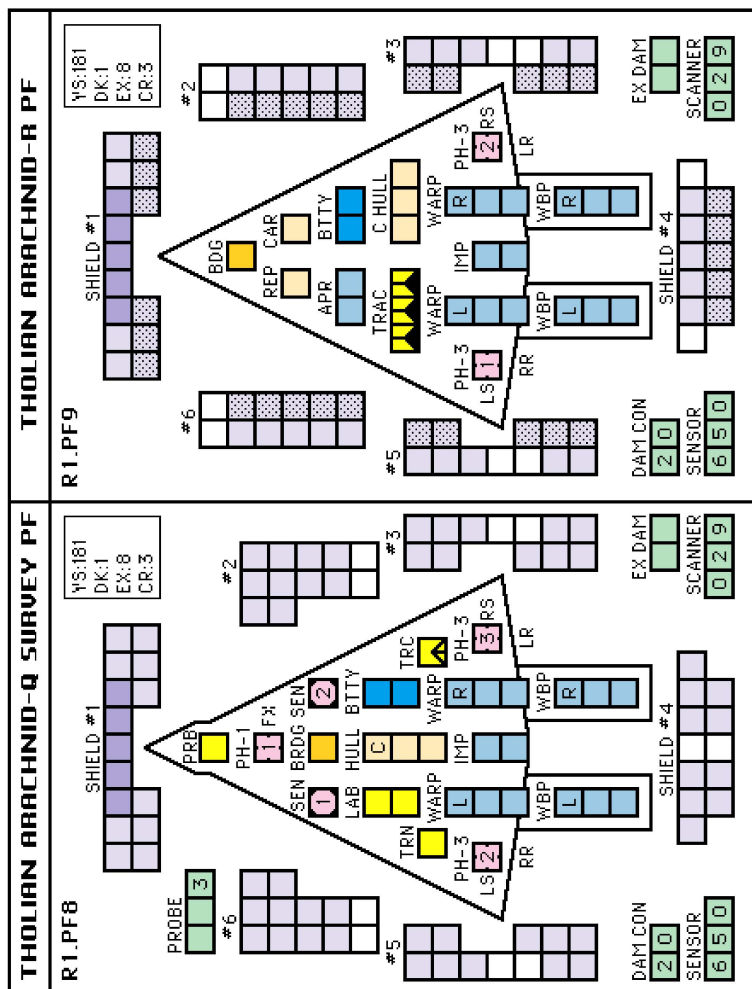
DIE ROLL	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	7	5	4	4	4	3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0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

W1: PHASER-3s (A TOTAL OF EIGHTEEN PHASER-3s IN THE SIX DOCKING MODULES).

W2: PHASER-4s (A TOTAL OF SIX PHASER-4s IN THE SIX DOCKING MODULES, GIVING THE BASE A TOTAL OF TWENTY-FOUR PHASER-4s). THE WEB CASTER REFIT REPLACES THESE SIX PHASER-4s WITH WEB CASTERS. THESE WEAPONS ARE DESTROYED ON "PHASER" DAMAGE POINTS WITHOUT THE WEB CASTER REFIT, AND ON "DRONE" DAMAGE POINTS WITH THE WEB CASTER REFIT.

W3: PHASER-3s (A TOTAL OF THREE IN THE CORE WITH 360° FIRING ARCS, THESE GIVE THE BASE A TOTAL OF TWENTY-ONE PHASER-3s).

W4: WEB GENERATORS (TOTAL OF SIX). THE SNARE REFIT ALLOWS ALL WEB GENERATORS TO FUNCTION AS SNARES. HOWEVER EACH CAN ONLY CAST A SNARE INTO THE 60° ARC THAT THE MODULE IT IS IN IS FACING. WEB GENERATORS ARE DESTROYED ON "FLAG" DAMAGE POINTS.



SHIP DATA TABLE

TYPE	=	STF
POINT VALUE	=	900
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.89
HANGAR MODULE	=	+10
PF MODULE	=	+12
SNARE REFIT (Y183)	=	+18
WEB CASTER REFIT (Y184)	=	+18

ORION HEAVY BATTLE RAIDER

YS:179
DK:7
EX:25
CR:6

SHIELD #1

SHIELD #2

SHIELD #6

SHIELD #5

SHIELD #4

SHIELD #3

SHIELD #2

SHIP DATA TABLE

TYPE	=	HBR
POINT VALUE	=	128
BREAKDOWN	=	6
SHIELD COST	=	1+1
CLOAK COST	=	18/4
LIFE SUPPORT	=	1
SIZE CLASS	=	3
REFERENCE	=	R8.56
CLOAK BPV	=	+25
OAKDISC	=	+15
STEALTH	=	+2 ECM

TURN MODE SPEED

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

FOR PURPOSES OF (G15.21), IF THE SHIP DOUBLES THE CENTER WARP ENGINE BY ITSELF THE ENGINE LOSES A SINGLE WARP BOX. IF THE CENTER WARP ENGINE IS DOUBLED AT THE SAME TIME AS EITHER OR BOTH THE LEFT AND RIGHT ENGINES, IT SUFFERS NO LOSS UNLESS AT THE END OF THE TURN ONLY THE CENTER REMAINS ON THE SHIP. IF ONLY THE CENTER WARP ENGINE AND THE IMPULSE ENGINE IS DOUBLED THE PLAYER MAY CHOOSE TO LOSE EITHER A CENTER WARP BOX OR AN IMPULSE BOX.

TYPE III DEFENSE PHASER

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II DEFENSE PHASER

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

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX

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

DRION WAR RAIDER

YS:168
DK:3
EX:18
CR:3

SHIELD #1

SHIELD #2SHIELD #6

SENSOR

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

SCANNER

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

DAM CON

EX DAM

[illegible]

THIS SHIP CAN LAUNCH A MAXIMUM OF THREE DRONES (OR PIASMA-Ds) PER TURN UNLESS EQUIPPED WITH OAKDISC.

CMTR

SHIP DATA TABLE	
TYPE	= WR
POINT VALUE	= 82
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
CLOAK COST	= 7/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R8.57
CLOAK BPV	= +16
0AKDISC	= +10
STEALTH +2 ECM	

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

NIMBLE SHIP

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

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

INSERT OPTIONAL WEAPONS
SEE ANNEXES *8A AND *8B.

ADMINISTRATIVE SHUTTLES				
ID	HIT POINTS			NOTES
			A	
			A	

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

TRANSPORTER BOMBS DD DD

BOARDING PARTIES	
	8

**HIT & RUN
CLOAK**  IF INSTALLED

TYPE I OFFENSIVE PHASER TABLE

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

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

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

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

HYDRAN TARTAR-H HEAVY MEDIUM CRUISER

CREW UNITS

IDENT	HIT POINTS	NOTES
10		
20		
30		

TWO BAYS — NO TRANSFERS.

BOARDING PARTIES

10	
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PROBES

5

ADMINISTRATIVE SHUTTLES

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

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

TRANSPORTER BOMBS

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

SHIP DATA TABLE

TYPE	= HTA
POINT VALUE	= 138
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.123

TURN MODE SPEED

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

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

TYPE III DEFENSE PHASER

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

HELLBORE COMBAT RESOLUTION TABLE

RANGE	0-1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
HIT*	11	10	9	8	7	6	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
BASE DAMAGE	20	17	15	13	10	8	4	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
O/L DAMAGE	30	25	22	19	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

VS:178
DK:9
EX:18
CR:6

SHIELD #1

SHIELD #2

SHIELD #3

SHIELD #4

SHIELD #5

SHIELD #6

CNTR

SENSOR

SCANNER

DAM CON

EX DAM

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

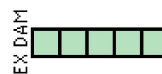
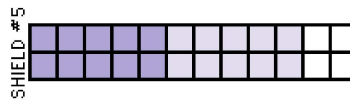
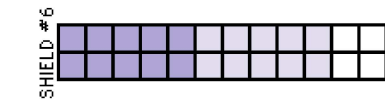
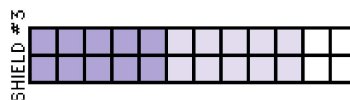
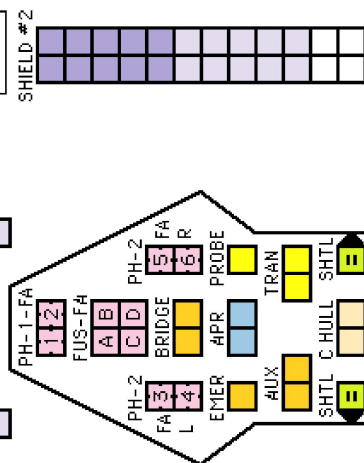
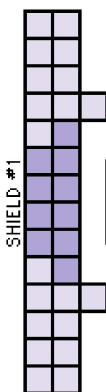
LF RF
L R
LR RR

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							
Fract.	3/4	1 1/2	2 1/4	3	3 3/4	4 1/2	5 1/4	6	6 3/4	7 1/2	8 1/4	9	9 3/4	10 1/2	11 1/4	12	12 3/4	13 1/2	14 1/4	15	15 3/4	16 1/2	17 1/4	18	18 3/4	19 1/2	20 1/4	21	21 3/4	22 1/2

HYDRAN MONGOL-H HEAVY MEDIUM CRUISER

YS:178
DK:9
EX:16
CR:6



CNTR

SHIP DATA TABLE	
TYPE	= HMO
POINT VALUE	= 114
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.124

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

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

FUSION OVERLOAD				
DIE ROLL	RANGE	0	1	2
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

FUSION BEAM TABLE						
DIE RANGE						
ROLL	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

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

5 - HET COST

WARP ENERGY MOVEMENT COST - 3/4 ENERGY POINT PER HEX

	THIRD ENERGY PROTECTANT COST = 37¢ ENERGY POINT PER THER										2nd = NET COST										3rd = ENERGY-TIME-RECOVER THIRD COST									
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard 1	2	3	3	4	5	6	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23
Frac. 3/4	1 1/2	2 1/4	3	3 3/4	4 1/2	5 1/4	6	6 3/4	7 1/2	8 1/4	9	9 3/4	10 1/2	11 1/4	12	12 3/4	13 1/2	14 1/4	15	15 3/4	16 1/2	17 1/4	18	18 3/4	19 1/2	20 1/4	21	21 3/4	22 1/2	

ADMINISTRATIVE SHUTTLES				
IDENT	HIT POINTS			NOTES
				A A
				A A
TWO BAYS — NO TRANSFERS				

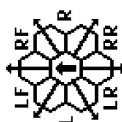
HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179: SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

BLE

TYPE I OFFENSIVE PHASER TABLE

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


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

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

FUSION BEAM TABLE										
DIE RANGE		ROLL								
	0	1	2	3-10	11-15	16-20	21-25	26-30	31-35	36-40
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	3	0	0	0				

CNTR

SHIP DATA TABLE	
TYPE	= P66
POINT VALUE	= 125/65
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.126

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

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

CASUAL FIGHTER (R9,R6)
 INCREASES BPV BY 5.
 REPLACES ONE SHUTTLE.



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

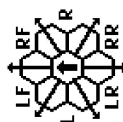
ID	HIT POINTS	NOTES
		A A
		A A
		A A G
		A A G
		A A G
		A A G
		A A
		A

FIVE BAYS — NO TRANSFERS.

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

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

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

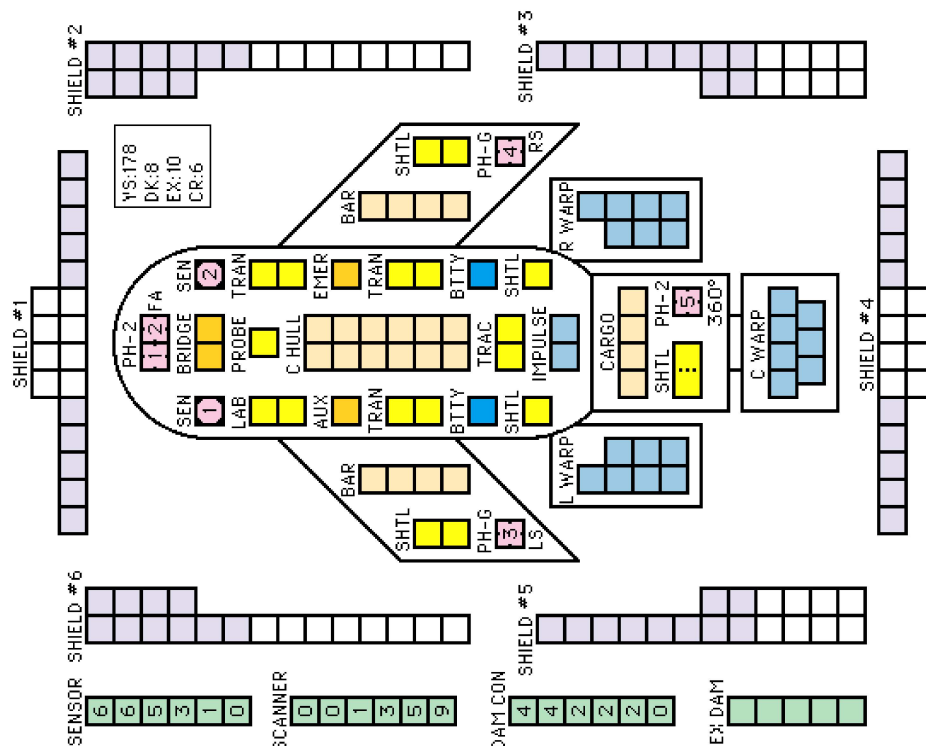


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \end{aligned}$$

SCOUT FUNCTIONS SUMMARY

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

**SPECIAL SENSORS ARE DESTROYED
ON "TORPEDO" DAMAGE POINTS**



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

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

HYDRAN PEGASUS
FLAGSHIP CRUISER

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		
20		

CREW UNITS

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

BOARDING PARTIES

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

DECK CREWS

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

PROBES

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

SHIP DATA TABLE	
TYPE	= PGF
POINT VALUE	= 90/50
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.127

CNTR

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

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

TRANSPORTER BOMBS

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

SCOUT FUNCTIONS SUMMARY

21	LEADING 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.

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

MINES CANNOT BE LAID FROM A FIGHTER ONLY SHUTTLE BAY; (M2.I13).

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

SEE (R9.R2).

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

TURN MODE

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

SPEED

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

HET

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

BD

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

25+

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

STINGER-2

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

1xPH-G-FA

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

DFR = 4

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

CRIPPLED = 7

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

SPEED = 15

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

BPV = 10

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

FA = LF + RF

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

LS = LF + L + LR

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

RS = RF + R + RR

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

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

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

SPEED

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

Standard 1

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

Fract.

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

2/3

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

4

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

4 2/3

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

5 1/3

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

6

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

6 2/3

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

7 1/3

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

8

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

8 2/3

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

9 1/3

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

10

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

10 2/3

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

11 1/3

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

12

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

12 2/3

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

13 1/3

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

14

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

14 2/3

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

15 1/3

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

16

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

16 2/3

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

17 1/3

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

18

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

18 2/3

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

19 1/3

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

20

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

YS:145
DK:8
EX:11
CR:6

10							
20							
*							

ID#	HIT POINTS	NOTES
	A	A
	A	A
	A	A
	A	HTS
	A	HTS
	A	HTS
	A	
	A	

FIVE BAYS — NO TRANSFERS.

BOARDING PARTIES

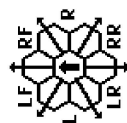
PROBES	5

SHIP DATA TABLE	
TYPE	= PGS
POINT VALUE	= 75/40
BREAKDOWN	= 3-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R9.128

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

TYPE II PHASER TABLE

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


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

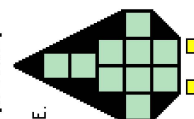
TYPE III DEFENSE PHASE		4-	9-	15	
DIE RANGE		1	2	3	8
ROLL		0	1	2	3
1	4	4	4	4	3
2	4	4	4	4	2
3	4	4	4	4	1
4	4	4	4	3	0
5	4	4	3	2	0
6	3	3	1	0	0

SCOUT FUNCTIONS SUMMARY

**SPECIAL SENSORS ARE DESTROYED
ON "TORPEDO" DAMAGE POINTS.**

CASUAL FIGHTER (R9.R6)

INCREASES BPV BY 5.
REPLACES ONE SHUTTLE.



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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX																		⑤ = HET COST										⑥ = ERRATIC MANEUVER WARP COST									
SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30							
Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	16	17	18	18	19	20	20							
Fract.	1½	2	2½	3½	4	4½	5½	6	6½	7½	8	8½	9½	10	10½	11½	12	12½	13½	14	14½	15½	16	16½	17½	18	18½	19½	20	20							

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

3 ENERGY POINT PER HEX

YS:173
DK:5
EX:10
CR:5

DECK CREWS 2 TRANSPORTER BOMBS 2 D D BARRACKS ARE DESTROYED ON "FORWARD HULL" OR "AFT HULL" DAMAGE POINTS. SENSORS 6 5 3

TYPE II PHASER TABLE

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

LF RF
L R
LR RR

TYPE III DEFENSE PHASER

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

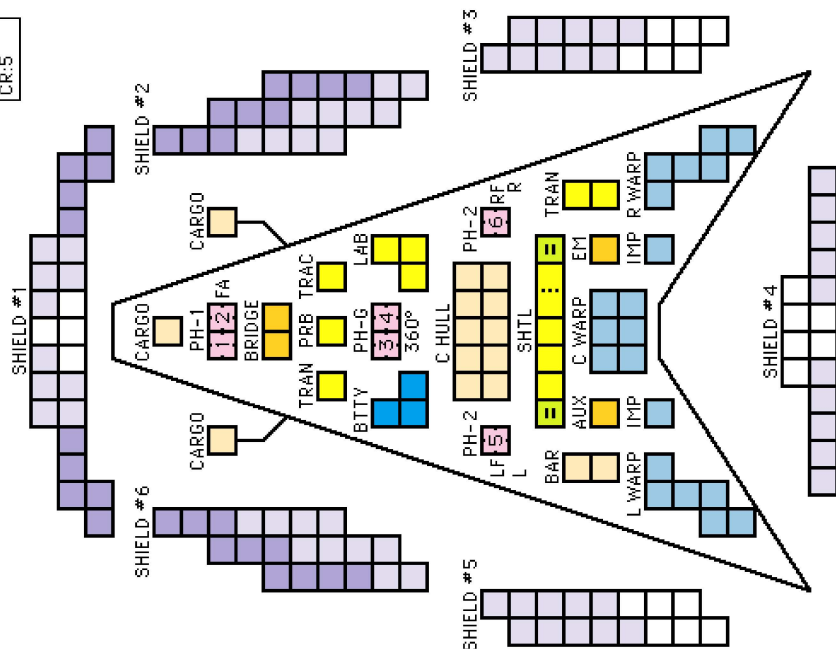
FA = LF + RF

DAM CON

2
2
2
0

EX DAM

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX															5 = HET COST			
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Standard 1	1	2	2	3	3	4	4	4	5	5	6	6	7	7	8	8	9	9
Fract. 1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2



HYDRAN STELLAR FORTRESS TABLES

FUSION BEAM TABLE										FUSION OVERLOAD									
DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8	DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8
1	13	8	6	4	3	2				1	19	12	9	6					
2	11	8	5	3	2	1				2	16	12	7	4					
3	10	7	4	2	1	0				3	15	10	6	3					
4	9	6	3	1	1	0				4	13	9	4	1					
5	8	5	3	1	0	0				5	12	7	4	1					
6	8	4	2	0	0	0				6	12	6	3	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							

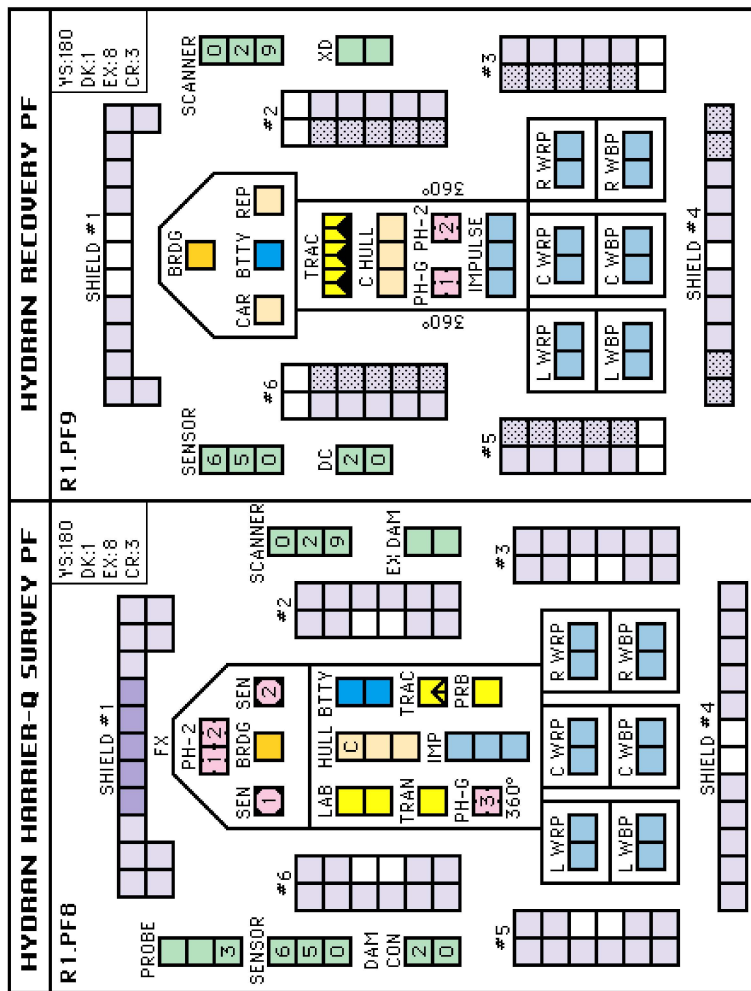
TYPE I OFFENSIVE PHASER TABLE														
DIE ROLL	RANGE 0	1	2	3	4	5	6	7	8	9	10	11	12	13
1	9	8	7	6	5	5	4	3	2	1	1	1	1	1
2	8	7	6	5	5	4	3	2	1	1	1	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0	0	0	0

W1: EACH DOCKING MODULE HAS THREE HELLBORES FOR A TOTAL OF EIGHTEEN.

W2: DOCKING MODULES #1, #3, AND #5 EACH HAVE ONE PHASER-G FOR A TOTAL OF THREE. THE W2 BOX IN DOCKING MODULES #2, #4, AND #6 IS VOID.

W3: EACH W3 BOX IS ONE PHASER-G WITH A 360° FIRING ARC.

W4: EACH DOCKING MODULE HAS ONE FUSION BEAM IN THIS POSITION FOR A TOTAL OF SIX.



SHIP DATA TABLE	
TYPE	= STF
POINT VALUE	= 900
SHIELD COST	= 2+5
LIFE SUPPORT	= 3
SIZE CLASS	= 1
REFERENCE	= R1.89
HANGAR MODULE	+10
PF MODULE	+12

YS:173
DK:7
EX:19
CR:6

CNTR

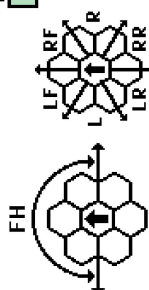
SHIP DATA TABLE	
TYPE	= HCW
POINT VALUE	= 125
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R11.103
UIM REFIT	
(Y166)	= +5
POWER PACK REFIT	
(Y168)	= +9
MECH-LINK REFIT	
(Y178)	= +2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		A A
		A A
		A A
		A A
TWO BAYS — NO TRANSFERS		

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

TRANSPORTER BOMBS

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

10					
20					
30					
*					

BOARDING PARTIES

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

SENSOR

CANNER
0 0 1 3 5 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	

TURN MODE	SPEED	DAM CON
B 1	2-5	4
2	6-10	2
3	11-15	2
HET 4	16-21	2
5	22-28	0
BD 6	29+	

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

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

DISRUPTOR TABLE										
RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30		
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2		
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2		
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3		
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA		
HIT(OL/UM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA		
DAMAGE_STO	0	5	4	4	3	3	2	2		
DAMAGE_COLD	10	10	8	8	6	0	0	0		

5 - HET COST

3/4 ENERGY POINT PER HEX

⑥ - FERRATIS MANEIVVER WAPP CUST

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

LYRAN SIBERIAN LION-P SPACE PATROL SHIP

CREW UNITS		ADMINISTRATIVE SHUTTLES	
%		IDENT	HIT POINTS
10			
20			A A
30			A A
40			A A
50			A A
60			A A
		TWO BAYS — NO TRANSFERS	

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

				D	D	D	D	D
TRANSPORTER BOMBS								

PROBES	1	2	3	4	5
1					
2					
3					
4					
5					

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

TYPE III DEFENSE PHASER					
DIE RANGE		4- 9-		15	
ROLL	0	1	2	3	8
1	4	4	4	3	1
2	4	4	4	3	1
3	4	4	4	3	1
4	4	4	4	3	1
5	4	4	4	3	1
6	4	4	4	3	1
7	4	4	4	3	1
8	4	4	4	3	1
9	4	4	4	3	1
10	4	4	4	3	1
11	4	4	4	3	1
12	4	4	4	3	1
13	4	4	4	3	1
14	4	4	4	3	1
15	4	4	4	3	1

The diagram shows a central die with eight faces. The top face is labeled 'L', the bottom face is labeled 'R', the left face is labeled 'LR', and the right face is labeled 'RL'. Four arrows point outwards from the center: one pointing up labeled 'LF', one pointing down labeled 'RF', one pointing left labeled 'LR', and one pointing right labeled 'RL'.

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

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

WARP ENERGY MOVEMENT COST = 1 + 1/2 ENERGY POINT PER HEX													
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13
Standard	2	3	5	6	8	9	11	12	14	15	17	18	20
Fract.	1½	3	4½	6	7½	9	10½	12	13½	15	16½	18	19½

SHIP DATA TABLE	
TYPE	= SPS
POINT VALUE	= 245
BREAKDOWN	= 3-6
SHIELD COST	= 1+3
LIFE SUPPORT	= 1+1/2
SIZE CLASS	= 2
REFERENCE	= R11.104
INCLUDES 2x UIM	
INCLUDES POWER PACK	

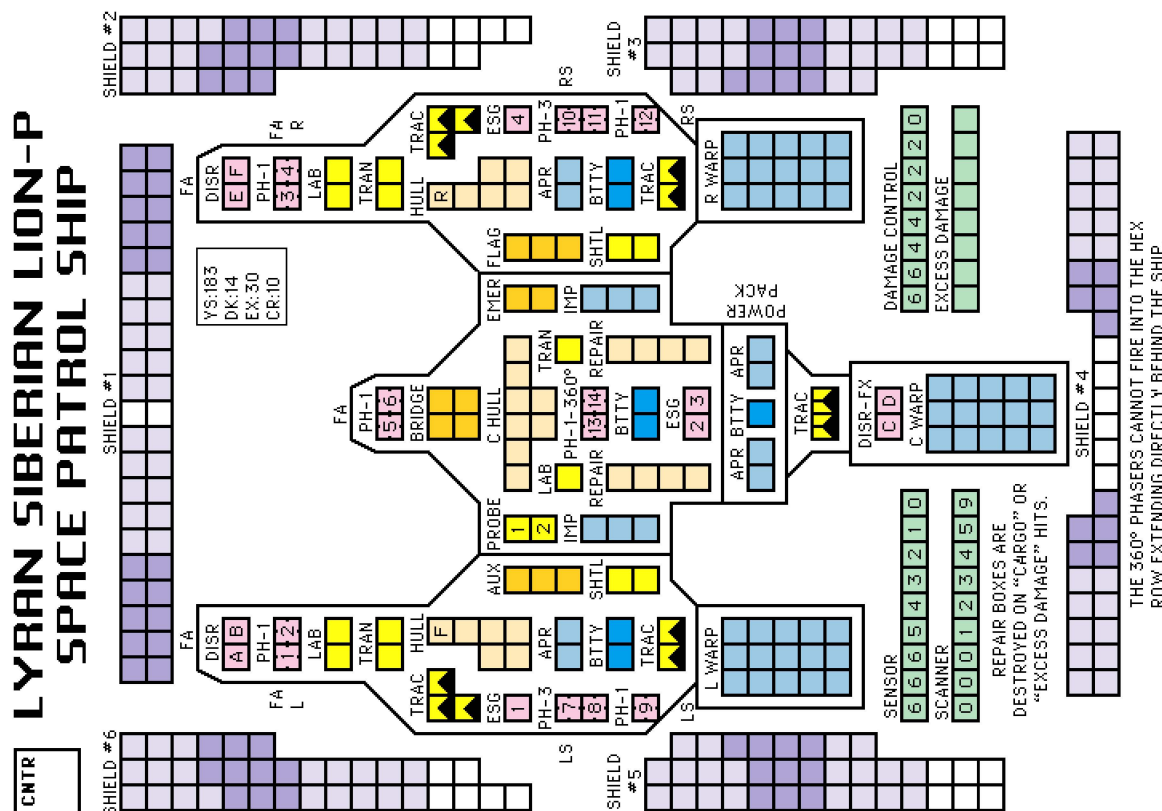
TURN MODE	SPEED
D	1 2-4
	2 5-8
	3 9-12
HET	4 13-17
	5 18-24
BD	6 25+

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		

HIT & RUN

UIM

DERFACS



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

⑥ = ERRATIC MANEUVER WARP COST

5 = HET COST

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

⑥ = ERRATIC MANEUVER WARP COST

**LYRAN ALLEYCAT-G
COMMANDO
WAR DESTROYER**

CNTR

YS:172
DK:5
EX:10
CR:5

SHIP DATA TABLE	
TYPE	= DWG
POINT VALUE	= 100/85
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R11.105
PLUS REFIT (Y174)	= +2
MECH-LINK REFIT (Y178)	= +2

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
		A GAS
		A GAS
		HTS

TWO BAYS — NO TRANSFERS

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

TRANSPORTER BOMBSCREW UNITS

	10	20
*		

BOARDING PARTIES

10	
20	

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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

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	

A diagram of a hexagonal lattice structure. A central site is labeled '1' with an upward-pointing arrow. Six nearest neighbor sites are labeled: 'R' (top-right), 'LF' (top-left), 'RF' (top), 'LR' (bottom-left), 'RR' (bottom-right), and 'L' (bottom). Arrows point from the central site to each of these neighbors.

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

BARRACKS ARE DESTROYED
ON "FORWARD HULL" OR "AFT
HULL" DAMAGE POINTS.

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

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

The diagram illustrates the layout of the Star Trek: Voyager ship, showing the bridge, main hull, and various support sections. The ship is oriented vertically with the bow at the top. The layout includes the Bridge (PH-1), Main Hull (PH-2), and various support sections like Engineering (ENG), Transport (TRAN), and Medical (MED). The ship is surrounded by six shields (SHIELD #1 to #6) and a central corridor (CORRIDOR). The ship is labeled with 'LS' at the top and 'RS' at the bottom.

Ship Layout Details:

- Top Section (LS):**
 - CGO (Cargo)
 - TRAN (Transport)
 - FA (Forward Access)
 - PH-1 (Bridge)
 - PH-2 (Main Hull)
 - ENG (Engineering)
 - AUX (Auxiliary)
 - PH-3 (Forward Hull)
 - L (Left)
 - F (Forward)
 - HULL (Hull)
 - TRAC (Tracking)
 - APR (Antenna)
 - L WARP (Left Warp)
- Bottom Section (RS):**
 - CGO (Cargo)
 - TRAN (Transport)
 - FA (Forward Access)
 - PH-1 (Bridge)
 - PH-2 (Main Hull)
 - ENG (Engineering)
 - LAB (Laboratory)
 - BAR (Bar)
 - C HULL (Central Hull)
 - CGO (Cargo)
 - C WARP (Central Warp)
 - IMP (Impulse)
 - SHTL (Shuttle)
 - ... (Ellipsis)
 - IMP (Impulse)
 - BTY TRAC (Butterfly Tracking)
 - R WARP (Right Warp)
 - PH-3 (Forward Hull)
 - R (Right)
- Central Corridor:**
 - CGO (Cargo)
 - TRAN (Transport)
 - FA (Forward Access)
 - PH-1 (Bridge)
 - PH-2 (Main Hull)
 - ENG (Engineering)
 - AUX (Auxiliary)
 - PH-3 (Forward Hull)
 - L (Left)
 - F (Forward)
 - HULL (Hull)
 - TRAC (Tracking)
 - APR (Antenna)
 - L WARP (Left Warp)
- Shields:**
 - SHIELD #1 (Top)
 - SHIELD #2 (Left)
 - SHIELD #3 (Right)
 - SHIELD #4 (Bottom)
 - SHIELD #5 (Left)
 - SHIELD #6 (Right)

SHADED BOXES ARE THE PLUS REFIT.

TYPE III DEFENSE PHASER

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

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

LYRAN ABYSSINIAN-H HEAVY POLICE FLAGSHIP

CREW UNITS										ADMINISTRATIVE SHUTTLES									
PROBES										NOTES									
BOARDING PARTIES										HIT POINTS									
IDENT										MSS									
GAS										HTS									
TWO BAYS — NO TRANSFERS.																			

				5
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HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER Y179. SEE (J17.0) IN MODULE J2.

BARRACKS ARE DESTROYED

ON "FORWARD HULL" OR "AFT HULL" DAMAGE POINTS.

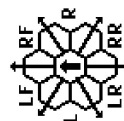
DIE ROLL	RANGE 0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE II PHASER TABLE									EXPANDING SPHERE TABLE						
DIE RANGE	4-9			16-31			RADIUS	ENERGY							
ROLL	0	1	2	3	8	15		30	50	1	2	3	4	5	
1	6	5	5	4	3	2	1	1	0	0 (4.00)	4	8	12	16	20
2	6	5	4	4	2	1	1	0	1	1 (3.67)	4	7	11	15	18
3	6	4	4	4	1	1	0	0	2	2 (3.33)	3	7	10	13	17
4	5	4	4	3	1	0	0	0	3	3 (3.00)	3	6	9	12	15

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

SCOUT FUNCTIONS SUMMARY

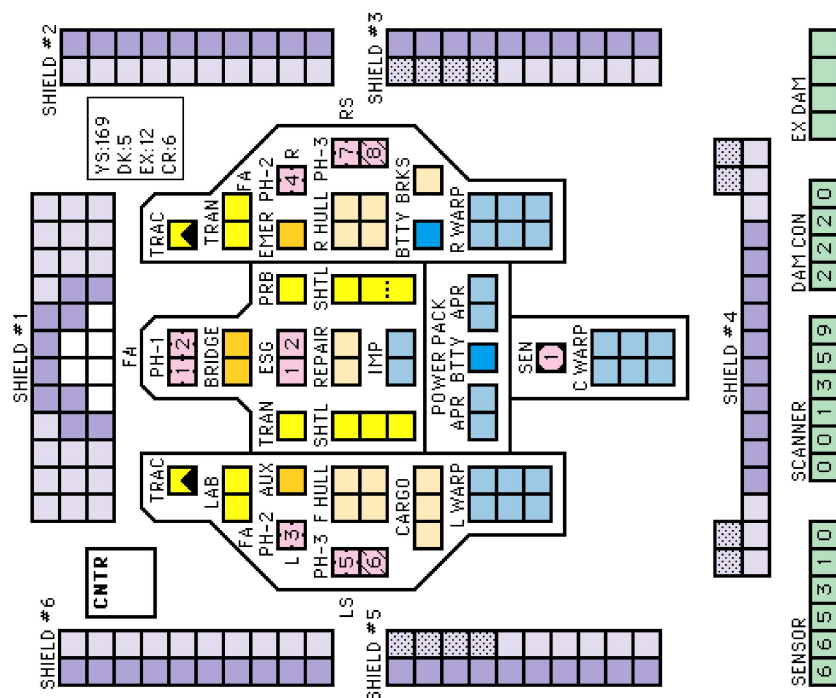
21	LENDING ECM OR ECCM
22	BREAKING LOCK-ONS
23	ATTRACTING DRONES
24	CONTROLLING SEEKING WEAPONS
25	IDENTIFYING DRONES
26	DETECTING MINES
27	GATHERING SCIENCE INFORMATION
28	SELF-PROTECTION JAMMING
29	TACTICAL INTELLIGENCE


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

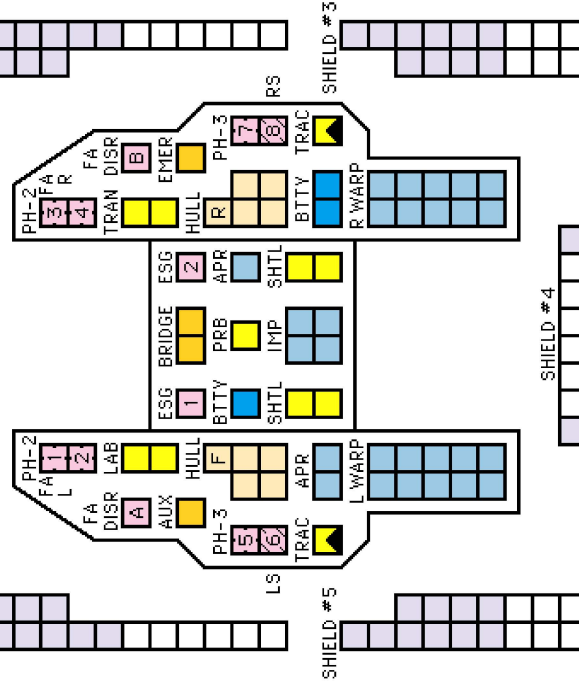
TYPE III DEFENSE PHASE									
DIE	RANGE					4- 9-			
ROLL	0	1	2	3	8	15			
1	4	4	4	3	1	1			
2	4	4	4	2	1	0			
3	4	4	4	1	0	0			
4	4	4	3	0	0	0			
5	4	3	2	0	0	0			
6	3	3	1	0	0	0			

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

 SHADED SHIELD BOXES ARE THE PLUS REFIT.

6. SHADED PH-3 BOXES ARE PH-2 WITH THE PHASER REFIT.

[illegible][illegible]

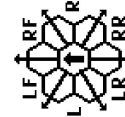
SENSOR	SCANNER	DAM CON	EX DAM
6	0	2	
6	0	2	
4	1	2	
2	5	0	
0	9		

 SHADDED PH-3 BOXES ARE PH-2 WITH THE PHASER REFIT.

SHIP DATA TABLE	
TYPE	= HDD
POINT VALUE	= 95
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R11.107
UIM REFIT	
(Y166)	= +5
ES6 CAPACITOR REFIT	
(Y167)	= +2
PHASER REFIT	
(Y168)	= +2
MECH-LINK REFIT	
(Y178)	= +2

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

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


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

HIT POINTS MARKED "A" ARE ONLY USED WHEN OPERATING ADVANCED SHUTTLES AFTER V179; SEE (J17.0) IN MODULE J2.

TRANSPORTER BOMBS

	10
*	20
	30

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PROBES
5

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

DIE RANGE		THE HIT DENSE TARGET				
ROLL	0	1	2	3	8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	4	3	2	0	0
6	3	3	1	0	0	0

DISKCONF.TOR TABLE									
RANGE	0	1	2	3-4	5-8	9-15	16-22		
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3		
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4		
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA		
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA		
DAMAGE_STD	0	5	4	4	3	3	2		
DAMAGE_OLUD	10	10	8	8	6	0	0		

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

	TRANS	ENRGT	MOYLT	COST	- 27°	ENRGT	POINT	PER	HEX	②	- DEL	COST	③	- ENRGT	TIME	COVER	TRAKI	COST													
	SPEED	1	2	3	4	⑤	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
	Standard	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11	12	12	13	14	14	15	16	17	18	19	20	20		
	Fract.	$\frac{2}{3}$	$\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$	8	$8\frac{2}{3}$	$9\frac{1}{3}$	10	$10\frac{2}{3}$	$11\frac{1}{3}$	12	$12\frac{2}{3}$	$13\frac{1}{3}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20

LYRAN CHEETAH-H HEAVY FRIGATE

CNTR

VS:160
DK:4
EX:11
CR:3

SHIP DATA TABLE	
TYPE	HFF
POINT VALUE	74
BREAKDOWN	6
SHIELD COST	1/2+1/2
LIFE SUPPORT	1/2
SIZE CLASS	4
REFERENCE	R11.108
ESG CAPACITOR REFIT (Y167)	= +2
PHASER REFIT (Y168)	= +2
MECH-LINK REFIT (Y178)	= +2

ADMINISTRATIVE SHUTTLES

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

BOARDING PARTIES

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

PROBES

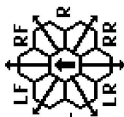
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TRANSPORTER BOMBS

D D

TYPE II PHASER TABLE

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



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

TYPE III DEFENSE PHASER

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

EXPANDING SPHERE TABLE

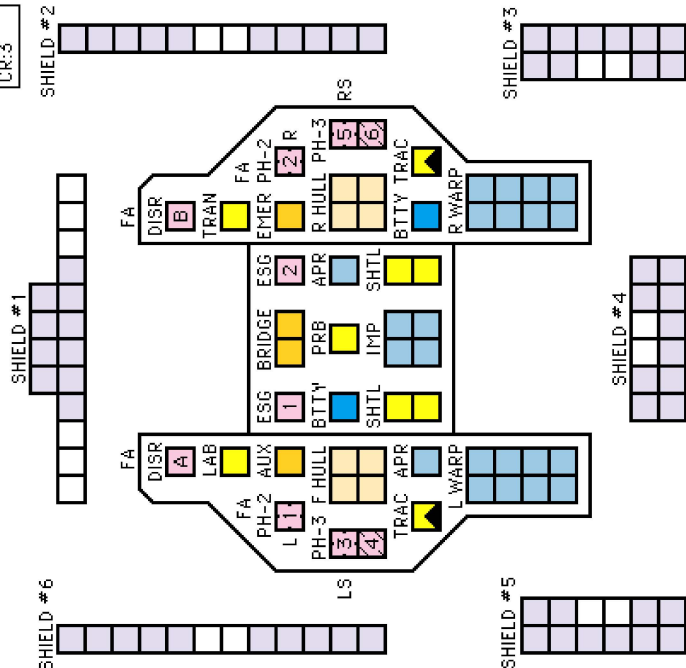
RADIUS	1	2	3	4	5
0 (4.00)	4	8	12	16	20
1 (3.67)	4	7	11	15	18
2 (3.33)	3	7	10	13	17
3 (3.00)	3	6	9	12	15

DISRUPTOR TABLE

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

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

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



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

SHADED PH-3 BOXES ARE PH-2 WITH THE PHASER REFIT.

CNTR

SHIP DATA TABLE	
TYPE	= DDV
POINT VALUE	= 88/68
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R11.109
PLUS REFIT (Y170)	= +2
MECH-LINK REFIT (Y178)	= +2

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

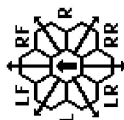
EXPANDING SPHERE TABLE	
RADIUS	ENERGY
	1 2 3 4 5
0 (4.00)	4 8 12 16 20
1 (3.67)	4 7 11 15 18
2 (3.33)	3 7 10 13 17
3 (3.00)	3 6 9 12 15

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

TWO BAYS — NO TRANSFERS

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

TRANSPORTER BOMBS


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

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

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

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

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

 SHADED BOXES ARE THE PLUS REFIT.

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX													⑤ = HET COST					⑥ = ERRATIC MANEUVER WARP COST													
SPEED		1	2	3	4	⑤	⑥	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Standard	1	1	2	2	3	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15
Fract.	1/2	1	1 1/2	2	2 1/2	3	3 1/2	4	4 1/2	5	5 1/2	6	6 1/2	7	7 1/2	8	8 1/2	9	9 1/2	10	10 1/2	11	11 1/2	12	12 1/2	13	13 1/2	14	14 1/2	15	15

LYRAN STELLAR FORTRESS TABLES

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

W1: DISRUPTOR BOLTS (TOTAL OF EIGHTEEN).

W2: PHASER-3s (TOTAL OF SIX).

W3: PHASER-3s WITH 360° FIRING ARCS (TOTAL OF THREE).

AW4: EXPANDING SPHERE GENERATOR SYSTEM, ONE IN EACH DOCKING MODULE (A TOTAL OF SIX).

DIE ROLL	RANGE	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	0	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	4	4	4	3	1	0	0	0	0
4	6	4	4	4	3	3	2	0	0	0	0
5	5	4	4	4	3	3	2	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	9-15	16-22	23-30	31-40
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2	1-2
HIT(DEFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3	1-2
HIT(OVERLORD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA	NA
HIT(OL/ULIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA	NA
DAMAGE STD	0	5	4	4	3	3	2	2	1
DAMAGE_OUI	0	10	8	8	6	0	0	0	0

UIM HIT & RUN	HIT & RUN DERFACS
1	
2	
3	
4	
5	
6	

NUMBERS ARE THE DOCKING MODULE A GIVEN UIM IS IN.

SHIP DATA TABLE	
TYPE	= STF
POINT VALUE	= 900
SHIELD COST	= 2+5
LIFE SUPPORT	= 3
SIZE CLASS	= 1
REFERENCE	= R1.89
HANGAR MODULE +10	
PF MODULE	+12
SIX IIMS STANDARD	

LYRAN BOBCAT-Q SURVEY PF

R1.PF9

YS:181
DK:1
EX:8
CR:3

SHIELD #1

#6

#3

#5

SHIELD #4

YS:181
DK:1
EX:8
CR:3

SHIELD #1

#6

#3

#5

SHIELD #4

SENSOR 6 5 0

SCANNER 0 2 9

DAM CON 2 0

EX DAM

SENSOR 6 5 0

SCANNER 0 2 9

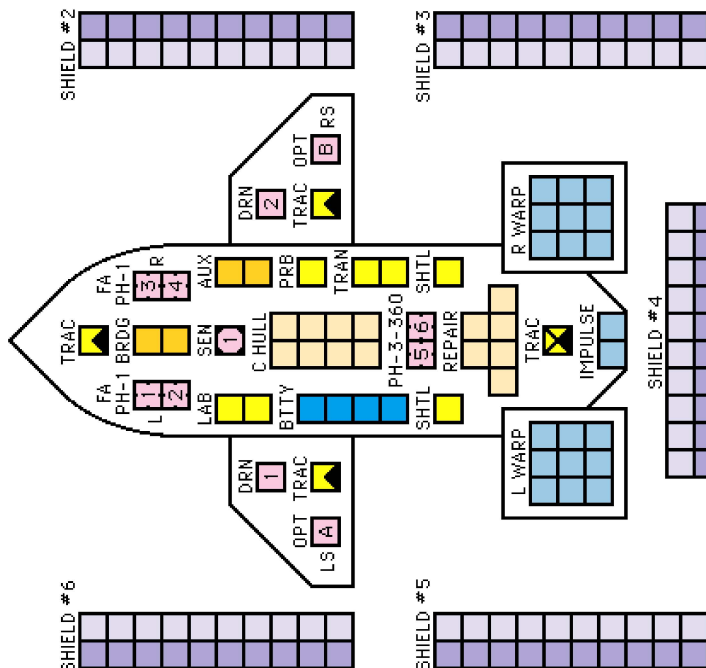
DAM CON 2 0

EX DAM

WYN MAKO-P LIGHT PF TENDER

YS:160
DK:5
EX:11
CR:4

CNTR



SHIP CAN LAND ON PLANETS BY THE AERODYNAMIC OR POWERED LANDING METHODS (P2.43).

SHIP DATA TABLE	
TYPE	= DDP
POINT VALUE	= 110/90
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
SIZE CLASS	= 4
REFERENCE	= R12.54

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

DRONE RACKS	
1	2
1 2 3 4 5 6	1 2 3 4 5 6
7 8 9 10 11 12	7 8 9 10 11 12

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

ANTI-DRONE TABLE	
RANGE	0 1 2 3 4+
HIT*	- 1-2 1-3 1-4 -

REPAIR IS DESTROYED ON "CARGO" DAMAGE POINTS.

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
10	A A
20	A A

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

TRANSPORTER BOMBS	
IDENT	HIT POINTS
D D	D D

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

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

SCOUT FUNCTIONS SUMMARY	
21	LEADING 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.

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

WARP ENERGY MOVEMENT COST = 1/2 ENERGY POINT PER HEX		5 = HET COST		6 = ERRATIC MANEUVER WARP COST	
SPEED	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30				
Standard	1 1 2 2 3 3 4 4 5 5 6 6 7 7 8 8 9 9 10 10 11 11 12 12 13 13 14 14 15 15				
Fract.	1/2 1 1 1/2 2 2 1/2 3 3 1/2 4 4 1/2 5 5 1/2 6 6 1/2 7 7 1/2 8 8 1/2 9 9 1/2 10 10 1/2 11 11 1/2 12 12 1/2 13 13 1/2 14 14 1/2 15				

INTER-STELLAR
CONCORDIUM
HEAVY WAR CRUISER

YS:177†
DK:8
EX:21
CR:6

CNTR	
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SHIP DATA TABLE	
TYPE	= HCW
POINT VALUE	= 163
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R13.95
WITHOUT PL-F REFIT	
(PRE Y179)	= -8
SABOT REFIT	
(Y180)	= +10

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

**PSEUDO-PLASMA
TORPEDOES**

THE SABOT REFIT ALLOWS THE
USE OF SPEED-40 TORPEDOES;
SEE (FP11.0) IN MODULE R10.
SEE (FP8.35) FOR PLASMA
BOLT FIRING ARCS.

ADMINISTRATIVE SHIFTS

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

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

[illegible]

400

PROBES	5
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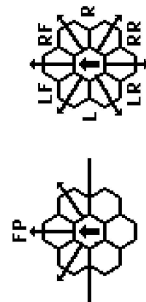
[illegible][illegible]

TYPE I OFFENSIVE PHASER TABLE

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

TYPE III DEFENSE PHASER

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


$$\begin{aligned} \text{FA} &= \text{LF} + \text{RF} \\ \text{LS} &= \text{LF} + \text{L} + \text{LR} \\ \text{RS} &= \text{RF} + \text{R} + \text{RR} \\ \text{FX} &= \text{L} + \text{LF} + \text{RF} + \text{R} \end{aligned}$$
PI ASMA TORPEDO WARHEAD STRENGTH TABLE

		TIMES												
		0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25		
RANGE		30	30	22	22	15	15	15	15	10	5	1		
TYPE S		30	30	22	22	15	15	15	15	10	5	1		
TYPE G		20	20	15	15	10	5	1	0	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 = 3/4 ENERGY POINT PER HEX

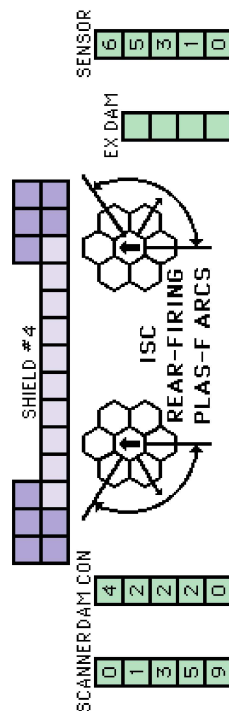
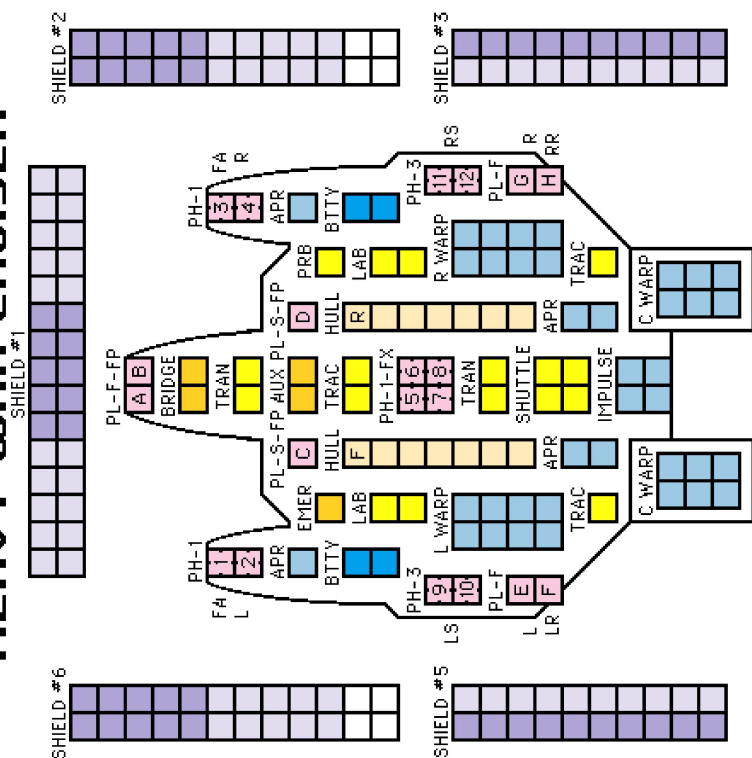
	SPEED	1	2	3	4	⑤	⑥	7	8	9	10	11	12
Standard	1	2	3	3	4	5	6	6	7	8	9	9	9
Frac.	$\frac{3}{4}$	$1\frac{1}{2}$	$2\frac{1}{4}$	3	$3\frac{3}{4}$	$4\frac{1}{2}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{2}$	$8\frac{1}{4}$	9	9

5 = HFT COST

4	15	16	17
1	12	12	13
$\frac{1}{2}$	$11\frac{1}{4}$	12	$12\frac{3}{4}$

⑥ - ERRATIC MANEUVR WARP COST

	0	0	1	2	2	2	2	3	3	4	4	5	6	7	8
5	5	16	17	18	18	19	20	21	21						
5	15 ^{3/4}	16 ^{1/2}	17 ^{1/4}	18	18 ^{3/4}	19 ^{1/2}	20 ^{1/4}	21							



SEE (R13.1C) FOR RESTRICTIONS
ON REAR-FIRING PLASMA-F8.

PLASMA-D RACK #1

1				
2				
3				
4				
5				

PLASMA-D RACK #2

1				
2				
3				
4				
5				

PLASMA-D RACK #3

1				
2				
3				
4				
5				

W1: ONE WEAPON IN EACH GROUP OF THREE IS A PLASMATIC PULSAR DEVICE, THE SECOND WEAPON IS A PLASMA-S TORPEDO, THE THIRD WEAPON IS A PLASMA-F TORPEDO. THE BASE HAS A TOTAL OF SIX PLASMATIC PULSAR DEVICES, SIX PLASMA-S TORPEDOES, AND SIX PLASMA-F TORPEDOES.

W2: PHASER-3s (TOTAL OF SIX).

W3: PLASMA-D-30s (FD3.87). THE LAUNCHING ARC OF RACK #1 IS RF+R+RR. THE LAUNCHING ARC OF RACK #2 IS RR+LR+L. THE LAUNCHING ARC OF RACK #3 IS L+LF+RF.

W4: VOID.

ALL PLASMA TORPEDOES HAVE THE LAUNCHING AND TRACKING ARCS OF THE DIRECT-FIRE WEAPONS IN THE ASSOCIATED DOCKING MODULE.

PSEUDO-PLASMA TORPEDOES

W1	B	S	E	S	H	S	L	S	P	S	S	S
W1	C	F	E	F	J	F	M	F	Q	F	T	F

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

THE SABOT REFIT ALLOWS THE USE OF SPEED-40 TORPEDOES. SEE (FP11.0) IN MODULE R10.
SEE (FP8.35) FOR PLASMA BOLT FIRING ARCS.

TYPE I OFFENSIVE PHASER TABLE

DIE RANGE	6-9	16-26	51-100
SENSOR	6	5	0
SCANNER	0	2	9
PROBE	1	1	3
DAM CON	2	0	0
EX DAM	0	0	0

ISC PF-Q SURVEY PF

R1.PF8

YS:183
DK:1
EX:8
CR:3

SHIELD #1

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

#2

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

#3

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

PROBE

#6

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

#5

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

SHIELD #4

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

SENSOR

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

SCANNER

0	2	9
---	---	---

PROBE

1	1	3
---	---	---

DAM CON

2	0	0
---	---	---

EX DAM

0	0	0
---	---	---

ISC PFR RECOVERY PF

R1.PF9

YS:183
DK:1
EX:8
CR:3

SHIELD #1

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

#2

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

#3

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

TRAC

#6

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

#5

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

SHIELD #4

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

SENSOR

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

SCANNER

0	2	9
---	---	---

EX DAM

2	0	0
---	---	---

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

PLASMA TORPEDO WARHEAD STRENGTH TABLE														
RANGE	0-5	6-10	11-12	13-14	15	16-18	19	20	21-23	24	25	26-28	29	30
TYPE S	30	30	22	22	22	15	15	15	10	5	1	0	0	0
TYPE G	20	20	15	15	15	10	5	1	0	0	0	0	0	0
TYPE F	20	15	10	5	1	0	0	0	0	0	0	0	0	0
TYPE D	10	8	5	2	1	0	0	0	0	0	0	0	0	0
BOLT	1-4	1-3	1-2											

NOTE: THE SABOT REFIT COST DOES NOT INCLUDE ANY HANGAR MODULES. IF THIS REFIT IS INSTALLED, ANY HANGAR BAY MODULES MUST ALSO INCLUDE IT, AND THIS WILL INCREASE THE COST OF THE HANGAR BAY MODULE BY 0.25 BPV PER READY RACK (0.5 BPV PER HEAVY FIGHTER).

SHIP DATA TABLE	
TYPE	= STF
POINT VALUE	= 900
SHIELD COST	= 2+5
LIFE SUPPORT	= 3
SIZE CLASS	= 1
REFERENCE	= R1.89
HANGAR MODULE +10	
PF MODULE +12	
SABOT REFIT	
(V180)	= +21

SELTORIAN HEAVY LIGHT CRUISER

[illegible]

SHIP DATA TABLE	
TYPE	= HCL
POINT VALUE	= 135
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R15.41

CNTR

SENSOR

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

CANNER

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

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

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

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

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

WARP ENERGY MOVEMENT COST = 3/4 ENERGY POINT PER HEX															5 = HET COST		
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Standard	1	2	3	3	4	5	6	6	7	8	9	10	11	12	12	13	
Fract.	3/4	1½	2¼	3	3¾	4½	5¼	6	6¾	7½	8¼	9	9¾	10½	11¼	12	12¾

YS:186
DK:8
EX:18
CR:8

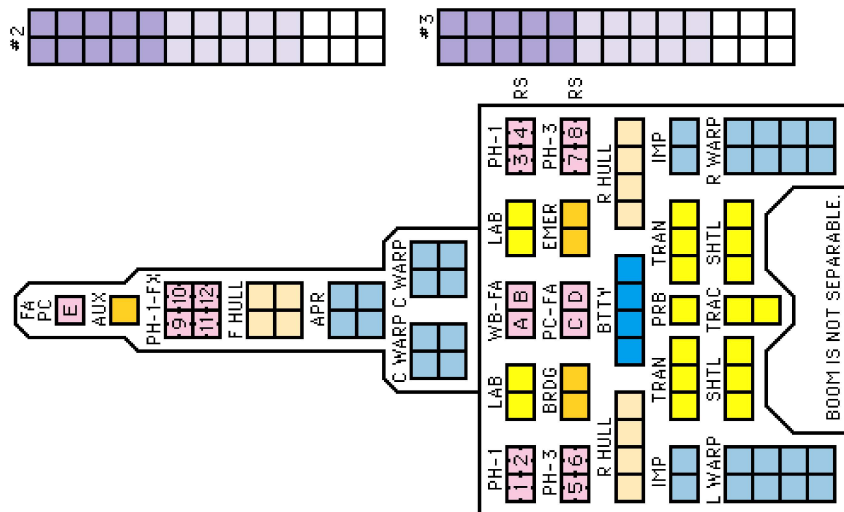
[illegible][illegible]

W U M - O

CANNER

AM CON

EX D A M

[illegible]

NO SPECIAL ARCS.

⑥ = ERRATIC MANEUVER WARP COST

SELTORIAN FAST LIGHT CRUISER

[illegible][illegible][illegible]

CNTR

SENSOR

CANNER

AM CON

SHIP DATA TABLE	
TYPE	= CLF
POINT VALUE	= 139
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R15.42

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

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

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

ADMINISTRATIVE SHUTTLES			
IDENT	HIT POINTS	NOTES	
		A	A
		A	A
		A	GAS
		A	GAS
		A	GAS
		A	GAS
THIS SHIP HAS ONE SHUTTLE BAY.			

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

[illegible]

Y184 AND AFTER.

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

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

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

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

WARP ENERGY MOVEMENT COST = 2/3 ENERGY POINT PER HEX											
SPEED	1	2	3	4	5	6	7	8	9	10	11 12
Standard	1	2	2	3	4	4	5	6	6	7	8 8
Fract.	$\frac{2}{3}$	$1\frac{1}{3}$	2	$2\frac{2}{3}$	$3\frac{1}{3}$	4	$4\frac{2}{3}$	$5\frac{1}{3}$	6	$6\frac{2}{3}$	$7\frac{1}{3}$ 8

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

SELTORIAN NEW
LIGHT CRUISER

CNTR

CREW UNITS

IDENT	HIT POINTS	NOTES
10		A A
20		A A
30		

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES
10		A A
20		A A
30		

BOARDING PARTIES

10		
20		
30		

PROBES

5		
10		
15		

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

TRANSPORTER BOMBS

D	D
D	D

Y184 AND AFTER.

TYPE I OFFENSIVE PHASER TABLE

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

WEB BREAKER TABLE

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

SHIELD CRACKER TABLE

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

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

PARTICLE CANNON TABLE

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

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

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

SHIP DATA TABLE	
TYPE	= NCL
POINT VALUE	= 116
BREAKDOWN	= 4-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
REFERENCE	= R15.43

SENSOR

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

SCANNER

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

DAM CON

2	2	2	2	0
---	---	---	---	---

EX DAM

0	0	0	0	0
---	---	---	---	---

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

TYPE III DEFENSE PHASER

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



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

NO SPECIAL ARCS. BOOMS ARE NOT SEPARABLE.

⑤ = ERRATIC MANEUVER WARP COST

SELTORIAN TRIBUNAL BATTLEWAGON

BOARDING PARTIES

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

PROBES

1	5
2	5

WITHOUT THE MECH LINKS
REFIT THE PF BAYS ARE SIZE
-4 DOCKING BAYS.
REPAIR IS DESTROYED ON
"CARGO" DAMAGE POINTS.

SHIP DATA TABLE

TYPE = BW
POINT VALUE = 600/500
BREAKDOWN = 0-6
SHIELD COST = 2+5
LIFE SUPPORT = 3
SIZE CLASS = 1
REFERENCE = R15.44
MECH-TRACTOR REFIT
(Y183) = +36

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

TRANSPORTER BOMBS

10		D
20		D
30		D
40		D

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

SCOUT FUNCTIONS SUMMARY

21	ENDING 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 MOVEMENT COST OF
TWO IS INCREASED BY
ADDING THE MOVEMENT
COST OF ALL SHIPS (SIZE-4
AND LARGER) DOCKED
INTERNALLY.

WEB BREAKER TABLE

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

SHIELD CRACKER TABLE

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

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

PARTICLE CANNON TABLE

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

TYPE I OFFENSIVE PHASER TABLE

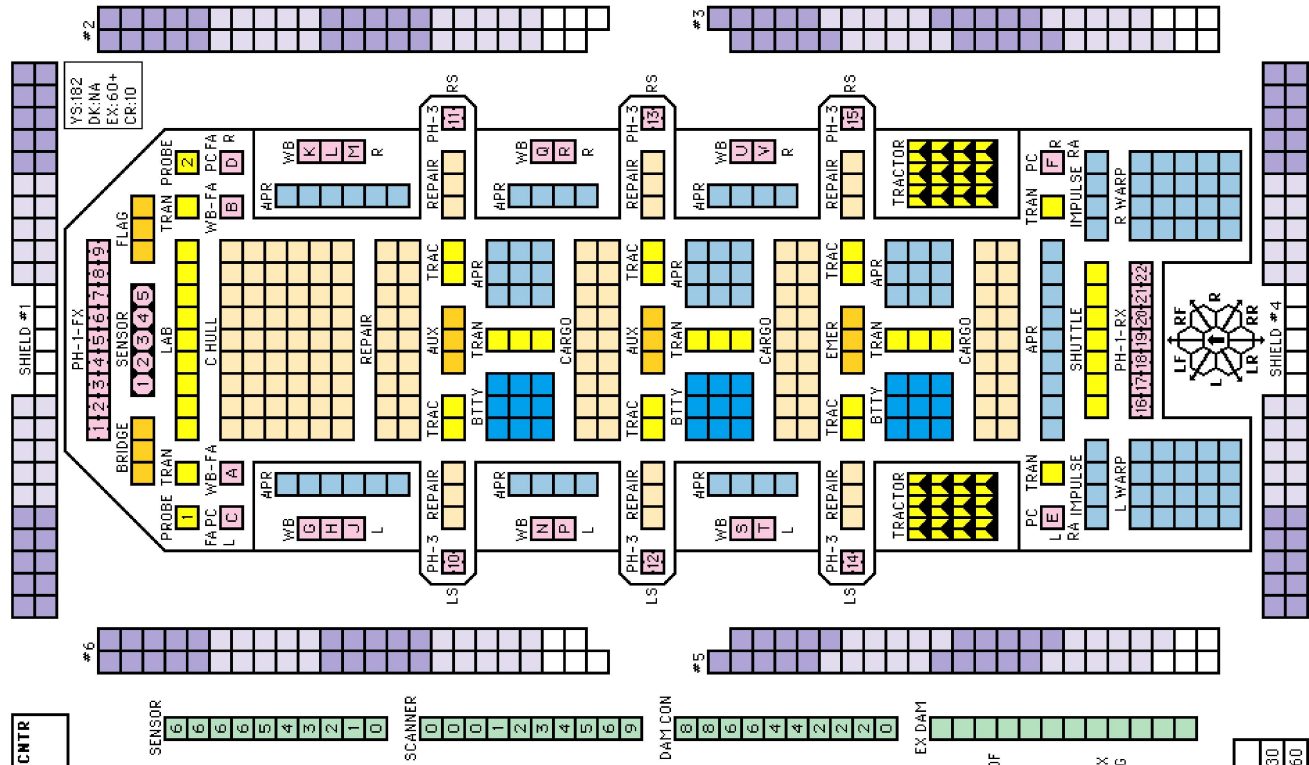
DIE	RANGE	0	1	2	3	4	5	6	9-16	26-51
ROLL	0	1	2	3	4	5	6	7	25	50
1	9	8	7	6	5	4	3	2	1	1
2	8	7	6	5	4	3	2	1	0	0
3	7	5	4	4	3	2	0	0	0	0
4	6	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	1	0	0	0	0
6	4	4	3	2	2	0	0	0	0	0

TYPE III DEFENSE PHASER

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

WARP ENERGY MOVEMENT COST = 2 (PLUS MOVEMENT COST OF DOCKED SHIPS)

SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COST	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60



YS:179
DK:8
EX:18
CR:6

W W W M - O

SCANNEDDAM CON

EX DAM

ID#	HIT POINTS	NOTES
		A A
		A A

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

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

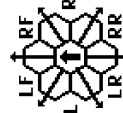
[illegible]

TYPE I OFFENSIVE PHASER TABLE

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

TYPE II PHASER TABLE

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


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

RANGE	ON CARRON TABLE							DAMAGE
	0-1	2-3	4-5	6-8	9-15	16-23	24-30	
HIT, STANDARD	10	9	8	7	6	5	4	6
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12

WARP ENERGY MOVEMENT COST = $3/4$ ENERGY POINT PER HEX

FURNACE FUEL COST = \$7.4 PER TON PER HOUR																ELECTRICITY COST = \$0.01 PER KWH															
SPEED					STANDARD					FRACT.					TOTAL COST																
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Standard	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	23	
Fract.	$\frac{3}{4}$	$1\frac{1}{2}$	$2\frac{1}{4}$	3	$3\frac{3}{4}$	$4\frac{1}{2}$	$5\frac{1}{4}$	6	$6\frac{3}{4}$	$7\frac{1}{2}$	$8\frac{1}{4}$	9	$9\frac{3}{4}$	$10\frac{1}{2}$	$11\frac{1}{4}$	12	$12\frac{3}{4}$	$13\frac{1}{2}$	$14\frac{1}{4}$	15	$15\frac{3}{4}$	$16\frac{1}{2}$	$17\frac{1}{4}$	18	$18\frac{3}{4}$	$19\frac{1}{2}$	$20\frac{1}{4}$	21	$21\frac{3}{4}$	$22\frac{1}{2}$	

**VUDAR FAST
WAR CRUISER**

YS:187
DK:7
EX:19

CNTR

[illegible]

The diagram illustrates the layout of the Star Trek: Voyager ship, oriented vertically. At the top is the **SHIELD #5** section, followed by a grid of 10 purple and white squares. Below this is the **SHIELD #3** section, followed by a grid of 10 purple and white squares. The main hull is divided into several sections: **PRB** (purple), **HULL** (yellow), **IPG** (blue), **1 2** (pink), **SHTL** (yellow), **EMER** (yellow), **TRAC** (yellow), **IMPULSE** (blue), **TRAC** (yellow), **PH-2-RA** (pink), **ION-FX** (pink), **PH-2-RA** (pink), **9** (pink), **A B** (pink), **10** (pink), **L WARP** (blue), **C WARP** (blue), and **R WARP** (blue). The ship is flanked by two **SHIELD #5** sections at the bottom, each followed by a grid of 10 purple and white squares.

[illegible]

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

⑥ = ERRATIC MANEUVER WARP COST

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

SHIP DATA TABLE	
TYPE	= CWF
POINT VALUE	= 143
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 2/3
SIZE CLASS	= 3
REFERENCE	= R17.44

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

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS					NOTES
					A A	
					A A	

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

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

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

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

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

ON CANNON TABLE

ON CARRON TABLE											
RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE			
HIT, STANDARD	10	9	8	7	6	5	4	6			
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3			
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12			

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

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

YS:178
DK:7
EX:13
CR:6

SHIP DATA TABLE	
TYPE	= CW6
POINT VALUE	= 125/105
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 2/3
SIZE CLASS	= 3
REFERENCE	= R17.45

STUDENT	ADMINISTRATIVE	ADDITIONAL NOTES					
		HIT POINTS	NOTES				
				A	A		
				A	A		
				A	A	GAS	
				A	A	GAS	
							HTS
					A		
					A		

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

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

BARRACKS ARE
DESTROYED ON
"FORWARD HULL"
OR "AFT HULL"
DAMAGE POINTS.

[illegible]

A diagram of a hexagonal lattice. In the center is a hexagon with an upward-pointing arrow. Four lines extend from the center to the corners of a larger hexagon. The top-right line is labeled 'R', the top-left line is labeled 'RR', the bottom-left line is labeled 'LR', and the bottom-right line is labeled 'LL'.

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

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

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

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
Standard 1		2	2	3	4	5	6	6	6	7	8	8	9	10	10	11	12
act.	$\frac{3}{4}$	$1\frac{1}{4}$	2	$2\frac{1}{2}$	$3\frac{1}{4}$	4	$4\frac{1}{2}$	$5\frac{1}{4}$	6	$6\frac{1}{2}$	$7\frac{1}{4}$	8	$8\frac{1}{2}$	$9\frac{1}{4}$	10	$10\frac{1}{2}$	$11\frac{1}{4}$

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

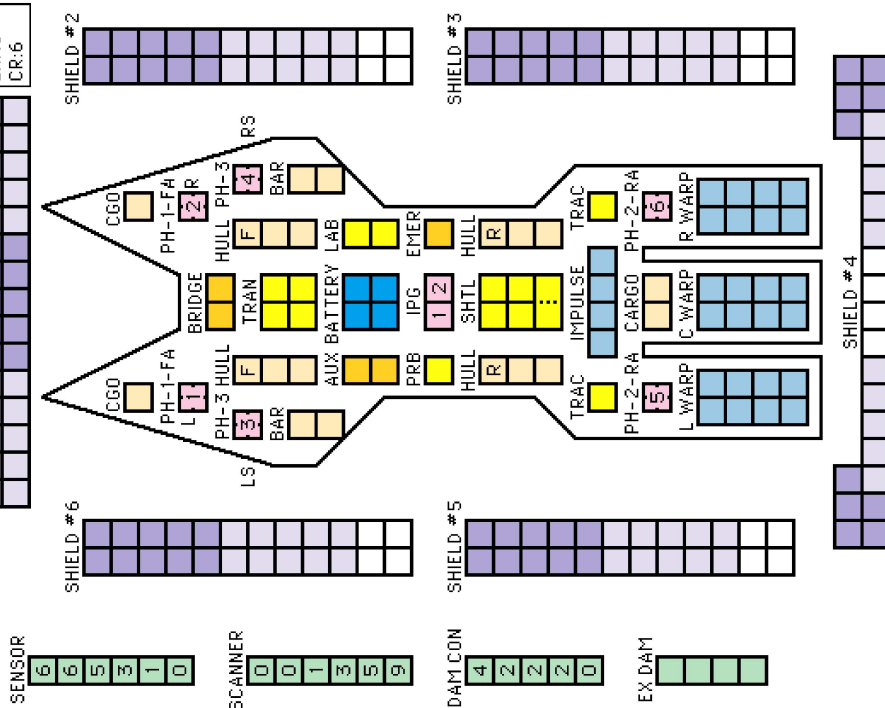
SPEED	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Standard 2																	
Standard 1	1 1/3	2 2/3	4	5 1/3	6 2/3	8	9 1/3	10 2/3	12	13 1/3	14 2/3	16	17 1/3	18 2/3	20	21 1/3	22 2/3

⑥ = ERRATIC MANEUVER WARP COST

0	1	2	3	4	5	6	7	8	9	30
4	14	15	16	16	17	18	18	19	20	20
$\frac{1}{2}$	14	$14\frac{2}{3}$	$15\frac{1}{3}$	16	$16\frac{2}{3}$	$17\frac{1}{3}$	18	$18\frac{2}{3}$	$19\frac{1}{3}$	20

⑥ = ERRATIC MANEUVER WARP COST

0	0	1	2	3	4	5	6	7	8	9	30
7	7	28	30	31	32	34	35	36	38	39	40
$\frac{2}{3}$	28	$29\frac{1}{3}$	$30\frac{2}{3}$	32	$33\frac{1}{3}$	$34\frac{2}{3}$	36	$37\frac{1}{3}$	$38\frac{2}{3}$	40	



**VUDAR WAR
CRUISER SCOUT**

CNTR

YS:178
DK:7
EX:15
CD:6

[illegible]

⑥ = ERRATIC MANEUVER WARP COST

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

SHIP DATA TABLE	
TYPE	= CWS
POINT VALUE	= 135/115
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
IONIZATION	= 2/3
SIZE CLASS	= 3
REFERENCE	= R17.46

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

A diagram of a hexagonal lattice structure. In the center, there is a hexagon with an upward-pointing arrow. Surrounding this central hexagon are six other hexagons. The labels RF, RR, LR, and LF are placed around the central hexagon, corresponding to the four main directions (Right, Right-Down, Left-Down, Left-Up).

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

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

SCOUT FUNCTIONS SUMMARY	
121	ENDING ECM OR ECCM
222	BREAKING LOCK-ONS
223	ATTRACTING DRONES
224	CONTROLLING SEEKING WEAPONS
225	IDENTIFYING DRONES
226	DETECTING MINES
227	GATHERING SCIENCE INFORMATION
228	SELF-PROTECTION JAMMING
229	TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED
ON "TORPEDO" DAMAGE POINTS.

[illegible]

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

TYPE II PHASER TABLE

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

SCOUT FUNCTIONS SUMMARY	
121	ENDING ECM OR ECCM
222	BREAKING LOCK-ONS
223	ATTRACTING DRONES
224	CONTROLLING SEEKING WEAPONS
225	IDENTIFYING DRONES
226	DETECTING MINES
227	GATHERING SCIENCE INFORMATION
228	SELF-PROTECTION JAMMING
229	TACTICAL INTELLIGENCE

SPECIAL SENSORS ARE DESTROYED
ON "TORPEDO" DAMAGE POINTS.

5 = HET COST

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

SHIELD #1	YS:180
	DK:6
	EX:16
	CD:5

YS:180
DK:6
EX:16
CD:5

[illegible]

*BOXES MARKED WITH AN ASTERISK ARE SHOWN AS APR, BUT CAN BE CONVERTED TO CARGO, BARRACKS, REPAIR, OR SHUTTLE. IF CONVERTED TO SHUTTLE, THEY ARE PART OF ONE CONTIGUOUS BAY WITH THE EXISTING SHUTTLE BOXES.

⑥ = ERRATIC MANEUVER WARP COST

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

CNTR

SENSOR

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

TURN MODE	SPEED	SCANNER
B 1	2-5	0
2	6-10	0
3	11-15	1
HET 4	16-21	3
5	22-28	5
BD 6	29+	9

4 2 2 2 0

EX DAM

ELECTRON FTIR
2xPh-3-FA
DFR = 4
CRIPPLED = 10
SPEED = 15
BPV = 10

SHIP DATA TABLE	
TYPE	= HDW
POINT VALUE	= 113
BREAKDOWN	= 5-6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
IONIZATION	= 2/3
SIZE CLASS	= 4
REFERENCE	= R17.47

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

CREW UNITS						ADMINISTRATIVE SHUTTLES						
		*				IDENIT	HIT POINTS			NOTES		
					10					A	A	
					20							
										A	A	

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

[illegible]

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

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

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

ON CANNON TABLE									
RANGE	0-1	2-3	4-5	6-8	9-15	16-23	24-30	DAMAGE	
HIT, STANDARD	10	9	8	7	6	5	4	6	
HIT, PROXIMITY	NA	NA	NA	NA	8	7	6	3	
HIT, OVERLOAD	10	9	8	7	NA	NA	NA	12	

ION PULSE CANNON FIRING TABLE (FTRS)													
NON-WEAPON OPTIONS													
1								RANGE	0-1	2-3	4-5	6-8	9-10
2								HIT * (2D6)	10	9	8	7	6
3								DAMAGE	10	8	6	4	2
4													

WEAPON REPLACEMENT	WEAPON OPTIONS	APR REPLACEMENT
CANNOT BE WEAPON OR POWER. D E	CAN BE REPAIR, CARGO, SHUTTLE, OR BARRACKS. ALL FOUR MUST BE OF THE SAME TYPE.	

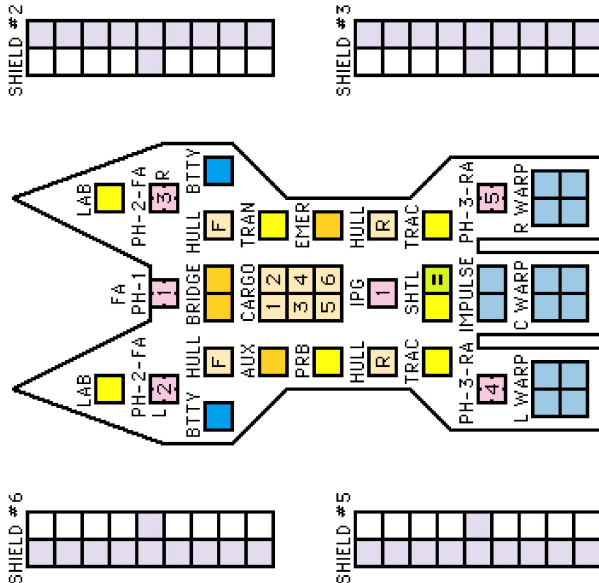
APR REPLACEMENT

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

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

VUDAR FAST CARRIER RESUPPLY FRIGATE

YS:175
DK:3
EX:7
CR:3



CNTR

SHIP DATA TABLE	
TYPE	= FCR
POINT VALUE	= 67/50
BREAKDOWN	= 6
SHIELD COST	= 1/2+1/2
LIFE SUPPORT	= 1/2
IONIZATION	= 1/3
SIZE CLASS	= 4
REFERENCE	= R17.48
LIMITED AEGIS	

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

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

ADMINISTRATIVE SHUTTLES	
IDENT	HIT POINTS
	A A
	A A

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

TRANSPORTER BOMBS	
	D D

PROBES	
	S

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

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



FA = LF + RF
RA = LR + RR

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

AS A FAST CARRIER RESUPPLY SHIP, THIS SHIP INCLUDES DECK CREW'S AND A READY RACK TO PREPARE FIGHTERS FOR TRANSFER TO A CARRIER. IT DOES NOT NORMALLY OPERATE FIGHTERS OF ITS OWN.

CARGO STORAGE RECORDS

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

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

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

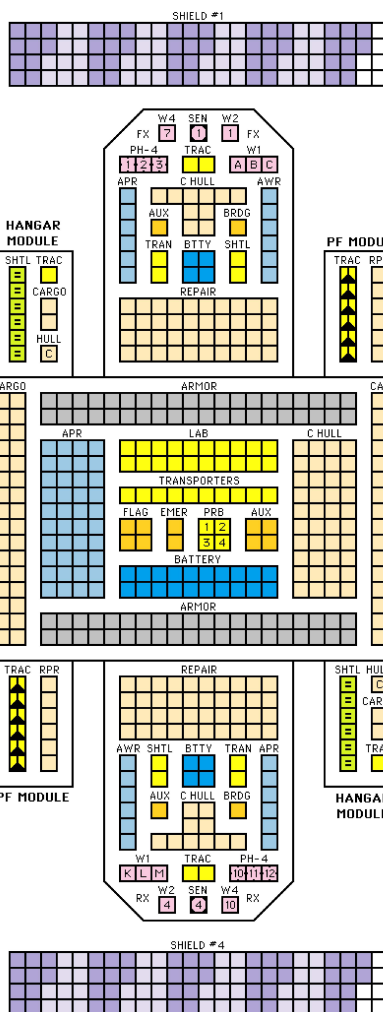
CREW UNITS

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

[illegible]

SHIP DATA TABLE		
TYPE	=	STF
POINT VALUE	=	900
SHIELD COST	=	2+5
LIFE SUPPORT	=	3
SIZE CLASS	=	1
REFERENCE	=	R1.89
HANGAR MODULE +10		
PF MODULE +12		
CLOCK = 52/30 BPV +90		
DOMINANS ONLY		

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


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

SCOUT FUNCTIONS SUMMARY

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

SPECIAL SENSORS ARE DESTROYED ON
"PHASER" DAMAGE POINTS

TRANSPORTER BOMBS

D	D	D	D	D
D	D	D	D	D

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